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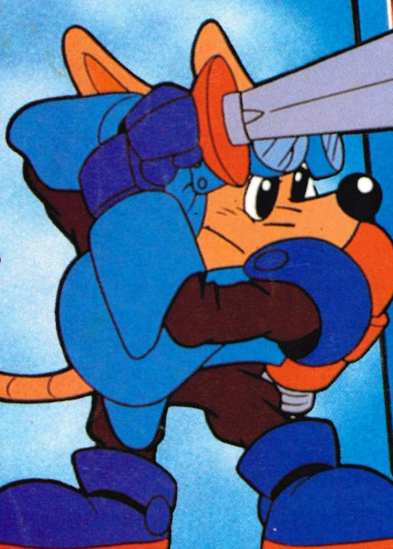
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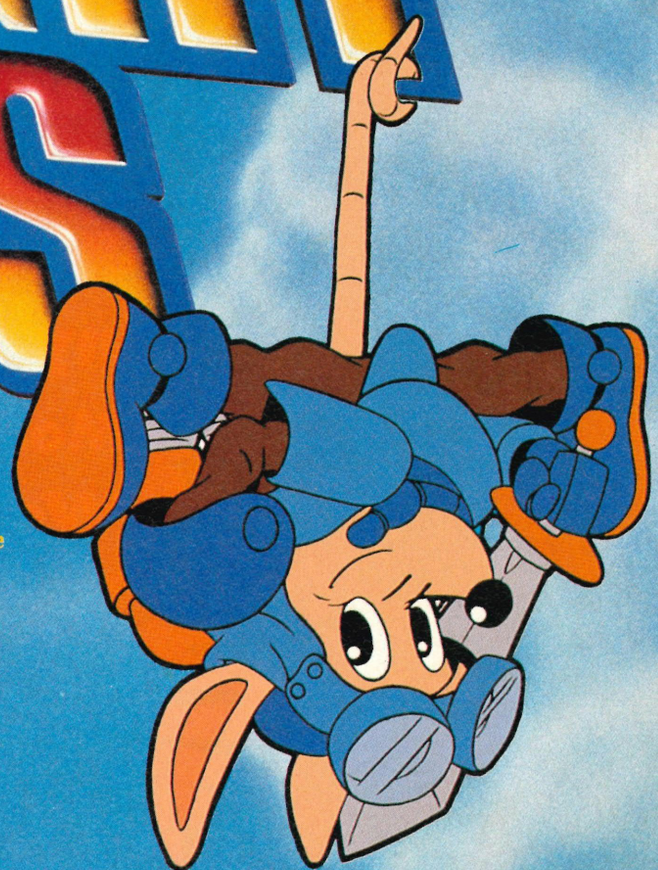






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SEGA XS



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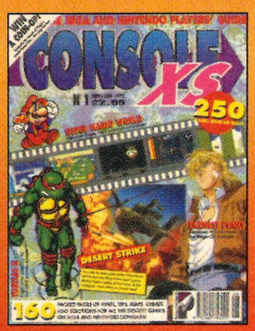
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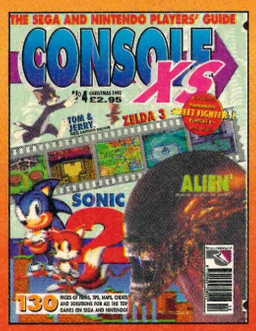
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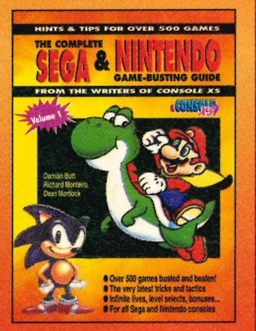
BACK ISSUES

If you desperately need a complete solution or cheat in a previous issue of CONSOLE or SEGA XS, you better hurry – they're selling out fast! Now we ONLY have copies of CONSOLE XS issues one and four, and SEGA XS #2. Each issue is £3.50 including P+P. You may also be interested to know that there are also copies of the *Complete Sega and Nintendo Game Busting guide* (right) for £2.99









If you want to order any or all of the above, give Karen a call on (0202) 299900 between office hours (that's 9-5.30, Mon-Fri). All orders can be taken over the phone, but no orders can be taken outside the times stated. We are very sorry, but all other issues of CONSOLE XS or SEGA XS are permanently out of stock.

COMPETITION WINNERS

The winners of the *Compact Desires* compo are Daniel Bennett from Churchdown, Kevin Scantlebury from Bedlington and Benn Cordrey from Ripon. You three win a Sony portable CD player. The runners up are Jeremy Oliver from Waterlooville, Philip Bevan from Coleford, Simon Wong from Spalding, Charmaine Bailey from Newton Abbot and Wayne Turner from Loughborough. Congratulations. The prizes are on the way.

The winners of the *Kuma* books compo are Stephen Price from Powys, Trevor White from Feniton, Chris Blackburn from Newton Aydiffe, Mrs Susan Long from Newcastle, J Kazmierczak from Nottingham, Andrew Sweetman from Aldershot, Jonathan Davey from Rugby, Paul Cobb from Chingford, Dale Rankin from Oxford, Melissa Hope from Alness, Martin Jones from Cleveland, Lauren Hinchliffe from Dewsbury, Dritan Egriu from Sweden, Mark Turner from Salford, David Mack from Clwyd, David Osborne from Hythe, Chris Weller from Henley-on-Thames, Matthew Perkins from Aberystwyth, Michael Harvey from Sunderland, A Cook from Sittingbourne, Sharin Begum from London, Steven Jones from Birmingham, Stewart Furber from Stockton-on-Tees, Mark Lethbrdige from Broadstairs and Miss J Millen from Upper Belvedere. You all win a copy of *Sega Mega Drive Secret II*. Congratulations.

JOIN XS!

Now **YOU** can join the hardest working magazine in the world. SEGA XS is currently looking for talented Staff Writers to join their well-qualified team. If you are between 18 and 23, have a thorough grounding in English and a good all-round education, then contact us now! Send a full CV and sample review to the Editor at the usual address.

INXS

Something incredible is happening to the XS mags! An event so significant that you'll want to write it in your diaries or on your wall planners, and await the day with bated breath – SEGA XS is getting **REVIEWS**.

What I want to make clear from the start is that we will NOT become a review magazine. In my opinion there are far too many of them already. SEGA XS will also not be trying to compete with other magazines, because we don't believe they're right. It's as simple as that.

How many times have you read the latest review for the hottest game, only to see "release date, TBA" in tiny letters. Or even worse, when the date is clearly stated – it's just four months away! SEGA XS will do away with all this constant 'oneupmanship' that seems to preoccupy review magazines. In-fighting has got to such a stage that what is reviewed is no longer a fair reflection of the buyers' market. From your surveys, we know this makes you mad and I think it's time for a fresh approach.

The XS reviews will be essentially a detailed buyers' guide, with over 20, one page reviews of the games every issue. The important thing to remember is that these games are either just being released, or are already on the shelves. Our reviews will be especially handy to all those who are looking at tips for a specific game they already have, but are also searching for their next purchase. The XS survey has proved that the majority of SEGA XS readers can afford to put their money where their mouth is and buy any game they want, without waiting for pocket money. Well, now you have the complete package. Tips, cheats and reviews of all the top games. How can you look at any other magazine?

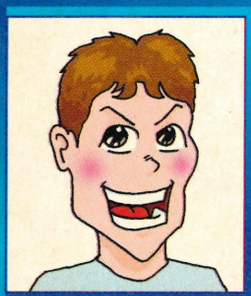
Look to the shelves on 25 November for the first of a new generation of XS magazines.

Finally, don't forget that the next two issues of SEGA XS will both have a FREE tips book on the cover which will NOT affect the price. Yep, that's right, 100 extra pages for no more cash. Our Christmas present to you.

Damian Butt

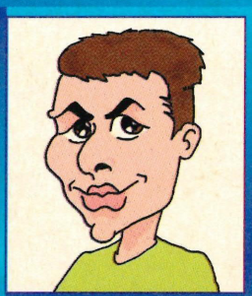
THE XS POSSE!

Damian Butt



What else can be said about the man whose tireless devotion to the magazine is such that he keeps the makers of Pro-Plus in business single-handedly? Sentences including the words "cruel", "an iron fist" and "withering stares of disdain", probably. **Ideal mate:** Drew Barrymore

Jon Eves



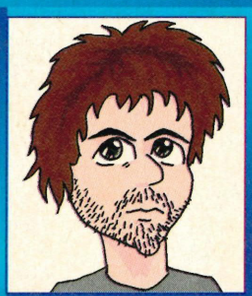
The housewives' choice has somehow managed to restain himself from going to too many festivals over the past couple of months, with the result that his speech has been almost coherent and he's been thrashing the SUPER XS team at *Super Mario Kart*, rot his eyes. **Ideal mate:** his girlie, Nene. Ahh!

Mark Roper



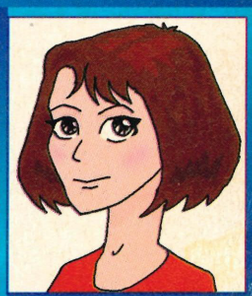
Shrugging off his previous gangster image for a variety of lurid disintegrating shirts, Mark's been troubled of late by toothache keeping him off work. This prompted our ever-sympathetic Ed to say "He doesn't need his gob to use a joypad, does he?" **Ideal mate:** a dental nurse.

Andy McDermott



Inveterate townie Andy was recently coerced into taking a trip into the nearby New Forest to frolic amongst the trees and be at one with nature, before doing some blackberry picking. Did this experience turn him green overnight? No, but he still ate the blackberry crumble. **Ideal mate:** Janine Turner.

Carolyn Ratcliffe



Once proud of her hippy values, Carolyn's recent decision to buy a flat has resulted in some drastic personality changes. Words like "APR", "endowment" and, most astoundingly, "profits" have been creeping into her conversations. The portrait of Margaret Thatcher is doubtless in the post... **Ideal mate:** Mr Soft Brown Eyes.

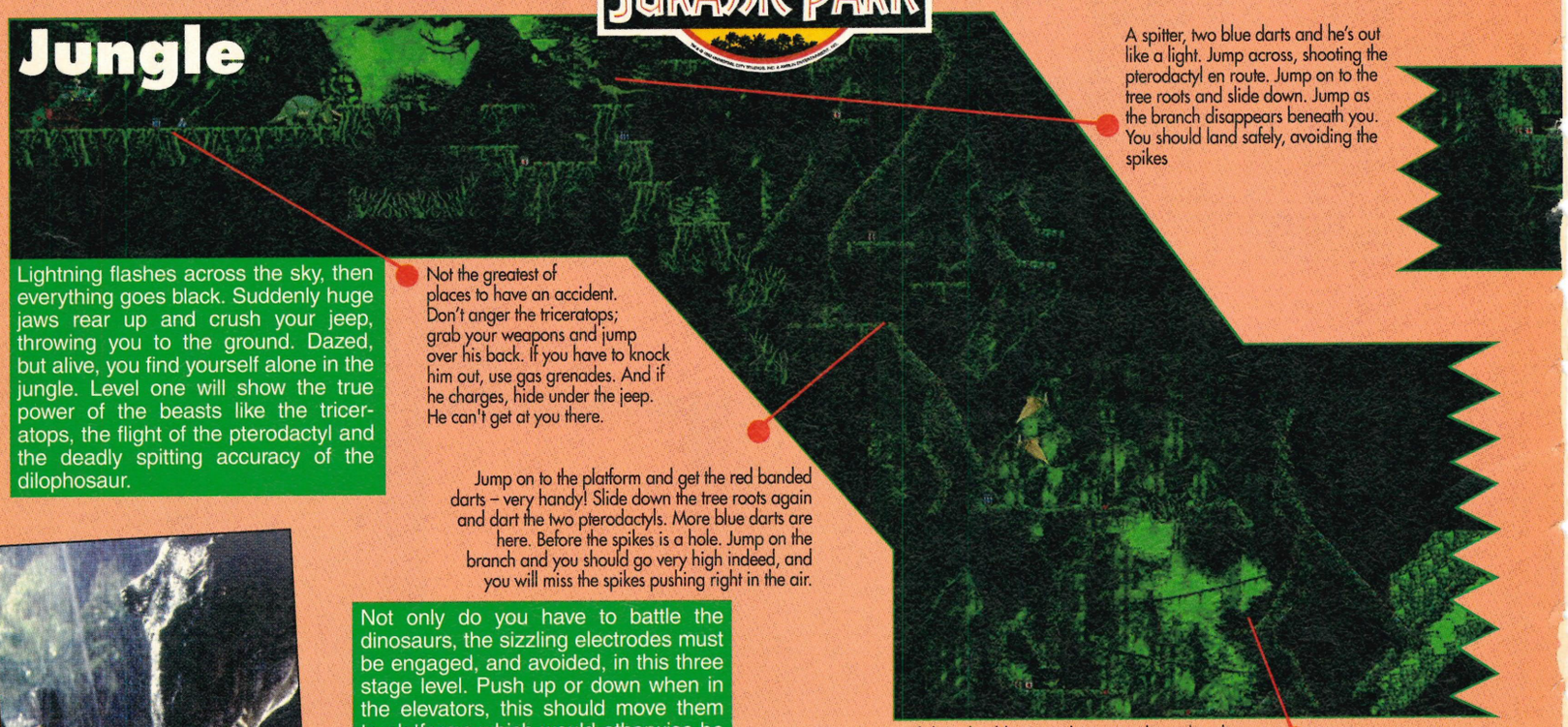
JURASSIC PARK

Recreated from ancient DNA, the most massive, dangerous animals ever known resume their primeval lives as if the last 65 million years had not happened. Seen the film? Now play the game! Take the role of Dr Grant or the Raptor, and plunge into the heart-stopping race for survival in a techno-primitive world, where only the strong and speedy survive. Music and graphics to make you stop in your tracks, *Jurassic Park* is sure to be as great a success as the film ever was.

MEGA DRIVE

SEGA ● PLATFORM ADVENTURE

Jungle



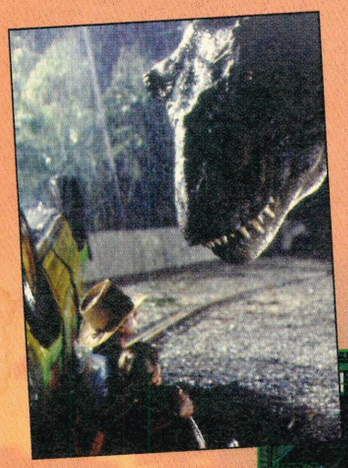
Lightning flashes across the sky, then everything goes black. Suddenly huge jaws rear up and crush your jeep, throwing you to the ground. Dazed, but alive, you find yourself alone in the jungle. Level one will show the true power of the beasts like the tricer-atops, the flight of the pterodactyl and the deadly spitting accuracy of the dilophosaur.

Not the greatest of places to have an accident. Don't anger the triceratops; grab your weapons and jump over his back. If you have to knock him out, use gas grenades. And if he charges, hide under the jeep. He can't get at you there.

A spitter, two blue darts and he's out like a light. Jump across, shooting the pterodactyl en route. Jump on to the tree roots and slide down. Jump as the branch disappears beneath you. You should land safely, avoiding the spikes

Jump on to the platform and get the red banded darts – very handy! Slide down the tree roots again and dart the two pterodactyls. More blue darts are here. Before the spikes is a hole. Jump on the branch and you should go very high indeed, and you will miss the spikes pushing right in the air.

sliding should put you here. Hand over hand across the vine. health and weapons await. Ok? Drop down and dart the two procompsognathus' and the spitter.



Not only do you have to battle the dinosaurs, the sizzling electrodes must be engaged, and avoided, in this three stage level. Push up or down when in the elevators, this should move them to platforms which would otherwise be impossible to reach. Your newly found hand over hand talents will also come in very useful indeed. By pushing boxes, you can also reach platforms, normally just out of your reach.

Power Station



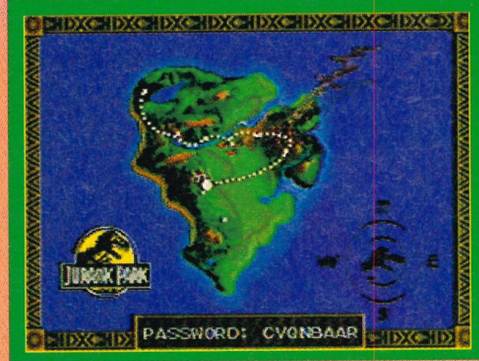
This is where you start. climb up the ladders and onto the first platform. A raptor will drop; use one red dart, then move fast . Head up, use the box, and up again. climbing hand over hand to the fist aid box – health.

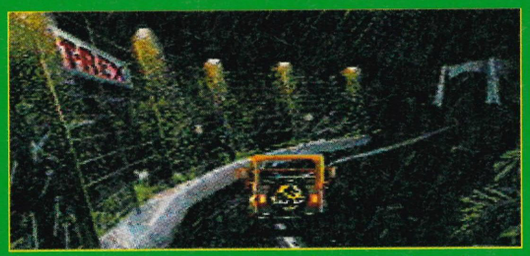
Drop down here. There is a small passage on the right. Drop down into the waiting arms of a raptor. In the top right, there is a small platform. Up and at 'em! This takes you to the next part of the level.

One way of avoiding the electrodes is to drop down. Dart the spitter, climb up the ladder, and cross the gap hand over hand. Now using the same technique, go right again.

Push the box into the lift. Press down on the pad. Push the box out, and move through the passage. Go down the ladders and dart the spitter. Head up the ladders,and climb the electrical fittings on the left. Do not get electrocuted! There is a pattern, watch and move carefully, climbing to the very top. Watch out as there's another raptor awaiting your entry.

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This is Jurassic Park, an island like no other. A sudden and violent hurricane rips through the park, trapping the humans and setting free the most terrifying animals in history. Having opted to play Grant, you alone battle to free the visitors and make your way to freedom. Only by avoiding the battling beasts and picking up weapons and power up's as you go, will you make it. Remember, only the best survive.

When it's safe, head for the red log. It will fall away, so push hard left on the control pad. From where you land, move right., falling onto the platform below.

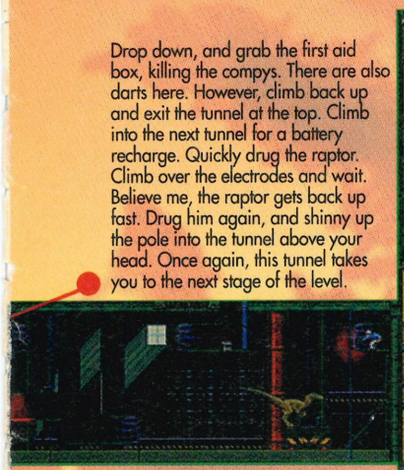


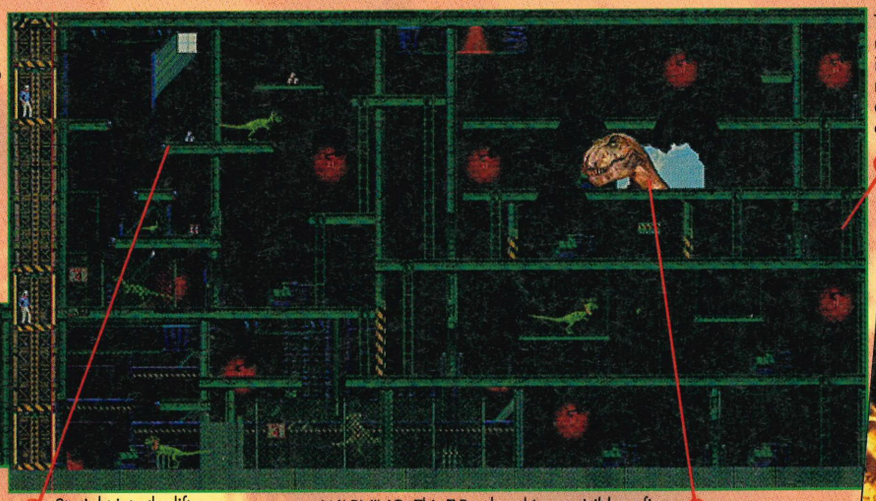
Climb in, there's health on the right. Jump back to the left on to the small shelf of rock. Be very careful of boulders. Drop down,running right, under the

Bouncy eh? Careful of the pterodactyl. Thiere is a health hidden in the cave on the right,, so get it – waste not want not.. Back out and fall off the left hand side of the platform.. You'll be back at the cave above ! Now that's magic!

Drop from the platform and jump the spikes. Climb over the hole and up the other side. Bye bye, spitter! Now it's best to head right and collect the health, then drop onto the brachiosaur's head and jump right to the exit. But it can be done other ways.

Drop down, and grab the first aid box, killing the compys. There are also darts here. However, climb back up and exit the tunnel at the top. Climb into the next tunnel for a battery recharge. Quickly drug the raptor. Climb over the electrodes and wait. Believe me, the raptor gets back up fast. Drug him again, and shinny up the pole into the tunnel above your head. Once again, this tunnel takes you to the next stage of the level.





These ladders are what you are ultimately aiming for. The level exit is in the small room above. You may have to do some running about though to get the blast door open.



Straight into the lift and go to the top. Move down, shooting any predators which block your path.

WARNING: This T-Rex head is not visible at first, it bursts through the wall. (well worth watching) By standing just out of reach, and by severely gas bombing it, you can quite happily run past to get to the other side, and the exit.

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River

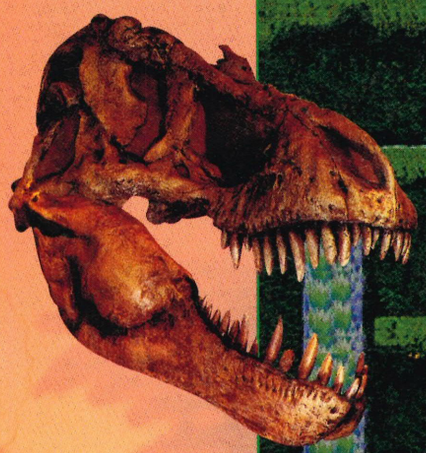
From the start, you will automatically collect a gasoline can as you get into the boat. You don't want to wind up falling down the waterfalls, so push forwards on the D-pad, this will power you across. Just across and you'll be attacked by a pterodactyl – dart it and keep heading right. Head down the rapids, and go left to the first gas can pick-up.

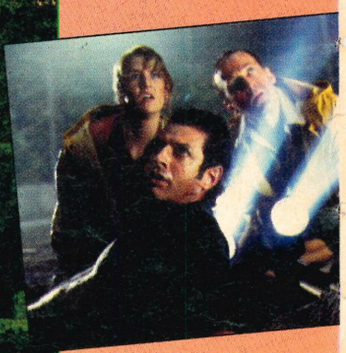
Jump out of your boat here. You need to change boats, but first to pick up some gas. Pause for a sec, and stun the raptor. Grab the juice and pause again. As soon as he sticks his head up, dart him again and head right. Change your weapon to gas grenades and jump the gap. Gas the T-Rex head, and jump into your new boat.

Now this stage is for Grant only, so don't expect to see it again. All you have to do is make your way to the underground lake at the bottom of the map. Easy, I hear you cry – well, just you try it. You'll find out that you will die if you take a large plunge, that you need to collect gasoline cans to keep your boat powered, and that you'll have to change your boat not once, but twice! It's all yours.

As soon as you are in your new boat, do nothing, otherwise it will throw you out as you go over the rapids. Turn the boat round, the second you land, and again do nothing. Change direction again and happily let the current take you over the last two drops. Quickly gas the spitter, as that's where you are heading next. Jump across to the next piece of land. Dart the raptor and the pterodactyl, grab the gasoline, and get back to your boat. Don't forget, the spitter will have recovered !

As soon as you go over the edge, power hard right. this will stop you falling to your death, and get you to the next gasoline pick up.

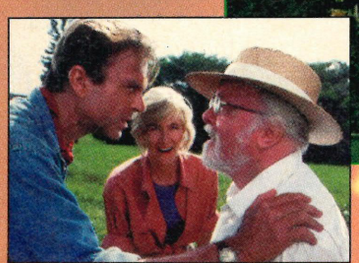




Whatever you do don't go left. Head right, or you'll have a run-in with another T-Rex head. Prepare yourself, and gas grenade him until you are clean away.

After drifting off the edge of the small waterfall, alow yourself to do the crazy and fall down the much larger one below. Welcome to the underground lake.

This lip is what you are aiming for. Just as the boat is going over the edge, jump and you'll make it. Climb up, and you'll find another (thankfully the last) boat. Get in, drift down the rapids and push left. Nearly there!

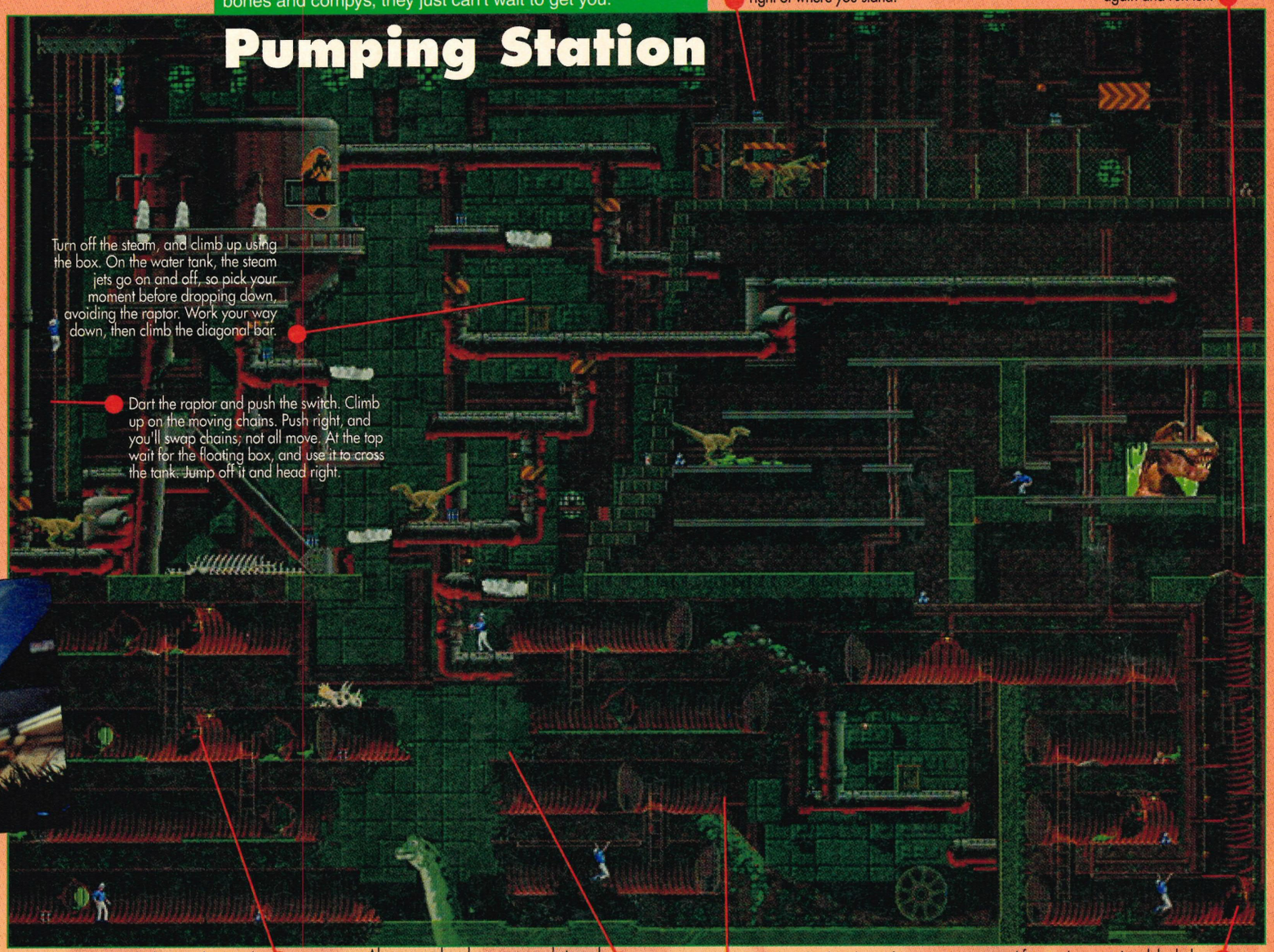


The brachiosaur is a 'veggie-saur'. Wait for him to lower his head and power past. Head past the big boys, and jump out of the boat onto the lip just below the tricerotops. Gas grenade him a few times and move to the level exit.

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This level will not be easy, so be prepared. You will have to open ladder hatch doors, climb lifting chains, dodge steam jets, and worst of all, climb over brachiosaurs' heads, using them like prehistoric elevators. Beware of bleached dinosaur bones and compys, they just can't wait to get you.

Pumping Station



There are lots of raptors, so try not to go down there. Instead, run across the top. The exit is directly right of where you stand.

Gas the T-Rex head and climb up the ladder, gas the head again and run left.

Turn off the steam, and climb up using the box. On the water tank, the steam jets go on and off, so pick your moment before dropping down, avoiding the raptor. Work your way down, then climb the diagonal bar.

Dart the raptor and push the switch. Climb up on the moving chains. Push right, and you'll swap chains; not all move. At the top wait for the floating box, and use it to cross the tank. Jump off it and head right.

From the start, climb up to this switch. Once here, push up, and the ladder hatch cover will open. From here, jump right, over the bones. Climb down to the red darts. Now jump across to the other side.

Above your head are some rockets and some health. Turn off the steam to get to them. Now come back to this point. Jump onto the dino head, then into the first tunnel. The head goes away, now jump back on and enter the tunnel below.

Push the wheel and wait for it to stop rolling. Use it to climb up to the pipe above. Push the box into the corner and climb up the ladder. Head right.

After you've negotiated the hole, push the switch. Now the lights will flash, this means the hatch is open. Move fast!

Grant's Weapons



Petrol
Not a weapon, more of a power-up. Without these, you'll crash the boat!



Blue Dart
A weak tranquilizer; the bigger the beast the more you'll need to put it to sleep.



Flash
Silver flash grenade-disorientate any beast that is overcome by the fumes.



Red Dart
More powerful than blue darts, these take less to knock out a dinosaur.



Stun Gun
Transmitting an electric charge, it knocks out dinosaur – for a short time.



Concussion
Big bangs mean that the dinosaurs are out for quite a while. Quite handy really.



Gas
You will use these a lot, collect as many as possible. T-Rex doesn't like them !



Rocket
This baby is a show stopper, especially against raptors – they don't come back!



First Aid
Again, not a weapon; first aid boxes will replenish your health. Collect em!

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Canyon

Watch out, watch out, there be weapons about. And a little annoying dinosaur that answers to the name of compy. OK, start by going right.

These guys appear to be asleep at first. Be warned, they come to life, just when you don't want them to. Get ready to open fire.

As you stick your head up, a pterodactyl does the same thing, except his express idea is to take your head off. Start shooting and dart him to death. On the other side of the rock, there is a spitter and another pterodactyl waiting.



This little hole is the only way through to the exit. Move very fast indeed, and the spitter may not get you. Once on the floor, shuffle under the rock shelf it stands on, and toast its oily hide with the stun gun. The next opponent is a raptor. Get past him, and stun the brachiosaur. Jump across, and climb up the rope.

The canyon is an interesting level, to say the least. You will encounter the normal problems, a spitter here and a raptor there, with a few compys thrown in for good measure. But you will also have to face new tasks. For example in places, the roof falls, and you have to dodge large chunks of rock, coming from the arches. Other new challenges include, a brachiosaur which at first doesn't seem to want to move. Persuasion being one of your greatest facets, you will find out that he will move after a rocket or a couple of darts have been fired in his direction. Get the health, and prepare to fall into the next level!

After encountering and conquering the raptor, you must first colect the first aid box, then jump back down onto the floor below. It should give way, allowing you to fall into the next level.

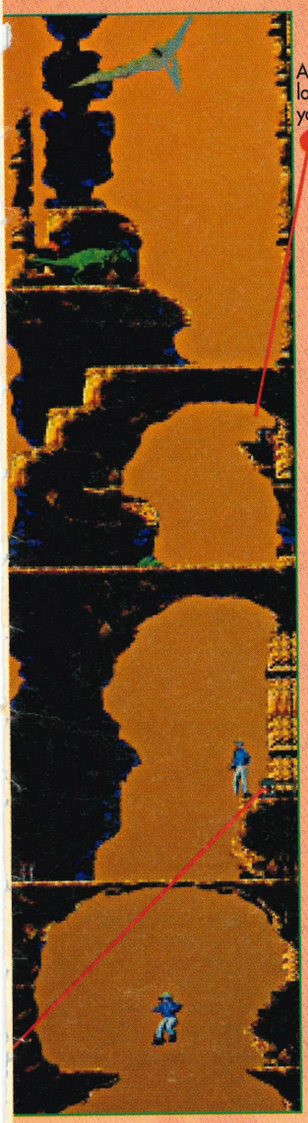




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Volcano



An explosive grenade will dislodge the rocks, and allow you to get the weapons.

This is the first place you want to work your way to. Once here, jump from the higher platform to the lower one.

Quickly climb these volcanic steps, wait for a moment, and the raptor should jump up, in an attempt to catch you. When he does, dart him and drop down, where you should meet another raptor.

Having dropped from the start, throw yourself off this ledge. After bouncing off the wall on the left, push hard right on the control pad. You should land on the sole, and somewhat small, ledge below.

This is the ledge on the far wall you are aiming for. Jump to the outcrop on the right. From here, grenade the raptor, which awaits your arrival.

Grant must take his tired and weary body through the clouds of sulphurous steam belched forth by the volcano. Taking a very obscure route, you start in the top left corner, and wind up in the bottom right corner. No falling rocks to face this time, but at the last minute, when you least expect it, the platform on which you stand sinks into the boiling and bubbling lava.

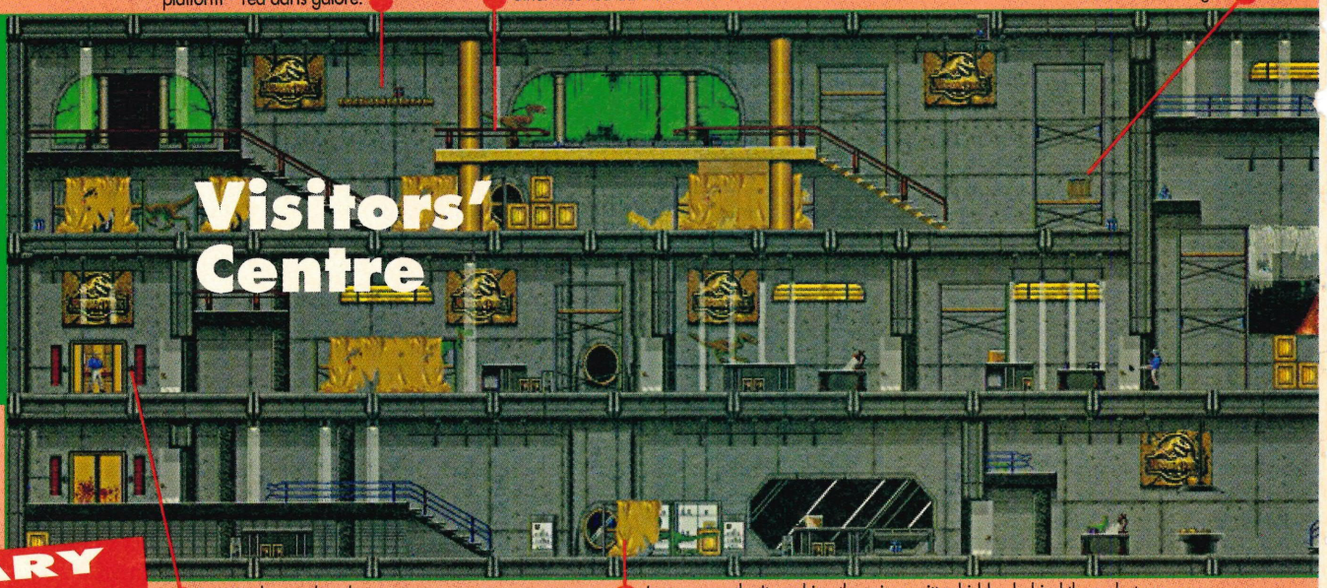
Having gone through the 'S'-shaped passages, you will come out here. Jump across to the far left of the level. Watch out though, one false move, and it's into the lava below.

On these last two platforms, be very careful. It is best to keep on jumping, as the last one sinks into the lava, killing you at such a late stage.

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Visitors' Centre

Six down and one to go. For Dr Grant, this level comes in four parts, each of which need different skills. Do not be shocked at anything, it may result it your death. There is no time limit to the game so move at your own pace. So what if a raptor falls from the ceiling? Stay calm and rocket him to death! Now what could be easier? The graphics are almost as intense as the film. One more hint: think back to the film, it's similar...



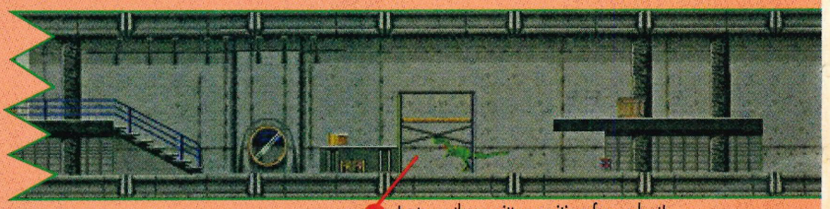
Being very careful of the raptor which is pacing around, jump onto the hanging platform – red darts galore.

Jump to the platform which has a wondering raptor on it. If at all possible, rocket it, otherwise red dart it and move !

Shoot the box with a dart and it will fall, enabling you to climb up. Once up jump the gap and climb down the ladders on the right.

Promised you a hand, how about a lift. Push up on the control pad to open the doors.

In case you don't see him, there is a spitter hidden behind these dust covers. All that is left to is a short run to the exit, right of here.



Just another spitter waiting for a dart!

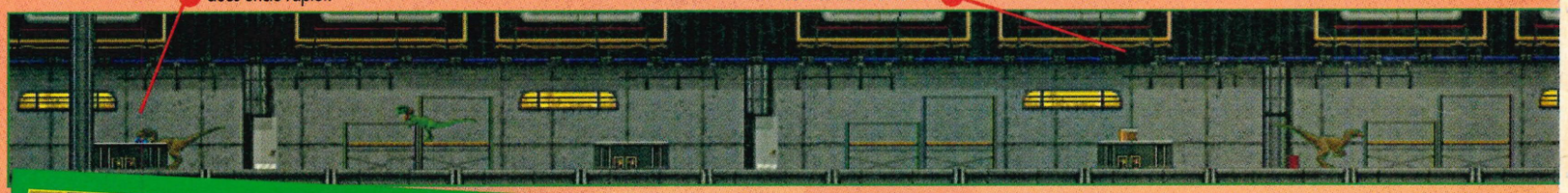
SUMMARY

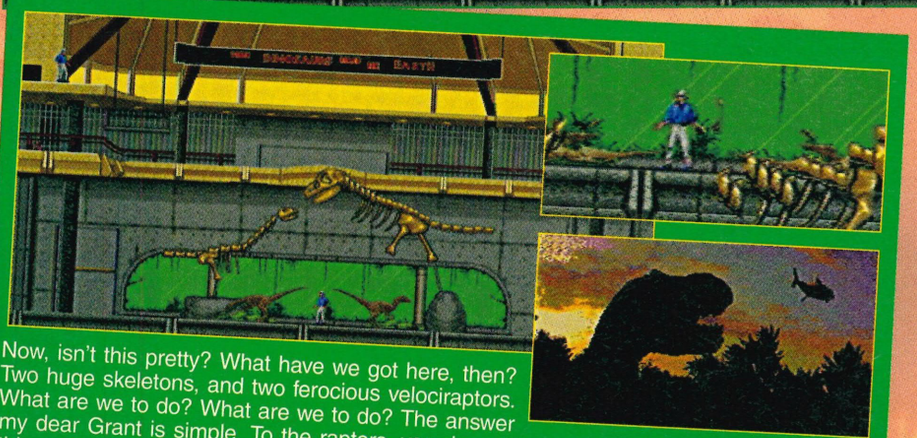
GAME NAME: Jurassic Park
TIME TO COMPLETE: 4 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 7 and 5
CHALLENGE RATING: Hard

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.

You start here; unfortunately, so does uncle raptor.

Your safest bet is to head for the hills at the first available opportunity. Well, the service ducts at least.





Now, isn't this pretty? What have we got here, then? Two huge skeletons, and two ferocious velociraptors. What are we to do? What are we to do? The answer my dear Grant is simple. To the raptors, you do nothing. To the skeletons, you do everything. Just think back to the film. Did Grant kill them himself? No! For a start, all you have to do is climb onto the hanging platform. Now, if you already have lots of explosive grenades then fine. Otherwise, there are some neatly tucked away, just below where you start. (Got them? Good!) Now drop onto the skeleton's back, and climb up until you can drop quite happily between the raptors. Once down, throw explosive grenades at the skeletons, and hey presto, crash! bang! wallop! They all come falling down – onto the waiting raptors. That done, Dr Grant can now escape the island in a helicopter with the visitors.

From the start, jump onto the guard in front. Another jump, should put you onto the guard. There is a turkey leg just behind him. Waste not, want not! By jumping onto the platform, you can attempt to kill the two guys awaiting your arrival, just below where you stand.

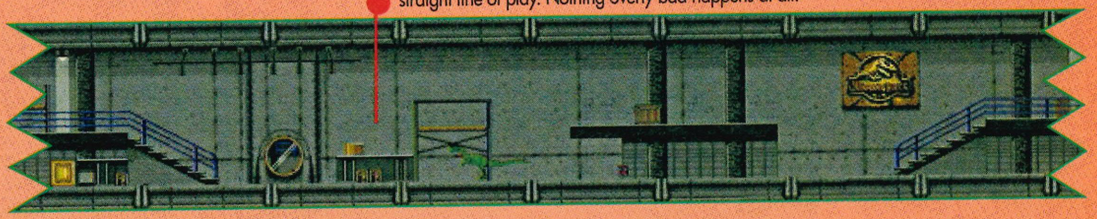
Jungle

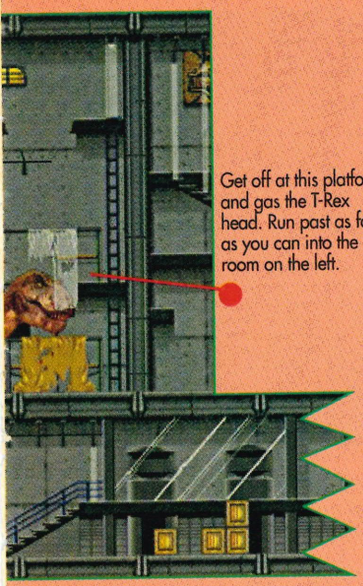


Unlike Grant who has gone before him, the raptor carries no weapons. Size, speed and strength are your only ally. Apart from armed guards, there are other animals trying to block your route. You start your epic quest in the jungle, with three lives. The more hits you sustain, the more your health bar diminishes. Look for Dr Grant, he is the key to your escape.

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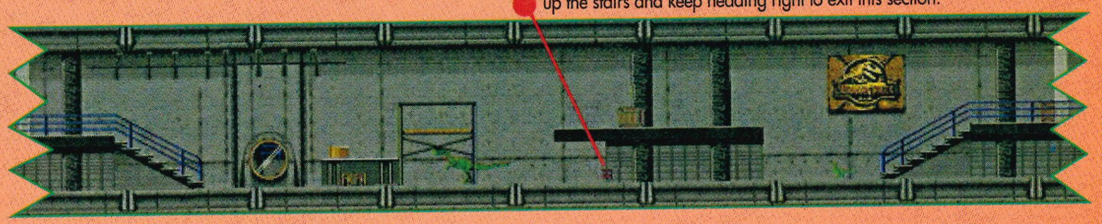
Welcome to stage two. There are only a couple of spitters, a raptor, and a few compys to face. Jump onto the tables and dart them. This is just a straight line of play. Nothing overly bad happens at all.





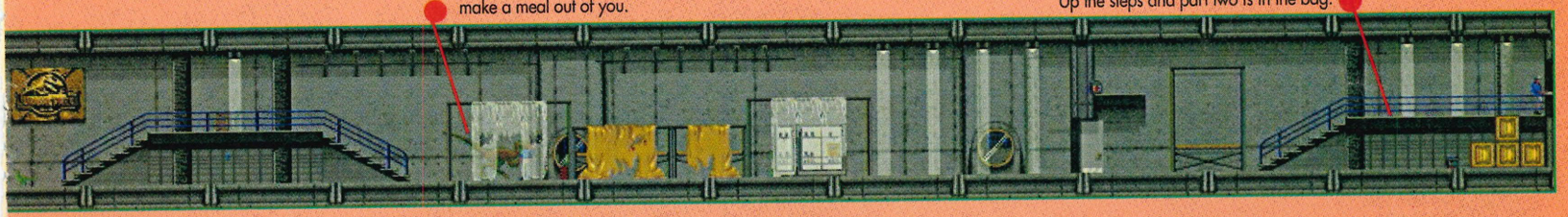
Get off at this platform and gas the T-Rex head. Run past as fast as you can into the room on the left.

Don't forget the darts, they still may come in handy. Hurry up the stairs and keep heading right to exit this section.

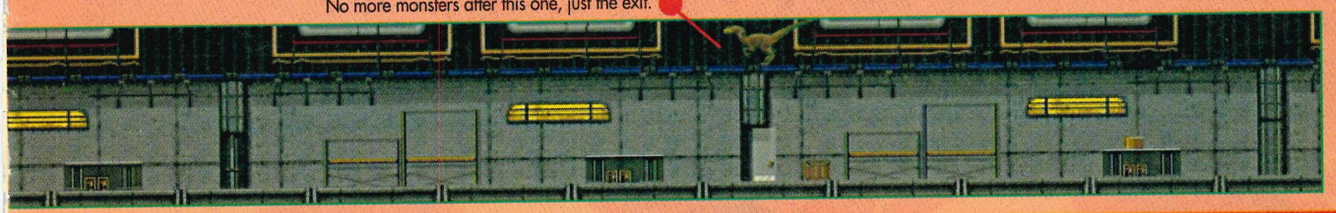


Careful of Mr Raptor, he'd kill to make a meal out of you.

Up the steps and part two is in the bag.



No more monsters after this one, just the exit.



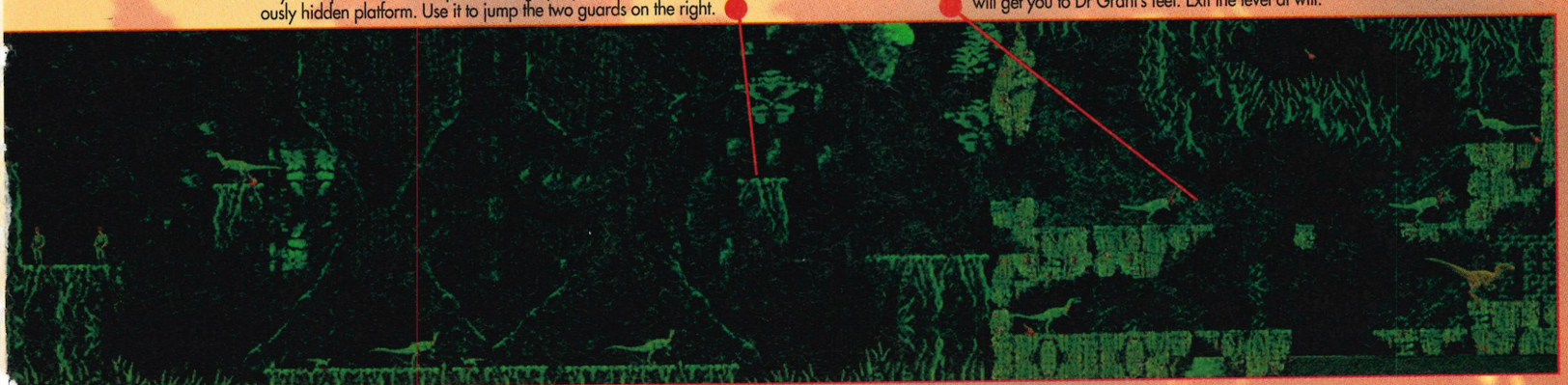


Pound for pound you are one of the most powerful of dinosaurs. Only the T-Rex can match you in total strength relative to your size. Your long, crushing jaws are a secondary weapon; the six-inch sabre claw on each foot rakes deep into your foe's limbs, quickly ending the battle. As the Raptor, you will have to show strength like no other creature, and enough cunning to outwit the smartest adversary. Can you escape to freedom from the island?



After you've passed the two spitters, a high jump will reveal a previously hidden platform. Use it to jump the two guards on the right.

Softly, softly walk off the edge onto the ledge below. A standing jump will get you to Dr Grant's feet. Exit the level at will.

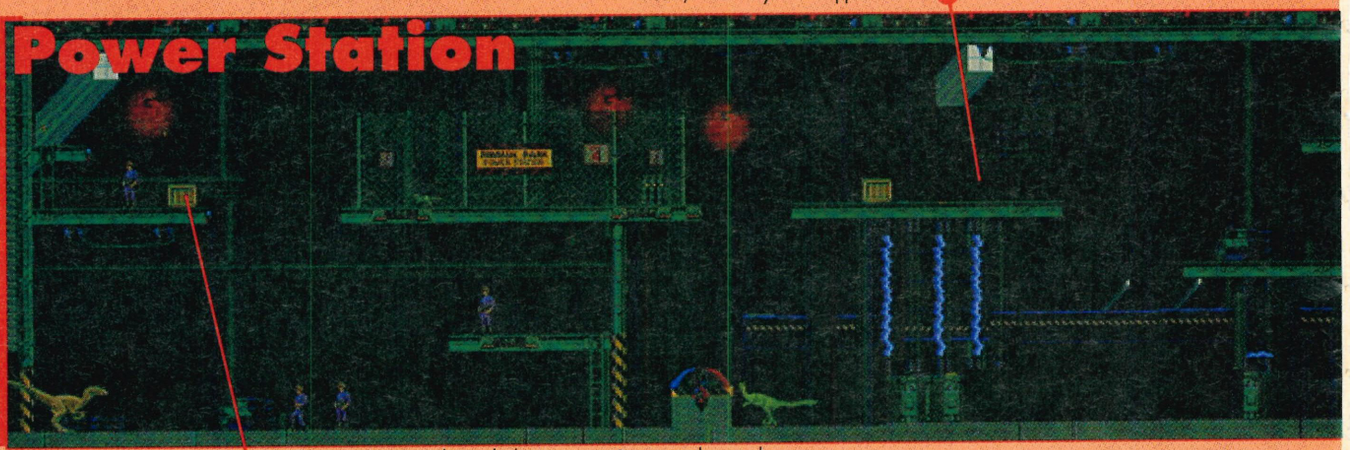


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Power Station

This level is rather handy. With luck you will find out how to do most, if not all of the raptor's moves. It is imperative that you learn to do the high jumps, and other moves such as the crouching jump will also come in very useful. The boxes which lie about in this level Grant's, and are very little use to the raptor, no matter how interesting they may look. Another good test is to see if you can attack the guards without getting killed yourself.

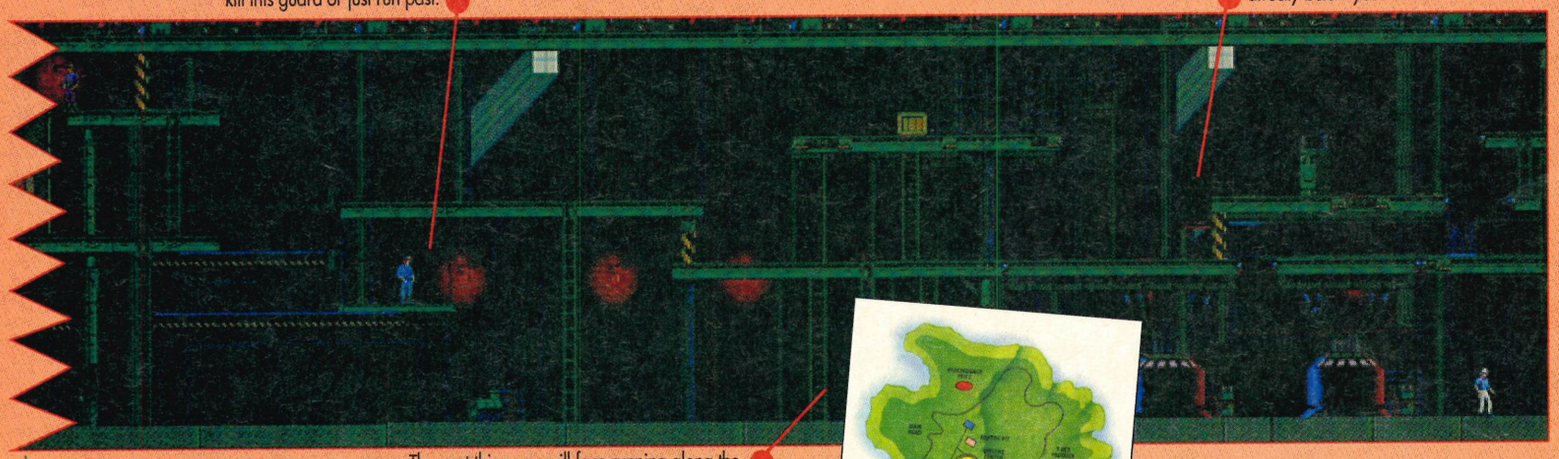
Now there are less problems if you go over the platforms, as opposed to moving underneath, which may at first appear easier.



Straight away two guards are dealing out agro. Put pay to them and the one standing on the platform on the right. Now, jump high and left. Kill the guard which is standing there. A crouching jump, will put you on the platform on the other side.

Depending on how you feel and how you are doing for lives, you can kill this guard or just run past.

It's a little more trouble, but you can get to Grant this way. He's directly below you.

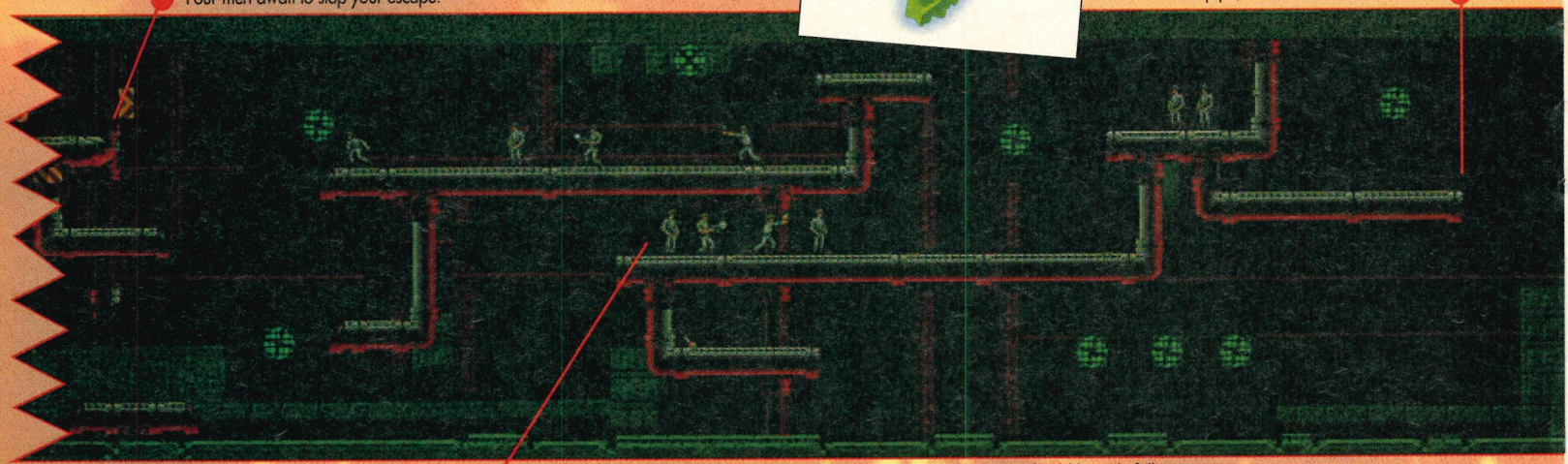


The next thing you will face running along the floor is Grant. The second thing is the exit.



Take small steps and you should fall onto the guard below. A quick claw should kill him off. Now a large jump is needed to get you across to the pipes on the other side of the gap. As soon as you land, move. Four men await to stop your escape.

A really high jump will allow you to claw your way up to the pipe. Jump the gap once again to the pipe on your right. Enter the building on the right by taking the pipe, second down from the roof.

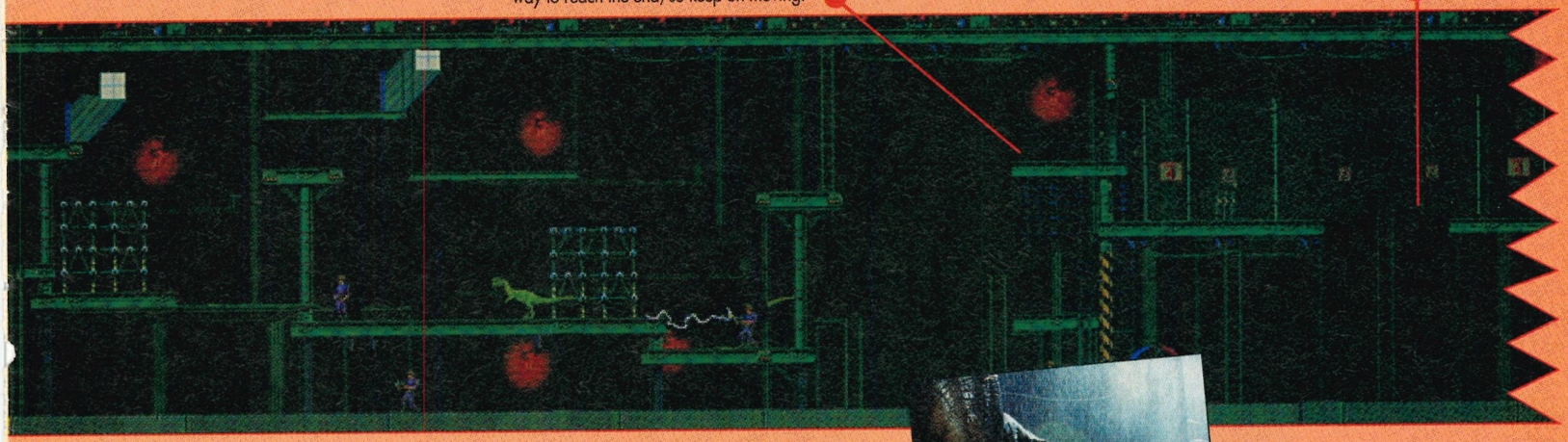


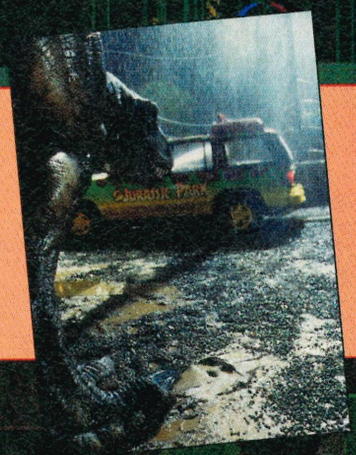
Say nighty night to the nice men, and keep on running. Don't worry, you should happily fall onto the platform below. Now this is the hard bit. You have to jump from platform to platform. One false move and it's back to the start.

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Whichever way you chose to come, this is the platform you are aiming for. There is no other way to reach the end, so keep on moving.

All in all, it's probably best to drop down here.



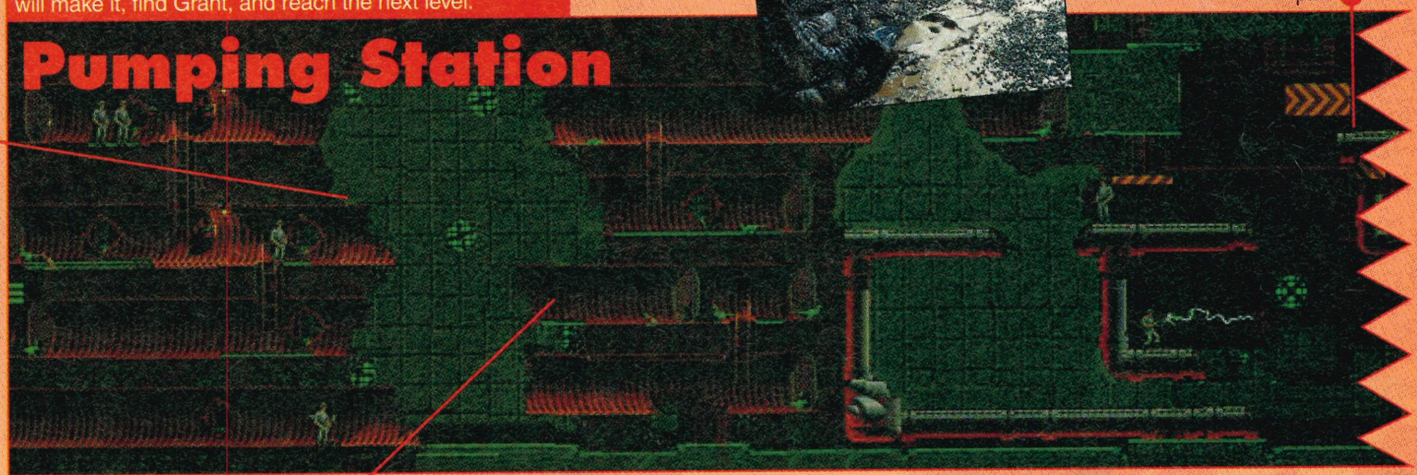


The pumping station must be the hardest level facing the raptor. To start with there is a complicated series of jumps, which take you from tunnel to tunnel, and with any luck avoiding the guards. This is then followed by a set of jumps which must be leapt with pinpoint accuracy. And then, to cap it all off, there is a jaunt around a selection of damaged and well guarded floors. Only the best will make it, find Grant, and reach the next level.

Pumping Station

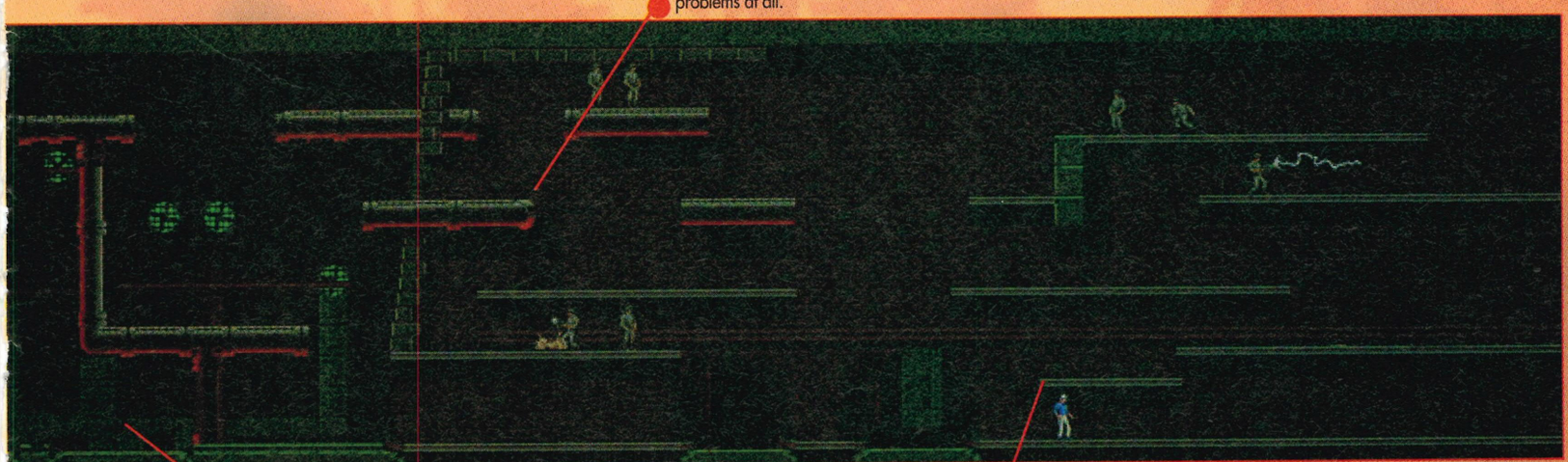
This is the objective. Get here by jumping from pipe to pipe, killing any guards that block your path.

This is where your second jump should get you. Try to leave the jump till the last minute. Now all you have to do is a crouching jump to the other side.



This is the first objective. A good running jump should get you here without too much trouble.

Two crouching jumps, in quick succession, will get you past the bad guys, no problems at all.



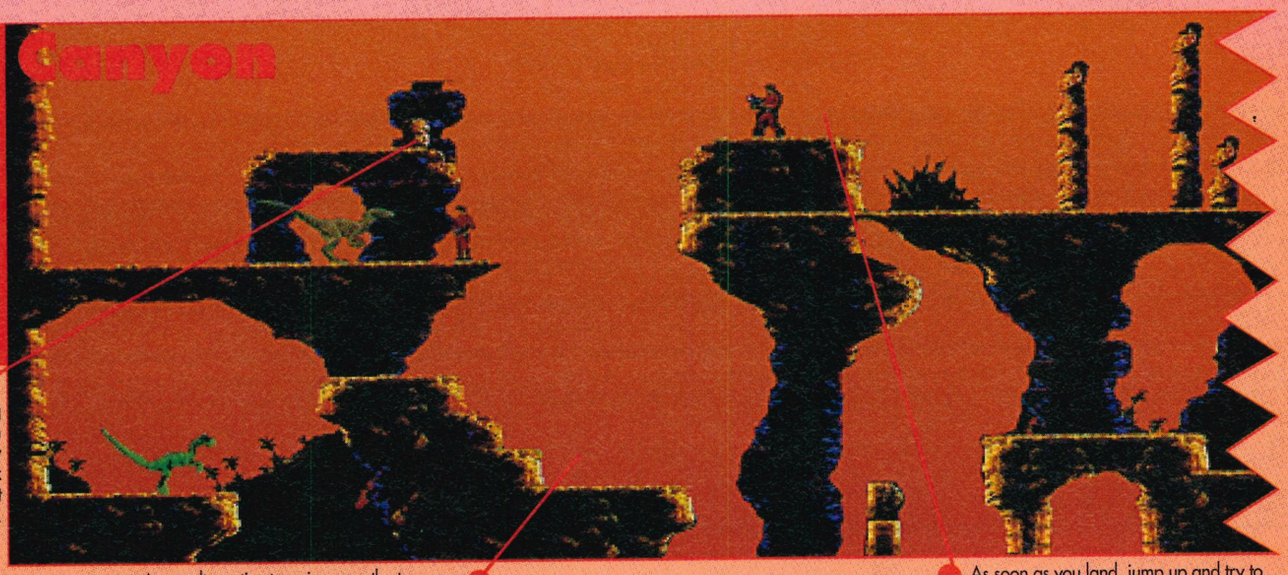
Only the bravely crazy and the completely insane will attempt this jump. You've been warned.

From the top, follow an 'S' shape. You should be able to see the top of Grant's head, and thus judge where to drop. By taking small steps one at a time you shouldn't fall into the slime.

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Canyon

If you have grasped all of the raptor's moves, then you should be able to skirt across the top of this comparatively small level. In saying this, you will be pushed to move and react very quickly indeed. Do not be surprised too if you are attacked by three pterodactyls in quick succession. A bite, or a slash with the claw, should be enough to see them off.

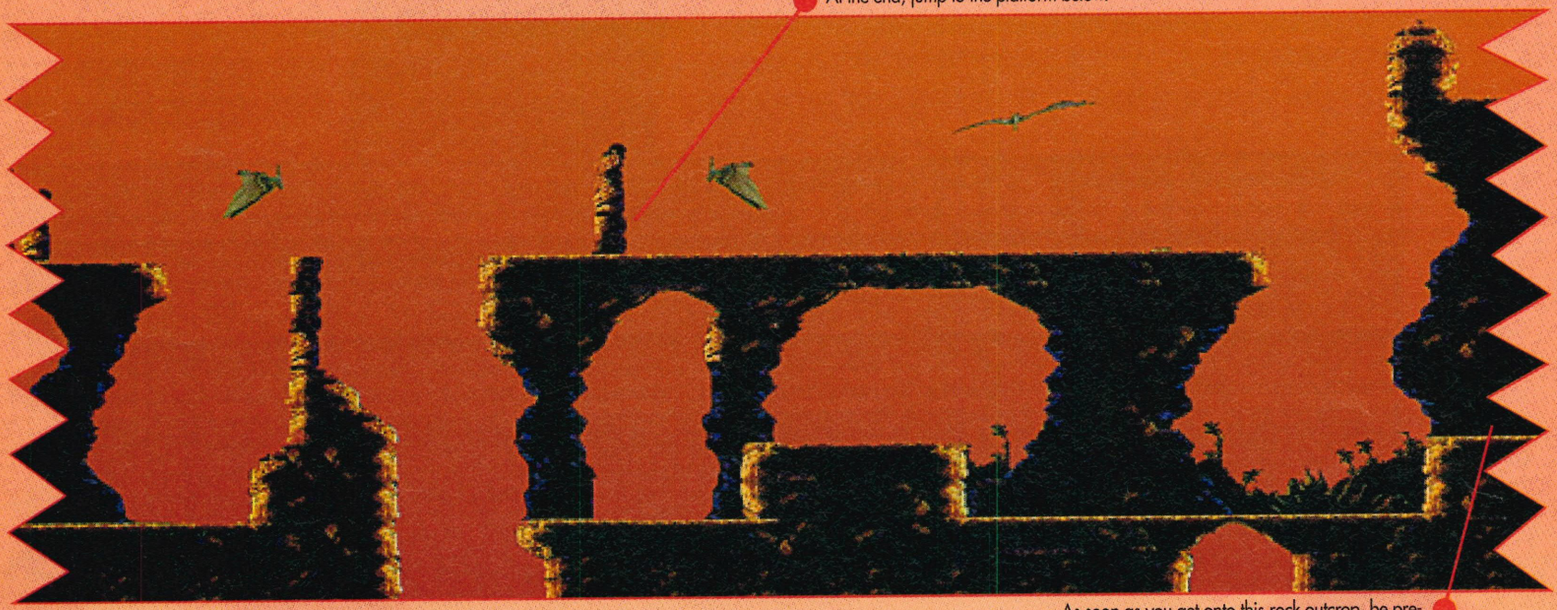


Make the most of what's lying around. Quickly jump up and push the rock onto the guard. Now nudge to the edge, where the rock was, and crouch jump to the next rocky outcrop.

As an alternative to going over the top, you can move across the bottom. Just keep heading right, and don't fall to your deaths.

As soon as you land, jump up and try to land on the guard who blocks your way.

At some point across this rocky platform, you will be attacked by three pterodactyls. At the end, jump to the platform below.



As soon as you get onto this rock outcrop, be prepared. In front of you are four heavily armed guards.

Yep, you've guessed it, it's the welcoming committee. When they are no-more, jump up to the power-up. Next, go for the platform above it. The end is in sight, and so is Grant.

The objective is not to capture Grant just yet, but take a jump at him anyway. The floor below will give way, and you'll exit the level.



Raptor Power-ups



Compy
Procompsognathus are also power-ups with legs. Handy or what ?



Turkey
These are the raptor's traditional power-ups. Try not to miss them.



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The competition is open to anyone 18 years and over except employees, agents and families of organisers and judges. Proof of posting will not be accepted as proof of delivery. The organisers will not be responsible for postal delays or postal losses.

The winner will be the entrant, in the opinion of the judges, with the most apt, original and skilful answer to the tiebreaker. Second and Third prizes will be awarded accordingly and will be judged in the same manner. The judges' decision is final. No correspondence will be entered into. Funds are not available for any other use.

If the total valid entries are less than 15,000 then the first 10 prizes will be substituted with a sum equal to 4% of the monies received, Second 25 prizes substituted with 1% and Third 50 prizes substituted with 0.2%. Monies received will be held in a deposit account, withdrawals will require the signature of a solicitor.

THE CLOSING DATE OF THE COMPETITION IS 12.11.93. COMPETITION WINNERS WILL BE NOTIFIED WITHIN 28 DAYS AFTER THE CLOSING DATE.

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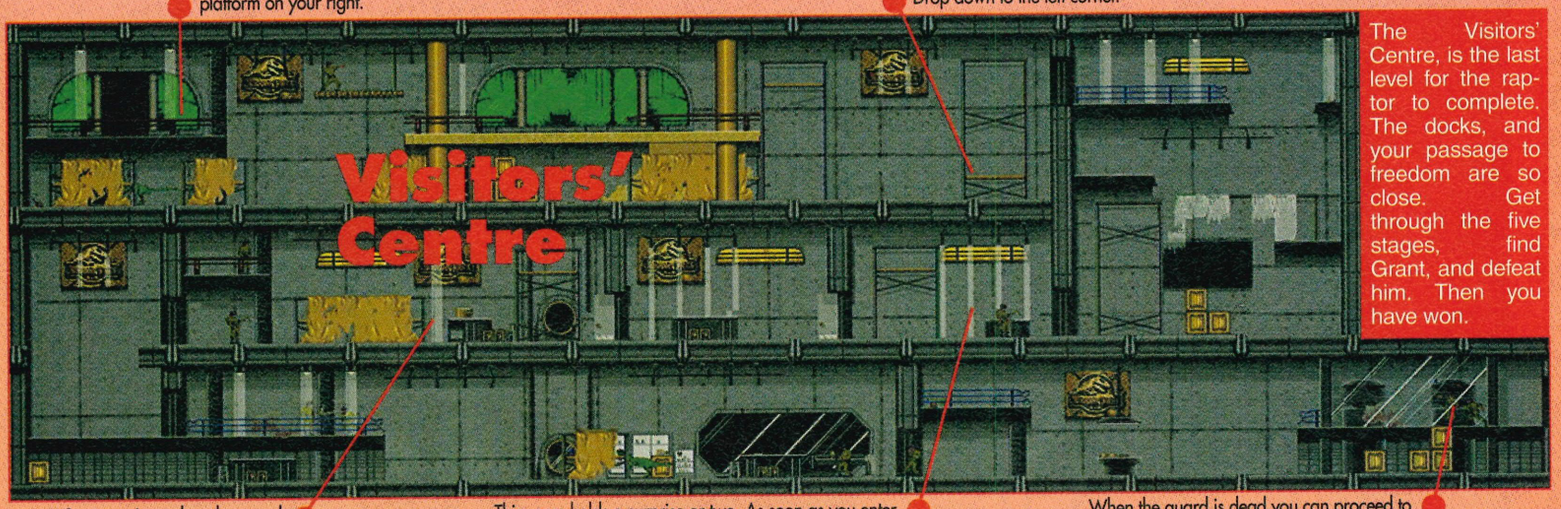
(If sending cash, please make sure you send by registered post.) UNFORTUNATELY, CHEQUES CAN ONLY BE ACCEPTED IF TOTAL EXCEEDS £2, IE 2 ENTRIES.

PYRAMID LEISURE, ARCHWAY HOUSE, STATION ROAD, CHESTER CH1 3DW

Visitors' Centre

From the start, jump onto the hanging platform. Kill the guard, and jump to the next platform on your right.

A good jump will get you to the opening above your head, climb up. On the right is a turkey leg – health. Drop down to the left corner.



The Visitors' Centre, is the last level for the raptor to complete. The docks, and your passage to freedom are so close. Get through the five stages, find Grant, and defeat him. Then you have won.

Start running, when the guard climbs down, jump and you should land on him and kill him. Ignore the other one. Drop down to the next level. Head right to complete the stage.

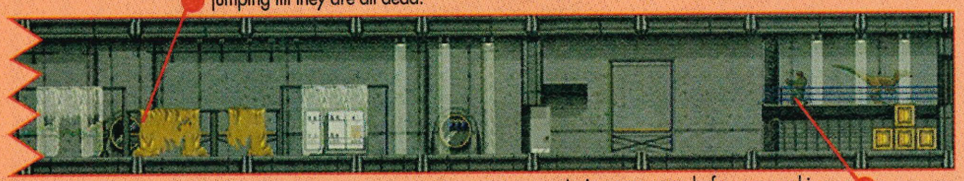
This room holds a surprise or two. As soon as you enter, jump, otherwise you'll get zapped by the guard. The door on the other side can be kicked open.

When the guard is dead you can proceed to the next stage of the level.



Don' t worry about the two guys below, they're more likely to kill you. Instead, go over the top. Do the same on the next platform.

There are two men hidden here, and another walking towards you. Keep jumping till they are all dead.



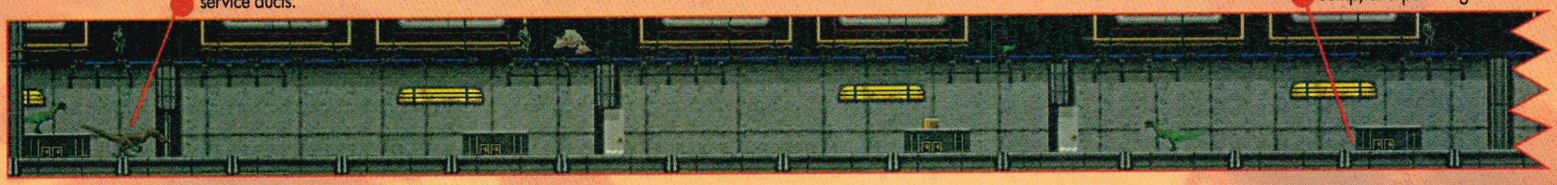
As in many cases before, a good jump will land you on and kill the guard. This one is the last you'll see on this stage.



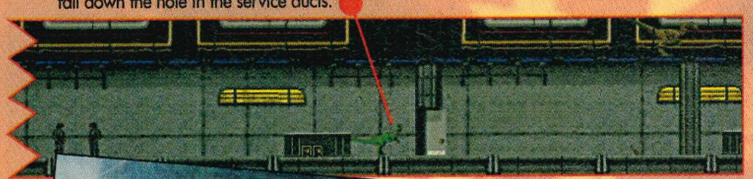
This stage should present no problems. Jump up to the first ledge, killing the spitter and eat the power-up. Jump to the next ledge and if at all possible eat the compy. Jump to the door and your out.

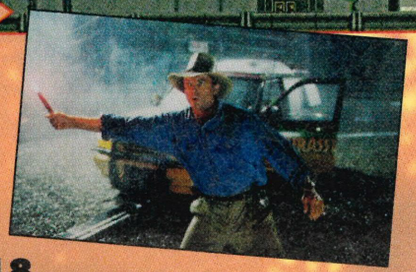
The penultimate stage of the level and the game! Straight away, turn and kill the spitter. Now move from room to room until you must head up to the service ducts.

Line yourself up with the hole on the service duct, you can no longer travel through the rooms. Jump, and pull the guard down.



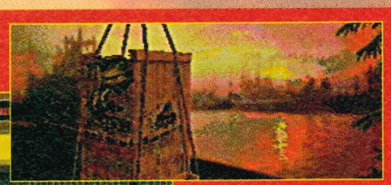
You shouldn't meet this guy, unless you fall down the hole in the service ducts.

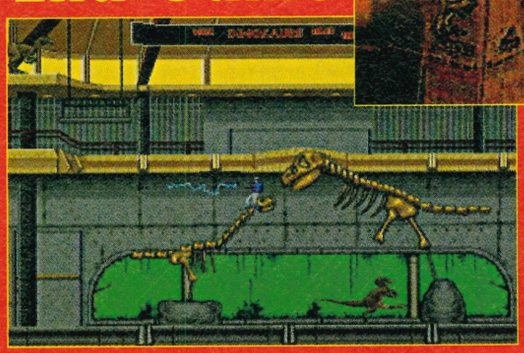




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End Game





To complete the game playing as the raptor, drop past Grant, and kick the boulder from out beneath the larger dinosaur. They should both crash to the ground and you're out and free!

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MORTAL MAYHEM

WIN! WIN! WIN! CARTS, T-SHIRTS AND MORE!!!

KOMBAT YOUR DESIRES

Mortal Monday will have been on your mind for ages, and so at 9:00 am on the 13 September, you were first in the queue to get your hands on the cartridge, right? If so, you may want something more. Like for instance, a full solution including the blood codes, cheat screens and Reptile man (turn to page 34). Or perhaps you would want a six foot carboard Goro standing in your bedroom? Or even the next four games released by Acclaim, plus *Mortal Kombat* T-shirts? You would? Excellent! Well here's how you can win them all with SEGA XS and Acclaim.



FIGHT FOR IT!

There are seven contestants in the Mega Drive version and six in the other two 8-bit systems. By mastering each of the characters' moves, you'll learn quite fast, that no one fighter is impregnable – there is at least one character that can defeat them. You can play as Johnny, Cage, Sonya, Blade, Rayden, Liu Kang, Sub-Zero, Kano or Scorpion, each of whom has a different set of special blows and death moves. Sub-Zero for example, rips the spine out of the opponent when he's done!

Apart from these seven party animals, you might, at some point, have to face one of the two guardians. Goro, the four-armed, eight feet tall, Prince of Kuatan and Ruler of the Shokan's Armies, or Shang Tsung, the last winner of the tournament – 500 years ago. The Mortal Kombat tournament is about to begin! You are among the most powerful warriors in the world, but only one will become the Supreme *Mortal Kombat* Warrior and Grand Champion. As ancient wisdom declares, the best warrior is not always the one with the best skills, but has the wisdom to use his skills more effectively.

PROBING YOUR MIND

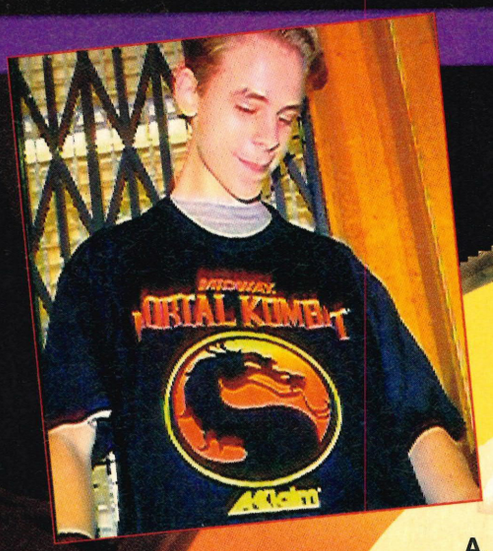
Enough said about the game... go and buy it!! Acclaim have assured us here at SEGA XS, that the first prize winner will be given a one off tour of the design, development, research facilities, at Probe Software – the guys who programmed *Mortal Kombat* and *Terminator*. (Don't worry if you're under 18, you get to take a parent or guardian along with you). You will be shown just how the top games are programmed, how the graphics are built and who tests the playability. Apart from this terrific prize, you get the next four carts Acclaim release and a *Mortal Kombat* T-shirt.

- 1st Prize – One lucky person will win an action-packed day at 'Probe Software', with all of your bills picked up by Acclaim. **Plus,** the next four games released by Acclaim **And**, a *Mortal Kombat* T-shirt!

- 2nd Prize – Three people will win a huge six foot tall Goro **And**, a *Mortal Kombat* T-shirt, too!

- 3rd Prize – One of twenty *Mortal Kombat* T-shirts!

But before you start pulling your hair out and stomping around the house trying to death blow the cat, all you have to do is answer the three none-too-difficult questions.



THE QUESTIONS

1. When was Mortal Monday?

A. The day before yesterday, but not quite, er.... actually a little closer to my birthday, but er... not that close, more like a week from next Wednesday.
B. Monday, 13 September
C. The day before Fatal Tuesday

2. The character who has four arms and is that little bit hard to kill in Mortal Kombat is called?

A. Goro
B. Sonic the gun-toting spike ball
C. Dexter Fletcher

3. Sega XS: the greatest known mag in the universe comes out when?

A. Once every two months (bimonthly)
B. Only when it's dark; it doesn't like bright lights.
C. On Sundays, so it can fill itself up on a hearty roast dinner, retire back to the lounge and fall asleep in front of the TV



COMPETITION ENTRY FORM

My answers to the *Mortal Mayhem* compo are as follows:

QUESTION 1

A ☐ B ☐ C ☐

QUESTION 2

A ☐ B ☐ C ☐

QUESTION 3

A ☐ B ☐ C ☐

NAME .....

ADDRESS .....

.....

.....

POSTCODE .....

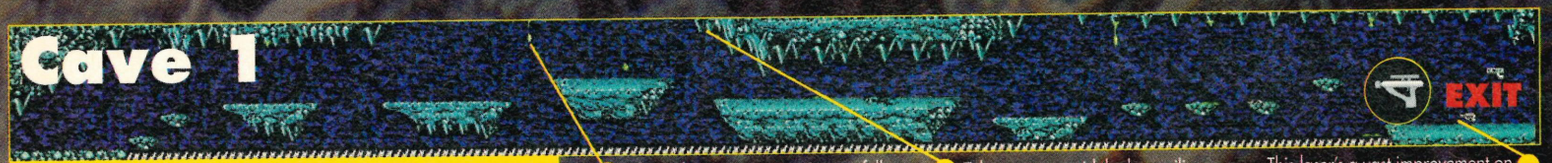
PHONE NUMBER .....

The console I own is.....

Please print a solution for.....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to, *Mortal Mayhem compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.*
All entries must be in by 1 Nov.

Cave 1

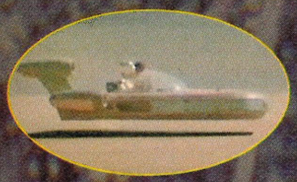


This cave is your first port of call. There's a laser up for grabs at the end of the level so take your time over some tricky jumps. Watch out for those drips!

These drips are a pain. Go carefully or you'll find yourself on the floor with a spike in the nether regions!

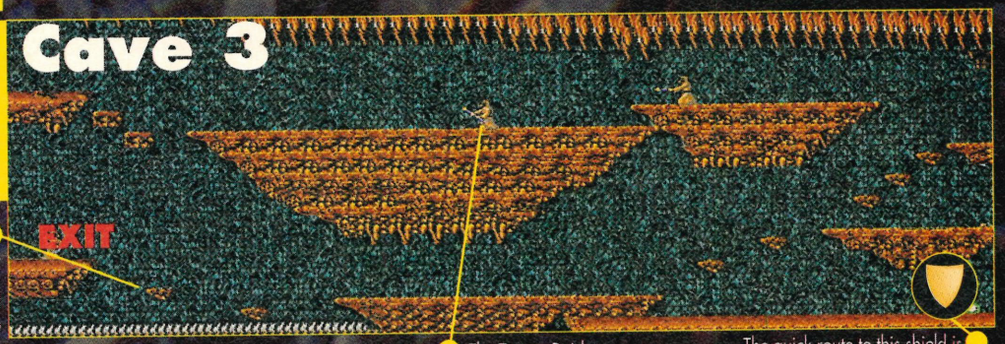
Take care to avoid the low ceiling when jumping this gap or you risk serious impaling!

This laser's a vast improvement on the standard Jedi issue. It's vital you have this for the other levels.



A measly shield is all that's available to you for completing this rather tricky cave. To get all eight shields for the Millenium Falcon, take a trip to Cave 2 and keep re-entering it.

Cave 3



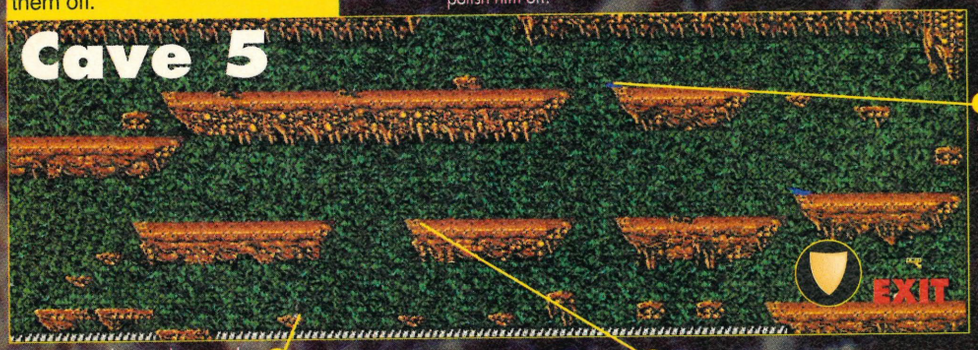
Another cave that's best avoided. Watch out for the slimy blue slug-like creatures that worm around the place. Duck down and shoot them a couple of times to finish them off.

Be careful of the raider before the exit. Jump vertically off this platform and shoot whilst in the air to polish him off.

The Tuscan Raiders can cause a lot of damage. Stand well back and let them have it or cut them down with your trusty lightsabre.

The quick route to this shield is to just fall off the first platform near the entrance onto the one below – avoiding all the Tuscan Raiders.

Cave 5



One of the aforementioned slugs. Shoot it before leaping onto the platform, or jump over it and watch it jump lemming-like over the edge!



Another rock bounces down these steps. Keep close to the edge of the platforms and it'll cause you no trouble.

Leap through this wall and you'll find yourself in a very useful secret cave containing a 1-Up.

It's quite a leap to the next platform so get some speed up by holding down the fire button whilst performing this leap.

Simply drop off the edge of this platform for a short cut.

A rock will come tumbling down these platforms as you make your way up. Hug this edge and it will bounce harmlessly over your head.



Cave 4

This is a long and treacherous cave but it's worth your time exploring to the full. By repeatedly re-entering this cave, you can build up your lives for as long as you like. Take time over the jumps or you'll be tearing your hair out in frustration. Trust your feelings, Luke, use the Force!

A long time ago, in a galaxy far, far away, *Star Wars* appeared for the NES. Now it's Sega's turn at this epic saga that takes you from the dry deserts of Tatooine to the high-tech interior of the Death Star in a battle to overthrow the corrupt Empire. *Star Wars* is one of the best games to appear on the Master System and Game Gear since *Sonic 2*, but is marred slightly by the fact that you cannot die from long drops. SEGA XS overcame the dark side of the Force to bring you the complete solution.

MASTER GAME SYSTEM-GEAR



US GOLD ● PLATFORM SHOOT-'EM-UP

STAR WARS

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This is the best cave to get shields for the Millenium Falcon – it's very easy to complete with no serious perils. The green maggots that crawl around are nothing more than Bantha fodder!

Cave 2

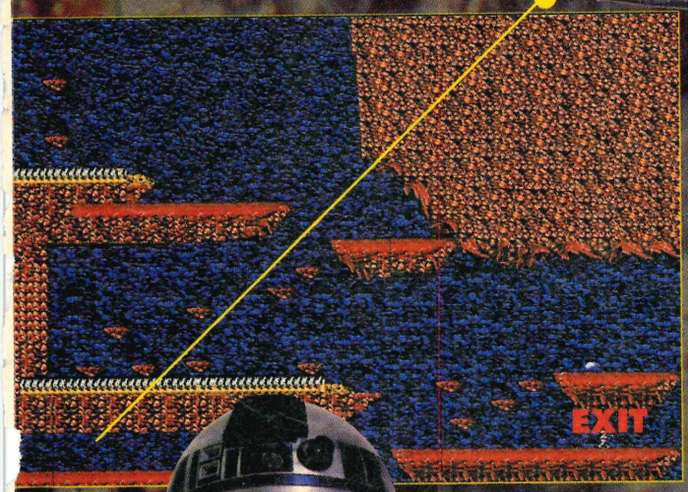


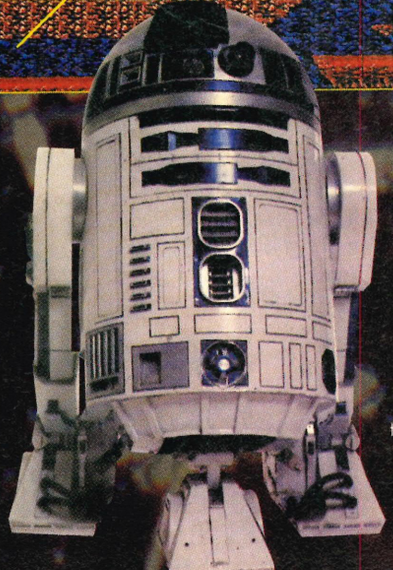
Drop off this platform and steer left – you'll land directly onto the shield. By taking all the shortcuts in this level, you can be in and out in seconds.

Drop off this platform and aim right or you'll land on a maggot.

Wait on this platform before leaping towards the exit – shoot the waiting maggot then take a running jump onto the next platform. Remember, you can't lose energy on long falls!

The reward for braving this cave is two shields for the Millenium Falcon. Stay well back from the Raiders and let them have it!!

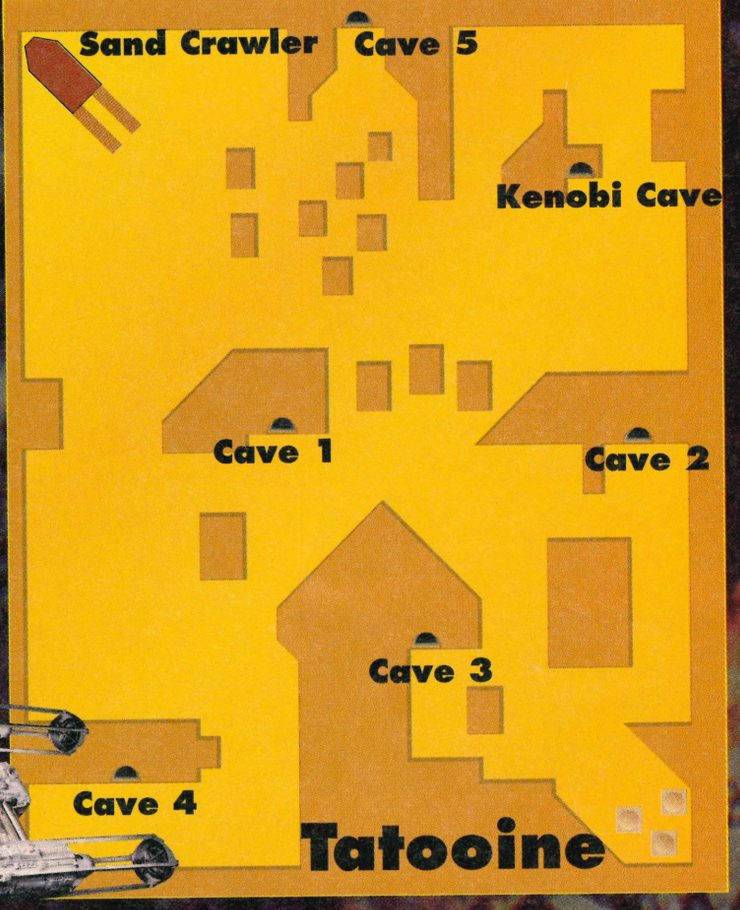


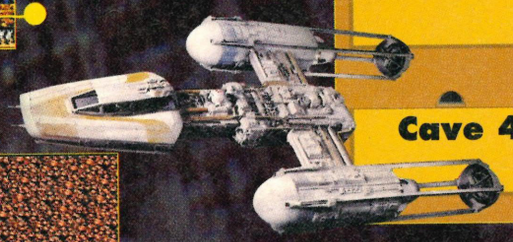


Leap from the platform on the right into the wall to enter a secret cave. Don't touch the Raider, or you'll lose all your health.

Leaping from these platforms is a tricky business. Hold down the fire button for increased speed, and don't stop! Obi-Wan is waiting at the end.

This is the planet surface around which you pilot your landspeeder. Go easy on the throttle as there are no end of gun turrets and enemies set into the desert, just waiting to pick you off. Some of the caves are not worth visting, so choose your route carefully.

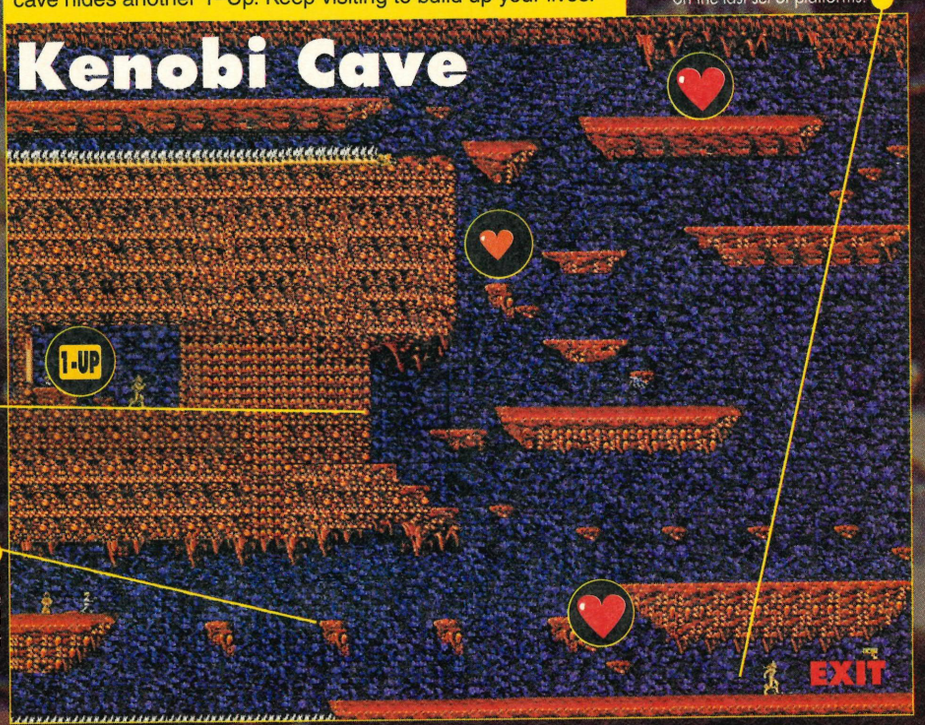




This is a vital cave to your mission. Ben Kenobi is waiting with your light sabre which makes light work of slicing up imperial stormtroopers. Make sure that R2-D2 is with you when meeting Obi-Wan to see the princess' secret message. The secret cave hides another 1–Up. Keep visiting to build up your lives.

Sneak up to this Raider and duck down so that his shots miss you. Get rid of him, then nip back to get the power-up on the last set of platforms.

Kenobi Cave



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SEGA XS SOLUTION



Mos Eisley

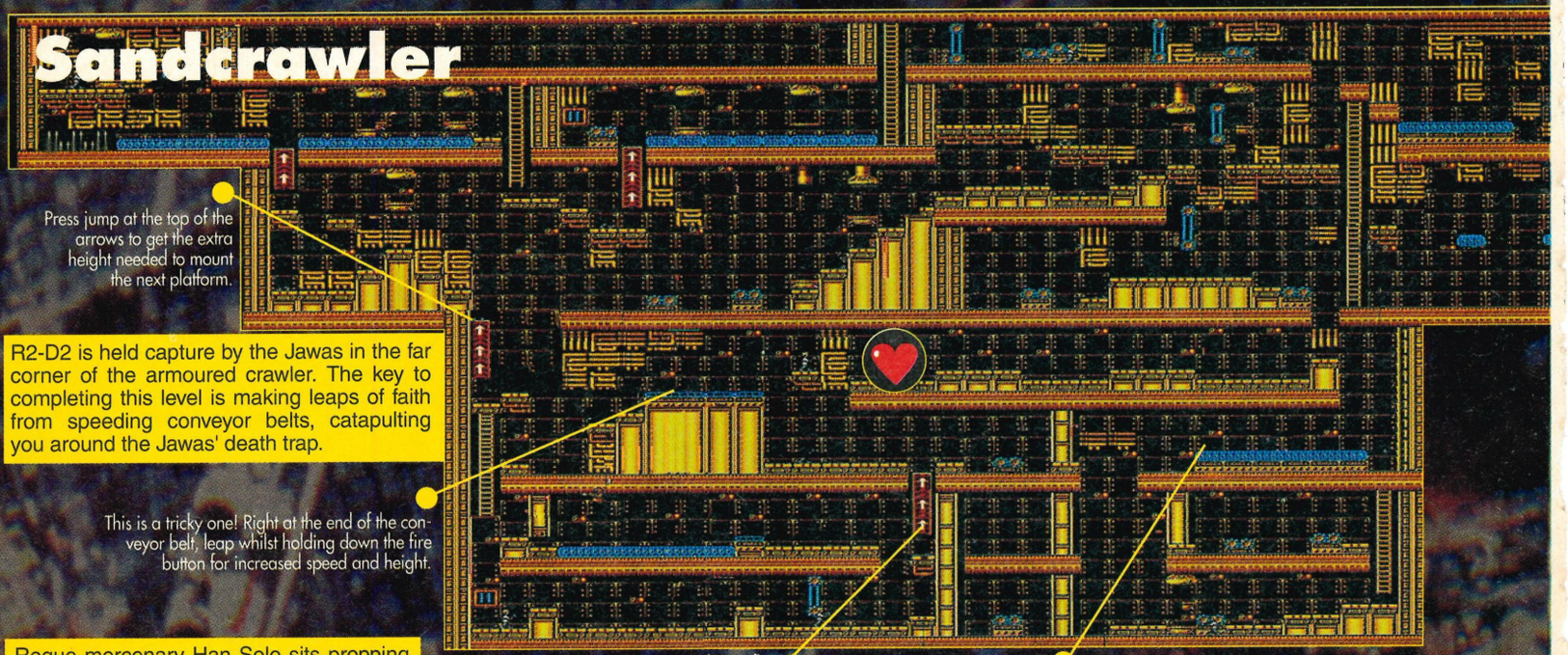


This should be your last visit on Tatooine. Han Solo is waiting in the Cantina and is your ticket out of here. The Millenium Falcon is all fueled up and ready for take off from Hangar 94!

This is the entrance to the Cantina. Push up to enter.

Stormtroopers and Jawas are crawling all over the place. The light sabre is best for a swift passage through.

Sandcrawler



Press jump at the top of the arrows to get the extra height needed to mount the next platform.

R2-D2 is held capture by the Jawas in the far corner of the armoured crawler. The key to completing this level is making leaps of faith from speeding conveyor belts, catapulting you around the Jawas' death trap.

This is a tricky one! Right at the end of the conveyor belt, leap whilst holding down the fire button for increased speed and height.

Jumping into these arrows sends you flying up to the ceiling of the next platforms. Mind your head!

Charge along this conveyor belt and leap off at the end. You will perform a huge jump onto the platform above.

Cantina



Rogue mercenary Han Solo sits propping up the bar in the Cantina. To get to him, simply run as fast as possible, slashing your light sabre wildly. Crude, but effective!

When returning back to Mos Eisley with Han, ignore these platforms and run along the ground for a trouble free journey.

This guy is indestructible so leap over him rather than attempting to hack him to pieces.

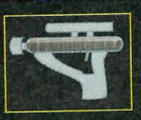
Good to see you, kid! Luke gives Han Solo an excuse to leave his lukewarm beer in search of the beautiful princess.

Asteroid Field



You're in for a bumpy ride unless you follow this tip. Fly in small circles and all the asteroids will pass magically by. Easy!

Key



Laser Gun: Far better than the feeble one you start out with. Found in Cave1.



Extra life: 1-ups can easily be built up by re-entering the levels where they are found.



Small power ups - raise your health by about half its maximum.



Large power ups - restore your health to its full rating.



Millenium Falcon Shields: Vital against the barrage of asteroids and imperial tie-fighters.

Stormtroopers lie in wait throughout this corridor so don't run madly at full speed. Tread cautiously and pick them off as soon as they come into sight.

The Millenium Falcon awaits! This level is fairly easy and contains another shield if you haven't already got all eight. Jump over stormtroopers' laser fire and make your way to the spaceship. You're on your way to the Death Star!

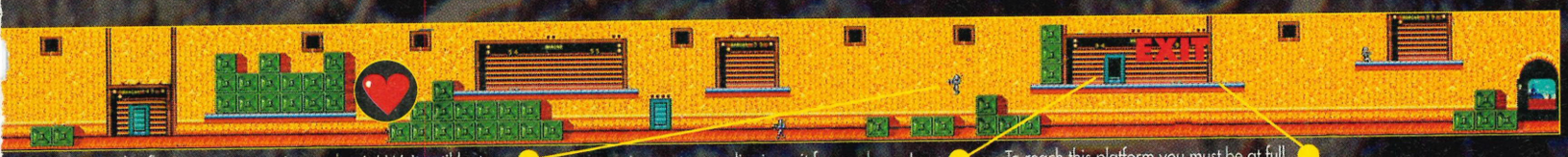
Jump over the laser fire of the stormtrooper crouched down in wait here and hack him with your light sabre.

Hangar 94



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This flying stormtrooper is a real pain! Wait until he turns away before charging at him with your light sabre.

A stormtrooper lies in wait for you here. Jump over his lasers and cut him down!

To reach this platform you must be at full speed before leaping from the platform edge on the right.

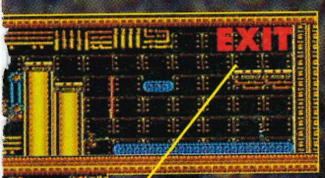
Hangar 1



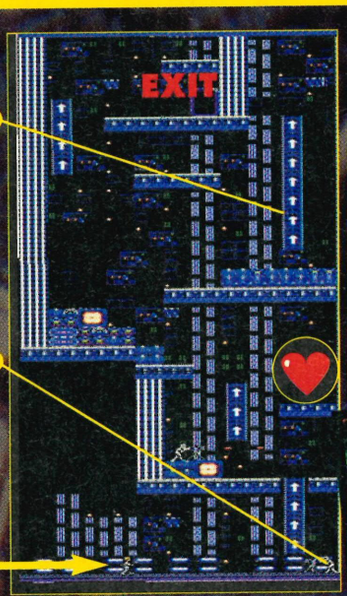
Having reached the Death Star, you've got to find the princess and destroy the tractor beam that is keeping the Millenium Falcon trapped on the mini-planet. Beware the stormtroopers on the look out for intruders!

A number of stormtroopers lie in wait along this corridor. Jump over their laser fire and catch them off guard with your trusty weapon.

The leap to this platform is particularly hard. You need to be running at full speed to make the jump and then really put the brakes on to avoid falling off at the other side.



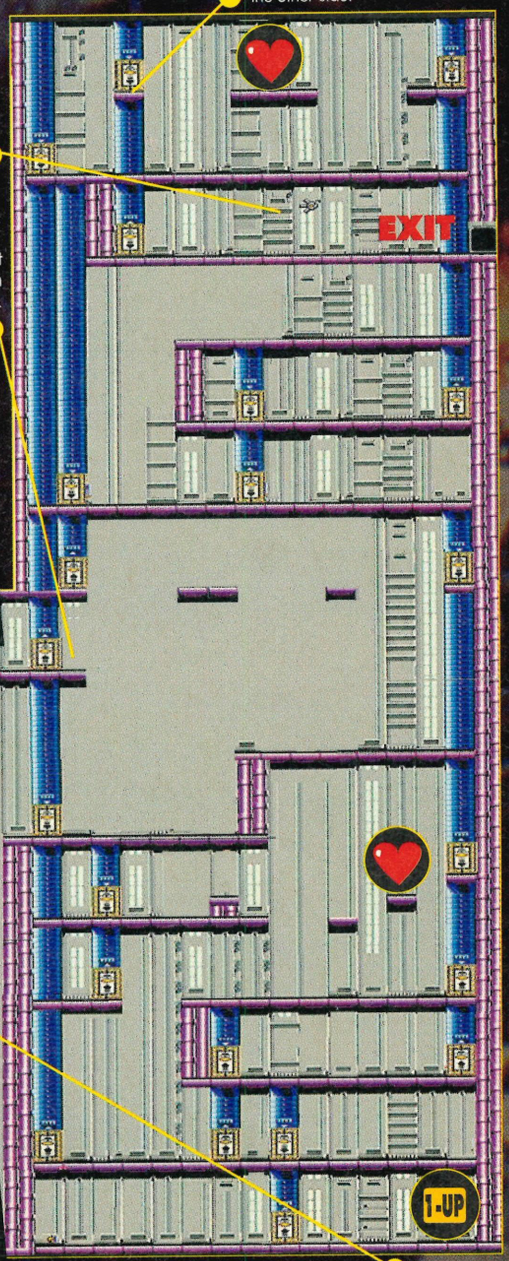
R2-D2 bleeps contentedly upon you finding him. It's a droid's life! Avoid falling to the large conveyor belt below – a Jawa awaits!



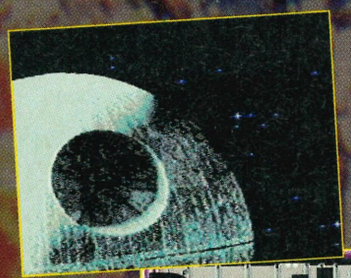
Halfway up these arrows, jump left onto the next platform. Time it wrong and you'll find yourself in a high speed collision with the ceiling!

This gunner cannot be killed, so don't waste your time. Jump into the arrows, taking care to avoid the fire of the stormtrooper waiting on the level above.

This floating robot shoots killer darts at you. Jump at it and slash away with your light sabre.



Fall off this platform and take the lift at the bottom to the depths of the Death Star where you will find an extra life.



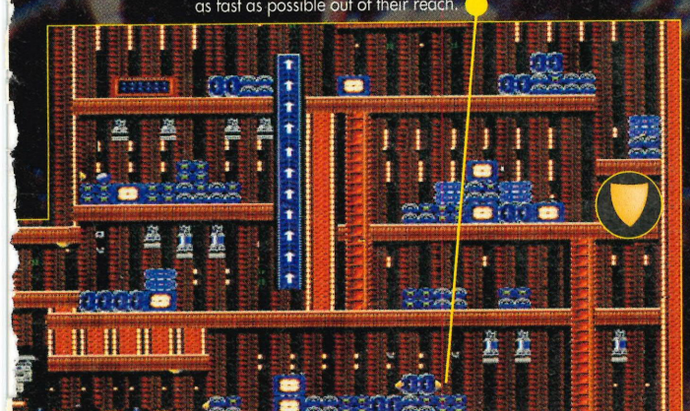


Run quickly to the right of this level, slashing as you go and plug R2-D2 into the Death Star's computer system.

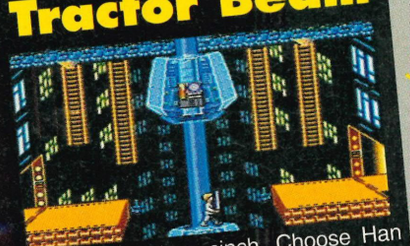
Death Star

This is quite a large level but not too difficult. It's simply a matter of finding your route through Don't forget to pick up thje extra life at the bottom.

These laser turrets are easy to avoid as long as you are patient. Wait for them to shoot, then run as fast as possible out of their reach.



Tractor Beam



This section is a cinch. Choose Han Solo and climb to the top of at the far right when clear. Face left and jump upwards, shooting the tractor beam as you fall. Repeat until it bursts into flames, releasing the Falcon from the clutches of the Empire.

Don't fall down this pit or you'll meet a sorry end: pancaked on the floor of the Death Star.

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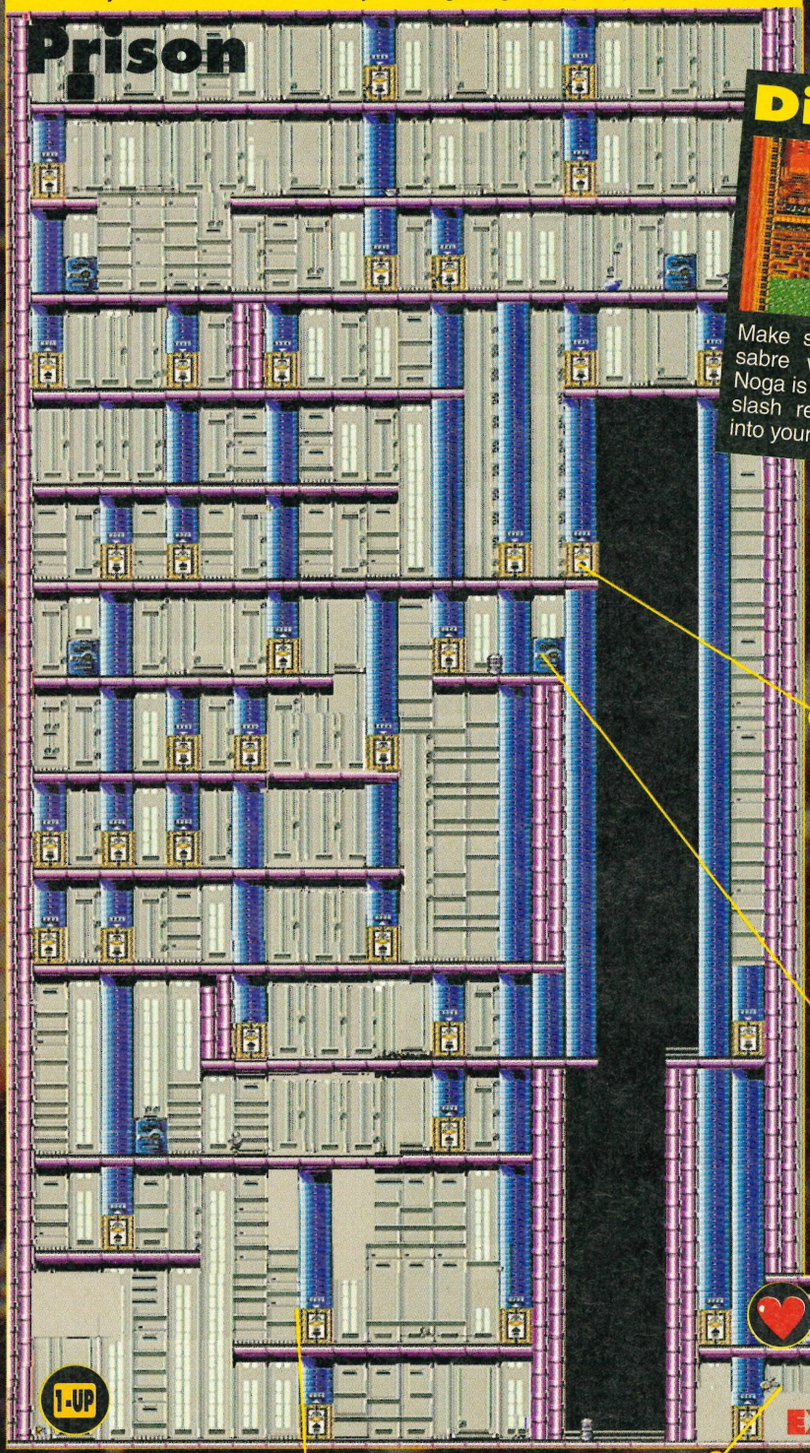
SEGA XS SOLUTION



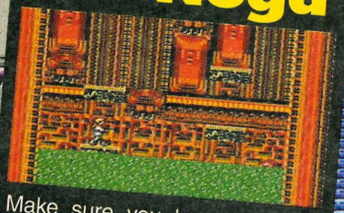


Hidden in one of the many rooms here you will find Princess Leia. Use the map to find Leia, then double back to get to the Exit which leads to the Dia Noga – the smelly beast that thrives on ten year old garbage and young Jedi knights!

Prison



Dia Noga



Make sure you have the light sabre with you and the Dia Noga is dead. Crouch down and slash repeatedly until it walks into your flashing blade.

Trash Compactor

This droid is indestructable so don't waste your lasers on it. Jump over as it approaches you.

This level is particularly frustrating – the deadly spikes will soon eat up all your energy so tread gingerly wherever you go. Use the conveyor belts to speed you to the high out-of-reach places, but watch out for spikes on the ceiling!!

Having saved the Princess from certain doom, return to this point and leap off the edge. The lift at the bottom takes you to the exit.

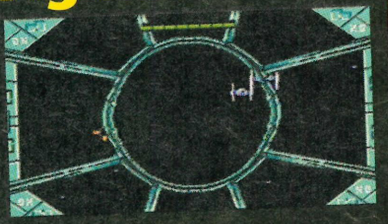
This is one of the many empty rooms dotted around the prison area – save your time and don't bother entering them.

The Princess is being kept prisoner in this room and boy is she glad to see you! Three weeks couped up with no-one but Darth Vader for company can get you down!

There's a stormtrooper lurking about this platform. As soon as you exit the lift, give him what for!!

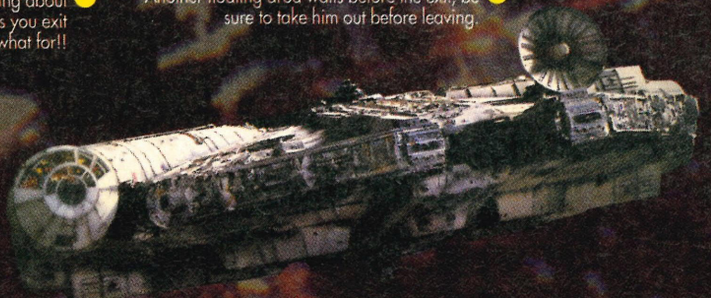
Another floating drod waits before the exit; be sure to take him out before leaving.

Fighter Chase





First in the Millenium Falcon, then in the X-wing, it's dogfight time with the Empire! In each case, concentrate on the fighters shooting at you and blow them away. Shoot down their incoming laser bolts to prevent too much damage.

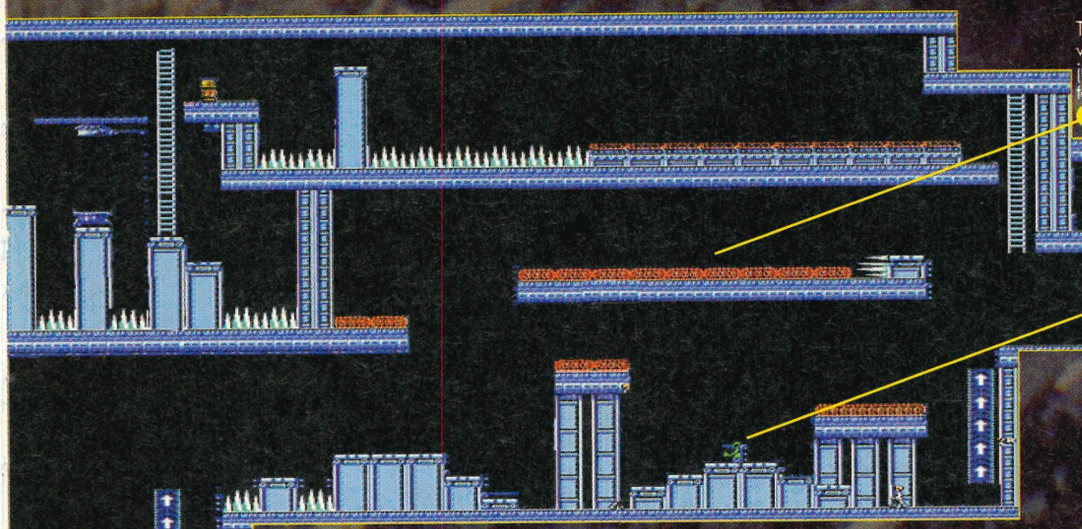


SUMMARY

GAME NAME: Star Wars
TIME TO COMPLETE: 2 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 17
CHALLENGE RATING: Easy

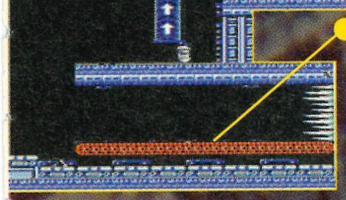
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

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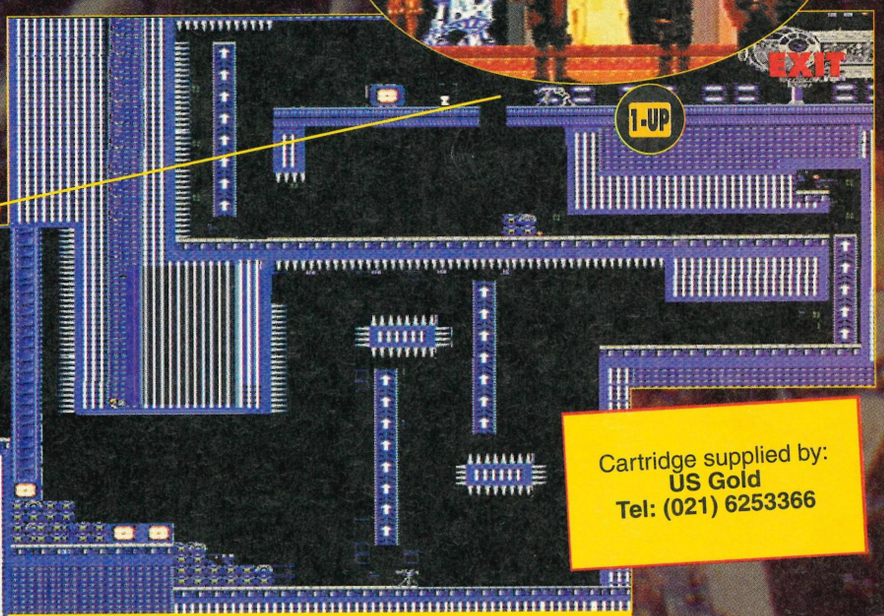
To get safely along this conveyor belt, make short jumps along the length of it to keep your speed down.

This creature is indestructable and has some deadly firepower. Wait for it to turn before running and jumping over it.

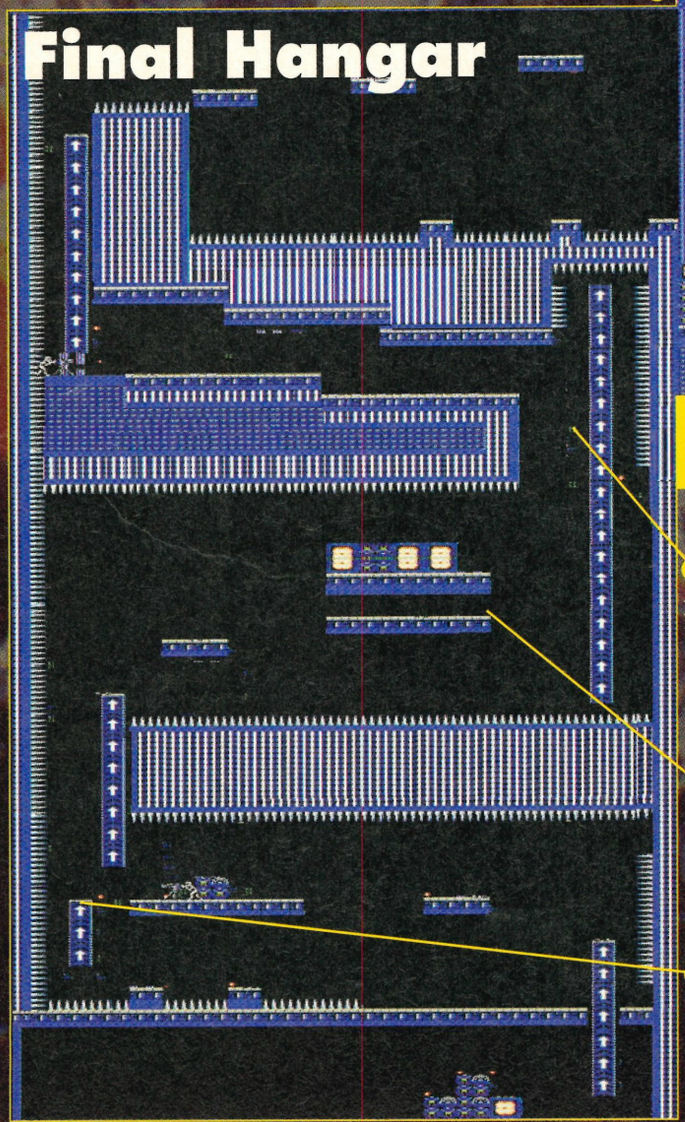


Jump about half way into this room so that you can build up enough speed to reach the platform above. Time your sprint so that you are running in the same direction as the droid above and you will avoid it when reaching the upper platform.

There's an extra life here, but don't go getting shot to pieces in your haste to get it. Jump over the stormtrooper's fire or it's back to the beginning again.



Final Hangar



Cartridge supplied by:
US Gold
Tel: (021) 6253366

This is by far the hardest part of the game with deadly spikes everywhere! Fluency is the key to this section. Pause for thought and you'll find yourself horribly impaled. Go for it!!

Jump out of the arrows when you are half way up to reach the next platform. Leap too late and it's curtains for Luke.

Run as fast as possible towards the edge of this platform and leap into the arrows.

Don't stop to admire the view from the top of this suction tube, head straight for the arrows above, to avoid the laser fire of the waiting stormtrooper.



Trench Chase

The final battle. To avoid the dead ends in the trench, simply fly to the right whenever possible and you'll soon arrive at the exhaust port. One shot is all that is needed to polish the Death Star off, but if you miss, you will have to renegotiate the trench until you succeed. That's it! May the Force be with you!

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FINAL FIGHT

MEGA CD

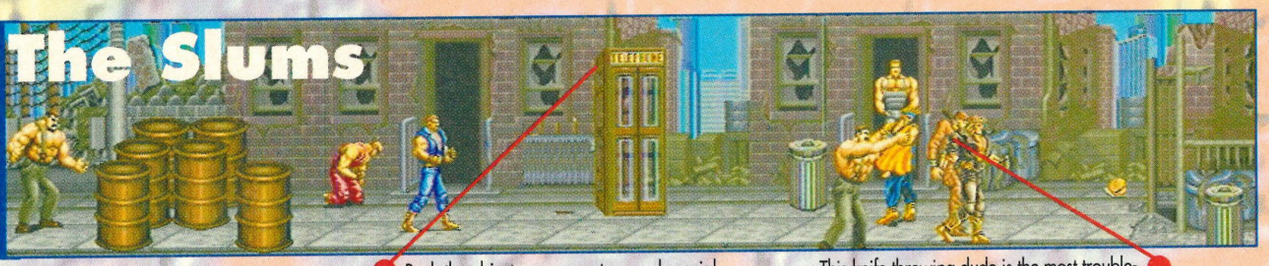
CAPCOM ● BEAT-'EM-UP

The grand daddy of all beat-'em-ups lands on the Mega-CD only to get busted open by the SEGA XS crew. Bash and maim your way to the evil crook behind the violence on the streets in true Mary Whitehouse fashion. Tubby wrestling Mayor – Mike 'Fat and proud of it and what are you going to do about it anyway?' Haggar leads the way in this bone-crunching battler of a game for truth, justice and mindless vigilantism.



The Slums

It's time to clean up town! Talk about the wrong side of the tracks. Most of the characters here are really weedy and can be taken out with one punch; they're no match for Haggar – the Mayor with a mission. Are you talking to me or chewing a brick? Either way...

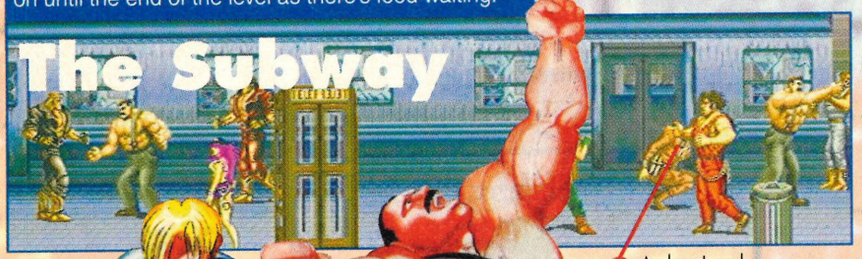


Bash the objects on screen to reveal special items, including beer! Nothing like a cool refreshing brew for incitement to violence!

This knife throwing dude is the most troublesome character to appear – concentrate on taking him out first, or he'll chuck blades at you while the others keep you occupied.

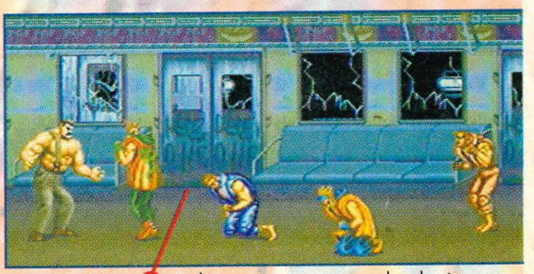
The Subway

Haggar finally loses patience when his shirt is stolen on the train. His only hope of finding it is to go back to the subway and beat everyone up. Try and hang on until the end of the level as there's food waiting.





Andore Jr makes an appearance. He's very strong so treat him with respect. A couple of punches in the mush is probably respectable enough!



As these creeps appear, your best bet is to simply wade into them, punching furiously. You can bash a load of punks at a time – they even queue up for the privilege!

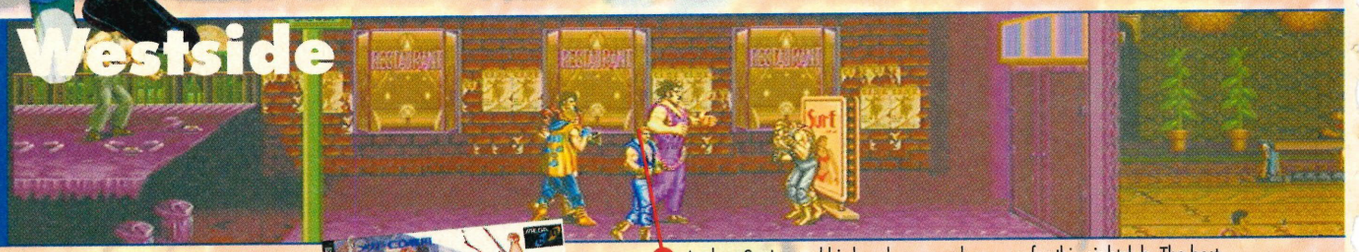


As you arrive here, the waiting punks launch these barrels in your path. Do a flying kick into them to render them harmless.

This knifing dude is again the one to watch. If you don't deal with him straight away, he'll keep his distance to throw sharp knives at you.

Westside

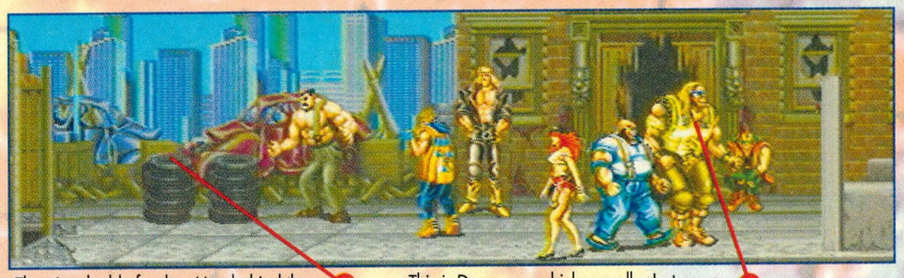
Westside's the place to come to cool off and mellow with a soft drink at one of the many bars – but not so for Haggar. The fighters start to get rather aggressive here, so use the flying kick to keep yourself out of trouble.



Andore Senior and his henchmen are bouncers for this nightclub. The best way to confront Andore is not to come at him face on. It is easier to walk along the bottom of the screen then move into him when level. You'll grab him without getting harmed, enabling you to piledrive him into the ground.

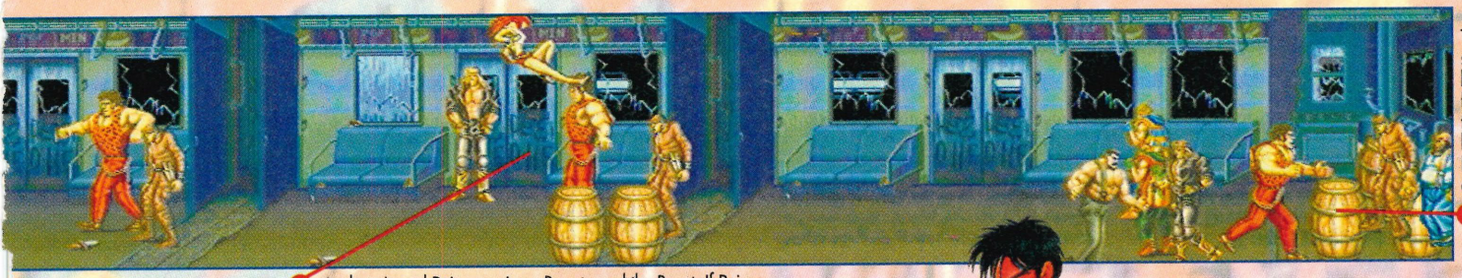


Fat Boys Anonymous are interrupted in the middle of their AGM. Stand in the middle of the screen and do a jumoing kick as they approach from either side.



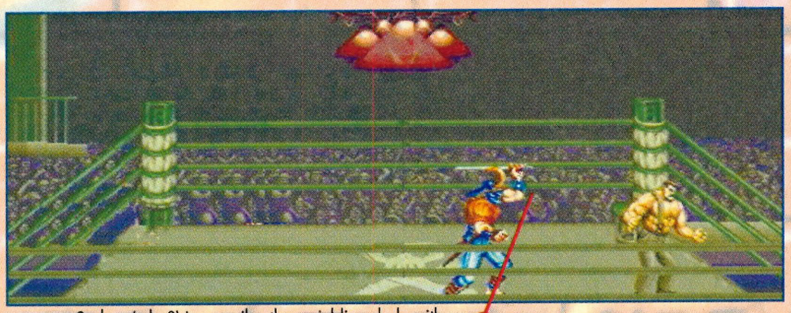
There's valuable food waiting behind these tyres if you're short of energy – you'll need it for the huge barrage of fighters emerging from the door up ahead.

This is Damno – a chicken really. Just as you start to give him a good pasting he calls in his mates! Concentrate on getting him, sparing the otheres to finish the level as quickly as possible.



There's bound to be some food in these barrels, so save it for when you're getting low on energy before using it. Flying kicks are very effective here.

Andore Jr and Poison arrive – Beauty and the Beast. If Poison jumps over your head, turn and punch her in mid-air to teach her a lesson. A good way of clearing this section is to use the deadly dame as a missile, piledriving her into the others.



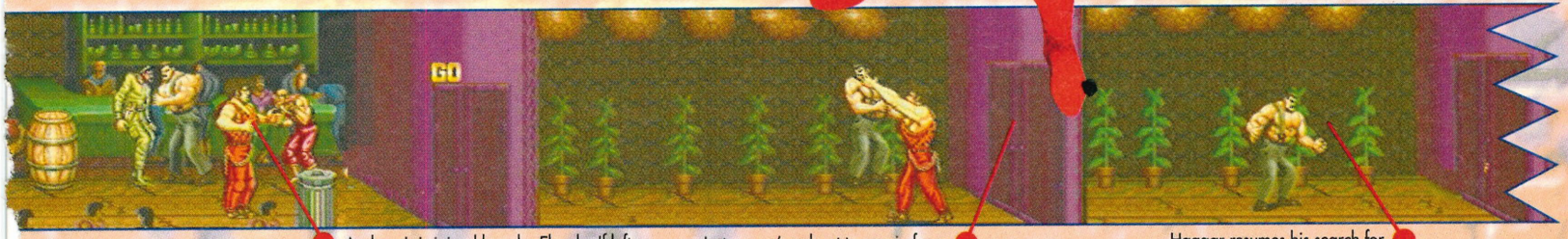
Sodom (who?) is an evil cutlass wielding dude with an inner rage suggesting a troubled childhood. I recommend a therapy of electro-convulsive shock treatment and nicking his swords as soon as possible. When he charges, do a jumping kick to knock him flat.



Bonus



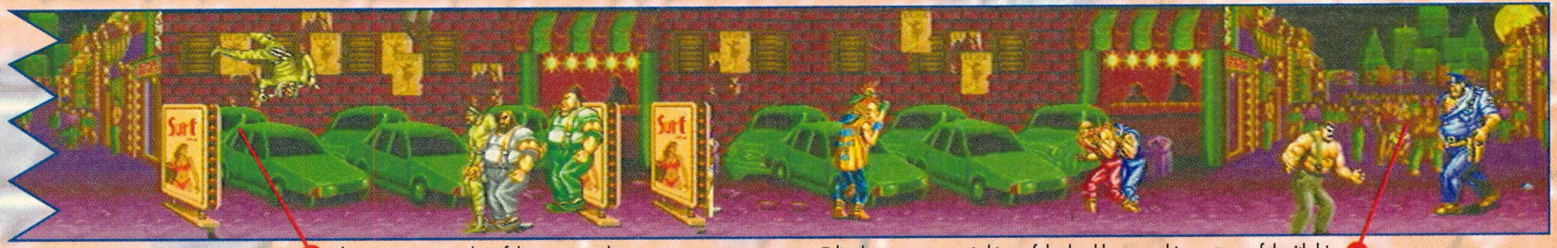
Haggar shows why he was elected Mayor – "I promise to carry out unnecessary acts of violence" Fulfill his promise by taking out each breaking point in succession with the pipe.



Andore Jr is joined here by Elgado. If left alone, he'll perform a tricky jumping manoeuvre, clutching his knives, that causes a lot of damage. Don't let him rest for a minute and concentrate on keeping him on the floor.

Just as you're about to pop in for a quick bevvy, your talents as an all in wrestling Mayor are demanded by the Andore brothers. The things you do for the city...

Haggar resumes his search for truth, justice and a manual on how to put your belt on properly.



These signs conceal useful items to pick up – vital along this stretch as the heavy boys start to get really heavy. Grab one of the lard boys and piledrive them into the rest to keep them occupied.

Edie the corrupt cop is king of the lard boys and is pretty useful with his gun. Fight him as you would the Andore brothers until he pulls out his piece. At that point, zig-zag up the screen – approach him whilst avoiding his bullets, to grab him and piledrive him to death.



This area is plagued with petrol-bombing pyromaniacs and a dodgy central heating system that keeps backfiring up Haggar's fashionably flared corduroy trousers. Watch out for where the flames were most recently seen and head for that area – be warned, this section's a toughie.

Industrial Area



If a barrage of flames crosses your path, either wait for them to die down (and risk being flamed by another set lurking nearby) or take a flying leap over the top of them.

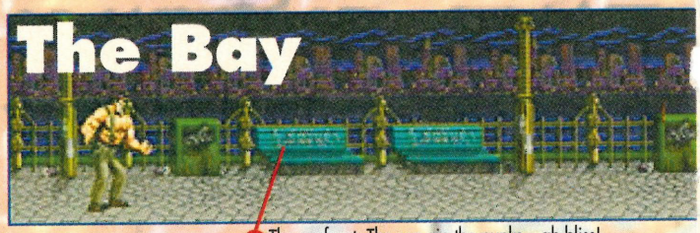
This guy must be dealt with to keep the danger down to a miniumum. Use him as a piledriving missile to prevent him throwing his petrol bombs.



Be quick to jump and kick these barrels, or else they will cause you some serious damage. When smashed, they contain some useful power ups.

Andore and co reappear, but this time they're a little more aggressive so the tactic of grabbing Andore and piledriving him is not always successful. Use flying kicks to keep them at bay.

The Bay

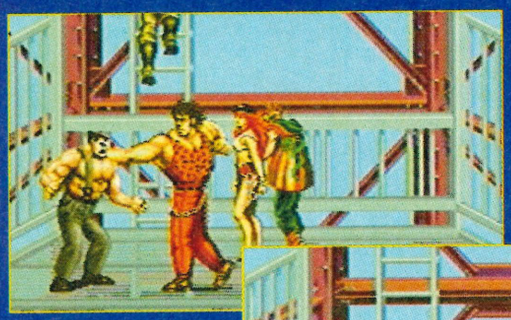


The seafront. The sea air, the punks – ah bliss! The bad guys sit in wait on the benches. As you get close, start punching, so as soon as they stand they walk straight into your thrusting fists.



Lard boys revisited. Survive their attack and six barrels laden with booty await to reward your vigilance.

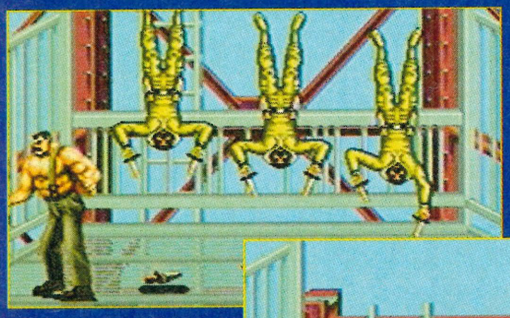
In the Lift



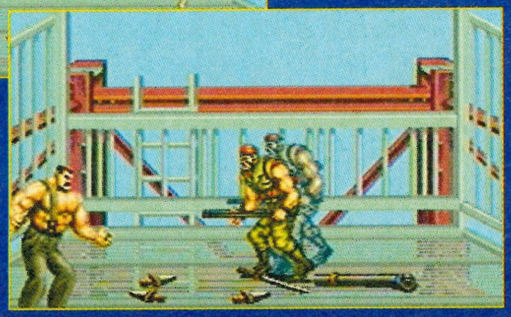
The lift is characterised by three attacks before reaching the boss. Avoid the grenades tossed down by the green beret and watch the others walk into their explosions!



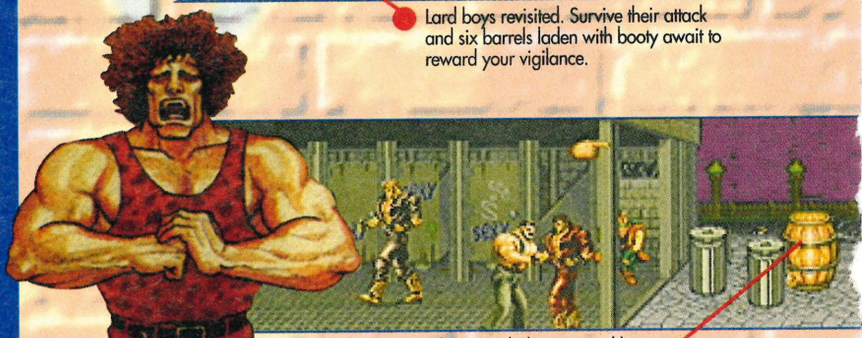
Andore Senior has a vicious 'splash' type move that he unleashes when you are down. When he jumps in the air, do a special move to avoid getting pummelled into the dirt.



The three Elgados are no trouble as long as you get them from the start. Get them all to one side then flying kick them repeatedly. Do not do any other move, or they'll worm their way out!!



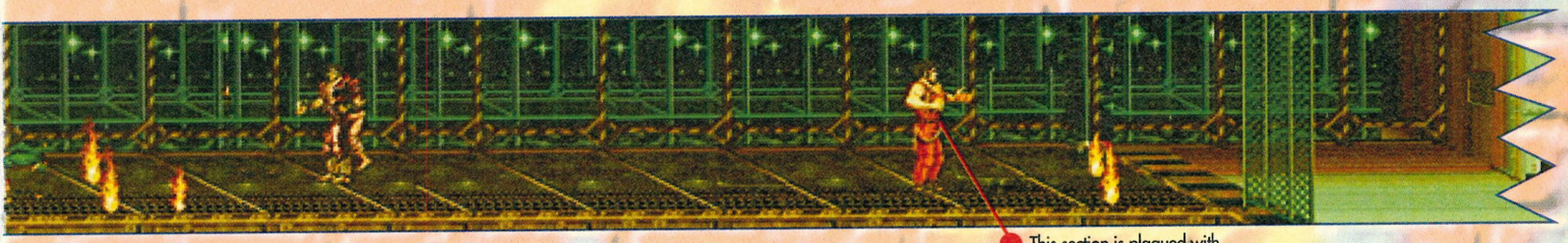
Avoid face to face confrontations with this Vietnam vet. Piledrive him, then use flying kicks when he starts running around the screen to finish him off. Keep well clear of the grenades!



There's almost certainly a pipe lurking around here somewhere which is extremely useful for despatching the enemy. Keep them all to one side then hack repeatedly as they walk into your attack.



The knife-throwing boys appear at this stage – if they're getting a bit fiesty, let them throw their knives so that they litter the floor, giving you loads of ammo with which to toast them.



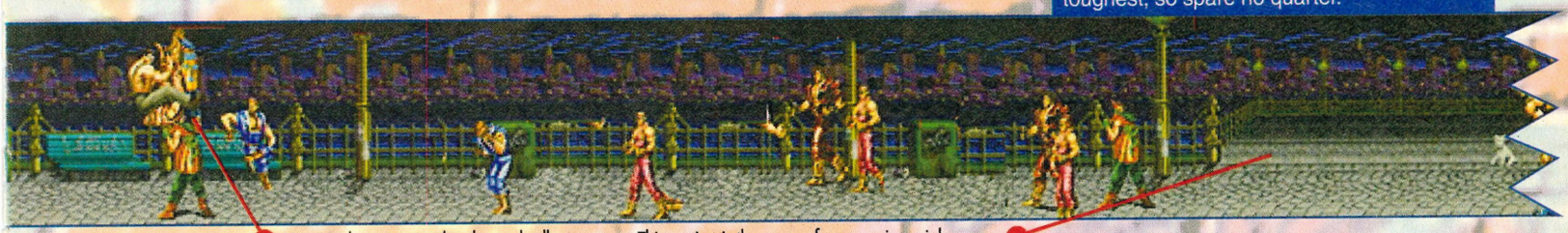
This section is plagued with fire. Stand at the far left and perform your special move. The enemy will walk into the flames or into your attack.



Bonus

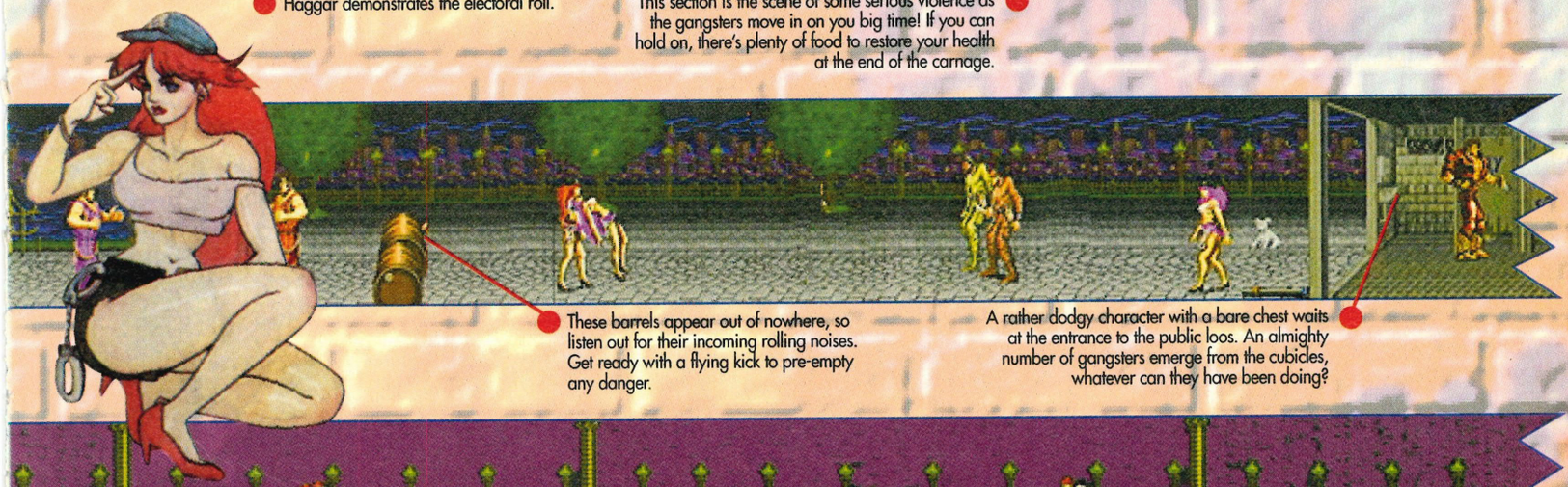
The key to ensure success at this bonus level is to align yourself correctly with the panes of glass. Stand centrally to the rows of windows and punch, or else they will swing and bash you in the face. Stand in the middle of the shadows to be situated correctly.

The park level is full of brainless oafs in tight pants, with various girly names like "Abigail, Susan and Veronica". Flying kicks are the order of the day, but don't forget to pat the little doggie on the head as you go by. You never know, this canine companion may help you later on! The park level is one of the toughest, so spare no quarter.



Haggar demonstrates the electoral roll.

This section is the scene of some serious violence as the gangsters move in on you big time! If you can hold on, there's plenty of food to restore your health at the end of the carnage.



These barrels appear out of nowhere, so listen out for their incoming rolling noises. Get ready with a flying kick to pre-empty any danger.

A rather dodgy character with a bare chest waits at the entrance to the public loos. An almighty number of gangsters emerge from the cubicles, whatever can they have been doing?



These petrol bombs start to appear with increasing regularity. The quicker you go for them, the better. As soon as you see one, grab it and launch into the others with a piledriver.

Elgado appears again with his devious knife-throwing skills. It is vitally important to deal with him before any othere enemies start to appear and distract you.



These tyres contain vital health power-ups before you go on to meet the boss. Don't miss them!

Meet Abigail ! He's pretty easy to beat as long as you don't try to do it too quickly – if you follow up one attack with another, he'll throw you in the air. Do a flying kick when he turns red.



Belger's HQ

This final stage is characterised by our heroes being set upon by an almighty number of enemies. Use flying kicks against the enemy even when they are offscreen to keep them down.



The first barrage of baddies shouldn't cause you any problems. Stand still and punch rapidly and they will walk into your attack.



Andore Jr and Fat Boy no longer fall for the old pile driving trick as they are more aggressive. Use flying kicks!

A food power-up waits at the top of this lift.

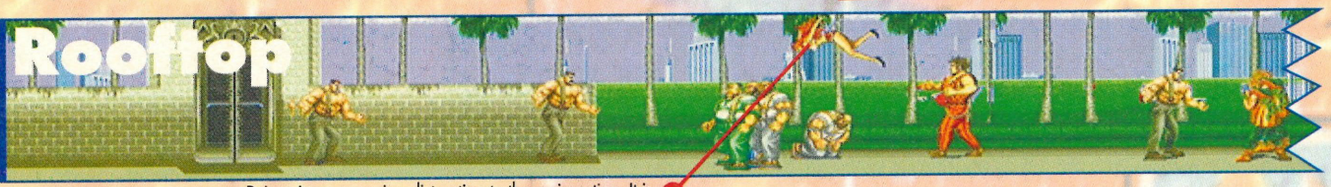
SUMMARY

GAME NAME: Final Fight CD
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 990,000 on Mania
NUMBER OF LEVELS: 6
CHALLENGE RATING: easy

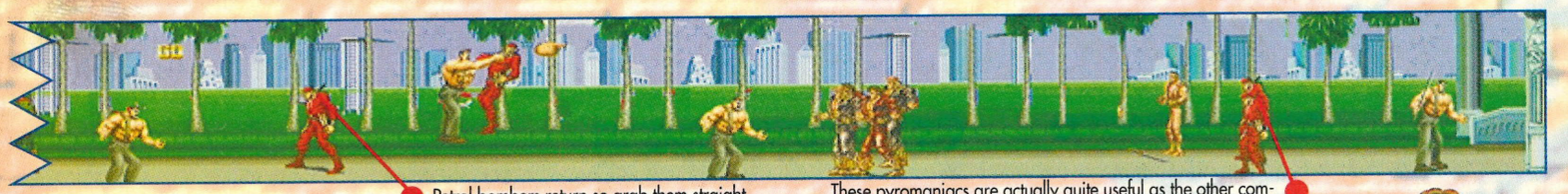
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

Rooftop

This level has you walking along Belger's rooftop mansion. It is characterised by waves of heavy attacks so don't spare the special moves.



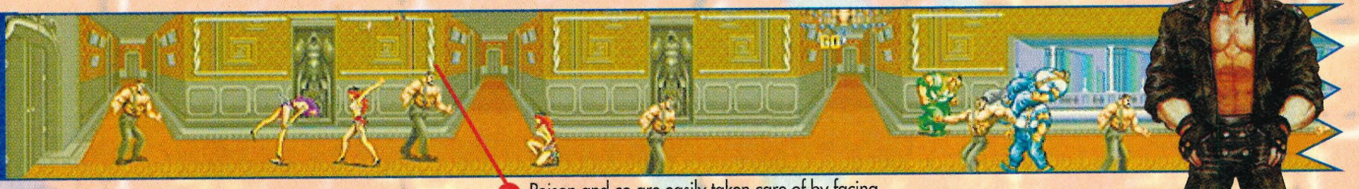
Poison is an annoying distraction to the main action. It is best to grab hold of her and piledriver into the rest.



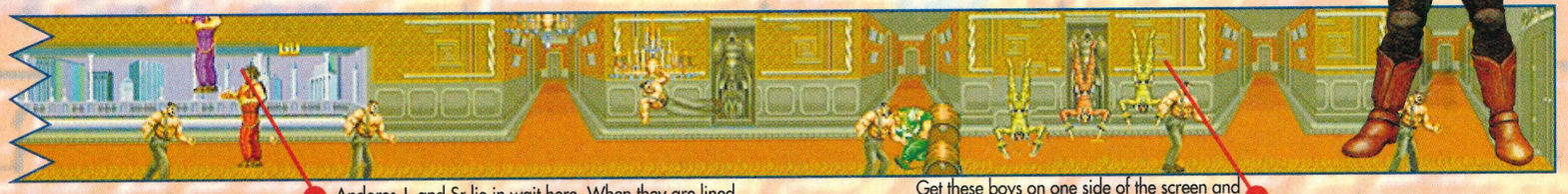
Petrol bombers return so grab them straight away before they torch the place.

These pyromaniacs are actually quite useful as the other computer controlled baddies tend to walk straight into their fire!

Belger doesn't believe in a beautiful home – he prefers the booby trapped affair, so watch out for the falling chandeliers.



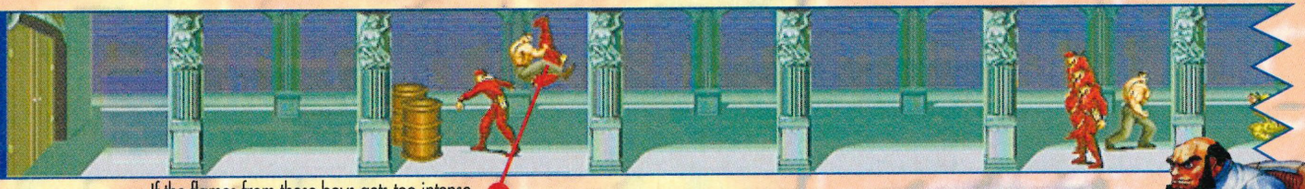
Poison and co are easily taken care of by facing left and right alternately and punching.



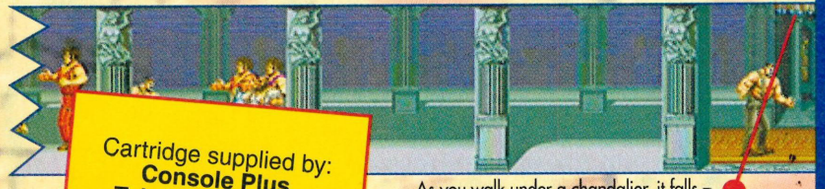
Andores J. and Sr lie in wait here. When they are lined up, do a flying kick to knock them over like dominoes!

Get these boys on one side of the screen and flying kick them quickly as in the lift section.

This section is petrol bombers galore – up to six at a time! Haggar puts on his asbestos undies to avoid a painful injury...



If the flames from these boys gets too intense, then use a special move to stay invulnerable.



As you walk under a chandalier, it falls – leap into the air before it crushes you.

Belger

The final boss! Ironside he's not. First kick and punch him so that he gets out of the wheelchair then get close up and punch repeatedly to deflect the arrows from his crossbow and to hit him. That's it!



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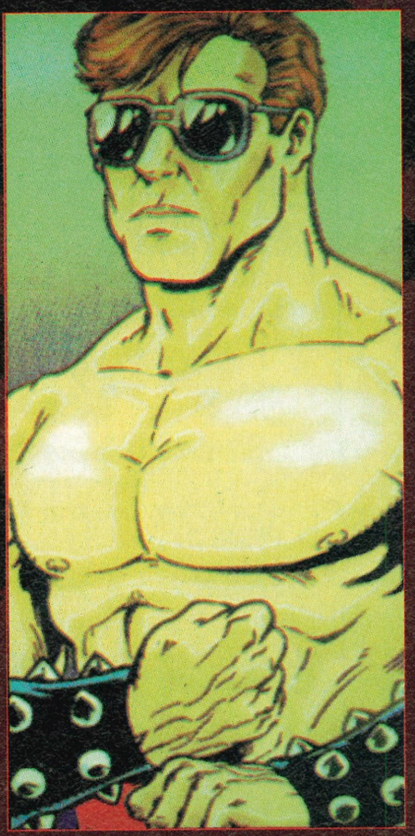
Or charge my Access ❑ or Visa ❑ No:____ ____ ____ ____ Expires __/__

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CHARACTER PROFILE

Cage is a cool fighter with fashion sense, sporting the most up-to-date Ray-Bans for maximum ruggedness. Trained by martial arts experts from around the globe, Cage has managed to capture all the self control required in the gruelling matches that lie ahead. Cage is at home on the big screen as a most prolific actor, reaching the dizzy heights of the legendary Schwarzenegger, although not the most literate actor, he manages to pull the crowds; appealing to the ladies for the emotional performance in the blockbuster Sudden Violence. Jonny Cage has decided to turn to the fighting arena in an attempt to gain publicity and rescue his flagging acting career.

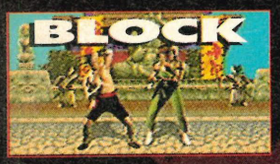
CAGE

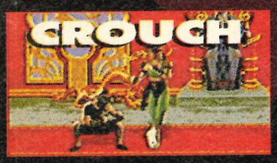


PLAY VS CAGE

A relatively fast opponent, Cage does not possess the stamina and power required in the Kombat. Jonny should not be too difficult to dispose of as his only real danger move is the Shadow Kick. The Flame Blast is a good effort, but doesn't quite have the speed needed by a winner. You can easily jump the blast and move in for some fast punches, jump back and fire a projectile followed quickly by a flying kick. This should at least leave Cage worried enough to try out the Package Check – a move that makes many a male eye water. Stay well away from Cage if he does the splits, as this is a sure fire sign of the Check. This move can't be carried out on Sonya (for obvious reasons!), Goro or himself.

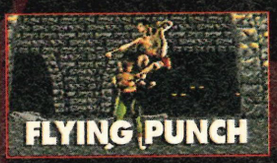
BASIC MOVES















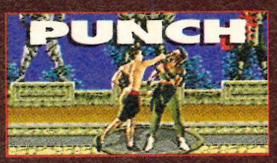
BASIC MOVES

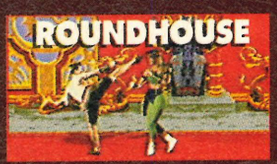














SPECIAL MOVES



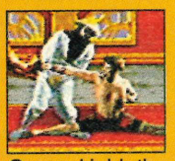
ELBOW

Close encounters with Cage could leave with more than just an ugly face. Use the A button when you get very close to an opponent.



FLAME BLAST

The Blast can be used to good effect if followed up quickly. Press the D-Pad away, towards and then the A button.



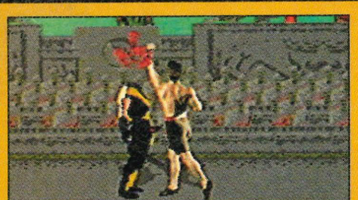
PACKAGE CHECK

The Package Check is a painful reminder for those that dare to get too close to Cage. Hold the D-Pad down and press C.



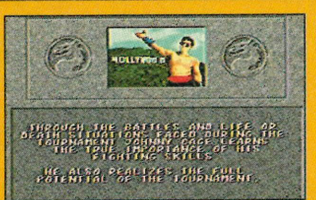
SHADOW KICK

This is probably the most powerful move Cage can perform, fast and powerful. Press the D-Button away then towards and press B.



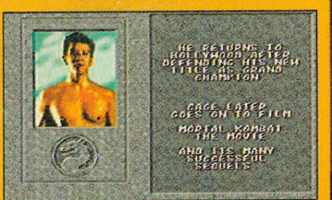
DEATH BLOW

Stand right in front of your opponent and press the D-Pad towards three times and then the A button. It will blow your mind!



FINAL SCREENS

Having proved himself, Cage has restored his image and returned to the film industry, cashing in on a victory over the world's best.



With massive advance orders and rave reviews, *Mortal Kombat* is going to be big – real big! Acclaim have produced the first real challenger to the eagerly awaited *SF II* and by releasing it early, *Mortal Kombat* undoubtedly hopes to steal some of Capcom's thunder. With characters digitised from live actors, blood codes and the all-important hidden Reptile Man (revealed on page 42), SEGA XS gives you the whole story – the complete guide.

MEGA DRIVE



ACCLAIM ● BEAT-'EM-UP

MORTAL KOMBAT

KANO

CHARACTER PROFILE

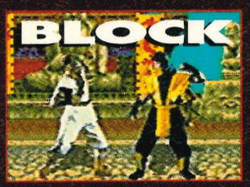
This guy is mean and extremely dangerous! Having been deported from Japan and a wanted criminal in over 30 other countries, Kano is recognised and feared in all of crime's inner circles. Kano lives a life of evil and knows no other, a mercenary, thug and extortionist, Kano searched for his identity by joining a notorious band of men: the Black Dragon. This is a group of thugs covering the whole spectrum of crime. As a devoted member, Kano vows to do all he can to keep the reputation of the gang as strong as it has always been. Having no relatives after being orphaned in Tokyo, Kano has had to fend for himself in the criminal underworld; learning a vital lesson after being beaten and left for dead. As a result Kano has an infra-red eye implant. Kano has entered the competition purely to become the best and to promote the name of the Black Dragon.

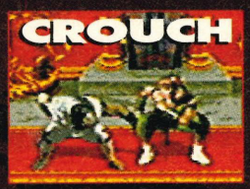


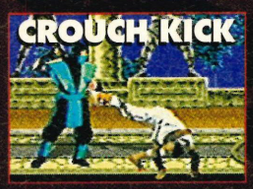
PLAY VS KANO

Kano has kept at the peak of fitness for some time, he is arguably the strongest character in the game. His special moves cause great damage with the Cannonball and the Spinning Blade being the worst, fortunately, he is not the most agile of characters, his main weakness being the lack of speed. Although the Cannonball is one of his strongest assets – it also leaves him vulnerable and open to an aerial assault or to a punch or kick once the Cannonball is blocked. Avoid the Spinning Blade completely as it takes a lot of energy even if it is blocked. Jump forward, then forward again with a flying punch or kick. You would be wise to keep moving forward and back; giving him less opportunity to throw you, or perform the Cannonball and Spinning Blade. Be wary if he crouches as you jump forward, as this may indicate he is about to perform a powerful uppercut.

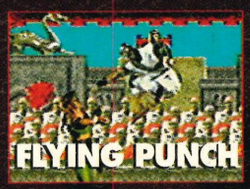
BASIC MOVES

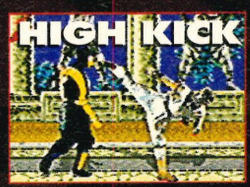


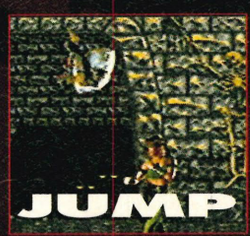






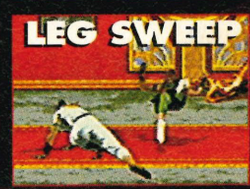


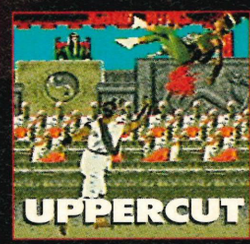


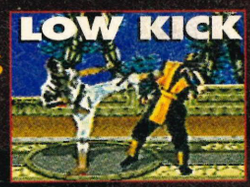


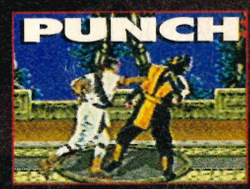
BASIC MOVES

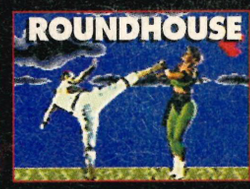


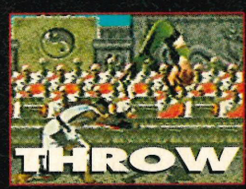




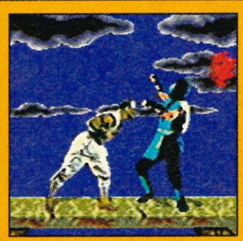






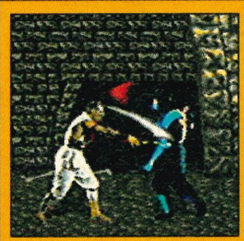


SPECIAL MOVES



HEAD BUTT

A close up is required to perform this vicious move. Having spinballed to your opponent, press the A button to see Kano polish his metal plate on the nose of the other player.



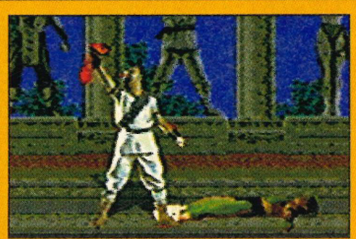
SPINNING BLADE

The spinny thing, or as Kano fondly calls it – the Spinning Blade, takes more energy away when blocked than any other. Hold the Start button and press the D-Pad away then towards.



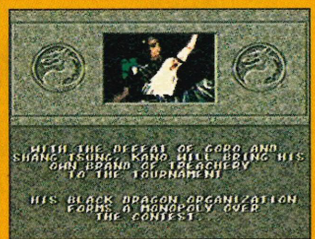
SUPER SPIN

The mid-air spinning ball Kano carries out is awkward, but effective. Hold the Start button and rotate the D-Pad towards your opponent, then release Start.



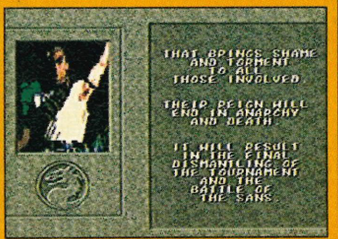
DEATH BLOW

A bloody death blow well suited to the likes of Kano can be performed by pressing the D-Pad away twice followed by the A button. Heart-rippingly gory!



FINAL SCREENS

Having finally won the supreme tournament Kano introduced an increasingly violent element. This didn't last long as the contest eventually crumbled into violent shambles.





RAYDEN

CHARACTER PROFILE

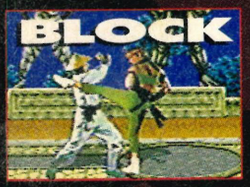
Probably the oldest man in existence (his age is eternal), many secrets lurk behind this seven foot giant. As he has no eyes so he must rely on the force to guide him to victory. Rayden is a being of pure spirit who took the guise of man so that he may enter the tournament. It is rumoured that Shang Tsung personally invited Rayden to enter the contest for reasons that are not yet known. Rayden is so called because of his God-like qualities and is seen by many as being the supreme being. A relative unknown, Rayden is capable of anything with powers like no other, he is able to utilise the forces that surround him, especially the unseen power of electricity. With no relatives or friends to consider – Rayden is free to focus all energies on the ultimate fight and he can never be killed, merely dissipated to another time where he will return to fight another battle.

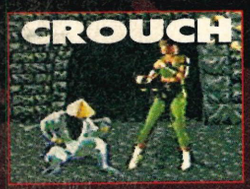


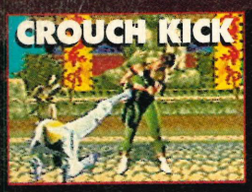
PLAY VS RAYDEN

With Rayden being such an all-round fighter, he is dangerous in both far and near assaults. The Torpedo and Raydentricity make him a difficult opponent to approach, however once you have managed to floor him, he is open to attack; regenerating as he recovers. Scorpion's spear will catch him off guard at this point. Rayden's Teleport is useful to avoid any incoming missiles, but it leaves him open to attack when resurfacing. Sub-Zero is the best contestant to take advantage of this weakness – freezing him as he reforms. Rayden, can be cornered where he won't be able to Teleport out, so use fast close combat punches or elbows to inflict maximum damage and once he blocks, move away quickly. With the quicker fighters you can use an uppercut when Rayden materialises from a Teleport. If you manage to block a Torpedo, use a long distance projectile to catch him off guard, utilise his weaknesses!

BASIC MOVES



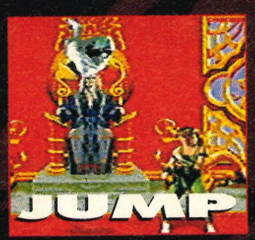








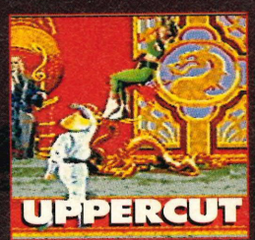




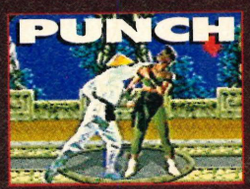
BASIC MOVES



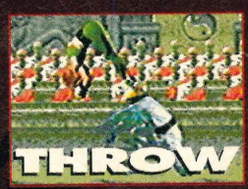




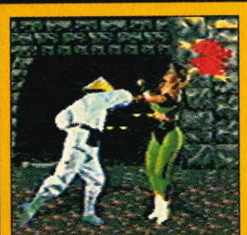






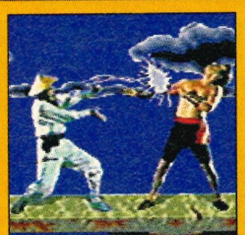


SPECIAL MOVES



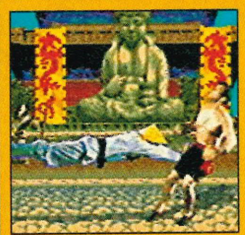
TELEPORT

Rayden's speciallity is the Teleport; taking him closer to his opponent. Press the D-Pad down then up, causing Rayden to dissappear out the way of any incomings.



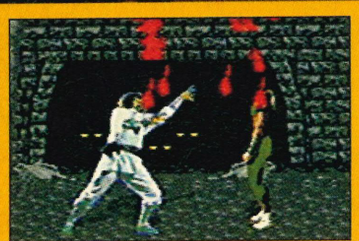
RAYDENTRICITY

A shocking reminder of the power a super human being can possess, Raydentricity is released without warning. Press the D-Pad down and towards followed by button A.



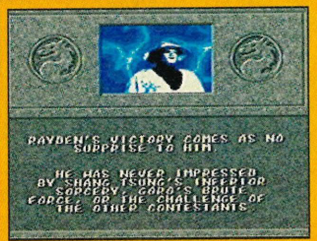
TORPEDO

Like a rocket, Rayden can fire across the screen; causing incredible damage. Press the D-Pad away twice, then towards, only then press button A to release the power.



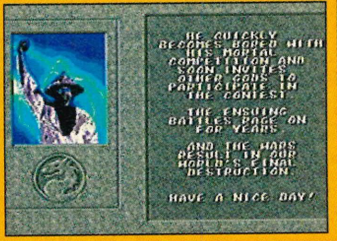
DEATH BLOW

Get rid of any unwanted body parts by using Rayden's death blow. Get in close to your opponent and press the D-Pad towards, away, away, away and then the A button.



FINAL SCREENS

As a supreme being it came as no surprise when he won the contest. After becoming bored with mortal competition, other Gods entered; leading to violent wars globally.



LIU KANG

CHARACTER PROFILE

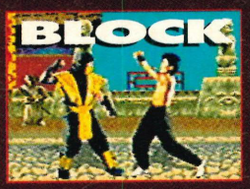
At 24, Liu Kang is the youngest contestant in *Mortal Kombat*. Liu works as a Shaolin Monk and a Fisherman in the People's Republic of China. With both his parents now deceased and a missing brother, Liu Kang feels he has nothing else to lose by entering the contest. All his hopes rest on winning the tournament and bringing back humanity to the once great contest. Liu Kang has spent almost all of his life training in the psychology and philosophies of the fighting contests that appear to dominate a high proportion of the population. With the discipline of the Shaolin Monastary Liu feels he is able to now defeat the master – Shang Tsung. Kang is now at his physical peak with the maturity of the Monks and elders that have shared with him the power of mind in defeating the power of the body. Developing the tournament into a test of skill and not brute force, Liu Kang will bring respect to the ancient sport.

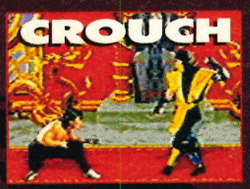


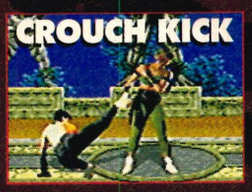
PLAY VS LIU KANG

Liu Kang is the fastest fighter with a repertoire of moves that would over-shadow the likes of Bruce Lee. Your advantage in defeating such an opponent is to keep the pressure on, not giving room for Kang to breathe. He is excellent at getting the close moves off at break-neck speed, although his special moves are long range weapons that can be easily anticipated and avoided. This gives you the chance to counteract immediately. Liu Kang's Concorde Kick is immensely damaging if you are struck unblocked, you will need to be wary of this move and defend yourself well. If you do manage to block the kick, immediately let off an uppercut; following up with a flying kick or punch. To avoid the fireballs that Kang releases: simply jump over them and kick him as he recovers from the loss of power. Once you have countered one special move, take control and attack at close range.

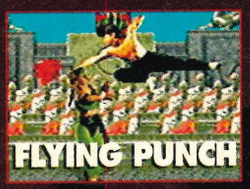
BASIC MOVES

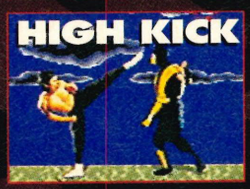


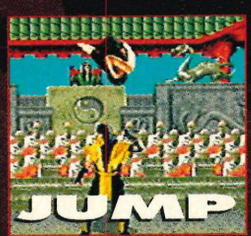






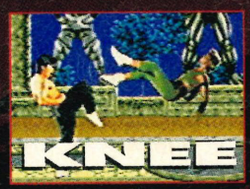


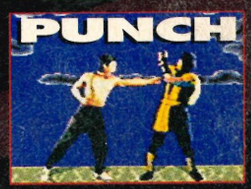




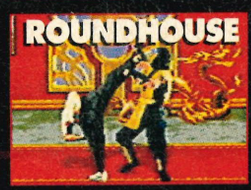
BASIC MOVES







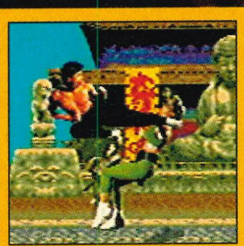






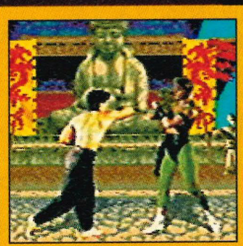


SPECIAL MOVES



CONCORDE KICK

Extremely fast, the Concorde Kick is hard to block, making it an excellent attacking move. Press the D-Pad towards, towards then button C. It is very difficult to avoid.



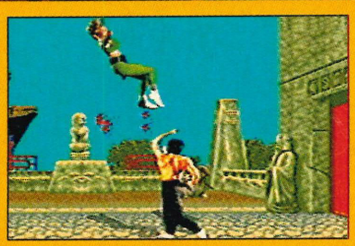
ELBOW

The elbow is an easy move to carry out at close range; leading to a large loss of energy for your opponent. Press the button A when close to the enemy.



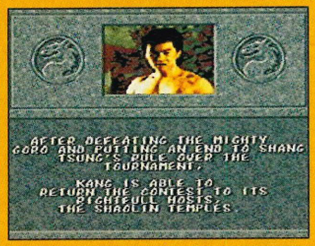
FLAME BOLT

The Flame Bolt is a good prelude to a Concorde Kick. To release the flame press the D-Pad towards, towards, followed by button A.



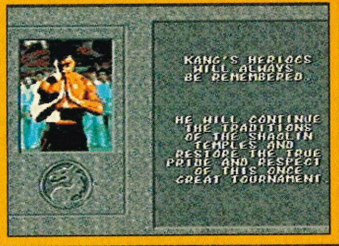
DEATH BLOW

To perform Liu Kang's Death Move you need to be quite close to avoid missing. Hold the Start button and rotate the D-Pad towards the defeated contestant.



FINAL SCREENS

Having finally defeated all the evil within the contest, Kang now intends to make it a respectable contest whilst maintaining the traditions of the Shaolin Temple.





SCORPION

CHARACTER PROFILE

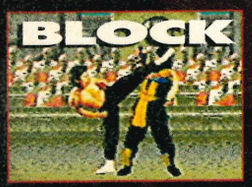
Scorpion is very much a dark horse in the contest, with no real name apparent, he was nicknamed Scorpion, most likely because of the sting-like spear he hurls at all enemies. There is no true history to this lost soul, he has taken on a physical dimension just so he may take part in the violent events that will occur in the Kombat. Scorpion is a reincarnated Spectre, a lost soul hell bent on destruction and revenge – he cannot lose or win, he can only experience! In a former life Scorpion did have a wife and a child, but knows not what happened to them or himself and feels hatred towards anyone or anything that dares cross his path. All he really needs is to find a final resting place so that he may move on to better things, concentrating on a life of good, helping people and spectres like himself. Defeating the great Shang Tsung will give him a release for his energies so he may concentrate on a better existence.



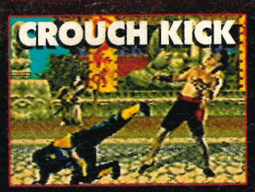
PLAY VS SCORPION

Be aware of Scorpion's flip kicks and punches, and be especially wary of his Spear attack. This can cause a double amount of damage, firstly by hitting you and dragging you towards Scorpion. Secondly, whilst you are stunned and standing in front of him, he is able and very willing to inflict further damage in the form of an uppercut. Weaknesses though can be quite easily tapped and used to your advantage as Scorpion is prone to being trapped in the corners. Once trapped he cannot execute the Teleport Punch where upon you can inflict as much close up damage as you can before retreating. Although the Spear is immensely dangerous, it can be used to your advantage, as it takes Scorpion several seconds to recover after firing it. If there is enough distance between yourself and Scorpion when he fires the Spear, you can jump over it to deliver a crushing blow before moving back.

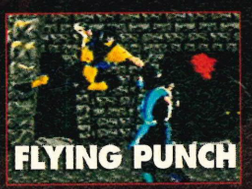
BASIC MOVES



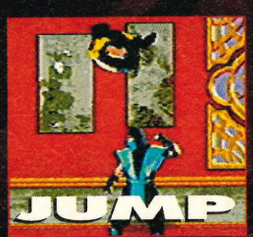








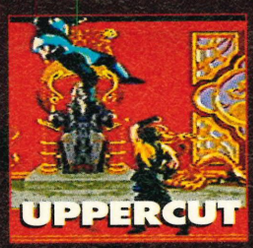




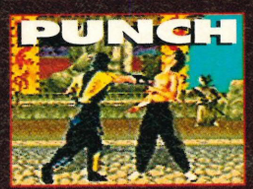
BASIC MOVES

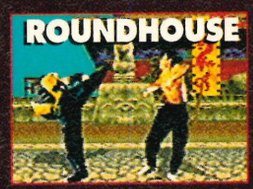


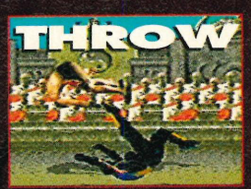




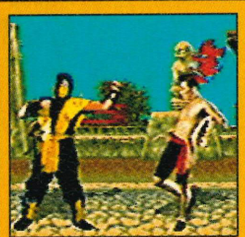






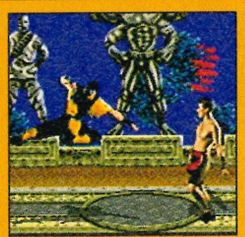


SPECIAL MOVES



BACKFIST

The Backfist speaks for itself, although you will need to be close to your opponent for it to be executed. Press the A button as soon as you're in striking distance



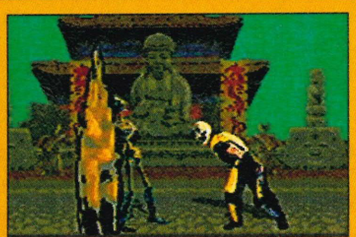
TELEPORT PUNCH

This is a good move to carry out on the unsuspecting as you move from one side of the screen to the other in the punch position. Press the D-Pad down and away and Button A.



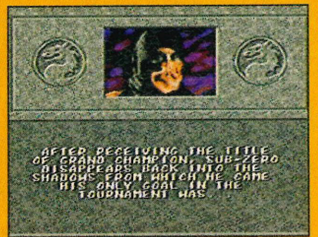
WEAPON SPEAR

Scorpion's biggest asset has got to be his Weapon Spear; causing maximum damage twice. Press the D-Pad away twice followed by the A button. Use an uppercut to finish.



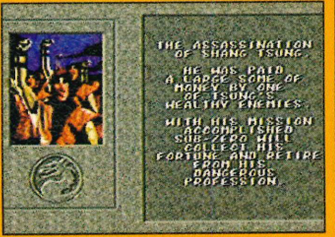
DEATH BLOW

Scorpion's Death Blow will need to be carried out close to the opponent. The fiery breathe can be unleashed by holding the Start button and pressing up twice on the D-Pad.



FINAL SCREENS

Scorpion's greatest victory to date leads this lost soul on a self destruction course. In an attempt at trying to prove himself again in the competition it falls into a violent farce.



SUB-ZERO

CHARACTER PROFILE

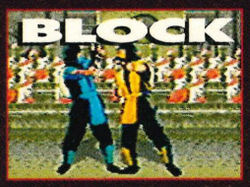
Another character in the *Mortal Kombat* line up that does not have a known name is Sub-Zero. This name derives from the terrifyingly fatal ice bolt he releases in the form of a projectile. Sub-Zero is a resident of China and has been a life-long member of the Lin Kuei. This is a rare clan of Chinese ninja warriors of which Sub-Zero is respected as being one of the most experienced and definitely one of the best. With no relatives, Sub-Zero has no regard for his own life or for anybody else's, Zero lives purely to survive from his personal strengths in the form of brute force; rather than using the intelligence he possesses. It is known that if Sub-Zero succeeds in winning the ultimate contest, he will decide on a change of life for the better, taking time out to improve his life style and spending more time on the better things in life. It is not known how he intends to do this.

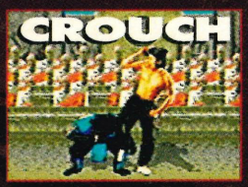


PLAY VS SUB-ZERO

Sub-Zero has many abilities that combine well, making him a hard fighter to beat. The Icy Shot can be avoided by blocking or jumping, although the Power Slide is a little more awkward to avoid as there are little, if any, signs to let you know it's about to happen. The Icy Shot though, does prove to be his weakness as it is the only projectile Sub-Zero possesses and it's also the only projectile that does no damage if hit. It is therefore an excellent opportunity if you can avoid the shot, as Sub-Zero is temporarily weakened by his attempt at freezing you. You are then able to inflict damage upon him before getting out of distance quickly afterwards. If you are frozen, you will need to instantly block as once you are unfrozen he will probably try and Power Slide you, or attempt a jump kick. Your general technique in beating the cold client will be to stay distanced; using your projectiles to damage him.

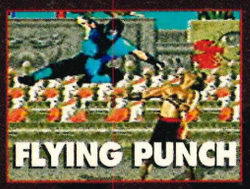
BASIC MOVES



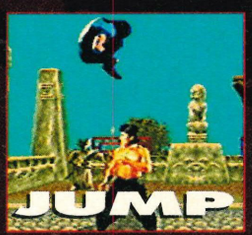




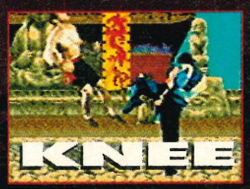


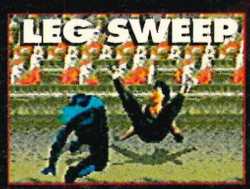


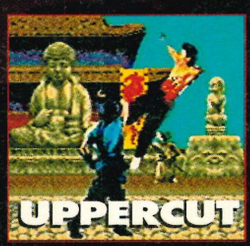




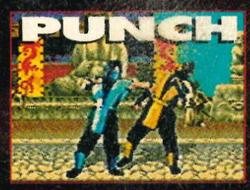
BASIC MOVES

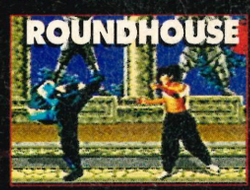


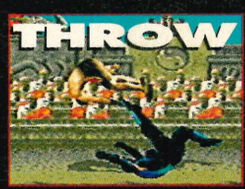




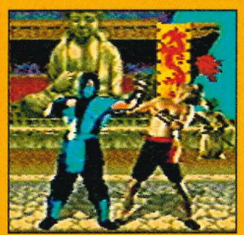






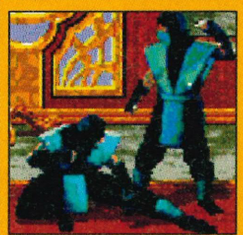


SPECIAL MOVES



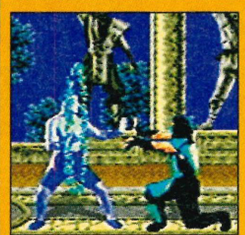
BACKFIST

The backfist is akin to that of Scorpion's and is carried out in the same way. Get close to your victim and press button A, dealing a nasty blow. Watch that blood flow!



POWER SLIDE

This move has slightly greater power than the punch, but is far more useful when trapped. Push the D-Pad away whilst pressing both the B and C buttons.



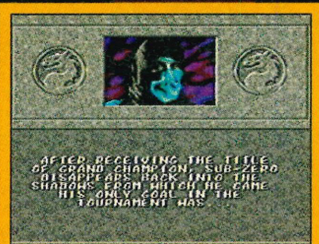
ICY SHOT

The icy bolt Sub-Zero deals is followed perfectly by an uppercut. Be careful not to double ice and freeze yourself. Press the D-Pad down and towards with the button A.



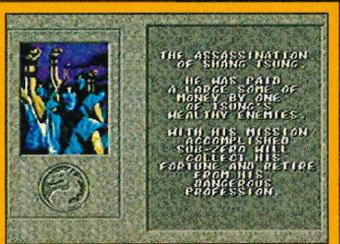
DEATH BLOW

One of the more gruesome death blows is carried out by Sub-Zero pulling off the opponent's head. Press the D-Pad towards, down, towards and press A



FINAL SCREENS

All became clear once Sub-Zero had won the competition. He had been paid to kill Shang Tsung by one of his enemies. Sub-Zero will now retire from fighting with the money.





SONYA

CHARACTER PROFILE

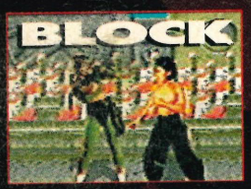
Sonya is by no means just a pretty face. She is a trained killer with the backing of the US army. With her father, Major Herman Blade, and her mother, Erica Blade, both life long devotees to the forces, Sonya was very prepared for her vocation in life. Now at the age of 26 Sonya has been commissioned to a specialist task outside the United States. With full Para-Military training recently completed, Sonya realises she has been trained especially for this mission and therefore knows she could lose more than her job if she fails. Only a few years ago her twin brother died in a mission not too dissimilar from Sonya's, an everlasting painful reminder that good does not always succeed against evil. Sonya is seeking revenge for her brother's life, be it the death of his killer or the apprehension of any villains that contemplate crossing this lady's path.

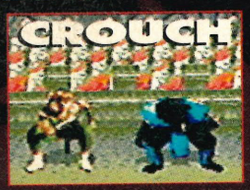


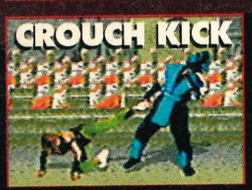
PLAY VS SONYA

A versatile lady with all the suppleness of an experienced yoga fanatic carrying out a triple salchow. Sonya won't give you much room to manoeuvre and is a real handful in the air. To give yourself the best possible chance, stay back and keep some airspace between you and the female warrior and use any special moves that utilise the projectiles of other fighters. Sonya has a leg toss which can grab any fool that dares approach. To counter attack it, crouch and block, and as she bends over to pick you up, let her feel the full power of your uppercut. As well as the feisty flip, Sonya can carry out an awesome super punch in the form of a speedy lunge across the screen – a big 'no, no' to jumping in the way. Stay down, turn around and inflict your high kick upon her. The basis in defeating Sonya is to stay low and distanced; moving in once she has committed herself to a move and inflicting the damage before getting out quick.

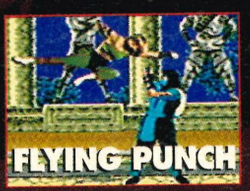
BASIC MOVES

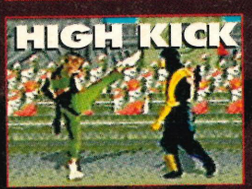








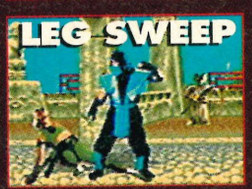


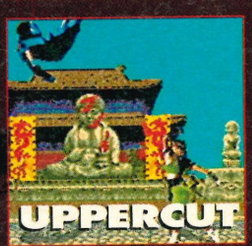


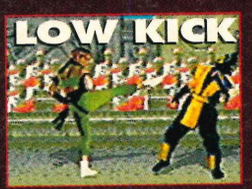


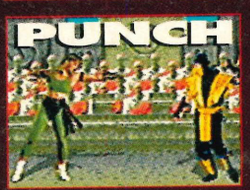
BASIC MOVES

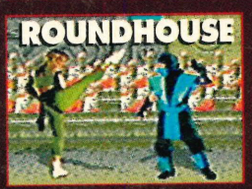














SPECIAL MOVES



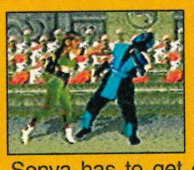
ENERGY WAVE

Energise your opponent with concentric circles by pressing the D-Pad away, away followed by the A button. A stunning way to say goodbye!



LEG TOSS

A gripping encounter if you're on the receiving end of this. Hold the D-Pad Down, whilst simultaneously pressing buttons A, B and C.



PALM PUNCH

Another close encounter of the Sonya kind, one to avoid if at all possible. Sonya has to get close and press button A. If you get caught by this you may find it's all over!



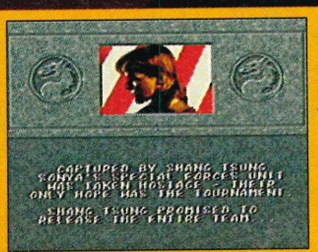
SUPER PUNCH

This is an absolute rocket of a punch; performed in mid-air for any idiot who likes to jump. Push the D-Pad towards, away followed by the A button.



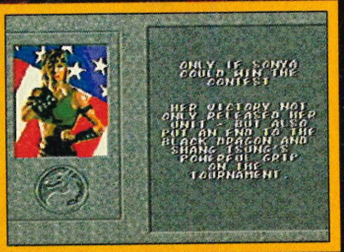
DEATH BLOW

To carry out the death blow, Sonya will need to be standing approximately three inches away from the opponent and push towards twice then away twice and lastly Start.



FINAL SCREENS

It was found that Sonya's special forces were captured by Shang Tsung. It was Sonya's job to defeat him and release her partners. Well done in completing the mission.



BONUS STAGES

There are bonus stages to be found throughout the game on both one and two player options, although you will be given more bonus levels on the two player selection. Five bonuses in total are available with a maximum point score of one million for diamond. Obtaining the bonus is with the use of both the A and C buttons. Press both frantically until the bar has passed the line and quickly press Start.









GORO

Goro is the 2000 year old prince from Kuatan and has the unusual feature of four arms. Needless to say don't let him grab you, keep your distance – because if he does catch you and throw you to the ground – half your energy will be sapped. Goro does have a tendency to block more than he should, so it is good to try and land a few flying kicks on him. As he gets up, do a flip kick and release a projectile. Combinations will work best.





SHANG TSUNG

Shang Tsung entered the tournament 500 years ago when it a was a competition of honour and glory. Immediately, Tsung won the title, with every consequent win increasing his own power. Today, the contest begins again as warriors once more compete to battle for the ultimate combat title. Shang Tsung's strength has got to be his fireballs which he can perform at an incredible rate, his weakness is his transformation, as he is open to attack during this time and cannot transform back to himself if under attack – this is the key to surviving.







GREEN REPTILE

Very little is known about the Green Reptile except that defeating him will grant you the sum of ten million points. Found on the pit level you will need to defeat previous opponents in a sequence of events including silhouettes in the sky. The Green Reptile is not to be taken lightly as he holds all the strengths and abilities of both Scorpion and Sub-Zero put together – happy hunting!

TO GET THERE...



Having managed to get to the pit level you will need to win in style to even get a glimpse of the Reptile. You will only be able to attempt the task if there are shadows of objects moving across the sky...

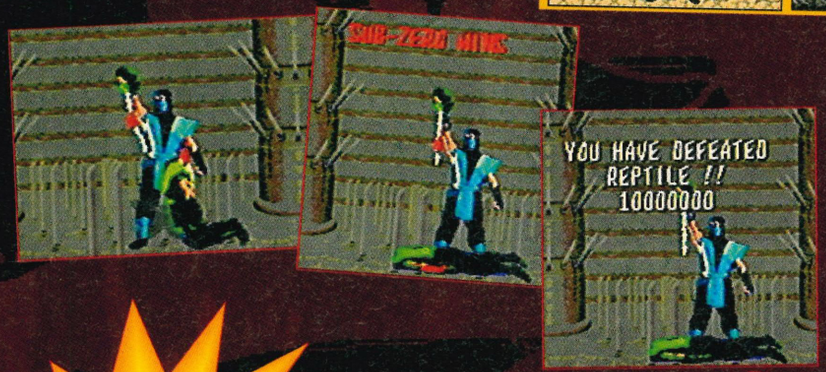
THE REPTILE SPEAKS!

...such as Father Christmas' sleigh or a witch on a broomstick! You will now have to beat your opponent with two fatalities and without losing ANY energy yourself. Only certain characters can meet the Reptile such as Rayden, Kano, Johnny Cage and Sub-Zero as it is necessary for you to end with the character's Death Blow. Any character whose Death Move uses the Start button is out. The clues in the game are shown below – only SEGA XS has the full solution.



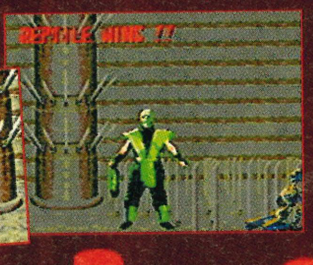












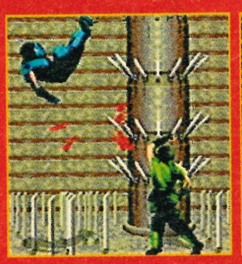
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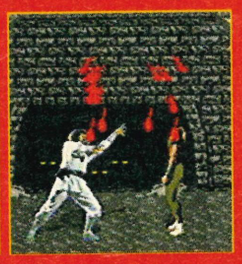
CHEATS

BLOOD CODES

It was known that *Mortal Kombat* held the secret to a more sinister level, that being the blood code. We can now reveal it as below and it should be entered on the 'code' screen. The screen will redden to confirm your entry; taking you to another dimension.

MD – A,B,A,C,A,B,B
MS/GG – 2,1,2,UP,DOWN





SECRET CHEAT SCREEN



To round off an already complete solution: a code for the ultimate cheat is given. On the choice screen, input the following: Down, Up, Left, Left, A, Right and Down. Now you can fiddle to your heart's content.

SUMMARY

GAME NAME: Mortal Kombat
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 33,650,000
NUMBER OF LEVELS: 5
CHALLENGE RATING: variable

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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THE LAND OF RUNE

The circus has come to town in Rindo and Shade Abbey has become possesed by the spirits of the dead. Only with help from the mage school of Manarina can you defeat the evil magic that is roaming the plains, shrouding the land of Rune in darkness forever.

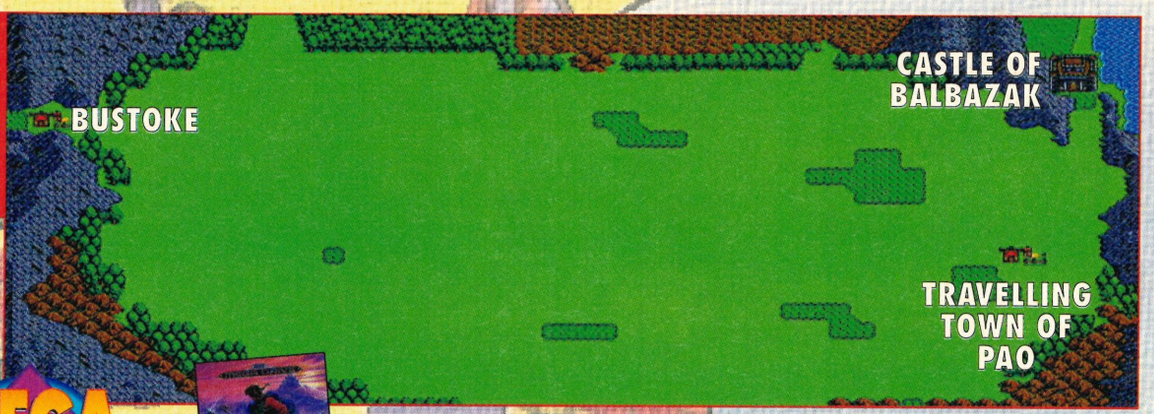


The home town of our hapless hero is the small village of guardiana where he begins his quest by taking a small cart to the northgate to find out about the monsters and demons that have been spotted there. When he arrives he is faced with monsters aplenty. After the battle, he is trapped by a ravenous earthquake so the only way to return home is to battle across the open plains...





The evil has penetrated deep within the heart of the land, the travelling town of Pao is restless as the great King Ramladu has been bewitched and you must battle with his toughest generals before you can board a ship and continue your quest to restore light to Rune and it's people.



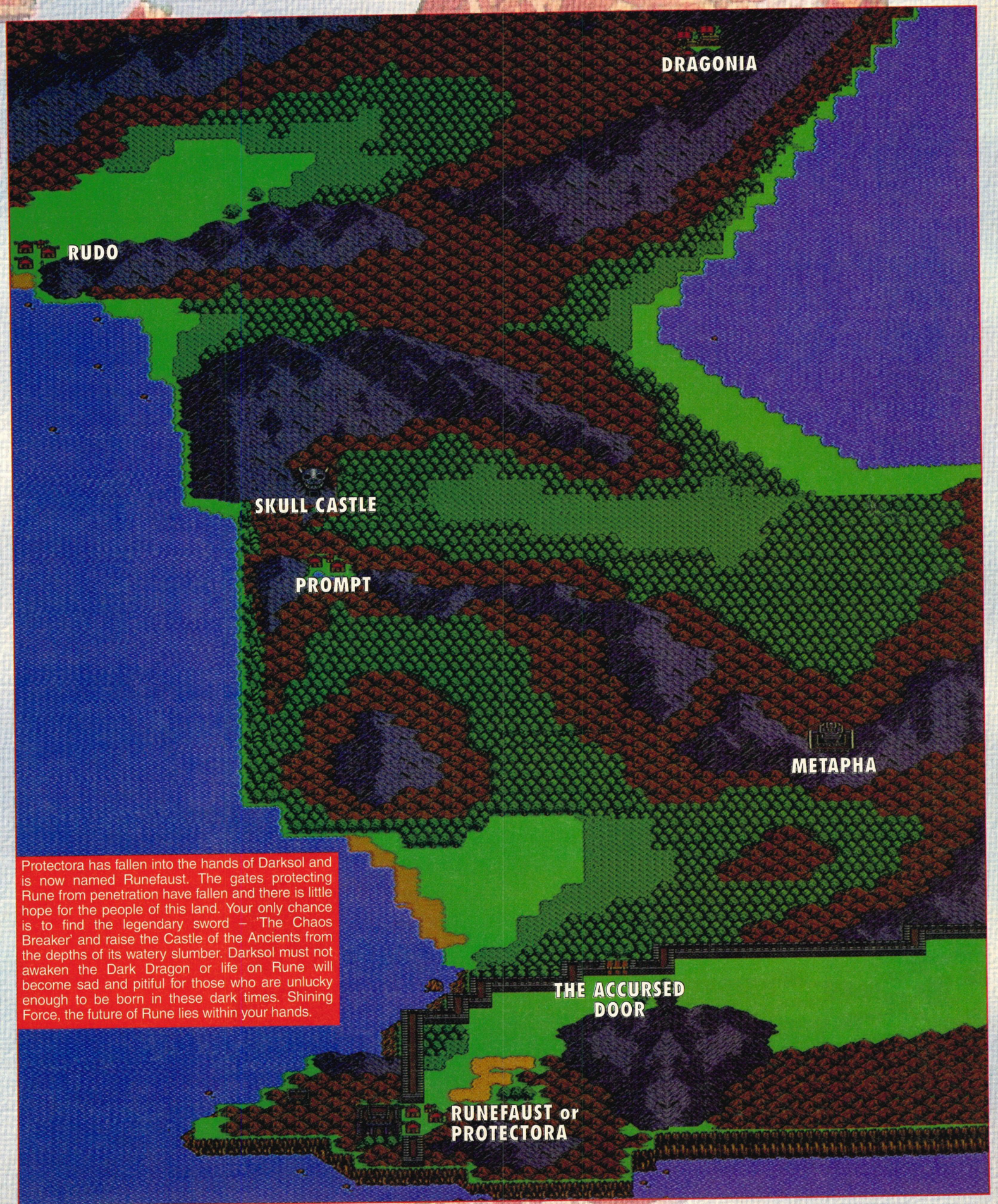
Strange creatures have been seen roaming the land of Rune; there is a strange feeling in the air. You're the best pupil of Varios the knight and have been chosen to form The Shining Force to investigate the northgate, and see if it is still intact. The gate has fallen and evil is pouring into the land and when you arrive home to report the news, your town has been razed to the ground. So begins your incredible journey to stop the evil Darksol performing the ritual to raise the earth-trembling Dark Dragon. So begins the adventures of the Shining Force, but you are not alone. Luckily, you have the expert mappers and tipsters at SEGA XS to help you. Phew!

MEGA DRIVE



SEGA ● RPG

SHINING FORCE



Protectora has fallen into the hands of Darksol and is now named Runefaust. The gates protecting Rune from penetration have fallen and there is little hope for the people of this land. Your only chance is to find the legendary sword – 'The Chaos Breaker' and raise the Castle of the Ancients from the depths of its watery slumber. Darksol must not awaken the Dark Dragon or life on Rune will become sad and pitiful for those who are unlucky enough to be born in these dark times. Shining Force, the future of Rune lies within your hands.



THE SHINING FORCE

Where would you be without this motley bunch of swarthly mutants? Pictured below are all the Shining characters, enemies and arch enemies. The complete guide!



YOU

Remember that the enemy will always win if you don't protect Max in battle and he dies. Always give him a lot of herbs and have a healer handy.



ADAM

You find Adam just before the Chaos Robot and due to his high defence rating, you can keep him in tough battels to gain experience as a fighter.



ALEF

Alef will join up at the same time Torre does. Again, she casts spells, this is another poor fighter, and the best thing to do is shield her from any fights.



AMON

Get Amon at the same time you get Balbaroy. Balbaroy and Amon are the same, apart from the fact that you should wait two levels before promoting.



ANRI

Find her in Manarina to help you find the Orb of light. Spellcasting is her strength and you will find that she makes a good partnership with Tao.



ARTHUR

Arthur can be found in Manarina castle, but he won't become a member of your party at first. He isn't a very powerful asset, so don't worry.



BALBAROY

Collect this one at Shade Abby ey, but remember that you must fight him to get his respect. He can fight well if you raise his level and can also fly.



BLEU

Find Bleu in Draconia, but he will be very reluctant to join your party, so you will have to do some crawling to get him to join. His wings keep him safe.



DIANE

Meet Diane with the queen of Bustoke. Her archery skills are very nice indeed and it's worth your while to get her. Give her some practise and she repays.



DOMINGO

Inside a suit of armour at Manarina's castle, you will find a Domingo egg. Then all you have to do is go to Pao to use an incubating devive on him.



EARNEST

You will find Earnest in a Pao tavern, but he won't become a member until later. He can become a powerful knight, but you will have to push him.



GONG

Find Gong just north of the Gate of Ancients. He never uses any weapons, but give him a power ring and look for a huge improvement in his skills.



GORT

Find Gord in Guardiana after the Runefaust forces attack. You will find him in a tavern. He likes battle axes just like Luke. A very reliable ally to have.



GUNTZ

Gantz can be found in Rindo and he will join your party after the 12th battle in Pao. He's not very fast, but he's very strong and is a great help in fights.



HANS

Hans is a fine archer to have on your side. He is best used in battles as a back up to the others with his archery skills. He isn't a good fighter.



HANZOU

You will find Hanzou hiding near the entrance of Runefaust. This is a great character to have as he can fight and cast spells so well.



KEN

Ken is with you right from the start. He's a sure character to have around and his diagonal spear attack will be of a great asset to your team.



KHRIS

Chip will get you out of the jails at Alterone. As she's a healer. Khris isn't very good at the fisticuffs, but she will be an asset when a fighter gets hurt.



KOKICHI

Bustoke is where you will find Kokichi after you rescue the men. Get him to demonstrate his machine and he will join you. He can also use spears.



LOWE

If you want to be healed, then Lowe's your man. Keep him next to Max in fights . He can't fight very well, so send him against weak enemies.



LUKE

You will get Luke at the start of the game. He is a sure fighter and won't get pushed around, despite his size. He will be at his best with an axe in fights.



LYLE

Find Lyle with the mermaids. Use him to back up your troops in a battle with his big gun. He can fire over two of your men to hit the opponent. Good stuff.



MAE

Get Mae in Guardiana just after the 2nd battle. She starts off strong and just improves from then on. Her only weakness is that she can't cast spells.



MUSHASI

You should find Mushasi between two doors on a big building in Prompt. Now this is a fighter, so don't be afraid to send him into battle in fights.



NOVA

This is only an OK ally when you first meet him and he quickly becomes a hindrance in the later levels. Too weak to be of any use, Don't get him.



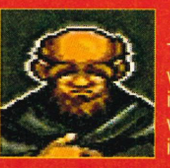
PELLE

You can get your mitts on this one after the 11th battle. If you give him a chance, Pelle can soon become the strongest of your knights in the party.



TAO

Tao is a member of your merry men from the start and is a pro at casting spells. Use her for all your attack spells. She can fight when needed too.



THE PRIEST

This character never uses any weapons, so he isn't much use in fights. An average character which we feel isn't worth looking for in the game.



TORASU

Torasu has plenty of spells to begin with and is probably the best magic user you could have. Keep him for the battle and use him for healing only.



VANKAR

Vann the man can be found in Pao – inbetween the wagon tracks after the rest have moved on. A good fighter who becomes great at level 11.



ZYLO

Find Zappa in Bustoke. Discover the Moondrops to cure him of his madness and he will join your party. He is very fast and a brilliant fighter.

Dark Forces



BLUE DRAGON
Very strong attack
No magic points!



BOWRIDER
Good attack
Fast movement



ARMED SKELETON
Very high attack
Very high strength



BELIAL
High magic points
Good movement



DARK DWARF
Poor attack
Low hit points



DARK MAGE
High magic points
Poor agility



CELBERUS
Very high attack
High strength



CHIMAERA
Very high attack
Good defence



DARK PRIEST
High attack
Very high move



DEMON MASTER
Good attack
High magic points



DURAHAN
Above average attack
Poor agility



EVIL DOLL
Great agility
Average hit points



EVIL PUPPET
Low attack
Average move



GARGOYLE
Average movement
Average agility



GIANT BAT
Low hit points
Poor defensive power



GOBLIN
Poor attack
Weak defence



GOLEM
Averga attack
Low strength



HELL CLOWN
Poor movement
Poor agility



HELL DOLL
High hit points
High movement



HELLHOUND
Brilliant agility
Poor attack



HELLTANK
Average attack
Average strength



HIGH PRIEST
High Magic points
Average movement



HORSEMAN
Strong attack
High movement



ICE WORM
High attack
Great agility



JET
Very high attack
High move



LASER EYE
Poor attack
Average agility



LIZARDMAN
Average attack
High movement



MASTER MAGE
Above average attack
Poor movement



METALLIC EGG
High attack
High strength



MINOTAUR
Strong attack
Poor movement



MISSILE SHELL
Average hit points
Above average defence



PEGASUS KNIGHT
Average defence
Good movement



RUNE KNIGHT
Low attack
Low strength



SEA BAT
Good hot points
Above average agility



SHELLFISH
Good agility
Average movement



SILVER KNIGHT
Under average attack
Good movement



SKELETON
Low attack
Low strength



SNIPER
Poor defence
Poor movement



TORCH EYE
Good attack
Great defence



WORM
Average attack
Good agility

WYVERN
High attack
No magic points

ZOMBIE
Poor movement
Good agility

DARK LEADERS

ELLIOTT
High Hit Points
Poor Movement
No Magic Points

BALBAZAK
Average attack
High hit points

CAIN
High hit points
Poor movement
No spells

MISHELA
High Hit Points
Poor Movement
2 Bolt Spells

CHAOS
High attack
Very high hit points

RAMRADU
Very high attack
Good defence
3 aura spells

COLOSSUS
High Hit Points
Poor Movement
3 Bolt spells

DARKSOL
High attack
Strength – unknown

DARK DRAGON
Good attack
Good defence
High agility

Fighting Battles

The best tactic of course is to surround your opponent with fighters, then keep the healers in reserve in case you get hit too seriously. Your characters will go up in experience points after battles, so use the ones with high defence ratings to take the hits while the fleet-footed fighters nip in and take the really high energy points. Projectile weapon characters like spear-throwers can shoot on diagonals so it is possible to totally surround your opponents. Try picking on the weakest enemy character and saving energy for the boss.



Guardiana

Guardiana castle – the home of our hero. The King asks you to start a quest and go to the northgate to survey the domain. On returning from a tiring battle you find that the king and your mentor Varios have been slaughtered by the wicked Kane. The quest must continue and the Shining Force will head on to Alterone.



Do not worry if you are given a cold reception, as the young knights of Guardiana are jealous of your chance to lead the Shining Force.

The King's treasure room. It contains coins and sometimes various magic rings and herbs.

The journey begins here in Guardiana where you must leave to go to the northgate. After the north gate, you will return to guardiana where you will then leave to go to Alterone.

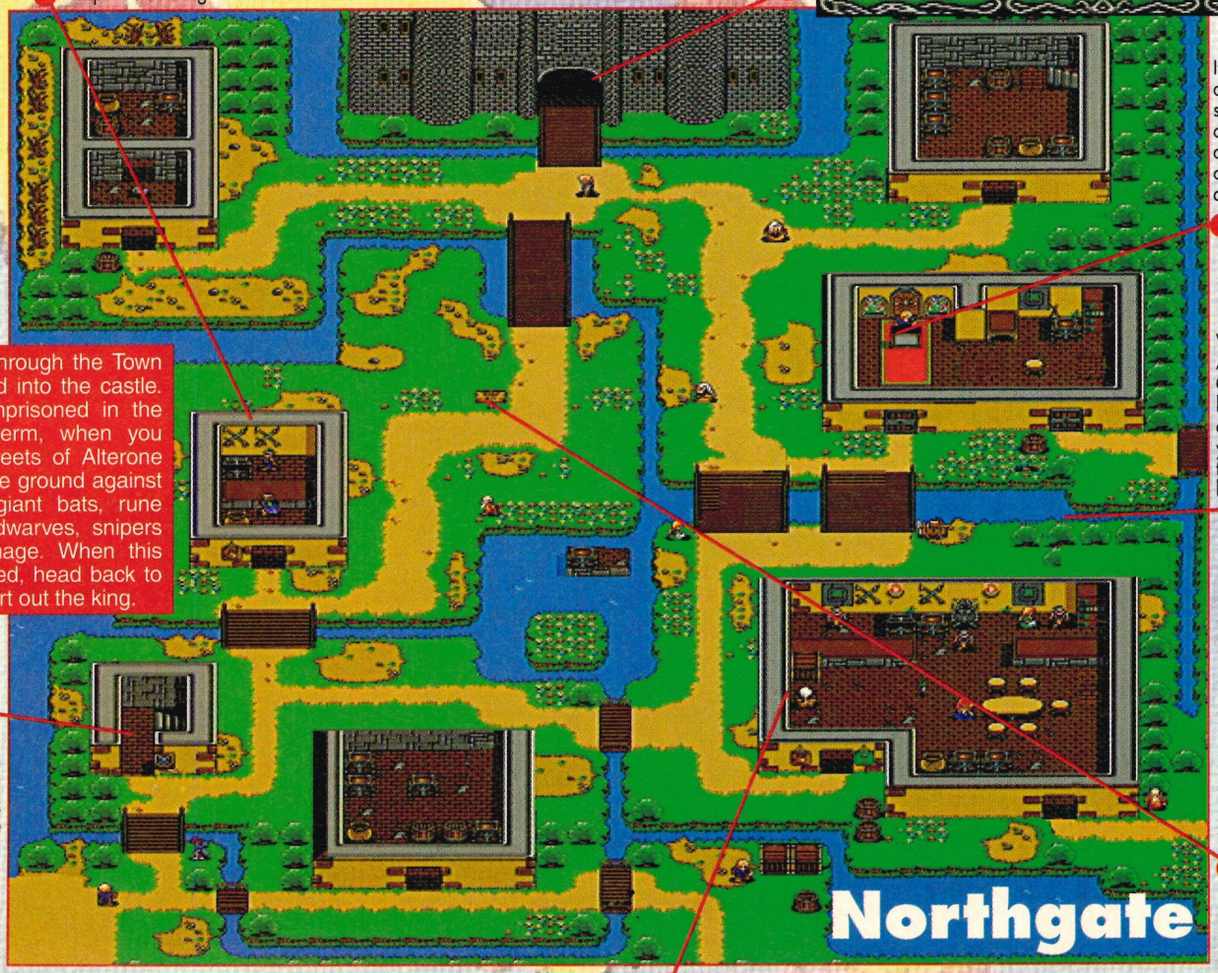
The headquarters of the Shining Force. Can only be entered when the Shining Force is established.

When you leave the castle to find recruitments Tao, Lowe, Ken, Luke and Hans will sprint up the path after you to join, and Shining Force. Later, when you return from your first battle, Mae joins in the castle and Gort is waiting for you in the town's tavern.

Chapter 1
Runefaust Invasion

This is the shop where you can buy many weapons or healing herbs.

The castle of Guardiana.



If a character has died, or become poisoned or cursed, you can turn to the priest and he will raise or cure the character, for a fee of course.

Walk straight through the Town of Alterone and into the castle. You will be imprisoned in the castle for a term, when you escape the streets of Alterone become a battle ground against Kane's pets: giant bats, rune knights, dark dwarves, snipers and a dark mage. When this battle has ended, head back to the castle to sort out the king.

When you come to Alterone from Guardiana you must head straight to the castle. From the castle you will need to return to the streets, before heading off to Rindo.

Signs lay everywhere, some are for entertainment and some for information. Look at every sign you see. This particular one says, "Do not stand on the grass, or you will be glared at." and if you stay on the grass an old man will glare at you.

This is the headquarters, here you can change characters and seek advice from the all-knowing Nova.

Northgate

A battle commences on the streets consisting of: giant bats, a dark mage, rune knights, dark dwarves and snipers.

Alterone Castle

Go to the castle and talk to the King, but be prepared as Kane has used a spell to make the sovereign do his bidding. When you talk to the King, he mentions the escape route in the lion's mouth – but you before you can act – you are thrown into the dungeon to rot. To finish the section, escape from the dungeon and pull the lion's mouth.



The King will bid you to follow him down here where Kane will be waiting.

The door to the next chapter remains hidden until the chain in the lion's mouth is pulled.



The dungeons are down here and if you go down you will see the priest in a cell. Suspicion of the King's intentions will start here, and are well-founded.

Search the lion's mouth for the chain that will open the secret door beneath the water. You can then escape to the next chapter.

Khris hangs out here and will warn you of the king's wierd nature.

Dungeon

The guards are unfriendly and refuse to talk to you. You can be nice, violent, pleading or pleasnat, but they take no talking to.

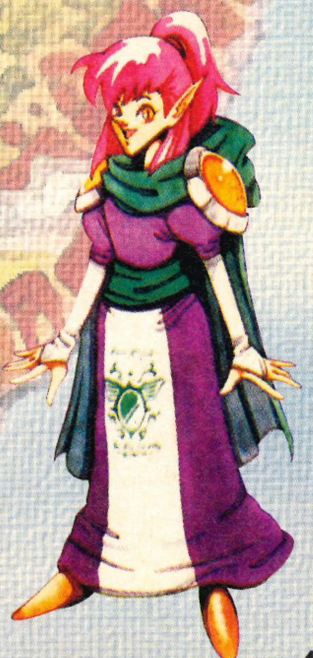
Kane and the King will take you into this room and tell you of your impending doom and then have the guards throw you in jail.

The dungeon is the final test of level one. Kane will have you thrown into the dungeons where escape is impossible, but little Khris is at hand and will rescue you as well as joining the Shining Force and being a valuable ally.

The dungeon contains rooms where you can rest, but time is you enemy and speed is your ally.

This is the dungeon that you will be thrown into with the priest. Escape seems impossible, but if you search the door you will hear footsteps and Khris will release you.

Once Khris has rescued you, a secret passage way will open up here which leads to the HQ in the town. Where upon leaving you will be faced with a street brawl.



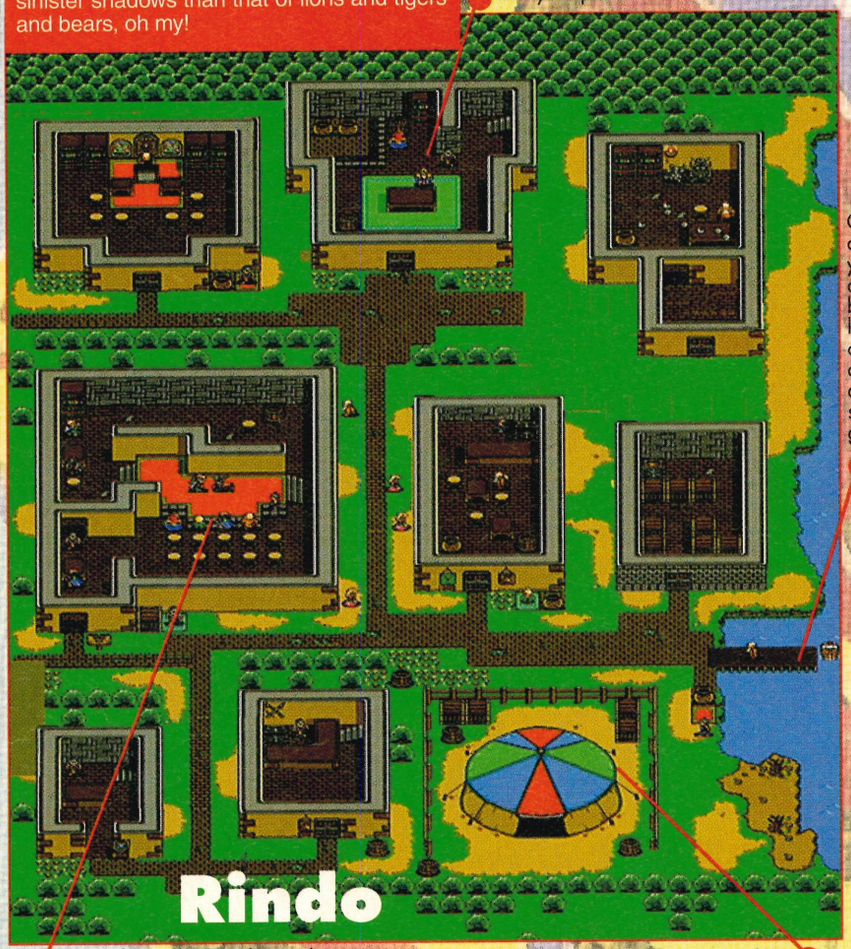
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Chapter 2
Spirit of the Holy Spring

Rindo is a town of actors and here you wish to acquire a ship to take to Prompt, but again everything is not quite as it seems. The mayor's son has gone missing and the circus is in town, but it is a circus with more sinister shadows than that of lions and tigers and bears, oh my!

This is the mayor's office go and talk to the mayor and he will give you instructions on how to continue your quest.

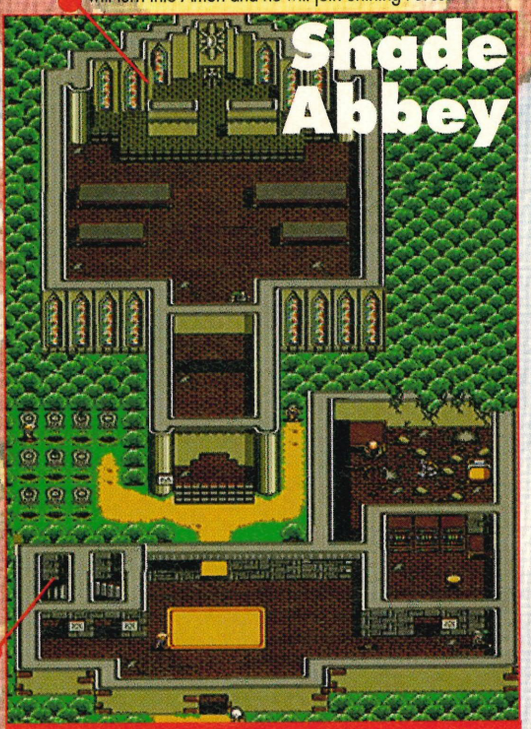


Once you have rescued the mayor's son you can climb aboard the mayor's boat. But unfortunately, you will not get a chance to sail in her, as Mysheallo will appear and send the ship to a watery grave.

e home of the actor. go and see a play. The play will be of the battle of guardiana. Watch the play before you go to Manarina then watch it again when you return and see which play you prefer.

The circus comes to town when you return from Manarina and the mayor's son is inside. You must talk to the mayor, then go to the circus to rescue his son. Inside the tent is an array of creatures to fight: mannequins, a dire clown, evil puppets and a marrionette...

Head into the Abbey and you will do battle with gouls, zombies and skeletons. After the battle, this stone statue will turn into Amon and he will join Shining Force.

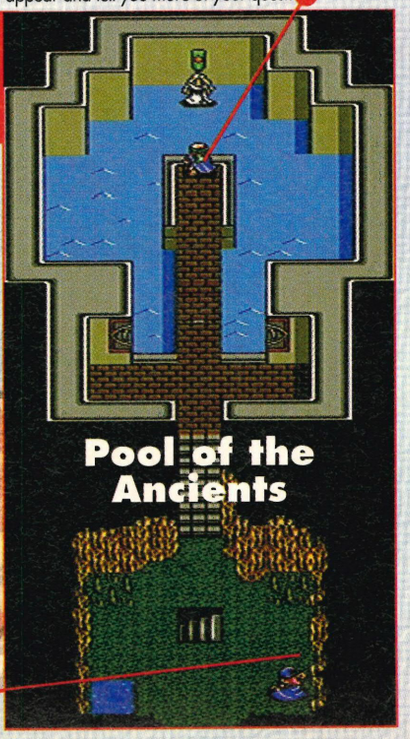


This stairwell leads down to the crypt where a young child is wondering about in a daze.

As you enter the people seem confused and follow you around. The graves are upturned and the coffins are empty. Head to the church for more confermation that Shade Abbey is haunted!

Stand on the end of the platform and use the orb. The figure from the water will appear and tell you more of your quest.

Enter this section to find out what to do with the Orb of Light. Enter by the stairs, then visit the Pool of the Ancients for advice.



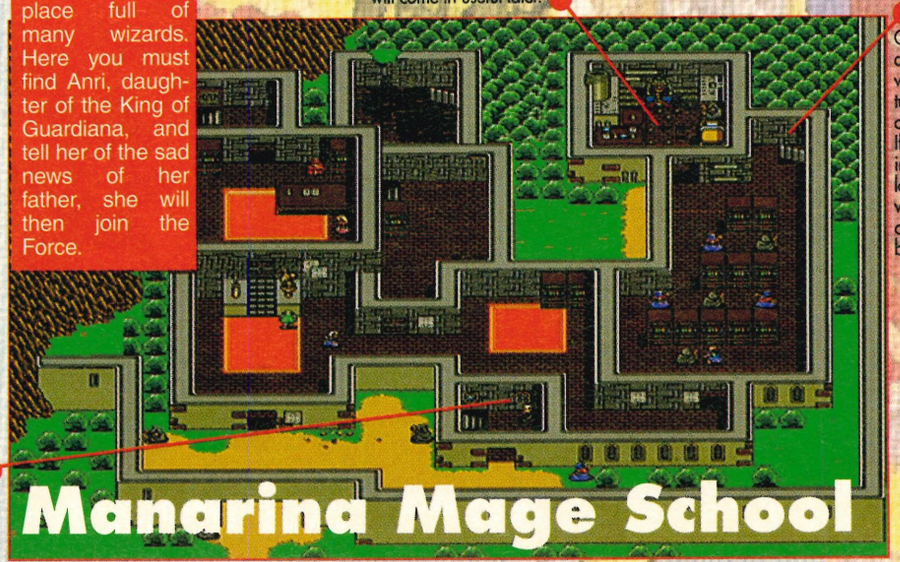
The Mage school of Manarina is a mightily magical place full of many wizards. Here you must find Anri, daughter of the King of Guardiana, and tell her of the sad news of her father, she will then join the Force.

Search this room and you will find a domingo egg, retrieve it and keep it, it will come in useful later.

Go through this door to talk to Otrant and he will tell you of the Orb of Light. Descend the stairs and do battle with zombies, dark mages, giant bats, snipers and a skeleton. When this battle is over, search the chest and pick up the orb of light.

Go down here and talk to the witch, she will turn you into a chicken (for fun). If she does, go into the VIP lounge and the wizard will change you back.

This guy tells you what to do with the orb of light.



CHEATS

INCREASE LEVELS
With the console off. Hold down Up, and Start on player two's joypad and switch the console on. When the Sega logo appears, keep holding down A and start on player one's pad and A and C on player two's pad. Begin any stage and when you 'use' the forbidden box, all the party's level rises to 19. This is a very tricky cheat to work.

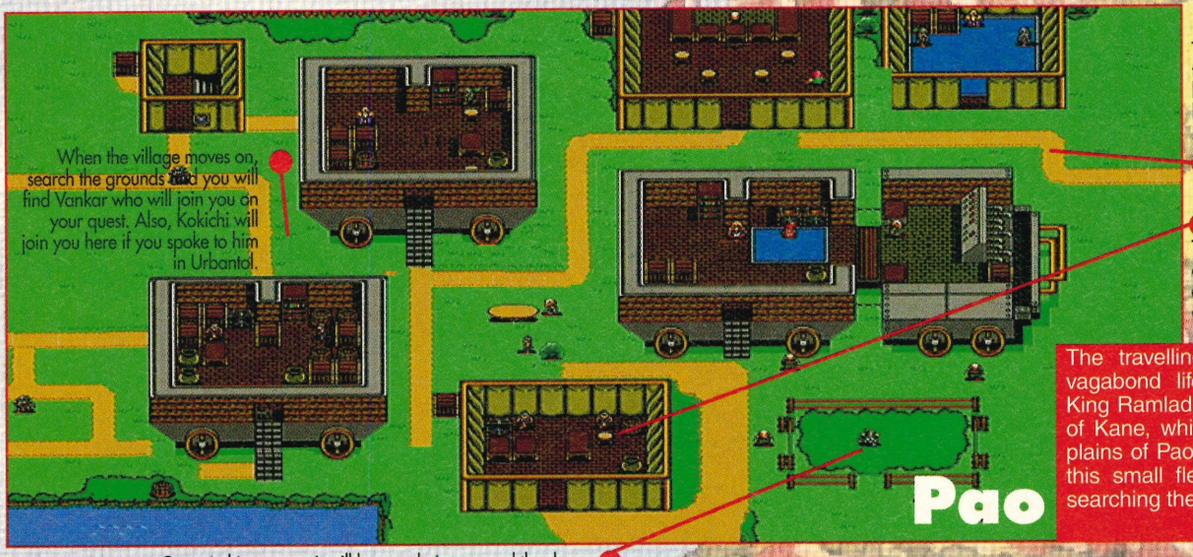
Chapter 3
Secret Weapon of Runefaust

After rescuing Shade Abbey from the clutches of the undead, you will be whisked away to Bustoke. Go and talk to the old man to the right of the entrance and he will tell you that the village was routed of men to work in the quarry, except for Zylo who was poisoned. He will cure Zylo if you go to the quarry and find the moonstone.





Head right to the quarry where you will battle with a master mage, a dark mage, lizard men, dark priests, skeletons and dark elfs. Retrieve the moonstone and take it to the old man, he will then make lunar dew to give to Zylo. Go to Zylo's cage and use the lunar dew. Zylo then joins Shining Force. Climb to the top of the village and find Diane who will also join Shining Force. Leave the village to their own devices.



When the village moves on, search the grounds and you will find Vankar who will join you on your quest. Also, Kokichi will join you here if you spoke to him in Urbantol.

Talk to Karon and she will tell you to visit the castle of Balbazak, but do not talk to her until you have searched the whole village as she will move on once you have spoken to her.

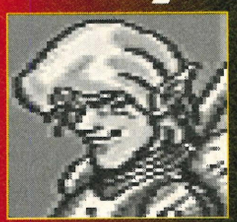
Talk to the waif in the item shop and he will hatch your Domingo egg for you and Domingo the wizard will join Shining Force.

The travelling town of Pao is happy in it's vagabond lifestyle, but are disillusioned that King Ramladu is bewitched and under the spell of Kane, which in turn brings negativity to the plains of Pao. Many of your allies will be met in this small fleet and you will gain much from searching the entire village.

Pao

Guntz in his steam suit will be wandering around the sheep pen looking for you so as he can join the Shining Force.

It's My Party



After you have left Urbantol you will need to battle for the bridge and cross to the plains of Pao. This is a straightforward battle against skeletons, dark elfs, dark priests, lizard men, pegasus knights and two silver knights. Also, is the laser eye which has a countdown then zaps everything on the bridge. To overcome this problem, send the strongest fighters onto the bridge, the warriors and Zylo, so as to get all the enemy onto the bridge. When the lasar eye reaches three withdraw your men and the laser eye will zap them all. After the bridge is clear send the fighters over the bridge to destroy the laser eye. When that is done, kill the silver knight and all the troops will fall. After the battle, Pelle will join your cause. You will proceed on to the next level and the plains of Pao. You must remember that the more you use a certain character, the stronger he will become. So do not be afraid to use all of a mage's spell, or send a fighter steaming off ahead to battle alone.



The HQ where you can change characters, and get advice from Nova.

If any of your men have achieved level ten then promote them because the quicker you promote them, the stronger they will become.

Once you have won the battles you can board the ship and sail away to chapter five.



Once you get through the castle, head for these doors and you will be on the quay where you will need to fight seabats, silver knights, an evil puppet and Balbazak himself.

Before you enter the castle you must fight your way in against pegasus knights, silver knights, hellhounds, dark priests and an artillary. Once the foe has fallen, go through the lower door to enter the castle.

When you reach the castle of Balbazak, the battles will become easier as your men become stronger. Within this castle is the answer to travelling across the seas to Prompt, the only thing in your way is Balbazak himself!

Castle of Balbazak







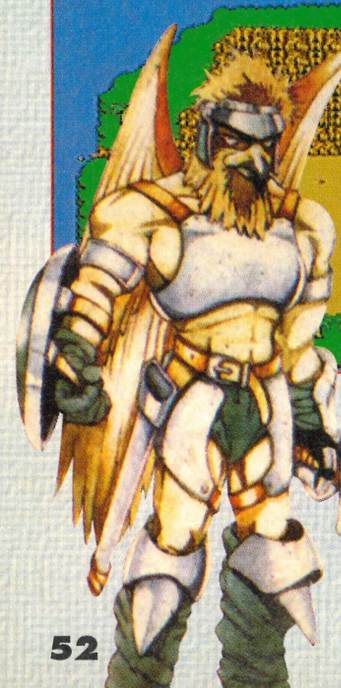
Chapter 5
Gateway to the Hidden Shrine

Talk to the king and he'll fix your ship and sell you items.

Get on the nice little boat that's waiting for you to tour the island.

This is Boken, he's a tourist who turns up at every town. No relevance, but look out for him wherever you go.





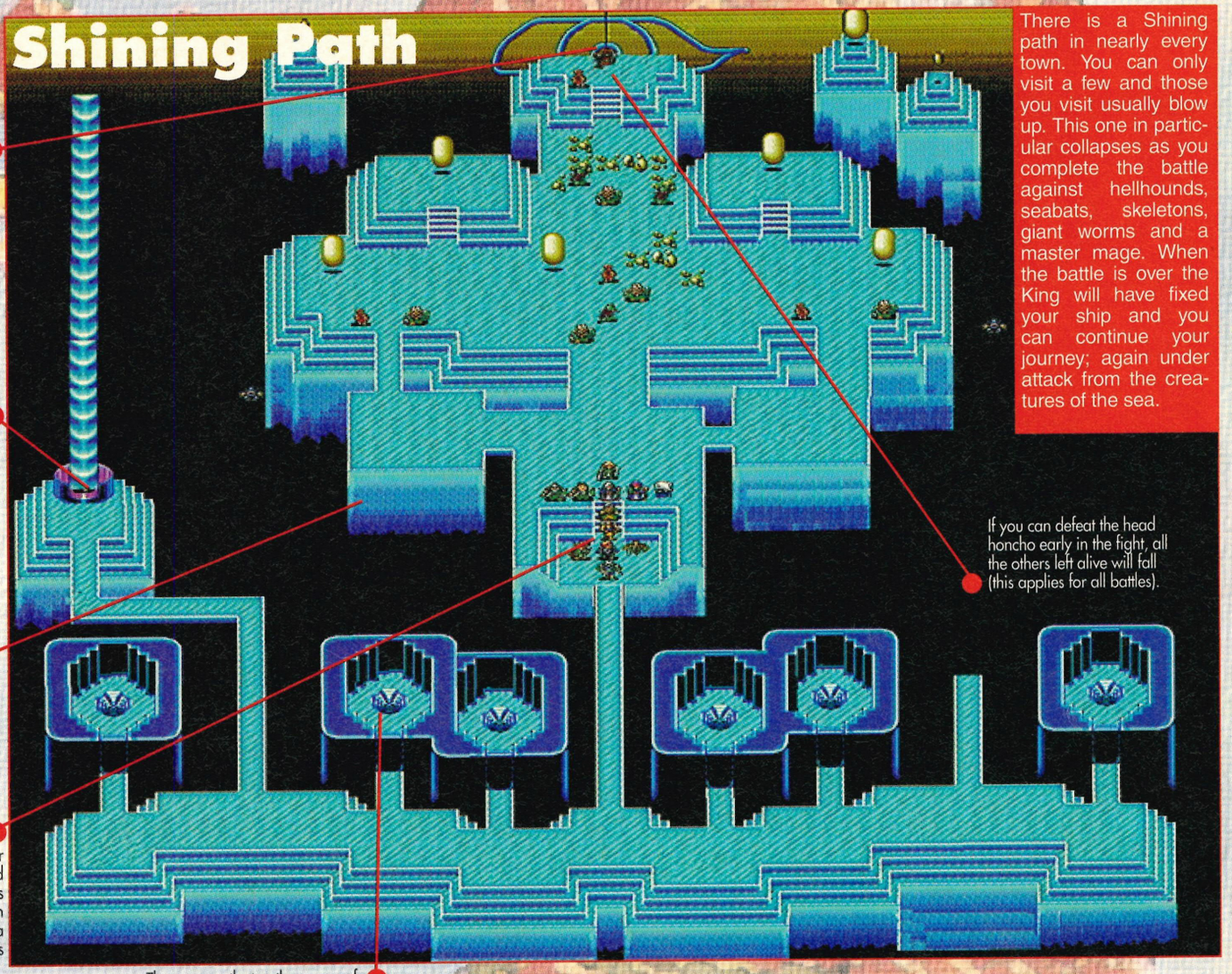
The entrance to the Shining Path.

The priest that went missing has his own abbey on the ring reef.

Waral

The ship under costant attack from sea bats, pegasus knights, shellfish and conch limps disparingly into the port of the island of Waral where it is more pleasant than a dream. Maidens swim in the sea, young men lounge in the sun eating fish and pies. But in the idyllic setting, a certain gloom hangs over a few worried occupants as the local priest has gone missing on the mysterious ring reef.

Shining Path



The entrance to the shining path before it collapses is here.

This is where you will appear after coming onto the Shining Path.

Under the ring reef you will be fighting against hellhounds, seabats, skeletons, giant worms and a master mage.

Try and keep your men grouped together as attacks come from both sides from the sea bats

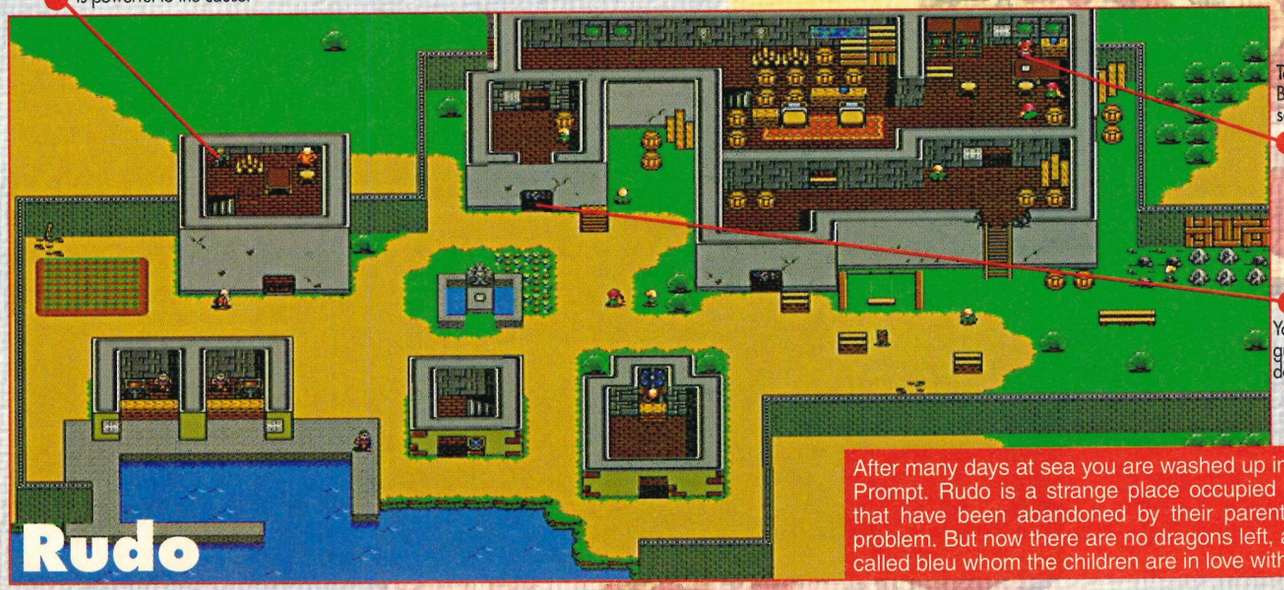
These are paths to other areas of Rune, but they are closed to visitors.

If you can defeat the head honcho early in the fight, all the others left alive will fall (this applies for all battles).

There is a Shining path in nearly every town. You can only visit a few and those you visit usually blow up. This one in particular collapses as you complete the battle against hellhounds, seabats, skeletons, giant worms and a master mage. When the battle is over the King will have fixed your ship and you can continue your journey; again under attack from the creatures of the sea.

Chapter 6
Descendant of the Sacred Dragons

This is Lyle, a bazooka-wielding knight who is powerful to the cause.



Talk to Karin who will tell you of Bleu and will tell you to go and see Krin, her sister.

You can find Krin down in the cellar, guarded by a vicious dog, talk to the dog and Krin will call him off.

Rudo

After many days at sea you are washed up in the port of Rudo, far from Prompt. Rudo is a strange place occupied only by children. Children that have been abandoned by their parents because of the dragon problem. But now there are no dragons left, apart from a young dragon called bleu whom the children are in love with...



Little Bleu is cowering in here and will join The Shining Force if you ask nicely (after a while he becomes quite powerful).

Kane comes out into the streets where you must battle with him and his high priests, durahans, golems, gargoyles and master mages. Before the battle you must go to HQ to restock.

After leaving Rudo, go to Dragonia which is the wonderful home of the ancient dragons. Sadly, the dragons are all gone except one who is rumoured to be a cowardly dragon going by the name of Bleu. Kane the wicked is becoming worried because you are getting closer to your goal and his downfall. This is where you will battle with him and find out what really lies behind the mask.

Once Kane is defeated you find that he was also under a spell, he will then lead you down these steps to the dragon shrine where Darksol will appear and destroy Kane. You must then go back to Rudo and talk to Krin again for she has found a manual which will tell you to use the Demon sword at the weste rnmost point of the land.

Guess who? Yes it's Boken again.

A battle will commence in the street with master mages, gargoyles, golems, durahans, high priests and Kane himself.





After leaving, head south to Prompt; making a short stop off at skull castle to defeat the evil Misheala and her gargoyles, bowriders, belials, durahans, high priests and master mages. After the battle, search the chest for the sword of light.

Read this sign and the samurai, Musashi will join your formidable force.





In Prompt, they do not believe in schooling as they are under the spell of Darksol. It is becoming apparent he is digging his icy claws into Rune just one step ahead of you.

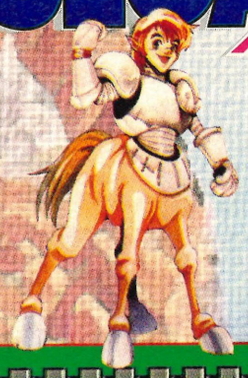
This is the castle of Prompt where the king resides and the Shining Path to Metapha lies. The castle, after many years has sunken into the ground and is now an underground palace.

At last you reach the town of Prompt. Tired and worn from many a battle with the evil hords of Darksol. In this village you will meet the dying remains of that brave night Kane who is no longer bewitched. You will then proceed to the Tower of the Ancients where the weakened Kane will try to kill Darksol, but fail. Return to Prompt and the king will bestow upon you the Sword of Darkness. Now you must forge the swords of Light and Dark to create the Chaos breaker.

You will need to leave Prompt to battle at the Tower of the Ancients where upon you will meet Alef and Toruso to join your force.

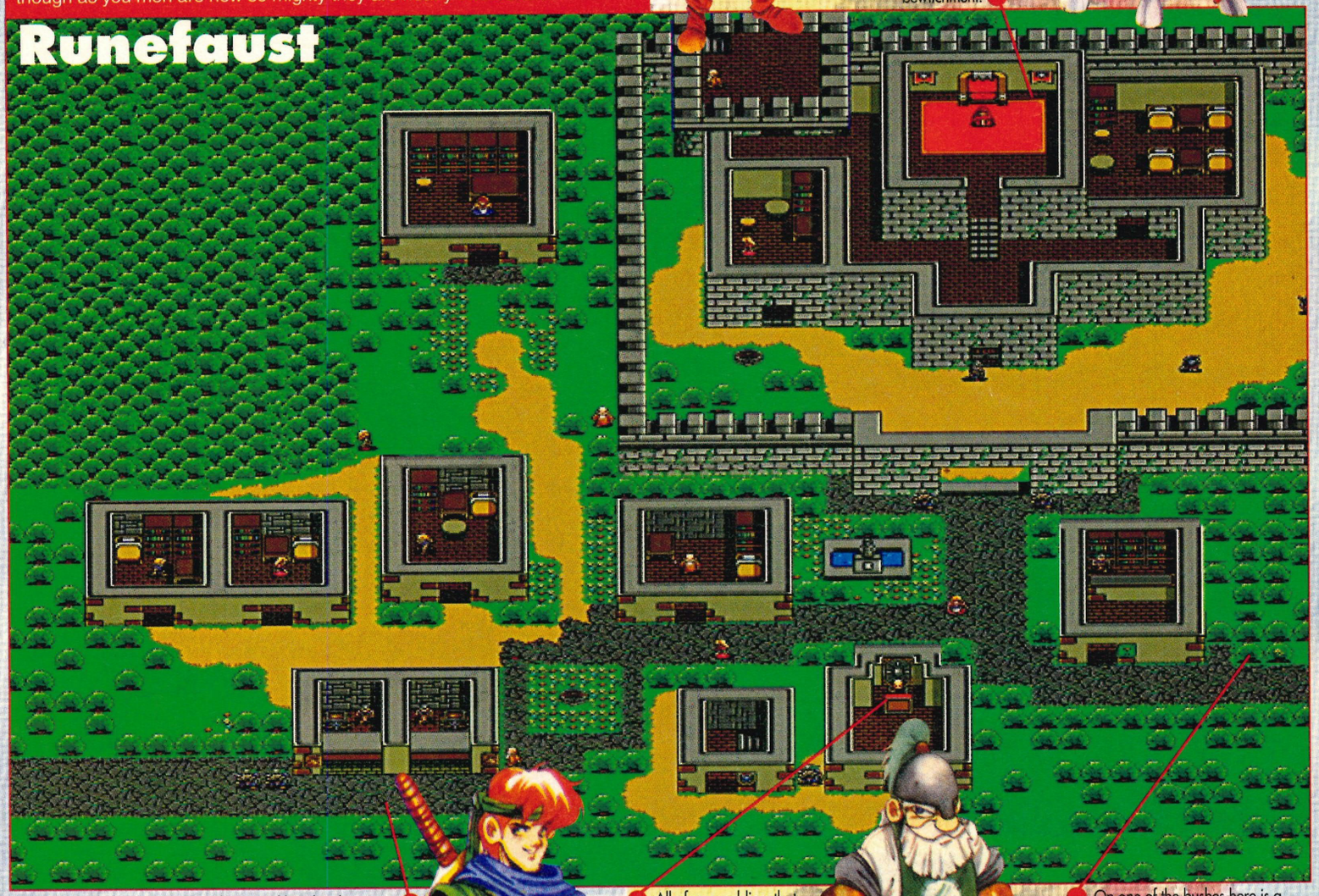
In the castle under Prompt was a Shining path which led you to Metapha. In Metapha you had to use the Orb of Light to raise the spirit of the pool one last time. You were then commanded to place the Dark Sword on the right altar and the Light Sword on the left altar. The powers of the swords then forged to create The Chaos Breaker.You will then arrive at Runefaust, your destination. You must go to the castle and talk to Mahato who will tell you of the King's plight and bewitchment. Leave Runefaust by the west exit where you will do battle with King Ramladu and Darksol's evil robots. Fear not though as you men are now so mighty they are nearly invinceable.





Runefaust

This is Mahato the wizard. He knows of the king's bewitchment.



Leave Runefaust a second time and head to the coast. Here you must use the chaos breaker. When you get there, the castle of the Ancients will rise out of the sea . Walk into the castle and you will be faced by Darksol. The battles are no longer difficult as your men are very strong and battle hardened. Just make sure you take your strongest warriors and take all of your magic users. As darksol dies he invokes Dark Dragon from the pits of hell. When you fight Dark Dragon, put ninja, samurai and werewolf on each of the dragon's heads and use magic on them until there is no more magic. The heads will weaken and die, but it takes a lot and they have powerful magic.

All of your soldiers that are able to be promoted should have been by now and should be ranking to about level 20+

On one of the bushes here is a note from Hanzou the ninja. Do not forget to take him.



SUMMARY

GAME NAME: The Shining Force
TIME TO COMPLETE: 1 week
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 8
CHALLENGE RATING: medium

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

When Dark Dragon dies, the castle of the Ancients falls into the sea, but our hero was never seen escaping from the sinking castle. The ragged band devoid of their leader walk away with heavy hearts praying for the saving of his soul. Adam the robot walks into the fields to work as a farm hand. The muscular, richly dressed farmer looks vaguely familiar. Nah, it couldn't be.

Well, blow me sideways if this aggressive fellow doesn't look like a certain high-kicking, mutated amphibian that we all know and love!

Smash the phone box for hidden points, power-ups and baddie-bashing weapons.

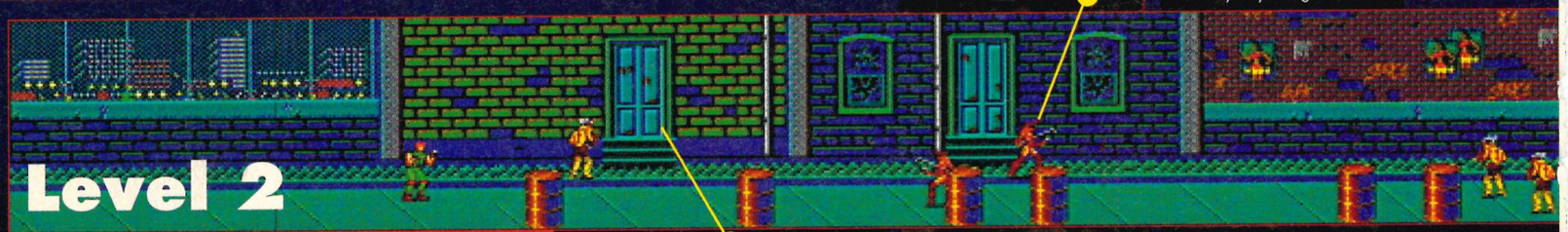


Level 1

This level is a warm-up to let you learn the moves. Watch for the baddies, as they will try to surround you and duff you up at the same time. If this happens, and is unavoidable, then let the guy from behind catch you, because you can then kick out at the other and quickly throw them over your shoulder.

Blaze tackles one of the syndicate members and prepares to cast the ignorant bully over her fully-formed shoulder. Use this move to attack groups of the enemy.

These mistresses of the dark are very dangerous due to the bull whips that they weild. Get within range and you will be thrashed; losing two or three energy points. Use high kicks to defeat them. If you fall short, leap back immediately or you'll get hit.

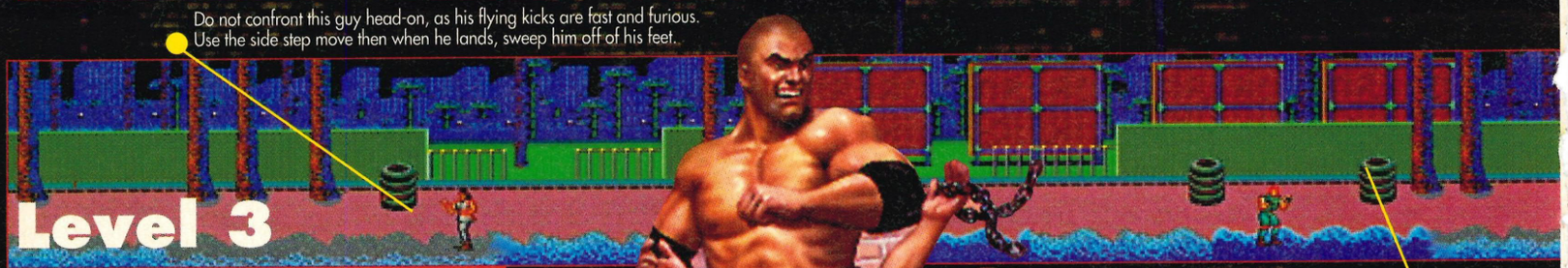


Level 2

Much the same as the first level, but with a more frequent use of brain-mashing weaponry. Also, the added attraction of kinky violence with leather-clad skimpily dressed brunettes.

The power-ups and clubs are hidden in the barrels. These weapons are more trouble than they're worth as your range is limited.

Do not confront this guy head-on, as his flying kicks are fast and furious. Use the side step move then when he lands, sweep him off of his feet.



Level 3

Time for a sweet stroll by the beach to bathe tired toes in the satisfying shores of contentment, or alternatively, time to a bust up a few mean gangsters who attack in droves. The game now starts to become a little more challenging.

There are some hidden tools in this pile of tyres. Smash them open for the bonus, but watch out for attacks from behind.



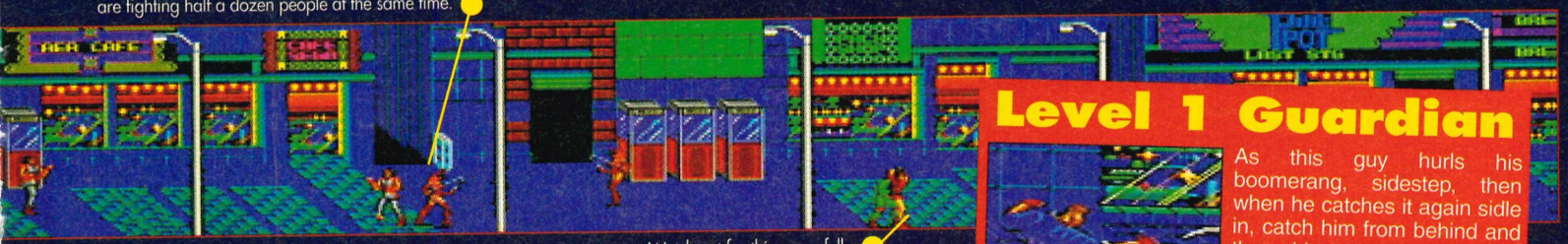
Race through the crime-infested streets with the rebellious vigilante-style cops in a battle to clean up the streets of gansters, hoodlums and dirty street punks. Only Blaze, Axel and Adam are capable of completing this deadly mission with any hope of survival. Each character has plenty of special moves to battle his/her way through the mean streets, but you will also need an inordinate amount of skill, as you fight up to ten thugs at a time! Climb into your tightest Les Ellis trousers and pump some iron for the fight of your life, courtesy of the game busters at SEGA XS!

MASTER SYSTEM

SEGA ● BEAT-'EM-UP

STREETS OF RAGE

Try to kill the two you are fighting with before moving on, as they can build up and it becomes a bit much when you are fighting half a dozen people at the same time.



Watch out for this saucy fella, Blaze, he's after yer buns.

Level 1 Guardian

As this guy hurls his boomerang, sidestep, then when he catches it again sidle in, catch him from behind and throw him over your shoulder. Keep repeating this until he stops getting up.

If you have difficulties with any of the bad guys, a flying kick always sorts them out. In fact, you could complete the whole game by just using flying kicks.



Just throw him and, when he rises, do a flying kick to the face to make sure he doesn't stand up again.

Level 2 Guardian



This guy's a vicious basket case with no heart whatsoever. Let him walk up to you and as he reaces to slice you up, sidestep walk behind him grab and throw. Keep repeating these steps calmly, as it takes perfect timing.

The characters may look different, but they all die in the same way.

The AWOL commando leader is a bit on the woozy side, and continual flying kicks will soon drop him.



Level 3 Guardian



The level guardian seems a bit of a disappointment compared to the last one. Just stick to regular kicks, sweeps and punches and he'll soon bite the dust.

Power-ups lie within the traffic cones. Kick them aside to reveal the bonuses.

The pit and the pendulum is on the cards for our hapless heroes. Watch out for the sliding kicks as they try to cast you into the pit of eternal stench, and use the pits to your own advantage as you can throw your enemy into them. They won't climb out again!

Level 4



When these attackers approach they will slide kick, so leap into the air and kick to knock them down.

Level 4 Guardian



This fatty is tough to beat, as he breathes fire at you when you approach. Try to leap and plant a foot firmly on his bald brow. You have to leap in plenty of time as only perfect timing counts.

You must be very careful of the holes in the tarmac as a fall takes a whole life away.



SEGA XS SOLUTION



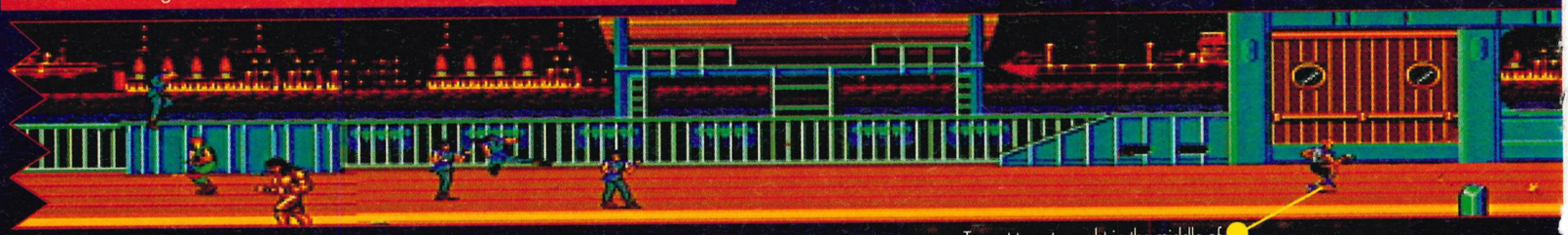


Level 5

This level consists of all the level guardians that you have come across so far. So take your time and you will need all your energy and skill to master this level, so if you haven't learnt how to control your character yet then go back and start again.

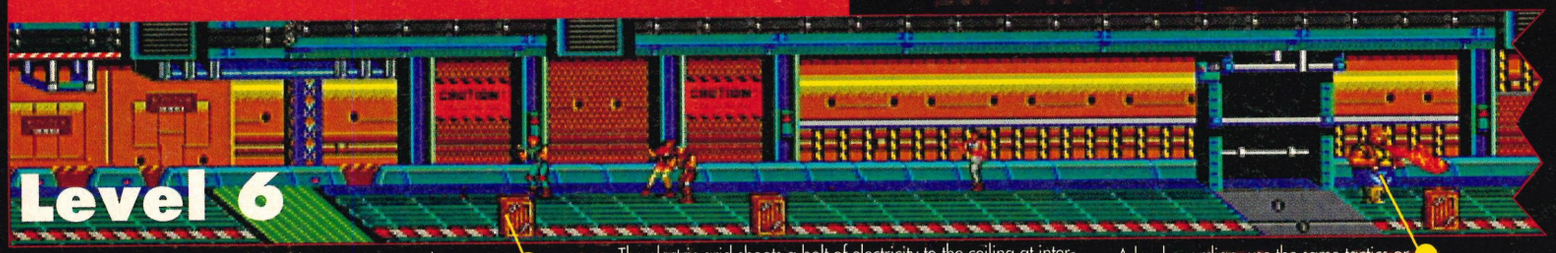
Here are some hidden power-ups (much needed on this level).

The leather whipping girls aquire a taste for more blood as their stamina goes up. As a consequence, they can take a lot more punishment before they roll over and beg you to stop.



Try not to get caught in the middle of these two as they juggle their axes between them. A sharp punch usually stops them quite nicely.

The future level takes a little grit to master as there are electric fences, all the level guardians and the stamina of all the hoods has increased so it takes double the amount of kicks to stop them.



Level 6

The hidden power-ups and weapons.

The electric grid shoots a bolt of electricity to the ceiling at intervals as you approach. When you wish to cross, stop at the edge and wait for the bolt to shoot, then run across. If you wish to trap some one then just stand near the edge.

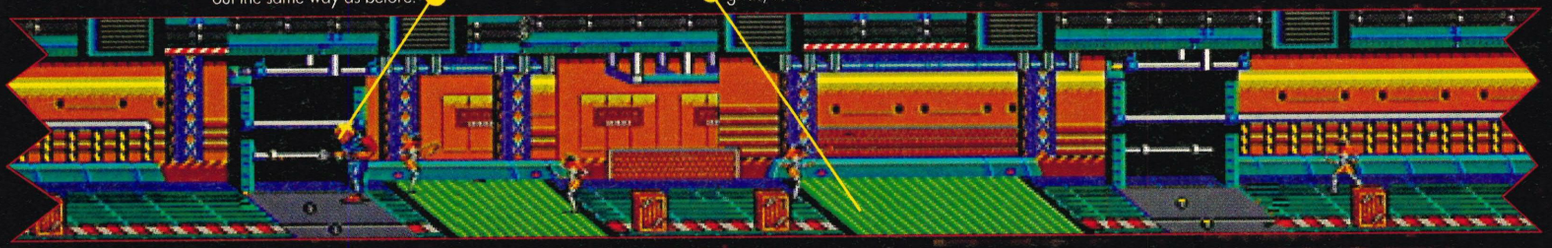
A level guardian, use the same tactics or try to get him to run into the electric fence.



Blaze is up to her old tricks again.

Another past level guardian puts in a return appearance. Take him out the same way as before.

These are moving floors to slow you down or throw you into the electric grids, so be careful.



A double shocker; don't forget timing as there is no hurry.



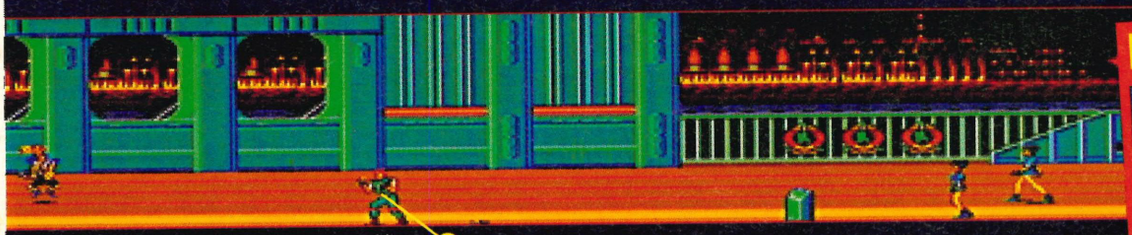
Level 6 Guardian

Just run at him and when he fires his missile jump over it and plant it firmly but sharply into his butt.



Be careful as as you pass low walls as the enemy like to leap over and surprise you. They jump in groups of twos and usually amount to about four pairs.

It's them again! With their deadly flying kicks, there are hundreds of them (well six anyway) so try to knock each one out before they amass to uncontrollable levels.



This guy sometimes comes at you wielding a knife, wrestle it off him and throw it back.

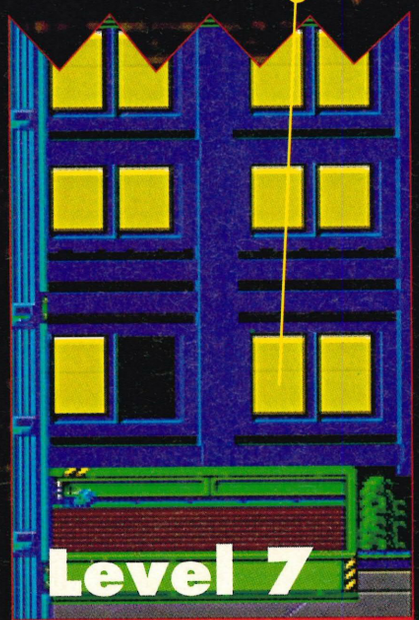
Level 5 Guardian



Jump around the somersaulting siblings until they are shadows of one another, then flying kick them to death.

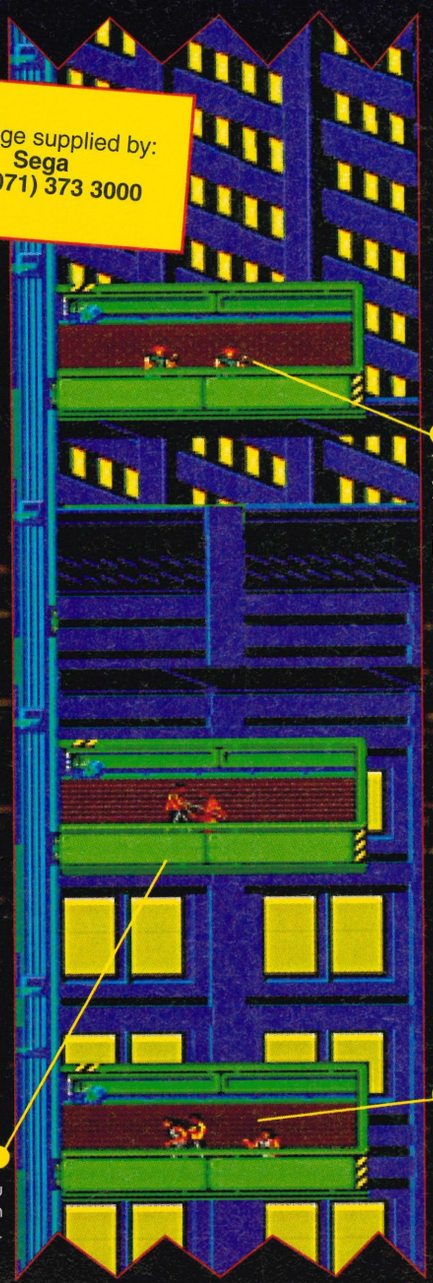
Cartridge supplied by:
Sega
Tel: (071) 373 3000

Every time the lift stops a group of thugs will get in and fight you to the death.



Level 7

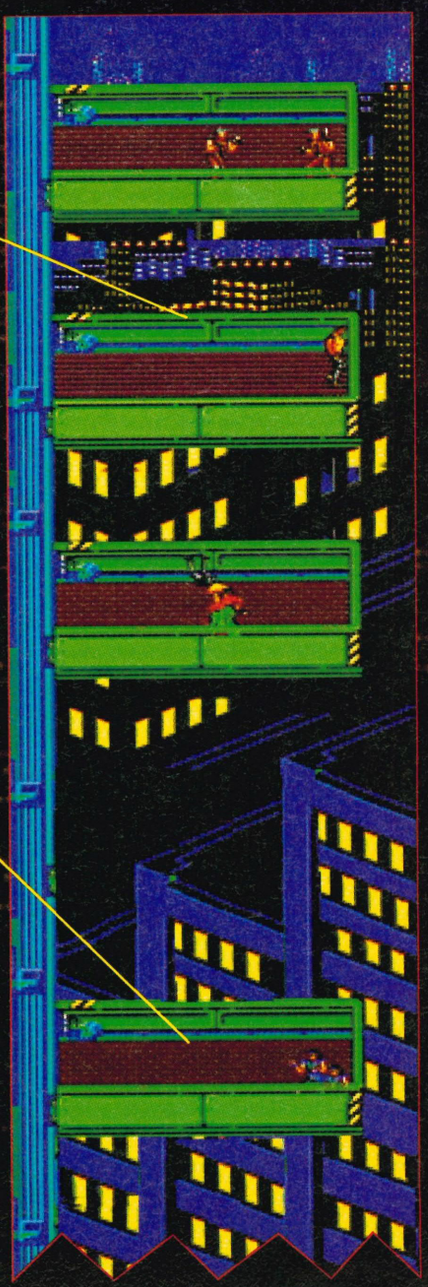
This is the easiest level as there is no level guardian and the thugs can just be thrown off of the side if the rising elevator. Be prepared though as it's the elevator to the syndicate boss' home turf and he's going to be mightily peeved to find out you have intruded his powerful empire.



These sometimes carry weapons that can be utilised. You cannot see then when they hit the floor, so remember where they land.

Stand near the outside of the lift and you can catch the baddie and hurl them screaming to the cold streets below.

When the lift stops here, these high kickers will start by leaping straight into the lift. Try to dodge them and they will plunge out of the lift.



When they walk in, stroll around them, then simply kick them off of the lift (ooh, lovely violence).

The karate experts can be good on the ground but up here they like to jump right out of the lift (strange, but true).

SEGA XS SOLUTION





The terrible twins are all that stand between you and the final battle.

At last! Penetration of the pleasure palace of the boss' syndicate. The final battle is within range, but don't relax yet as the hardest battles are to come.



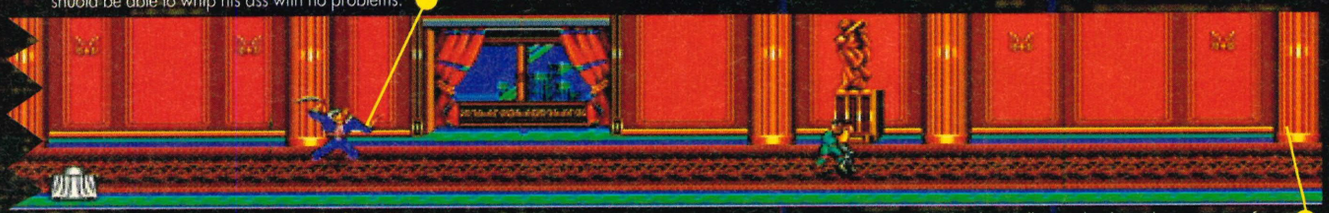
Pradictably enough, here is the level four guardian, still tucking into those hot curries.



And the level three guardian is back to make sure he can claim his repeat fees. Deal with him as before.

Another familiar face, this time from level two. You fixed him before, so you can do it again.

The hidden power-ups are in the cake trolleys. Make sure their mobile counterparts don't knock you down.



It's the first level guardian again; by now, you shuold be able to whip his ass with no problems.

This level actually runs backwards, so starting from here,walk in the opposite direction to before.

SUMMARY

GAME NAME: Streets of Rage 2
TIME TO COMPLETE: A few hours
HIGHEST SCORE: 987,456
NUMBER OF LEVELS: 8
CHALLENGE RATING: Easy

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

Level 8 Guardian



The main boss will send pairs of his henchmen to see you off (you will have already done battle with all of these hoodlums already), then he will jump from his seat and go sprinting around the room blazing away with his machine gun. As he runs into the room, leap into the air and do a flying kick. It will be close, as you can't dodge bullets, but if you face him with a full energy bar it should be no problem.

MOVES

All the moves are the same with each character you choose, but Blaze has that certain feminine charm that is inherent in all females of distinction.



If you throw your enemy over your head, make sure that the area is clear as it takes Blaze a few seconds to compose herself.



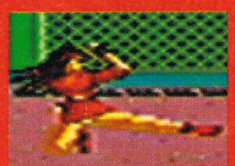
When you have grabbed your opponent from behind, press A to throw him over your head.



Leave her standing for too long and she starts to play with her hair (any longer and she does her make up).



This will get you in the appropriate position for you move, just walk up to him and you will grab him; press B.



Press B to jump then A to complete the flying kick. The most used and versatile move available.



Press pause then B to call for police assistance and they'll burn all in the vicinity (only one per level).



Press A+B together to get this handy backwards roundhouse.



When you have two of them trying it on, let the one behind catch you, then press B to lash out at the other. You can throw then him over your head.



You have to be facing your opponent when you grab him to do this move. Grab him then press A.

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WORLD DOMINATION



Jon poses nonchalantly outside Sega World with his motor. Who says staff writers are underpaid?

Something big is happening in Bournemouth! For the past four months the proposed site for Sega World has been gradually taking shape as more and more of Sonic's little helpers begin constructing the largest "Family Entertainment Centre" in Europe. SEGA XS is witnessing the latest Sega phenomena first hand, and when Sega invited us to tour the centre before it was officially open, we jumped at the chance to see all the latest coin-ops for a glimpse into the future.

Sega World, Bournemouth, is the largest of the proposed centres for Europe. Over twenty four thousand square feet of the hottest coin-ops, amusements and VR experiences – all set in a bright, airy gamesplaying arena that Sega officials hope will dispel forever the image of seedy arcades stuck behind pubs, crammed with wallet-snatching delinquents and terminally addicted old men gambling away their house and kids. Sega World is definitely NOT like anything you've seen before – it's much better!



Bournemouth was chosen because of its demographic and socio-economic profiles. Roughly translated, this means a high student population coupled with over three million tourists a year, as well as being a reputable national and international centre. This means there are plenty of budding customers within a relatively small catchment area (not to mention it's a stone's throw from the SEGA XS offices – Yabba-dabba-doo!).

Before SEGA XS was actually allowed to get on the machines, we were all forced (I knew there would be a catch) to watch a formal presentation from Deputy Chairman of Sega Amusements Europe, George Kieffer, followed up by Malcolm Evans (Operations Director) with more Sega facts and figures, ranging from the yearly profits (how much!!), to the origin of the Sega name: (SE)rvice (GA)mes.

Following the talk by the representatives of Sega there followed a short, but informative lecture from the official charity of Sega Amusements Europe Ltd (they like big names), Barnardos. The renowned childrens' charity will receive donations from the centre giving it worthwhile media coverage. The partnership was emphasised even more with a group of Barnardo's children given an opportunity to sample Sega World privately – and they certainly enjoyed it!

So to business, as we were ushered onward and outward to the centre itself, the large number of XS writers and designers, and even our esteemed editor, filed through the door where all inhibitions were instantly thrown out of the window – it was time to have some serious fun! Eyes were bulging out of heads at the sheer amount of coin-ops, and expletives being bandied about as if this was just too much! Have you ever seen a grown man battling his way to *Street Fighter II Turbo*? It's scary! Oh, did we forget to mention that all the games were set on FREE PLAY? Must have slipped our minds...

The main coin-op area is at the front of the centre where all the latest releases can be glimpsed from the street. Prominent landmarks are the two R-360°s spinning on the first level, surrounded by the distinctive red *Virtua Racing* modules and *Outrunners* eight way link-up



One of the centre's two R-360's – bid goodbye to three pounds, and your lunch.

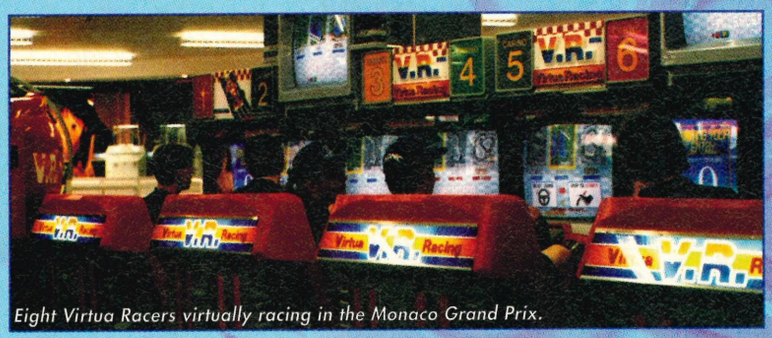


Virtua Racing frenzy in The Driving Edge.

One of the multitudes of PCBs that make Virtua Racing such an experience.

machines. All the games (apart from the real stunners) are housed in clean white *2001*-style casings which help to lighten the play area and rid the world of the dreaded black scratched cabinets with peeling stickers and swear words sprayed on them. With the brand new Sega World, it was refreshing to see so many unmolested buttons and joysticks. We asked Operations Director Malcolm Evans about the petty vandalism that has always plagued arcades in the past. "There are about 40 staff at Sega World and we do operate a door policy with SW guards at the entrance who are on hand if anything happens in the centre. The whole site is also a complete NO SMOKING zone."

So what do you get for your money? Well, for a start the *Virtua Racing* individual and eight way link-up machines are only 50 pence a go compared to the extortionate £3 for the R-360°. This works out at £1.20 a minute! With *Virtua Racing*, you get four or five minutes for a sixth of the price. *We* know which game is worth playing and this is obviously the reason why at a recent visit to the centre, the R-360° was lying totally empty. Get it right Sega, £3 a go is far too much for what is basically *G-LOC* in a gyroscope.


Eight Virtua Racers virtually racing in the Monaco Grand Prix.

Following the Sonic carpet to the back of the centre you will see the latest in blasting games like *Mad Dog McCree 2* and *Lethal Enforcers*. This section will increase as the games are imported into the UK, but from our intense busting session, we reckon that the difficulty curve on these games is far too high. £1 a go sounds good for the latest laser game, but if you bear in mind that your shiny coin may only buy you five seconds (if you are a poor shot), it all begins to sound like a bit of a con. With both machines on free play, we happily managed to rack up 50 credits each within ten minutes – and we've all played these games before!

Each of the different areas in Sega World are based on specific themes with relevant games taking pride of place; below is the complete guide to gamesplaying heaven.



DRIVING EDGE

AS-1

The revolutionary group flight simulator will make its European debut early in October. The AS-1 is an interactive game giving eight players the chance to 'fly' the machine. The combined actions of the players will determine the outcome of the game. Set to be a unique inclusion, the AS-1 looks popular with games addicts searching for the ultimate in Virtual Reality.

R-360°

It was like a powerful magnet as the XS team were mysteriously drawn to the revolving monster. At the moment the game contained by the R-360 is *G-LOC* – an action flight simulator where you must blast all the enemy planes using rockets and guns, then land on the carrier for the next mission. The stand up coin-op is nothing special nowadays, but the added element of being able to spin upside down certainly had Jason Johnson of SegaPro in a frenzy as he accidentally tripped the emergency stop whilst performing a loop the loop. Each go only lasts a couple of minutes and although you get to spin the machine in any direction you want, the initial disorientation followed by some frantic blasting to get the points up is not enough to warrant the £3 price tag. Maybe when some decent games are wired up and the time of each game increased, it will be worth the money, but you would be better off playing six games of *Virtua Racing*.

In case anyone was worrying about sickness on the R-360°, due to the machine revolving on a central axis, your centre of gravity remains constant. This means that instead of actually plunging and diving as you would in a real aircraft, the simulator simply spins which means your stomach stays where it should, and hey presto – no sickness! Visitors are reminded to observe the rules about weak hearts and other physical aspects that may bar them from the game, but let's face it, a midget who's just had a heart attack and is high on drugs is not likely to try the R-360° anyway, right?



Virtua Racing – the greatest coin-op racer ever? We think so.

Virtua Racing

Virtua Racing is a Formula One racing simulation with the emphasis on speed and authenticity. There are two versions of *VR* in Sega World: the sit down cockpit version with pneumatics, and the eight way link-up standard model. Climbing into the cockpit you appreciate the efforts Sega have gone to reproducing the tight fit that is synonymous with 75 laps of the gruelling high speed sport. Instead of the steering wheel being removed to gain access, the seat moves forward by means of an adjuster button. Once seated comfortably with the steering wheel at a locked arms distance and stereophonic speakers booming out the title music, you choose one of three courses by means of the steering wheel and the foot pedal.


Whatever you do, don't be tempted to throw 20p away in the pink sweet machine in the centre – it's cheaper to buy a packet of Polos...


Pick 'n' Mix from the assortment of games on offer.

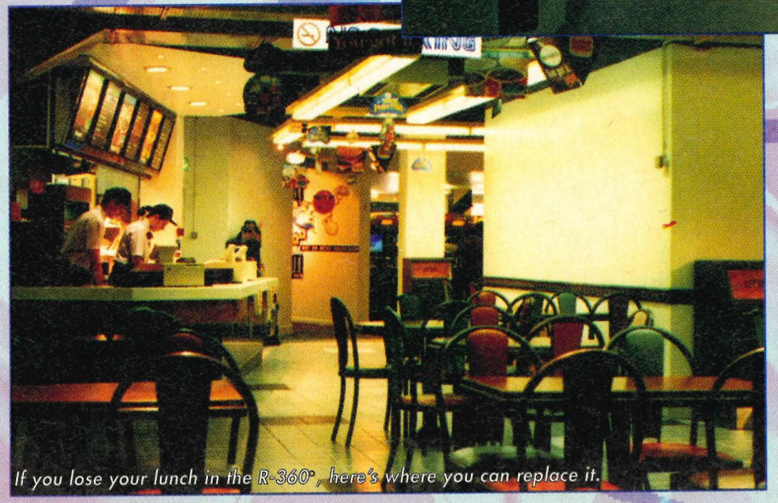
There are up to four perspectives to be viewed on screen, all smoothly executed with excellent graphics making this a fast and furious affair as you broadside the corners, hurtle through the hills and lock the wheels around the hairpin bends. Airbags in the seat inflate and deflate in an attempt to recreate the G-force when accelerating and braking. It's a good effort, if a little lumpy when accelerating hard. *VR* is a thoroughly enjoyable game that manages to capture the feeling of speed expertly with as much realism as is possible, even including pit stops with real pit engineers and birds flying across the track! In fact the only aspect missing in *Virtua Racing* is that you don't need to be carried out on a stretcher when you crash, and there's not much chance of a tyre burst on the last lap (bad luck Damon Hill!).

Unfortunately, you are not able to race players using any of the three individual capsules, but Sega have cleverly included the world-beating eight way link-up machines so that you can play your friends on the same track in real time. Not surprisingly, when the XS posse hit the track there was chaos as everyone tried to ram Damian off the track and Carolyn generally drove into trees and barriers. In our opinion, this *VR* concept is the best in the centre and it certainly occupied us for well over an hour. At only 50 pence a go, this is perfect value for money and represents Sega's latest coin-op technology.

An additional screen mounted above the machines enables your fans to criticise your progress without having their chin constantly perched on your shoulder and is filled with excited commentary from the Virtua equivalent of Murray Walker ("And it looks like he's going to make it..." bang!). If you visit Sega World, bring eight friends and hit *VR* for an awesome experience.

Outrunners

Based loosely on the hit Sega coin-op *Outrun*, this is an expanded game where you can choose to ride in various ripping road racers. Equipped with thumping stereo sound, this is another eight way link-up game, but fails to match *Virtua Racing* for sheer excitement. The graphics are in the old *Outrun* style with blocky and repetitive landscapes flying past at break-neck speeds, but the choice of music and the interactive CD player is really what sets this game apart from the plethora of race games.

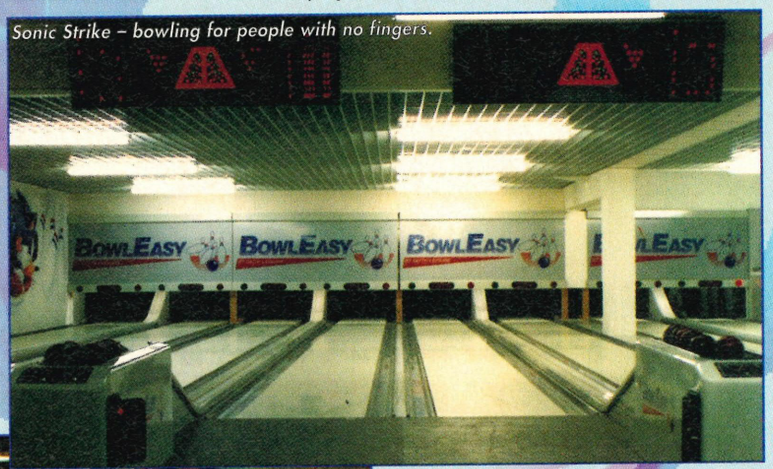

If you lose your lunch in the R-360°, here's where you can replace it.

ZAP ATTACK

This is an area of electronic games with the emphasis on mano a mano combat. *Mad Dog McCree* was a pioneering shoot-'em-up in its time, now the sequel has been adapted for two players. *Lethal Enforcers* is similar to *Mad Dog*, but in this simultaneous game you progress from humble law enforcer to a member of the US special forces division.

Title Fight, also included in the Zap section, is an unusual beat-'em-up – literally! This frantic boxing game uses two specially designed boxing grips as your fists. You are able to see through an outlined figure of yourself and take on some very tough opponents, alternatively you can take on a friend with the two player option. *TF* is guarantied to leave you in a sweat, not to mention bruise your knuckles. As the XS crew penetrated the deeper area of SW, many more games were to be found, mostly old favourites such as *Mortal Kombat*, *Street Fighter II* and even *Columns*(?).

An indication of the future of coin-ops has just been installed in SW. *The Holosseum* is a holographic beat-'em-up loosely based on the film *Best of the Best 2*. Four characters beat the hell out of each other against the backdrop of the bloodied arena of the Colosseum. Our preliminary play revealed that although the game looks fantastic, the controls are slow to react and soon cause frustration. At 50 pence a go, you may be tempted.



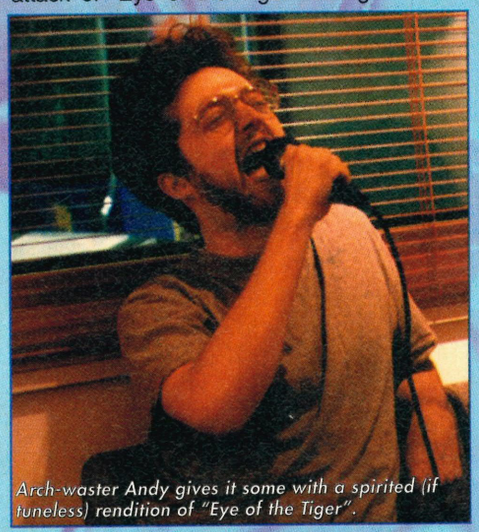
Sonic Strike – bowling for people with no fingers.

Sonic Strike

Basically this section is a scaled down version of American ten-pin bowling. Sonic Strike has smaller balls enabling the kids to beat their parents and is definitely aimed towards the family aspect of Sega World.

The Din Bin

Right at the back of the centre is the top level karaoke set up, with videos to take your efforts home. With over a thousand records on offer and rooms capable of holding up to eight people, there should be no shortage of talent. Mega Drives are available in each of the two rooms, keeping occupied those discerning pundits who feel karaoke is an embarrassment to the nation – pah! Any dry throats can be quenched by the cold drinks machine also situated within the wailing walls, all in all, the perfect surroundings in which to rid everyone of their vocal urges. Even designers Andy and Carolyn had an attack of "Eye of the Tiger" during our tour – not a pleasant experience!



Arch-waster Andy gives it some with a spirited (if tuneless) rendition of "Eye of the Tiger".

AMAZONE

The Amazone and The Lowdown are two future zones to be opened in early October, probably in conjunction with arrival of the AS-1. They will be situated on the second floor aiming to be a learning experience for young and old alike. The Amazone is a play area based on the tropical forest and will cater for young children, with plenty of activities and play areas. The Amazone and Lowdown are also part of Sega's strategy to bring in all the members of the family for the entire show.

THE LOW-DOWN

This offers people of all ages the opportunity to learn about the fast and furious technological improvements being made in the electronic games industry. Perspex cabinets display the very heart of coin-ops: how does the coin mechanism work? How are circuit boards connected? And exactly how the power creates the images on screen? A glimpse into Sega's extensive Research and Development department can also be seen; allowing a rare chance to witness the very essence of future entertainment. The Lowdown is basically a small museum allowing a different perspective and a greater level of understanding. It is all very well playing the games, but learning how they work is a whole new area of entertainment that has not previously been tapped. Well done Sega!

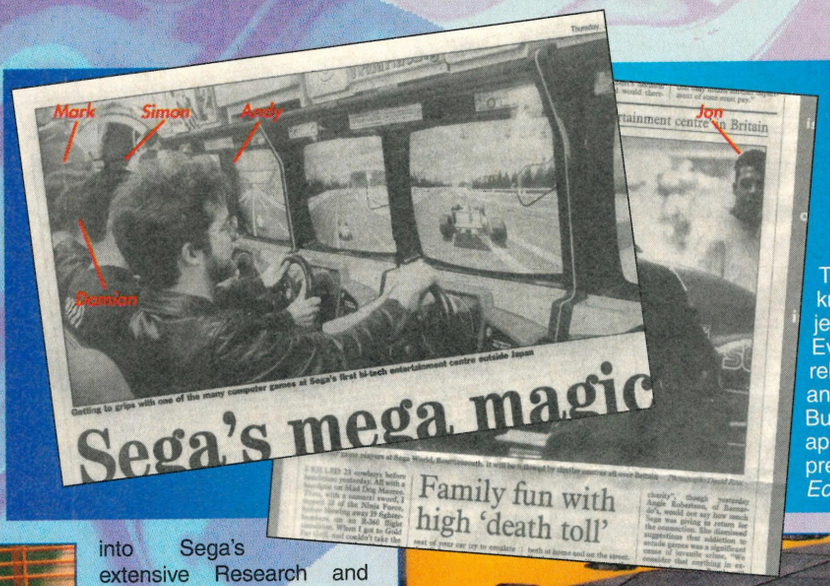
TOE JAM'S GANG

Specifically for the under fives, Toe Jam is an area containing games designed with youngsters in mind. Everything from Postman Pat and Fireman Sam to Noddy and The Magic Roundabout.

Sega World is definitely a unique concept in the UK (there are centres in Marseille and London, but they are purely small fry) and will undoubtedly help to convince and teach sceptical parents and enlighten children. Visitors will be pleasantly surprised by the variety, layout and what can be achieved with a little thought and consideration to people of all ages. It is refreshing that a major company has at last shown gaming in a positive light and created a wider appeal. Time will tell if the centres will remain pristine and 'whiter than white', but we can see no reason why Sega World in Bournemouth is not the beginning of a new era in video games.

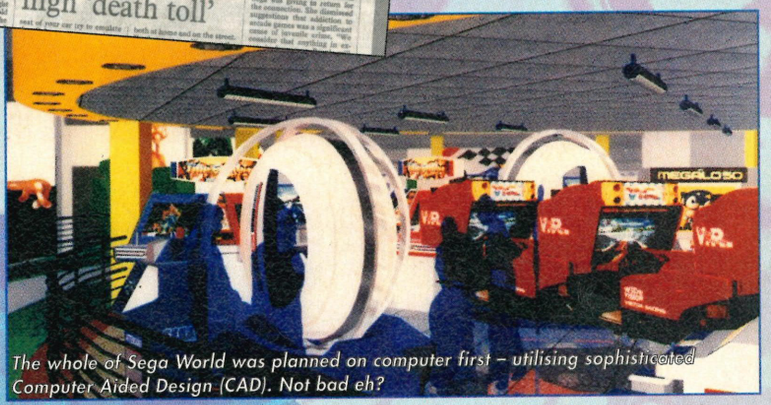
Having seen the future of arcades, we urge every self respecting gamesplayer to get down here and check it out. There will be other Sega Centres, but Bournemouth will always be the biggest and the first with all the new games from Japan. Our only criticism would be the price of some of the games. Since the grand opening by Chris Evans on 24 July, we have frequently seen the R-360° lying empty; spinning in a futile fashion trying desperately to attract punters. What is commonly happening is that one member of the family plays the cash, then tells everyone else about it. Face it Sega, it's good – but not good.

Many of the games are reasonable, but why not lower the prices all round? Would ten or 20 pence be too little? I mean come on Sega, this centre and others like it are not necessarily a profit-making exercise, and the adjoining shop will help promote and sell hardware and software. Surely the positive media coverage and enhanced company image that these centres will attract is worth lowering the profit margin for? Think of it – three or four times as many games for the same money. More people in the centre, more people seeing the games and hardware. You've taken the first step Sega, now make the gesture and lower the prices.

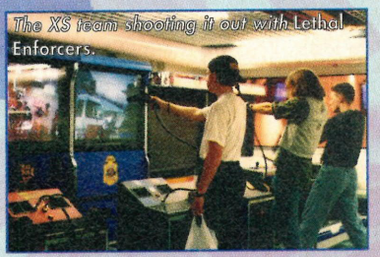


LOOK, MA! WE'RE IN THE PAPERS!

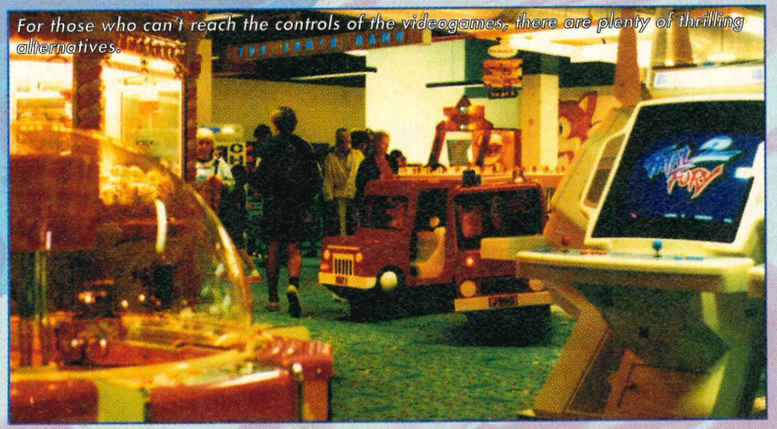
The XS posse are, of course, known internationally amongst the jet set, and here's the proof! Jon Eves cropped ("amusing" design-related pun) up in the *Independent*, and messrs McDermott, Young, Butt and Roper put in guest appearances in the slightly less prestigeous *Bournemouth Evening Echo*. Fame and fortune beckon!



The whole of Sega World was planned on computer first – utilising sophisticated Computer Aided Design (CAD). Not bad eh?



The XS team shooting it out with Lethal Enforcers.



For those who can't reach the controls of the videogames, there are plenty of thrilling alternatives.



Underated in ALL of its reviews, *Sewer Shark* is one of the best CD games around. Full motion video, atmospheric effects and a gripping interactive plot make this subterranean shoot-'em-up something special. You are Dogmeat, a new recruit to the Sewer Shark cleaning program. The object of the game (initially at least) is to rid the pipes and drains of dangerous ratigators and sewer bats. As the game progresses you will discover the serious crimes of your employer Commissioner Stenchler and the race is on to rescue Falco and get to Solar City for an idyllic beach life. SEGA XS ignores the critics and takes on the dirtiest CD blaster yet. The full solution!

MEGA CD



SEWER SHARK

SONY ● SHOOT-'EM-UP

GENERAL HINTS

● Conserve your energy. The energy bar at the bottom left of the screen is decreasing, but at a much slower rate than if you are firing constantly. When you shoot the laser, ten points are knocked off instantly; compared to the usual countdown. Only shoot when the enemy is in your sights and quite close. The lasers have short range and can only hit when close up. If you shoot constantly from the start, you will only get a short-way into the game, especially if you miss the recharge points.

● Remember where the enemy is going to appear. Anticipate. The ratigators on the first level are very predictable. Obvious places to look for them are just after doors, on sloping tunnels as they bend to the left and right, on the roof, walking in from the side and just before a critical tunnel entrance.

● Make sure you get high score totals (see score box) at each critical stage, or Stenchler will kill you off.





Getting the ratigators on all the tube bends for instance will radically improve your score.

● Keep the cursor in the middle of the screen when shooting bats. If you just concentrate on the more important ratigators, they will more often than not flying into your beams.

● If you accidently press the wrong direction, you can quickly cancel it using the B button before it's too late. Missing a turn later on in the game means you will almost certainly die instantly.

● Keep an eye on the yellow direction gauge in the roof when Catfish yells the jump data. This will help you remember the turns. There is, however, a point in the game where Falco reads you the data over the radio and you do not have the visual reference, so remember the information.

● When flying behind the 'crazy looking thing', always keep your eye on it at every spare moment. When it swoops in any direction, be prepared to follow immediately or risk missing the jump point.

● Don't let the scorpions get past or they will rip at the Hole Hawg's shields and deplete your energy. This will be revealed by the horrendous screeching sounds.

● The moles are deadly. One hit from them and the game is over. You will know when one is about to attack because there is a metallic whine before you see it in the distance. Shoot frantically in the cross hairs as they move very fast and from all angles.

● When the hydrogen gauge reaches red (at the beginning of the second mission) use the flare button (C) when Ghost shouts, and the dangerous gas will be dispelled ahead of you. If you miss it, the Hole Hawg will explode!

● When you hear "recharge point!" wait until you can see the green light, then press B and the direction as quickly as possible. If you make it, an arrow will appear and you will be ushered through the energy tunnel.

RECHARGE POINTS

These are the directions of all the recharge points in the entire game. As you pass each one, cross it off. You will need to press B and either left or right as you pass under the green light. Each charge will give you at least 10,000 energy points.

1	–	**Right**
2	–	**Left**
3	–	**Left**
4	–	**Left**
5	–	**Right**
6	–	**Right**
7	–	**Left**



SHOOT THE TUBES!

At the beginning of *Sewer Shark* you are told that in order to win the game you must destroy a million pounds worth of sewer meat, but this is only the diversion for the main game which begins when Falco goes missing under mysterious circumstances. Commissioner Stenchler appears to be just a fat slob with a mad fixation for Hawaiian shorts, but he is in fact a madman trying to take over the sewers and make sure no jockeys ever make it to Solar City.

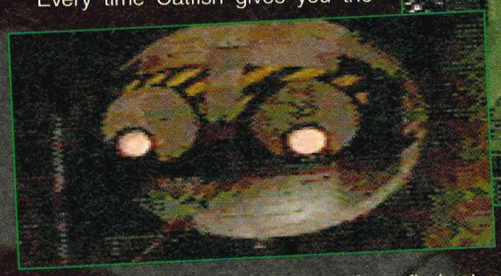


The first thing to do is get proficient at blasting the ratigators and bats for mega points. Remember to get the creatures as the tunnel bends to the right (they are high up on the walls) and make sure you remember to keep the sights low as you go through doors as ratigators tend to hide in their shadow. The ratigators are very important in this first section because they count for twice as many points as the faster moving bats. A good strategy is to keep shooting at the 'gators and the bats will often fly into your lasers (like moths they are attracted by the light!).

When you hear Catfish shouting directions, stop whatever you are doing (ignore any creatures if necessary) and watch the direction indicator at the top of the screen. When you have memorised the three jump routes, make sure you don't forget to take the next three holes or you will

either: go wildly off course (and miss the important bonuses), or crash into a grill or wall. When you miss a jump, the arrows at the top of the screen will flash red. Either get back on course or you will be destroyed. Sometimes you are given no choice.

Every time Catfish gives you the



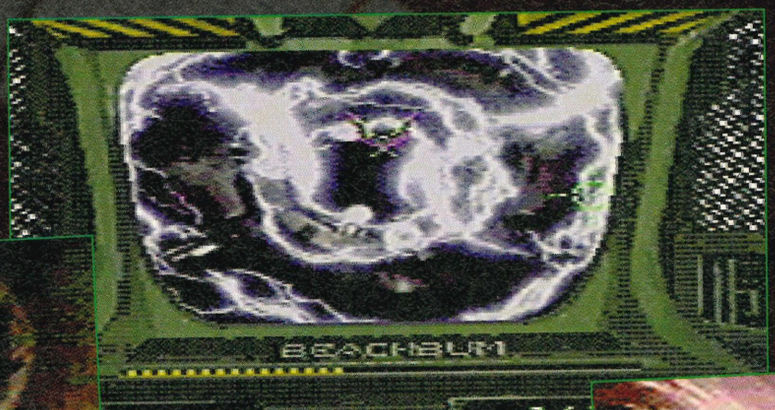
directions, he is leading you to another cluster of ratigators or bats. The points you will get from destroying them will boost your total which you must maintain, or Stenchler will fire you. Below is a list of the points in the game where Stenchler shows his ugly mug, and how many points you will need to proceed. If you get particularly excellent scores, Stenchler will be especially pleased, but who wants to make him rich while you're stuck in the sewers?

Follow Catfish through the first few jumps accurately and you should be getting the hang of the simultaneous navigating and shooting, but don't get careless. Many of the ratigators hide near the jumps and will try to distract you if you get too greedy. After Ghost shouts "nice flying, Ace", the first sewer bat will appear, but then fly off if you don't shoot it. This is just to give you an idea of what to expect – you will notice the bats are extremely fast and only worth half as many points as ratigators.

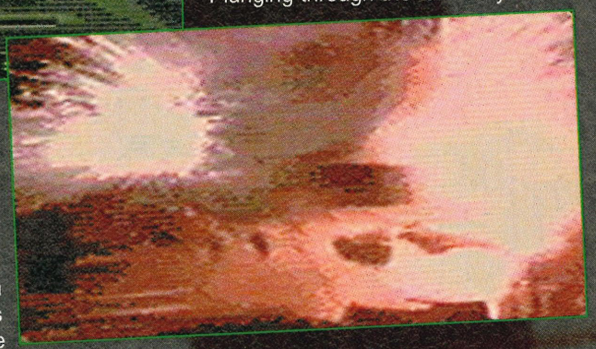
When Catfish directs you to the second collection of sewer denizens, the second jump point will lead you to a recharge point (see box for directions). Use this to refill your energy back up to over 30,000. The main bulk of this level consists of Catfish sending you to different areas where you will find plenty of monsters to mash. When you have gone through four sorties and the Hole Hawg has flown through two very tight tunnels (you will know when you reach them), Commissioner Stenchler will appear on your screen with a variety of messages depending on your performance (ha – and you thought there was just one!). If you are doing especially badly, you will be fired, but other than that, it is just varying messages of congratulation.

When you and Ghost have destroyed five sewer nests, the Hole Hawg will receive transmissions from Falco in the dreaded Sector 19 ("That's the Sewer Jockey's graveyard"). Listen to what she has to say and most importantly, REMEMBER THE JUMP DATA she gives you. You don't have the signals at the top of the screen to help you – you just have to rely on your ears. Shooting through the tubes you must follow





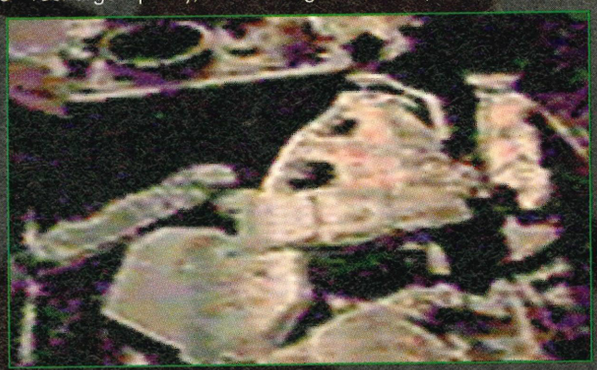
her directions to the letter. There is, however, one distraction which could prove to be your downfall. After the second jump has been made, there is another recharge point. Immediately after you have topped 'er up, the jump will appear. Don't forget the direction in the panic to get recharged. We've done it plenty of times – it is extremely frustrating to go back to the beginning after getting all the way to the interesting bits.



After the second Stenchler message (after the recharge point), Ghost will promote you to Ratbreath. Shortly afterwards, you will find your first scorpion on the left wall. Blast it for massive points. Catfish will now send you towards more ratigators which you will notice are now climbing the walls to escape. This makes it more difficult as they are continually moving targets. When you have sorted out that mess, Falco will communicate with you again – this time telling you of the 'crazy looking thing'. A few seconds later, Falco's ship is destroyed by an unknown force which you must uncover to complete the first section of the game.

Unfortunately for Ghost, you are forced to go ratigator hunting while Catfish scans for lifeforms. With your score at approximately 118,000 (if you have not yet died), you will come across Falco's shattered craft. Plunging through the tunnels you will soon discover another recharge point followed by some areas that are heavily infested with creatures. By constantly shooting here, and moving the target sight all over the screen, you will extend your score by an incredible amount. If you do especially well and destroy over 90% of the ratigators, scorpions and bats, Ghost will intervene and congratulate you.





Keep shooting the tubes until Catfish interrupts with a critical message – the confrontation with the

SCORES

STENCHLER 1

Over 35,000 tons	–	"That was fabulous kid."
Over 30,000 tons	–	"Not too bad kid."
A whole lot less	–	"Spazmo"

STENCHLER 2

Over 65,000 tons	–	"Great totals"
Over 60,000 tons	–	"Not bad, don't get cocky"
A whole lot less	–	"What are ya doin?"

STENCHLER 3

Over 150,000 tons	–	"Save you a surf board, dude!"
Over 140,000 tons	–	"Not too bad"
A whole lot less	–	"I'm gonna have to kill you, no offence"



enemy. Catfish is being chased by a killer mole droid which is used by Commissioner Stenchler to clean the tubes of Sewer Jockeys – that's what got Falco! After learning this, Ghost will take you back to the hanger where he has made some modifications to the Hole Hawg. Take our advice – when Ghost counts three, hit the fire button to blast open the doors, otherwise, Ghost will instantly dump you and it's the end of the game.



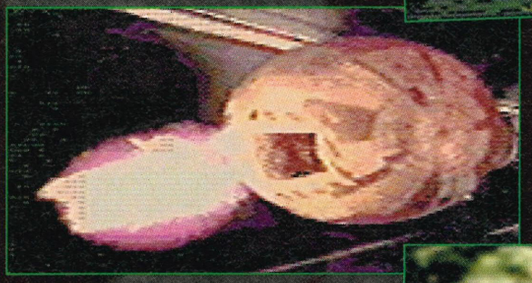
looking out for recharge points. Can you stand the pressure? Are you up to it, rookie? I'm flying with a menace to society here... shoot the tubes!

Follow the owl creature through the tubes; shooting everything and making sure you nail those jumps in time. Moles will attack during the fray and they're accompanied by a short metallic whine. Moles are a combination of orange and brown and so they should stand out beside the bright greens of the scorpions. The moles will attack head-on, spinning from the sides (but ultimately ending up in the centre) and also from behind, where they sweep round in front of you. A quick blast on the laser is all that's required, but one miss and you're dogmeat pal! You will find an early recharge point just before the hydrogen levels in the sewer reach critical point and you will be forced to use a flare (C button when Ghost shouts the warning and the gauge reads red). For a few seconds after the detonation, the tubes will be safe, but moles will soon follow up in the smoke – so stay frosty. After a while of shooting (the points don't really matter any more), Stenchler will appear in Solar City with Falco as hostage. You must get to her before the sun's rays do! Just after this critical message, Ghost is so impressed by your performance that he promotes you to the highest accolade – Beachbum! Talk about a title you can introduce yourself with, "Hi, my name's Beachbum" – I mean c'mon, sort it out!



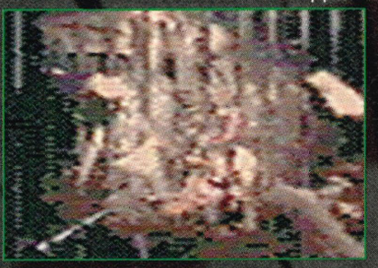
Before you leave for the sewers again, you will be promoted to Exterminator. Not bad eh? You've only been here five minutes. The aim of the second section (you will restart here from now on – hooray!) is to follow the 'crazy looking thing' through the tunnels whilst blasting all the scorpions, and more importantly, the moles. If you keep an eye on the owl-type creature, it will occasionally dive in any direction just before a sector gate. Immediately press B and the identical direction before you miss the turn. This section is tricky because you have to keep an eye on what the 'crazy looking thing' is doing, while simultaneously shooting scorpions, ratigators, moles and







Now it really gets tough as you penetrate the deeper recesses of Sector 19. The scorpions and ratigators now come in twos and threes, and the moles will attack you on corners, so anticipate the turns and keep shooting on all bends. Here you will reach another recharge point. I think the programmers want you to fire constantly here, as you will be given four or five chances to refill your tanks. When you have successfully beaten everything Stenchler has thrown at you, he will appear on your screens just before he sends in the "Chainsaw Line" – don't go to pieces on me! This section is basically loads of moles flying at you non-stop, in the hope of breeching your defences. Keep shooting in the centre of the screen and watch where the moles appear from. Most are extremely easy, but there is one which comes in low from the left, then spins all around the screen to the right. Don't be fooled, blast them all before they can touch you! If you make it – and I mean *if* – Ghost will tell you whether the ship is in good shape or not with a variety of humorous one liners.





With the Commissioner's elite







Cartridge supplied by:
Console Plus
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SUMMARY

GAME NAME: Sewer Shark
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 7,560,740
NUMBER OF LEVELS: n/a
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.

moles defeated, his army is in disarray; the only obstacles you now face are some bats which try to confuse themselves with your guide. Shoot as many as you can and don't miss the jumps as you are nearly there! The normal sewer creatures are all that you have to face now (with maybe a few rogue moles) and to help you, here is another recharge point and



Commissioner dumps some anchovy pudding over his head – it's mutiny! Unluckily for the desert island desperados, Stenchler has his brain-sucking Zerds at hand and rushes to his hut. Now you are on the last leg and look here, it's another recharge point, just as well really as the brain-sucking Zerds are on their way and you must quickly use another flare



Finally, Stenchler dispenses his dreaded Zerds which have been killing Sewer Jockeys for months. These deadly fireflies will attack the Hole Hawg head-on – no messin'. Keep shooting constantly in the middle of the screen and when they break the formation, try to keep your sights in their path. This is



you will have to deal with another hydrogen build-up.

Strange things are happening in Solar City. Right before your eyes, the bimbo assistant to the

before it's too late. As you are nearing the end of this section, watch out for a sneaky mole on a left hand bend. Keep shooting at the middle left as you go round to defeat it.



a very simple section because you should have so much energy that the few hits you may receive are easily shrugged off. There are four lots of



Zerds to defeat, then it's on to game over and Stenchler's capture. Ghost meets up with Falco (for a snog – she's not bad actually), Catfish gets a smacker from Stenchler's blond assistant, and you get to lie back in the sun and live the life of the idle rich – if only! No, for you, it's time to turn off the Mega-CD and go to bed, it's after two in the morning you know!





BUST YOUR MEGA CD!

Sewer Shark is another full solution from the masters, but we are keen to get cracking on all new CD titles. If you 've just bought Sega's latest marketing tool and are stuck on any of the games currently on offer, or if you just want to pass on tips. Send all your correspondence to us at *CD Tips, SEGA XS, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*



A: Garage




Driller killer, watch out for the missiles.
Scare Scale: 🔥


Control this buz saw for a while.
Scare Scale: 🔥🔥


Severed hand from the circular saw.
Scare Scale: 🔥🔥🔥


Kidnapped body in the boot of car.
Scare Scale: 🔥🔥🔥


The sit down mower suddenly becomes a techno nightmare!
Scare Scale: 🔥🔥🔥

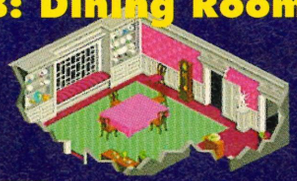

All the neatly stacked pots spill paint everywhere, then disappear.
Scare Scale: 🔥🔥🔥


The tubes on the heater break and they spurt hot steam.
Scare Scale: 🔥🔥


Guide the rat that appears, then its family will follow it.
Scare Scale: 🔥🔥🔥


A huge geyser shoots from the washer in the garage.
Scare Scale: 🔥🔥

B: Dining Room




This statue fires arrows all around.
Scare Scale: 🔥🔥🔥


A sinking chair will cause distress.
Scare Scale: 🔥


A green devil appears in the clock.
Scare Scale: 🔥


The flowers explode before your eyes.
Scare Scale: 🔥


A simple sheet becomes a ghost.
Scare Scale: 🔥


You control this gaseous ghoul.
Scare Scale: 🔥🔥🔥


Do not disturb this dozing ghost.
Scare Scale: 🔥🔥🔥


The chair becomes a pumping heart.
Scare Scale: 🔥🔥🔥


A severed limb leaps from the pot.
Scare Scale: 🔥🔥


Another sinking chair – Wooo!!
Scare Scale: 🔥


Swamp monster in the green carpet!
Scare Scale: 🔥🔥🔥

C: Hall 1




Poisonous bees attack from this tropic plant. Very scary!
Scare Scale: 🔥🔥


A large black bird emerges from the hat stand.
Scare Scale: 🔥🔥


Not a very scary picture at all, some animated antics ensue.
Scare Scale: 🔥


The guilding on the top of the door becomes a long python.
Scare Scale: 🔥🔥


These candles will begin to spark and jump erratically.
Scare Scale: 🔥


Click on this doorway and a scary spider will appear.
Scare Scale: 🔥


Fuming red steam shoots out of this suit of armour.
Scare Scale: 🔥🔥

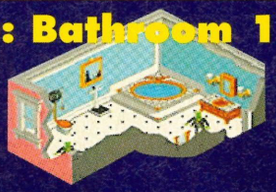

Flaming heads appear for two seconds from this bush.
Scare Scale: 🔥🔥🔥

Mansion 1



Level one is fairly straightforward, but you had better learn your tactics fast as the difficulty level on *Haunting* is incredibly steep. Use our Scare Scales.

D: Bathroom 1



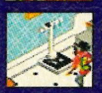

Now this is terrible! Go near this light and it stretches out.
Scare Scale: 🔥


Activate this mirror and it will spill blood all over the place.
Scare Scale: 🔥🔥


A fish with no meat on it will appear in the jacuzzi.
Scare Scale: 🔥🔥


Innocent towels become swirling ghosts when Polterguy's around.
Scare Scale: 🔥🔥


An alien from another planet appears from the plug hole.
Scare Scale: 🔥🔥🔥


Scary scales. This appliance has eyes and moves!
Scare Scale: 🔥

The toilet is crushed by a 100 ton weight.
Scare Scale: 🔥🔥

A beautiful mountain scene, that is until the avalanche comes!
Scare Scale: 🔥

E: Flo's Room

The Grim Reaper appears in the door.
Scare Scale: 🔥🔥🔥

Space aliens in a mirror near you.
Scare Scale: 🔥🔥🔥

This case fills with blood and remains.
Scare Scale: 🔥🔥🔥

A cheetah lies in wait in this chest.
Scare Scale: 🔥🔥🔥

Poor little Tweety gets toasted!
Scare Scale: 🔥🔥🔥

Wig stand becomes faceless zombie!
Scare Scale: 🔥🔥

Ghostly footprints appear in the floor.
Scare Scale: 🔥

One look and the mirror shatters.
Scare Scale: 🔥🔥

You control this skunk and its gases.
Scare Scale: 🔥🔥

This water colour's a bit too lively!
Scare Scale: 🔥

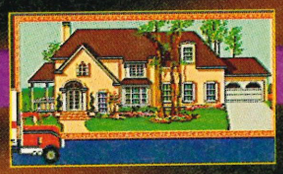
The stool becomes a huge whirwind.
Scare Scale: 🔥🔥

Scare the living daylights out of the Sardini family '*Beetlegeuse*' fashion with mutilated bodies, blood curdling screams and visitations from other planets. You are Polterguy and your mission in life... er, death, is to frighten each member out of their four mansions. As fear is the name of the game, SEGA XS presents the FULL low down on each object that you can possess. We've also given you a Scare Scale, so that you know which objects to string together for maximum effect. Happy *Haunting*!

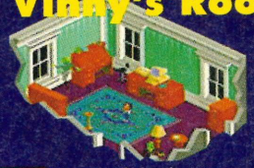
MEGA DRIVE

KONAMI ● PLATFORM SHOOT-'EM-UP

HAUNTING



F: Vinny's Room




A pool of blood in true Agatha Christie style.
Scare Scale: 🔥🔥


The panes of glass crack before your very eyes.
Scare Scale: 🔥🔥


This small gold stand suddenly bursts into flames.
Scare Scale: 🔥


A huge ghost appears from the computer printer.
Scare Scale: 🔥


A pun on computers. This mouse becomes a rat!
Scare Scale: 🔥🔥


One of Vinny's drawers fills with water and fish.
Scare Scale: 🔥🔥


Vinny's stool becomes a spinning dervish with lightning.
Scare Scale: 🔥🔥


A skeleton appears in the cabinet; scaring Vinny.
Scare Scale: 🔥🔥🔥

G: Kitchen




The table oozes blood.
Scare Scale: 🔥🔥🔥


A cat thaws out and leaps out.
Scare Scale: 🔥🔥🔥


The incredible box monster from hell!
Scare Scale: 🔥🔥


Knifes shoot out across the kitchen.
Scare Scale: 🔥🔥🔥


This is a steam ghost from the cooker.
Scare Scale: 🔥🔥


Severed head on the meat block.
Scare Scale: 🔥🔥🔥


Demon cleaner on the rampage!
Scare Scale: 🔥🔥🔥


Burning balls fly from the oven.
Scare Scale: 🔥🔥

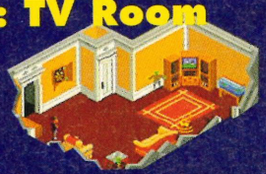

A snake attacks from the sink.
Scare Scale: 🔥


Control a spaceship from cupboard.
Scare Scale: 🔥🔥🔥


Watch out arachniphobics!
Scare Scale: 🔥🔥


Acid spills on the floor and melts.
Scare Scale: 🔥🔥

H: TV Room




Aliens scare the daylights out of you!
Scare Scale: 🔥🔥🔥


Slowly, the carpet seaps blood.
Scare Scale: 🔥🔥


The chest reveals a huge clown.
Scare Scale: 🔥🔥🔥


The old bleeding eyeball trick.
Scare Scale: 🔥🔥


Control this chair and swing it round the room before smashing it.
Scare Scale: 🔥🔥


The floor becomes a pool of molten lava.
Scare Scale: 🔥🔥🔥

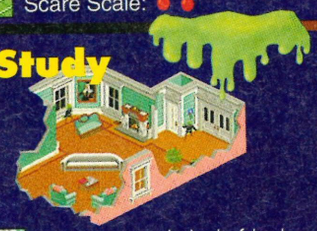

Jaws! A huge shark appears in the tiny fish tank.
Scare Scale: 🔥🔥🔥


The comfy sofa turns into a mass of spikes and barbs.
Scare Scale: 🔥🔥🔥


As you watch, the fighters on TV start to punch out of the screen.
Scare Scale: 🔥


Lip-smacking good! The armchair turns into a huge tongue.
Scare Scale: 🔥🔥

I: Study




Hung carcass on the back of the door.
Scare Scale: 🔥🔥🔥


The sofa will swallow you up!
Scare Scale: 🔥🔥🔥


An exploding lamp on the wall.
Scare Scale: 🔥


An eye appears in the clock.
Scare Scale: 🔥


The bush turns into a huge green snorting demon.
Scare Scale: 🔥🔥

Watch grandmother's head spin around *Exorcist*-style.
Scare Scale: 🔥🔥

This pot fires loads of green globules into the air.
Scare Scale: 🔥

The chair becomes a huge platforms for cannons. No balls though.
Scare Scale: 🔥🔥

Talk about getting your teeth into some heavy reading!
Scare Scale: 🔥

Bark, bark! This chair will suddenly cause a dogs head to appear.
Scare Scale: 🔥🔥

J: Hallway 2

A rook appears amongst the coats.
Scare Scale: 🔥🔥

Ooh! It's a bomb in the cupboard.
Scare Scale: 🔥

Dem bones, dem bones, dem dry bones.
Scare Scale: 🔥🔥

Fireworks from the solitary candle.
Scare Scale: 🔥

The top of the door becomes a twisted gargoyle.
Scare Scale: 🔥🔥🔥

Another sheet ghost from the fertile imaginations at EA.
Scare Scale: 🔥

The wall cracks open and a purple ghoul appears.
Scare Scale: 🔥🔥🔥

This doorway reveals a swinging bloody pendulam.
Scare Scale: 🔥🔥

Each of these candles begins to spark furiously and explode.
Scare Scale: 🔥

K: Mimmi's Room

This rope will magically begin to move and dance around like a snake charmer.
Scare Scale: 🔥

The jewellery box produces a ghostly dancer who gets knifed in the second act.
Scare Scale: 🔥🔥

A purple ghoul opens the top of the door and waves at the occupant of the room.
Scare Scale: 🔥🔥🔥

The end of the bed suddenly changes into a puffed up face who smiles menacingly.
Scare Scale: 🔥🔥🔥

Death by stereo! The midi system transforms (robots in disguise) into a sentinal.
Scare Scale: 🔥🔥

Click on this rug and it will peel back to reveal a mysterious creature.
Scare Scale: 🔥🔥

L: Tony's Room

Pick up the telescope and fling it across the room.
Scare Scale: 🔥🔥

A bloodied arm appears in the cupboard before it's severed.
Scare Scale: 🔥🔥

The end of the bed becomes a steaming great monster.
Scare Scale: 🔥🔥🔥

If you look closely, a small spaceship begins to orbit the globe here.
Scare Scale: 🔥

The stem of the guitar twists into a snake which breathes fire at anyone nearby.
Scare Scale: 🔥🔥

The ninja in the poster is pulled away by unseen hands, never to be seen again.
Scare Scale: 🔥🔥

A skull appears from the chest and spins round the room bulging its eyes.
Scare Scale: 🔥🔥🔥

M: Bathroom 2

The bath is filled with the stench of blood and a carcass.
Scare Scale: 🔥🔥🔥

The sink immediately falls to pieces when you try to possess it.
Scare Scale: 🔥🔥

This mirror will punch you in the face when you get near.
Scare Scale: 🔥🔥

Toilet humour. Try a green head down the 'S' bend.
Scare Scale: 🔥🔥

Scare Scale Key

🔥 Very tame, no chance of scaring anyone.

🔥🔥 String a few together for better results.

Use this as a guide to scaring any member of the family. Try stringing two or three together for best results.

🔥🔥🔥 Loads of gore, very sick indeed!

SEGA XS SOLUTION





A: Kitchen




Blood dripping table.
Scare Scale: 🔥🔥


A snake appears from the sink.
Scare Scale: 🔥🔥


2001: revisited in your cupboard.
Scare Scale: 🔥🔥


Two googly eyes appear in the oven.
Scare Scale: 🔥🔥🔥


The hoover falls into a chasm.
Scare Scale: 🔥


Make the kitchen into a morgue!
Scare Scale: 🔥🔥🔥


Control the flaming balls in the roast.
Scare Scale: 🔥🔥

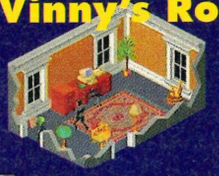

Move this nebula around the kitchen.
Scare Scale: 🔥🔥


A snowman appears in the fridge.
Scare Scale: 🔥🔥🔥


Paper bag monster rears its ugly head.
Scare Scale: 🔥


"Huge rat attacks girl in kitchen."
Scare Scale: 🔥🔥🔥

B: Vinny's Room




Send this bird to a fiery death.
Scare Scale: 🔥🔥🔥


The lamp will leap up and down.
Scare Scale: 🔥


The printer paper turns into a ghost.
Scare Scale: 🔥🔥


A huge rat leaps on the computer.
Scare Scale: 🔥🔥


The stool will once again turn into a spinning dervish with lightning.
Scare Scale: 🔥🔥


Vinny's drawers are suddenly full of bats that attack instantly.
Scare Scale: 🔥🔥🔥


Vinny's globe suddenly explodes – it's the end of the world!
Scare Scale: 🔥🔥


Possess this rocking chair and levitate it around the room.
Scare Scale: 🔥🔥


This tree will mysteriously flash with twinkling lights.
Scare Scale: 🔥


Activate the bin and a claw will appear and grasp the air.
Scare Scale: 🔥🔥

C: Lounge




Bleeding carcass hangs on the door.
Scare Scale: 🔥🔥🔥


Cracked panes of glass appear.
Scare Scale: 🔥


Cannon chairs don't actually fire.
Scare Scale: 🔥🔥


The book with added bite!
Scare Scale: 🔥


This lamp explodes violently.
Scare Scale: 🔥


The clock suddenly sprouts an eye.
Scare Scale: 🔥🔥


Fire shoots out onto the carpet.
Scare Scale: 🔥🔥


A head appears and melts instantly.
Scare Scale: 🔥🔥🔥

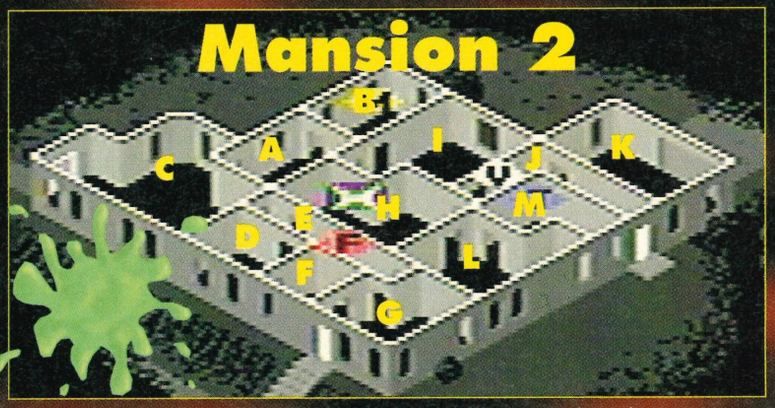

The painting sheds its skin and laughs.
Scare Scale: 🔥🔥🔥


A mysterious figure in the floor.
Scare Scale: 🔥🔥


Another spiky sofa is terrifying.
Scare Scale: 🔥🔥🔥

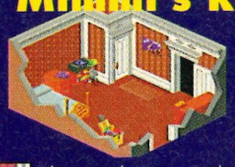

The marble becomes a black widow.
Scare Scale: 🔥🔥🔥

Mansion 2



The best way to deal with the evil Sardinis is to possess three items at once so that they cannot leave the room in the middle. Pursue them through all the rooms until they get to one with a door. This will open just before they flee.

D: Mimmi's Room



The stereo becomes a robot.
Scare Scale: 🔥🔥

A ghoul opens the top of the door.
Scare Scale: 🔥🔥🔥

Ghastly goings on, underground.
Scare Scale: 🔥🔥

Dead man falls through the door.
Scare Scale: 🔥🔥🔥

The end of the bed turns into a hideous mutant face.
Scare Scale: 🔥🔥🔥

The dancer in the jewellery box is stabbed and dies.
Scare Scale: 🔥🔥

Each of the bed posts becomes a spiky, swinging club.
Scare Scale: 🔥🔥

A multi-eyed alien will attack from the clothes basket.
Scare Scale: 🔥🔥🔥

Miraculously, the painting of the mountain will erupt.
Scare Scale: 🔥

E: Hallway 1

This plant conceals a multitude of deadly stinging bees.
Scare Scale: 🔥🔥🔥

The pop-up clown will terrify anyone who comes near.
Scare Scale: 🔥🔥🔥

Dracula is hanging in the cupboard when it opens.
Scare Scale: 🔥🔥

This hat stand will simply burst into flames.
Scare Scale: 🔥🔥

The top of the door will form into a salivating gargoyle.
Scare Scale: 🔥🔥🔥

Death will appear and cut his sythe through the air.
Scare Scale: 🔥🔥🔥

I'm sure you're quaking your boots with this animated picture.
Scare Scale: 🔥

Yes, that's right, it's the old sparking candles trick.
Scare Scale: 🔥

F: Bathroom 1

A mummy drops into the bath with a scream, and immediately fills it with blood.
Scare Scale: 🔥🔥🔥

Ooh, scary! The light fitting stretches out and pops before your very eyes.
Scare Scale: 🔥

Again, the towl rack harbours a deep secret. It is really a dancing ghost.
Scare Scale: 🔥

Time for Dyno-Rod to get rid of this alien creature in the sink. Not very scary.
Scare Scale: 🔥🔥

Stare into this mirror too long and a skeleton will appear and cackle insanely.
Scare Scale: 🔥🔥🔥

"You can't clean the toilet Neil, it'll lose all its character. What's Domestos?"
Scare Scale: 🔥🔥

G: Tony's Room

Ghoul appears in hole in wall.
Scare Scale: 🔥🔥🔥

Fire breathing snake guitar.
Scare Scale: 🔥🔥

Chest chews up rat and spits out.
Scare Scale: 🔥🔥🔥

This time, the end of the bed tries to fire a crossbow bolt at you.
Scare Scale: 🔥🔥

When you open the door to the cupboard, there is a thousand eyes.
Scare Scale: 🔥🔥🔥

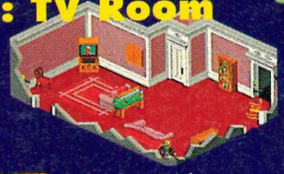
Instead of a plane in the first level, take control of the helicopter.
Scare Scale: 🔥🔥

The ninja in the poster acually leaps out slashing his sword this time.
Scare Scale: 🔥🔥🔥

This telescope will fire cannon balls rather than just spining around.
Scare Scale: 🔥🔥

This pile of clothes will run around the room; what could be causing it?
Scare Scale: 🔥

H: TV Room




This clown is a definite terror.
Scare Scale: 🔥🔥🔥


Aliens appear in the doorway.
Scare Scale: 🔥🔥🔥


An arm is severed in the swing door.
Scare Scale: 🔥🔥🔥


The sofa in this room simply explodes!
Scare Scale: 🔥🔥🔥


After a frenzied bout of swimming, the goldfish leaps up and explodes!
Scare Scale: 🔥🔥🔥


That old classic: the rocking chair. Control this animated furniture.
Scare Scale: 🔥🔥

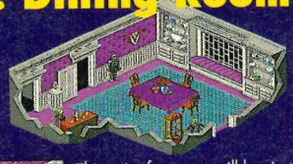

This chair begins to beat like a heart and pulses sickly.
Scare Scale: 🔥🔥


Well, this would brick me up!. Anyone for a moose head?
Scare Scale: 🔥🔥


The cover on this armchair reveals a humanoid underneath.
Scare Scale: 🔥🔥🔥

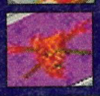

Menacing teeth appear in the floor when youpossess it.
Scare Scale: 🔥🔥

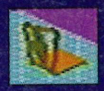
I: Dining Room




This suit of armour will begin to bleed when you inhabit it.
Scare Scale: 🔥🔥🔥


An innocent glass case fills with blood and gore.
Scare Scale: 🔥🔥


The shield on the wall becomes a devil's head.
Scare Scale: 🔥🔥


The legs of this chair disappear and it sinks.
Scare Scale: 🔥


This dish opens and a snake or finger pops out.
Scare Scale: 🔥


The top of the door becomes a writhing python.
Scare Scale: 🔥


This pot turns into a huge snake who spits fire.
Scare Scale: 🔥


Before your very eyes, the fresh flowers begin to wilt.
Scare Scale: 🔥

HELL 'N' BACK

Polterguy returns to Hell when he's run out Ectoplasm. The object is to collect all the green blobs. The red blobs are Guy's special abilities such as "Boo Doo", or "Possession." The maps are basically the same, but get progressively harder due to the number of hands coming in from the walls, bats, and a chasm creature who sucks you in. All you have to do is stay away from the walls, move quickly and leap away from the holes when they appear. The bats will always stay in one formation so move between them as they take loads of energy. Remember, you only get one chance in Hell, so avoid everything and get back to the Sardinis as fast as possible. The energy level you have is marked by your face on the left. When you're just down to your flashing eyes – it's brown trousers time! Use the jump button to reach the higher ledges and always remmeber that the hands can appear anywhere at anytime. Watch out!



J: Garage




Blood appears on the floor.
Scare Scale: 🔥🔥


Someone gets minced in the sink.
Scare Scale: 🔥🔥🔥


The car is full of body parts.
Scare Scale: 🔥🔥🔥


The drill goes mad and kills!
Scare Scale: 🔥🔥


The front wheel of the bike turns into a UFO and blasts everything.
Scare Scale: 🔥🔥


A poor victim is tied to the circular saw and cut in half.
Scare Scale: 🔥🔥🔥

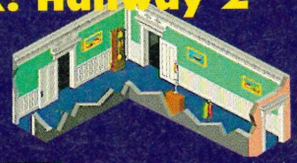

All the paint pots in the garage pour out their contents and then reform.
Scare Scale: 🔥


Oodles of slime pour out of the bin and cover the floor.
Scare Scale: 🔥🔥


The water heater becomes the prison for a small alien.
Scare Scale: 🔥


A ghoul opens the hidden door to the underground cemetary.
Scare Scale: 🔥🔥

K: Hallway 2




Cor, I'm bricking it! A cobweb, blimey, cripes how scary!
Scare Scale: 🔥


The large bird in the coat stand is back for more – he's not scared.
Scare Scale: 🔥🔥


What do you expect in a grandfather clock. A dead grandfather!
Scare Scale: 🔥🔥🔥


Now this is terrifying. The eye motifs at the top of the door turn into REAL eyeballs.
Scare Scale: 🔥


Possess the candle here and it will explode into fireworks that last for a second or two.
Scare Scale: 🔥


A man-sized hole appears and a blue ghoul with pained expression appears.
Scare Scale: 🔥🔥


The skirting here is pealed back to reveal a multi-limbed alien being.
Scare Scale: 🔥🔥

SUMMARY

GAME NAME: Haunting
TIME TO COMPLETE: 4 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 4
CHALLENGE RATING: hard

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

Cartridge supplied by:
Electronic Arts
Tel: (0753) 549442

L: Flo's Room

This chest holds a live cheetah that screeches at you.
Scare Scale: 🔥🔥🔥

One look by Flo and the mirror in his room explodes.
Scare Scale: 🔥

Flo's stool becomes a whirwind when you possess it.
Scare Scale: 🔥

A rather boring one this, the lamp produces bubbles.
Scare Scale: 🔥

Yes, that sheet looked suspicious didn't it? You were right.
Scare Scale: 🔥

Ghoul from nowhere. The wig stand holds a deadly secret.
Scare Scale: 🔥

Open the cupboard, control this skunk and release its smell.
Scare Scale: 🔥🔥

The crack opens and a worm from Dune appears. Arrrgh!
Scare Scale: 🔥🔥🔥

M: Bathroom 2

Large de-boned fish in the bath.
Scare Scale: 🔥🔥

An alien eye from the sink basin.
Scare Scale: 🔥🔥

Mark rears his head from the bog.
Scare Scale: 🔥🔥

The scales have life of their own.
Scare Scale: 🔥

Towels become ghosts. C'est La Vie!
Scare Scale: 🔥

Green Man

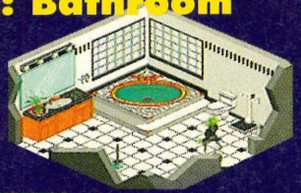
Occasionally, a green devil from Hell will appear when a Sardini has just left the room. The purpose of this little tike is to steal your Ecto. Grab the green stuff and use flying kicks on the devil. Three or four hits will dispel it back to Hell.

SEGA XS SOLUTION





A: Bathroom




As in most of the other bathrooms, these scales come alive.
Scare Scale: 🩸


This plunger can be moved all around the room.
Scare Scale: 🩸

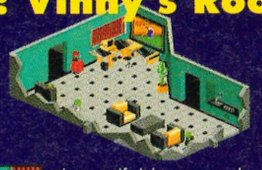

Clikc on this plant and it will become a huge man-eating fly trap.
Scare Scale: 🩸🩸


All of these electric bulbs will pop when you possess them.
Scare Scale: 🩸


This monster retrieves something from the toilet and eats it. Yeuch!
Scare Scale: 🩸🩸


A torso will be hung over the bath and minced.
Scare Scale: 🩸🩸🩸

B: Vinny's Room




These golf clubs are smashing.
Scare Scale: 🩸🩸


The sink fills with blood.
Scare Scale: 🩸🩸🩸


A creature pushes up the floor tiles.
Scare Scale: 🩸🩸


The cactus is sliced in half.
Scare Scale: 🩸🩸


Possess the glasses and they all fly off the shelf and smash.
Scare Scale: 🩸🩸


Animate the gold plane and you can drop bombs all over the place.
Scare Scale: 🩸

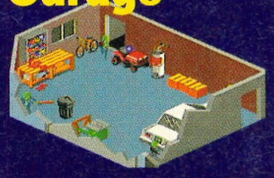

Watch Vinny Sardini get his head cut clean off by a guillotine!
Scare Scale: 🩸🩸🩸


The VDU is warped and a ghoul appears on the new screen.
Scare Scale: 🩸🩸🩸


The golfer in the picture lets loose with a "four" through the glass.
Scare Scale: 🩸🩸🩸


The stool becomes an energy zapping robot.
Scare Scale: 🩸🩸🩸

C: Garage




A splat of blood on the wall.
Scare Scale: 🩸🩸


Control this flying saw blade.
Scare Scale: 🩸🩸


The boxes become a coffin.
Scare Scale: 🩸🩸🩸


Something brown dies here.
Scare Scale: 🩸🩸🩸


The shelves turn intoa grate with eyes.
Scare Scale: 🩸🩸


Police lights on the car!?
Scare Scale: 🩸🩸


Set fire to this pile of rags and petrol.
Scare Scale: 🩸🩸🩸


An eeire shadow appears here.
Scare Scale: 🩸🩸


This door will shrink when possessed.
Scare Scale: 🩸


The bike tyre becomes a snake.
Scare Scale: 🩸🩸


This turns into an alien craft.
Scare Scale: 🩸🩸


The bin turns into a large spaceship.
Scare Scale: 🩸🩸


Take control of this spiked club.
Scare Scale: 🩸🩸🩸

Mansion 3



An important thing to remember is that if you can control an object, try and push the Sardini in the direction you want them to go, such as the exit.

D: Entrance Hall




A ping pong bat appears in the light.
Scare Scale: 🩸


Create an eyeball in this doorway.
Scare Scale: 🩸


A small demon in the coat stand.
Scare Scale: 🩸


Watch a mummy sit up here.
Scare Scale: 🩸🩸

The rug drops into a hole and this green ghoul flies around.
Scare Scale: 🩸🩸

Can you hear the sea? Probably not as this is full of tongue.
Scare Scale: 🩸🩸

A pirate skull will shoot out of this small box.
Scare Scale: 🩸🩸

Cor, a flying starfish! Not very scary really.
Scare Scale: 🩸

Polterguy can enter the water and create a demon.
Scare Scale: 🩸🩸🩸

E: Music Room

This bag is really an alien.
Scare Scale: 🩸🩸

Click on the floor and a chasm appears.
Scare Scale: 🩸🩸🩸

Lightning from the doorway.
Scare Scale: 🩸🩸

The plant turns into a face.
Scare Scale: 🩸🩸

The second plant just explodes!
Scare Scale: 🩸🩸

The teddy is decapitated.
Scare Scale: 🩸🩸🩸

Twilight Zone music plays.
Scare Scale: 🩸🩸🩸

A ghoul climbs out of the ottomon.
Scare Scale: 🩸🩸🩸

The lamp leaps up and down.
Scare Scale: 🩸

Pickled heads in the glass cases.
Scare Scale: 🩸🩸🩸

The doorway hides a sea horse.
Scare Scale: 🩸

A nose appears – you can guess it.
Scare Scale: 🩸🩸🩸

F: Dining Room

These chairs bend!
Scare Scale: 🩸

There's a dead body in this trolley.
Scare Scale: 🩸🩸🩸

Certain plants explode. Like this!
Scare Scale: 🩸

Another man-eating plant to tackle.
Scare Scale: 🩸🩸

This is a drawer full of green eggs.
Scare Scale: 🩸

The floor will be cut open here.
Scare Scale: 🩸🩸

Cause these knifes to fly around.
Scare Scale: 🩸🩸

Sinking chair feeling.
Scare Scale: 🩸

Posses the lamp and make it droop.
Scare Scale: 🩸

Gosh! A roasted dog on the plate!
Scare Scale: 🩸🩸🩸

Severed limbs in the drawer.
Scare Scale: 🩸🩸

G: Kitchen

Alien grubb in the fridge.
Scare Scale: 🩸🩸🩸

Blood dripping table.
Scare Scale: 🩸🩸

This plate turns into an alien egg.
Scare Scale: 🩸

Bricks hurl from this cupboard.
Scare Scale: 🩸🩸🩸

A burning body in the cooker.
Scare Scale: 🩸🩸

Hand with dagger in the sink.
Scare Scale: 🩸🩸🩸

Octopus soup for tea anyone?
Scare Scale: 🩸🩸

Classic rat in the blender gag!
Scare Scale: 🩸🩸🩸

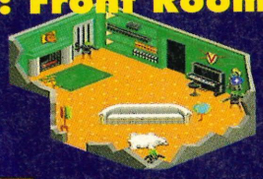
This drawer contains severed heads.
Scare Scale: 🩸🩸🩸

An alien spider in the drawer.
Scare Scale: 🩸🩸🩸

All the food spills on the floor.
Scare Scale: 🩸

The case of the swapping shopping!
Scare Scale: 🩸🩸

H: Front Room




The ball flies off the coat stand.
Scare Scale: 🔥


This cuddly bear blows smoke rings.
Scare Scale: 🔥🔥


All the books fly off the shelves.
Scare Scale: 🔥


An innocent shield turns into a cannon.
Scare Scale: 🔥🔥


The suit of armour collapses.
Scare Scale: 🔥🔥


A stool becomes a drum stool
Scare Scale: 🔥


Possess the globe and it explodes!
Scare Scale: 🔥🔥

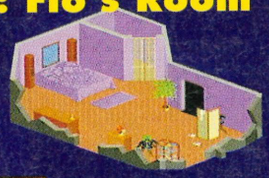

Grrrr, grizzly bear!
Scare Scale: 🔥🔥


Thank god for Habitat sofa coffins.
Scare Scale: 🔥🔥🔥


Magical flames in the grate.
Scare Scale: 🔥


That old chestnut, the animated chair.
Scare Scale: 🔥🔥

I: Flo's Room




The glass case fills with acid.
Scare Scale: 🔥🔥🔥


An alien blob on the floor.
Scare Scale: 🔥🔥


The rug will spill loads of bones.
Scare Scale: 🔥🔥


This pot will create a demon face.
Scare Scale: 🔥🔥


This sheet will become a ghost.
Scare Scale: 🔥🔥


The ghoul under the bed.
Scare Scale: 🔥🔥


A smashed mirror means aliens get in.
Scare Scale: 🔥🔥🔥


The doorway gets a pumpkin
Scare Scale: 🔥🔥🔥


An anvil crushes a poor rabbit.
Scare Scale: 🔥🔥🔥


Red demon emerges from the wig.
Scare Scale: 🔥🔥


Faces, faces everywhere.
Scare Scale: 🔥🔥

J: Sauna




Extremely gory! The bath fills with blood and a skeleton.
Scare Scale: 🔥🔥🔥


Instead of blood, the shower disappointingly spurts bubbles.
Scare Scale: 🔥🔥


The green claw monster from Hell lurks in this sink unit.
Scare Scale: 🔥🔥

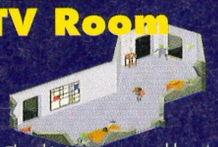

Try possessing the coals in the sauna and the Sardini will be engulfed by an evil ghost.
Scare Scale: 🔥🔥🔥


This shower head will create a bolt of lightning. Luckily, this wil generate 1.21 gigawatts.
Scare Scale: 🔥


Shining fashion, this strange lady looks normal enough, but will open her skin if pushed.
Scare Scale: 🔥🔥🔥


No bog monsters here. A severed arm will fly out and bounce all over the room.
Scare Scale: 🔥🔥🔥

K: TV Room




The skirting opens and here's an alien!
Scare Scale: 🔥🔥


Another firework candle.
Scare Scale: 🔥


The glowing man in the doorway.
Scare Scale: 🔥🔥


Fireball from the Picasso.
Scare Scale: 🔥


A flower grows out of the light.
Scare Scale: 🔥🔥


Possess the floor and create lava.
Scare Scale: 🔥🔥🔥


The floor produces a shark's fin.
Scare Scale: 🔥🔥

A cowboy skeleton blasts everything.
Scare Scale: 🔥🔥🔥

Slime pours under the door.
Scare Scale: 🔥🔥

An alien ship comes from the door.
Scare Scale: 🔥

The aeriel flies around then stabs.
Scare Scale: 🔥🔥

The ballerina gets knifed.
Scare Scale: 🔥🔥

L: Mimmi's Room

A ghoul will try to escape this box if you possess it.
Scare Scale: 🔥🔥

The clown from Stephen King's "It" makes an appearance.
Scare Scale: 🔥🔥🔥

This cupboard contains an axe-wielding maniac forearm.
Scare Scale: 🔥🔥

Mimmi's teddy will explode if you tamper with it.
Scare Scale: 🔥🔥

Flowers will miraculously grow in this pot.
Scare Scale: 🔥

An obvious target, the floor will open up; revealing raw magma.
Scare Scale: 🔥🔥🔥

Pull open the door to reveal an impaled torso dripping blood.
Scare Scale: 🔥🔥🔥

After somekicking and punching, the TV blows a fuse.
Scare Scale: 🔥

M: Pool Room

A swarm of bees come out of this.
Scare Scale: 🔥🔥

The pool cues shoot skywards.
Scare Scale: 🔥🔥

You can direct the flying CDs.
Scare Scale: 🔥

An American football smashes out.
Scare Scale: 🔥🔥

No, it's not a dartboard – it's a huge lion's head!
Scare Scale: 🔥🔥🔥

Shoot down the pool table and all the balls fly out.
Scare Scale: 🔥🔥

If you activate the floor, this clown will appear; spraying green.
Scare Scale: 🔥🔥🔥

A basketball player rips off his own head and slam dunks it!
Scare Scale: 🔥🔥🔥

The second coin-op reveals a tank which you can shoot with.
Scare Scale: 🔥🔥🔥

N: Lounge

The doorway has a blob monster.
Scare Scale: 🔥🔥

Sofa spurting loads of blood.
Scare Scale: 🔥🔥🔥

Landscape melts in this painting.
Scare Scale: 🔥

This teddy can be turned into a devil.
Scare Scale: 🔥

A giant set of fingers are gillotined in this bookcase.
Scare Scale: 🔥🔥🔥

The chair busts open to reveal a giant ravenous rat.
Scare Scale: 🔥🔥🔥

Each of the two trees turn into an octopus.
Scare Scale: 🔥🔥🔥

Click on the near wall (not an object) for a scorpion.
Scare Scale: 🔥🔥

This rocking chair will spin through 360°.
Scare Scale: 🔥🔥

O: Tony's Room

The pillow will inflate in front of you.
Scare Scale: 🔥

Tony's guitar bounces up and down.
Scare Scale: 🔥🔥

The bed turns intro a steam monster.
Scare Scale: 🔥🔥🔥

Tony's stereo drops through the floor.
Scare Scale: 🔥🔥

Missiles fire from the speakers of the stereo.
Scare Scale: 🔥

Instead of spinning, this telescope fires cannon balls.
Scare Scale: 🔥🔥

The doors are pushed aside to reveal a huge arm.
Scare Scale: 🔥🔥

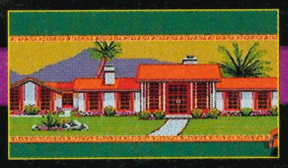
Tony's marionette dances, then gets strangled by its own strings!
Scare Scale: 🔥🔥🔥

If you animate the fan you can spin it al over the place.
Scare Scale: 🔥🔥

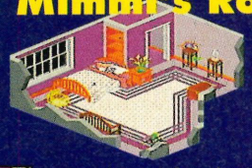
When you flick the switch, the lights go out and it's all very scary.
Scare Scale: 🔥🔥

SEGA XS SOLUTION





A: Mimmi's Room




A cheetah growls from the chest.
Scare Scale: 🔥🔥


The bird cage explodes!
Scare Scale: 🔥🔥🔥


A human fly on the bed.
Scare Scale: 🔥🔥🔥


A mummy gets up from the chair.
Scare Scale: 🔥🔥


The lamp begins to produce bubbles.
Scare Scale: 🔥

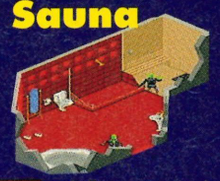

Take control of a shark fin and move it all over the room.
Scare Scale: 🔥🔥


This spider will dangle down when you invoke it.
Scare Scale: 🔥


Again, this plant will grow a head and laugh.
Scare Scale: 🔥🔥


The shell in Mimmi's room will stick its tongue out.
Scare Scale: 🔥🔥

B: Sauna




A fluffy bunny is crushed mercilessly by an huge anvil. Ha!
Scare Scale: 🔥🔥🔥


What kind of weird creature lives in the sink?
Scare Scale: 🔥🔥


Go too near the toilet and this happens. Very scary.
Scare Scale: 🔥🔥🔥

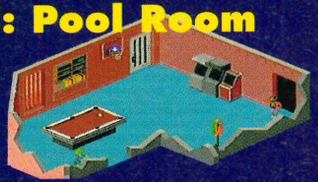

The mirror shatters at your command, who says it's not a good thing to be a ghost?
Scare Scale: 🔥


The sauna coals will be flung at anyone you choose when you select them.
Scare Scale: 🔥🔥


Send the roll of Andrex sailing across the floor with one press of the A button.
Scare Scale: 🔥


Activate the floor and a tombstone appears. Chilling, Hitchcock suspense.
Scare Scale: 🔥🔥🔥

C: Pool Room




Each CD can be shot out of the player.
Scare Scale: 🔥


A bike will crash out of a coin-op.
Scare Scale: 🔥🔥🔥


The pool cues crash down.
Scare Scale: 🔥🔥


Basketball hoop combusts.
Scare Scale: 🔥🔥🔥


Possess the pool pocket and all the balls will fly out.
Scare Scale: 🔥🔥


The white ball will turn into a gun-toting psycho granny.
Scare Scale: 🔥🔥🔥


A ghostly figure will creep out of the floor.
Scare Scale: 🔥🔥


A lightning cloud will appear in the doorway and strike!
Scare Scale: 🔥🔥

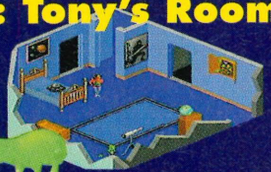

One of the coin-ops reveals a tank which you can control.
Scare Scale: 🔥🔥

Mansion 4



The last level is tougher than ever. How much Ecto have you got left? Not much I bet, so you are gonna have to get rid of the Sardini's very quickly.

D: Tony's Room

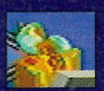



An eyeball with blood pouring out.
Scare Scale: 🔥🔥🔥


The amazing pop-up clown.
Scare Scale: 🔥🔥🔥


Crossbow bed end.
Scare Scale: 🔥🔥


Walking socks from the cupboard.
Scare Scale: 🔥


The globe in this room will melt and spill its contents.
Scare Scale: 🔥


The Grim Reaper. It's always fun, fun, fun when Death's around.
Scare Scale: 🔥🔥🔥


Tony's room now has you able to control a spinning telescope.
Scare Scale: 🔥🔥


The UFO on the bed can be made to shoot ray beams.
Scare Scale: 🔥🔥🔥

The ninja in the poster will leap out and attack anyone.
Scare Scale: 🔥🔥

E: Sitting Room

Jump into the chair and it bends all over the place.
Scare Scale: 🔥

Someone is cutting through the floor with a saw.
Scare Scale: 🔥

Devil's head appears on the shield.
Scare Scale: 🔥🔥

The tree in the hall suddenly sprouts heads.
Scare Scale: 🔥🔥

Mysterious footprints in the sitting room floor. What can be causing them?
Scare Scale: 🔥

A head appears on the sofa and then melts into the floor before your very eyes.
Scare Scale: 🔥🔥

This little pot begins to spit small green balls at your command.
Scare Scale: 🔥

F: Front Room

The cowboy skeleton in the doorway.
Scare Scale: 🔥🔥🔥

Let's guillotine dad!
Scare Scale: 🔥🔥🔥

This lamp bounces up and down.
Scare Scale: 🔥

Fingers are severed in the trap.
Scare Scale: 🔥🔥🔥

Patch of fire on the floor.
Scare Scale: 🔥🔥🔥

Control this flying saucer.
Scare Scale: 🔥🔥

Smash this plane against the wall.
Scare Scale: 🔥🔥

The back of the chair forms a man.
Scare Scale: 🔥🔥🔥

Robbie the robot stereo effect.
Scare Scale: 🔥🔥

A stoool becomes a blasting robot.
Scare Scale: 🔥🔥

UFO bycicle wheel attacks.
Scare Scale: 🔥

G: Kitchen

Plate becomes an alien saucer.
Scare Scale: 🔥

Planets collide in the cupboard.
Scare Scale: 🔥🔥

Burnt body in the cooker.
Scare Scale: 🔥🔥🔥

Dagger dripping blood in sink.
Scare Scale: 🔥🔥

Burning creature in the cupboard.
Scare Scale: 🔥🔥

All the contents of the fridge spills out and melts.
Scare Scale: 🔥🔥

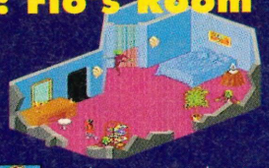
A huge snotting nose appears in one of the doors.
Scare Scale: 🔥🔥

Each plate is smashed in turn by coconuts.
Scare Scale: 🔥🔥

The entire contents of the cupboard begins to shift around.
Scare Scale: 🔥🔥

Octopus in the pot for dinner.
Scare Scale: 🔥🔥

H: Flo's Room




An alien appears in the mirror.
Scare Scale: 🔥🔥🔥


The light falls revealing a bat.
Scare Scale: 🔥


The door has disappeared!
Scare Scale: 🔥


A dog loses control on the bed.
Scare Scale: 🔥🔥


Flo's tree is engulfed by twinkling lights.
Scare Scale: 🔥🔥

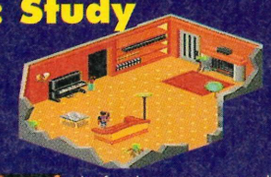

The glass case fills with bubbling acid and bodies.
Scare Scale: 🔥🔥🔥


A swamp monster splashes around in the carpet.
Scare Scale: 🔥🔥


The bed lamp begins to pump out bubbles.
Scare Scale: 🔥


Vanity stool becomes spinning whirlwind.
Scare Scale: 🔥🔥

I: Study




The fireplace roars magically without any matches in sight.
Scare Scale: 🔥🔥


The tall light flops down when you possess it.
Scare Scale: 🔥


Without provication, the books begin to fly off the shelves.
Scare Scale: 🔥


Who is playing the magic piano?
Scare Scale: 🔥

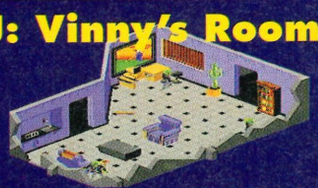

Watch out, this globe explodes – it's the big bang!
Scare Scale: 🔥


Each of the light fittings stretches with a skull on the end.
Scare Scale: 🔥


This marble table becomes a huge black widow spider.
Scare Scale: 🔥🔥🔥


Spiky sofa, try before you buy.
Scare Scale: 🔥🔥

J: Vinny's Room




Vinny's sink is filled with blood and guts as they watch.
Scare Scale: 🔥🔥🔥


Something is under the floor, pushing up the tiles.
Scare Scale: 🔥


Vinny's stool becomes a drum stand.
Scare Scale: 🔥🔥


One by one, the glasses are smashed to the floor.
Scare Scale: 🔥🔥

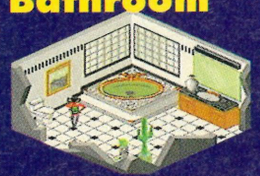

Animate this club and swing it around the place menacingly.
Scare Scale: 🔥🔥


An arm is severed by the revolving bookcase.
Scare Scale: 🔥🔥🔥


Look out for the huge rat in the chair – too late!
Scare Scale: 🔥🔥🔥


Vinny's computer developes eye strain.
Scare Scale: 🔥🔥🔥

K: Bathroom




The catcus is spilt in half.
Scare Scale: 🔥


A green alien head will appear here.
Scare Scale: 🔥


Look out for the clown head!
Scare Scale: 🔥🔥🔥


The gross toilet monster.
Scare Scale: 🔥🔥🔥


Water pours out of the painting.
Scare Scale: 🔥

L: Entrance Hall




With a flick of the wrist, change the fountain to blood red and scream.
Scare Scale: 🔥🔥


The suit of armour gushes blood if you possess it quick enough.
Scare Scale: 🔥🔥🔥


This cabinet fills with blood and remains – it's enough to make your blood curdle.
Scare Scale: 🔥🔥🔥


Look out for the dead grandfather in this grandfather clock. He hits the ground hard.
Scare Scale: 🔥🔥🔥


This large bird is enough to give anyone the heeby jeebies!
Scare Scale: 🔥🔥

A large nose appears in the wall and discharges its contents on the floors. Lovely!
Scare Scale: 🔥🔥🔥

M: Garage

Someone gets minced in the waste disposal unit.
Scare Scale: 🔥🔥🔥

The boot opens and is full of body parts and gore.
Scare Scale: 🔥🔥🔥

An old friend pops in from the old Indian burial ground.
Scare Scale: 🔥🔥🔥

A patch of oil becomes a large hairy claw when you control it.
Scare Scale: 🔥🔥

Click on the door and it will disappear.
Scare Scale: 🔥🔥

All the paints will spill out on the work bench, the reform.
Scare Scale: 🔥🔥

A ghostly figure (without a body) will begin riding the bike.
Scare Scale: 🔥🔥

A pair of legs will begin walking across the garage, then spill out.
Scare Scale: 🔥🔥🔥

N: Dining Room

The trolley is full of burning remains and carcasses.
Scare Scale: 🔥🔥

Possess this chair and it goes all floppy, not terrifying!
Scare Scale: 🔥

A large cat spectre appears in the door when you click on it.
Scare Scale: 🔥🔥🔥

The floor can be possessed. When you do it, a large green spitting clown will appear.
Scare Scale: 🔥🔥🔥

All of the Sardini's best silver is rolled into a ball and fired at whoever's in range.
Scare Scale: 🔥🔥🔥

A gaseous spirit forms over the trophies and attacks passers by.
Scare Scale: 🔥🔥

Flo's head is on a platter! This is a truly gruesome sight, no make-up at all. Yeuch!
Scare Scale: 🔥🔥🔥

O: Lounge

An arm is severed by the revolving bookcase.
Scare Scale: 🔥🔥

Each of the chairs becomes a cannon platform.
Scare Scale: 🔥🔥

The tall light suddenly becomes a huge eyeball.
Scare Scale: 🔥

This small pedastal will erupt into flames when possessed.
Scare Scale: 🔥

Click on the doorway and a cobweb will appear.
Scare Scale: 🔥

This pot lifts and a cobra appears inside.
Scare Scale: 🔥

You get to control a U-boat under the carpet sea.
Scare Scale: 🔥

A large Dunesque worm rips through the floor here.
Scare Scale: 🔥🔥🔥

Hell Creature

This is it. Polterguy must now get past the hell creature so that he can rest in peace. Throw bombs at the first creature and avoid the fireballs. Kick the green heads and then throw bombs continually at the smaller demons.

WET 'N' WILD!

YOUR LAST CHANCE TO WIN A £5,000 JET SKI!

PRIZE PASSWORD



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.

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?



THE RULES

This is your last chance to win the Jet Ski. It will be won at the end of this issue! Now that you have the three code cards that were included in issues one, two and three of SEGA XS, you should also have the three passwords obtained by ringing (0891) 445955 (36p a minute cheap rate, 48p at all other times – get permission before calling) after each issue went on sale. With all three cards in tow, send them to us at *XS Wet 'n' Wild competition, SEGA XS, 124 Old Christchurch Road, Bournemouth BH1 1NF.* All entries must be in by 19 Nov. Only three VALID passwords with three cards will be accepted. What are you waiting for? Get those entries in now for a chance to win the prize of a lifetime!



LAST CHANCE TO WIN... RING 0891 445955 NOW!

CHEATS / TIPS / CHEATS

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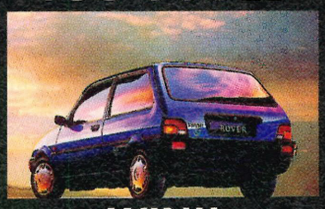
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RULES
Closing date is November 12th 1993. Only 1 entry per person. No employees of Paragon Publishing or Inter-Mediates may enter. No correspondence will be entered into and the editors decision is final. You will be sent club details from Special Reserve if you enter this competition. Entry to this will be your acceptance of these rules.

Level



The best way to get through this level is to run as fast as possible whilst using your double right and B attack. If you time it corrrectly, as you crash into the enemy with this flashing attack, you will be invincible from their attack.

Stand well back from the ninjas waiting in the branches of the trees. Jump up and throw a few shuriken to bring them down.

This ninja shoots boomerang magic at you, but if you're quick enough, you can finish him off before his firepower returns to get you. Shoot him quickly to knock him out.



Red ninjas dive out of the treetops and chase you across the level. Stop and shoot them or they'll annoy you for the whole level.

The first two of these giant waiting ninjas can be defeated in the same way. Jump over their shots, then rapidly shoot three shurikens where it hurts.

To climb this giant igneous intrusion, jump into the walls and bounce left to right, pressing the jump button as you touch the walls.

Level 1-2

This level has Joe climbing along rope ladders to cross bottomless ravines. Watch out for the hidden levels that contain useful power ups.



Look up before jumping off the rope and you will see the entrance to a secret cave. Jump into it for extra magic.

These giant ninjas are the same as before. Hop over their magic and blast 'em!

Hidden at the end of this rope ladder is another secret cave. Enter to get an extra life.



A number of enemies lie in wait for Joe along this cave. A series of spin attacks will take out any offending marauders.

Level 1-3

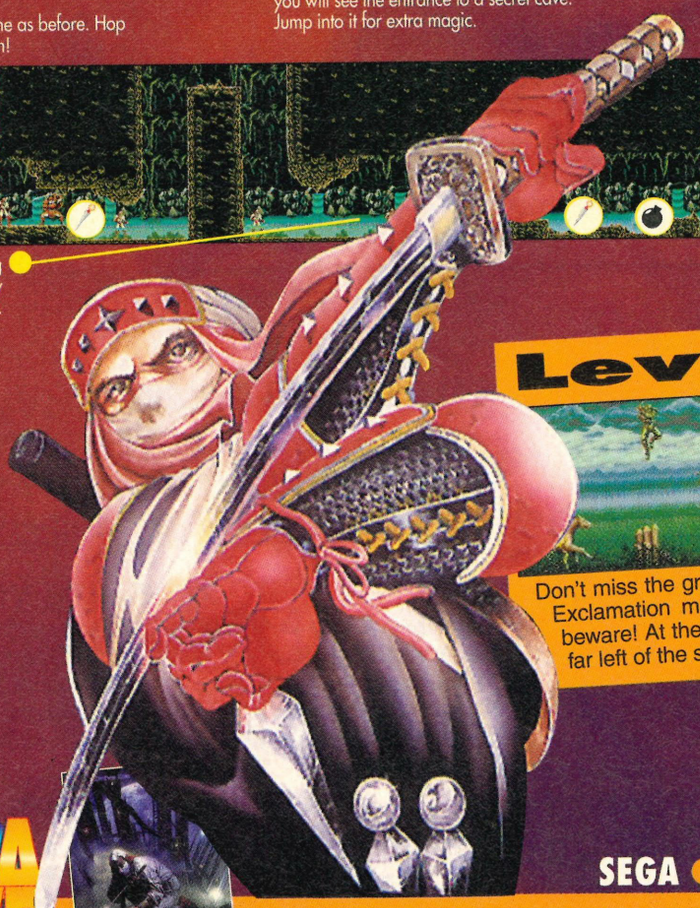


This boss is rather dopey! Go up close so that he lowers his guard, then shoot him once. He'll then charge, so leap over him, before approaching him again.

Level 2-1



Don't miss the great number of power-ups in this level. Exclamation marks warn of approaching fences so beware! At the end, shoot the spears and wait at the far left of the screen to shoot down the boss.



MEGA DRIVE

SEGA ● ARCADE ADVENTURE

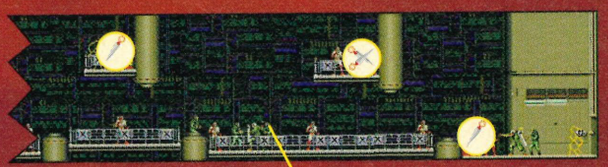
SHINOBI III

Is it the mild mannered janitor? Could be! Joe Musashi is back in this thigh-slapping feast of ninja fighting. Arch enemy Zeed and his band of super ninjas, with yet another world domination plot, are intent on earth destruction. SEGA XS present the complete solution to this challenging mixture of platform and scrolling shoot-'em up action.

This level is stuffed with waiting enemies so be prepared to use Joe's spin-attack to clear the screen of trouble.

To get to this platform, you must run at full speed from the one on the right then perform a second jump in mid-air.

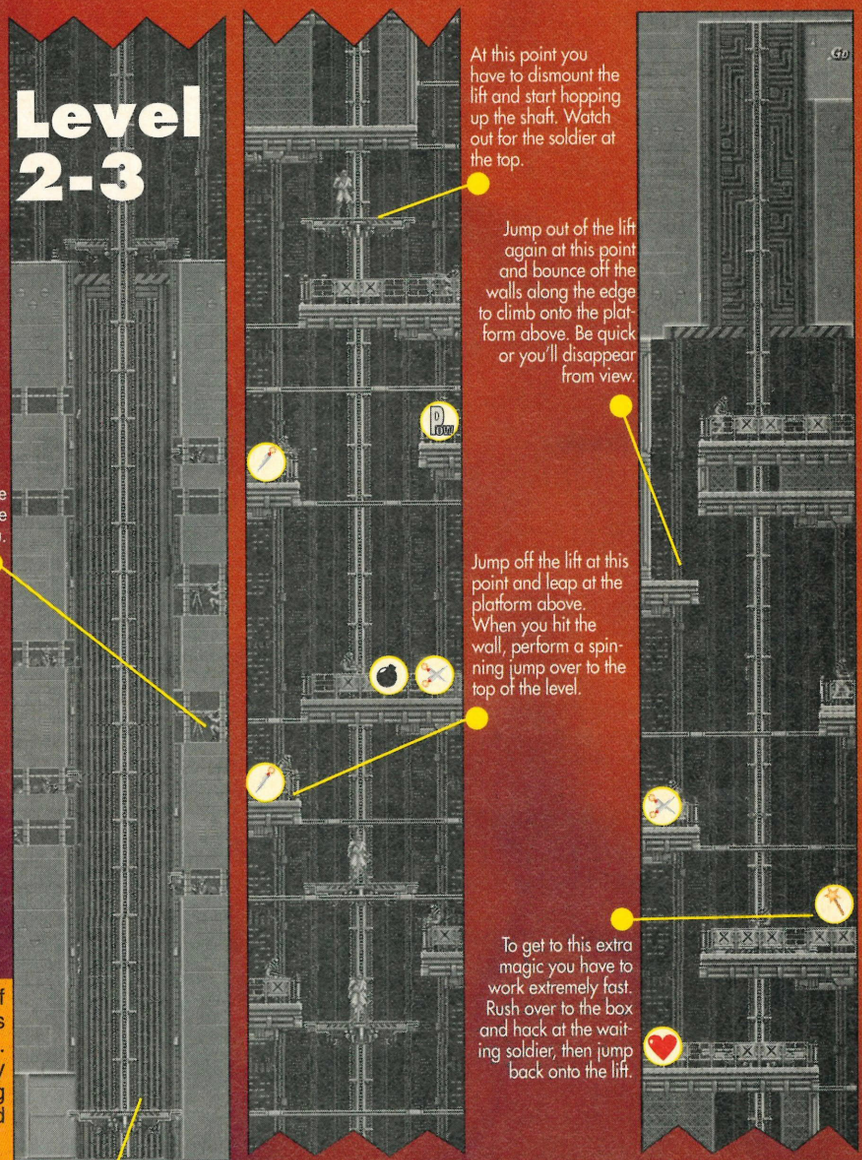
Level 2-2



Amongst this crowd of enemies is a guy with a welder's shield. He's best disposed of with a flying kick.

These gunners apppear as you rise up the lift shaft. Jump up and shoot them before they get the chance to do the same to you.

Level 2-3



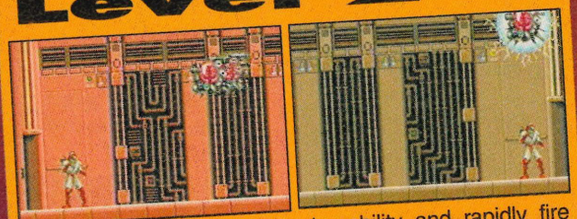
At this point you have to dismount the lift and start hopping up the shaft. Watch out for the soldier at the top.

Jump out of the lift again at this point and bounce off the walls along the edge to climb onto the platform above. Be quick or you'll disappear from view.

Jump off the lift at this point and leap at the platform above. When you hit the wall, perform a spinning jump over to the top of the level.

To get to this extra magic you have to work extremely fast. Rush over to the box and hack at the waiting soldier, then jump back onto the lift.

Level 2-4



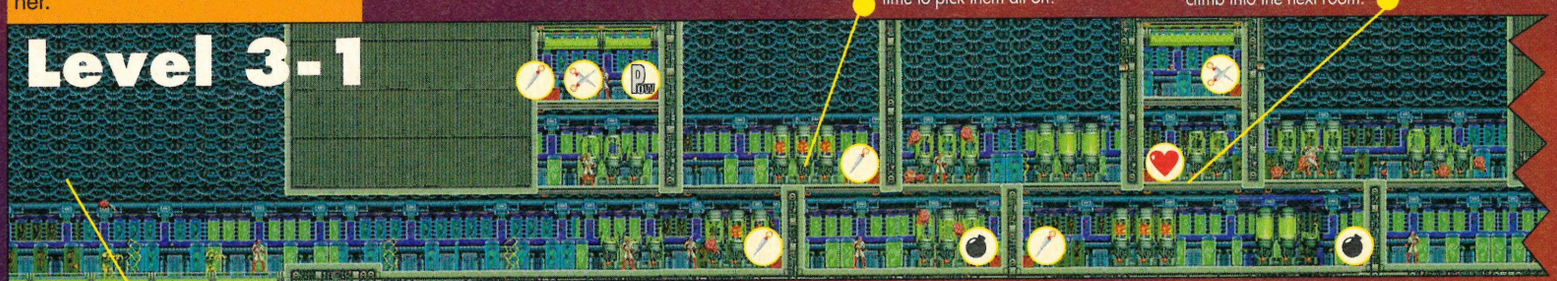
Use Ikazuchi magic for invulnerability and rapidly fire shurikens at the boss. Save your ammo when it's surrounded by his shield. After a while the screen will wobble and direction control reverses. Be warned!

This level can be tricky if you're not prepared for what's about to come up on screen. Joe has to perform some nifty manoeuvres to avoid getting squashed between the lift and approaching platforms!

Although a lift level, Joe spends remarkably little time actually on the lift! Leaping off platforms and clinging to the walls is the order of the day.

This level is Zeed's genetic research lab. Brains in vats come leaping out of their containers to attack our poor hero. A swift stab to the medial forebrain bundle sends them gibbering in the corner.

Level 3-1



By creeping slowly, only one brain at a time will be released, giving you time to pick them all off.

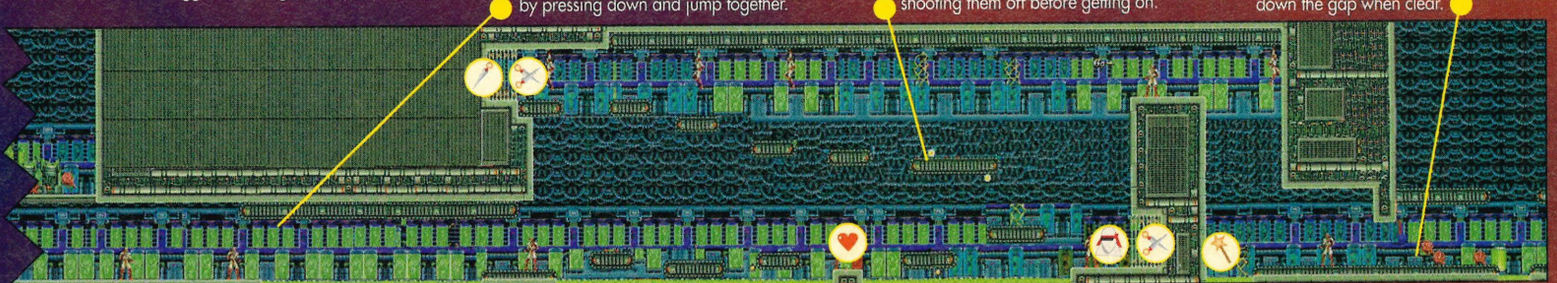
To get into the rooms above, jump onto the ceiling. Jump up and Joe will climb into the next room.

Green monsters emerge from the slime and shoot green snot at you. A couple of daggers is enough to de-jellify them.

Jump up to grab hold of this conveyor belt and drop off onto the belt at the end by pressing down and jump together.

Some of the conveyor belts possess sparks. Make your life easier by shooting them off before getting on.

Wait at the far left and allow the vats to fall and smash on the floor. Shoot all the brains then jump down the gap when clear.





A strange product of Zeed's genetic engineeering lurks in this cave. By running as fast as possible you will stay clear of his laser sight and out of trouble.

Level 3-2



As you near these claws, a crab-like beast rises to pinch Joe in the happy sacks. If it succeeds, duck down and shoot it until it lets go.

The boss' crosshair pursues you across the entire level. Pause too long and it locks on so that you cannot escape.



Make sure you pick up these power-ups along your way – you'll probably be running low at this point.

This is the boss waiting for you in the next cave. Meanwhile he's doing his best to fire laser bolts at you. Run away!!

OBJECT KEY

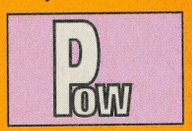
On his travels, Joe finds a variety of boxes containing some very useful items. Amazing what people throw away!



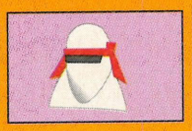
Small power-up. Restores Joe's health by about one half.



Large power-up. Restores our ninja boy to his full strength.



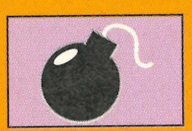
Turns Joe's shurikens into flaming weapons of death.



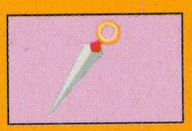
Extra Life. Always hard to find, but worth the hunt.



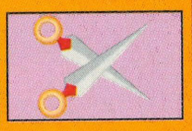
Extra magic. Also hidden in out of way places.



Bomb. Don't hang around or these will blow up in your face!



Gives you five extra shurikens.



20 shurikens.

Level 3-3



This genetic foul-up is quite easy to beat. Use Fushin magic to jump clear of its hand, then shoot its eyes as soon as they are open. Duck under its laser bolts.

Level 4-1



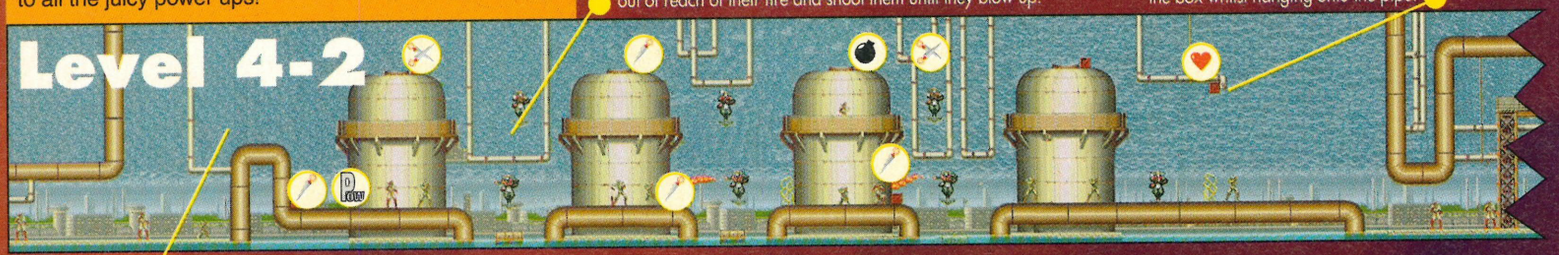
Ninja surfing! This scrolling level is excellent for power-ups. The boss at the end has two methods of attack which leave it vulnerable to your shurikens. Jump over the mines and duck under its fire bolts and attack!

One of the longest levels. Use the map to find your way to all the juicy power ups!

Level 4-2

These flying flamethrowers have a very short range, so stand out of reach of their fire and shoot them until they blow up.

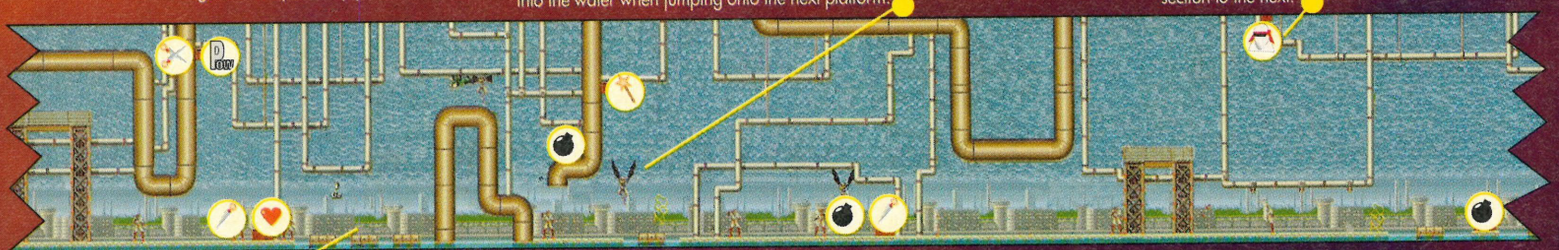
To get this health-restoring power-up, shoot the box whilst hanging onto the pipe.



Whilst holding onto this pipe, leap up and perform a second spinning jump to get to the top of the pipe.

Batman returns! This bat creature swoops out of nowhere to bite Joe's neck. Shoot it or it'll knock you into the water when jumping onto the next platform.

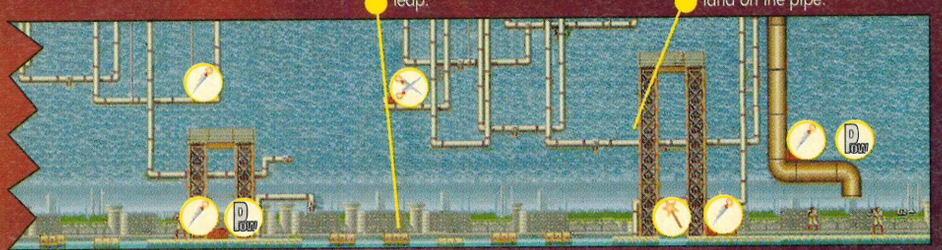
To get to this extra life, work your way along the pipes on the right, jumping from each section to the next.



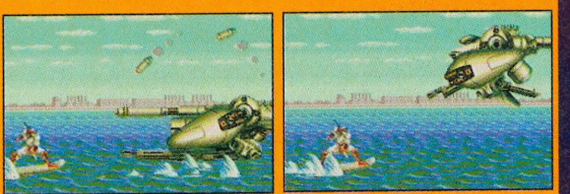
Looks like Joe has been eating too much sushi again! As soon as he steps onto these platforms, they sink under his weight, so jump up quickly!

Don't spend too long standing on these platforms or you'll fall into the water. By running at full speed and performing somersaults, you can clear most of them in one leap.

To get to these power-ups, jump at the pipe, then jump right. At the heighest point of your leap, perform a somersault and aim left to land on the pipe.



Level 4-3



The two bosses here repeat their attack sequences so once learned, they're easy to destroy. When they shoot shells, jump over the second one and you will be safe. When they charge at you, somersault over their heads.

Level 5-1

This is a long level that's heavily guarded. Soldiers will start firing at you before they even come into view, so be prepared to jump even when there's nothing on screen.



This mounted gunner can cause a lot of damage. A flying kick is very useful at staying clear of his fire and finishing him off.

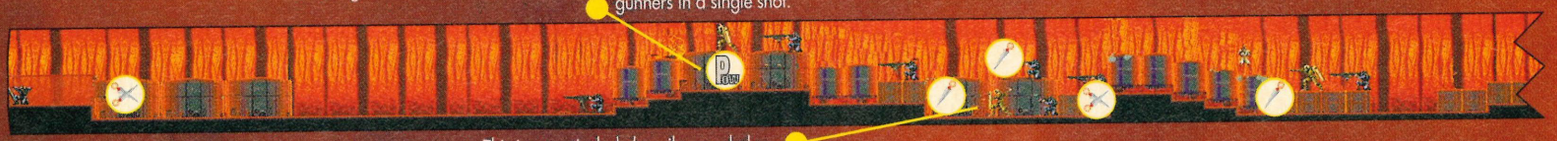
When you step onto these cannisters, they boil up and fire the lids into the air. Ensure that you are clear of them when they blow!



This is the first of many grenade launchers. If hit, you will sustain a large amount of damage. Rush up to him and take him out with a slashing attack.

Don't miss out on this power-up. Joe's shurikens will then be able to take out most gunners in a single shot.

As you climb up these cannisters you will see another grenade launcher. Drop down straight away at the end and shoot him quickly.



This is a particularly heavily guarded section. Take out the welder with a flying kick then jump over the gunners' bullets.

This boss is quite easy to finish off as long as you are quick on your jumps. It will fire sets of three laser shots which can be avoided by somersaulting over them.



As you reach each grenade launcher, duck down and fire one shuriken to blow them away.

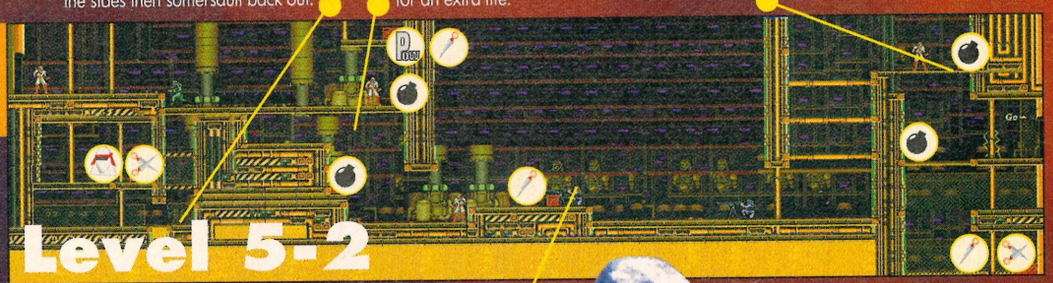
To get across this gap into the room on the left, you have to first drop down to the hole, clumb along, catch onto the wall at the sides then somersault back out.

These bombs will permit you to reach both the areas to the right and left which were previously blocked. Double back for an extra life.

The bombs here enable you to reach the exit and allow you to pick up the extra ammo found at the bottom.

Level 5-2

This level requires you to activate the bombs in order to access other areas of the screen. Their explosions remove obstacles that block your path around the level.

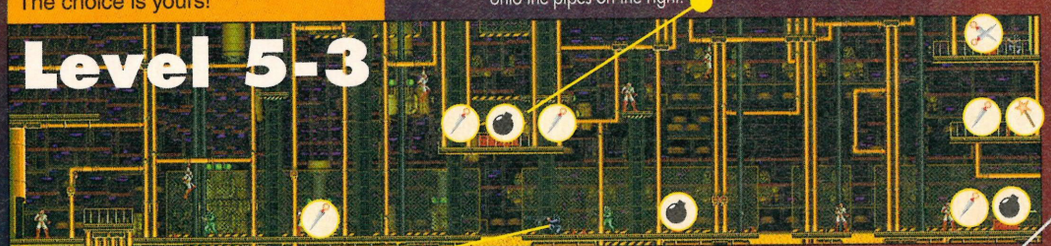


This level has two principal routes - high or low. The high one leads to a number of power ups but is trickier than the low one which can be completed rapidly without much trouble. The choice is yours!

This bomb will remove a large chunk of the platform on which it stands. Leap as quickly as possible onto the pipes on the right.

Watch out for this gunner who'll pump you full of lead if you're not careful. Leap over his bullets and give him a sharp kick.

Level 5-3

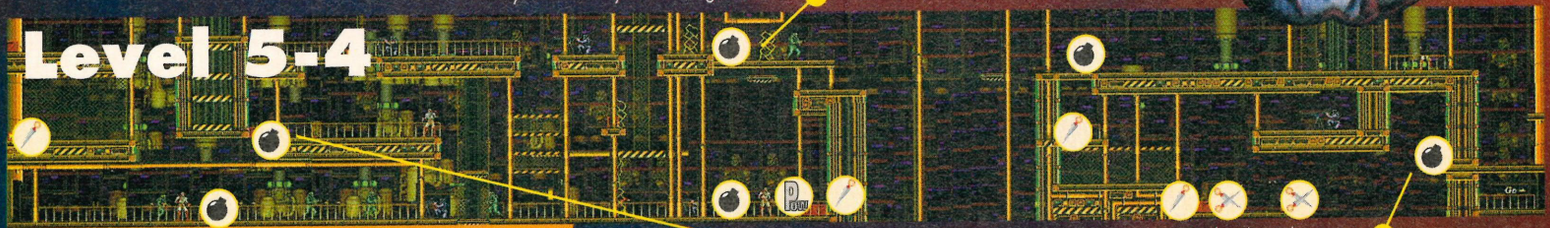




This gunner is a serious pain. If he hits you, you'll be sent reeling into the pungent acid bath below. Shoot him before attempting a jump.

This bomb will blow away the platform beneath, allowing you to get on the moving platform that takes you all the way across the giant chasm.

Level 5-4



This is another level where the bombs are the key to the way forward. Only some of them are useful, however – activate the wrong bomb and you'll find yourself trapped with nowhere to go!

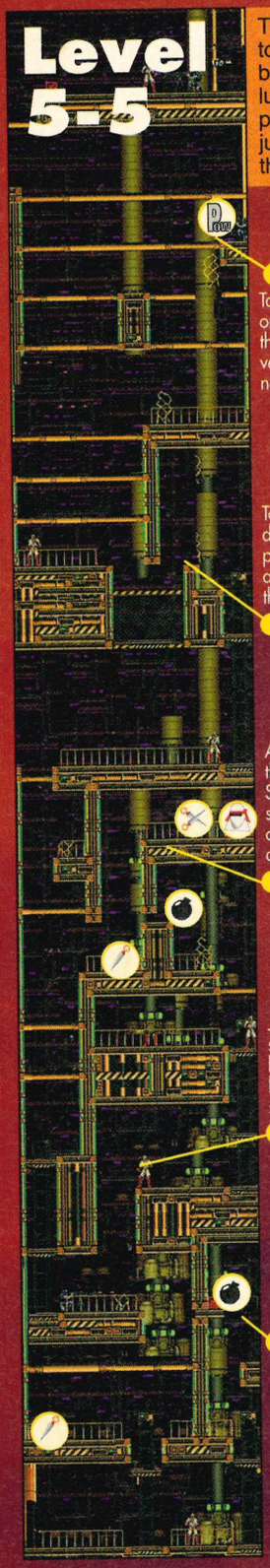
Shoot the gunner here, then activate the bomb. Make your way along the pipe to the far left then jump up onto the newly accessible platforms above.

The remaining two bombs in this section must be activated in order for you to reach the exit. Shoot this one whilst hanging from the ceiling to start the countdown.



Level 5-5

This stage gives you a chance to collect some vital power ups before taking on the boss that lurks behind the exit. Be prepared to make some fancy jumps to get Joe to the top of this level.



Take out the gunner waiting on this platform and collect the power-up that will prove very useful for the boss on the next stage.

To get across this gap, drop down off the platform and push into the wall. Press jump and bounce your way up onto the ledge on the left.

A gunner stands guard over the extra life waiting here. Somersault into the room as soon as his gunfire passes over your head, then give him a flying kick.

Joe must first take this route to set the bomb off at the top before returning and making his way back up the left hand side of the screen.

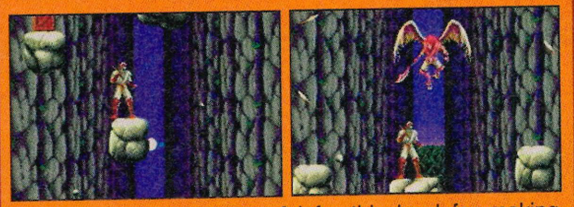
Activate this bomb to open the way up the left hand side of the screen. Double back and take the left hand lift to make your way forward.

Level 5-6



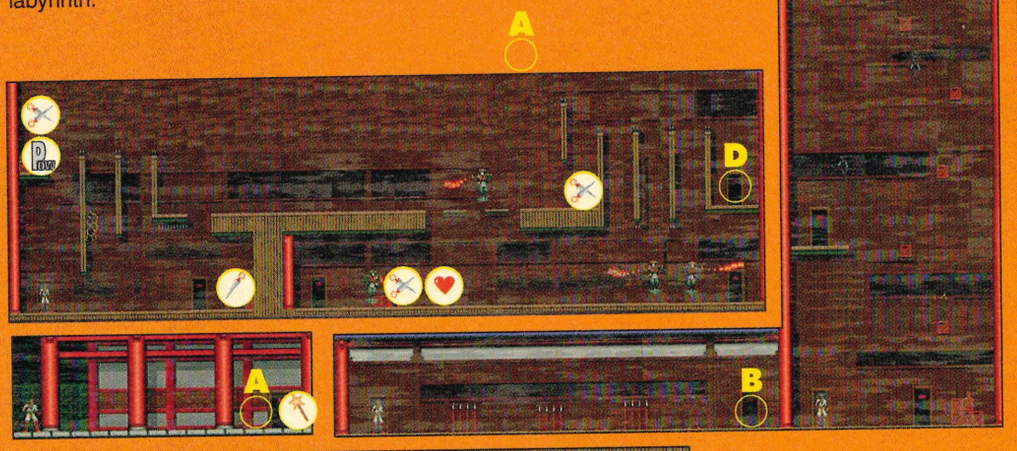
Use Ikazuchi magic and stand on the boss' hand. Jump over his fiery breath with a somersault and shoot repeatedly at his head to finish him off.

Level 6-1

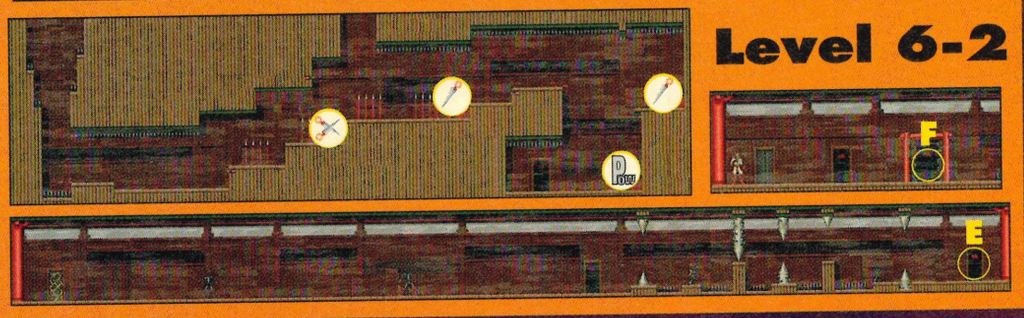


Fushin magic is very useful for this level for making giant leaps. When you arrive at the boss at the end, stand on the rock on the right and shoot the circle of feathers. Keep shooting when he changes shape.

As long as you take the correct route through this level you will be out of here in no time. Most of the doors should be avoided, otherwise you"ll find yourself right back at the beginning or in some spike-infested room full of dangers! Follow the sequence of letters on the maps to find the correct way through this labyrinth.



Level 6-2



Level 6-3



In the first section, stand against the wall and duck when the two shadows appear. Only one is real, but shoot when either is on your level. When the background changes get up close to the boss and attack quickly.

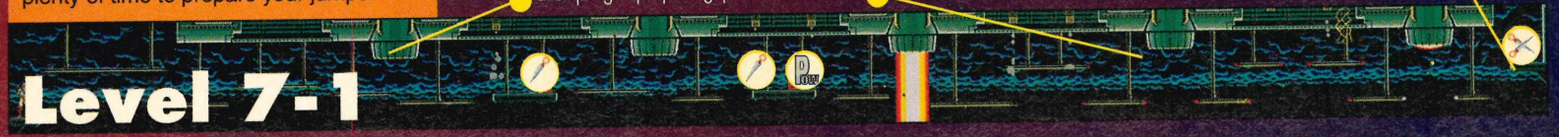
SUMMARY

GAME NAME: Shinobi III
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 800,920 on Hardest
NUMBER OF LEVELS: 7
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.

Level 7-1

This level has Joe hanging from Zeed's giant spacecraft. There are few enemies to hamper your progress so you have plenty of time to prepare your jumps.



These thrusters bubble before firing. Wait for them to fire at length before attempting to jump the gap.

Jump up to the top of the screen and move as far right as possible. Make a double jump to cross over.

Make a double jump to get onto the final platform.



7-2

The lengths of this level are guarded by giant plasma guns that can wipe out a lot of energy. Avoid their firepower at all costs!

Level 7-3

This pair of guns fire alternately. Jump over the first shot, then wait for the second before fleeing!

These guns fire shots straight into the air. They can't be destroyed, so wait for them to pause before jumping over.



On the way up to the top of Zeed's ship you're attacked with a barrage of robots and gunfire. Don't worry if you sustain much damage- there's a power up on the next stage.

These pipes fire steam from the exhaust of Zeed's thrusters. Leap over to avoid a scalding.

The action starts to get fairly hectic around here so use Ikazuchi magic if you get into trouble.

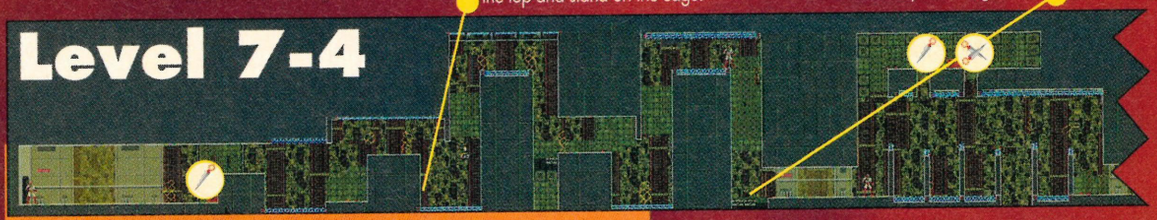


A number of robots swarm in on you to add to your troubles. Stand still and let them come towards you.

Drop down to the left and jump off the wall onto the other side. Bounce up to the top and stand on the edge.

These platforms disappear, so leap to the right fast!

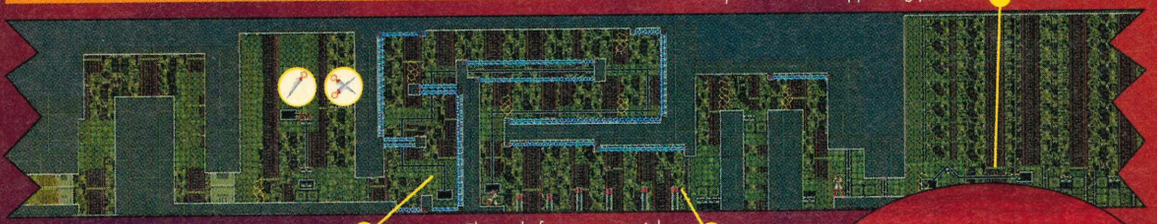
Level 7-4



As soon as the gun turrets appear at the top of the screen, jump up and take them out with a few well aimed shurikens.

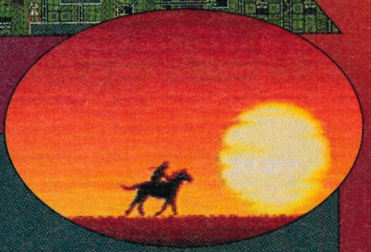
This is probably the hardest part of the game. Electric fences guard the floors and ceilings, so plan your jumps carefully to avoid getting frazzled.

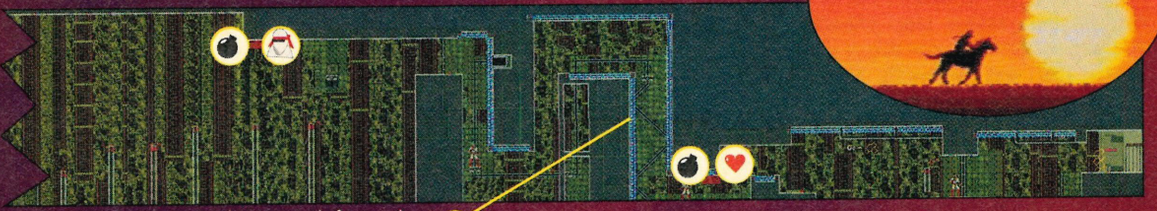
Be light on your toes throughout this section. Jump on the moving platform, then quickly hop from each disappearing platform.



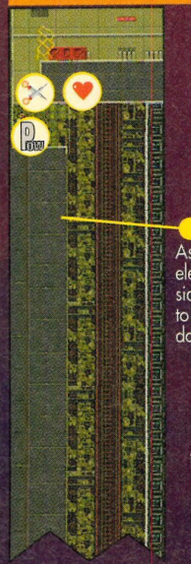
Use the moving platform to take you up, but jump off before it guides you into the electric fence!

These platforms start to sink as soon as you touch them. Let them fall a little, then jump right.





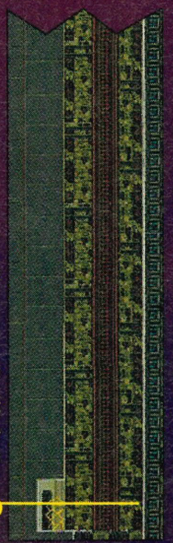
Get on the moving platform and as it approaches the electric fence, jump off and land back on it when it moves away.



This level has Joe running the gauntlet of Zeed's very own trash compactor. If you don't make it to the top in time, Joe becomes ninja pancake!

As you near the top of the level, electric fences appear at the side of the walls. Take your time to avoid them or you'll slip down to the bottom.

As soon as you touch the wall, it starts to close in. There's actually quite a lot of time to reach the top so don't panic! Leap from side to side to work your way up.



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

Final Boss



Joe's final nemesis is fast and vicious so be prepared to lose a couple of lives. Use Ikazuchi magic and get as close as possible to inflict rapid attacks to rid the world of evil for once and for all!

Magic

When things start to get really hectic, Joe Musashi likes to unwind with a little magic. Use it wisely!



Fushin magic gives Joe the strength of three men, allowing him to make giant leaps .

Ikazuchi magic surrounds Joe with lightning that repels all boarders. Very useful at all times.

Kariu magic invokes the power of the dragon to wipe out any foe. Very useful for tackling the bosses.

Mijin magic is Hari Kari for ninjas. At the cost of his life, Joe causes massive damage to anyone in striking distance.

Approach this maelstrom of miniature mayhem with caution for it pumps the adrenalin and heightens the senses for the ultimate driving experience! Race toy cars, boats, helicopters and even tanks across a variety of everyday surfaces – the action is fast, furious and far out! Although unbeatable in two player, the championship mode pits you against 25 levels of constant high revs and screeching tyres. SEGA XS topped up the oil and red lined all the way!

MICRO MACHINES

MEGA DRIVE



CODEMASTERS ● RACING GAME

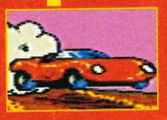
START YOUR ENGINES!

4x4



These vehicles are slow and easy to control. They rarely skid and when they do it is only for a very short distance.

Sports Cars



Posers! They travel at high speed and do wide skids. Try to control the skids and power out of the corners.

Warriors



These are the slugs of all the cars. They explode on impact – the acceleration is 0-60 in a week and they slide all over the place.

Turbo Wheels



Fun cars are the name of the day and these capture it perfectly. They bounce all over the place like real beach buggies.

Formula One



The most fun of all the micro machines – fast and manoeuverable. Try to bump the other players off the edge.

Speedboats



As you hurtle through the spray the thing to remember is that they're affected by strong water currents and the soap bubbles.

Choppers



Slow moving and not very exciting, the helicopters are the worst vehicles and the races are usually very evenly matched.

Tanks

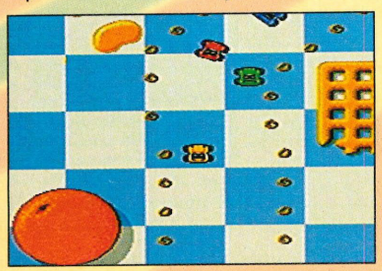


Weird though they might be, the fun lies in trying to dodge the shots of the other tanks whilst trying to ambush them.

RACE 1 – THE BREAKFAST BENDS

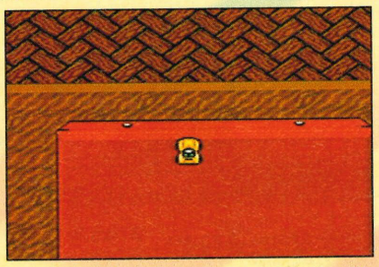
The first level consists of racing beach buggies or 4x4s across a chequered table top. The course is marked out by two lines of wheetos or Toppi flakes. As soon as the race is on, try to get ahead of the other cars as they always start ahead of you and try to block your buggy in (or maybe I am just paranoid!). There is honey smeared across the table and it has the annoying effect of bringing your car to a grinding halt. Try to avoid driving through the honey as the time you lose trying to break free is valuable.

The best way to avoid the honey is to stick close to the edge of the track or even on the edge of the track because here you will have more of a chance to veer off when approaching the sticky substances. Another set of obstacles are the breakfast foods such as oranges and waffles. They are not on the track, but can be crashed into when taking a sharp bend. The table is also awash with spilt milk, but don't cry over this as it has no effect apart from making a splash. Be careful when you leave the marked track as the edge of the table can suddenly appear and hurl you screaming to the floor. Time is the enemy and you will lose valuable seconds as it puts the car back on the table. You must finish first or second to qualify for the next race.



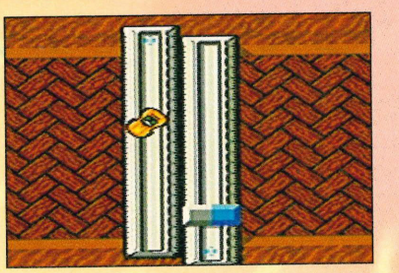
RACE 2 – DESKTOP DROPOFF

The sports car is a toughie to control as it has a wide skidding arc so most of the driving is usually done sideways! The car is to be raced across a dreaded homework-ridden desk, covered with pens, erasers, homework folders and ink wells. As the race begins, practise corner control with the first turn as it a safe turn with no apparent danger to life or limb. As you take the corner you will be able to measure the slide distance and compensate for it in more dangerous corners.



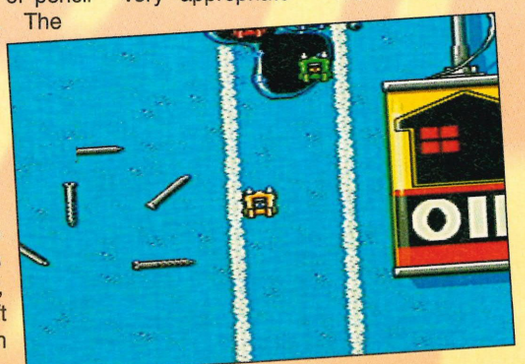
Try to stay within the white chalk lines as much as possible for there are many obstacles to conquer which are designed for central track driving with a great chasm on either side. The first of these obstacles is a closed folder propped up on its side. You must drive up and leap the gap between the tables, it's a small gap, but a run up is still needed. If you don't think you have enough power, then reverse and try again. If your car spins in the air (usually caused by panic control) then it will probably drop to the carpet below. For a real challenge, why not try a 360° spin in the air and then land back on the other side to continue the race?

After the jump there is a short straight piece of track followed by a sharp right. The next obstacle is an open book. It is possible to ride the book, but the best idea is to follow the track away from the book and when you see the corner, spin the car left. The car should slide around the book to the centre of the next piece of track where you have to drive in between two sets of pencil sharpeners and erasers. The track will then follow a sharp left and twist slightly, drop your speed here as you are approaching a bridge constructed out of two rulers (and they said to Isambard that it couldn't be done!). The eraser on the right of the screen is blocked by another eraser, so drive slowly up the left one and when you reach the other side, put some welly into it as you have a long straight. On the right side of the screen you will eventually see a blue upturned folder, drive across the corner and rejoin the track. Continue along this piece and you will make a sharp left and back again to the start line. Again, you must finish first or second in this and all other races.



RACE 3 – OILCAN ALLEY

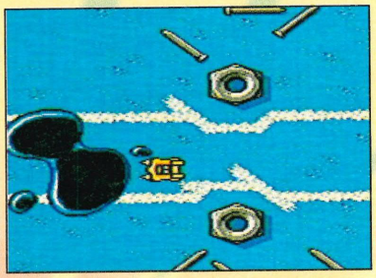
The *Mad Max* style cars are aptly named Warriors, and the scenery is very appropriate – the workman's



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bench! This last haven of industry is littered with work stuff like nuts 'n' bolts, oil and even a screw or two. Common sense is needed to know what you can and cannot drive over. This creates an excellent sense of realism.

The warriors have a slow acceleration rate, but are quite nippy once they are under way. The problem with this is there is a lot of glue bubbles and these tend to bring you to a standstill, leaving you to regain your



speed again (which is quite a time consuming task). The bubbles can be used to slow down your opponent and gain ground (as he will do to you at any opportune moment). The best way to avoid being stuck is to drive close to the edge of the track, this will give you time and room to manoeuvre around them.

The first obstacle is a bolt and pencil chicane, try to get to the centre of the track and you will be able to drive straight through. Keep the other cars behind you, but in range, because their acceleration is far better than yours and if you get stuck, they will bump you forward. Utilise these tactics as much as possible in this level.

If you are unfortunate enough to have another car crash into you at high speed you will both explode; again, costing you much-needed time. At the end of this course, a competitor will be disqualified. Choose another character to play against.

RACE 4 – SANDY STRAIGHTS

This is a race around the sand pit in Turbo Wheels or dune buggies. The obstacles are fewer than in the previous levels and consist of sandcastles, spades, rocks and rock pools. First will be a right turn followed by a long straight stretch – this will give you a chance to steal the lead; taking advantage of the lack of obstacles. At the end of the straight will be a right turn. Try to stick to the path whilst travelling down screen as there are a number of rocks scattered around the track and the path only kinks once before becoming another straight stretch.

At the bottom of the screen the track will veer left and then head back upwards again. Watch for the water on the right as it will suck your buggy into the mud. You will next approach a spade, skid round it and stay on the track as you will now be driving up to a lollipop stick jump which you must mount to cross the small stream. Once across, you must hang a left, as a sandcastle will be blocking the path. Make sure you do not lose control as there are a few rock pools scattered about here, one on either side. The track then veers left, leading you back to the start again. The other cars, as in previous levels, are faster off the mark so try to take them on the corners as they never take short cuts and are pretty slow at cornering.

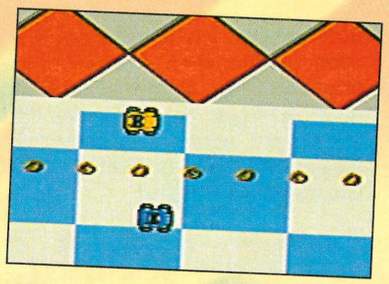
RACE 5 – OATMEAL IN OVERDRIVE

This is the difficult version of The Breakfast Bends – again, driven in 4x4s and across a post breakfast table where the track is marked by non-natural, deliciously crunchy sugary bits. The course is made a little more difficult by the fact that the track is closer to the edge of the table and cornering tends to be more difficult when there is a gaping chasm at the apex of the bend.





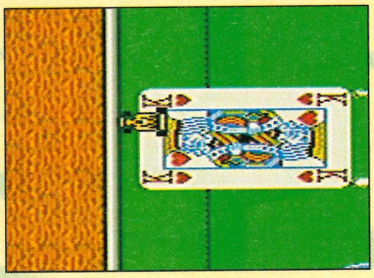
As you start, go to the right of the track, on the outside, as there is honey on the track – but be careful not to plunge off the table. Veer right to reach a zig-zag stretch which will lead you to the edge of the table; when you reach the edge go right.



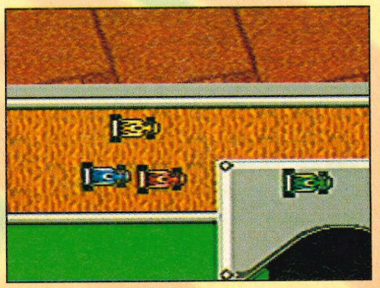
Next, follow the straight until you reach a 45° degree turn, follow this round and then leave the track when it turns right as there are globules of honey scattered over the path. Follow the track around, staying inbetween the Toppies, until you ride over the cereal box. You must go over the box because if you go around you will explode before you reach the other side of the track. If you overshoot the ramp, quickly reverse then go again – no shortcuts here! Turn left at the waffle and as you hit the bottom of the table, veer off as there is honey on the track to slow you down.

RACE 6 – THE CUE BALL CIRCUIT

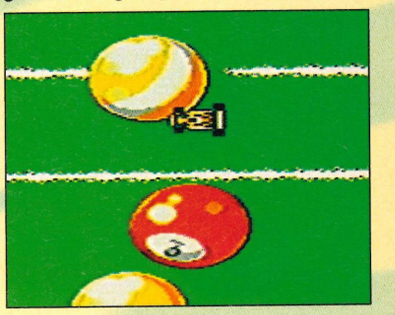
Race incredibly fast in formula one cars around a mid game pool table.



The easiest way to tackle this track is to stay within the confines of the white lines as much as is feasibly possible, as the chalk lines lead to small obstacles which must be crossed. Card bridges are one of the obstacles. They consists of a playing card propped up against the side of the table so as to make it possible to climb onto the rim. These are awfully difficult to approach at high speed and missing the card ends in an explosion or wasting valuable time having to reverse and jumping the card again. Also, if you do make the card going too fast, you may end up overshooting the side of the table.



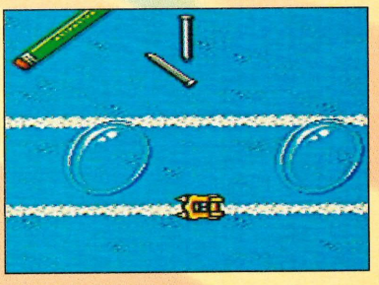
When racing around the table, stay on the wooden parts, as cornering has to be tight at high speed so as not to drop off the side. When you have rounded the fourth corner you must slow down as you are soon approaching the playing card bridge which slinks back onto the table. You can tell when you have to go out onto the rim of the table because you will go under a gold pen.



The track then weaves languidly through the cue balls to drop neatly into the pocket. You must, if possible, stay in the centre of the white lines because if you miss the pocket you generally get terribly stuck which leads to frustration and tense, nervous headache. When you have spun down the pocket you will be transported, as if by magic, to the centre pocket where you will be shot out at tremendous speed. Stick to the left of the track as a pool ball slightly protrudes upon the track. Then follow the track around (taking no shortcuts or you will inevitably die, or maybe the car will just explode!) and this will eventually lead to the finish line which is a pool cue resting across the table. Another competitor will drop out here. So time to pick another victim.

RACE 7 – HANDY-MAN'S CURVE

Try to keep close to the track, but not on it too much as there are glue bubbles all the way along the track, but there are bolt and pencil chicanes

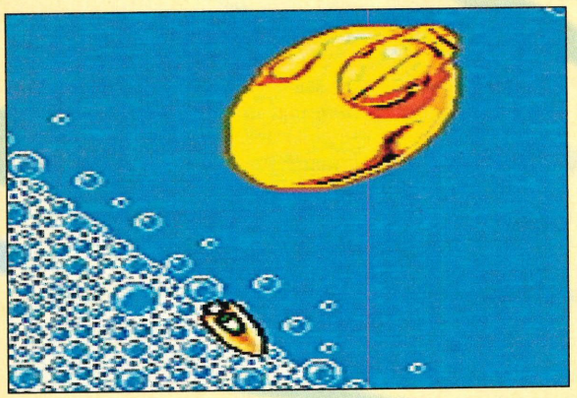


along the way as well. Be prepared to join the track in a hurry because you only have a small space between the obstacles with which

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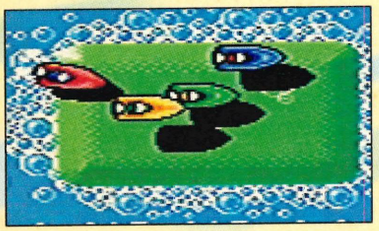
you can travel through. Try to keep the lead as much as possible because if you become stuck, you will block the path of the others, in effect slowing them down as well. Here you can apply some dirty tricks (this being Mark's favourite task) by bumping the other cars into glue bubbles and into the nuts and bolts.



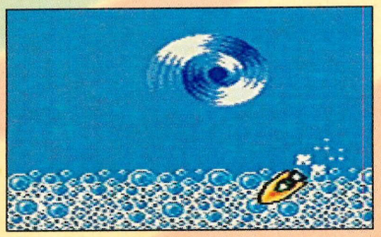
RACE 8 – BERMUDA BATHTUB

Aaah, a gentle soak in the bath and a play about with yer speedboats! The solution to this level is basically just to keep your finger on the speed button.

First of all you will slide over the shampoo bottle, then veer to the right. Go over the soap bar next, then round again to head down the screen. Keep to either side of the track as you will be approaching a rubber duck obstacle. Continue down to the bottom of the screen. Turn and stick to the edge because the plughole whirlpool is in the bottom centre and will drag you down for a few seconds.



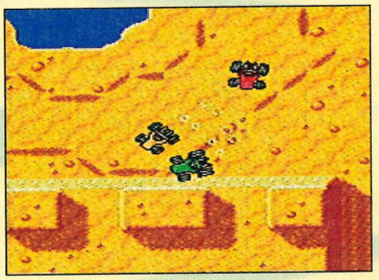
When you have passed this part, go across the soap, staying at the centre of the track where you will approach a tube. You must go through the absolute middle or you could end up being stuck at the entrance; also, if your boat is not straight, it is possible to get stuck halfway up the tube. When you have



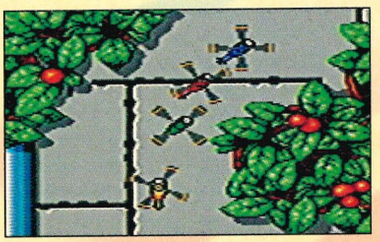
accomplished this task there will an open straight which will lead to the finish line. Try not to bounce too much amongst the lather, as this throws you about the course, not slowing you down, but making absolute control very difficult.

RACE 9 – SAHARA SANDPIT

Zoom your turbo wheels across a course which is much the same as the Sandy Straights. Follow the first angle to the right where you will come upon a sudden bend. Once you have manoeuvred the bend you will arrive at a spade which you can either cross on the blade (the red bit) or on the sand, but the handle will cause you a bit of a problem. When you start to head down the screen, stick to the path (don't go onto the



moors) as there are several lollipop stick bridges which need to be crossed. Try to stick to the track for as much of the race as possible as the obstructions are mainly at the sides of the path. Watch when you turn, not letting yourself drift too far from the path, because the collection of rocks and rock pools will drag you to last place. Another competitor is to be ousted, so pick a winner.

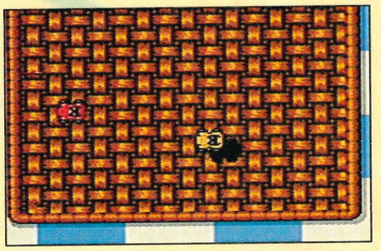


RACE 10 – THE POTTED PASSAGE

Wahay, a new vehicle! Equipped with choppers you will race around the garden – the track just being a complete circle. Follow the hosepipe until the holly bushes veer right. Try to stay in the centre of the path as bumping into the bush slows you down. Keep ahead of the other helicopters because they like to ram you into the hedges and will generally push you to the back if they can. This course is similar to the speedboats in the fact that there are no real obstacles in the track, it is just down to getting the lead and staying there.

RACE 11 – FRUIT JUICE FOLLIES

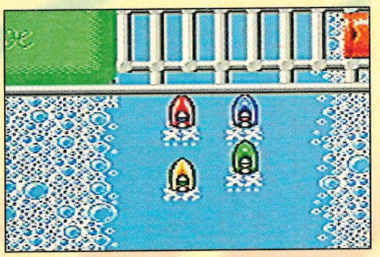
In 4x4s again, you race along the track which runs closer to the edge of the table making cornering and overtaking a nightmare. On either side of the table is an incredibly long straight stretch which is excellent for catching



up on lost time. When you reach the end of the stretch on the left of the table, stay on the track as there is the cereal box obstacle to leap over. The bend at the top right of the table is immensely sharp and often catches out most competitors at their top speed.

RACE 12 – FOAMY FJORDS

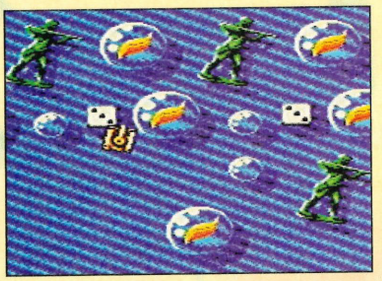
Another bathtub race with speedboats across the soapy rivers of a distant bathroom. The play is much the same as in other bathtub races, but this is a little more fun, being laden with twisty turnyness. The rubber ducky obstacle is on the right side of the bath and the plughole whirlpool is at the bottom. As in the



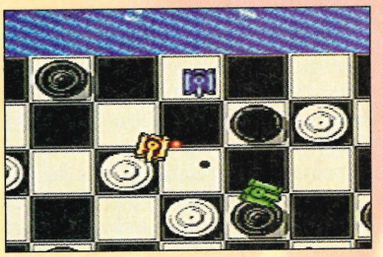
other bath races, stick to the edge as all the obstacle are in the centre of the track. Again, there is room for dirty tricks like bumping your challenger into the plughole. Time to delete another player, choose again from the few that remain.

RACE 13 – BEDROOM BATTLEFIELD

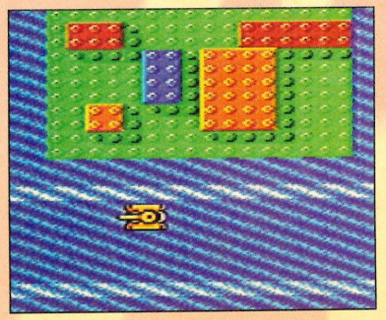
Blessed with the might of the armoured tank you can storm across the floor of the boy's bedroom and blast everything in sight! When you start, take advantage of the position of being last and shoot the other tanks then swing to the side of the track so you can keep clear of their gunfire. The other tanks will explode, then reappear behind you, in effect making you a large slow-moving sitting duck. Manoeuvrability is very poor on this level, but what else can you expect from a tank?



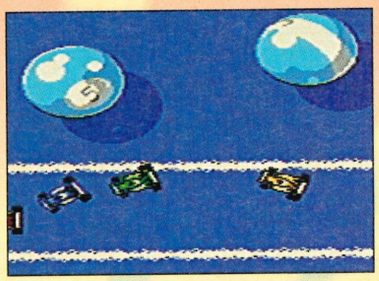
Stick to the white lines because some of the corners are steep 90° angles and you can easily get caught in the toys on the edge. Slow down when coming to the corners or you will veer off and plough into some marbles or a tin soldier. Speed is not really the key here, tactics are more important. Try to lose the other tanks or you will get shot, making you reappear behind them.



The menagerie of obstacles are quite varied and interesting: toy soldiers, marbles, beetles in boxes, cards and dice. All will stop you dead in your tracks (tracks... tank, geddit?). The most difficult obstacle to conquer is the draughts board. You cannot go around it, you must go through. Stick to the left of the board (it is the clearest side) and when you bump into a draughts piece, just shimmy the tank around it. Do this by tapping the direction and the forward button. Remember to keep a very clear view of your tank, as the continual disappearance and reappearance of tanks can be very confusing.



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RACE 14 – PITFALL POCKETS

This is another formula one game on a pool table, except with a grey cloth instead of a green one. Try to stay at top speed as this is a fast moving level. The obstacles are set up exactly the same as in the cue ball circuit, so nothing changes here. The only difference is that it is much faster and too many mistakes can cost you the game. Out of all the levels in *Micro Machines*, I declare this to be the most fun of them all.

RACE 15 – PENCIL PLATEAUX

Rocket forward in your super speed sports car to the edge of the table where you hit upon a 45° bend which then twists to head down the table again. There will be a red folder in

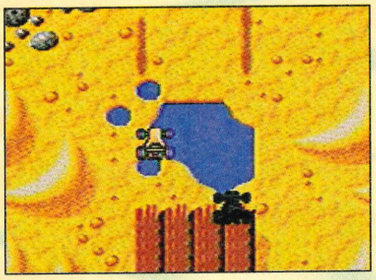


the track which must be jumped, but not too fast as there is a kink in the track which screams over the double ruler bridge (be aware that there is an eraser on the right hand side as in the previous level). This will lift you on to a long straight where you may find it useful to gain ground. Suddenly, the track will veer right so slam the car into reverse as there is ink on the track which will make you skid off of the table if you approach it too fast. There will then be another straight; stay in the centre of the track, or get quite far off it as there are erasers and sharpeners on the sides of the track. Turn to go up the screen at the corner of the table and it will lead to the centre of the table (here is a good catching up point as the other cars seem to get confused around here). Follow the path up the screen until you reach the top edge of the table, then follow along the edge, staying in the centre of the track. You will traverse a single ruler bridge, take it slowly as it is quite hard to negotiate. Once across the table, head down and up the screen again. Two red folder jumps appear in the track; jump the first one however you wish, but slow down for the second as the edge of the table is very close to where you will land. From this you will need to turn right and prepare for another single ruler bridge. Leave the bridge and head down the screen to a bend which will lead up screen again. A turn which will lead into another eraser, sharpener chicane which will eventually lead back to the start once again.

RACE 16 – THE DAREDEVIL DUNES

Back to the barren desert land of Bournemouth beach in your little sand buggy.

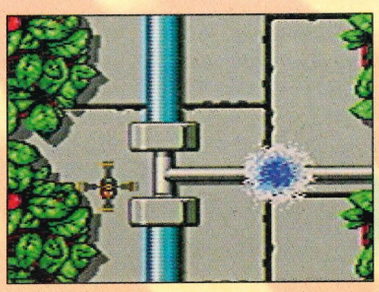
Start the course by going forward then veering right which will take you right around to go up the screen where you will need to leap a lollipop stick. Take a left, but keep to the right of the track as there is a spade in the path where you can only cross on



the blade. Spin around the pond and go along the long straight where you will need to go back down again at an angle, as the track zig-zags and there are small ponds either side. After this, turn right and head back to the finish line.

RACE 17 – THE SHRUBBERY TWIST

The vaguely uneventful chopper race is the most dull and the easiest (maybe that is why it is no fun?). Most of the track runs in a very loose circle with few new obstacles. The first obstacle that you will come upon is a heater – what this is doing in the shrubbery, nobody knows? Maybe the shrubbery bush was cold! If you are in a melee of choppers you will be blown into the bushes and it is dif-

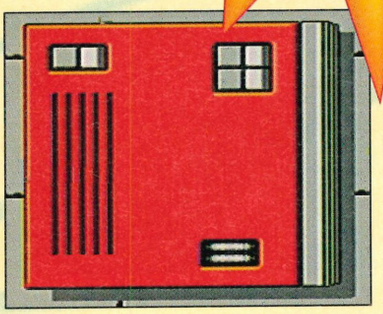


CHEATS

Infinite lives
Pause the game and press B, Down, C, Down, Up, Down, Left and Down.

More speed!
Pause the game and press Up, Down, A, B, Left, Right, C and Start.

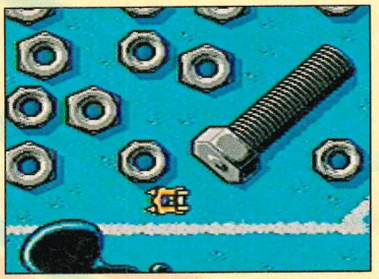
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ficult to break free. To avoid this minor incident, head the chopper into the heater or just simply go around the back. The heater is situated on the second bend as you go down. The next obstacle is a sprinkler and you will be instantly vapourised if you touch it.

RACE 18 – PERILOUS PIT STOP

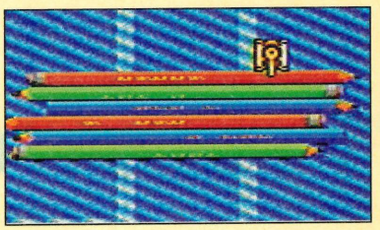
This is one annoying level! From the ease of the chopper race to the slow painful death of the table top race in the unforgettable warriors. The acceleration of the other cars is twice as



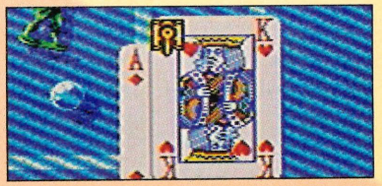
fast as yours, so stopping at all is a time consuming peril. Try to stick to the outside of the track as you must not get caught in the bubbles as they will stop you dead and you will watch the other cars melt into the distance. There is also the nut and bolt chicanes to contend with, so try and be prepared to jump back to the centre of the track to avoid these. The talent needed to quash this level is a quick eye and being prepared for controlled swerving. It is so irritating that when all the cars stop, your counterparts will speed up and shoot off before you have even managed to get into first gear! Time to set the boot to another looser and pick another rival when this course has been beaten.

RACE 19 – WIDE AWAKE WAR ZONE

This is what you call fun – rolling around the bedroom with a heavily armoured vehicles! The Wide Awake level is relatively easy with the added



danger of a big gun. So when you start the race, shoot everyone and this will give you enough time to take the lead. Now go left and right over a pile of books to a sharp right. Do not take the corners at full speed as you will go crashing into the toys, sometimes getting stuck. The track weaves and zig-zags until you reach a bundle of pencils which you need to go over to reach the draughts board (draughts is a tediously dull game and here it's right in the way of everything). Unfortunately, you must cross right over the board, as going around will destroy you. Once you have crossed the board you will go over the scattered playing cards, go left and zig-zag back to the start.



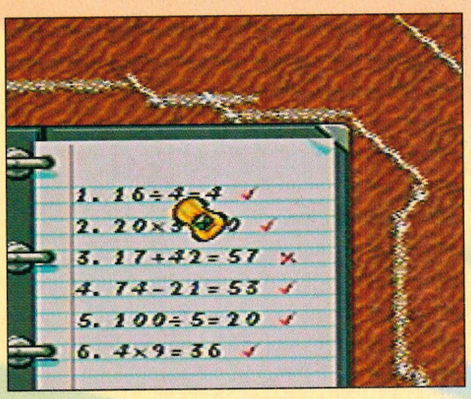
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CHEATS

Harder game
For expert players, pause the game and press Left, Right, Left, Right, Up, Down, Start and Down.

To increase grip
Pause the game and press A, Up, B, Down, C, Left, Start and Right.



RACE 20 – CRAYON CANYONS

Another cross table race in your sports car. Do a complete circuit of the table, then leave the table via the double ruler bridge; remembering where the eraser is, then shoot down this table to cross onto a third table and across a single ruler bridge. Go right up the table, then swerve back down before making your way up once again to a red folder which must be jumped. When you land you will approach an 'S' shaped part of the track – this will lead to a straight where you must stay in the centre of the track as there are obstacles on either side. The course will then transmute into another 'S' shape which leads to our favourite single ruler bridge. Zooming at top speed you will need to go up to the top of the screen to begin another circuit of this dangerous table top.

RACE 21 – SOAP LAKE CITY

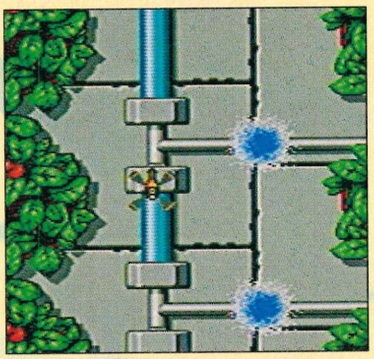
After that risqué level, a soak in warm Radox will help any tired soul. But when you have hot blood in your veins and a taste for the dangers of *Micro Machines* you won't have time



to relax. The first obstacle is the essential rubber duck which lies in the centre of the track; just glide around it. The second is the plughole whirlpool which also lies in the centre of the track, again stick to the edge and you will be safe. After you have crossed these obstacles, take to centre stage as there are two tubes to go through and they must be crossed in the very middle or you could end up being stuck at the beginning or halfway up the pipe. It is possible to cross on the outside of these tubes, but not very easy as you have to bounce over on the soap suds – it will throw you forward, but sometimes you just come to a halt. Time to eliminate the next player and choose the final competitor.

RACE 22 – THE LEAFY BENDS

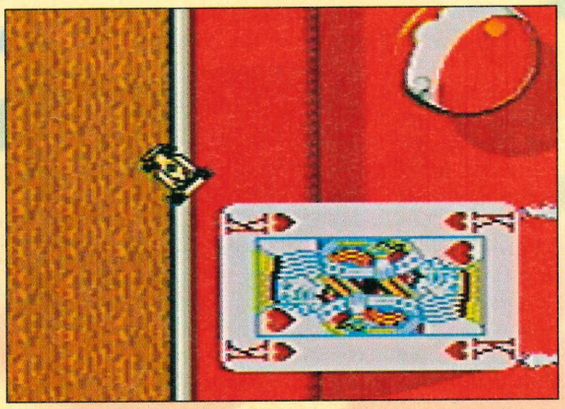
Another carbon copy of the chopper race, exactly the same, but where the sprinkler was in the last chopper race,



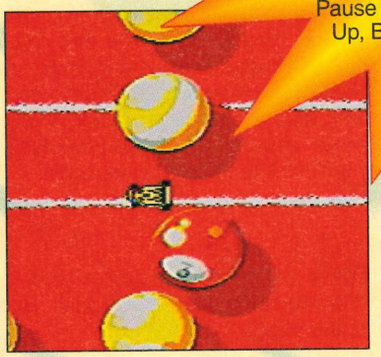
now there are six of them in groups of two. Remember to use a lot of barging as there are plenty of leafy glades to get caught in. You should be able to beat this level first time if you have managed to get this far, it is just a ring – a ring of roses – after all!

RACE 23 – CHALK DUST CHICANE

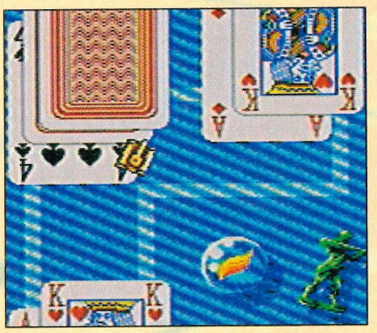
Go around the top half of the table and drop in the top left hand pocket. You will go underground to plunge out of the top right hand corner of the second table. Follow the track and



stick to the left side of the track as there is a pool ball halfway on the right side of the track. The track then proceeds to zig-zag around the table to drop into the right centre pocket. You will then spring out of the left middle pocket of the first table. Put your foot (or finger) down as it is just a straight line to drop down into the pocket opposite. Spring out of the right bottom pocket and go diagonally across the table to



mount the playing card onto the side of the table. Drive past one pocket and come down the next playing card (you may need to use your brakes heavily). It is a simple diagonal drive to arrive at the start line which is a cue across the table.



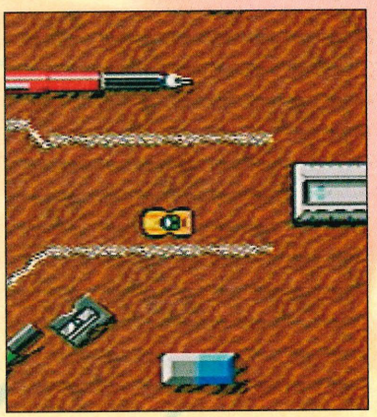
RACE 24 – GO FOR IT!

As we approach the close of our fiery story, let us reflect a while on the ferocity of the tanks – this time let's go faster.

Zig-zag forward until you approach the lego construction. Drive across this, but do it slowly as it makes your tank bounce all over the place. Drive slowly onto the lego, then go around the built up area to climb off. The track here needs to be negotiated slowly because it weaves very tightly until you cross the pencils. The course will then zig-zag, but most of the corners can be cut by driving diagonally. Follow the rest of the track to the finish line.

RACE 25 – WIN THIS RACE TO BE CHAMPION

As you may or may not have gathered, this is the final race for the all-important title of supreme champion.



This last level, in sports cars, must be won – second place is as good as last. There is no room for mistakes you must be able to complete the course three times without crashing or falling off the bridges. It's hard, but fun, fun, fun!

First of all is a red folder, jump it but be ready as there is a tight bend when you land which swings to the left. The course then weaves to the single ruler bridge (that old chestnut). Go down the table to a double ruler bridge (the eraser is in the same place) and then a sharp right turn. Cross yet another single ruler bridge for a folder jump which jumps over nothing! Swing the car around to another single ruler bridge. Swerve amongst the obstacles to a double folder jump which will conveniently lead you to your ultimate victory. Game over, another game busted by the Xperts.

SUMMARY

GAME NAME: Micro Machines
TIME TO COMPLETE: 2 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 25
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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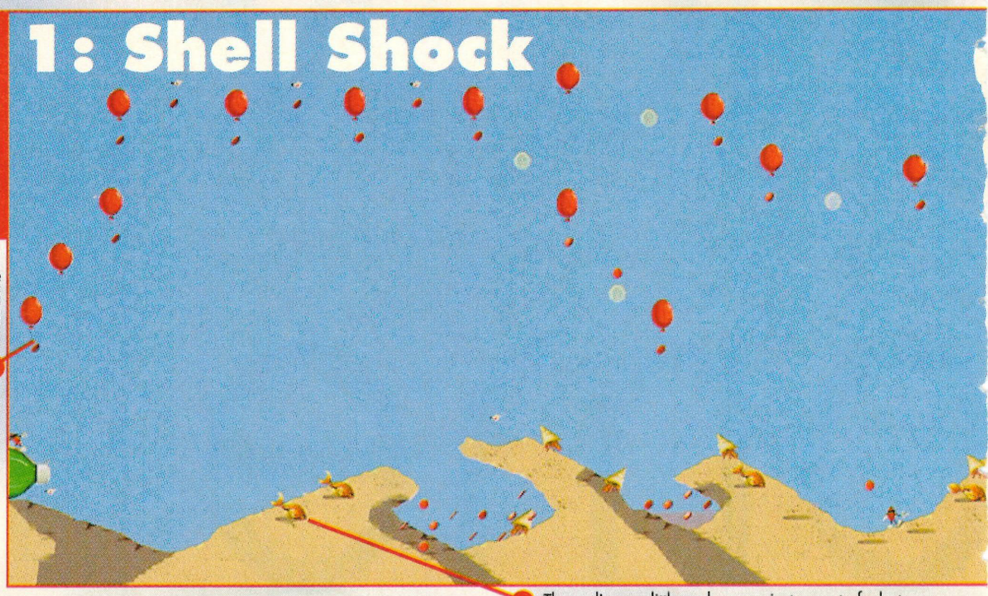
MEGA DRIVE



It is my privilege to introduce Cool Spot – the coolest dude around! He's the yo-yo in the 7-Up ads. Spot may not be Fido Dido, but he's certainly the coolest little fellow on the block. The folks at Virgin have surpassed themselves to bring you one of the best platform games to hit the Mega Drive. The powers of Uncool have snatched your buddies and it is your task to battle, blast and hurdle through 11 fun and frantic levels of platform action. The graphics are so hot, you'll need to wear shades and the music will melt your ears!

1: Shell Shock

Now is this guy cool or what? Shell Shock it is! If it has a shell, shock it to death with 7-Up bubbles. All you have to do is collect 60 spots, this will get you to the next level. Keep collecting, and you'll wind up visiting the bonus level – the bonus level message will tell you when and if you're cool enough. Hidden here, there and everywhere are little red spots, and a cage. Comb the beach for spots, watches, flags, 7-Ups, then cool shot your way into the hearts and heads of every crustacean and any annoying dragonflies which get in the way.

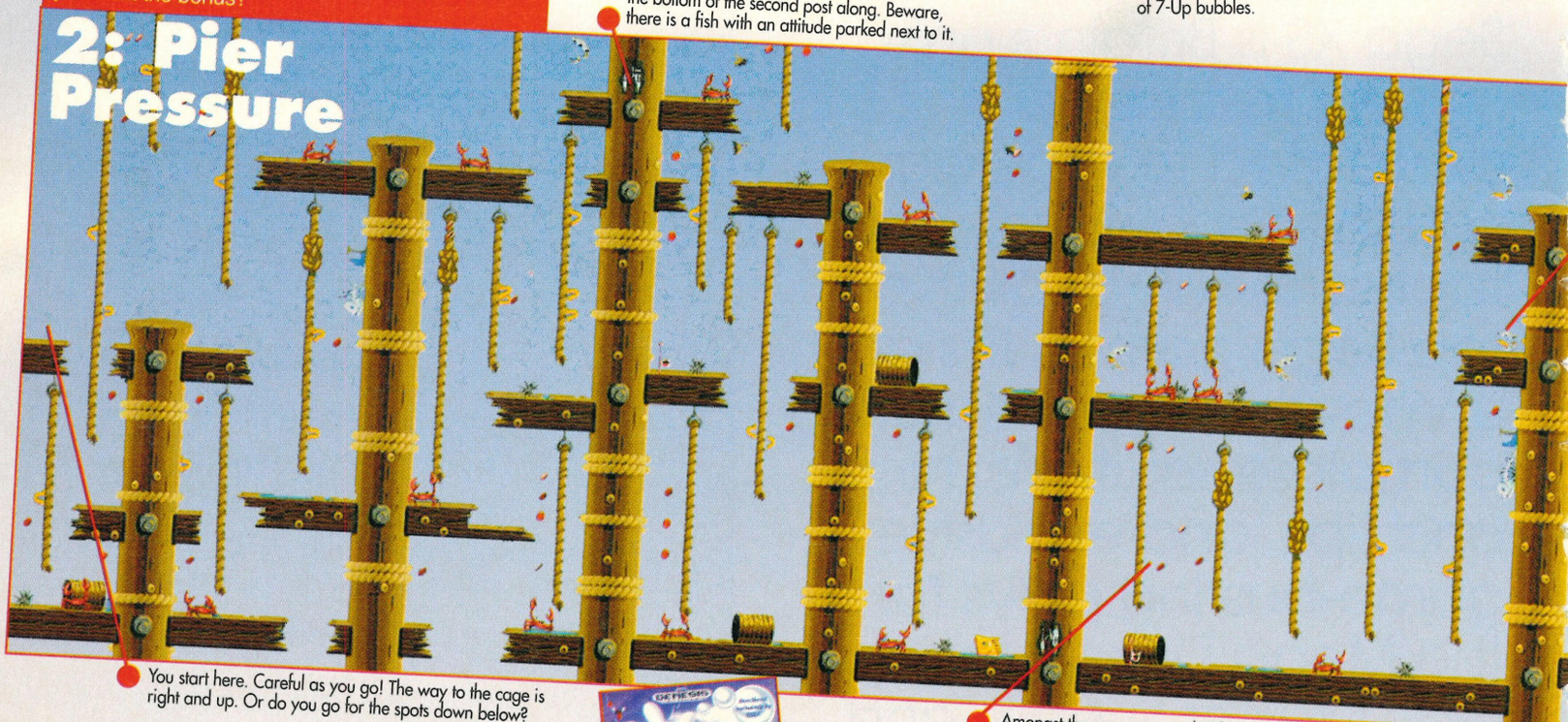


I suppose you will be interested in knowing where you start from? Well here it is – you're the little red one! Start by heading right across the beautiful beachy dunes, we'll be back later for the balloons!

These slippery little suckers are just a part of what you are going to have to overcome to get your 100% cool bonus. By hitting the B button a few times you should blow them away with your supply of 7-Up bubbles.

2: Pier Pressure

So you've made it this far. How do you fancy a course in spot acrobatics? The pressure is on. If you're looking for balloons, look again. All the fun of the sea happens to include, fish out of water, oysters with more pearls to spare than the queen of Sheba, delightful crabs that want to cut you in half and more maggots than you can imagine. However, the good news is – there are no dragonflies. Now you've got dive-bombing bees to contend with. Enough to do? I think not! At the bottom of most of your ropes is a spiky urchin plonked in a precarious position. 60 spots and you're cool enough, or do you want the bonus?

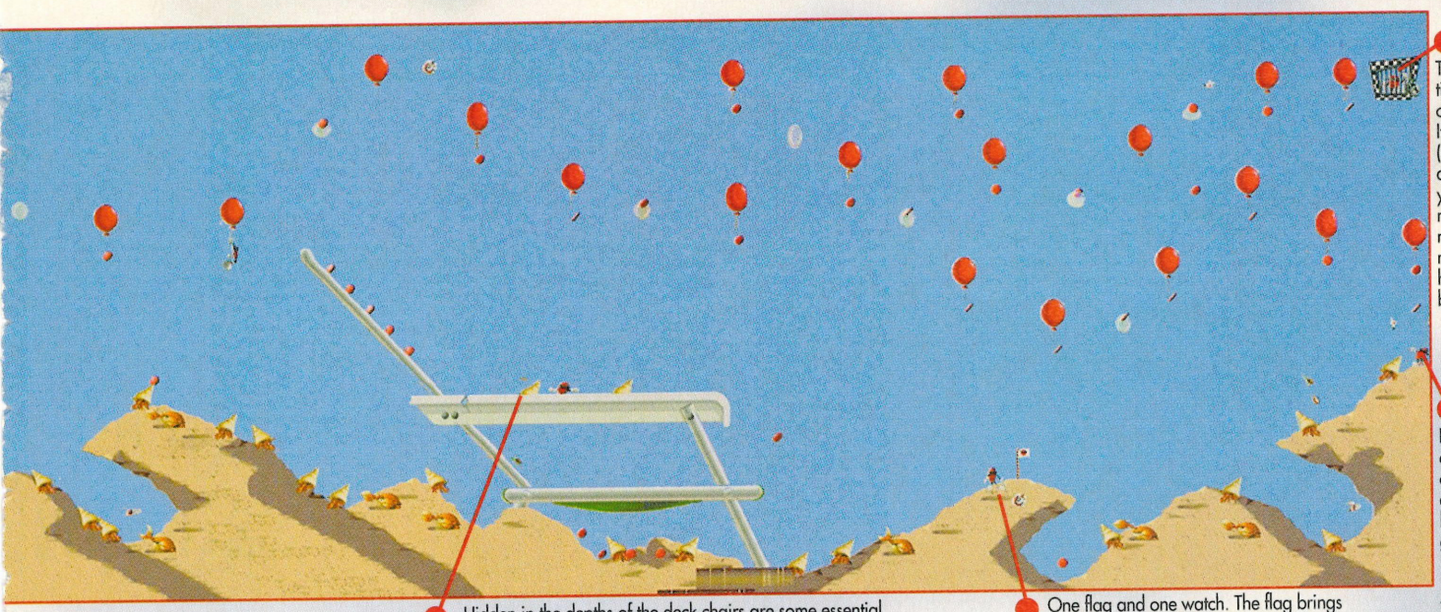


This hole in the post is your way through to the next set of obstacles. There is another one at the bottom of the second post along. Beware, there is a fish with an attitude parked next to it.

You start here. Careful as you go! The way to the cage is right and up. Or do you go for the spots down below?

Amongst the ropes are a pile of spots for the picking. Just remember to eradicate any potential problems before you start climbing.

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This is what the objective is. Your buddy is caged and wants out. If you are cool enough, (60 spots or more), and a good shot with your 7-Ups, you can now proceed to the next level. If you are not cool enough, the hand will point you back. More spots!

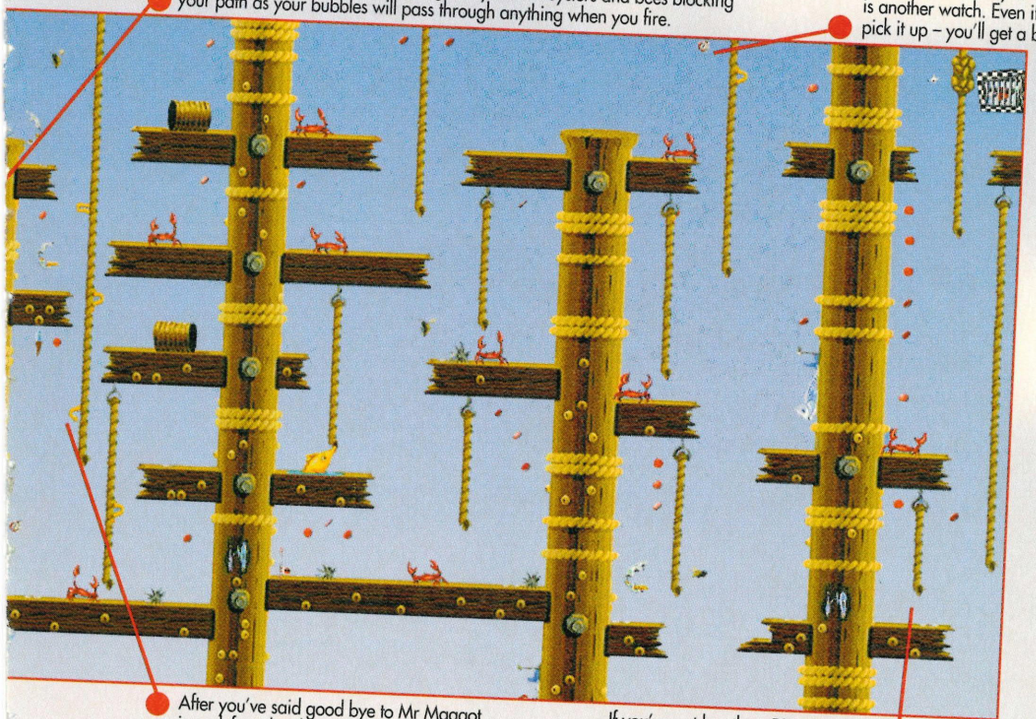
Hidden in the depths of the deck chairs are some essential spots. It is also advisable to clear the two hermit crabs which are wondering about the arm rest. Got the spots? Keep heading right, you must clear the beach to start with.

One flag and one watch. The flag brings you back to this spot (ho, ho) should you die, and the watch increases your time by 30 seconds. There's another watch above the deck chair, amongst the balloons.

Now that you've cleared the beach, you can head to the hills (or at least the balloons), knowing you aren't going to fall into problems on the sand. Up left, and you're on your way – balloon to balloon style. Don't forget to pick up the spots where you came in.

A good tip to establish in the early levels – you don't have to face an adversary to kill it. Stand by the post and kiss goodbye to the oysters and bees blocking your path as your bubbles will pass through anything when you fire.

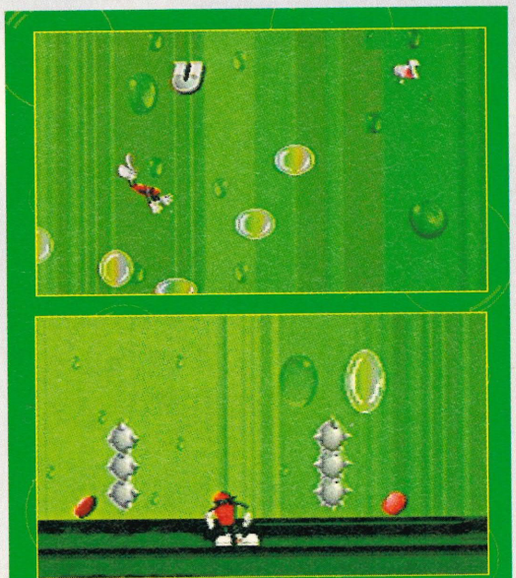
Hidden quite craftily at the top of this rope is another watch. Even if you don't need it, pick it up – you'll get a bigger time bonus.



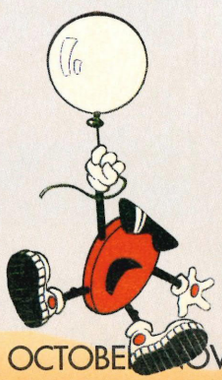
After you've said good bye to Mr Maggot, jump left and pick up another 30 seconds. From here it gets a lot tougher. Try to clear away the fish from this side of the post. Now it's just a case of heading right and upwards.

If you've got less than 50 spots, sorry Jack, but you ain't cool enough. Time to turn back and keep collecting! If you do however, then at the top of this post is the cage. Time to free your buddy.

Cartridge supplied by:
Megabitz
Tel: (0202) 303956







Bonus Levels

Different levels of the game require different amounts of spots to get into the bonus level. One thing is certain, you'll need more than 60, 'cos 60 spots is only good enough to get you to the next level – bonus not included! There are six bonus levels in total, each contains 100 spots – be they little red things or 7-Ups. The jewel in the crown is a letter, either U, N, C, O, L or A. Each bonus level contains one. Though don't think all you'll find are bubbles! Sooner or later, mines start to appear, and believe me, these can cause some serious health problems so avoid them at all costs!

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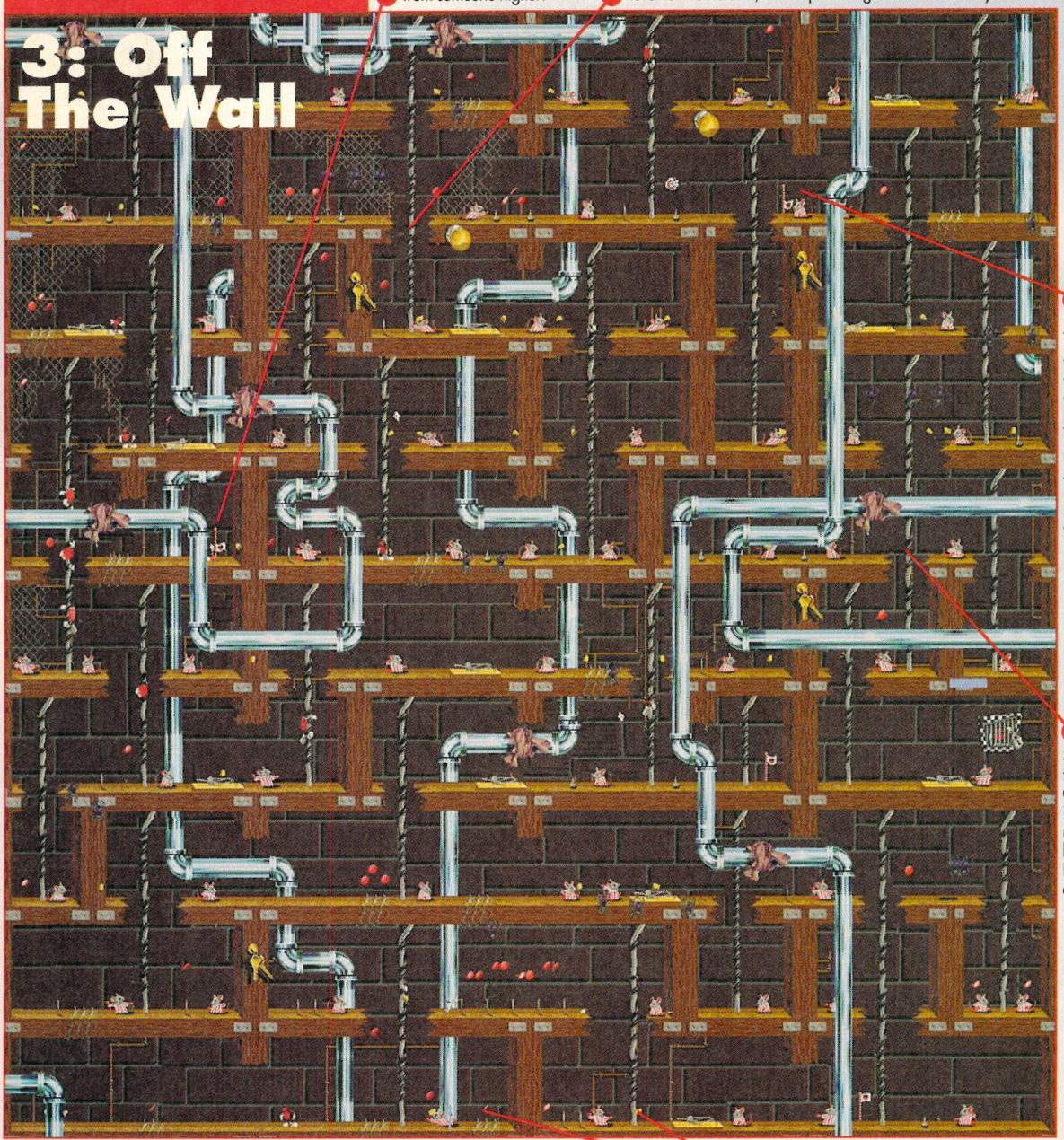
You have indeed done well. You have almost made it to the Toy Store – but not quite. Use the map as much as you can. Despite a couple of detours, there is only one route to the cage and your fellow spot. Joy upon joy – nothing that flies either! All you have to face is some peeved, cheese-throwing mice, a few spiders and some barbed wire, with a couple of mouse traps thrown in too!

3: Off The Wall

In this level you pit your wits against the clock. You have probably noticed that the eight minutes you get doesn't seem to go very far, especially when there are so many places to hide little red spots – damn their oily hides! The bad guys are all mindless toys, they take a battering as they mindlessly walk back and forth, so, if at all possible, get underneath them. Remember what you have learnt and it'll become a piece of cake.

Nothing but pure skill will get you through this level. Make the most of the flags. If you die, you'll come back to this point. It sounds bad, but believe me – it's a gift from someone higher!

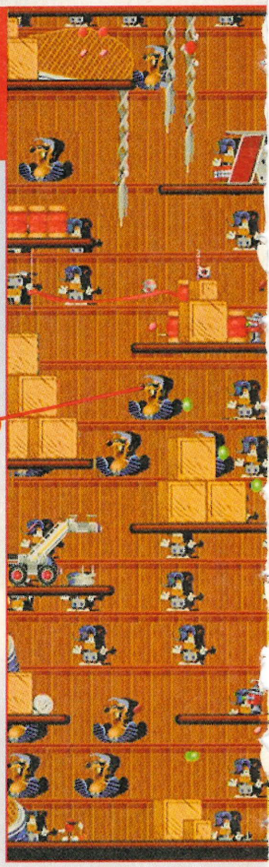
Decisions, decisions. A ten thousand points bonus and the bonus level for 100% cool, or scrape through with the skin of your teeth!



Straight from the start you'll run into trouble, be not afraid, your cool shots will cut him, and his cheese-throwing antics down to size. Just don't rush or you'll wind up dead.

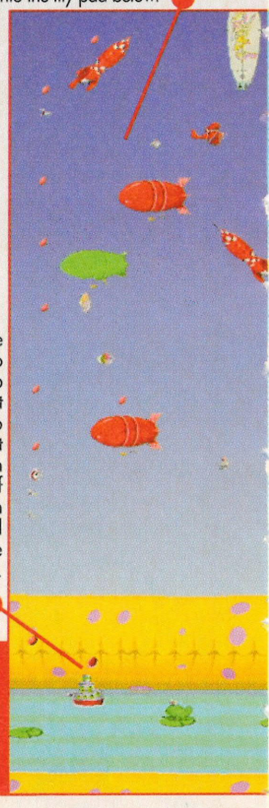
This level's harder isn't it ! In the last few feet you should have come across more grief than the other levels put together. It can only get better - if only ! Head up and keep going.

After moving across the bottom of the level, move up and head left. Behind the shoe in the centre of the level are two bad guys. From the shoe, head left, go up and then right again; collecting coins as you go.



This is the last flag, and the closest to the cage. If you don't have enough spots, check behind the pipes. There are plenty more places to check out. Just because you can't see them, doesn't mean they're not there.

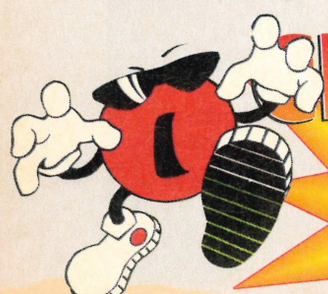
Hop into the bubble and get onto the rocket above your head. Slip left and claim a bounty of spots. You'll then fall onto the lily pad below.



So close. Only those few short steps to go. Good luck! The cage is only two mice, one mouse trap and two levels below you. Remember, have you enough spots?

It's about this time when it's very useful to know that if you drop in the drink – you ain't getting out! Jump onto the lily pad on the left and shoot the frog on your right. Using all of your skill, jump from pad to boat to duck, all across the pool to the other end.

This level is not for the fearful or talentless. Cheese-throwing mice have changed to water-spitting frogs who aim with deadly accuracy, and the things that fly are now planes that drop bombs! Two things to remember, water kills – for good! The UFOs are handy as temporary platforms, but not permanent ones – they give way! Jump again and they will reset for another chance.



CHEATS

INVINCIBILITY & LEVEL SKIP

Pause the game and press A, B, C, B, A, C, A, B, C B, A and C.

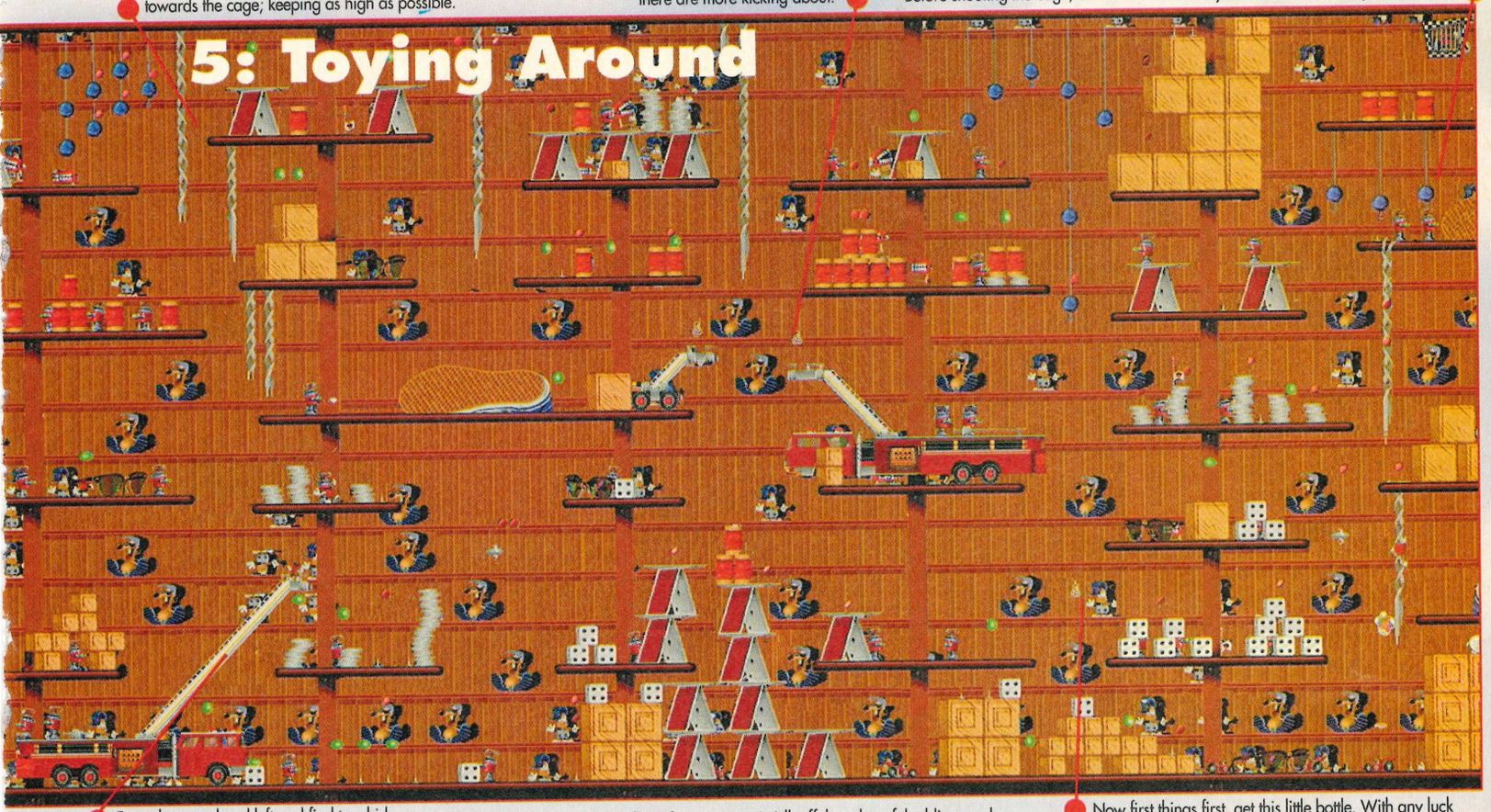
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Head across the top of the level. The cage is in the top right corner. On top of it is a flag. Raise it, and keep moving towards the cage; keeping as high as possible.

7-Ups – don't you just love em? Here are two for the taking! Look around, there are more kicking about.

This is the hanging ball you are aiming for. Now for some real skill. Jump left and then, once clear of the shelf, push hard right – hey presto! Congrats, you've made it. Before shooting the cage, look in the boxes on your left. There's a way in at the top.

5: Toying Around

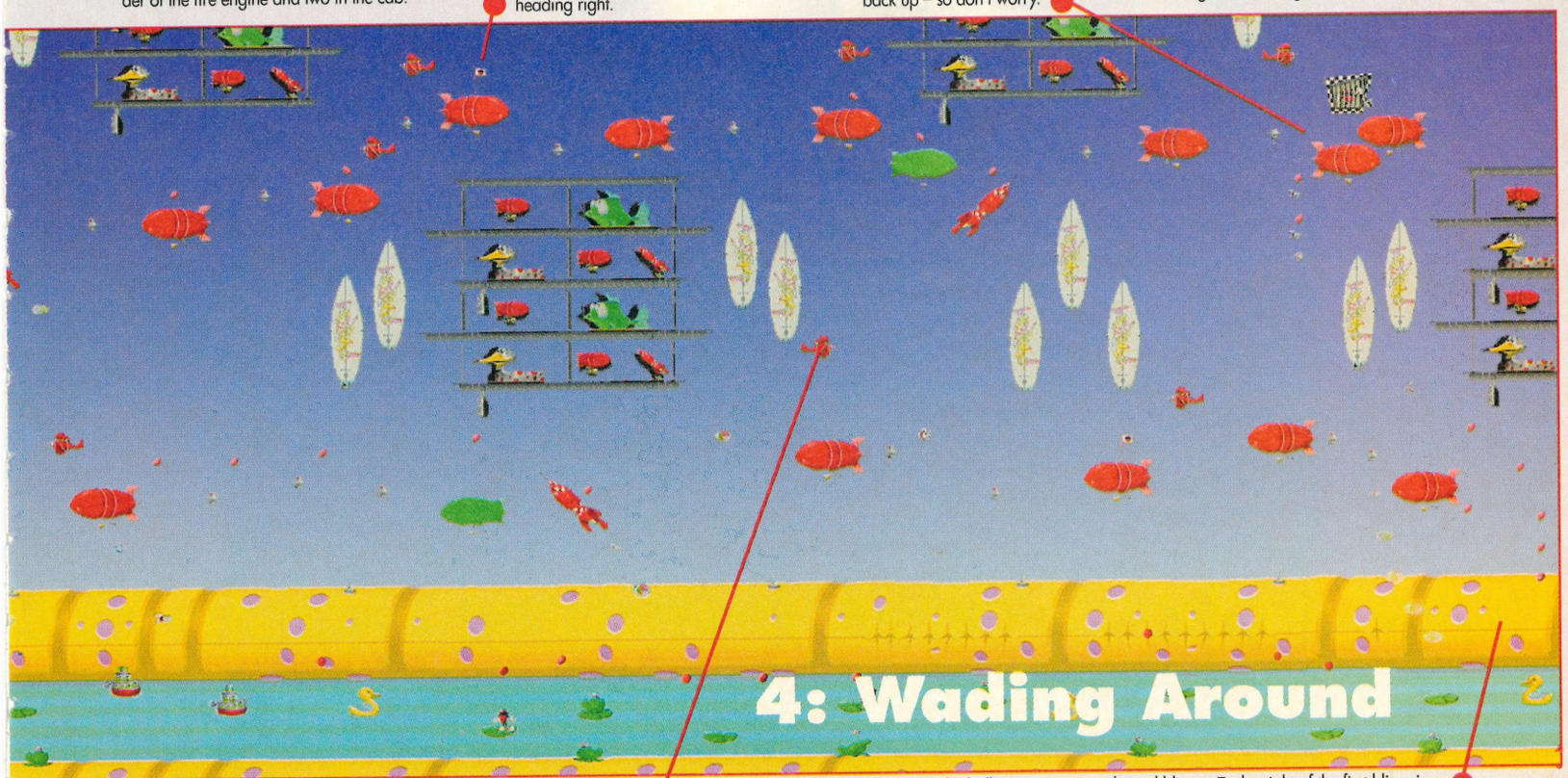


From the start, head left and find two hidden spots behind the shoe. Spots are hidden everywhere, there are eight in the ladder of the fire engine and two in the cab.

This is the only other flag. If you die, you are so very close to the cage and ultimate success. Keep heading right.

Walk off the edge of the blimp and collect two 7-Ups and two spots. The small bubble will bring you back up – so don't worry.

Now first things first, get this little bottle. With any luck you'll have seen them before – they restore some of your health. While you're here, drop to the bottom; avoiding the bouncing blobs and look in the boxes.



4: Wading Around

These biplanes drop rather painful bombs. A quick burst of bubble power is enough to clear them for good. Jump, bounce and hop to the far left. Once there, use the big bubbles to get to the blimps above your head.

After killing little froggy, use the balloons to get onto the red blimps. To the right of the first blimp is a collection of spots, you should now fall onto the duck. Back up and use the flying saucers to cross to the next blimp. Beware, they don't hold your weight for long, so jump on and jump off fast!

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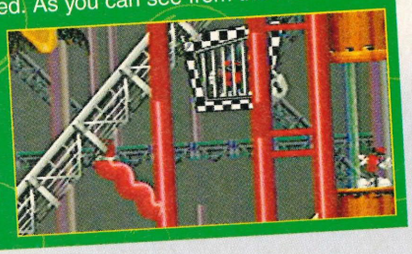


6: Radical Rails





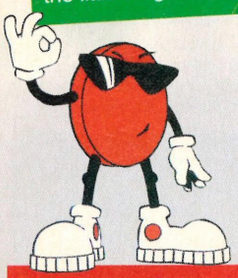
When these guys christened this level 'Radical Rails', they weren't kidding! So you think you've come across every type of game plan? Well, guess again – this is a one off ride to chaos city! Let yourself go and you'll wind up going into a free-fall spin. However, if you're clever, you'll have realised, that by jumping with precision and skill, you can work your way back up the chutes. A couple of handy things to note are where the 7-Ups and 1-Ups are located. As you can see from the masterfully captured screen shots, there is a 1-Up in the bottom left corner of the level. If you don't already know, this will give you an extra spot! Oh, and you might want to know that the cage is in the top right corner of the level. Use the vacuum tube in the bottom right corner, and you'll be nicely dropped just below it. Another thing to notice are the Groucho Marx faces, and the little ledges that often hide some spots.



No, don't be confused, it's not 'Toying Around' again. This is a new and improved level. Back are all of your old favourites: the robots, the radio-controlled cars, the wind-up teeth with legs and not forgetting the bouncing blobs which go bang when you shoot them. But now you've got biplanes and their bombs. Enough? The icing on the cake are the spinning pencil creatures. Believe me, you don't want these in your desk draw! Don't go too close or they'll buzz you to death. They're also invincible while they are spinning – not good when you're hanging off a ledge!



Here's a little point worth taking note of – waste this sucker! There is no set route to take, so just work your way back and forth, and don't get killed. It would be such a shame this far into the game!



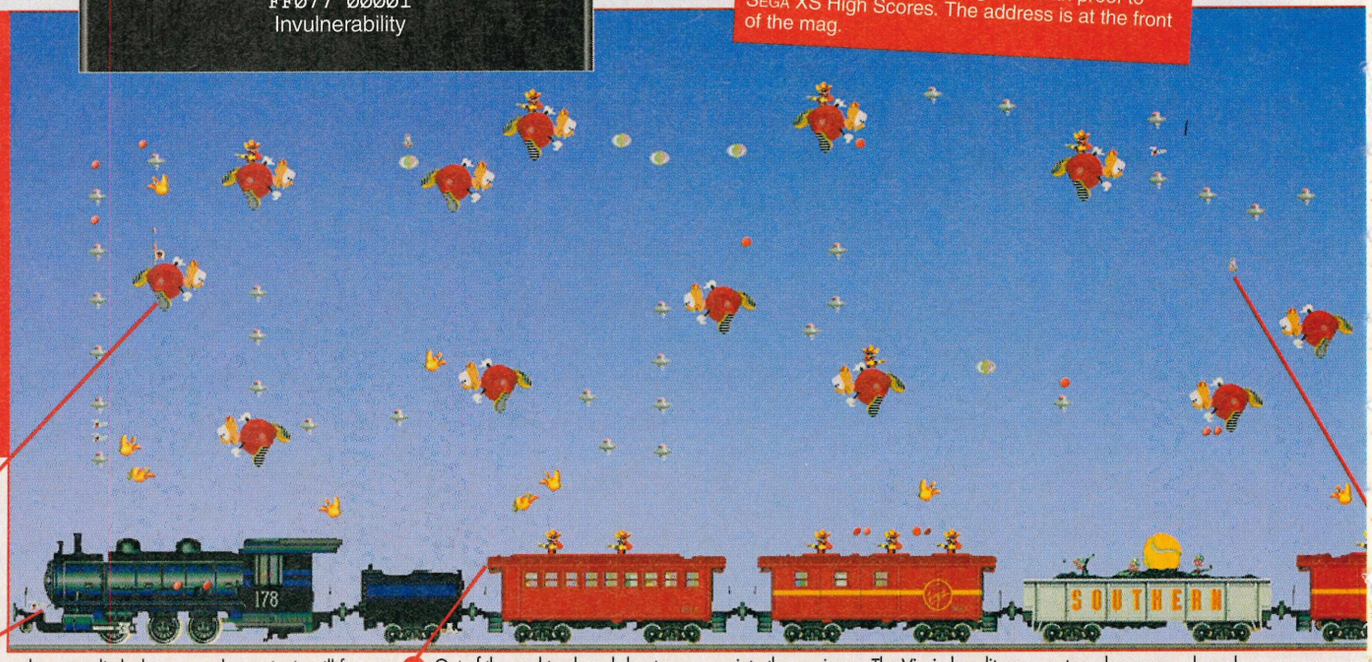
'Wading Around' presented just a few problems. Combine this with a background that flashes past at the speed of light, and a couple of crack shot desperados, and what do you get? More hassle than mortal man should be faced with. The best way to complete this level is to study the comprehensive map, look and learn where the bubbles and flying saucers are, then put yourself in the hands of the unknown...



SUMMARY

GAME NAME: Cool Spot
TIME TO COMPLETE: 1 week
HIGHEST SCORE: 846, 700
NUMBER OF LEVELS: 11
CHALLENGE RATING: medium

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



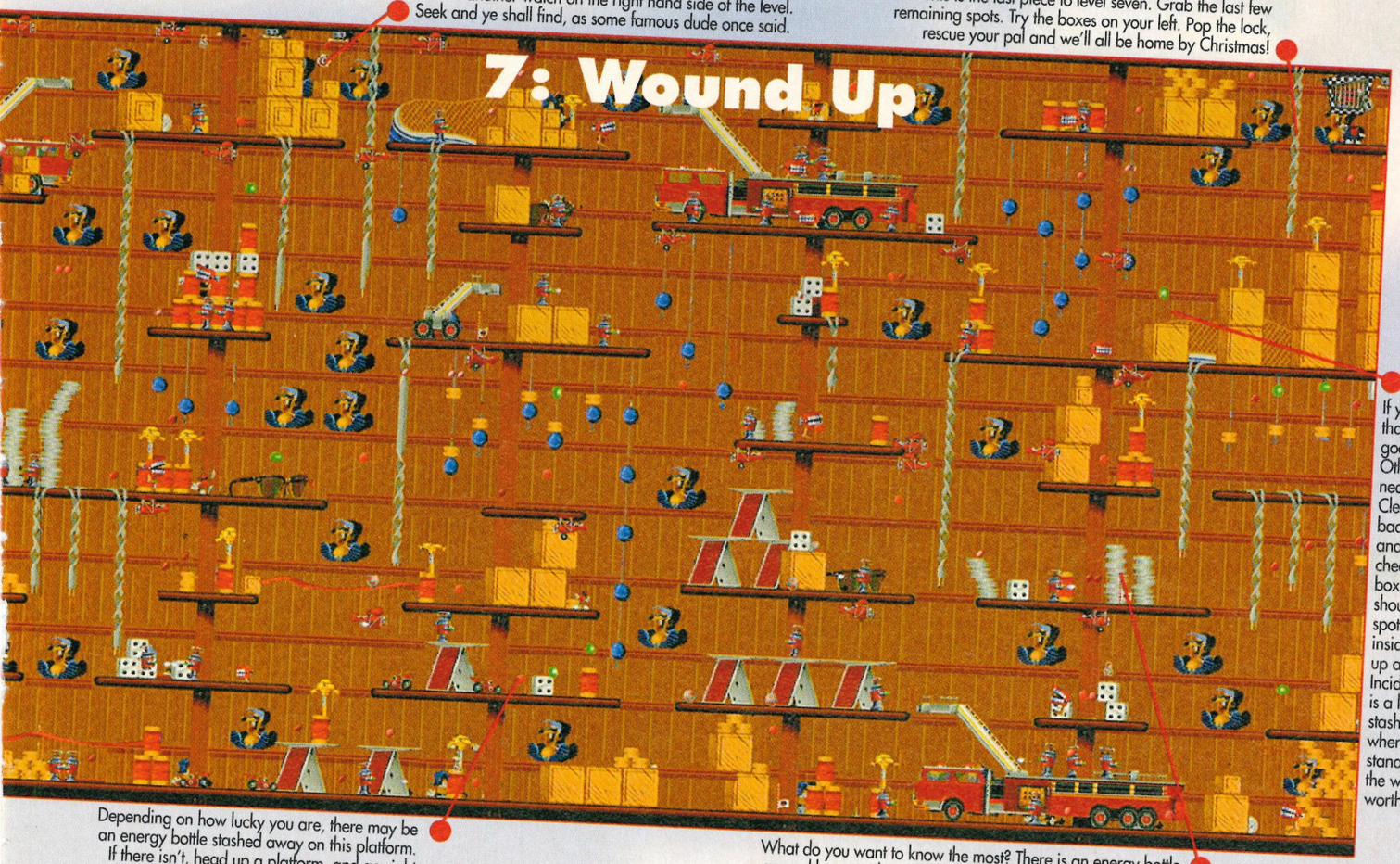
Jump onto the UFOs, 7-Ups and spots await.

From the start, climb down onto the engine's grill for a 7-Up surprise. There are more spots hidden in the cab and inside the coal truck.

Out of the coal truck and shoot your way into the carriages. The Virgin bandits pop up to welcome you aboard. Work your way through the carriages collecting spots. When you hit the 'Southern' ore wagon, blast your way past the miners. The tennis ball hides a couple of spots. Jump high and there be two more under the balloon.

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7: Wound Up



An easy 30 seconds for the picking. Very handy indeed. There's another watch on the right hand side of the level. Seek and ye shall find, as some famous dude once said.

This is the last piece to level seven. Grab the last few remaining spots. Try the boxes on your left. Pop the lock, rescue your pal and we'll all be home by Christmas!

If you've got less than 60 spots – good bye! Otherwise, you're nearly there. Clear away the bad guys , planes and balls, then check out the boxes, they should have a few spots scattered inside. Head up, up and away! Incidentally, there is a little watch stashed just below where you are standing against the wall – it's worth having.

Depending on how lucky you are, there may be an energy bottle stashed away on this platform. If there isn't, head up a platform, and go right because there is another one over there!

What do you want to know the most? There is an energy bottle around here, and around the fire engine is a few more spots – useful to add to your already huge collection!

Loads of spots left. It's worth the gamble to get them, especially the 7-Up. Bounce your way to the balloon and then back up to rescue your pard'ner.

8: Locomotive



Watch this space amigo! Get ready for a novelty. The Virgin Express Bandits, have made it into the sky, and they're waiting to fire their stuff at you. Don't let them get to their guns first.

The caboose is a whole heap of happening things. Climb inside and shoot the roof's occupants to oblivion. Now climb up and raise the flag. This way, if any accidents occur, you're back to this point at least. Now you can pick up the glass of health-restoring cola. Above is something to watch out for.

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9: Back to the Wall

'Back to the Wall' is one step closer to saving your last buddy. Similar to 'Off the wall', the key differences are that there are more cheese-throwing mice, spiders and a lot more spikes. The new twists are that there are dancing electricity bolts, over half of the spots are hidden, and the best news of all – there are no time or energy bonus!

Get used to looking in and fighting your way out of dead ends. This level has the annoying habit of producing a few – be warned.

With no energy or time bonuses to pick up, the next best things to find are flags. And lo and behold...

From the start, the first thing to do is get the spots hidden behind the pipes – three in all. (Get used to looking everywhere, especially behind pipes). You've got to go down, but mice are waiting so shoot them as quickly as possible. Now head left and down.

Do you want to risk some health for a lot of spots? The pipe by the cage hides two spots for a start. Run past the cage and your buddy, then head up using the bubbles, you've done it before so it should be no trouble. Now go left; avoiding the spikes, before heading up and bounce to the right. The hole at the top has go three more spots... so grab them!

There are three spots hidden behind this pipe. Don't miss them. There is also one more down below, but it's covered by a mouse.

By now you should be so accustomed with the control pad and this little red fellow, that he can be made to headspin on a two penny piece – so make the most of the mouse traps. They can be used to throw you over the mice, just watch out for the spiders!

Once the beach holds no more surprises, it's time to take to the air. All of the balloons move – jump aboard and see where.

No more spots hidden in the depths of the deck chairs, but there are two hidden behind the can of 7-Up.

Just like in the very first level, all that time ago it's best to clear the beach of nasties before attempting to play with the balloons. So, my most excellent friends, get to it and head right; blasting as you go.

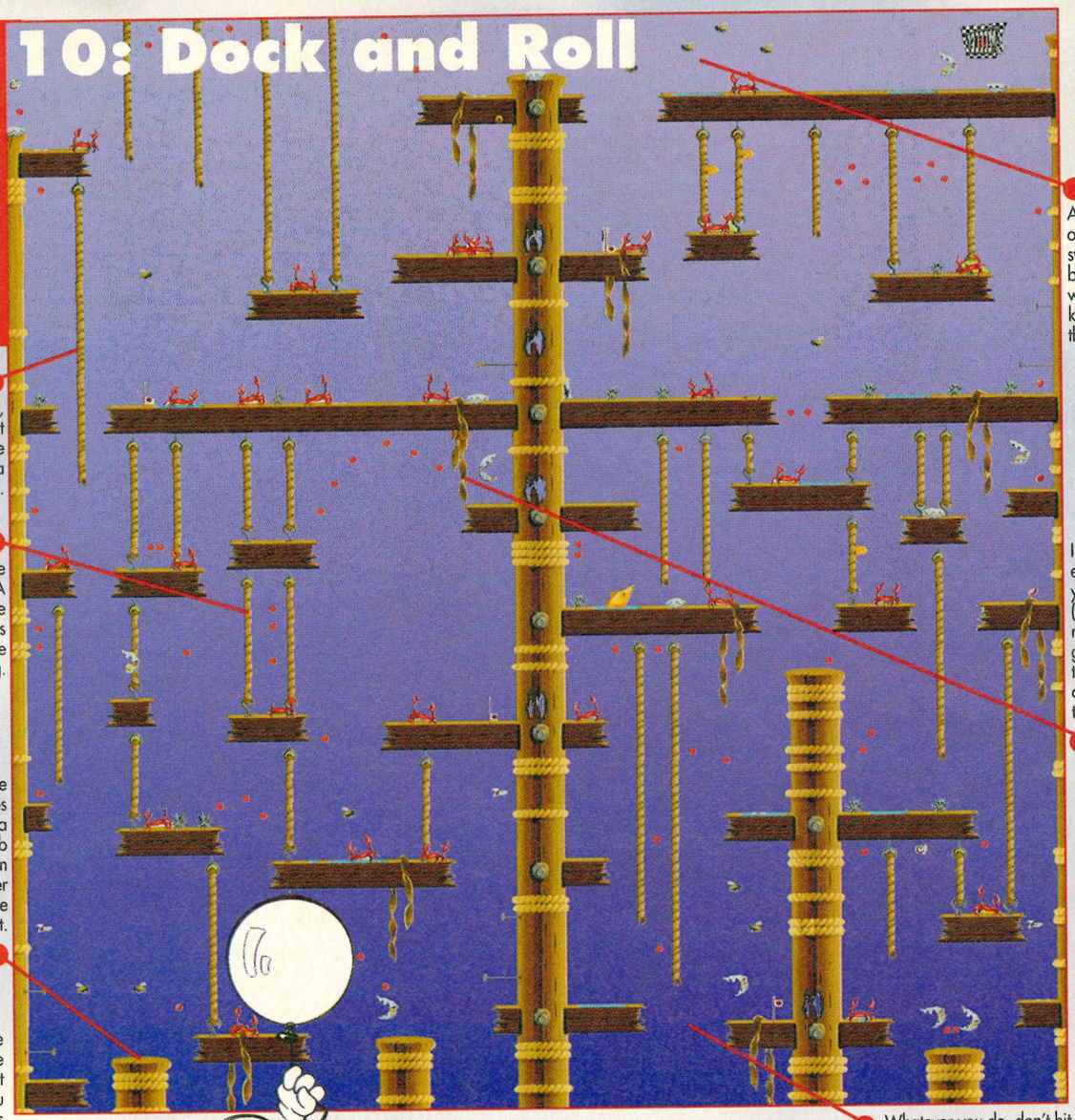
11: Surf Patrol

Yes, this is it... the one, the only – the last level of *Cool Spot*. What a rollercoaster of a ride it's been. Although it's not the hardest level, it is easily one of the most enjoyable. Not many of the spots are found on the ground, most of them are sitting pretty in the air. The two speakers make excellent platforms to find balloons with, and the sounds they are pumping out are most funky (2 Unlimited eat your heart out!). Once again, check out the map and you'll get a better idea of where and when to be so that you will happily link up with the loads of balloons wondering about in their individual directions. Come on people, this is the last level. And if you haven't got all six letters to "UNCOLA", this is your last chance. All you have to do is collect spots – what could be simpler?

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10: Dock and Roll

This is the tenth and penultimate level and is by far the hardest. You start in the bottom left corner and gradually with the greatest of care, and hardest of opposition, have to work your way to the cage in the top right. Don't fall off the posts or you'll wind up very, very dead. Lots of crabs and bees and spiky urchins makes for fun, fun, fun!



Arghhhh!! From out of nowhere: a swarm of suicide bees. Buzzing things with a mission to kill! Keep shooting, the cage is so near.

Climb this rope. At the top, jump right and you should just reach the next rope. On the other side of the crab is a watch – 30 extra seconds.

It may not look the best route through, but believe me it is. A good jump will get you onto the platform with the crab. As soon as you land, don't hang around, fire your bubbles as fast as lightning.

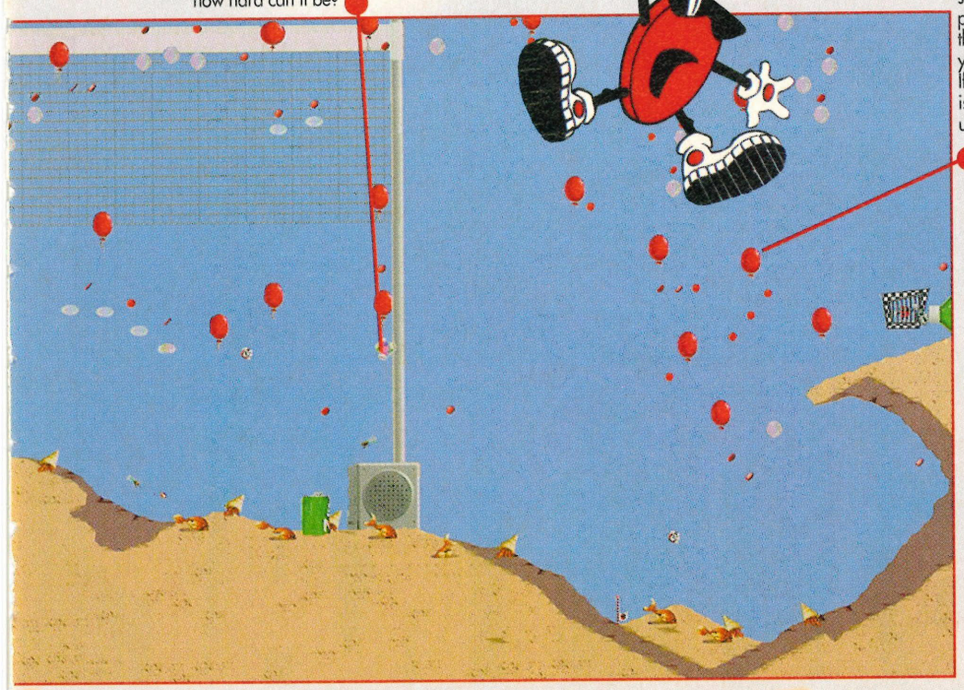
I spy with my little eye, so many spots, you'll want to fly (groan)! A good running jump should get you to all of them and perch you on the platform on the other side.

From the start, jump up onto the nails. At the top is a 7-Up. Bees come from everywhere to have a go. Say nighty night to the crab and the oyster, then bubble them to pieces. There is another 7-Up above two nails on the largest post on the right.

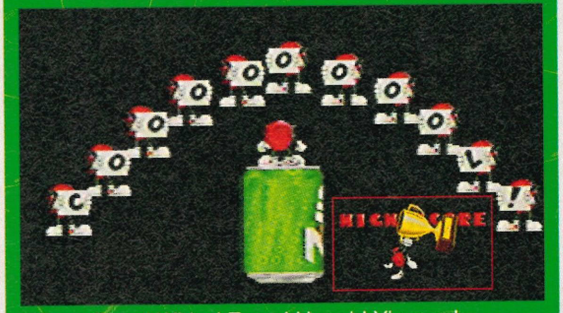
The best way to get to the cage is by heading up here. At the top, use the big bubble to start moving right. Now all you have to do is ride the bubbles as far as you can. Trust me – how hard can it be?

There are lots of spots which seem to sit in very obscure places. What you will find is that the balloons will often drag you through them as you hang. If you hadn't noticed, the cage is to your right – but spot hunt until you've got all100%.

Whatever you do, don't hit the oyster-spitting pearls and fall into the bottomless abyss. That really would be a waste, there's a flag here for the taking.



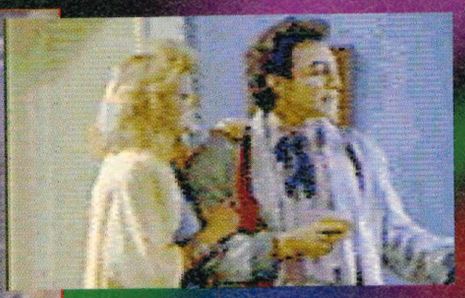
ZOWEEEEEEEEEE!!



Bang! Whizz! Zoom! Hurrah! Yippeee!
The games have cometh to an end You are too cool to fool. You beat the crabs, the planes, the robots, the mice and everything else the powers of Uncool could throw at you. All 11 cool pals are free, and you should have made your **UNCOOL** bonus too, cool! – Party on!

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HAMMER HOUSE OF HORROR

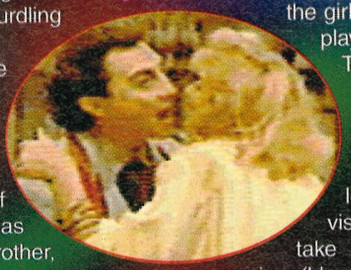
Terror has traipsed through the sleepy suburbs of rural America and set up home in a winery estate on Vineyard Avenue. Girls are going missing and the foulest of play is suspected. Only the Martin family know the truth about the young girls' disappearances, and as a member of SCAT (Sega Control Attack Team) it is your job to discover the Martin's deadly secret.



The SCAT has managed to splice into the family home's weird security system and it is your task to monitor each room whilst being prepared to set off the traps that lie hidden within range of each camera. You must remain calm and alert as the traps can only be initiated if you have the correct colour code, and the Martin family are forever changing the code for their own personal safety (paranoid vampires).

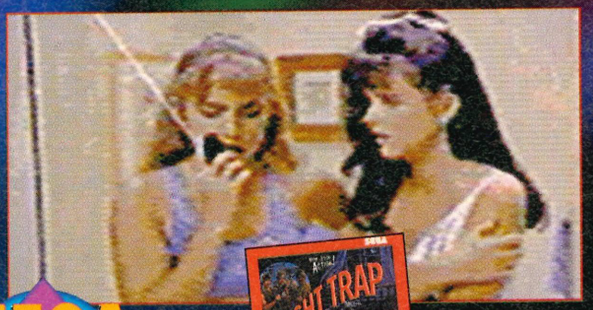
Remember, calm and collected scrutiny is the key, so keep your wits about you as it's going to be a long and painfully blood curdling night.

The Martins have invited a further five girls to be their guests for the weekend at their winery and one of the girls, Lisa, has brought her young brother, Danny. The girls are your regular "I go to the mall" type – you either love 'em, or you despise 'em. There is Cindy who thinks with her stomach. Lisa who thinks with her chamois handbag, Lisa's young brother Danny, Magan – the clown of the bunch, and finally the lovely Ashley. Also among this motley crew is a secret agent working as a spy, her name is Kelli, she is the only one who will communicate with you through the cameras. The Martin's invitation to the girls has sinister undertones, for the winery is just a cover and the wine bottles contain the essence of human blood! The Martins are of course vampires and assist in the feeding of a group of subhuman monsters called oggers.



When the girls arrive, they are greeted in a very friendly manner as Mrs Sheila Martin likes to touch the girls (I guess she's just playing with her food!). They introduce the girls to Jeff Martin and his cousin Tony and then make their excuses to leave as they have to visit the oggers and take a large supply of wine (blood) for them. The girls then make themselves at home. They start to throw a little party in the living room where Magan starts to play air guitar with a tennis racket to the theme music of *Night Trap* (this is awfully painful, so it would be best not to watch this part). The party is interrupted by Jeff and Tony. Tony realises that Ashley looks like a girl that he once loved (thin, but vital to the plot). Meanwhile the house is being overrun with oggers looking for a fresh supply of blood.





The door bell rings and everyone runs to the door thinking that it could be more of Sarah Martin's friends to join the party. The guy at the door is really working for SCAT and has gone undercover to check out the situation in the house. He's pretty terrible actually; using a fake Jamaican accent and asking if anyone has seen his boat. This guy installs suspicion in the mind of Jeff and Tony. The Martins realise that someone has tapped into the security system and is controlling the cameras and traps.







Danny is the first to discover that there is more to the Martin household than meets the eye as he encounters a trio of oggers in the hallway, armed to the teeth with their blood-draining equipment! Danny makes a break for it and runs from the house. He meets Eddie, or 'Weird Eddie' as he is so compassionately known. Eddie tells Danny about the oggers and warns him of the danger in the house. Danny retorts that he

That's right, it's the game where the female protagonists are allegedly drained of their blood and ritually slaughtered before your very eyes! All that gore brought to you in superb Full Motion Video using REAL actors. Let's face it, this was blown out of all proportion in the typical tabloid fashion. People *do* get killed – what sort of a horror game would it be if they didn't? But contrary to the Mary Whitehouse association for protecting us innocent adults (ooh, it's so scary mummy!), the vampire theme is very tame and contains about as much gore as your average episode of The Cosbys. Sensationalism it is, but *Night Trap* is still one of the best CD games around. Check out the complete guide.

MEGA CD



SEGA ● INTERACTIVE MOVIE

NIGHT TRAP





has already encountered the leprous creatures. Eddie then issues Danny with an invention of his – a ray gun!

The second discovery is made by Cindy and Magan in the kitchen. Cindy decides that food is what is needed and raids the refrigerator. She retrieves what she believes to be a cherry pop and chomps on it with gusto. Discovery makes her scream and spit as she realises it's



made of blood! Magan scolds her for being dim and searches through for some food for herself and discovers a body being drained of blood! Screaming hysteria takes place as oggers enter stage right; acting like the keystone cops.

Meanwhile, upstairs Lisa is undressing in the bathroom and is jumped by more oggers. She runs, scantily clad, around the bedroom before jumping through the window to freedom. By now Danny is running about the house zapping oggers left right and centre with his new found toy.

Back in the bathroom Tony warns Ashley and Kelli to leave because Ashley is like a girl he once loved called Madeline and it pangs at his vampire's heart.

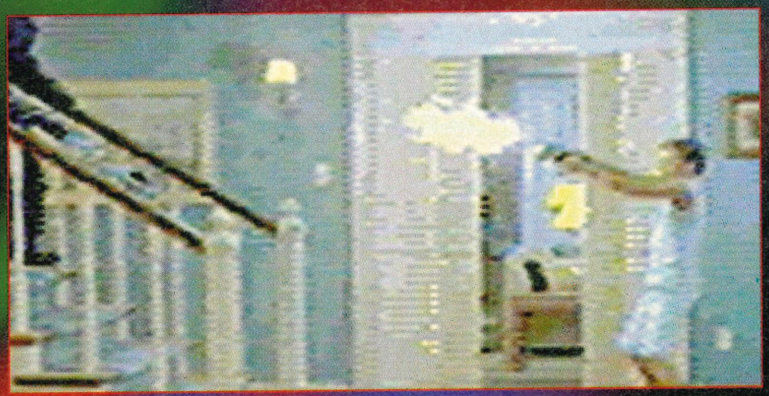
In the heat of this confusion Mr and Mrs Martin return from their



errands, quite miffed as the oggers they were supposed to meet had actually set them up to get them out of the house, so that they could have the young girls for themselves. Kelli radios in and the SCAT team storm the house. As they jump the door,



they are confronted by Mr and Mrs Martin who invite them into their living room to explain. Kelli is then



TRAP TIMES

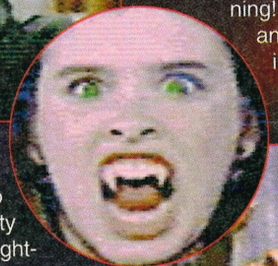
DISC 1

00:05 hallway 1
00:25 living room
00:33 bedroom
00:38 bathroom
00:48 bathroom
01:00 living room
01:22 kitchen
01:34 entry way
02:50 entry way
03:10 hallway 1
03:20 bedroom
03:29 living room
03:40 hallway 1
03:45 driveway
04:01 hallway 2
04:20 bathroom
04:38 bedroom
04:53 living room
05:02 living room
05:25 bedroom
05:35 driveway
05:40 entryway (code change)
05:45 living room
06:08 hallway 1
06:18 hallway 2
06:49 hallway 2
07:05 kitchen
07:17 bedroom
07:40 driveway
07:48 hallway 1
08:02 bedroom
08:10 hallway 2
08:25 hallway 1
08:35 bedroom
09:00 living room (code change)
09:10 living room
09:20 entry way
10:45 hallway 2
10:55 driveway
11:00 driveway
11:29 hallway 1
12:03 living room
12:37 bathroom
13:10 hallway 1
13:27 entry way (code change)

DISC 2

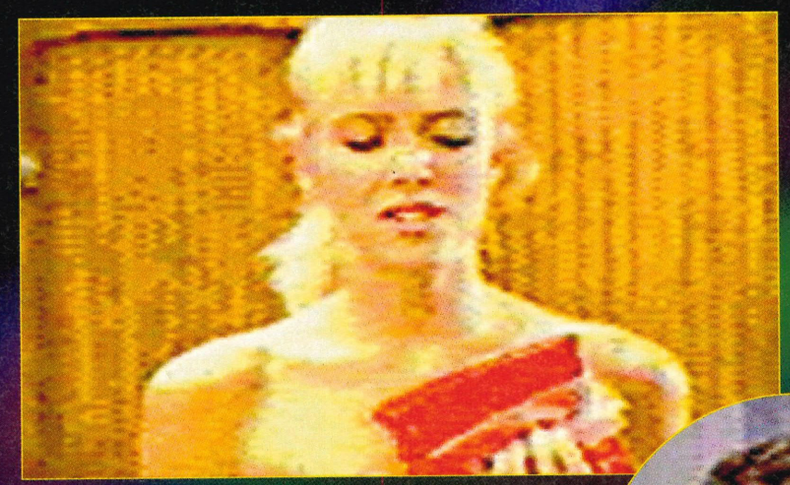
13:55 living room
14:13 living room (code change)
14:40 hallway 2
15:00 entryway
16:25 driveway
16:35 hallway 2
16:43 living room
16:54 hallway 1
17:10 bedroom
17:25 living room
17:35 hallway 2
17:48 living room
17:54 bathroom
18:00 hallway 2
18:10 driveway
18:13 driveway
18:25 entry way
18:33 living room
19:00 hallway 1
19:20 living room
19:50 entry way
20:10 living room
21:14 bedroom
21:30 driveway
21:40 kitchen
21:50 hallway 2
22:05 bedroom
22:23 hallway 1
23:03 hallway 2
23:15 hallway 1
23:30 living room
23:50 driveway
24:00 living room
24:15 living room
24:25 hallway 1
24:30 bedroom
24:50 bathroom
25:08 hallway 2







trapped in the hallway by a number of oggers and Tony storms in to shoot bolts of electricity from his fingertips and frighten off the oggers. Tony backs Kelli up the stairs where he bares his fangs to the meek young girl. The trap must be set off here or he will catch Kelli and make her tell him about the cameras so you will be disconnected and Kelli will be lunch. A fight has manifested in the living room and the Martins are winning! Jeff steps on a trap and gets sucked away into vampire death. The Martins are really angry at being



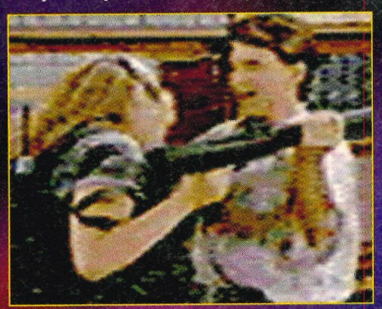


deceived and are all after Kelli's blood.

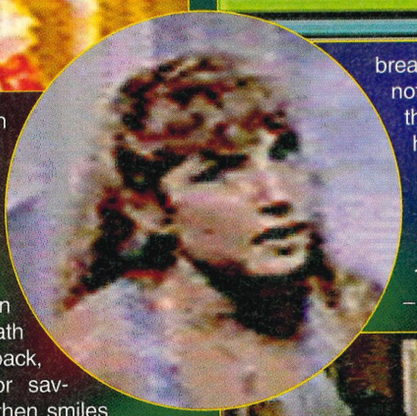
The game really hots up as a frenzied chase around the house



ensues. Mrs Martin grabs Kelli in the bedroom, but Kelli escapes her (even if she is not trapped) and falls right into the arms of Mr Martin in the bathroom. Again, Kelli escapes from him (even if you don't trap him) and Sarah Martin grabs Kelli in the hallway. They are all trying to get their



vengeful teeth into her pearly white neck. If you let either Mr and Mrs Martin or Sarah escape the traps, this is where they will catch Kelli and with the assistance of two oggers; inject her with their evil vampire venom. Or alternately, if you have caught the Martins, then at the end of the tale and when Kelli gets her breath and courage back, she thanks you for saving her life. She then smiles sweetly and skips away in a high school fashion... yeuch! Personally, I think you deserve at least a medal for all your hard work, if not a snog from one of the gorgeous babes (apologies female readers). If you make a mistake, Commander Simms will give you a right ticking off, but if you do well – he hides in shame. That's the full story, now check out all the times for the Oggers so that you can complete the game with no worries. We've also supplied a few helpful hints at key points in the game.



CREATURES OF THE NIGHT

You must catch at least 60% of the oggers, but there are certain times that you must set the trap off or you will lose the game instantly. Here's a brief run down.

05:40 Entryway – before you change this code, catch the ogger in the living room, because when the ogger breaks in, Tony has not yet changed the code as he hasn't quite got to the room where they change the codes yet.

12:37 Bathroom – you must set off



the trap here or the oggers will catch and kill Lisa and you will be sacked.

17:10 Bedroom – again, the oggers will kill one of the girls if you do not initiate the trap in time.

19:00 Hallway 1 – when in the hallway, watch out for Magan as she panics and runs over the trap. Don't use the trap until the second time the bar goes red.

19:50 Entry way – if you do not catch Tony here, he will catch Kelli and tell Jeff of your intrusion on the security



system and they will disconnect you.

23:30 Living room – Jeff will escape and kill Kelli if you don't catch him.

24:30 Bedroom – you must catch Sheila Martin, so be in the room in plenty of time.

24:50 Bathroom – the struggle moves into the bathroom and you must catch Victor Martin here.



25:08 Hallway 2 – the last one here is to catch Sarah Martin.

Always make sure that the person



who is changing the code has left the room before you change your code to tap into the system. Make sure you know what it is you are trapping, because at times there are a lot of people roaming the corridors and the soldiers look remarkably like oggers. Also, when playing the game, make sure you have set aside 26 minutes as there is no pause and the game is in real time. You need total concentration, or Commander Simms will shoot you down in a most patronising manner.



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SUMMARY

GAME NAME: Night Trap
TIME TO COMPLETE: 2 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: n/a
CHALLENGE RATING: medium

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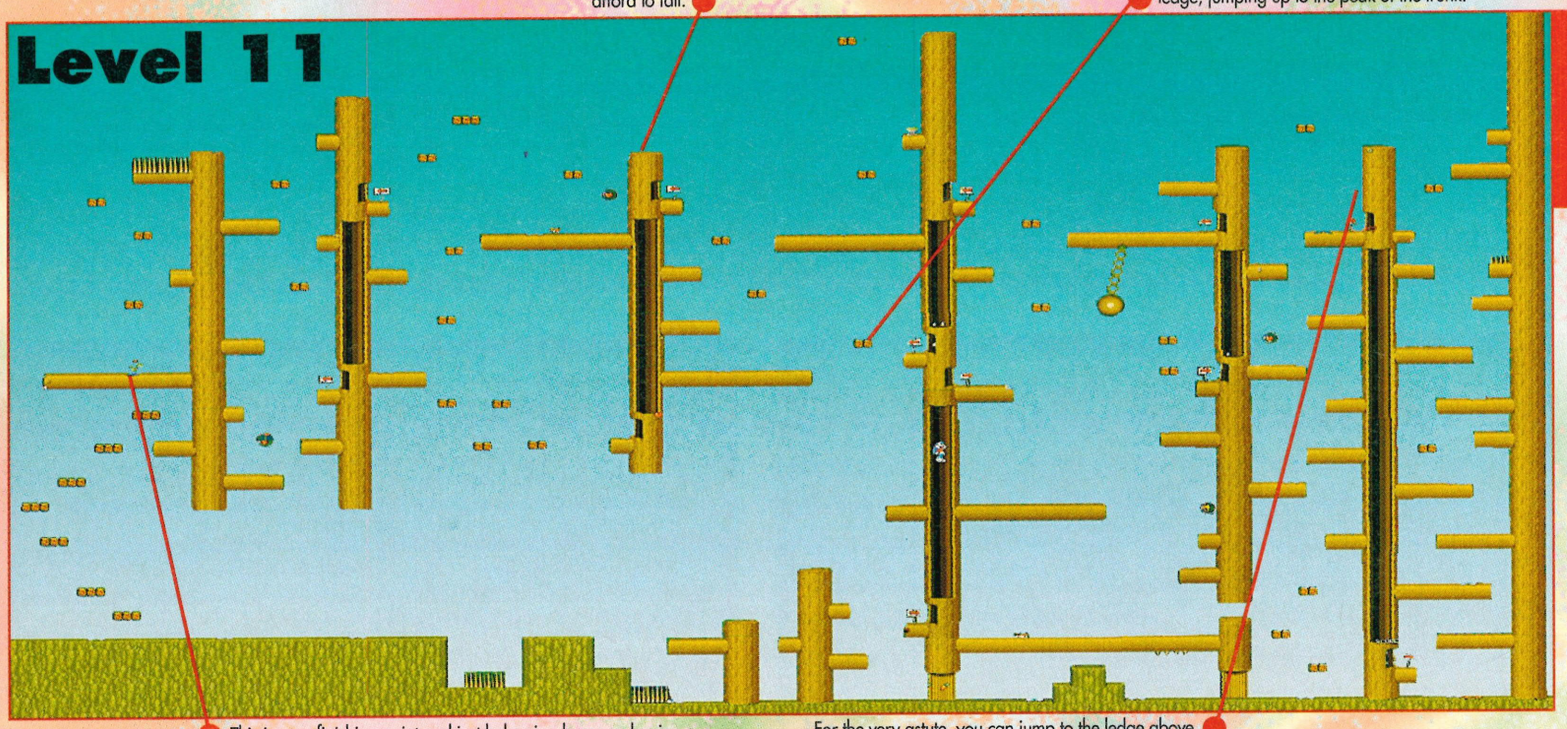
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Level 11



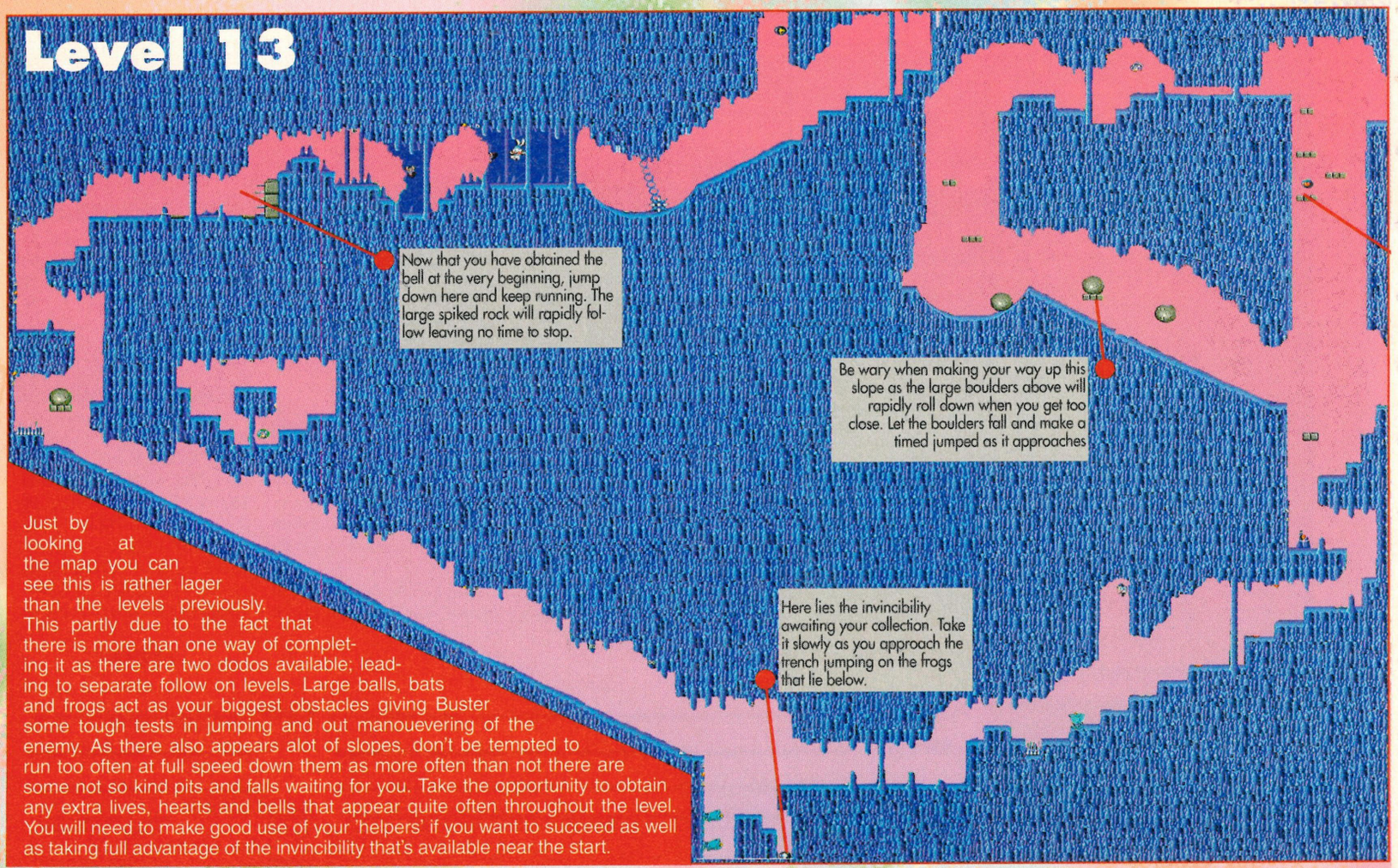
Take it easy as you leap off here as there is a moving spike below, along with a welcome heart. Be sure footed as you can't afford to fall.

This ledge is vital for you to complete the level, unfortunately it falls away soon after you land on it, so be sure to jump left onto the more secure ledge, jumping up to the peak of the trunk.

This is your finishing point and just below is where you begin. To get through this as quickly as possible, make your way all the way right following the arrow through the tree.

For the very astute, you can jump to the ledge above by making a double jump off the trunk here, otherwise go down the chute; making your way up the other side.

Level 13



Now that you have obtained the bell at the very beginning, jump down here and keep running. The large spiked rock will rapidly follow leaving no time to stop.

Be wary when making your way up this slope as the large boulders above will rapidly roll down when you get too close. Let the boulders fall and make a timed jumped as it approaches

Here lies the invincibility awaiting your collection. Take it slowly as you approach the trench jumping on the frogs that lie below.

Just by looking at the map you can see this is rather lager than the levels previously. This partly due to the fact that there is more than one way of completing it as there are two dodos available; leading to separate follow on levels. Large balls, bats and frogs act as your biggest obstacles giving Buster some tough tests in jumping and out manouevering of the enemy. As there also appears alot of slopes, don't be tempted to run too often at full speed down them as more often than not there are some not so kind pits and falls waiting for you. Take the opportunity to obtain any extra lives, hearts and bells that appear quite often throughout the level. You will need to make good use of your 'helpers' if you want to succeed as well as taking full advantage of the invincibility that's available near the start.

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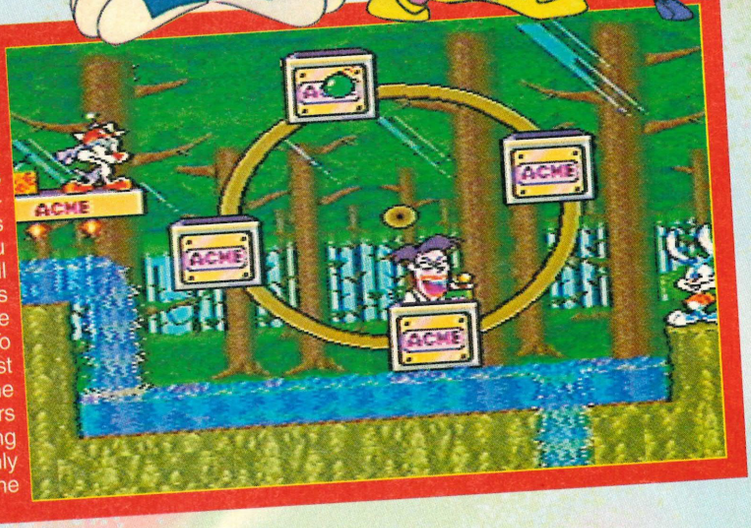
So to the last of the levels set in the picturesque surroundings of Toon forest. A rather tantalising way to end as the Dodo can be seen only a Buster jump away, and believe me when I say there is no short-cut. There are plenty of tubes and springs to speed yourself to an early finish or indeed an early end depending on how you fair as you ascend or descend, there is always a spike at the most obvious places waiting to skewer any unassuming bunnies. Be prepared to make an emergency manoeuvre as slow reactions will leave you, at a severe disadvantage – it's survival of the quickest.



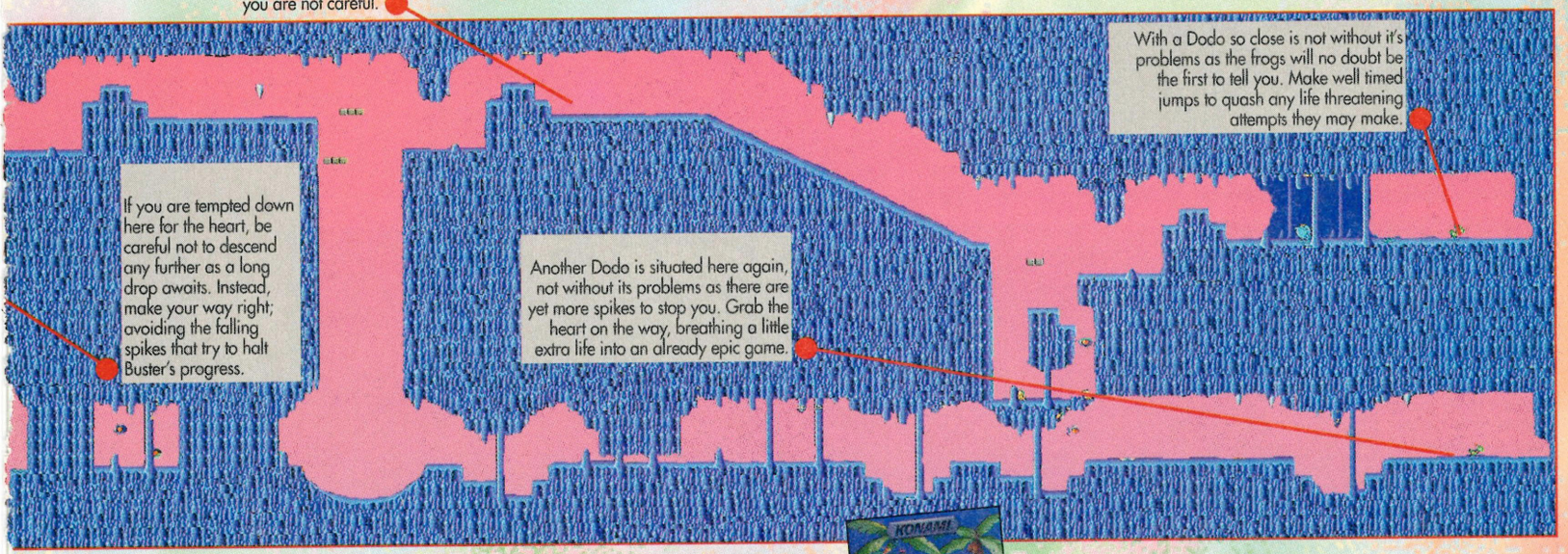
PART 2

Level 12

A relatively simple guardian level, you will need to start by standing on the ledge to the right. It won't be too much of a problem avoiding the missiles thrown by the young coyote, a combination of well-timed jumps and moves to the left and right will see you through. In between times you will need to jump on the mad scientist's head. He appears out of the three boxes that revolve on the big wheel. To anticipate which box the scientist appears from, use the flashing of one of the boxes as indication. This occurs just before he raises his head allowing you the chance to leap on him. Only jump if the scientist comes out of the boxes in front of you.



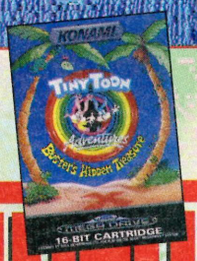
Taking the high road will lead you to one of the Dodos. However, there are a number of spikes to stop you on the slope if you are not careful.



With a Dodo so close is not without it's problems as the frogs will no doubt be the first to tell you. Make well timed jumps to quash any life threatening attempts they may make.

If you are tempted down here for the heart, be careful not to descend any further as a long drop awaits. Instead, make your way right; avoiding the falling spikes that try to halt Buster's progress.

Another Dodo is situated here again, not without its problems as there are yet more spikes to stop you. Grab the heart on the way, breathing a little extra life into an already epic game.



KONAMI ● PLATFORM ADVENTURE

TINY TOON ADVENTURES

MEGA DRIVE

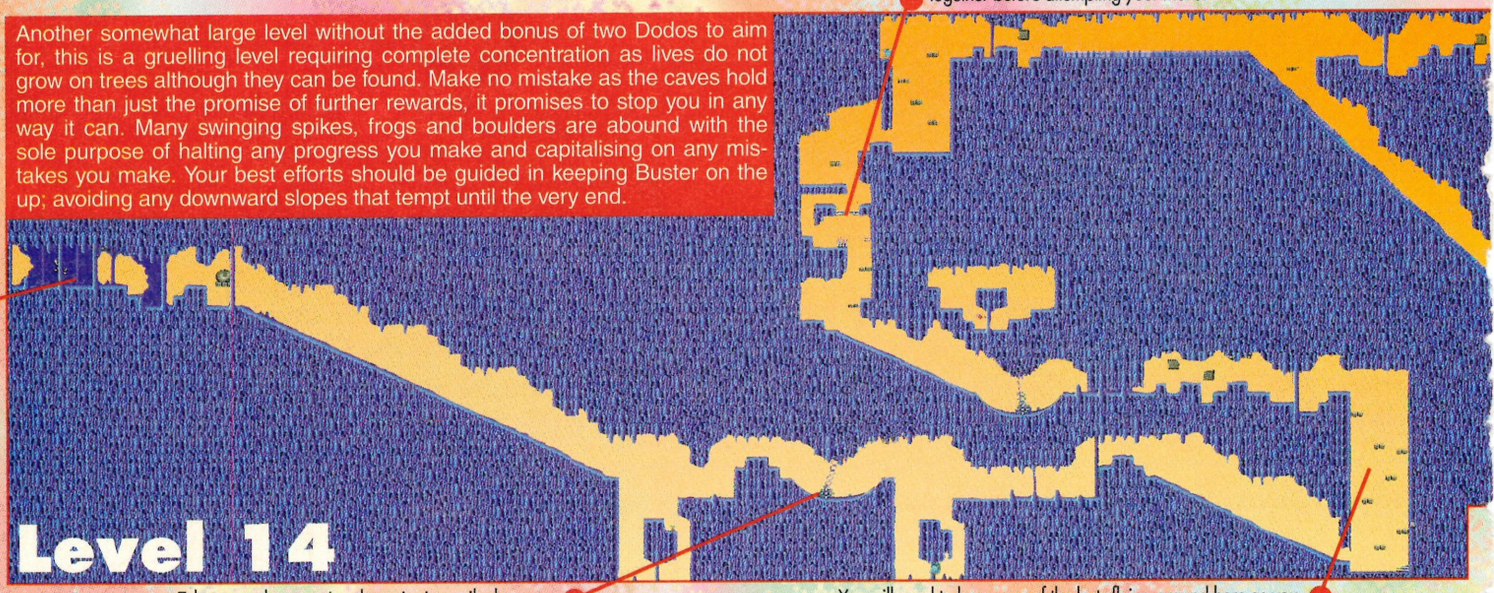
Welcome back to the second and concluding installment of Konami's epic adventure. Buster is now well on his way to finding the treasure and finding Babs, although there are much larger and more dangerous obstacles awaiting our furry tailed hero. With all this to come SEGA XS will also be announcing the ten winners of the *Tiny Toons* competition. As we expected, the standards were extremely high; making our jobs more difficult, but I'm sure you'll agree with us that the entries shown are worthy winners!

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Level 14

Another somewhat large level without the added bonus of two Dodos to aim for, this is a gruelling level requiring complete concentration as lives do not grow on trees although they can be found. Make no mistake as the caves hold more than just the promise of further rewards, it promises to stop you in any way it can. Many swinging spikes, frogs and boulders are abound with the sole purpose of halting any progress you make and capitalising on any mistakes you make. Your best efforts should be guided in keeping Buster on the up; avoiding any downward slopes that tempt until the very end.



To pass up and over the set of spikes will take some timed jumping. Wait for the pair of spikes to move together before attempting your move.

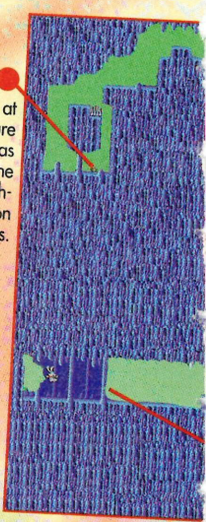
Begin here, walking/running down the slope. Though you won't be able to outrun the boulder that pursues, a jump back over the rolling rock will alleviate the chase.

Take care when passing the swinging spike here, as you can easily be caught. Jump over it as it swings towards you ensuring a safe pass.

You will need to be aware of the bats flying around here as you make your way to the top up the the ledges. Don't rush, jump on the bats as they fly into range.

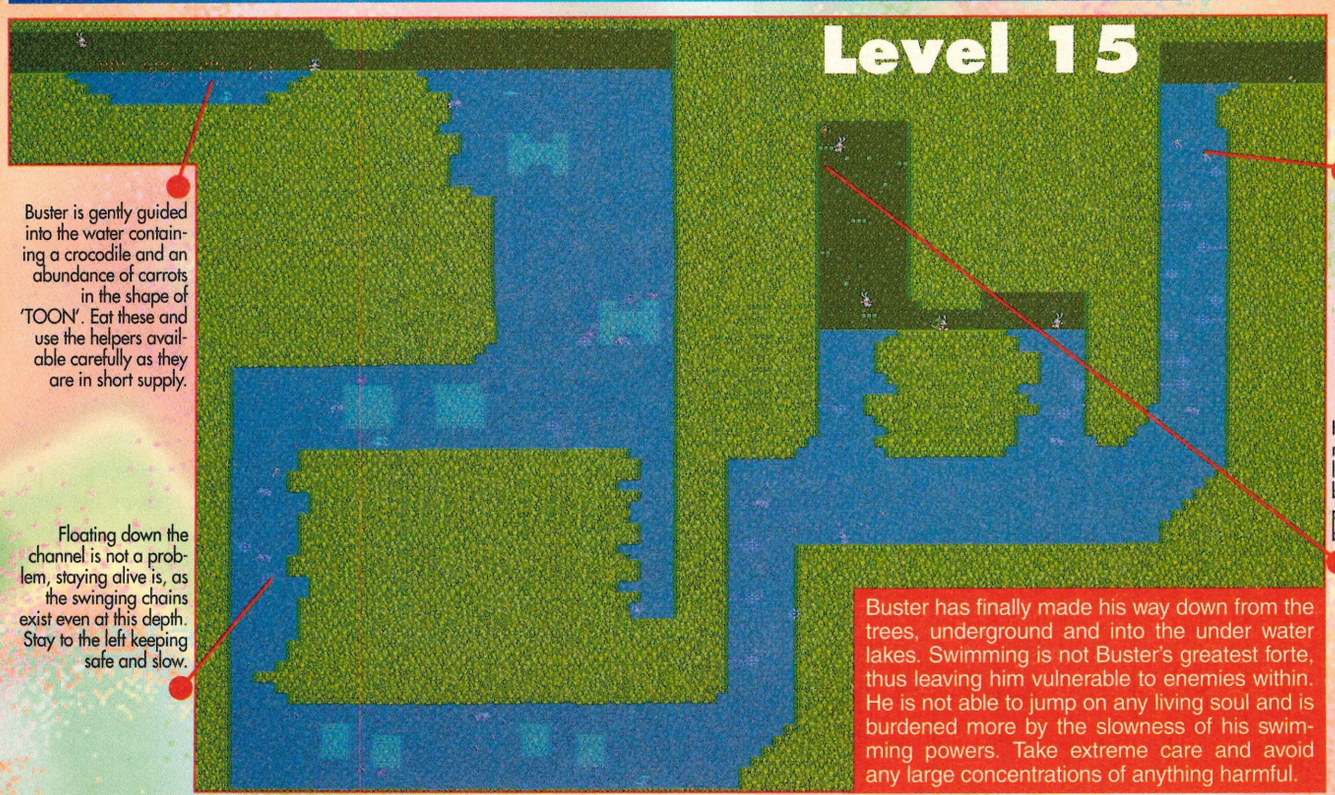
PASSWORDS

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



The first Dodo is situated at bottom of this trench. Be sure not to fall onto the spikes as you float across on the ledges; avoiding the treachery below. Grab the heart on the way, every little helps.

Level 15



Buster is gently guided into the water containing a crocodile and an abundance of carrots in the shape of 'TOON'. Eat these and use the helpers available carefully as they are in short supply.

Floating down the channel is not a problem, staying alive is, as the swinging chains exist even at this depth. Stay to the left keeping safe and slow.

Stay in the middle when ascending through the plethora of spikes that swing dangerously close, moving slightly left and right as you rise to the top. Once there, you can walk right, safe in the knowledge it's only the Dodo to greet you.

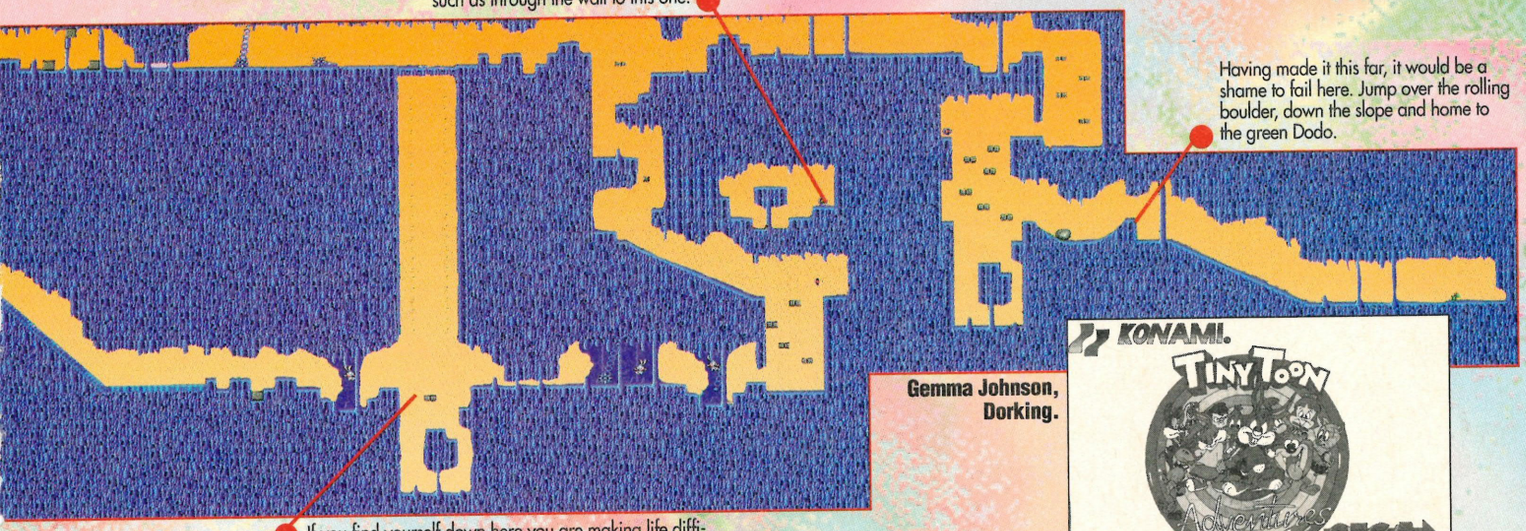
Having got passed the numerous sea creatures that lie at the bottom of the deep blue. It will come as a pleasant surprise to find this bell at the top of the ledges.

Buster has finally made his way down from the trees, underground and into the under water lakes. Swimming is not Buster's greatest forte, thus leaving him vulnerable to enemies within. He is not able to jump on any living soul and is burdened more by the slowness of his swimming powers. Take extreme care and avoid any large concentrations of anything harmful.

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With lives and hearts being used at an all too quick rate, it's wise to take advantage of any on offer, such as through the wall to this one.

Having made it this far, it would be a shame to fail here. Jump over the rolling boulder, down the slope and home to the green Dodo.



Gemma Johnson, Dorking.

If you find yourself down here you are making life difficult for yourself. It is the long way around with plenty of dangerous frogs above the stream that flows down here. The bridge at the very top should be quickly passed as it collapses soon after you've landed.

After the little respite in the water, Buster now finds himself in the throes of yet another underground maze. With plenty of obstacles and enemies to keep the little toon busy there should be no chance of a breather. Once more it will take some fiendish manoeuvres to outwit the well-informed enemies of your arrival as they have arranged for some expertly positioned traps to hinder you.

Your only benefit in coming this far is to gain the hearts and extra life that are found beyond the wall on the left. Many frogs and bats await you.

To take advantage of the mass of bonuses, here you will need to jump up to the small ledge hidden by the waterfall on the left.

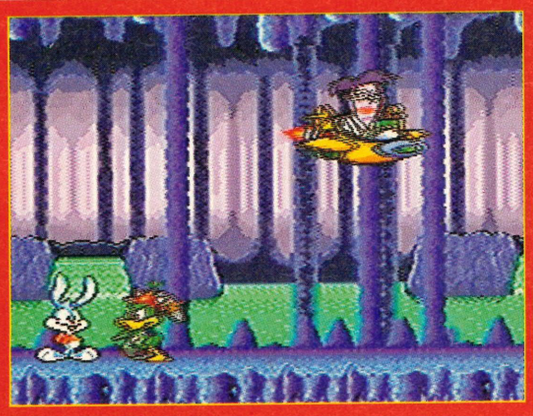
Level 16



Once more into the caves Buster, as we begin another even more taxing adventure in the subterranean. Starting here will give Buster the chance to forget any mistakes in the past and get on with the vital mission to rescue the lonely Babs – his doting girlfriend.

Take this opportunity to gain the Bonus level on offer here and all the rewards it brings, bells, hearts and lives galore. Drop down the chasm and jump left through the wall; avoiding the moving rock.

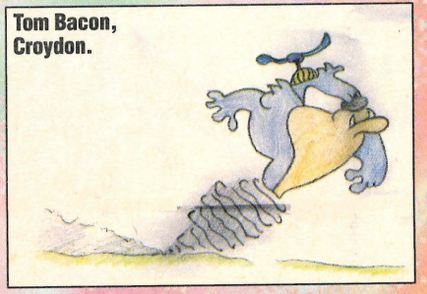
Having reached as far as this, you will not be surprised to find the immense amount of fiends on offer – a helper is required here. Once on the ledge it will rise up to the top supplying you with a number of bats that require disposing.



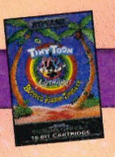
Level 17

With Guardians becoming increasingly difficult to overcome it will come as no surprise for this one to be any different. You will need to avoid Daffy as he paces left and right by jumping over him, waiting for the moment that the scientist swoops down. You can take your chance at jumping on him at this point. You will be forewarned by the falling of spikes as Daffy bangs the ground with his hammer. Staying to the right of the screen will avoid the masonry giving you a perfect run up to jump on the scientist, you can't afford to miss as this will lose you a heart.

Tom Bacon, Croydon.



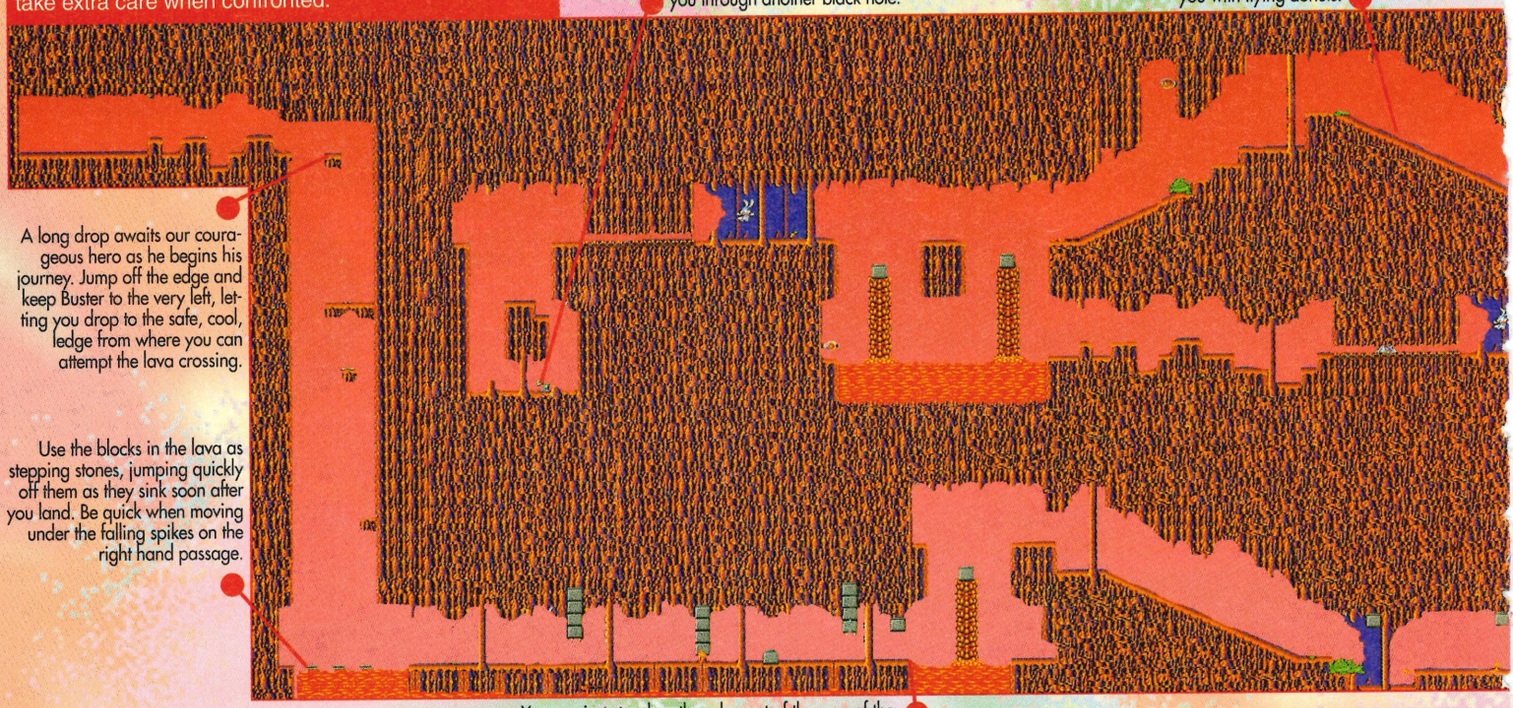
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There is a warmer feel to level 18 as volcanic activity is found by Buster in his continuing adventure. Plenty of lava plumes and rock spikes opening and closing giving room for any number of mistakes to be made. There are two Dodo's to choose from, once more making this larger than your average level. Small flames and jets of hot air are fired from the floor and ceiling, take extra care when confronted.

A lonely old Dodo awaits Buster's arrival so he may drag you through another black hole.

Before walking down this slope, it's worth collecting the heart in the alcove to the left. Having got it, jump on the frogs as they attempt to harm you with flying donuts.



A long drop awaits our courageous hero as he begins his journey. Jump off the edge and keep Buster to the very left, letting you drop to the safe, cool, ledge from where you can attempt the lava crossing.

Use the blocks in the lava as stepping stones, jumping quickly off them as they sink soon after you land. Be quick when moving under the falling spikes on the right hand passage.

You can just stand on the edge out of the way of the block and wait for the lava jet to return down before jumping on. Once at the top jump right to continue.

Level 19



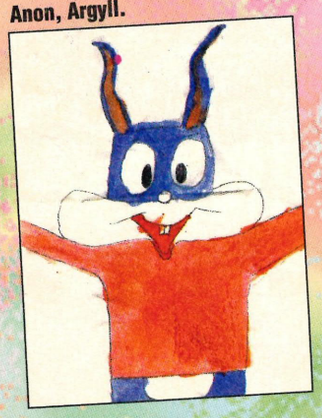






Level 19 can only be achieved if you are level headed and won't get flustered under pressure. It begins with a can for Buster to trip on followed by three large green ghouls. These need to bounced on very quickly before they pounce on you, you will need to watch for the spurts of hot air that emanate from gaps in the roof of the slope as you can easily jump onto the fiends directly into the line of fire of the gas. Not a clever move., Instead, let the ghouls come to you; allowing you to jump when you are ready out of the way of danger. Once you have safely reached the bottom of the slope you will see a ledge to jump on, as soon as you have jumped up from here to the ledge above the lava at the bottom will rapidly rise, quickly catching Buster up. This is where you will need to be methodical as one slip will result in instant loss of hearts. There are a lot of ledges getting progressively smaller as you ascend. Grab the heart about half way up and jump left at the top of the lava pit to meet the Dodo.

Anon, Argyll.

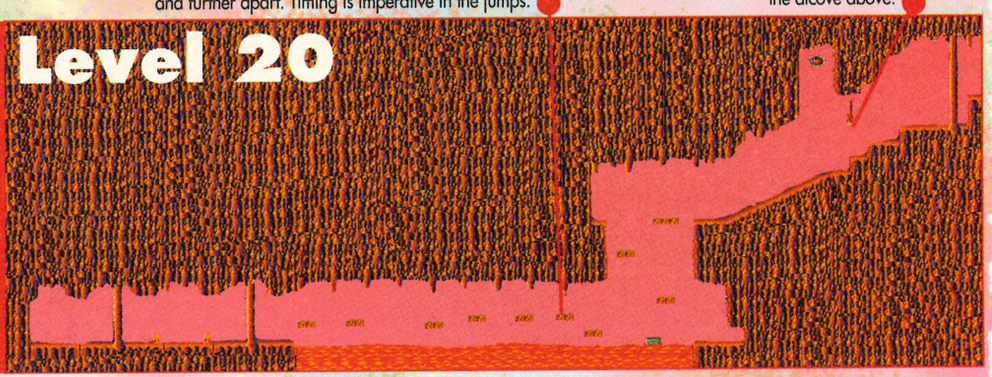


The ledges at the beginning are difficult to start with as there are groups of pairs that revolve around whilst moving nearer and further apart. Timing is imperative in the jumps.

Another hot gust hinders your attempts at getting the heart in the alcove above.

Level 20

Now that you have made it passed that rather stressful experience in the previous level you can relax knowing this level is pure and simple mayhem that is... ahem! I never said it would be easy. Still in the lava pits Buster has to scale rotating ledges as well as moving and falling ledges.



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Level 18

An extra life is available to any who dare to double jump their way to the top of this rock.

The second Dodo greets Buster here with the final obstacles being the sinking blocks.

Having passed this point you will be confronted by numerous small flames walking on the ground ready to trip Buster. Walk at the same speed as them and jump over as they reach the slope.

Ledges and blocks lead the way to the top, but be quick as they don't stay afloat for long. The heart at the other side should make you eager to get there.



Ann Ormesher, Chertsey.

Before reaching the Dodo you will need to negotiate the falling spikes, go slow to avoid being impaled.

The heart and extra lives are reached by jumping up and across a number of small ledges. Take care not to fall as there are a number of spikes waiting to catch you.

I spy a secret wall leading to a bonus level. Take it and stock up on those much-needed supplies. You can also grab the icons in the alcoves above.

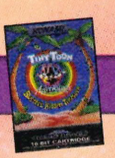




Level 21

The scientist appears once more with the presence of Daffy as he rockets across from left to right trying to knock you from your perch. The scientist will rise and fall on his platform, you will need to use the six ledges to jump up and onto the scientist. You never know when and where Daffy will fly from as he pokes his head out briefly before making his move; giving you the time to move away. The top ledges are best to stand on as you only have to drop down the middle at any time to hit the scientist.

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Level 22

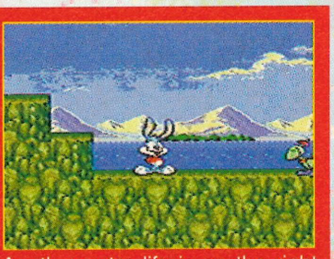
This level combines a number of waterfalls, ledges and a swim in the sea before reaching the end. Some of the suspended ponds can be jumped over rather than dropping through the waterfalls at the bottom. Going to either the far left or right to the swinging spikes you will find a heart. This will help against the onslaught of aquatic creatures that are abound in this level.



Having fallen through the waterfalls there will be a number of ledges. Get to the far left near the top to gain the welcome Bonus level.

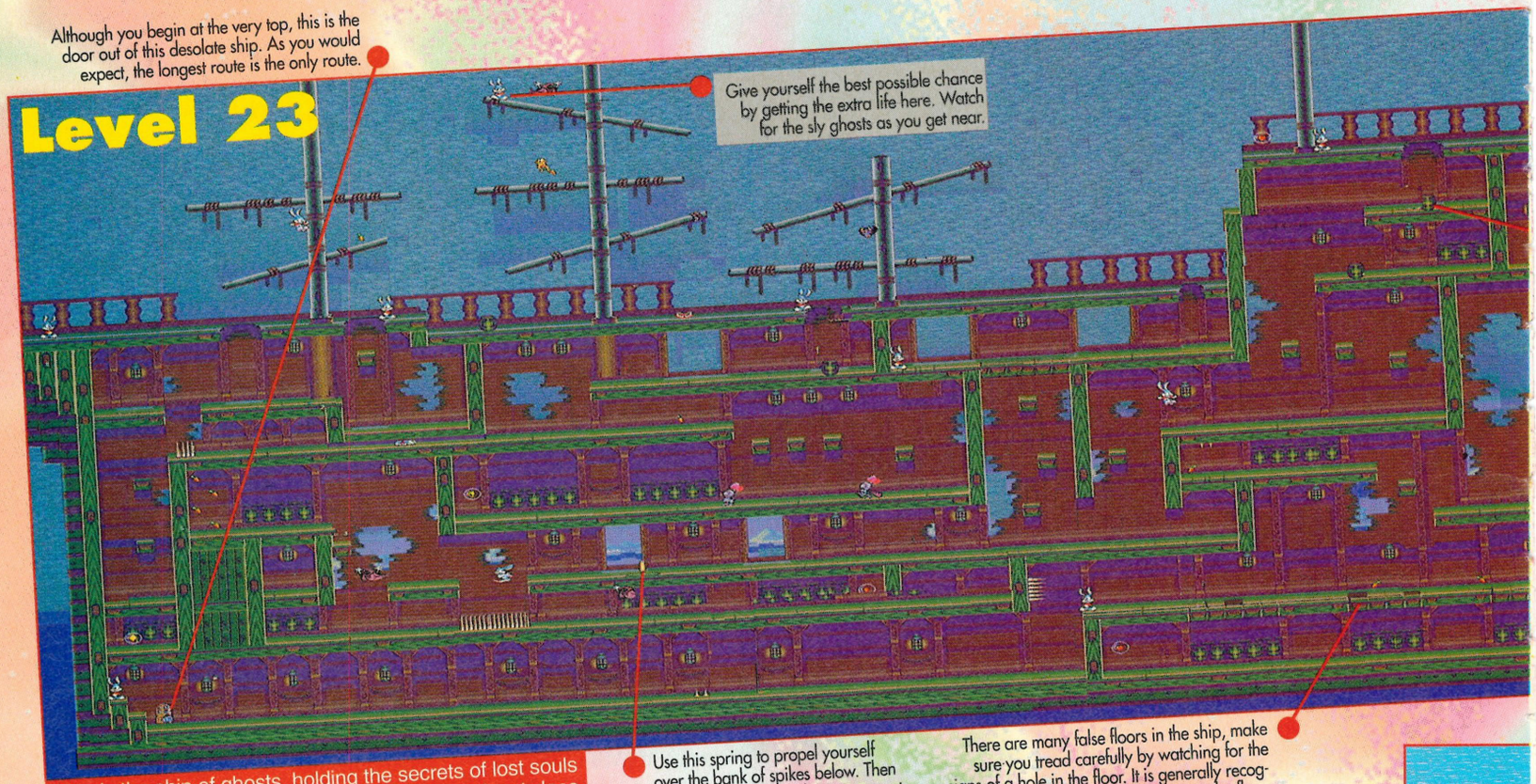


You can find an extra life at the bottom of the sea at left in an enclosure. It is guarded well by sharks, it's a risk that's worth taking.



Another extra life is on the right of the group of ledges. Now that you are stocked go all the way right to the Dodo.

Level 23



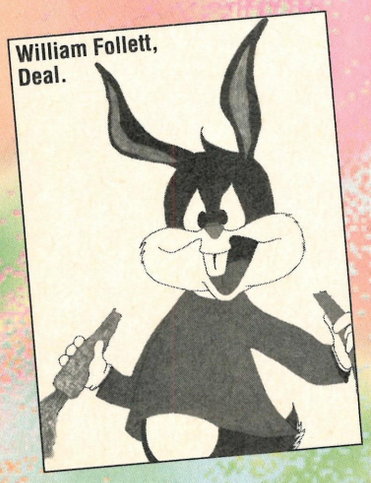
Although you begin at the very top, this is the door out of this desolate ship. As you would expect, the longest route is the only route.

Give yourself the best possible chance by getting the extra life here. Watch for the sly ghosts as you get near.

This is the ship of ghosts, holding the secrets of lost souls drifting for centuries on the open sea. This at least does hold some sort of treasure for Buster to find as the maze of rooms and cellars are abound with supplies! Be very careful of the sudden appearance of ghosts.

Use this spring to propel yourself over the bank of spikes below. Then go down and lead right into a secret room holding an invincibility.

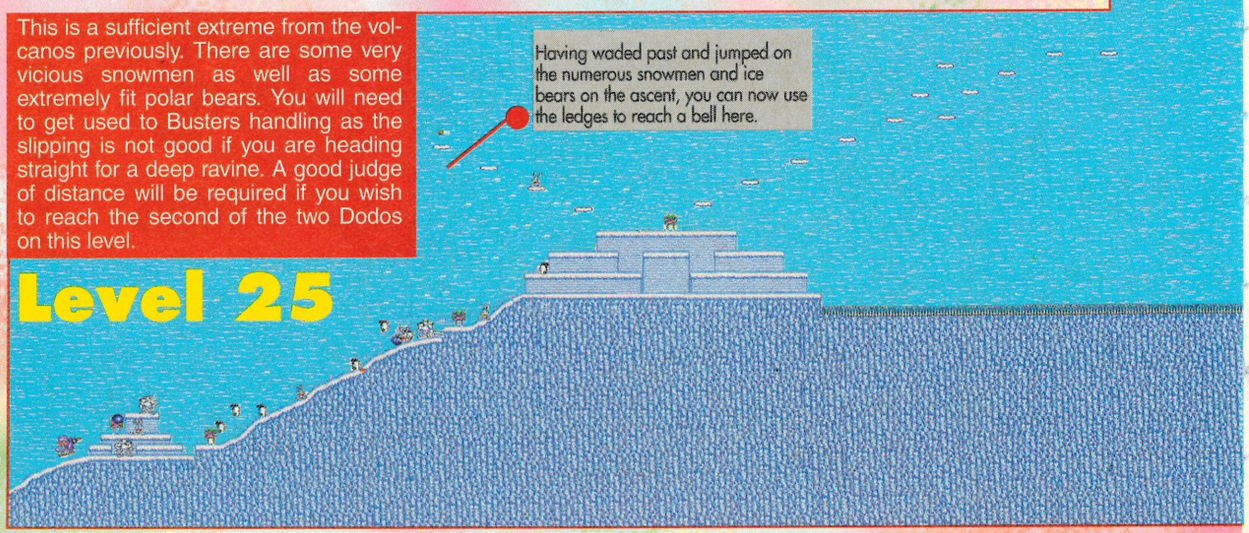
There are many false floors in the ship, make sure you tread carefully by watching for the signs of a hole in the floor. It is generally recognised by the slats, or regular groves in the floor.



William Follett, Deal.

This is a sufficient extreme from the volcanos previously. There are some very vicious snowmen as well as some extremely fit polar bears. You will need to get used to Busters handling as the slipping is not good if you are heading straight for a deep ravine. A good judge of distance will be required if you wish to reach the second of the two Dodos on this level.

Level 25



Having waded past and jumped on the numerous snowmen and ice bears on the ascent, you can now use the ledges to reach a bell here.

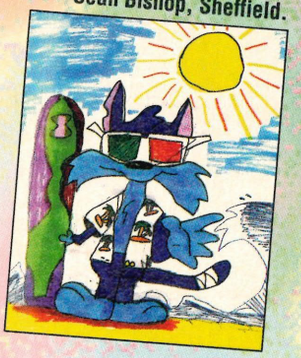
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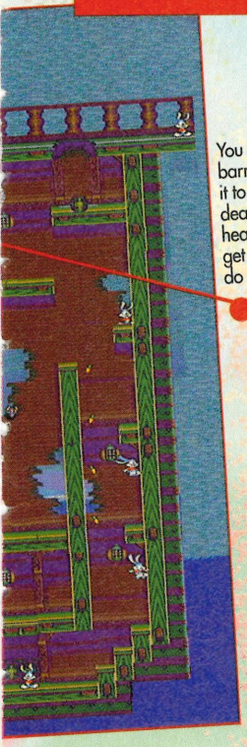
Pirate Ship Boss



Now you have mastered the maze of the ship you are ready to meet the 'kid'. Just when you thought you could grab the treasure and go home. Stand at the far right with the treasure and jump over the blue creatures he throws at you. When in range double jump off the right wall and onto the boss. This may take some practise as you'll need to anticipate where he will appear. Don't fall in the water as it's certain death.

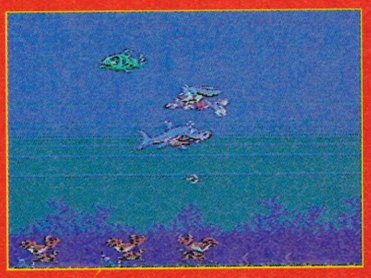
Sean Bishop, Sheffield.

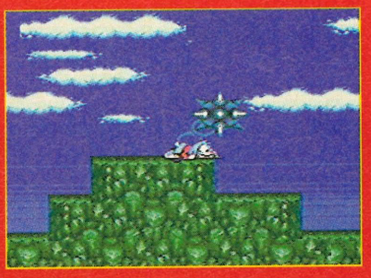




You will need to use the barrels available to make it to the top. There are dead ends as well with hearts which take more to get them than you gain, do not be fooled.

Level 24



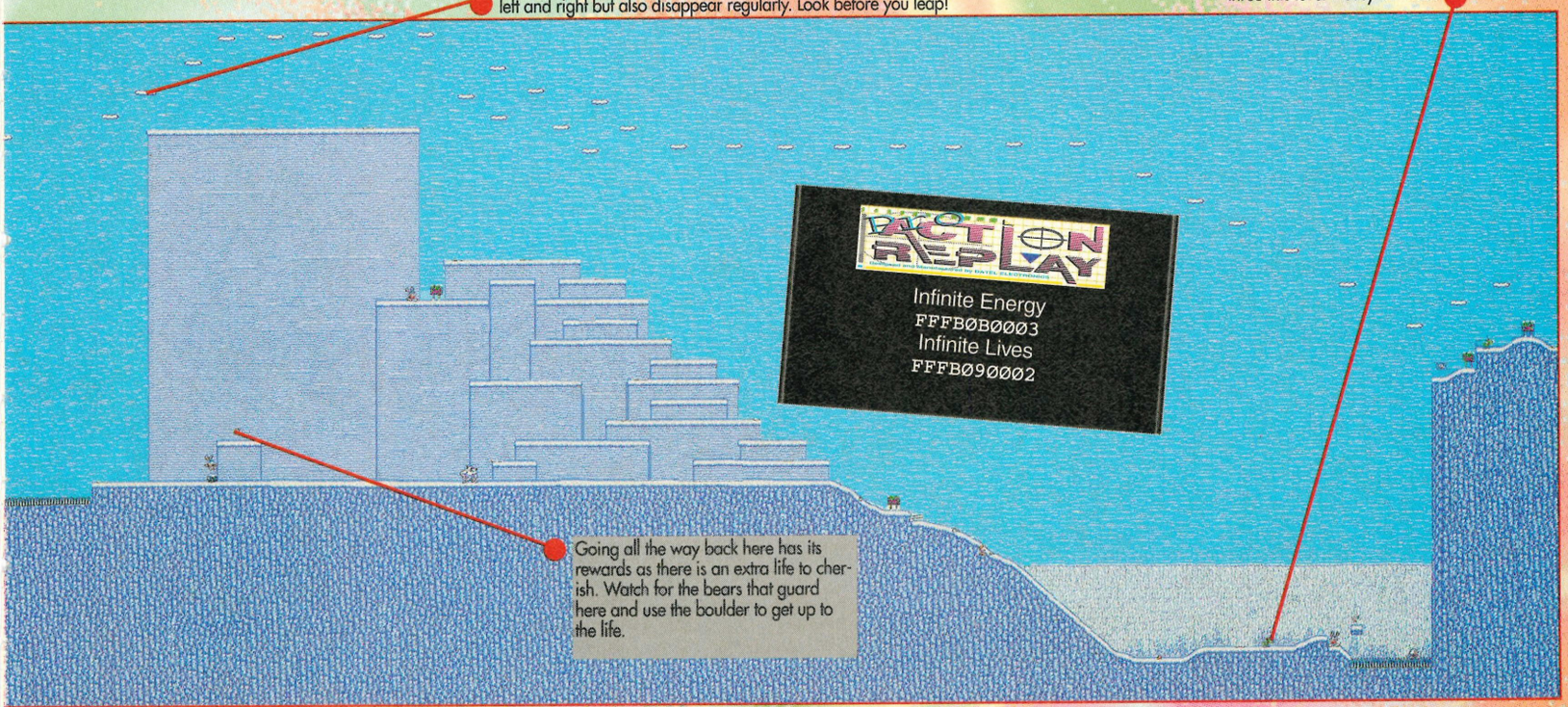




This is a level that acts as a swimming exercise for Buster. There are plenty of fish in this sea with little respite, most of them bunny eating sharks. You will need to remember that there is very little Buster can do to stop himself from being attacked as he is not able to jump on his assailants. Your only defence is the jump and his friend as there are no carrots available here. Depending on how well you can control Buster will depend on how best for you that you complete the level. There are a number of blocks in the sea for you hide behind, however, this is also the perfect place for crabs to hide. The bottom of the sea is similarly busy with activity including crocodiles. The most effective way though is to swim at the very top paddling extra hard to jump over any oncoming sharks. This does take practice but is easily the quickest method. You will be able to walk over the few land marks that exist until Dodo greets you on dry land.

To cross the vast expanse of spikes below you will need to use these cloud ledges. There are no second chances as one slip will result in instant loss of life. This is also the way to the second Dodo, high on the piste. To reach here will take even greater skills as the ledges not only revolve, move up, down, left and right but also disappear regularly. Look before you leap!

With the second Dodo at the top, here is the first, just waiting to whisk you away. By both Dodos you will find another extra life, that's three this level – easy or what!



Going all the way back here has its rewards as there is an extra life to cherish. Watch for the bears that guard here and use the boulder to get up to the life.

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Level 26

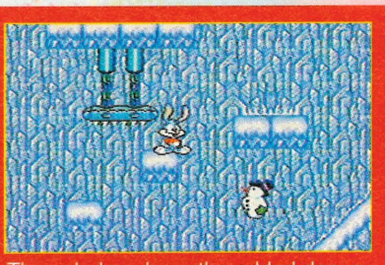
A straight forward level this, with just the odd hundred or so snowmen and polar bears to hinder any progress you may care to make. Speed could so easily be the key to successfully completing the level as there are some cracking good slopes to run up and down however, there is more than the one obstacle in the way. You will need all the friends you can get as well as power ups.



This your destination: the Gogo Dodo, perched precariously above a set of spikes, how kind! Reaching this point will take more than kindness.



This is the first slope with enemies as mentioned. The alternate route is just as dangerous although there are bells and hearts on the ledges.



These ledges have the added danger of crushing spikes. You can jump on them to avoid them but watch for the waiting snowman.

You will need to use these springs if you want to clear the spikes below. Don't jump too far right off the second one unless you like falling on unsuspecting snowmen.

Level 27

Another ice world in this level with a little more depth to it than the last one, negotiating moving platforms and falling ledges. Spikes below add to the danger, but that's no problem to the number one rabbit. More canons are available enabling more extra lives to be gained, you will have to be quick though. Keep watching for the ever present snowmen who will do anything to stop your progress.



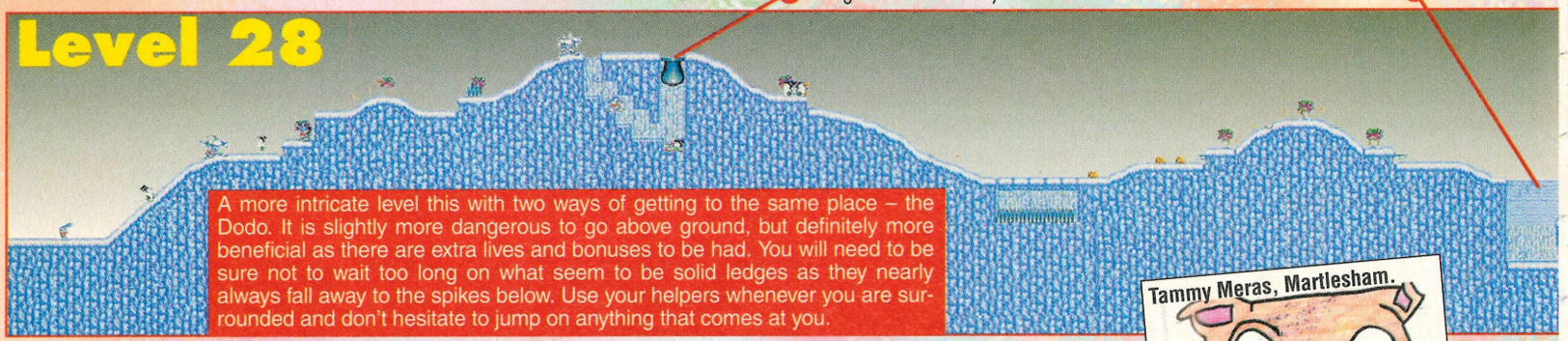
The first ledges will fall away once you have landed on them so you'll have to be quick and the moving platforms will need to be jumped with precision.

Another canon for you to be an astronaut for a moment. By now you should be practised in the art of collecting the icons on the way down.

To get to the lower part, Buster fall down through the ice, he'll drop through allowing you to continue.

Level 28

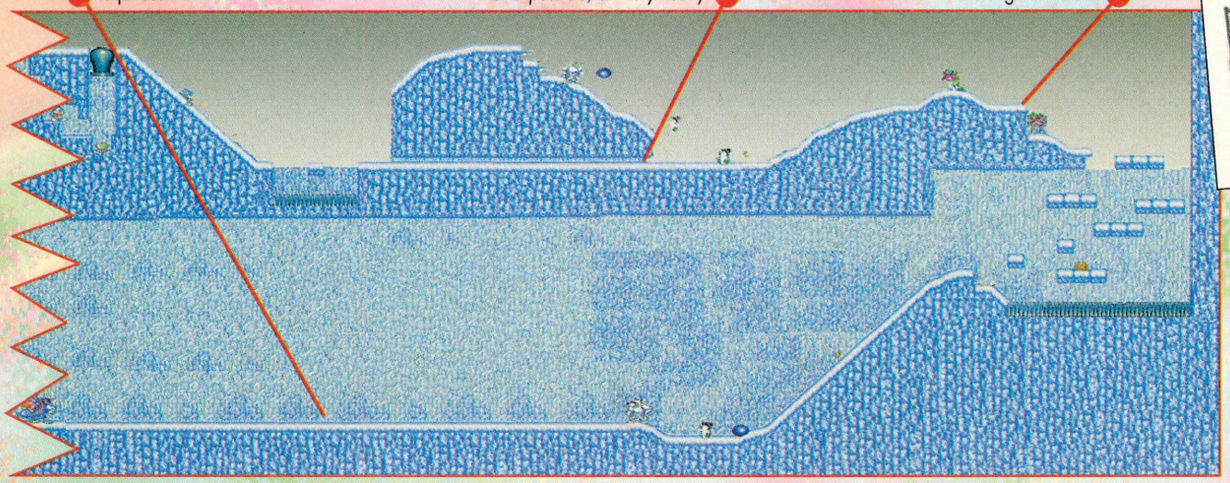
A more intricate level this with two ways of getting to the same place – the Dodo. It is slightly more dangerous to go above ground, but definitely more beneficial as there are extra lives and bonuses to be had. You will need to be sure not to wait too long on what seem to be solid ledges as they nearly always fall away to the spikes below. Use your helpers whenever you are surrounded and don't hesitate to jump on anything that comes at you.

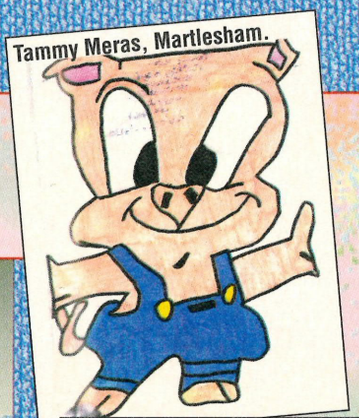


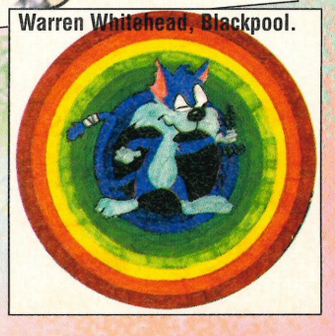
The plains below hold many bears and ladies on snow mobiles, so careful jumping is required.

You will need to squeeze and crawl through these small tunnels if you want to make it to the other side, as the jump is not impossible, but very nearly.

Make your way up the platforms if you came from below and meet the waiting Dodo here.







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These snowmen like to congregate in large numbers, working on the basis the more there are, the less chance Buster will succeed.



This is the way it should be racing hundreds of miles into the air with the wind in your hair. To be propelled by the cannon jump on the spring below.



Climbing high into the stratosphere Buster falls just as quick, although if you are sharp enough you can collect a bell or extra life as you descend.

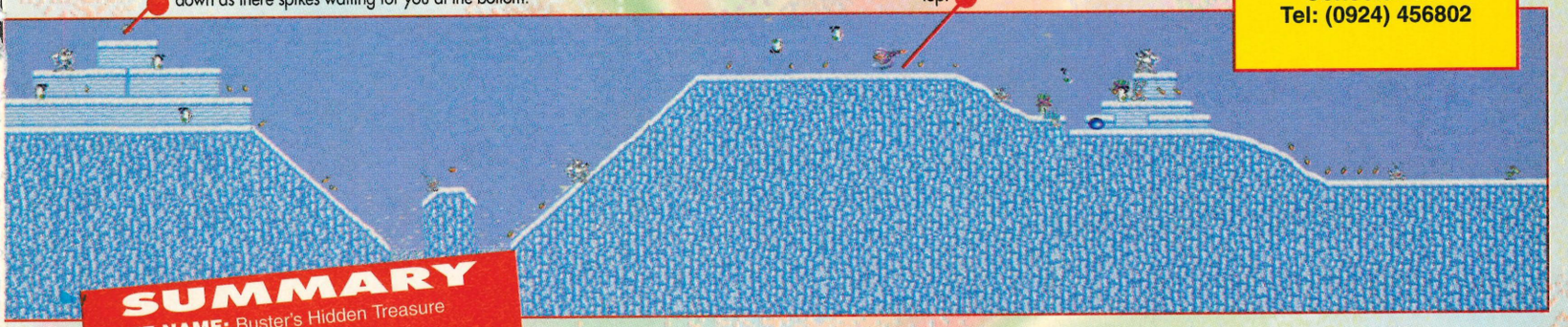


Another extra life can be gained if you jump off the downward slope at immense speed, carrots you can get anytime!

Make your way to the top of this ice stack and reap the benefits of an extra icon. Be careful when going down as there spikes waiting for you at the bottom.

You will need to be wary of the lady in her snow mobile, zooming left and right to knock you off. She be disposed by a quick jump on top.

Cartridge supplied by:
Console Plus
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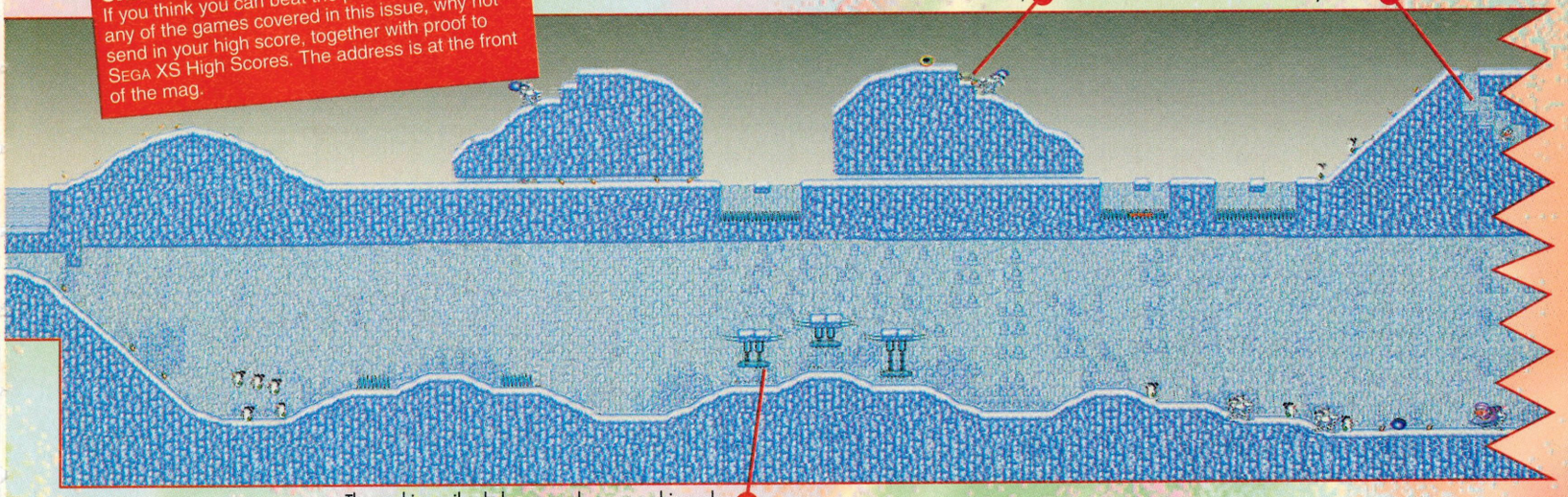
SUMMARY

GAME NAME: Buster's Hidden Treasure
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 5,670,200
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.

The benefits of going up here are evident. A bonus level that can be collected at the summit,

Get down here and propel yourself off the spring and shoot to the stars for the last time; once more getting the life on the way down.



The crushing spikes below ground can cause big problems if you don't time your runs correctly. It is possible to jump over them, but needs some practise.

Level 29



Toon pig aids the scientist with a vacuum cleaner, ready to suck Buster up. To avoid this you will need to constantly run in the opposite direction until the cleaner momentarily breaks. At this point you must jump up to the ledge and onto the head of the scientist, jump down and run against the sucking. The scientist will be dropping bombs but as long as you stay in the corners you will be safe from them.



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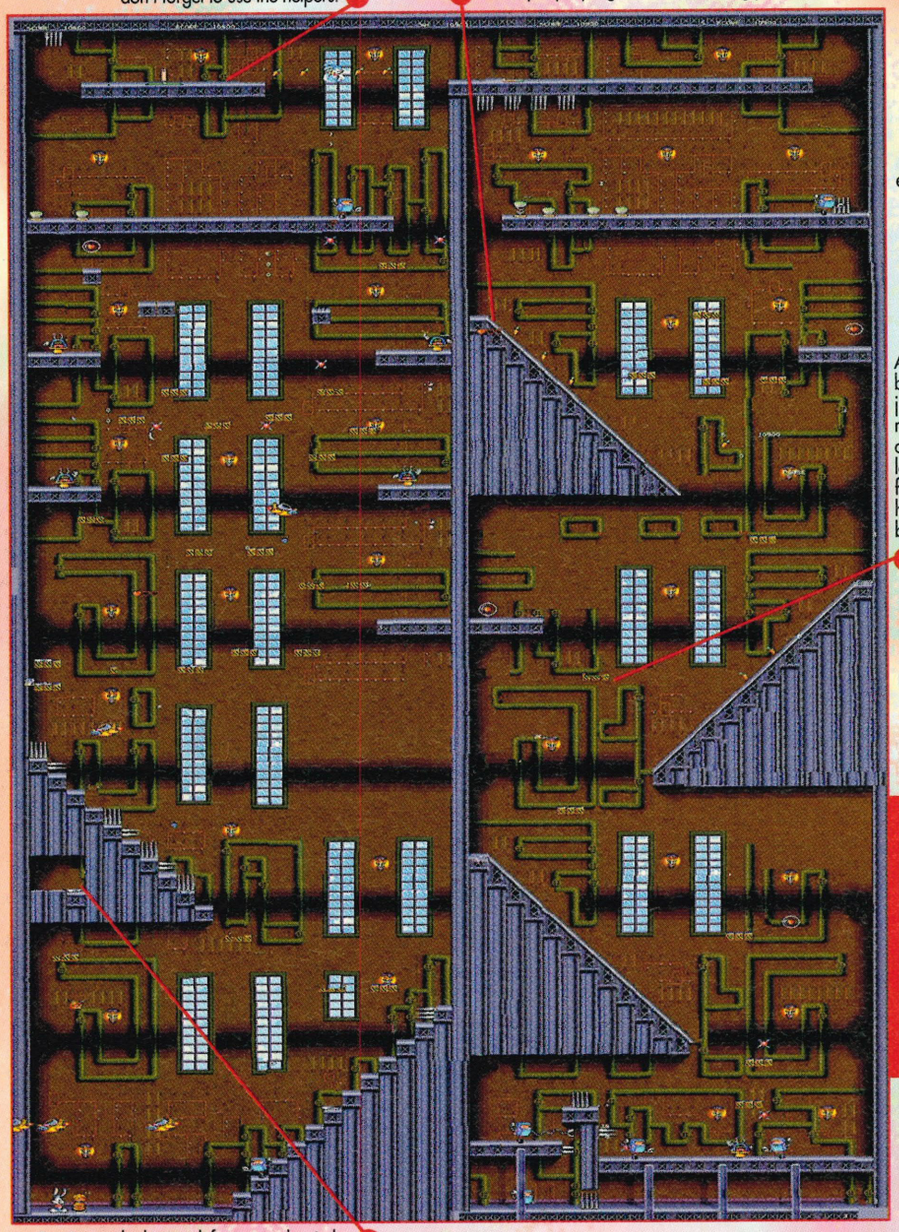
SEGA XS SOLUTION



The spring here will need to be used if you want to breach the gap to the other side. Collect the carrots on the way and don't forget to use the helpers.

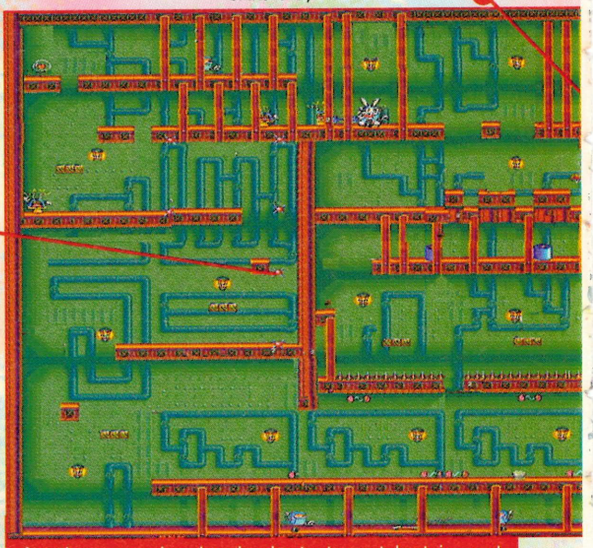
Jumping from the very top ledge you should stay right to avoid the spikes. On the second ledge there are a number of springs that need to be avoided, otherwise you will be propelled towards the spikes. When going down this slope, jump right onto the moving platforms to gain the hearts.

Being up here is dangerous and hard work as the short cut is shown below. Get the heart at the top left of the level, be careful not to fall.



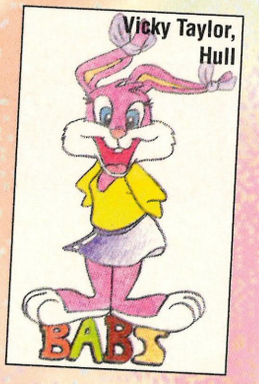
Watch on the red electrodes for a yellow flash giving you a short time to dodge the electric shot about to be released.

Another heart can be obtained by jumping left to the moving platform and onto the ledge. You can fall directly off here to the ledge below.



Another amazing level, plenty to get lost in, not however with this very magazine! A combination of accurate jumps a quick reactions are needed to complete the penultimate level. There are many robots and especially mechanical hammers to squash Buster. Don't be too hasty, walk under or over them with care.

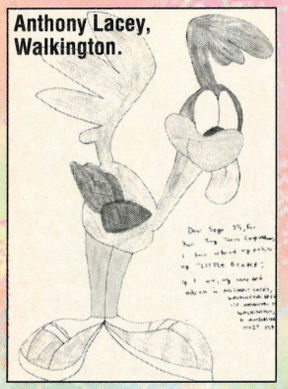
These final levels are the toughest of the lot with immense amounts of harmful objects to hinder Buster in the final stages. Remember to keep Buster's head down when travelling under the electric beams, and jump over any enemies on the way. It's tricky, but can be

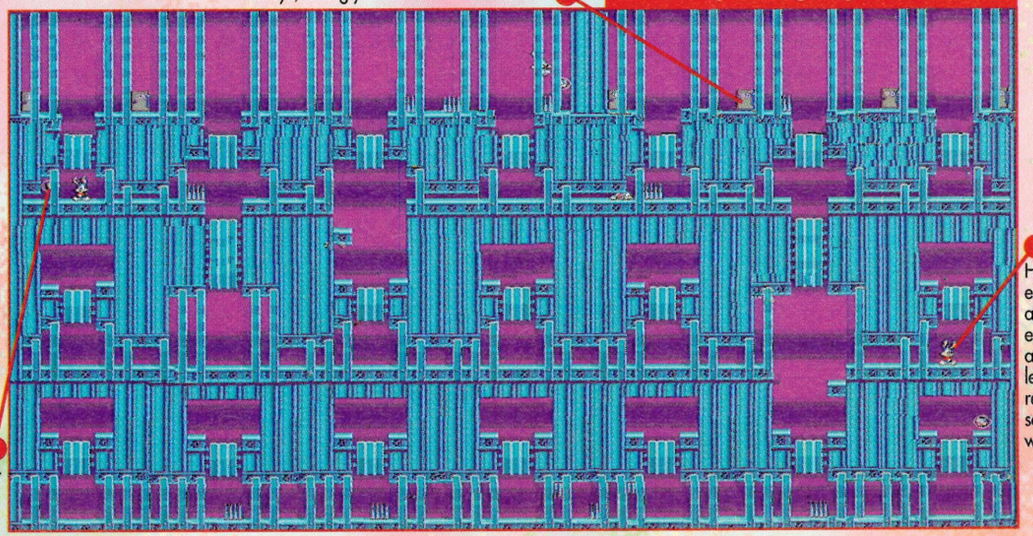


Starting at the bottom left you can begin by jumping on the robot which will float to the top, from here, jump to the ledge and double jump to the valuable extra life.

This is the very door you must enter to continue, the others are decoys; taking you to the start of the level.

A clever level this, making Buster use his memory skills as well as sheer luck, although with SEGA XS luck won't come into it as I'm about to tell you into which door you must go through to continue, otherwise you'll begin again.





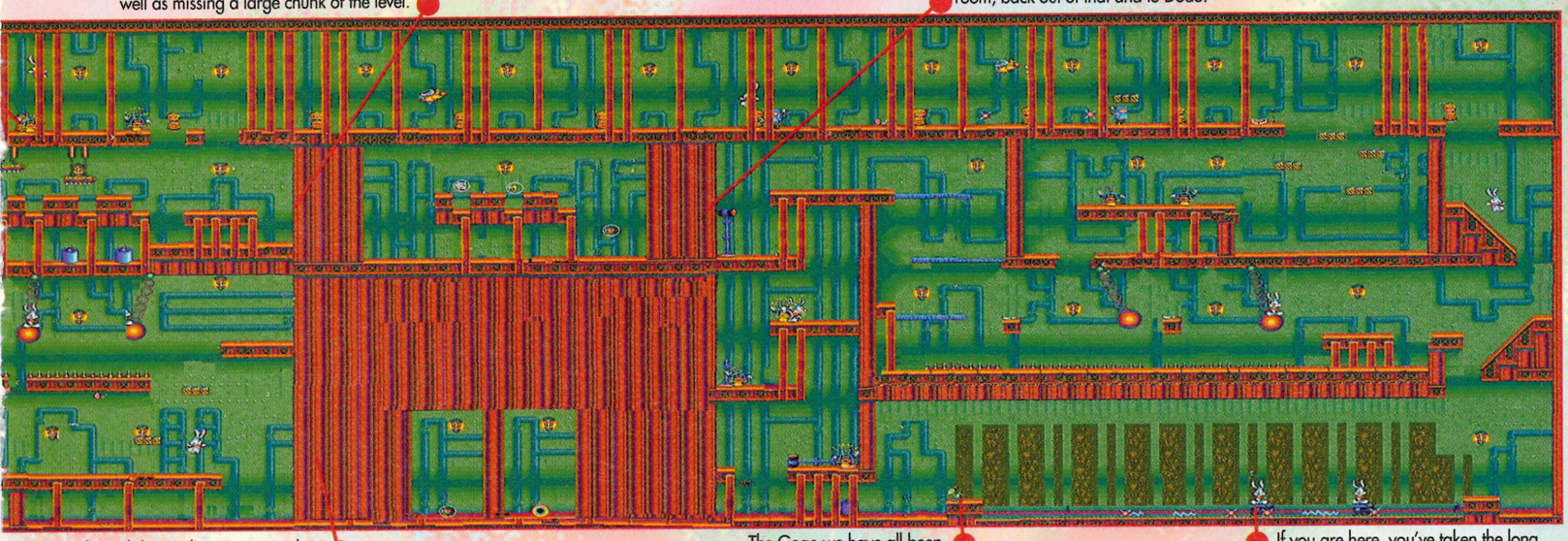
Here is a vital extra life invaluable for future levels. If you die at any point this level, you will restart on level 30, so get the lives while you can.

With only spikes to injure Buster, it shouldn't be too hard to reach this bell. Collect it as well, you'll need it soon.

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An excellent short cut here will take you to yet another extra life heart and bell, as well as missing a large chunk of the level.

And so the short cut leads here. Head down the ledges; avoiding the hammers and robots and go through another secret wall to the bonus room, back out of that and to Dodo.

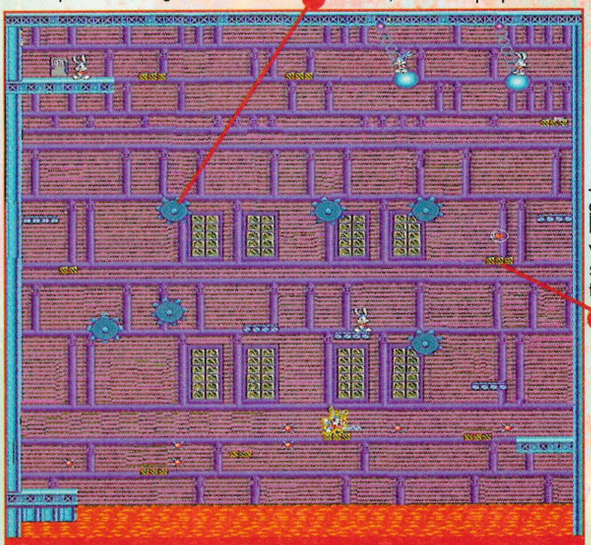


Through here takes you to another heart and tantalisingly close to a bonus level but there's no way to it... yet! Apart from the heart there is little point in coming here.

Not only do these cogs revolve, but they also move left and right. You will need to jump from one to the other, be sure to jump well.

The Gogo we have all been searching for is here. If you haven't been to the bonus room yet, go to the small ledge on the left and through the wall to grab all you can.

If you are here, you've taken the long way, that's up to you. Getting to the Dodo can only be done from here by using this trolley and jumping over the electrodes.



Jump to this ledge to gain this soul heart. It will become very useful as we reach the closing stages of Buster's adventure.

The final level is split into two parts, this being the first. Starting at the bottom left, you will need to use the moving platforms, cogs and swings to reach the door at the top. You will need to jump electrodes as you move along.

Final Guardian



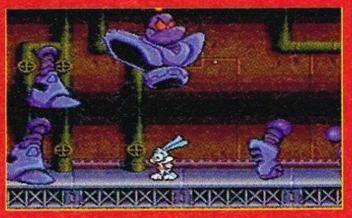
Once you pass through the door you will be greeted by a doting Elmyra. She must not catch you before you reach the last door otherwise you will lose a life.



The best method is to regularly jump back over her and back again to keep running as the course is not flat and Elmyra is very fast



Montana Max is in control of this monster. You will need to dodge the laser fire whilst double jumping off the side walls to bounce on the head of the robot.

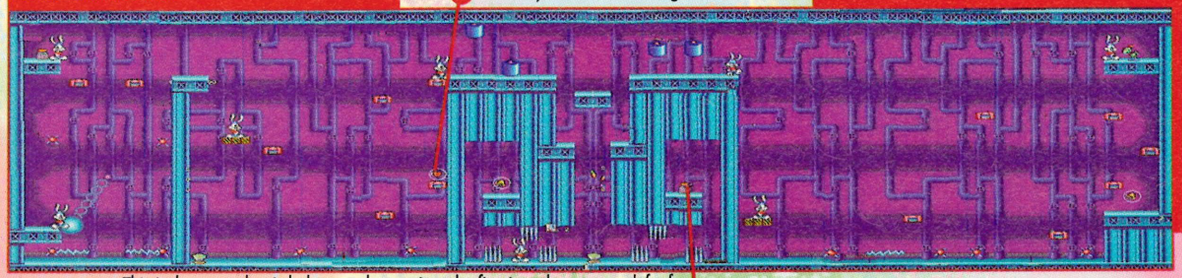


Once you've hit the head the robot will assemble on the opposite side. Buster should move to the wall away from the robot and repeat the method finally win.



This is the final part of level 33 with a door to meet Elmyra. Look for the switches that make vital ledges appear, without them you're going nowhere. Take advantage also of the bells and hearts.

With a heart here and a bell at the opposite side of the wall , you should by now be ready to meet the final guardian.



This is the second switch that needs pressing, the first is at the very top left of the level. You can now use the ledges to reach the Dodo for the last time. Be careful as the ledges do disappear.

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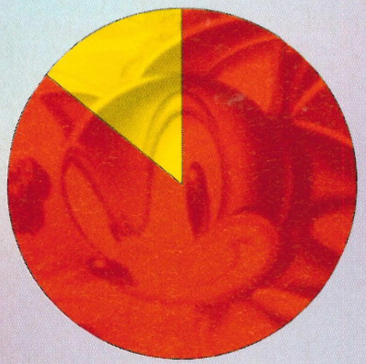
SEGA XS SURVEY RESULTS



It's here! The results to the most talked about survey since the Doomsday book are finally in and one lucky person is going to win a full Menacer Light Gun kit from SEGA XS. Before we go through the results and changes, we would like to thank all you readers who took the time to express your views and shape SEGA XS for the future. We got absolutely thousands of entries; all affecting the way we are going to produce the magazine. If you didn't like a feature – it's history! Likewise, all the things you praised are being updated and made even better. That's our commitment to excellence, and our devotion to the readers who look forward to our help every issue.

As you may have guessed, the most important section of the questionnaire for us was the comments section. We've received plenty of criticism and praise from you, and as you will see, we will tell you exactly how your views are going to become a reality.

WHO READS SEGA XS?



Male: 86%
Female: 14%

Predictably, the men outweighed the women, but not by a crushing margin. It is surprising to many other (naivé) magazines that the guys didn't get **99%** of the poll. We, of course realised that there are far more women out there playing consoles than most people think. Many of the calls we receive in the office are from females, and widely boasted claims that boys are better at games than girls are of course complete rubbish. The number of times the guys here have taken a game home and their girlfriends have completed it for them is a source of constant embarrassment. Of course we would never mention any names – John.

Amazingly, only **18%** of you keep SEGA XS to yourself every issue. That means over **80%** of you share your copy, on average with four people. There is even one guy who generously lets 20 people flick through his copy in the playground! On that basis, over 200,000 games players check out SEGA XS every issue, with over 50% of you earning over £200 a week. Even in our wildest imaginations, we had never expected to appeal to such a massive audience. Many thanks for all your support.

On the subject of the general content: **48%** found the mag to be informative, **36%** said it was spot on – a right rivetting read, and **11%** found it lively. The remainder were confused as to the style and this includes the **0.6%** who found it boring. You also all have incredibly good taste as **70%** of you thought the design was excellent, compared to the **24%** who said it was OK.

AGE RANGE

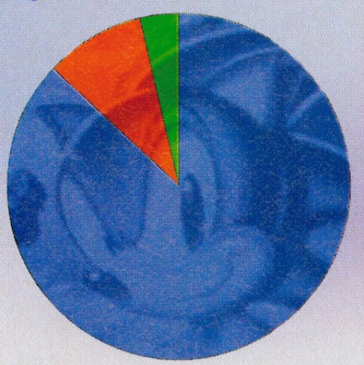
Average age: **20**
Female average: **25**
Male average: **19**

We honestly thought you were all younger than this! Now that we know exactly who you are, expect some pretty amazing features and additions in the future. We realise that you respect us for being the ONLY tips mag in the business, but we want to give you more – the best possible coverage. If you turn to the front and back of the magazine you will see something that could very well change your life. Yes, that's right! SEGA and SUPER XS are going to have a review section from the next issue.

Now before you panic, it will take the form of a 20-30 page section at the front of the magazine; intended to be a full buyers' guide for those of you looking for tips, but also thinking of your next purchase. The reviews will contain no ratings because we think you're old enough to make your own decisions. Instead, there will be an in-depth analysis of the game from REAL gamesplayers. We will concentrate on, how long it will take to complete? Is it value for money? Is it any good? The upshot of all this is that SEGA XS will now offer you the full package: tips, cheats and what to buy next? Excited? We are! Check out the next issue for the full story, or why not turn to the front of the mag where the changes are explained in detail? Once you've experienced XS, you'll never want to leave.

CONSOLE OWNERSHIP

Mega Drive: 87.2%



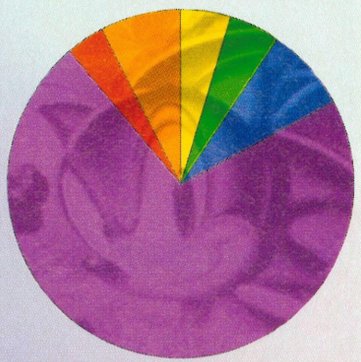
Master System: 9.2%
Game Gear: 3.6%

Not a big surprise this, Mega Drives are still selling amazingly well, despite the Nintendo rivalry. This result is reflected fairly (we think) in SEGA XS' coverage of the games. The majority of the games we cover are for the Mega Drive. For example this issue we have: *Mortal Kombat*, *Shining Force*, *Jurassic Park*, *Haunting*, *Shinobi III*, *Cool Spot* and *Tiny Toons*. It's not that we think the MS and GG are inferior, but we must reflect trends and ownership.

A surprise result was the amount (or rather the lack of it) of Mega-CD owners. Of the surveys we collated, only **15%** of the Mega Drive owners also had a CD ROM. Which certainly sheds some doubt on the number of units Sega are claiming to have sold. Anyway, for you **15%**, this issue we have busted some of the newest CD releases, and hope to do so more in the future as more MD owners make the upgrade.

Another surprising fact is that a quarter (**25%**) of all SEGA XS readers also have more than one console. This means that all our MS and GG solutions and cheats are not being used by just those who have one system. Phew, have I justified it enough – good!

INFLUENCES



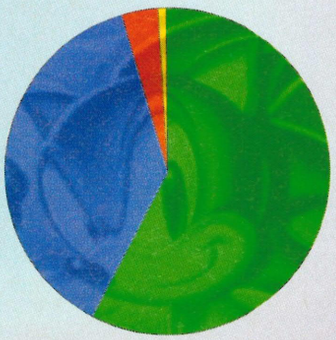
Price: 5%
Cover gift: 4.7%
Cover: 7.7%
Contents: 71.7%
Title: 3.6%
Friend's Recommendation: 7.4%

An interesting question. Do you simply see the title and buy on the strength of it? Do you first of all flick through the mag and study the contents? Or are you one of the crazed few who buy any mag because it's

got a good cover gift, or because it's cheap? As we had hoped, almost three quarters of you check out the contents first and only buy if the material is relevant to you. Unlike review magazines, SEGA XS is so specific that we have to guess what popular games you will buy and get stuck on. Huge commercial success like *Ecco*, *Flashback*, *Jungle Strike* and *Tiny Toons* are almost guarantied to be in your collection, so it's a fair bet that if we cover them, you'll be interested.

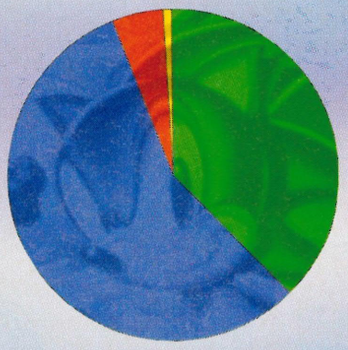
On the subject of price. Unfortunately, due to the magazine being perfect bound (with a spine) and the fact that we have the largest number of pages of ANY other magazine; all means higher costs. We would also like to point out that, although the price is relatively high, when we give away gifts like the cheat books on the next two issues, the price is totally absorbed and the gift *is* absolutely FREE. Unlike other magazines who say it's free and then add 50p –SEGA XS will remain the same price. We hope you appreciate our honesty.

MAPPED SOLUTIONS



Excellent: 57.8%
OK: 38%
Poor: 3.4%
Awful: 0.8%

TEXT SOLUTIONS



Excellent: 38%
OK: 56.2%
Poor: 5%
Awful: 0.8%

An overwhelming response in favour of our solutions (phew!). As you can see, only a tiny minority had adverse hatred for the solutions, and any minor niggles are being taken into consideration. We've had plenty of comments concerning the layout and the accuracy and as usual, we've taken onboard your advice – expect to see small changes soon.

Allied with the solutions question, what about the Busters A-Z section? Who needs it? Well, actually, almost all of you. We had an incredible **97%** of you saying that they found Busters useful. Of the remaining **3%**, they disliked the section due to some of the cheats not working. This has now been rectified (we hope).

HAS SEGA XS HELPED YOU TO COMPLETE GAMES?



Yes: 95%
No: 5%

Ah, now we're really getting somewhere. The sole purpose of the XS magazines is to keep you informed of all the new cheats, and to bust open all the latest games in our exclusive full solutions section. Remember, we are first and ONLY magazine to print full game maps taken direct from the screens. This makes it even easier to work out where you are on the map, and it also makes each level as distinctive as it is in the game.

No other magazine spends the hundreds of man hours creating game maps, they are all content with garishly coloured hand drawn maps which scarcely bear any resemblance to the original. We know you feel the same and so we we're pleased to see the unanimous answer to this crucial question.

But don't think we are going to rest on our laurels, no siree! In the run up to Christmas, expect all of the biggest games to be covered in true XS style. The hype for *Sonic CD* and *Spinball* is already beginning, and that's nothing compared to what may be the biggest graphical RPG to hit the Mega Drive – *Landstalker*! In addition, expect top solutions like *Dune*, *Terminator*, *Another World 2*, *Lost Vikings*, *Zool*, *Street Fighter II Championship Edition*, *Asterix*, *Fantastic Adventures of Dizzy*, *Silpheed*, *Dracula*, *Robocop Vs Terminator*, *Visionary* and the spectacular *Aladdin*.

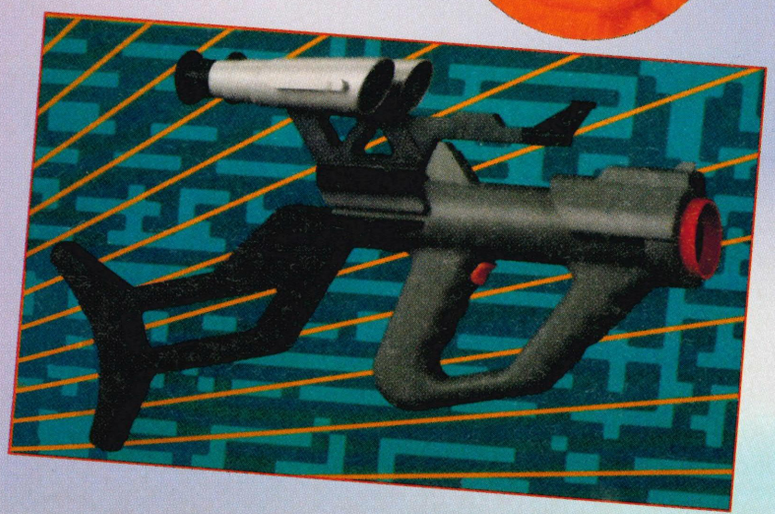
IDEAL FORMAT



Exactly like XS: 74%
Larger pull-out in a review mag: 12%
Smaller monthly tips mag: 10%
Regular tips section: 4%

Again, three quarters of you have proclaimed that the current format of Sega XS is perfect. Yep, we're staying at the whacking great 164 pages bimonthly, with more tips and cheats than you can possibly handle. We hoped XS' prestige format would appeal to the more mature games player (and we're right), so why change it now? You have proved that a tips magazine can work and that it's just what you want and we've no intention of changing the basic concept. Minor changes are afoot, but we're sure you'll approve of them all.

Finally, let us just thank you all for sending us your views and for supporting the magazine. Oh, yes, the winner of the Menacer Light Gun is **Graham Packer from Leicester.** Graham, it's on its way. Congratulations!



We thought the perfect way to end this survey is how we began, with your views and comments. Here are some of the more... entertaining comments:

"Please recognise older readers more. We may be slow, but we get there in the end!" – Mrs V Cocks, Sleaford
"It's maptastic mates!" – Sam Baker
"No improvements required, mag is A1" – Mr J Ritchie, Milton Keynes
"More room on these bloody surveys!" – Ceri Rogers, Staffs
"Employ me to complete games instead of Sir Butt" – William Metcalf, Newport
"The mag's perfect in every way!" – Gordan Russell, Falkirk
"Excellent cheats and tips" – Andrew Merlin, Newcastle-upon-Tyne
"SEGA XS is excellent!" – Karon Wainwright, Stanbridge
"An excellent magazine, I would recommend it to anyone" – Philip Hudson, Bradford
"SEGA XS is brill!" – Mrs K Humphries, Poole
" There's not enough fishing!?" – D M'arthur, Glasgow
"Refreshing not to have to read childlike swear words in any part, keep it up!" – Mr R Taylor, Liverpool
"SEGA XS is the best mag that I have ever read!" – Seil Syvain, Luxemburg

I think that just about says it all. Stay tuned!

XS SOS

DOCTOR M.

Greetings once again from the vaults of the gaming world where illusion lies in micro-chips. I have received, yet again, untold legions of letters crying out for the saintly saviour of the Sega systems to save them from their hell of game stalemate and, although it saddens me so, I have taken a short break from conquering the multiverse to show you that Doctor M has been to places that no man (or beast) has been to before! If you are caught by confusion and think that I can assist in any way write to: *Doctor M, SEGA XS, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

PASSED

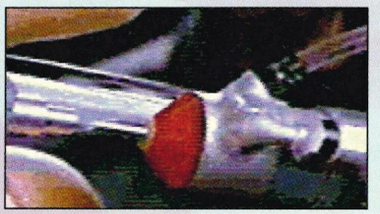


NIGHT TRAP (CD)

HOW DO I SAVE LISA FROM CERTAIN DEATH?
Nick Fowler, Huntingdon

Well Nick, your letter has come in perfect timing as this issue we have the full and complete solution to *Night Trap*, but I will answer your query anyway. Go into the front room and listen to Tony change the codes, then change your code to suit. After this, Lisa will be attacked by the oggers in the bathroom. When they attack her, one of the oggers will step on the trap, set off the trap and she'll run away and jump out of the window. However, you must remember to get to the bathroom as quickly as possible or you will have missed the trap and Lisa will have her neck drilled by the hideous creatures. Charming!





ANOTHER WORLD (MD)

WHAT ARE THE CHEATS FOR THIS GAME?
Austin Fitzsimmons, Wigan

Oh dear, if we had any cheats, don't you think they would be in the Busters section? Oh, never mind. I chose this letter because the word 'help' was written in pitifully large letters at the top. I'm afraid cheats are very sparse for this particular game, but I am equipped with level passwords for each stage of the game. Hold on to your hats, here we go:

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





DESERT STRIKE (MD)

HOW DO I COMPLETE LEVEL 2?

Katheryn Slattery, Cleveland

Well Katheryn, seeing as we get very few letters from our female readers I will answer your question in my best gaming trousers. As for cheats, there are none that you haven't used already, but the problem you are having is a toughie. It's in the POW camp, and I remember I had some trouble here many moons ago. What you do is play the whole game without taking any fuel or weapons from the surrounding area of the camp. When you get to the camp, shoot out the look out posts first; without flying over the camp. Next, shoot the building, then pick up a few hostages. Do not collect all of them as a tank will roll in and blow you up. Remember, the key to this part is to destroy the tanks first, then nip in and out as quickly as possible. If you attack the camp before completing all of the other missions, the gunners will be fully prepared and will blow you out of the sky. Also, remember to only attack one tower at a time as this will mean you only have to worry about one gun. Good luck.



BATMAN (MS)

THERE IS AN IMPASSABLE GAP ON LEVEL 4, ROUTE 2-2; HOW DO I GET PAST?

Miss N Clover-Brown, Iwerne Minster

I understand your condition wholeheartedly and see the problem. What you have to do is climb onto the pipe and swing across onto the demon's head. Then when you have landed, turn around to face the way you have just come. Jump into the air and fire your grappling hook onto the top of the bricks that are jutting out. Pull your caped crusader to about three quarters of the way up the rope and swing on the short piece of rope you have left. When you are at the optimum height at the left of the bricks, press jump and push Batman to the right and he should leap up onto the top of the bricks. This may take some practise, but it can be done – trust me.





SUPER HANG-ON (MD)

THE CODE FOR HANG-ON DOESN'T WORK: CAN YOU HELP?

Robert Hill, Somerset

I do apologise for the code not working, but as you probably know the same consoles and games come in varied formats (imports, exports etc). Anyway, I will throw in another code for you. This one allows you begin the game with a disgusting amount of lovely lolly: `5FF3F540F33504FFHWKJOMBJOF-DU`.



ALTERED BEAST (MD)

HOW DO I DEFEAT HEFF ON LEVEL 5

Paul Fnarr, Penn Rith

I thought that through my varied and expansive career as game guru, we had laid this baby to rest, but I guess it just reared its wolfy head once again. The strategy for this level is quite simple. Kneel down and use your golden fire. If you do it properly, Neff'll keep punching at the air above you, while you set him ablaze. Neff might kick you occasionally, but it won't hurt you too much. I hope that puts an end to that guardian, Paul.



STREETS OF RAGE II (MD)

PLEASE EXPLAIN THE CHEATS TO PLAY THE SAME CHARACTER!
Muhammed Fostok, London

Right, Muhammed, listen carefully for I am only going to say this once. First plug in both controllers, done? Good, now press Right and the B button on controller one. On controller two, press Left and the A button. Now hold all of these buttons down and press C on the second controller. When you have accomplished this you will be able to select the same character. Oh dear, I am so kind.





PHANTASY STAR (MS)

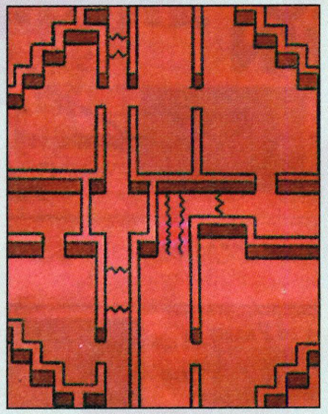
I CAN'T SEEM TO FIND THE ARMOUR OF GUAROH. PLEASE HELP!
M Walker, Mountsorrel

I was a little confused by the question as there is no Guaron Armour that is relative to the conquest of the game. So in my endeavours, I presume you mean the Laconian Armour as you retrieve it from the Guaron Morgue. Go through the three tunnels that lead away from Skure. Proceed left. You will find a place, all the way to the left, where you can use your ice digger to dig south through the mountains to a lone cave. Make your way through the cave; killing all the Titans. When you kill the correct one, there will be a chest containing the **PRISM** left behind.

Exit the cave, proceed north and you will find the tunnel leading to the Corona Tower (dark red inside). Make your way through the Tower, and eventually, you will find a **DEZORIAN**, who will ask you if you want to trade the amber eye for the torch. Tell him "yes" and you will receive the **TORCH**.

Proceed back through the tunnel. Exit the tunnel, head north, and you will find the Guaron Morgue (everything you fight in here are zombies!). Make your way through the Guaron Morgue using **NOAH'S** "Tele" spell. There is a pit trap in front of one of the doors. Stand before it and use **MYAU'S** "Trap" spell to disarm the trap. Enter the door to find the chest, which contains the **LACONIAN ARMOUR**.





REVENGE OF SHINBOI (MD)

I AM STUCK ON DISTRICT 8 – THE CELLAR MAZE. CAN YOU HELP?
Scott French, Macduff, Scotland

I tried to think of a corny anecdote to start the reply, but I couldn't so here goes. As you progress through the maze you will find a wall that doesn't reach the ceiling (close to the large black area with all the boxes). Jump and somersault over the wall and you will land right next to a door. Jump over that door and take the next one to the right. You will be in a room with pillars coming down from the ceiling, and boxes on each side of you (they contain power-ups). Pick up the power-up and go left to the first door. You will now be in a room with flying ninjas. Continue to the left and you will find two doors on top of each other. Take the bottom door. You will now be in the exit screen. Move all the way to the beginning of the red exit arrow. Turn around, jump, somersault, and shoot eight shurikens towards the wall – and a hidden power-up will be revealed (very helpful in fighting Neo-Zeed).

The Inner sanctum: If you grabbed the power-up mentioned above, it will be useful to use the Ikazuchi magic right when you get on the screen. To defeat Neo-Zeed, proceed to the centre of the room; holding Down on the control pad, and kicking him. When he flashes, immediately jump away from him (you should be able to make him miss you with his hair). Now hit the black spot on the wall to stop the chain from moving. Move back over to him, and repeat this procedure. If he is too close to you, then jump and somersault over him. As you take the power off of him, his hair will change colour; the darker the red, the weaker he is. Happy hunting!

WORLD OF ILLUSION (MD)

HOW DO I GET THROUGH THE DOORS AT THE END OF LEVEL 3-2 ON TWO PLAYER?
Richard Venner, Sussex

It's a simple solution for this Mickey Mouse problem, Dick. Instead of heading through separate doors, or one at a time, you must both approach the door at the same time and push up. Ha! I bet you are going to kick yourself now.



SUPER HYDLIDE (MD)

I CAN GET TO THE SKYTOWN, BUT I DON'T KNOW WHAT TO DO NEXT. PLEASE HELP!
John Daly, address unknown

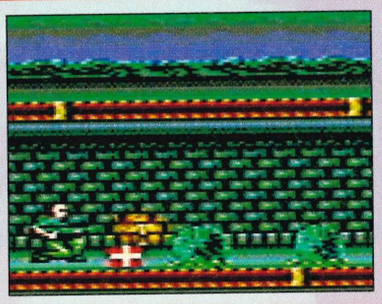
Now, John, we all get forgetful at times, but as I don't know what console this is for – I had to guess. So please in future, could you remember to add this vital detail.

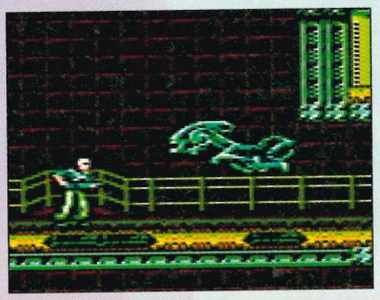
The Skytown is actually called the Heavenly City. So go into the city and talk to all the villagers to find out some important information. Find the castle and enter it. Immediately make a left and walk on the clouds around the castle. Once you have gone around the castle, you will find a big hole in the clouds. Move into that hole (be sure you have the cloud stone), and you will drop down to the Water Palace. Head all the way to the left and up, until you find the sleeping chamber. On the left hand side of the chamber, press button B to find the ID card. Now proceed to find the king, and give him the fang. Once you do that, he will let you search the chests in his treasure chamber. In one of his chests you will find the Scroll of Jeem. Take the Scroll of Jeem to the area where there is a lake with three posts in it – a hidden castle will appear when you use the scroll. Now find your way to the second level.

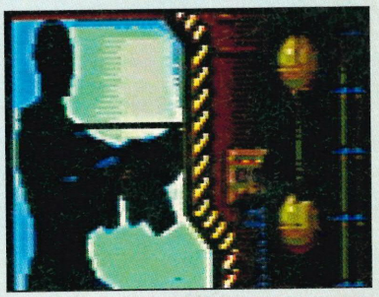
ALIEN³ (GG)

HOW DO I KILL THE QUEEN AFTER LEVEL 15?
Mr A McCullough, Tyne and Wear

Well what do you know? I've had loads of letters on this problem and it really is a simple affair. All you have to do is follow the old queen around; blasting at her with your rifle. You have to make sure that you do not miss at all, as every bullet is needed. It is a tough one but as I always say perseverance is the key to successful gaming. The main things to look out for are the acid drops and running out of ammo.







TALESPIN (MD)

PLEASE CAN YOU TELL ME HOW TO GET PAST THE FOURTH LEVEL?
Adam Smith, Coventry

Yes I sure can Adam, especially as you come from Coventry. Level four is Greece. You start out by going down to the bottom (to reach the lower part of this level, hold Down on your D-pad and press the jump button). Grab the two empty crates and pick up the two cargo boxes below. Then go back to the top (where you first started). Drop your empty box to reach the platforms above you. Make your way up to the right and you will eventually reach a platform with a hamburger. From that platform, go left to another platform with a grey spring and what seems to look like a helm of a boat.

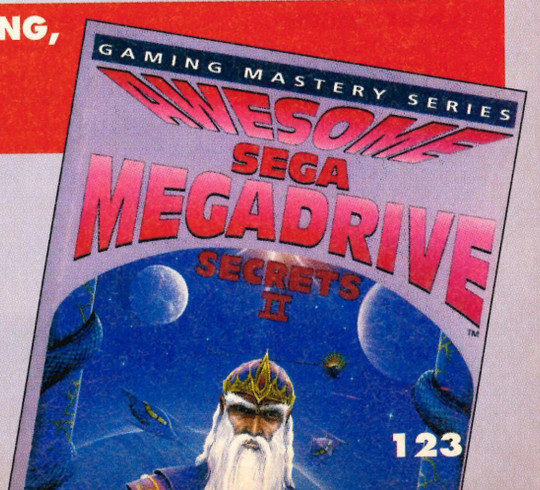
Stand on the grey spring and while standing on it, shoot the helm so that the spring will boost you to another level. Grab the two cargo boxes a speed limit sign and an empty box. Then continue right and jump across to another platform. Drop the empty box and leap up to a long platform with a hamburger, click and cargo box. Now drop back down and go right. Fall into the gap and when you reach the bottom, defeat the tiger guy that shoots you. Grab the empty box and you will notice that the spot you landed on has a moving platform going up and down. Take the platform as it goes up, then drop to the right and keep holding the control pad to the right to reach the exit as you are falling. To defeat the boss; just do the same as you did in level two, except watch out as he shoots more balls.



I SENT CODES TO YOUR MAG AND NEVER RECEIVED ANYTHING, EVEN THOUGH I SAW THE CODES IN THE FOLLOWING ISSUE! WHAT'S GOING ON?
Andrew Sweetman, Hants

Well Mr Sweetman, I thank you personally for the codes that you sent in, but if you were not sent anything then your codes were not used. I receive personally, hundreds of letters each week confessing to be the only person to have found a particular code, also I have a team of game geniuses working night and day to find codes and cheats and so it is not always possible to credit everyone with their efforts. The one way you can secure a prize is by sending in something that is totally original, or that no one has printed yet. Remember, I scan all the other mags and so I know when they've been copied.

But Mr Sweetman, to show you that I am not cold or careless I am sending one of my pixel pixies to despatch an extremely large copy of *Awesome Sega Secrets* packed from cover to cover with cheats upon cheats upon cheats. Hope you enjoy it.



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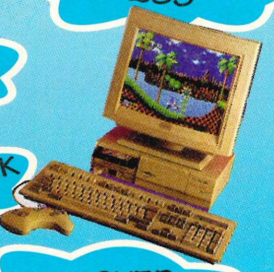
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If it exists, it should be in SEGA XS Busters. Not only do we cater for ALL Sega consoles, but we also offer the chance for you to win free carts for donating your latest and greatest cheats. You send us an original cheat and we'll send you your reward – a copy of *Awesome Mega Drive Secrets*, worth £10! 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 25 pages of solid no-nonsense cheats for all Sega consoles. Never before has such a large concentration of tips been held by so many!

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BUSTERS



MEGA DRIVE

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AFTERBURNER 2

NEW!

Extra Continue
When game over appears, press Left, Left, Left, B, B, B, C, C and C followed by Start.

Level Skip
When game over appears, hold down A, B, C and Start on joypad two. Release and choose any level up to 20 as your starting stage.

Level select
Hold A, B and C and press Start on the title screen to get a level select. Use the joypad to select a level and then press Start to play.

AIR DIVER

Invulnerability
Go to the map screen and put the cursor where there are no enemies. Hold Start and press A, B, C, B, A, A, B, C, B, A and B. Hold Start until the game begins to be invincible.

AISLE LORD

Avoid combats
Choose the "Configuration" mode from the title screen and set the cursor on "SE NO", then press the following sequence.
A, B, C, C, B, A, B, A, C, A, C, B, A, the screen will flash if you succeed, now select "Initial Start" and you will not have to fight any combats!

ALESTE

Level select
From the title screen, reset the machine ten times. Hold the Left and Down diagonal while entering the option mode. You'll discover a level select.

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.

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^3

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.

ALIEN STORM

Unlimited continues
Choose scooter. When your life gets to zero, self destruct. In this way you can carry on without dying.

ALISIA DRAGOON

Level select
Hold down A after the Sega logo has disappeared and then press B until Gainax is whisked away. Now hold down C and press Start when you see the stars come out. If the cheat is active you will hear a chime. Now during the game, press C to skip the levels and B and Up to increase your hit points to maximum.

ALTERED BEAST

Character select
Get to the title screen and hold the Left and Down diagonal, A, B, C and Start to be able to select the character (that is, wolf, bear, tiger and so on) you play.

Infinite continues
Press Start and A on the title screen to continue from where you left off in the previous game.

Extra options screen
Press Start and B on the title screen for more options.

ANOTHER WORLD

NEW!

Level Codes
Level 2 – HTDC
Level 3 – CLLD

Level 4 – LBKG
Level 5 – XDDJ
Level 6 – FXLC
Level 7 – KLFB
Level 8 – BFLX
Level 9 – BRTD
Level 10 – TFBB
Level 11 – TXHF
Level 12 – CKJL
Level 13 – LFCK

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

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

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

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

CHUCK ROCK NEW!

Level select
On the title screen, press A, B, Right, A, C, A, Down, A, B, Right and A. The guitarist will stop playing and smile at you. Now press A, B and C together, he'll smile again to show that the cheat's worked. Start playing the game and use the following combinations to access the other levels.

A and Up – Go forward one level.
A and Right – Go forward one stage.
A and Down – Go back one level.
A and Left – Go back one stage.

COOL SPOT

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.

CRUE BALL



Level Select
Listen to level six on the sound test, then press A, C, A and B followed by Start. You may now advance levels by pressing B and Up once the game has begun.

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`.

CYBORG JUSTICE



Cheat Mode
To obtain a secret options screen, pause during a duel or arcade game and press C, B, B, C, C, A, C and B.

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



Level Codes
Level 2 – `BQJRAEF`
Level 3 – `TLJKOAP`
Level 4 – `WTEOUJP`

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.

DYNAMITE DUKE



Hidden Options Screen
Press C ten times before pressing Start

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

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.

EX-MUTANTS



Cheats Screen
Enter the options screen and set the music to 05 and the FX to 21. Go to exit and hold down A, B and C, then press Start.

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.

F22 INTERCEPTOR



Level Codes

USA Campaign	– OHG)1)
Korean Campaign	– 7DGOO2
Iraqi Campaign	– K1OBOU
USSR Campaign	– F22F22
Aces Campaign	– M1O1O6

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.

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

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

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 NEW!

Passwords
5 Wins – GGGKHAGOKLO
12 Wins – BPHOHACAGML
19 Wins – NPLOFOCAGKP
22 Wins – IMLPFEGEMLC
25 Wins – JAJJBPDNCMC
28 Wins – LILOPBDPIKJ
31 Wins – JLJOMGJAOKL

Password buster
Try any of these passwords to get further in the game:
JLJOIGJBOKO
LHJKINAFAMA
JLJOIGLAOKN – last level

HUMANS

Passwords
Level 60 – YNTBXYJYNWLK
Level 61 – FQXKPTYLQJZM
Level 62 – TZYNMBQRSFZM
Level 63 – BSHJMJTMFCFS
Level 64 – LTLJQVMRYZLM
Level 65 – NCHQVFQXFQZH
Level 66 – MFGLYVGRQVZP
Level 67 – QTSDFMBYTMJJ
Level 68 – CLYBHVQNGBYN
Level 69 – ZWXGZQRGLPPN
Level 70 – VWPKNRSXXYTR
Level 71 – NCHMNXGHZGLS
Level 72 – TWJZBHKTMHCP
Level 73 – TQVCXVNFFZZN
Level 74 – QLMVQJNJMZLQ
Level 75 – VKPKLSLLYTFC
Level 76 – DWJPYHKDGPYT
Level 77 – RKLDKFSJBSJZ
Level 78 – TYZNGBCBWPJV
Level 79 – BCDDSNZQZYPC
Level 80 – XPMNWJKFNQZC

THE IMMORTAL

Level codes
6E1EC21000E10 – level 3
D4BFD41000EB0 – level 5
6B10F61010ACL – level 7
465FA31001EB0 – level 4
BCFEF51010A41 – level 6
E590D710178C1 – level 8

Invincibility
Wait for the level name to appear and hold down Start. Now hold down A until the game appears and finally release A to make yourself invincible.

INDIANA JONES & THE LAST CRUSADE

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.

INSECTOR 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 NEW!

Invincibility
On the first roof collect the objects in the following order: **C**ake, **H**ammer, **E**arth, **A**pple and **T**ap (**CHEAT**).

Infinite Lives
In the sport zone, after crossing the spikes, collect the objects in the following order: **L**ip, **I**ce-cream, **V**iolin, **E**arth, **S**nowman (**LIVES**).

Extra Power
Once you have passed the second spike pit on the first sports zone collect the objects to spell P, O, W, E, R.

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.

JENNIFER CAPRIATI TENNIS

NEW!

Male Players Password
To obtain male players, enter the following password: `GRAND.SLAM..`

JOHN MADDEN '92

Password buster
Try any of the following to participate in various stages of the game:
`Ø465100` – quarters
`ØØ75121` – semi finals
`Ø475352` – Superbowl

JUNGLE STRIKE

NEW!

Level Codes
Campaign 2 – `RLSMJFYBLML`
Campaign 3 – `9V6JV4MGDBS`
Campaign 4 – `XTMCR9WNMCJ`
Campaign 5 – `VNPYV6PC3X4`
Campaign 6 – `W6MDY39VSPP`
Campaign 7 – `THCYV4MHPPM`
Campaign 8 – `7GBTNL6MHH4`
Campaign 9 – `N4SG3N6MHHS`

KID CHAMELEON

Final Boss Warp
To warp straight to the last boss, Plethora, go to the Lake Woods 2 level. Fight your way all the way to the end and jump onto the last prize block above the exit. Now press the Down, Right diagonal and press the jump and special attack buttons at the same time. The screen will fade and you will be warped to the last boss.

KING'S BOUNTY

Password
This code enables you to have a huge army and three villains left to defeat:
`VRP Ø6 8TQ`
`FT3 VE M6N`
`DG1 ZZ 7B1`
`MOE 8W CQR`
`WOA BD EHX`
`DCE FH Y22`
`VW1 JL MF6`

KLAX

Special game
Hold the Left and Up diagonal, A, B, C and Start simultaneously from the title screen for a special game.

KRUSTY'S SUPER FUN HOUSE

Open all the doors
Reverse the game designer's name, WILLIAMS, to `SMAILLIW`, and enter this on the password system. You can now freely enter all of the doors on all of the levels but you still have to solve all the puzzles.

LAKERS VS CELTICS

Password buster
With the following code you get to play the LA Lakers against the Philadelphia 76'ers with just one game needed to win the final: `3L2GJS`.

LEMMINGS

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!

Hidden Sinistar
Enter JOOLS on the password screen to obtain a version of the old time shoot-'em-up.

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.

M.U.S.H.A NEW!

Full Firepower
To power-up, pause the game and press B, B, C, B, B, C, Up, Down and A, unpause to continue.

THE NEW ZEALAND STORY

Increase credits
While the demo is playing, rotate the controller either clockwise or anticlockwise several times. When you die during play, you should discover you have nine credits.

ONSLAUGHT

Password buster
Enter all zeros as the code and you'll automatically receive almost all the squares on the map. You'll only have the relatively easy mountainous areas left to complete.

OUTLANDER

Passwords
To ease your trip through the badlands, try these codes:

Level 1	–	FYBY1QZFQ24ØQØ
Level 2	–	89DØ2ØJCYY8CZ8
Level 3	–	P69HØSK7YCKCX
Level 4	–	TZZY2159Q9YK8Ø

OUTRUN

Ending sequence
Enter, logically enough, ENDING on the high score table to see the end of the game.

Hidden airships
Avoid crashing and you'll see three hidden airships during the second stage.

Hyper level
On the title screen, press C ten times and then go to the options screen to enter Hyper mode.

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

NEW!

Three Way Grudge Match
Press A to enter the option screen, next have player one select his fighter. Player two will need to wait until 'Grudge Match' appears before pressing Start, and may now select his fighter. The two of you will join in the fight to the finish with the computer.

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

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

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.

SAGAIA



Unlimited Continues
On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

Stage Select
When the title screen appears press C, A, C, B, C, A, B, A, B, C, A and C. "Zone Select" will now appear.

Super Star Level
To enter the expert level: enter C, 12 times when the title screen appears.

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

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`

SPLATTERHOUSE 3

NEW!

Level Codes
Stage two – `REISOR`
Stage three – `ETLBUD`
Stage four – `TABRAE`
Stage five – `ELPOEB`
Stage six – `PHENIX`

STEEL EMPIRE

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



Extra Continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start.

Alternate 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

`51B04000A05000`
`70JØCG976ACMG1` – 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.

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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.

TALMIT'S ADVENTURE



Access any level
Enter the following password and enter any level in the game:
`ARDE`

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



Infinite Lives
Enter `FFD45` on the password screen.

Secret Room
To enter a secret bonus room on the Arctic level, hold down and C on the last ice block.

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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

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

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.

TRAMPOLINE TERROR



Level Select With Continues
On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

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.

ULTIMATE TIGER

NEW!

Level Select
Press Up, Down, Right and then Left to on the title screen.

UNIVERSAL SOLDIER

NEW!

Reveal Bonus Blocks
Enter PWRZS on the password screen to make the bonus blocks visible.

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

NEW!

Passwords
Stage 2 – L3FHPOZNGW
Stage 3 – NXDS55JSWF
Stage 4 – O5TOJZSP5B

View ending
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

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.

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.**



BATMAN

NEW!

Level Select
On the options screen, highlight the driving-only section and press Left on the D-Pad, then press B. Repeat this on all seven of the options. You will need to repeat the operation for a second time before hearing a jingle to confirm the cheat has worked. You can now change the options as you like and press Start and C to select the level.

BLACK HOLE ASSAULT

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.

ECCO

NEW!

Final Password
Enter this password to get to the end of the game: `QCFWUYHS`

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

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

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.

SEWER SHARK

NEW!

Continues
Once you have reached the dizzy heights of Exterminator or Beach Bum, pressing A, C and Start on the game over screen will allow you to continue.

SOL-FEACE

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

NEW!

Passwords

BC 70,000,000	–	BMCFXWRL
BC 65,000,000	–	GJRPQVKS
BC 30,000	–	THMZCYFB
BC 1600	–	RYFGSXDK
BC 44	–	FTGBDQPW
AD 500	–	VSLCZKTJ
AD 999	–	CYVZPBMG
AD 1588	–	DRXHTLQJ
AD 1941	–	WBMRJZVH
AD 1991	–	SHKXGJWF
AD 2001	–	XPTMCSHD
AD 2010	–	ZVYFLGQT
AD 3001	–	QWCDHRKT
AD 3999	–	PLQTVMXY
AD 4000	–	LKDWBSYF
AD 4001	–	KVGPRZCW

Passwords (Japanese version)

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
Scissor Man (Chokkinna)	–	Scissors, Paper
Paper Man (Parlin)	–	Stone, Scissors

After defeating them they'll want to have another try so do this:

Stone Man (Goozeba)	–	Paper, Paper
Scissor Man (Chokkinna)	–	Stone, Stone
Paper Man (Parlin)	–	Stone, Scissors

Opponent skip
To continue past each opponent without playing scissors, paper and stone go to any boss and press Start twice.

Final level box sequence
When you get to the end of Cragg Lake and have opened the door with the moonlight and sun stone, you'll enter a room with several pink boxes on the ground sporting different symbols. You have to jump on these in this order: Sun, Waves, Moon, Star, Sun, Moon, Water, Fish, Star and Fish.

ALEX KIDD IN SHINOBI WORLD

Secret room
On part two of the lobster level leap onto the single platform and jump backwards towards the wall on your left. At the end there is a rope, swing on it and throw a fireball to your right to discover the hidden room.

ALIEN^3

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`

ERIN GASHUNA

Act two	`HIJAAIAABB`
Act three	`HIIYAIAGC3`
Act four	`HIIAOOIKDK`
Act five	`HIKAQYIOUZ`
Act six	`HIKEQYIRVC`
Act seven	`HIKEQYIVOH`
Act eight	`HJKBQYIZPK`

DIANE FIREYA

Act two	`GJEIACRT`
Act three	`GJWZAIAEKM`
Act four	`GIRCTQIJ1X`
Act five	`IISDUXIPUI`
Act six	`IIUHUZMRNZ`
Act seven	`IIXBUYIUGW`
Act eight	`IJXBU2JØHB`

JEDDA CHEF

Act two	`GDHAAIAABZ`
Act three	`GIEIAAAECA`
Act four	`GJECAIIL1Q`
Act five	`IJCECJIOUØ`
Act six	`KICBEPIQ3F`
Act seven	`KICBHIIVWG`
Act eight	`KJCBHNIYXR`

ASTERIX NEW!

Secret Room
On round 1-1, go down the first chimney, but don't jump off the platform. When it falls, walk right to go through a wall into the room.

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

FORGOTTEN WORLDS

NEW!

Infinite Continues
If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

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.

LEMMINGS

NEW!

Level Select
When the lemming pulling the cart appears on screen, press buttons 1 and 2 together on joypad one and rotate the D-Pad clockwise. Go to the main screen and select your choice of game. Choose the New Level box and writing will appear, press left and right to select the level you desire.

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	2Ø08	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.

NINJA GAIDEN NEW!

Infinite stars and fireballs
Wait until ninja boy has got 999 combat points before using any ninja stars.

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.

PREDATOR 2 NEW!

Passwords
Level 2 – SPOCGURD
Level 3 – ROTADERP
Level 4 – SEGATSOH
Level 5 – NAGIRRAH
Level 6 – LAICIFFO

PSYCHO FOX

Level warp
At the top of the tower of Spring boards is a warp. Choose a tube and as you descend you'll appear on a particular level.

QUARTET

Bullet size increase
On the title screen press pause fourteen times and your bullets will become larger making it much easier to hit the targets.

Level select
On the title screen press Up on controller two then press pause on controller one 12 times. Now press button one and select your starting level.

R-TYPE

Invincibility
Before you turn the power on, hold the diagonal Down and Right on joypad one and the diagonal Up and Left on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible!

Extra credits
First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button two and Left to reveal 95. Rotate from 95 to 00 pushing button one after each number and pausing briefly on each sound. At 00 press one and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

Bonus level
At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

RAMBO 3

Infinite bullets
If you have the rapid fire module, you'll have infinite bullets.

RAMPAGE

Infinite lives
Wiggle the directional pad clockwise and press buttons one and two simultaneously.

Infinite continues
When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

RASTAN

Infinite continues
When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

SECRET COMMANDO

Continue option
Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

SHINOBI

Level Select
Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

SONIC THE HEDGEHOG 2

Level select
Plug the control pad into port two and press Up Left diagonal and buttons one and two. Turn on the console whilst holding down these buttons simultaneously. Now wait until Sonic has run completely across the screen and then plug the controller into port one. Press button two twice and the level select screen will appear.

SPACE HARRIER

Extra continues
To get extra continues, move the control pad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up from the title screen.

Sound test
Call up the sound test with the sequence Right, Left, Down and Up from the title screen.

Difficulty option
Get to the sound test menu and select tunes 7, 4, 3, 7, 5, 8 and 1. You'll now be able to set the game difficulty.

SPELLCASTER

Password buster
To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted (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

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

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.

GAME GEAR

AX BATTLER

NEW!

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`
Brookhill	—	`AFPL JLNJ OMEM PGJK`
North Valley	—	`LGEC CLBP BIOP NICD`

CASTLE OF ILLUSION

Extra life
Collect the dancing A from the coffee cup screen on level four. Exit, climb the ladder to the left until you get to a room with two insects, a button and a barrel. Lob the barrel and button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder to the right. The next screen has an insect. Kill it and continue right until you reach a second dancing A. Pass it and keep going until you encounter a drop. You can just fit through it. Jump up so that you can land on your bottom.

Secret Route
Go down the slide nearest to the end of the level in the Clown section. Instead of jumping onto the second landing down, you can eventually jump to the top landing. Here you'll find a treasure chest. Throw it and it opens revealing a coin. Collect this, then run to the wall at the end of the landing. Jump into the wall, and you'll end up near the policeman, a guardian to the main guardian, the Clown!

CHASE HQ

Extra continue
If you bash into the oil barrels on round two, you'll gain an extra continue.

CHUCK ROCK

Passwords

Level 2	–	`7GØ9M`
Level 3	–	`NN6E3`
Level 4	–	`84AKC`

CLUTCH HITTER

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

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

Power punches
On the speed select screen, hold down 1 and press Left, Right and finally Left again.

KRUSTY'S FUN HOUSE

Codes

Level 2	–	SELMA
Level 3	–	SCRATCHY
Level 4	–	SKINNER
Level 5	–	GROENING

Password buster
Enter TRACY to open all the doors.

LEMMINGS

NEW!

Level Codes

Level	Tricky	Taxing	Mayhem
1	RCEOJTHO	ECWMZGTM	GGFOYQBC
2	YQSDGSNU	ZSFKUJSF	FLWNCXPG
3	JTHPGFDY	LXPGFDYR	FECWMYRD
4	RDHPGFEC	CFKUJTJT	HOEBVKUI
5	WMZSEJTG	GMYRCFKU	QBCEJSEI
6	MZTHPGGF	JTHPEFCX	RDHPGGFE
7	DZSEIRCE	PFDZSFLX	CXOEBVKU
8	IQSCFKVL	DECWMZTG	IQABDHPF
9	WMYRDGMY	NBUJSFLW	DYRCEJTG
10	RDGMZSFK	MZSFLWMY	NCXOEBUJ
11	VLXODZTH	RLFKUJSE	THOECXPF
12	PFECXPFE	IRCEJSEJ	DYRCEIRD
13	BUJTHOEC	SEJTHOEC	GNBUJTHO
14	XOECWNBU	WMYQBOGM	DZSFLXPF
15	JSFKVKUT	YQAAAAAB	DZTHODZS
16	THODZTGM	DHODYROG	EJTHPFDZ
17	YQBCEIRD	NCWNCWMY	SFKVLWNC
18	HPFDZTHP	QAABDHPG	XPFDYQBN
19	FEBVLWNB	GGGFDYQA	GNCWMZTH
20	UJTHPFEL	AABDGMYR	ODYQBCFL
21	WNCWNBLL	DHODYQAB	XDECWMYQ
22	WMYRCEJT	DHODYQB	BCFLXPGF
23	GNBUIQAA	GNCXPGGG	EBVKVLWM
24	ABDGMZTA	GFDZTHPG	YRDGNBVK
25	ODYRLEJS	GFECWMYR	VKUJSFLX
26	FKUIQBDG	CEIQABDG	PFDZTHPF
27	NBVLXPGG	NCWYRCEA	DZTHPGFD
28	FDYQBDGN	IROHDDZS	YRCFKVLW
29	BVLWMZTE	EJTGMYQB	NCWNCWNC
30	NBUIRDHO	DHODZTHP	WMZTHPFE

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

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

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 NEW!

Level Select and Invincibility
Select tracks 01 then 11 on the sound-test screen, then press buttons 1 and 2 simultaneously for the options to appear.

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

Level select
Keep circling the control pad anti-clockwise while holding button two and a level select will appear.

WIMBLEDON NEW!

Maximum Everything!
Enter the codes IKM JKI POC.

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.



XS CODES

How we manage to cram all the codes into this section is still a mystery. Here you will find all the best codes for the Datel Action Replay and Hornby Hobbies Game Genie. No other magazine regularly prints ALL the codes you will ever need. Every code printed here can only be used with the relevent device. You CANNOT press F, F, 1, B, Ø, 4 on the joypad – just in case there were any of you still trying to get them to work. You MUST have an Action Replay, or a Game Genie to make full use of these codes. Both devices are available from out Super Savers at the back of the magazine.

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.
FF0813000Ø2: 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.
FF0145001Ø: 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.
FF915A0053: +2 Swords.
FF915A0056: +1 Swords + vs 3 enchanted.
FF915A0059: +1 Swords + vs 3 undead.
FF915A005C: Axes.
FF915A005F: Spears.
FF915A0060: +1 Spears.
FF915A0066: +3 War hammers.
FF915A0069: +1 Leather hammers.
FF915A006C: Chain mails.
FF915A006F: +3 chain mails.
FF915A0073: +3 Plate mail.
FF915A0076: +2 Shields.
FF915A0079: Ring of protection.
FF915A007C: Ring of water walking.
FF915A0096: Wand of fireballs.
FF915A0077: +3 Shields.
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

0061760XXX: Julian starts with XXXX amount of coins.
0061700XXX: Julian starts with XXX kindness points.
01063E6006: All items are free.
0029E46002: Swimming no longer causes any loss to your vitality.

FANTASIA

005D54103C: Gives energy instead of removing it.
005D584E71: Used in conjunction with above code.
0062284E71: Infinite large magic.
0062504E71: Infinite little magic.
FF07D90004: Infinite strength.
FF07DB0003: Infinite dreams (lives).
FF0837D003: 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.
0099C6C016: Almost infinite hit points.
0070107C14: Restore hit points at a super fast rate.
0050E0600A: Kill most enemies with one attack.

FATAL REWIND

FFE0210002: Infinite lives.

FLASHBACK

FFD3D70005: Infinite shields.

FLICKY

0120080XX: Start with XX lives.
0144366004: Infinite lives.
0120E0X0X: Start on round X.

FORGOTTEN WORLDS

FF11090028: Makes player invulnerable.
FF1A470028: Makes player two invulnerable.
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

FF0882000S: Always keep five bombs while the Action Replay is enabled.
FF08800XX: Will give you XX lives when you activate Action Replay.
FF0882000S: Change number at the end to keep required amount of bombs.
FF0880002: 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

002AE46004: Infinite hellfire missiles.
00283E6004: Infinite lives.
0026085079: First power-up gives you full power.
0028020005: Same facility when used with above code.

HERZOG ZWEI

00758C0243: All weapons are made immediatley.
00758E601C: Infinite money.
003A3C6002: Infinite energy.
000EFE600E: Infinite ammunition.
008D6A6008: Infinite total strength.
008AD84E71: Immediate energy recovery.
008AF8726O: Immediate ammunition recovery.
008AB44E71: Immediate stamina recovery.

THE IMMORTAL

0081E8197C: Use with following parameter for infinite lives.
0081EA00FF: This is used with above to give you infinite lives.
0113F46006: This cheat will defeat the goblins in combat.
0099304E75: Beat floor traps, worms, arrows etc.
FF109A0002: On most levels this provides you with unlimited continues.
FF0B720003: Unlimited amount of fireballs.
FF10A8000C: This will stop your man from losing energy during fights.

INDIANA JONES & THE LAST CRUSADE

FF7F5B0008: Infinite lives.
FF7F590020: Infinite energy.

JAMES BOND (THE DUEL)

FF1B0D0008: Used with below codes.
FFA37B0007: Use with above and below codes.
FFA3970007: Used with above codes to give infinite lives.
FF1B7D0007: Used with below codes.
FF1B8D0007: Used with above and below codes.
FFA37B0007: Used with above and below codes.
FFA3970007: Used with above codes to give infinite energy.

JAMES POND

007ED16004: Infinite lives.
008A166002: Infinite time.

JAMES POND II: ROBOCOD

00190A4E71: Infinite lives.
003D1C6002: Use with code below to make you invincible.
003CC26002: Use with above code.
0029166002: Keep wings from round to round.

JEWEL MASTER

FFC4D50048: Unlimited health.
FFC4320XXX: Score X1,000,000. (XXX is 0-999).
FFC434XXXX: Score X 100. (XXXX is 0-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL

0092660XX: Play starts at XX seconds.
0074C4000X: Where X is the amount of timeouts the home team start with.
0074CA000X: Visiting team starts with X timeouts.
008E380006: Only need five yards for first down.
008FE45630: Touchdown worth three points.
008FE45030: 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

0093D86002: You are not killed when your energy bar reaches zero (infinite energy).
00121C6002: Timer does not decrease.

LEMMINGS

FFF53400XX: Fun stage. Where XX is the level number -1, and ranges 0-ID.
FFF53500XX: Tricky stage. Where XX is the level number -1, and ranges 0-ID.
FFF53600XX: Taxing stage. Where XX is the level number -1, and ranges 0-ID.
FFF53700XX: Mayhem stage. Where XX is the level number -1, and ranges 0-ID.
FFF53800XX: Present stage. Where XX is the level number -1, and ranges 0-ID.
FFF53900XX: Sunsoft stage. Where XX is the level number -1, and ranges 0-ID.
FFF48B00XX: Number of floaters. (XX ranges 0-63).
FFF49100XX: Number of diggers. (XX ranges 0-63).
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

FF41A5000X: 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

00CA186002: Infinite ammo.
00C89C6002: Infinite machine gun rounds.
01108E6002: Infinite smoke canisters.
00D7366010: Infinite fuel.
010FE86002: Infinite smoke.
011094００XX: Smoke canister time in seconds.
008BBC0XXX: Start with XXX gallons of fuel. 64 would be 100 gallons.
008B9E00XX: Start with XX Heat rounds 64 would be 100.
008BA400XX: Start with XX Sabot rounds 64 would be 100.
00D8A24E71: Invulnerable equipment.

MARBLE MADNESS

FFAC770039: Infinite lives.
FFB0CF0039: Infinite time.

MARIO LEMIEUX HOCKEY

0162B06004: Freeze timer.
0162D46004: Freeze player 2's first penalty timer.
0162C24E75: 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

0080B8C351: Infinite bombs.
00B0944E71: Infinite energy.

MICKEY MOUSE

00B7944E75: Mickey only takes one point of damage per section.
00C8C40026: Jump higher.

MIDNIGHT RESISTANCE (JAP)

FF0C710003: Infinite lives.
FF64510003: Infinite energy.

MIGHT & MAGIC

02BB800000: Dagger is free.
02BBB60000: Nunchukas are free.
02BB000000: Short sword is free.

MOONWALKER

005F1E31FC: Use with below code. This will increase Michael's ability to dance.
005F200040: Use with above code.
00DFD06004: Infinite lives.

MS. PAC-MAN

0018366002: Infinite lives.

MYSTIC DEFENDER

00C0DE4E71: Will make firing super-charged weapons easier.
006EF06002: Will protect you against most enemy attacks.

NEW ZEALAND STORY

FF8003０003: Infinite lives.
FF8004０005: Infinite continues.

OUTRUN

0035A84A10: Infinite time.

PACMANIA

0088926002: Will give you infinite Pac-men.
0029920００X: Start with X lives minus one, eg for six lives enter X as five.
00004418E7: Ghosts stay blue much longer than normal.

PHANTASY STAR II

002D526002: Players never get paralysed.
00D01C600C: 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.
0072E8603E: 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.
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

FF0AC1000A: 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.

00150600000: Depoison is free.
00151600000: Wisdom is free.
00159600000: Healer fruit is free.
00159E00000: Smelling salts are free.
002D3403E7: Use with below code to start the game with 999 points.
002D4003E7: Use with above code.
0012CE00000: Woodstaff is free.
00123600000: Word is free.
00143E00000: Bronze shield is free.
00141600000: 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.
0099C003F: 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.
FF00790000: 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 39Økm/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.
02230C0000: 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.
FF80190025: 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.
FF80030001: Gives you the claw.
FF80040001: 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.
FF80190025: Player one unlimited rocket grenades.
FF80690025: Player two unlimited rocket grenades.

TINY TOONS

FFFB0B0003: Infinite energy.
FFFB090002: Infinite lives.
FFFB0F0032: Gives one special helper each time you pick up a carrot.
FFFB110009: Pick one special helper up to get infinite helpers.

TOEJAM & EARL

00BCB06002: Infinite lives (ToeJam & Earl).

ØØBB9800Ø3: 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

FF1B8600Ø5: Infinite lives.
FF1B8300Ø9: 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

FF846ØØØØ3: 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

FFAØ38ØØØ8: Unlimited health for player one.
FFAØB8ØØØ8: Unlimited health for player two.
FFFD53ØØØ8: Infinite lives.
FFFFDBØØØX: Level select (1-5).
FFFD53ØØØ3: Mickey or Donald permanently has three tries.
FFAØ38ØØØ5: Mickey or Donald permanently has three energy cards.
FFFD53ØØØ6: 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.
ØØ22983Ø3C: 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

ØØC11319: Infinite energy (lifemeter).

ALIEN SYNDROME

ØØC054Ø2: Unlimited lives.
ØØC07B96: Unlimited time.
ØØC0751Ø1: Need one hostage to open exit.
ØØC8ED91: Keep flame weapon.

ASSAULT CITY

ØØCØD9ØA: 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

ØØC01F03: Infinite lives.

BART VS THE SPACE MUTANTS

ØØC01ØØ3: Infinite lives.
ØØC3AF09: Infinite time.
ØØC3E9BE: Infinite paint.

BUBBLE BOBBLE

ØØCEB703: Infinite lives.
ØØDB8ØØØX: 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:-
ØØC2219ØX: Replace X with a number (Ø-2) to change the round.
ØØC22ØØX: Replace X with a number (Ø-4) to change the stage.
ØØC25386: Full damage to villains car (hit him once when you catch him and he dies).

DICK TRACY

ØØCE6703: Infinite lives.
ØØC1EDØ6: Infinite energy.

DOUBLE DRAGON

ØØCB2B03: Infinite lives.

THE FLINTSTONES

ØØC9A504: Infinite sand timer.
ØØC9F2ØF: Infinite paint.
ØØC9A203: Infinite lives.

GALAXY FORCE

ØØCØ7F1Ø: Infinite energy.

GAUNTLET

ØØC83F96: Use with code below.
ØØC8ØF96: Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).
ØØC8ØE01: Infinite potion.

GHOST HOUSE

ØØC1BAØ2: Infinite lives.
ØØC1F5CØ: Infinite energy.

GHOULS & GHOSTS

ØØCØ33Ø2: Infinite lives.
ØØC04C02: Invincibility.
ØØC04B4Ø: Magic stays full.

GLOBAL GLADIATORS

ØØDØE9Ø5: Infinite lives.
ØØDØBA3F: Infinite energy.

G-LOC

ØØCB2C38: Infinite time.
ØØCCØE28: Infinite missiles.
ØØCCØD07: Infinite armour.

GOLDEN AXE

ØØCØØ503: Infinite lives.
ØØC1871F: Infinite energy.
ØØCØØ6ØX: This parameter gives unlimited Magic. e.g. enter ØØCØØ6Ø1 for unlimited Magic 1, ØØCØØ6Ø2 for unlimited Magic 2 etc.

INDIANA JONES & THE LAST CRUSADE

ØØC9870Ø6: 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

ØØCØBD03: Infinite energy.
ØØCØC803: Infinite lives.
ØØDCØØØ5: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION

ØØC09902: Infinite energy.
ØØC09F03: Infinite tries.
ØØCØA295: Infinite time.
ØØCØAD07: Infinite air.

MIRACLE WARRIORS

ØØC5ØA1Ø: Infinite energy.

NEW ZEALAND STORY

ØØDDEC03: Infinite lives.
ØØDE1504: Invisible.

OPERATION WOLF

ØØC11629: Infinite Ammo.

OUTRUN

ØØDE0172: Unlimited time. (Only activate Action Replay when race has started and then turn off when finished).

PACMANIA

ØØC04ØØ3: Infinite lives.

PAPERBOY

ØØD5ØE03: Infinite lives.
ØØD5ØF0A: Infinite papers.

PRINCE OF PERSIA

ØØC29208: Infinite life.

PSYCHO FOX

ØØCØ1603: Infinite lives.

RAMPAGE

ØØCØA103: Infinite lives for player two.
ØØCØAØØ3: Infinite lives for player one.
ØØCØ966Ø: Infinite energy for player one.
ØØCØ976Ø: Infinite energy for player two.

ROCKY

ØØCØAC3E: Gives 62 hits on qualifier.
ØØC1C32F: Infinite energy.
ØØCØ5FØE: Takes you straight to round 15.

R-TYPE

ØØCE0103: Infinite lives.

SAGIA

ØØC82602: Unlimited lives.

SEGA ARCADE SMASH HITS

00C02104: Infinite lives for Breakout.
00C02104: Infinite lives for Centipede.

SHADOW DANCER

00C05903: Infinite lives.
00C05A03: Unlimited special attacks.

SHINOBI

00C07A02: Infinite lives.
00C06C06: Infinite energy.

SONIC THE HEDGEHOG

00D2AAXX: Keeps XX rings. Try 00D2AA99.
00D24603: Unlimited lives while Action Replay is enabled.
00D41105: Switch Action Replay on for turbo Sonic, turn off to return to normal.

SONIC THE HEDGEHOG 2

00D29803: Infinite lives.
00D29905: 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

00C12302: Infinite lives.

SPEEDBALL 2

00DA0B14: Unlimited money.

SPELLCASTER

00C02520: Infinite strength.

STRIDER

00D48503: Infinite lives.
00D26507: Infinite timer.

SUPER MONACO GP

00C36201: Allows you to win every time.

SUPER SMASH TV

00C51007: Infinite lives.

SUPER SPACE INVADERS

00C2EE03: Infinite lives.
00C2F003: Infinite energy.

TAZ-MANIA

00C10005: Unlimited lives.

THE TERMINATOR

00CC163C: Infinite energy.

TOM & JERRY

00C43908: Infinite energy.

VIGILANTE

00C01403: Infinite lives.
00C2544F: Infinite energy.
00C29154: Infinite time.

WORLD CLASS LEADERBOARD

00D36200: Score a hole in one every time.

XENON 2

00D0E203: Infinite lives.

GAME GEAR

AXBATTLER

00C05506: Infinite energy.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C01E00: Painted items are at 0.
00C01201: Infinite paint.
00C39E09: Infinite timer (switch Action replay off at the end of a level).
00C01101: Infinite coins.
00C01301: Infinite cherry bombs.
00C01401: Infinite rockets.
00C01501: Infinite wrench.
00C01601: Infinite keys.
00C01701: Infinite magnet.
00C01801: Infinite whistle.
00C43B00: Moonwalking Bart .

BATMAN RETURNS

00C02103: Infinite lives.
00C1590A: Infinite energy.
00C01F02: Infinite specials.

DONALD DUCK

00C08303: Infinite lives.
00C13E01: Infinite energy.
00C05B0X: Replace the letter X with the numbers 1-6 for level select.

GALAGA '91

00C83E02: Infinite lives.

GEORGE FOREMAN'S BOXING

00C12880: Infinite energy (player one).
00C11503: Infinite power punch (player one).
00C1100X: Level select (1-4). Switch Action Replay off at the end of level.
00C1200X: Round select (1-9). Switch Action Replay off at the end of round.
00C13309: Infinite timer.
00C11104: Full power punch power meter (player one).
00C11204: Full recovery power meter (player one).
00C11304: Full footwork power meter (player one).

KLAX

00C0DB03: Unlimited credits.
00C09401: Infinite lives.
00C1F0XX: Level select (00-64). Switch Action Replay off at the end of the level.

LEMMINGS

00DB720A: Infinite climber.
00DB730A: Infinite floater.
00DB740A: Infinite bomber.
00DB750A: Infinite blocker.
00DB760A: Infinite builder.
00DB770A: Infinite basher.
00DB780A: Infinite miner.
00DB790A: Infinite digger.
00DAD309: Infinite time.
00DB5C64: Always have 100% Lemmings.

MICKEY MOUSE: CASTLE OF ILLUSION

00C0C803: Infinite lives.
00C0BD03: Infinite energy.
00DC0005: Infinite timer.

NINJA GAIDEN

00C44803: Infinite lives.
00C4210F: Infinite energy.

OUTRUN

00C16909: Infinite time.
00C36127: Full revs all the time (takes your car up to 315 KMH).

PACMAN

00C13303: Infinite lives.

PENGO

00C13804: Infinite lives.
00C21100: Eliminates sno-bees. If used with below code, this will keep the sno-bees eggs flashing so you know where to find them.
00C12F00: 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

00C29203: Infinite energy.
00C2983B: Infinite timer.

SHINOBI

00D20B04: Infinite energy.
00D21E01: Infinite special weapons.

SONIC THE HEDGEHOG 2

00D29803: Infinite lives.
00D29905: 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.

SPIDERMAN VS THE KING PIN

00DF7520: Infinite web fluid.
00DF7205: Infinite time.
00DF76FF: Infinite energy.

STREETS OF RAGE

00CCF317: Infinite energy.
00CD0903: Infinite lives.
00CEEE01: Infinite timer.
00C6670X: Level select. Replace X with 0-4.

SUPER SMASH TV

00C51205: Infinite lives.

SUPER SPACE INVADERS

00C7EE03: Invulnerablilty.
00C84601: Shoot one invader and clear the round.
00C7EC03: Infinite lives.

TERMINATOR

00CC1664: Infinite energy.

WONDERBOY

00C12D02: Infinite lives.
00CC360C: Infinite vitality.

WOODY POP

00C11103: Infinite lives.

GAME GENIE MEGA DRIVE

ALIEN3

AACTCA6J: Infinite time.
A2EAAA8R: Infinite lives.
AJNAEA3R: Infinite machine gun ammo.
AJMAEA7C: Infinite flame-thrower ammo.
AJJTEA2J: Infinite grenade-gun ammo.
AJKAEA88: Infinite hand grenades ammo.
AJFTAA66: Never lose radar.
YDXAD93N: Ripley jumps much higher.
SACTCADY: Game clock runs slower.
8ACTCADY: Game clock runs much slower.
NC2ACAG0: Machine-gun recharge reloads to maximum.
NC2ACAHY: Flame-thrower recharge reloads to maximum.
NL2TCAAW: Grenade-launcher recharge reloads to maximum.
NW2TCABT: Hand-grenade recharge relaods to maximum.
LBRTJAEJ: Machine-gun capacity is 50.
GBRTJAEL: Flame-thrower capacity is 50.
EBRTJAEN: Grenade-launcher capacity is 50.
GBRTJAER: Hand-grenade capacity is 50.
AMDACA4J: Long falls do not reduce energy.
ADEACAGJ: Falls into turbine fans do not reduce energy.

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.
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.

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.

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.

DECAPATTACK

ILZTEASW: Gravity Pull.

DRAGON'S FURY

NTCTBA3W: Start with 100 balls.
RE0AA6WR: Infinite balls.
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.

FORGOTTEN WORLDS

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.

GREENDOG

ATNTAA4E: Infinite lives.
BEPAAADE: Start with 10 lives.
GACACAC4: Cola restores energy completely.
ABYACAAN: Spikes don't hurt.

JAMES BOND 007 - THE DUEL

BF6AAAFR: Start with 9 lives
ATGAAA56: Infinite lives
BF6AAAF2: Start with 9 clips
AYCAAAGL: Start with 5 continues
ATGAAA70: Infinite continues

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.
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.
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.
7CWTF560: Start with comm for Mad Moham at 65,000.
7CWTF56R: Start with gold for Mad Moham at 65,000.

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.
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
BE0AAAGA: Start with 9 lives

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

PZJAPAV0: All player 1 shots worth 8 points
PZJAPAXT: All player 2 shots worth 8 points

TEAM USA BASKETBALL

R19T860T: MASTER CODE - MUST BE ENTERED
DECAAAHY: Player 1 starts with 25 points
DECAAAH6: Player 2 starts with 25 points
ATHAAA2L: Stop shot clock
BKTTAAFG: Free throws worth 10
AZTTAAF0: Baskets worth 5
BKVAAAAW: 3-point baskets worth 10

THE TERMINATOR

RO3A861A: Protection from most damage.
AW9T8A78: Infinite time bombs.
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

WORLD OF ILLUSION

BM2AAA9L: Infinite lives.
AX2AAA6Y + DM2AAA8N: Infinite health.
FF5TAA38: Candy restores full health.
AF6AAAAY: Extra life for every card.
BK6AAAAY: Extra life for every 10 cards.

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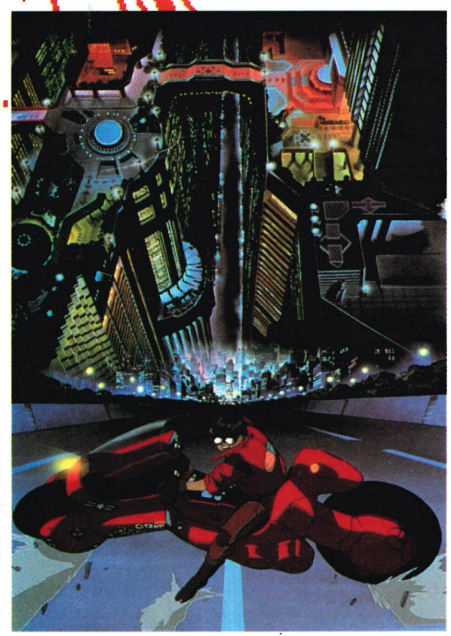
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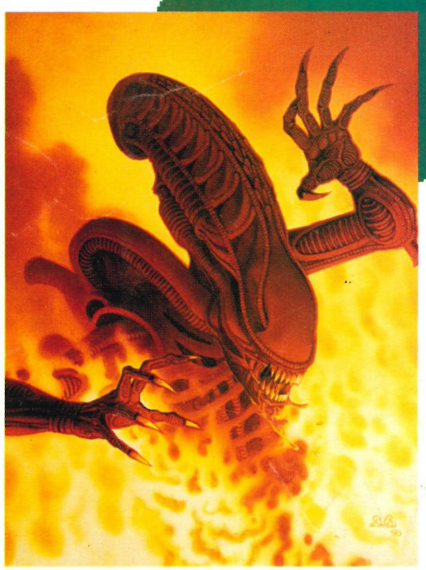
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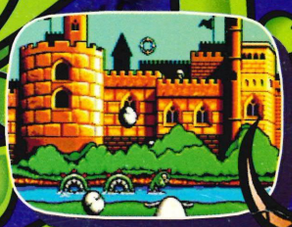
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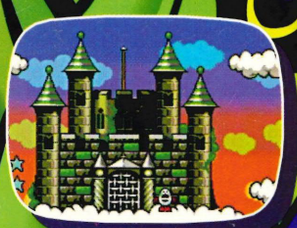
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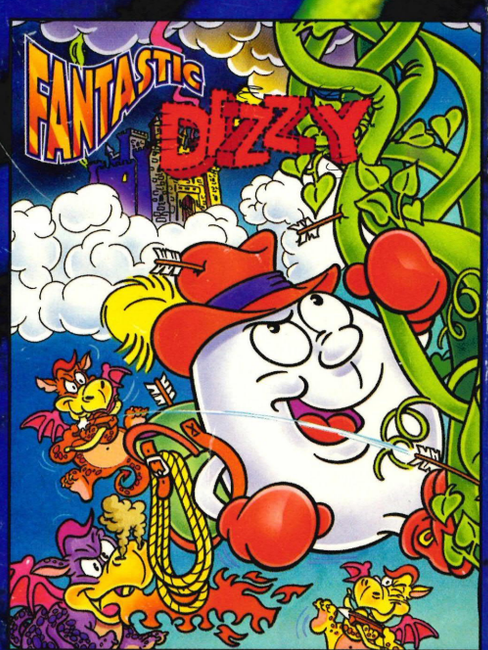
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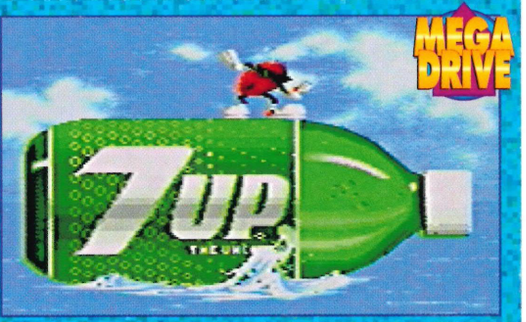
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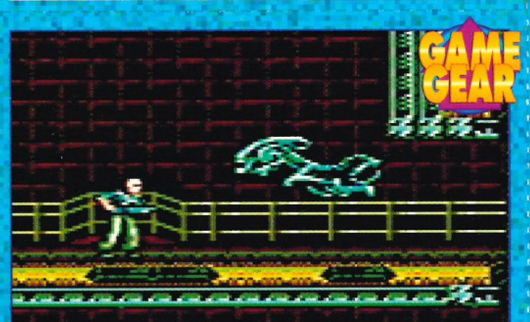
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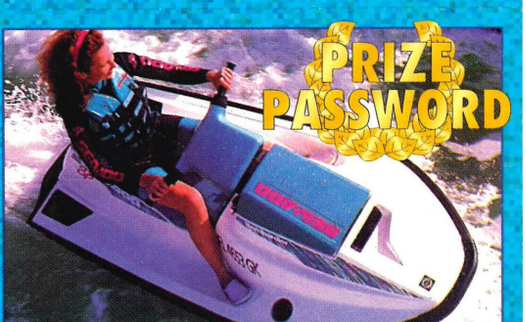


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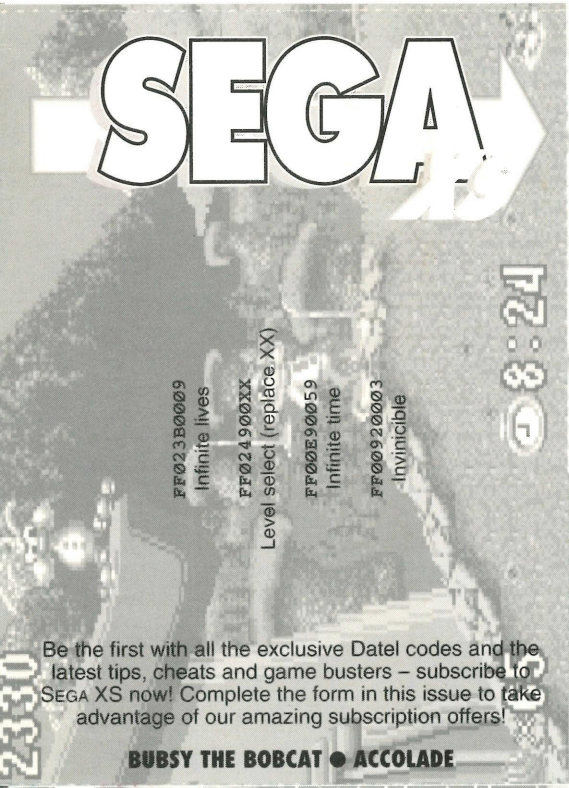
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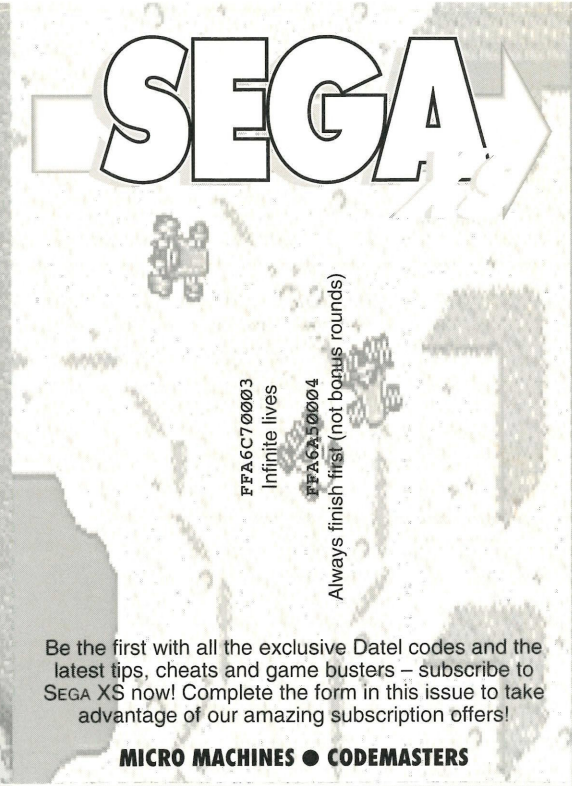
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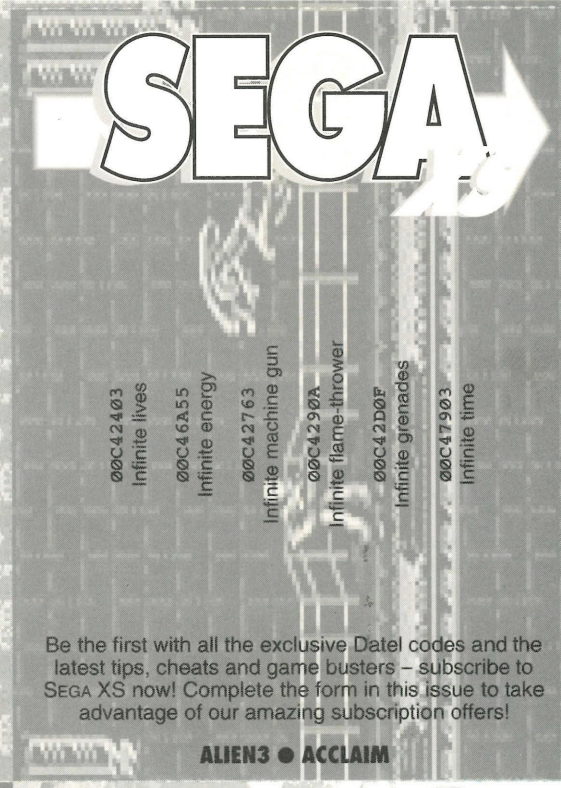
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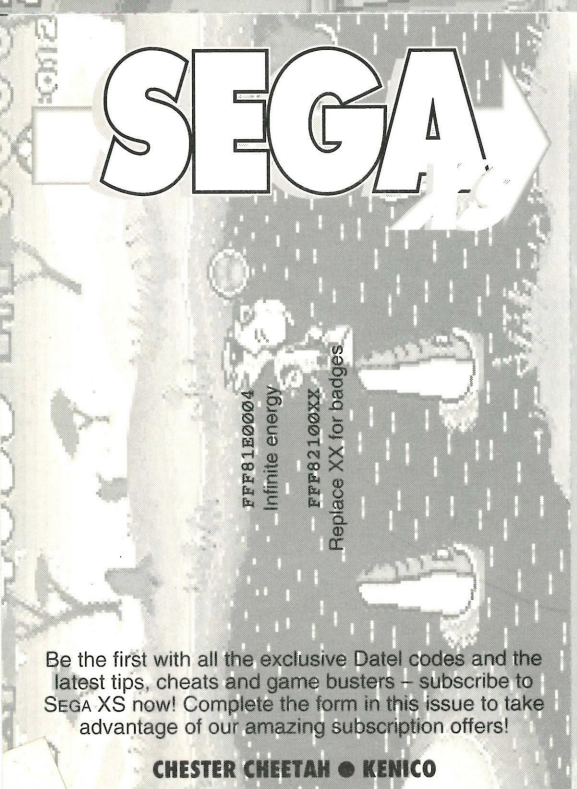
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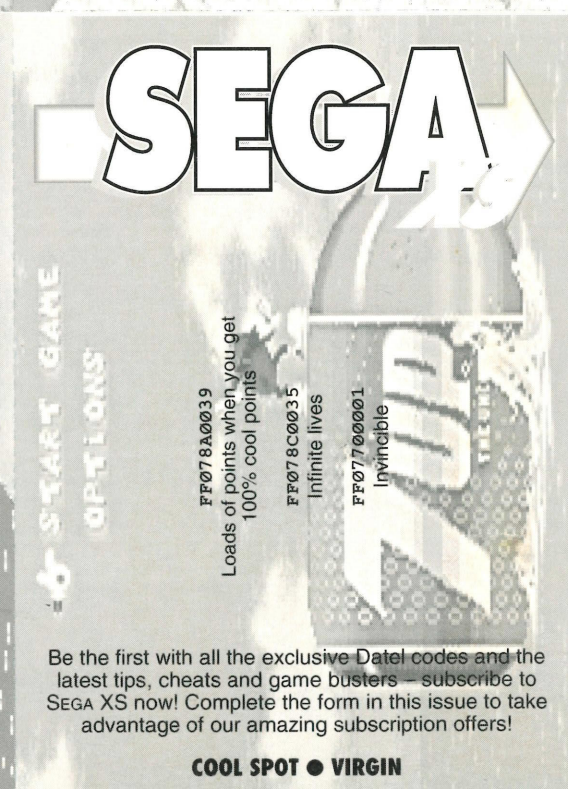

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FF023B0009
Infinite lives
FF02490ØXX
Level select (replace XX)
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FFA6C70003
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FFA6A50004
Always finish first (not bonus rounds)
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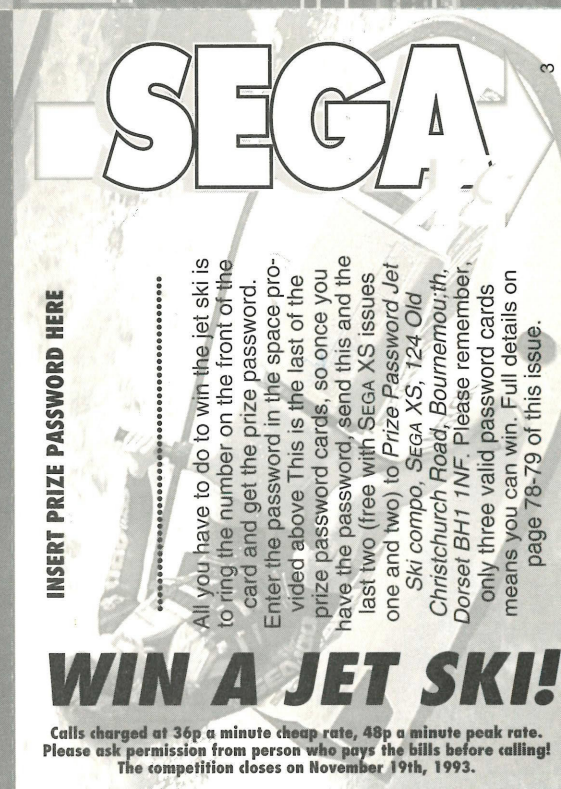

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