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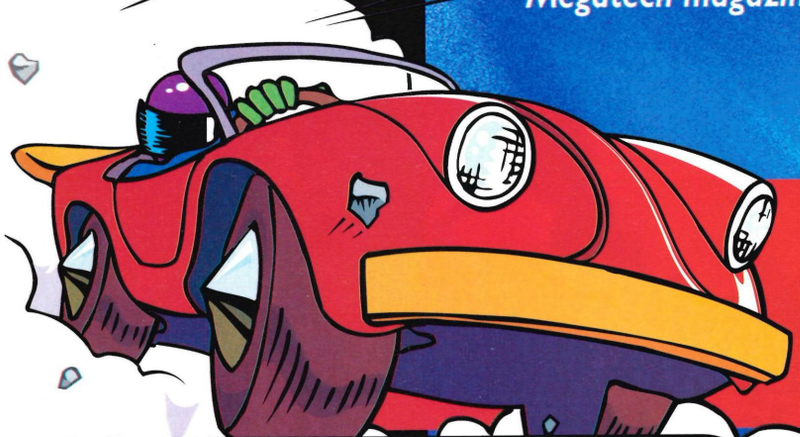
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SEGA XS



AUGUST/SEPTEMBER 1993

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Last words: Deadly deadline

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TINY TOONS T-SHIRT TAKEAWAY!



Sharpen your pencils! Those generous types at Konami are offering you the chance to win one of ten exclusive Tiny Toons™ T-shirts – just watch your friends convulse with envy and offer you large sums of money for these highly desirable articles of apparel. How do you become a walking Warner Bros billboard? Easy – just send us a glorious Technicolor picture of your favourite Tiny Toon, and the best ten will soon find their wardrobes bulging with Konami's largesse! (Don't try to fob us off with tracings, though – we'll know. Only original artwork will win!) Send your masterpieces to *Tiny Toons T-shirt Takeaway*, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF. In the words of Yosemite Sam... "Draw!"

COMPETITION WINNERS

The winners of the Powerplay Competition Pro joypad competition are Leigh Clarkstone from Nottingham, Ben Wells from Norfolk, Stephen Braithwaite from Norfolk, Mark Butler from London, Alexander Hardisty from Cheshire, Troy Binks from Essex, Richard Skelton from Lockerbie, Steven Kerr from Tyne & Wear, Donna Phillips from Nuneaton, Marc Wood from Nottingham, Sarah Pease from Liverpool, Paul Nicholson from Sunderland, P Redding from Essex, Paul Twort from Tunbridge Wells, Rebecca Sullivan from London, M Dermody from London, Jermaine Bandoo from Sheffield, Daniel Matthews from Mid Glamorgan, Angie Baldard from Dorking, Paula Kell from Dyfed, Allen Wellsmen from Cardiff, Keith Barret from Bristol, J Harding from London, Mike Andrews from Southampton and John Anchorman from St Ives. Congratulations all who entered.

INXS

Tips are a risky business. Nobody yet knows if a cheats and solutions magazine will work. Given the state of the economy and the saturation of the market since every publisher has gone crazy-a-bonkers over consoles, nobody except Paragon has made the brave step forward into new territory. SEGA XS is totally unique in the UK (the US and Japan both have widely respected tips magazines) and our aim is to cover all the latest games and get the exclusives on all the gamebusting cheats before anybody else. The XS team consists of only elite gamesplayers who like nothing better than to take a six pack into a small dark room and bust open any game I care to throw at them.

The main difference between SEGA XS and all other magazines is our commitment to excellence. All the games featured in this and previous issues have been played to completion and contain all the information you should need to do likewise. If not, why not phone any of our experts for help between 4.30 and 6 in the afternoon, Monday to Friday? This is how serious we feel about helping YOU get through your worst nightmare.

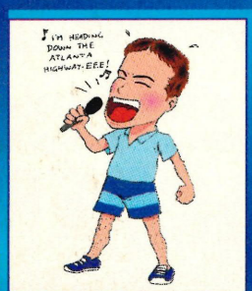
The SEGA XS survey results have been flooding in from all over the country with a wide range of wacky answers. What really surprised us was the number of readers in their mid twenties, and even some over fifties, who all eagerly await their copy of SEGA XS. Up until now we had assumed that the console market was primarily youth orientated, but now we know just who you are, expect some new features and regular sections to be included in both XS magazines in the near future.

Finally, I would like to thank everyone who has sent letters congratulating us on SEGA XS #1. When you consider the size and amount of work involved and the number of hours that the XS team work, it really does show that producing SEGA XS is a labour of love. Stay tuned!

Damian Butt

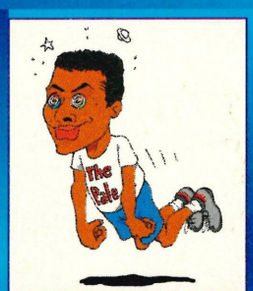
THE XS POSSE!

Damian Butt



Revealing previously unsuspected "talents" for singing and dancing at the office party, which most people wish had *remained* hidden, Damian followed this up by auditioning for a part in *Baywatch*, stopping his "merry" brother throwing himself into the pool. What a hero!

Jon Eves



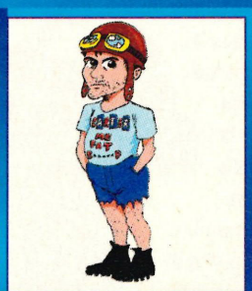
Jon recently took an inordinate amount of time off to go to the Glastonbury festival, where he acquired an obscene tan and several unusual cakes, which he insists are merely chocolate brownies. Being infused with hippy sensibilities didn't stop him gleefully blowing things up in *Jungle Strike*, however.

Mark Roper



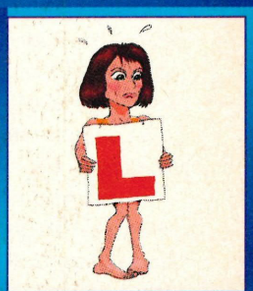
The new face on the SEGA XS team, Mark is turning out to be something of an enigma, lurking moodily behind his Mac and rarely saying anything. He has, however, been spotted wearing a gangster outfit in public, so nobody dares talk to him in case he turns out to be Al Capone reincarnated!

Andy McDermott

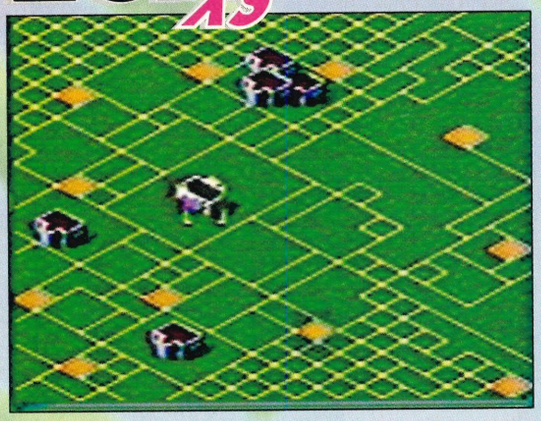


Our newly crop-topped designer has been busy of late, what with flying a Cessna thousands of feet over Bournemouth, sleeping in his bath, dancing like a lunatic at the office party and being thrown bodily from casinos. The things you do when you don't have a life, eh?

Carolyn Ratcliffe



Another victim of post-party whiskey poisoning, Cabs then proceeded to take her second-ever driving lesson with the Good Time Gorilla still bashing her over the head. Bournemouth police have since issued a description of a mad Micra-driving granny-killer they would like to have a few quiet words with...

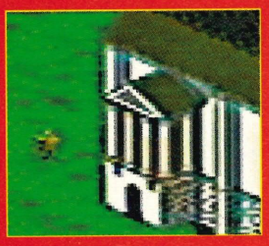


KEY

- Fuel, cough splutter, will be found here. Get it while you can.
- Bolt on a few bits of metal for extra armour to protect you.
- If you want to sustain the heavy fighting power, you'd better load up with ammo.
- For the really needy, take advantage of the extra lives available throughout.

Level 1: Washington, DC

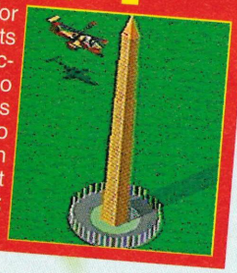
Mission 2



These are four buildings worth torching as they are the newly appointed Terrorist Headquarters. You are only required to destroy three of them but make sure that you also capture the leaders for information about future terrorist plots. Most of these buildings are heavily protected by attack vans, tanks, as well as individuals armed with the latest in the range of bazookas – be well armoured! The way to attack is to sweep in from one side and circle the buildings, firing all the time, until you have taken them all out. Use the buildings as cover.

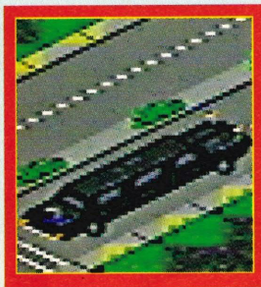
Mission 1

You could be excused for wondering why terrorists would want to blow up a structure like this, which serve no useful purpose. Nevertheless it needs your fire power to once more save its picture on the sky-line. Make every effort to avoid destroying it yourself; it's easily done!



When protecting the limousine on mission five, take care to keep the limo on screen, otherwise you may find that the President hasn't moved from when you last saw him.

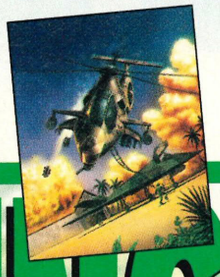
Mission 5



Now this car really knows how to take a corner considering the size and bendability of the thing! Your task, however, is not to drive the limousine, but to protect it along the route to the White House. Exterminate all terrorists, barricades, and vehicles to allow the president easy access to bed after a hard night out jamming with the lads. The route of the limo is marked with a yellow line and it is best to fly ahead and take out all the enemy first.

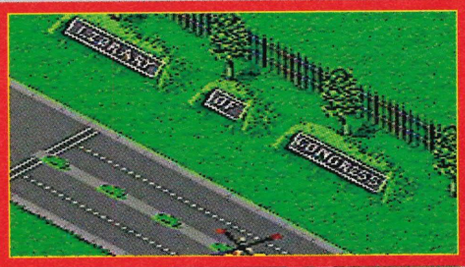
For a year, *Desert Strike* ruled supreme, now Electronic Arts have done the impossible – they have improved it. *Jungle Strike* is without doubt the best thing to hit the Mega Drive this summer and should be in everybody's collection. You take command of the fictional Commanche attack helicopter over nine (twice as many as *DS!*) highly involved military campaigns. The missions range from escorting the President through Washington to pilotting a top secret Stealth Fighter through South America. Can you afford to miss out on the solution to the game of the year?

MEGA DRIVE



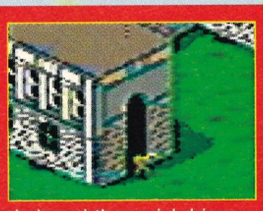
ELECTRONIC ARTS ● SHOOT-'EM-UP

JUNGLE STRIKE



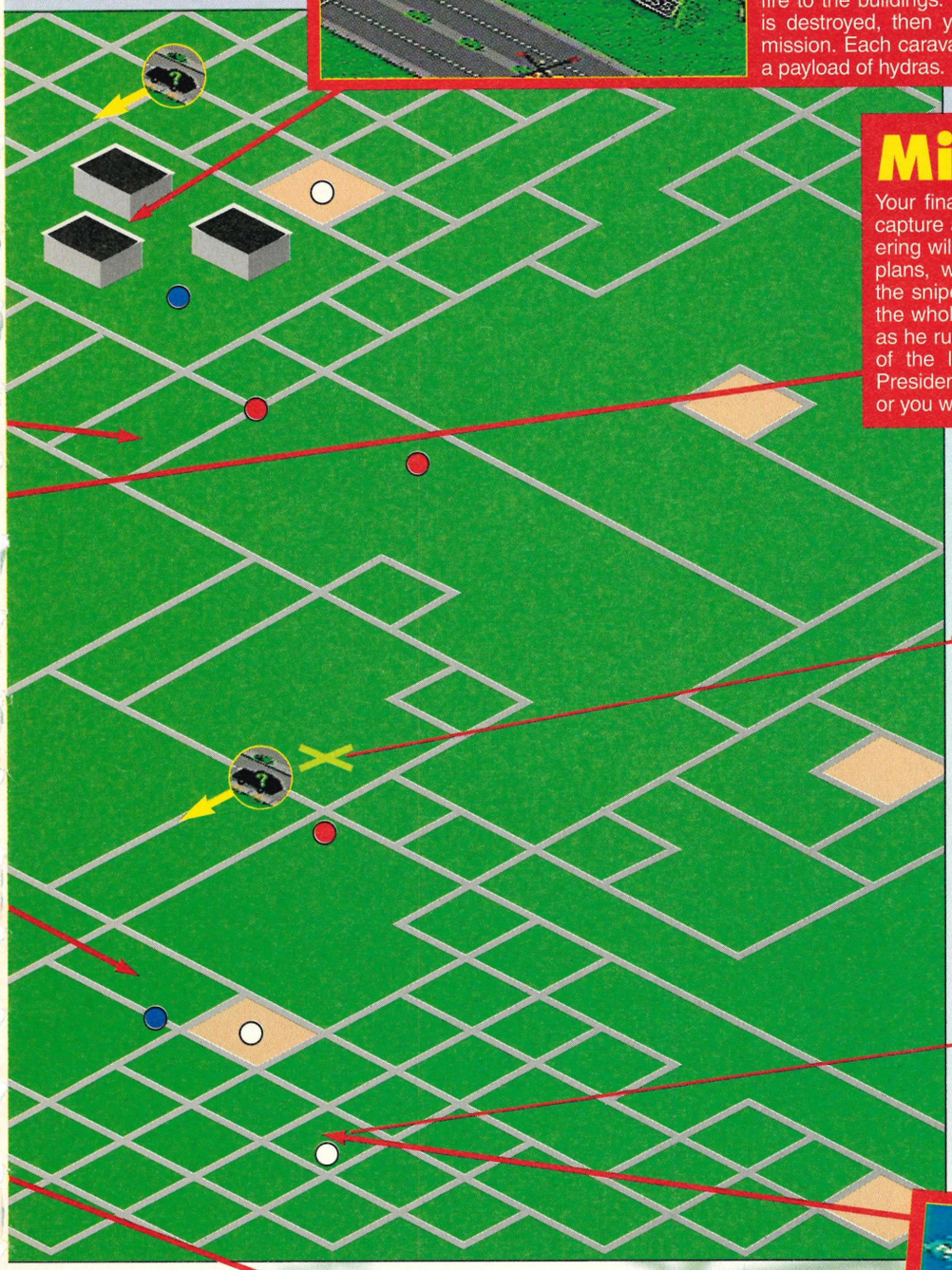
Mission 1

The library of congress is protected by five camper vans with missile launchers mounted on top. Fly round the buildings and bomb the hell out of the campers without drawing their fire to the buildings. If just one of the buildings is destroyed, then you will have to abort the mission. Each caravan will take two hellfires or a payload of hydras.



Mission 6

Your final mission needs you to capture a sniper alive. This shivering will tell all of the Madman's plans, what a grass! To get to the sniper you have to decimate the whole building (don't ask me why) and then pick him up as he runs away from the devastation. It is best to go ahead of the limo and complete this mission first so that the President is never in danger. You must get this sniper alive or you will be recalled and not allowed to go on to level two.



This landing pad can be used to off load any unwanted passengers in exchange for extra armour. So don't let passengers off if you still have full armour.



Mission 3

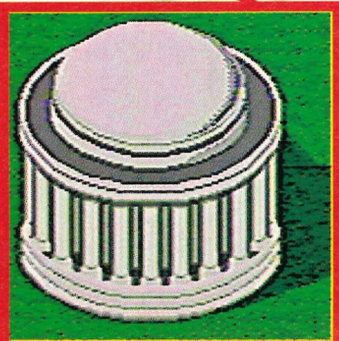
You are going to have to be quick on your feet to get to these slippery little suckers before they detonate themselves in front of five Embassy buildings. When you come into contact with one of these kamikaze cars, let all guns fire, don't allow them an inch of space to get away. Try to hit the cars in the front, using hellfires if possible and following up with hydras

The fuel found here is in the basement of the building and over-zealous use of fire power will more than likely render it useless. Go easy when blowing up the building!



Mission 4

Tommy Cooper it isn't! Secret Agent 86 it is, alias Akbar. This frightened fellow has vital information as to the time the president is expected to be attacked. He is being held against his will in a basement south of the city, so get to him quick, before the Chinese water torture breaks this man of stone to telling his assailants all he knows. This Secret Agent is without a doubt second only to 007, so be careful not to blow him to bits and then get out of the chopper and quietly whisper "oops".



Mission 1

One of three monuments that require protecting is this, the Washington Monument. As with the other valuable buildings, it requires sharp shooting and good control of the helicopter to negotiate the building without constantly crashing into it. Take care to dispose of all of the terrorists. This will be acknowledged when the icon on the map disappears. The monuments don't need to be protected in any particular order as long as the nation's heritage is maintained.



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Electronic Arts,
Tel: (0753) 549442

Mission 5

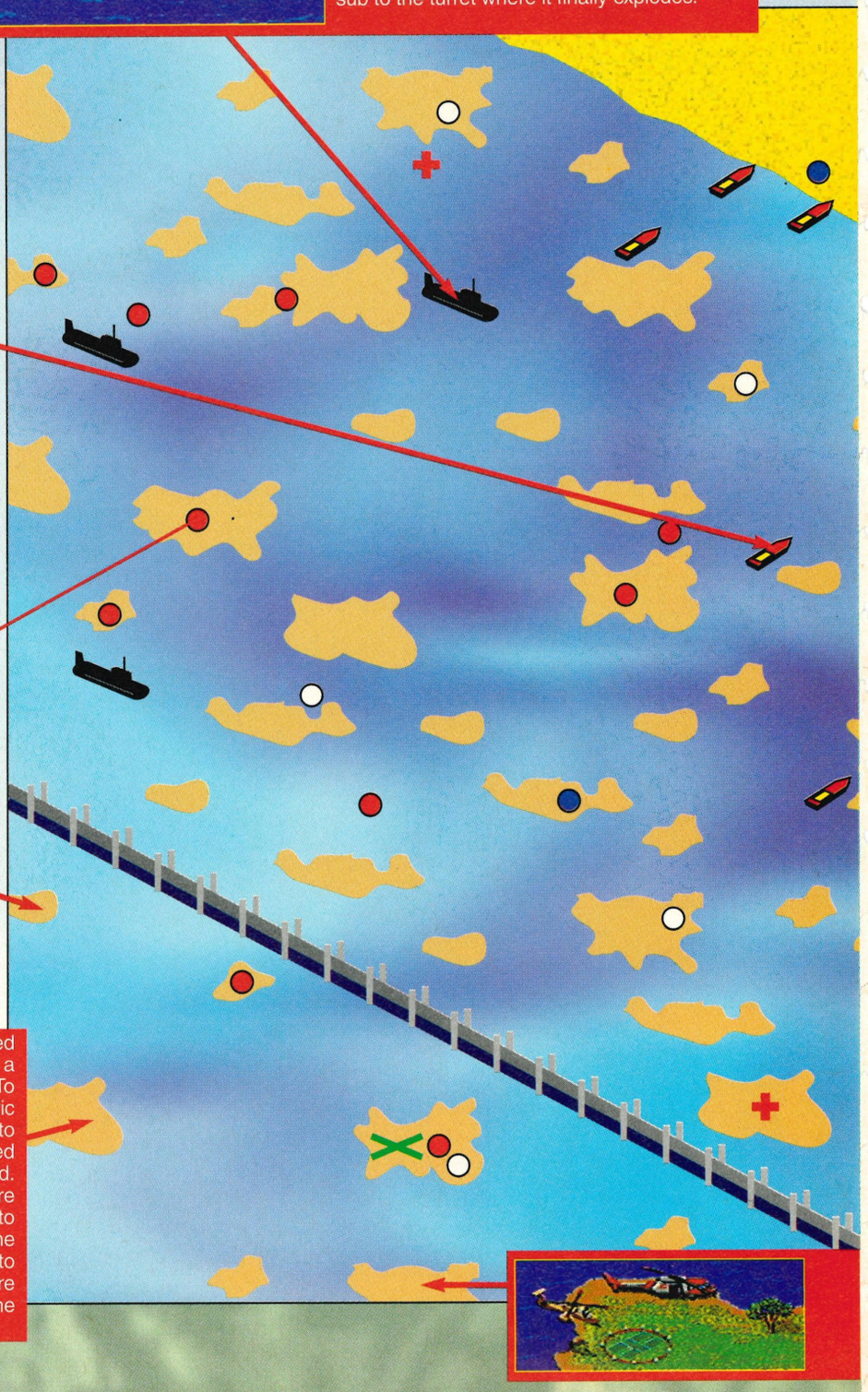


There is now a fleet of submarines terrorising the waters and they are of an awesome size. The subs will take loads of hits before being sunk and will require near full ammunition. Fortunately there are crates floating in the sea near to the submarines, they all contain cases of ammunition. Keep moving around, not giving the gun sights a chance to lock on. Let all your fire power loose on the sub's gun turret and make sure you don't let the sub get too near the island or the enemy guns will get you. The best way to destroy the subs with only one hit is to go right in front of it and drop a mine. You will see the mine go through the sub to the turret where it finally explodes.

Mission 3



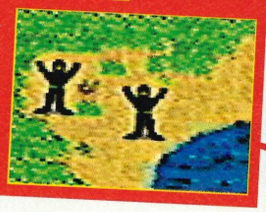
There are a helluva lot of speed boats cruising the coast, half containing plutonium heading for the trucks on the beaches, and the other half are well-armed gun boats. Your job is to take out as many of the speed boats as possible while collecting eight plutonium crates. Do not, even accidentally, destroy any of the crates unless you like nuclear winters. Some of the crates will make it to the trucks, they will head for the base as quickly as possible and it is up to you to use all your guns to stop them and collect the crates. Many of the speed boats will try to lead you into danger so scout the whole area before attacking.



It is a wise idea to search the site and expose as much fuel, ammo and armour for future use. This enables you to use the map to find it later.

Mission 1

These two very dubious characters are Navy SEALS. They are stranded on an island with two more dubious characters with guns! Shoot the guys with guns and pick up the others for info on a stolen hovercraft.



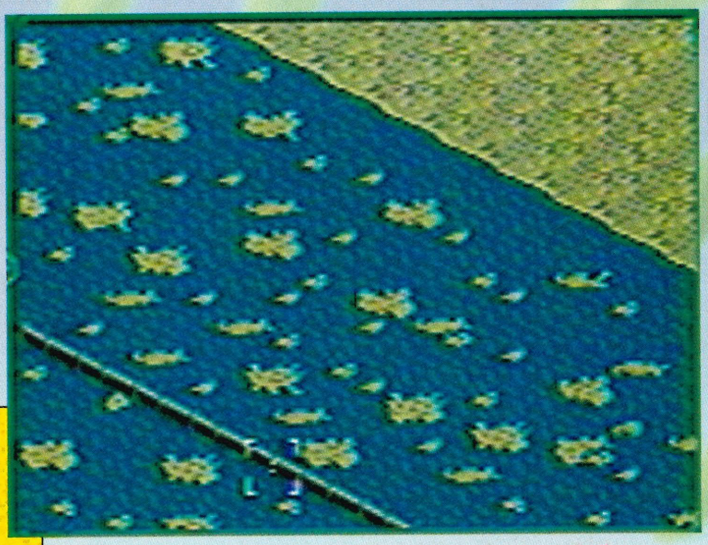
Mission 2



The hovercraft is protected by an electric field and a small group of terrorists. To disarm the electric defences you will need to dispose of all the armed enemies on the island. Once their defences are down, you will be able to land the Helicopter on the pad. Now you can sprint to the hovercraft. You are now able to combat the water-based terrorists.



This is not a bad place to visit as it holds many treasures, but be warned as it is the destination for the plutonium trucks and is considered to be rather important to the drug lord. The tower is well defended and you can expect to be greeted with the customary enemy shelling! Keep moving to avoid the damaging missiles.



SUMMARY

GAME NAME: Jungle Strike
TIME TO COMPLETE: 5 days
HIGHEST SCORE: 14,650,000
NUMBER OF LEVELS: 9
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

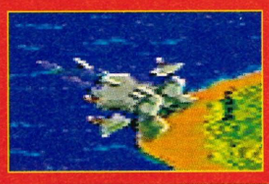
Level 2 – RLHGD7395PH
Level 3 – RXVWT74MYR7
Level 4 – 9VMF9NSHK9G
Level 5 – X7NL4SHCYRN
Level 6 – WS6MHPZF9TJ
Level 7 – TMHPGCFDYRL
Level 8 – 7PGCZJYK3XM
Level 9 – NCZJFD3BRWC

A lot of the extra fuel, ammo and armour will be found under shelter. This would not be too much of a problem if it weren't for the fact that the shelters are surrounded by some heavy-duty fire power. Shoot, but be prepared to be shot at.

To complete your first mission, return the Navy SEALS to their helicopter where they will be able to jam the alert zone of the hijacked hovercraft.

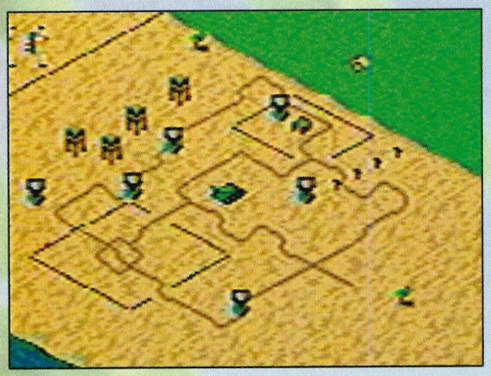
There are three extra lives to be had on this level, odds are you'll need all three. Take care not to blow them away as some are hidden in boxes or shelters.

Mission 4



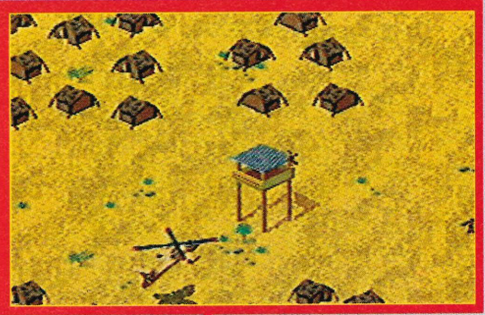
Your task here is to find and rescue a stranded F-15 pilot. Luckily we are already saving you fuel and armour by showing you the exact location. Be quick to rescue him before the terrorists decide to use him for target practice. The pilot holds the secret location of the drug lord's nuclear attack submarines.



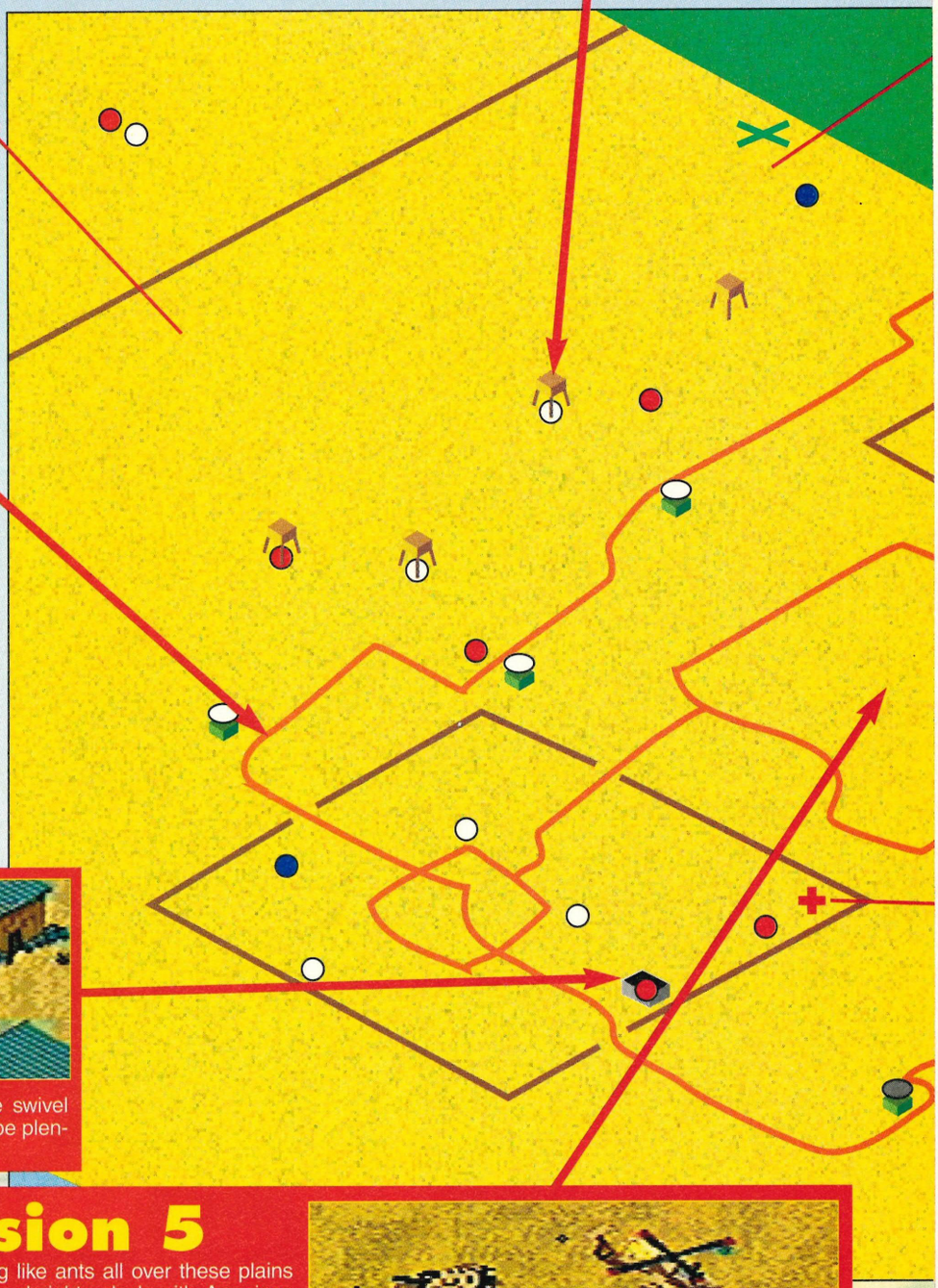


Mission 1

This is the beginning of a very nasty uprising by the terrorist faction and is where you get a chance to destroy their training camps and take out all guard towers as well as any troops you encounter. There are many camps in this area, some of which hold supplies necessary to your survival, some, however, contain angry opposition.



The quick ladder, a very handy piece of machinery, can be found here. It's protected quite convincingly by a number of troops and other weaponry, though it's well worth gaining



Mission 3

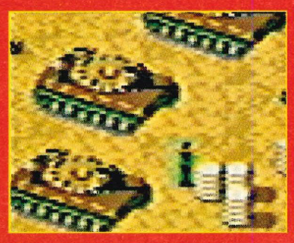


Three mobile radars will have to be taken out for you to be able to continue your mission. They protect the tank depot and barracks. You will need to take out the radar and the truck, but if you hit the radar first, the truck will also go up. If you only destroy the transporters the radars will still remain operable and your mission will be incomplete. The radars will be found close if not on this track, closely followed by Sheridan tanks. Circle the site if things get too hot. You must not fail!

Mission 4



A communications expert is being held against his will in the barracks jail. You will need to rescue him so that he can tap in to the Druglord's calls, giving you an advantage in the fight against drugs. To complete this operation, he will need to be taken to the telephone pylons. The camp that he is held in is relatively well guarded but you should be able to take out the swivel guns before they have time to turn and shoot you. There should be plenty of ammo and goodies in the other huts.



Mission 5

Sheridan Tanks running like ants all over these plains are all preparing for an almighty clash with American forces. They need destroying quickly before they are given the chance to compose themselves for battle. Although not all the tanks are immediately active, they all have extensive armour. Blow them all away and watch out for the ones that shoot back!



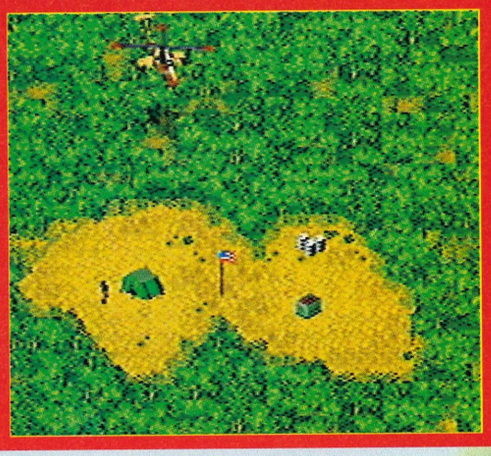


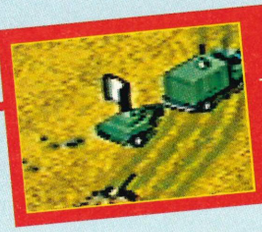
This is the location of the landing site on mission two. A pretty little setting with an evil undertone as the terrorists have captured this vital lifeline. Fly in and destroy all the troops guarding it, then drop off the commando and the flag will be lowered.

Level 3: Training Ground

Mission 2

You will need to secure the landing zone before coming here. The landing zone is easily recognisable by the arab tents set up around the landing pad (left). Once you have cleared the area around the landing zone (without destroying the pad itself!) you can then make your way here. There are a few armed enemies that will need to be disposed of, as well as a Green Beret officer needing to be rescued. You will also find useful supplies which could save your life or provide a handy store for later.



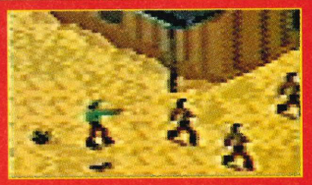


Mission 6

These mobile radar sites are the key to the Madman's defence. Once you have knocked them out you will have undetected access, allowing you to let loose at the supply warehouses and enemy HQ.

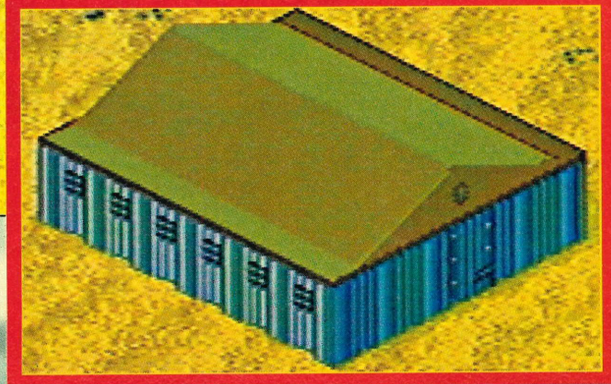
Mission 7





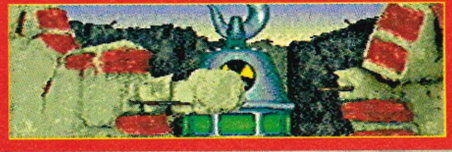
Now the terrorists detection system has been immobilised, you can directly attack the core of their operations. Destroy the enemy HQ, leaving all their future missions in chaos. To help you even further, you can gain important radio passwords by capturing the three field commanders from the key buildings in the camp. Take out the Ack Ack guns first.

A very well-earned extra life is yours if you dare to breach the extremely heavily armoured tanks here. One of them holds your reward.



Mission 8

The warehouses located here hold varying rewards to the gallant pilot who dares to go against the terrorists. One of them however, holds the key to the madman's future plans... a nuclear reactor! It will need to be handled with kid gloves if you want to make it to the next mission. Only one stray bullet is all it takes to destroy the time bomb and it's game over! Other warehouses hold fuel and armour, but be careful of the angry troops inside.









Mission 4

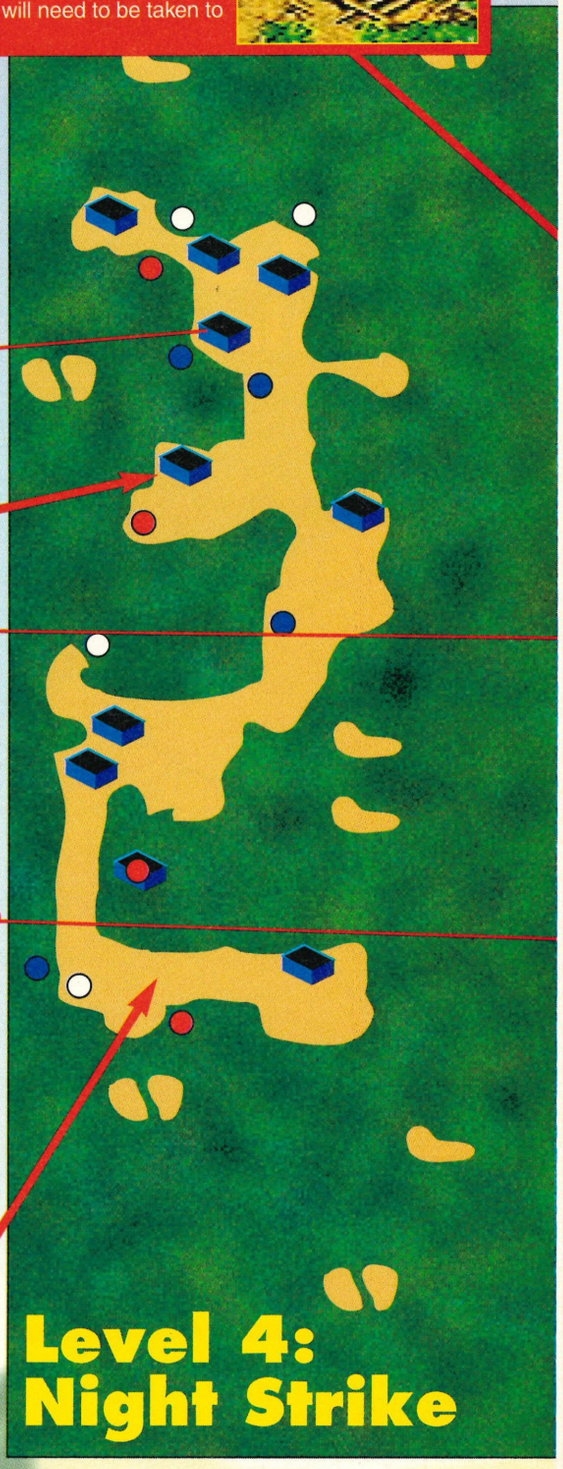


Within the various bamboo cages that are sunk into the ground are trapped three German nuclear scientists. They have been kidnapped by the drug lord and forced to work against their will. You are required to rescue them. They are held in separate bamboo prisons and will need to be taken to the recently secured landing zone.

Check out these guys. There are absolutely loads of warehouses, store huts and troops quarters that need destroying for mission six. Basically, it is a case of flying madly down the middle while letting off all your weapons at everything and anything. In the midst of all this calculated violence, this is a chance to let your hair down and do some real damage to the drug lord's operation.

Once more there is a quickladder for your disposal here. It isn't obviously seen, but is hidden in a hut in this area. It would be to your advantage to collect it. Picking up supplies is a tricky business when you're being shot at from all directions.

Base is where the heart is, or at least some extra supplies. It can be quite deceiving trying to find your way back here as you will be constantly disorientated in the dark.

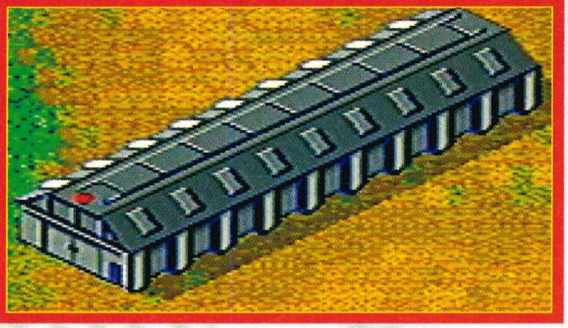


Level 4: Night Strike

Mission 6



There is a lot that goes into this mission. Your task is to destroy twelve buildings that the drug lord has taken over. In and around these structures are fighter planes, their parts and troops. You will need to scout the whole area first. It's marked here to make sure you take out all the buildings, crates and parts within. Fortunately, there are a lot of supplies in and around this area, and all can be relatively easily found with a little help from my mate and yours, the armament expert. Many of the supplies are under canvas and many are well protected by canons and troops, so be ready to return fire. Return to base when you've successfully completed the mission.



Mission 7



This guy is well worth rescuing. He knows the locations of all the ammo and fuel supplies within this level. The best tactic is to rescue him from the beginning so that all the supplies are highlighted. Be prepared for some heavy retaliation, but it's worth the risk. He's located within a hut in this area.

Mission 2

Another Green Beret scout is stranded, this time in the depths of the darkest jungle. He can only be spotted by a flare he waves and can easily be mistaken for an enemy soldier. Needless to say, don't shoot him, he has been allocated to guard the landing site in the village. This site will need to be secured before leaving the Green Beret to fend for himself.

If you are finding it difficult to see any of the missions, it's worth firing a missile to give you a brief, but worthwhile view of the ground below. Hellfires keep it light for longest, but you only get a few of those and hydras are just as good in a constant barrage.



Mission 3

Awesome, truly awesome! That's all that can be said about the hijacked Apache helicopters. They have armour a nuclear shelter only dreams of and the fire power of an on-target scud! Don't even consider toying with the likes of these war machines, take them out and feel good about it. Each Apache takes about three hellfires or a huge amount of hydras. Remember that you only need to take out the heli pads, so it is possible to swoop in, get the pad, then get the hell outta there before the Apache gets a bead on you.

Mission 5



There are a number of American troops being held prisoner within these makeshift prisons. They are identical to where the German scientists were being held in the previous mission and the US POWs will also need to be taken to a landing zone. It will be necessary to make two trips to the landing pad, so make sure extra fuel supplies are on hand.





Canvas huts such as these, hold all the supplies you will need, as well as a few irate soldiers with bazookas!



Mission 1

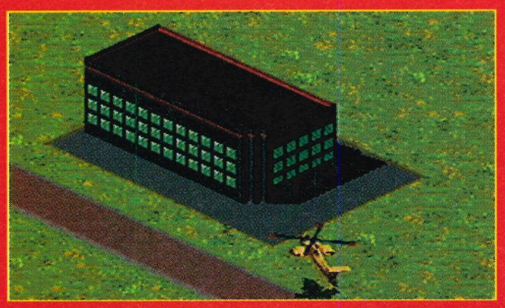




Whoah, no lights! What a bummer! Now you will have to find yourself eight watch towers, no doubt you will bump into them before shooting them. However, you can see from the map that SEGA XS have them well and truly mapped!



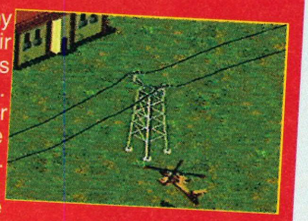
Mission 3



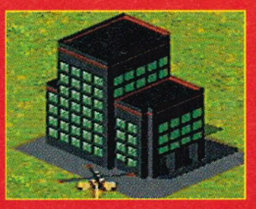
The only way the Drug lord can launder drug money is by constructing a counterfeiting operation. This occurs inside these dark buildings. They have relatively small defences as they don't want to attract too much attention to themselves. You should not find destroying the buildings much of a problem, be sure to destroy all equipment inside and rescue any scientists within.



Most of the enemy laboratories gain their energy from this power station. Destroy the power grid and halt the manufacture of drugs. Watch out for the guards near the police station as they are heavily armed.



Mission 5



Many weapons surround this lab and will need to be blown away. Use your manoeuvrability to good effect by circling the defences, while at the same time inflicting the damage to destroy them. Then blow up the lab to reveal five armoured cars.

Building sites in this area have supplies hidden in their basements. Destroy these buildings for the crates within.

An extra life can be found here for the taking. It is within a building if you need it, but don't use too much fire power – you don't want to destroy it!

Mission 6



As soon as you have completed the previous mission you will have to fly directly back to the local Police Station to find and take command of the latest assault vehicle designed by the army engineers. It is, of course, the much-talked about XI-9 Urban Attack Cycle. This has the ability to hold and fire nine missiles without need to get further supplies. You also have the use of a very powerful weapon, which drops high-powered mines. You will need to use the mines to halt and destroy six armoured cars, each of which is carrying a nuclear detonator. It is vital that you stop all these vehicles without destroying the detonators as you need to collect them and return them to safe hands.



Mission one requires you rescue trapped civilians, however, the Comanche only holds seven passengers. You will need to make a few trips to complete this mission. Have your fuel lined up. There is an ammo crate in one of the buildings near here.

Level 5: Puloso City

Mission eight will require a lot of resources. You can find plenty of supplies under and within the buildings surrounding the base.

Mission 8



You'll need to have your wits about you to avoid enemy and sniper fire, while at the same time safely dropping off your co-pilot. Once down, he will set plastic explosive charges at the Drug lord's war room. To enter the desired area, you will need to destroy the watch towers positioned on the perimeter walls. It would also be wise to decimate all heavy artillery aimed at you. Keep moving to avoid the fire as they have seriously devastating effects. After you have dropped the co-pilot, keep moving while taking out any enemy forces daring to confront you. The area is well defended so you'll have your work cut out if you want survive this mission without losing a life. If you find yourself running out of fuel, ammo or armour, use this map to locate the supplies in advance. Don't leave it til the last minute, you may find yourself cutting it too fine!

Mission 7



To complete the last mission of this level you will need the C-4 explosives hidden here. They will be used for the most dangerous mission to be carried out on this level so far. Destroy the armoured trucks that arrive to defend this building, then tear open the structure with all the force that's required. Once you've gained access to this most dangerous store room, take all the explosives you require. Watch out for any troops hidden in the building and be careful not to destroy the supplies when killing any enemies.

Mission 2

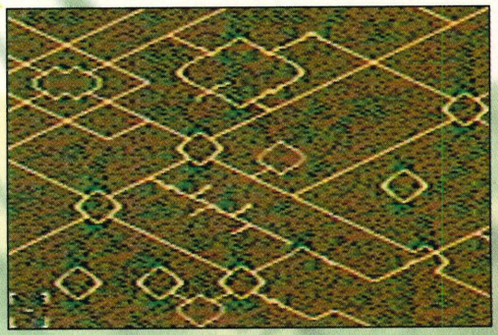


Processing plants have been constructed by the Drug lord. This transforms the original crops into hard drugs and man-made chemicals for retail. All of which are highly deadly and require instant destruction. You will need to blow up the factory; allowing access to the machinery within. Once you're able to sight the machinery – destroy it immediately. This prevents the enemy from reforming and enabling them to protect the highly valuable equipment. Once you have begun combat with the factory, enemy forces will be notified and will react immediately. Speed is therefore of the essence, as is your ability to halt the Drug lord's progress.

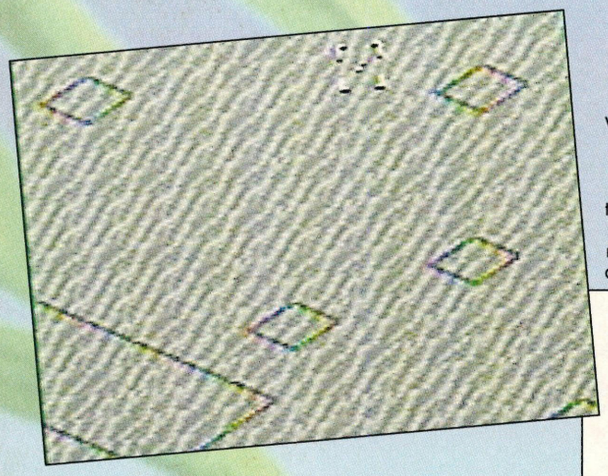
Mission 1



You have a mission overseen by the UN forces. It is to rescue civilians which are being held hostage by the ruthless enemy in old monasteries. You will find most of the local army using you for target practise. There are a lot of rebel fighters letting their anger out on you. Meanwhile, you will have to blast a hole into three of these makeshift prisons and rescue the civilians inside.







Wild Bill will be found in a hut situated just about here. Other huts contain weary prisoners, five of these need to be rescued if you wish to complete mission one. Kill just one and you will be recalled.

Mission 1



Ol' Wild Bill has been shot down by enemy fire and captured along with many other prisoners of war. You will be required to rescue our mate Billy and five other captives. You can expect a hostile reception from the resident guards so stay sharp.

Mission 4



You need to enlist the help of a captured Russian scientist if you want to continue the campaign. You will find him trapped in a shelter here, along with many supplies. Destroy the shelter and the scientist will be the one waving his arms, not shooting at you!

Many supplies are discretely concealed amongst trees, however, flying over the vast white plains everything looks the same. Always check the map if you desperately need to get to the supplies quickly and uncover any hidden dumps so that they appear on the map.

Extra life! Get it here, you almost definitely need it. There will be no hassle, it's concealed under a building near the pylons.



Mission 6

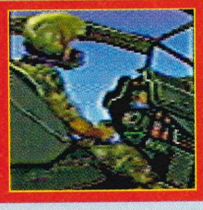


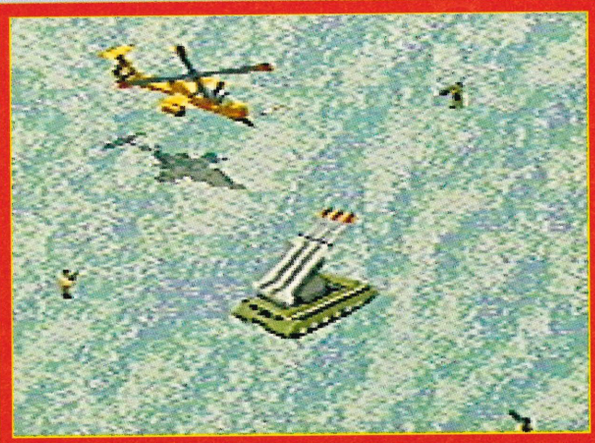
The Drug lord has got a nice little setup here. Carlos has acquired this sub-station and linked it up with his underground complex. This provides all the energy requirements as well as operating the air ventilation system. Taking out the sub-station would render the enemy's underground operation useless. Your task therefore, is to destroy the electrical plant and also wreck the pylons that run from it making repair practically impossible. You will, without a doubt, encounter some opposition in the guise of the local vigilante – M1 Battle Tanks. Their three objectives are to strike you fast, hard and often. Their armour value is 200 and they will destroy you in seconds. Take this area very carefully and use the armour repair in the buildings near the power station to recharge. Take out the pylons from a great distance to avoid confrontation.

Mission 3



Your objective here is to destroy all weapon stocks that the terrorists have hoarded. You will need to blast open the missile depots and dispose of all missiles within. There are plenty of armed ground soldiers to have a pop at, not to mention the watch towers. Let 'em have it!





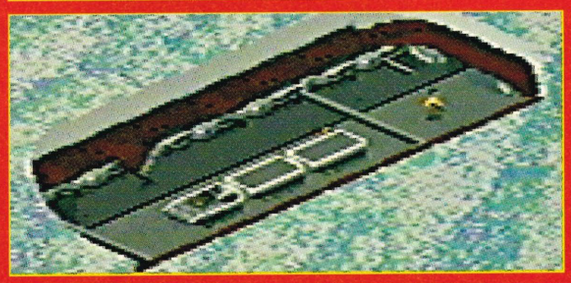
Mission 5

Mission five holds the fate of six mobile missile launcher. They will not appear on the helicopter's mapping system, however, you've guessed it, SEGA XS have a mapping system that puts the Comanche's to shame. Marked on the snow fields you will find the positions of all missile launchers. They are relatively lightly guarded and ironically you will notice how the missile launchers don't actually fire at you! Anyway, this shouldn't be of concern, your main priority is to take out all launchers whilst regaining your composure. You will need expert vision to complete the final missions of this level. This mission is a mere training exercise with the terrorists giving you some shooting practice. They're toying with you, blow them away!

The landing site needs to be secured before being able to land here. To do this you will need to destroy the igloo situated nearby.

Mission 7





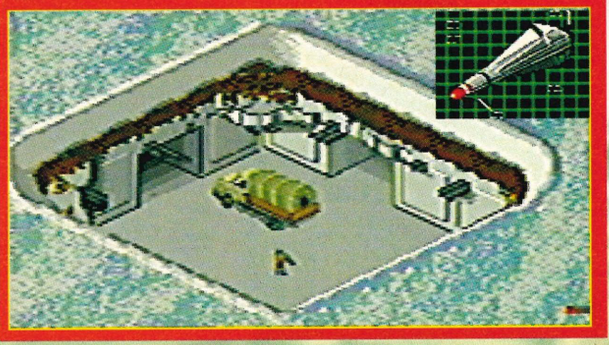
Underground fortress, that's what this is, you will have to expose and destroy six of them. There are plenty of complexes located under what appear to snow drifts. A lot of them contain some very familiar looking supplies. Once again they will be well guarded and you may find it difficult killing the guards without destroying your supplies. As you will have probably realised if you've played the game to this stage, the chain gun automatically sights on the nearest enemy, only if you are within a certain distance. If you're not, you may find stray bullets winging their way towards the very supplies you are after. If you notice, all the passages that you uncover here are leading to something bigger in the centre.

Level 6: Snow Fortress

There is some heavy stuff occurring under foot. Nuclear missiles are being hoarded by the ever-irrepressible madman. You need to expose these time bombs and rid the fortresses of the nuclear threat. Most of them will be contained in trucks or crates which will need to be opened CAREFULLY! There is no second chance as far as collecting the warheads is concerned, one false move and you'll be engulfed in a huge mushroom cloud. Whoops apocalypse!



Mission 8

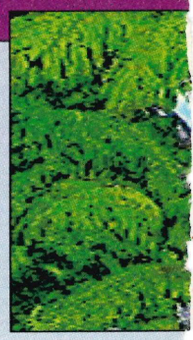


Mission 2



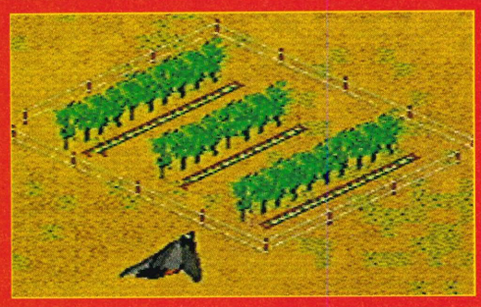
Three early warning radar sites need to be put out of action. They are all based around the missile depots, and allow them the advantage of being able to detect any foreign objects, such as an armoured Comanche for instance. The radar systems are themselves protected by Gatling guns. These have an incredibly fast fire rate, but with a not too effective power rating. They only take five units of armour per hit. It will only take one Hydra to dispose of them and one for the radar. Not too difficult really!





Before beginning your mission it is worth locating and destroying three very efficient and well-armoured radar sites. This makes many missions easier to complete later on in the game.

Mission 3

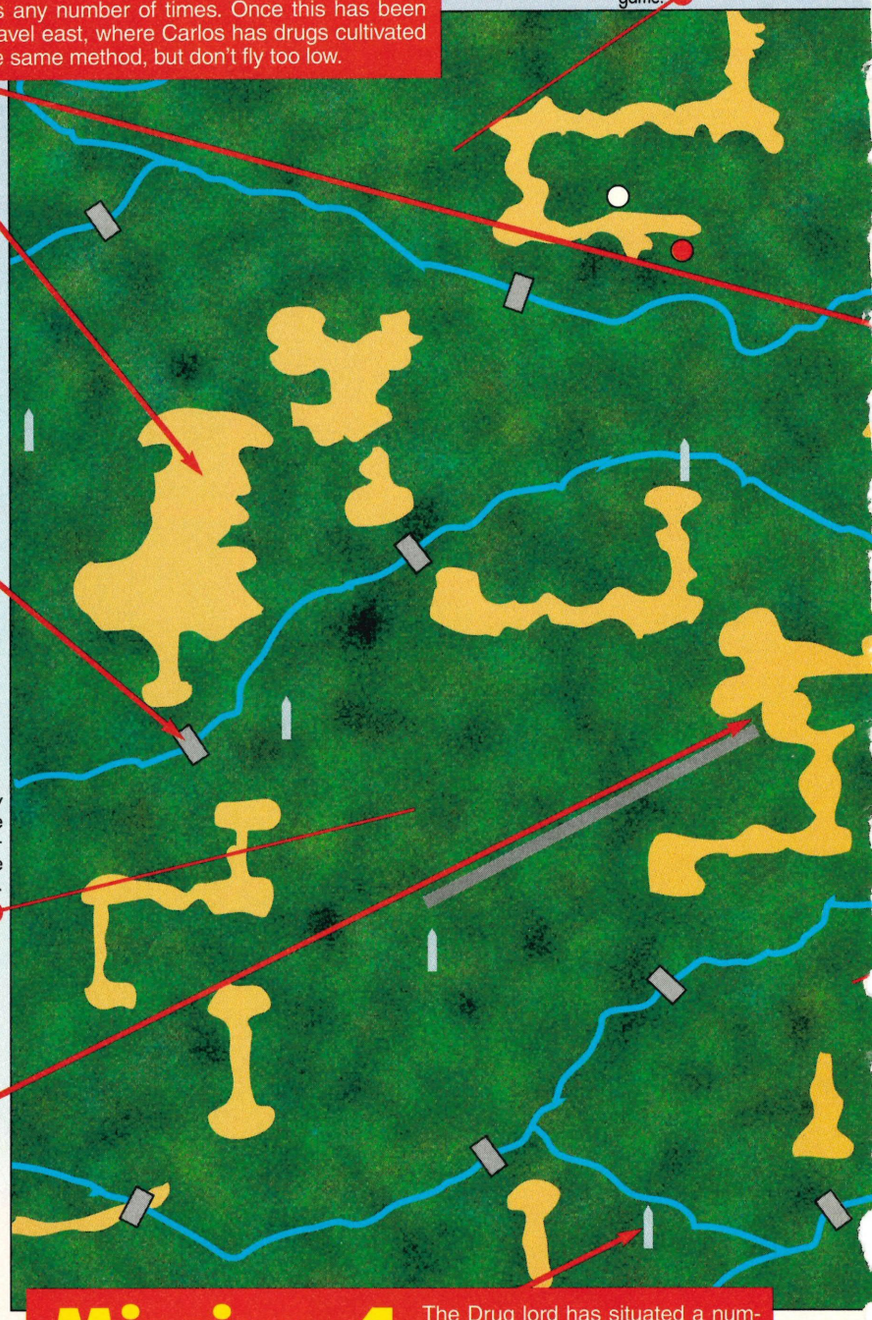


The core of the Drug lord's operations can been seen here as this is the very place the drugs are grown. Naturally, they will have to be destroyed. Flying in a circular motion across the fields of drugs is the best way to succeed here, checking the map to make sure you have destroyed all drug fields. Use hellfires when you are flying really low for better accuracy. Watch out for the watch towers as you can still hit them and explode. Due to the Stealth's infinite fuel and ammo, you can circle the fields any number of times. Once this has been done you will need to travel east, where Carlos has drugs cultivated in greenhouses. Use the same method, but don't fly too low.

Mission 2



Troop bridges are an integral part of any jungle operation, especially if you want to get over rivers! You must destroy at least six to cripple the enemy's infrastructure and render the drug transportation useless. As the Stealth is not the most versatile mode of transport, it will probably take a few passes of each bridge to complete this mission. Pressing up and down on the D pad will change the height, staying lower will certainly help to ensure a good shooting accuracy.



Another of the radars is here, they are well-armoured, and if using the Comanche, can leave you a bit vulnerable. Keep circling at the same time whilst checking your armour.



Mission 1

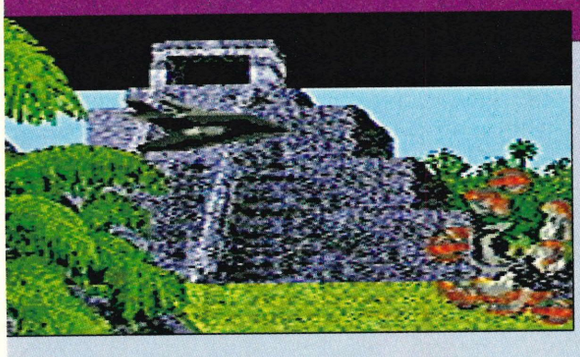


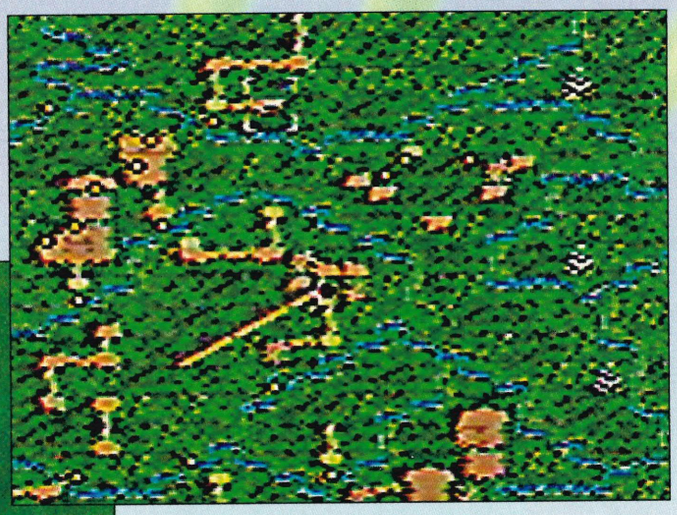
The Stealth Bomber has got to be one of the most majestic looking planes. This one, like all others, is undetectable by radar. It is therefore practically indestructible and you are ensured a limitless supply of ammo and fuel. The Stealth is here, under canvas. Secure the area safety and land next to the black beast. You can now begin your jungle terror. Ha, ha, ha!

Mission 4

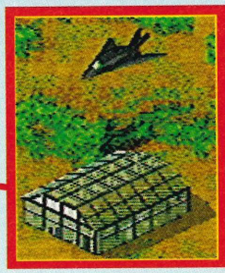


The Drug lord has situated a number of Patriot Missile Launchers within the forest (for security reasons you understand). However, it is felt that they could pose a threat if used for personal gain. This is where you come in, all six must be destroyed, although there are no locations on the in-house map. Here at the XS team we have managed to mark all six, denoted by this missile symbol.





Level 7: River Raid

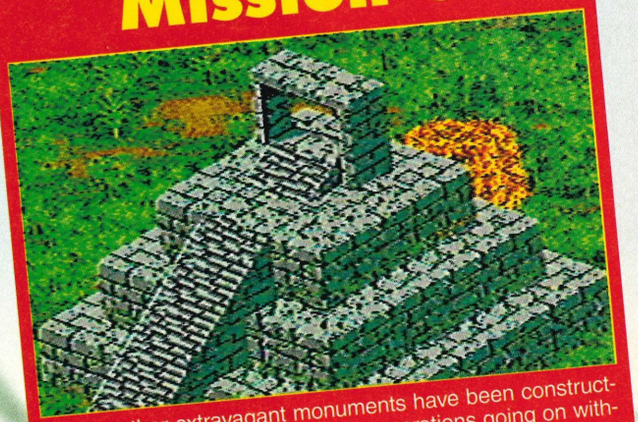


Mission 3

The greenhouses on the third mission are located within this area, all are easily recognisable and should be quickly disposed of. They are quite well defended, but with the Stealth you should be able to knock them away like flies.

When knocking this and the other two radars out, make sure you don't wantonly waste bullets as there are few ammo supplies available on this level. Look out for the huge temples dotted all over the jungle and take out any thin rope bridges that you see for fun.

Mission 6



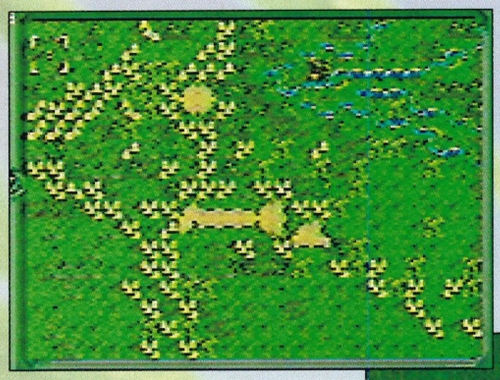
These rather extravagant monuments have been constructed by the Madman to conceal the operations going on within. Nuclear missile components are being kept within, ready to construct devastating weapons. Five pyramids have been built, all hold the power inside to annihilate the world, all will need to be destroyed to complete the mission. The passes will need to be accurate as the pyramids are located within other ruins, all of which can be easily collided with. It's not worth using the Comanche for this mission as they're relatively easy to destroy with the Stealth and you have no worries about armour, fuel and ammo. This mission will certainly take you to the limits of your flying abilities, but do avoid the extremely high Ziggurats.



Mission 5

The Drug lord has managed to obtain a vast amount of fuel and has it all stored in these vats. You need to explode it all, which can be a little tricky considering the Stealths handling. The best method to defeat this mission is to use the Stealth to knock out the heavy defences of the fuel dumps, then to land the plane and change to the more familiar Comanche. To land the plane back at the airstrip, fly back up the runway and then press down as you get to the end and you will automatically get back into the Comanche. Return to the fuel dumps and blow them away. Trying to do this using the Stealth is suicide.

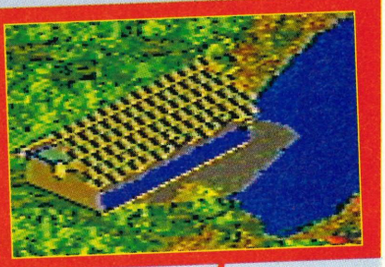






Here's a sad and lonely extra life, crying in the wilderness. Make his day by winching him aboard to join his mates.

Mission 5



Never has a quickladder been needed so much as now. Fortunately for you there is one situated under a supply pyramid just here. Get it while you can!

Mission 1



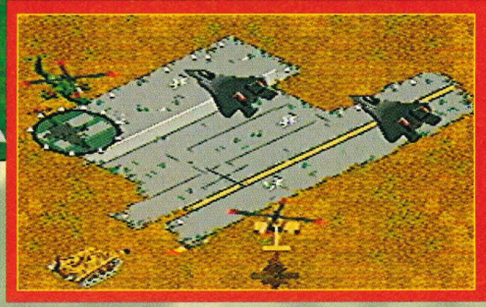
The control towers alert all bunker artillery of any unwanted persons or Comanches! Destroying these will drop the alert zone and reduce the enemies ability to attack you. They do have defences of their own in the shape of Mobile Battle Canons – powerful, very powerful. To avoid both canons and destroy the watch towers, stay the opposite of the towers and gaze in awe as the cannon destroys the tower for you. Swiftly move out of the way to the next tower.

The Madman's helicopter will try to escape, heading for this point on the map. As you need to capture him in the final mission, it would be better to fly ahead, allowing him no way out.

Mission 2

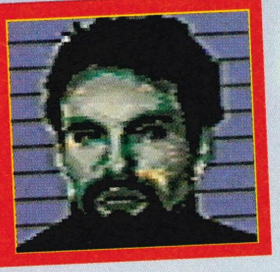


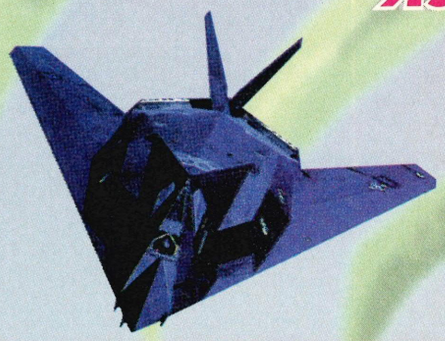
Mountains such as these hold the wrath of Tomahawk missiles under the Madman's control. They are planned for an airstrike at any moment, and all will need to be destroyed. They are marked here and are relatively easy to destroy, they won't require much fire power to take out. With only a few tanks patrolling the area, you can either fire and circle them to destroy them, or if you are quick enough, you can avoid confrontation with them all together. The mountains will crumble when they are destroyed.





Capture this parasite... alive! Unless you want to take him dead. Unfortunately, in *Jungle Strike* you would be penalised for doing this by having to start the level again. Carlos will make an escape bid once you have destroyed his villa and will most definitely head for his personal speedboat and a quick getaway to the border. Take out the boat and pick up this worthless human being from his dingy. The boathouse is protected by one tank.





Level 8: Mountains

Mission 4



Carlos Ortego is the Drug lord. He has built himself a most excellent house from the profit of drugs and it is well guarded. This mission is very satisfying, you are required to wreck his far too comfortable abode and trash his small, but perfectly formed swimming pool. It goes without saying that it's very very well protected with gunmen. There are numerous assault vehicles and foot soldiers with bazookas on their shoulders that are able to inflict maximum damage on you. The house itself has got the most up-to-date security with armoured plating in the walls. The villa will take several loads of ammo to destroy it as well as the various gun trucks and armoured personal carriers. Luckily there are plenty of ammo dumps around.

Mission 3



The electrical power station is protected by an Apache helicopter and several tanks which circle the structure. Fly in from the enemy's blind spots and use hydras on them. The loss of power will make the villa vulnerable.

Many of the extra supplies are concealed under supply pyramids. Most of them have little or no guard, but the ones that do have more than their fair share. It would be better to look elsewhere if that is the case... unless you're really desperate!

Mission 7



This is one hell of a pad! This is the one we've all been after, the Madman has been found, and what a place to be found in! To take out the bunker you will need to first destroy the four turrets with guns on each. To do this, it is best to circle them, avoiding the sights locking on you. You will find ammo, fuel and armour under them. Let all your fire power go on the bunker itself until a hole appears in the side (see left), then drop your co-pilot to the right of the bunker (at the landing zone) allowing him to get the truck. Your man will then proceed to drive to the bunker and then leap out. Pick him up and quickly shoot the truck and the whole place goes up. Now you've got to catch the slippery rascal.

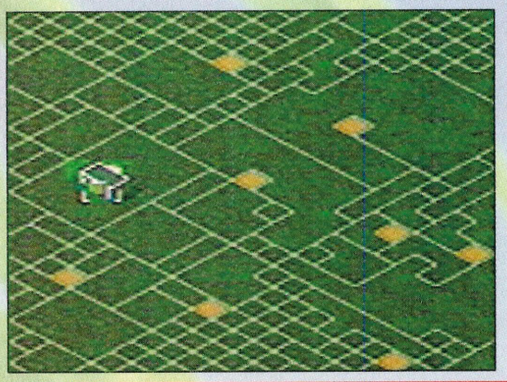
Mission 6

The airstrip is protected by an Apache on a heli pad and two heavily armoured tanks. Circle the area and see which way the Apache is facing, then zoom in from the opposite direction and blast it to atoms. The tanks can be destroyed in the usual way, but make sure you don't get trapped between them. When you have survived the enemy, destroy the planes on the strip.

Mission 8

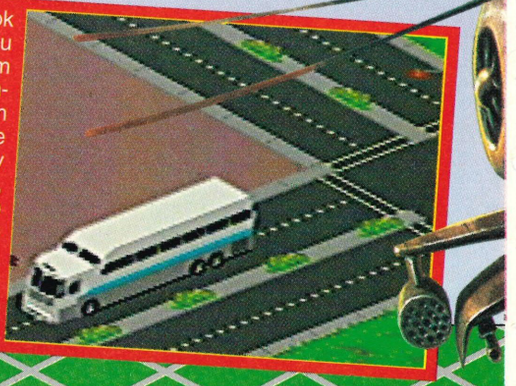


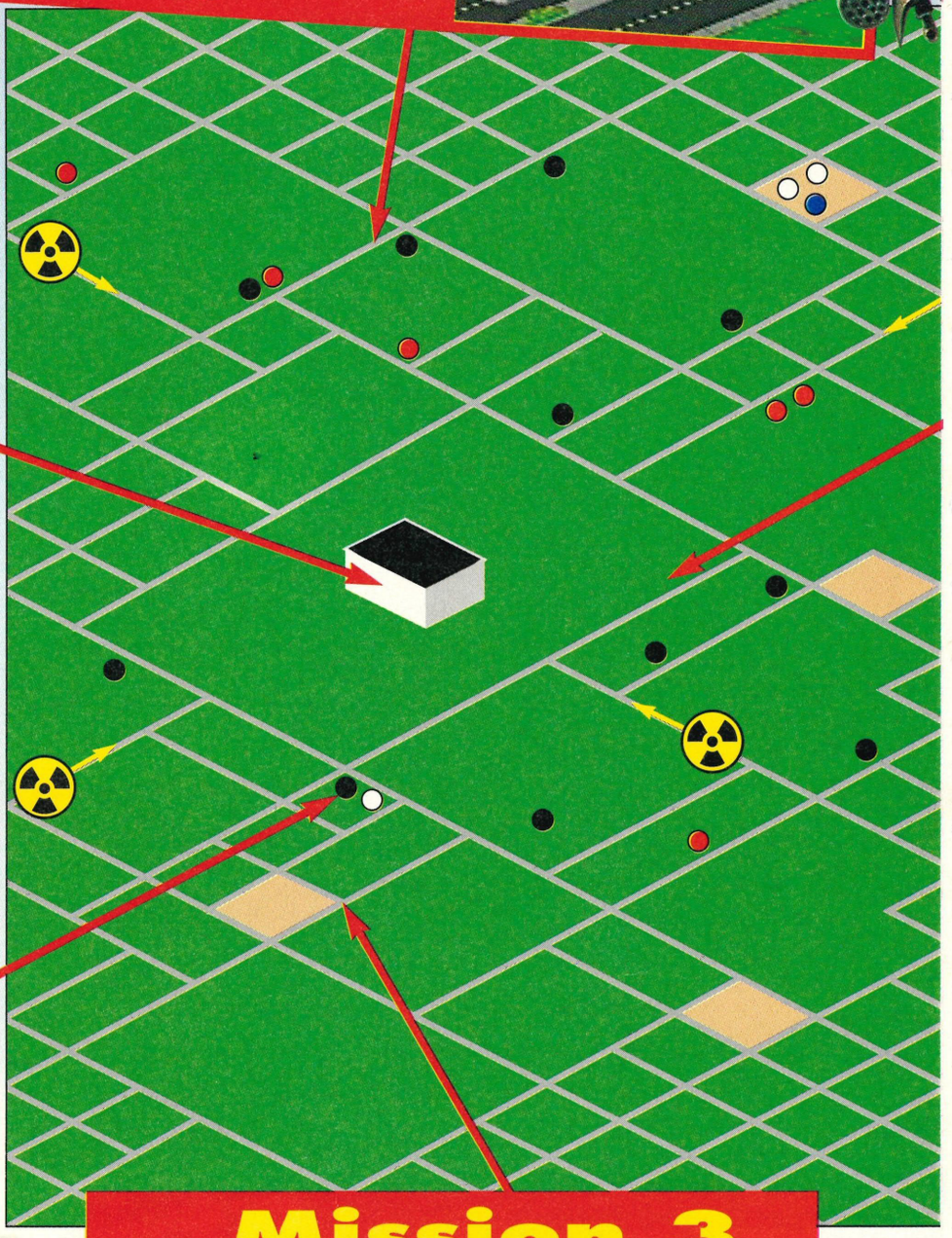
Killbaba's his name and drugs are his game, as well as thoroughly fast and expensive helicopters. This one contains the Madman and you must capture him. You will need to destroy the helicopter before reaching the end of the screen. He will head west from the bunker and try to lead you to other enemy forces. Take him out quickly and cleanly. Capture him... alive.



Mission 4

There is no second chance as far as this crook is concerned, you have a license to kill and you will use it to halt the most corrupt of people from escaping for the last time. Driving in his air-conditioned coach, heading for suspected freedom Carlos sits sipping a Tequila Sunrise unaware that above him hovers a really nasty Comanche. You were lenient once before, allowing him his life, but this time there's no escape. You must destroy the coach as it heads south. With no means of defence, it won't be a problem. The bus has very little armour and won't take many hits, basically, Carlos is a sitting duck. Take him out.



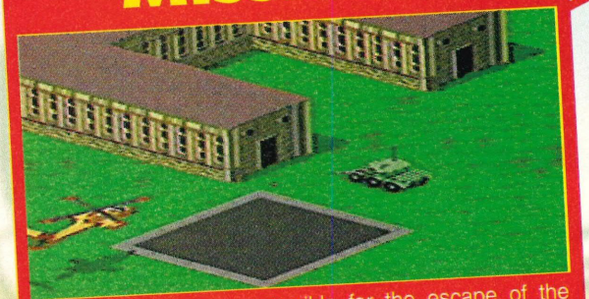


Mission 1



The President has gotten cold feet after the escape of the Madman and his close associate, the Drug lord. They have been busted out of prison by their loyal, but dumb forces. Mr President has consequently done a bunk, you are to escort him as he flies easterly from the White House to Camp David. Your task is relatively short lived due to the map's limited flying space between the White House and the edge of the screen. Your main problem is not to let the presidential helicopter get between you and the enemy. Bullets from yourself and the enemy can hit him, and you may find it difficult not crashing into him. For best results, stay just in front of Billy's Chopper, panning left to right enabling you to sweep the ground with missiles, thus clearing the path for a successful mission.

Mission 2



These nutters are responsible for the escape of the Drug lord and the Madman. Quite a lot are roaming the streets of Washington, causing constant chaos and destruction. They are the final remnants of the Drug lord's army and all must be eliminated. Marked on the XS map by small black circles you can see they're widespread throughout the city. Destroying them shouldn't cause many problems, finding them will (unless you follow our maps).

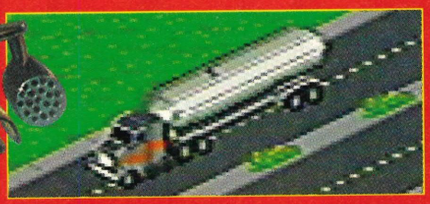
Mission 3



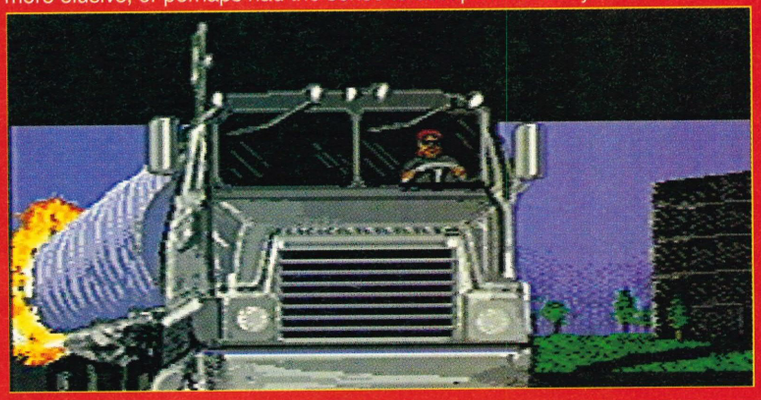
The Drug lord's War General and the Madman's second in command are driving through the streets of the city. The first can be found in his armoured command car here and the second can be seen to the North-East of the White House. Both have very strong armour and have powerful missiles. Halt their progress and capture both war criminals. Circle both to avoid their aggression whilst maintaining constant missile attacks upon them. Capture both alive.

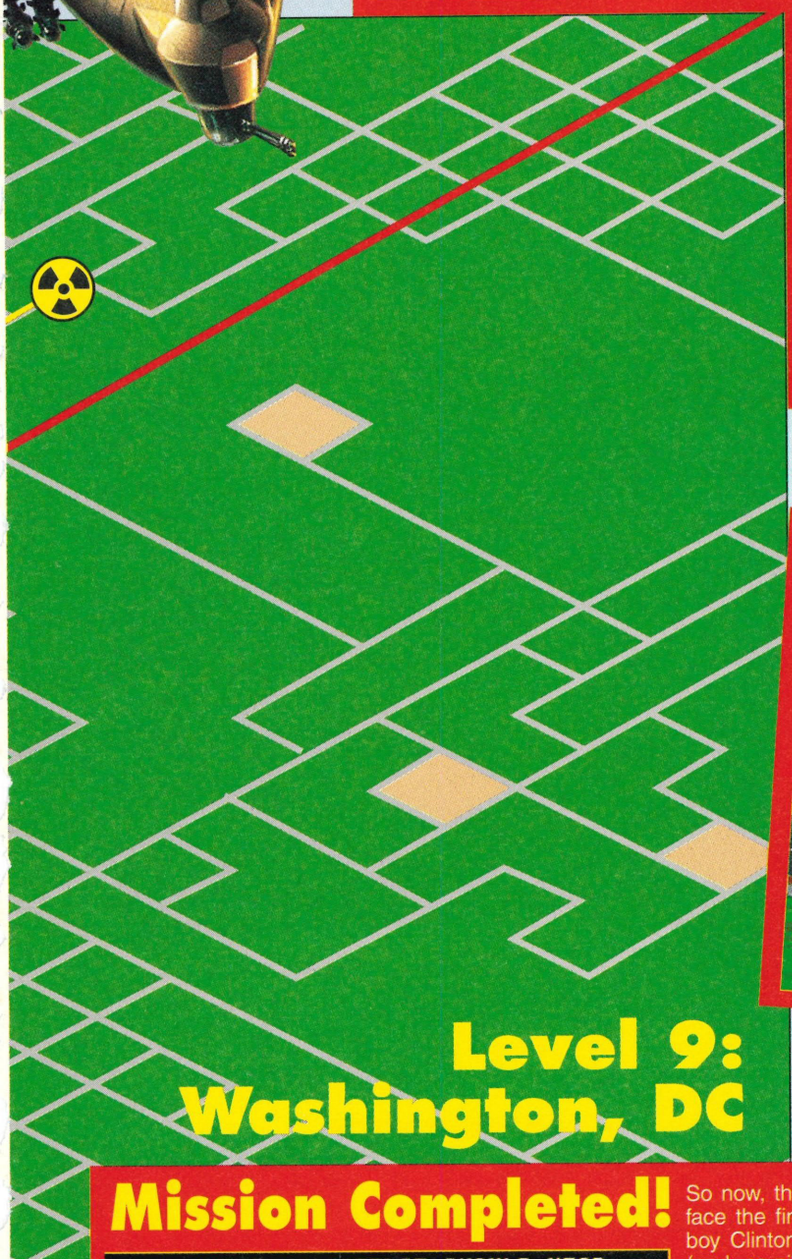


Mission 5



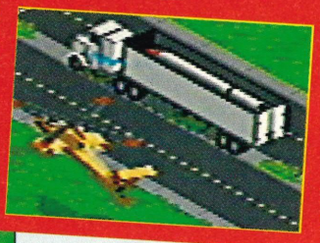
He's trying to make it away, ha, ha – the Madman is making a last ditch effort to rescue his pathetic life and you have to rid Washington once and for all. The Madman, or Killbaba as he's fondly referred to, is driving a petrol tanker (of all things!) to make his escape in. This speedy vehicle takes a half lit match sneezing in the wind to blow it clean off the planet. They don't call him the Madman for nothing! Driving south past the White House you must intercept and destroy this thundering time bomb from successfully making his escape. There is very little in your way as the lorry doesn't have the capabilities to shoot at you, its only defence is that it moves. Repeatedly shoot the tanker with anything you have and watch the Madman explode in a golden fireball (below). You would have though the Madman would have been a bit more elusive, or perhaps had the sense to escape in an army of tanks!





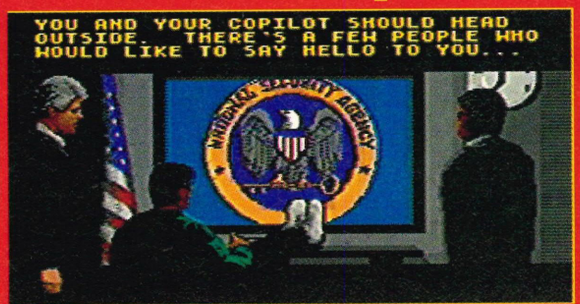
Mission 6

Arooga, radioactive material in the form of nuclear missiles are heading straight for the White House (Don't they know the President's already left?). You will need maximum ammo to have the opportunity of defeating these fourteen-wheel monsters. All the trucks containing the nuclear missiles are reinforced with tank armour and are travelling at breakneck speed. Firing at the cab will have the quickest desirable effects, ie totally wrecking the truck. Four lorries all have the same idea, all of which need stopping, and all are marked on the map by the radioactive sign (left) with the direction they're headed in. What more do you need! Get blastin'

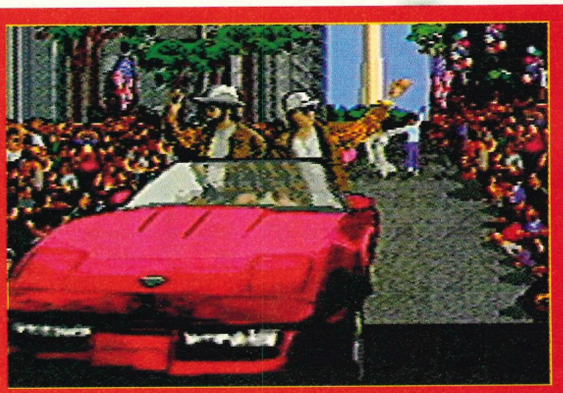


Level 9: Washington, DC

Mission Completed!



So now, the end is near, and I must face the final curtain. Good old Billy boy Clinton gives our deserved pilot (and co-pilot) a hearty thank you, before donating a Corvette ZR-1 as thanks. And who said the Clinton administration was wasteful of public money? You may now greet all things good with open arms and a warm glow – makes you sick doesn't it? But seriously, you have completed a most rewarding game and have the rightful honour of greeting your public. I think you will agree, *Jungle Strike* is markedly harder than *Desert Strike*.



COMPACT DESIRES

WIN!!!

3 SONY DISCMANS PLUS EXCLUSIVE EA AIRFORCE PACKS!!

F-22, DESERT STRIKE AND LHX ATTACK CHOPPER!!



How much do you know about Electronic Arts? Formed in 1987, EA have quickly grown into the largest and most successful third party publisher for the Sega? Do you also realise that EA are responsible for the majority of the all time classic Mega Drive titles including *Road Rash* I & II, *The Immortal*, *Might & Magic*, *Faery Tail Adventure*, *NHLPA '93 Hockey*, *John Madden '93*, *LHX Attack Chopper*, *Starflight*, *Centurion: Defender of Rome*, *Buck Rogers: Countdown to Doomsday* (Damian's personal favourite), *James Pond I & II*, *General Chaos*, *BOB*, *F-22*, *Marble Madness*, *Shadow of the Beast*, *Where in Time is Carmen SanDiego?*, *PGA Tour Golf I & II*, *Bulls Vs Blazers*, *Powermonger*, *Archrivals* and of course *Desert Strike* and now *Jungle Strike*. Phew!

To celebrate the release of the awesome *Jungle Strike*, not only has SEGA XS covered the whole game in nearly 20 pages of full game maps and tips, we have also teamed up with those nice people at EA for a smashing competition. Not only can you win one of three Sony discmans, but there are also five EA Airforce packs containing *Desert Strike*, *LHX Attack Chopper* and *F-22 Interceptor*. Aren't you lucky?

Before we get down to the nitty gritty of the competition, here's some info on the prizes that could be winging there way to you very soon. The D121 Sony discman is the very latest piece of slim technology and can play up to eight hours worth of CDs on one set of batteries. The discman also features a Mega Bass as well as a repeat and shuffle facilities. The D121 is the upgrade of the hugely successful original Sony discman. Now you can play all your CDs anywhere and even connect it up to a car or hi-fi system for superb Sony sound. Each D121 discman retails for an amazing £120, but if you want one for free – read on!

In addition to the discmans, EA and SEGA XS are also offering five runners up the chance to walk away with an EA Airforce package containing three hit Mega Drive games on the Airforce label. Here's a brief rundown of these classic games.

F-22 INTERCEPTOR

EA's first attempt at a flight sim is more arcade than strategy with some terrific aerial sequences and eject screens. You can view the F-22 from exterior angles, even panning the camera around the plane as you attack. You fly missions in all the World's hot spots including Lybia, the Gulf and Western Europe. Not only is *F-22* incredibly fast and violent, but the ground detail is amazing as you roar over the tops of trees and bomb innocent civilians. If you want the Mega Drive's first ever flight sim, *F-22* is for you.

DESERT STRIKE

One of the all time top Mega Drive titles (until *Jungle Strike* arrived), *Desert Strike* is still as good today as when it was released almost two years



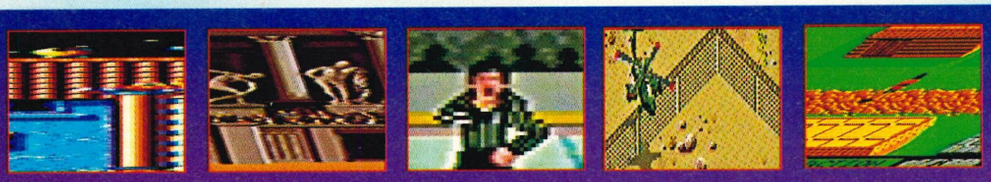
ago. You fly a state-of-the-art Apache gunship against the Arab warlord, General Killbaba who is threatening world Armageddon. *Desert Strike* has you flying five sorties such as destroying radar sites, airstrips and power stations and even rescuing downed pilots. When you have completed all five sorties you must return to the frigate and prepare for the next mission. There are four in huge campaigns in all. Stunning graphics and war torn sound made this an instant hit in 1991 and was voted best ever game by SEGAPRO magazine.

LHX ATTACK CHOPPER

After a string of successes with aircraft, EA turned to the fictional LHX chopper for a helicopter flight sim with more complex elements such as setting way points and designating your own targets. *LHX* has improved speed routines so that the ground really flashes towards you when you hit the gas. Intricate missions such as rescuing POWs from camps while you hold off the tanks all help to make *LHX* a fast moving blitzkrieg of sight and sound. A must for all flight sim fans.

CHOCKS AWAY!

So now you're interested, right? Well, we thought that the usual "answer the three multiple choice questions" was getting a bit staid, so here's the deal. To win a Sony discman or an EA Airforce package, match the pictures below with the name of the EA game. Ha ha! But we haven't just given you the full shot, we've done something devious to them so that they are more difficult to work out. Just name each game correctly on the entry form and then send your entries to *SEGA XS Compact Desires compo, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*



Which one of these ten games fits each picture?

Desert Strike
Road Rash II
NHLPA '93
John Madden '93
LHX Attack Chopper
Faery Tail Adventure
James Pond II: Robocod
Might & Magic
Centurion: Defender of Rome
Where in Time is Carmen SanDiego?



ELECTRONIC ARTS

COMPETITION ENTRY FORM

My answers to the *Compact Desires EA compo* are as follows:

1 .....

2 .....

3 .....

4 .....

5 .....

6 .....

7 .....

8 .....

9 .....

10 .....

NAME.....

ADDRESS.....

.....

.....

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POSTCODE .....

PHONE NUMBER .....

The console I own is .....

Please print a solution for .....

.....

Enter your answers on this coupon and send it (or a photocopy) to, *SEGA XS Compact Desires compo, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* All entries must be in by September 3.

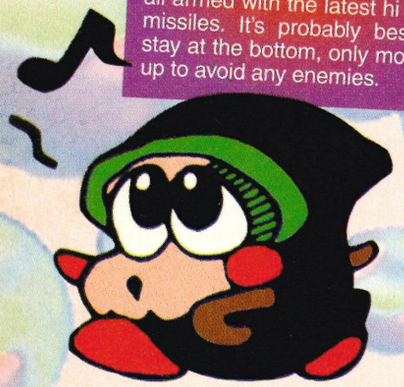
BUBBLE BOBBLE

SEGA ● PLATFORM BURST-'EM-UP

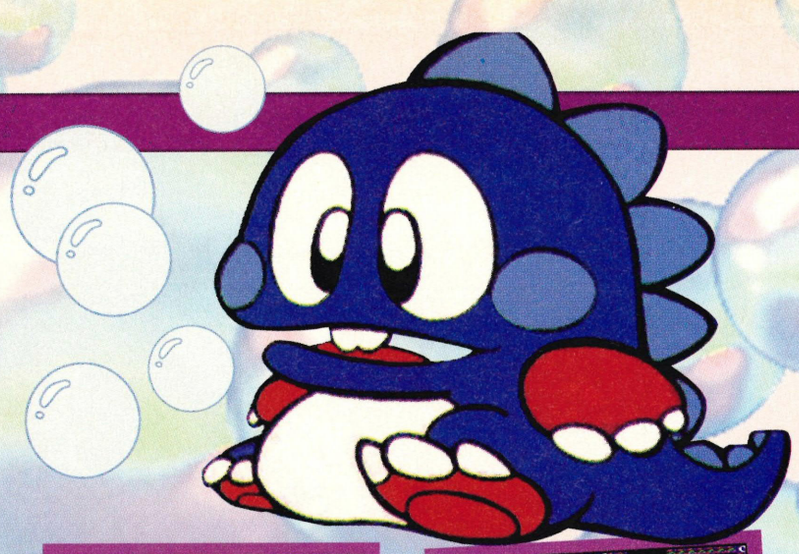
MASTER SYSTEM

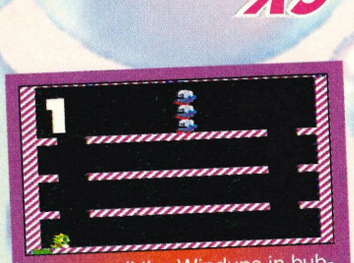


You would not believe the amount of frustrated Master System owners who have risen to the challenge and tried to complete *Bubble Bobble*... and failed. Not only is it 200 levels of increasingly fiendish bubble puzzles, but there is also a cryptic hieroglyphics game where you have to decode the lettering in the treasure rooms to find new cheats. Now for all you loyal MS owners, here is the complete and utter, no quibbling solution, including all the levels, passwords and of course, the answers to all the codes and cheats. SEGA XS makes the difference!

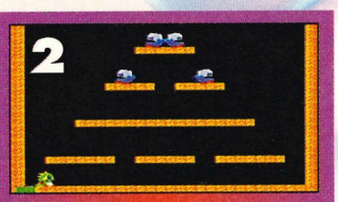




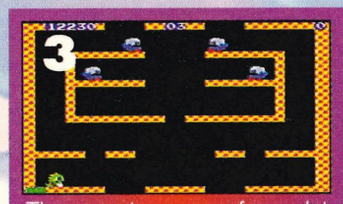




Capture all the Windups in bubbles, but don't burst them, wait for the Deadly monster. Make sure you keep the enemy well bubbled. A door will appear, taking you to points and prizes.



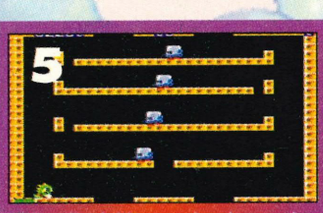
This level may be instantly cleared by jumping to the second platform, bubbling and bursting your enemies in one move. These first few levels shouldn't be a problem...



There are two ways of completing this level: you can either wait at the start for the Windups to come down, or you can drop from the bottom to the top and greet them when they come through.



As with level three you can use the same two options of destruction for the sad Windups. It is worth noting that you should keep a watch for any of the objects that appear.



Take five! It's as simple as the others, mess with them, play with them or simply get on with it. There's plenty more where this came from. Use the water to trap the enemies.



Level six sees the arrival of the Rock thrower (original name... not!). You can use the same technique as before, just be aware of the enemy's power.

CHEATS

All cheats need to be input at the option screen with the selector on Password (don't select though!). Press the pause button, and put the cheat in.

To see every icon available
U L D L D U U L



Only Rock throwers this level, all armed with the latest hi tech missiles. It's probably best to stay at the bottom, only moving up to avoid any enemies.



Jump to the middle of the second platform and fire left and right jumping to avoid rocks. You will often see massive bonuses on the platform at the top left so prepare to leap up.



There are some useful bubbles which float down in various levels containing water, fire, and lightning. Pop them while facing the opposite way and they will fly across and kill enemies!



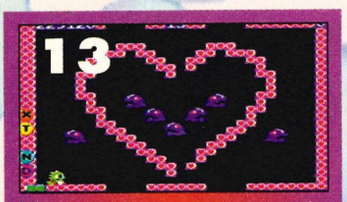
Your first Crystal will be collected from this level, so keep watching out for the door to take you through to the other side. Loads of points to be had here!



You will find jumping down the hole onto the top and waiting in the middle, the most effective method. Blow the bubbles both ways at the same time avoiding the wrath of the Monsters! Oooh!



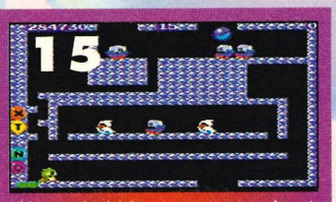
Tricky little suckers these Monsters, they're fast moving, especially after hitting a wall. You will need to be quick for this one! Perch on top of the columns, bubbling as they move up.



Take out the two guys on the outside first. You may have to commit yourself to get the rest, although you may be able to make use of a potion, if you can get to it before it disappears.



Drop through the hole as before and wait in the middle at the top of the screen. You should be able to make use of a blue Cross of Thunder flooding all you survey.



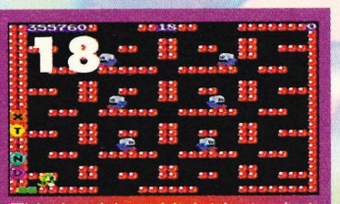
Water bubbles are your best weapon in this level. Jump through to the top, making sure you time it well, thus avoiding the Rock Throwers. Burst a water bubble and you're sorted!



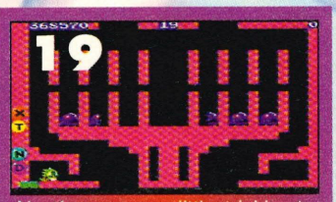
Aaaah! It's those hyper-active monsters again and you are trapped! Shoot from your cubby hole and you may need to leap up through the walls at the top to get the last few.



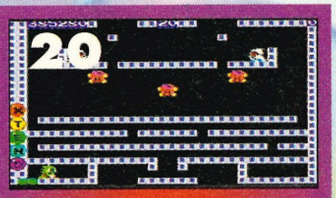
Jump up to get the feisty monsters and then drop through the hole. The Lightning bubbles release a bolt horizontally when burst. Face the opposite way you want the lightning to go.



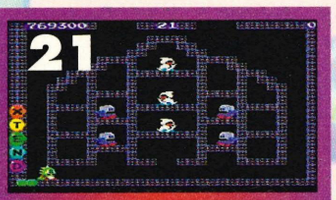
This level is a bit intricate, but can be easily passed making your way to the top. Once more, sit in the middle of the screen taking the Windups out. Next!



Ah, these are a little trickier to exterminate. Fortunately, they will make their own way out of the channels they're in. It's best to zap them as they emerge at the top and get the bonuses.



Check out the Twirlies! Jump up to the fourth platform, capture and burst them. You will now have to get to grips with bouncing up on bubbles. Hit the Rock Throwers at the first opportunity.



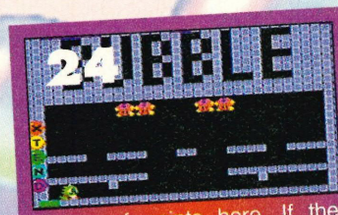
Jump up to the top and wait in the middle. The ghosts will escape individually, bubble them as they



The trapped Twirlys are best defeated by using the lightning bubbles, jump through the bubbles facing the opposite way you want the lightning to strike to send the bolt across.



Wait for the Twirlys to come down to you, then bubble them quickly. The trapped Twirlys will float to the bottom of the bottle. Pop them at your leisure by dropping right through.



Plenty of points here. If the screen flashes then you will see a bonus. If not, jump to the middle platform and bubble left and right to trap all things twirly. What do the words mean?

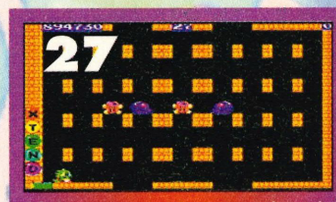




You will need to blow a few bubbles for you to ride on. Press up and leap on the bubbles until you are at the top. Use the fire bubbles to kill the enemies on the ground.



Leap up immediately and get to the top as the ghosts head down. Now use the fire bubbles that float at the top to kill them. Leap on two bubbles and bounce back up on the lower one.



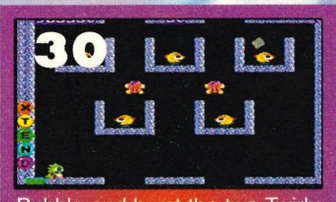
Make your way to top and position yourself between the two gaps in the roof. You can now bubble left and right to capture all, then jump down the middle to dispose of them. Simple.



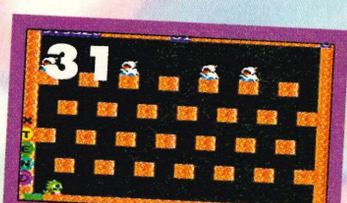
Go right and wait at the bottom of the vertical passage for the Stone Throwers to come. Some fast bubbling is called for. A Lightning Cross may appear to aid your mission.



Once you have captured all the monsters, make your way to the top and perch yourself on the edge to kill the Rock Throwers. The top enemies can be dispelled with lightning.



Bubble and burst the two Twirly bears, then use the lightning bubbles to get rid of the Springers. Jump from top to bottom; bursting the bubbles on the way down.



The Rock Throwers will make a quick descent towards you. Stay left and jump up the ledge bubbling as you go up. Drop down to do the same until all trace of the monsters has gone. Leap to avoid rocks.

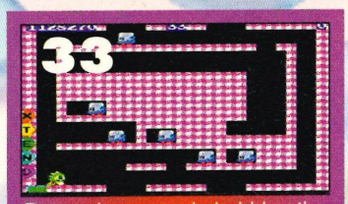


PASSWORDS

A password to surpass all others, this allows you to access any of the 200 levels, with all icons:
9S5CLNN3



The best way to take care of these guys is for you to brave the danger and leap into the hole when they are at one side. Shoot as many as you can and run left and right to avoid them.



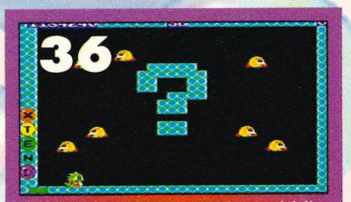
Drop down and bubble the ones at the top and then leap through the walls at the edge of the holes to get the ones trapped inside. Use flame bubbles to get any in the channel on the right side.



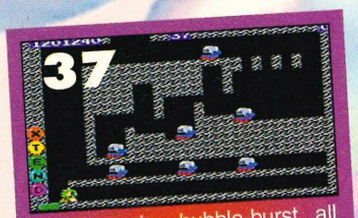
As the Throwers drop down, get to the middle and jump up, avoiding them. You then either jump down one side bubbling them, or jump down the middle, bursting the lightning bubbles that collect at the bottom.



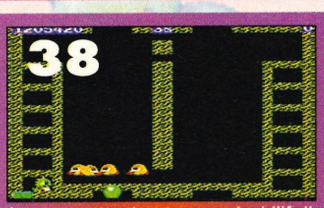
Bubble the free monsters first, as the trapped pair either side are slightly harder. Ride the bubbles to the top. Go to the right side and, facing the wall, bubble and jump twice at the same time. Now zap the monsters in the trays on either side.



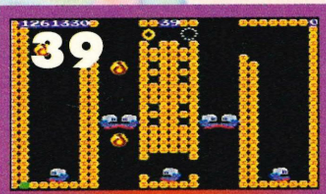
At the start, get to the middle and bubble left and right to capture the Springers. You will need to be quick in bursting as they soon float out of reach and then angrily drop back down.



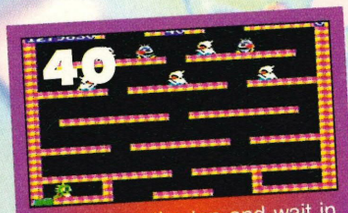
Once again, bubble-burst all free monsters. Jump up and bite the bottom left trapped Monster then jump into its enclosure and bubble-jump right to capture the rest.



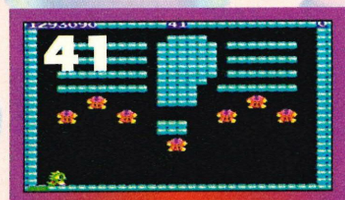
Jump up to the top and skillfully drop down one side to burst a fire bubble. Jump back off a bubble that's floating up! When you have killed the Springers from one side you can trap the others.



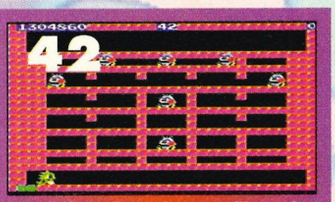
Immediately kill the monster in your tube. Leap on your bubbles to catch the falling monsters. Drop down to burst them and capture the monster in the middle compartment. Use the fire bubbles to kill the rest.



Jump up to the top and wait in the middle for the Stone Throwers to come for you. Kill them, but keep an eye on any free ones as they are real sneaky!



Move from left to right at the bottom, bubbling the Twirlies as they come in range. Burst them quickly as they don't stay captured for long. If any are trapped at the top, you will need to float up to kill them.



The Fire Breathers will make their way to the top. Commit yourself to go to the top and have a bubble frenzy! Leap through the walls to shoot them.



Wait at the bottom to bubble any that dare get near you and use the lightning bubble to rid yourself of the rest. Drop down to get the ones that are higher.



Speed is of the essence here as you begin with the Fire Breathers right on you. As soon as they move, shoot as quickly as possible and remember you can't shoot through rock.



Begin quickly by jumping to the gap on your right. From here you can capture all the Monsters, bursting them is a mere formality.





Keep just behind the chain of Springers, picking them off one by one. You should have no problems here. Drop down if things get too hot for you.



This is to set you up for the next level. Forget about the baddies, just aim for the door. This will take you to a treasure room for you to gain speed boots and points.



Get up quickly gain the powers of the cross. Fire the flames left and right from this position. Jump up to avoid the rocks thrown by the Super Rock Thrower and burst the bubble quickly once he's trapped.

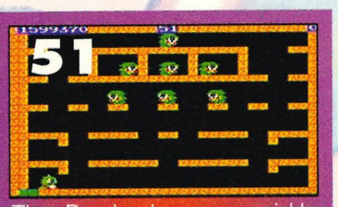


Jump to the ledge on the side of the butterfly, jumping directly up from here whilst blowing bubbles to entrap the Twirlies. Go the other side and do the same.





The door to the blue crystal will appear straight away – go directly to it. Once in the room, get the crystal to move on to the next level.



The Drunkards move quickly and erratically and require speedy reactions to pick off each of them one by one. Each one throws wine bottles if you get near.



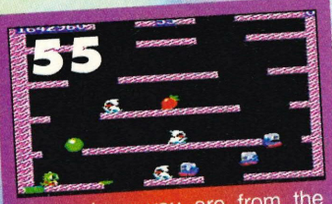
Jump to get the Drunkards on each level, burst them quickly before they float to the top. If you wait too long they will all jump to the top anyway making catching them difficult.



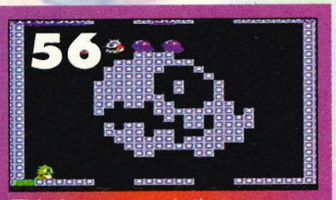
You can use the water and lightning bubbles to rid yourself of the Twirlies, or you can wait at the top of either of the middle columns and bubble them from there.



Start by jumping to the small ledge in the middle and capture the four Drunkards. Move left or right and ride the bubbles to the top. Jump to the ledge and kill the enemies within.



Stay where you are from the start and bubble the slippery suckers as soon as they are within range. Jump up the ledges to bubble the others.

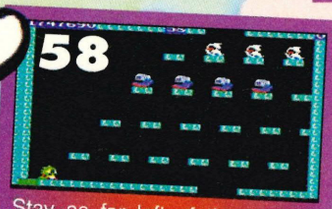


This is very much the same as before. Stay on the ledge you begin on and bubble the monsters as they get near. If there are any strays, drop to the top and capture them as they fall through.



Begin by sitting at the bottom between the two floor gaps, bubble left and right quickly, and burst them just as fast. Drop down if they get too close.





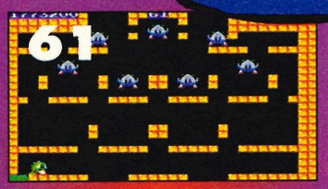
Stay as far left of the bottom level as possible, and bubble the marching monsters. You will probably bite the first, but you'll bubble the rest. Phew!



Bubble the baddies as they drop down, then fall through the gap to the top and drop down the right or left channel to burst them as they move fast.



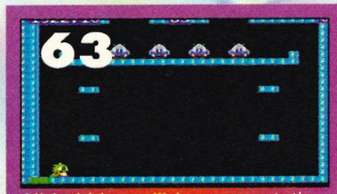
Immediately go right and drop through the gap to avoid the Invader fire. Wait at the top until they come through the top. Follow them closely and bite them off one by one.



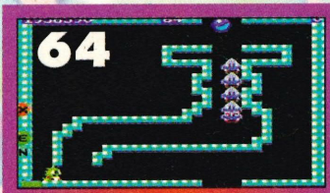
Drop through again as soon as the level begins. Wait on the block in the middle and bubble everything that comes by you. Remember, the Space Invaders shoot downwards.



Wait at the top for the Drunkards to come back up after dropping down once. Bubble and burst them quickly. Space Invaders will continue down and will fall to the top again so trap them.



All bubbles will become stationary when shot. Blow a bubble against a wall, jump to it and then onto the small ledge. Blow another one so you can now jump onto it and up again. Reach the small platform above you and bubble the Invaders.



Jump to the inside of the tap and bubble all the Spaceys as they come towards you. Burst them all together for high points.



Fall to the top and use the water bubbles to dispose of the baddies quickly. Be careful not to get washed away! and always stay at the top.



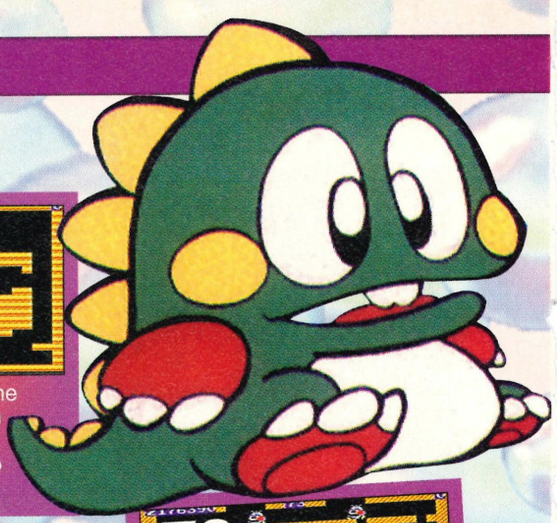
Capture the Twirlies and drop down the centre just above the monsters where you can either bite them or bubble them. You may need to leap right in and bubble everything fast.



Wait until a lot of fire bubbles have accumulated at the top, then jump through the gap to burst them and kill the baddies. You may be stunned, but hopefully not killed.

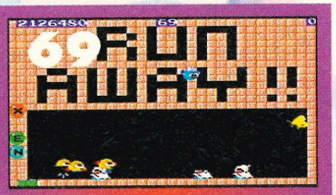




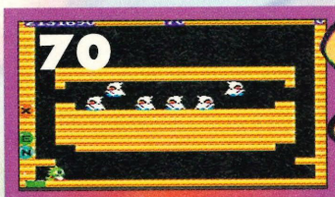




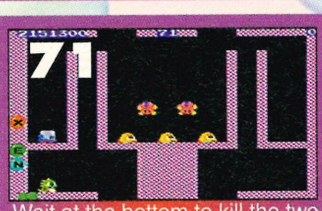
If you move to the middle platform at the bottom you can bite/bubble most of the enemy. You can then jump to the top and use the fire bubbles to get rid of the rest.



The Springers and Drunkards will descend straight away, bubble them quickly and burst them even quicker as they don't stay captured for long



Jump and bubble up the left channel until you reach the first ledge, sit on there and bubble to your heart's content.



Wait at the bottom to kill the two Twirlies. The two Monsters can be trapped by blowing and jumping on bubbles to float up the two columns. Bubble through the walls and burst them at the top.



Bubble your way up the channel to the ledge at the top, do not go onto the words or you'll be trapped. Once on the ledge, just walk right and Bub will land on the higher platform where you can kill the Springers.



Walk right to the top and use the water and lightning bubbles to get rid of all the baddies. You will need to jump through the walls to get some of the monsters.





Either jump down to the top and burst the fire bubbles to kill the Springers, or jump to the bottom corner biting them as they get near.



As the Drunkards come down, bubble furiously and jump up to the burst them. You'll need to be quick as they quickly float back up.





Make your way to the top and capture the Space Invaders, then bubble the Springer and Rock Thrower. You'll need to choose, but there's only a couple of them.



Get the Space Invaders first, then wait for the others to come at you so you can bubble them. Watch out for the blue whales as they wibble their way towards you very quickly.



Get to the top through the gap as you begin. Wait at the top platforms and watch which gap the Invaders fall through. Bubble them as they descend.



It's a case of catch 'em if you can. There is no real format to this except chase and bubble them when you get the opportunity – jump through to the treasure room as soon as you can.



You'll have to jump quickly to the stone heads where you will gain the power of lightning bubbles. To be effective using them, jump from the top towards the wall pressing the bubble button to release the lightning. Repeat this to capture boss man.



Bubble the two fire breathers as they come out at you and burst the bubble as it floats up the screen. Jump up to the two trapped baddies, sit on the ledge and bite them.



First of all, float up either side to the Space Invader at the top and get rid of him. You should then jump down and leap up to bite the Drunkards at the bottom to where they're trapped. Finally wait for the others to get out and bubble them as they reach the bottom.

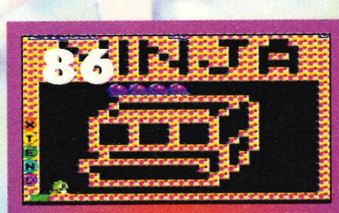


This level will need a combination of swift biting and even swifter movement. You will need to follow and bite each Drunkard one by one until all have gone, then bubble and float up the left of the compartment the Invader is in. Bubble through the wall to capture the alien.



Get to the top, avoiding the Invaders, and wait on the middle block. Sit right on the edge to bite either left or right as the Space Invaders pass by.





Wait under the left side of the bottom ledge and bubble as the Monsters file down. You will need to get to the top quickly before they escape.



Wait for the Twirlies to get trapped at the top left, drop down to the top and position yourself so you can bite them without getting harmed.

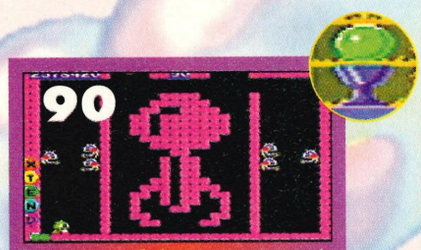




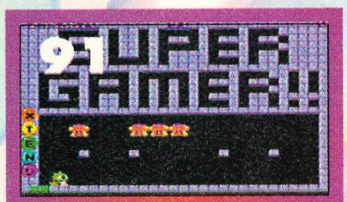
Move right to dodge the first wave of bullets and wait as the Space Invaders drop down for you to catch them. Each Invader shoots down a laser so don't get underneath them.



You need a keen eye to time your jump, as you bounce up to the top ledge, whilst the Fire Breathers are at the opposite side and bubble-like crazy.



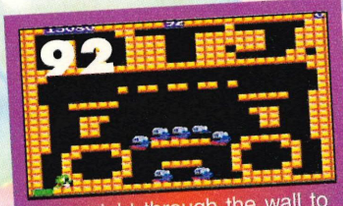
To get out of the passage you're in at the beginning is really tricky. You need to jump and bite the baddies before they begin moving. Then float up and wait a moment at the top for a door to appear. Enter the door and collect the last crystal.



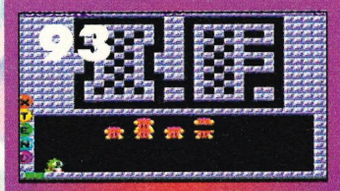
The Twirlies will do a cross formation at the middle. Wait left to bubble them, and move right to capture the others.



The Windups will immediately trap themselves within the middle column. You can either use the fire bubbles to kill them or you can bite them through the wall at the bottom left of the column as they jump up.



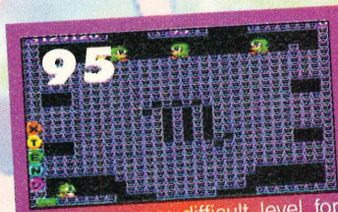
Jump right through the wall to fall down and to the top. Move all the way right and jump through the wall and down again. Sit on the upper left to bubble the unsuspecting Monsters



Stay left, wait for the Twirlies to come at you, and you'll be able to bubble them, with time. An easy level to be sure.



Stay left and right and use the lightning bubble to rid yourself of all gremlins. Use bubbles to climb up through the small gaps in the middle.



This is a very difficult level for one player. Two, on the other hand isn't. The second player floats on the right hand side to the top, sits on the ledge and bubbles the Drunkards. On one player you can only hope!



Vital Icons

Absolutely all of these are needed to complete this epic game. They are scattered throughout the game at various levels giving you a chance to miss any number of them. XS though won't let you down.



The second of the objects to collect is found on level 50. The door will appear and needs to be entered before you complete the level.



The last of the trio of crystals is through the door on level 90. Be sure not to miss it, I know you won't but it's better to be safe!



The first of all objects to collect is the red crystal. You will need to enter a door on level 10, jump up and grab that ball!



The candle is vital for you to be able to see any further than level 145. You will need to kill all enemies with the fire bubbles to enable yourself to get the door.



The blue mirror is a curious one to get as you need to get the dark crystal first. This forms a black hole that sucks everything up and takes you to the room with the blue mirror.



The green mirror is a mysterious one to obtain, it should appear on level 195, however it's a struggle getting there.

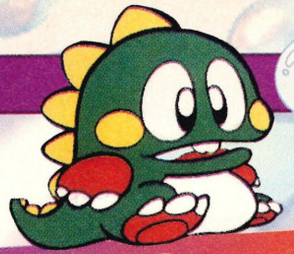


The first mirror is on level 135. As with all icons you need to pass through a door to the room with mirror on a pedestal. Don't kill all the enemies immediately.

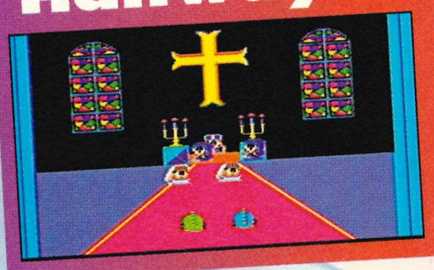


This key unlocks all doors from 115 onwards, needless to say it's rather important that you obtain this item, if you want to win that is!

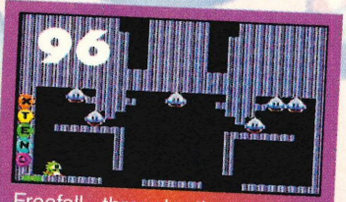




Halfway Sequence



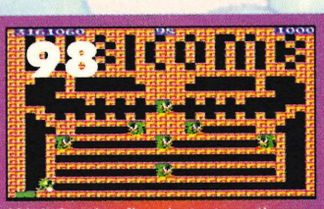
Don't get too excited, you're only halfway. This is merely a taster for things to come, just think, only another one hundred levels and you will reign supreme. You are being toyed with by the witch of the forest, as she holds your girlfriends captive. Go get her!



Freefall through the bottom, allow the Space Invaders to do the same. Then repeat falling through, biting the Invaders as you go by.



Fall to the top as the baddies drop down and use the water bubble to wash them away. You will need to bubble jump, just inside the wall to where the last two Windups are trapped in order to capture them.



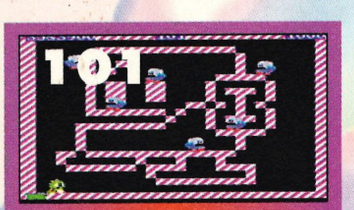
Wait for the fiends to trap themselves (they will), then bite them off one by one. Leap through the walls to get them and watch their bottles.



Jump up and bite the two monsters through the wall. Float up and use the fire bubbles to kill the Springers, jump the other side to get the remaining monsters. A tricky level.



Guardian time! Jump up to the lightning potion, collect it and jump down facing the wall releasing the lightning towards the Ghoul. You can stop the bottles he throws with the lightning. Continue the process until he's bubbled.



Bubble the two Windups that head for you. Jump to the middle platform, dispose of the Windup there and jump to the edges of the two blocked enemies and bite them.



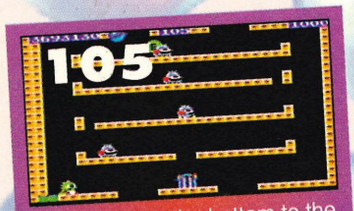
Move to the middle at the bottom and bubble each Fire Thrower as he drops down. Go to the top to burst them. An easy level.



Move to the middle platform at the bottom. Stay to the right of it and facing left, bubble the four sprites as they drop.



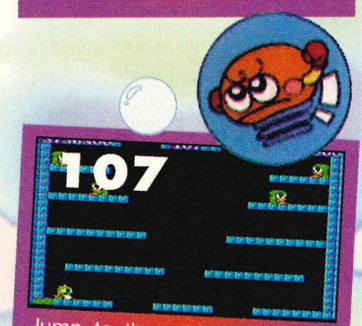
Move to the right from where you start (don't jump) and bubble across the gap to capture the Throwers. You may want to leap through the ledge at the start and bubble the monster.



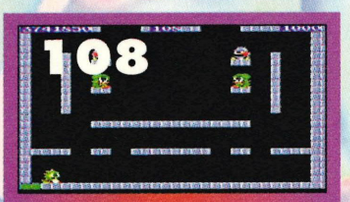
Jump through the bottom to the top and capture any stray beings. Or as shown here jump into the door to gain loads of points.



Jump through the bottom to the top and bubble the spinning fairies before they get you. Lots of bonuses will appear at the top.



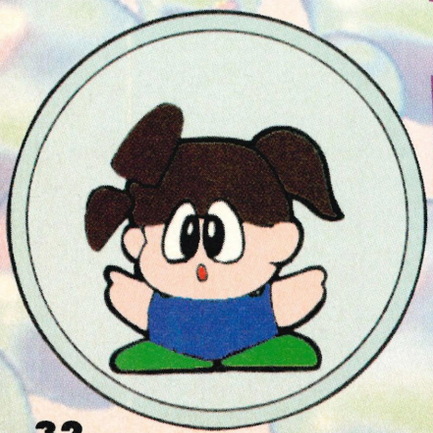
Jump to the middle ledge on the bottom and sit on the very left side facing right. Bubble the Drunkards quickly as they drop down.

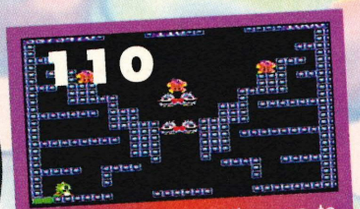


Jump to the second platform up, sit on the left hand side and bubble as soon as the Drunkards hit the deck.

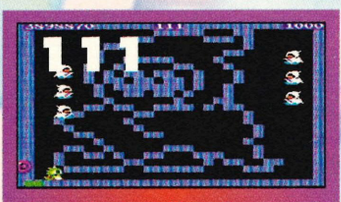


Wait at the bottom and sit just to the left of the gap above, the Drunkards will drop down for you to kill.





Go right and sit in the gap to get the four Monsters that descend. You can then drop to the top to use the water bubbles to kill the rest.



You will find the ghosts get trapped quickly. Jump up and bite them, bubble any other strays. and don't get trapped in the framework.



Sit on either of the two 'eyes', and jumping one to the other you can bubble the Twirlies as they escape from the channels.



Jump to the left or right highest points of the heart and burst the water bubbles as they float up to rid yourself of the irritating Twirlies. You will have to aim the water into the heart.



Float through the gap to the top and bubble the Twirlies – the two Drunkards can be bubbled from here, but with a little more cunning.

Code Rooms

The key to solving the codes in the treasure rooms is to look at the letters at the top of the screen, they tell you which symbol is which. A backwards L for example is code for Left on the joypad. Input these codes for a variety of wild effects!



Put all codes in at the option screen with the selector on password and the game paused. R, B, U, U, U, B, B and J gives you sweets.



This will give you some gainful tunes to listen to by giving you a music select. J, J, L, B, J, R, J and L.



B stands for the bubble button and the J denotes the jump button. This cheat gives you an extra life. Type R, L, L, R, U, D, D and R.



To gain the peacock feather, speed boots and some candy, follow this cheat, B, L, D, U, B, U, B and U.



This is a bigger than usual code and does more than the usual, find out by pressing D, J, L, B, B, D, J, J, L, D, L, D, B, J, B, and B.



For more than the ordinary footware you should input the cheat as follows: L, U, L, R, L, L, D and R.



To begin with the fast shoes input this code:
L, U, L, R, L, L, D and R.



Walking barefoot without a feather to your name is not good! Get both by pressing L, L, B, R, D, B, D and L.



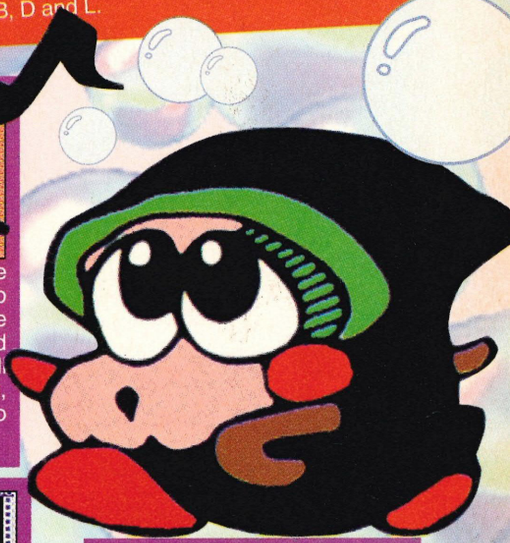
Bubble the two Fire Breathers at the bottom, then move to exactly the middle, jump and bubble simultaneously. The first bubble won't move, the second will float up. Jump up this to get the final meanies. Get to the door at the end to gain the key – do not fail.



Wait for the monsters to move down before going to the top through the gap and firing bubbles either side to capture any passers by – be quick to burst them.



Go to the top, again through the gap, when the Twirlies drop down. Jump down when some lightning bubbles have settled level with the Drunkards, this will kill them. When you're down, bubble the Twirlies one side, go to the other to get the rest.





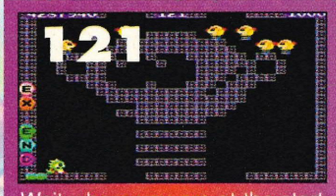
Go to the top and sit on either the left or right vertical column to shoot bubbles at the falling Fire Breathers – use the water bubbles when possible.



Fall to the top and sit on the far left upright. Bubble all the Twirlies quickly and burst them as they congregate in the centre.



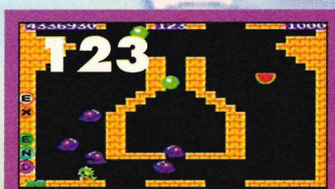
Jump up to get the monsters, bubble up the sides, sit on the ledge and bubble the Drunkards.



Wait where you are at the start to bubble any Springers that are near you. When the rest have moved from the top, take that place and prepare to bubble left and right.



Jump from top to bottom; bursting the lightning bubble towards the centre ridding yourself of the trapped monsters. Face the opposite way you want the lightning to go.



Bubble the monsters as they fly around and at you, then burst them together in the chimney structure.



Move right to position yourself in the gap and bubble the monsters as they come at you. You will be safe if you stay here.



If you burst a fire bubble on the first platform the Twirlies will, in a chain, die on impact



Objects and Bonuses



Plenty of points can be yours if you're feeling hungry. Eat this cake and other large foods to gain anything over 20,000 points!



Umbrellas are extremely useful, as it allows you to skip up to seven levels at a time. Do not take this if it takes you past obtaining a vital icon.



Potion bottles are found randomly through the game and take you to a level with many points to be had. Eat them quickly as the clock is against you.



All secret rooms, bonus rooms, and rooms containing vital icons are entered through these doors.



This is the Fairy. She spins around, once you have obtained the Peacock Feather, and will kill anything she meets.



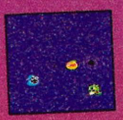
The really necessary and highly important Pentagrams will give you an extra life when you have eaten it.



Red umbrellas will take you on a few levels, not so many however, as the dark blue of the same type.



The yellow Cross of Thunder will rid you of all enemies once eaten by letting off huge lightning bolts.



The black hole appears to suck everything away one you have eaten the Dark Crystal. You will get the Blue Mirror through this.



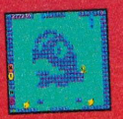
Another large mouthful for more outrageous point scoring. This can appear after you have eaten a Magic Staff.



The Book of Blizzards will spiral out to destroy all on-screen enemies and leave bonus points.



The Bomb pretty much speaks for itself as it blows up all sprites that are crazy enough to be left on screen.



Water, water everywhere... the flood is brought on by the light blue Cross of Thunder, glub, glub!



A skull-looking pick-me-up is curious in appearance, but is well worth obtaining.





A rainbow potion will take you on to a bonus round, avoiding having to complete the final part of the level. It will consequently take you to a room full of small rainbows each give you the points to reach an all time high score.



The third of the umbrellas is the yellow one, which will take you four levels on. A useful object if you want to complete the game quickly.



This is the very blue Cross of Thunder that takes the level by storm and floods the place completely, drowning all you survey!



A bonus level, full of sun flowers, each with many points to offer you, as with all bonus rooms, this is reached by eating a potion bottle.



The Book of Death, seen here will shake and shudder the place, making the monsters all fall down, easy life!



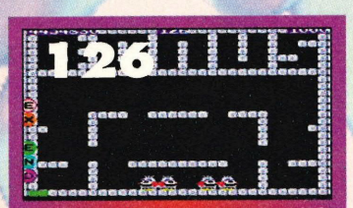
Throughout the game you will encounter bubbles with letters in. If you collect all the relevant bubbles to spell "EXTEND" you will gain another life.



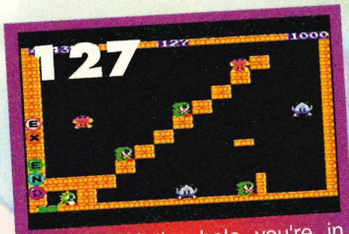
The Magic Necklaces will release powerful energy balls. These will destroy all life on the level, except you of course.



Ah ha, the treasure room. This will generally appear through a door before a Guardian level. You may gain Speed and power to help you defeat the Bosses.



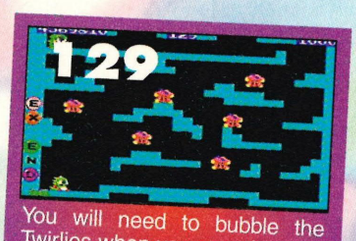
Jump to the gap on the left hand side of the rectangle, the Fire Breathers are trapped. So leap in the hole in the wall and bubble furiously to get them all.



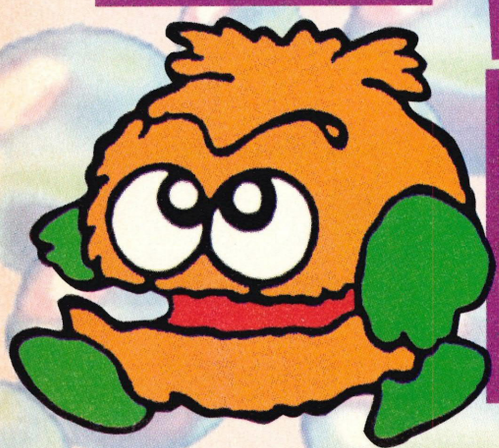
Get out of the hole you're in immediately. Ride a bubble up and right and take out the Drunkards. Jump up the steps, and drop down left to land on the ledge. You can get the Twirlies from here, drop down again to bubble the two Space Invaders.



Move right to the entrance of the channel up and bubble frantically as the Drunkards descend upon you.



You will need to bubble the Twirlies when you can, they are not particularly hard but more erratic. The Drunkard at the top is easy enough using the fire bubbles.





Jump through the gap to the top and use the lightning bubbles to dispose of the trapped Springers – you do better bubbling the monsters.



When the level starts, run to the right and get up on the blocks. Now drop down and shoot the Drunkards at your leisure. Make sure you don't stay down too long.





Jump up to the top exit of the Monster enclosure, and bubble the fools as they leave. Jump down to burst.

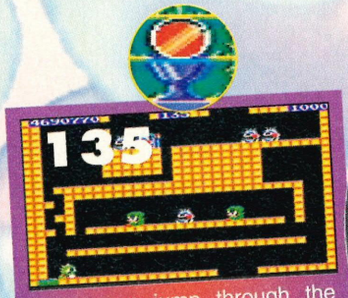




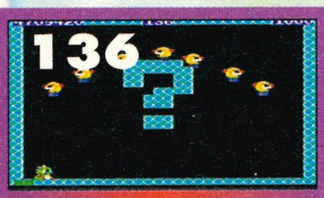
You will need to be fast in picking the monsters off one by one – there are lightning bubbles to help. but don't get caught out by whales coming up from the bottom.



Wait at the bottom for the army of bottle-swinging wizards to reach you. Bubble and burst half, then jump up to avoid the bottles. Drop down again to catch the rest.



Time your jump through the gap to avoid the Fire Breathers. Don't hang around, enter the door to obtain the first mirror. Ha, ha, ha, ha, ha, ha!!!



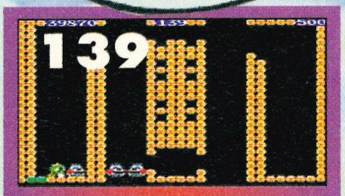
Bubble the Springers as they come down. You won't be able to burst them at once, you will however, when they come down again. The only problem will be that they are faster.



Kill all the Fire Breathers that roam the screen. Jump up and bubble the lowest trapped sprite through the wall. Jump in to burst it, go right to catch the last two.



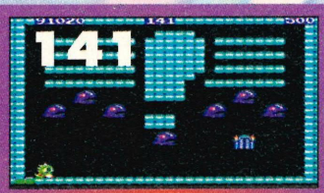
Bubble the monster that comes down. Use the water bubbles to drown the rest.



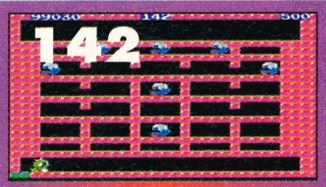
Immediately bubble the ghoul next to you, float up and bubble the free falling Fire Breathers. Use fire bubbles on the others.



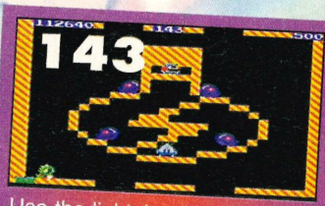
Get to the top and wait in the middle for the Drunkards to jump up at you or float down to bubble them. The bottles will bounce back down the corridors so watch it!



Bubble and burst the monsters to get them out of your way. Head straight to the Bonus Room door and get all that lovely treasure.



Wait for the Windups to climb all the way to the top level. Make your way up there and bubble them all together, then ram into them and get the massive points bonus.



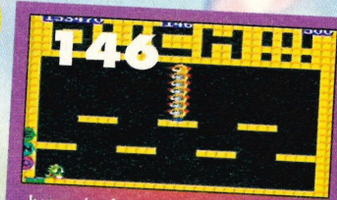
Use the lightning bubbles to kill all the baddies in the potion-shaped structure. The outside sprites can be conventionally bubbled.



Jump up to begin with, the sprites will move up a ledge to join you. Bubble and bite them before they bite you! You cannot shoot through the blocks so stay high.



You will need to kill all the Drunkards using the fire bubbles to gain the candle. Jump to the top ledge and, as the bubbles descend, jump down to burst them. Land on the small ledge and repeat.



Jump in front of the Springers, bubbling as you go to complete a simple level.



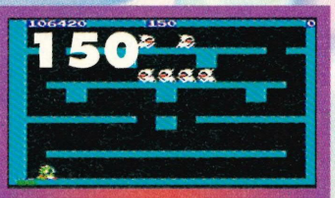
Make your way to the top and take out the two Invaders, then head for the door. Treasure will be yours, you will need it soon.



Using your recently acquired powers, jump to the top to collect the cross. Fire the flames left and right from here jumping over any incomings. It takes about 15 hits.



Jump up to the first ledge in the butterfly's wing. Fire through the wall to bite your way to the next level.

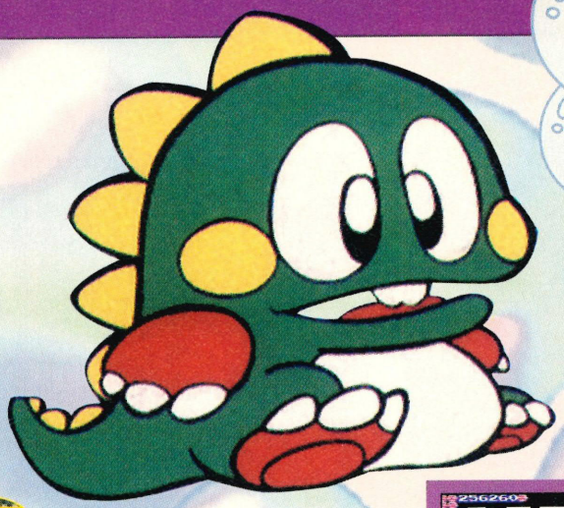


Jump up to the top, avoiding the Rock Throwers. Wait up there and bubble them as they jump up to greet you.



You have to bite the Invaders through the walls. Beginning from the outside and working up, bubble everything as it emerges.







As you jump up the levels, bubble the Rock Throwers, you will need to be quick to burst them. You need to watch out for getting caught in crossfire.



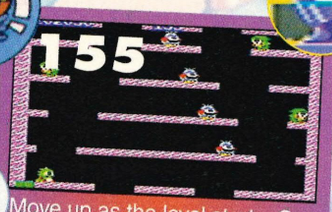
Move from the top to the bottom as the monsters do, bubble as necessary. Our advice is to stay at the top and blast anything that comes down through the holes.



Get to the nearest Drunkards and move right to get two others. Bubble up one side to catch the rest.



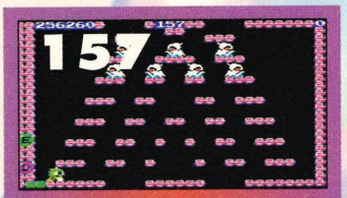




Move up as the level starts. Get the Dark Crystal as soon as it appears, this will take you to the Blue Mirror.



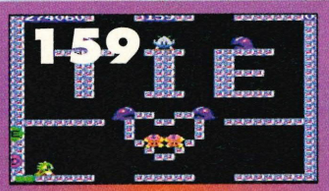
Jump to the top and use the water bubbles to clear the level of half its sprites. The others can be followed and bubbled down the tight corridors.



Move to the middle ledge at the bottom and bubble the Rock Throwers as they drop towards you. You will need to go to the top to burst them.



Wait in the bottom left hand corner and bubble all the Fire Breathers and friends as soon as they're within range.



Stay left again to capture the monsters and Space Invaders, go left to get the rest and jump up the outside of the heart to kill the Twirlies.



Go to the top straight away, wait for the Invaders and bubble them as they drop through. You may have to follow the last few to get them trapped.



Drop through to the top and wait on the highest block. You will now be able to fire left and right without the danger of being shot.



Make your way to the top and shoot each of the Rock Throwers and Invaders as they get to this level. Jump quickly to burst them and keep above them as they zig-zag.



Bubble left so you can jump on the ledge above, repeat this to get to the ledge at the top. You can now capture all the Space Invaders in a blaze of glory.



Subliminal advertising? Zap the two blue whales that float around the bottom, then bounce on your own bubbles to get to the top and blast the last three.



Go to the top again and wait for the Invaders and friends to bother you so they can be bubbled and popped.



The ghouls will drop down to you so they can be bubbled. Watch for the Drunkard's bottle as it flies your way, and bounce on your bubbles if you cannot reach them.



The Springers will more than likely drop to you, the others can be reached by floating up or dropping down. If you take the plunge, make sure they are all on one side.



Make your way right and wait on the middle platform. Wait for the enemy to get down to you, then bite and bubble all that you see.



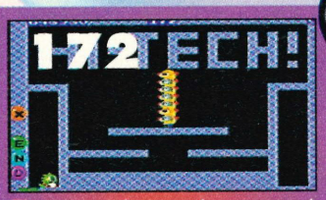
Get the Twirly immediately and bubble up out of the channel. Kill the free-falling monsters and use the fire bubble to kill the others. Deja Vu?



Jump through the gap to the top and use the fire bubbles to kill the Springers. You may want to jump down and bubble any strays.

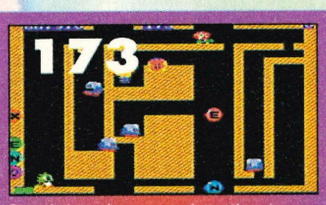


Bubble the monsters by sitting at the top. Drop down to get the Springers and use the bubbles to jump up and bubble the Fire Breathers.

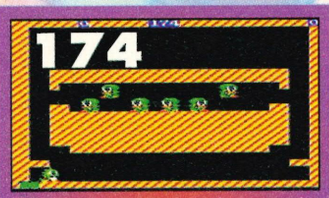


Float up the enclosure and walk off the top to the string of Springers, bubble them when you can.





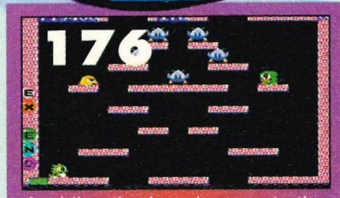
Go right, down and to the top, bubble the Twirlies or use the lightning and water. Bubble through the walls to get the others and don't get trapped.



Bubble jump up to the gap in the Drunkard's enclosure. Bubble them all and burst them for a large points bonus.



As the Rock Throwers drop down, bubble them before they have a chance to throw anything at you.



Avoiding the Invaders, go to the top and bubble everything that floats by. The Springers are awkward to catch.



Get the lower sprites, then position yourself in the middle and blow bubbles, jump up to increase your height until you can jump on the ledge and get the Invaders. Very tough.



Get to the top using the gap, you will then have to wait at the top platforms. Bubble the Space Invaders as they fall through and into your arms



This is quite tricky as there is no real gameplay here. The monsters move randomly, making your life difficult. Bubble them at every opportunity



You will need all the skills you have learnt previously with you for this guardian. Jump up to the top and grab the powers there. Use them to blow one of the biggest bubbles.



You will need to bubble the two Windups, then quickly burst the bubble as it floats around the screen. Jump up and sit on the ledge to bite the two trapped baddies.



Begin by floating up the side to the Space Invader at the top and destroy him. You will then need to jump down and leap up to bite the Drunkards, starting at the bottom.



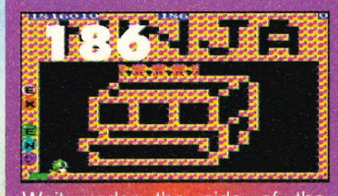
This level needs a combination of quick reactions and fast biting. You will need to chase each Drunkard, one at a time biting them as you go, then float up the left side of the compartment the Invader is in and bite him.



Go to the top, missing the Invaders and wait on the middle block. Stand on the very edge to bite either left or right any alien that comes your way.



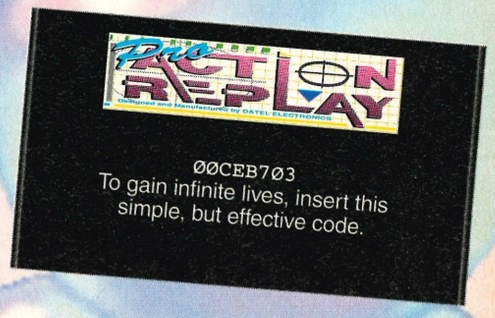
Go right to miss the first wave of bullets and wait as the Invaders float down for you to catch.



Wait under the side of the ledge at the bottom and blow your bubbles as the fiends file down. You'll need to burst the bubbles quickly before they get free again.



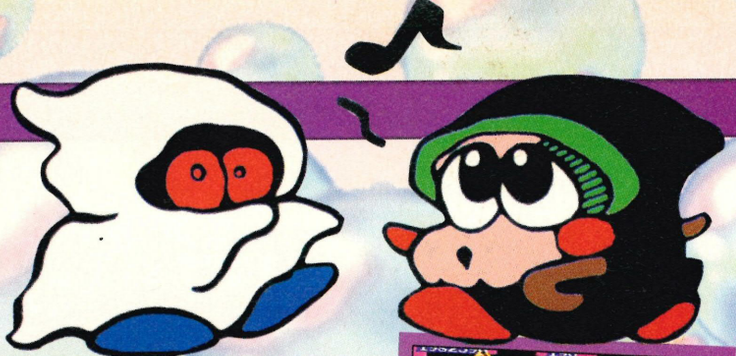
The Twirlies will get trapped at the top, drop down and position yourself so you can bite them without getting harmed.



ØØCEB7Ø3
To gain infinite lives, insert this simple, but effective code.

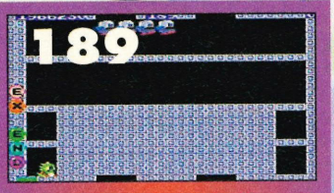
SEGA XS SOLUTION







From the beginning, the Windups will aim for the middle column. It is probably best to use the fire bubbles to kill them unless you want to die at such a late stage.



A good jump is required to get to the top ledge. You will need to make sure that the Fire Breathers are the opposite side to where you will be landing.



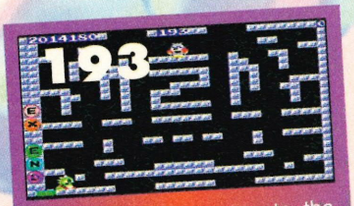
From the start you will need to get out of the passage you are already in. You will first have to kill the baddies before they get you, then float to the top jump to the opposite side as dispose of the final enemy.



You will have to be quick to get these monsters. They have one mission in mind and that's to stop you. Don't give them the satisfaction. Use the ledges to avoid the monsters and bubble them in between.



Bubble-jump up onto the ledge and wait to the left and bubble the chain of Space Invaders as they near you.

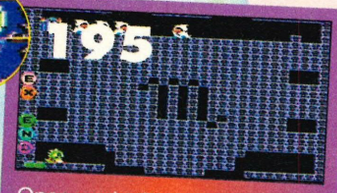


Jump through the gap to the top once the enemy has moved. As they approach you, be ready to blow more bubbles. Use the higher platforms to evade the enemy.

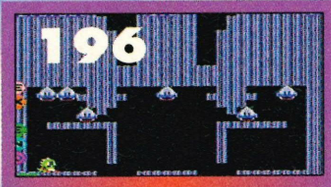


You will need to use the lightning if you want to stand any chance of winning this level without losing a life. Bounce on your bubbles to reach the top platforms.

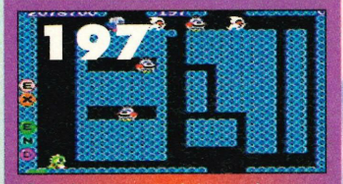




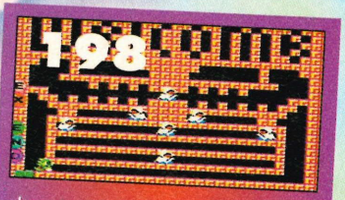
Once again this is a very tough level, it really is better if you have a second player, as one is not enough. You will need to bubble jump to the top and enter the final door.



Avoid the Invaders and allow them to trap themselves at the top. Then jump through the holes at the bottom, fall past them and bite them as you go down.



Go all the way right to the gap and drop to the top. Bubble quickly left and right to rid you of the ghouls. Drop to the bottom and use the bubble-jump technique to rid you of the other pair.



Jump up each respective level and rid yourself of the vermin that lives there. Don't be afraid to bubble as it may become a bite and save your hide.



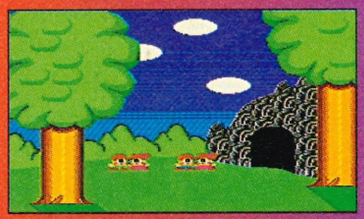
You are nearly there now, although it may not seem it. This is one of the more complicated levels and you had best begin by falling through the bottom and biting any near enemies. Get to the door which appears asap.

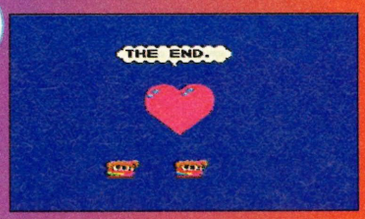


The final guardian is upon us. Jump all the way to the top and fire the lightning bubbles facing the wall as you jump down. This will need to be repeated a number of times to win

Final Sequence







"...And so the end is here!" You have finally beaten the forces of evil and you can now take on your original guise as the handsome Bobby and Baddy. Your partners have been released and you can live happily ever after. Congratulations!

SUMMARY

GAME NAME: Bubble Bobble
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 7,178,960
NUMBER OF LEVELS: 200
CHALLENGE RATING: well diffy!

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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X-MEN

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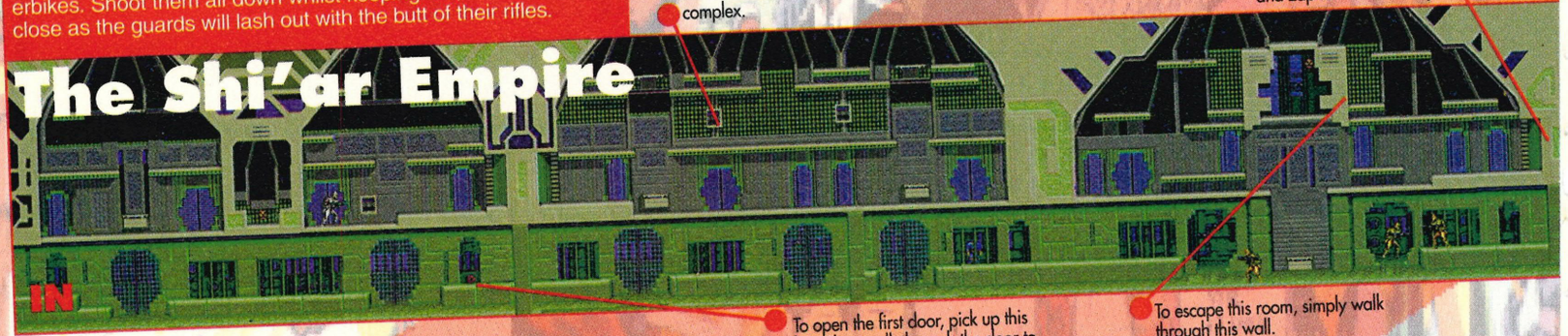
MEGA DRIVE



Prepare yourself for the fight of the future as you pit your wits and mutant skills against that of the all-powerful Magneto! Professor X has built the danger room which simulates action adventures for the X-Men to keep themselves in top mutie form. Unfortunately, Magneto has impregnated the central computer with a deadly virus which turns the holograms into reality! Your task is to conquer each of the rooms and make your way to Magneto's lair, Asteroid M! An unbeatable team, lightning reactions and the XS game maps are all you need to save the human race!

The Shi'ar Empire

A little more hectic this time, but using cyclops with his deadly stare should outwit the sentinels. This spaceport is heavily guarded by droves of armed robots, some on foot, some on hoverbikes. Shoot them all down whilst keeping low, but don't get too close as the guards will lash out with the butt of their rifles.



Punch these to switch on the elevators all over the complex.

Walk through these automatic doors and on the other side is a boot boy on a bike, so keep low and zap him immediately

To open the first door, pick up this key. Then walk through the door to the waiting elevator.

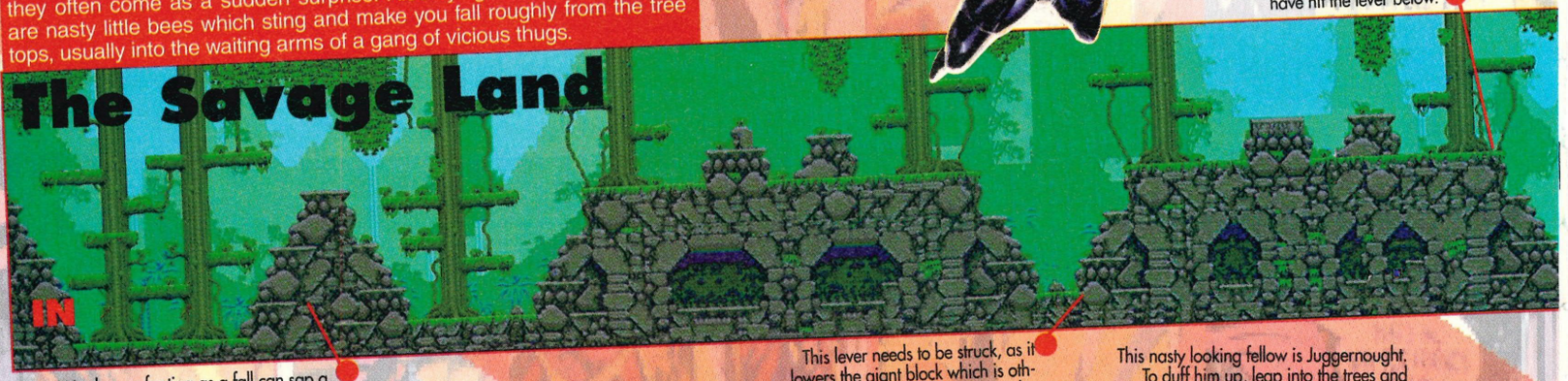
To escape this room, simply walk through this wall.

The Savage Land

Leaping leopard men, pterodactyls and gaping chasms are the dish of the day for your rampant X-Men. Any super hero can be used for this easy opening level. Watch out for the spear-throwing leopard men as they often come as a sudden surprise. Also flying nonchalantly around are nasty little bees which sting and make you fall roughly from the tree tops, usually into the waiting arms of a gang of vicious thugs.



This is impassable unless you have hit the lever below.



Watch your footing as a fall can sap a great deal of strength as well as leave you vulnerable to attack from the enemy guards.

Another lever, this time to switch off the nasty looking spikes below.

This lever needs to be struck, as it lowers the giant block which is otherwise impassable to the right.

This nasty looking fellow is Juggernought. To duff him up, leap into the trees and jump onto his neck using the stone ledges to get height. Do this until his mask falls off and he disintegrates.



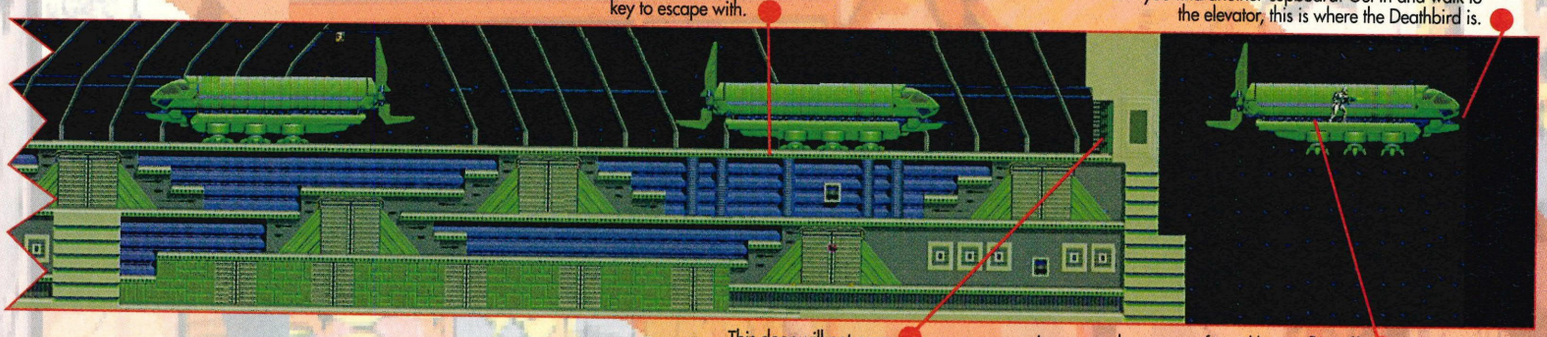
Ouch! Guess what, these spikes are deadly.

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CHEATS

Press A, C, and Down on on the title screen. Plug the controller into port two and press Start when you see Magneto. You now have full health, mutant power and back-up team. Play the game in port two.



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Excalibur's Lighthouse 1

IN

Easy enough, walk through, watching for the falling rocks and appreciating the pleasant scenery. A nice stroll, you might say, but it is the calm before the storm (sad, sad cliche).

Watch for falling rocks as they will throw you helpless into the drink.

Sabretooth the demon has too much caffine in his bloodstream. Leap to each of the outcrops of rocks and as he follows you, slap 'im one. You could use the back up team here as they are renewed at the end of this section.

CHEATS

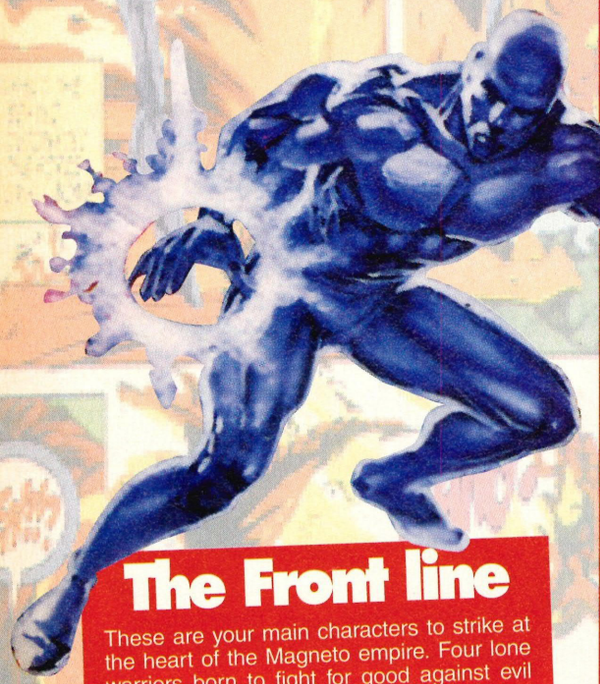
To the right of the danger room there are eight panels on the wall and six on the floor. Each is a level. Stand on the any tile and press Down and C to warp!

Parading the corridors of this evil castle are the ghostly shadows of your fellow X-Men that can only be seen by donning the ultraviolet glasses. But don't let your X-Man get struck too much as he'll get his specs punched from his face and have to fight blind.

Excalibur's Lighthouse 2

OUT

IN



At first glance, Apocalypse seems to be a right toughie, but he's just a big pussy cat. When he shows off his erect blue light, crouch and wait for him to hit you, then counter strike with fists (not mutant power). You will need to do this a few times, so save your character changes for here.

In this room you will meet an old friend, remember juggernaught? Use the same technique as before or set the back up team on him. That'll teach him.

These are the electronic door response systems (or something) and must be deactivated with a sharp blow from the fist so as to be able to walk through certain doors.

If you have one of the shadow demons following you, don't run away because if they fall down these pits they will stay there, (blocking the passage through this particular shaft).

Grab the ultraviolet glasses from the rack and you will be able to see the shadow demons and otherwise invisible power-ups.

This lift will take you to meet your final opponent. At the top of the lift shaft is a power-up which can be difficult to retrieve, but keep trying as it is an invaluable one.

The Front line

These are your main characters to strike at the heart of the Magneto empire. Four lone warriors born to fight for good against evil (yawn).



The youngest member of the team, Cyclops (his real name is Scott Summers) shoots a lethal optic blast from his eyes, good for distant combat.



Gambit is the crazy Frenchman with the charged playing cards. He is good with his stick, but if it is shot, then he will receive the damage directly.



Nightcrawler is the most useable as he can teleport through walls and is the most lithe. He gets my seal of approval.



Wolverine, or Logan has self-repairing skills as well as his deadly adamantium claws which he can use to slice 'n' dice opponents.

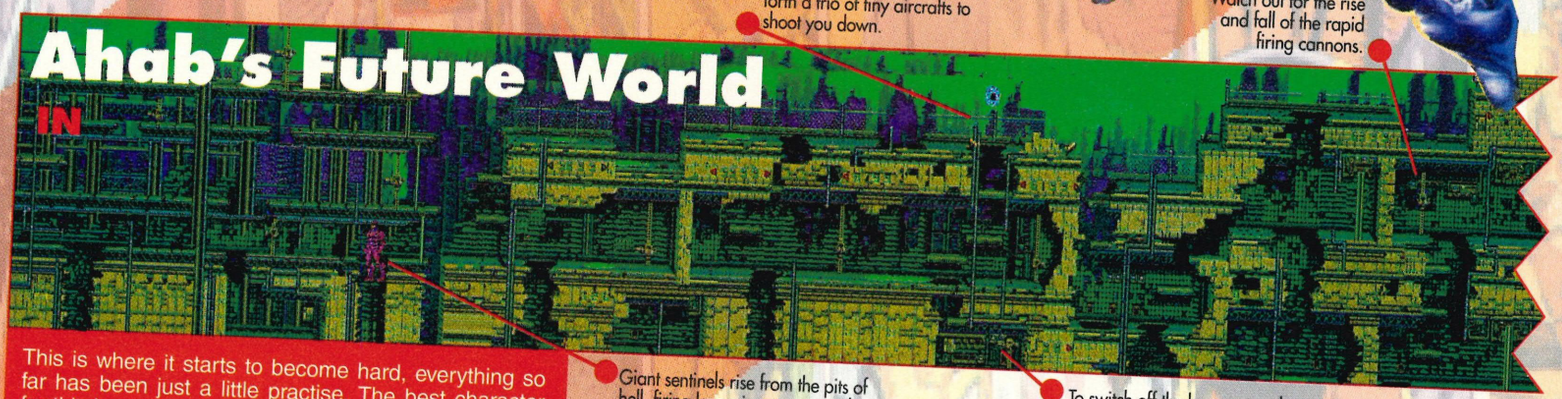
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You must kick Excalibur to open the door at the end of the level. Try not to get hit by the power ball (oh, so often the way.).



Ahab's Future World IN



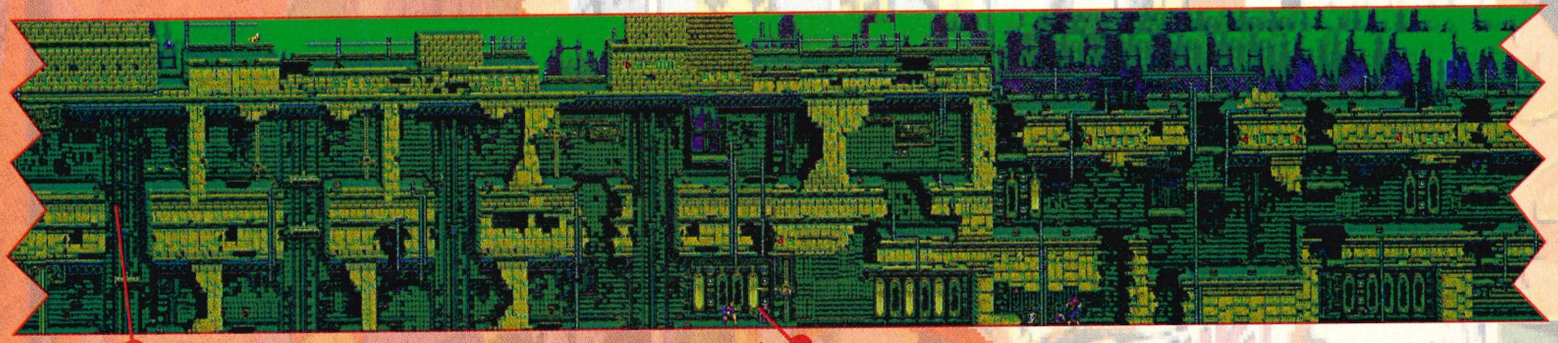
It seems safe up top, but black holes will appear if you stay too long and they will spew forth a trio of tiny aircrafts to shoot you down.

Watch out for the rise and fall of the rapid firing cannons.

This is where it starts to become hard, everything so far has been just a little practise. The best character for this level is Nightcrawler as he is agile and can go through solid walls which is quite handy if you get stuck. Again, you must watch your balance, if you fall you won't die, but you will lose some energy.

Giant sentinels rise from the pits of hell, firing lasers in your general direction. A couple of sharp blows to the head will knock their blocks off, but hurry past, as another will quickly take his place.

To switch off the laser gates, there are several power points to strike at. They look like telephones and one swipe will cut them down.



The lift approach is headed by electronic tripwires to send you plummeting to Earth.

Punch these containers as they could contain power-ups, but be prepared as they could contain alien larvae looking for food, namely you!

Throw your man down here and push left as there is a secret room with power-ups in.



Use Iceman to bridge the impassable gap. Walk the ice bridge quickly as more sentinels return to 'ice' you.

This must be where they store all their mutant kids as there are tons of containers to search.

At last Ahab! Your arch enemy will disappear and reappear to throw spears at you. When he throws his spear, leap it and strike. Repeat to defeat him

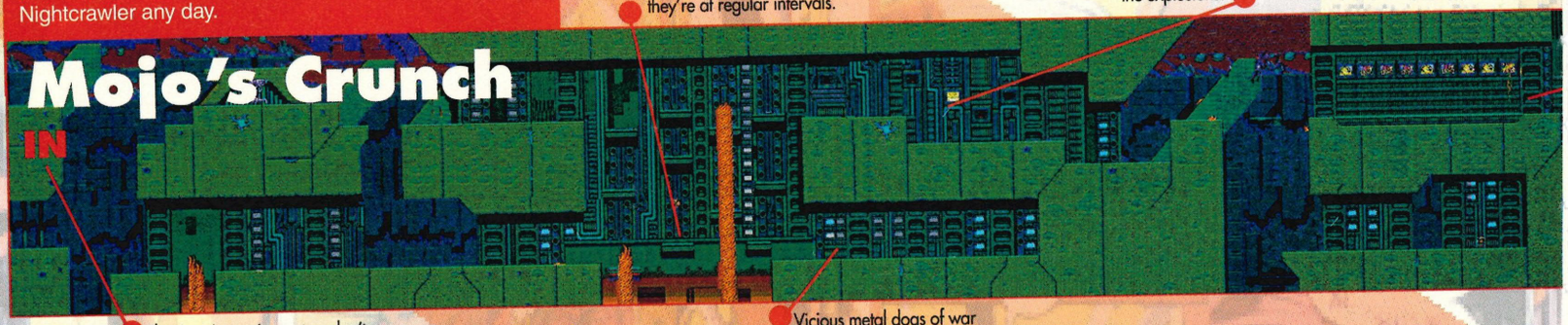
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SEGA XS SOLUTION



It's time to get yer mojo working for it is the end of the world and the sands of time are running out. There is still many an obstacle to cross and puzzle to solve. Any of the X-Men can trek this level, but I still prefer Nightcrawler any day.

Mojo's Crunch



Columns of fire breach the steps so watch the timing as they're at regular intervals.

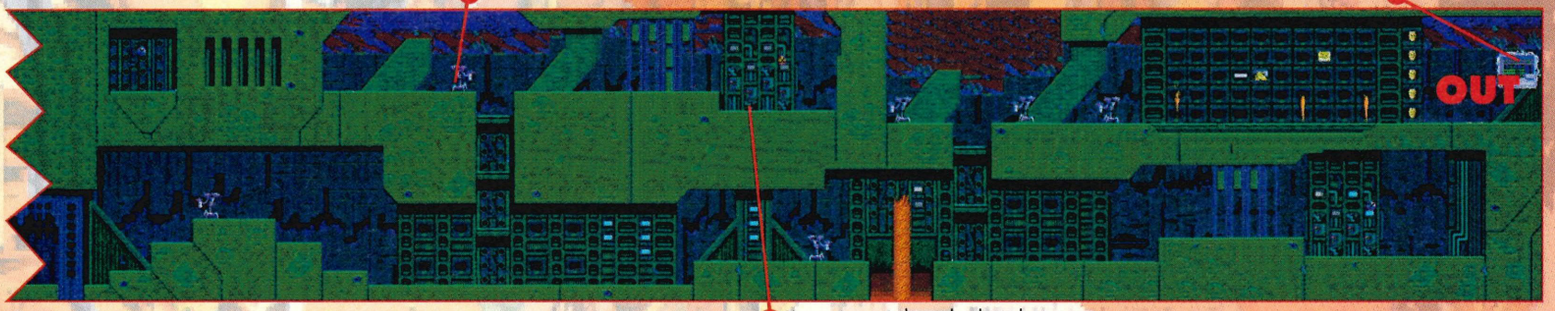
Rock 'n' roll, exploding TVs! Try to avoid getting caught in the explosions.

The timer's running out so don't waste any time hanging about.

Vicious metal dogs of war roam the corridors looking for prey here.

Laser firing robots roam about shooting everything including you. A sharp blow to the head soon sorts them out.

When you arrive here, the time will nearly be expired so quickly kick the computer then press reset on the console. This resets the danger room's computer and you can proceed to the next level.

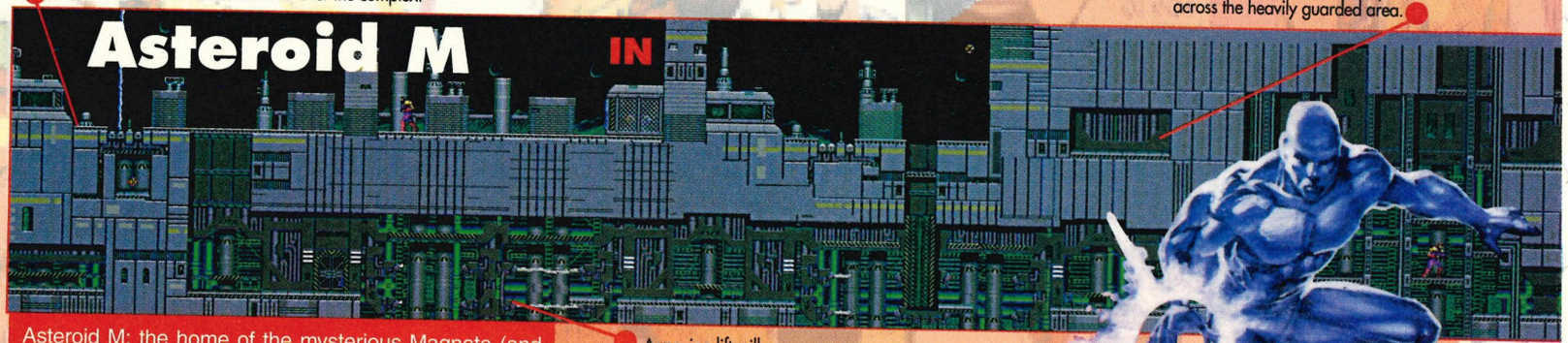


As you come in here, the door closes behind you. Either don't come in here or when you are in, kick this mechanism, it operates the door on a cog system.

Stroll in here and punch the switch to open the door and deactivate the electronic beams all over the complex.

Go into this room for power-ups and then jump as this will take you to the secret corridor above. It also carries you across the heavily guarded area.

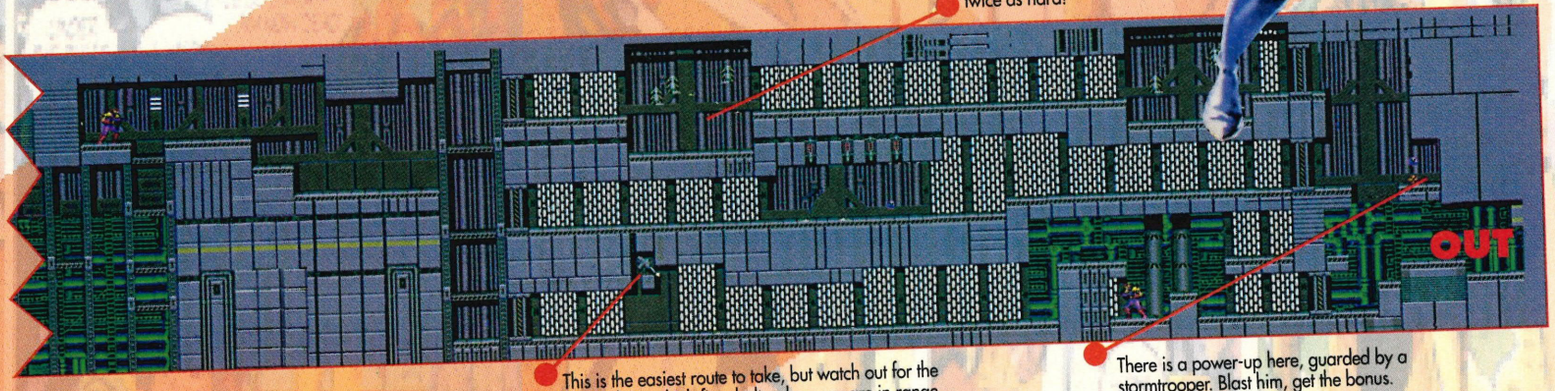
Asteroid M



Asteroid M: the home of the mysterious Magneto (and Dr M, of course). Littered with guards, booby traps and electronic gates, this level is far from easy. Again, use Nightcrawler because with his mutant abilities you can skip a lot of the really heavy scenes.

A moving lift will carry you across this gap, but beware of the beams that shoot across the gap. Time yourself with the lift, it returns every five seconds.

Don't try to shoot these flying weebles as it takes too long and they shoot back twice as hard!



This is the easiest route to take, but watch out for the blaster here which fires bolts when you are in range.

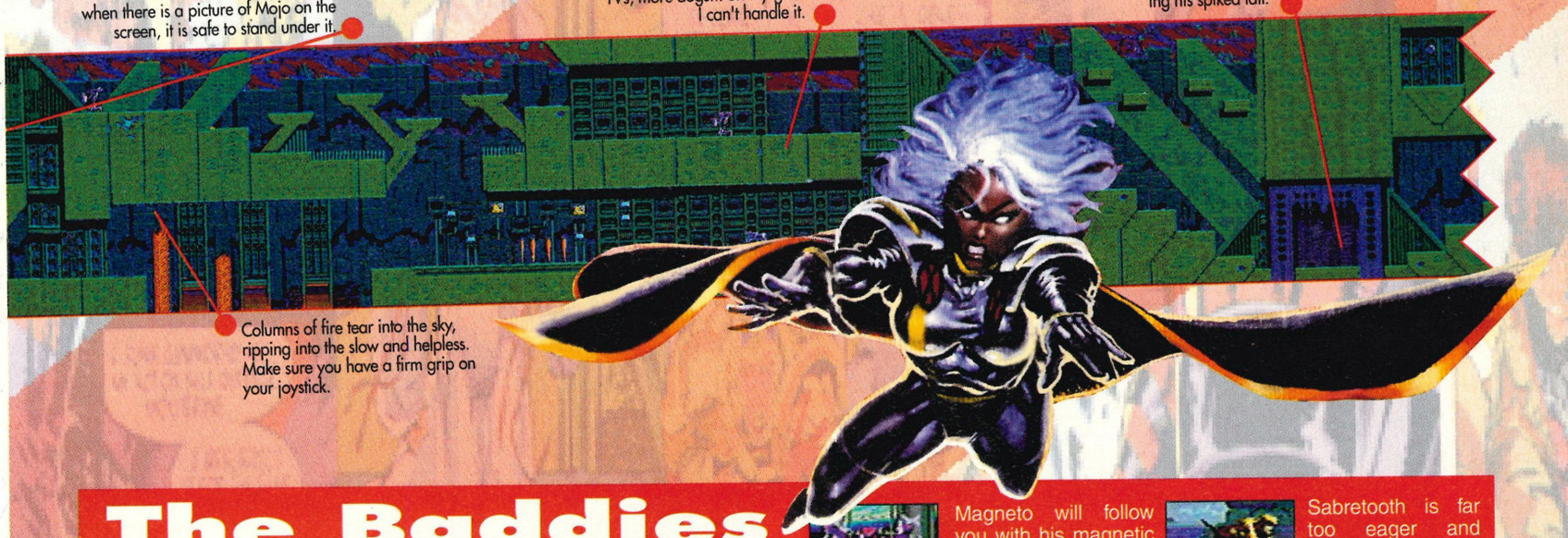
There is a power-up here, guarded by a stormtrooper. Blast him, get the bonus.

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Small gushes of fire spew upwards, but watch the TV screens because when there is a picture of Mojo on the screen, it is safe to stand under it.

More fire, more exploding TVs, more dogs... oh my god! I can't handle it.

Prepare to fight Mojo. Hit him on the back avoiding his spiked tail.



Columns of fire tear into the sky, ripping into the slow and helpless. Make sure you have a firm grip on your joystick.

The Baddies



Ahab becomes weak when he throws his spear, strike then and cause him pain.



The easiest way to deal with Deathbird is to call Archangel or Storm, but you can just punch her to death.



When Apocalypse punches you, strike back. You may need to change characters at least once.



Juggernaught can be beaten if you jump on his neck when he charges, but it's just a man in a gorilla suit.



Magneto will follow you with his magnetic beam, then land to strike. This is when you must strike, be warned it is not easy..



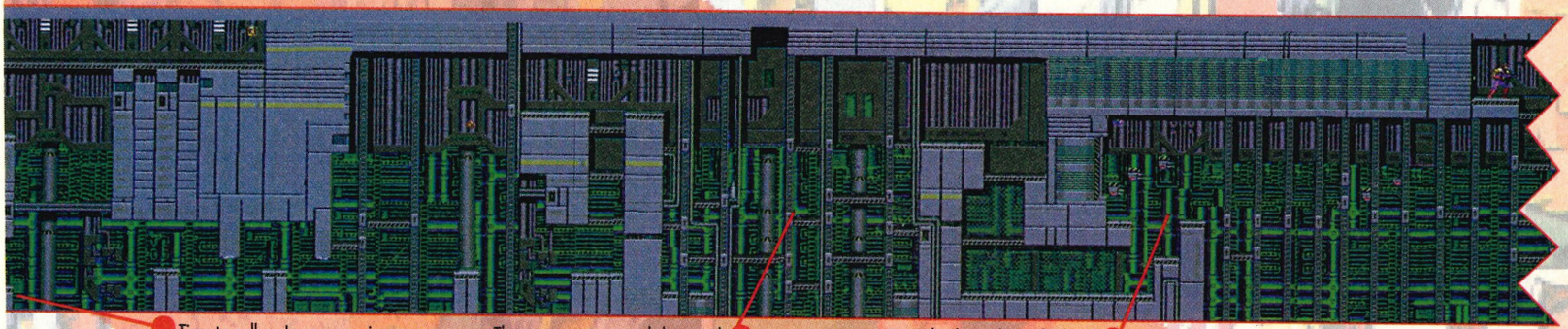
Sabretooth is far too eager and soon loses balance. When he follows you turn and strike.



Leap over him and punching his back. You must be quick as a spike protrudes from his tail and he'll grab your head and shake you about.



Zeladane, the cowardly woman just won't keep still. Either chase her and punch her, or set the boys onto her (whooar!).



Time to call on Iceman again. When you reach the other side there will be a lift which will carry you past death. Be patient in waiting for the lift as it doesn't hurry.

There are many guards here with freeze rays. If you get caught in one of these rays, don't struggle as this will sap you energy. Just be still and prepare to nuke the guard when it wears off.

Try to hitch a ride on the back of the flying spikes, if not, then jump from platform to platform without staying on each too long as they collapse. This may take a bit of practise.

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The Back up Team

Called at the press of a button and very useful when fighting level guardians, without them you'd be



Archangel or warren shoots razor sharp blades whilst making three flybys. An invaluable accomplice.



Iceman or Robert Drake with his cool head, bridges gaping chasms with a platform of ice.



When you fall, Jean Grey comes to the rescue and telepathically carries you back to where you fell from.



Rogue has a power packed punch which saps the mental and physical strength of the most robust enemy.



Storm (Ororo Munroe), an African goddess whips up the most ferocious tornado, second only to Archangel.



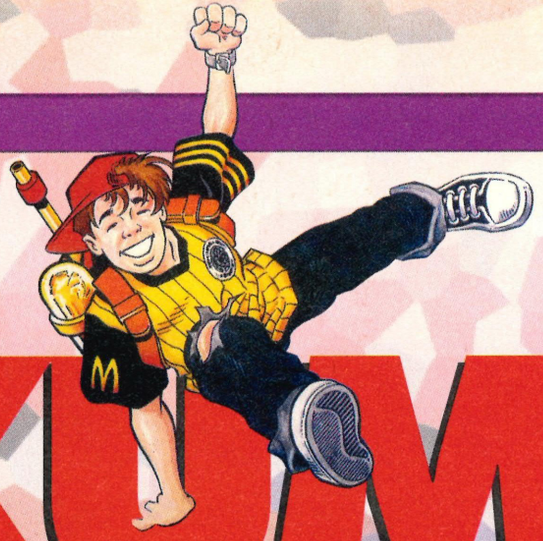
Professor X, the leader doesn't do much, but his information and knowledge is what keeps the X-Men on their toes.

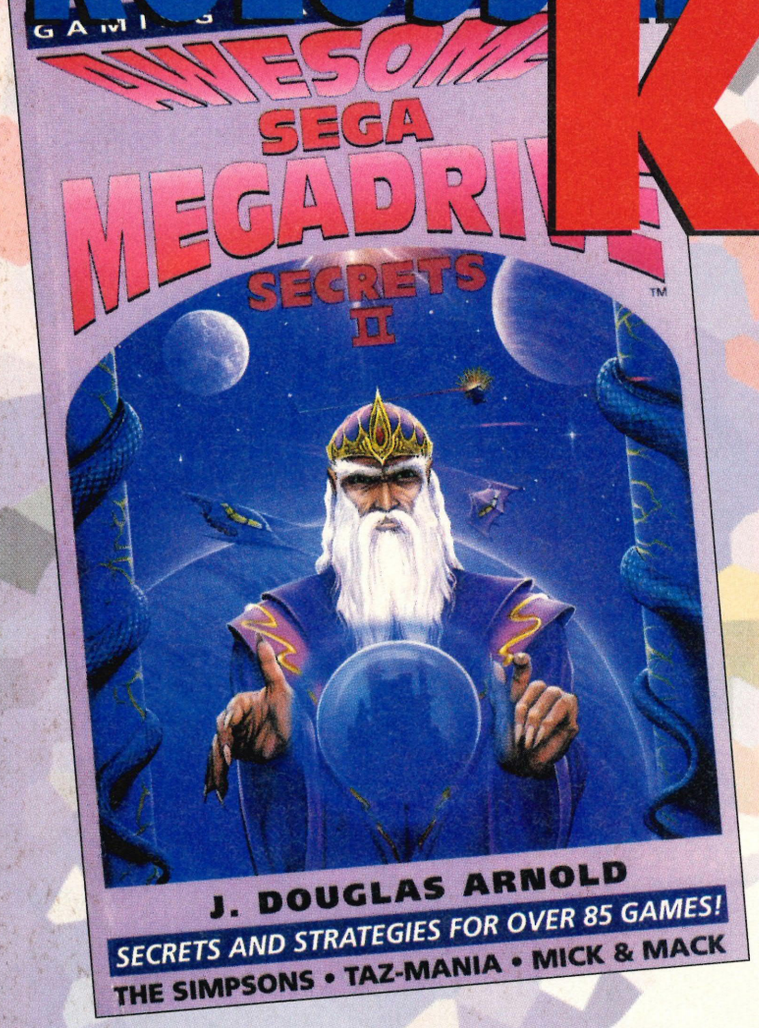
SUMMARY

GAME NAME: X-Men
TIME TO COMPLETE: an eon
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 6
CHALLENGE RATING: hard as yer hat!
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.

X-MEN™ is a trademark of Marvel Entertainment Group, Inc., ©1993

KOLOSSAL KUMA KOMPO!





As everyone knows, SEGA XS is the best place to go for hints, cheats and solutions if you're having a spot of bother getting through *Sonic the Splatter Dolphin Strike '93* – other magazines, with their sad little "tips" sections tucked away behind the latest "exclusive" preview of a game that won't even be released until 1997, just don't get a look in. However, it's not the *only* place to go – Kuma Computers are offering 25 almost infinitely lucky readers the chance to win a copy of their hulking tips tome, *Awesome Sega Mega Drive Secrets II*. Weighing in at a hefty 270 pages, *ASMDSII* (I'm not typing that lot in again) covers many classic games never featured in the hallowed pages of SEGA XS and its predecessor, CONSOLE XS, such as *Krusty's Super Fun House*, *Alisia Dragoon* and *Chuck Rock*, and is even up-to-date enough to include *Global Gladiators* (although it doesn't quite match our glorious solution this issue, hem hem)!

No, no, roll your tongues back into your mouths, as I can hear the drool splattering onto your table from here! This veritable breezeblock of secrets and strategies would normally lighten your wallet to the tune of a tenner, leaving you with only one of those nasty little five pence pieces introduced by John Major in change, but thanks to the smiling lads and lasses at Kuma Computers, you can win one for the princely sum of nought pence (plus the price of a stamp) by answering the insultingly easy questions lurking at the bottom of the page. You need never be stuck on *Quackshot*, *James Pond II* and, erm, *Herzog Zwei* again!

Once you've applied your mark to the appropriate boxes on the entry form, fill in the usual probingly personal bits like your name and address, then despatch the whole affair post-haste to *Kolossal Kuma Kompo, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Make sure that it gets here before September 3rd, or you'll have missed out on the chance to give your postman a hernia...

ENTRY FORM

My answers to the Kuma competition are as follows:

QUESTION 1

A ☐ **B** ☐ **C** ☐

QUESTION 2

A ☐ **B** ☐ **C** ☐

QUESTION 3

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THOSE INSULTINGLY EASY QUESTIONS IN FULL!

1: Who was the captain of the original USS Enterprise in *Star Trek*?
A: James T Kirk
B: James T Cake
C: Richard Briers

2: Which game, busted in this issue, features the products of a well-known hamburger chain?
A: *Global Gladiators*
B: *Horace Goes Skiing*
C: *The Ground-Up Cow Game*

3: *Jurassic Park* was directed by whom?
A: Steven Spielberg (well-known film director)
B: Alfred Hitchcock (well-known, but dead, film director)
C: Janine Turner (superfine actress from *Northern Exposure*)

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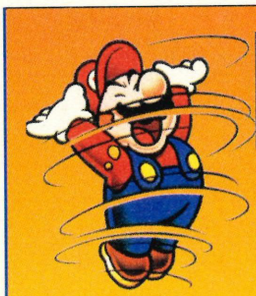
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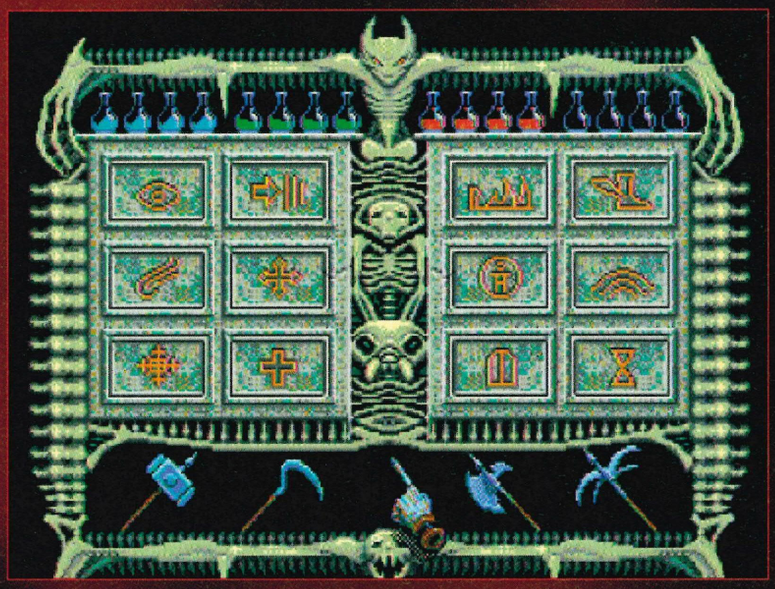
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Portal I – Air

Begin by heading right and up the slope where you will be confronted by a flying green monster. You can try and kill this by using the spin attack, pressing button two twice, then button one once. Unfortunately, you will soon find another appears to take its place so don't waste time here. Whatever you decide, make sure you get the potions available by jumping left off the slope onto a ledge, then leaping to the potions on the ledges above and to the left and right. Leap off these ledges and move up the slope, firstly avoiding the green monster, then the rocks thrown by the Minotaur. You will reach a large cliff which will need to be conquered by using the spinning jump. Continue right and over the bolder-throwing Minotaur. Attack him continually until he flashes, then jump left quickly out of the way as he will harm you when he dies.

Portal I–II

Carry on right to encounter two green goblins. This is best done by stabbing the front man a couple of times, then jumping over them and doing the same. Do this until they are both dead and collect the keys. Walk right and enter the third door on your right. If you are too slow getting there you'll encounter two more goblins, these won't need to be defeated to enter the door, but will cause you problems. If you go into any of the other doors you will end up back at the Navigation level and you will have to begin the level again.

Portal I–III

Go right, jumping the bullets from two hidden goblins. You will need to go all the way right until you reach the hide-outs of the goblins. You will need to spin attack them to expose them both. Defeat them both as before and collect the keys left, enter the only door on this section and continue on your quest.



Portal I–IV

You will be confronted immediately by another green goblin which will need to be defeated to gain the key left. To reach the entrance to the guardian Dragonfly King you have to skate down all the slopes leading to the the top platform the door is situated. The only obstacles in doing this are firing eyeballs who freeze you at critical moments. It may be worth using a potion to make you invisible, otherwise, make your way to the top using the spin attack. Enter the door to the guardian...

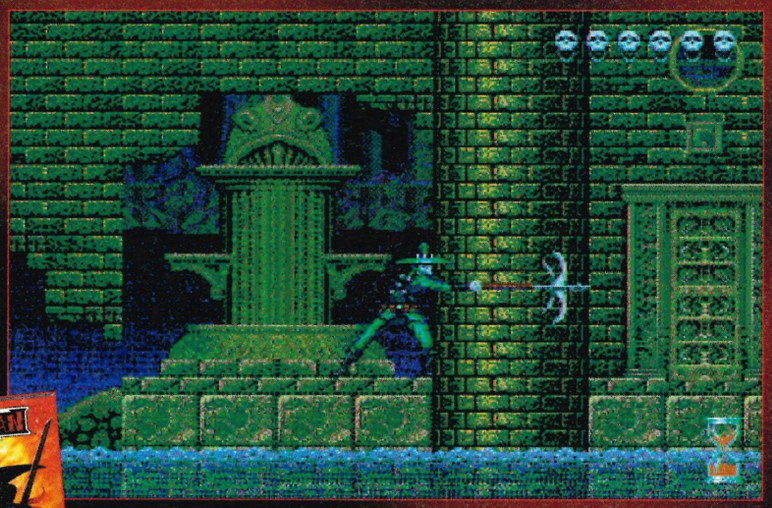
Dragonfly King

Jump to the left and right platforms to obtain the potions, then drop down to the the middle platform and wait for the boss to come to you. Duck down to avoid his axe, then go towards him, hitting him with your sword. The King will jump over you. Stay crouched down and follow him to hit him with your sword again. The King will continue to jump back and forth, as long as you stay down, repeating the above sequence, you should not have too much trouble with him. However, if you continually get too close to the Dragonfly you will get harmed, so you would do better to use a potion to give you temporary invincibility (if you have enough left!)



Portal II – Earth

To begin with you need to jump right and down off the ledge. Stay on the left side when falling, facing Chakan right at the bottom. You need to be quick to press down and button two to roll through the legs of the big green spider waiting for you. Continue right until you reach a passage leading up, jump up to the sixth ledge and jump up whilst spin-attacking to the defeat the green monster at the top ledge. When you've defeat-





SEGA ● PLATFORM ADVENTURE

CHAKAN THE FOREVER MAN

"I wandered lonely as the Grim Reeper!" Sega has beaten the dark side at its own game by providing a thoroughly entertaining, highly original and one of the most well-executed games you'll find on the Game Gear. Chakan, having defeated death, is set to wander the subterranean to rid it of all the beasts of darkness, whereupon eternal life will be granted. Six (seven on the Mental level) portals of the world each have a guardian and will have to be defeated to obtain the most precious gift known – the gift of life itself. Plenty of variation with each portal, smooth graphics and eerie sound go together to make this a must for all Game Gear owners. Sega XS braved the dark side for the solution.

ed the fiend, jump left and down to confront a passage full of dripping venom and small spiders that shoot their posinous venom at you.

You will find it difficult making it through this part without sustaining some injury, however, you can but try! Here at XS, it is advisable that you wait right for the spiders to come at you, if you stab them quick enough you should avoid the venom they shoot. Quickly speed roll forward, hopefully missing the dripping venom, and avoiding the recurring spiders! Once past this awkward part you will see a passage leading up with a number of ledges. Jump to the first, then to the second on the right side of the passage, and quickly



crouch to the corner of the ledge as a spider suspended from the ceiling will bounce down at you. When it has sprung up, stand up and stab your swords upwards so the spider dies as it returns down. This will need to be done a further three times jumping from ledge to ledge. Jump up to the top ledge and down the other side.

Here you will be greeted by two venom-shooting spiders. This is the beginning of a series of platforms and are best done quickly. You will need to jump spin right avoiding the two spiders, then up and left for more of the same, go to the end, only to jump up and right. Jump spin over two more spiders, roll to the end and up to the ledge. Leap left and over the last pair of spiders, go to the end and up to a ledge for temporary safety. Now jump right to the next ledge and thrust your swords up from here to the large spider, this should be a doddle to kill. Once you have defeated this last arachnid, jump down and into the door for the next part.



Portal II-II (Long Route)

Drop down to the floor and spin roll right, past the large spider. Get the potion you find on the first ledge, continue right and jump up the cliff face. Go straight and jump up all the ledges until you find another potion. When you have this, drop down the last three ledges and continue left and down the passage.

You will need to roll left past another large spider to make it through this section. Go up and right until you see two smaller spiders at the top left of the screen, jump over these and go up the middle passage. Make your way up, going through the passages left and right, jumping over the spiders as you go. When you reach a passage leading up and down the full length of the screen, jump down to encounter the Spider Queen.

Portal II-II (Short Route)

As you fall, push right towards the right wall to land on a hidden ledge. Follow the passage right then jump to the ledges and follow them up. Once you have reached the top you will need to drop right whilst spinning and holding right to land on another corridor. Jump up the first passage and avoid the spiders, as if you need telling! You will need to negotiate three passages from left to right, all with spiders. Jump the spiders as usual. To meet the boss you have to jump down off the final passage and into the Spider Queen's lair.

Spider Queen

You really do need potions to convincingly beat the Queen here, preferably the invincibility or magic shield to protect yourself while stabbing her. If you don't have any potions, it will be a little more difficult. You will need to roll under as she comes at you, then hit her and quickly roll back and hit her again. Repeat this until the Spider Queen is defeated – it does take a bit of practice as she is quite tough.

Portal III – Water

Straight away, drop down through the



left shaft. As you fall you should see a lizardman to spin attack. Collect the key that's left (other lizardmen have keys). When you have landed at the bottom, jump up again, holding the D pad right and you will enter the secret passage offering two more potions. Afterwards, head back the way you came and drop down, then proceed right and continue across a small gap.

There will be spikes on the ceiling here as well as a few lizardmen. To get past this section, use the invincibility potion or spin attack your way across until you reach a slope up and right. Above the beginning of the slope and to the left is a ledge you will need to jump on. From here, leap right through to another secret room. Walk right to the end; picking up the potions as you go until you reach a waterfall. Stand at the edge and jump up holding the D pad left to enter a room with three doors. Take the middle door to exit this level.

Portal III-II

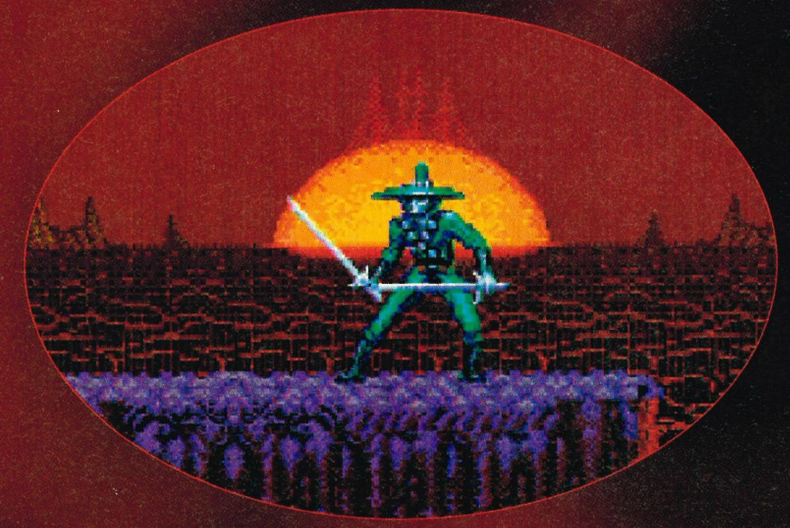
You'll begin this level knee deep in water. From here, go right, over the solid platform and down to the next level of water. Go left and drop down the next gap where you'll fall into more water. Go right and drop down the next gap, then go left and drop down the last gap of this section.

You will now be in an area of platforms some of which hold potions you should collect. Search the area well for all the bonuses. Once you have collected all the potions, drop all the way to bottom and to the right to enter a waterfall. This will take you up to another ledge. Drop to the right and down to enter the boss stage.

Mantis

Once again you can use the potions you have collected to help you defeat the Mantis, however, this one is not so difficult as the Dragonfly King. Defeating the Mantis is best carried out by waiting at the bottom for the Mantis to come at you. Spin attack up and down whilst the Mantis makes efforts to kill you. You won't be harmed whilst carrying out the spin attack, but you will harm the Mantis as he lunges at you. Continue with this until the Mantis is no more.





Portal IV - Fire

This first part is very simple. You only need to keep spinning and attacking while at the same time jumping right over the lava pits and through the flying creatures. You will very soon reach a wall which can be breached simply by jumping through it.

Portal IV-II

Start by going right to meet with a skeleton. Spin attack the skeleton guard and collect the key he drops then continue until you can go right no more. Jump straight and spin attack up to defeat another guard. You may also be able to just stand on the same platform as the guard and defeat him without his weapon being able to reach you. Continue left and jump up, when you reach the statue that drops fire, jump to the first platform and go right.

There is a potion on the third platform up, but you will probably lose more lives getting it than you could gain. Once you are on the first platform, move right and aim to enter a gate, although there is a rather mean skeleton that tries quite convincingly to halt your progress here. Go through the gate as soon as possible. You will now be in a room with many fire-spitting statues above as well as having a skeleton guard as company.

Defeat the guard to gain another key and exit by going through the door on the right. You will have another choice of exits as well as the skeleton to defeat. Get a key from the corpse and go through the second door on the left. This room has one other door to choose from (you can't go wrong!) so don't forget to defeat the the guard, then leave by this door. Go left and defeat a skeleton to gain the key to the boss. Travel left to enter the first door you come to and enter this to meet with Elkenrod.



Elkenrod

Your best tactics are to hit and run. Elkenrod likes to jump and hit you with her sword. Don't fret, you only have to spin attack as she jumps at you and you won't be injured, but you will be able to injure her. If your health meter is low, go to the top right platform and do constant spin attacks. When Elkenrod follows and jumps towards you, you only have to hit her as she falls back down. She won't come into the corner to beat you.

After defeating her, enter Portal IV and return to her lair to collect the Lightning Sword.

Portal V - Ice

When you begin, jump left over the dog and walk into the cavern and continue left until you drop down to a lower slope where you will see a lizardman. It it is best to jump over and past him rather than get into conflict. As you go right you will see three small platforms, jump across them and from the last one, jump down to a slope, then jump left to another slope. From this slope, jump left to two waterfalls and fall into one of them to take you to the water at the bottom.

When you are underwater, go left and jump up the first slope you see and continue up three more slopes. On the forth slope you should be facing right, jump up and right from here to enter a secret passage. Follow through to a room containing the Ice Sword. Collect this and exit the way you came then go down the four slopes and into the water. Continue right underwater until you reach a waterfall that runs up. Spin attack into the waterfall to take you all the way to the top. Once at the top, walk right to face the Ice Beast.

Ice Beast

When the beast appears, hit his head once or twice and jump to avoid the claw and eye beams. If you have invincibility, you should have no problems as the invincibility will last for most if not all of the conflict with the Ice Beast. If you don't, you will have to repeat the original method.



Portal VI

To begin with you are on a ledge and underdeath is white hot lava which will harm you (I should say so). You have also got phoenixes flying at you, trying to knock you off. Start by jumping right from ledge to ledge until you reach ledges with fireballs being shot from them. Jump onto this first ledge, then go on to the one above and left onto another set of ledges floating on lava. Continue left until you reach another set of fireball-flinging ledges. Jump up to the second of these and right again onto yet more ledges. Now continue right for the last time.

Jump up to the first fireball-spitting ledge and continue up these until you can jump up no further, then leap up and left to see four lower caves and one above. The Fire Sword is in the third from the right, getting this will mean you have to restart the level. The guardian is in the cave above all the others – the Lava Creature will be short lived!

HUBBLE, BUBBLE

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.

Lava Creature

The Lava Creature spits fireballs at you which in turn fire up off the ground to hit you. If you're standing on this ground you will lose energy very quickly. If you can spin attack him consistently without allowing him the opportunity to spit the fireballs then you will find defeating this guardian quite easy. Alternatively, an invincibility potion would come in handy!

Portal VII - Machine World

This Portal only appears on the "Mental" difficulty level. You will begin, if you make it this far, by rolling down to a gap on the right. Drop down this gap and jump up to the slope on the right. Continue right and up this slope until you reach a gap, now drop down the gap, holding the D pad to the left. You will land in the wall so walk through the wall to find a skull. Stand in the middle of the room and face left, press your sword button to be transported to another room. Now face right and press the sword button again to be transported to the boss!

Flying Robot Bomber

You will begin in a small room, it's not worth fighting him here as you won't have room to manoeuvre. Transport yourself opposite the way you came and find an open area where you can freely use your spin attacks. Now wait for the boss. When he does appear, avoid any of the bombs he drops as they're severely damaging. To defeat him you have to spin attack back and forth dodging the regular bombs until he is defeated.

SUMMARY

GAME NAME: Chakan
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 3,225,900
NUMBER OF LEVELS: 7
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.

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FORM02AUG



Level 1-1



If you've ever played the arcade version of Sunset Riders then you will know just what to expect from this level. The things to remember are to shoot at every doorway, watch every window and pepper every suspicious barrel with bullets or you could end up a swiss cheese!

Gunfighters attack from behind the barrels and there is a bonus bag coward on the roof who will reward you with a bonus object if you can shoot him in time.

There are some barrels tied up here. Shoot the string to drop them on the bandits skulking on the other side of the stacked crates.

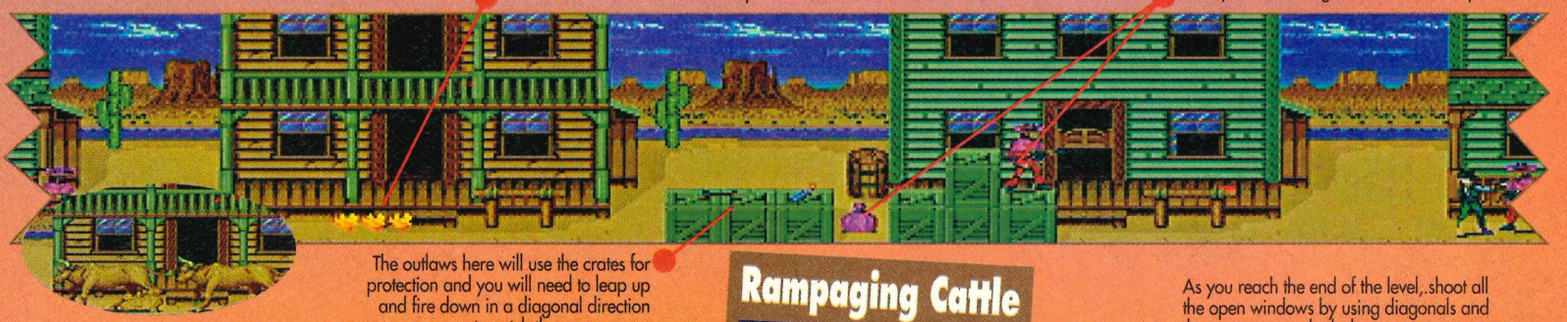


An important fact: when you see an open doorway or some swing doors, even if you are about to be shot, press up and you will enter and come out with the local floozy and a

The screen here will stop scrolling and there will be a sudden rumbling sound. Immediately leap up onto the balcony to avoid the herd of steers that rush past.

Never trust an open window, partner. Outlaws will often shoot, drop dynamite or even leap out to get you, so spray the sills with lead to be sure.

You can shoot the outlaw here, but it is more fun to open the purple bag and press down and B to pick up the stick of dynamite. Throw the explosive at the guard to blow him up!



The outlaws here will use the crates for protection and you will need to leap up and fire down in a diagonal direction to catch them unawares.

Rampaging Cattle



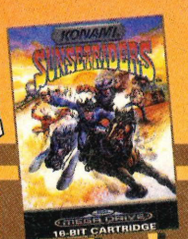
When you get here, some more cattle will stampede. Leap up onto their heads and keep leaping to the right. If you get carried off or rammed by the steers, you will lose a life.

As you reach the end of the level,.shoot all the open windows by using diagonals and then get up onto the balcony as soon as possible to gain the high vantage point.

There are plenty of the enemy hiding here and it is a case of leaping up onto the balcony to avoid ground bullets and making sure you don't get caught in the crossfire.

Here's the first gal you have to rescue and it's a bit difficult, what with all the bullets 'n that. The easiest way to complete the section is to climb to the first balcony, shoot any outlaws in your way, then leap over the girl as soon as possible.

You may remember the coin-op of *Sunset Riders* – it was always the one with the bust joystick and flattened buttons. The basic object of the game is to rescue a busty young wench, then capture a desperado for a whacking great reward. You control either character (each has his own style of play) and there is a wicked simultaneous two player option where things really get hectic! Have you got what it takes to be Billy the Kid? Do you yearn for a tin star or a lonesome trail? SEGA XS hereby deputises you, partner. Yee-hah!



MEGA DRIVE

KONAMI ● PLATFORM SHOOT-'EM-UP

SUNSET RIDERS

Level 1-2



The second section of level one is the capture of Simon Greedwell for a handsome reward. Now it really gets wild with outlaws at every window, barrel and doorway. The best tactic is to shoot at everything (there are no civilians here).

As gunfighters leap and shoot like crazy from the windows, you must remember to shoot in all directions when you see their hands appear. Don't forget to visit the hotels for moral support.

There are plenty of outlaws here – two in the doorway, one on the roof and a couple on the ground (using the crates as cover). We advise you take to the roof on the previous building and blast them all from above. It is best to get the twin blasters from the bagmen first. You should be able to leap any stray bullets.



As you go past this doorway, turn and shoot the back-stabbing guy who tries to kill you. There will be two groups of three dagger-wielding outlaws on the bridge.

Watch this doorway because even if you shoot the outlaw from the left, another will sneak up on you when you go past. Remember to turn and blast him.

Stop In Bar



Press Up in any hotel, bar, tavern or hut to have a quick snog with the stereotyped Wild West gal and get a random bonus.

You will be attacked by about six dagger outlaws when you are in the middle of this plank. Shoot them down before they can get their hands on you.



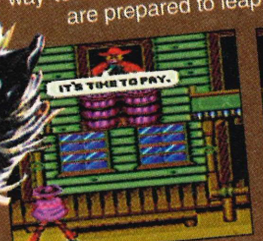


Simon Greedwell

$20,000 for Simon Greedwell may not seem much for this tough guardian but there is a very simple way to defeat him as long as you are nimble and are prepared to leap bullets.



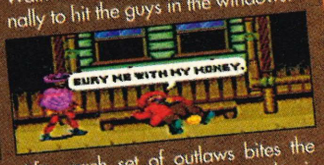
Walk left and right, shooting diagonally to hit the guys in the windows.



At first, Simon appears, boasting all the usual macho Wild West nonsense.



Shoot the barrels, but try to stand on the edge to avoid them as they fall down.



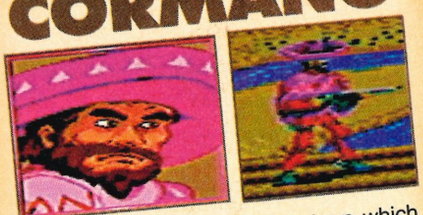
After each set of outlaws bites the dust, concentrate on Simon who is easily avoided and you will win.

BILLY



Billy only fires single bullets, but at a faster rate than Cormano. Unfortunately, this can mean you miss some slippy opponents unless you get the twin sharp shooters bonus.

CORMANO



Cormano has a powerful shotgun which sprays the area with pellets. This is very useful for taking out many outlaws at windows. Cormano's only disadvantage is that he fires and moves slowly.

SEGA XS SOLUTION

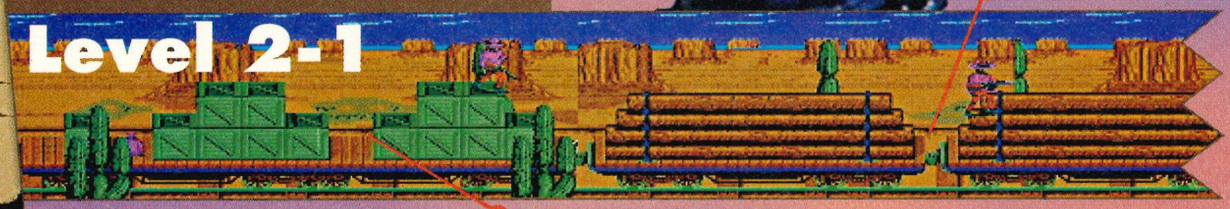




The train sections are treacherous because every now and again a wooden beam will knock you off and you will lose a life. When this happens, get to the lowest part of the train or try and leap it, otherwise, you're history. The main problem here is that all the bandits hide behind crates and are therefore harder to kill.



Level 2-1

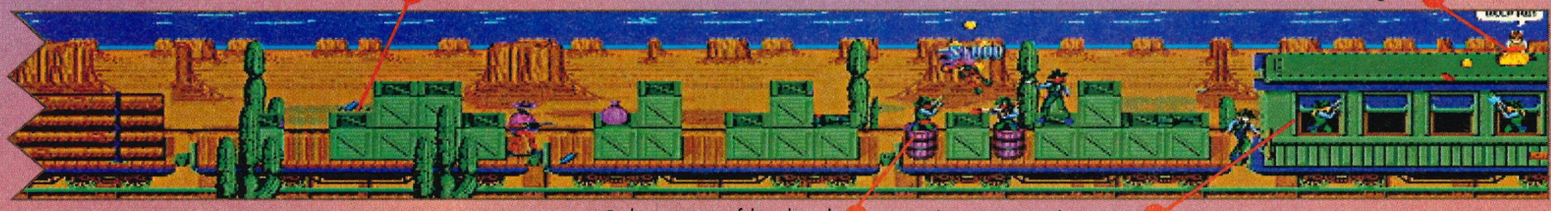


Crouch down here and wait for a while until the bandits arrive and you can shoot up and kill them.

Use the dynamite you find here to throw over and blow up the bandit waiting for you on the other side of the crates.

More dynamite is conveniently placed here to get the crafty outlaw on the right but mainly you will have to leap up and shoot down to get them.

Here is the girl you must rescue to complete the first part of level two. Avoid shooting any bandits and just concentrate on reaching her.



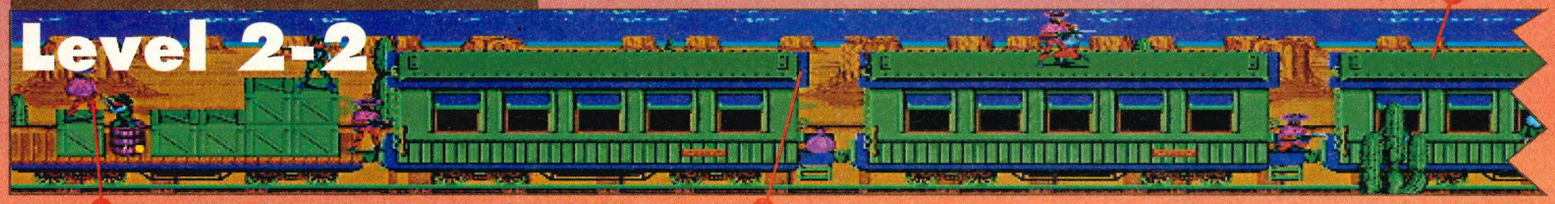
Now you have to take on Paco Loco in the tougher section of the train level where it all gets harder. The wooden beams are now more frequent and occur at the most awkward moments. Can you dodge the beams, duck the bullets and defeat Paco?

Outlaws pop out of these barrels to shoot you. Leap down by them, crouch down and keep firing to take them out. Watch out for the bandit on the right who will try to shoot you as you crouch.

Edge your way to the carriage here and shoot the bandits in the windows, so that they do not get the drop on you when you are stuck on the ladder.

Paco's men will now try and take you on personally by climbing out onto the roof and attacking. You will need to leap their bullets and shoot them on the way down.

Level 2-2



Leap up and shoot down at this bandit in the barrel before he gets you. There is also the guy on the right to worry about who will try to get you in the crossfire.

Apart from the bandits trying to nail you from the windows here, this is also the most common places for the deadly wooden masts to come along, so beware.

Leap down here to avoid the wooden masts and quickly shoot the bandits in the windows before they get you. Leap up onto the ladders if it gets too hot.

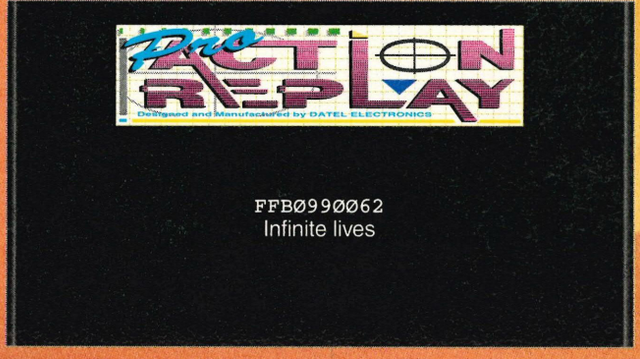


Hit By Mast



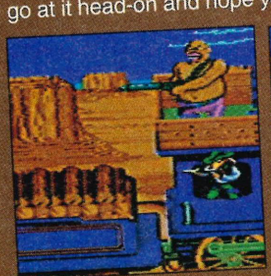
Before one of these masts flies across the screen, a small pole at the bottom of the screen will flash by. Now get ready to leap the mast or dive to a lower spot to avoid it altogether.

Gunfighters will attack on the roof of the train as well as from the windows. You must be careful not to get swamped by the sheer number of bullets.



Paco Loco

Paco Loco is a gun-toting madman who has hijacked the train and threatens to run it off the rails unless he gets a ransom payment. The only way to take him is to go at it head-on and hope you survive.



First of all shoot Paco's guard before getting on the top of the last carriage to hit Paco.



Keep shooting Paco from the carriage and leap the bullets he fires every few seconds. The guard will reappear, but his bullets will not reach you. Keep shooting and eventually you will beat Paco.



Now you are deep in indian territory and it really shows. Red skins will attack from all directions on these rocky paths and they will use flaming arrows, boulders and even sacred daggers to stop you getting to their dastardly chief. Be especially wary of the boulders. If you see debris, get out of the way fast!

Flaming Arrow Indians

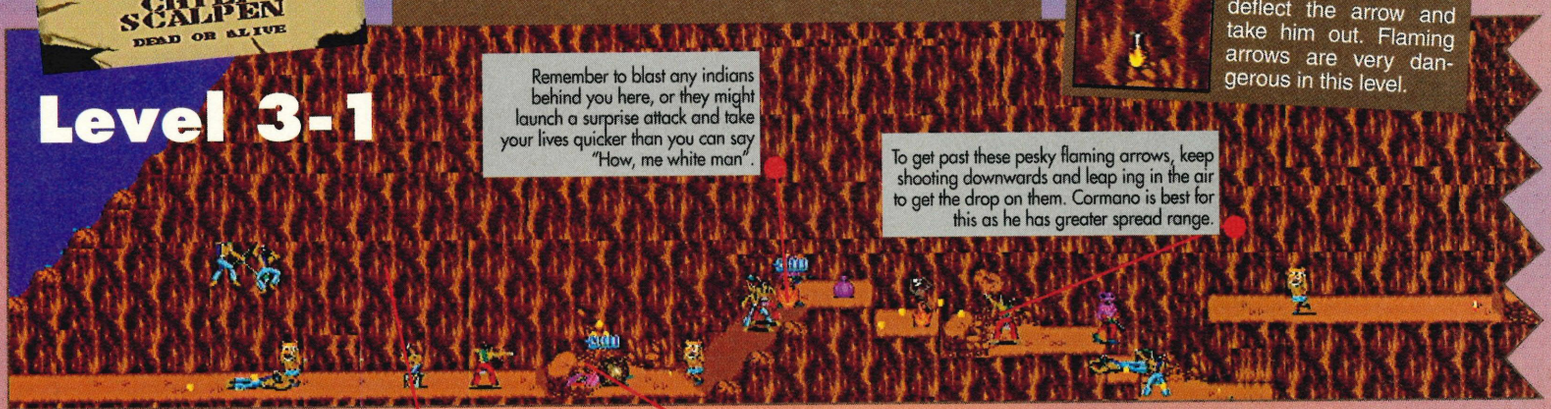


If an indian shoots downwards with a flaming arrow, immediately shoot upwards to deflect the arrow and take him out. Flaming arrows are very dangerous in this level.

Level 3-1

Remember to blast any indians behind you here, or they might launch a surprise attack and take your lives quicker than you can say "How, me white man".

To get past these pesky flaming arrows, keep shooting downwards and leap ing in the air to get the drop on them. Cormano is best for this as he has greater spread range.

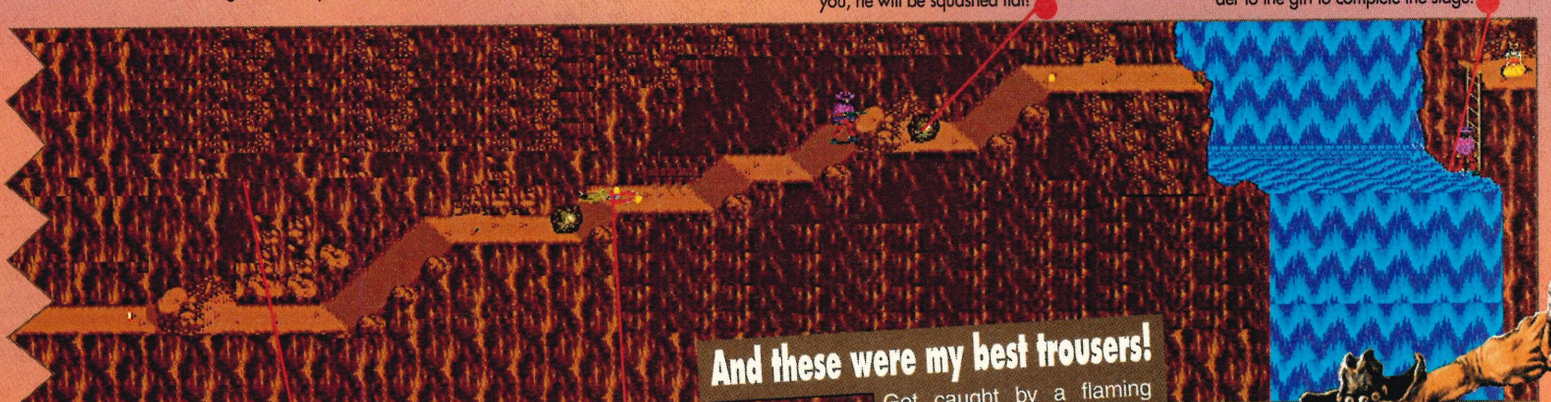


Right from the start of the level you know you're in indian country. Immediately shoot up to take out these back-stabbing red skins. Bear in mind that you can deflect the arrows (even the flaming ones) with your bullets.

You are attacked by boulders and indians with flaming arrows here. One touch from a burning arrow and you're burnt toast!

Rolling boulders threaten you here. As they approach, wait until the last second before leaping over them. If an indian is behind you, he will be squashed flat!

The bridge here falls away after a few seconds. Use this time to shoot all of the indians on the ground, then shoot the ones above and the guy who attacks from the left. Now climb up the ladder to the girl to complete the stage.



"It all seems quiet, too quiet" Before long you will have to face rolling boulders and even more indians with flaming arrows.

As you can see here, if you leap over a boulder, the indian behind you will not always get out of the way with hilarious results.

And these were my best trousers!



Get caught by a flaming arrow, where an arrow has landed or even a flaming indian, and you will be scorched.



Icons

"Are you a college boy? Think you can outsmart a bullet, c'mon,let's find out". The following is a list of all the bonuses you may encounter in your rootin' tootin' pillagin' adventure.



1-Up, can be found in the game or more commonly in the wagon bonus game.



This massive cash bonus will improve your score substantially.



Press down and B to pick up the TNT and then throw it at the enemy.



This gives you twin blasters which doubles the firepower.



This is a rapid fire which means you can hold down the fire button and wipeout!



Get the star at any point in the level and you can enter the wagon bonus game.

SUMMARY

GAME NAME: Sunset Riders
TIME TO COMPLETE: 1 day
HIGHEST SCORE: $595,800
NUMBER OF LEVELS: 4
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.



If you're going to capture the indian chief then you will need to keep blasting with your trigger finger because the foolhardy indians are really throwing themselves at you now. More rolling and falling boulders are only the tip of the iceberg as more flaming arrows fill the screen from all angles! Remember to take advantage of the bonus tepees at the end of the stage to stock up on power-ups.

In this section you will be attacked by indians with normal arrows and the dreaded rolling boulders.

The indians will try to trap you here by shooting diagonally down the slope. The only way to get past is to leap up and shoot them before they can string their bows.

This weird totem-head guy carries a bag with a bonus item inside. Shoot him quickly or he will escape.

Level 3-2

Chief Scalpen

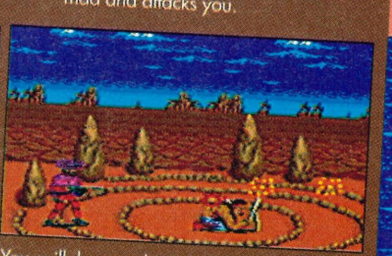
Chief Scalpen is a tricky old indian. First of all he will spin up onto the stone, assess your position, then dive down, throwing knives all the way. The way to defeat him is to shoot all the knives as he comes down, then blast him on the ground and watch out for his cutlass.



On comes Chief Scalpen with the usual bout of boasting before he goes mad and attacks you.



Shoot the knives as Scalpen dives, then shoot like mad when he lands. Don't stand too close.



You will know when the shots are getting through because Scalpen will reel, then block your shots and try to stab you.

Leap onto these cable cars and they will begin to travel down with one just above the other. Leap off onto the ledges to the left and get the power-ups, then leap back onto the top cable car and drop back down.

Wait until you can see all of the purple bags or you will fall off the bottom of the screen and lose a life. Each bag has bonus item such as money, twin blasters or an extra life.

As the cable cars travel down, indians will leap on board to attack you. Shoot up from the bottom car to get them all, but don't forget to get the bonuses.

As you enter the sacred stone circle, it's time to take on the indian chief (see above box for details on how to defeat him).

Indians will attack from the tepees, so be ready to shoot like mad to the left as you get all the bonuses.

Bonus Stages

If you collect a star in either of the two stages per level, you will go to this special bonus stage after defeating the desperado.



To get all the power-ups, ride about halfway behind the wagon and watch the shadows of the objects as they are thrown. Get in line with the objects and if necessary, leap into them to make sure.



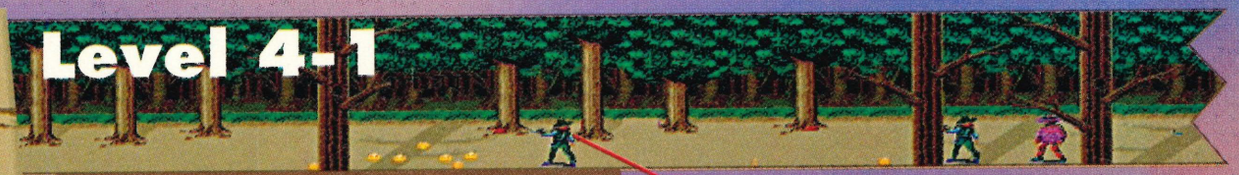
The extra lives (left) are obviously the most important to get. Use the jump button to get each one as this improves your chance of success.

Cartridge supplied by:
The life-saving Megabits
Tel: (0202) 303956



Level 4-1

The woods outside Richard Rose's villa contain many dangers such as wild wolves and the usual assortment of unshaven, bad-tempered gunfighters who chew tobacco and spit a lot.



Bandits will attack in regimental order here. Just keep facing right and shooting constantly to get past. No problem!

As you climb the stairs, watch out for outlaws in the windows, at the top of the stairs, behind you and in the foliage.



This is the most difficult section of the game because you have to get up these stairs with outlaws behind, above, and to the side – all shooting at you! Edge towards the stairs, turn and shoot the gunfighters behind, then run up the stairs while shooting up diagonally, preferably with twin guns. When you are at the top, watch out for low bullets from the left.

The wolves will tear you apart if you don't blast them immediately. Cormano is best for this because of the scatter effect of the shotgun. There is a stick of dynamite near the wall here, shoot it to get through.

Shoot the bandits hiding behind the statues (you cannot hit the girl), then leap up onto the roof and shoot down diagonal to take out the rest.



Press the up diagonal here and keep shooting at the open windows to take out any bandits. You will also have to shoot behind, in case they try to back-stab you.

You should be accustomed to the drill by now. This final section of the game is much harder than all the rest (that's helpful) and you will have to perform some amazing acrobatics to dodge all the bullets.

As with the first two levels, the bandits carrying the purple bags have bonus power-ups. They usually appear on the roof tops.

Level 4-2



You can leap up onto these roofs here to get bonus and avoid the bullets on the ground. Bandits will appear in all the windows.

Stay on the roofs as much as possible, but here you are forced down into the lion's mouth. Keep shooting at the windows in case bandits appear.

Leap up onto the roof to get the drop on the outlaws. They won't expect you to attack from above.



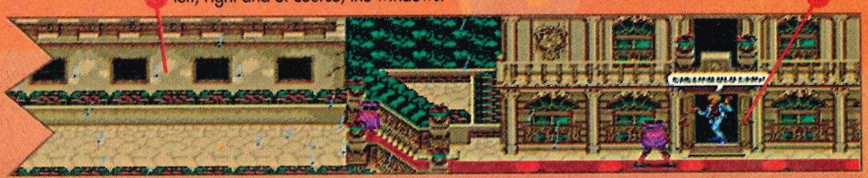
Take the upper route here to avoid getting caught between the statues. Bandits will hide behind the statues and try to shoot you.

Gunmen will often attack from this hidden position. As you go down the stairs. Take out this guy first as he will be able pick you off faster than any of the ground-based outlaws.



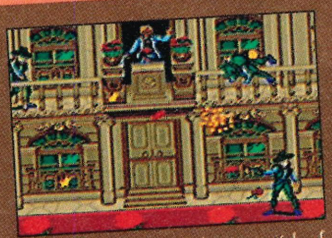
The roofs here are too high to climb up to, but the outlaws will attack from the left, right and of course, the windows.

Well, this is it! Richard Rose is the toughest guardian in the entire game, far harder than any of the others. Check the box on the left for the solution.



Rose

$100,000 for the dastardly Richard Rose seems a lot, but this is one tough mother! You have to defeat Rich not once, but twice, because he has a piece of lead to protect him.



First of all, Rose will throw a stick of TNT at you, so leap away. Now keep shooting the outlaws and balcony.



Once the balcony has been destroyed, Rose leaps about shooting. Keep moving.



Jump between the ground and balcony to confuse Rose. Walk along the top while shooting down and stay on the opposite level to him.



After you have killed him once, Rose gets up and you will have to do it all again. If Rose is on the top, stay on the bottom and keep shooting up diagonally, then switch when he does.

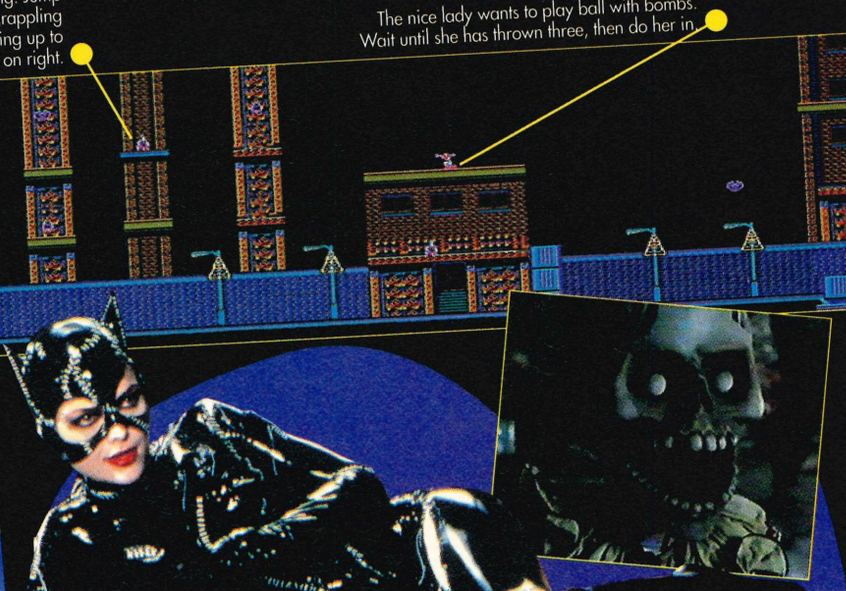
BATMAN RETURNS

SEGA ● PLATFORM ADVENTURE

MASTER SYSTEM



One of the better Master System games, *Batman Returns* includes the novel twist of giving Batman the choice of routes to take through the various levels. The graphics are excellent with well defined sprites and some faithful film touches. All the guardians will take some beating and this game is not for the faint hearted due to some almost impossible batarang jumps required to reach the end of level five. If you're looking for a game with challenge, check out *Batman Returns*. However, no game is too tough for SEGA XS.

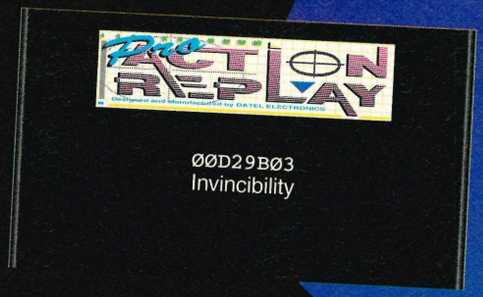


Start the day with a nice leisurely stroll through the streets of Gotham City, but crime is rife and no one is going to let our fancy dress hero walk peacefully down the road without giving him a little touch of gangster aggression.

L1, Route 1-1

Throw the grappling hook onto any surface for a good firm grip (said the actress to the vicar) and your bat hero will swing awkwardly from left to right. Push the opposite way of the swings to still him.

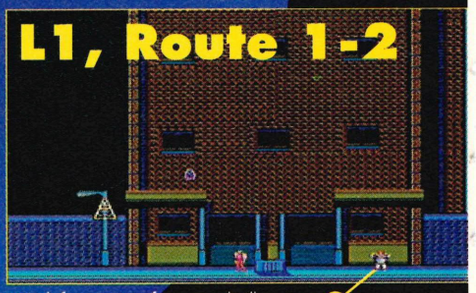




For those who consider themselves to have reached a higher peak of excellence, try route two. Littered with more obstacles, more bad people and a few craters thrown in for good measure. This will be the supreme test for your skills and agility. Batman should get used to swinging all over the place, there will be plenty more of that later on...

L1, Route 1-2

Watch for spinning batman as he'll run you down. Leap behind an object and send the batarang his way.

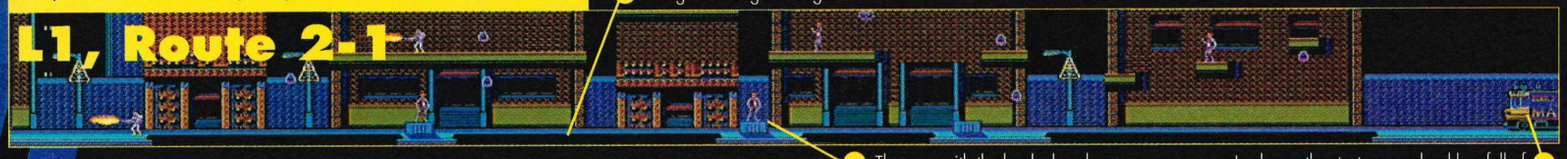


L1, Route 2-1

To cross the craters, throw the grappling hook onto the veranda and swing from ledge to ledge.

The man with the hooky hand, loves to blow up at parties. Don't get too close to him when he does it though, or you will lose energy.

Look, another torturous school bus full of kids. wipe 'em out (only joking).



Again, this is just a continuation of the previous part with higher buildings and more things to swing from. Get to the higher platforms for the much-needed bonus items. Nobody puts the 1-Ups on the ground mate.

L1, Route 2-2

Clown with a gun, not very scary and not very challenging. Jump up and throw your grappling hook in his eye. Then swing up to this platform and carry on right.

The nice lady wants to play ball with bombs. Wait until she has thrown three, then do her in.

The lamp posts and the coloured christmas lights make an excellent target for the grappling hook.

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Strike the batsigns with your grappling hook or batarang for extra lives or extra speed.

Do not touch the bus as it is a killer bus (?), destroy it with your batarang.

These fine fellows like to leap down and explode! Pretty strange, but they all seem to be a suicidal lot.

You notice how all these buildings look the same. Well, it's just the same in the *Scooby Doo* cartoons. Ever notice that when Scooby and Shaggy are being chased by old man Rivers, that same staircase and chest of draws keeps flashing by over and over again. Oh well, just in case you were interested. Now back to *Batman*. Tune in next week folks, same Bat tune, same Bat channel.



Swing from platform to platform, get into good practice as you will need the skill later.

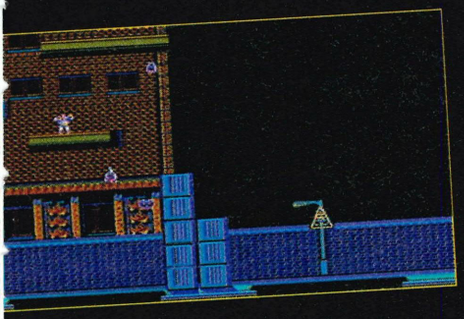


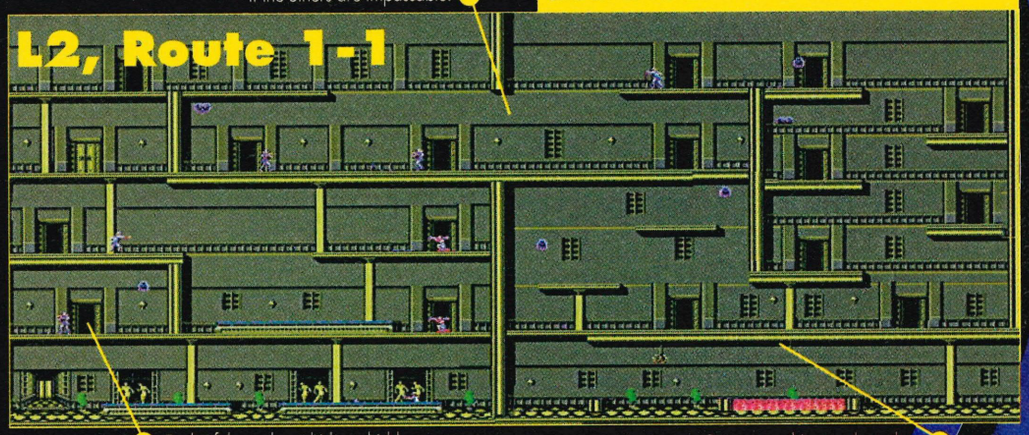
The three ring circus gang boss hasn't much going for him. He can't juggle and he can't stand on stilts. Each time he swigs from the meths bottle, throw the grappling hook at him. Watch for the fire he throws at the floor and the fire he throws into the air. Dodge both and only use the hook to hit him.

This level is awash with exploding lamp shades that cover the floor with fire, chicks with bazookas and sliding-tackle rugby players all hell bent on the complete destruction of Batman and all he stands for.

You can only climb over the thin pieces of roof if the others are impassable.

L2, Route 1-1





Each of these doors hides a hidden secret. Some have the inevitable killer, some have a nice extra life. Unfortunately, they are placed randomly.

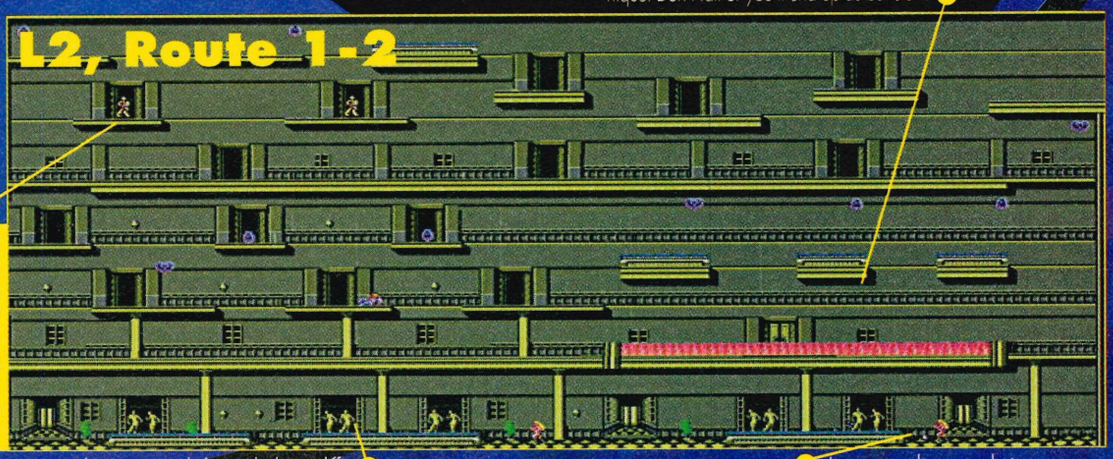
You can get Batman to shimmy along the roof by alternately pressing the jump button each second and pushing forward.

A good bit of practice for the swingy rope technique. Don't fall or you'll end up as bat stew.

L2, Route 1-2

These slidy men push you off of the ledge if you are not quick enough, kill them quickly if you want to carry on.

The pace hots up a little here as Batman's foes start to get really peeved at his presence in the supermarket. They want to get on with their looting and the man in black has something to say about it. Where does he get those wonderful toys?



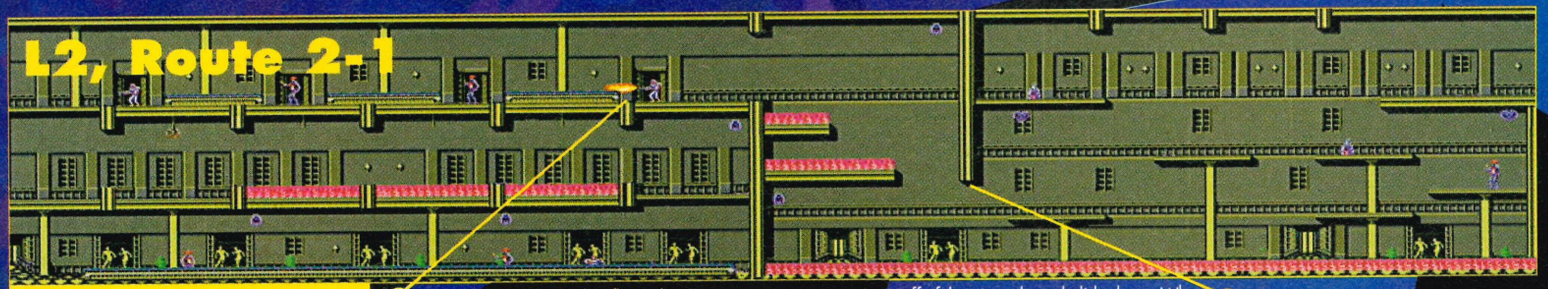
There are people here which *are* difficult to see *amongst* all the objects.

Jump up and use your batarang on this leaping woman if you want to stop her.

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L2, Route 2-1



The route for the more talented game player (ahem) with much more challenging obstacles for a quicker hand and a faster eye. This level is set in the shopping mall and can be quite tricky to master.

Arrghhhh! A swine with a flame thrower! Don't worry though, he only keeps it on for a few seconds, then you can leap and kick his head in.

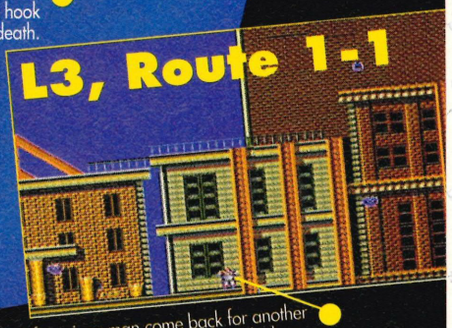
Leap off of the pinnacle and glide down. When you reach the bottom, shoot the grappling hook into the post to save you from a fiery death.

CATWOMAN



The agile catwoman struts her funky stuff all over town (remind you of anyone?). When she jumps onto the building next to you, jump and fire your grappling hook to dislodge her. When she falls, wait then jump as she will spin her spiked tail in your direction.

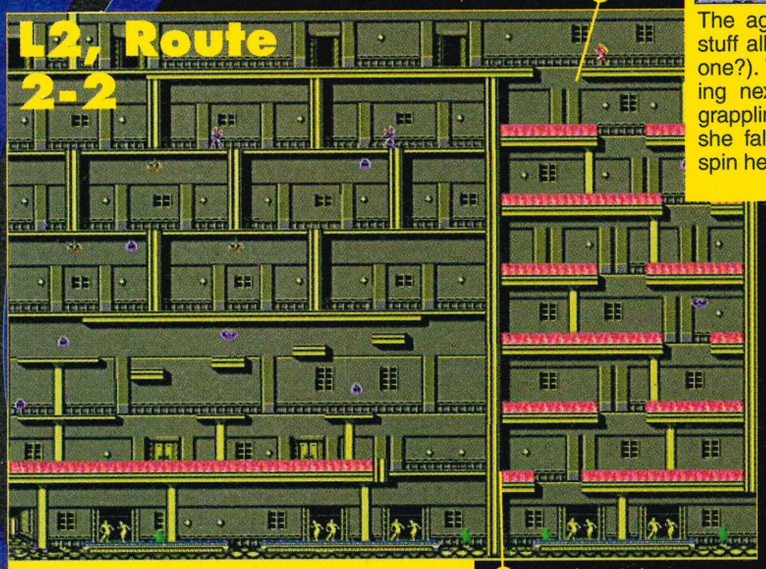
L3, Route 1-1



It's a fat spinny man come back for another taste of the whip. Leap down and let loose with your batarang.

Once you have killed bomber girl, jump high then glide slowly through the gaps, manoeuvring as you fall. Use the grappling hook to swing yourself around.

L2, Route 2-2



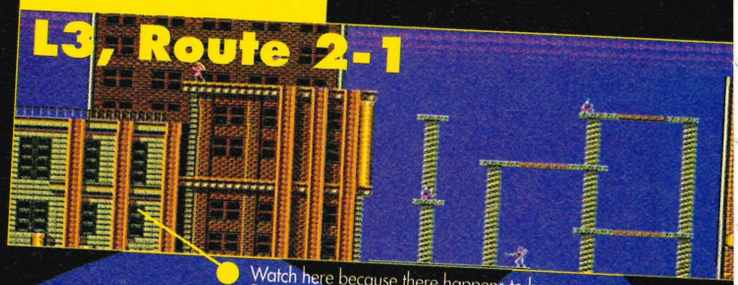
This massive level is full of complex jumps and areas to swing between. Batman shouldn't find it too difficult however you must be careful of the masses of flames that cover vast areas. This section is very hard to complete and the only way you can do it is to swing with absolute precision.

Swing from platform to platform without falling into the hurty fire.

As Batman sprints through the streets, only his agility and super strength can save him now . The question though that we all ask is, "Where's Robin?"

Again, we arrive at the slightly harder level. This time it is mostly swinging and grappling hook action. Here is where Batty's life depends on the quality of your grappling hook throws and the speed of your Batbloke.

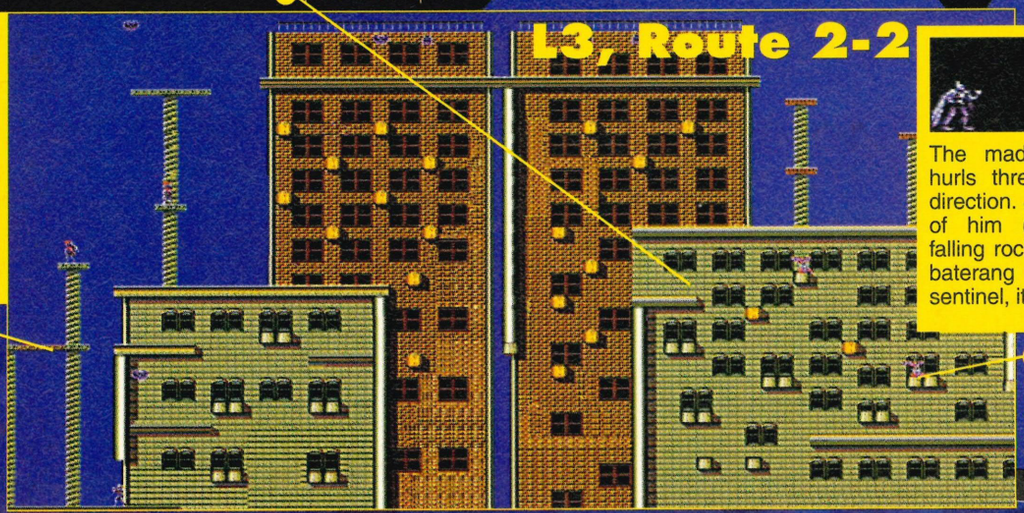
L3, Route 2-1



Watch here because there happens to be no floor. Don't do as I did and test it for a laugh.

You have to zap the girl with the bazooka and be able to glide to the platform in one piece.

L3, Route 2-2



The final part to level three is a test of balance, manoeuvring between the edge of a ledge and swinging from a foot wide platform a mile in the sky (it's times like this that you need a good imagination to set you off).

As you walk these platforms they slowly disintegrate, it's the old cracking floorboard routine. Leap off and swing up to the higher platforms.



The mad, angry sentinel hurls three rocks in your direction. Just stand in front of him (in between the falling rocks) and throw the baterang repeatedly at the sentinel, it wont take long.

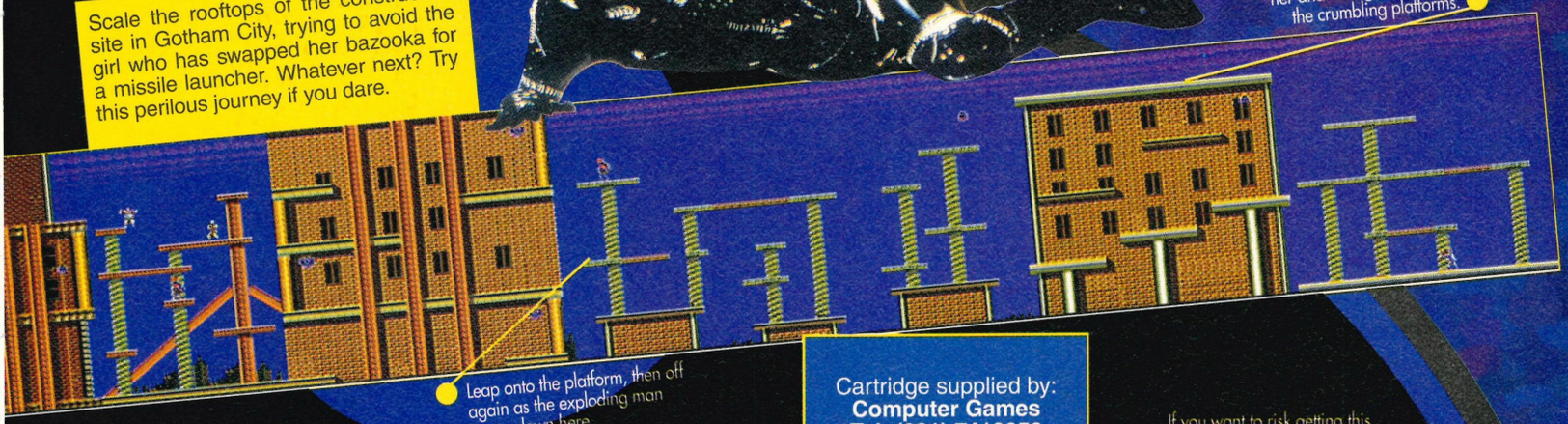
You never know where the next platform is, but keep travelling to the right angle and glide, watching again for the bazooka girl.

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Scale the rooftops of the construction site in Gotham City, trying to avoid the girl who has swapped her bazooka for a missile launcher. Whatever next? Try this perilous journey if you dare.

Be careful if you take to the rooftops as a woman comes hurtling in to knock you down. Use your batarang on her and then glide down to the crumbling platforms.

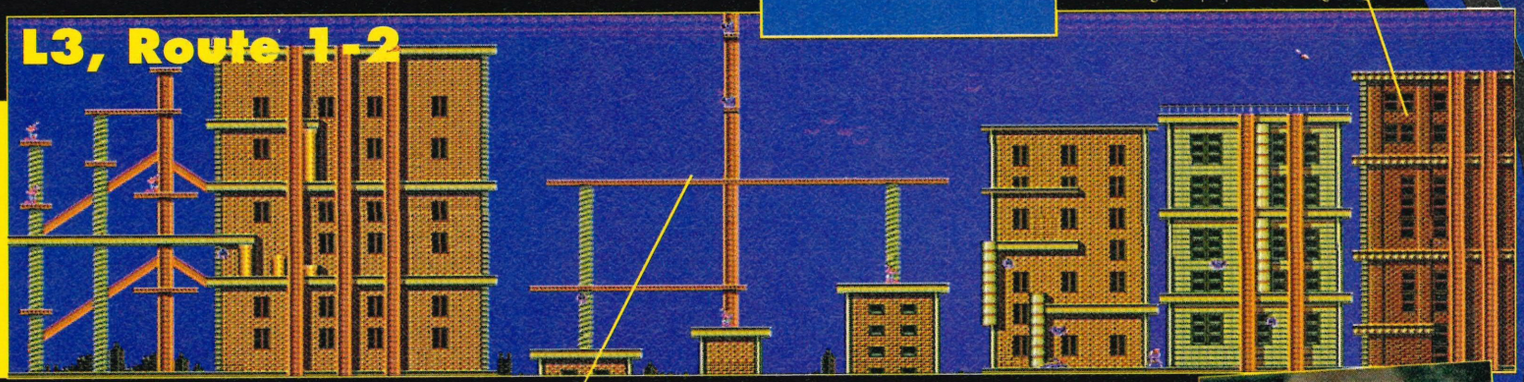


Leap onto the platform, then off again as the exploding man jumps down here.

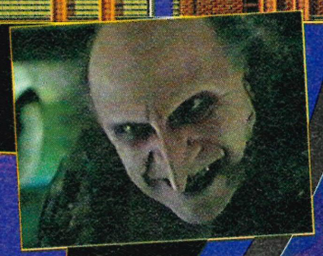
Cartridge supplied by:
Computer Games
Tel: (081) 7419050

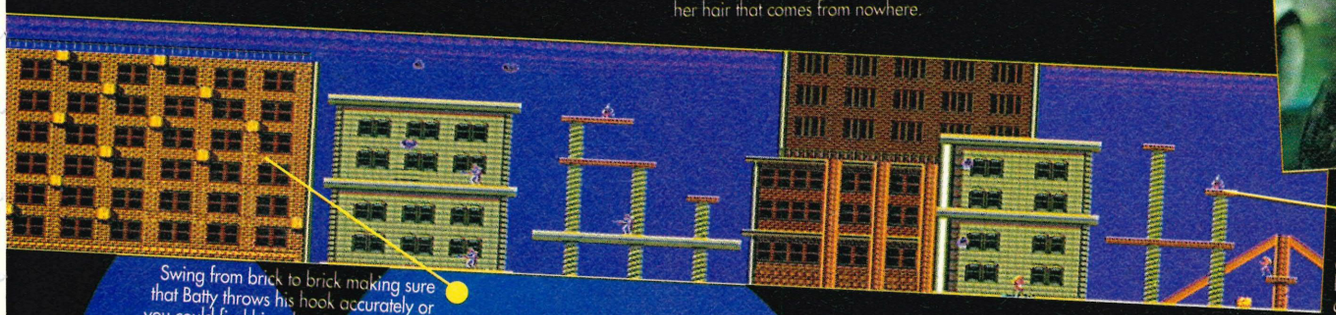
If you want to risk getting this batsign, be prepared for a fight.

L3, Route 1-2



A straightforward looking bit, but watch for the woman with the wind in her hair that comes from nowhere.



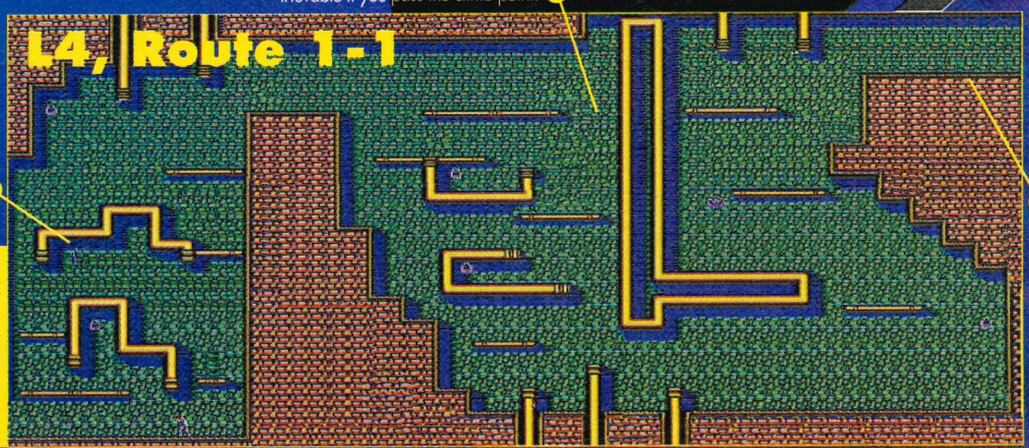


Swing from brick to brick making sure that Batty throws his hook accurately or you could find him plummeting to Earth.

This guy drops a chain down, but this is no problem. Just jump to his level and baterang his hide.

Keep your eyes open because as you fall you will pass batsigns which will be irretrievable if you pass the climb point.

L4, Route 1-1



Generally, this is where the mole strikes first. At the beginning, watch the missile as it will fly under you and come up behind you, just turn and fire at it.

The sewer seems to be a little easier with a basic one way direction. There are no new elements on this level other than the mole with the homing missiles.

Swing onto the drainage pipes then onto the roof. A swinging jump will set you down nicely for the sweet walk out.

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SEGA XS SOLUTION



SUMMARY

GAME NAME: Batman Returns
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 3,470,660
NUMBER OF LEVELS: 5
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.

The water drags you down, so fight against it as it pours from the mouth of the demons over the edge of the waterfall. You can stand on the demon's head, but don't walk into the water pouring from it's mouth – it won't take a life, but it could put you off enough to make you fall down the waterfall.

L4, Route 1-2

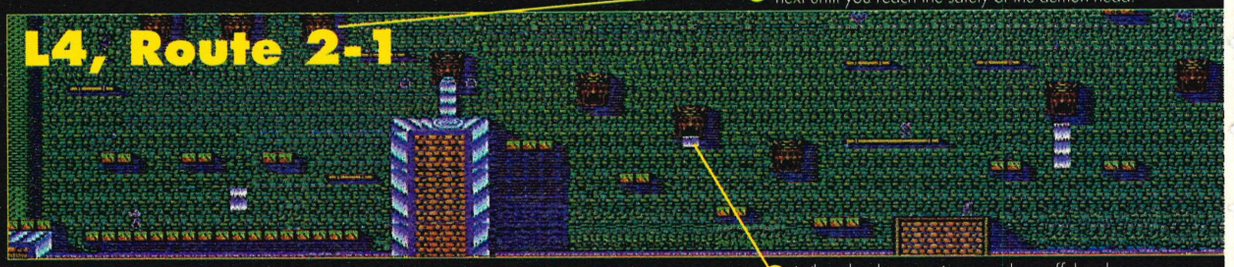


You must pull yourself over the demon and swing via the pipe over the waterfall to land on the head of the demon on the other side.

This area is usually a bit crowded what with fat spinny blokes and fire bomb girls, so avoid this area as there is nothing here of value, only hassle.

Wait for the first demon to spit then throw the grappling hook and swing immediately to the next demon and the next until you reach the safety of the demon head.

L4, Route 2-1



This level needs a little wrestling with as it happens to be the hardest in the game. Watch for the water at the bottom because Batman cannot swim (wimp). The water-spitting demons throw water down onto the centre of the platforms, so spend waiting time on the edge of platforms always.

When the demon spits water, leap off the platform and glide down to the next one. Do this again, but on the last one, use the rope as the platform is too high to glide down onto.

Get the rope to grip on the uppermost side of the bricks, then shorten the rope until you can go no higher. Face left and jump, whilst trying to pull Batman to the right. This may take a little practice, but it is the only way forward.

L4, Route 2-2





Catwoman comes back for a return bout, use the same routine as before, but this time there is acid dripping from the pipes in the roof. One touch is deadly.

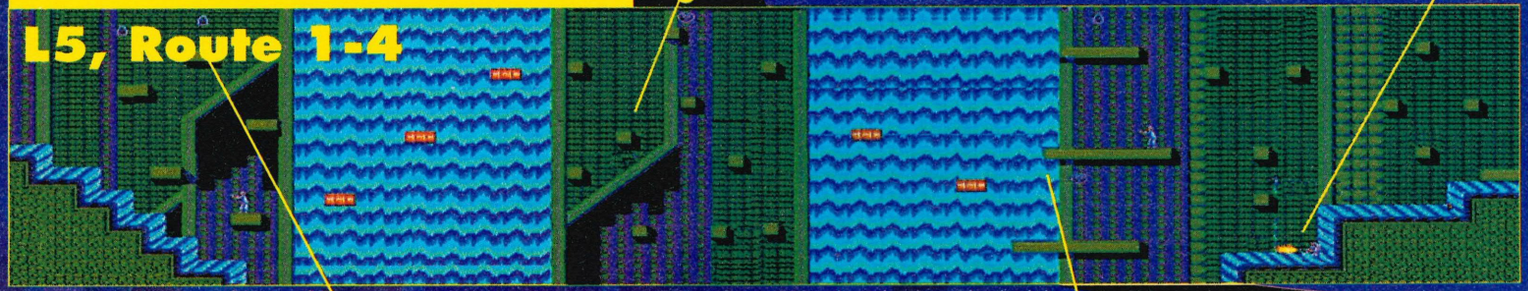
Glide down, floating from left to right, but making sure you pull hard right so that you do not land in the water and have to do it all again.

A final conclusion to this wicked tale, as Batman is tested to his limit and all the practise with the grappling hook is to be revealed as you cross the last waterfalls. Just swing from barrel to barrel, simple, but the barrels are not always equally spaced.

The blocks are small and have to be struck with accuracy. Make sure you stand on one before you continue, or back to the start you go.

Watch your footing here, as the guy with the flame thrower will throw you off the waterfall.

L5, Route 1-4

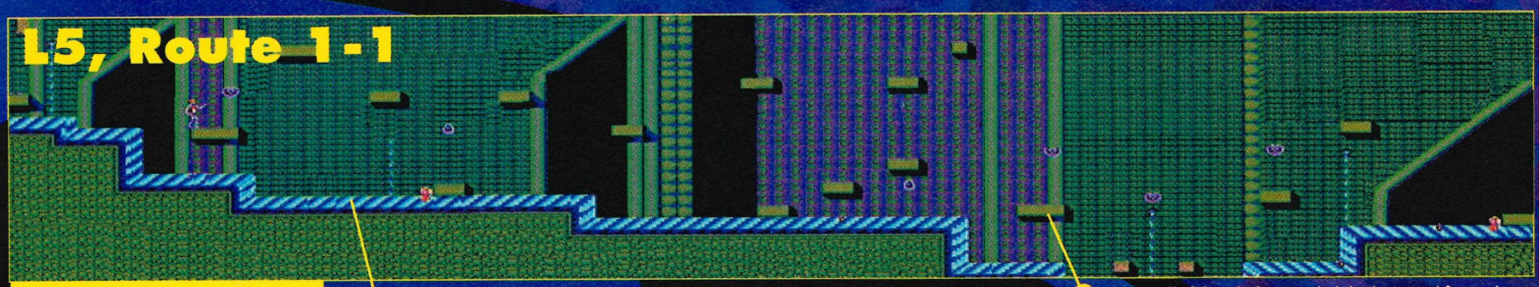


Try to stick to the top of the waterfall because if you slip and fall, you still have a chance to land on something else solid.

To rise up each platform, stand on the end and grappling hook the barrel. Climb onto the barrel and jump onto the higher platform.

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L5, Route 1-1



At last we cry in relief, the final stage, but do not relax too much as there is still a great deal of bat action to deal with. Swing your way across the gaping chasms to fight tough looking beasts rising from the waters and spinning girls with razor sharp knives.

Sentinels rise from the water and can only be killed when they are fully exposed.

Jump off of this platform and glide down and fire at the batsign, then land on the platform to the left. Leap from the platform and catch the extra life and land on the other platform, then jump and glide into the water.

The sewers become a very deadly place where timing is essential. As the water falls, it leaves spaces for you to swing under, so time your swings and remember each time you fall you go back to the last place where you stood.

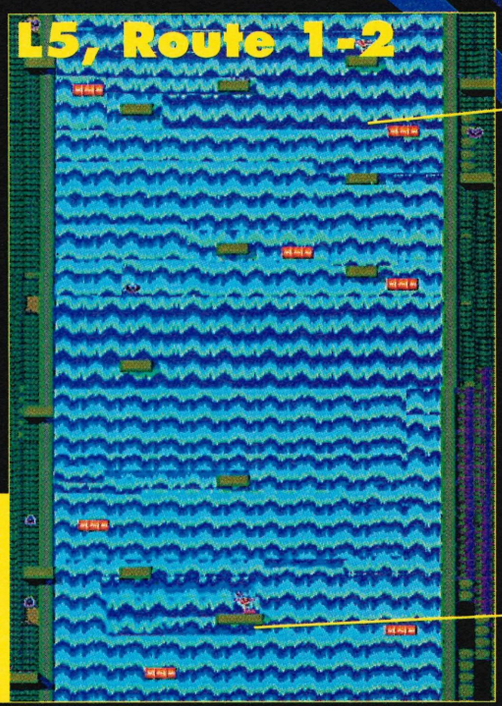
Try to do this in one go because if you fall, you have to go back a long way to where you last touched terra firma.





Fire the grappling hook at the bottom of the platform, then swing and fire the grappling hook into the barrel. Climb onto the barrel and jump onto the surface of the platform. This needs pinpoint accuracy and when reeling in the rope, it must be done quickly or the barrel will move out of range.

L5, Route 1-2

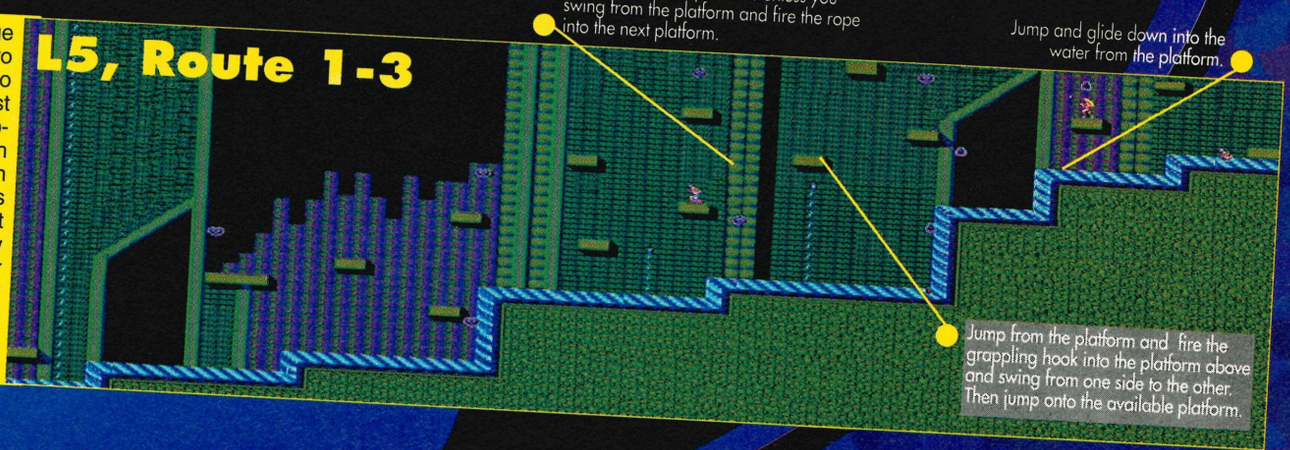


Get a firm footing on each platform because if you fall, you go back to the last platform you stood upon.

Fire the rope into the falling barrel, then swing and fire the rope into the platform. Shimmy along and leap to the next barrel. Jump behind the woman as you fire into her head.

L5, Route 1-3

This is just a bridge between the two waterfalls with no real dangers, just swinging and climbing practise. Watch out for the woman with the knives as she flies by, just back off and throw the batarang at her and then get away before one of her friends comes back.



The waterfall is impassable unless you swing from the platform and fire the rope into the next platform.

Jump and glide down into the water from the platform.

Jump from the platform and fire the grappling hook into the platform above and swing from one side to the other. Then jump onto the available platform.







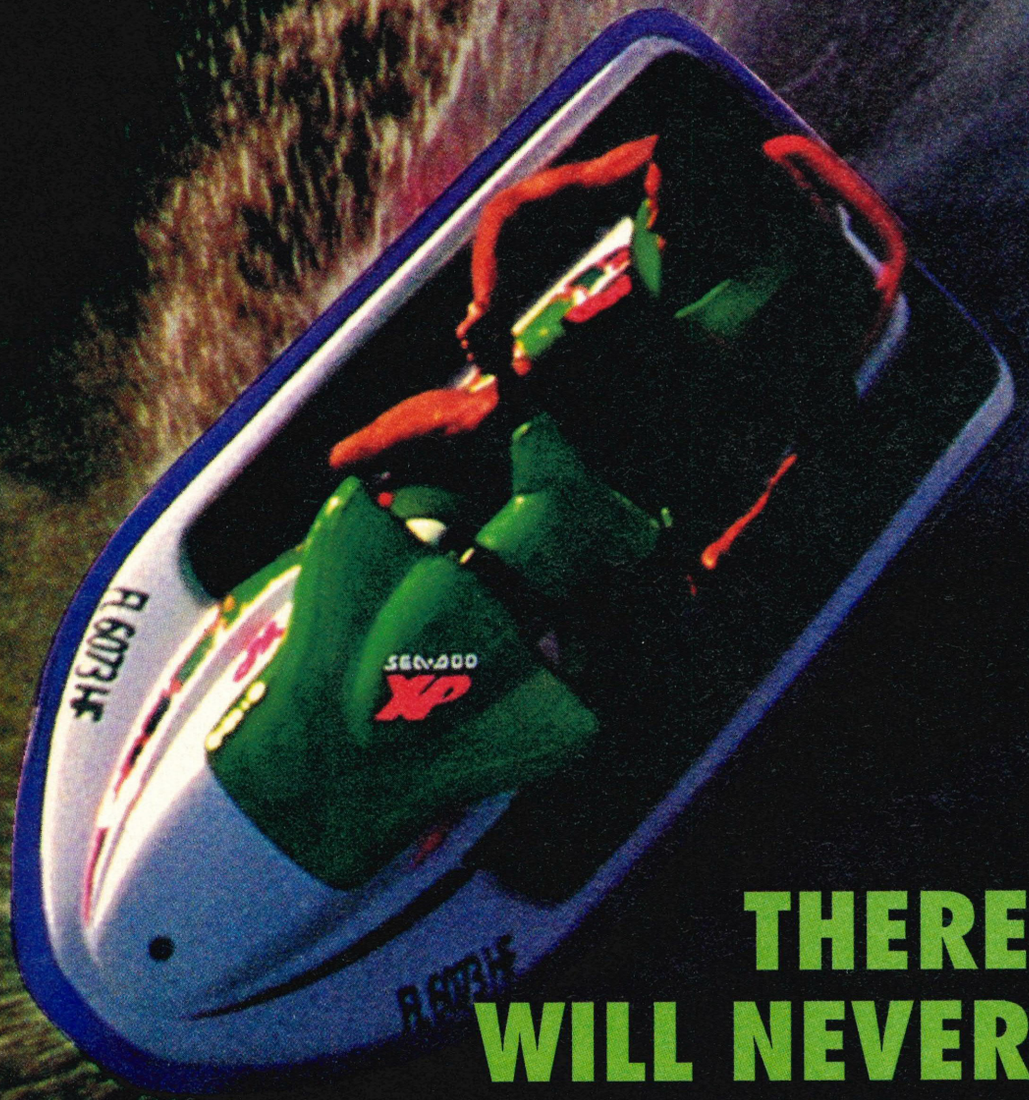
The vicious penguin strikes with ridiculous evil. First he flies by with his umbrella and drops grenades on you. Dodge these and fire the grappling hook into him as he approaches the ground. After a few times he'll fly off and come back with spinning spears. Hit the spears, then hit the Penguin. After a few times he'll fly off and return in his missile-shooting rubber duck. Get behind him and shoot at the Penguin, eventually he'll kick the bucket and the day belongs to the good and righteous.

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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

PRIZE PASSWORD



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.

Calls charged at 36p a minute cheap rate, 48p a minute peak rate.

RING 0891 445955



Level 1

When you appear at the first screen, descend the first ladder and run left to collect the first two prisoners. Catch the lift up to the platform, jump down and right, then head through the door to pick up the next two prisoners. Crawl into the air vent, go up and right and collect the last two prisoners. Head back to the air vent entrance then proceed right and down to the locker room and run right to find freedom.

Level 2

Begin level two and go up and right to pick up the first prisoner, then left to the end ladder. Head up onto the first floor, head right then up and left for two more captives. Head to the surface and run right until you find a ladder leading down to a room with some alien eggs gestating inside. Shoot the eggs and facehuggers will leap out, shoot them with your shotgun and rescue the captive. Now head back to the surface and return to the where you rescued the last two captives. Head right and down, you must be a level above the waiting alien, take the second ladder down and go through the air vent and head right where you will find another prisoner. Go left, down and right to save the last prisoner. Now escape by crawling left, down and right to the exit.

Level 3

Hurry right, down and right, then up again to collect three prisoners. Run back and down left and down twice. Jump off of the ladder and pick up three prisoners. Crawl through the air vent until you reach the exit where you will find a ladder up to two more prisoners. Return to the air vent and mount the lift. Stay on the lift until you have rescued the prisoner at the top, then quickly jump off of the lift and leap into the other prisoner. Climb back onto the lift and jump onto the platform. Go to the air vent and crawl through and down. When you find the exit, head the opposite way to gather the last captive, then head back to the exit for your well-earned freedom.

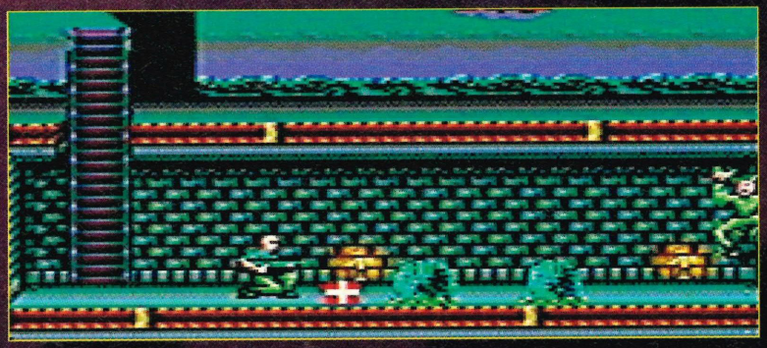
Alien Guardian

Easy task, just head up close to the mother and pump her full of lead! She is a very easy target as she just bounces around trying to jump upon you. The closer you can get to her the quicker you can finish her off. If you keep your finger pressed on the fire button each time she jumps down to ground level, she will be tiptoeing through the tulips. When you have killed her, she will explode in a flurry of blood and white fireworks.



Level 4

View our fine XS map for the quickest route, courtesy of ACME alien annihilation inc (far right).



Level 5

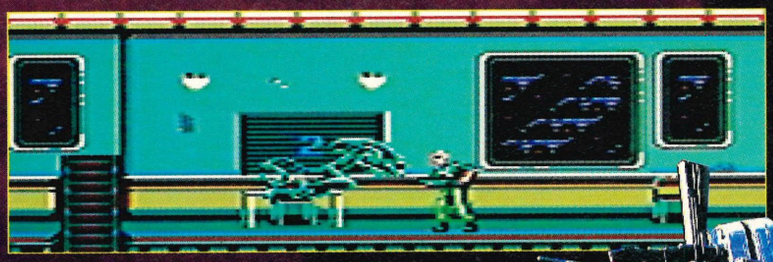
Head forward and down in the lift one level. Head left and down the ladder to retrieve two prisoners. Return up the ladder and go left, then down in the lift one level for another prisoner. Go up in the lift, then left to the end and head down in the next lift to the bottom. Run right for one prisoner. Go up the ladder, then right for another prisoner.

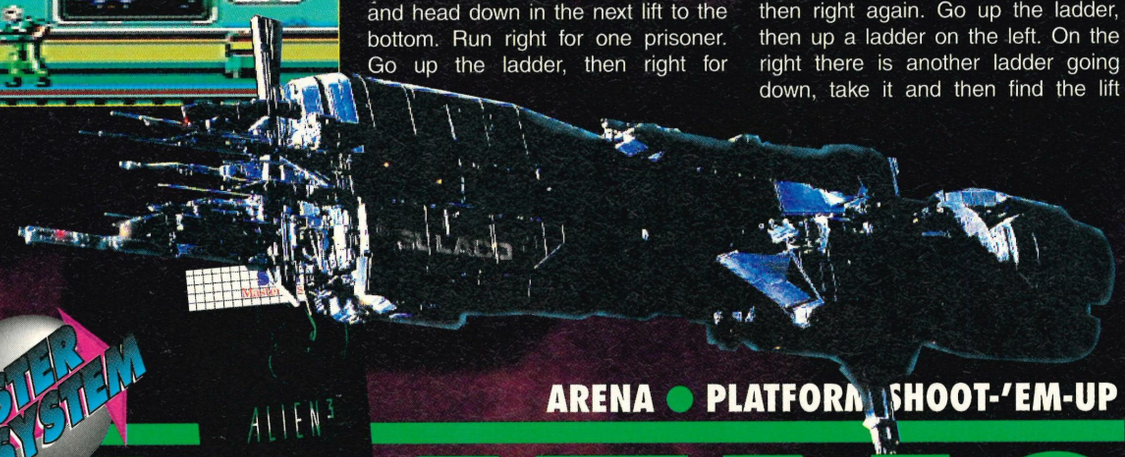
Catch a lift to the top, then right to the next lift to go down. Fight the aliens lurking here then go left again and down the ladder to the bottom. Run to the air vent and crawl through. At the exit, be aware of a heavy alien presence. It would be best to have the flame-thrower; firing as you run, because the aliens drop from the roof just a short way in front of Ripley.

Level 6

Run right and climb down the ladder for one prisoner. Climb the ladder and head right and jump down onto the platform. Descend the ladder for another prisoner. Whisk yourself up the ladder, brake and swing right. Go up in the lift. Leap from platform to platform and collect a prisoner. Go left and jump to the ground before going right (watch your weapons here, as the green barrels will explode if struck).

Climb down the ladder for one prisoner, then run down the next ladder and down again to the bottom. Head right for a captive, left for another, then right again. Go up the ladder, then up a ladder on the left. On the right there is another ladder going down, take it and then find the lift





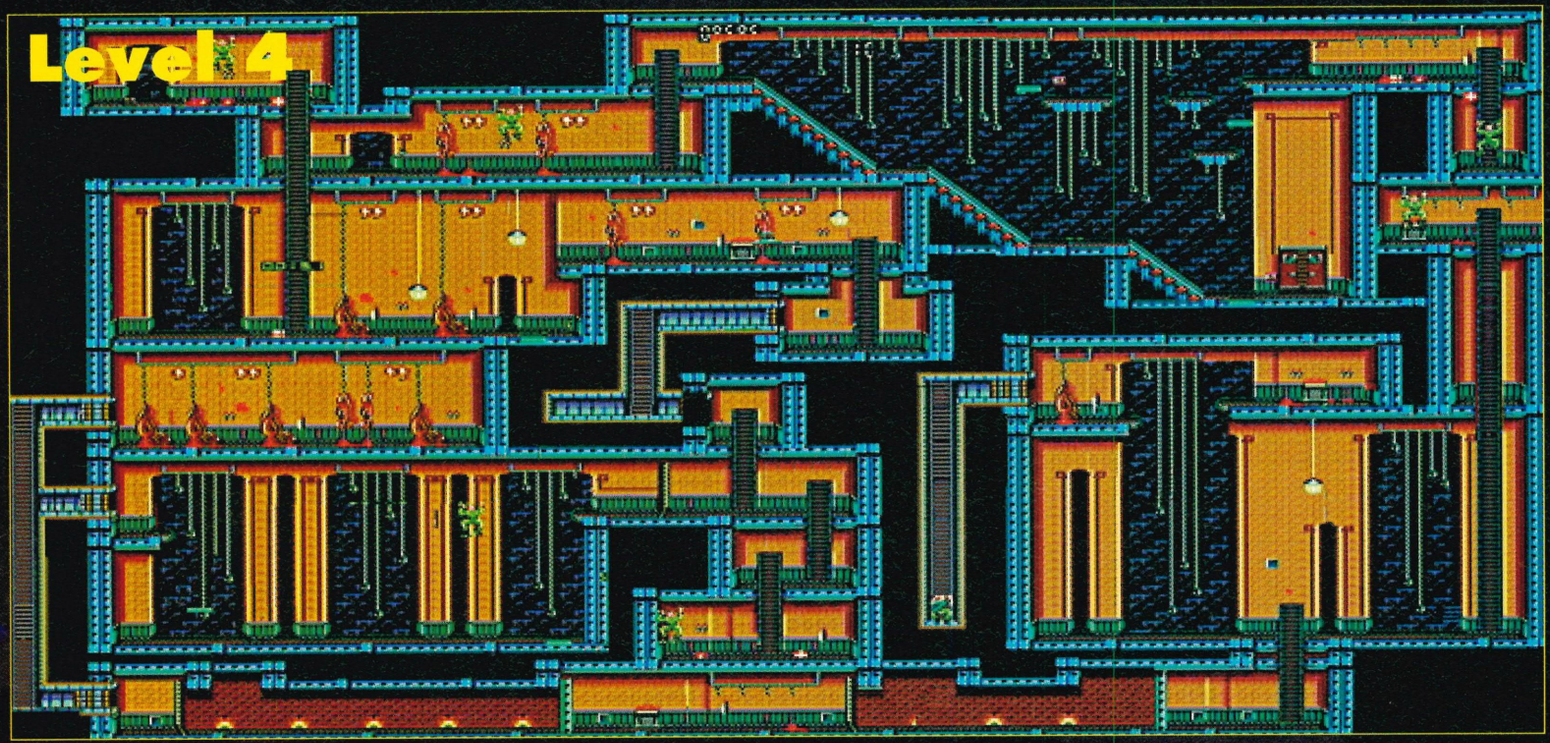
"Remember, it's only a game..." warns the box blurb. Well, thank goodness for that; for a minute I thought someone had hooked up my Master System to a Virtual Reality simulator – the graphics were *that* real! *Alien 3*, for all the hype, is actually a first rate conversion of the highly acclaimed Mega Drive game with many shared ideas and effects. As game producers often do, the plot has been ditched in favour of the much simpler "run around platforms and rescue hostages" scenario which seems all too familiar nowadays. There is a strict time limit to the whole game and without Mark Roper's tips, you may find yourself going round in circles. Exclusive cheats will be available soon, so stay rivetted to SEGA XS.... it's all you'll ever need!

ARENA ● PLATFORM SHOOT-'EM-UP

ALIEN 3

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Level 4



before going up to save a prisoner and leap the gap.

Crawl through the air vent, watching for an alien to leap out and knock you off your perch. Drop a grenade down the shaft for the awaiting alien, then crawl through to pick up yet another prisoner. Catch the lift on the left and go down the ladder for a prisoner, then up the ladder and up in the lift. Go right, down the steps, free the captive, climb the steps, up in the lift just one level, then right and then down the ladder and right for escape. Phew!

Alien Guardian

When the mother leaps up onto the platform above your head, sprint to the other side of the screen (trying again to avoid the projectiles), she won't hit you there. Blast her full of hot stuff (ooer!) being very wary of the exploding projectiles that emanate from her slobbery mouth.

Level 7

Climb the ladder and rescue the first prisoner, then climb down one level and go right and up the ladder. Head right again and up the ladder for another rescue attempt. Climb down the ladder, retrieve two more prisoners and head up the ladder for one level. Climb down the ladder and rescue the prisoner before heading down the next ladder for... yes, you've got it, another prisoner!

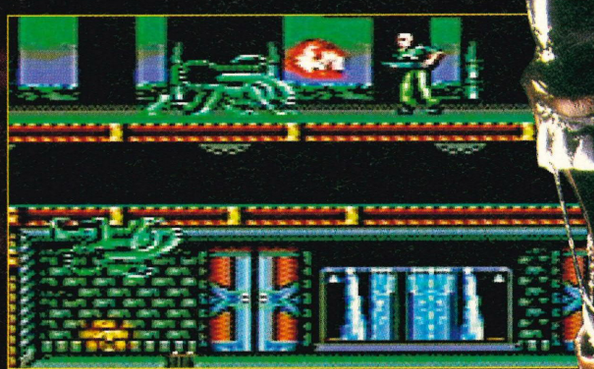
Now head down the ladder and the lift and head left for another prisoner. Go right, then down the ladder and then right and up the next ladder to the top for just one prisoner. Take Ripley down the ladder and travel in the lift before going right through a barrage of aliens – most of which will drop from the roof to land on Ripley's head.

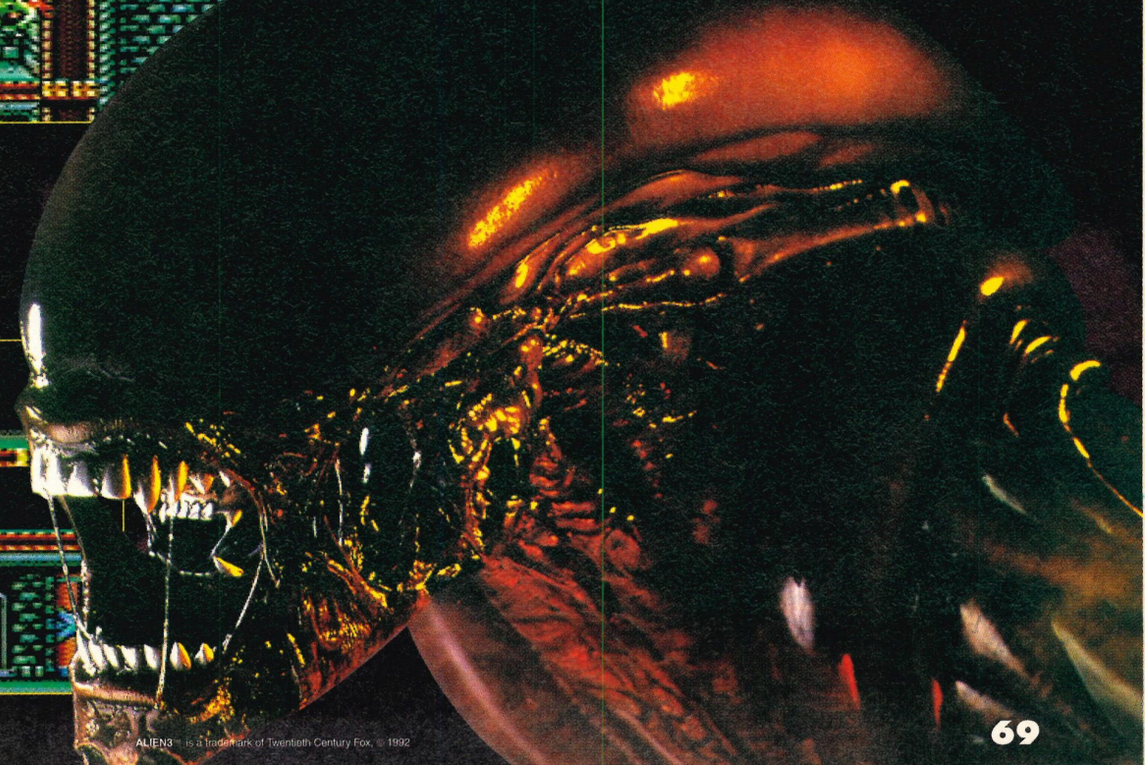




Level 8

Proceed in a non-orderly fashion down the ladder, then walk right (looking out for crawling aliens) to





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climb up the next ladder. Head right and down the next two ladders for a prisoner. Go left and down one level to destroy the alien eggs and save the prisoner here. Hang a left and jump off the platform into the oubliette which happens to be filled with aliens so have your flame-thrower at the ready. There is a captive here.

Ascend in the lift, then go right and up in the next lift to save a soul. Return down in the lift, run left, then leap the gap and go down the ladder. Collect a prisoner and shoot the egg, climb the next ladder two flights, shoot the egg and save the poor victim. Go up the ladder and up in the lift for another prisoner. Now go down in the lift and down the ladder, then right and jump onto the lift or into the oubliette. Take the elevator to the top and go right. Keep climbing the ladders until you reach the top.



Level 9

Jump down and leap the gap for your first prisoner. Go down three ladders and kill the alien. Go down one flight and move to the right ladder and go down to another oubliette for a prisoner and burn the alien on guard. Catch the lift up and climb down the next ladder. Head right and up the ladder for a prisoner. Duff the alien and leap to the floor save a prisoner and grapple with the alien. Mount the ladder and head left whilst having careful footing as there are some naughty gaps. Go up the ladder, then right and up the next ladder. Go left and up in the lift. Run right and down the ladder. Take a running jump to the right over the gap. Ascend the ladder for a captive, then down the ladder and down in the lift and ladder for the next prisoner. Go down the ladder, then up in the lift and up in the next lift. Finally, go down the ladder and down in the lift for a taste of the sweet summer air!

Level 10

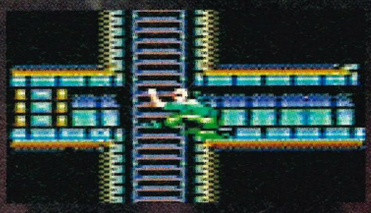
Follow our highly sought-after full technicolour map for the correct route and a quick completion of this tricky level courtesy of tipster ace Mark Roper (below).

Level 11

With wanton desire for death and destruction of the xenomorphs, proceed down the first ladder to rescue two prisoners and then quickly carry on down the next ladder to collect another prisoner. Descend the next ladder to the bottom and free the starved prisoner before climbing back up the ladder again.

Head right then down the next ladder to save three captives and head left for another prisoner. Go right and up the ladder and right again up the ladder to save the captive.

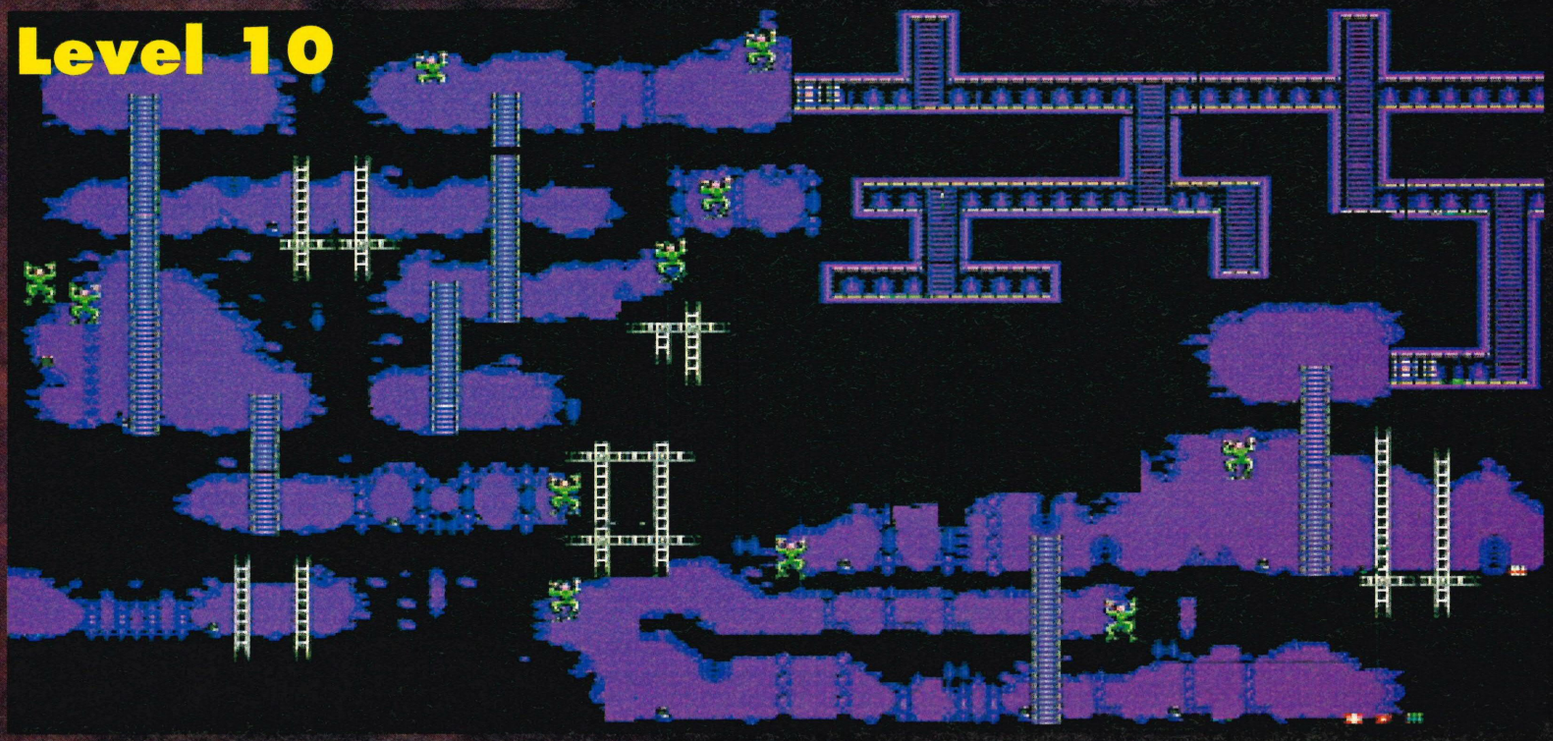
Climb down the ladder, head right and one captive should be at hand. Travel left, get the prisoner and jump down then head right and at the end there should be one captive. If you go up the ladder you can get the prisoner, then climb the next ladder and get the next prisoner. Scale the ladder to the second level walk left for one prisoner then backtrack to the



ladder. Now climb the ladder to the top, head left and down the next ladder save another prisoner and go left to the end. Head down the ladder and head left to pick up the prisoner. Get down to the bottom level, walk right to the last ladder climb one level head right and flee.

Level 12

By now you should be in quite a frenzy, so fling the delectable Ripley down the first ladder and head left for the first prisoner. Go right collect the



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next prisoner, left and climb the ladder to save the two captives. Descend three ladders one after the other for the finest catch of three prisoners then head right to collect three prisoners and go left to the ladder. Climb this to the top for another prisoner. Make your way to the extreme lower right of the map, then climb upwards until you reach the last prisoner. Head back to the extreme lower left of the map, get down on your hands and knees and crawl through the air vent.

Queen Alien Guardian

This is relatively difficult, but with expert timing and a little Dutch courage (or a can of cola will do) you can pull it off. Just climb down one level and time your grenade-throwing so that the alien lands on each



explosion and this should make short work of this... bitch! Again, watch out for the projectiles from her mouth, but you must be willing to except a few losses as it's just a matter of minimising the losses and making sacrifices for the greater good which is really the trick behind the whole game (how philosophical).

Level 13

Stroll casually right and leap the gap, then quickly head right and down the ladder. Head left for your first rescue then head right to the end for the captive. Get to the ground and on the far left, ride the lift. Pick up the prisoner on the way up and dismount at



the top. This task is a pain as there is an alien at the edge of the platform spitting bombs at you. So when the lift reaches its apex, jump as far right as Ripley's strength can muster and you might just make it. When you have made short work of the alien, go right and collect the prisoner before you go up the ladder and up the left hand ladder for another prisoner (Cell Block H?). Finally, go to far right on the ground level, hop into the lift (to call the lift, crouch down in the lift compartment – when you are on the lift, push up, to elevate). Take the lift to the top and crawl down the air vent for the exit.

Level 14

Speed should be easily achieved by now and the whole thing should be a breeze. Ride the lift down to the ground floor to collect the first two, then head back to the first floor and go right. Watch out for the alien hidden in the floor here. Rise in the lift and hang a left. Get to the top level and go right to collect two prisoners. Go to the far right and jump down. The easiest way to pick up the prisoner below you is to throw Ripley at the slide. This will lose you a little energy, but I'm sure you can afford it. Jump down for one prisoner, then down the ladder for another. Run left and fall through the gap onto the lift. Now go down to the ground floor, up the ladder to the left and save the three prisoners in unison. Get back to the ground level, in between the two furnaces and on the left is the air vent to freedom – almost.



Level 15

Tired trigger finger? Good, let's continue. Crouch on the floor and fire a few shotgun rounds. This will expose the alien hidden in the floor, so immediately switch to flame-thrower and incinerate all the aliens that have dropped in for a spot of tiffin. Climb the ladder to rescue the captive, then go to the lift. Take the lift down and leap up onto the platform with the struggling fellow and give him a helping hand.

Jump down for another prisoner, then climb down the ladder and head right for another. Head to the far left and down to the ground level. Catch the lift down on the far left and climb the ladder. Get across the gap and drop down next to the furnace. Fall down to the lower platform to get one prisoner. Go to the platform above the fiery furnace and then jump from platform to platform. This could be a tiny bit more difficult than it sounds as it constitutes pushing Ripley off the platform to rescue the prisoner. You must then push her off the platform onto the one below, then jump between each, making sure that you land and take off properly as a fall here means certain death. When you have rescued them all, walk without fear or interruption to freeeeeeedom! Yahoo!

Final Guardian

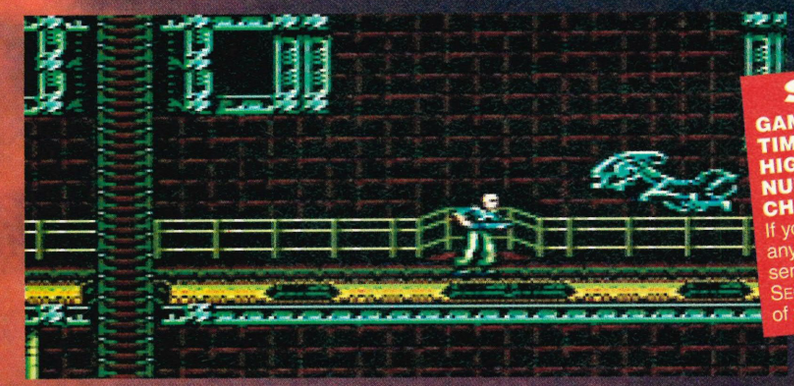
At last we reach the conclusion of this quite superb game for the Master System. If you've got this far (without cheating) then you should be proficient enough to defeat the final level guardian. Do not be too casual as ammo runs out fast and it is impossible to replenish, so you don't want to end up doing fisticuffs with a 30 foot killer monster with sharp pointy teeth and a rather short temper!

"Mother" is the fitting word for this man-eater. The solution lies with following the queen as she darts around the room trying to crush you under her immense weight and then tear you apart. It is difficult, but not impossible, just stick with her – gun blazing away – and be prepared to run when she turns.

Also, it must be done first time as the ammo does not increase and there is none to find. Be prepared for a desperately disappointing end screen. Ripley saves the day and escapes unhurt. Game over man!



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SUMMARY

GAME NAME: Alien 3
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 900, 850
NUMBER OF LEVELS: 15
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.

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BUG HUNT

Here are some general hints to help you through the game.

To attract the lift, stand in front of the control switch next to the lift and push up on the D pad. When on certain lifts you must push up and down to control the lift, even if it is a horizontal lift.

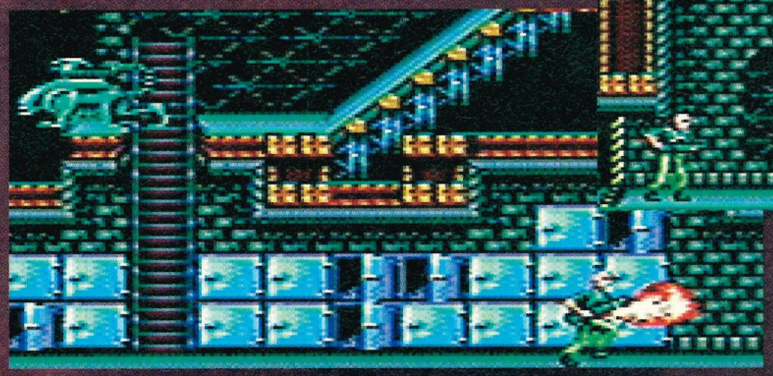
Use the shotgun on the eggs and the infant facehuggers and the flame-thrower on the xenomorphs themselves. If there is an alien in the distance or above a ladder which poses no immediate threat, but is blocking your way, use the exploding shots for maximum impact. The flame-thrower is the most efficient weapon, try to have this switched on all the time because surprise attacks can be sudden and only warded off with a burst of octane.



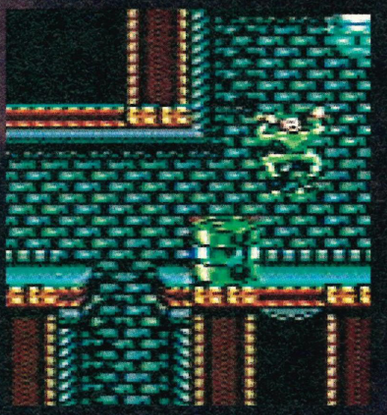
If you get suckled by a facehugger, shake Ripley left and right to eject the monster. The air vents are not always easy to spot, but are generally flat sided so push Ripley up to the wall and she'll find it. Air vents can be very dangerous because there is no way of seeing the aliens until it is too late. In this condition, switch on your alien scanner. It is not very accurate, but it has the ability to warn you of an alien presence.

Speed is always essential, but conquering the level is more important so take your time as the xenomorphs are coming out of the walls! You must run down the passages, but unknown corridors must be tracked with a certain level of caution. Most of the the levels that you have to defeat are based on logic and are usually single directional. If you find yourself tracking along repeated routes and are still missing a captive, then try to take a route that completely takes you away from it as you could be wasting precious time.

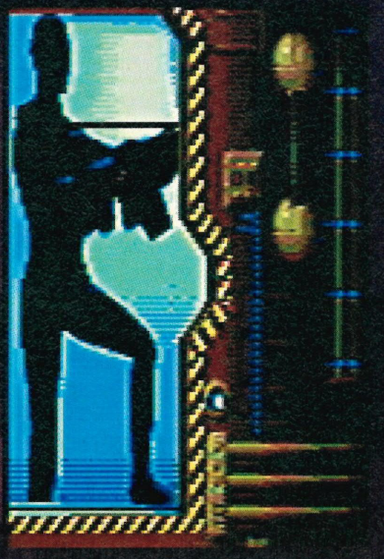
If you find the exit before all the prisoners, try to forget about it and retrieve the captives because you cannot waste time sticking close to the exit when the prisoners are on the other side of the map. However, do remember where the exit is! Some sacrifices must be made to either: rescue a prisoner, to save time, or to collect desperately needed ammo. But the main priority is to rescue all the prisoners or you will end up being stuck within the compound with a marauding menagerie of monsters!







Sometimes the aliens drop down on both sides of Ripley so you must learn to fire the flame-thrower, then spin and fire again without being pounced upon.





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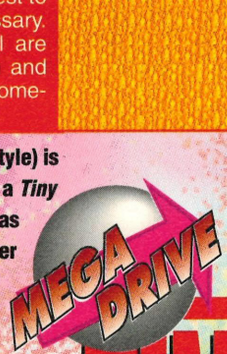
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TINY TOON ADVENTURES

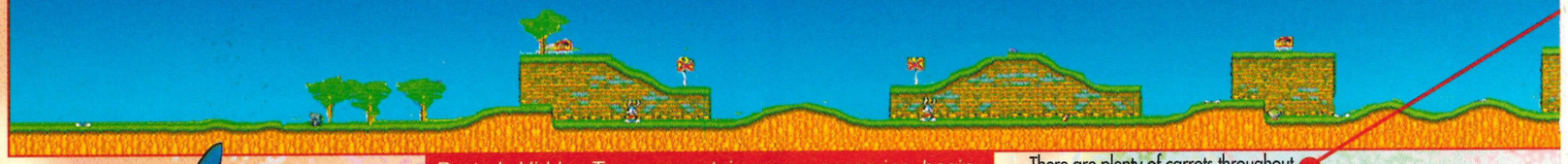
KONAMI ● PLATFORM ADVENTURE



This treasure hunt (ACME-style) is brought to you in the form of a *Tiny Toons Adventure*. Buster Bunny has found a curious piece of paper which Montana Max (his arch rival) snatches it from his paws. The paper turns out to be an old treasure map, setting the scene for an epic platform game courtesy of Konami. *Tiny Toons* contains over 30 levels of original gameplay with a real treasure hunt feel, and more than one way of completing the game. SEGA XS brings you the first installment of its awesome solution. Check out next issue for part two.



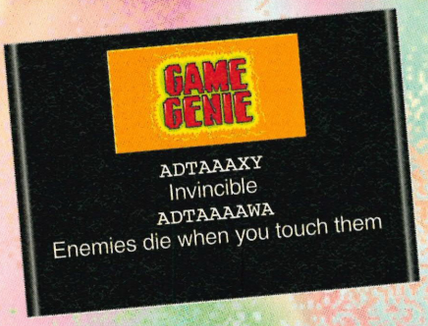
Level 1



Buster's Hidden Treasure contains many scenarios, beginning with the woods. You will need to get grips with Buster's jumping movements as he is able to bounce off vertical walls giving him extra lift. You will need this move almost immediately if you want to complete the levels with success. Carrying out the super jump requires you to press the jump button towards the opposing wall, then jump away from the wall, and again if you wish to get higher. There is more to this game than at first you realise as you will soon discover.

There are plenty of carrots throughout the game, collecting 50 will give you a 'helper'. This friendly chap will come to your need if you press the call button (A). The helper will neatly dispose of all enemies on screen.

Collecting these well-hidden bells will add another heart to Buster's energy meter, up to a maximum of five. You will need to look carefully to find them.

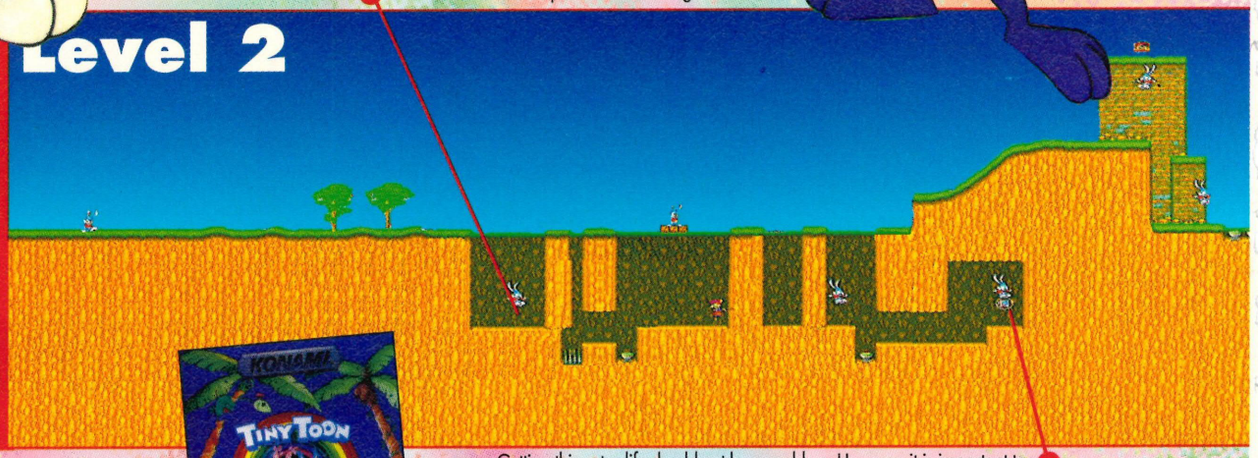




Falling down here is not good, but not completely bad. You will need to call upon the super jump to get you out. You'll need to be quick to avoid being crushed.

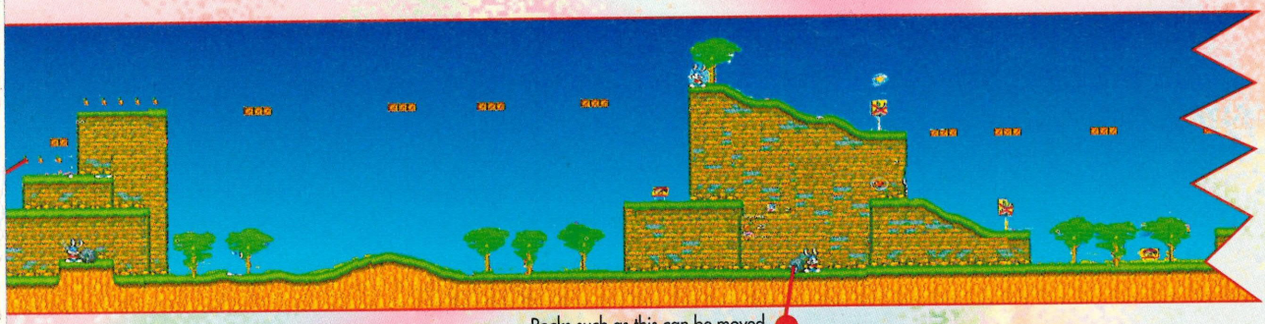
Level 2

The second level is set in the woods has two Dodos on offer. One is above ground and the other below. There is no need to decide which one to choose as you can re-enter any level and complete it in as many ways as you feel necessary. If you do feel you are in difficulty at any point of the game, remember you have the help of your friends and can call on them at any point to get you out of a sticky situation. Although it's best to save them until really necessary. The spikes seen in this level are deadly, be sure to miss them and gain the extra life available... somewhere.

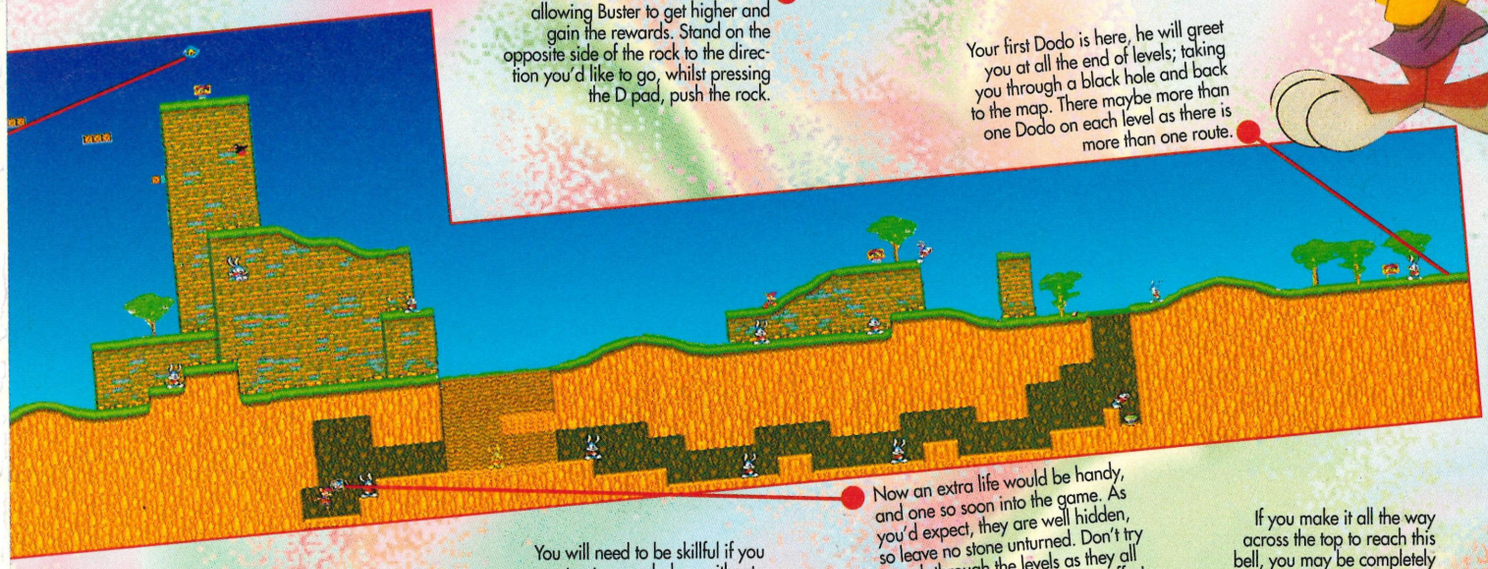


Getting this extra life should not be a problem. However, it is important to get as many lives in these early levels as you will surely need them later.

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Rocks such as this can be moved, allowing Buster to get higher and gain the rewards. Stand on the opposite side of the rock to the direction you'd like to go, whilst pressing the D pad, push the rock.

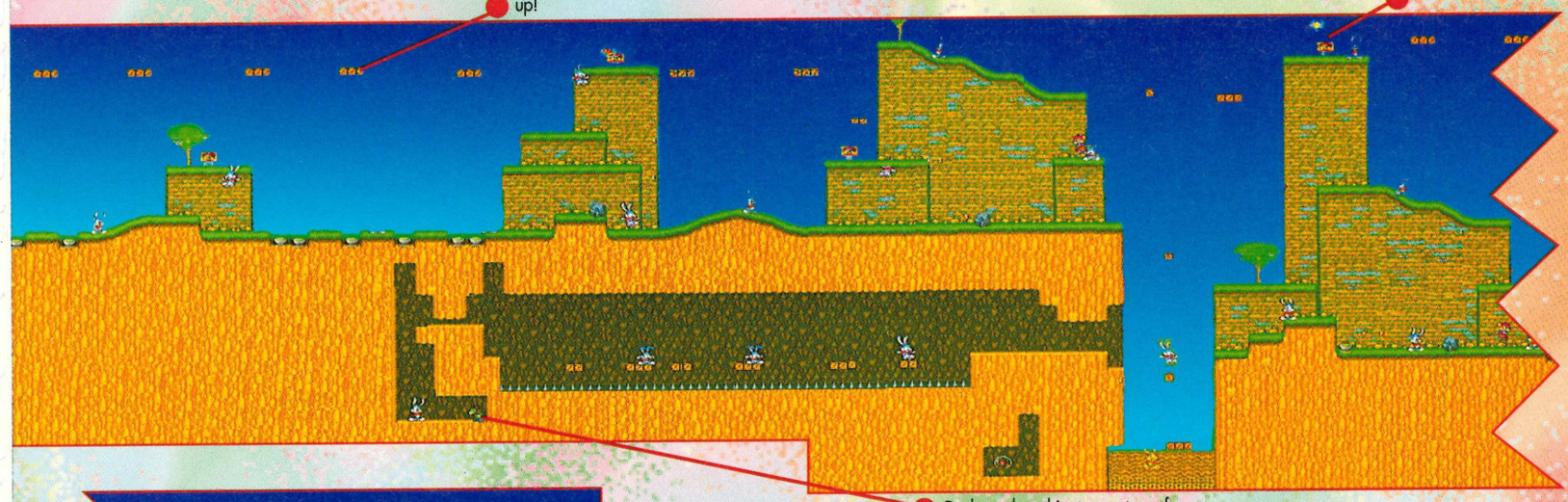


Your first Dodo is here, he will greet you at all the end of levels; taking you through a black hole and back to the map. There maybe more than one Dodo on each level as there is more than one route.

Now an extra life would be handy, and one so soon into the game. As you'd expect, they are well hidden, so leave no stone unturned. Don't try to rush through the levels as they all have secrets to tell, and gifts to offer!

You will need to be skillful if you want get across ledges without falling, some fall away, so hurry up!

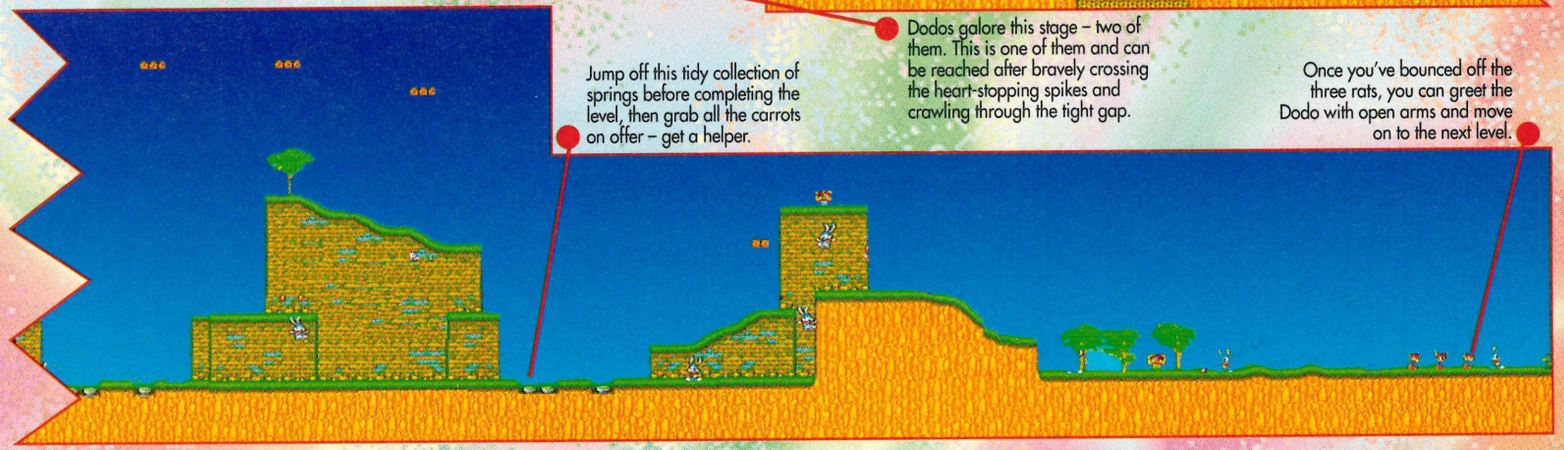
If you make it all the way across the top to reach this bell, you may be completely unaware of the Dodo below. Get down and have a look.



Dodos galore this stage – two of them. This is one of them and can be reached after bravely crossing the heart-stopping spikes and crawling through the tight gap.

Jump off this tidy collection of springs before completing the level, then grab all the carrots on offer – get a helper.

Once you've bounced off the three rats, you can greet the Dodo with open arms and move on to the next level.

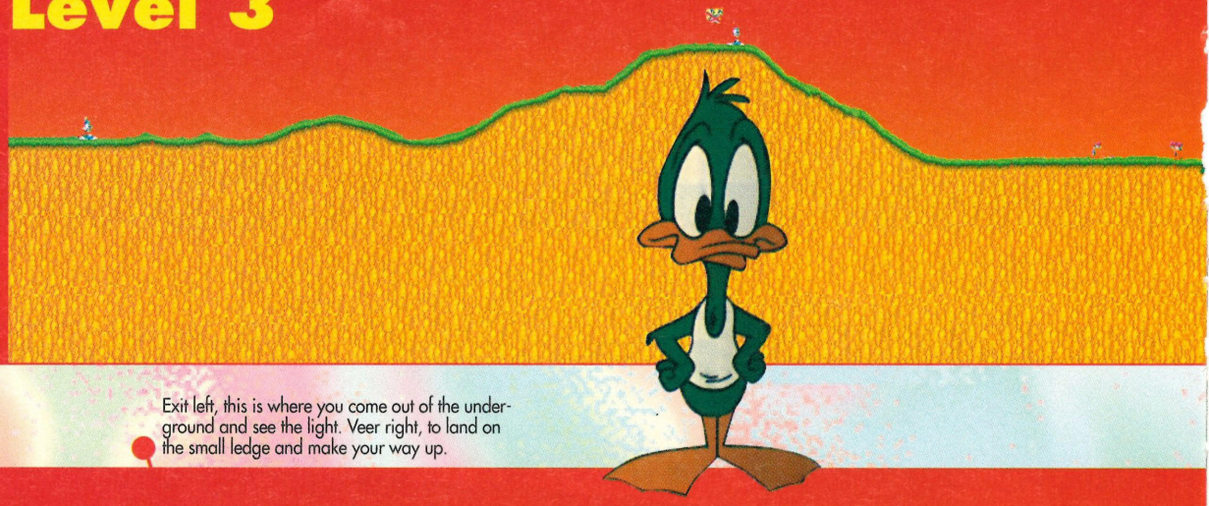


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A seemingly straightforward level that holds the secret of an underground network. Treasures are abound. You have no option but to enter the darkness, you do however, have other choices. You can choose to look in every nook and cranny for the extra lives, helpers and hearts or you can choose to avoid all these and head to the end. Remember that preparation makes for a well structured mission, it would be wise to go for the extras, you'll appreciate it in future levels. You will need your gaming abilities to be on top form to make through the spiked floors and moving ledges... where's the challenge?

Level 3



Exit left, this is where you come out of the underground and see the light. Veer right, to land on the small ledge and make your way up.



To get the heart in right hand cave, you will need to overcome the ball-walking fiend. It's a tight passage so jump on the blue gremlin when he's going away, that way, if you miss, he won't squash you.

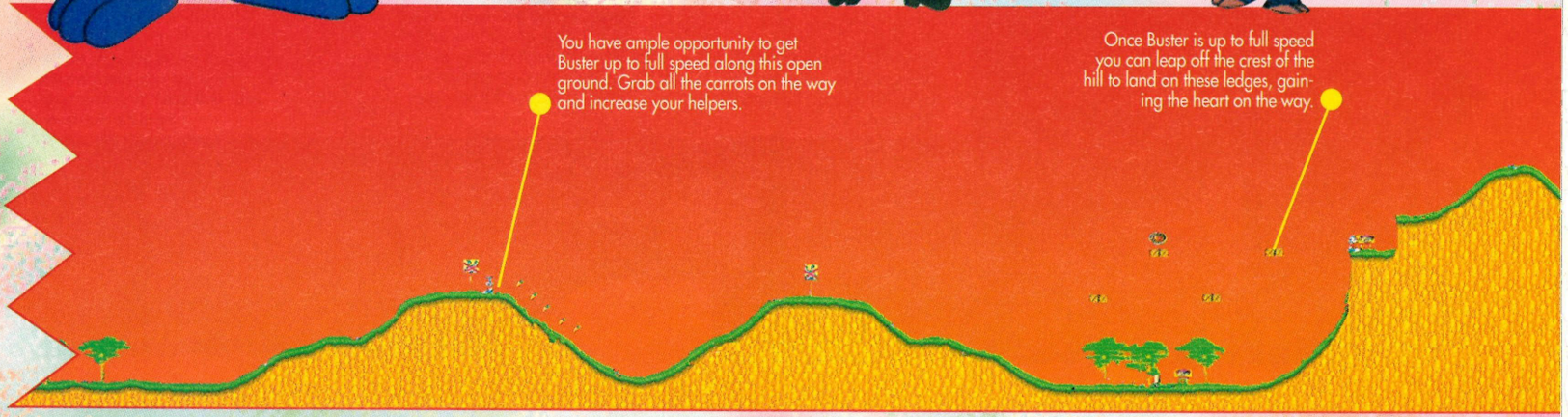




When you make it to these stationary ledges, jump right to the moving platforms. If you do land on the spikes jump, quickly to a ledge as you will only lose one life initially.







You have ample opportunity to get Buster up to full speed along this open ground. Grab all the carrots on the way and increase your helpers.

Once Buster is up to full speed you can leap off the crest of the hill to land on these ledges, gaining the heart on the way.

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SUMMARY

GAME NAME: Buster's Hidden Treasure
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 1,678,300
NUMBER OF LEVELS: 33
CHALLENGE RATING: medium

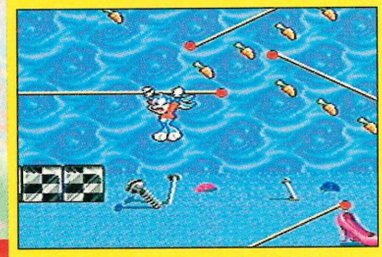
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

Cartridge supplied by:
Console Plus,
Tel: (0924) 456802



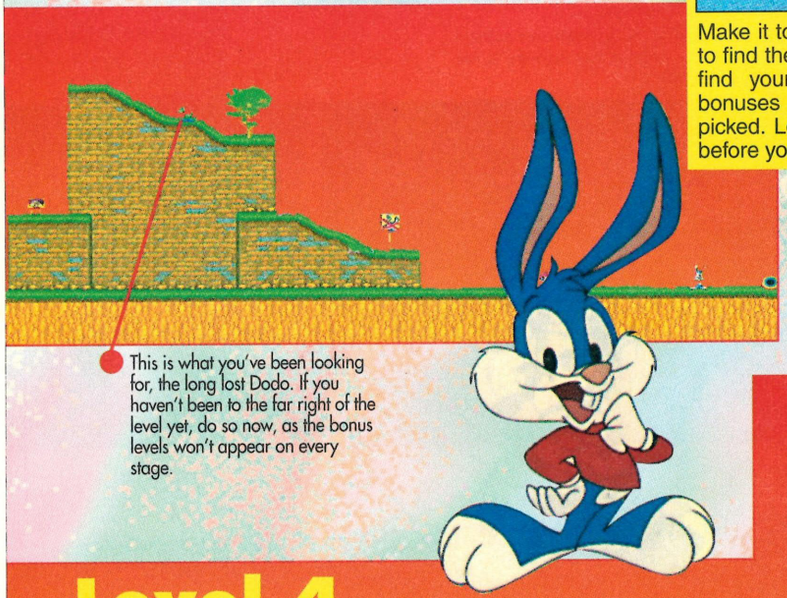
You can head down here, or you can walk right to gain the heart... that's if you need it. Whatever you choose, you will have to go underground eventually.





Make it to the very end of level three to find the rainbow circle. Jump in, to find yourself in Wackyland where bonuses are literally waiting to be picked. Look for the bell and helpers before you leave.

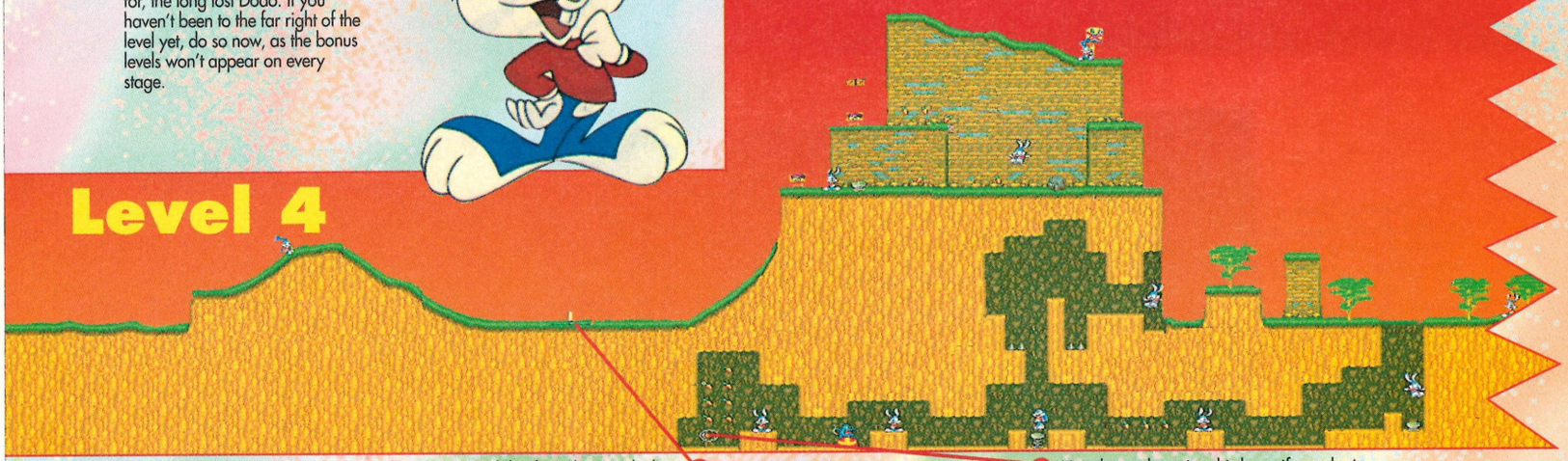




This is what you've been looking for, the long lost Dodo. If you haven't been to the far right of the level yet, do so now, as the bonus levels won't appear on every stage.

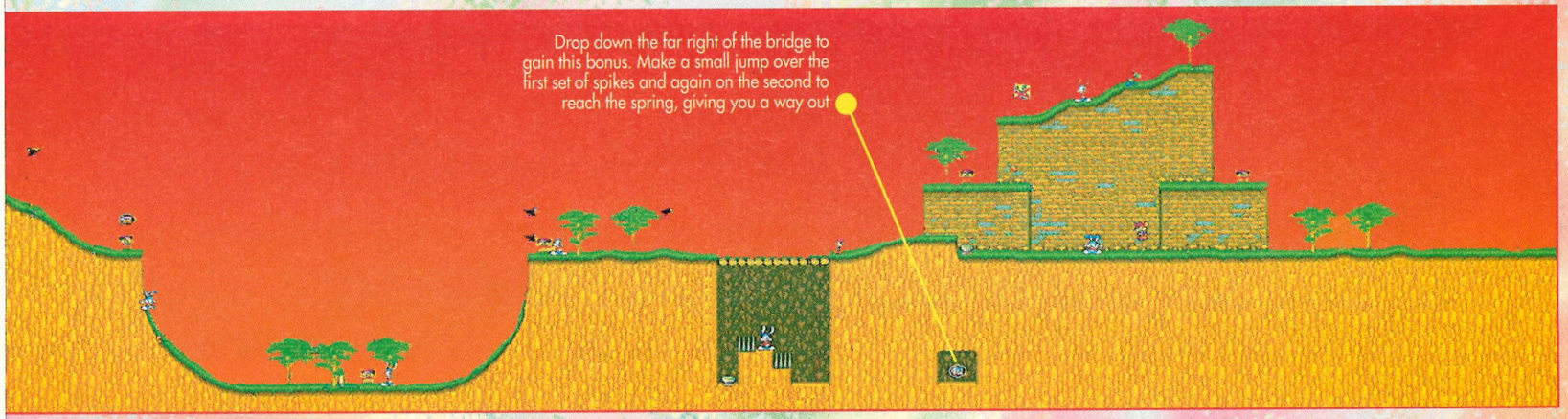
It's the fourth level now and the levels are beginning to get bigger with more sprites to fill them. You will find you need more assistance from the helpers, so don't hesitate in calling them if you find yourself in a fix. There are plenty of carrots if you need another, it's better than losing a life! Very similar to the last level although without the bonus screen, use the springs to catapult Buster up the steep slopes.

Level 4



To use the springs, push back on them and when fully pushed, let go and cruise elegantly up the slope, eating the carrots on the way.

It's only worth getting this heart if you don't have a full health meter, as an extra heart won't make any difference.



Drop down the far right of the bridge to gain this bonus. Make a small jump over the first set of spikes and again on the second to reach the spring, giving you a way out

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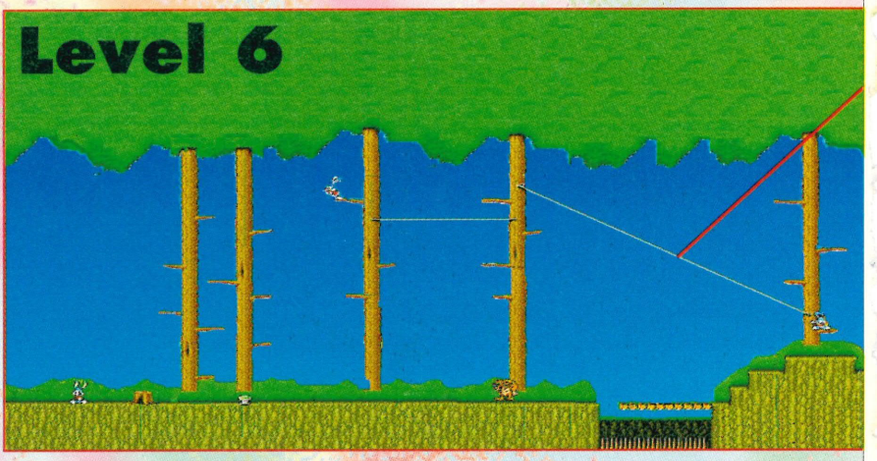




Level 5

Dr Gene Splicer has constructed a gizmo to control people in the form of a helmet. The wearer will do as commanded by the remote controller who is Dr Splicer. You have to force Gene Splicer to drop the remote control by bouncing on his head. Do this four times by moving to the top of the tree and dropping down when the doctor is beneath you. Avoid the whirling Dervish as he spins under influence.

Level 6



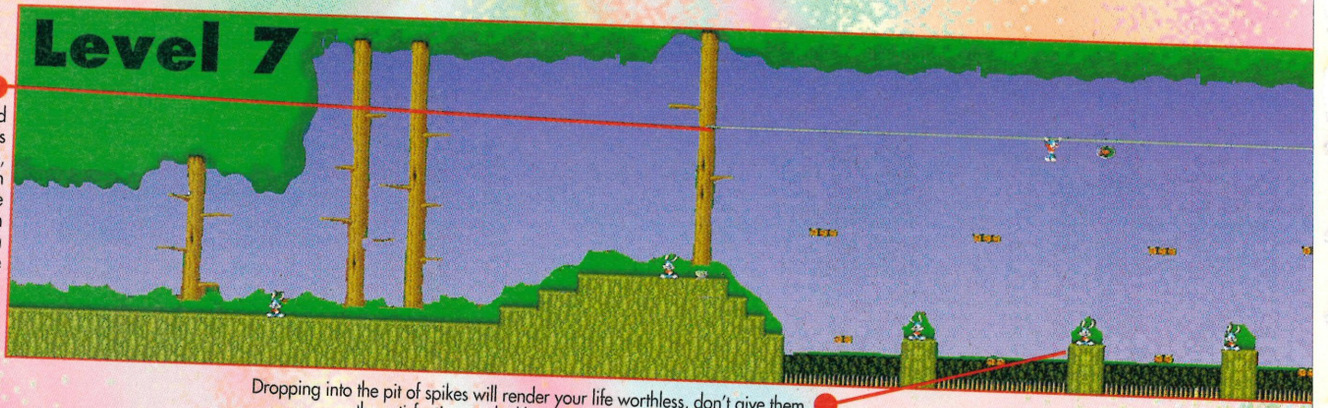
Use this spring to propel yourself to the top of the tree. Take advantage of the rope to swing across and get nearer to your destination.

It's not worth going down here as there is another rope to take you even further across, use it.



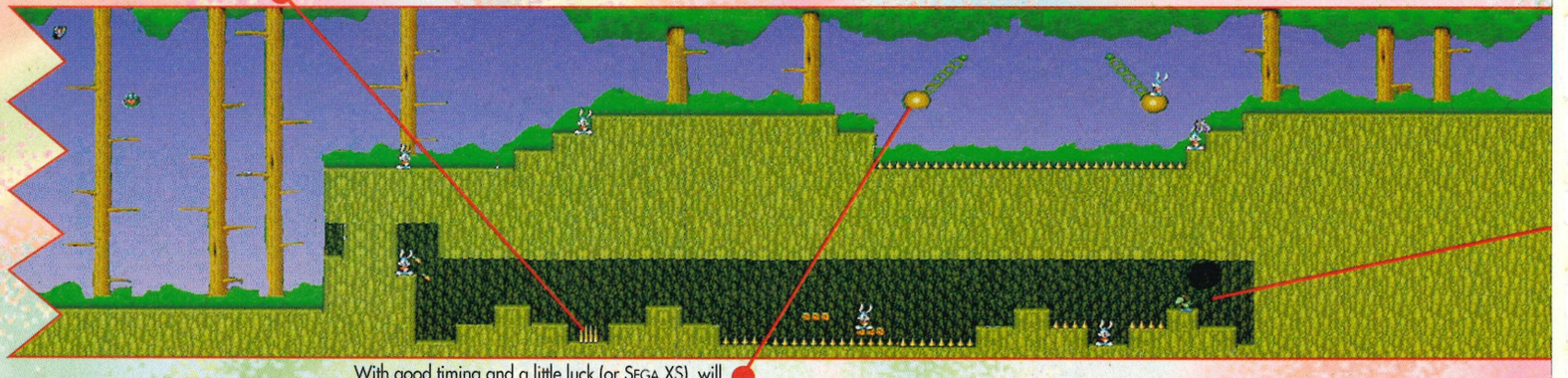
Level 7

Climb this piece of rope and avoid the gremlins below. As before, it's wise to stay up, making the most of the high altitude! It may take a little time to perfect the art of jumping an indescribable distance onto a pinhead, but you'll get there eventually.



Dropping into the pit of spikes will render your life worthless, don't give them the satisfaction, make like a tree, and... erm, swing over them.

Watch for the raised spikes as you may impale yourself on them.



With good timing and a little luck (or SEGA XS), will get you across, via these swinging balls.

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Staying high is the name of the game here. Avoid all things bad by swinging from the trees and cruising the ropes to collect the carrots.

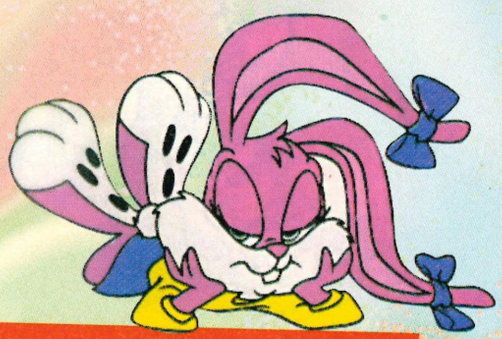
This quicksand is not immediately deadly, but can contain harmful objects. Jump through quickly, although future quicksand pits do hold bonus items.



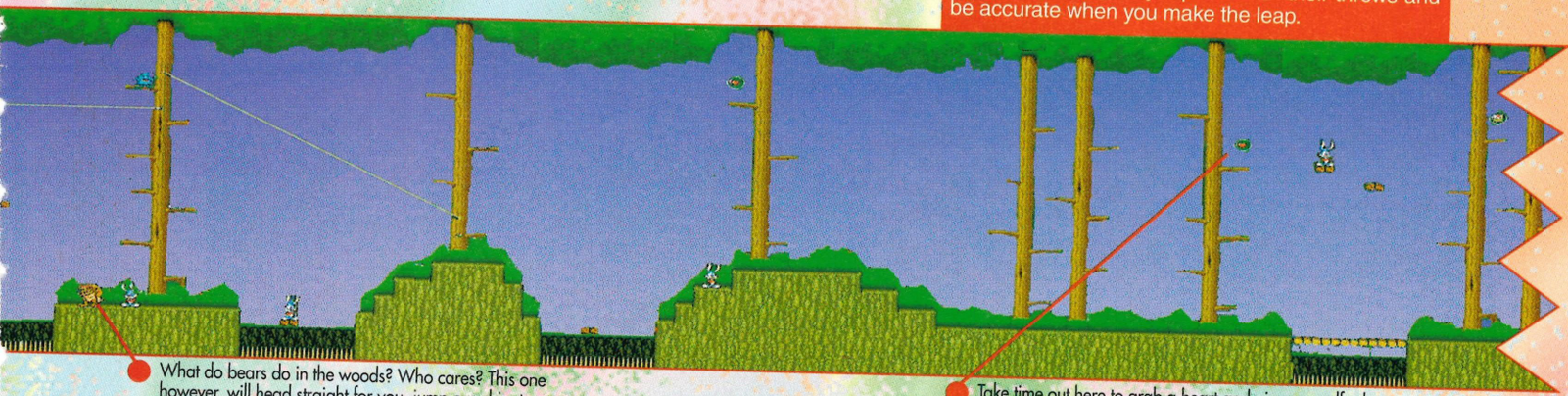
Make the most of the trees as they won't last for ever – vertigo, you don't need! You will need to be wary of the high activity of enemies, they are on an outing and have staked out strategic points in the game in the hope of dashing your hopes and restoring their credibility. Take advantage of the bell and the life it breathes, as well as the friends you can gain. All in all, make your way to the end as quick as you can as there is little to keep you occupied for long.



Leaping from the top of the tree can lead into danger if you happen to land on enemies below. Descend carefully, especially as you're so close to finishing.



Take your time and head up to avoid the difficulties that lie below. Make sure you have got what it takes to get by, if you insist on trying to get to the top, then do so without the hazards that heights bring with them. Jump on the tomato-throwing monsters before they stop you from making any more progress. Time your jump between their throws and be accurate when you make the leap.



What do bears do in the woods? Who cares? This one however, will head straight for you, jump over him to avoid a nasty confrontation.

Take time out here to grab a heart and give yourself a boost. It's the perfect cue for an advert, we stoop that low, just get the health and go.



Take the hint and get to this guy. Dodos may be extinct in life, but not in *Tiny Toons*.

PASSWORDS

Level 2: PMKDDDDDLLGLLDLDDDVD
Level 3: XBBLDLLLLLKDLDDDLLND
Level 4: QMBGDLLLLDBDLLBDLDTG
Level 5: TMBKLLDDLDBGLDDLLLTV
Level 6: HMVBLLDDDLBKLLDDLLTN
Level 7: VBBBPLLLLDBBLDLLDLDQ
Level 8: YBBBMLLDLDBBPLDLLLMQ
Level 9: HYBBTDLDDDBBMMDLDDPD
Level 10: ZBBBTGLLLDBBTDLLDLNG
Level 11: NMBBTKDLDLBBTGDLDDNV
Level 12: XBBBTZDLDDBBTKLLDDNT
Level 13: BNBBTZGLLLBBTZLDLLZM
Level 14: MHBBTZKDDLBBTZGLDLTM
Level 15: HNBBTZZLDDBBTZKDLLRB
Level 16: ZNBBTZZZGLDBBTZZDDDDH
Level 17: PJBBTZZKLLBBTZZGLDDJ
Level 18: XZBBTZZBLLBBTZZKLDDP
Level 19: ZZBBTZZQLLBBTZZBDDDT
Level 20: KXBBTZZQGLBBTZZWLDGM
Level 21: VJBBTZZQKDBBTZZQGDVM
Level 22: ZTBBTZZWZLBBTZZWKDTM
Level 23: HTBBTZZQZGBBTZZQZDMR
Level 24: GQBBTZZWZKBBTZZWTGMZ

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As the levels become larger, so you need to be more indestructible, get the bell and gain some extra time.

Take your time getting on the swing as you may fall onto the single set of spikes below.

Level 8

You will have plenty to keep yourself occupied this level and many new attractions to make Buster's journey a bad experience. You need to be sure that you require the bonuses that are available, as some of them are in obscure and dangerous places. Here at SEGA XS though, we will give you our best to make your journey through the first of the Toon adventures as comprehensive as possible. Hazards are abound here as you enter into the imagination of another mad scientist.

Extra lives ahoy as you exit the dangerous waters for a 1-Up. Remember top leap at all the walls to check for secret rooms and passages.

Ha, ha! Wheels of fortune they are not! These are your lifeline, as metal spikes wing their way towards you, jump up and miss the metallic mayhem! Use the rings to get up and away.





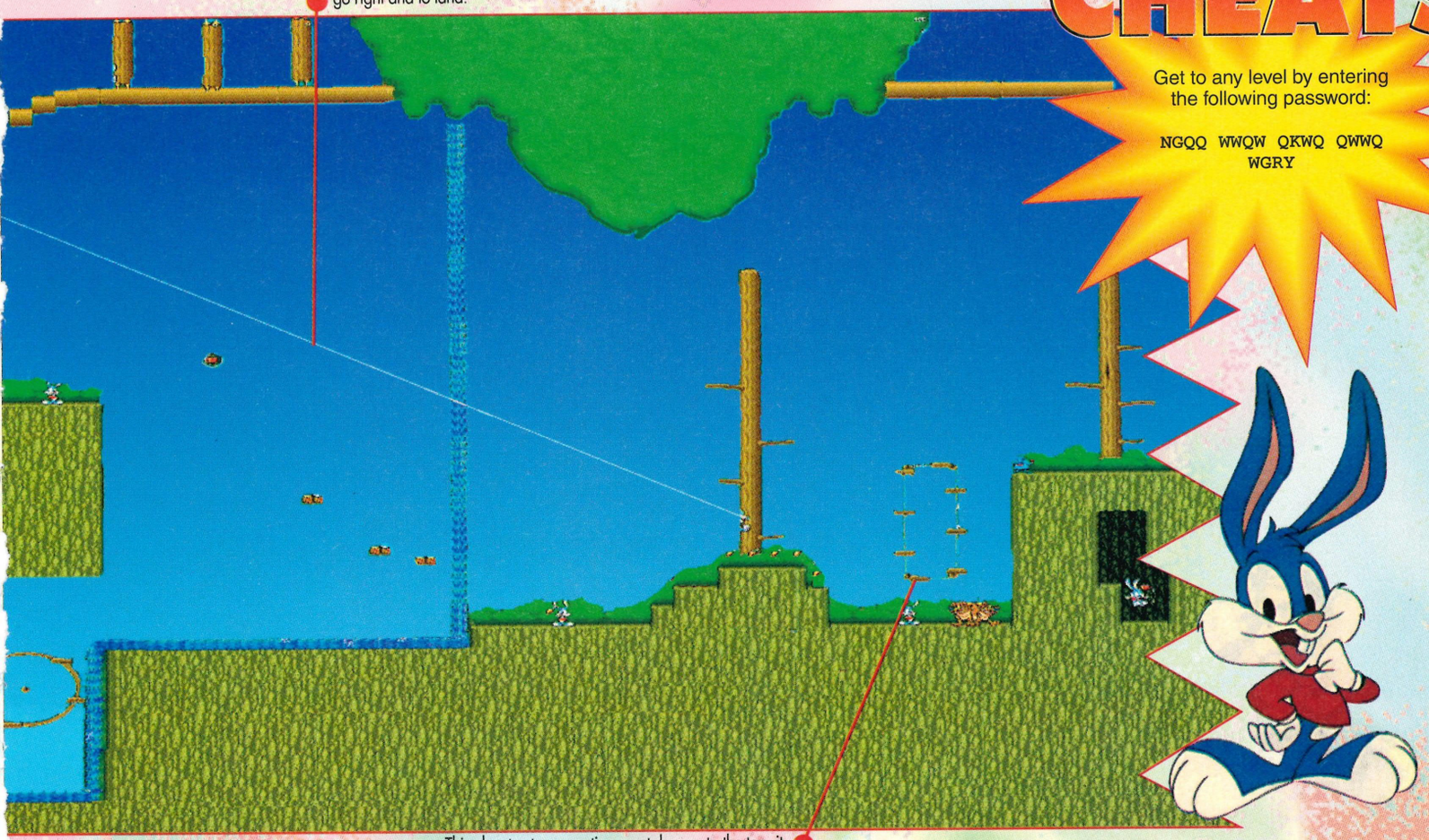
Get up here if you can because there are a lot less obstacles to avoid.

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CHEATS

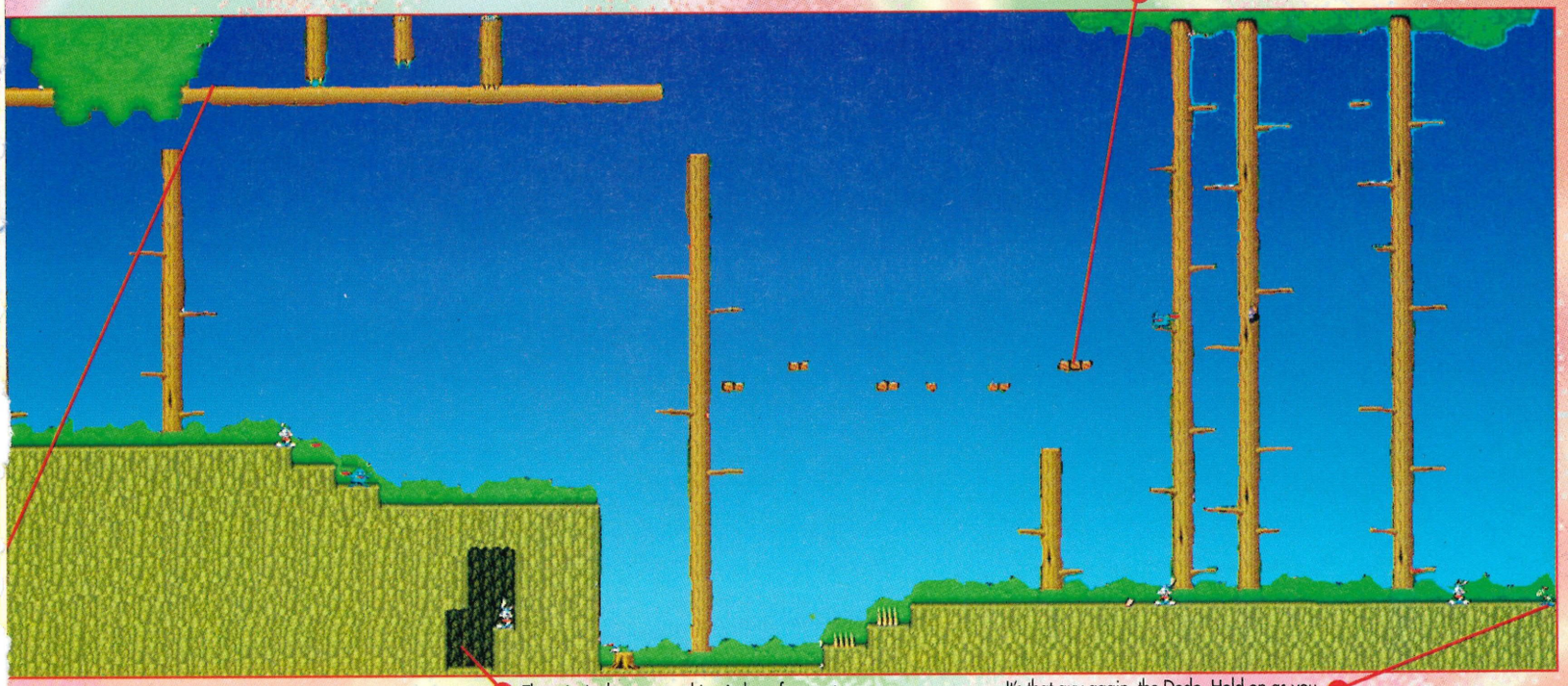
Get to any level by entering the following password:

NGQQ WWQW QKWQ QWWQ WGRY



Drop down here to gain a well-earned heart and make your life a little easier to bear. Use the ledges to go right and to land.

This elevator-type creation can take you to the top, it can even take you past the secret passage on the right where there is a heart. Yipeeee!



You have to realise if you are up here, you will need to come down again and there is no time like the present.

There isn't always something in here for you to take, sometimes you have to give items back.This time it's to the bear!

It's that guy again, the Dodo. Hold on as you get dragged through another black hole.

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Level 9

Many a busted bunny has been found in such a place as this. The woods of no return, a place of sparse appearance, just an acrid smell and the same boss as before – Doctor DNA. Fortunately for you, SEGA XS is able to bring the first hand painted map with the aroma of freshly glossed pages. Read them and win! As level nine shows you, this a similar format as before, although it will be the last you'll see of the Doctor for a while. Do not under any circumstances follow the water to the bottom of the trench as you will experience the enemies at first hand.

The little wheels are here again for your pleasure, and to help you get out of a predicament. Climb up and over the waterfall.

Get busy up this tree, climb to the top and leap right while the spikes are down to gain the ever-needy assistance of your helpers!

Level 9: Bonus

This is a very useful bonus to be aware of as you are able to collect infinite lives if you wish to. There are many bonus levels scattered throughout the adventure, all requiring the roving eye of SEGA XS to find, or you can try braille!

A way to avoid the evergreen Dodo is to swim up, keeping Buster in touch with the ceiling. You only coming down to get the bonuses.

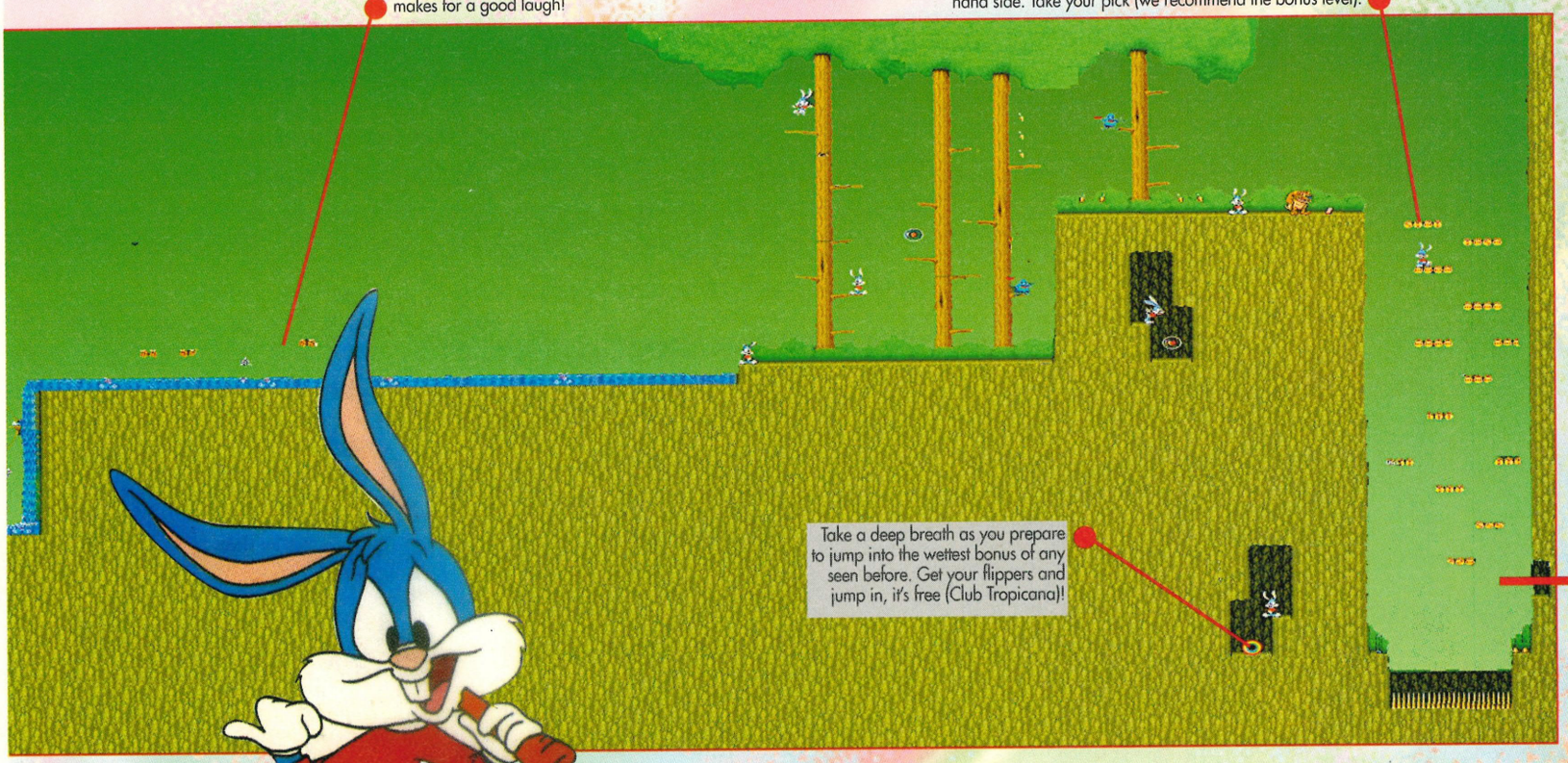
You are able to exit the level at any time, although it probably won't be out of choice. There are no baddies, just pure unadulterated fun... well almost.

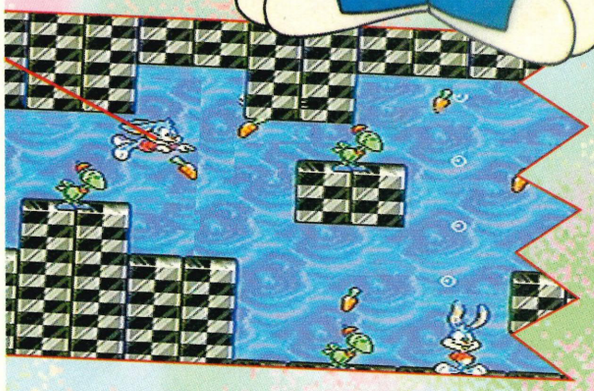
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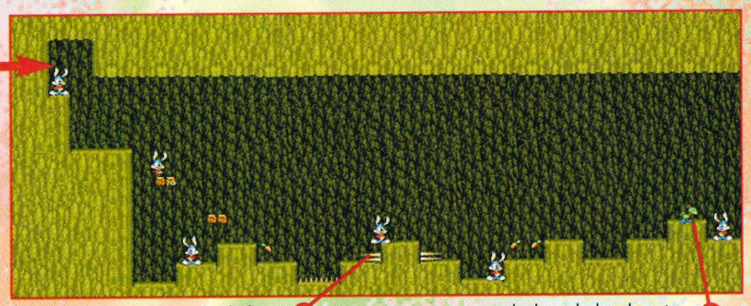
The word "Tiny" is spelt in carrots for you to eat. Fill yourself up here, as there are few ahead. It also makes for a good laugh!

Conveyor belts lead the way down. Follow the route to the bonus level within the left wall, or the end-of-level Dodo on the right hand side. Take your pick (we recommend the bonus level).

Take a deep breath as you prepare to jump into the wettest bonus of any seen before. Get your flippers and jump in, it's free (Club Tropicana)!



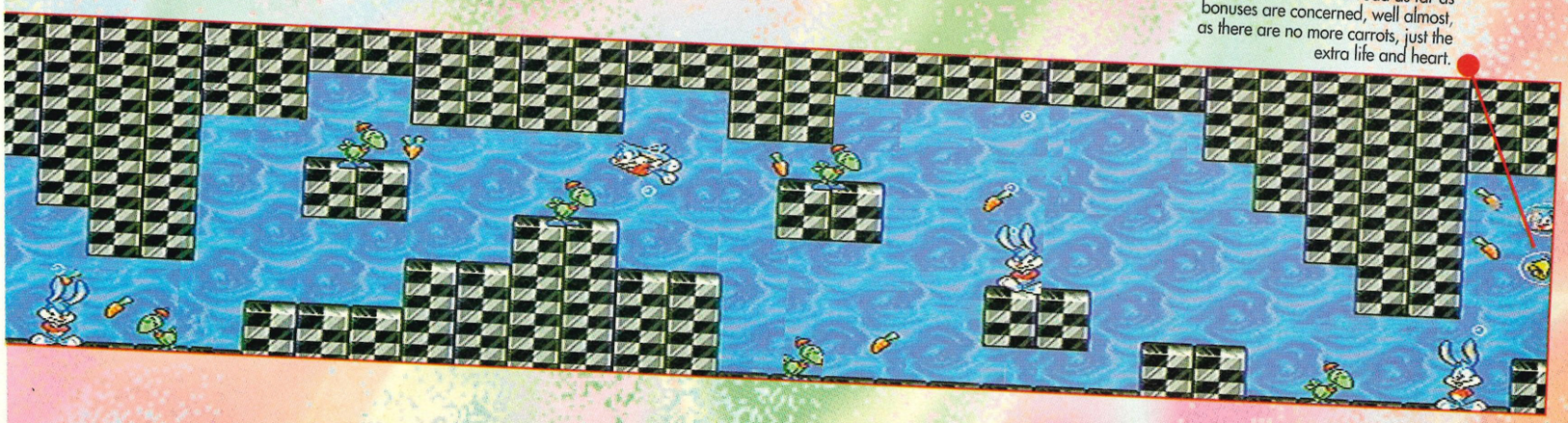




You will have a very nasty shock if you decide to stay on the ledge when the spikes come out. You can jump on the horizontal spikes when they are extended though.

'Once more into the breach dear bunnies. As you reach the Dodo and the end of another level, only to be greeted with more. Is there no stopping the fun?!!

It's the end of the road as far as bonuses are concerned, well almost, as there are no more carrots, just the extra life and heart.



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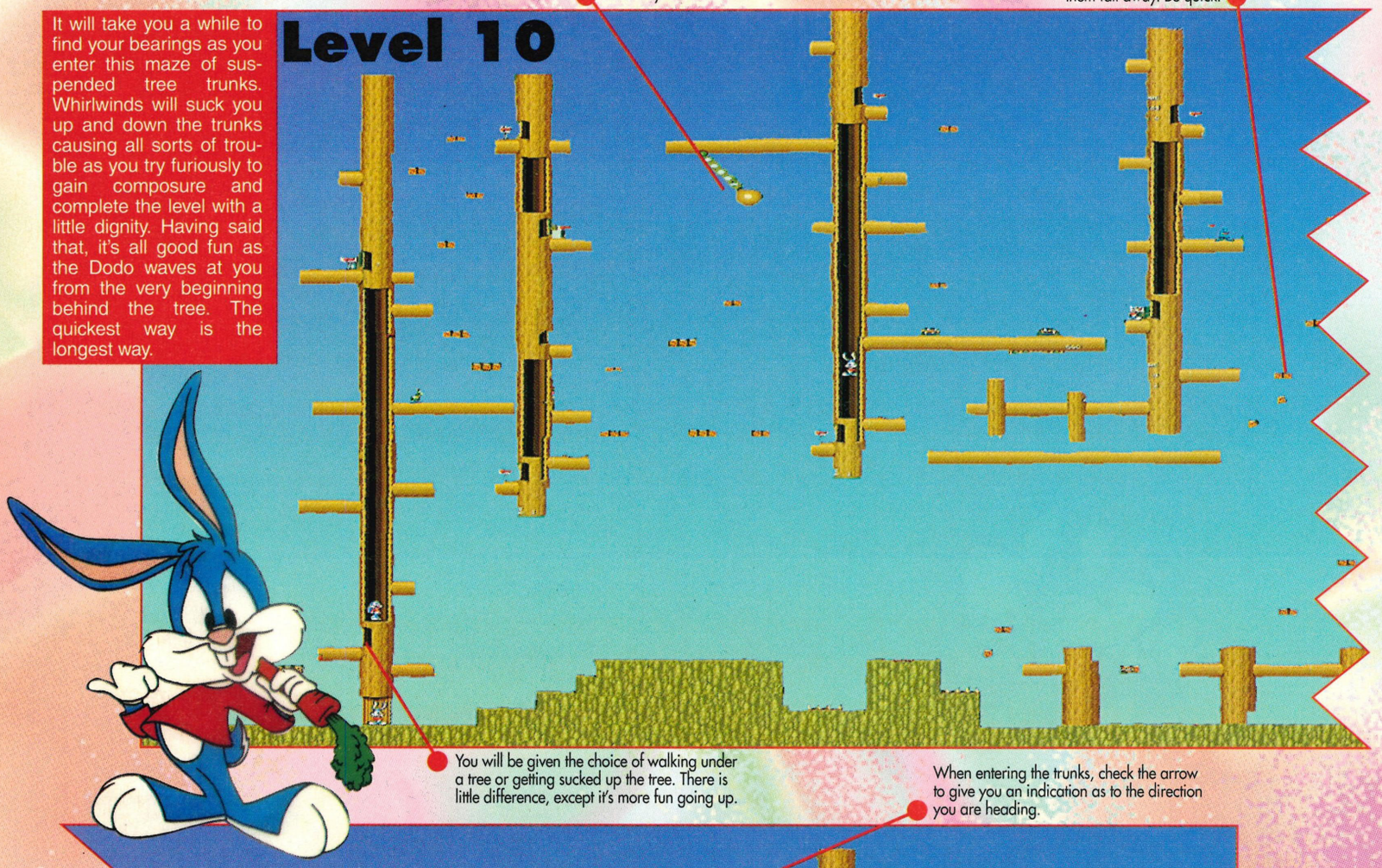


Level 10

It will take you a while to find your bearings as you enter this maze of suspended tree trunks. Whirlwinds will suck you up and down the trunks causing all sorts of trouble as you try furiously to gain composure and complete the level with a little dignity. Having said that, it's all good fun as the Dodo waves at you from the very beginning behind the tree. The quickest way is the longest way.

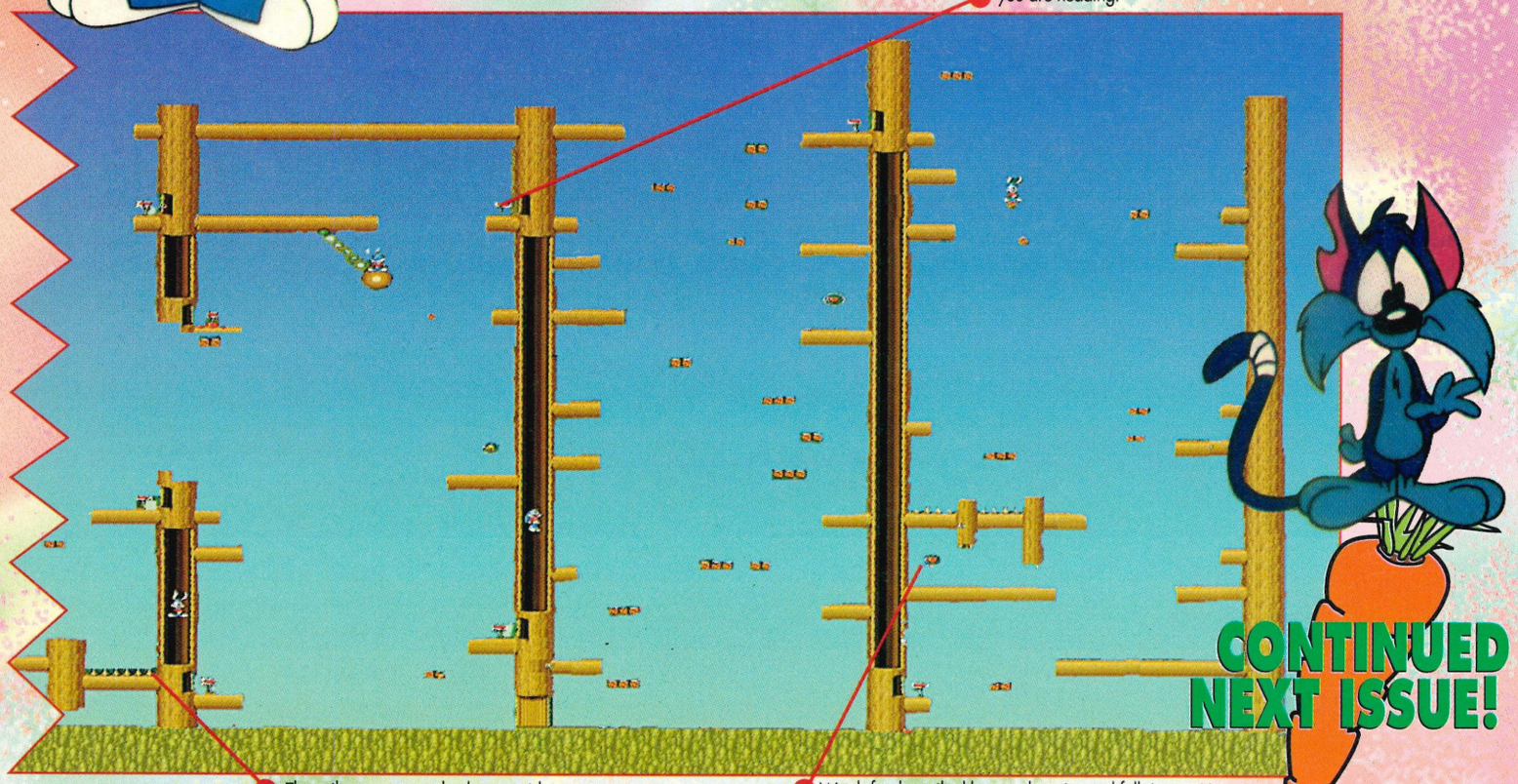
Using the ball on a string is a gamble, as any sort of mistake will teach you about the laws of gravity – the hard way!

Using the log ledges that are predominant throughout the level is precarious, as many of them fall away. Be quick.



You will be given the choice of walking under a tree or getting sucked up the tree. There is little difference, except it's more fun going up.

When entering the trunks, check the arrow to give you an indication as to the direction you are heading.



The spikes once more beckon, avoid them, although these will only take one of the hearts, not a life.

Watch for the spiked logs as they rise and fall, just waiting to crush you. There is enough time to avoid this, although it's only worth going here if you really need it.

CONTINUED NEXT ISSUE!

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Here's your chance to win the incredible new slimline Sega Mega Drive 2 and Mega-CD 2!

Sega's new-style Mega Drive and Mega-CD (simply called Mega Drive 2 and Mega-CD 2 respectively) have landed. You can be the envy of your friends and be first on the block to own the combined system. Not only can you play all Mega Drive cartridges, but the wealth of fabulous CD games. It's an astounding package and it could be yours simply by dialing 0891 224739 and answering the three multiple choice questions posed. Jot down your answers on the coupon on this page (or a photocopy of it) and send it to the address provided.

MEGA DRIVE 2 & MEGA-CD 2 COMPO FORM

Of course I want to win Sega's stunning new Mega Drive 2 and Mega-CD 2. My answers are:

QUESTION 1	QUESTION 2	QUESTION 3
A n	A n	A n
B n	B n	B n
C n	C n	C n

Name.....

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.....

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

GLOBAL GLADIATORS

VIRGIN ● PLATFORM SLIME-'EM-UP

Virgin's environmental epic was an instant hit (even though it was endorsed by a certain global despoiler fast food chain!). You play Mick or Mack (no racism here, right on!) and your job is to slime every toxic creature you come across in an attempt to make the planet clean. There is even a nifty recycling bonus game. As you can see from the following 12 pages, *Global Gladiators* is a massive game and in true SEGA XS style, not only have we marked EVERY single arch, we also have all the bonuses and even the world exclusive lives and level select cheats!

MEGA DRIVE



Slime World 1

Let's get slimed! The first level is very easy as long as you observe the rules. 1: Don't fall into the slime river. 2: Shoot everything that moves with your slime shooter, and 3: Collect all the arches you can, as well as all the bonuses. If you get all 100 arches on any level you will receive a massive points bonus, although you only need 30 to get through and 70 for the bonus game.



Bounce up on the hidden spring box (in the purple bushes) and press up to get extra height and you will reach these hidden platforms. Each platform will remain invisible, but will occasionally shine to show you the edges. We've marked all the secret platforms on in white so you don't miss them.



Many of the arches in the game are hanging precariously over gaps and precipices. As you leap, get the angle right to intercept all of the arches or you will have to keep leaping left and right.

The spring boxes will take you even higher if you press up as you jump. This can often get you onto even higher platforms and reach hidden bonuses. If you press left or right when jumping, it will be cut short, so always wait until you are at the highest point.

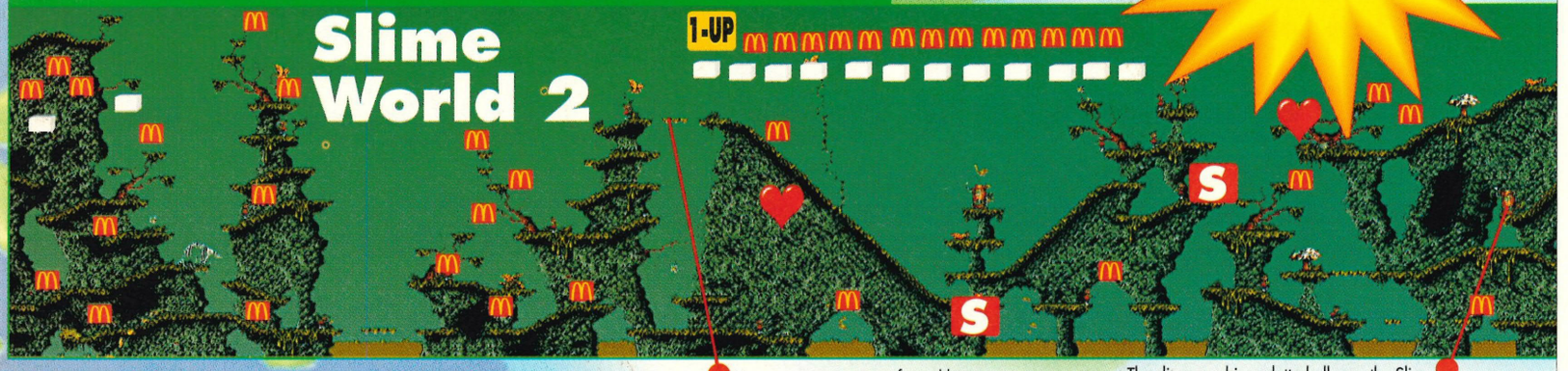
Use this hidden spring box to leap up to the group of eight arches.

CHEATS

EXCLUSIVE!
Level Select
Pause the game and press B, C, B, A, B, B, C, B, A and B.

Slime World 2

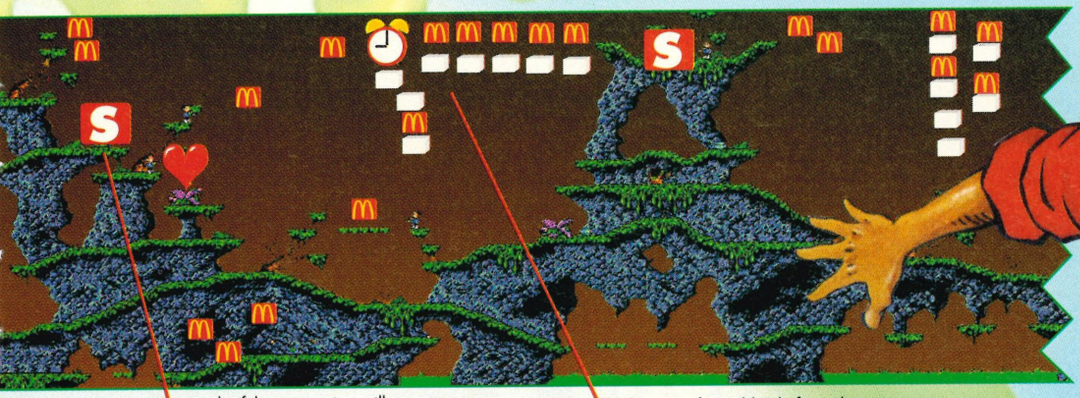
Slime World two is full of peaks and troughs and there are loads of secret platforms all over the place. The best places to look are when you see arches hanging in midair with no platforms around. Make a leap of faith and land exactly where the arch was. Remember that if you fall, you will have no visual reference as to where it was. No second chances!



Your suspicions are confirmed here. These slimy platforms do indeed melt away a second after you touch them. You could end up sailing into the slime!

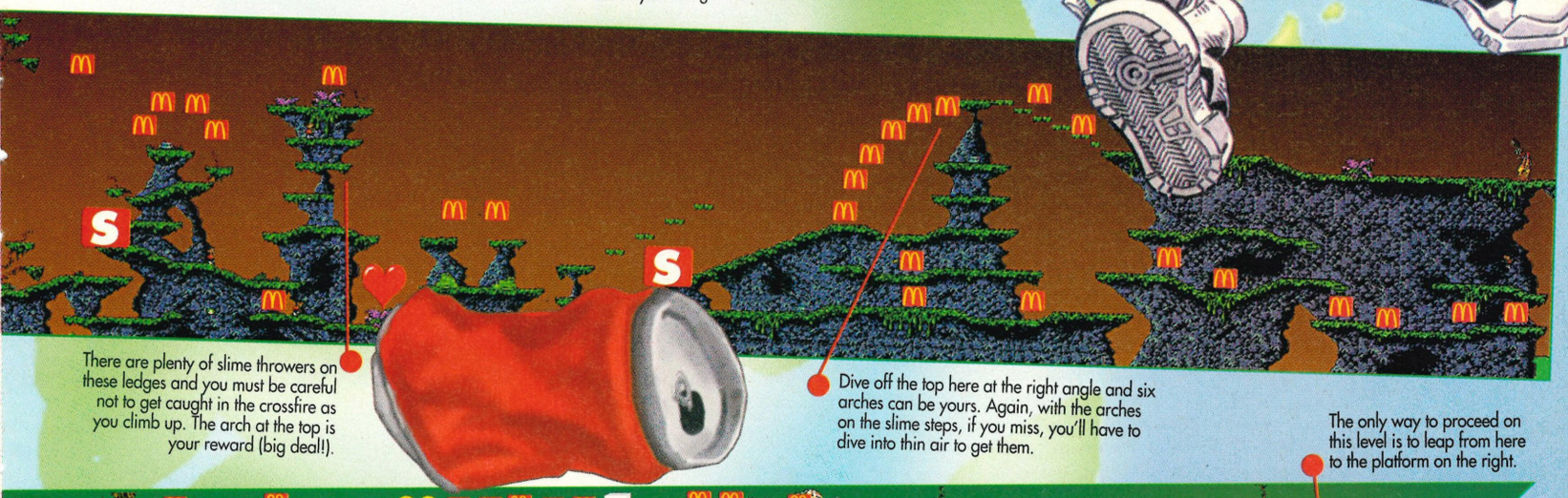
The slime machines dotted all over the Slime World spit their gluey substance all over the shop! You can get hit many times as you approach, so try to get above them and squirt down.

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Each of the save points will restart you at exactly the same spot if you die later on in the level. You must touch the 'S' until it spins away.

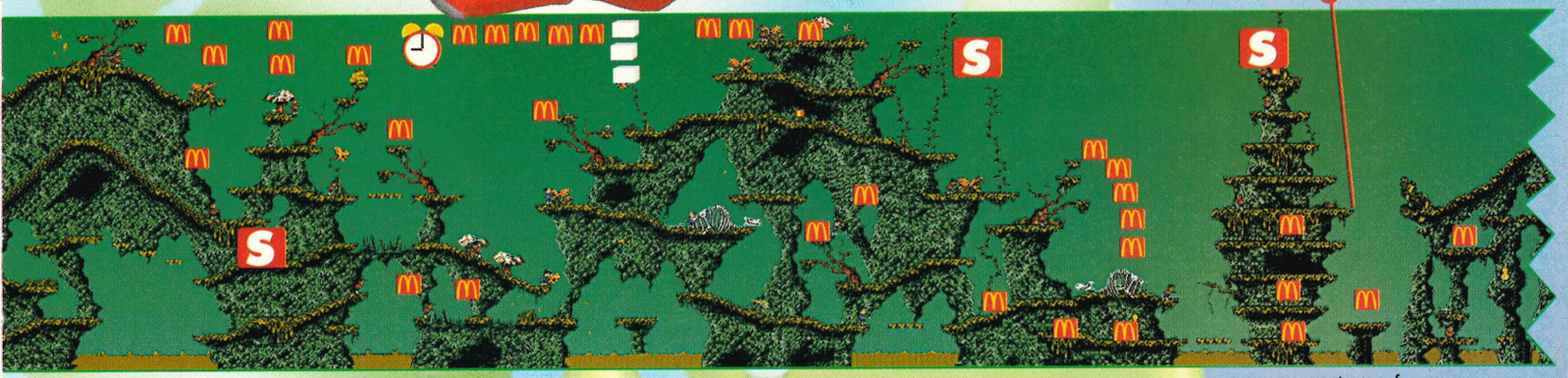
This row of invisible platforms has a clock in the middle to add another minute to your timer but there are also some slime platforms in the middle so you can get that last arch.



There are plenty of slime throwers on these ledges and you must be careful not to get caught in the crossfire as you climb up. The arch at the top is your reward (big deal!).

Dive off the top here at the right angle and six arches can be yours. Again, with the arches on the slime steps, if you miss, you'll have to dive into thin air to get them.

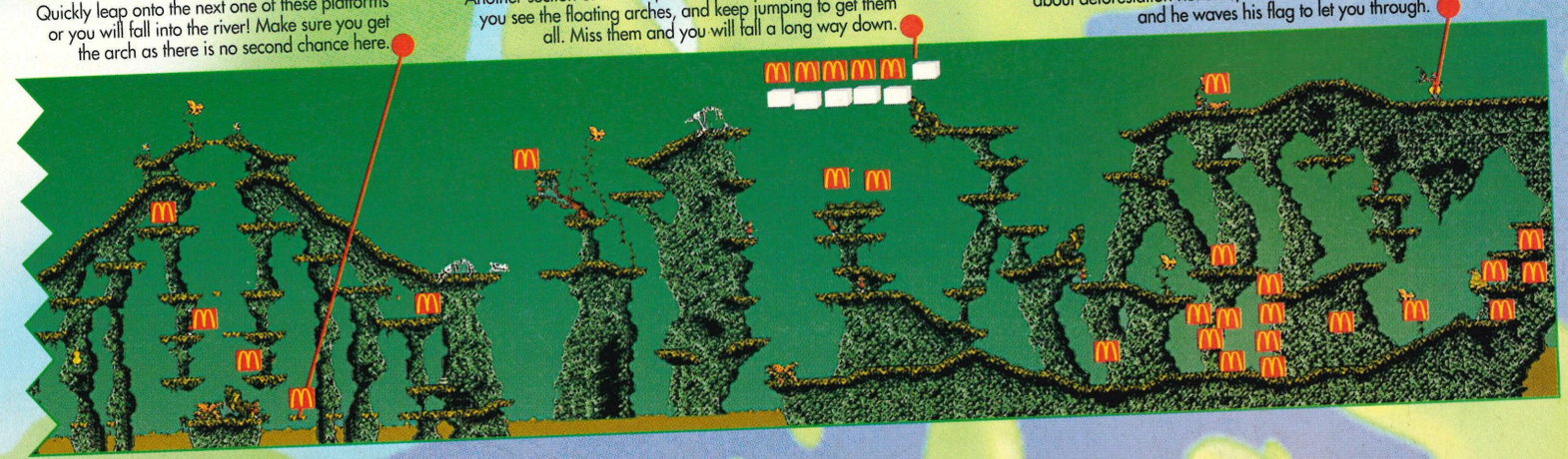
The only way to proceed on this level is to leap from here to the platform on the right.



Quickly leap onto the next one of these platforms or you will fall into the river! Make sure you get the arch as there is no second chance here.

Another section of hidden platforms. Leap off the tree where you see the floating arches, and keep jumping to get them all. Miss them and you will fall a long way down.

Here's Ronald! Get to this goofy clown (what's so funny about deforestation Ronald?) with more than 30 arches and he waves his flag to let you through.

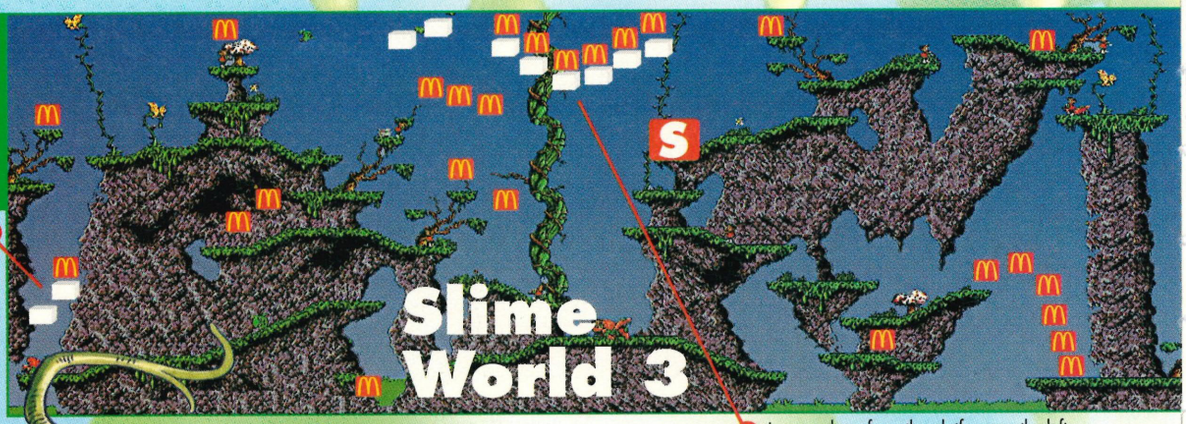


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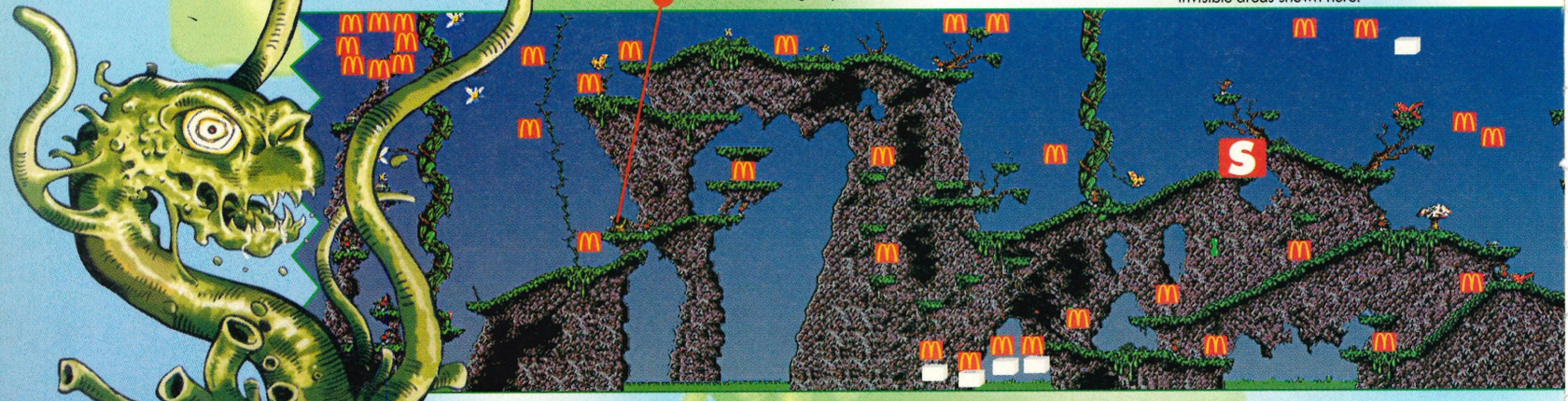
As you would expect, Slime World three is the hardest of the Slime worlds with some particularly nasty drops and only a few routes that will actually take you to the end. There are plenty of hidden platforms for you to find.

Leap up from the beginning to find these two platforms that enable you to reach that elusive arch. Essential if you're going for the ton.



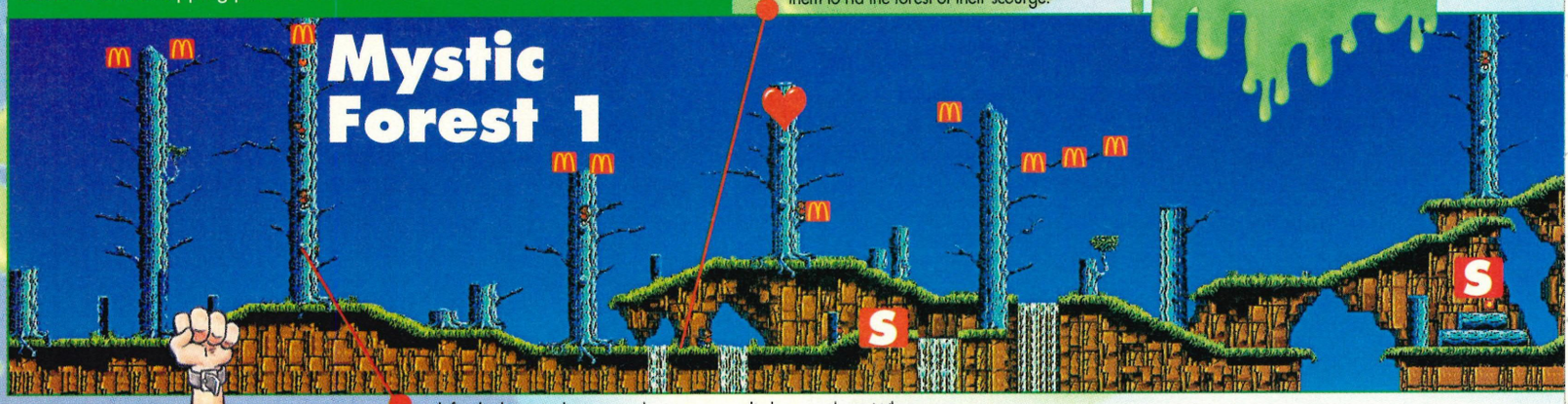
Take out this slime machine as you climb up, or you will be bombarded with gooey missiles.

Leap up here from the platform on the left and use the slime platforms to reach the invisible areas shown here.

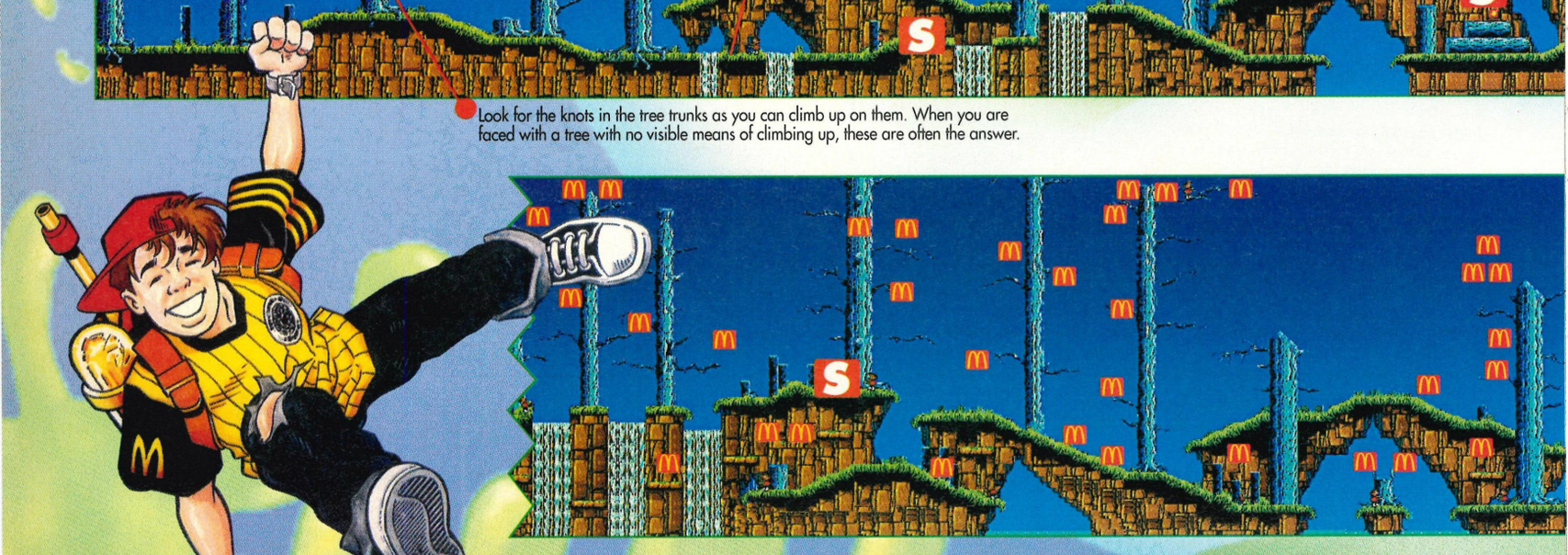


Most of the arches are now to be found in the branches of trees in this huge spooky forest. Now you have to contend with mad chipmonks, beavers and snapping piranha fish whose bite means instant death.

Killer piranhas will attack you near most sections of water, so wait for a few seconds to see if anything pops up. Shoot them to rid the forest of their scourge.



Look for the knots in the tree trunks as you can climb up on them. When you are faced with a tree with no visible means of climbing up, these are often the answer.



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Run straight across these platforms as they dissolve behind you. Leap up to the hidden platforms.

Perform a running jump off this platform to reach the hidden platforms and the arches.

Slime World Creatures



Slime ball. Rolls left and right and is only dangerous if you run into it. It does not fire any slime and is relatively easy to jump.



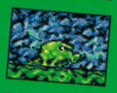
Slime bird. Flies around the higher areas of the maps and will drop slime on you as well as getting in your way on jumps.



Slime machine. 24 hour slime producer which pumps out globules in all directions as you approach. Shoot five times.



Slime thrower. The most dangerous opponent on this level. Shoots slime in your direction at a rapid rate.



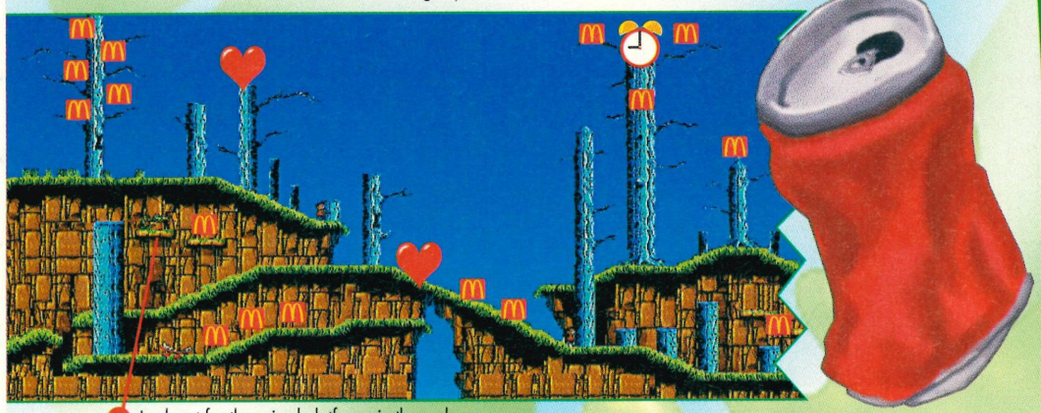
Slime walker. Strolls left and right spitting slime in front of it. Leap over and shoot. They are dead easy to avoid.



Slime blob. The blobs do nothing except ooze all over the place and get in your way as you leap all over the place.

Leap off here onto the hidden platforms (as shown) and you will get a shot at the bonuses. This is also the only way you are going to get to the end of the level because it is so high up.

Leap up from here and you will land on a hidden platform. Keep jumping up, alternating between left and right and you can get the 1-Up and timer.



Look out for the raised platforms in the rock as you can use them to reach hidden arches and get across the chasms.

The sawed-off tops of these trees will topple as soon as you leap on them so get across quickly. If you fall through, get up the tree to the left and leap over.

KEY

Collect 30 arches to complete the level, 70 for the bonus game and 100 for a massive points bonus.

Each energy heart will restore your energy to full power. Very useful in tight situations as you may be returned to the start.

Use our very useful SEGA XS blocks to find all the invisible platforms required to get all the interesting power-ups.

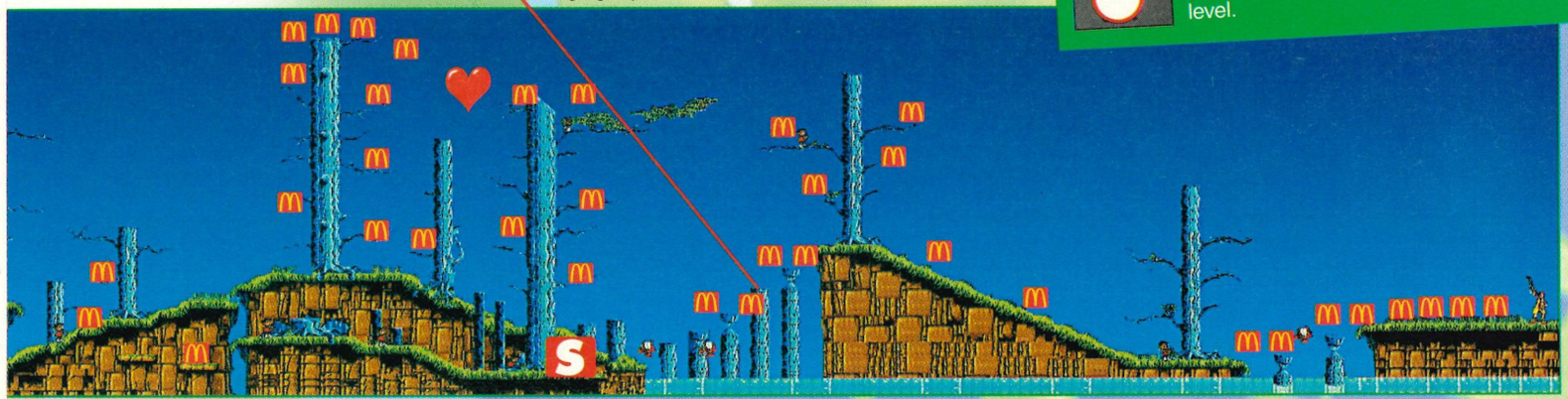
1-UP

Self-explanatory really. Grab one of these little suckers and you get an extra life. But then, you've already got infinite...

S

Hit these icons and you will be returned to this spot when you die. A handy restart point.

If you find a clock, you will awarded with a minute of extra time to complete the level.



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The Mystic Forests are densely populated with all sorts of woodland creatures such as beavers and skunks. Apart from running all through the branches of trees you must also watch out for the piranhas. Many of the areas in Mystic Forest two can only be reached by climbing the right tree and jumping a huge gap in the hope of landing on something solid on the other side. Remember to use the turtles to cross the sections of water.

Mystic Forest 2



Don't forget to leap off here or you'll run straight into the water. Also watch out for the piranhas that lurk near all things aquatic.

Leap up here to get this vital life heart and then drop down on the three platforms to the right, where there is a restart point waiting.



The only way to get into this tree is to either leap from the small post at the bottom (make sure you press up and leap onto the knot in the trunk), or you can get to the top of the branch on the opposite tree and leap across. You should just make it.

Make your way across this complicated series of platforms to get the timer extension at the end. Now leap up onto the tree and continue your journey.

Mystic Forest three has many places where you must leap up cliffs on precarious platforms. Don't forget to get the 1-Up that is hanging from the invisible platforms in the first tree, and the arches in the big waterfall. Don't get caught on the tree stumps at the end.

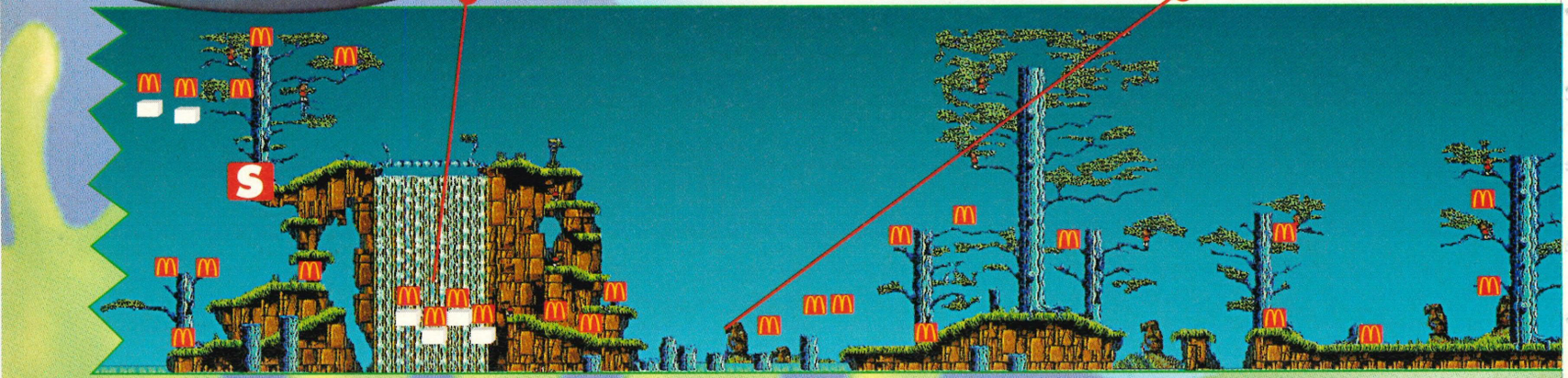
Mystic Forest 3



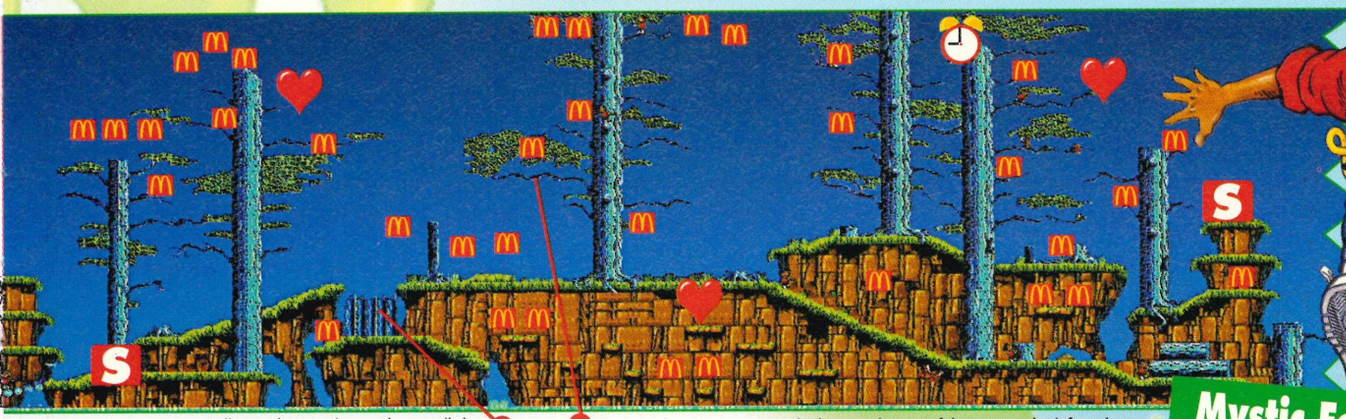
Leap off here to reach the invisible platforms and the 1-Up below. Don't fall through or you may never find the platforms again.

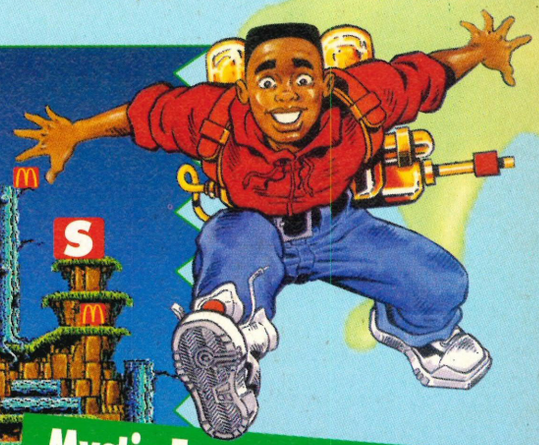
Two piranhas will leap up from here to snap at you. One touch when they are in the air is enough to kill you outright.

It took us a while to get the last arch here because it is awkwardly placed and you cannot see the platforms once you have the arches.



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Fall onto these spikes and you will die instantly. If you run through them underneath however, you will not be harmed.

To get to this tree you must climb up to the top of the tree on the left and leap off the tallest branch to the right. With luck you will drop onto the pole on the ground and you can now leap onto the lower branch of the tree.

Mystic Forest Creatures



Axe monster. Runs towards you intent on hacking you with his axe-like head. They only take one hit.



Bee hive. Not actually an enemy; the bee hive will surround you with bees when hit, and they will protect you from all enemies.



Chipmonks. These pesky creatures constantly throw logs at you from all angles. They hide in the trunks of trees.



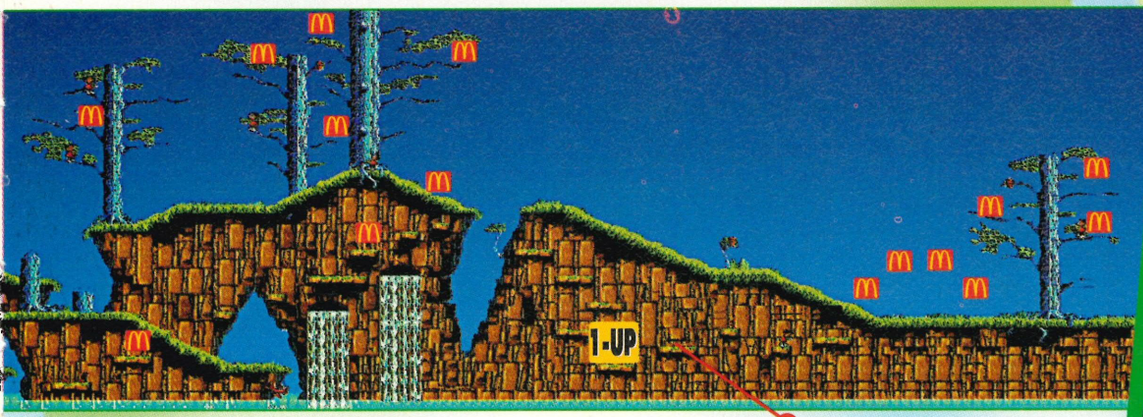
Piranhas. They are deadly when they leap out of the water but can be shot in midair and when they come out and walk on land.



Skunk. There is only one skunk in the whole game (Mystic Forest three), and it just stands there emitting its foul stench.



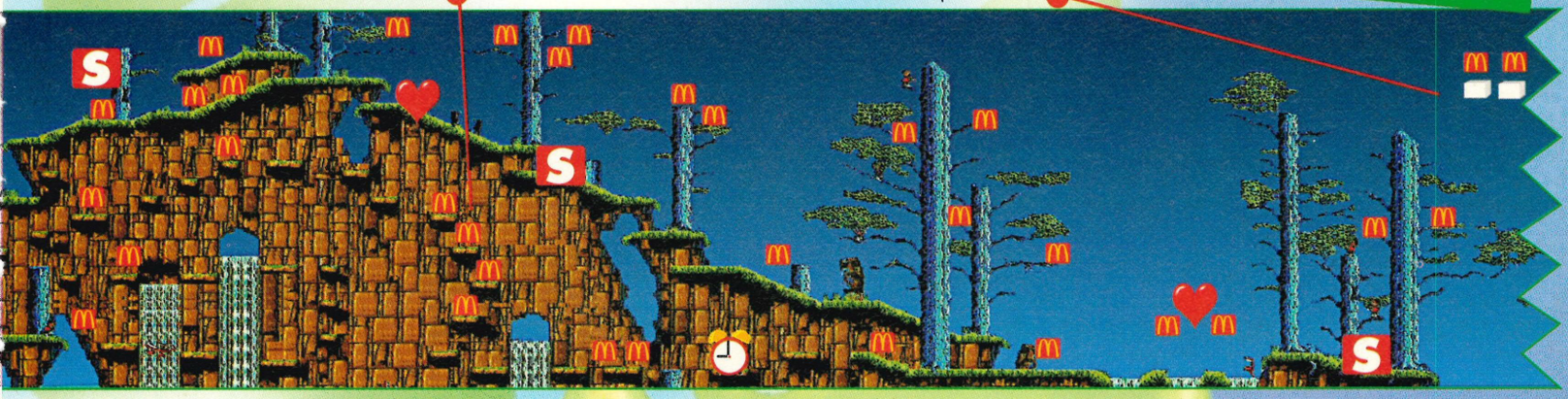
The flytrap plants will spit at you constantly and are the most dangerous foe in the entire level.



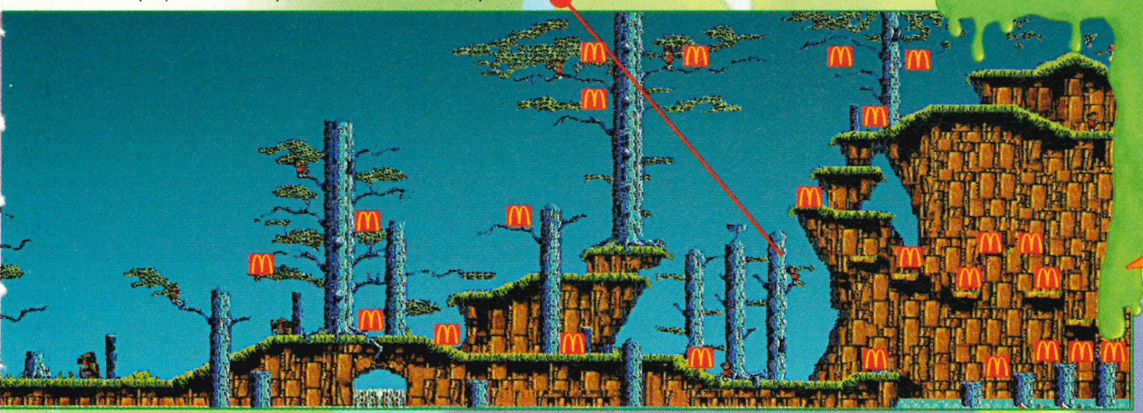
Drop through the break in the turf at the top and leap down these platforms to get the timer on the far right. Watch out for piranhas!

You never knew a 1-Up could be so easily found, did you? Drop down here to receive an extra life.

You need to leap off the highest point of this tree to get to the invisible platforms here.



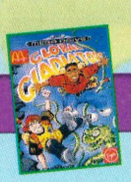
Leap on these log tips once, and they will fall off leaving spiked points for you to prang yourself on. If you miss this jump once, climb up the tree on the left and leap across.



CHEATS

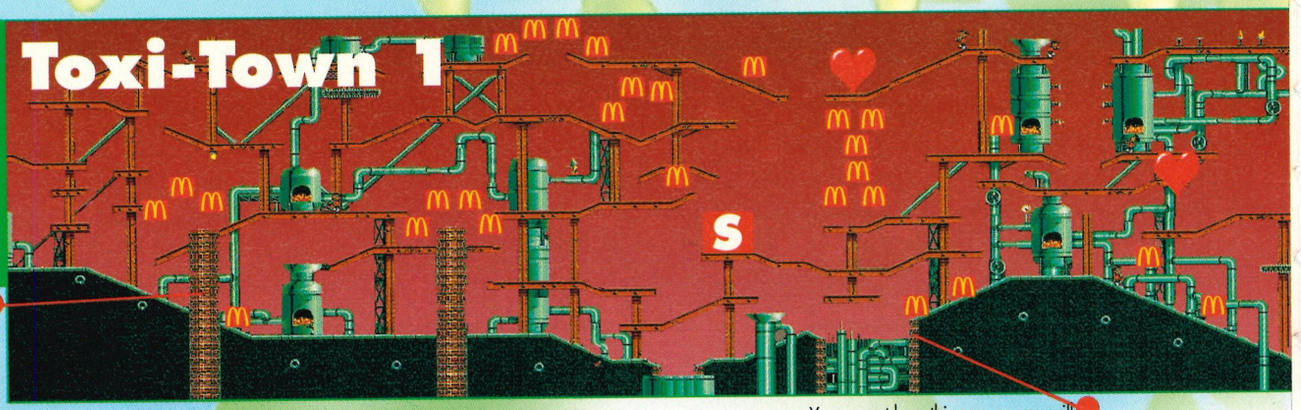
Extra lives
Pause the game and press A three times, B three times, C four times, B and A for an extra life each time you do it.

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Toxi-Town is a complicated mess of pipes and furnaces that pump out pollution all day and are rapidly turning the sky a different colour! You must fight the denzins and clear up this town. Your main enemies are dustbins, jack hammers, clouds of smog and blobs of oil.

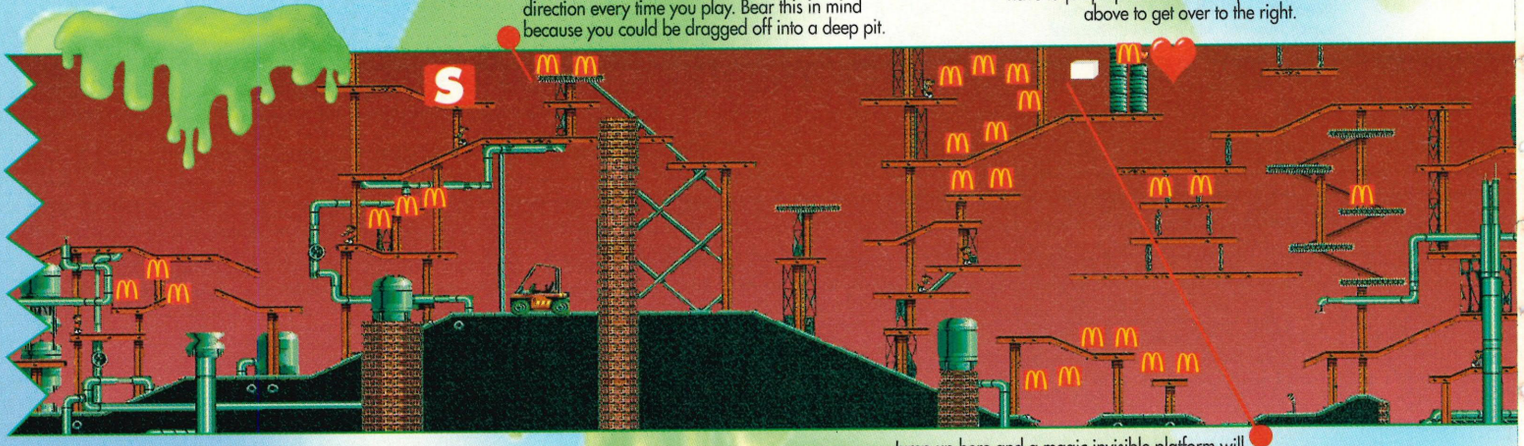
Toxi-Town 1



These brick towers often hide bonuses, so remember to run behind them at all levels. Nothing in Toxi-Town is what it seems!

You cannot leap this gap, so you will have to jump up to the wooden platform above to get over to the right.

The conveyor belts in Toxi-Town move in a certain direction every time you play. Bear this in mind because you could be dragged off into a deep pit.

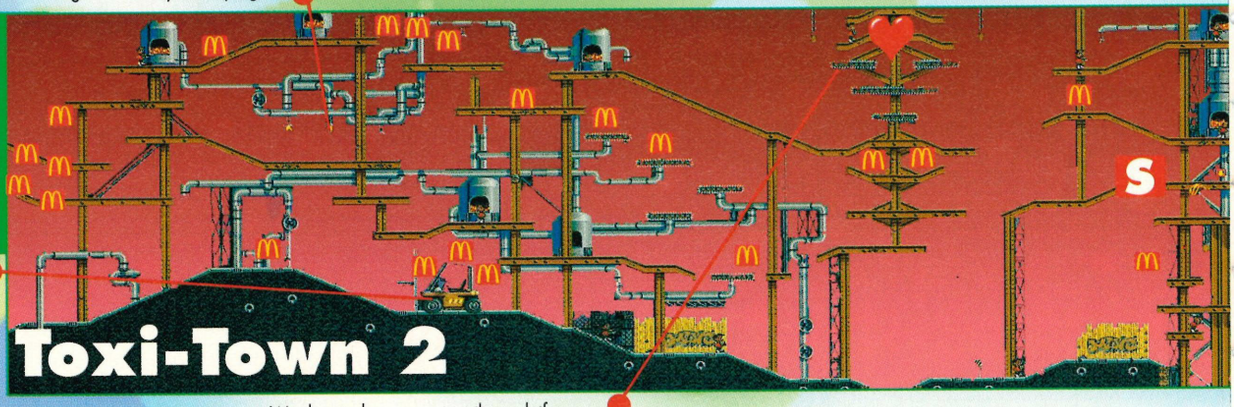


Jump up here and a magic invisible platform will appear and allow you to leap over and get the heart and arch. You thus avoid having to go all the way back down and then back up again on the other side.

There are plenty of burners all over the town which spurt flame every few seconds. Wait until the flames stop, then quickly run through before they start up again.

Now the scaffolds become more and more complicated with flames bursting from every corner. Halfway through the level there is a series of platforms which can only be reached by using the four invisible platforms to the right. If you want to get 100 arches, you must get across.

There are always arches hidden in the fork-lift trucks, and you can also use the lift to get to higher platforms.



Toxi-Town 2

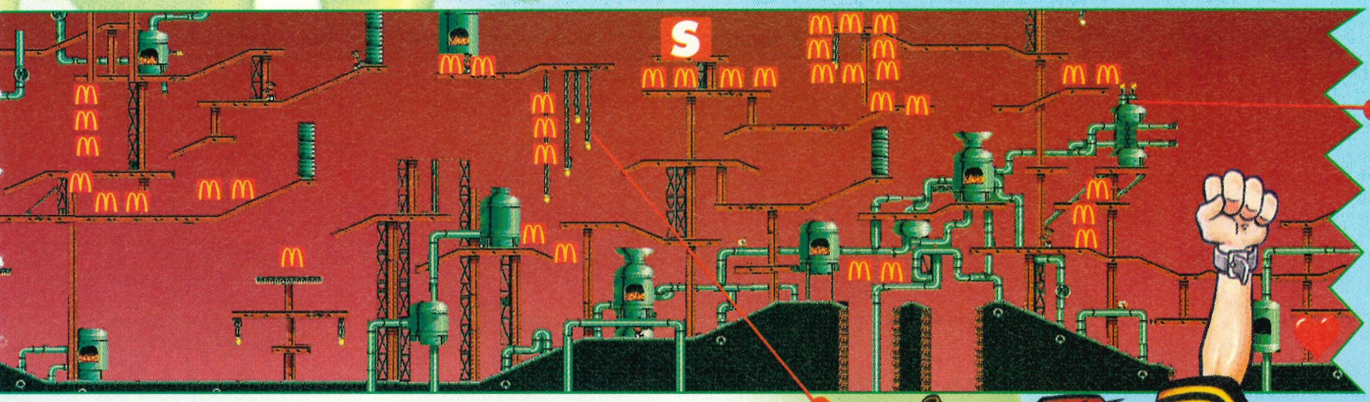
Watch out when you get on these platforms as they will try to push you off the edge. There is a heart for your trouble at the top.

Walk through this section of wall to receive a handy health power-up. Keep leaping against the walls in this section as there are plenty of hidden bonuses.

The flames won't hurt you in the furnaces, but the ones from the bunsen burners will. Avoid!



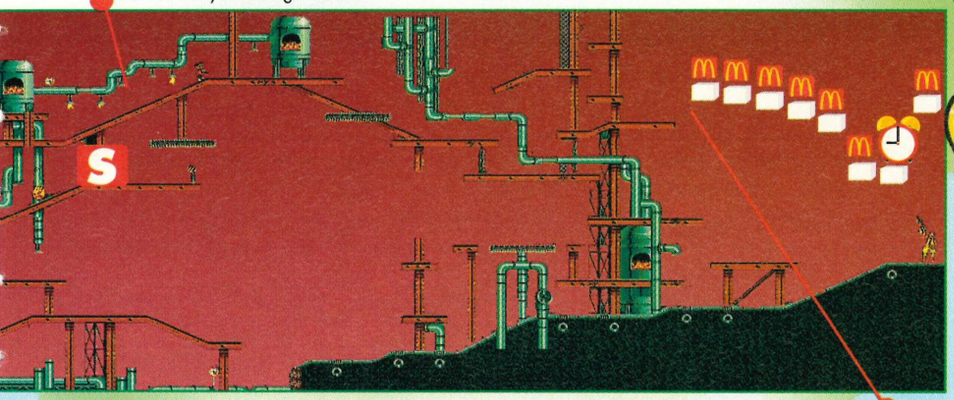
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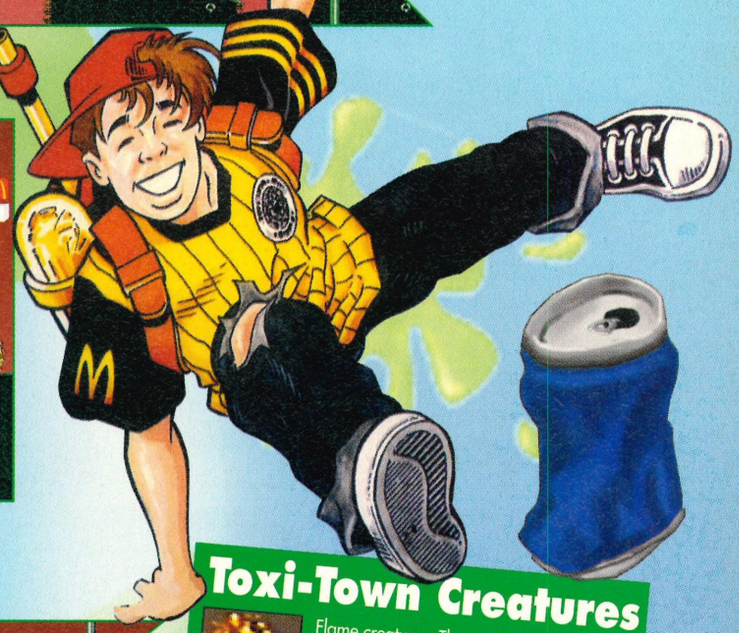


As you leap across the furnace here, you may be singed severely as flames will leap up.

There is a row of six burners here, and you will have to make a timed run through them so that you don't get burned.

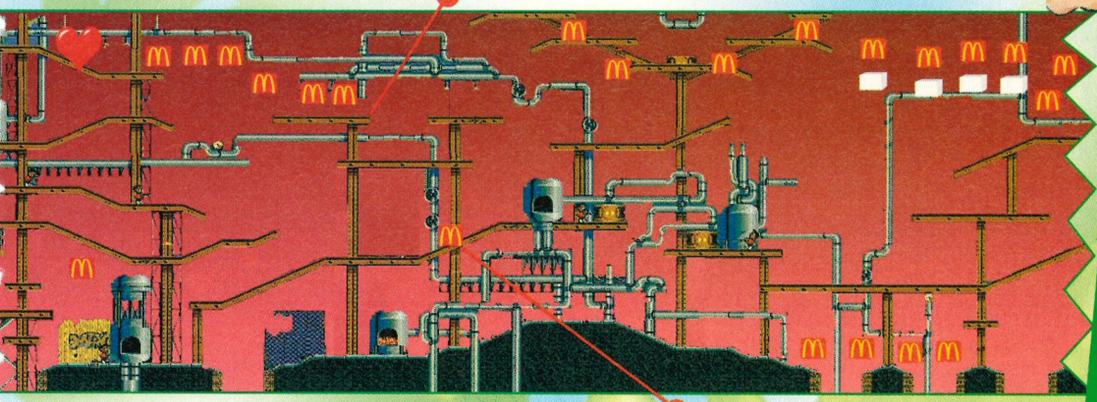
It is not commonly known that you can in fact jump onto these light chains and get all the arches found above them.





Look at all these goodies! Leap onto the platforms as shown and you will be able to get seven arches and a timer. Watch out you don't fall or you'll lose the lot.

To reach these platforms you must get over to the far right and jump over onto the invisible platforms without making a single mistake.



Toxi-Town Creatures



Flame creatures. They will dance all over the place and try to hit you. They take quite a bit of damage and are very fast.



Jack hammers. They bounce all over the scaffolds pumping the rivets and getting in your way.



Smog. The clouds of smog are very dangerous and will instantly home in on you for a suffocating squeeze.



Springs. The springs with eyes are not dangerous unless you bounce into them. They are just like the goo on level one.



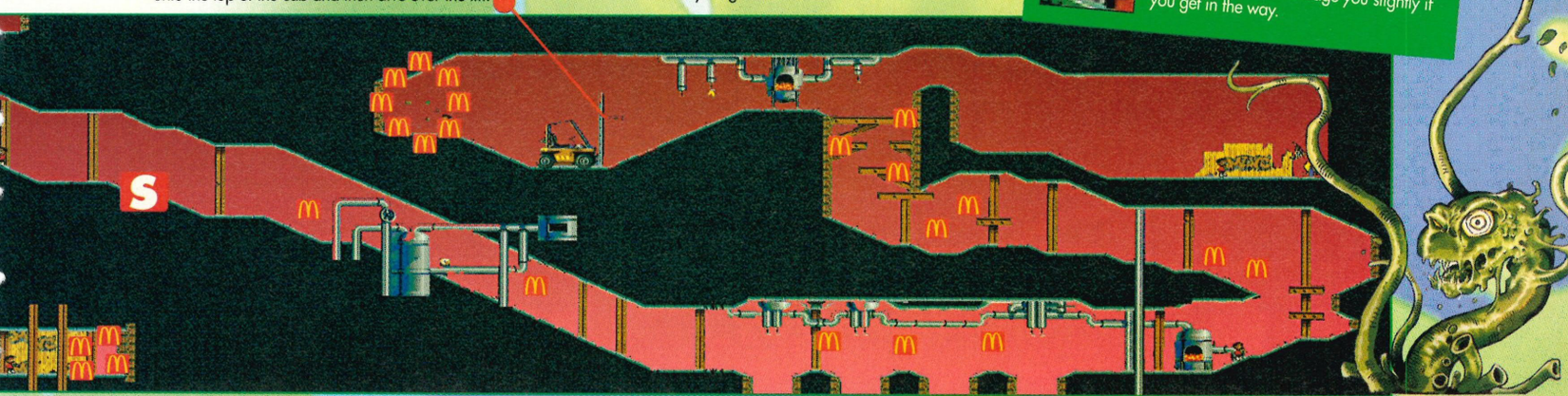
Dustbins. Bins are the main enemy in Toxi-Town. They throw bits of debris at you every second and just don't care!



Tyres. These just roll down the slopes in Toxi-Town and will damage you slightly if you get in the way.

Use the lift to get you over the side of the fork-lift and get all the arches. The only way back over is to leap onto the top of the cab and then dive over the lift.

Some of the arches are hidden in the scaffolding and you will have to be eagle-eyed to find them. The best method is to stop everything and look for anything that revolves.



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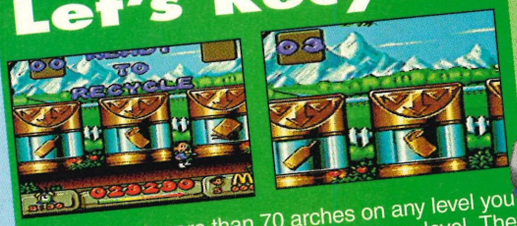


Hooray! The last section of Toxi-Town is unreasonably hard. There are loads of dustbins spouting missiles every second, so that you can be hit four or five times before you can destroy them. Look at the layout of the maps and make sure you don't fall down one of the deep pits on the mound. Pay particular attention to the conveyors which push you into the compacter.

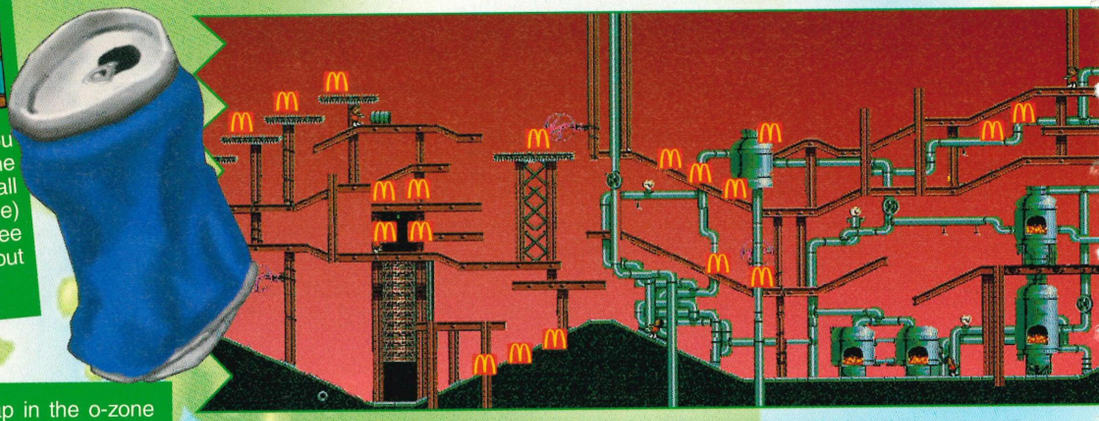


Many of the arches on this level require you to leap up onto objects such as this tube to reach them. They are just out of reach.

Let's Recycle



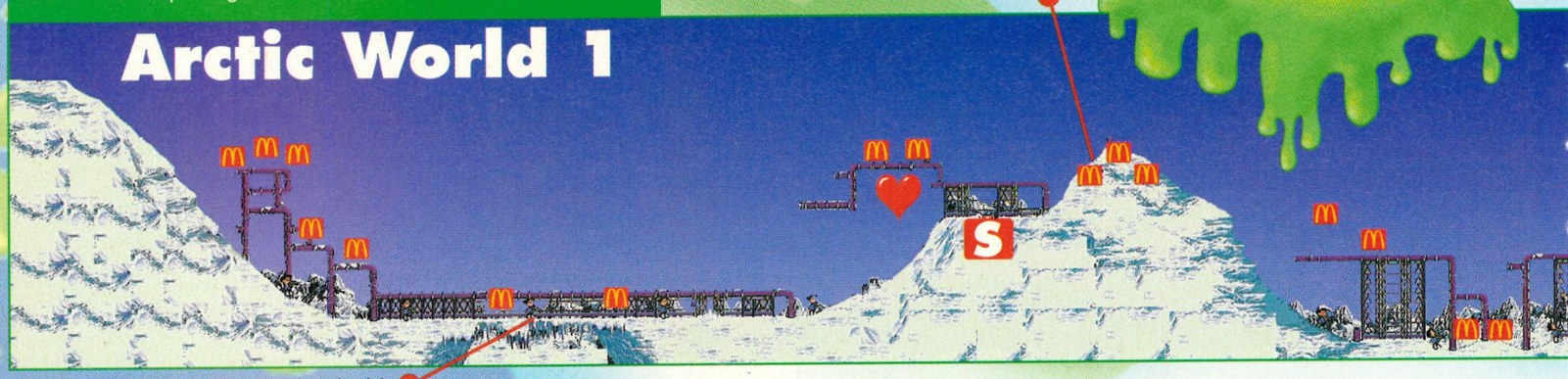
If you collect more than 70 arches on any level you will be told that you can go to the bonus level. The aim of this game is to collect all the objects that fall from the sky (only one can be held at any time) and put them in the right recycling bin. The three objects are a bottle, a can and newspapers, but you must not let them land or get hit by an anvil.



Ahh..., the fresh mountain air. Apart from the gap in the o-zone layer, the dangers on this level are yetis (yes, they do exists... honest), polar bears and ice birds. Most of the arches are off the ground and easily nabbed, but make sure you test every area of snow for secret passages and bonuses.

If you just run straight through here, you will find three arches which are not visible.

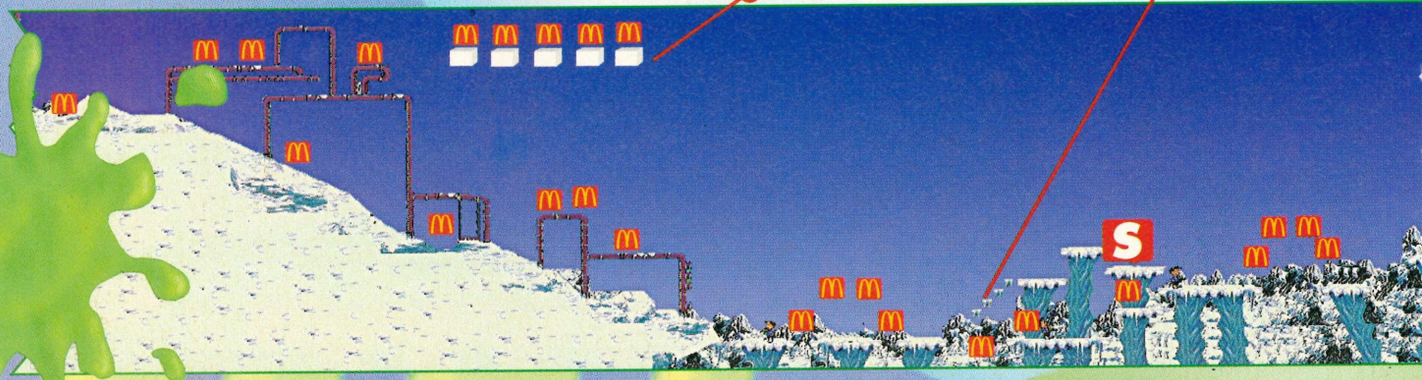
Arctic World 1



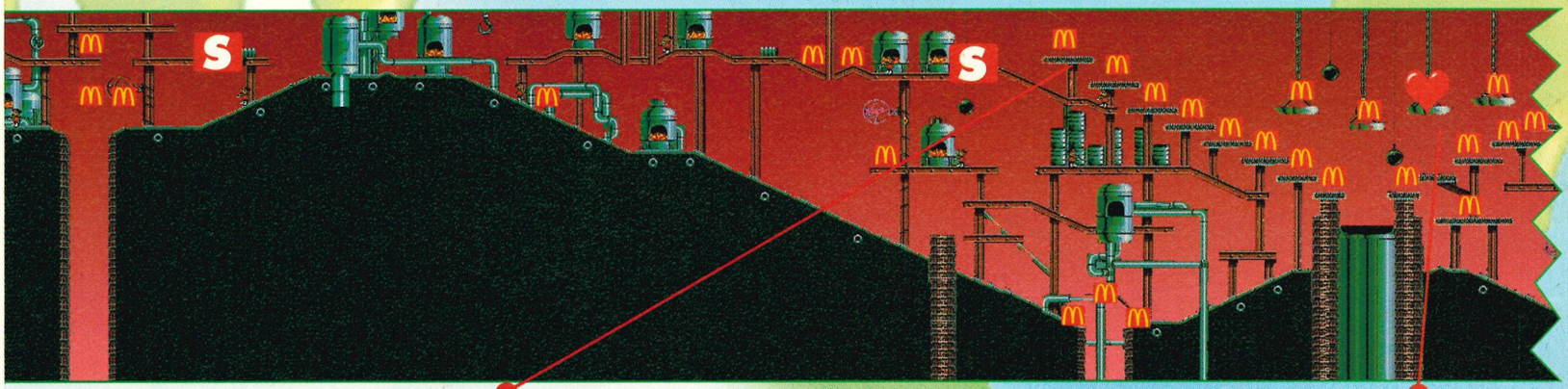
The first polar bear will attack you here, by sliding towards you and knocking you over. Leap onto the grid and shoot the yetis to escape.

Phew, that was close! Just as the maps were being layed out, we managed to find these last five arches to complete the set. Leap over from the pipes.

These icy steps will disappear once you touch them (didn't you just know it).



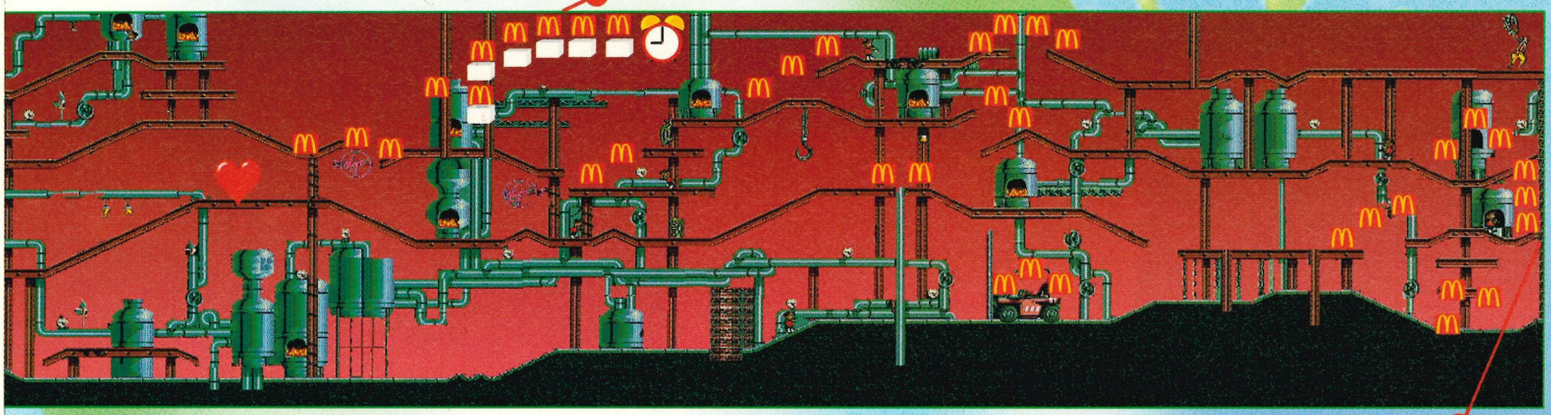
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These conveyors lead you down to the trash compacter at the bottom. If you run down them, they will give you a longer jump to get to the other side.

You can jump on these light fittings to get the arches inside. The breakers ball on the other hand will simply drop you through the floor!

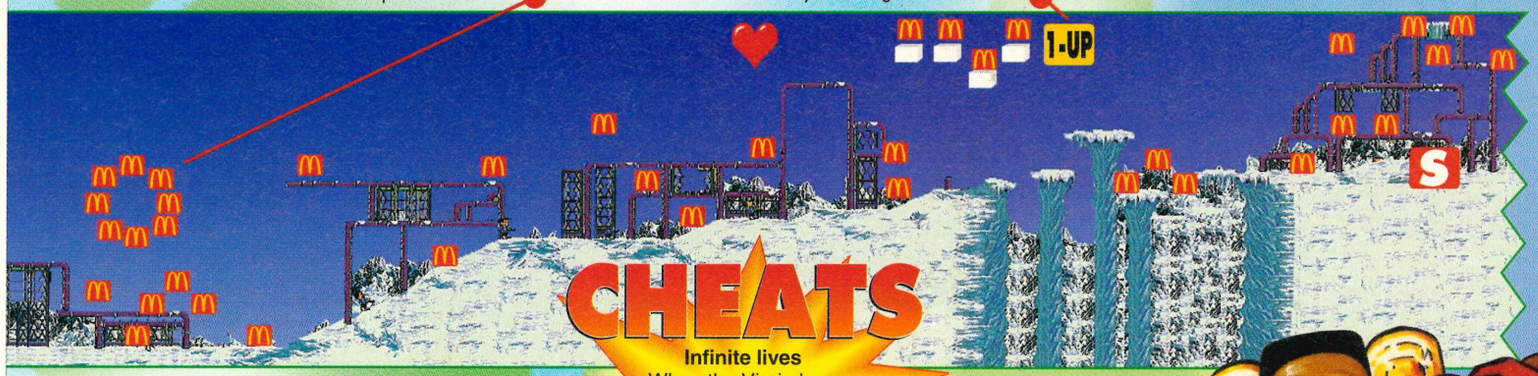
You will need to approach these secret platforms from the left in order to reach the timer.



Jump through the wall here to get three arches which were totally hidden. Ronald is right at the top on this level and there is only one way to get to him.

Push up when you get to here, so that you can see the arches, then do a power leap to reach them all.

Leap off the top of the pipes and get onto these platforms for the 1-Up. If you drop straight down from the 1-Up, then you will more than likely fall through the chasm below.

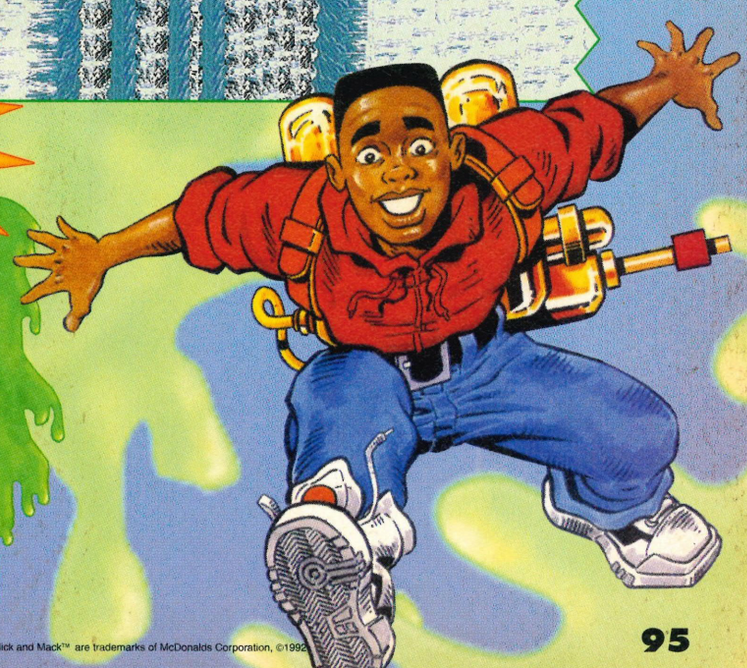


CHEATS

Infinite lives
When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A and C.

Drop down on the edge here and you will fall into a small cavern with an arch and an extra life.





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Arctic World 2

The second level of Arctic is set in the caverns with plenty of icy platforms to slip off. The main dangers are the bats (which zoom in to get you), polar bears (who do the usual sliding technique) and strange whirlwinds (that can spin you off into the abyss). The Arctic levels are very easy to complete.

The platforms here have polar bears throwing snowballs at you. Get up here and slime 'em to stop the barrage.

Miss your footing on this ledge and you will fall to the spikes below; losing a life instantly.

Cartridge supplied by:
Console Plus
Tel: (0924) 456802

SUMMARY

GAME NAME: Global Gladiators
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 8,900,500
NUMBER OF LEVELS: 12
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.

These platforms are exceptionally slippery and you can easily fall off the edge. The arches are all easy to get.

Plenty of arches to collect here, but you may have to leap off the cliffs to get the higher ones.

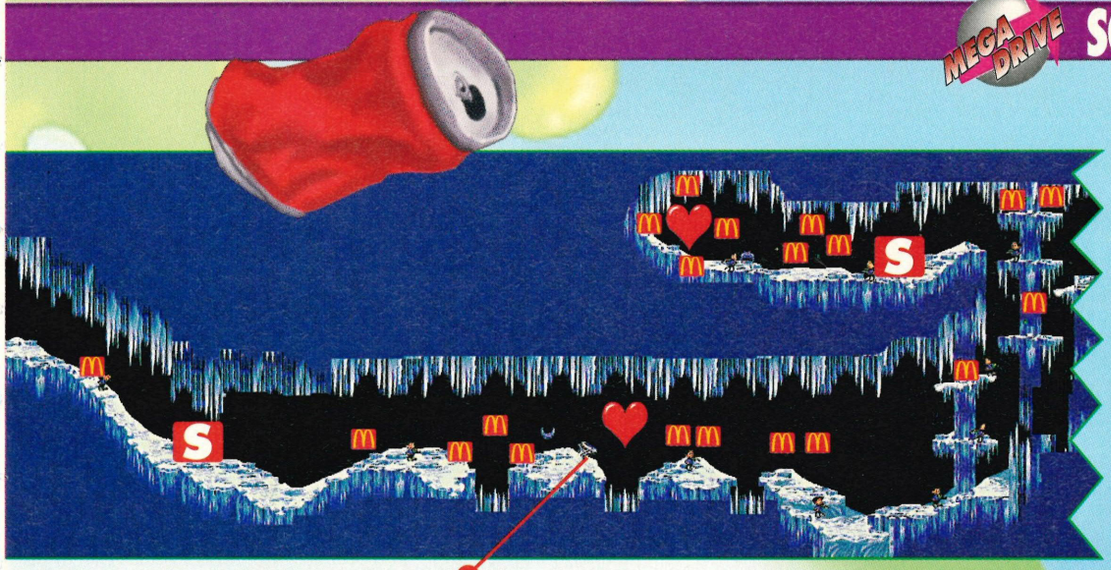
Arctic World 3

Arctic three is the easiest level since Slime World three. All you have to do is run to the left; collecting all the arches and shooting constantly. Halfway through, you must take a detour down below, but there is a useful heart if you keep going. Finally, the Global guardian is waiting for you at the end (see the box for how to defeat him).

Don't forget to leap back up here and get the secret stash of arches. Remember to get the heart at the top before you take the lower route.

This is the last restart point of the game and it is where you will be returned if you fight the boss unsuccessfully. Phew, at least you don't have to complete the level again!

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If you run through these platforms quickly, then you will more than likely fall into the spikes on either side.

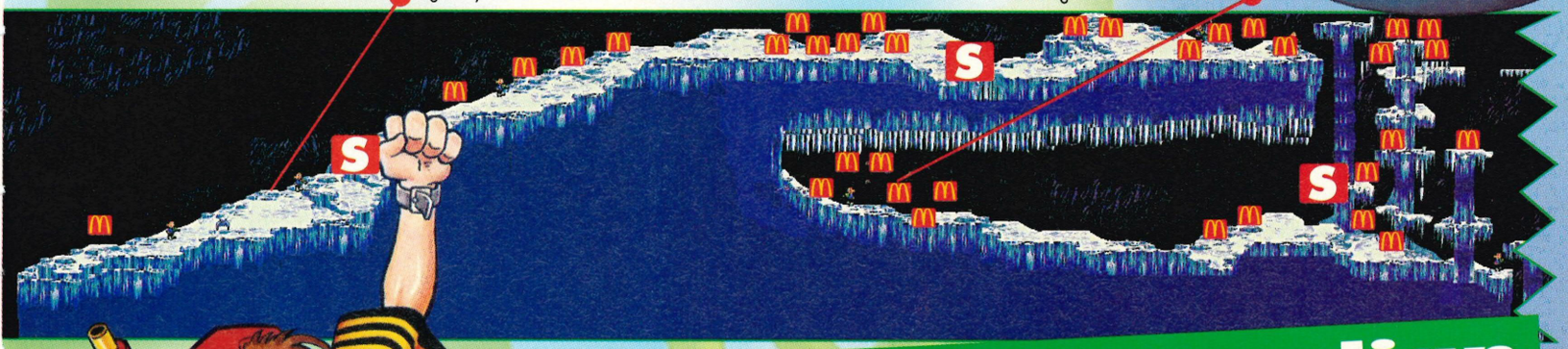
As normal, this ladder will completely disappear once you have stepped on it.





Just keep running up this slope whilst shooting and you will take out all the enemies.

Take this route for loads of extra arches, then head right to the end of the level.



Arctic World Creatures



Bat. These little suckers are attracted when you get near to them and will try to hit you. Leap over them, then shoot them.



Dervish. Spins towards you in an attempt to hit you and knock you off a platform. Invariably, they attack on cliff edges.



Icy bird. Same as the bats, they fly down and try to hit you in a suicidal manner. They are found on the first Arctic level.



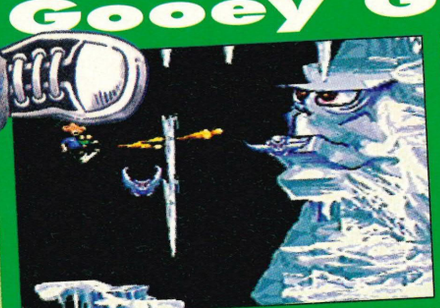
Polar bears. The bears are a curious breed. Instead of biting you with their teeth, they try to slide into you.

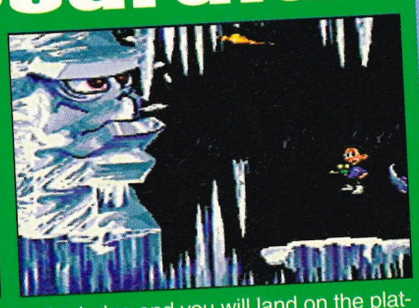


Yetis. The yetis bombard you with snowballs in the same way that the Slime Throwers did.



Gooey Guardian





No problem XS fans! Leap off to the right from the ledge and you will land on the platform in front of the first guardian. Keep leaping up and shoot at the guardian's eyes, as well as any bats that come out of its mouth. Once it is destroyed (after about ten or 15 hits), drop to the left where there is another platform and repeat the method on the second guardian. You will then be transported to the game over sequence.

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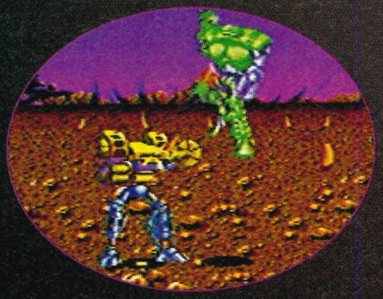


Inner Sanctum





This is a battle of wits, timing and lego building as you wade through wave after wave of cyborgs – all out



to stop you. The hero is desperate and does many unspeakable things to achieve his goal. He rips the arms and torsos off other beings, he saws through their limbs and throws the remains all over the shop!

The angry retribution of a time far into the future where men, transformed into machines are driven to slavery by the powers that be (some things never change, do they?). Something in the memory of a doomed pilot (who was kidnapped and turned into a cyborg) is not quite erased and he realises that he is being held against his will. In this realisation he seeks freedom, but to achieve this freedom he has to wage war through the evil slave lords denizens and compete in many a brutal battle to seek the final truth of *Cyborg Justice*.

POINT SCORING SYSTEM

The points are worked out into three categories: points for technical skill (which are achieved by variation on techniques and skill), points for brutality (which can be amounted by the all-out violence), and finally, you can achieve points for fair play – but who needs points anyway?

There are five levels to *Cyborg Justice* ,all relatively the same, but with different scenery and tougher difficulty levels.

LEVEL GUARDIANS

THE CYDREK FEDERATION

Level 1: Planet Scape

Battle across the three planet plains to meet all sorts of strange and violently manufactured cyborgs. When you have crossed the plain you will jump in the hovercar (which I believe was last seen carrying the evil doctor Robotnik) and scoot off to the next stage where eventually you will come face to face with the well constructed cyborg level guardian. Use the basic slam and punch moves to cut him down. Watch out for the black holes (flashing circles on the ground) that neutralise you and leave you at the mercy of your opponent for a few vital seconds. Also for this level you will need hydraulic legs to leap the gaping chasm that appears twice through this screen. Get used to dodging the missiles that burst through every now and then as they are faster and more frequent as the game progresses. Generally the missiles will attack from the left o right between fights.

Level 2: Cydrek Command Centre

Fight your way through the central command of the Cydrek Empire and wage war on those that interfere with you. These three levels are guarded by a slightly tougher guardian. His gun fires across the screen and needs to be leapt over when he backs off to build up his ammo. To defeat him, just leap the gunfire and crouch – waiting for his approach – then when he appears, hop forward, in effect shoulder barging him in the face (ouch!). Watch out for the cutting blades in the floor as they cut your feet to ribbons. Use the blades to your advantage and lead your enemy



into them or even throw your enemy on them.

Level 3: Outer Sanctum

Freedom from the stuffy corridors and into the equally wild Outer Sanctum. The level guardian has this terrible talent of ripping off your arms before you get the chance to fight back. When he has ripped your arm off, he will then remove your torso making you null and void and losing all of your lives. Do the same as in level two, but try to keep your distance. Be prepared for the burst of fire that he propels all across the screen; the only way to avoid it is to leap into the air. Don't be too cocky and try to rip his gun arm off, it is possible, but terribly difficult and a great risk as well. What have you got

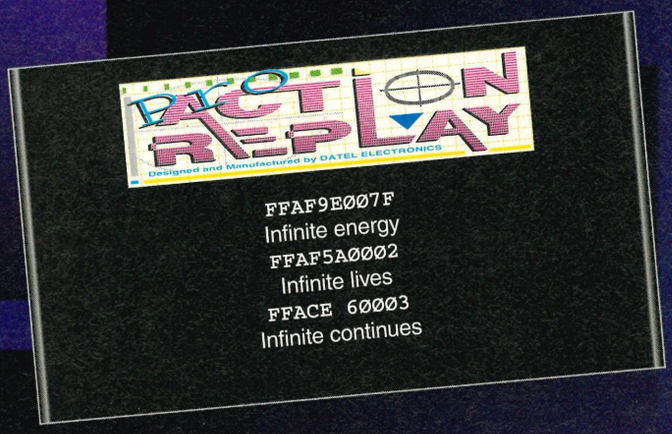




MEGA DRIVE

SEGA ● BEAT-'EM-UP

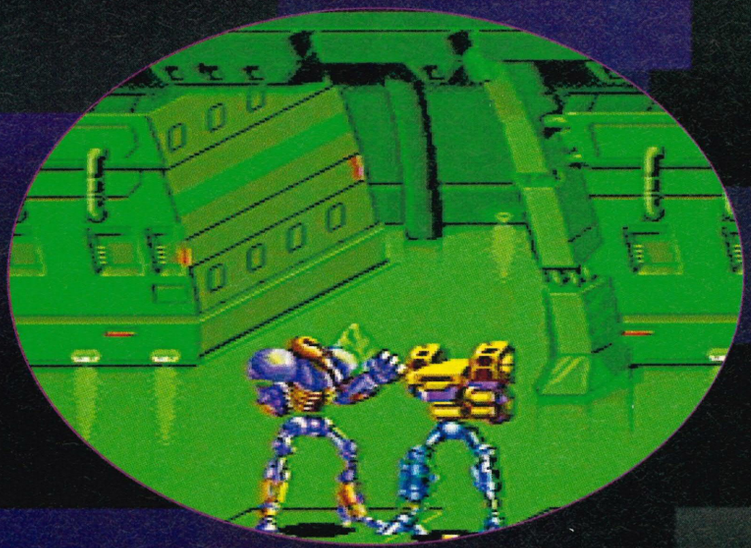
CYBORG JUSTICE



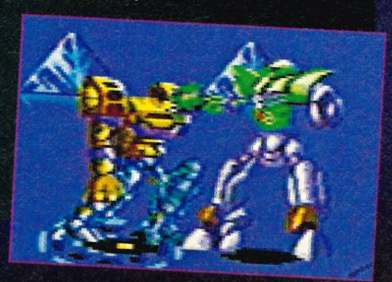
to lose?

Level 4: Above The Inner Sanctum

It goes on and on. On the roof tops of this fine city you will find many bullies who's only occupation is to charge at you in twos; making your chances of success twice as low. But fear not and don't give in to their superior numbers, just rip off their arms and kick their balls (ball-bearings I mean). The spikes that appear occasionally in the floor tend to knock out some of your precious energy, so try to avoid these at all costs. Watch for the flying metal at your feet as this means that you are standing upon a booby trap. This level is set up as much the same as the last, but a little more difficult. The level guardian is the same cyborg, but rebuilt and a little more irate! Do not use regular moves as this takes you too near the guardian and he will tear your arms off without you being able to get a single punch out. Also, when he spurts off a line of flame, leap, but be prepared to leap again as it comes back from behind to catch you unawares.





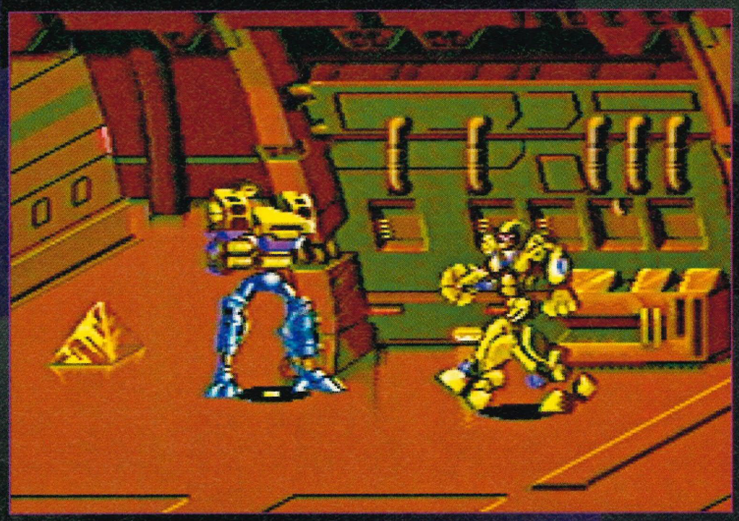


Level 5: Future Jungle

Amongst the spooky trees of this fabricated planet sleep the robots of the night, ready to fight to the last to seize you in your final lap home. I am sure they will, maybe once, maybe even twice, but a third time? NEVER!! I will find my freedom!

The cyborgs come in twos and are much harder to defeat. It takes more fire power and more hits to destroy them. As each one is tougher and there are usually two of them, it makes them four times harder to defeat. Keep a cool head and attack only when you know that you are going to escape unscathed because the damage you receive is also far greater than in previous levels.

Whereas they were reluctant to use their special weapons before, they now use them with a vengeance much to my surprise and dismay.



MOVES

● You will need all these combinations to defeat the many mini minions who attack you in each of the worlds but the basic methods are much the same.

Button A produces a short forward hop. The B button creates a quick jab (being the most versatile move). The C button blocks if you are still and jumps if you are moving forward.





Planet Surface





● The most brutal, but a very vital move is to rip the arm off of your competitor (it is vital in the fact that when you meet the level guardian you need your arms for protection), to do this stand close to him and press the direction button left and press the A button. If you have completed this move correctly, your cyborg will grab the arm off the enemy and leap up onto his knee, he will then proceed to pull until the arm is severed. Hmmm, What to do with



the arm then? Well, you could either throw it away and it will explode (press B), or you could just drop it (press C). Finally, if you prefer it to your own arm, replace it by pressing A. Once you have removed the arm then all that remains is the torso. To remove this, do the same actions, but the torso is pretty useless so you might as well dispose of it and the enemy cyborg will be finished.

● When a cyborg is destroyed you usually have to hang around and wait for the remains to explode, but if you're in a hurry, destroy the remains by pressing the direction left and the A button – this will be a forward kick. If you would prefer to assemble the remains (for use in two player game if your assistant becomes disassembled) do the forward kick and pick up the torso.

● The head smash, being a most pleasant move compared to many others, is a gentle swing to the head of the opponent in a most violent manner. To perform this move, press a direction (the way you wish to smash) and the A button.

● In times of trouble, a back flip may save you from the worst disaster. Press direction down and the C button.

● The waist latch attack is full of the glee of summer. Press direction up and C, then direction down and C. This will sit your character on the knee of your enemy and bash his brains in. Wahay!

● Use your special arm attachment by press A and then holding down A. If you have a buz saw, it will unsheathe and cut into your opponent's body.

Try to utilize all of the moves available to you as this will achieve more points and make the game more of a thrill to play. It is a much greater game on two player as it turns into your regular beat-'em-up instead of the pseudo map game it pretends to be.



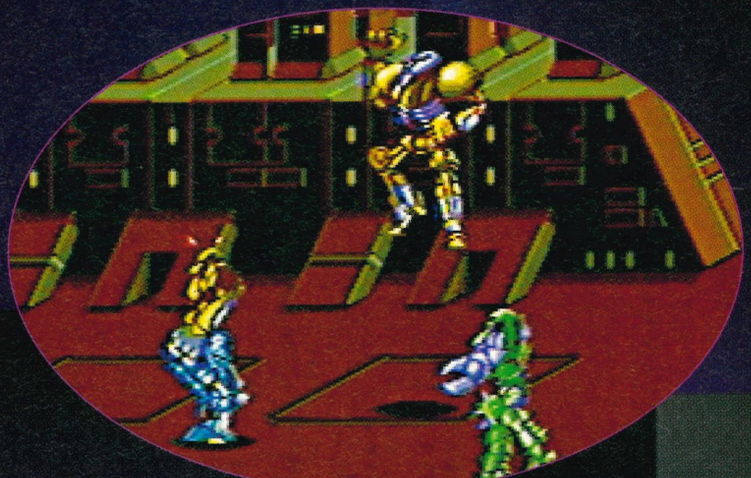
BUILDING YOUR CYBORG

BODY

The normal body is solid armour of regular gauge. The lobster armour is heavily spiked and delivers great damage at close range. The insect armour is close fitting protection armour, that means it was tailored in



Saville Row; probably. The frog armour is strong, but lacks potential and fun. The two final body armour suits are the finest to choose from as they are the strongest at both attack and defence. The booster armour is a massive protection armour used also for the level guardians; it does great damage because of its shapeless bulky size. The quasimodo armour is the same as the booster,



but it's a much more debonair suit fit for any occasion with its muscular torso.



LEGS

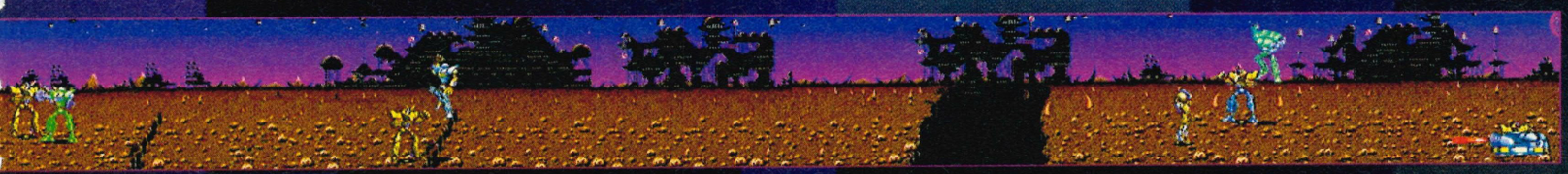
The jogging legs are designed for fast footwork (float like a butterfly, sting like a bee). The spiked legs are thin and sinewy for extra speed and versatility. The somersault legs are; well I think they speak for themselves don't they? They are useful for flipping into the face of an enemy. The tank legs are a fun piece of equipment – When they are activated, they fold up, a force field appears in front of you and you charge headlong into the enemy scattering all and sundry.

The big foot legs are best for defence. Whilst wearing them you cannot be thrown and you are also immune to the death traps (when faced with an enemy with big feet, do not pick him up as you will fall and injure yourself). Last, but definitely not least are the hydraulic legs which boost you across any designated area. This is needed in level one as there are several chasms to leap over which cannot be crossed otherwise. I usually find that staying with these is the easiest to do as they come in most useful.

ARMS

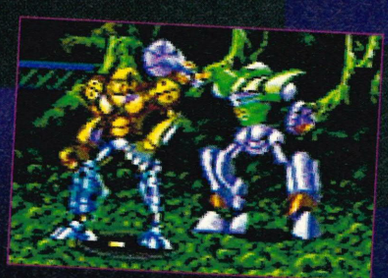
Normal hand is basic, but uncomplicated and useful for a vicious blow. The fire spray hand delivers a small, but directive burst of fire. This is helpful when the enemy is caught in a black hole as it does fiery damage.The laser hand is the most powerful of projectile hands as it can wipe an enemy out in one burst at a distance. The launch hand is more of





a pain because when you have fired it you must then stop battle and retrieve it before it explodes and you become 'armless (groan!).

The crusher hand consists of three spiked balls which, when activated, extend and grind the opponent. This is difficult to use as it takes time for it to become active and by the time it is working the enemy is usually upon you. Finally the finest of all the choices of equipment is the saw hand. This cuts through the enemy like a hot knife through something not very hard at all. Like the crusher hand it takes a while to activate, but not as long and it can sometimes, if directed correctly, be put through a moving



object.

PLAY AND EXTRA HINTS

A most important thing to watch out for is the missiles which alternate from side to side (or head directly for you). An ally can be made of these missiles: if you leap into the air then the missile will pass underneath you and may hit an enemy cyborg.

To make sure of accuracy, watch the eyes of your character. If they flash, that is when you are level and when you should deliver your all-powerful blow. The cyborgs that you are up against are slow at turning so you should hit them from behind, then walk around them to deliver another blow. This can be continued until he is deactivated. To activate the special weapons is simple: if you wish to use the hand weapon then press the A button twice, but be prepared as the weapon takes a few seconds to become active and the enemy can gain important ground on you.



To activate the legs for their abilities, press the C button twice. For example, when you wish to use the power of the hydraulic legs leap into the air, then press the C button again and you will evacuate the screen in a single bound. The regular punch can be directed. If you press direction forward and press A then you will come down with a single smash in the face. If you wish to hand out an uppercut, then press up and A. Finally, to karate chop your opponent then press down and A. These are very destructive punches and cause great damage to your opponent, sometimes even stunning them for a short while. Unfortunately it takes a little while to build up, not as long as the special weapons, but long enough, and in those invaluable seconds vital energy can be lost.

Most of the game consists of finding the space to perform a manoeuvre, watch for the distance travelled when a cyborg carries out an attack and then you will be able to strike as the cyborg finishes his attack. This method of timed attacks is the most useful of attacks, but the one that is liable to backfire most if your timing is incorrect. You know when you have been struck as your chest seems to short circuit and sparks fly in all directions. The best and most destructive move is the crouch barge. Press direction down and C, then press C again, this will throw your cyborg forward into the enemy. On the first level one of these barges will destroy a single enemy. You can follow this up by pressing C again when at the feet of the enemy, this will make him pick up the enemy above his head (remember not to do this if the opponent has big feet) press C to let him down gently or B to smash him head first into the floor and A to cast him asunder.



The throw and the headslam



sometimes removes limbs, so be prepared to rip off the torso. Flying kicks can be accomplished sometimes, but the cyborgs usually wise up to this and you will clash in the air. This does no damage, but gets a little tedious as you will both jump-spin around each other and land. This will continue until you stop jump-kicking. Short kicks can be awfully effective, but as we all know, a blow to the shins is mighty painful. Always remember that whatever your capabilities are, the enemy cyborgs are equal. If there is a cyborg which is built with your standards then you speed will be the key.

Try to strike from behind, adapting to each character. There are 216 different combinations of characters to choose from, most of which are very similar, each depending on the flavour and tastes of the gameplayer. My preferable combination is hydraulic legs (as the leaps can get you out of tight corners when you are trapped), the quasimodo body (for its strength and for my own vanity) and the saw hand because it chops the cyborgs up nicely, looks dangerous when exposed and it seems to confuse them immensely.

As the levels continue there are more obstacles to dodge, made especially awkward because of the continual fire of missiles, so you haven't got time or space to practise moves. The practise room is therefore perfect for getting to know all your moves.



Cartridge supplied by:
Console Plus,
Tel: (0924) 456802

SUMMARY

GAME NAME: Cyborg Justice
TIME TO COMPLETE: 1 day
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 5
CHALLENGE RATING: medium

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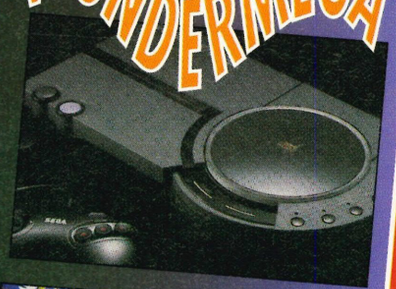
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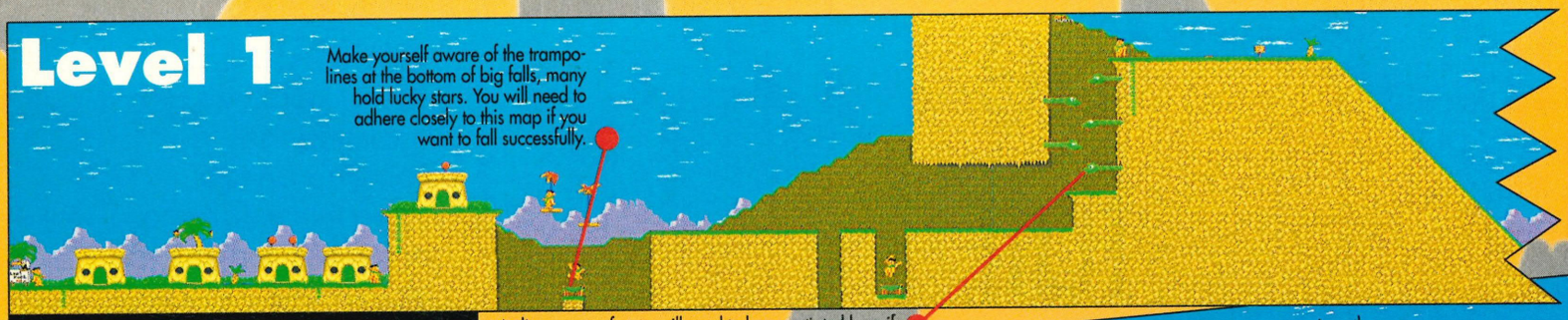
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Level 1



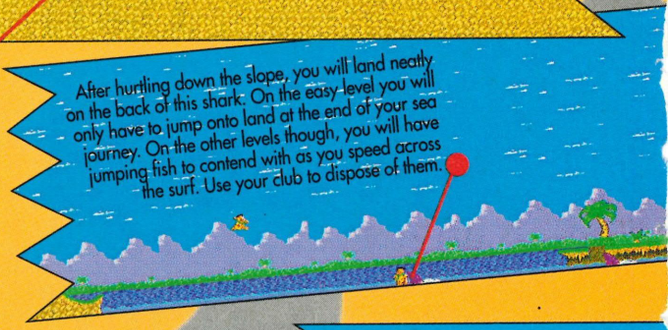
Make yourself aware of the trampolines at the bottom of big falls, many hold lucky stars. You will need to adhere closely to this map if you want to fall successfully.

Begin the first level by searching for Wilma's lost necklace. This is the land of prehistoric man, Leaf Rock (home of the lesser known species of the Barnius Rubblius), low IQs, and of course, the architect of stone circles – Fred Flintstone. It is a treacherous area to be wandering as in your search for the precious jewels you will need to leap the caverns, fly Pterodactyls and ride the backs of Great Whites. Collect 50 lucky stars (that's the one with Fred's face on), and gain yourself an extra life and 200 points.

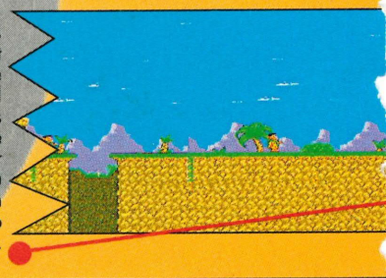
A slippery set of steps will need to be negotiated here if you wish to continue. It takes a good combination of club work and jumping. Climb to the first ledge and wait at the edge and hit the snake as it comes at you. The second snake will appear, hit him and continue up using the same process.



After hurtling down the slope, you will land neatly on the back of this shark. On the easy level you will only have to jump onto land at the end of your sea journey. On the other levels though, you will have jumping fish to contend with as you speed across the surf. Use your club to dispose of them.



To rid yourself of this loathsome beast and at the same time breach the offending wall, you will need to jump the hog as he charges at you. He will, if you've timed your jump well, run under you as you leap, and crash into the wall opposite. Do this twice.





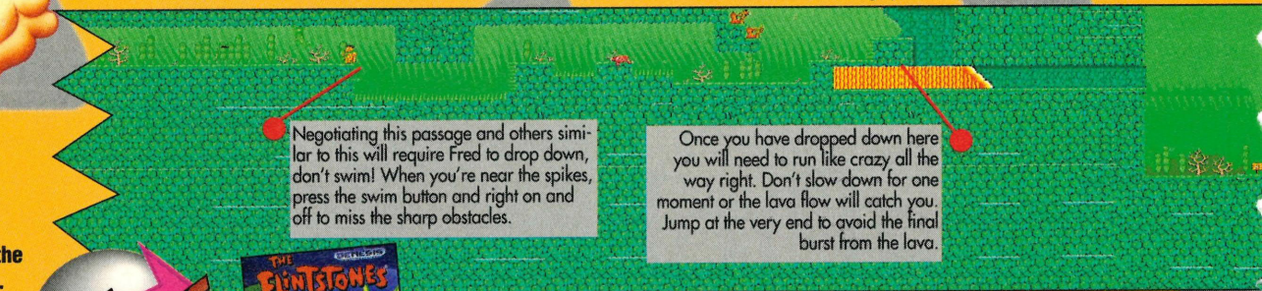
Water, water everywhere... this is where Fred (may I call you Fred?) meets Stingray. Swimming is not Fred's forté, fortunately help is at hand, such as the club to bash all enemies out of the way. It is worth practising a little at the beginning to get used to the swimming action as there are many spikes to avoid as well as the squids that sweep you into the arms of danger. You will need to take the level carefully to avoid silly mistakes.

Level 2



These are the squids with fans. The fans will cause you to swim into the opposing spikes. Avoiding this requires nifty swimming, allow yourself to float down whilst adjusting your direction against the current.

To gain the extra life concealed by this balloon, you will need to walk, not swim, to it; missing the current. When leaving, walk left and swim holding up, making the exit through the top.



Negotiating this passage and others similar to this will require Fred to drop down, don't swim! When you're near the spikes, press the swim button and right on and off to miss the sharp obstacles.

Once you have dropped down here you will need to run like crazy all the way right. Don't slow down for one moment or the lava flow will catch you. Jump at the very end to avoid the final burst from the lava.

Hey, we all know the theme tune and the catch phrases to one of the most successful cartoons of all time. *The Flintstones*, a cartoon many a generation has grown up with. It's a well animated and unique game with six wide ranging levels (four on easy), taking your game playing abilities well and truly to all extremes! As the XS team soon found, *Flintstones* is no push-over and you will definitely need our expert help to get you through the game. SEGA XS leads the way... Oh no, I feel an attack coming on – Yabba-Dabba-Doo (sorry)!

MEGA DRIVE



TAITO ● PLATFORM ADVENTURE

THE FLINTSTONES

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Sharks and flying fish on the harder levels will hinder you as you make your way right. Use all of the balloons and the wares they offer, whilst avoiding the sharks as they bite chunks out of the land. The best way to avoid them is to stop when a shark approaches, he'll bite in front of you, leaving you to jump over the gap.

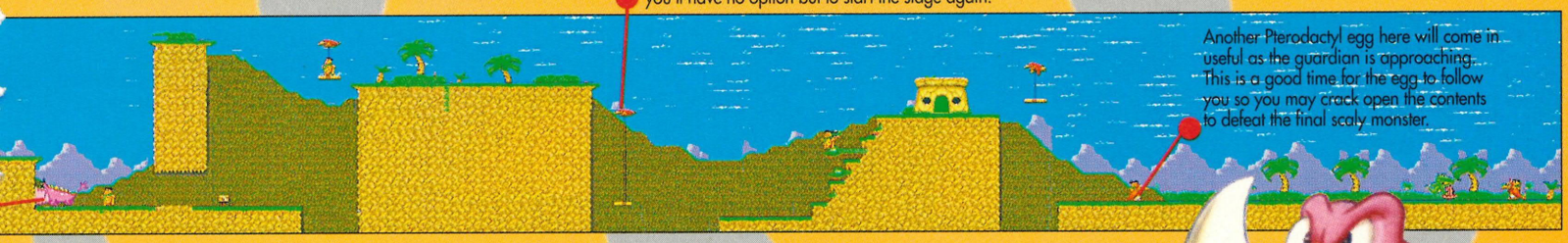
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FF01550004
Infinite hearts are all yours with this Action Replay code

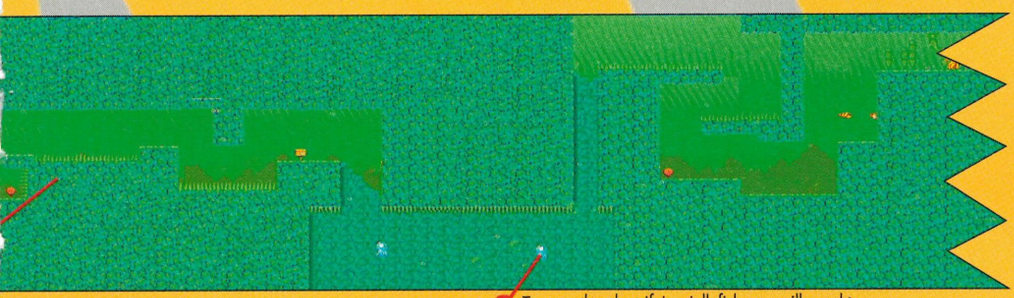
This Pterodactyl egg will produce a fully grown bird for you to ride. You don't have to use it straight away, as long as you've walked past the egg so it jumps, it will follow you (to a certain extent) until you need its powers. It's worth noting that the bird fires hot bullets to destroy any unwelcome guests.

Taking a tumble and falling down here is not the worst thing you could do. It holds extra points, apples, and hearts as well as a Wilma invincibility icon.

Timing your jump off the ledge is a crucial part of the level. You will need to make sure you land on the ledge, if you don't, you'll have no option but to start the stage again.

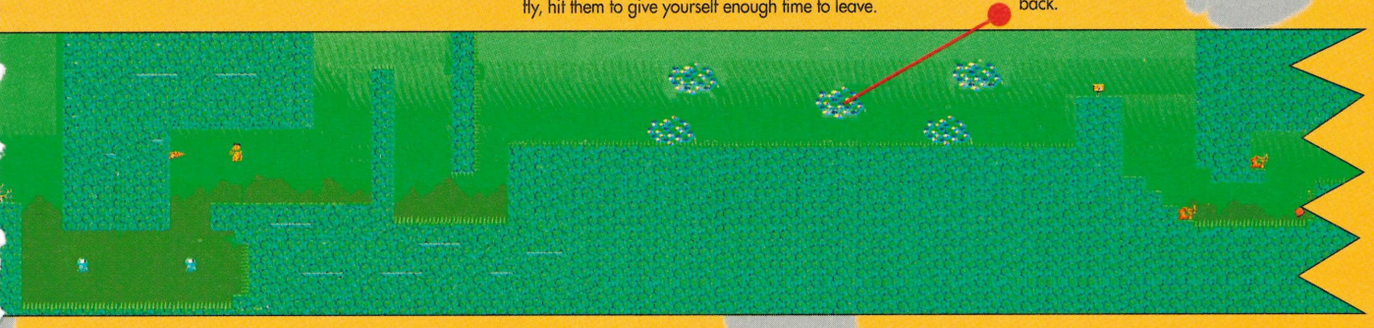


Another Pterodactyl egg here will come in useful as the guardian is approaching. This is a good time for the egg to follow you so you may crack open the contents to defeat the final scaly monster.

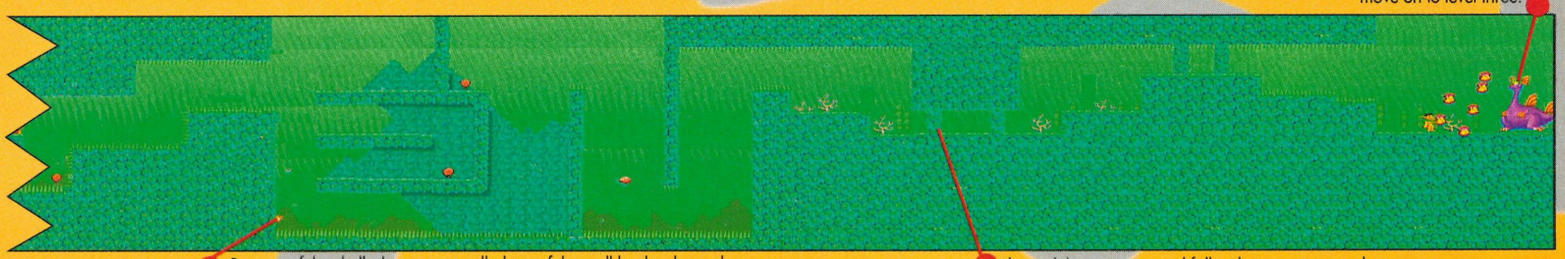


To pass the electrifying jellyfish you will need to whack them. After they've finished letting the sparks fly, hit them to give yourself enough time to leave.

Schools of fish move increasingly faster depending on the level you're on. These are best passed at the bottom, swimming over the schools at the very bottom. You need to be quick to miss the experience of being impaled on the spikes at the back.



The only sub-aqua guardian to grace *Flintstones* can be defeated by hitting the falling shells onto each other, so they hit the purple Dino. Fred should stay on the ground to the left side of the screen as the guardian doesn't move too much. To avoid the whirlpools he flings at you, swim up and between vortexes. Collect Barney's fish hook to move on to level three.



Beware of the shells that are propelled out of the wall by the shy and retiring Hermit Crab. Knock it out of the way if it bothers you.

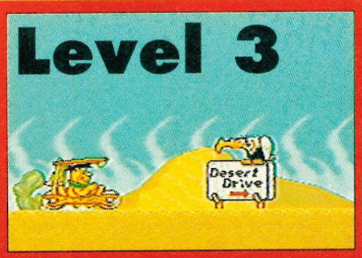
The rock barriers rise and fall with unnerving regularity; making your job of passing them easy. As the first one rises, walk under in time to see the second one lift up.

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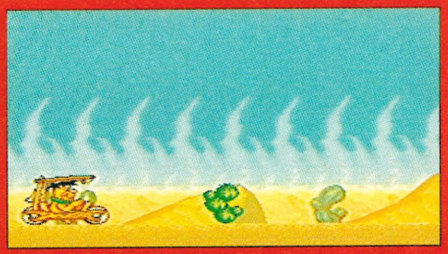


The third installment is a complete contrast from the previous level as Fred has landed in a desert. You are in control, or not as the case may be, of the infamous Fred-powered vehicle. Using all the leg power he can muster, Fred is to jump over cacti, skulls of unfortunate dead animals and make death-defying leaps to rescue the wandering Pebbles.

Level 3



Welcome to the Paris-Dakar rally, Fred is in pole position to take the title and to take Pebbles straight home. Three, two, one...

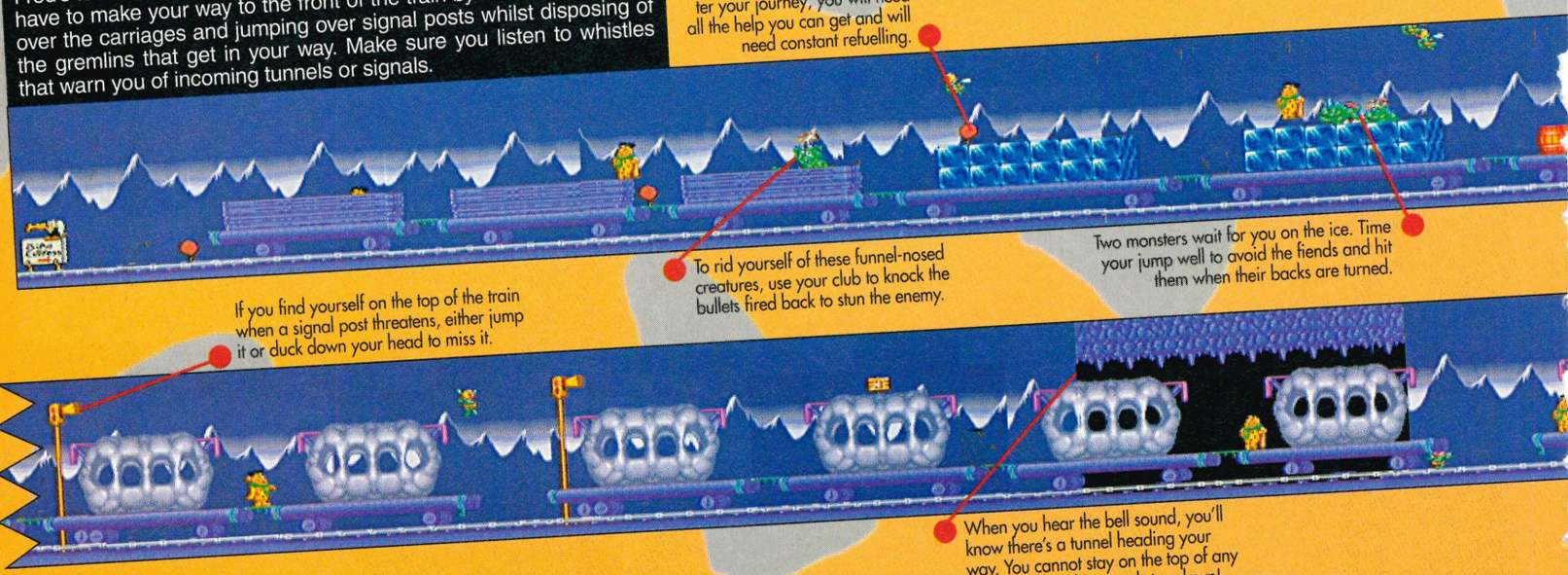


Your first obstacle is the cactus. There are three ways of approaching this. You can jump it cleanly and skim off the top, or you can crash through it (not wise!).



The animal skulls sticking out of the ground will inflict damage on the vehicle. Firstly, the canopy will be ripped off the car leaving you vulnerable for more attack.

Fred's fourth mission is set on a train, powered by a dragon. You will have to make your way to the front of the train by means of climbing over the carriages and jumping over signal posts whilst disposing of the gremlins that get in your way. Make sure you listen to whistles that warn you of incoming tunnels or signals.



Make use of the balloons that litter your journey; you will need all the help you can get and will need constant refuelling.

To rid yourself of these funnel-nosed creatures, use your club to knock the bullets fired back to stun the enemy.

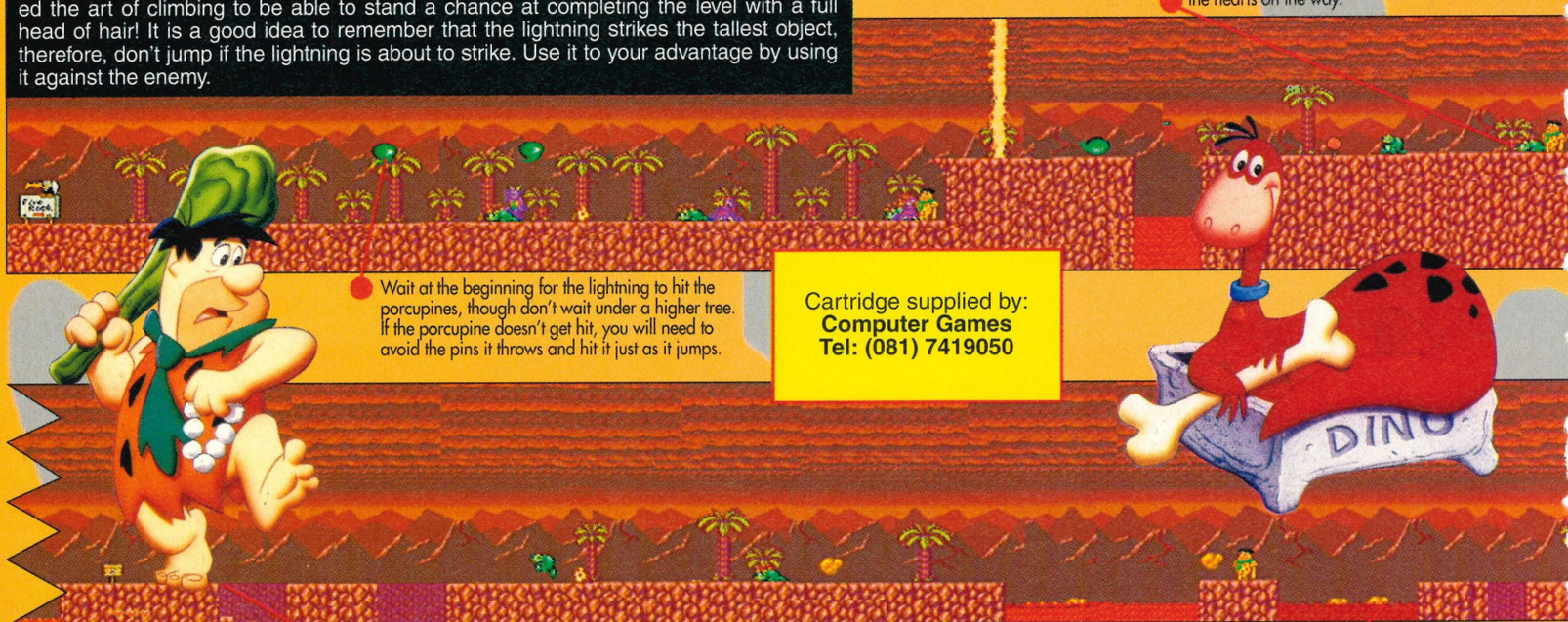
Two monsters wait for you on the ice. Time your jump well to avoid the fiends and hit them when their backs are turned.

If you find yourself on the top of the train when a signal post threatens, either jump it or duck down your head to miss it.

When you hear the bell sound, you'll know there's a tunnel heading your way. You cannot stay on the top of any carriages; get down and stay down!

The fifth level can be reached only on the normal and hard settings. This level is set in the volcanic areas local to Fred. This is probably the hardest level of all as it contains some extremely difficult climbing and jumping sections. You really need to have perfected the art of climbing to be able to stand a chance at completing the level with a full head of hair! It is a good idea to remember that the lightning strikes the tallest object, therefore, don't jump if the lightning is about to strike. Use it to your advantage by using it against the enemy.

You will need to have a bit of a clubbing frenzy to make it past this army of prehistoric ghouls. Collect the hearts on the way.



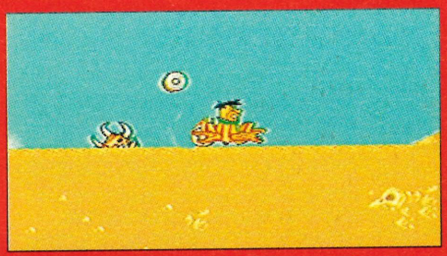
Wait at the beginning for the lightning to hit the porcupines, though don't wait under a higher tree. If the porcupine doesn't get hit, you will need to avoid the pins it throws and hit it just as it jumps.

Cartridge supplied by:
Computer Games
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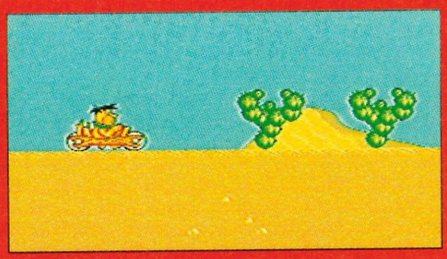
There are a number of these holes in the ground. You won't notice them until you have got really close to them. You can just make out the holes from the lines in the ground.

To cross the volcanic ponds you must make use of the falling rock. You will need to be quick as it sinks rapidly. Alternatively, you can use the Pterodactyl seen earlier.

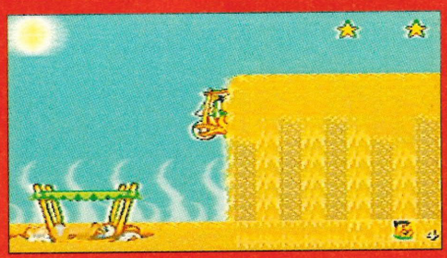
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Secondly, the car will lose its wheels. This is not advisable and can result in immediate stoppage. You would then have to restart the stage.



It is possible to completely clear these huge cacti. However, the easiest way would be to jump on to the cacti, skimming off and landing in time to jump the next obstacle.



There are plenty of points to be gained by bouncing off these curious looking contraptions, up and up to the top collecting all the stars on your way.

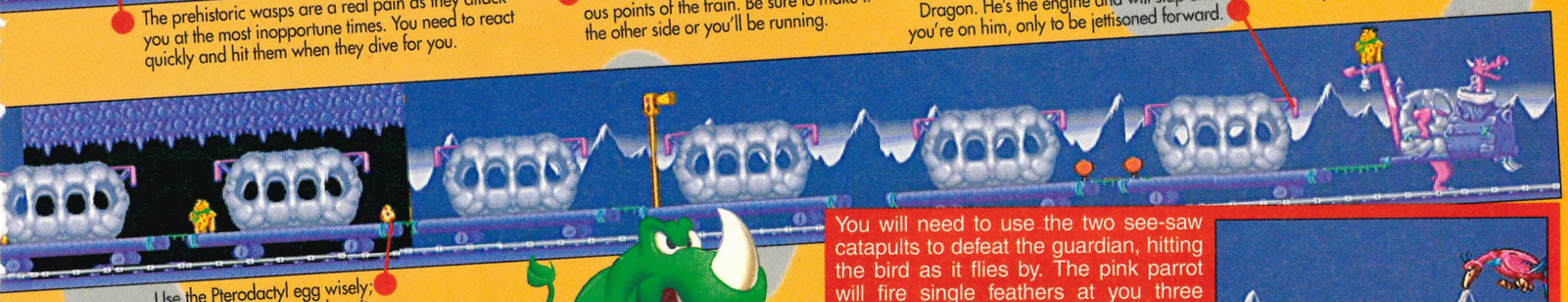


The prehistoric wasps are a real pain as they attack you at the most inopportune times. You need to react quickly and hit them when they dive for you.

The carriages detach themselves at various points of the train. Be sure to make it the other side or you'll be running.

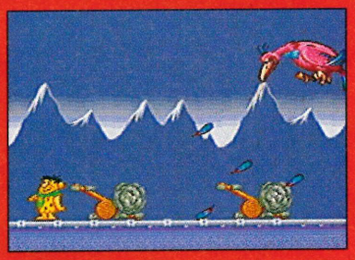
Once here, jump onto the back of the Dragon. He's the engine and will stop once you're on him, only to be jettisoned forward.

To pass the dragon, wait on the hump nearest its head and stun him with your club just before he blows a flame at you.

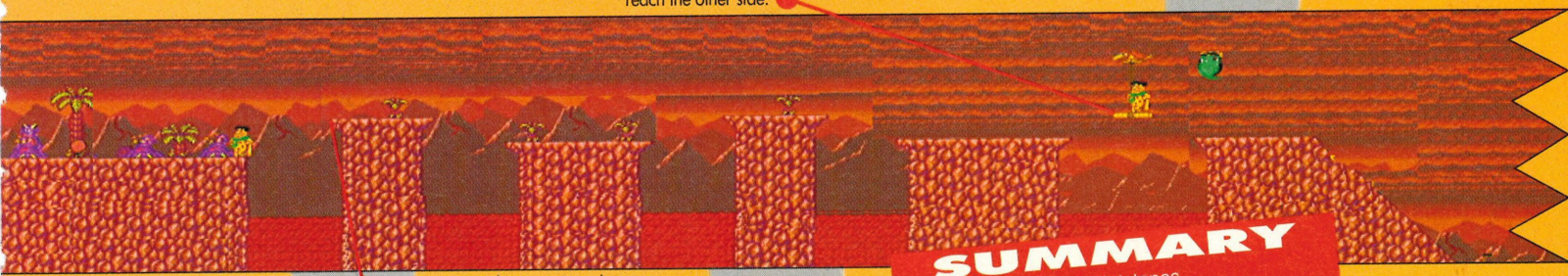


Use the Pterodactyl egg wisely; you don't want to be stuck waiting for a tunnel to pass, wasting the time on the back of the bird. Let the egg follow you until you are in real need.

You will need to use the two see-saw catapults to defeat the guardian, hitting the bird as it flies by. The pink parrot will fire single feathers at you three times from the left and right. It will then fire a group of three feathers. Wait in the corner to avoid being hit, a further three times. After this it will fly to ground level across the screen. You will need to jump it, hitting it with the rocks as it returns.



Make good use of the lift offered and jump over the porcupine to reach the other side.

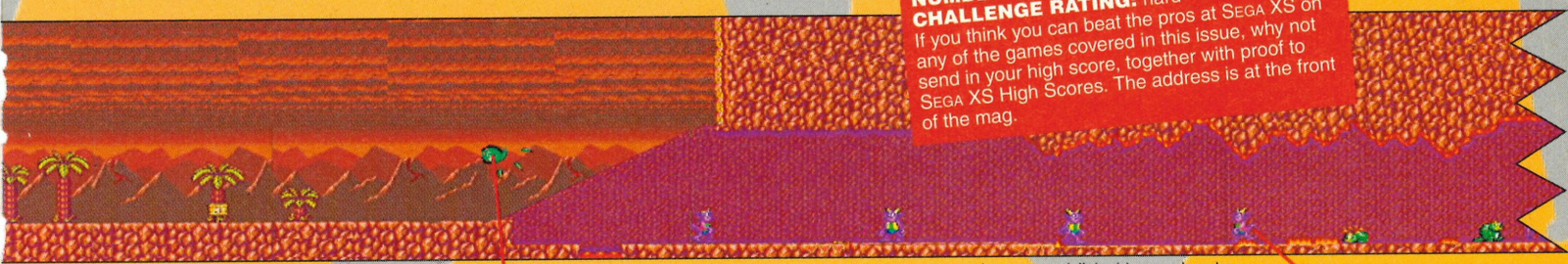


Your jumping is beginning to play an important part of the game at this stage as one false move will really land you in it. Be sure to press in the direction you want to jump, and hold it.

SUMMARY

GAME NAME: The Flintstones
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 3,597,100
NUMBER OF LEVELS: 6
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.



Before going underground you will need to dispose of this porcupine by hitting it as it jumps. Once in the cavern, watch for the falling fire.

Make sure you kill the blue zombie characters as they will only come back at you meaner than before! Beware also of the fire they shoot, and the ground-hugging white flame!

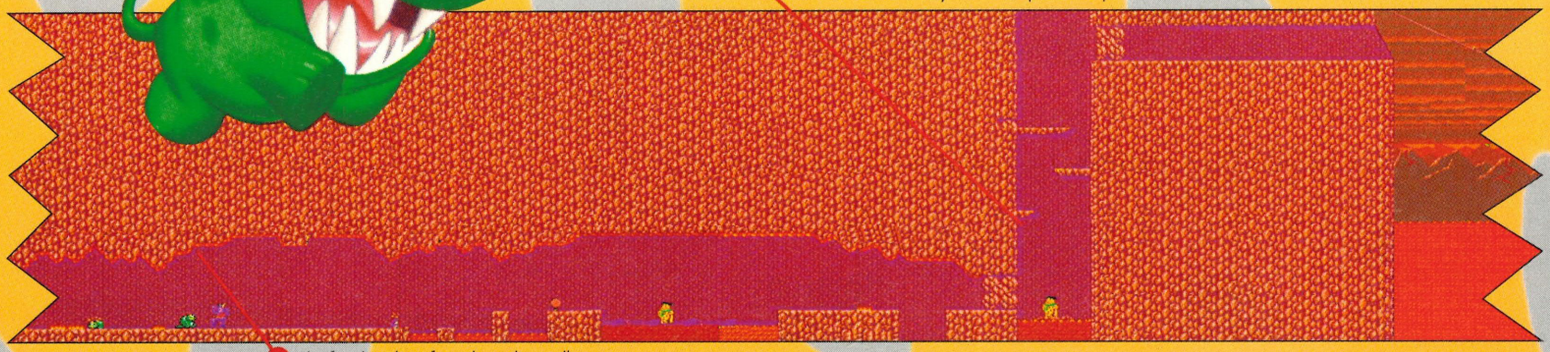
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SEGA SOLUTION





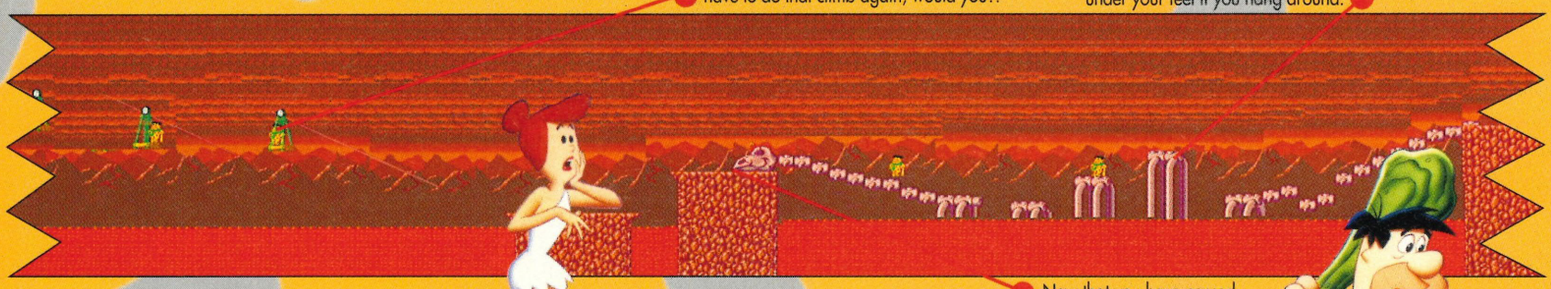
This is has got to be the most difficult stage of the game. You will need to jump up to this ledge, and consequent ledges, until you reach the exit on the right. Unfortunately, the lava rises at a very fast rate; speed and practise are what's needed.



The fire that drips from the ceiling will stay alight for a short while before it flashes, allowing you to walk on it without getting harmed.

You will need to have fast reactions as you jump from pulley to pulley here. Don't mess it up, you wouldn't want to have to do that climb again, would you?!

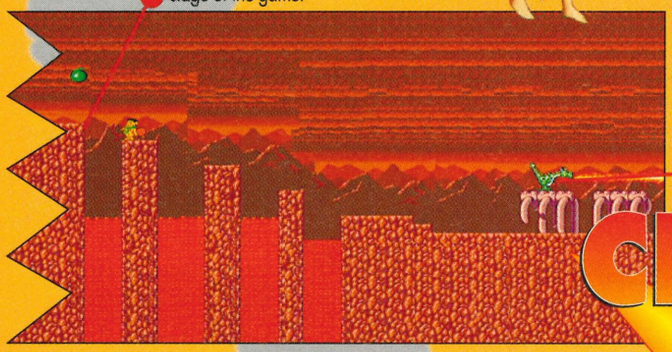
You need to get quickly past here as the skeletons sink and the vertebrae drop from under your feet if you hang around.





Now that you have passed the stage marker you can breathe a sigh of relief. Catch your breath and continue forth.

Take care when jumping these as you wouldn't want to fail at this stage of the game.



There are a few opportune moments when you are able hit the Dragon guardian. The first is just before he blows a long flame you need to hit him and jump quickly over to hit him again. The second is when he is standing on the skeleton. Stand underneath him swinging your club until he is ready to submit.

CHEATS

Level Select

On the options screen, hold down C and press L, R, D, L, R, U, U, D, L, R,and finally D. Release button C and press Start. Change the level using the D pad.

The Witch

The final guardian is a witch and she is very crafty. As she shoots lightning and fire at you, jump around the screen on the ledges taking any opportunity to hit the hag. You will need to be very aware of the gargoyles as they endanger your wellbeing.



Your final task is set in the caverns of another world where the witch can be found. You will need to fight cavemen and take a geyser ride to reach the end. Win at all costs!

There are two gaps for Fred to crouch in, as the roof drops down with impending death.

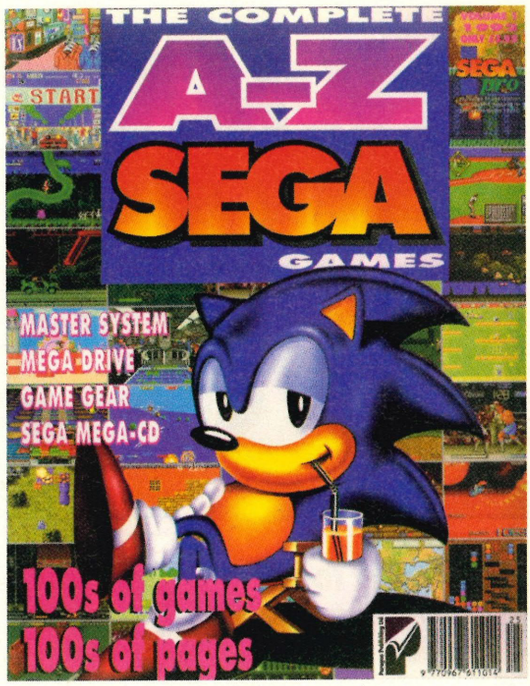
You are able to jump the rocks as they fall upon you; it's the bats you need to be wary of. Club them as you jump over the rocks.

As the funnel of water shoots up, be ready to jump and avoid the spikes above. You will need to anticipate quite accurately if you want to avoid falling.

This is not as difficult as level five, but the principles the same. Jump up from ledge to ledge quickly enough to avoid the rising waters.

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BC 70000000

BMCFXWRL

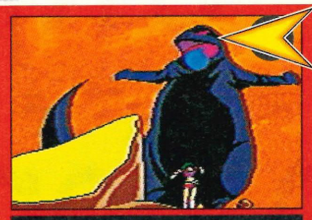
You start the adventure in the highly topical dinosaur era. The game will however randomly select the era, as well as reversing the sequence, to add to the difficulty



Press right as soon as you arrive to escape the T-rex.



Use the arrows to ensure you push the right direction.



The yellow areas show you where you should be going!



It's Jurassic, man! Godzilla's not giving up.



BC 65000000

GJRPQVKS

This is certainly no walk in the (Jurassic) park! The star indicates you need to press any of the joypad buttons to use the blaster or to stop time and make a decision.



Leap up and grab the vine to turn down this lunch date.



Move left; there are 80 tons of meat behind you.

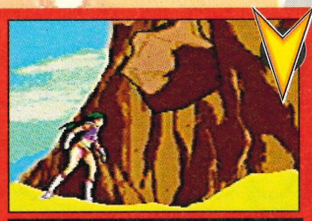


Give this giant lizard a taste of your blaster.

BC 30000

THMZCYFB

On to meet the most dangerous of all animals – man! Cavemen pursue you through this time period, forcing you to make some incredible jumps and stunts.



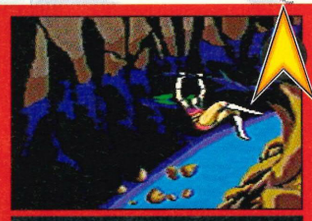
Uh oh! Better jump onto that falling piece of granite.



Jumping between plummeting rocks is certainly hardcore.



Leap left onto the next platform to rock on, Gal.



Jump up to grab the branch and break your fall.

BC 1600

RYFGSXDK

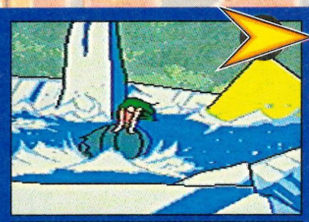
Probably the shortest time period is found here. A rampaging, long-horned, woolly Mammoth is fast on your heels. You've got to run like mad and then take a ride on its back.



Leap onto floating icebergs to escape at the beginning.



Harnessing this beast is no mean feat. Jump onto its back.



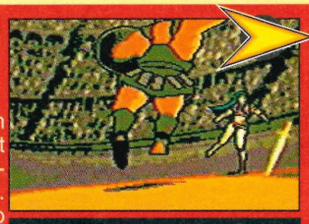
Dodge right to prevent an icy demise.



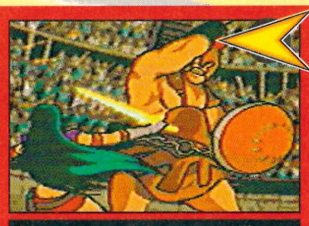
BC 44

FTGBDQPW

If you're into the American Gladiators, try your hand at taking on the sword-wielding professionals of BC 44. You find yourself face to face here in the arena.



Grab that sword quick or you'll be sliced and diced.



Clang! A quick parry will see off his first swipe...



...and his second. This guy doesn't give up!

MEGA-CD

RENOVATION ● ANIMATED ADVENTURE

TIME GAL

"Do what you can. We're all counting on you, Time Gal!" It's the future, where time travel is just being perfected. On the eve of its unveiling, a new time machine is the talk of the world. Suddenly an evil character called Luda steals the machine and prepares to change every era through time and ultimately rule the world! This Mega-CD latest release is full of nail-biting, fully-animated action. It takes you through 15 different time periods to win back the 'Pathforger' time machine. Get ready for some frantic button pressing and joypad jabbing... both the past and future are in your hands!


The 4-way star indicates it's time to use the blaster!


Dodge difficulties? No problem, just jump on his head.

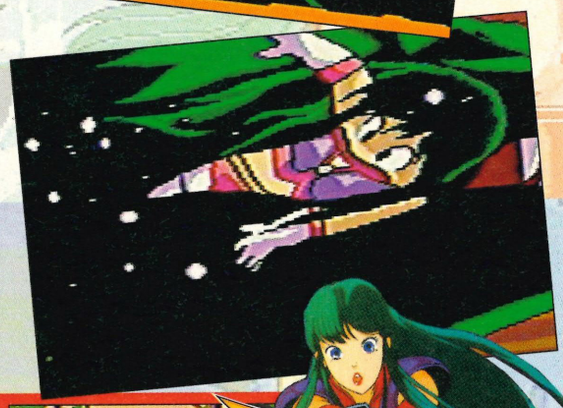

Push down to leap onto the rock and escape!




Time stop! Press the A button and select 'go up'.


Now it's time to hit the surface.


All washed out, but at least this is the end of the stage.




That's handy, a passing raft. Better press down to escape!

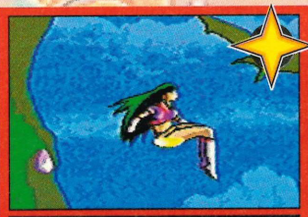

Jump onto the rock or it's a waterfall for Time Gal.


Slip right into the woods to evade the cave men.

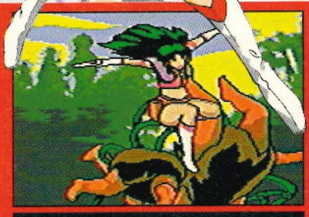

Captain Caveman! Jump onto the end of the branch.



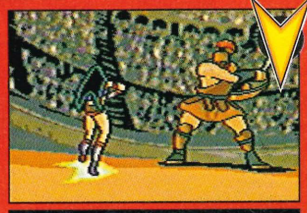



A Dactyl nightmare. Press 'A' and blast them from the sky!

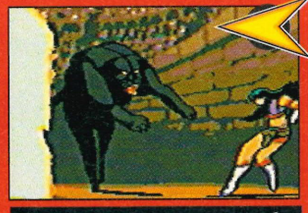

Decision time! Only thing to do is to 'get away'.

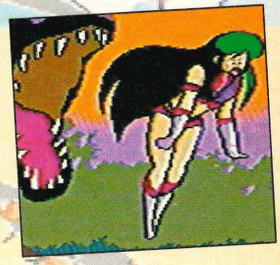

The final escape sequence and on to the next time era.


One last parry and your sword is history!

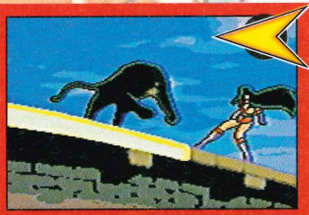

Better duck pretty fast if you want to avoid a bad haircut.

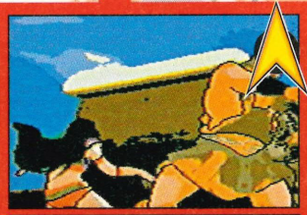

In the immortal words of Yazz: "the only way is up!"


Nine out of ten cats prefer Time Gal.




Here kitty, kitty! Going up the wall should fool him...


Unfortunately cats can jump too.


As if that's not bad enough, Wolf's back as well!


Enough is enough – hit A to bring out the big guns.


"Oh my god, the quarterback is toast!" Back to the future...

SEGA XS SOLUTION



AD 500

VSLCZKTJ

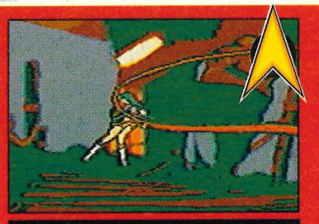
Ever seen *Indiana Jones and the Temple of Doom*? The programmers certainly have, as Time Gal lets the train take the strain. The fat baddy is a bit dodgy – watch out for his whip!



Make a quick jump to the right to dodge Mr Whiplash.



That won't fool him for long, though. Drop down.



Tubby clearly doesn't like women with green hair. Weirdo!



Time to catch the 5.15 from Paddington. Down you go!

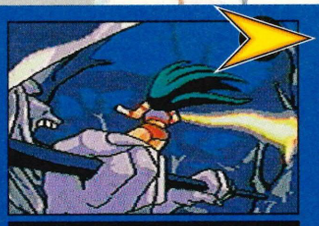
AD 999

CYVZPBMG

Even the Grim Reaper himself has got it in for poor old TG. In the original Japanese version, this era was called AD 666 – are the Americans just a tiny bit superstitious?



Do fear the Reaper! Jump up to avoid his scythe.



He's still trying to cut you down to size, so nip right.



Time to show him what you're made of. Blam!

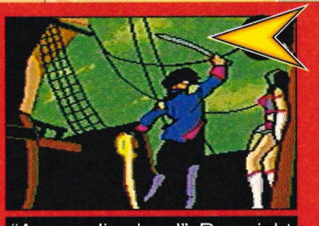


He's lost his head, but not his bottle.

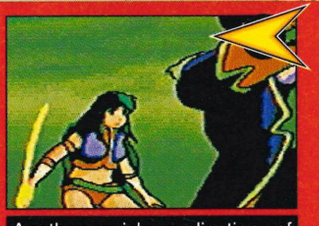
AD 1588

DRXHTLQJ

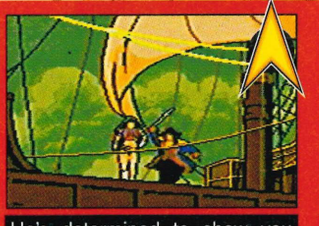
Yo ho ho and a bottle of dreary old pirate chichés! This leftover from *Hook* wants to shiver your timbers and cut you into pieces of eight, so keep on running!



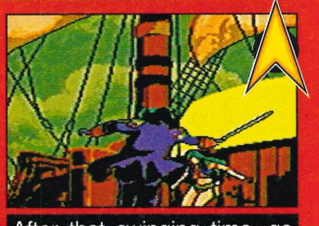
"Aaaar, Jim lass!" Run right to steal his spare sword.



Another quick application of thumb should deflect his blow.



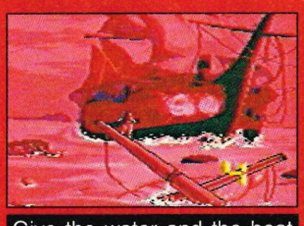
He's determined to show you the ropes, so why not use them?



After that swinging time, go up in the world.



The rats have left this sinking ship, and you should too.



Give the water and the boat a miss, and go for the ship.



With the greatest of ease, Timey lives to fight another year.

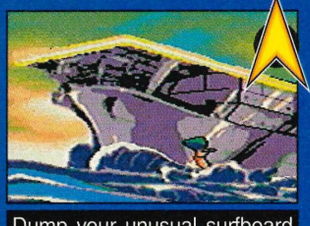
AD 1941

WBMRJZVH

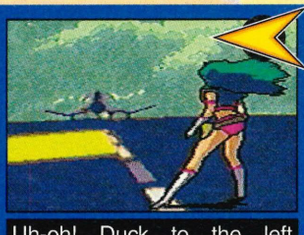
There's not a sign of John Belushi in this zone, but there are an awful lot of trainee pilots (a bit like Andy!). Keep your joypad thumb moving and you'll fly through it.



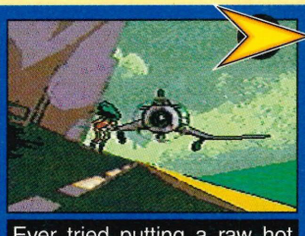
Our Times starts the day with a bit of wing-walking.



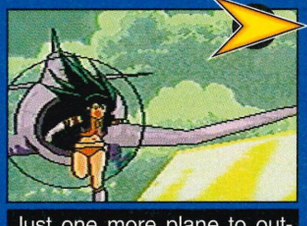
Dump your unusual surfboard and head for the flight deck.



Uh-oh! Duck to the left sharpish or it's mince time!



Ever tried putting a raw hot dog in a fan? Same effect!

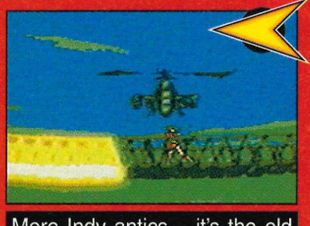


Just one more plane to outrun and you're home free.

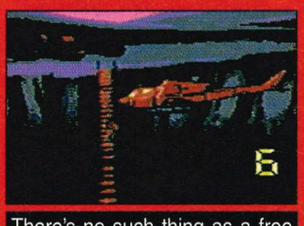
AD 1991

SHKXGJWF

Just like Doctor Who, Time Gal never seems to end up anywhere nice and quiet. Now she's in the thick of the Gulf War, and *both* sides want her dead!



More Indy antics – it's the old collapsing rope bridge routine.



There's no such thing as a free lunch, but there *is* a free ride.

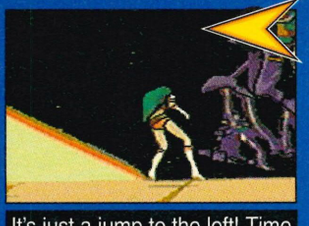


Now drop daintily into the DMZ.

AD 2001

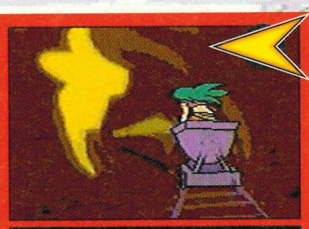
XPTMCSHD

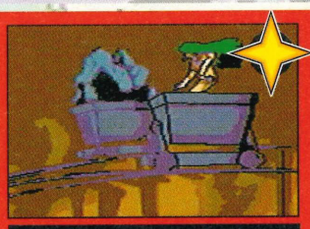
Arthur C Clarke has nothing on this, as Time Gal falls foul of a gang of hovering Hell's Angels! Only seven years before we can buy their smart bikes – can't wait!



It's just a jump to the left! Time Gal does the Rocky Horror.


Lean to the right if you don't want to end up as a smear.


And now, left. Remember, those walls are *very* hard!

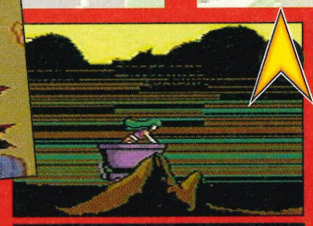

Privatisation, eh? Two trains on the same track. Shoot it!


Changing trains has never been so exciting.

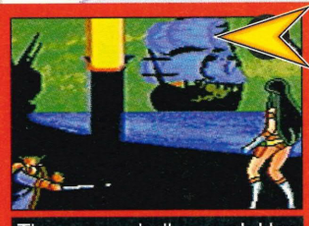
Cartridge supplied by:
Lansdowne Computer Centre, Tel: (0202) 556535


Another quick blast should put him off his swing.


That's handy! Shoot it fast to prevent a tight squeeze.



Jump up or you'll be tasting some *real* rock.


He's back! Peg it to the right to be rid of him.


The cannonball – run! Hop onto the mast.

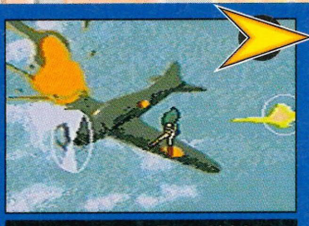

That water looks a bit cold, so get on top of the situation.

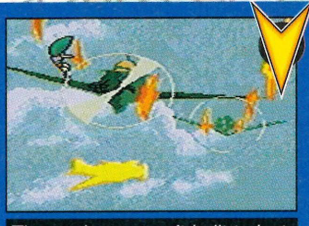

Make haste to the left to avoid a watery grave.

SUMMARY

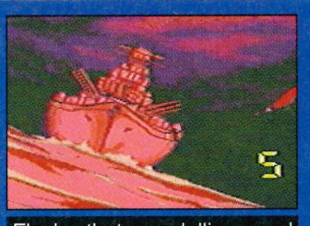
GAME NAME: Time Gal
TIME TO COMPLETE: 2 hours
HIGHEST SCORE: 610,200
NUMBER OF LEVELS: 15
CHALLENGE RATING: Easy

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.

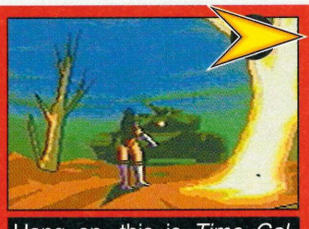

Just like flying Dan-Air! Leap right onto the next Zero.

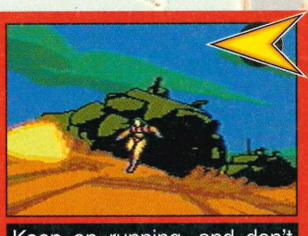

These planes aren't built to last. Hop down to change flights.

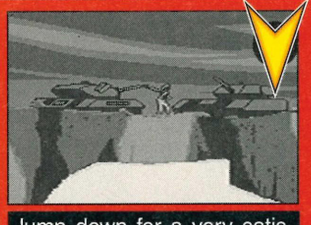

As if this isn't bad enough, they've lost her luggage, too.

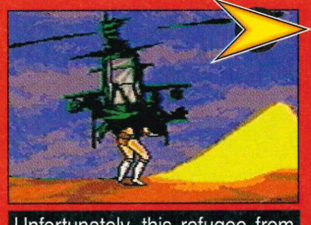

Flash that medallion and jump into the briney!

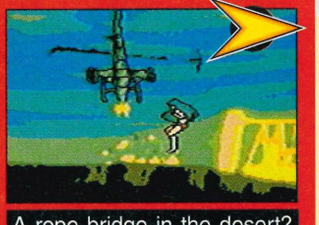

Torpedoes away! Let's see if that gun works underwater.


Hang on, this is *Time Gal*, not Tank Girl!


Keep on running, and don't forget to dodge those shells.


Jump down for a very satisfying tank collision.


Unfortunately, this refugee from *Desert Strike* joins the chase.

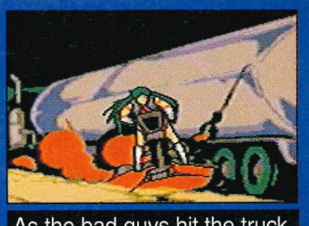

A rope bridge in the desert? No wonder Saddam lost.


Duck down and grab his bike.


This large chap wants a slash, and you're the target!


He doesn't give up. Duck, if you don't want to lose your head.


Another quick time freeze – go straight ahead.


As the bad guys hit the truck, Time Gal hits the road.

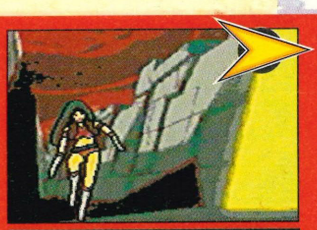
SEGA XS SOLUTION



AD 2010

ZVYFLGQT

There's a bit of a shower, but it's not the sort you can hold off with an umbrella; this one is a full force meteor shower! Keep on moving, or you'll be flatter than something very flat!



Hurry down the alleyway or you'll end up as meteor paté.



That may be a bridge too far, but it's your only option.



Don't take the plunge; jump for the roadway.



Grab that overhang or you'll blow up with the road!

AD 3001

QWCDHRKT

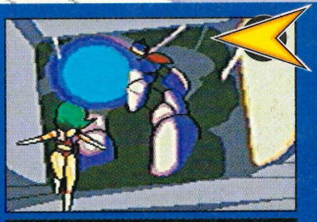
What would a Japanese cartoon be without a few giant robots to cause trouble for the heroine? Still, huge laser-armed war machines can never beat green-haired girls...



Robby the Robot has got it in for you. Dodge his lasers.



He's still shooting, so go right to escape his beams.



No ordinary laser looks like it – or lasts like it! Keep running!



Return the complement with your own gun.



AD 3999

PLQTVMXY

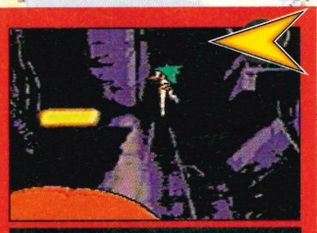
Yeuch, aliens! This derelict spaceship has had its crew devoured by the ugly xenomorphs, and Time Gal's next on the menu, so make like Sigourney Weaver and clean the place out!



Our first slimey friend pops up from a pile of skulls – zap him!



Unfortunately this just causes twice the trouble.



"This way! This way!" Lead them through the corridors.





A quick right turn and you'll be at the airlock.



Webbed in? Do the time stop, and blow that hatch!



Quickly go right to stop yourself being sucked out.

AD 4001

KVGPRZCW

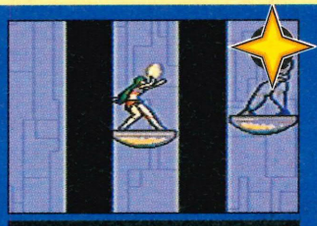
The final confrontation with Luda is looming! To get to him, you'll have to fight off more robots, more monsters, and the enormous laser cannon of the man himself!



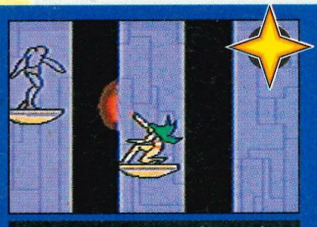
Give this oversized woodlouse the slip by entering the pipe.



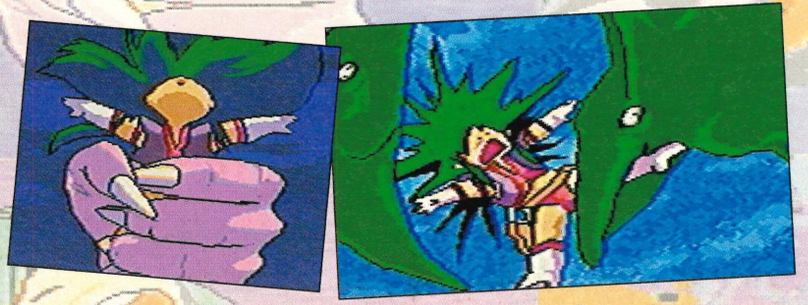
A quick shot of flyspray will see him off for good.

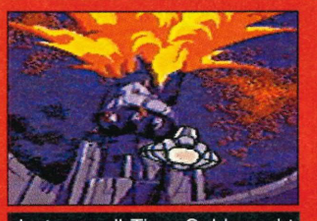


Killer androids try to stop you – nail them first!

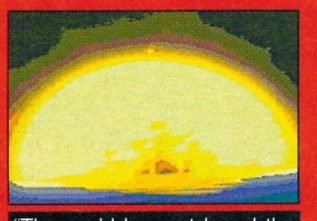


There are more where they came from. Waste them too.

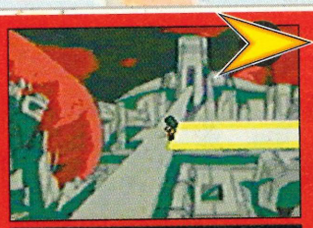




Just as well Time Gal brought her spaceship with her!



"The world has not heard the last of me!" Yeah, *sure*, Luda...

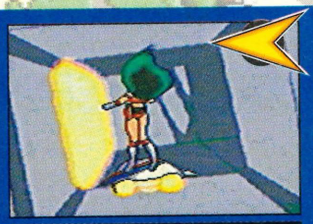

With a million tons of rock coming at you, you'd better move.


Collapsing architecture seems all the rage. What would Prince Charles say?


It's a bird! It's a plane! No, it's a damn big asteroid!


As the power station goes up, run right.


"Charge" down to avoid the sparks and you're safe.

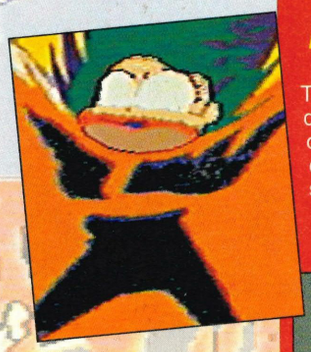

Pinch this convenient hoverboard, but watch out for walls.


Robby's right behind you, so stay alert.


Whip out your gun and blow the sucker's head off...


...then time stop, go up, and watch him crash!

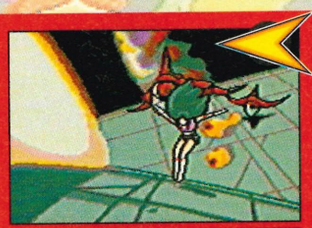


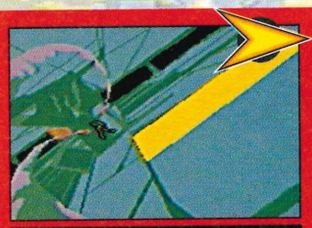


AD 4000

LKDWBSYF

Time Gal ends up in the middle of another conflict, this one a space war. If you've ever wanted to fly a starfighter, now's your chance to take the controls and blow away some bugs!


Incoming! Sprint left to avoid an explosive fate.

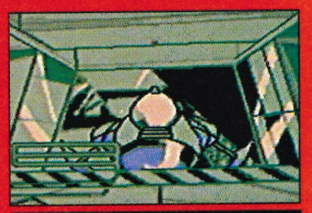

To the right, there's a handy starfighter waiting.


The race is on! Steering right will save you here...


...and now you can get behind the bad guys!


"Gotcha!" Another enemy spaceship bites the dust.

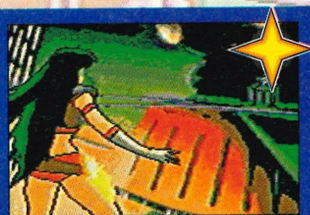

It's time to make a quick pit-stop. Drop in on it.

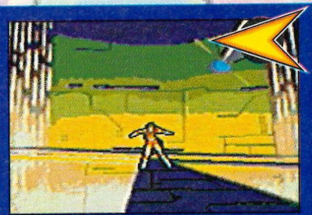

"Change the oil and wipe the windscreen, please!"



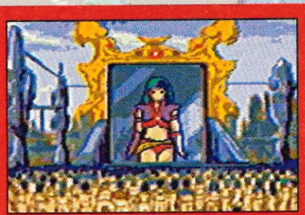

Do a flying leap, and these two will blast each other.


Heeeeere's Luda! And his laser!


Fire at him, and you'll find the cheat has a shield.

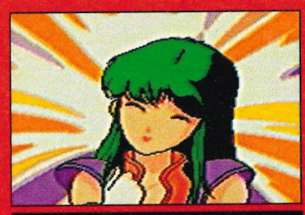

Dodge his next shot, and you'll get pushed towards him.


But a final time stop, and the last laugh is on him!


And she's home in time for tea and crumpets.


She's got the freedom of the city. No money, though...


Still, who needs money when you've got love?


"See you in *Time Gal 2*, everybody!"



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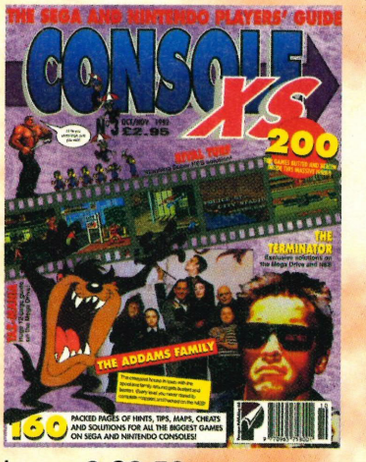
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BUSTERS A-Z

WE WANT YOUR TIPS!

Got a Sega console? Get tuned in to the SEGA XS Busters A–Z and win free carts for every tip of yours that we print!

The Busters A-Z is designed to be the most comprehensive and up-to-date directory of cheats ever printed! If you have a Sega game, you should find a cheat here for you. If not, tell us about it, and we'll track it down in time for the next issue.

If it exists, it should be in SEGA XS Busters. Not only do we cater for ALL Sega consoles, but we also offer the chance for you to win free carts for donating your latest and greatest cheats. You send us an original cheat and we'll send you your reward – a spanking new game. In addition, SEGA XS wants all your complete solutions as well. Not only do you get fully credited for your achievement , but you also get a game with our complements. As Britain's ONLY tips magazine, we value your tips more than anyone else.

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, black for the Mega-CD, 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 24 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

MEGA-CD

MASTER SYSTEM

GAME GEAR

BUSTERS

MEGA DRIVE



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

NEW!

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.

Extra continues
Pause the game and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, C, C, B, A and finally Start for 20 continues.

As you can see, we've had hundreds of letters since the first issue, all sending us thousands of tips. If you sent in a tip shown here and have not been credited, this is because there were so many people all sending the same tips in that we couldn't possibly give you all a cart. SEGA XS would like to stress that only original tips will win a prize, so it's no good just ripping off all the latest American and Jap mags as they come out. Remember, we also read them and can tell when you've been cheating.

If anyone out there is looking to win special SEGA XS prizes then send in your complete solutions to us at the same address and don't forget to tell us the top three games you would want to win.

We are always on the lookout for text solutions and detailed maps to fill the pages and this is where you come in. We've already received a full *Might & Magic* solution complete with maps and all the tasks solved and the sender will shortly see his work in our immortal pages. If you want to join him, get bustin' now!

The winners of the free carts this month are David and Sally Foulster from Cheltenham, Jason Edwards from Bangor, Mr KM Harrison from North Waltham and Sarah Beattie from Leigh-on-Sea. Please give us a call and tell us what game you want.

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

NEW!

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.

Extra options screen
Press Start and B on the title screen for more options.

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.

BATMAN: REVENGE OF THE JOKER

NEW!

Passwords

Stage 1-1	–	1100
Stage 1-2	–	1200
Guardian	–	1300
Stage 2-1	–	2100
Stage 2-2	–	2200
Stage 3-1	–	3100
Stage 3-2	–	3200
Guardian	–	3300
Stage 4-1	–	4100
Stage 4-2	–	4200
Guardian	–	4300
Stage 5-1	–	5100
Stage 5-2	–	5200
Stage 6-1	–	6100
Stage 6-2	–	6200
Guardian	–	6300
Stage 7-1	–	7100
Guardian	–	7200

BATTLEMANIA

Strange Scene
When the Sega logo appears, keep pressing start on player 2's joypad and something strange will happen.

BIO-HAZARD BATTLE

NEW!

Level select
Wait until the Sega logo appears and then hold down the C button. Keep it held down and press Up, diagonal Up Right, diagonal Down Right, diagonal Down Left, Left, diagonal Up Left and Up. After entering this, press Start and the level select will appear.

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

NEW!

Game warp
Go to the practice mode, jump to the platform above the air portal and then go right onto a small platform. Press Start and choose the passage Alchemy. Return Chakan to the Navigation level and you will see that the first 12 terrestrial planes have been completed.

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

COOL SPOT

NEW!

Level select, infinite time, infinite health
Pause the game and type in A, B, C, B, A, C, A, B, C, B, A, C, then unpause it. You will now have full health, lives, time and skip to the next level.

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.

Zone select
Press C, A, C, B, C, A, B, A, B, C, A, C while you're on the title screen to get a zone select.

DESERT STRIKE

NEW!

Ten lives
Enter this code for ten extra lives: `BQQQAEZ`

DEVIL CRASH

Extra Balls

Password	Score	Ball
`DEVIL CRASH`	390,000	7
`TECHN OSOFT`	2,000,000	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.

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

NEW!

Invincibility
When you get to the screen explaining the next level, press and hold A and Start. The game will pause but if you unpause it, there will be no music and you will be invincible.

Code
Enter `SHARKFIN` and press Start. Your sonar will now kill jellyfish and you will not need to go up for air.

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` (sdolphin 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 SHREDDED 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 tyres
Enter your name as `HAPPY NEW YEAR` in World Championship mode to get invincible tyres.

Viewing mode
Choose test mode and on the team select screen hold down Right, B and Start.

FATAL FURY



Infinite continues
When you have lost a game and the continue screen appears, hold Up and press A, B and C simultaneously. Now let go of the buttons and press them all once more. Your credits will now go up by one each time you do this.

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.

FLASHBACK

NEW!

Codes

Easy		Normal		Expert	
1	PIXEL	1	FALCON	1	CLIO
2	BETSY	2	DATA	2	ACRTC
3	PANCHO	3	MILORD	3	BLOB
4	STUDIO	4	QUICKY	4	STUN
5	TOHO	5	BIJOU	5	MIMOLO
6	AKANE	6	BUBBLE	6	HECTOR
7	INCBIN	7	CLIP	7	KALIMA

Last code is CYGNUS

To get through closed doors, pillars and walls, stand right up against them (but facing in the opposite direction). Now press A and forward to run from the door, then as soon as you start to move, take your finger off the A button and turn back to face the obstacle and press A again. Now will now be pushed through the wall/pillar/door but you must remember to keep the button pressed until you are all the way through or you will be stuck.

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.

GLOBAL GLADIATORS

NEW!

Extra lives
Pause the game and press A, A, A, B, B, B, C, C, C, C, B and A, then unpause it. If a voice calls out "You cheater", repeat until you get all the lives you need.

Level skip
Pause the game and press B, C, B, A, B, B, C, B, A and B. Unpause the game and it automatically goes to the end of the level.

Infinite lives
When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

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
6B10F6101OACL – 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.

INDIANA JONES & THE LAST CRUSADE NEW!

Level select
When the Lucasfilm logo appears, press A, B, C, B, C, A, C, A and B. The level option will now have SHHHHHHHH instead of normal.

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 06 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

NEW!

Codes

LEV	FUN	TRICKY	TAXING	MAYHEM	PRES	SUN
1	RXBGD	FPBMD	FZBGD	SQBMD	TRDWV	HLDCW
2	WQHMN	XMJWF	GDHKP	HZJSG	ZXLYG	BVLJY
3	TXBGD	DZBJF	JLBDF	SFBBKF	YJDTW	NPDQZ
4	YQHMN	WXJSG	KHHKP	QDJTG	KRLQK	HRMKK
5	LNBJM	ZPBLN	BFBGN	VKBCR	XRFMJ	MTFPK
6	QGHPW	SNJVP	HMJCB	KMJMS	DWLPT	GWMYL
7	NNBJM	YSBLN	KTBWQ	VYBYR	CHFKK	SBFFF
8	SGHPW	RRJVP	LQJCB	SXJJT	NZLDP	MLMLH
9	BYBGD	RDBKF	YHBVH	PNBXJ	XVDWV	NBDZW
10	GRHMN	KCJTG	ZLHXS	JMJWF	DZLYG	MPMZB
11	DYBGD	VSBZH	CTBRJ	TRBMD	CLDTW	TFFNB
12	JRHMN	NRJKK	DQHXS	RQJWF	NSLQK	NHMXC
13	VNBJM	RJBCR	VMBTR	RSBLN	BTFMJ	DGFHF
14	ZGHPW	KHJMS	BGHPW	GVJVP	HXLPT	XHMRG
15	XNBJM	QMBCR	DNBJM	WLBCR	GJFKK	FYFDG
16	CHHPW	JLJMS	FLHPW	JKJMS	XHLHP	DMMFL
17	BCBJD	YZBBJ	JFBJD	GDBCJ	XGDBW	VFDVZ
18	GVHNN	RYJLK	KJHLP	VMJJL	DLLDH	PPMBD
19	DCBJD	XLBYJ	MQBFF	GSBYJ	CWDXW	BVDGW
20	JVHNN	QKJJL	NMHLP	DRJJL	NDLVK	VWLQX
21	VRBKM	TBBBS	FKBHN	PPBSM	BFFRJ	ZYFFG
22	ZKHQW	MZJKT	LRJDB	DRJCP	HJLTT	TBMQH
23	XRBKM	SFBBS	NYBXQ	PDBQN	GTFNK	GWFWJ
24	CLHQW	LDJLT	PVJDB	MCJZP	RMLJP	ZFMDM
25	LCBJD	LQBYJ	CNBWH	JSBNF	BJDBW	BWFRB
26	QVHNN	DPJJL	DRHYG	CGJPK	HMLDH	XYLNX
27	NCBJD	PQBND	GYBSJ	NLBFJ	GXDXW	FQDBX
28	SVHNN	HPJXF	HVHYS	LKJPK	RFLVK	YRLLY
29	FSBKM	LGBQM	YRBVR	LMBDS	FGFRJ	JYFTJ
30	KLHQW	DFJZN	LRSHW	ZNJNT	LKLTT	CBMFL

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.

MEGA-LO-MANIA

NEW!

Level codes

Level 2	–	GXADZXFIWME
Level 3	–	ECBDRZLIWMA
Level 4	–	CHBDVZLXXSM
Level 5	–	SYZCHWLDRTQ
Level 6	–	QESCFXEXHUI
Level 7	–	DWCCHIVECHC
Level 8	–	JSVADMMBQHY
Level 9	–	IHWAHKDUHNG
Level 10	–	KLFDZFMWMW

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.

MUHAMMED ALI BOXING



Fight Muhammad
Go to the Tournement mode and enter the saved game, answer yes. Enter either `HØ7KKKCZ` for the simulation or `ØØ7KKKCZ` for the arcade and you will fight Muhammad.

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 – `FYBY1QZFQ240QØ`
Level 2 – `89DØ2ØJCYY8CZ8`
Level 3 – `P69HØSK7YCKCX`
Level 4 – `TZZY2159Q9YKØØ`

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.

PGA TOUR GOLF II



Beat computer
Select a Skins challenge, and choose the computer as your opponent. Wait until he is on the green and press Start. The options screen will appear. Select "Green" from the menu and press A. Now move the cursor in any direction you want and press Start again. Your opponent will now take the shot that you've just set up!

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 NEW!

Any bike, any course
Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any course.

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 NEW!

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.`

ROLO TO THE RESCUE

Invincibility
On the title screen, press and hold Up and Left, then A and C. Now press B.

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 ninjas 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 fireballs 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 boss's 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 NEW!

How to defeat Dark Sol
When you reach Dark Sol's lair, fight against him with any magical weapons you have. Restore your energy with the heal ring. Dark Sol will die, but he'll come back to life. Make sure your energy is full and that the group is at experience level 60, then attack him again. Select Milo and yourself as the attackers, and use Milo's healing powers to treat the rest of the group. As long as you keep this up for a while, Dark Sol will die.

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 skip
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 Zy01
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

NEW!

99 bombs
On the ship select, press C, A, C, A, Start and finally B.

99 lives
On the options screen, set the difficulty to hard, set the stock to two, credits to one and finally play tune 65.

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 than ten times, then choose options from the menu. Move the cursor to sound test and then press down three times and A once. A new window should open allowing you to set the number of lives.

STREETS OF RAGE

Level select
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.

STREETS OF RAGE II

NEW!

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.

Play same character
Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

Level select
On the options screen, hold down A and B on joypad two. Now press Start on joypad one simultaneously and you will enter a full cheat screen with a level select.

STRIDER

Level select
While the master laughs just before the beginning of the game, hold the joypad Down and press the buttons A, C, B, C and A to get a level select.

SUPER FANTASY ZONE

Level skip
You'll need two joypads connected to the machine to make this work. Pause the game by pressing Start on the first joypad. Now press B on the second joypad whilst pressing the Down and Left diagonal and Start. The word "Pass" will be displayed onscreen, so press C on the first joypad and you will suddenly move to the second round.

Invincibility
As with the level skip, you'll need two joypads connected to the machine to make this work. Pause the game by pressing Start on the first joypad. Now press B on the second joypad whilst pressing the Down and Left diagonal and Start. The word Pass will be displayed onscreen, so press B and you'll be able to alternate between No Hit and Free Play. Unpause the game to activate them. No Hit means you'll be invincible, Free Play mode means you'll die from collisions but have unlimited ships to finish the game with.

SUPER HANG-ON

Password buster
Enter the following passwords for the desired effect:

5FF3F546F35564
FFØSLPIMFJQNKS – end sequence

51BØ4000AØ5ØØØ
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.

T2: THE ARCADE GAME NEW!

Gun never overheats
Use a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun 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

Car choice
The Ferrari is the best all-round racer, the Porsche has the fastest acceleration and the Lamborghini has the highest top speed.

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.

THUNDERFORCE IV NEW!

Full weapons
This cheat will give you every weapon except for the shield. Start playing as usual, then press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press Up for full weapons, Down to eliminate the weapons, Right for a claw and Left to eliminate the claw. Press Start to return to the game.

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.

TINY TOON ADVENTURES NEW!

Open all levels
Put the Buster Bunny icon on the password option and press Start. Now enter this password:
`NGQQ WWQW QKWQ`
`QWWQ WGRY`
This will open the whole game map and you can enter any level.

Passwords
Level 22 – `GZBB TXZB LDBB TXZK LLDM`
Level 24 – `QJBB TXZW GLBB TXZQ DLGN`
Level 26 – `TJBW HXBQ ZKBW HXBQ ZGVT`

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 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.

X-MEN

NEW!

Cheat mode city
When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and put it in port two when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-Man. Now will now use the controller in port two to play the game! You will now have infinite health and mutant powers.

Level select
If you put in the cheat above, then go to the danger room in the top right and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on each tile and press Down and C to warp to any level!

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.



MEGA-CD

BLACK HOLE ASSAULT NEW!

Invincibility
Wait until the options screen appears and choose the name entry option. Enter your name as `MUTEKI` and exit the screen. Now, select operation `BHA`. Enter your name as `MUTEKI` again, start playing and you'll be totally invincible.

Secret game
Enter your name as `AZY` and highlight mission `BHA`. Enter `AZY` and you will enter a game called *Black Ball Assault*.

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 button 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.

KRIS KROSS: MAKE MY VIDEO NEW!

Hidden scene
When the caller screen appears, press A, B, C and Right to be greeted with some wild scenes.

MARKY MARK: MAKE MY VIDEO NEW!

Hidden scene
Simultaneously press and hold A and C. Press Start to go to the U-Direct mode and then press A, B, C and then Right to see a scene involving Marky Mark with loads of girls!

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 NEW!

Level select
On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press Start and go to the options screen. You will now be able to select a starting point and a difficulty level.

Level skip
You can only use the level skip if you enter the level select code first. After doing this, press A, B, and C together to skip any level.

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 (JAP)

Passwords
BC 70,000,000 – DODZILLA
BC 65,000,000 – DINOSAUR
BC 30,000 – 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 2010 – ASTEROID
AD 3001 – MURDERER
AD 3999 – BRANCHER
AD 4000 – STARWARS
AD 4001 – THANKYOU

Level select
Go to the options screen and press Up, Left, Right, Right and Up. A chime will sound if this is entered correctly.

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

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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.

ALIEN3

NEW!

Super flame thrower
You'll only be able to use this cheat if you have a joypad with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

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 score high enough to appear on the high-score table. 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 some useful 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, 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.

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.

KRUSTY'S FUN HOUSE

Level codes
Level 2 – BARNEY
Level 3 – MARTIN
Level 4 – SQUISHY
Level 5 – ELFMAN

Password buster
Enter HPKEITH on the password screen to open all the doors.

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 lion's 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.

MASTER OF DARKNESS



Level select
On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

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

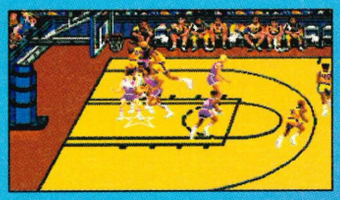
Infinite bullets
If you have the rapid fire module, you'll have infinite bullets.

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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 (and totally unpronounceable) 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.

STRIDER NEW!

Level skip
To skip to level two, press button one when the title screen appears. When the next title screen appears, hold Up, 1 and 2.
To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

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.

TAZ-MANIA NEW!

Infinite lives
On level one, collect a 1-Up in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish the game.

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 gauge 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.

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. 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.**

GAME GEAR

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

The winner of a Game Gear cart this issue is P Reiffer from Weymouth who sent in a great number of these new cheats. Give us a call and we will sort your game out straight away!

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

NEW!

Passwords

Level 2	–	7G09M
Level 3	–	NN6E3
Level 4	–	84AKC

CLUTCH HITTER

NEW!

Infinite strikes
Select a left handed pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman and throw the ball while spinning it towards the batsman to get a strike every time.

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

NEW!

Config mode
On the title screen, press Up, Right, Down, Left,1, 2, 1, 2 and start

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.

HEAVYWEIGHT CHAMP

NEW!

Power punches
On the speed select screen, hold down 1 and press Left, Right and finally Left again.

KRUSTY'S FUN HOUSE

NEW!

Codes

Level 2	–	SELMA
Level 3	–	SCRATCHY
Level 4	–	SKINNER
Level 5	–	GROENING

Enter TRACY to open all the doors.

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.

OUTRUN

Infinite time
Hold down diagonal Left, 1, 2 and Start, then start the game.

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 NEW!

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.

PRINCE OF PERSIA NEW!

Codes

Level 2	–	EIKGDP
Level 3	–	ILLKGE
Level 4	–	LMJMIK
Level 5	–	HGFIDN
Level 6	–	IFGIDO
Level 7	–	MIMLGC
Level 8	–	KELIDU
Level 9	–	NFOKFF
Level 10	–	LCJHCP
Level 11	–	OEMJEB
Level 12	–	PEJKEA
Level 13	–	PDHJDV
Level 14	–	QDGJDV

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.

THE TERMINATOR

NEW!

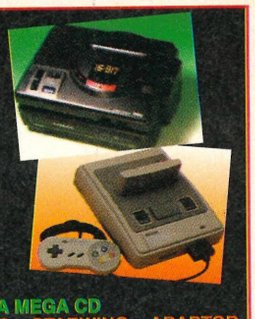
Level select
Keep circling the control pad anti-clockwise while holding button two and a level select will appear.

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.

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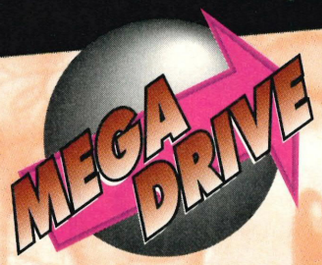
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XS CODES



The Action Replay codes section just keeps getting bigger and bigger! In our effort to make this the most up-to-date codes listing ever, we want your codes. Every game you complete and find Datel codes for will give you the chance to win free games if you send them to us. If you need a code quick, there's no other place to come, SEGA XS is all you ever need! If you want to send us your codes then address them to *Datel Code Busters, Sega XS, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Every issue, one lucky person will win a cart for any Sega console... it could be you.

AFTER BURNER

002D506004: Infinite lives.
00381C600A: Infinite missiles.

ALESTE (JAP)

FFD1130002: Infinite lives.

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.
FF090B0009: This parameter is for infinite lives.
FF08670050: Freeze the timer.
FF0811000X: 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

007C520000: 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.

ARNOLD PALMER GOLF (US)

009576601A: Do not alter wind speed.

ARROW FLASH (UK & JAP)

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 ROBOKID (JAP)

00273E6002: Infinite lives.

ATOMIC ROBOKID (US)

009C2CFFFF: Shields last till next level.
0025CA603E: Keep weapons after dying.

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.

BATTLETOADS

FFE0460005: Infinite lives.
FFE0070017: Infinite energy.
FFDF020000: Lose energy from one hit.

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.

CALIBER 50 (JAP)

FF99680004: Infinite lives.

CHUCK ROCK

FF06D10003: Infinite lives.
FF06D50007: Unlimited energy.

COLUMNS (US)

0061127000: Stay at selected level.

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.

CRUDE BUSTER (US)

00A8CC4A6A: This parameter will stop both players from taking damage while the cartridge is enabled.

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.

DANGEROUS SEED (JAP)

FFF40D0002: Unlimited energy.

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) X10,000. (XXXX is 0-9,999).
FFFF3AXXXX: Amount of Pheelae (currency) X1. (XXXX is 0-9,999).
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 0-FF).
FFACDD00XX: Armour X1. (XX ranges from 0-FF).
FFAE9D009A: Unlimited chain guns.
FFAEDD0026: Unlimited Hydras.
FFAF1D0008: Unlimited Hellfires.
FF10AB0064: Unlimited fuel.
095F8C1388: Gun capacity is 5,000.
0049BE0000: Helicopter consumes no fuel.
006AA44A79: Infinite lives.
00689C4A79: Unlimited fuel.
0049D07FFF: This parameter will start the game with 32,767 armour.
095FCA0190: Hellfire inflicts 400 points of damage.
00D55A6002: Unlimited capacity on all weapons.

DEVELISH (US)

0157A64A38: When entered with code below will give you unlimited spheres.
0159FC4A38: Used with above.
01565A6002: This will give you unlimited time.

DEVELISH

FFE70C0003: Unlimited spheres.
FFE7050001: This freezes the timer.

DICK TRACY

04D82400XX: Change XX to start with different values. Try 04D8240063 for 99 lives.
05BAA26024: Almost invulnerbale to enemy attack.
0686464E71: Infinite time.

DINOLAND (US)

006FCE000X: Start player one with X amount of lives.
00CCB04E75: Infinite lives for player one.
006FDA000X: Start player two with X amount of lives.
0077DE6016: Infinite lives for player one.

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.

EL VIENTO (US)

00C4764A79: Stops player from taking damage from many enemies.
0094024A79: Keeps flame weapon at full strength all the time.

ESWAT

0019604E71: Infinite lives.
0017C26000: Use with the next two codes. This will make you invulnerable.
001A284E71: Use with above and below codes.
00258C6002: Use with both above codes.

FAERY TALE ADVENTURE

006176XXXX: Julian starts with XXXX amount of coins.
006170 0XXX: 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.
0096C6016: 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

0120080 0XX: Start with XX lives.
0144366004: Infinite lives.
0120 0E0X0X: Start on round X.

FORGOTTEN WORLDS

FF11090028: Makes player invulnerable.
FF1A470028: Makes player two invulnerable.
FF11060099: Increases the intake of Zenny for player one.
FF1A440099: Increases the intake of Zenny for player two.

GAIARES (JAP)

FFF3E10004: Infinite lives.

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.

GRANADA X (JAP)

FFB4570005: Infinite lives.

GREENDOG

FF17DD0004: Infinite lives.

GYNOUG

FFD6CD0002: Infinite lives.

HEAVY UNIT (JAP)

0051A04A79: Infinite lives.
00357A6000: This parameter is for invulnerability.
00300C7007: Used with code below.
00300E6002: Used with above code for full complement of power ups.

HELLFIRE

00**2AE46004**: Infinite hellfire missiles.
00**283E6004**: Infinite lives.
00**260850**79: First power-up gives you full power.
00**280200**05: Same facility when used with above code.

HERZOG ZWEI

00**758C0243**: All weapons are made immediatley.
00**758E601C**: Infinite money.
00**3A3C6002**: Infinite energy.
00**0EFE600E**: Infinite ammunition.
00**8D6A6008**: Infinite total strength.
00**8AD84E71**: Immediate energy recovery.
00**8AF87260**: Immediate ammunition recovery.
00**8AB44E71**: Immediate stamina recovery.

THE IMMORTAL

00**81E8197C**: Use with following parameter for infinite lives.
00**81EA00FF**: This is used with above to give you infinite lives.
01**13F46006**: This cheat will defeat the goblins in combat.
00**99304E75**: 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

00**7ED16004**: Infinite lives.
00**8A166002**: Infinite time.

JAMES POND II: ROBOCOD

00**190A4E71**: Infinite lives.
00**3D1C6002**: Use with code below to make you invincible.
00**3CC26002**: Use with above code.
00**29166002**: Keep wings from round to round.

JEWEL MASTER

FFC4D50048: Unlimited health.
FFC4320XXX: Score X1,ØØØ,ØØØ. (XXX is Ø-999).
FFC434XXXX: Score X 1ØØ. (XXXX is Ø-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL

00**92660**0XX: Play starts at XX seconds.
00**74C4000X**: Where X is the amount of timeouts the home team start with.
00**74CA000X**: Visiting team starts with X timeouts.
00**8E380006**: Only need five yards for first down.
00**8FE4563**0: Touchdown worth three points.
00**8FE4503**0: Touchdown worth eight points.

KID CHAMELEON

FFFC4500XX: XX in this code referes to a level number to start from any level.
FFFC430063: Will maintain your maximum number of diamonds all the time.

KRUSTY'S SUPER FUN HOUSE

FF02FD000X: Level select. (0-4)
FF03EX0000: Remove golden padlock from final door.
FF0FF30002: Infinite lives.
FF0FF50064: Invincibility.
FF0FFD000A: Infinite weapon count.

LAST BATTLE

00**93D86002**: You are not killed when your energy bar reaches zero (infinite energy).
00**121C6002**: Timer does not decrease.

LEMMINGS

FFF53400XX: Fun stage. Where XX is the level number -1, and ranges Ø-ID.
FFF53500XX: Tricky stage. Where XX is the level number -1, and ranges Ø-ID.
FFF53600XX: Taxing stage. Where XX is the level number -1, and ranges Ø-ID.
FFF53700XX: Mayhem stage. Where XX is the level number -1, and ranges Ø-ID.
FFF53800XX: Present stage. Where XX is the level number -1, and ranges Ø-ID.
FFF53900XX: Sunsoft stage. Where XX is the level number -1, and ranges Ø-ID.
FFF48B00XX: Number of floaters. (XX ranges Ø-63).
FFF49100XX: Number of diggers. (XX ranges Ø-63).
FFF48A000X: Gives you X athletes to do a level.
FFF48B000X: Gives you X floaters to complete a level.
FFF48C000X: Gives you X bombers for a level.
FFF48D000X: Gives you X blockers for a level, leave enabled for unlimited.
FFF48E000X: Gives you X builders for a level, leave enabled for unlimited.
FFF48F000X: Gives X tunnelers to do a level, leave enabled for unlimited.
FFF490000X: Gives X miners per level, leave enabled for unlimited.
FFF491000X: Gives X diggers per level, leave enabled for unlimited.
FFF4E8003B: Unlimited time to complete a level.
FFF48E0013: Infinite builders.
FFF48B0013: Infinite floaters.
FFF48A0013: Infinite climbers.
FFF48C0013: Infinite bombers.
FFF48D0013: Infinite blockers.
FFF48F0013: Infinite miners.
FFF4800013: Infinite diggers.

LHX ATTACK CHOPPER

FFF1BD00D0: Infinite chain guns.
FFF1BF0004: Infinite sidewinders.
FFF1C10008: Infinite hellfires.
FFF76CXXXX: Score.(Where XXXX ranges 0-FFFF).
FFF92A004A: Unlimited fuel.
FFFBF400XX: Mission number. (XX ranges 0-21).
FFF1C10004: Unlimited hellfires.
FFF1BF0009: Unlimited sidewinders.

LOTUS TURBO CHALLENGE

FF41A500X: Level select (Ø-7)
FF4340XXXX: Speed of opponent cars. (speed for odd levels:**10AA**)
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**.
FF7CB50063: Unlimited time for player one.
FF7D7F0063: Unlimited time for player two.

M1 ABRAMS BATTLE TANK

00**CA1860**02: Infinite ammo.
00**C89C6002**: Infinite machine gun rounds.
01**108E6002**: Infinite smoke canisters.
00**D7366010**: Infinite fuel.
01**0FE86002**: Infinite smoke.
01**109400XX**: Smoke canister time in seconds.
00**8BBCOXXX**: Start with XXX gallons of fuel. 64 would be 100 gallons.
00**8B9E00XX**: Start with XX Heat rounds 64 would be 100.
00**8BA400XX**: Start with XX Sabot rounds 64 would be 100.
00**D8A24E71**: Invulnerable equipment.

MARBLE MADNESS

FFAC770039: Infinite lives.
FFB0CF0039: Infinite time.

MARIO LEMIEUX HOCKEY

01**62B06004**: Freeze timer.
01**62D46004**: Freeze player 2's first penalty timer.
01**62C24E75**: Freeze all penalty timer.

MARVEL LAND

FFF7470002: Infinite lives.

MASTER OF WEAPON (JAP)

FF10290002: Infinite lives.

MEGA-LO-MANIA

FF156F0063: Infinite men for every island.

MERCS

00**80B8C351**: Infinite bombs.
00**B0944E71**: Infinite energy.

MICKEY MOUSE

00**B7944E75**: Mickey only takes one point of damage per section.
00**C8C40026**: Jump higher.

MIDNIGHT RESISTANCE (JAP)

FF0C710003: Infinite lives.
FF64510003: Infinite energy.

MIGHT & MAGIC

02**BB800000**: Dagger is free.
02**BBB60000**: Nunchukas are free.
02**BB000000**: Short sword is free.

MOONWALKER

00**5F1E31FC**: Use with below code. This will increase Michael's ability to dance.
00**5F200040**: Use with above code.
00**DFD06004**: Infinite lives.

MS. PAC-MAN

00**18366002**: Infinite lives.

MYSTIC DEFENDER

00**C0DE4E71**: Will make firing super-charged weapons easier.
00**6EF06002**: Will protect you against most enemy attacks.

NEW ZEALAND STORY

FF80030003: Infinite lives.
FF80040005: Infinite continues.

OUTRUN

00**35A84A10**: Infinite time.

PACMANIA

00**88926002**: Will give you infinite Pac-men.
00**29920**00X: Start with X lives minus one, eg for six lives enter X as five.
00**004418E7**: Ghosts stay blue much longer than normal.

PHANTASY STAR II

00**2D526002**: Players never get paralysed.

ØØD01C600C: All items are free of charge.
002B0C6012: No damage is taken in battle.
002C146012: No damage is taken from venomn strikes.
00716E6014: No damage is taken in the damage zones.

PHANTASY STAR III

0182DC8XXX: With XXX giving the amount of Mesetas.
00AB186006: All items are free.
0111766004: Characters cannot be poisoned.
00C36A6018: Sleep and game saving are free.
0103306034: Can be used to protect you against enemy attacks.

PHELIOS

0035DC6004: Infinite lives.
0072E863E: Unlimited beam weapons.
00737E4E71: Unlimited homing missiles.

PIT-FIGHTER

FF2C2F0004: Infinite lives for player one.
FF2CFD0004: Infinite lives for player two.
FF2B7B00D8: Unlimited energy for player one.
FF2C4900D8: Unlimited energy for player two.
FF2BA40001: Power pill ability for player one.
FF2C720001: Power pill ability for player two.

QUACKSHOT

0050AC000X: X can be changed to alter the number of lives you start with.
0048726004: Infinite lives.
005EDE600C: Invulnerable to enemy attack.
0060AC6002: Donald does not calm down after he loses his temper.
007D980001: Donald loses his temper after only one chilli pepper.
0050C631C2: Start the game with about 15 units of popcorn.
0051926002: Does not decrease popcorn.

RAIDEN TRAD (US)

003EB6000A: Start each life with ten bombs.
0001A17014: Start with 20 lives.
000A5A707F: Start with 127 lives.

RAMBO III

0022803CC0: Will give you a large amount of lives.
00495A6012: Infinite lives during missions.
002E186012: Infinite lives during bonus battles.
0048407200: Infinite arrows.
0098E600XX: Each A is worth XX arrows e.g. 0098E60010 for 10 arrows per A.
0048DA7200: Infinite time bombs.
0098D200XX: Each B is worth XX bombs.

RASTAN SAGA II

FFOAC1000A: Unlimited life.
FF0AC30002: Infinite lives.

REVENGE OF SHINOBI

00C1B24E71: Will give you unlimited Shurikens through out the game.

ROADBLASTER

FF211B00XX: Rally number select (XX is 0-31).
FF2A5D0005: Infinite lives.
FF2A61000X: Number of weapons left or duration of weapon (X is 0-3).
FF2A69000X: Type of weapon, where X is as follows:
0 – No special weapon
1 – Nitro Injector
2 – Cruise Missile
3 – Electro Shield
4 – UZI Cannon
FFABC300E0: Unlimited fuel.

ROAD RASH

00BA7C6002: Slows the game down while the enable switch is on.
001AAC000X: Player one starts at level X.
001BC2000X: Player two starts at level X.
001ACA0XXX: Player A starts with money corresponding to XXX.
001BE60XXX: Player B starts with XXX money (see above).
001AD2000X: Player A starts with bike number X, eg use 001AD20007 for Diablo.
001BEE000X: Player B starts with bike number X, eg use 001BEE0007 for Diablo.
FF050D000X: Level select for player A.
FF050F000X: Level select for player B.
FF051900XX: Money X 655,360 for player A. (XX ranges 0-FF)
FF051AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FF051D00XX: Money X 655,360 for player B. (XX ranges 0-FF)
FF051EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)
FF0543000X: Bike for player A. (X ranges 0-7)
FF0545000X: Bike for player B. (X ranges 0-7)
FF1A7300XX: 1st gear acceleration. (XX ranges 0-FF)
FF1A7500XX: 2nd gear acceleration. (XX ranges 0-FF)
FF1A7700XX: 3rd gear acceleration. (XX ranges 0-FF)
FF1A7900XX: 4th gear acceleration. (XX ranges 0-FF)
FF1A7B00XX: 5th gear acceleration. (XX ranges 0-FF)
FF1A7D00XX: 6th gear acceleration. (XX ranges 0-FF)
FF1A8800XX: Maximum speed. (XX ranges 0-7C)

ROAD RASH II

FFF4DCXXXX: Money X 1Ø for player A. (Ø-FFFF)
FFF4DEXXXX: Money X 1Ø for player B. (Ø-FFFF)
FFF4CF000X: Level select for player A. (1-5)
FFF4D1000X: Used with above code.
FFF4D3000X: Level select for player B. (1-5)
FFF503000X: Bike for player A (F is a special bike called Wild Thing 2000).
FFF505000X: Bike for player B (Ø-F, where F is a special bike).
FF05BF000X: Number of Nitros. (Ø-8)
FF05CF000X: Number of Nitros for player B in head-to-head. (Ø-8)
FF06C400FF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FF0A7400XX: Current speed. (Ø-7F, where 7F is 327 mph)
FF0EF400XX: Current speed for player B in head-to-head.
FF0A7B0001: Bike can reach maximum possible speed.
FF0EFB0001: Bike can reach maximum possible speed for player B.
FF0ACD000X: Weapon carried/ hitting method.
FF0F4D000X: Weapon carried/ hitting method for player B in head-to-head.
FF0AD300FF: Player always stays on bike. (Note: bike can't be wrecked!)
FF0F5300FF: Player always stays on bike for player B.

ROLLING THUNDER 2

FFF20D0002: Infinite lives.
FFF2030040: Infinite bullets.
FFF2050029: Infinite machine gun.
FFF1350074: Infinite time.
FFCD330001: Invulnerable.

ROLO TO THE RESCUE

FFC51E0004: Infinite continues.

RUNARK (JAP)

01E5A84A79: This parameter will give you unlimited energy.
00C0F24A79: Unlimited bazookas.
00C03E4A79: Unlimited machine gun bullets.
00BF264A79: Unlimited pistol bullets.

SHADOW DANCER (US)

01029E7200: Give a player loads of lives (not unlimited).
00ADD213C1: Unlimited magic.

SHADOW OF THE BEAST

014E9E6004: Unlimited energy.
014EDC4E71: Protection against sudden death.
FF1A17000C: Infinite lives.
FF1A17000C: When switched is enabled your energy will be restored.

SHADOW OF THE BEAST II

FF22390080: Every time Acton Replay is enabled your energy is restored.
FF22420002: Second option is always axe, even though it is not visible.
FF22420004: Second option is health restore option.

SHINING IN THE DARKNESS

001AFE0000: Herbs are free.
0015060000: Depoison is free.
0015160000: Wisdom is free.
0015960000: Healer fruit is free.
0159E0000: Smelling salts are free.
002D3403E7: Use with below code to start the game with 999 points.
002D4003E7: Use with above code.
0012CE0000: Woodstaff is free.
0012360000: Word is free.
0143E0000: Bronze shield is free.
0014160000: Bronze armour is free.

SIDE POCKET

FFC09400XX: Balls in stock. (XX ranges Ø-1Ø).
FFC0A200XX: Total Score X1ØØ.

SLAUGHTER SPORT

FF28950068: Unlimited health for player 1.

SMASH TV

FFA37B0007: Infinite lives.

SONIC THE HEDGEHOG

0138A06032: Infinite lives.
0039F011C1: This parameter makes sonic invulnerable to enemy.
00A35E6042: Gives Sonic his turbo shoes.
0039FC31C1: This will enable an aerial view of levels.
0039DC31C1: This will start you with several hundred rings on each level.
0032426010: Start from any level.
FFFFE00001: Start game at any level, press and hold button A, then press start.
FFFE090001: Allows a level to be modified. Use A and C to position, B plays.

SONIC THE HEDGEHOG 2

FFFE120009: Infinite lives.
FFFE210063: Gives you 99 rings all the time allowing special exits etc.
FFFE090001: 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.
FFFFD00001: Press start and A together for level select.
FFFFB1000X: X is the number of Chaos Gems in possession (1-7) use with code
for number of rings to change into Super Sonic.
FFFE2100XX: 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.
FFFE190001: Jump higher/Weird hair.
FFF65F00FF: White Sonic.
FFFE12000X: X is the number of lives.
FFB01E0000: Sonic is always running.
FFB02B0001: Shield protection.

SPACE HARRIER II

006CD4000A: Start with ten lives.
006CD40014: Start with twenty lives.
007C744A38: This parameter is for infinite lives.

SPEEDBALL 2

FF009F00XX: Freezes timer at the value in XX eg use FF009F0002 to keep the game going as long as you like.
FF00FA7FFF: Unlimited cash for player one.
FF0DEE0002: Score multiplier is two in favour of player one.
FF0DEE0001: Score multiplier only one in favour of player one.
FF0DEE0000: Score multiplier inactive.
FFD5AA0008: Electro mode.

SPIDERMAN

FFE691003B: Unlimited time.

SPLATTERHOUSE II

FF00F70004: Unlimited life.
FF00F70003: Unlimited energy.
FF00F80003: Unlimited energy.

STAR CONTROL

0070445A40: More income per turn.
006D8C5A6E: Mines make more money.
179ADA0204: Faster human energy regeneration.
01C9C20004: Urquan fighters shoot more often.
01C76A0030: Urquan fighters move faster.
179C960040: Faster Vux turning.
01683E0014: Lots of Asteroids, the game plays somewhat slower.
00999C003F: Asteroids are speeded up.
016878601A: No planets.
0096EC0000: Planets have no gravity.
01601A6016: Find precursor relics at most stars.

STAR FLIGHT

FF957300FF: Used with below code gives infinite fuel.
FF95DD00FF: Use with above code.
FF97810098: Used with below code gives unlimited money.
FF98310098: Use with above code.
FF97A50010: Cargo pods.
FF943C0021: Used with below code gives infinite time.
FFC34B0015: Use with above code.

STEEL EMPIRE

FFCB4B0013: Gives you a weapon level of 20.
FFCB570003: Unlimited bombs.
FFCB510003: Infinite lives.
FFE07B000X: Start from any level where you should replace X with a number 1-6.

STORMLORD

FF00250005: Infinite lives.
FF00290004: Speedy StormLord
FF002F00XX: Score X10,000 (0-99).
FF0030XXXX: Score X1 (0-9999).
FF00370001: Invincibility (almost). Falling and fire still kills.
FF00790000X: Number of fairy Princesses freed (0-9).
FF007B000X: Number of fairy Princesses remaining (0-9).
FF00A50001: Unlimited time.
FF05DB000X: 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.
FFFF200003: Infinite lives for player one.
FFFF230003: Infinite lives for player two.
FFFF210002: Infinite special attacks for player one.
FFFF240002: Infinite special attacks for player two.

STREETS OF RAGE 2

FFEF690000: Almost never get hit-player one.
FFF0690000: Almost never get hit-player two.
FFEF810068: Unlimited health for player one.
FFF0810068: Unlimited health for player two.
FFEF830005: Infinite lives for player one.
FFF0830005: Infinite lives for player two.
FFFC3C0099: Unlimited time.
FFFC43000X: Level select (1-8).

STRIDER (US)

020A1C6002: This parameter will give you infinite lives.
002BCE4E71: This parameter will give you as long as you like to complete a level.
0011F8007F: Gives large amount of energy for each man.

SUPER HANG-ON (UK & JAP)

008B14600E: Infinite time in arcade mode.
0054BE600A: This parameter allows infinite money in the original mode only.
00E68A123C: Use with code below.
00E68C00XX: Adds XX seconds when you get extended play – use with above code.
FF05540055: Unlimited time.

SUPER HYDLIDE

FFE00D0019: Unlimited life.
FFE11C0004: Magic invincibility.

SUPER MONACO GP

FF91080001: Used together with below code will take your car to about 39Ø km/h.
FF9109008F: See above.
FF91080002: 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 (0-F).
FFFF61000X: Rival's position (0-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.
0223OC0000: 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.

TASK FORCE HARRIER (US)

0024F64A38: Infinite lives.
0021B24A38: Infinite bombs.
0020486002: While the switch is on your extra aircraft is present.

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 0-13, 19 gives ending).
FFD4BC000C: Unlimited health.

TECHNOCOP

FF17050048: Invincible car.
FF177B0001: Unlimited time.
FF25AE0001: Unlimited health.
FF26290005: Infinite lines.

TERMINATOR 2

FF80CA0004: Unlimited lives.
FF8019OO25: Unlimited missiles for player one.

THUNDER FORCE III (JAP)

000DE46014: This will give you infinite lives.
0041CE6002: Will stop you from losing your selected weapon when you are destroyed.

THUNDER FORCE IV

FFF2DD00FF: All weapons.
FF8003O001: Gives you the claw.
FF8004O001: Gives you the shield.

THUNDERFOX

FFB00B0001: Unlimited energy.
FFB00D00C0: Infinite lives.

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.
FF810190025: Player one unlimited rocket grenades.
FF8069ØØ25: Player two unlimited rocket grenades.

TINY TOONS

FFFBØBØØØ3: Infinite energy.
FFFB090002: Infinite lives.
FFFBØF0032: Gives one special helper each time you pick up a carrot.
FFFB110009: Pick one special helper up to get infinite helpers.

TOEJAM & EARL

ØØBCBØ6ØØ2: Infinite lives (ToeJam & Earl).
ØØBB980063: This parameter will start ToeJam with a total of 99 bucks.
FFDAD200XX: Will allow different facilities for Earl XX is replaced as follows:-
ØØ is for infinite icarus wings.
Ø1 is for infintie spring shoes.
Ø2 is for infinite inner tubes.
Ø3 is for infinite tomatoes.
Ø4 is for infinite slingshots.
Ø5 is for infinite rocket skates.
Ø6 is for infinite rose bushes.
Ø7 is for infinite super hi-tops
Ø8 is for infinite doorways.
Ø9 is for infinite food.
1Ø 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

ØØØA861Ø4Ø: This will give over 4,ØØØ ships to help you on your way.
ØØØAB41Ø4Ø: This will give each ship 4,ØØØ bombs.
FFØØ3BØØ1A: Infinite power boosters.
FFØØ4FØØØB: Infinite lives.
FFØØ51ØØØB: Infinite destroyer bombers.

TURBO OUTRUN

FF9EF7ØØ3B: Stops clock.

TWIN HAWK (UK & JAP)

ØØ358C6ØØ4: Infinite special weapon.
ØØ2B586ØØ4: Infinite lives.
ØØ3FØ87E03: To be used with below code.
ØØ3FØA6ØØ2: Used with the above code, this will give you your full complement of power-ups straight away.

UNIVERSAL SOLDIER

FF12D9ØØØ9: Unlimited smart bombs.
FFØADFØØØX: Gives you X lives each time the Action Replay is enabled.

VALIS III

FFF459ØØ16: Infinite lives.
FFF447ØØ18: Unlimited energy.
FFF44BØØ18: Constant full energy meter.
FFF45BØØ2C: Stops clock at three minutes.

WANI WANI WORLD

FF846900Ø3: Infinite lives (player one).
FFA4Ø3ØØØ3: Infinite energy player one.
FF846BØØØ3: Infinite lives (player two).
FFA46DØØØ3: Infinite energy player two.

WARDNER SPECIAL (JAP)

FF82940004: Infinite lives.

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

FFDAØØØØØA: Unlimited life.

WORLD OF ILLUSION

FFA0380008: Unlimited health for player one.
FFAØB80008: Unlimited health for player two.
FFFD530008: Infinite lives.
FFFFDBØØØX: 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

FFØ8350027: Unlimited energy.
FFØ839ØØØX: Gives a player X amount of lives each time the Action Replay is enabled.

Y'S III (US)

ØØ65704E71: Will give you infinite ring power.
ØØD76A6ØØ2: Use with code below to make you invulnerable.
ØØED586ØØ8: Use with codes above.
ØØ2298303C: Use with code above and below.

ZANY GOLF

FFE9A2ØØØ5: Infinite lives.

MASTER SYSTEM

ALIEN3

ØØC42763: Unlimited machine gun.
ØØC42B63: Unlimited bazooka gun.
ØØC42963: Unlimited flame.
ØØC42D63: Unlimited grenade.
ØØC42F63: Unlimited other option.
ØØC46A63: Unlimited energy.

ALIEN STORM

ØØC11310: Infinite energy (lifemeter).

ALIEN SYNDROME

ØØC054Ø2: Unlimited lives.
ØØC07B06: Unlimited time.
ØØC0750l: Need one hostage to open exit.
ØØC8EDØ1: Keep flame weapon.

ASSAULT CITY

ØØCØD90A: Infinite energy (switch the Action Replay off at the end of the level).

ASTERIX

ØØC09D03: Infinite lives.
ØØC09A03: Invincibility.

BACK TO THE FUTURE II

ØØC36B05: Infinite energy.
ØØC36304: Infinite lives.

BANK PANIC

ØØCØ1FØ3: Infinite lives.

BART VS THE SPACE MUTANTS

ØØCØ1ØØ3: Infinite lives.
ØØC3AF09: Infinite time.
ØØC3E9BE: Infinite paint.

BUBBLE BOBBLE

ØØCEB703: Infinite lives.
ØØDBØØØX: Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ

ØØC28203: Infinite turbos.
ØØC23836: Infinite time.
Level Select:-
ØØC2210X: Replace X with a number (Ø-2) to change the round.
ØØC2200X: Replace X with a number (Ø-4) to change the stage.
ØØC2538Ø: 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

ØØCB2BØ3: 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.
ØØC80F96: 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).
ØØC80E01: Infinite potion.

GHOST HOUSE

ØØC1BAØ2: Infinite lives.
ØØC1F5CØ: Infinite energy.

GHOULS & GHOSTS

ØØCØ3302: Infinite lives.
ØØC04C02: Invincibility.
ØØC04B4Ø: Magic stays full.

GLOBAL GLADIATORS

ØØDØE905: Infinite lives.
ØØDØBA3F: Infinite energy.

G-LOC

ØØCB2C38: Infinite time.
ØØCCØE28: Infinite missiles.
ØØCCØD07: Infinite armour.

GOLDEN AXE

ØØCØØ503: Infinite lives.
ØØC1871F: Infinite energy.
ØØCØØ60X: This parameter gives unlimited Magic. e.g. enter ØØCØØ601 for unlimited Magic 1, ØØCØØ602 for unlimited Magic 2 etc.

INDIANA JONES & THE LAST CRUSADE

ØØC98706: Infinite lives.
ØØC97305: Infinite whips.
ØØCBB907: Infinite time.

LEMMINGS

ØØDB5C64: 100% completion every time.

MASTER OF DARKNESS

ØØCA3A2Ø: Infinite energy.

MICKEY MOUSE: CASTLE OF ILLUSION

ØØCØBDØ3: Infinite energy.
ØØCØC8Ø3: Infinite lives.
ØØDCØØØ5: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION

ØØC09ØØ2: Infinite energy.
ØØC09FØ3: Infinite tries.
ØØCØA295: Infinite time.
ØØCØADØ7: Infinite air.

MIRACLE WARRIORS

ØØC5ØA1Ø: Infinite energy.

NEW ZEALAND STORY

ØØDDEC03: Infinite lives.
ØØDE15Ø4: 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.
ØØD5ØFØA: Infinite papers.

PRINCE OF PERSIA

ØØC2920Ø8: Infinite life.

PSYCHO FOX

ØØC0160Ø3: 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.
ØØC05FØE: Takes you straight to round 15.

R-TYPE

ØØCE0103: Infinite lives.

SAGIA

ØØC82602: 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.
ØØC06C06: Infinite energy.

SONIC THE HEDGEHOG

ØØD2AAXX: Keeps XX rings. Try ØØD2AA99.
ØØD2460Ø3: 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

ØØD2980Ø3: 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

ØØC12302: Infinite lives.

SPEEDBALL 2

ØØDAØB14: Unlimited money.

SPELLCASTER

ØØCØ252Ø: Infinite strength.

STRIDER

ØØD4850Ø3: Infinite lives.
ØØD2650Ø7: Infinite timer.

SUPER MONACO GP

ØØC36201: Allows you to win every time.

SUPER SMASH TV

ØØC51007: Infinite lives.

SUPER SPACE INVADERS

ØØC2EEØ3: Infinite lives.
ØØC2FØØ3: Infinite energy.

TAZ-MANIA

ØØC10005: Unlimited lives.

THE TERMINATOR

ØØCC163C: Infinite energy.

TOM & JERRY

ØØC43908: Infinite energy.

VIGILANTE

ØØCØ14Ø3: Infinite lives.
ØØC2544F: Infinite energy.
ØØC29154: Infinite time.

WORLD CLASS LEADERBOARD

ØØD362ØØ: Score a hole in one every time.

XENON 2

ØØDØE2Ø3: Infinite lives.



AXBATTLER

ØØCØ55Ø6: Infinite energy.

BART VS THE SPACE MUTANTS

ØØC01ØØ3: Infinite lives.
ØØC01EØØ: Painted items are at 0.
ØØC01201: Infinite paint.
ØØC39EØ9: Infinite timer (switch Action replay off at the end of a level).
ØØC01101: Infinite coins.
ØØC01301: Infinite cherry bombs.
ØØC01401: Infinite rockets.
ØØC01501: Infinite wrench.
ØØC01601: Infinite keys.
ØØC01701: Infinite magnet.
ØØC01801: Infinite whistle.
ØØC43BØØ: Moonwalking Bart .

BATMAN RETURNS

ØØCØ21Ø3: Infinite lives.
ØØC1590A: Infinite energy.
ØØC01F02: Infinite specials.

DONALD DUCK

ØØCØ83Ø3: Infinite lives.
ØØC13E01: Infinite energy.
ØØCØ5BØX: Replace the letter X with the numbers 1-6 for level select.

GALAGA '91

ØØC83E02: Infinite lives.

GEORGE FOREMAN'S BOXING

ØØC1288Ø: Infinite energy (player one).
ØØC115Ø3: Infinite power punch (player one).
ØØC1100X: Level select (1-4). Switch Action Replay off at the end of level.
ØØC1200X: Round select (1-9). Switch Action Replay off at the end of round.
ØØC13309: nfinite timer.
ØØC11104: Full power punch power meter (player one).
ØØC11204: Full recovery power meter (player one).
ØØC113Ø4: Full footwork power meter (player one).
ØØC11604: Full power punch power meter (player two/computer).
ØØC11704: Full recovery power meter (player two/computer).
ØØC11804: Full footwork power meter (player two/computer).
ØØC1298Ø: Full energy (player two/computer).
ØØC11AØ1: Infinite power punches (player two/computer).

KLAX

ØØCØDBØ3: Unlimited credits.
ØØCØ94Ø1: Infinite lives.
ØØC1FØXX: Level select (ØØ-64). Switch Action Replay off at the end of the level.

LEMMINGS

ØØDB72ØA: Infinite climber.
ØØDB73ØA: Infinite floater.
ØØDB74ØA: Infinite bomber.
ØØDB75ØA: Infinite blocker.
ØØDB76ØA: Infinite builder.
ØØDB77ØA: Infinite basher.
ØØDB78ØA: Infinite miner.
ØØDB79ØA: Infinite digger.
ØØDAD3Ø9: Infinite time.
ØØDB5C64: Always have 1ØØ% Lemmings.
ØØDB9DXX: Level select.

XX	LEVEL	XX	LEVEL
ØØ	01	ØF	16
Ø1	02	1Ø	17
Ø2	03	11	18
Ø3	04	12	19
Ø4	05	13	20
Ø5	06	14	21
Ø6	07	15	22
Ø7	08	16	23
Ø8	09	17	24
Ø9	10	18	25
ØA	11	19	26
ØB	12	1A	27
ØC	13	1B	28
ØD	14	1C	29
ØE	15	1D	30

MICKEY MOUSE: CASTLE OF ILLUSION

ØØCØC8Ø3: Infinite lives.
ØØCØBDØ3: Infinite energy.
ØØDCØØØ5: Infinite timer.

NINJA GAIDEN

ØØC448Ø3: Infinite lives.
ØØC4210F: Infinite energy.

OUTRUN

ØØC16909: Infinite time.
ØØC36127: Full revs all the time (takes your car up to 315 KMH).

PACMAN

ØØC13303: Infinite lives.

PENGO

ØØC13804: Infinite lives.
ØØC211ØØ: Eliminates sno-bees. If used with below code, this will keep

the sno-bees eggs flashing so you know where to find them.
ØØC12FØØ: Keeps the timer at 00. If used with above code, this will keepthe sno-bees eggs flashing so you know where to find them.

PRINCE OF PERSIA

ØØC2920З: Infinite energy.
ØØC2983B: Infinite timer.

SHINOBI

ØØD20B04: Infinite energy.
ØØD21E01: Infinite special weapons.

SONIC THE HEDGEHOG 2

ØØD2980З: Infinite lives.
ØØD2990S: Invincibility (always keeps 6 rings). Turn Action Replay off at the end of the act but back on again at the beginning of the next one.
ØØD2950X: Zone. Activate the enable switch after the first two title screens but before the level starts.
ØØD2960Y: Act. Activate the enable switch after the first two title screens but before the level starts. After the level starts disable the Action Replay.

X	ZONE	Y	ACT
Ø	Underground	Ø	1
Ø	Underground	1	2
Ø	Underground	2	3
1	Sky High	Ø	1
1	Sky High	1	2
1	Sky High	2	3
2	Aqualake	Ø	1
2	Aqualake	1	2
2	Aqualake	2	3
3	Greenhills	Ø	1
3	Greenhills	1	2
3	Greenhills	2	3
4	Gimmick Mountain	Ø	1
4	Gimmick Mountain	1	2
4	Gimmick Mountain	2	3
5	Scrambled Egg	Ø	1
5	Scrambled Egg	1	2
5	Scrambled Egg	2	3
6	Crystal Egg	Ø	1
6	Crystal Egg	1	2
6	Crystal Egg	2	3

SPIDERMAN VS THE KING PIN

ØØDF752Ø: Infinite web fluid.
ØØDF72Ø5: Infinite time.
ØØDF76FF: Infinite energy.

STREETS OF RAGE

ØØCCF317: Infinite energy.
ØØCD0903: Infinite lives.
ØØCEEE01: Infinite timer.
ØØC6670X: Level select. Replace X with 0-4.

SUPER SMASH TV

ØØC5120S: Infinite lives.

SUPER SPACE INVADERS

ØØC7EE03: Invulnerablilty.
ØØC84601: Shoot one invader and clear the round.
ØØC7EC03: Infinite lives.

TERMINATOR

ØØCC1664: Infinite energy.

WONDERBOY

ØØC12D02: Infinite lives.
ØØCC360C: Infinite vitality.
ØØC1290X: Zone select. Replace X with one of the following Ø – zone 1, 1 – zone 2, 2 – zone 3, 3 – zone 4.
ØØC128XX: Round (RO) and area (AR) select. Replace XX with the following. Switch off at the end of each level.

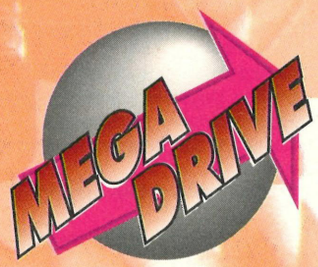
XX	AR	R
ØØ	1	1
Ø1	1	2
Ø2	1	3
Ø3	1	4
Ø4	2	1
Ø5	2	2
Ø6	2	3
Ø7	2	4
Ø8	3	1
Ø9	3	2
ØA	3	3
ØB	3	4
ØC	4	1
ØD	4	2
ØE	4	3
ØF	4	4
1Ø	5	1
11	5	2
12	5	3
13	5	4
14	6	1
15	6	2
16	6	3
17	6	4
18	7	1
19	7	2
1A	7	3
1B	7	4
1C	8	1
1D	8	2
1E	8	3
1F	8	4
2Ø	9	1
21	9	2
22	9	3
23	9	4
24	10	1
25	10	2
26	10	3
27	10	4

WOODY POP

ØØC111Ø3: 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.*



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 BOND 007 - THE DUEL

AECAAAGC: Start on Mission 2
AJCAAAGC: Start on Mission 3
ANCAAAGC: Start on Mission 4
ATCAAAGC: Start on Mission 5
AF6AAAFR: Start with 1 life
AK6AAAFR: Start with 2 lives
AP6AAAFR: Start with 3 lives
AZ6AAAFR: Start with 5 lives
A76AAAFR: Start with 7 lives
BF6AAAFR: Start with 9 lives
ATGAAA56: Infinite lives
AF6AAAF2: Start with 1 clip
AP6AAAF2: Start with 3 clips
AZ6AAAF2: Start with 5 clips
A76AAAF2: Start with 7 clips
BF6AAAF2: Start with 9 clips
AJCAAAGL: Start with 2 continues
ANCAAAGL: Start with 3 continues
AYCAAAGL: Start with 5 continues
ATGAAA70: Infinite continues

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.

SPEEDBALL 2

DBVAA6VT: Infinite money

SPLATTERHOUSE 2

AX2TAA8Y: Infinite lives
AX2TAA68: Invincibility
HH2TBLY8: Hits hurt twice as much
AE0AAAGA: Start with 1 life
AJ0AAAGA: Start with 2 lives
AN0AAAGA: Start with 3 lives
AY0AAAGA: Start with 5 lives
A20AAAGA: Start with 6 lives
A60AAAGA: Start with 7 lives
BA0AAAGA: Start with 8 lives
BE0AAAGA: Start with 9

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.

SUPER REAL BASKETBALL

PZJAPEV0: All player 1 shots worth 1 point
PZJAPJV0: All player 1 shots worth 2 points
PZJAPWV0: All player 1 shots worth 3 points
PZJAPTV0: All player 1 shots worth 4 points
PZJAPYV0: All player 1 shots worth 5 points
PZJAP2V0: All player 1 shots worth 6 points
PZJAP6V0: All player 1 shots worth 7 points
PZJAPAV0: All player 1 shots worth 8 points
PZJAPEXT: All player 2 shots worth 1 point
PZJAPJXT: All player 2 shots worth 2 points
PZJAPWXT: All player 2 shots worth 3 points
PZJAPTXT: All player 2 shots worth 4 points
PZJAPYXT: All player 2 shots worth 5 points
PZJAP2XT: All player 2 shots worth 6 points
PZJAP6XT: All player 2 shots worth 7 points
PZJAPAXT: All player 2 shots worth 8 points

TEAM USA BASKETBALL

R19T860T: MASTER CODE - MUST BE ENTERED
AYCAAAHY: Player 1 starts with 5 points
BJCAAAHY: Player 1 starts with 10 points
B6CAAAHY: Player 1 starts with 15 points
CTCAAAHY: Player 1 starts with 20 points
DECAAAHY: Player 1 starts with 25 points
AYCAAAH6: Player 2 starts with 5 points
CTCAAAH6: Player 2 starts with 20 points
DECAAAH6: Player 2 starts with 25 points
ATHAAA2L: Stop shot clock
AKTTAAFG: Free throws worth 2
AVTTAAFG: Free throws worth 4
AZTTAAFG: Free throws worth 5
BKTTAAFG: Free throws worth 10
AKTTAAF0: Baskets worth 3
AZTTAAF0: Baskets worth 5
AZVAAAAW: 3-point baskets worth 5
BKVAAAAW: 3-point baskets worth 10

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

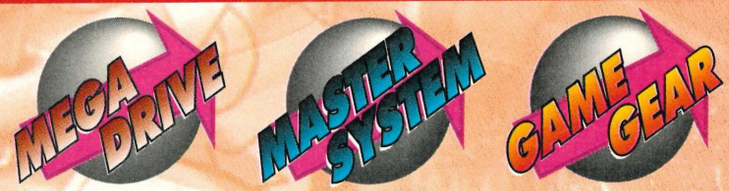
ATWTCA88: Infinite lives.
BC3TAA4T: Infinite credits.
AW4TAA72: Infinite time to continue game.
AATTCA44: Infinite time to complete round.

WORLD CUP ITALIA '90

AJYABE32: Timer x 2 speed
ANYABE32: Timer x 3 speed
ATYABE32: Timer x 4 speed
5YYABE32: Timer x 43 speed
AAYABE32: Timer doesn't go down
A2ZABE3G: Each player 1 goal worth 6
AYZABE6E: Each player 2 goal worth 5

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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.

Annoyed by *Ecco*, trounced by *T2* or riled by *Revenge of Shinobi*? We have the answer! Contact Dr M if you have any problem on any Sega console, including the new range of Mega-CD games. No other tipster plays games 24 hours a day and Dr M completes every game he plays, so expect a rapid response. If you've got a console problem, why not test Dr M's immense knowledge? You won't be disappointed, we guarantee an answer, after all, tips is all we do! Write to Dr M at SEGA *XS SOS, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

CLASSIFIED



LEMMINGS (MD)

I AM STUCK ON LEVEL 26 ON TAXING. CAN YOU HELP ME?
Paul White, Southampton

Get the first Lemming to dig down to the right of the trap, then start the second Lemming digging when he reaches the solid section. When he has dug down a bit, turn him into a miner and dig through two sections of rock, then turn him back to a digger. Now on the right and left sections, make one Lemming a climber. As soon as he gets to the top of the platform, turn him into a builder until he gets to the middle section where the exit is. When the top Lemming has dug right down to the level where the bridge will touch, turn him into a basher and then let him drop into the lava. Now do the same for the Lemmings on the right and the rest of the Lemmings will head straight for the exit. Hope that helps you, Paul.



FULL SOLUTION THIS ISSUE!

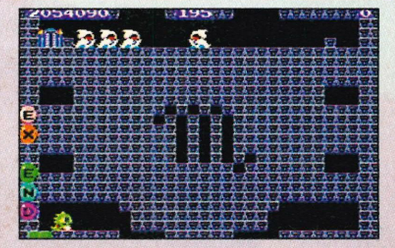
BUBBLE BOBBLE (MS)

I CANNOT FIND THE GREEN AND RED MIRRORS AND KEYS; HOW DO I GET THEM?
Kim Williams, Swansea

The Key is found on level 115 and is essential for Bub's progress. The crucial element to this level is not to complete the level before the door has appeared. It is probably best to kill most of the Fire Breathers and await the appearance of the door.

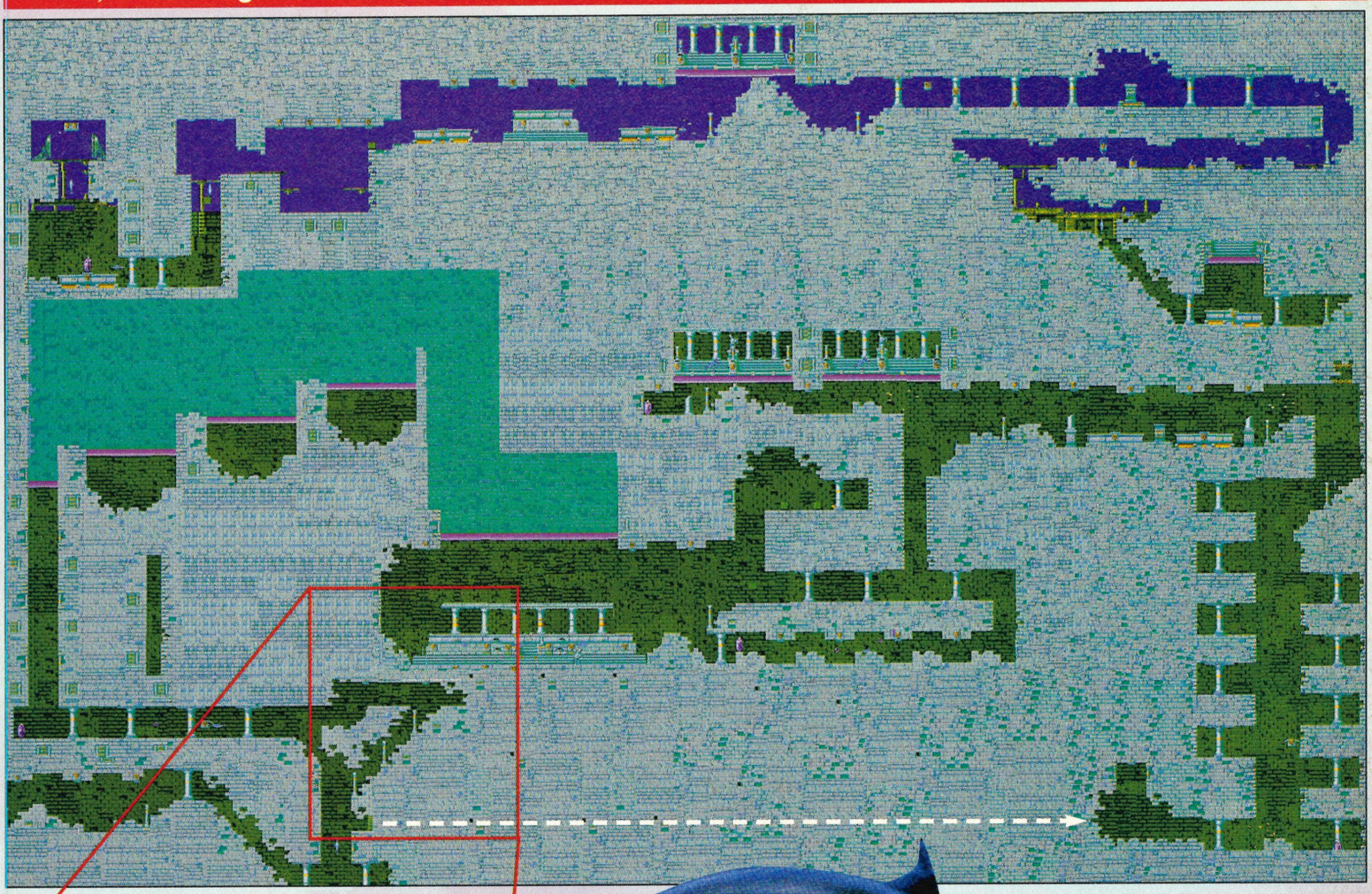
The first mirror will be yours once you have entered the door at the top of the screen – it will appear at the beginning of the level. Jump through the bottom gap, as you fall through the top be quick and encase the baddies in bubble whilst simultaneously heading directly for the door – avoid confrontation.

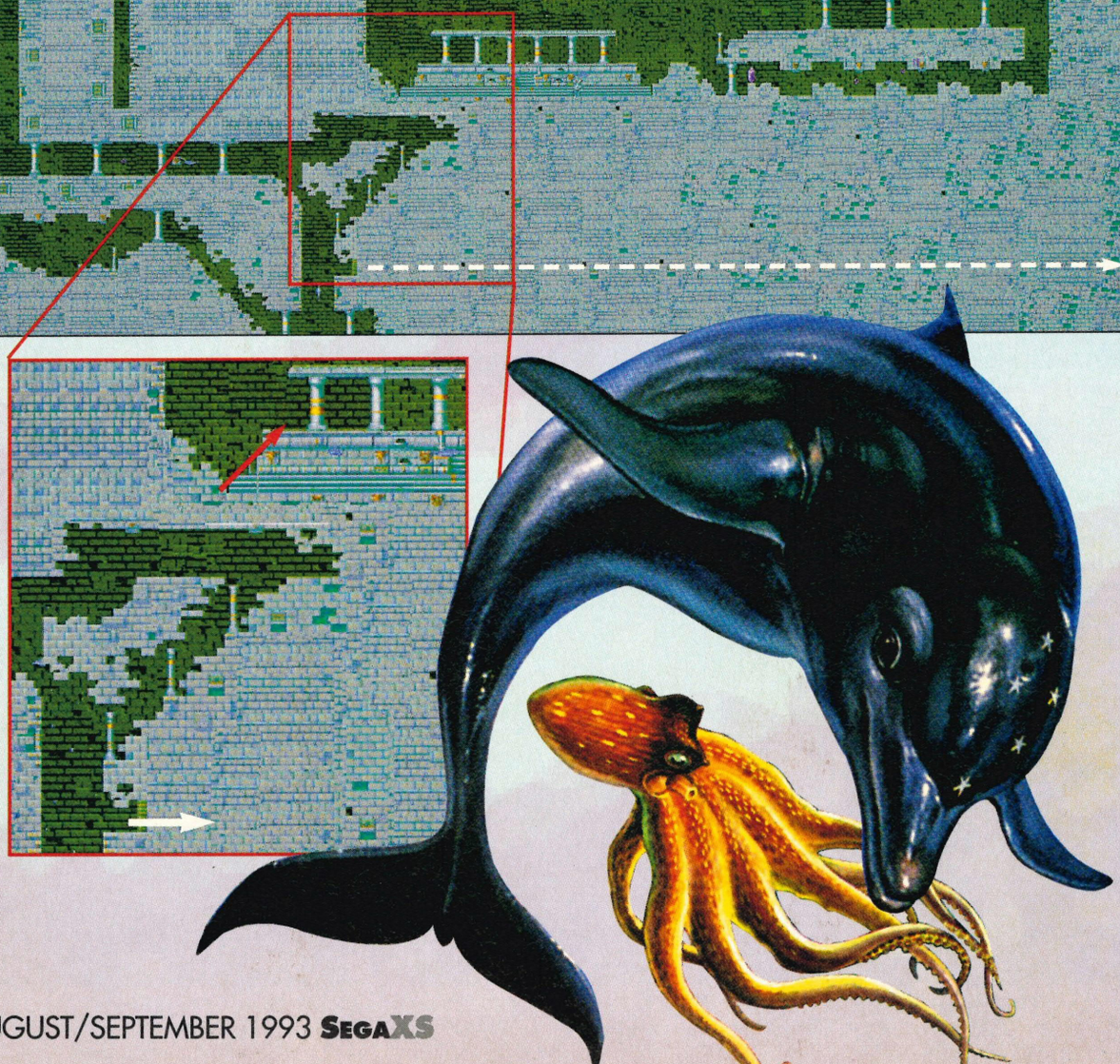
As can be seen (right) level 195 begins with the portal door readily awaiting the entrance of our dragon hero, Bub. To get to it is but a process of bubble jumping, blowing bubbles to the right and jumping on them will enable you to reach the door without encountering the Super Rock Thrower's evil antics. Once through the door you will see the green mirror awaiting your collection. The final icon is now yours, so now you can go and defeat the final guardian without any trouble!



ECCO THE DOLPHIN (MD)

HA HA, JON EVES FORGOT THE SECRET WARP IN THE CITY OF FOREVER!
Dean, Stourbridge





Yes, yes, yes, we all know that our City of Forever map did not contain the secret warp, but hey, can't we have some fun sometimes? What sort of gamesplayers cannot go around the tough route anyway? Surely you don't have to resort to cheating when all it takes is a few well-timed jumps and a great deal of patience? For those of you who still do not know the teleporter cheat in the City of Forever, here it is.

Use our map and go to the top of the first passage and shoot a sonar diagonally up right to the statue which is on the other side of the wall. Now go down to the alcove in the passage below where there are green and yellow blocks and you will now be granted access to the secret cave. This takes you to the teleporter. Follow the directions on our map and you cannot go wrong!

FLASHBACK (MD)

I'VE TRIED EVERYTHING, BUT I CAN'T GET THE PACKAGE ON LEVEL TWO. PLEASE HELP!

Paul Davies, London

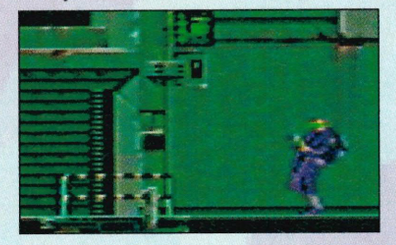
Well, we thought that the *Flashback* solution (as penned by our illustrious Ed) was pretty comprehensive but you could get caught out by some of the tasks you have to perform. To get the package, first you must have a work permit from Africa. Go to the people on reception and you will ask about the permit and then be shown upstairs. When you have finished with the mad old ladies on the three desks, you will be ushered in to see the controller. Give him your ID card and he will give you the permit which is inserted in the work machines.

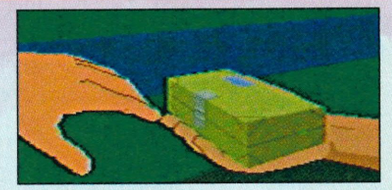
Now go to Europa where the job centre is, and go to the machine that has the text scrolling on the screen. If you face the screen you will get a review of the first job which is to collect the package from Asia and deliver it to Africa. When you have read the screen, make sure you hold your work permit and insert it into the machine.



You will only have the job when you see that it has been verified.

The next stage is to go to the room on the far right at the top of Asia where there is a Titan Travel poster and a woman at the desk. Face her and you will be handed the package





which must be deposited at the same type of desk in Africa. The only obstacle is a gun-toting cop who must be shot outside the office.

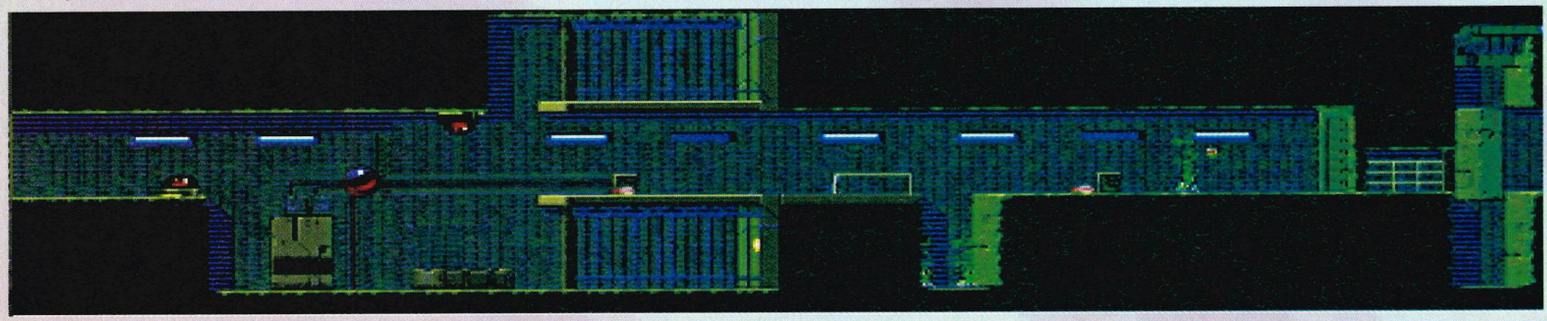
The main reasons why you cannot find the package, Paul, is that you either have not verified the job or you haven't got your work permit yet. Dr M has spoken!

PLEASE HELP ME GET PAST THE PLASMA BEAM ON LEVEL 4-1!

Mike Stitch, Yorkshire

Those wimps at SEGA XS took ages to get past this section, but of course I breezed through it, no problem – ha! The way to get past to the air vent beyond is to begin running as soon as you see the beam appear behind you, then time your leaps over the bombs to avoid them. There is a pit in the second screen and you need to press jump as soon as you appear on the screen if you're going to have a chance of making it. On the next screen, press down right to roll into it and you should fly right underneath the energy ball waiting to zap you. Quickly shoot the ball (if you try to pistol-whip it, it takes too long and the beam gets you) and after three hits, it explodes and the door to the air vents will open.

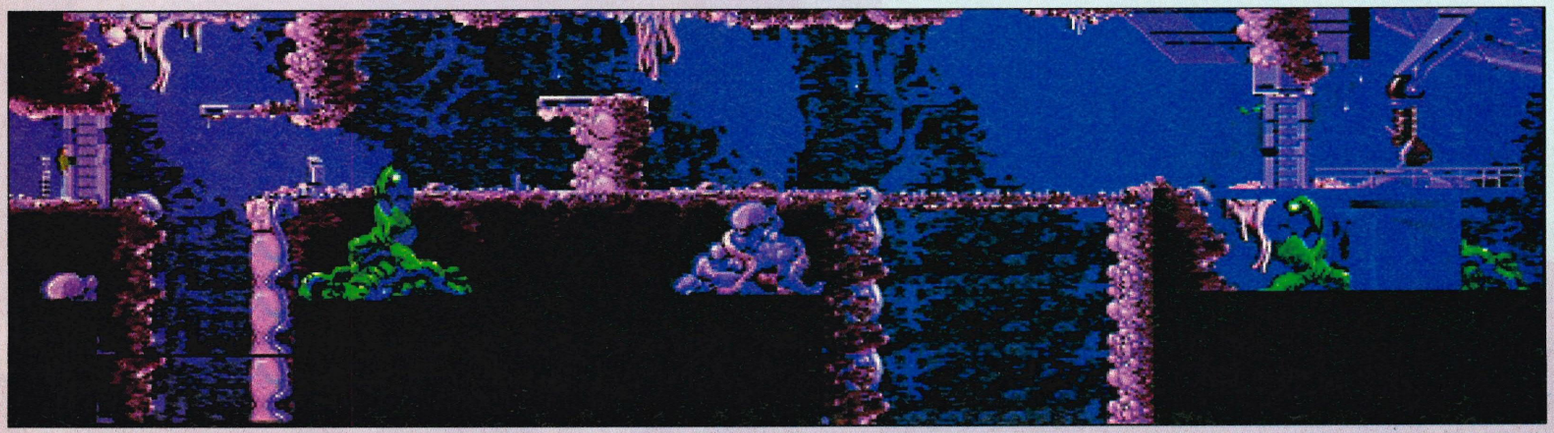
This section requires precise timing as just one mistake means instant death. The key to completing it is stand far enough from the energy ball so that you get a clean shot and not try to hit it with your gun barrel. If you can leap the pit and miss the bombs successfully then you will have more time to deal with the energy ball.



GREAT SOLUTION, GUYS, BUT HOW DO I COMPLETE THE GAME?

Helen Milou, Hastings

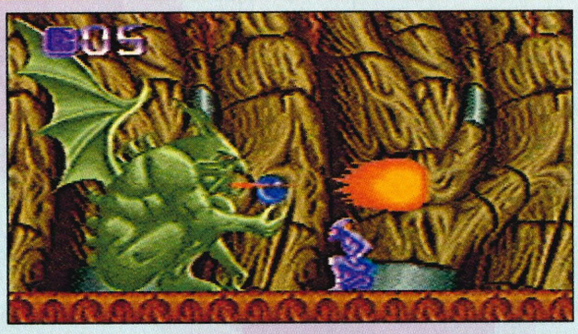
Fear not, Helen, your problem has been voiced by many people over the phone recently, but the solution is very simple. From your letter, you are right at the end of the game but you haven't considered how fiendish the programmers are! Once you have placed the atomic charge and the whole place shakes, run back out onto the main corridor and then all the way right through the door that was previously locked. You will now be in a room with a spaceship, but no way of getting out. Now, this is the tricky bit; stand just to the right of the leg strut and then press up. That's it! You will now be taken into the ship by the hidden lift and see the game over sequences.

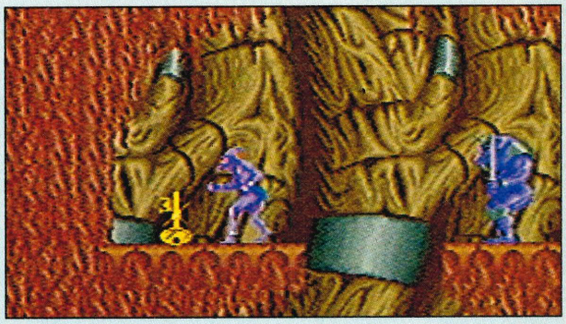


SHADOW OF THE BEAST (MD)

HOW DO I OPEN THE WELL DOOR AND WHAT'S THE TORCH FOR?
Adam Snape, Manchester

The key to the door on the other side of Hydrass is opened using the round gold key found on the platform below the Keeper of the Orb on level one. This door does in fact lead you into the well which is the only way out of this level. Incidentally, if you want an extra life, why not drop the gold coin in the well. Also, Adam, the torch you were wandering about is used in the castle to see where you are going. Without it, you are plunged into darkness.





REVENGE OF SHINOBI (MD)

IT SAYS IN THE MANUAL THAT YOU CAN START ON ANY LEVEL. IS THIS TRUE?
T Lummings, Nelson

We don't know if there is a level select for this classic platform Ninja-'em-up so if anybody has any information, please give us a call. We do however have a plethora of codes for the Action Replay if you want to make the game easier. Try these:



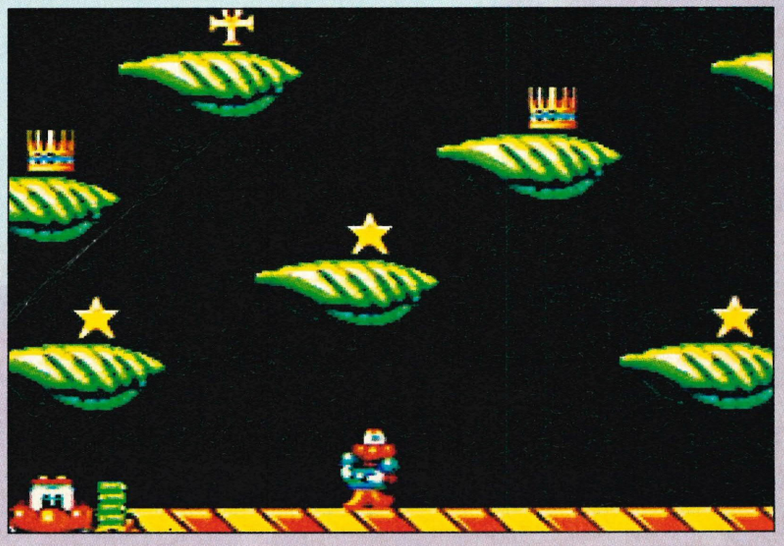
JAMES POND II: ROBOCOD (MD)

I'VE HEARD ABOUT THE SECRET DOOR AT THE TOP OF THE CASTLE, HOW CAN I REACH IT?
T Lummings, Nelson

The best way to get this cheat is to obtain the invincibility cheat by collecting the objects on the first roof in order to spell "CHEAT" (Cake, Hammer, Earth, Apple, Tap). Now go to the bathtub level (the one with the bath and the bubbles) and complete it. Now go to the two gold statues on the far right of the castle. If you look, there is also a secret room below the statues. If you now leap on the statues, they will go up and you must ride them right to the top where a secret door is waiting. Leap across the gap to the door and collect all the secret bonus for loads of extra points. Now that's magic!







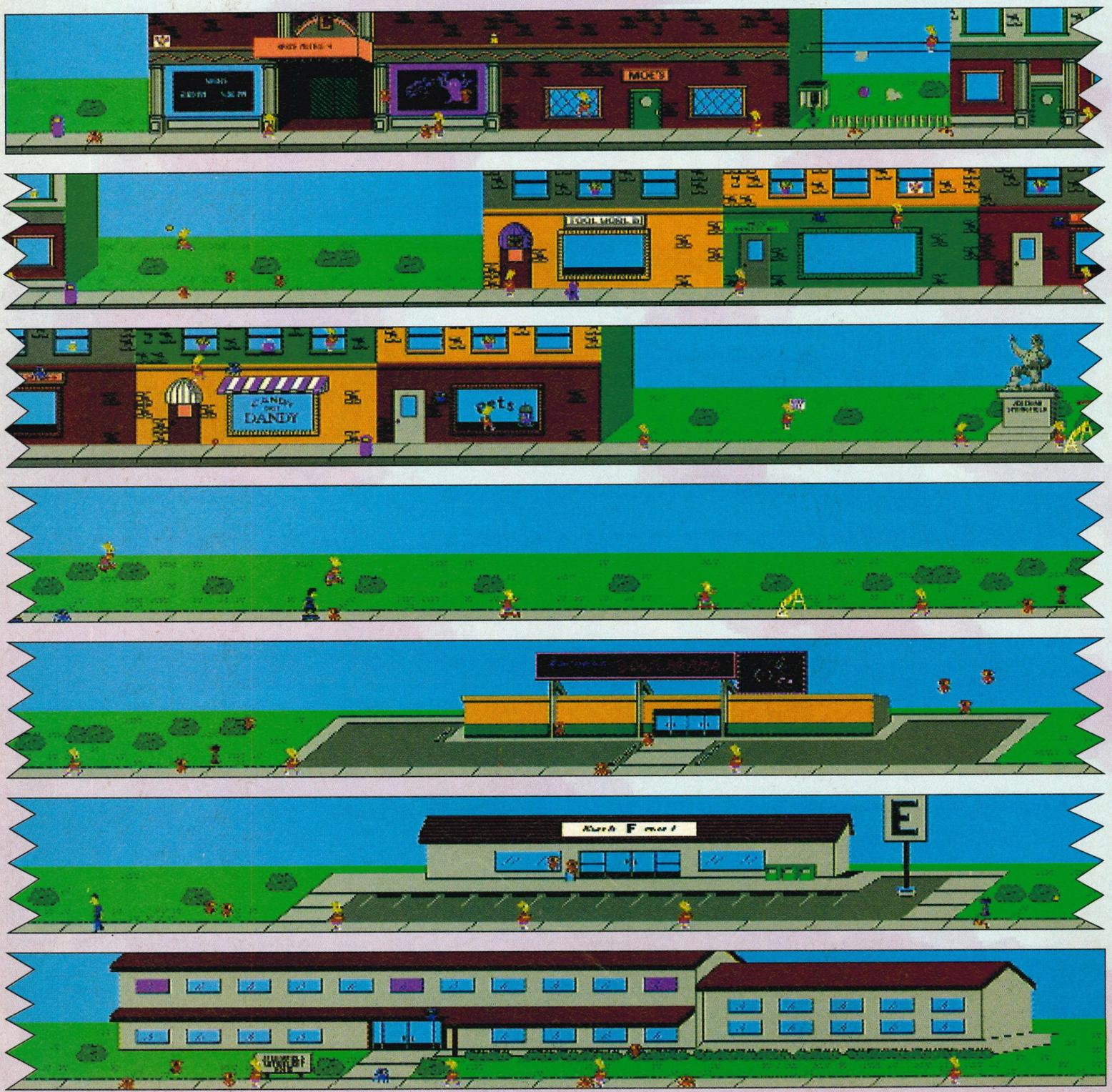
BART VS THE SPACE MUTANTS (MD)

I'VE ONLY FOUND 20 OF THE 24 OBJECTS TO SPRAY. WHAT ELSE DO I NEED?

Miss M Tiltman, Eastbourne

Well Miss M (no relation – honest), the objects you need to spray red are the bird on the statue, the Bowlarama sign and the windows in the retirement home. Here's how to get them all and proceed to level two.

The bird can be sprayed if you stand on the joint on the pavement which is one slab away from the statue. Select a rocket at this point and then walk over it to fire it up at the bird and spray it. The Bowlarama sign can be sprayed if you stand really close to the floating alien and use the rocket. Finally, the windows in the Springfield retirement home are sprayed by again using the rockets, but remember to find out their line of fire to be accurate. A useful little warp to remember is that if you jump between the two aliens outside the retirement home and use the key, you will be warped back to Mo's tavern.



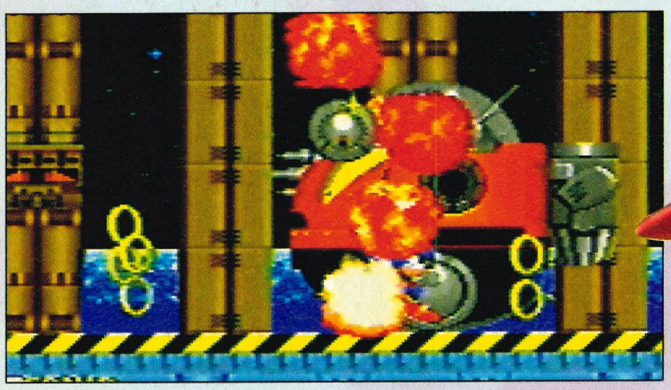
SONIC 2 (MD)

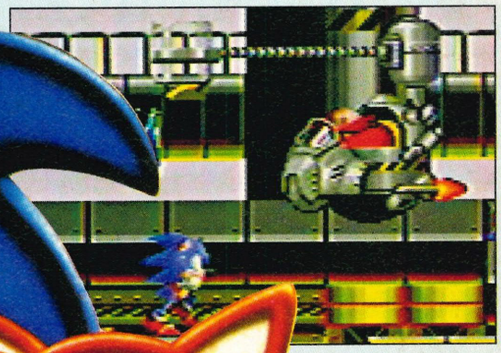
I CAN CONFRONT DR ROBOTNIK, BUT I CAN'T DEFEAT HIM. CAN YOU HELP ME?
Nicki Berry

There is a very simple way to defeat Dr Robotnik, Nicki. When you reach him, only hit him from below or you will lose a life. If Robotnik targets you with his rocket sights, quickly roll to the left or right to break the lock. Now repeat the process by hitting him from below and after ten hits, he's history!

As for the stage select, all you have to do is select the sounds as described in Busters, and wait for each sound to play right through before going onto the next step.







THE IMMORTAL (MD)

HOW DO YOU COMPLETE THE WHIRLPOOL LEVEL?
Terry Haynes, Bristol

This is a blast from the past and definitely one of the best games for the Mega Drive, even two years later. To get past the whirlpool level, paddle up and round the twisty bit on the right. At the end of the corridor is the sea monster who must be drowned in the whirlpool. Edge your barrel to the monster and as soon as it disappears into the depths, turn and paddle away furiously. You may notice that a goblin is lowered down to open the flood gates. Keep paddling back around the waterways, cutting close to the corners but not touching them or you will be slowed down and the monster will get you. Bubbles will appear behind you and this is the monster following. Keep ahead of these at all costs or it will drag you down in a pool of blood. Once you get past the ladder where you entered the level you must paddle into the heart of the whirlpool to complete the level. After a few seconds you will see the monster follow you down, but you will be saved by the goblins in thanks for killing the monster. You will now have completed the level.



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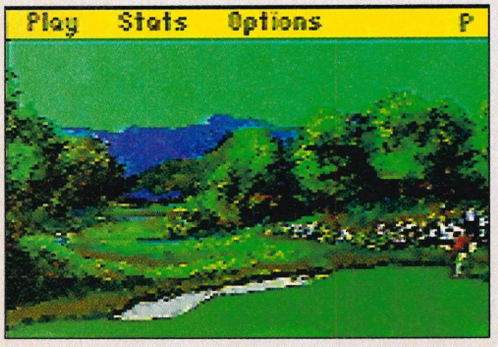
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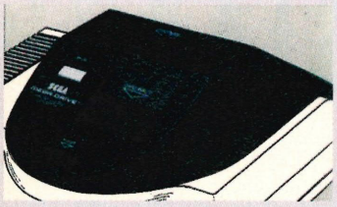
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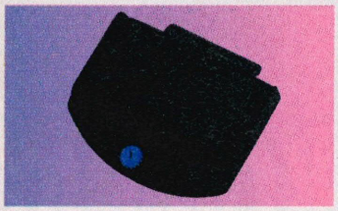
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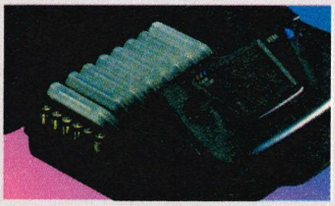
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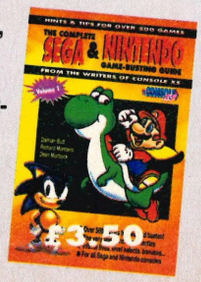
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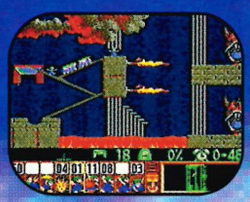
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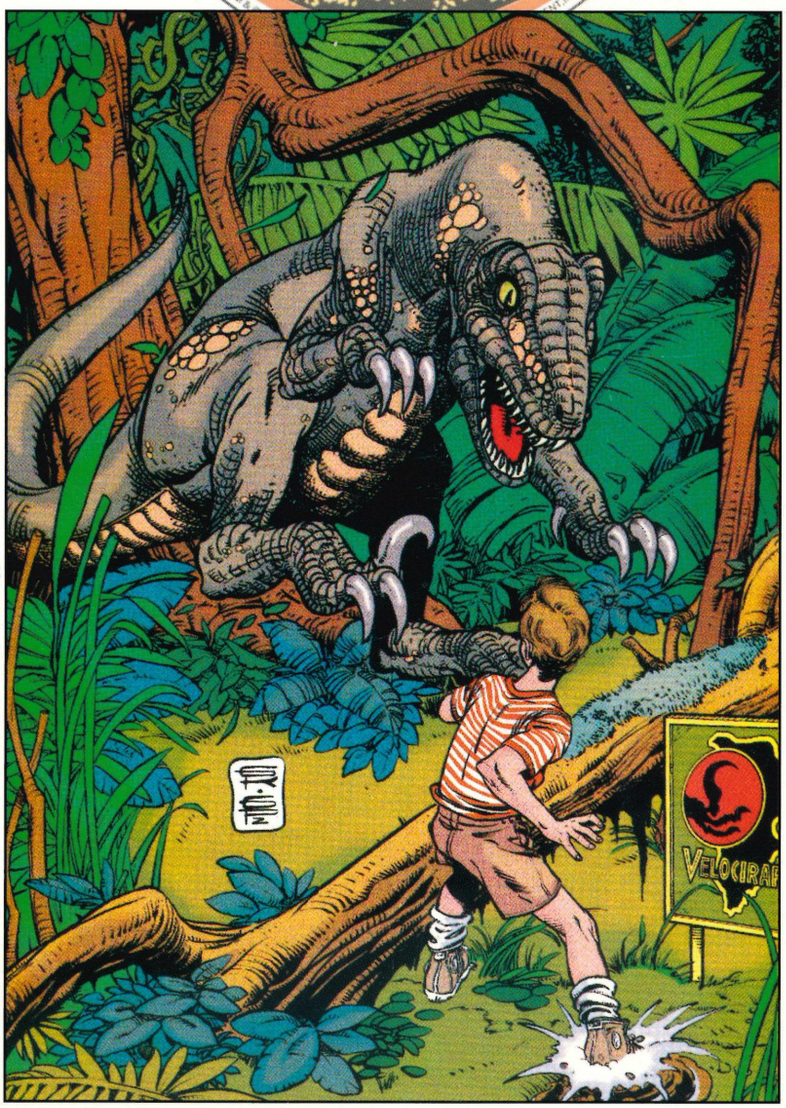
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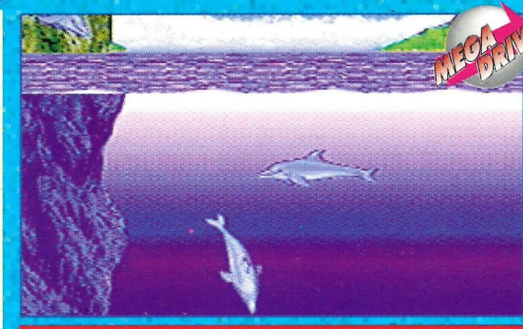
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Busted this issue, *Cyborg Justice* is the ultimate synthetic beat-'em-up. Plug in your Action Replay and rip, tear, rend, desecrate, punch, break, kick, wrestle, headbutt, eye jab and slash your opponent into little pieces. Well 'ard!

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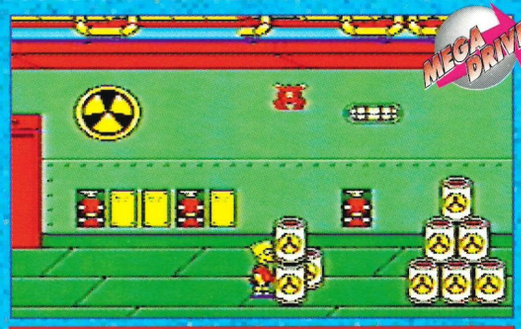
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THE FLINTSTONES

I could say "Yabba dabba doo!", but that would be just too predictable. Instead, why not try out this brand new code for the colourful cartoon conversion from Taito for infinite lives and then turn to page 78 for the full solution by tips supremo John Eves?

DATEL CODE CARD

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS



BUBBLE BOBBLE

Another classic busted this issue, *Bubble Bobble* has been wreaking havoc amongst Master System owners for some time and it's time that XS showed everybody how it's done. Input these codes and then use the SEGA XS solution to bust it wide open!

DATEL CODE CARD

Pro ACTION REPLAY

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MASTER OF DARKNESS

Master of Darkness was one of those surprise games that arrived without hype and blew away all the competition with stunning graphics and truly challenging gameplay. Now you have the Action Replay codes, you need not fear Dracula again.

DATEL CODE CARD

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

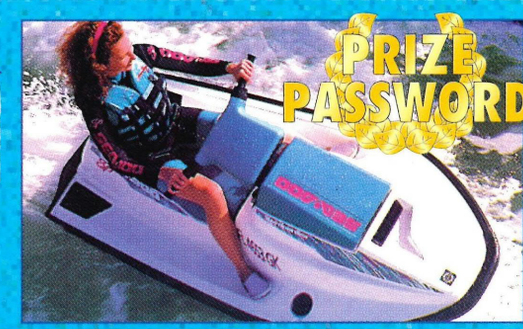


GLOBAL GLADIATORS

With the fully mapped solution to the Mega Drive version this issue, we thought we would give Game Gear owners the chance to catch up. Now you can have infinite lives for Mick or Mack and save the world from fast food chains.

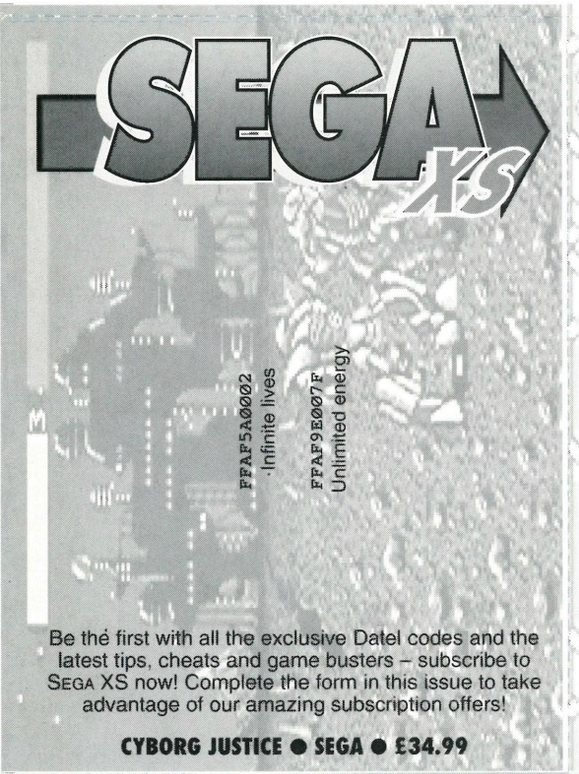
WIN A JET SKI!

SEGA XS



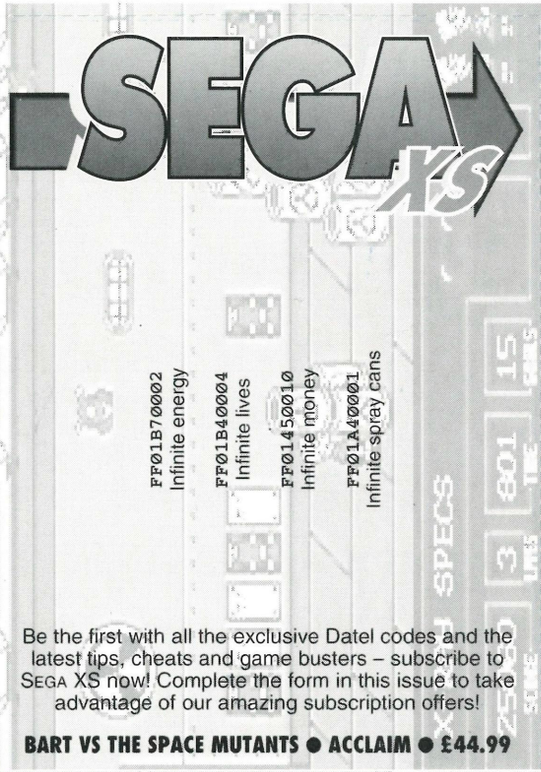
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Win this fabulous jet ski worth £5,000 with SEGA XS and SUPER XS in the biggest competition ever run by a console magazine! This incredible once-in-a-life-time prize comes with a trailer and features a 580CC Bombardier-Rotax engine capable of 45MPH!



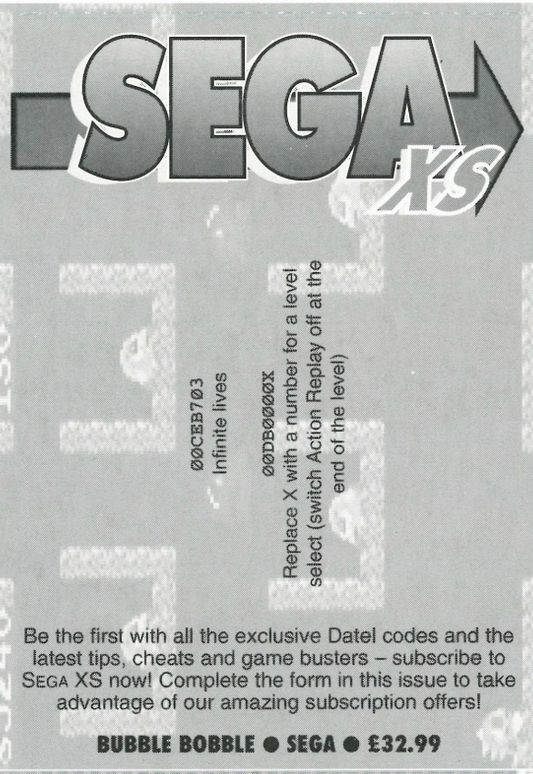
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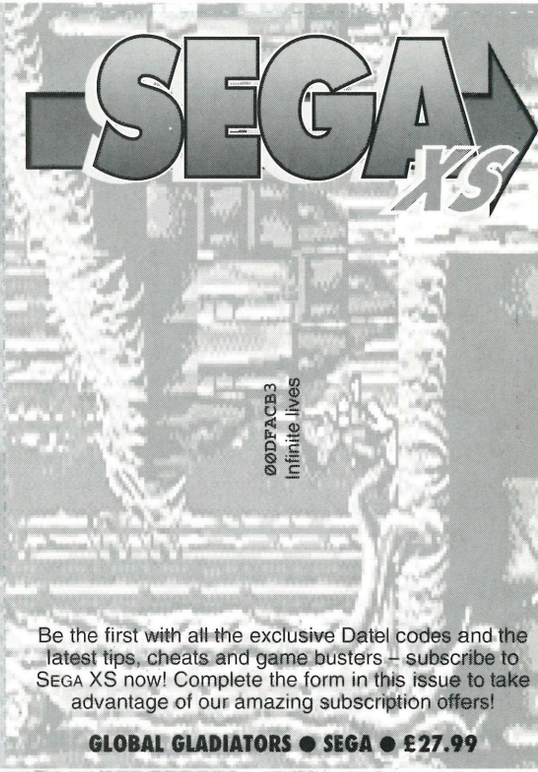
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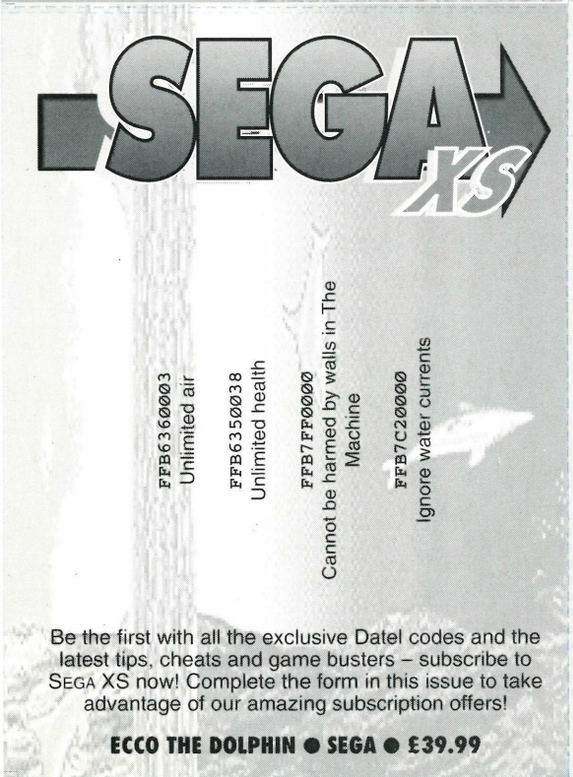
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BUBBLE BOBBLE ● SEGA ● £32.99



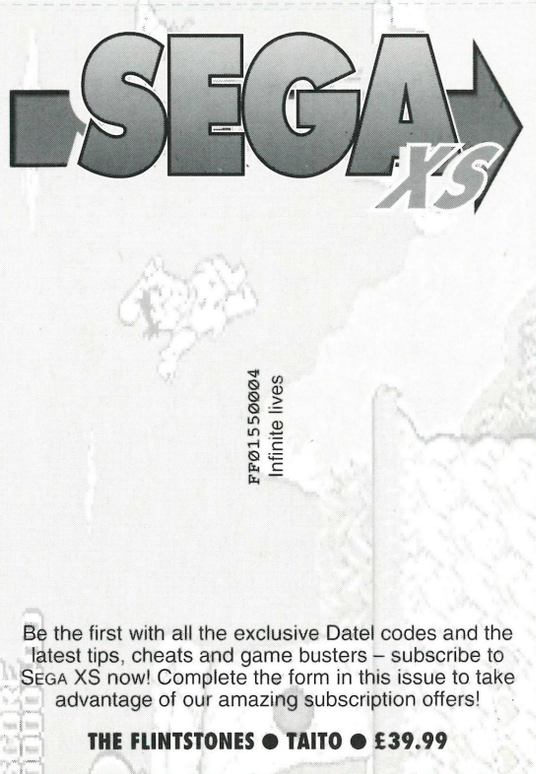
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GLOBAL GLADIATORS ● SEGA ● £27.99



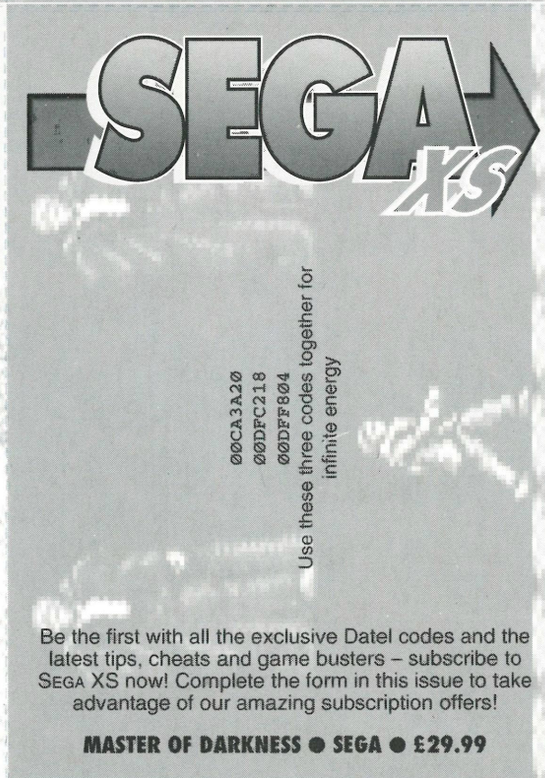
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ECCO THE DOLPHIN ● SEGA ● £39.99



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THE FLINTSTONES ● TAITO ● £39.99



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MASTER OF DARKNESS ● SEGA ● £29.99



WIN A JET SKI!

Calls charged at 36p a minute cheap rate, 48p a minute peak rate. Please ask permission from person who pays the bills before calling! The competition closes on November 19th, 1993.

• SUPERSCRATCH • MORE FUN • MORE PRIZES!! •

Super Scratch 1 — WIN A £1,000 MOUNTAINBIKE!

First decide whether the statement below is true or false. If you get it right you can uncover the panel on the mountain bike. If the number you uncover matches the one on the claims hotline you've won one of the best mountainbikes money can buy!!



'LOVEJOY' IS AN AIRLINE PILOT

TRUE ☐ FALSE ☐

CHECK IT OUT!

Super Scratch 2

First decide whether the statement below is true or false. If you get it right you can uncover all four panels. If you've got two matching letters you've won a prize!! Check the claims hotline to find out what!

(See over for prize & claim details)

'GRANGE HILL' IS A LONDON HOSPITAL

TRUE ☐ FALSE ☐

Quick Shot

20p MAXIMUM CALL COST

Get the question right and you can uncover the panel below. If the number you uncover matches the one on the special QUICK SHOT line you win a brilliant GAME GEAR!!

CALL NOW! 0839-007835

PEPPERONI IS A TYPE OF SAUSAGE

TRUE ☐ FALSE ☐

Super Scratch 3 — WIN A SUPER NES + 5 GAMES OF YOUR CHOICE!!!

If you answer the question correctly, uncover the panel on the SNES to reveal a number. If it matches the one on the claims hotline then the SNES & games are all yours!!

THE SEA IS SALINE

TRUE ☐ FALSE ☐

SEE OVER FOR Super Scratch CLAIM DETAILS

Treasure Hunt

50p MAXIMUM CALL COST

WIN BARCODE BATTLER!

Here's an extra chance to win for Super Scratch fans! Get the question right and you can uncover three of the panels hidden in the sand. If you uncover "Mega Draw" you can enter our fabulous prize draw to win one of 10 Barcode Battlers! You might even uncover an instant cash prize! Call the special Treasure Hunt line now!

10 TO BE WON!

IN CORONATION STREET KEVIN WEBSTER HAS A DAUGHTER CALLED ROSIE

TRUE ☐ FALSE ☐

TO ENTER THE DRAW OR CLAIM A CASH PRIZE CALL THE TREASURE HUNT HOTLINE!!

0839-007836

Always ask permission before you call.

SUPER SCRATCH - THE BIGGEST AND BEST!

PLUS 2 NEW GAMES!

Quick SHOT

Treasure Hunt

3 GAMES!

Super Scratch

3 CHANCES TO WIN THE BIGGEST PRIZES!

Quick SHOT

ONE QUICK CALL AND YOU COULD WIN A GAME GEAR!

Treasure Hunt

A CHANCE TO ENTER THE BARCODE BATTLER DRAW OR YOU COULD WIN AN INSTANT CASH PRIZE!!

Super Scratch 1

A BRILLIANT MOUNTAIN BIKE WORTH £1,000!

Super Scratch 3

A FANTASTIC SUPER NES + FIVE GAMES OF YOUR CHOICE!

YOU COULD WIN ONE OF THESE FANTASTIC PRIZES!

- ONE OF FIVE MEGADRIVES!
- ONE OF FIVE GAMEBOYS!
- A POCKET COLOUR TV!
- A CD GHETTO BLASTER!
- THE TOP TEN CD's!
- FIVE CONSOLE GAMES OF YOUR CHOICE!
- ONE OF TEN WALKMANS!
- A GENUINE NINTENDO OR SEGA BADGE
- A MYSTERY GIFT!

Super Scratch 2

Name .....

Address .....

.....

.....

Personal Claim Number

Prize

HOW TO CLAIM

TO FIND OUT IF YOU'VE WON OR TO CLAIM A PRIZE **CALL THE CLAIMS HOTLINE.** HAVE A PEN READY TO WRITE DOWN YOUR PERSONAL CLAIM NUMBER. YOU **MUST** HAVE A **VALID** PERSONAL CLAIM NO. TO CLAIM A PRIZE.

Call the Super Scratch Claims Hotline!

0839-007837

AN SAE (28p) IS REQ'D TO CLAIM ALL PRIZES! **NO SAE = NO PRIZE**

NOTE:

RULES

Cards altered or tampered with in any way will be declared void. All claims must reach the offices by 12 noon on the closing date: 30th September 1993. Proof of postage is not accepted as proof of delivery. Entries lost, delayed, illegible or insufficiently stamped will be declared void. No correspondence will be entered into. If more than one answer is uncovered to each question, card is void. The Manager's decision is final. No purchase necessary. If you require a card send an SAE to Dept FRC, Sandylands House, Morecambe, Lancs, LA3 1DG. (Only one per household) If you require a personal claim number send an SAE to Dept PCN, Sandylands House, Morecambe, Lancs, LA3 1DG. (Please allow up to 28 days for delivery). **An SAE (28p) is required to claim all small prizes, entries without the required SAE will be void.** If you are an instant winner of a major prize your postage and telephone cost will be refunded. **Any entry without a valid personal claim number will become void.** Winning numbers can be inspected at the offices of Megafone Ltd Mon - Fri 1pm - 5pm Open to UK residents only. Full rules are available by sending a S.A.E. A full list of winners is available 28 days after the close of the competition, an SAE should be sent to Megafone Winners List Request, Sandylands House, Morecambe, LA3 1DG. Employees of Megafone Limited, their relatives and friends, including associated companies are not eligible for entry. Printers errors invalid. Any technical complaints should be addressed to: The Manager, Technical dept, Sandylands House, Morecambe, Lancs, LA3 1DG. (Postage will be refunded). Small prizes may vary from those stated. A cash alternative may be offered to major prize winners. Entry into competitions means acceptance of the above rules and conditions.

Calls cost 36p/min (cheap rate), 48p/min (at all other times) inc. VAT. Please ask permission before you call. Length of a Super Scratch call is 5.5 min which will cost £1.98 at cheap rate, £2.64 (other times). We advise you to call at cheap rate. Please note that calls from public (coin) boxes may be more expensive. © Megafone LTD., Sandylands House, Morecambe, LA3 1DG.