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SEGA XS



ISSUE 4

Published by...
PARAGON PUBLISHING LTD
DURHAM HOUSE
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PRINTED BY
SouthernPrint (Web Offset) Ltd.

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

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From the makers of SUPER XS – SEGAPRO, SEGA XS, SUPERPRO and MEGA POWER.

Last word: You want it *how* often?

SOLUTIONS INDEX

MEGA DRIVE	ALADDIN	34
MASTER SYSTEM	CHUCK ROCK II	44
MEGA DRIVE	DIZZY	52
GAME GEAR	JURASSIC PARK	60
MEGA CD	ECCO CD	64
MEGA DRIVE	ROCKET KNIGHT ADVENTURES	72
MEGA CD	SHERLOCK HOLMES 2	80
MEGA DRIVE	STREET FIGHTER II	85

FEATURES

WIN A VIRGIN COMPO	21
MORE MORTAL MAYHEM COMPO	32
XS SOS	102
DIAMONDS AREN'T FOREVER COMPO	105
BUSTERS	106
XS CODES	138
NEXT MONTH	146

REVIEWS INDEX

MEGA DRIVE	JAMES POND 3	8
MEGA DRIVE	PUGGSY	9
MEGA DRIVE	NHL '94	10
MEGA CD	DUNE	11
MASTER SYSTEM	PGA TOUR GOLF	12
MEGA DRIVE	ZOMBIES	14
MEGA DRIVE	SONIC SPINBALL	15
MEGA DRIVE	LETHAL ENFORCERS	16
MEGA DRIVE	SENSIBLE SOCCER	17
MEGA DRIVE	ROBOCOP VS TERMINATOR	18
MEGA DRIVE	COSMIC SPACEHEAD	20
MEGA DRIVE	STREET FIGHTER II: SCE	22
MEGA CD	THUNDERHAWK	23
MEGA CD	MICROCOSM	24
MEGA DRIVE	TMNT: TOURNAMENT FIGHTERS	25
MEGA DRIVE	SPLATTERHOUSE 3	26
MEGA DRIVE	JOHN MADDEN '94	27
MASTER SYSTEM	COOL SPOT	28
MEGA DRIVE	WIZ 'N' LIZ	29
MEGA DRIVE	F117 – NIGHTSTORM	30



DAMIAN BUTT

It's been said by many that Damian is a workaholic, spending every waking hour in the office working on his two beloved magazines, but these people don't know the whole story – for Dame, *every* hour is a waking hour! Yes, it's true; our editor is powered by Duracell for that true 24 hour experience. **Musical tastes:** when he's got time, Belinda Carlise and The The.



ANDY McDERMOTT

He's a bit overweight, he's hairy and he eats nothing but the choicest cuts of junk food, but we all love him really. Sort of. Occasionally. When he's not stuffing his face with chips, watching *Star Trek* (both generations) or fantasizing about Janine Turner, he's... well, sitting around like a lump most of the time. **Musical tastes:** Carter USM and Curve.



CAROLYN RATCLIFFE

"Make them want me," demanded Carolyn as this little section was being compiled. Okay, she's a bit of a hippy with what she describes as a "fantastic body", and a penchant for brightly coloured clothing. She's also a top cook and owns her own flat next to a busy urban freeway. Any takers? **Musical tastes:** The Sea (?!?), Elvis Costello.



JON EVES

Mr Eves has, of late, been wracked with the plague, Parrot's Syndrome and various other near-terminal ailments, staggering into the XS offices a shambling, quivering, skull-faced wreck. Of course, nobody realised there was anything wrong with him. Oh-ho! **Musical tastes:** The Las (saddo!) and anything else Andy hates.



MARK PILKINGTON

"Little Mark", the youngest member of the team by many years (and we don't let him forget it) turned up at the end of last issue, but was denied a contents page bio by time and space limitations. This issue, however, he gets one – and by the time we've told the world about his disgraceful behaviour at the staff dinner, he'll wish he hadn't. **Musical tastes:** Nirvana.



RICHARD FORSYTH

Another new face on the ever-flexible SEGA XS team, Richard has already distinguished himself by managing to lose one of the *Aladdin* maps not once, but *twice*, and behaving almost as disgracefully as Mark at the staff dinner. But at least he remembered where he lived, unlike certain staffers. **Musical tastes:** The Breeders.

There are far too many review magazines already.

SEGA XS is, and will always be, a TIPS magazine and we've no intention of sneakily joining the ranks of the **Forces**, **Powers**, **Pros**, **Zones** and we've certainly no intention of falling off the **Edge**. Nobody else in the world produces the kind of solutions that have made our name synonymous with quality.

Magazines in countries all over the world now carry XS solutions because they recognise that a) they couldn't do it themselves, and b) nobody does it better! This is why we would never let the reviews take over.

Anybody can do reviews. Or can they?

I used to read all the magazines to see what was hot and not, but more and more these days I find the writing has become unbelievably sloppy and vague. Who wants to know if the writer fancies Danni Minogue? I certainly don't, especially if I'm trying to find out if *Mortal Kombat* is worth the money.

I am also dismayed when I see a game that may have taken the producers 18 months of development, consigned to a 'short' section because it wasn't deemed worthy enough for a proper review. Is 50 words enough to appraise a game justifiably? Of course not – these reviews are not worth the paper they are printed on.

XS reviews are aimed at YOU. When we assess the game we look at it from a games buyer's point of view, rather than the usual journo whose just got the game sent for free and will probably never see it again. Are today's console games worth the vast price tags? In the majority of cases – no, but does that stop magazines giving 90% to everything half decent?

So let's take a look at the XS reviews. Each game gets an unbiased page of editorial which is a minimum of 1,000 words of honest critical opinion. Remember, XS reviewers must complete every game they play and so are much more likely to know about the entire game.

If a game is the ultimate addition to our collection then it gets the hallowed 'XS Recommended' award. This is not for games that get over 90%, but only those that we would actually buy ourselves. *Street Fighter II SCE* is one example, so is *Landstalker*. 'Recommended' games will be technically brilliant of course, but challenge is all-important if you've just shelled out close to £50. *Aladdin* is a classic game with perfect cartoon graphics and animation, but it will only last you a couple of days – hence, no award. This may seem heartless and elitist, but how many of us can afford to waste money on a turkey this Christmas?

The most controversial move in XS reviews is not to include any percentages and the reason is simple. You are old enough to make up your own minds. Why should we try to brain-wash you with false numbers when different games attract different players?

Instead, what we offer is what other magazines lack – the ability to tell you all about a game and how bad/ good it is without having to rely on a score at the end to save us the trouble. If a game gets 30%, you'd would want to know why, wouldn't you?

By omitting the percentages, every game is treated fairly and it's up to you to decide whether or not you agree with the reviewers. If you don't – fair enough, but at least we give you plenty of reasons and we won't patronise you.

Do not underestimate the power of words.

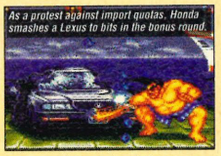
Damian Butt

XS REVIEWS XS GETS

SEGA XS REVIEW



Everyone's favourite psycho-babe attempts to give the somersaulting Guile a hot-foot.


As a protest against import quotas, Honda smashes a Lexus to bits in the bonus round.

The legend, the game – *Street Fighter II SCE* is the most hyped game since *Mortal Kombat* (its biggest rival), but this just might be the best game ever to appear on a Sega console. The action is simple, take control of one of 12 brutal characters and systematically beat the hell out of each other until only one of you is standing. Each character is individually bizarre with their own special moves and attacks to master. Like it or not, *Street Fighter II SCE* is here and nothing's gonna stop it!

There is no doubt what *Street Fighter II* has to offer – an immensely enjoyable, infinitely playable beat-'em-up. The question though is whether or not the game can be successfully converted to the Mega Drive without losing the fluid movements, the action-enhancing sounds, the wonderfully colourful display, or the instantaneous addictivness.

Turning on the game you notice the original title screen, ommitted from so many other conversions – a sentimental inclusion possibly, although I'd also be inclined to believe that Capcom wanted to make the Mega Drive version the most comprehensive to date. This appears to be the case, and for evidence you only need to glance at the options screen. Here we find the Champion Edition and Hyper Fighting with all the extras that come with it. Champion Edition is *Street Fighter II* with the rules and moves of this old favourite. This is the slowest game, and proof that the original is not always the best.

The more interesting and infinitely quicker Hyper Fighting has been well and truly shown to full glory. A ten speed star rating is used; giving you the full spectrum of speeds to compete at – from pleasantly quick to the ridiculously fast! Not only does the 'Hyper' option entail high speed tan thrashing, but also some fantastic extra moves for all 12 characters (yep, that includes all the bosses) means you won't get bored in a hurry!

The overall gameplay remains unchanged from the Super NES version and it is incredibly easy to accomplish all the moves with the six button pad, although I thought having to press the Start button to change between kicks and punches was very awkward on the normal pad. All of the new moves are included in the Mega Drive game, including Chun Li's fireball, Dhalsim's teleport and of course the inclusion of all the bosses.


Honda extends the hand of friendship to Sagat.

Graphically the Mega Drive has been pushed to its limits on this one. You could easily believe it's able to have more than 65 colours on screen at one time. Moody scenes have been completely stuffed with detail, from fight hecklers to animals running around and boats and aeroplanes in the background. Each level is equally diverse with a particular mood, aided by the frenetic fighting tunes on each one. I'm sure everyone has their favourite arena.

Every character is easily distinguishable from the background with all of them equally well drawn and special moves are performed with speed and grace. Chun Li and Vega are particularly fast in this version. In terms of authenticity to the coin-op, I couldn't find a single difference and if anything, the Mega Drive is slightly crisper than the Super NES version.

24Mbits is a big cart (the largest so far), but Capcom have squeezed everything in and really pushed the Mega Drive to its limits. If looking at sheer quality, you will find no game better than *Street Fighter II SCE* on the Mega Drive today!

So now you have Champion Edition, Hyper Fighting and a new inclusion – the Group Battle. This basically allows you to pit all the characters together in a series of one-on-one matches where each player has six characters in their armoury. As each character is beaten, so the new one appears until one of the players is completely finished. This is an interesting idea and it certainly adds to the already sizable list of modes, but I would have preferred to see an option where one player could fight two computer opponents simultaneously, like in *IK+* on the CBM 64.

The graphics are amazing, the characters are awesome and the gameplay is spot-on, is this game perfect? Well no, but the only aspect I found to be substandard is the sound. This was always an important factor in the Super NES and coin-op, but sadly the muffled speech and jerky sound effects on the Mega Drive tarnish the overall effect.

Capcom have tried desperately to include all the noises the coin-op had, but it is impossible. This is not the fault of Capcom; they have achieved the impossible already, it is the Sega machine that obviously cannot handle it.

Street Fighter II SCE has all the appeal and gameplay of any long term game with more minor options littering the game and increasing the longevity. For example you are able to turn special moves on and off for individual characters, stages can be selected and each player can be given handicaps to even out two player games. If someone is totally brilliant at the game, simply tie their hands behind their back and turn off the super moves. Now see how tough they really are!

Capcom really have surpassed themselves and breathed new life into an ageing console. Once more though, the greed of many has seen that the price of this masterpiece rises to a staggering £59.99! This may be blamed on the 24Mbit cart, but it does seem a tad ridiculous as it's suppose to be a childrens' game. Many paper rounds or broke parents are going to need to be tapped if anyone is going to buy this game at Christmas. I don't need to worry though, I got mine through SEGA XS Savers and it's already safely ensconced in my collection. Quite simply, the best game available on the Mega Drive and a must for everyone's collection.

JE

PROS

- An incredible number of options allow for extended gameplay.
- Good handicap option allows any quality of player to practise.
- Stunning coin-op perfect graphics.
- Even more included than Super NES *Street Fighter II Turbo*!
- Six button pad works perfectly with the game.

CONS

- The sound effects are unfortunately not quite to the standard of the rest of the game.
- Come on Sega, the price is far too high!
- Did I mention the price?

TIPS

Inputting the following cheat will allow you to use only special techniques throughout the game. Use the cheat when the Capcom logo appears.
Press Down, Z, Up, X, A, Y, B, C

The next cheat allows you to fight Champion Edition with up to five stars of speed. Use this cheat when the building in the opening sequence begins to fade.
Press Down, Z, Up, X, A, Y, B, and C.
Unfortunately both cheats only work with the six button joypad.

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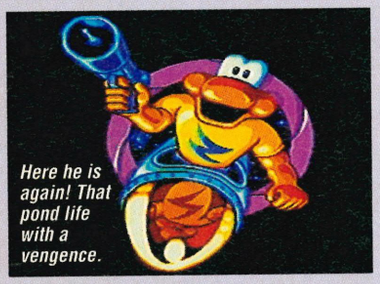
JAMES POND 3

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The name is Pond, James Pond – licence to Krill! After the ultra successful *Robocod* variant, this third game in the series is set on the moon, where Dr Maybe has cornered the cheese market with top grade stilton and threatens to hold the world's cheese eaters to ransom! If you can possibly take the game seriously after this ludicrous plot, then Pond fans will find the game looks and plays like *James Pond 2* and is even a lot bigger too. But the real question is whether or not the world is now tired of all the fishy jokes?



Here he is again! That pond life with a vengence.

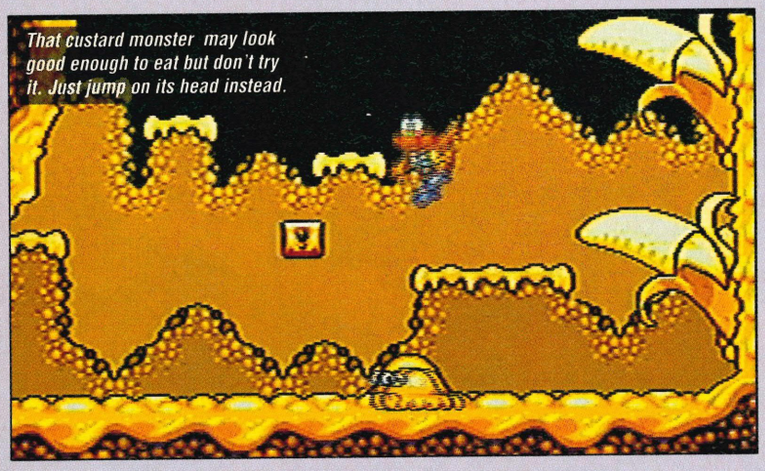
I've never played *James Pond 2*, but the rest of the guys assure me that it was an excellent game in its time, but is now looking slightly dated. In *Pond 3*, the graphics are still just as infantile as you would expect from a game where the leading character is a piscine secret agent, but everything is vividly coloured and I was impressed by the comic style and the sheer number of stages. With 100 levels, you will not complete *Operation Starfi5h* overnight I can promise you.

There is a very 'Sonicesque' feel in the gameplay, as well as in the landscapes and ring collecting theme. Pond walks, sprints, leaps and fires his little apple gun with relative ease and the scrolling is as smooth as ice. Graphically, *Operation Starfi5h* is what you would expect from the producers of the *Immortal*, *Road Rash* and *John Madden '94*. Everything is colourful, pixel-perfect and endowed with a quality finish that only Electronic Arts seem to be able to create with ease.

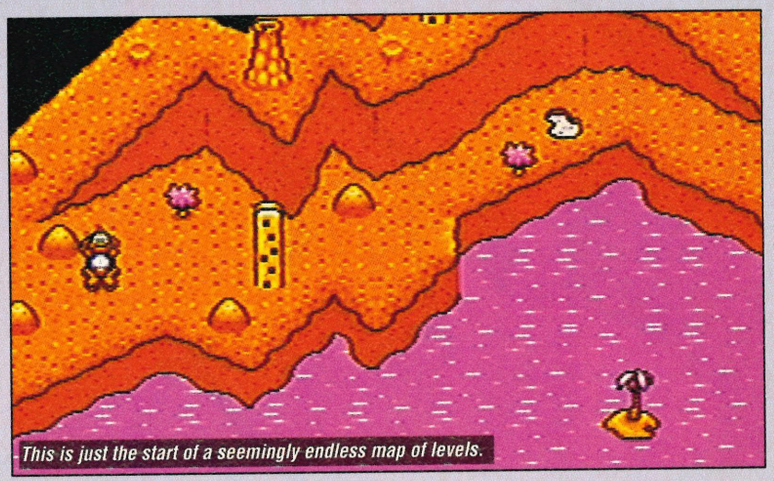
Operation Starfi5h is, let's face it – a basic platformer in the grand old tradition, but with a 100 levels to explore, you will be banging your head against the wall for hours trying to solve all the puzzles. My only fear is that the formula is so simple and repetitive, why would you want to keep playing after the first 40 worlds? Even by the end of the first 20, I was tired of the action and all the same tasks. It would have better if there was more variety in the basic game, instead of just constantly scrolling from left to right and slashing the reactor at the end.

There are amusing moments, such as the first time you discover the springs which you attach to your feet; allowing you to bounce your way across an entire level! I also liked the way each world was created around a theme such as the Custard Springs zone with gallons of custard to slide around on, and enormous peeled bananas projecting you from the sides of the walls.

The first two *James Pond* games' appeal was always the fact that you were bouncing between large everyday objects such as stereos and giant sweet machines, with loads of colour slapped all over the place, combined with the chirpy Rob Hubbard soundtrack which you couldn't stop humming for weeks! With *Operation Starfi5h*, the original ideas of *Robocod* have been ripped-off mercilessly until what you are left with is a standard platform adventure with very little in the way of actual enjoyment.



That custard monster may look good enough to eat but don't try it. Just jump on its head instead.



This is just the start of a seemingly endless map of levels.

The gameplay is constantly interrupted with messages commenting on what you are actually doing or have to do and this is incredibly irritating. Sound too is your worst nightmare, and I guarantee you will never get that damn tune out of your head! Personally, I kept the volume firmly down to prevent me getting contaminated, but I managed drive the rest of the office crazy! There are some sampled good luck chants to boost your morale before play, but on the whole the sound effects are generally thin on the ground and not very surprising or effective.



Catch air with a pair of high powered springs attached to your feet

If you are a dedicated fan of James Pond and love to watch him in action, you might not be able to resist this release, but this is exactly what EA are counting on. *James Pond II: Robocod* sold thousands of copies because it was very playable, looked good when the majority of Mega Drive stuff was trash, and it was also cleverly timed to hit Christmas which was when the game was set. *Operation Starfi5h* on the other hand offers the same style graphics, but standards have risen considerably since then (look at *Aladdin*!) and this game can no longer cut it with the best of them.

The challenge is undeniable, but would you really want to play it for that long. I for one, would not and unless you are a die hard Pond fan, you will quickly lose faith and interest in this game. £45 is a lot of money (especially at Christmas) and call me a pessimist, but I think the kids are into *Mortal Kombat* style death moves and blood codes, rather than the sugary sweet, cutesy, whiter than white James Pond.

RF

PROS

- Fast and flowing action.
- Fairly addictive, but only in the short term.
- 100 levels!
- Amusing in parts.

CONS

- Not that original.
- Sound is annoying.
- Basic run-of-the-mill graphics and scrolling landscapes.
- Not enough variety to motivate you to play.

TIPS

- **On level four of East of Edam you will find it impossible to get to the left hand top corner to punch the reactor because you cannot run up the cave wall. The solution to this is grab the TV located in the top right corner, and move over to the platform tree on the far left. Throw the TV repeatedly on this tree and it will gradually smash. A ghost will be released which drifts off and then returns to the TV. Before he can get back inside, grab the TV and jump on top of the ghost and he will act as an elevator so you can reach what was previously unreachable.**

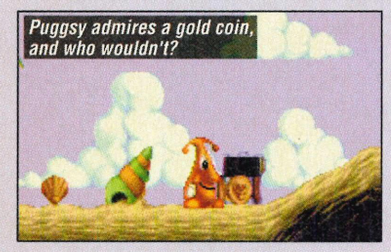


Puggsy seeks out his next challenge under the shade of overhanging palms.

So what is Puggsy? Well, to be honest, your guess is as good as mine! He, she, or it consists of a brown pear-shaped head on feet complete with goofy expression and a pair of floppy ears. While on intergalactic adventures, Puggsy stops off at a nearby planet to ask directions and consequently gets his ship nicked by a bunch of thieving raccoons. The only way to escape and get back in time for *Red Dwarf VI* is to find the raccoons and rescue your space buggy!

Despite the exhausted platform shoot-'em-up format, there are a few nice touches to this arcade adventure and its *Krypton Factor* problems do force you to either get involved or give up. Are you tough enough?

The animation on the Puggsy character is an asset to the game because in the fine Psygnosis tradition, it is just so slick, and the graphics are impeccable as always (evoking memories of *Shadow of the Beast*).



Puggsy admires a gold coin, and who wouldn't?

A fairly high degree of interaction with the environment is possible as Puggsy can do a variety of tasks; including picking up and throwing pints of water, stacking barrels, wearing shades (for extra lifes) and putting on training shoes (for speed). Each object is used specifically to get through the door and this is the aim of each level. The tasks can be anything as obscure as getting the parrot's beak and giving it back to the bird, to simple brain-teasing exercises like putting blocks in holes. The main problem I found was actually recognising the objects because they are not named in the game and some of them are very ambiguous.



Pretty looking island, isn't it? Don't be fooled by those relaxing beaches. You are likely to get a headache in this place!

I quickly found that the joy of solving puzzles is outweighed by the sheer frustration of having to repeat solutions again and again to complete each level. On the longer levels near the end of the game (remember, the XS posse complete every game they play!) it is also quite easy to trap yourself in if you are careless, and all you can do is reset the console whilst frothing at the mouth and muttering four letter words! For example, in the steamy industrial setting of RacRock Forge, you can get hopelessly trapped in a cavernous pit. Luckily, there is a useful password option which is simple to use and saves a lot of grief because *Puggsy* is a huge game with Mt Everest-style challenge.

Our hero is subjected to realistic inertia and gravity when he swings from tree to tree and it is quite obvious that throughout the game the laws of physics play a major role, with objects acting in accordance to their weight and the forces acting upon them. The fan for example, can only be defeated if you're carrying an object heavy enough to weigh you down and get past. If not, you are simply blown away!

Make no mistake, you should only buy *Puggsy* if you are looking for a puzzle game in the *Lemmings* vein, because this is no mindless blaster and you may be put off by the slow pace. The trouble is, most of the time requires constant experimenting – this sometimes backfires and you ruin your chances of success by blindly trying an idea, only to realise what should have been done when it is too late.

Puggsy differs significantly from other puzzlers because it contains plenty of secret levels and I was pleasantly surprised to find one minute I was in the level, the next I was playing a mini game of *Space Invaders* or *Breakout*. If the game was sending your brain into a seizure, these brief interludes successfully help to blow away the cobwebs and perk up the gameplay. There were times when I have to admit I was getting tired of the same old tasks, but a quick spell in the secret zones and I came back refreshed. This is very important with a game of this type and I applaud Psygnosis for their ingenuity.

The tunes are atmospheric and usually indicative of the location. For instance, the beach level at the beginning has a tune which could be said to be a hybrid of the *Holiday '93* theme crossed with a steel band. And within the castle walls of Redwood Keep, there is a regal and majestic accompaniment that inspires chivalry. All the levels have a funky backbeat, complete with some comical foot tapping and wild "woah!" effects when Puggsy falls off a cliff!

Puggsy is not a game you can simply pick up and play and it is a case of either you love or hate it instantly (much like *Elite*!). I would say this is a game designed for the patient people of this world and certainly not the majority of Mega Drive owners. Personally, I would not feel happy spending £45 on a game as limited as this, even if it is as impeccably programmed as Puggsy undoubtably is. Initially, I found it fun, but I soon found the cutesy approach became tedious after a while, and just ferrying objects from one side of the screen to the other is not enough to make a long-lasting game I'm afraid. Have a look, but I think only a few will actually buy.

RF

PROS

- 51 levels – incredible mental challenge.
- Gorgeous graphics only to be expected from Psygnosis.
- High degree of manipulation is possible within world.
- Worlds have been thoughtfully arranged. The puzzles can become complex and rewarding when solved.

CONS

- Frustration sets in and interest is worn away.
- At no point are you in danger of being really excited.
- Just another platform variation with methodic problems.

TIPS

- **Think physics, think logic and if that fails, think anything you want to! Remember, it is always useful to carry something because it can help you clamber up onto high ridges. All that is needed to carry on is somewhere in the level, and it is best to have a good poke in every nook and cranny before you decide to use what you've got. Full set of passwords and tips next issue, you lucky things!**

PUGGSY

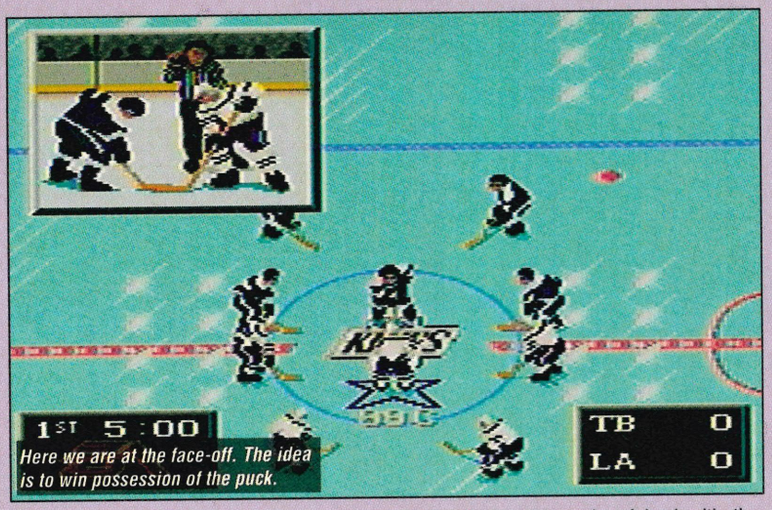
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NHL '94

Kings, Blackhawks, Penguins and, er, Mighty Ducks all have one thing in common – they are all American ice hockey teams. If you recognised any of those names, the chances are you're an ice hockey fan and will no doubt be interested in this latest offering from EA Sports. *NHL '94* is the third incarnation of a game released several years ago called *EA Hockey*. This was followed by *NHLPA '93* (original title) and it included more statistics and even some blood when you tackle other players. Now *NHL '94* has arrived, but what has really changed?

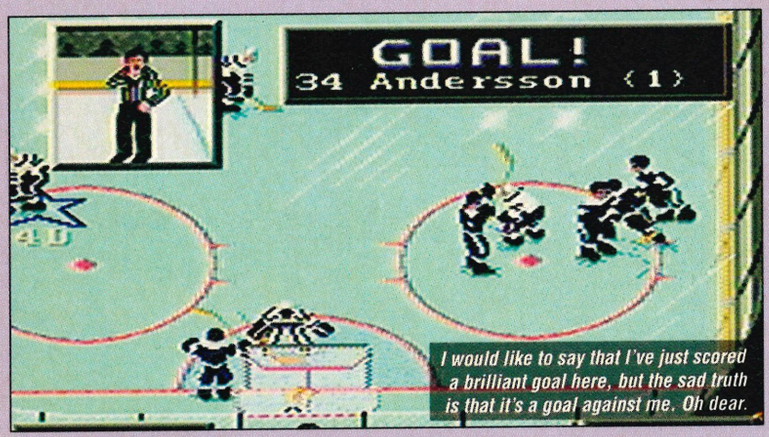


Here we are at the face-off. The idea is to win possession of the puck.

As the game is licensed by the National Hockey League, *NHL '94* features all of the 28 American teams and even uses real players and team nicknames so that you can recreate real life championships. Atmosphere was never a problem for the EA sports games and *NHL '94* is no different. Screams, ice scrapes and even a little kid pressing his face up against the perspex all help to convey the excitement of the game, and there is a vast array of options to get lost in.

I'm glad that EA haven't changed the basic structure of the game.

The controls are well thought-out and make the game more accessible. This means that you don't have to wade through the instruction manual before playing, unlike some games I could mention. Bad news for the bloodthirsty players though – the fighting has been completely obliterated, and there is no gore whatsoever! Personally, I liked the blood, but hated the long drawn-out bouts of fisticuffs, because they interrupted the flow of the action. I think that most fans of the game will applaud this move.



I would like to say that I've just scored a brilliant goal here, but the sad truth is that it's a goal against me. Oh dear.

Speed is the key factor here and luckily *NHL '94* is suitably faster than its rivals, (if you have a Jap Mega Drive – the speed is incredible!). The action can move from one side of the rink to the other in a split second. This really gets the adrenaline going when the last few seconds of the clock are ticking away and you're frantically trying to score.

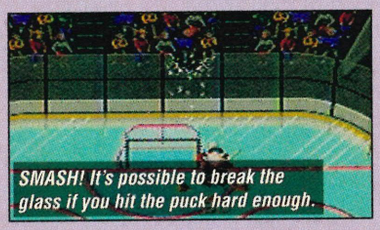
As in the first two games, you control the highlighted player, but can easily flick between your team with the 'B' button. When not directly controlled, all the other players whizz up and down the rink; getting into scoring positions, and pulling back when defence is needed. This is the perfect format for hockey and

The main problem I found, is whenever you try and pull off a pixel-perfect move, you almost certainly can't do it because of a lack of traction on the player you're controlling. Realistically, this is how it should be, but in the game it's just frustrating and annoying. Don't get me wrong, *NHL '94* is a very playable game, but I feel the player control slightly flaws it, and it is not possible to score using the tried and tested methods.

Another problem that I had with the game was the poor music. For what is supposed to be an action-packed and violent sport, EA have included some pretty tame sonic accompaniments and only the in-game organ music is quite authentic and hummable.

Perhaps the biggest reason for buying *NHL '94* is the new four player simultaneous option which is achieved using EA's 4-way-play option. This works in a similar way to the two player mode (which is also included), but means you and a bunch of friends can now take a player each in an attempt to score calculated goals or defend from a ferocious computer player. You do of course have to buy the four-way adaptor separately to be able to use this feature, but is certainly adds to this already polished game, if you can justify the extra cost.

So we know the gameplay's good – it's been proved, but what about any new features? Well, *NHL '94* now lets you take control of the goalie, so that you can bring him out to save long shots, and even try to score (although this leaves the goal wide open!). There is also a shoot-out game added, which is basically an ice version of penalties in football, and as well as all the player names, you are told which players are on a 'hot' or 'cold' streak. Stars who are having a 'hot' game will hit more accurately and generally be more of an asset to the scoreline.


SMASH! It's possible to break the glass if you hit the puck hard enough.

Together with the improved stats and front end presentation, EA have made a great game even better and for the first time since the original – an EA hockey game is being played in the office at lunch times.

For the rest of us who only have a passing interest in the sport, the changes don't add up to much. This leaves us in a bit of a dilemma: If you like ice hockey and don't own any of *NHL '94's* predecessors then you may think this is a good buy, but consider the fact that you can now snap up *EA Hockey* or *NHLPA '93* second hand for a paltry sum.

If you already have one of the series then I wouldn't even consider buying this, as it is far too similar and even though the features are good – it is still basically the same game underneath. If on the other hand you are a fanatical ice hockey fan with limitless supplies of cash then *NHL '94* is for you – but you alone!

Sorry EA, but now you've conquered the ice hockey scene, forget the updates and concentrate on the original games that made you the biggest third party developer.

MP

PROS

- The speed really gets the adrenaline pumping!
- All of the real NHL teams and players are present.
- The controls are well thought out.
- Excellent digitised pictures of actual NHL players.
- One of the Mega Drive's best multi-player games

CONS

- The music is very disappointing.
- Playability is slightly marred by the players sliding around too much.
- Don't buy this if you have any of the others.

TIPS

- **The best tactic to win games is to score early and then control the match by using up time. Don't let your opponents get near to you!**
- **Approach the goal from one side and then swing round behind it before popping the puck into the open corner.**

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DUNE

You've read the book, you've seen the film, you may even have played the game before on PC or Amiga. Now, Mega-CD owners have the privilege of playing the strategy adventure game of *Dune*. Set in the desert world of Arrakis you see through the eyes of Paul Atreides. Paul has been sent to this far off outpost with his family. The emperor, Shaman IV, has instructed them to mine for the precious spice which lies buried under the sand. The spice has the power to extend life and expand consciousness as well as fold space, which apparently is a good thing to do if you want to harness the Universe.

Let's face it, up until now the Mega-CD has hardly been exploited to the full, and the games have tended to be just Mega Drive titles with flashy intro screens. *Dune*, I'm happy to say is different, and sufficiently complicated to be in a class of its own.

Right at the beginning of the game you are treated to some real film footage as well as eerie graphics. Anybody who enjoyed the David Lynch film in 1984 and the Frank Herbert books will immediately be captivated by the serene atmosphere created by this close conversion.


The ornithopter is ready to outstretch its wings and fly at the click of a button.

Apart from the excellent movie sequences, you will also find all the familiar characters wandering around Arrakis as the mysterious plot unfolds. It is very important with this type of RPG to make sure the player feels involved in the action and aware of the consequences. Diplomacy is the key to the game if you are to get the Fremen to mine the spice for you and luckily the interactive conversation screens are fairly painless to use.

The object of course is to get the Fremen (blue eyed inhabitants of Arrakis) to mine the precious Spice Melange and you do this by using phrases like "talk to..." and "work for me". The way to really progress in *Dune* is to simply talk to the right people at the proper time and new information can be gleamed.



Jessica, Paul's mother, stands awaiting conversation in the palace hall.

For instance, in the palace, if you talk to Jessica instead of Hector first, she will tell you that he is knowledgeable about Spice, and he will say she knows about its affects. Neither pieces of information are revealed if you talk to them in the wrong sequence.

I found the main problem with *Dune* is that it is far too easy to be just shunted around to the next location without really being in control. You never quite feel that your achievements are all off your own back and it is because of this that most of the game is very easy to complete. For example, in Catharg-Tuek, all you can do is ask the Fremen to work for you, and then you can only get them to mine spice. The army option is completely ignored. Why give us the choice when only one option is available?

The graphics are highly detailed throughout and each location has an accompanying shot, complete with a well drawn interpretation of the character inside. The best bit of the game for me was the gorgeous woman at the very start who is brought to you using perfect video images. If anyone has her number, I'd definitely be interested...

Where the Mega-CD really hits the heights is on the hyper smooth Ornithopter flying sequence where the deserts of Arrakis pan and sweep below you at high speed. This section is particularly impressive, but again, it is all too easy to be led to the next destination without being given the free roam of the planet. CD access in this section is fast, but there are still occasional freezes which ruin the effect.

I noticed that most of the flying sections and terrain are constantly repeated. With the CD's capabilities, this is very sad and a sign of lazy programming. The Ornithopter had the scope to be a mini flight simulator section within the main game, but in fact turns out to be a guided tour of the deserts – how interesting!

The actual gameplay comprises of a set of icon driven commands with quite an annoying pointer that dances all over the place at the slightest touch and is constantly wiggling and juddering. Interaction with other characters is easy, but I couldn't help thinking that only giving you three or four avenues of conversation (one of them is "shut up!") makes the whole game very limited.

Music and sound is always important when creating an atmosphere and *Dune's* mystery is heightened by a smooth and sultry soundtrack from the film, that utilises the CD's immense storage space.



Paul's father is very desperate to satisfy his nagging boss and mine some spice.

One of the selling points of the game is the huge amount of speech involved. Every character talks to you in the relevant (if unemotional) accent as well as having subtitles, and, like the film, even the whispered thoughts of the Fremen have been included.

Dune is an adventure surrounded in sci-fi mystery and it is very enjoyable wandering the desert and trying to con the Fremen into liking you, but the heavy guidance spoils what would otherwise be a complex and intriguing tale.

The graphics are functional, sometimes superb, but the launch of the Ornithopter is a jerky joke, and the lack of control in the flight sections make them a tedious spectator sport (luckily you can interrupt them!).

Fans will love the attention to detail and I've no doubt that this is aimed at devotees of the film and books, but just how many of them are there? Without a doubt, *Dune* is an excellent entry-level RPG with a difficulty curve that will suit most novice players and credit goes to Virgin for converting it successfully from the computer formats. However, this is not to everyone's tastes and I recommend you have a go before you part with the folding stuff.

RF

PROS

- *Dune*'s plot is incredibly involving if you persist.
- Well shaded and quick flying sequences.
- Good illustrations throughout
- Music and speech work well and are both excellent.
- Can change levels of sound and speech.
- Easy enough to pick up quickly and large enough to last.
- Useful RAM save option.

CONS

- Short appeal to those who are not strategists or enjoy the feel of role playing.
- Limiting icon driven control and distracting pointer.
- Desensitised plot and lack of options.

TIPS

- **Listen to the characters, take their advice, and you will follow the correct path. Make sure you hear everything that they have to say for themselves or you may miss something important.**
- **First of all visit each sietch and get as many of the Fremen to join you as possible, then go back to the Duke and return to the Catharg-Tuek to find the secret of the still-suits.**

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MASTER SYSTEM

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TEL: (0604) 790785

OK, so we lost to the Americans in the Ryder Cup, but with the advent of *PGA Tour Golf* on the Master System – you now have the perfect opportunity to avenge yourself. Based on the Mega Drive classic, the Master System version has nearly all the playability if not the greatest graphics and sound. Will you be tempted?

It is probably a disadvantage, but I have played the original on the Mega Drive and it's good, very good – and the sequel is even better (Steve from MEGA POWER swears by it, or at it?!). How is it then that the poor old Master System has been neglected in the Golf department apart from *Leaderboard* over a year ago! Now that it has arrived, you would have thought that Tengen would have tried to convert the features of the sequel, rather than the original and this is probably the greatest flaw, apart from the memory limitations which curtail some of the golfing pleasures.

The gameplay is almost identical to all other versions and the options include: practising a round, tournament, practise putting and the driving range for improving your swing. I found it is wise to practise first to familiarise yourself with all the intricacies, or else you are doomed to finish in the hundreds!

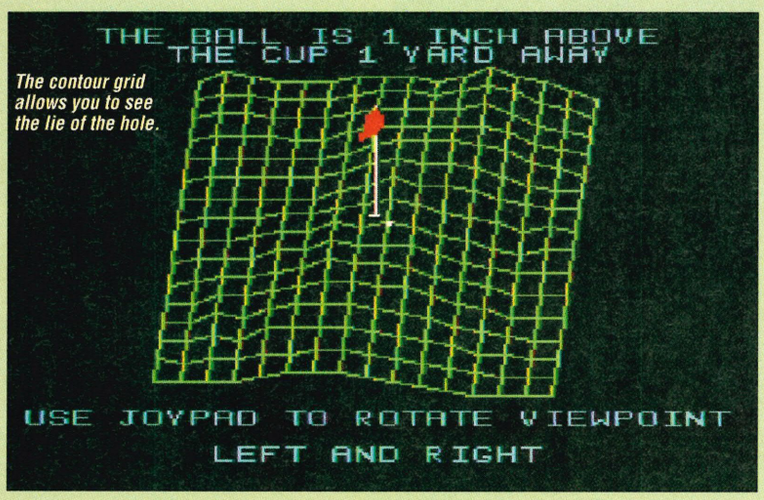
On both the practise round and the tournament, a maximum of four players are able to compete against each other, which is great fun if you have a couple of hours to spend, no deadlines and a crate of beer. The main thing to remember with *PGA Tour Golf* is that even if you just play it on your own, you are constantly trying to better your handicap and so long term challenge is assured.



Plus-fours fluttering in the breeze, Mark chips a shot over the water.

As with the Mega Drive version you have the choice of views from which to see the course and lie of the ball. You can also choose to be advised on each hole from the resident commentator who can get annoyingly obvious at times. The information here is extremely useful to beginners and I thought the difficulty level was perfect for novices. Experienced players can tackle one of the four tougher courses immediately instead of having to play through each one in turn.

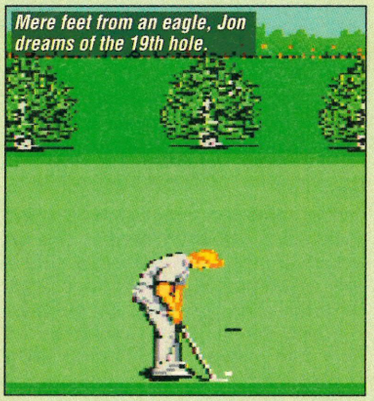
The graphics are not stunning by any stretch of the imagination, although this isn't very important in a golfing sim. Rather, it is the gameplay that must be up to scratch, and realistic enough to warrant substantial long term play. In my experience, it is no good tapping the perfect putt, only to find that the game doesn't register the ball to within a couple of pixels and you miss the hole entirely! This has been the problem of many golf games and I'm glad to say this isn't one of them.



The contour grid allows you to see the lie of the hole.

It has to be said that the sound really is poor, limited and contributes practically nothing to the overall gameplay. Tengen really needn't have bothered! The club hits the ball at over a hundred miles an hour and yet the only sound is a feeble 'bleep' as they make contact. If anything, the poor FX enforce the lack of capabilities on the Master System. I realise that the game is only 2 Mbits, but even *Leaderboard* managed some speech in its day!

Despite being mainly competent, *PGA Tour Golf* still has some discrepancies with taking standard shots. Sometimes you are able to completely


Mere feet from an eagle, Jon dreams of the 19th hole.

miss your timing and pay a small penalty, other times you watch in awe as the ball almost loops behind you having overstepped the zero percent line by only a fraction.

Putting also has its share of inadequacies as the 3-D image of the green is not the most accurate gauge to use when choosing your line. The green appears flat, yet the ball overruns by two yards and curls away by another two. Timing is definitely the key to success; allowing those of you with a keen eye to achieve great things!

Admittedly, I have highlighted the game's faults, but do not be deterred as this is a fine conversion of a classic game. Its simplicity and the very fact that it is a downgraded conversion means that it's not possible to match the quality of the Mega Drive version, although it matches it for playability.

PGA Tour Golf on the Master System contains all the elements of a quality and lasting sports sim in that it recreates the feelings with all the style and panache the Master System can handle. The game is accurate in the sense of swings, clubs and courses, but it is only the inconsistency of the wind effects that may cause you some frustration.

The appeal of *PGA* is simple and addictive. It is a relaxing and enjoyable game to play and comes with a save game option enabling you to achieve the ultimate handicap. I would recommend it to anyone who yearns for the greens and likes wearing garish chequered slacks.

JE

PROS

- Initially, a simple game to grasp the basics of.
- PGA is easy to learn and hard to put down.
- Graphically, a pleasing conversion with some quality overhead shots.

CONS

- Apart from the introduction, sound is extremely poor.
- Shots are not always consistently accurate.
- Limited use of club does not allow for backspin, consequently leaving the ball to bounce in the bunkers or overshoot the green.

TIPS

- **If you are desperate to obtain the perfect handicap, save the game after each perfect shot. This is a slow, but very sure way of lifting the cup.**
- **This may sound an obvious suggestion, but you will really need to concentrate on getting every shot exactly right. The consequences could be devastating!**
- **Don't be scared to choose a different club to the one automatically chosen by the computer. Remember, perfect practise makes perfect.**

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ZOMBIES

Something nasty's happening in your neighbourhood... the dead movie villains of the past have risen from the grave – and they're hungry! Konami's *Zombies* pits you and a friend against these superannuated fiends in a comedy-horror game from George Lucas's LucasArts company. Can you despatch the B-movie monsters back to late-night television where they belong?

Why don't they make B-movies any more? The pragmatic answer is, of course, that they do – they just go straight to video, have several Roman numerals after the title and are the only things left in stock on Saturday night when you want to rent the latest blockbuster. However, afficionadoes of sad movies, like myself, feel that a proper B-movie should fit the following criteria: it should date from the 1950s, should be aimed at a drive-in audience who are more interested in getting down to some serious necking in the back of Dad's Buick than the film, and must also feature at least one laughable monster – either a bloke in a patently obvious rubber suit, or a giant insect made from papier-maché.



Mars needs women! These bubble-blowing bug eyed monsters have obviously been reading "How To Get a Date By Hypnosis".

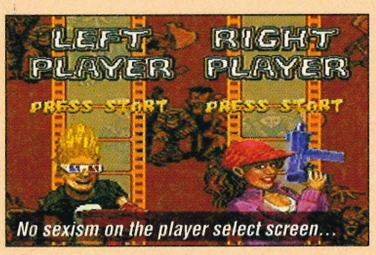


A pod in the back yard spews forth yet another Bodysnatcher. Check out the detail in the scenery.

Someone at LucasArts clearly has the same liking for bad movies as myself, as *Zombies* is filled to bursting with refugees from these "classics". In what is basically a humourous reworking of *Gauntlet*, you play an all-American teenager out to protect your neighbourhood from grinning pop-eyed zombies, giant ants, werewolves, killer mushrooms and anything else that might have sprung from the mind of Roger Corman. The objective is to rescue your neighbours from the rotting clutches of the hungry undead. A wide variety of ridiculous weapons are available, and trashcans and cupboards scattered around the 55 levels can reveal helpful power-ups if searched. Once you've saved the requisite number of neighbours, the exit magically appears and spirits you off to the next level for more ghoul-bashing action.

Zombies gets top marks for presentation, with tunes that fit the '50s horror atmosphere perfectly and an intro screen making use of the spiralling wheel of 'Hallucinogenic Hypnovision' – at least, that's what it was called in *The Incredibly Strange Creatures Who Stopped Living and Became Mixed-Up Zombies*.

Graphics throughout the game are uniformly excellent, the backgrounds for the different levels, be they Suburbia or Castle Dracula, being packed full of colourful detail. Your adversaries are suitably caricatured versions of their Fifties inspirations, and even the more recent hockey-masked psychos pop up from time to time.



No sexism on the player select screen...

My personal favourites are the Martians, malevolent bug-eyed monsters plucked straight from that all-time masterpiece *Invasion of the Saucer Men*, who gven half a chance zap you with their bubble guns and have support from a flying saucer which hovers overhead and tries to fry you with lightning bolts. Sound, too, is right on the mark, with plenty of sampled laughs, shrieks, moans and a wonderfully atmospheric werewolf howl.


A mummy gives our hero a good kicking. Good job there are plenty of bandages around.

Zombies gets you in the mood to play with consumate ease. It's only once you've actually started zombie-bashing that the first limitations start to appear. Maze games are comparatively rare on consoles, the only recent one I can think of off-hand being *Gauntlet IV*, so *Zombies* is quite refreshing to play at first.

The problem is that, although the game contains 55 levels, there are only eight or nine different *types* of level, and after a while the same familiar streets, shopping malls and abandoned mines keep cropping up. The same applies to the enemies. Although someone new is occasionally added, after level 20 or so it tends to be the same old faces in new combinations and this gets a little tedious after only a short time.

Later levels also suffer in that there is usually only one neighbour to rescue, so you can either finish the level in ten seconds flat, or be wandering around for hours, hopelessly lost. I'm not too sure how long the game will last either, as in just one evening's play I managed to get three-quarters of the way through the game. The password system is useful, but it dishes them out too frequently to maintain long-term interest.

What you're left with is an extremely attractive game that is great fun to play in short bursts, especially with the two-player option, but isn't going to keep your attention for any length of time. It's a shame, as a lot more care and attention went into *Zombies* than into the films that inspired it.

AM

PROS

- Superbly detailed graphics.
- Atmospheric sound and music.
- Instantly playable.
- Two player option is excellent.
- Old movie villains raise a smile.

CONS

- Becomes repetitive later on.
- Won't take long to complete.
- Can become very frustrating.

TIPS

- **Want some passwords? Try these – `VYZV, NBRT, PCFD, BMLK, VQBB, QLNK, QNKR, SDHM.`**
- **On the level with the giant worms, find an open area and drop clowns to make the worms attack them instead of you. While they're busy with the clown, they stop moving around, and you can blast away at them until they die. This then reveals the keys to the mine.**

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One of the spikey one's tasks in the first level is to pull a switch that operates the mine car rails. This will then make it possible for you to collect one of the three emeralds.

Another Sonic game has arrived, but instead of the usual platform format however, what we have here is a pinball game. This follows a trend set by Nintendo when they started to put Mario's name in a whole host of games (*Dr Mario* and *Super Mario Kart* being the most popular of them). Never one to ignore a money-spinner, Sega have decided to star Sonic the Hedgehog in this unusual pinball hybrid. Let's take it for a spin!

The basic idea of the game is that you, as Sonic, have been trapped in a huge Citadel by your old friend Dr Robotnik and have to get out by becoming a spinning pinball. Before you can escape however, you will have to face an assortment of robotic animals and the inevitable end of level guardians. To reach the bosses, you will have to collect three emeralds which are locked away in cunningly hidden vaults. Releasing the emeralds varies from level to level, but it usually involves triggering some kind of mechanism.



Dr Robotnik makes his usual end-of-level guardian appearance, this time as a robot spider...

When I first heard about Sonic's pinball debut, I had reservations because the game needed to be very fast, yet still retain the detail and clarity on the character himself. Fortunately, I needn't have worried. When you slap the flippers at the critical moment, Sonic is smashed into the stratosphere at a phenomenal rate; achieving the kind of speeds only before witnessed in the Chemical Zone of *Sonic 2*!

Speed is also increased when our hero flies through the suction tubes that link the areas, and the screen becomes a blur of colour as he twists and turns to the new destination. Rarely in any other game have I gone cross-eyed trying to follow the action!



Ah, here we have the bonus game. The object is to free your trapped friends from the canisters at the back of the pinball table. Dr Robotnik tries his best to mess things up...

Sonic Spinball is controlled very much like a standard pinball game with the joypad's buttons activating the flippers and Sonic's jumps. You use the directions to influence the way Sonic travels when ricocheting off the pads. This works well as you do not have any other functions to complicate the basic action, and this results in a much faster and instinctive game.

The graphics are a positive 'in yer face' visual treat, with gloriously coloured pinball tables leading to intricate tunnels designed for maximum disorientation. I liked the brash colours, clever mine car rides, shotgun style launchers on level two and the ecological theme that should help to enforce the point that hedgehogs don't really like toxic waste and would – given the choice – skip being immersed in it up to the neck!

The general animation is well up to the mark and there are some neat touches, such as when Sonic is trapped between the jaws of a robotic sewage monster on level one, you will see him frantically grab hold of the beast's jaws; trying to stop himself from being eaten (much like a cartoon).

The problem that has plagued many of Sonic's earlier games – a lack of real challenge – is missing in *Spinball*, I'm happy to say. Although you *should* breeze past the first few levels, the going gets much tougher later on, and each level introduces a new degree of skill and expertise needed to complete it.

If, like me, you have played all of Sonic's adventures on the Mega Drive, then you will also know that the guardians, while looking and acting the part, rarely take long to defeat. It is the same with *Spinball*, with the first two guardians folding after only my first go! The metallic spider is very impressive, but as soon as you get under that tail – the sucker's history!

After each level is completed, you have the chance to play in a bonus game. The object is to simply hit the canisters at the back of the table with the ball, and free the trapped animals (including Tails from *Sonic 2*!) in a pseudo 3-D pinball shoot-out. When you have an entire game devoted to bouncing your balls all over the screen, the last thing you want when you complete a level is to go through it all again. I mean, yes it's a good idea and it's well



A rather nice looking level. I think you'll agree.

implemented, but I expected something really special after the dazzling tube sequence in *Sonic 2*, and the 3-D romp in *Sonic CD*.

The most disappointing feature of *Spinball* I found is, surprisingly, the sound. I say surprisingly, because the drab soundtrack is a far cry from the classic tunes of the original game; including the sensational Starlight Zone lift music – they don't write tunes like that anymore!

As an avid games buyer I would think hard about getting *Sonic Spinball*, not because it isn't a great game visually, and it certainly plays well, but because like all *Sonic* games – it is lacking in challenge. The multi-player option is a throw-away feature because each player takes turns, and who wants to wait ten minutes while your mate completes every level and you're still waiting for your first go? Overall, I would say a great little game, superb for the fans, but I think Sonic should stick to what he does best and get back on track for the new year with *Sonic III*. Also remember that *Sonic Spinball* costs a whopping £50! So if you really want a pinball game this Christmas, stick to one of the cheaper alternatives like *Dragon's Fury* or *CrueBall*, which you may be able to get second hand.

MP

PROS

- Colourful graphics.
- Changeable game speeds.
- Instantly playable from the start.
- Humorous animation.
- Clever mine car sections.
- A game that makes you smile!

CONS

- Music is dreadful.
- Not everyone likes Sonic.
- Nowhere near enough challenge for the money
- Pointless multi-player option.
- Price is way too high!

SONIC SPINBALL

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8 MEG
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MEGA DRIVE

PUBLISHER: SEGA
TEL: (071) 373 3000

LETHAL ENFORCERS

Let's face it, we've all wanted to be Dirty Harry from time to time; dispensing terminal justice with a huge gun and cracking laconic one-liners over the still-twitching corpses of the 'socially disadvantaged'. Well, the one-liners you'll have to provide yourself, but Konami's *Lethal Enforcers* gives you the means to clean up the streets. Will it make your day?

To be honest, I wasn't expecting too much from *Lethal Enforcers*. I'd seen glimpses of it over peoples' shoulders in the office, and what I saw didn't seem all that impressive. Grainy digitized gunmen bodypopped their way across grainy digitized backgrounds, and to make matters worse, Konami had neglected to send us a light gun, so it was being played with a joypad!

I haven't seen *Lethal Enforcers* in the arcades, but I have played very similar games and a great deal of the fun is the feel of holding something resembling a real gun, albeit in lurid blue or pink plastic. You stand there noisily blasting away at assorted scum until their last breath is exhaled through a fist-sized hole in their chests, rather than by the usual nostrils. Joypads, on the other hand, don't generate quite the same atmosphere. It's hard to work up your blood-lust when you feel as if you're armed with a plastic kidney.

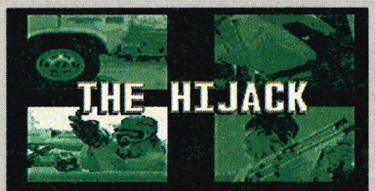
So, with glum resignation, the cart was slammed into my Mega Drive and the carnage commenced. After some unutterably tedious target shooting, which didn't bode well for a thrilling game, action proper began in Chinatown where a gang of lowlifes were making trouble with automatic weapons.

The grainy background graphics, casualties of the Mega Drive's hardware limitations, are not incredible, but set the scene and are faithful to the coin-op, so I'm told. However, I soon found that once the bullets started flying, the graphics became irrelevant. Speed and reactions were all-important.



Big trouble in Little China! Every window hides a machine-gunning maniac, and the guy in the foreground didn't like what I said about his special fried rice.

I found my gaze darting around the screen so fast; trying to spot where the next Uzi-toting maniac would pop up, that the actual details of the backgrounds all but vanished. My mind was simply warning me to shoot 'that window' or 'behind the car' as I became totally engrossed by the shoot-anything-that-moves scenario.

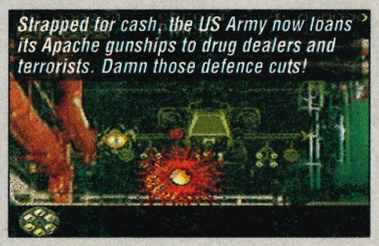


Levels are introduced by a mini film show.

A big surprise was the accuracy of the joypad. Previous conversions of *Operation Wolf*-type games always felt dreadful when trying to use a pad to simulate a gun. But *Lethal Enforcers* somehow manages to strike a reasonable balance between the speed at which the cursor moves across the screen, and your ability to stop it where you want to shoot (preferably on some scumbag's head, rather than the bobble-hatted granny he's hiding behind!).

The sighting is not perfect, however; you'll have extreme difficulty in nailing two villains if they're on opposite sides of the screen, and the aforementioned target range is next to impossible, but it's far better than anything comparable I've played. Luckily, the light gun bundled with the package (hence the higher price) will eliminate most of these problems.

Fitting the game nicely is the sound which contains plenty of appropriately rockin' tunes during the gun battles, and effective, if gruff, sampled speech. Depending on your gun, power-ups are available during the game by shooting any weapon icons you see lying about, allowing you to let rip with cracking .38s, booming Magnums and thumping great *Terminator*-esque shotgun blasts – all of which make the actual combat a very entertaining experience.

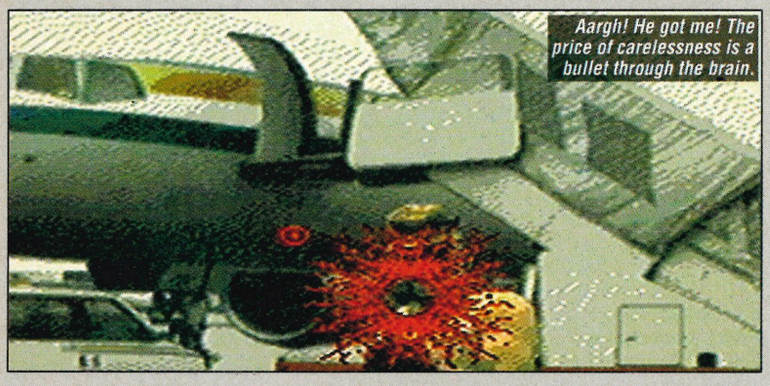

Strapped for cash, the US Army now loans its Apache gunships to drug dealers and terrorists. Damn those defence cuts!

As you progress through the levels, there are even quite a few surprises in store. I won't spoil it by listing them all, but neat touches include one scene played out in the eerie green glow of a nightscope. As well as the normal combat levels set against a slowly panning backdrop, there are also high-speed shootouts on planes, trains and (yes!) automobiles; providing you with everything you need for that *Dirty Harry* experience. The only problem here is that there aren't enough levels – a mere five, in fact. Granted, each level has plenty of sub-sections, but even so it won't take all that long to blast your way through them.

Obviously, without the light gun, it's a little difficult to give this game a fair summing-up, as the gun may well be of sufficient accuracy to make even the target shooting fun, and raise the rest of the game to another level entirely. But as far as lasting interest goes, *Lethal Enforcers* suffers from a common failing of arcade-to-console conversions, namely that the circumstances in which the game is played (and paid for) are completely different.

Is a game that's designed to take a couple of quid each from a queue of different punters, really worth paying all that money to play at home? Don't get me wrong – *Lethal Enforcers* is a lot more fun than I expected. It's just that the appeal of blasting holes in the maggots of society soon wears surprisingly thin, and I suspect the same would be true even *with* the light gun.

AM


Aargh! He got me! The price of carelessness is a bullet through the brain.

PROS

- Release version will have the .44 light gun.
- Surprisingly accurate control even with the joypad.
- Good sampled speech.
- Blowing away criminal vermin is always good fun.
- Two-player option.

CONS

- Graphics filmed in Grain-O-Scope™.
- Action gets very samey.
- Five levels won't last long.
- Target range is incredibly boring.

TIPS

- **If using a joypad, when dealing with the end of level bosses, just fix the cursor in them and keep alternately firing and reloading (B and C buttons). They won't get time to attack you. This is one occasion where the joypad is superior to a light gun, as you don't have to move your sights from the target to reload.**
- **Until you've learned the pattern in which the enemies appear, always move the cursor back to the centre of the screen after wasting each criminal. If the next bad guy comes in at the opposite edge of the screen, you've got more chance of shooting him before he fires on you.**

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PUBLISHER: KONAMI
TEL: (081) 429 2446



Didn't the lad do well? A quick run down the left flank, followed by a gem of a cross to the expectant striker who pummelled the ball into the back of the net. The graphics may be small, but they are perfectly formed.

Many serious people hail *Sensible Soccer* as the greaest soccer game every made – it was certianly an Amiga classic. But two years and £20 dearer, can the cry of "howay the lads" still drag the SEGA XS posse out of their chairs and into the games room for a goal scoring frenzy? With *Fifa International Soccer* on the way (review next issue) a comparison is imminent, but how does Sony's ace card fair against all the existing footy games on the Mega Drive?

The main thing that really annoys me about *Sensible Soccer* is not the graphics, sound, or the "whether or not it's as good as *Fifa International Soccer*" debate, no, it is the fact that everyone always shortens it to "*Sensi* " whenever they talk or write about it. *Sensi*, *Sensi* – what kind of rubbish is that? I thought a Sensi was an oriental master who taught you Kung Fu, or it just that I've been watching too many episodes of *Monkey*?

I must confess to being blessed with not seeing *Sensible Soccer* on the Amiga (where it was fantastic, apparently) and consequently when the rest of the office went "wow", I simply adjusted my magnifying glass in an attempt to find the tiny athletic sprites.

That's the first thing that strikes you when *Sensible Soccer* for the first time – the size. On the Mega Drive we're used to big players and plenty of garish colour, this game has non of that trivial nonsense and instead goes for the minimalist approach (as you can see from the screen shots).

The control of the players (always important in footy!) is extremely easy because there is only the three buttons and all of them can be used to tackle your opponents. The A button is your primary shoot button and I am pleased to see that each team possess similar skills as the real teams. Scotland for example, are excellent at really hard kicks and lobs, and England are pretty bad at everything (totally accurate so far).



Animation on the players is limited due to their size, but the goalie leaps and dives convincingly; clasping the ball with confidence, and each player can slide across the pitch for a flick on, and even unpredictable headers are possible at hectic moments.

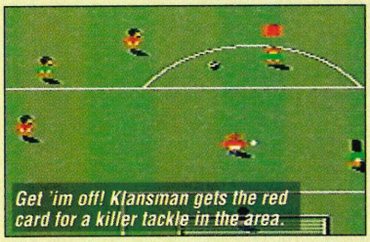
A good football game must always be weighed down with options and statistics and *Sensible Soccer* is crammed to bursting with all the teams, cups, leagues, pitches and players that you can possibly think of. To avoid injunctions, Renegade have had to subtly change all of the names so that for instance: Platt becomes Plett, Adams becomes Edams and Rangers becomes Glasgow. Before each match you can alter tactics, swap all your favourite players and even look at your opponent's tactics which is a new one on me.

Once you have the teams sorted, you get a well drawn picture of the stadium, but it would have been much better if it resembled the actual pitch, because to all intents and purposes, every game is played on the same anonymous pitch. As in the John Madden series by EA, I would have preferred if each ground was characteristic and accompanied by a suitable colour picture.

As the players run energetically out onto the pitch for the first time you may notice the strangely unappropriate music that plays throughout. The frenzied attacks of electric guitar are more at home to *Road Rash* than a football game, and I think that something more in keeping with "Match of the Day" should have been used to complement the atmosphere. The sounds in-game are also extremely bad considering the capabilities of the Mega Drive, with just a few cheers and cries that lack emotion and conviction. After hearing the incredible cacophony from *Fifa International Soccer*, this sad attempt pails into insignificance.

As a conversion from the Amiga (and I made sure I had a go before I wrote this review), *Sensible Soccer* on the Mega Drive rates favourably. The graphics are identical (but that's not saying much) and Renegade have remained faithful to the original's gameplay as well. The players react immediately to the controls and short lightning volleys are easily achieved for that blistering goal in extra time.

The ball is perfectly rendered, with gravity and weather conditions all affecting the bounce and your scoring chances. Unlike many soccer games I've played in the past (*Super Kick Off*, *Champions of Europe*, *European Club Soccer* and *J League*), it is extremely easy to pick up the joypad and get right into the passing and shooting without having to master complicated formations and missing the goal because you can't judge the size of the pitch. *Sensible Soccer* is therefore perfect for younger players and it is also very soothing to play because the screen scrolling is as smooth as a cashmere codpiece and I liked the way the score and time is flashed regularly so that it doesn't infringe on the game, and you don't have to wait ages for it. The substitutions bench is also excellent, and not a feature that you find in many soccer games, surprisingly.



Get 'im off! Klansman gets the red card for a killer tackle in the area.

So why should you buy *Sensible Soccer* over all others? The graphics are small, but, as they say, perfectly formed and all the players run, pass and score goals just like the real thing (if you're watching the match from the Goodyear blimp!). If you are looking for a perfect Amiga conversion then this is it, but why spend another £45 on the Mega Drive game when the Amiga classic (with better sound) can be snapped up for £20? As for the rest of you, well if you are the shrewd software buyers that I think you are, you'll wait for *Fifa International Soccer* by EA before you decide. *Sensible Soccer* may be a great reworking of a popular game, but EA's fresh approach and quality background may just produce the greatest footy game ever!

DB

PROS

- Fast and extremely playable conversion.
- Smooth animation and athletic goalies.
- Plethora of options and tournaments to play.
- Easy to pick up and play.
- Sizzling two player game.

CONS

- Bland sound effects.
- Players with the ball are hard to distinguish in a group.
- Replay should be manually activated.
- Headers are hard to perfect.
- Penalties are totally unrealistic.

TIPS

- **There are quite a number of ways to score, but the most common is the quick pass to a striker in the air who flicks the ball past the keeper. You can also approach head-on, then turn 360° at the last minute to confuse the defenders.**
- **Corners are tricky, but if you strike it low, just press in the direction of the goal and keep pressing 'A' to slam the ball into the space.**
- **If you hit the ball high to a striker just outside the area, many times you can keep the ball in the air in front of the goal and walk it in past the stunned player.**

SENSIBLE SOCCER

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8 MEG
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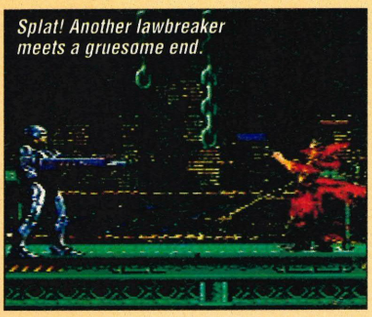
PUBLISHER: SONY IMAGESOFT
TEL: (071) 734 5151

ROBOCOP VS TERMINATOR

With a promise of unlimited death and destruction, Virgin bring together RoboCop, fearless cyborg defender of justice, and the Terminator, the remorseless, relentless killing machine from the future. Does the combination pack the power of a phased plasma rifle with 40-watt range, or will it end up rusting at the back of the shelf?

Clanky clank yowza! Moviedom's two top cyborgs facing off in a duel to the death – how can Virgin go wrong with a licence like this? We'll come to that later, but first, a plot precis.

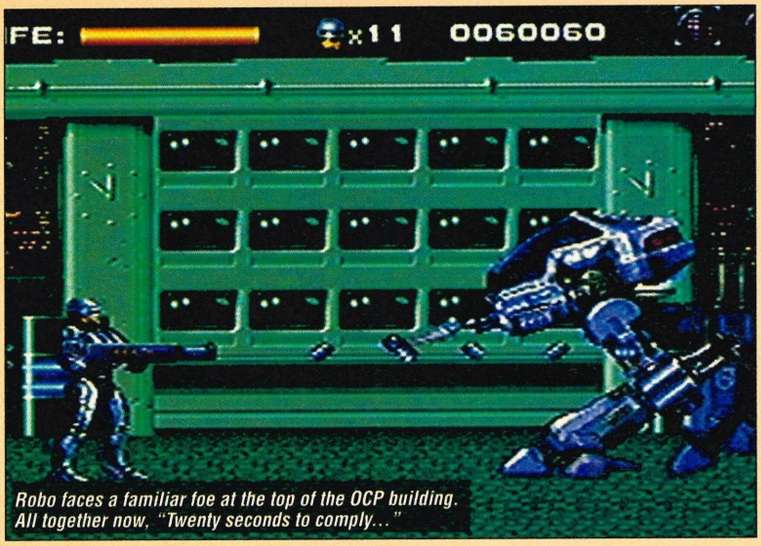
Based on the comic series by Frank Miller, *RvT* combines the *RoboCop* and *Terminator* mythos by revealing that the design of RoboCop's man-machine interface was used in the design of the Skynet computer system that eventually declared war on, and all but destroyed, mankind. When the human resistance fighters in the future discover this, they send guerillas back in time to destroy Robo and prevent Skynet from ever being created. Skynet, conversely, sends Terminators back to ensure that the copper copper fulfils his destiny as the 'father' of humanity's ultimate nemesis. The game takes a few liberties with this ingenious plot, but the goal remains the same – destroy Skynet!



Splat! Another lawbreaker meets a gruesome end.

Starting off in Old Detroit, RoboCop has to battle through several levels to reach the OCP building so that he can download his memories into the embryonic Skynet programming, allowing him to be reconstructed in the future to take on Skynet and its army of Terminators personally. (There's a logical flaw in the plot – since Robo's programming includes the directive 'serve the public trust', wouldn't the public trust be best served by him blowing his own head off to prevent Skynet's creation? Cynical? Moi?)

The graphics and sound impress immediately, with large, well-animated characters rampaging across moodily



Robo faces a familiar foe at the top of the OCP building. All together now, "Twenty seconds to comply..."

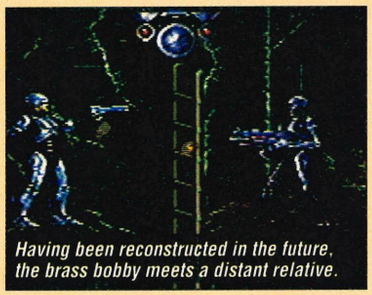
detailed backdrops, and wet bursting noises punctuating the near-constant rattle of gunfire. These bursting noises occur when you take out a human target – anyone rash enough to impede our heavy metal hero explodes in a gouting slurry of blood and body parts. It's either sick or grimly funny, depending on your point of view (I tend towards the latter), but I can't help feeling that these gleefully OTT death sequences have been inserted in the hope that *RvT* will catch the wave of publicity on which *Mortal Kombat* surfed to success.

In amongst the usual nondescript punks and security forces are several exceptionally well-done bosses. Guarding the end of the second level is the first of the many Terminators Robo encounters, and after him come familiar faces from the *RoboCop* movies. RoboCop 2 returns from the rehab clinic, his new prime directive to see that Robo is recycled as a set of steak knives, and he's followed by everybody's favourite mechanical nutter – ED-209! ED is a minor masterpiece of animation; accompanied by the familiar clanks and roars, he stomps onto the screen with his hydraulic chicken-walk perfectly reproduced and starts ripping



RoboCop 2 tries to reduce our hero to iron filings at the end of the third level.

into your energy bar with his 20mm cannon. Once in the future, of course, Skynet's armies become Robo's main enemies, and all the familiar *Terminator* hardware appears, along with plenty of new toys from the computer's deadly factories.



Having been reconstructed in the future, the brass bobby meets a distant relative.

So, with two big names, fantastic visuals, neat sound, an intriguing plot and even a little controversy thrown in, Virgin would seem to have a winner here – but no! The fact that *RoboCop vs Terminator* falls short is mainly due to the execution of the actual gameplay itself. Basically, it's nothing more than a platform shoot-'em-up, and there are way, way too many of those around as it is. If *RvT* had added something new to this tired genre then perhaps it could have been forgiven, but there are no surprises here as the chromed constable clomps through stage after stage of mindless mayhem.

The difficulty levels could have used some tuning, as well. With his basic weapon, even the easiest levels pose Robo quite a hard time on the survival front, but the second a more powerful weapon is available, the opposition falls (or, more accurately, splatters) almost before they're fully on the screen. From then on it's a simple matter to get to the end of the level, whereupon the ridiculously hard-to-kill bosses chomp through your stock of lives like a box of After Eight mints. To make matters worse, although Robo shrugs off bullets, grenades, petrol bombs and rockets with hardly a care during the levels, the slightest *touch* by a boss sends your energy zooming towards zero in a second! Are these guys generating lethal quantities of static electricity or something?

RoboCop Vs Terminator isn't a *bad* game – it's just unoriginal and has some annoying playability defects. If you're a newcomer to the Mega Drive, you'll probably get quite a lot of fun from it. However, older hands doubtless have something as good or better of the same type in their collection already. For cyborg completists only.

AM

PROS

- Two BIG names.
- Outstanding animation.
- Tough enough to provide a lasting challenge.
- Should keep the gore fans happy.
- Plenty of different weapons.

CONS

- Almost entirely unoriginal.
- Uneven difficulty – switches almost instantly from too hard to too easy and back again.
- Mindless violence palls quite quickly.

TIPS

If you're about to die, switch weapons back to the standard Auto-9 pistol. This way, you can keep any more powerful weapons when you die.

To defeat RoboCop 2, follow this pattern. First, RoboCop 2 turns on his spotlights, then slowly advances on you; firing two salvoes from his minigun. Keep plugging away at him until the second salvo has passed. Then climb the ladder behind you and wait until he charges. Just after he starts running at you, leap over him and grab the pipe at the top of the screen. If you time this correctly, you shouldn't touch him or lose energy. Move to the other side of the screen, then drop down and start shooting again. Repeat the pattern until RoboCop 2 heads for the scrapper in the sky!

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16 MEG
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(MEGA DRIVE)

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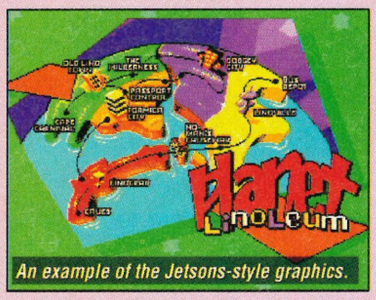
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*Titled "The Fantastic Adventures of Dizzy". No Italian or Spanish "in game" text.

COSMIC SPACEHEAD

Codemasters have followed the success of *Micro Machines* with a complete opposite, an arcade adventure using Fifties cartoon style graphics and a strange hybrid character called Cosmic! Cosmic is a native of planet Linoleum who crashes on Earth by mistake. On his return, he finds it impossible to explain to everyone that he has in fact discovered a new planet and the whole game revolves around you trying to prove Earth's existance.

The game begins in Old Lino Town with Cosmic awaiting instruction. You are in control of an arrow enabling you to search the town and guide Cosmic with a series of pre-set commands such as 'search', 'pick up' and 'talk to'. Most of the problems require some heavy lateral thinking, but that said – it didn't take me long to adapt to the unusual playing style – then I was hooked.

Between the towns and cities Cosmic passes through, there's an arcade style platform game where you must get to the other side whilst collecting cosmic candy. During these levels you control Cosmic first hand; jumping across obstacles and avoiding the enemies that litter your route. I still haven't discovered the reason behind the inclusion to this part of the game apart from being a stocking filler to a short, but sweet RPG. It certainly doesn't add anything to the Cosmic experience.



An example of the Jetsons-style graphics.

You have no weapons and cannot kill any enemies – you don't even need to concern yourself with the candy, as it only serves to gain you an extra life. However, it is only on these platform levels that Cosmic can die – you would be better advised to just get across quickly and safely. Fortunately you only need to complete these once between destinations as they act as a connecting sub-game, and I felt this simple test of skills was insulting and did not gell with the rest of the game.

Cosmic Spacehead is certainly is no *Landstalker* as it really is over before it has begun! You become quickly addicted, but easily frustrated at some of the pixel-perfect manoeuvres required, but inevitably there is not enough substance to keep you playing for long. The graphics are colourful, but extremely simple and there is very little to admire or tell your friends about.



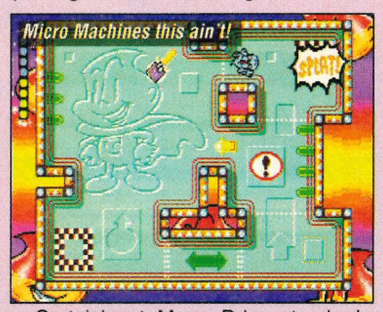
Oh, wow... technofear! Cosmic races through the workshop.

One of the best features of *Cosmic* are the many different playing styles apart from the normal platform sections, such as the race to Detroitica where you must take part in a banger car race to win. This all helps rekindle any lost interest in the standard adventure sections, but they are generally short-lived and completed with relative ease. In the race for example, you need to complete three laps of the course in a set time; with your competitors ramming you off the track!

There is also a tricky asteroid section, but I keep feeling that the sum of all the parts does not equal the whole. All of the sub-games are well made and a lot of the problems are brain-teasers, but each one is not enough to achieve the kind of longer-lasting play that a £40 game deserves.

Passwords are available throughout the game; allowing you to finish it even quicker, and they are supplied at shorter and shorter intervals until it seems you can't move without having another one thrust upon you. This is one example where a game doesn't need a continue feature because it is very easy as it is.

Before you turn away, Codemasters *have* made a reasonable attempt making *Cosmic Spacehead* more appealing as they've included a two player option. Pieslap is a one-on-one shoot-'em-up and both players are in control of robotic vehicles capable of flinging pies. Icons can be collected; enabling rapid fire, speed-ups and curving abilities, and there are four arenas open to you. However this doesn't offer anything significantly new from a relatively simple sub-game and I think it would have been better if instead of a pie shoot-'em-up, the two player option was split like *Spy Vs Spy*, with both players compeating to finish the main game.



Micro Machines this ain't!

Certainly at Mega Drive standards *Cosmic Spacehead* is nothing special and this is proved by the ease with which it has been converted to Master System and Game Gear with little differences between the three formats. The real shame is that *Cosmic* is a really good graphical adventure, complete with an easy-to-use control method and intruiging plot, but it looks as if the programmers have ran out of ideas after the first five minutes and cut the game short. Cosmic is undoubtedly a classy little dude, but there needs to be more problems, more objects, hundreds of alien locations, even more sub-games and a stonking good end sequence to top it all off. As it is, I am disappointed and I can only hope that console buyers will give Cosmic the chance to appear in a much better (and bigger!) sequel.

Cosmic isn't particularly difficult, but it is the kind of game that you wouldn't want to play again once you had completed it. The mini sections are a great way of letting off steam, but they are too short lived and I completed them all within the first day. Can you afford to pay out £40 for this amount of challenge, when there is a bumper crop of excellent Christmas releases just around the corner? Codemasters have long produced quality budget titles and I hope they continue with more great games like *Micro Machines*, but to be perfectly honest, this game seems like it should have appeared on the Commodore 64 five years ago – at £2.99!

JE

PROS

- Kitsch cartoon style graphics are clear and very Fifties.
- The two player option increases appeal, but is too limited.
- Easy accessibility of commands enables smooth gameplay.

CONS

- Far too short.
- Some frustrating problems occur when trying to pick up and drop items, especially in the Gas Station.
- A pointless platform section which doesn't fit in.
- Insultingly basic skills are required for the asteroid section.

TIPS

- **To get a viewing of the game press A, B, C, A, B, C and start once you have selected English.**
- **Here are some helpful passwords before the full solution next issue.**

Dodgey City – D7C3 TEEA LDWI LQIY MSTD

No Mens Causeway – MNHF JEE6 WW81 LSWW M7T3

Gas Station – Z7HF BFE6 WWL4 LRWE MDOY

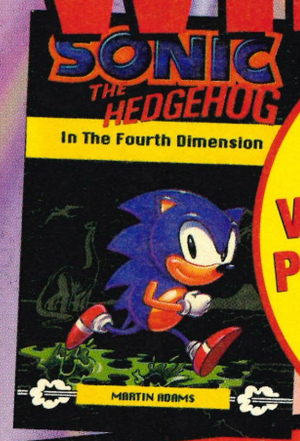
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Let's assume that all you SEGA XS readers have been, or are fortunate enough to receive a top class Mega Drive game this Christmas and you get stuck on the first level. Who are ya gonna call – SEGA XS? You must be joking! We'll all be off swigging vast amounts of alcohol and getting stuffed with turkey. There is, however, help at hand in the form of the latest releases from Virgin publishing. *The Official Sega Mega Drive Power Tips Book 2* (bit of a mouthful) contains over 100 full colour pages full of the latest games.

Each game is given a brief description, followed by plenty of handy hints such as passwords and how to defeat guardians. This is the second book of the series and contains games like *Cool Spot*, *Batman Returns*, *Sonic 2*, *Ecco*, *Mortal Kombat* and *Flashback*. Each of these books retails for £9.99 and can be found in most reputable bookshops this Christmas. Whatever your game is, it's sure to be contained with the pages of this awesome compendium.

Virgin have brought out two Sonic novels by Martin Adams called "Robotnik's laboratory" and "Fourth Dimension". These 180-page books follow the pursuits of Sonic and Tails; detailing events and occurrences on the world of Mobius with the absent minded human Dr Kintobor. These books tell of happenings that made Sonic the Hedgehog the speed freak he is today and are essential for all Sonic fans.

So to re-cap the prizes on offer, it's ten packs containing three books each: *The Official Sega Mega Drive Power Tips book 2* and two Sonic novels. This should kill many weekends in the reading room, and all you need to do to win one of ten packs is to answer three simple questions.

THREE SIMPLE QUESTIONS

1: In which British seaside resort town has Sega World opened this year?
A: Accrington Stanley
B: Myrther Tidville
C: Bournemouth

2: Ecco the Dolphin has got to be one of the most popular sea mammals to date. What breed of dolphin is Ecco?
A: Bottle Nose
B: Flask Nose
C: Clickius Fishius-Latin!

3: Sonic has been joined by a furry friend in his last escapade. What breed of animal is this friend?
A: Rottweiller
B: Fox
C: Manx Cat

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The legend, the game – *Street Fighter II SCE* is the most hyped game since *Mortal Kombat* (its biggest rival), but this just might be the best game ever to appear on a Sega console. The action is simple, take control of one of 12 brutal characters and systematically beat the hell out of each other until only one of you is standing. Each character is individually bizarre with their own special moves and attacks to master. Like it or not, *Street Fighter II SCE* is here and nothing's gonna stop it!

There is no doubt what *Street Fighter II* has to offer – an immensely enjoyable, infinitely playable beat-'em-up. The question though is whether or not the game can be successfully converted to the Mega Drive without losing the fluid movements, the action-enhancing sounds, the wonderfully colourful display, or the instantaneous addictivness.

Turning on the game you notice the original title screen, ommitted from so many other conversions – a sentimental inclusion possibly, although I'd also be inclined to believe that Capcom wanted to make the Mega Drive version the most comprehensive to date. This appears to be the case, and for evidence you only need to glance at the options screen. Here we find the Champion Edition and Hyper Fighting with all the extras that come with it. Champion Edition is *Street Fighter II* with the rules and moves of this old favourite. This is the slowest game, and proof that the original is not always the best.

The more interesting and infinitely quicker Hyper Fighting has been well and truly shown to full glory. A ten speed star rating is used; giving you the full spectrum of speeds to compete at – from pleasantly quick to the ridiculously fast! Not only does the 'Hyper' option entail high speed tan thrashing, but also some fantastic extra moves for all 12 characters (yep, that includes all the bosses) means you won't get bored in a hurry!

The overall gameplay remains unchanged from the Super NES version and it is incredibly easy to accomplish all the moves with the six button pad, although I thought having to press the Start button to change between kicks and punches was very awkward on the normal pad. All of the new moves are included in the Mega Drive game, including Chun Li's fireball, Dhalsim's teleport and of course the inclusion of all the bosses.



Graphically the Mega Drive has been pushed to its limits on this one. You could easily believe it's able to have more than 65 colours on screen at one time. Moody scenes have been completely stuffed with detail, from fight hecklers to animals running around and boats and aeroplanes in the background. Each level is equally diverse with a particular mood, aided by the frenetic fighting tunes on each one. I'm sure everyone has their favourite arena.

Every character is easily distinguishable from the background with all of them equally well drawn and special moves are performed with speed and grace. Chun Li and Vega are particularly fast in this version. In terms of authenticity to the coin-op, I couldn't find a single difference and if anything, the Mega Drive is slightly crisper than the Super NES version.

24Mbits is a big cart (the largest so far), but Capcom have squeezed everything in and really pushed the Mega Drive to its limits. If looking at sheer quality, you will find no game better than *Street Fighter II SCE* on the Mega Drive today!

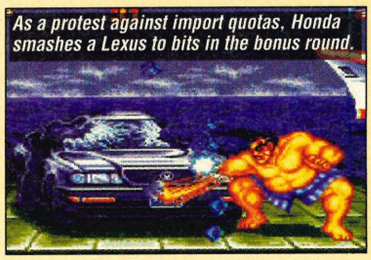
So now you have Champion Edition, Hyper Fighting and a new inclusion – the Group Battle. This basically allows you to pit all the characters together in a series of one-on-one matches where each player has six characters in their armoury. As each character is beaten, so the new one appears until one of the players is completely finished. This is an interesting idea and it certainly adds to the already sizable list of modes, but I would have preferred to see an option where one player could fight two computer opponents simultaneously, like in *IK+* on the CBM 64.

The graphics are amazing, the characters are awesome and the gameplay is spot-on, is this game perfect? Well no, but the only aspect I found to be substandard is the sound. This was always an important factor in the Super NES and coin-op, but sadly the muffled speech and jerky sound effects on the Mega Drive tarnish the overall effect.

Capcom have tried desperately to include all the noises the coin-op had, but it is impossible. This is not the fault of Capcom; they have achieved the impossible already, it is the Sega machine that obviously cannot handle it.

Street Fighter II SCE has all the appeal and gameplay of any long term game with more minor options littering the game and increasing the longevity. For example you are able to turn special moves on and off for individual characters, stages can be selected and each player can be given handicaps to even out two player games. If someone is totally brilliant at the game, simply tie their hands behind their back and turn off the super moves. Now see how tough they really are!

Capcom really have surpassed themselves and breathed new life into an ageing console. Once more though, the greed of many has seen that the price of this masterpiece rises to a staggering £59.99! This may be blamed



on the 24Mbit cart, but it does seem a tad ridiculous as it's suppose to be a childrens' game. Many paper rounds or broke parents are going to need to be tapped if anyone is going to buy this game at Christmas. I don't need to worry though, I got mine through SEGA XS Savers and it's already safely ensconced in my collection. Quite simply, the best game available on the Mega Drive and a must for everyone's collection.

JE

PROS

- An incredible number of options allow for extended gameplay.
- Good handicap option allows any quality of player to practise.
- Stunning coin-op perfect graphics.
- Even more included than Super NES *Street Fighter II Turbo*!
- Six button pad works perfectly with the game.

CONS

- The sound effects are unfortunately not quite to the standard of the rest of the game.
- Come on Sega, the price is far too high!
- Did I mention the price?

TIPS

Inputting the following cheat will allow you to use only special techniques throughout the game. Use the cheat when the Capcom logo appears.
Press Down, Z, Up, X, A, Y, B, C

The next cheat allows you to fight Champion Edition with up to five stars of speed. Use this cheat when the building in the opening sequence begins to fade.
Press Down, Z, Up, X, A, Y, B, and C.
Unfortunately both cheats only work with the six button joypad.

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XS RECOMMENDED

Sega has up until now supplied the public with a piece of hardware that promised many wonderful things. Improved graphics enabling it to cope with Full Motion Video (FMV), real music and voices instead of the usual digitised efforts, and absolutely huge games. Unfortunately, the Mega-CD has just not delivered in the way it should have. It is only now that we are seeing the emergence of quality games which were expected from the very beginning, better late than never I suppose. At least Core have managed to rescue some of Sega's reputation with the release of *Thunderhawk* – the definitive helicopter shoot-'em-up.

From the outset there is a thundering guitar intro closely followed by some incredibly smooth graphics depicting the helicopter in all its glory; circling the screen and firing its missiles. As in all Core games, the intro features some smoothly undulating hills leading to the game's subject matter, but this is definitely something to behold as the Apache tears apart a convoy of lorries before your very eyes! Through the use of wild camera angles, this taster is incredibly atmospheric and exciting. By the time the last vehicle exploded, I was desperate to get into the cockpit myself and have a go – I was not disappointed.

With the world map as your oyster you are able to choose any of the ten war zones in any order you desire, but you must visit them all to complete the game. I won't list all the levels, but there is an incredible choice ranging from a China seas piracy, an Alaskan chemical hazard, and even some sorties in Eastern Europe (very topical). Each zone has at least four or five individual missions, so that means 50 missions in all!

Obviously, with the immense storage capacity of the CD, there could have been 500 missions, but then we would have to wait a few more years until we could play it, and I found that *Thunderhawk* was challenging enough. In the value for money stakes, Core's effort is a shining example to all other software producers and I guarantee this game will last. Even when you've completed all the missions, it is still fun to blast the hell out of some drug dealers every once and a while.


Locking onto the primary target as you barrel down a desert canyon.

OK so now you've decided to try and defuse the Panama Canal crisis, first of all you need to know what exactly the mission is. Your first port of call is the de-briefing room and this is a fine example of attention to detail. When you enter the room, the camera immediately pans across the occupants and comes to rest on the projector screen where the header numbers count down before you view the stock film of the target. It is here that you first notice the startlingly clear speech that outlines your objectives in a standard 'American Colonel' monotone voice. During play there is also "you're off course" and "get out of there!" ringing through your headphones. The briefing section is excellent, but I would have preferred if the mission maps were real photos, as the bright graphics clash with the dark mood of the game and ruin the authenticity.

Having seen the brief you will get into your copter and head for your destination, pausing only to watch the smooth rotorblade section that is clearly taken from real film. I think that more of this type of footage should have been included, but then there is always *Thunderhawk II*?

Taking off for the first time I stared open-mouthed at the stunning graphics that raced past the cockpit at ridiculously high speeds. The only problem is with the definition, which turns the scenery into a series of brightly coloured blocks when you are right up close. You could of course bring up the definition so that the graphics are more effective, but the more realistic the graphics become, the slower the game. I think you'll agree when you play it, *Thunderhawk* needs to be very fast indeed and the result is a mad combat frenzy that hasn't been witnessed since, well, never actually, because *Thunderhawk* is totally unique. There have been flight simulators such as *LHX* and *F-22 Interceptor*, but they are pipecleaner tanks moving over a chequerboard battlefield compared to the vivid images on the CD.

The basic gameplay is simple to pick up and I found *Thunderhawk* to be the perfect blend between flight sim and shoot-'em-up. There aren't enough controls to hamper your fun, but it still requires you to know the rudiments of helicopter flight to be able to navigate and fly properly. *Thunderhawk* uses a quick 'lock 'n load' firing technique very similar to the *G-LOC* and *Afterburner* coin-ops. When a target is sighted, the weapons lock on and the crosshairs turn red. Now you can let loose with all you've got to destroy every tree, building and bird's nest in sight. This makes for a super-fast, dart and blast game, and more than enough cannon fodder is supplied to fill the screen with explosions almost constantly.

With the graphics proving to be absolutely stunning you really will wonder why something like this hasn't been produced before? The in-flight graphics are brilliantly constructed giving the full sense of speed height and distance; making you almost duck as an enemy fighter plane flies just too close to you!

Each country is characterised by the colour and type of the terrain and the sheer diversity of the enemy means you won't get tired of shooting the same old tanks over and over again. *Thunderhawk* contains two types of helicopters, tanks, SAM missile launchers, trucks, gun boats, tankers, AA guns and a host of buildings and towns to wreck havoc in. Each mission requires different skills and it is totally absorbing when you are flying at head height through a war-torn town; seeking out the enemy and swiftly dispatching them to the four winds.

An important aspect of this game is the massive range of well-orchestrated tunes and effects that compliment the gameplay and enhance what is already a feverish atmosphere. Whether it's a Scorpion tank ripping open your fuselage with a 30mm shell, or the sound of a Huey buzzing your locale, you will feel totally immersed in the game and this makes it one of the best Mega-CD games I've ever played. All that's missing in my opinion is the VR helmet!

Certainly it shows the massive divide between the Mega Drive and the far superior CD, but why can't developers turn out *Thunderhawk* equivalents like this all the time? If they did, the Mega-CD would undoubtedly boom and finally get the sales it deserves. As it is *Thunderhawk* is without doubt the best game to appear on the CD so far and this finally puts Core on the map after the disappointing *Jaguar XJ 220*. If you've got a Mega-CD (and our surveys show that 15% of you have), get this now. What are you waiting for?

JE

PROS

- A cracking soundtrack adds everything to the game.
- Graphics that justify the Mega-CD and that make speed a thrill without jumping into a Ferrari.
- Faster than a whippet with a bum full of dynamite!
- An immense number of missions assures long term play.
- Faultless presentation.
- Excellent save feature.

CONS

- Blocky graphics detract from an otherwise perfect game.

TIPS

- **For infinite everything, input the following cheat after pausing the game during the mission. Push Up, Right, Left, Down and then unpause the game. This has to be input on every mission if you wish to use it.**
- **Look out for the full solution next issue!**

THUNDERHAWK

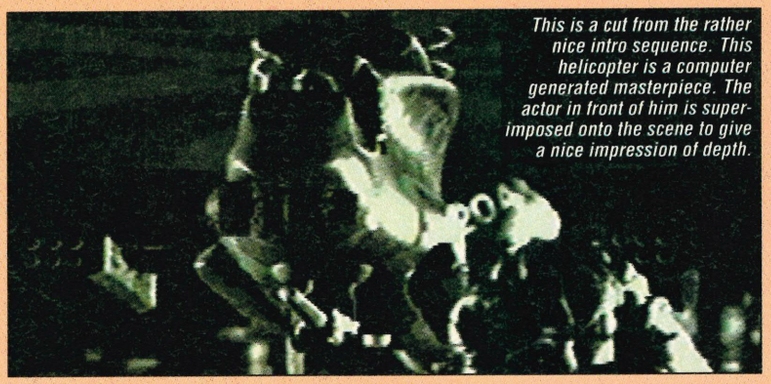
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MICROCOSM

Blatently stealing its plot from *Fantastic Voyage* and *Innerspace*, *Microcosm* is Psygnosis' eagerly awaited Mega-CD masterpiece. The plot follows two rivals companies trying to gain the edge in miniaturisation, and you are injected into the host body where you must fight the enemy who are already set up inside. The PC game was hot, but can the Mega-CD hope to rival the original game?



This is a cut from the rather nice intro sequence. This helicopter is a computer generated masterpiece. The actor in front of him is superimposed onto the scene to give a nice impression of depth.

Microcosm, the PC game, was a masterpiece of aesthetics and visual quality over actual content, and so I was surprised when Psygnosis announced the Mega-CD release. This is a game that has amazing organic, fast moving graphics; recreating the whole of the human body, but lacks the fundamental essence of gameplay. Put simply – it is not very exciting to play.



Hang on, is this supposed to be floating around inside someone? Are you sure?

As with all Mega-CD games, the intro is great, but *Microcosm*'s is particularly amazing. I would go as far as saying this is the best example of real film footage being used in conjunction with elaborate scaled models I've ever seen! The way the *Blade Runner*-esque vehicles pan through the dark and decaying city is nothing short of breath-taking. The black atmosphere is interweaved with actors dressed in kinky black leather armour, and the constant mic chatter is a key element in setting the tone of the game. Right from the start, you know that this is a serious game and there will be no messing about.

Once you've dispensed with all the technical screens and got past the overwhelming range of options, well, one in fact, you are free to climb into the pod and be released into the Cephalic vein. This is where the real disappointment comes, because after the impressive intro and the promise of 'untold innerspace adventures', the actual game consists of simply blasting almost everything that isn't connected to the walls!

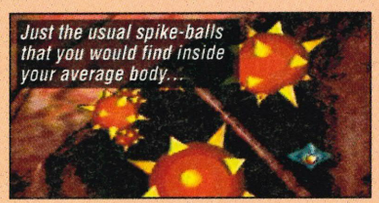
To be fair, the graphics *are* stupendous, with smooth moving stomach walls and ventricles racing past at a heck of a speed; all with the relevant colouring and structure. I'm no expert on the interior of the aortic valve, but *Microcosm* looks incredibly realistic and it is possible to be totally immersed in the *Fantastic Voyage* plot.

Microcosm is basically a combination of many different elements including flight sim, RPG and interactive movie, and although these styles are varied, the mindless shoot-'em-up section is the main bulk of the game. If you strip back all the stylish graphics and try to forget the Gary Newman style soundtrack, you are left with a decidedly second rate blasting game with extremely tame weapons and a distorted sense of perspective that doesn't allow you to dodge many of the obstacles.

The main criticism of *Silpheed* was that the intro and game graphics were extraordinary, but the game was basically *Space Invaders* underneath. This is the same with *Microcosm* to a certain extent, but Psygnosis have partly cured the problem by introducing the time limits for destroying certain enemies, and the highly impressive sequence where you free-float out of the pod in your EVA suit to complete a mission.

To be fair, *Microcosm* offers a great deal more than *Silpheed*, and is a significantly better game if you persist. Personally, I think it would have been better if you could have more control of the pod, because you are strictly guided everywhere and this leads to endless repetition of the same sections. The enemies are very predictable after you've faced them a few times, but luckily there is a complex password option in which you must match the atomical shapes to gain access to the later levels.

After a frenzied bout of enemy bashing, the view switches to the outside where you see yourself approaching the guardian of the level. These vary from huge mechanical space stations, to robot spiders and other terrestrial dangers. The energy bar on the left of the screen shows your damage progress and it basically takes short bursts of well-aimed fire to destroy them. After this you are sent to your base station where the next mission is discussed.



Just the usual spike-balls that you would find inside your average body...

The structure of the game is sound, but perhaps allowing the player to choose which part of the body to go to would have helped to relieve the monotony of completing every mission in exactly the same order. Also, one of the main faults with *Microcosm* is the annoying special weapons which are wimpy and ineffective when faced with veins full of enemy activity. Surely a game of this calibre should deserve to have awesome guns and missiles to blaze across the screen – not some protein pea-shooter which misses just about everything!

It is also very funny that when you are shot down and the view goes inside the cockpit, the scene is of the pilot, cool and collected, as he is engulfed in flames. Come on! Surely if you're about to die you would be screaming and panicking – not just sitting there!

So, should you fork out the money for this? Well, if you were stung by *Silpheed* then you may feel reluctant, but *Microcosm* is a visibly better game and it is such a shame that someone told the programmers that mindless shoot-'em-ups are winners. The simple fact is – they're not, and console players are already sick of them. There is plenty on offer here, and the challenge is undeniable, but will you really want to plough through all those internal organs when the gameplay is so unremarkable? Personally, I wouldn't recommend *Microcosm* because it is tedious to play and lacks the sheer excitement of classic action games like *Thunderhawk* (reviewed this issue!). You may be tempted by the intro, but try before you buy.

MP

PROS

- Movie-quality intro is top notch.
- Backgrounds are smooth and convincing.
- Complex missions are very compelling.
- Out of pod activity is out of this world!
- Guardians are awesome.

CONS

- Haven't we all played a shoot-'em-up before?
- Graphics lack colour.
- Sad, sad, sad in-game music.
- No control to where you go in the body.
- Unbelievably restrained death sequence.
- Becomes very repetitive.

TIPS

The first guardian (Titus) has to be shot in the centre ball which moves along the axis. The guardian has two forms of attack: an electric bolt, and a series of missiles. The electricity will kill you straight away, so as soon as you see the flashing lights, get to the side of the screen. The guardian will explode when you have depleted the energy ball on the left of the screen.

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TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Hot on the heels of *Street Fighter II*, *Teenage Mutant Ninja Turtles: Tournament Fighters* hopes to muscle in on the Christmas market. Splinter's been kidnapped and it's up to the heroes in a half-shell to save the day in this one-on-one beat-'em-up from Konami. They both have stunning graphics, sound and play well – but who is the King of the Beat-'em-ups this year? SEGA XS finds out...


"Would you kindly remove your foot from my mouth, please?"

Poorly disguised cash-ins aside, *TF* is a very good, playable and distinctly unoriginal beat-'em-up. The plot of the game revolves around Splinter being kidnapped by Krang. But how? Surely the wise Sensi Splinter is too wary of the threat posed by Krang to allow himself to fall for any cunning tricks? Well, maybe he just wasn't ready for clones of his four loyal students! Once captured, Krang makes contact with the Turtles and personally invites them to join him in Dimension X and enter combat with his evil, smelly and just plain naughty army.

TF is the main rival to *Street Fighter II* this Christmas and many of the elements are exactly the same. This is basically a beat-'em-up with the one player game game leading to a confrontation with Krang and Shredder. What's really important however, is the excellent two player simultaneous battle that ultimately means you'll be playing it for ages.

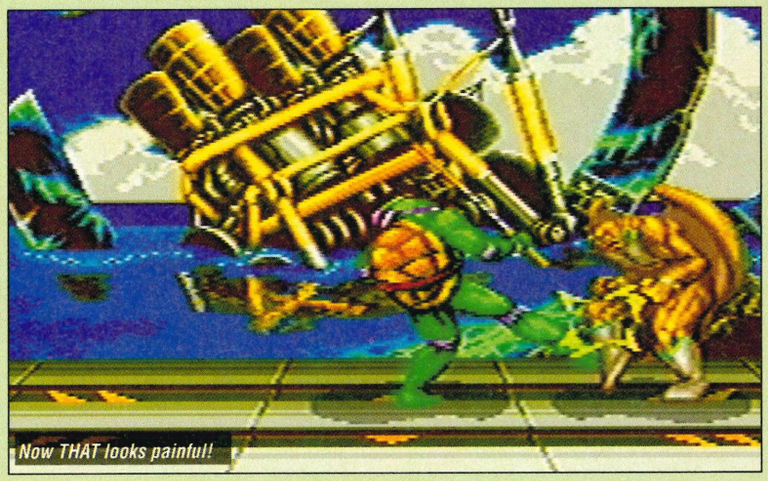


Select your charactors on this screen. Mark's chosen April. Wonder why?

You can play any of the four turtles and all of the bosses (apart from Krang and Shredder) from the start and you can also decide the power and speed levels of each character before the match. This is so that you can handicap players in the battle and it is an excellent feature, perfect for games where not all of you are experts.

The sprites are amazingly well-detailed, with fluid animation shaming most other beat-'em-ups into obscurity. Each of the Turtles has a wide variety of special moves which they execute with rapier-like subtly. The graphics are brash and bright with detailed backgrounds varying according to which planet you are visiting. There is even some hidden locations where you can be smashed through the floor (particularly in the ice world) and fight in an icy cave with a frozen mammoth in the background!

In terms of graphical quality, *Street Fighter II* wins hands down, because those of *TF* are too blocky and cartoon based. The animation is mainly superb, but Casey's axe throw is a shambolic, two frame, jerky mess that ruins the overall effect of the character. I was also surprised to find that the action often slowed up when a particularly difficult move is achieved.


Now THAT looks painful!

The eight characters all have a wide variety of special moves and when you pull them off, you actually feel quite proud. These range from a spinning whip-lash and a time bomb, to the usual energy ball. I liked the 'Action Replay' feature at the end of each bout and this helped to settle any disputes about who won and how.

The game has over 50 brilliant samples to its name that range from 'Kick it!', 'C'mon and fight!' and the inevitable 'Cowabunga!' to the superb 'Heroes in a Half-Shell, Turtle Power!'. The Mega Drive has in the past been accused of having a rather weak sound chip, but games like this just prove the sceptics wrong. The tunes are also well up to scratch, although I think something more dark and meaningful would have given the fights more of an edge.

The game's control system works quite well, with the power of your shots affected by how long you press the buttons down, which is quite logical when you think about it. Most of the moves are very similar to *Street Fighter II* such as the fireball, and are even performed in the same way. In the past, moves have been a combination of buttons, but since the 'rotate the pad' controls came in, every game has been influenced, and this is no bad thing.

The main problem I found with *TF* is that the action never seems to hot up enough to get excited about. Oh sure the graphics and sound are great, but you never feel as if you are hurting your opponent, and I experienced rapid swings from being able to thrash an opponent one minute, then getting completely hammered in the next round. I'm all for artificial intelligence in games, but these guys learn too fast!

If I was given the choice of *TF* and *Street Fighter II* to take on a desert island, then I would still take *Street Fighter II* because it is quite simply the ultimate beat-'em-up. *TF* is very competant and in my opinion beats *Mortal Kombat* and the majority of other fighting games, but it needs that vital spark to take it into the top league. Worth considering if you're a Turtles fan though.

MP


Leo's looking mean...

PROS

- Backgrounds are really nice looking and show imagination.
- The actual characters aren't bad either.
- Some nice tunes complement the in-game action well.
- Range of special moves keeps the action from growing stale.
- The Tournament Mode will always be a challenge.
- Incredible sound.

CONS

- Worse than *Street Fighter II*, but better than *Mortal Kombat*.
- The action can get a little boring after a while.
- Some slow down occurs.

TIPS

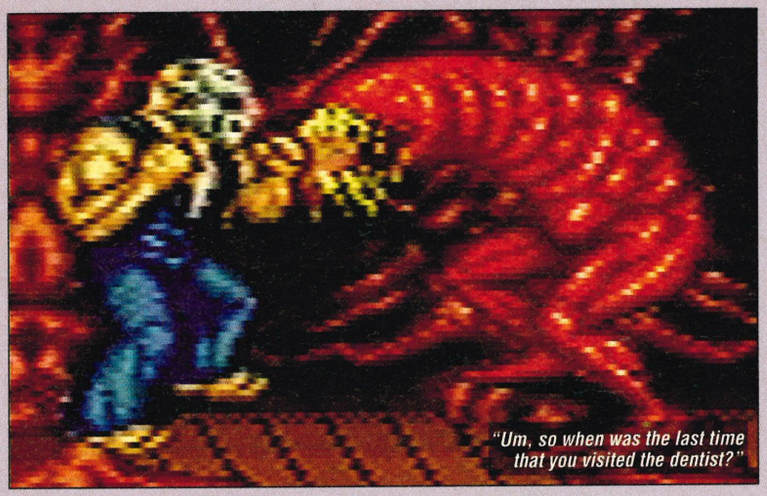
- **April O'Neal is the fastest character in the game, as well as being fancied by Richard!**
- **Use Sisyphus's aerial head butt. It's virtually unstoppable and you can beat most characters by doing this.**

£39.99
8 MEG
OUT JAN
MEGA DRIVE

PUBLISHER: KONAMI
TEL: (081) 429 2446

SPLATTERHOUSE 3

I remember, years ago now, watching *Nightmare on Elm Street* for the first time. I must have been about eight and I recall getting really, really scared by Freddy Kruger. Nightmares took on a whole new meaning because of that film and I still see that stripy jersey! Of course, I'm much older now and haven't got spooked by anything for years – in fact, I'm so brave that I agreed to review *Splatterhouse 3*, 'cos I'm that 'ard!


"Um, so when was the last time that you visited the dentist?"

The *Splatterhouse* series of games has a reputation for gore (the original game was never released on the Mega Drive, but first appeared on the PC Engine about four or five years ago) and I was not disappointed by this sequel! Gore galore is featured here, everything from heads being ripped off, to dismembered hands and mountains of slime oozing from the walls. After playing the game for a while, I quickly found that the gratuitous violence has the opposite effect; causing laughter, not offence. Certainly, I don't think gamesplayers brought up on *Mortal Kombat* will have anything to fear.

The game itself is a beat-'em-up in the style of *Streets of Rage*, with you playing the hockey-masked maniac Jason, who must rescue his girlfriend from hellish demons. The game is viewed from the side, but differs from *Splatterhouse 2* in that you can now move in and out of the screen as you wander from room to room.


"C'mere and give me a kiss, you sexy parrot from hell you..."

The main criticism with the second game was that it was far too hard, with limited gameplay. *Splatterhouse 3* gets around this by introducing the maze element of the house, and there are also many more enemies than before such as ghosts, ghouls, zombies, vampires, witches, staff-writers and that red demon that you come across with the big horns.

One of the problems with *Splatterhouse 3* is that you only have one button to perform all your moves, and this makes them extremely limited. A simple bone-crushing punch, and a sad kick are all that's at your disposal, but you can invoke a wild spinning super move at certain points in the game.

I don't know what it is, but something about this game appealed to me and I can seriously say that I didn't want to put it down to write this review.

Now this could be for several reasons: I could be a secret sicko, I could have a hidden love for games which only have limited moves, or maybe it could be just a really fun game to play. Personally, I would plump for the first reason, but I prefer to think it was the quality of the game that made it enjoyable.

Tactical decisions have to be made quickly as you fight through the mansion, because taking the shorter route means you won't have to fight as many enemies. Each room is significantly different, with libraries and dining rooms dotted all over (have many bathrooms can one person have!), but you rarely get lost because the programmers have supplied a handy map to aid navigation.

But that's not all the game has to offer, dotted around the game are globules of power that you collect. A bar at the bottom of the screen shows just how much power that you have collected together and when this reaches maximum, you can transform yourself into what appears to be some kind of steroid-induced monster, with muscles coming out of everywhere! This sadly only lasts for a few minutes, or until you have cleared a room and then you return to plain old Jason again.

One of the things which impressed me most about the game was the creepy music, which sounded as if it was composed by the Phantom of the Opera. You can't really describe the haunting tunes, but if you can try to imagine a cross between the theme tune from *Hallowe'en*, *Psycho* and a Michael Bolton album then you won't be far off! There are also some well-chosen samples, the like of which I haven't heard since *TMNT: Tournament Fighters*. These range from the usual death screams to homicidal laughter which seriously sends a chill down your spine...

The limited control over your character will bother some people, but I found it worked for the game and it enabled you to instantly get into it. Straight away you could start to beat the enemy up, and there is none of the usual flicking through the manual to discover all the moves. This is definitely a pick-up-and-play game in its purest sense.

The graphics are generally dark and gothic and I'm glad to see that Namco have ditched the chain-saw babies in the name of taste, but this game seems to have lost its gruesome edge since last year. There are still weapons such as a shotgun, chests and a baseball bat and all the enemies come apart like rotten fruit when you hack them to pieces, but it just didn't shock me in the way the first one did.


Hide and seek was always such a fun game at the Christmas parties.

Even though I'm a bit of a wimp when it comes to horrors, I liked this game and if you can laugh away blatant gore and are not offended too easily, then you probably will too. Be warned though, don't buy this for a young or an immature gamer because this could seriously affect someone. Just look at me!

MP



PROS

- VERY gory graphics!
- Creepy music!
- Pick up and play appeal.
- The enemy monsters are very imaginative.
- Plenty of levels.
- The samples and music are of a high quality.

CONS

- Limited appeal.
- Not for the young ones...
- You will get tired of the constant gore!

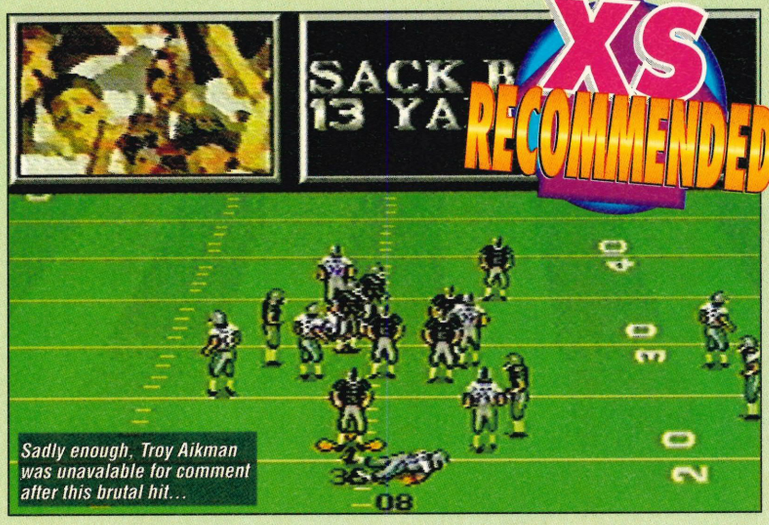
TIPS

- **Throw a monster into another to take out them both! Two birds with one stone.**
- **Remember that some monsters have a good attack distance, so get in close to have the advantage.**

£44.99
8 MEG
OUT JAN

MEGA DRIVE

PUBLISHER: NAMCO
TEL: (071) 584 2670



Sadly enough, Troy Aikman was unavalable for comment after this brutal hit...

John Madden, '92, '93 and now '94 – is there anyone on this planet who doesn't own one of EA's most popular sport games? Even Barry White has one! This latest incarnation includes a complete front end reshuffle and even more teams, plays and an entirely new perspective. Are you ready for the gridiron experience of your life?

The single most obvious change that has been made is the actual game engine, which has been completely revamped. Instead of the usual slanted 3-D view the screen is a little lower down than before; giving the pitch more depth and allowing you to see the action over a wider area. As well as this, the game is much faster than before which is particularly noticeable when the ball is punted away, or when you are running to intercept a long pass.

The graphics in-game are noticeably improved as each player is larger than in *Madden '93* and more frames of animation have been included so that the players now rip off their helmets and cheer when a player has been trashed.

I was also pleased to see that all the players are now incredibly athletic, so that in the scrimmage the guys now sway restlessly; waiting for the ball to be snapped. Also, if a light player such as a Wide Receiver is sacked hard, he flies up into the air before getting slammed to the turf, and the quarterback has his shirt torn off when caught! Little graphical touches like this do not affect the actual scoreline, but make *Madden '94* the most realistic and atmospheric American Football sim ever!

As this is licensed by the NFL, real team names like the Raiders, Vikings, Seahawks and Broncos are used and there is a much greater atmosphere present than before. Sadly though, there are no actual player names, which, to be honest, I was actually expecting; after all, *NHL '94* managed it!

The teams have all been upgraded from the '93 lists, with 12 all-time franchise, one All-Madden and 37 Super Bowl teams to play with or against. There are now over 80 teams to choose from – the largest concentration of teams yet seen in an American football game. EA certainly aren't joking when they say "if it's in the game... it's in the game!"

There is now an entire screen devoted to choosing your plays instead of the split screen affair in the previous *Madden* games and this is confusing at first, but after a few downs you begin to get used to it and it is actually a faster method than its predecessor.

Improved cut screens have been added, the most impressive of which is the scrolling digitised crowd scene. The cut screens appear whenever anything dramatic happens while playing the game, such as a Sack, Touchdown or first down and although *Madden '93* had all of these, they have been updated and re-coloured for this version and even sound has been added.

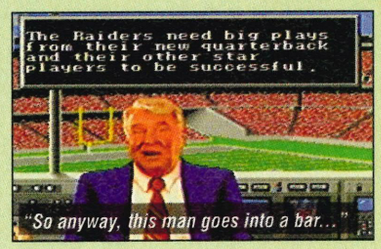
Now, *Madden* is furnished with an uplifting team anthem, but I didn't think it was as good as the one in the first *Madden* game. Effects during the game are sufficiently meaty, with 'crunches, grunts' and plenty of "hut, hutting" from the quarterbacks. Football fans will also applaud the move that you can now select a specific play when you call an audible. This means you can really confuse the opposition!

Playability-wise, *Madden '94* is exactly the same as the others in the series, but if anything, this game is definitely more violent. The speed has been improved and there are still the same amount of plays, but the essence of gameplay remains unchanged. Certainly, if you are considering *Madden '94* and you already have one of the others – forget it, unless you are a real fan of the game.

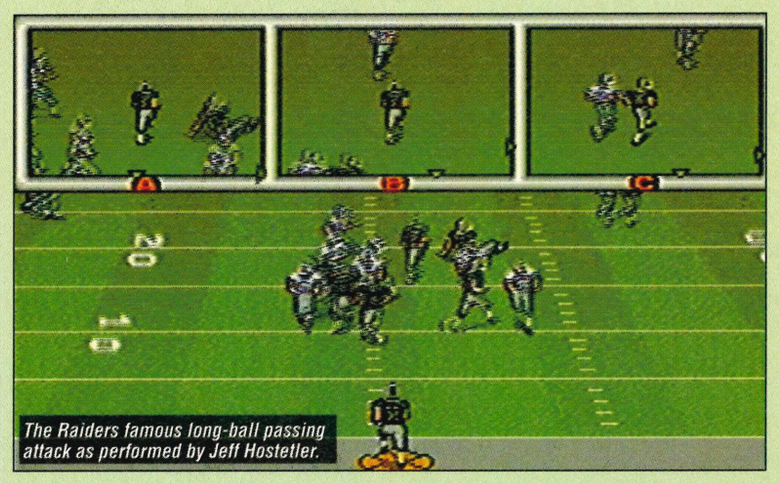
The game isn't perfect though, with several nice touches from the previous games missing. For starters, the individual player statistics are missing which would have been a great opportunity to use the players' names. Yes, no more can you see how many catches Tim Brown made, or how many Sacks Howie Long racked-up (sob!). This is actually a bit of a set back for the game, because the individual statistics were part of the appeal for American Football fans.

Madden '94 is undoubtedly the best American Football sim on the market, beating *NFL Quarterback Club*, *Joe Montana Sports Talk Football*, and *Mike Ditka* hands down. The new EA feature – the four-way-play is also included in this game (as in *NHL '94*) and this is immediately compelling if you have a constant string of mates handy. However, I would say that it isn't really worth the extra £50 if you have one of the other games as the gameplay is basically the same. If, on the other hand you are a Madden virgin and are a certified anorak-wearing gridiron nutter then this is the game for you!

MP



"So anyway, this man goes into a bar..."


The Raiders famous long-ball passing attack as performed by Jeff Hostetler.

PROS

- The fastest and best American Football game yet.
- The 80 teams are a dream come true.
- Four weather conditions and four different playing surfaces to choose from.
- The four player mode is brilliant.
- Excellent samples of the crowd, the players and Madden himself.
- Updated '94 teams.

CONS

- The individual player stats are missing.
- Blocky player sprites.

TIPS

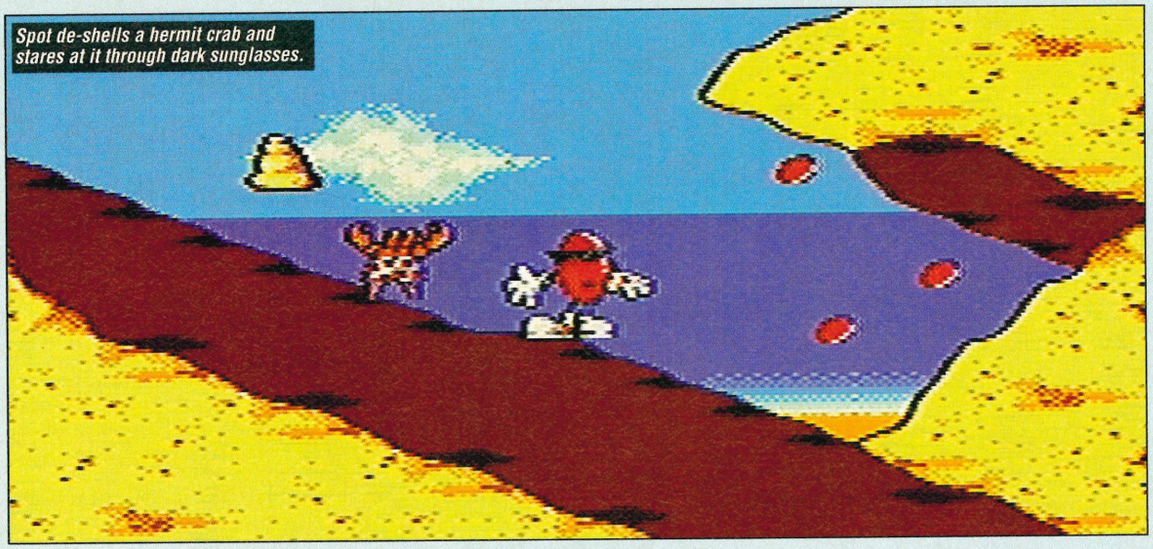
- **On Defense, overload the line by playing all of your big boys up near the line of scrimmage. Shake the Quarterback up a little, put some pressure on him, sack him a few times if you can and this should mess up his throwing. Bury the opposing running back into the ground, by sending four or five men onto him at once. The last thing that you want to do is give the Quarterback time to throw or the runningback time to get his poise. When choosing your plays, always go for man: this will put you in a man to man situation with the opposition being kept under wraps at all times.**

JOHN MADDEN '94

£49.99
16 MEG
OUT NOW
MEGA DRIVE

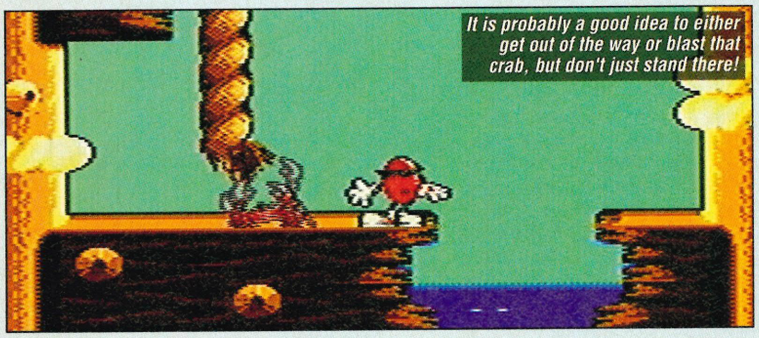
PUBLISHER: EA
TEL: (0753) 549442

"Doctor, Doctor, I keep seeing spots before my eyes!" Don't worry, you've just been playing too much of *Cool Spot*! Cool Spot has been running around with his raybans and white trainers on the Mega Drive for a fair few months. Now he has found his way onto the Master System and is pacing around the shoreline once again; still trying to free other imprisoned spots and fight off an assortment of miniature nasties. How does the 8-Bit conversion rate?


Spot de-shells a hermit crab and stares at it through dark sunglasses.

Obviously sacrifices to the original Mega Drive version have had to be made to accommodate the game's complexity, but nothing could prepare me for the incredibly jerky limp that Spot seems to have developed as he was translated. You will notice immediately the glitches and weak scrolling as you leap rapidly around the screen and it takes a while for the screen to catch up. This sort of problem was sorted out in *Sonic 2* on the Master System, why has it reappeared now?

Generally, the graphics are good for the Master System and that may sound like an excuse, but I think that a lot could have been improved as some of the enemies are bearly recognisable and I was left with an empty feeling after each game, as if I was wasting my time.


It is probably a good idea to either get out of the way or blast that crab, but don't just stand there!

The graphics are good, with bright colours, and even the animation on Spot himself is quite cheerful, if a little erratic. Each of the splendid levels is recreated in fine style, but most of the enemies seem to have disappeared and some of the levels seem very empty indeed.

As is the norm for all games of this genre, Spot has to collect tokens, this time in the form of smaller red spots. Maybe this is in keeping with the theme, but the effect is uninspiring.



Hero wanted? That surely must be referring to Cool Spot.

When enough of these are bagged, Spot can attempt to rescue one of his own kind, yes – you guessed it, another spot! You free him by firing at the lock on his cage which you will be guided to with the help of pointers, but you will have to fight past crabs, dragonflies and maggots first.

There is no real joy on taking out these rather unintimidating foes, as you have very poor firepower, and it becomes annoyingly repetitive to do battle. You can alternatively leap over the enemy, but it is not always easy to see where you will land and you may end up in a crab's pincers. If you do a particularly big jump, your flimsy red body will fold up when you hit the ground; making you very vulnerable for a few seconds. This can be particularly frustrating when all you want to do is get on with it.

The sound in the game is good, but it's not exactly pushing the Master System to its limits. You have the option of sound effects if the music does begin to grind, but they ruin the effect of the game. Somehow, *Cool Spot* has to be played with a cheerful ditty in the background or it just isn't fun at all.

I really found it very difficult to muster any enthusiasm about this conversion. The action seemed flawed somehow. Could it simply be that jumping up and down on the sand, firing at crabs, is not my cup of tea? Perhaps there are fans of *Cool Spot* out there who would disagree with me?

In all, I found that *Cool Spot* on the Master System is a pale reflection of the classic Mega Drive game; lacking in the vital essence of gameplay. Although the graphics are good, the jerky scrolling makes the tough jumps in the game extra difficult, and falling right back to the start of the level is the most frustrating thing I can imagine. *Cool Spot* lacks variety and rather than trying


"Help me, help me!" Hang on, Spot's almost there!

out any new ideas, the game is a direct copy of the Mega Drive games which looks and sounds much better. I wouldn't recommend *Cool Spot* to any self respecting Master System owner.

RF

PROS

- Great graphics are faithful to Mega Drive.
- Huge levels mean long term challenge.

CONS

- Quickly gets very boring.
- Jerky scrolling and animation.

TIPS

- **Do not try and race to the imprisoned Spot without collecting a serious amount of tokens because this is a pre-requisite to blowing open the lock.**
- **On the second level, Pier Pressure, some of the wooden posts are rottern and you can walk through them.**

COOL SPOT

£29.99
2 MEG
OUT DEC

MASTER SYSTEM

PUBLISHER: VIRGIN
TEL: (081) 960 2255

Wiz 'n' Liz, brought to us by Psygnosis, inspires a vision of Merlinesque role playing, but first appearances can be deceptive. Instead, what we have here is an original platform leap-'em-up with all the fast madcap action that Psygnosis are keen to promote at the moment. The story of Wiz 'n' Liz begins with the capture of all the rabbits inhabiting the land of Pum by evil forces. They are split up and taken to far distant places awaiting the rescue by Wiz or Liz.



Wiz and Liz go mental in the two-player mode.

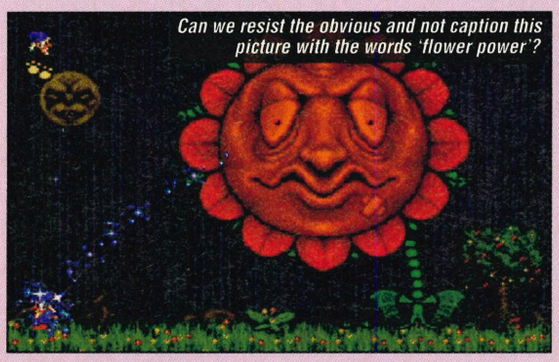
Graphically this game is very original with perfect sharp images throughout and a plethora of bright colours that I haven't seen the like of since *Wizball*. The scrolling levels have many quirky objects buried in the ground such as ice-cream vans and the Statue of Liberty. These are well-detailed and add a certain amount of humour to the game, although it doesn't improve the simplistic playability. There are varying sounds to all of the levels with tunes being churned out throughout, atmosphere is certainly enhanced by this. There is the inevitable annoyance factor usual to many platform games with a repetitive nature.

The intro sequences are really good and a sign that *Wiz 'n Liz* was going to be yet another excellent release from Psygnosis. The game has nine combinations of difficulty, with a level select giving three options: apprentice, wizard and sorcerer. This combined with the option of training, tame and taxing, should enable you to find your niche in gameplay. There is also a two player option which allows you to take on the guise of either Wiz the wizard (obviously) or Liz the sorceress. Even after a few hours play, I had barely scratched the surface of this massive game, but I was thirsty for more!

The basic gameplay is extremely simple and therefore instantly appealing because you don't need any background material to swot up on. Once through the doors at the beginning you will be confronted with a plummeting wizard and a number of falling wabbits. Having landed safely, the clock will begin counting down. This is your cue to run amok, jumping on all the back-flipping bunnies. Depending upon the level you have chosen will determine the amount of time available and the speed Wiz or Liz can run.

To begin with, the rabbits will release a letter corresponding to a word at the top of the screen. Once this word has been completed a door will appear allowing you to exit, at least on the easier levels that is.

On the more difficult levels you will need to save all the other rabbits on the level as well as collect all the letters, this is no mean task as the settings are fiendishly constructed. To begin with they are all circular scrollers enabling you to run left or right until you find yourself where you began. There are also a number of platforms the rabbits like to congregate on, making your life difficult if you need to find them to complete the level.


Can we resist the obvious and not caption this picture with the words 'flower power'?

Depending on the difficulty, each level will have a number of sub-levels, ranging from two on easy, and anything up to four on the harder levels.

Ultimately your biggest enemy is time, as it can only be replenished by collecting clocks released by the rabbits. Once the timer has reached 10 seconds you will need to chase the remaining rabbits until a 30 second bonus icon has been released. This all adds up to a fast-moving race against time and I found myself leaping madly along the platforms trying to find the last bunny. If anything, *Wiz 'n Liz* is one of the fastest platform games I've ever seen on the Mega Drive, and coupled with the gorgeous graphics – this is one treat you may want to find in your stocking this Christmas.



Rescue those bunnies from a fate worse than myxymatosis.

The key to *Wiz 'n' Liz* definitely lies in the spells that can be conjured up. Unfortunately, you find yourself wasting more time discovering the spell's results rather than concentrating on completing the levels. This is no bad thing as some of the spells add immense amounts of enjoyment to the game; alleviating the monotony of the platform sections which aren't diverse enough to warrant continued play.

The two player option is an enjoyable split screen head-to-head version of the original game. You are required to race against each other to collect the letters and complete the word, thus being able to exit the level first. Each player is designated one of the two types of coloured wabbit, so there is no poaching from either player.



Shop! Buy spell ingredients in this supernatural Sainsbury's.

Ultimately, *Wiz 'n ' Liz* offers an exciting action packed platform adventure. It may be seen as being too repetitive, this isn't strictly the case for those quick thinking fast reacting gamesplayers out there. It certainly will hold your attention for quite some time and I was instantly addicted. A surprise release with no hype, but incredibly enjoyable nevertheless.

JE

PROS

- Excellent sound and graphics that put most other games to shame.
- A highly original and humorous platform adventure that travels at an incredible speed.
- Many attractions from the original platform sections, especially the spells, enable a long life to the game.
- Passwords make the one player option a lot less monotonous.

CONS

- There is a tendency for the game to become extremely difficult leading ultimately loss of interest.
- The number of spells that can be conjured up make finding the interesting sub-games difficult as wasting fruits and vegetables becomes inevitable.
- As the one player game becomes more difficult so does the collection of fruits.

TIPS

- **If you find you're getting short of time press up and A to increase your chances of gaining the thirty second time ball. This will become more difficult the more times you use it. Use this method only when necessary.**

WIZ 'N' LIZ

£44.99
8 MEG
OUT NOW

MEGA DRIVE

PUBLISHER: PSYGNOSIS
TEL: (051) 709 5755

F117- NIGHT STORM

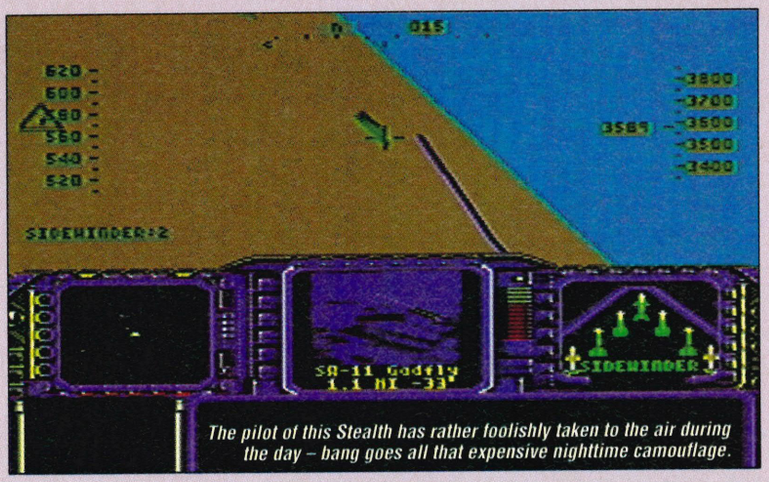
£49.99
16 MEG
OUT DEC

MEGA DRIVE

PUBLISHER: EA
TEL: (0753) 549442

Electronic Arts has brought together the thrill of bandit chasing *Top Gun*-style in their latest release – *F-117 Night Storm*. This is basically a flight simulator which builds on the success of *LHX* and *F-22* and goes into an even greater depth. The wealth of options is staggering and it's certainly aimed at the *F-15* audience, but can EA dominate the flight sim market as they have with sports?

This definitely is not the sort of game you just switch on and thrash off; relieving an initial anger burst on the nearest mutant or unfortunate local that happens to be in your way. *F-117* will take a lot of practise and perseverance if you are ever going to get anywhere and this is why only firm flight sim fanatics will enjoy the game.



The pilot of this Stealth has rather foolishly taken to the air during the day – bang goes all that expensive nighttime camouflage.



Tooling up for battle with a selection of lovely megadeath weaponry.

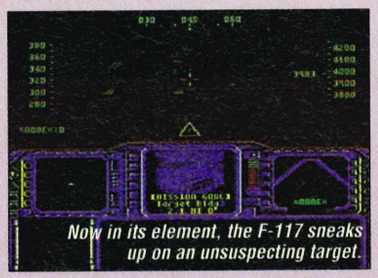
It is closely based on the planes and events that have occurred in the past decade and more specifically – operation Desert Storm in the Gulf War.

There are a large number of missions that need completing successfully, from air-to-air combat in the Panama regions, to future scenarios involving the fatalistic finale by somebody with a really large bomb.

As graphics go, this is no detailed piece of artwork, but it has got everything a game should contain that allows the player to become involved and consequently engrossed.

F-117 is simplistic in its outlook; giving you only the bare facts required to defeat the enemy. Weapons are only available to the maximum a pilot can carry on the average sortie, you will need to use them with care. The in-game graphics are very basic, but fast moving and they recreate the tension of war accurately. Everyone knows that the Stealth Fighter is not a combat aircraft and so a game featuring one should be nothing but flying high altitudes and then diving down for the laser-guided bombing runs. EA's sim is a bit more complicated, but the action can get repetitive and I was surprised to find that in many of the missions, you don't even get to take-off!

The sound is purely functional with the whine of the plane's engines as you fly, explosions as enemy aircraft are shot down, and instructions from your co-pilot are radioed through.


Now in its element, the F-117 sneaks up on an unsuspecting target.

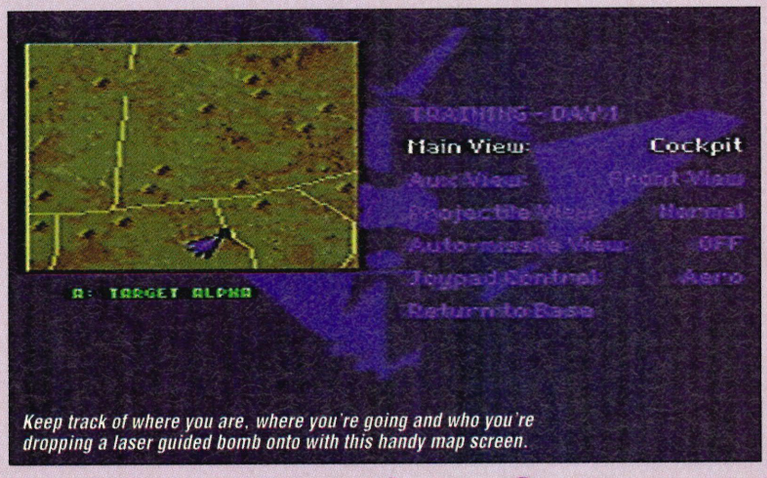
The wealth of options include difficulty levels as well as an Arcade game in which you are able to set up targets and destroy them accordingly. Along with this you have the Campaign game with your fellow pilots also littering the skies as well as the enemy jets

If flying games could be termed to be role playing games then this would definitely be one of them. *F-117* is a thought-provoking insight into the world of the fighter pilot, with necessary preparation required if you wish to succeed. It is definitely a long term game with no threat of it being beaten in a day by some kind of snotty-nosed curly genius.

The only problem *F-117* possesses is that you may find yourself being initially bored because it takes a while to get engrossed. If you are someone that enjoys intellectual stimulation from your Mega Drive, then this is brain fodder for you and should be a purchased without debate.

I quickly found that the best bits of *F-117* is where you have to make snap decisions that may prove costly later, or are proved to be decisions of a great pilot – a Top Gun. Use the controls to compete in air-to air combat and utilise your resources for maximum effect. Time limits add an air of urgency and the number of enemy planes can be increased or decreased depending on your feel, but this is intended to widen the target audience. *F-117* is for die hard strategists and flight sims fans only, but it is definitely one of the best games of this ilk on the Mega Drive today.

JE



Keep track of where you are, where you're going and who you're dropping a laser guided bomb onto with this handy map screen.

PROS

- Realistic gameplay allows for some excellent combats and sorties.
- The pure nature of the game means this is no one night wonder, you will be playing this for a long time to come.
- Highly involved flight sim.

CONS

- Simplistic graphics during flight sequences.
- Definitely a game for the loner, as two is a crowd.

TIPS

- **If you find yourself consistently losing at the battles, set the game to an easier mode. Otherwise rethink your strategy a try again, there are definitive ways to win, just level headedness and a will to win.**

CHEATS / TIPS / CHEATS

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MORE MORTAL MAYHEM



WIN! EVEN MORE MORTAL KOMBAT STUFF!

Mortal Kombat Fighter's Kompanion is published by Cyberquest and retails at £8.95. This crucial guide is available from bookshops, games stores and by mail order from **Computer Manuals** on **021 706 6000**.





SNE ...e Gear

AUTHORIZED GUIDE

MORTAL KOMBAT®

FIGHTER'S KOMPANION

Loads of Lethal, Bone-Crushing Tips & Tricks!

The Guide to Maximum Destruction

Extra-Large Screen Shots for All the Gruesome Action!

Corey Sandler

CyberQuest

As if last month's *Mortal Kombat* competition wasn't enough, this month we're also giving away ten, count 'em, TEN copies of the *Authorized Mortal Kombat Fighter's Kompanion*! Packed to the gunwhales with every possible thing you'd ever want to know about *MK* on any format under the sun. This "Guide to Maximum Destruction" will help you to tear out your friends' intestinal tracts and wear them as comfortable winter scarves! What is required of you before you can get your clenched fists on one of these highly desirable tomes, as modelled by our very own Mark and Richard? Not much, really – just put a cross of blood in the appropriate box for the usual set of almost insultingly easy questions at the bottom of the page, then battle your way to the nearest post office, rip out the heart of the annoying old biddy trying to cash in her pension ahead of you, punch the assistant repeatedly until she gives you a stamp* and drop the whole lot into a convenient pillar box. Simple, eh?

*SEGA XS accepts no responsibility for lengthy jail terms, encounters with police marksmen or terminal physical injury brought about by answering this competition. All right?

THE QUESTIONS

1: What is Shang Tsung's special power?
A: He can transform into any of his opponents.
B: He can eat three Shredded Wheat.
C: He can wear a frilly pink tutu in public – *and nobody will laugh.*

2: Who starred in the movie *Kickboxer*?
A: Jean-Claude Van Damme.
B: Janine Turner.
C: Jon Eves.

3: Who is the editor of SEGA XS?
A: Dorien Grey.
B: Damian Butt.
C: Rameses Niblick the Third.

MORE MORTAL MAYHEM!

1 A ☐ B ☐ C ☐

2 A ☐ B ☐ C ☐

3 A ☐ B ☐ C ☐

Name.....

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Postcode.....Phone number.....

The console I own is.....

Please print a solution for.....

Send your entry to *More Mortal Mayhem*, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

ALADDIN

MEGA DRIVE

SEGA ● PLATFORM ADVENTURE

He may only be a boy, but he's got the courage of a lion. Aladdin is acclaimed to be one of the all-time Mega Drive classics; full of eastern promise and the spirit of adventure. If you are having trouble guiding our hero though the treacherous streets of Agrabah, or the Sultan's palace, then fear no more, for once again SEGA XS have mapped out the entire game and supplied you with an Aladdin's cave of juicy tips and information...



When you climb this rope, make sure you drop back down; collecting all these apples for later.

This small platform collapses, so don't stand there to admire the view.

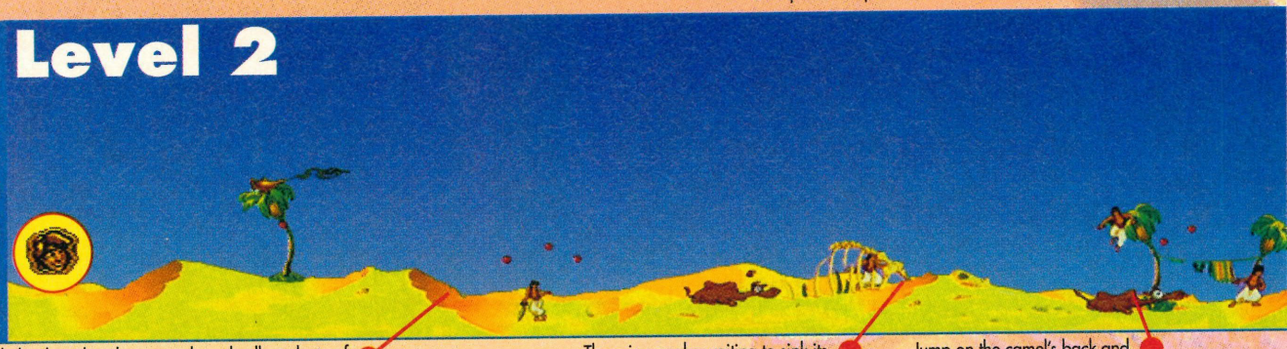
Blast everyone in sight by standing on the black lamp.

When you drop down here from the wall on the left, press up and left diagonal to walk up these steps.

Watch out for the man hiding in this innocent-looking basket, or he may reach out and grab you!

Level 2

The desert is a harsh landscape in its own right, but when swarming with palace guards the pressure is really on! Somewhere in the ruins of an old stone building a scarab half is floating. To get to this sacred prize negotiate your way around the dunes, palm trees and old buildings. The sun is beating down, but you must endure the desert heat to survive.



Prepare to do battle with palace guards and collect plenty of apples for level three. Remember that you can always use the apples to stun any guards before you slash them out of existance.

There is a snake waiting to sink its teeth into you here. Either use the camel to take it out, or leap clear when its back is turned.

Jump on the camel's back and it will spit a lump of camel bile at anyone trying to stab you.



Walk up the back of this spine and jump on to the tree tops until you can make a grab for the vine. When you are on the palms, keep jumping to stay at the top.

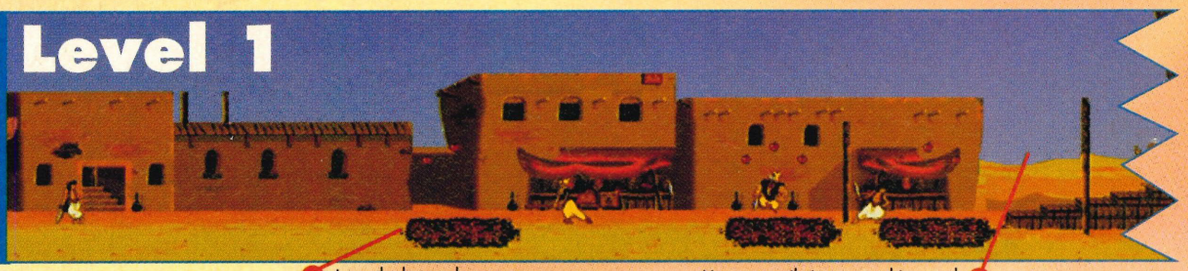
You are not visible going through this room and a guard is waiting at the end of it. Go slowly and steadily and be ready to slash the guard as you exit.

The scarab half is here. Jump up the ledges and hit the scarab. It will fly off to the right, so run after it. You will need to do this three times to get it to fly to the end of the level.

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Level 1

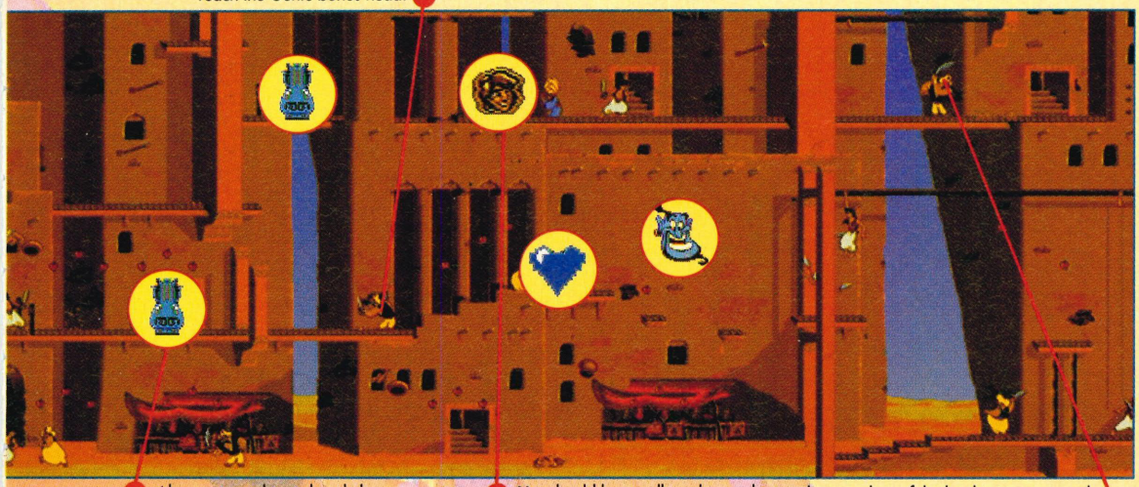
Your quest begins in the dusty sand blown streets of Agrabah where the palace guards are out to get you in force! The hazards are plentiful and as Aladdin, you must fight your way through the sand brick buildings, jump hot coals and collect as many apples, gems and blue hearts as your baggy trousers will accomodate.



Jump the hot coals or you will scorch the soles of your feet and lose energy.

You can easily jump past this guard without too much risk, as he is too preoccupied with his burnt feet to worry about you.

There is a dagger-throwing guard here, and another inside the building. Keep slashing as you run through, then leap off the edge to reach the Genie bonus head.



Always remember to knock these vases so your position is saved. You will know when this happens as the vase turns around revealing a face.

You should have collected enough gems to trade for at least one life at the Peddler's stall.

The guardian of the level is just a normal guard so you should have no trouble with him. Remember, you must use the flagpole on the left to leap the wall.

KEY



APPLE Very handy for throwing at certain people.



EXTRA LIFE Collect to extend survival.



BONUS GENIE Extra goes on bonus level.



GENIE HEART Replenish vital energy.



FLUTE Collect to complete level three.



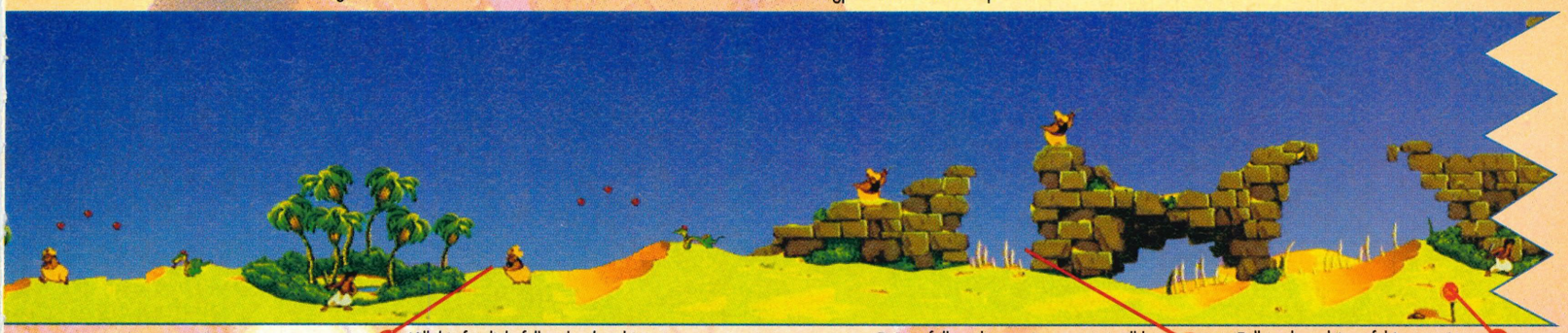
BLACK LAMP Effective smart bomb.



GENIE VASE Marks your last position.



Scarab HALF Strike to complete level two.

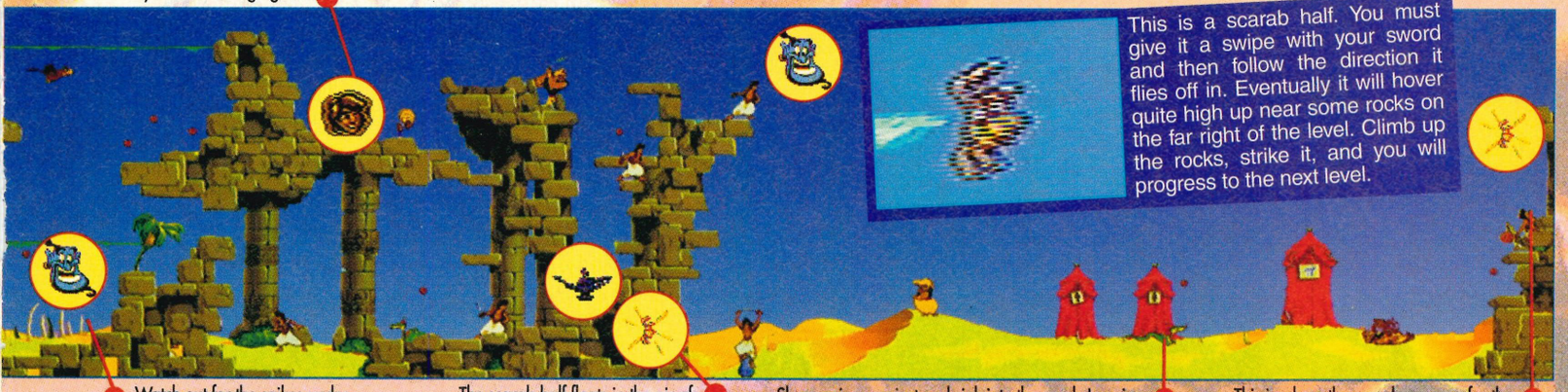


Nip down here for a very handy salesman and some extra lives if you have enough gems.

Kill this fat little fellow by thrashing your sword a little way from him. He will toss a dagger which will hit your sword and deflect back onto him.

Do not fall on these spines or you will lose energy. Ideally, dispose of guard on the opposite ledge before you jump.

Follow the advice of this stop sign, because the spikes on the other side will finish you off!



This is a scarab half. You must give it a swipe with your sword and then follow the direction it flies off in. Eventually it will hover quite high up near some rocks on the far right of the level. Climb up the rocks, strike it, and you will progress to the next level.

Watch out for the spikes underneath this vine as you will have to drop from the top down here to reach the ground.

The scarab half floats in the air of this cave. Enter it from the left after jumping the ruins.

Sharp spines project and sink into the sand. Jumping them is not that difficult on its own, but after the first jump, you must deal with a stealthy snake.

This is where the scarab appears for the last time and you must climn up and touch it to complete the level. Below is Abu bouncing on the dazed guard.

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Level 3

Bounce off the springy pole and somersault up to the washing line which you must grab hold of to carry on above the roofs.

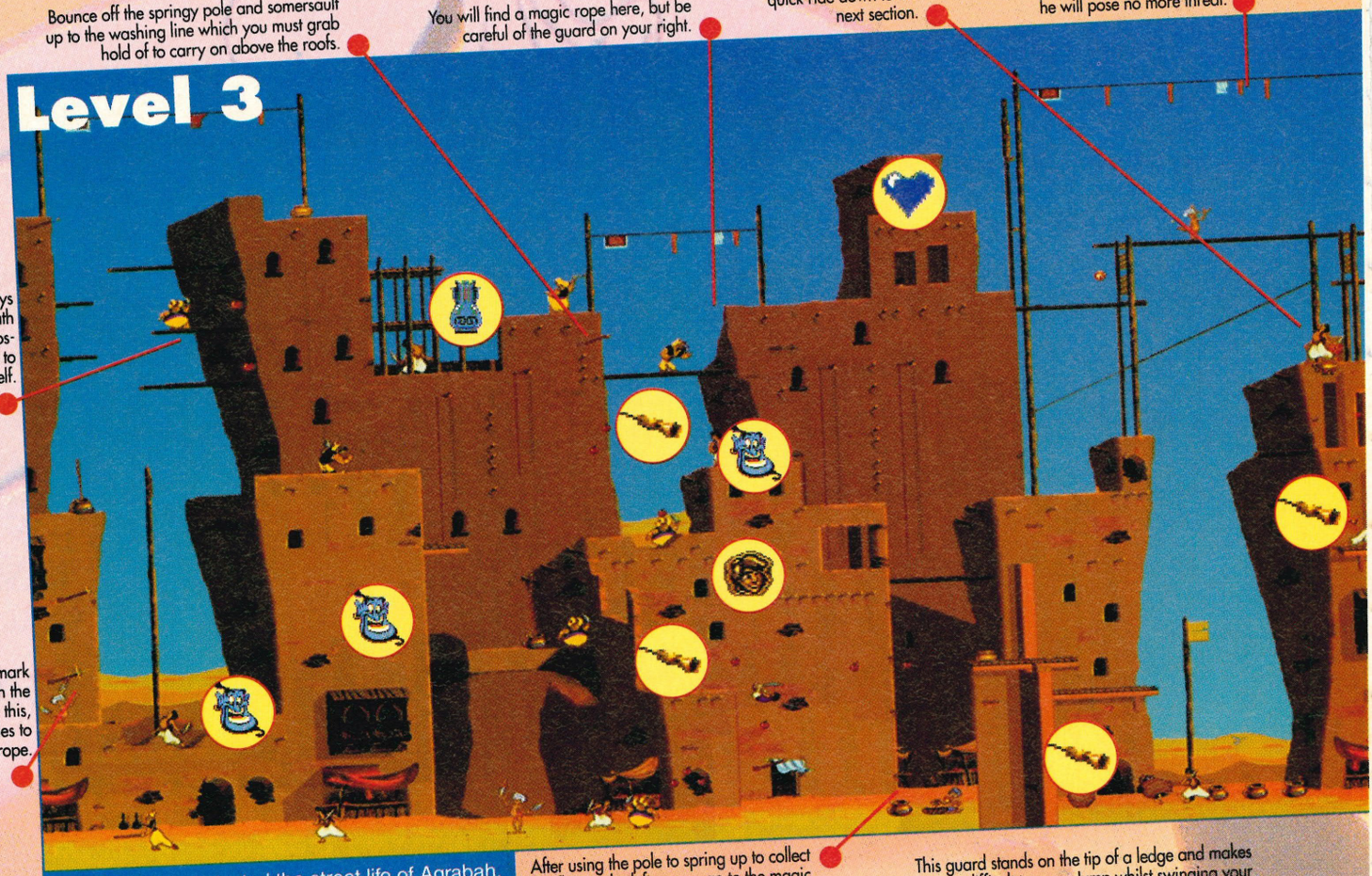
You will find a magic rope here, but be careful of the guard on your right.

Leap up and grab this washing line for a quick ride down to the next section.

Avoid all the guards by using the washing line, but beware of the parrot! Give him a taste of metal and he will pose no more threat.

Attack these guys from underneath for the least possible damage to yourself.

Don't forget to mark your position with the genie vase. After this, spring up the poles to the magic rope.



You have already tasted the street life of Agrabah, which consists of knife jugglers who just happen to juggle their knives at you, palace guards who really do seem to take delight in the prospect of dicing you into small pieces, and clumsy street residents who throw their heavy pots out of the windows without even looking! You will have to swing and slide along washlines and jump across rooftops until you come face to face with the biggest guard to date, who consistently tumbles barrels at you.

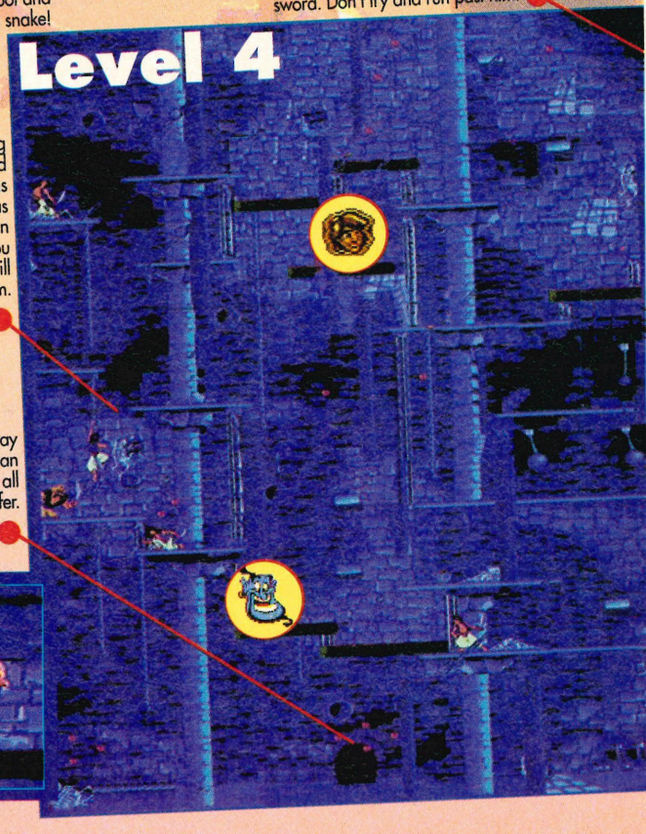
After using the pole to spring up to collect the flute in the left corner, go to the magic rope which appears over the pot and grab it. Watch out for the biting snake!

This guard stands on the tip of a ledge and makes it very difficult to pass. Jump whilst swinging your sword. Don't try and run past him.

Level 4

There is an irritating bat flapping around here, so get him as quick as you can as bats really do drain your energy if you don't bother to kill them.

If you get all the way down here you can stock up fully with all the apples on offer.



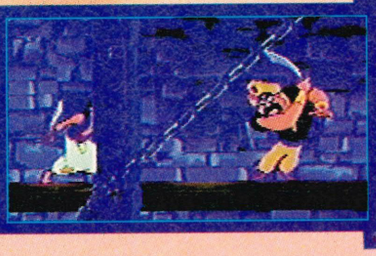
SUMMARY

GAME NAME: Aladdin
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 5,290,100
NUMBER OF LEVELS: 11
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.



This pretty ordinary palace guard is all that stands between you and the level exit, but don't become careless. After he is gone, don't forget to jump on to the slightly raised platform from the one you are on, or you will fall and that would be intensely irritating!

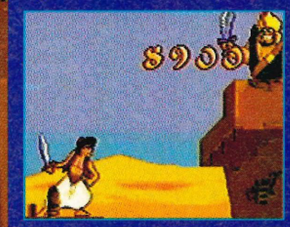


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Kill the thief before he has a chance to use his dagger. Move right and then go back left. A flute will be revealed, followed by a magic rope.





Something tells me that he is not smiling because he is pleased to see you. He will throw barrels down at you which you must jump. Stand on the top platform with him in view and when you jump to avoid the barrels, pelt him with apples until you wipe that smug smile off his bearded face.



Bonus Level

This bonus level will crop up every time you complete a level, that is, as long as you collected some Genie heads on the way. The Genie's mouth is a sort of fruit machine where apples, gems,and extra lives flicker at speed before your eyes. As soon as you press a button the decision will be made and whatever is shown in the mouth is what you get. However, it is very possible to lose.



The Sultan has thrown you in his deepest, darkest dungeon despite his daughter's protests. Will you ever get out of this gloomy hole? There are swinging chains to dodge and even skeletons that have a bad habit of exploding when you approach; showering you with bones! You will also need a keen eye to spot the bats that flutter over you, no doubt looking for a drop of blood to drink!

A skeleton stands up only to find that it has placed a short fused bomb on his neck instead of his head. Cut it up quickly or get hailed with bones!



Make sure you jump onto this platform before the exit or you will fall and have to do the last sequence again.

To get past this section you will need to leap off the ledges, slash the guard and then wait for the stones to reappear. Now you must get to the top and grab onto the chain before leaping onto the last set of stones.

You will need to make your way up these alternately appearing and disappearing steps. Notice the pattern. Wait 3-4 seconds on each step.

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Level 5

These truly are caves of wonders. In the dim blue subterrainian light, glints not only from jewels and trinkets, but also the metallic shine from the unblemished bodies of statues. All the statues that Aladdin meets must be brought down with his blade, for if they are not life-threatening guardians of the cave, then they are obstacles preventing further progress towards the end. The forbidden lamp is perched high on a rock formation at the end.



Watch out for falling boulders here. Try and make your way over the island and jump towards the right. There are some safe spots on this ledge where the rocks cannot reach you.

Smash this statue and a stepping stone appears in the nearby water. When crossing the stone, watch out for the spitting fish!

Jump on the rock valve and a jet of water will push it in the air; giving you the extra height you need to leap to the higher levels.

This stepping stone, like all such stones in the lava, will sink if you stand on them for very long, so timing is crucial.

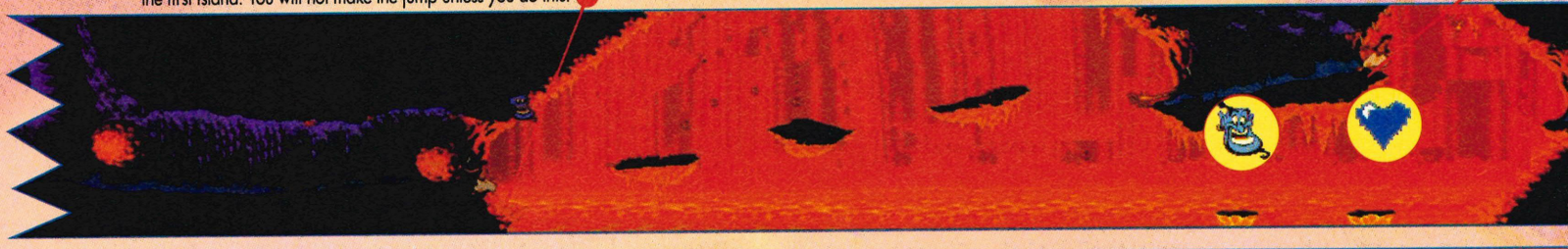
Level 6



Jump just before you fall into the hole, leap across and watch the fireball plummet behind you. Whatever you do, don't stop running in the tunnels.

Do not panic here, despite being chased very closely by a fireball. Wait until you tread on the illuminated lip of the tunnel exit before jumping to the first island. You will not make the jump unless you do this.

This jump does not have to be perfect as there is room for error.



Level 7

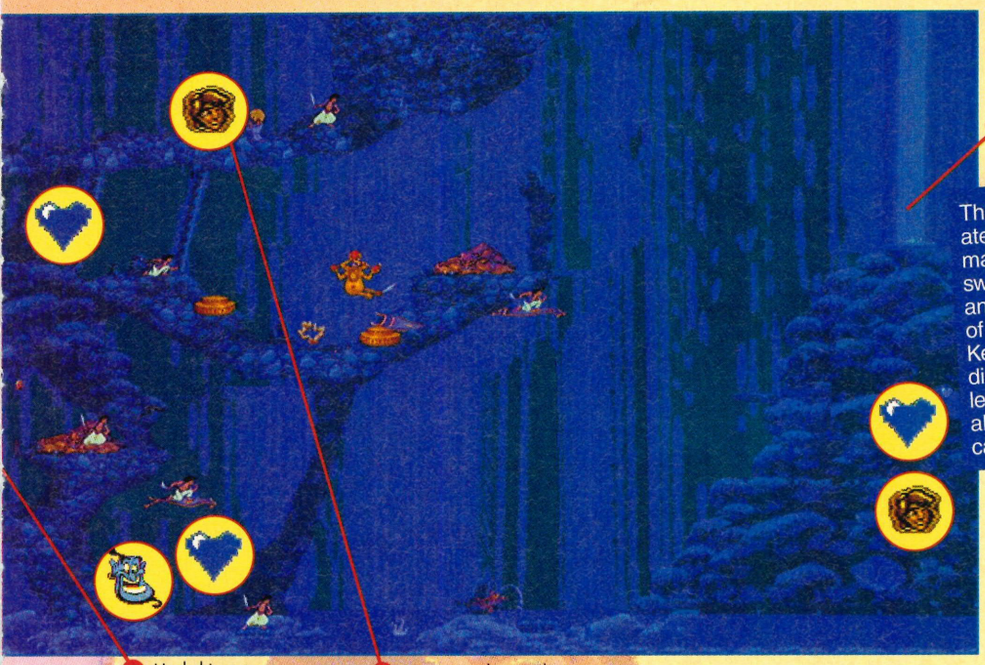
The rug ride is good for notching up your score and grabbing extra lives. A tidal wave of lava looms up behind you and the rug gets faster and faster. Rocks block your path but helpful pointers show you where to go.



At the start when the pace is slow you will be able to grab a couple of extra lives with very little trouble. They are always in the same position so pay attention.

As long as you pay attention to the blue pointer hands then you will be fine.

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Climb up the side of this rock formation; avoiding as best you can the rockfall, and make your way into the shaft of light that falls upon the lamp to complete the level.

This golden statue is situated in the middle of the map. Attack it with your sword and it will vanish and reappear on the other of the two golden discs. Keep moving between the discs; slashing at it relentlessly and you will eventually be rewarded with a carpet ride.



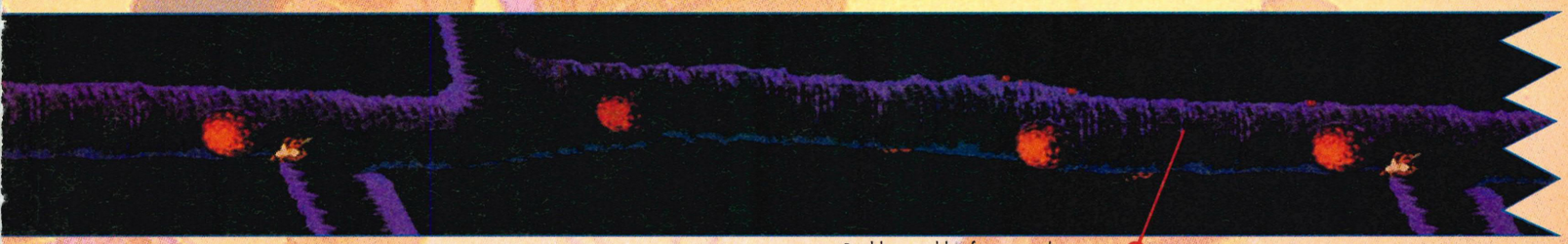
You may get a little hot under the collar with this level – you do not get second chances! Most of the time, you either make the right decision or the wrong one,the latter resulting in death. If you live, it is because of split second timing. You will have to jump with pin point accuracy and if you stop moving in a tunnel with a boulder rolling behind you, then prepare to be crushed! Persistent practise and unblinking concentration are what is needed to accomplish this very sweaty and hard section.

Hack this statue to expose a tunnel on the right which is otherwise blocked.

Many people miss this very important salesman who is just aching to take your gems.

When you reach the small island at the end of the series, grab it from underneath and clamber on top before jumping for the next tunnel.





Boulders rumble after you so keep running and make a jump at that last possible second to cross the gap.

If you attempt to go up here, you will be immediately crushed by a boulder coming the opposite way!

Take the lower tunnel and jump across the stepping stones; moving fast as they sink with your weight!

You are near the end now so stay cool and keep your feet in motion.





The pace picks up quite fast so do not wait too long once you have been told where to go.

Three times you will be confronted with a question mark instead of a guiding hand. Every time, you should stay low and you will be all right.

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Level 8

Welcome to the weird and wacky world inside the lamp. You have been sucked into this strange place and have to find a way out. There seems a distinct lack of solid ground and there are many air-related ways to die. However, with an acute sense of spatial awareness you should be able to move steadily towards the only exit .



Jump up to the balloon heads and work your way to the right. Jump onto the hand beneath you.

The blue luminous line is soft underfoot and unless you keep moving you will sink through it. You are safe on the gold bands.

If you wait by the arrow here and keep jumping, the hands will eventually drop down and you can use them to bounce up and over.



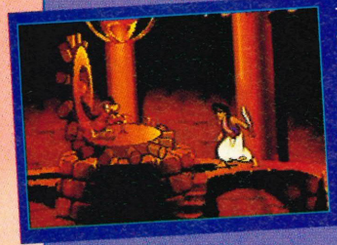
The bouncy heads will give you enough spring to jettison yourself towards the next bouncy head and ultimately a resting place.

The last three hands shrink and expand in a set pattern. When the hands are shrinking they will not support your weight so you must leap off in time.

Take the flying carpet found here and start hacking like a wildman as the carpet takes you for a spin around parrot-infested air and some guard posts.

Level 9

The Sultan's palace would be a quiet and tranquil setting with its flamingos and luxurious sheen if in every inch there wasn't situated a stocky guard trying to chop your head off! There is a lot of water, but it is inhabited with dangerous fish, in case you were feeling like swimming for it. There aren't too many levels to worry about, but there is a lot of clambering around. The palace is tall and airy and made from marble and gold. The Sultan is indeed a wealthy man, but no amount of a man's money can keep Aladdin parted from Abu, his monkey. As long as the Sultan has Abu trapped in his palace, Aladdin must do eveything in his power to free his faithful animal.

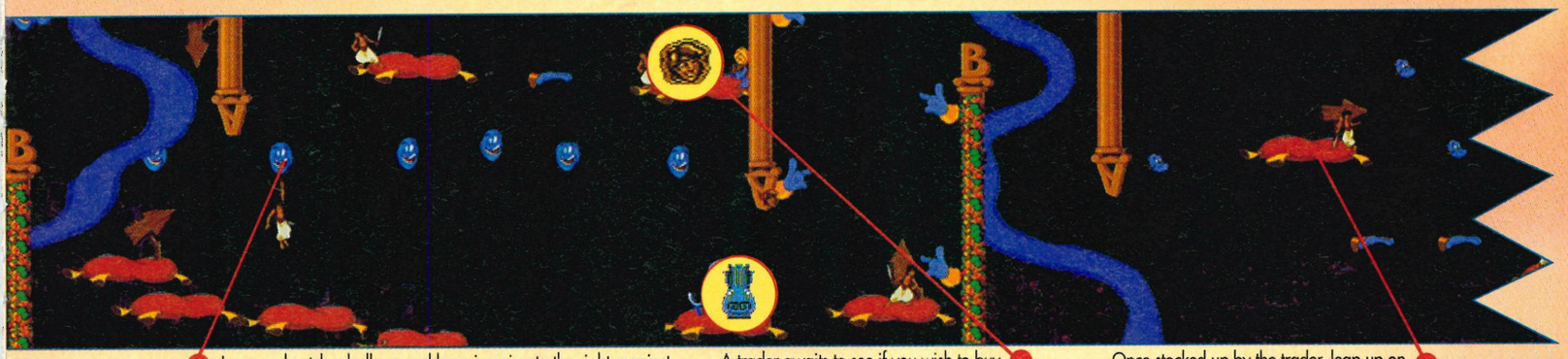


The guardian is a mere parrot, turning a generator to make lightning. Jump up to the platform as quickly as possible, either in front or behind the parrot turning the cogs. Throw apples at the bird until it falls into the cogs. Do this repeatedly until the generator blows and the parrot is reduced to feathers...

This flying carpet must be fuel injected! It really zips around and plunges you into a very hostile and confusing environment. No time to be a pacifist!

The only way is up! Jump from the small ledge on the right and grab the long rope. Jump from the long rope onto the small one and ascend into the palace.

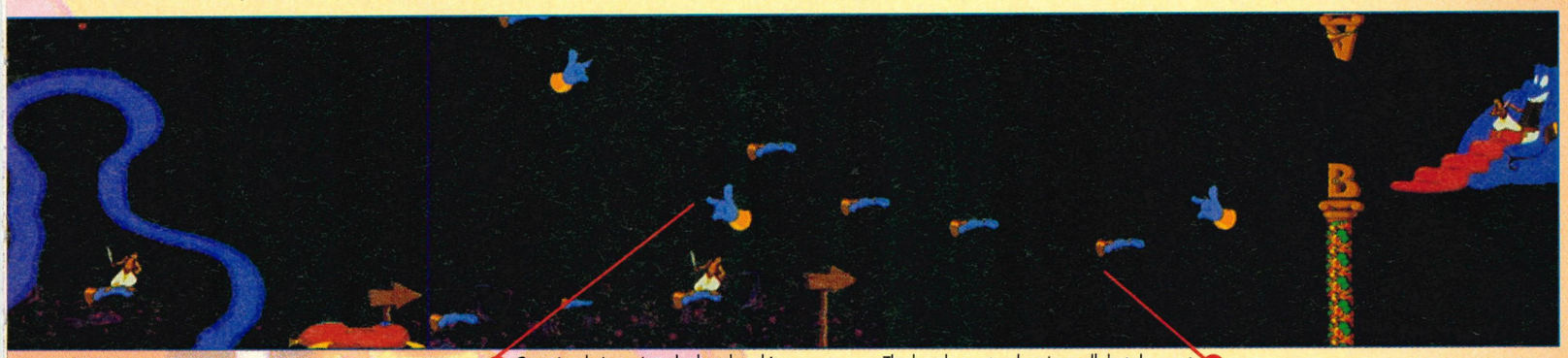
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Jump and catch a balloon and keep jumping to the right, against the flow of the heads as quick as you can. You will need to be very accurate to catch the rope and not drop into the abyss.

A trader awaits to see if you wish to buy an extra life or two, or if you are feeling extravagant, perhaps a wish?

Once stocked up by the trader, leap up on these blue bouncing heads to reach the platform and the apples above.



Consciously jump into the hand and it will flick you towards the opposite hand, but you must use the direction pad to help reach the required speed.

The hand you stand on is small, but does not shrink. However, it is still a tricky manoeuvre to jump to the flicking hand on the right.

Keep jumping to the left and then make a grab for the rail where you should continue right. At the end of the rail, jump to the floor.

Jump up under Abu's cage and you will release him and be able to finish the level.



Abu is trapped in this glorified bird cage – reduced from Aladdin's sidekick, to the Sultan's pet. Open the cage from beneath.

There are some homicidal goldfish under this calm surface. Now and again they will jump out and spit rocks at you. A swipe of the sword will deflect the rock.

Use the flamingos as stepping stones, ignoring their squawk of disapproval.

This is the final room in the palace. Collect the bonus Genie, but don't be careless enough to step on those sharp spikes.

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Level 10

Jafar's palace is large and there is much to beware of, not least Jafar himself who appears in more than one form at the end of the level. As beautiful as the palace may appear, it has dangers you are both familiar with and some that may catch you by surprise. As expected, the place is densely populated with guards, but you will also have fire, swinging metal balls and a good deal of stony-faced parrots to contend with.

Streaks of fire will flash across the floor, frequently leaving you with burnt feet if you do not take evasive action swiftly.

A trader awaits you here, so it is in your best interest if you have any gems left to trade them all in.

Cut these statues down to size as they constantly hurl stones at you.

The final confrontation between Aladdin and Jafar is here. Just hope you have a healthy supply of apples for ammunition.

A magic carpet awaits, but keep hacking away with your sword or you will end up as bird seed.

To pass this guard, run forward up to the second ball and throw an apple, then double back and take a clear run and jump.

Timing is everything. These heavy balls may not instantly kill you if you miss time but make the mistake twice and "adios!"

This blue heart is one of the most important items in the game and it is likely you will need it to bump up your energy here.



Jafar pulls you into his magic beam. You must resist getting too close to him whilst at the same time getting in range to lob an apple at him with every opportunity. If you do this he will mutate into a cobra.



The final and most alarming confrontation! Throw apples at this fire-breathing cobra whilst jumping over the flames on the floor. If you run out of apples, check the immediate area for a fresh supply.

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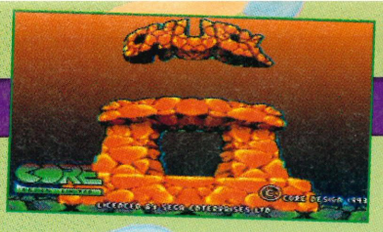
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CHUCK ROCK II SON OF CHUCK

CORE ● PLATFORM ADVENTURE

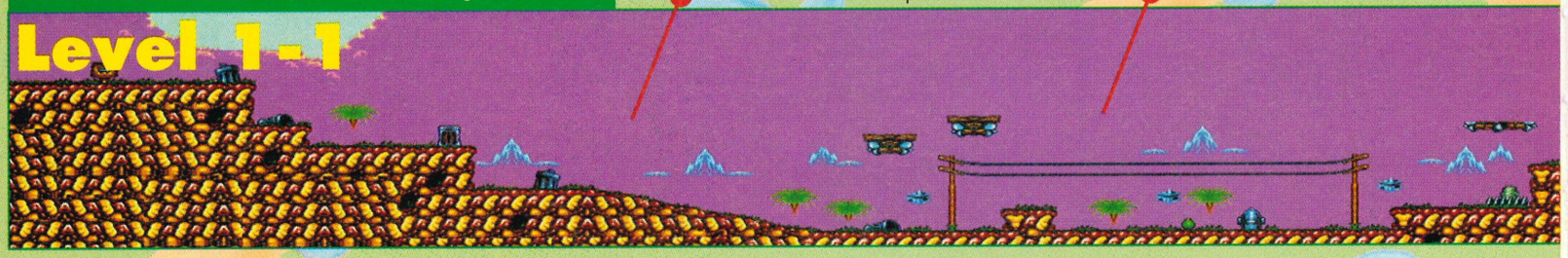


MASTER SYSTEM

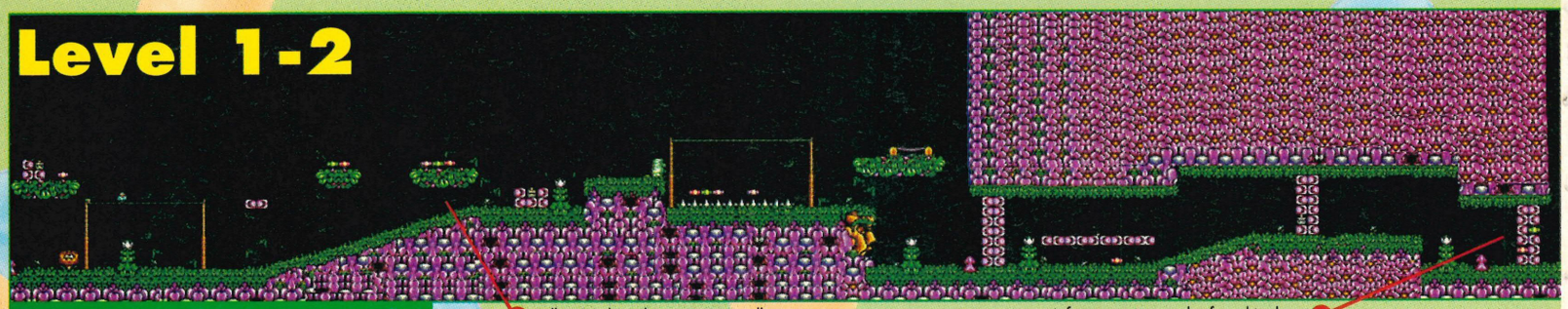
Core Design have certainly come up in the world since they released the original Chuck Rock on the Master System many, many moons ago now. They are now producing and distributing their own games, but they still haven't let their quality falter along the way as this games proves. Filled with great in-jokes, *Chuck Rock 2: Son of Chuck* is a worthy sequel to one of the best platformers ever. Can Chuck Junior rescue his daddy? There's only one way to find out...

Level 1-1

A nice, easy introduction into the game greets our baby friend as he starts his perilous mission to rescue his father. There shouldn't be too much trouble with this level, so get to it...



Level 1-2



Right at the start of the game you can find an extra energy top-up, and also an extra life if you're playing on easy mode, hidden among the blocks on the first platform. It may be past Chuck Junior's bedtime but as long as he has his trusty club to protect himself, this level should be quite easy.

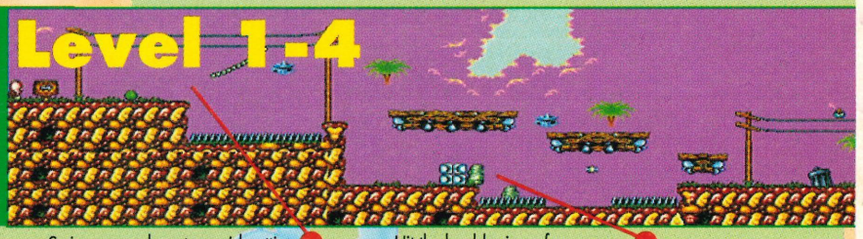
Level 1-3



This is a very similar level to the previous one, basically more of the same with a little added difficulty to challenge Chuck Junior's wits and skills. The spikes can pose a problem as well as some tricky jumps to make. Keep your wits about you.

Level 1-4

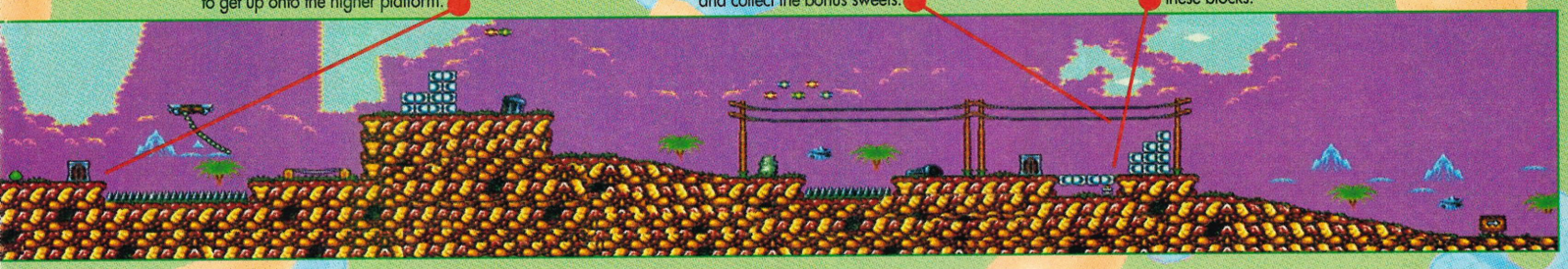
This is yet another easy stage which should pose no problem for our chubby terror in a nappy. Watch your feet as you go along this stage as you might be plucking spikes out of them! A relatively short level compared to the previous three. Good luck!

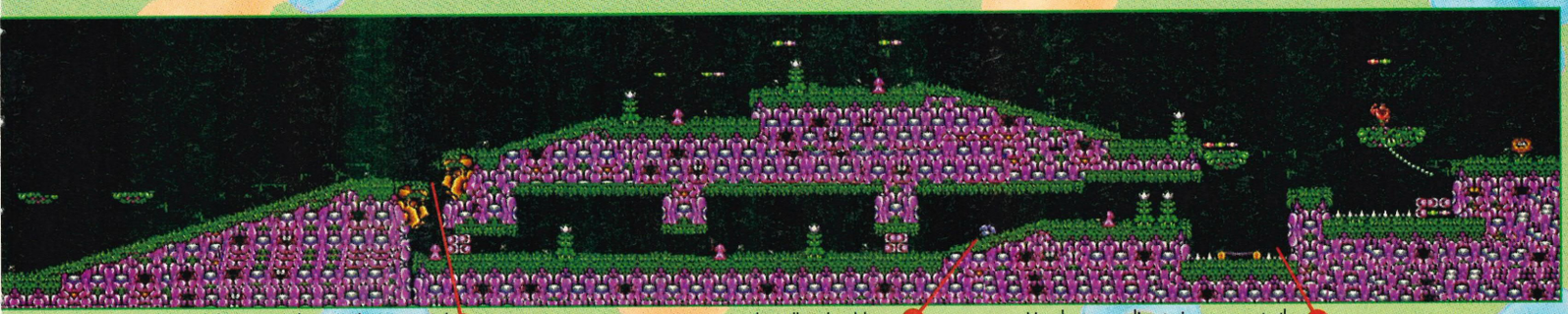


Stand by the edge of this platform and jump up as the rope swings by. Then jump onto the trampoline to get up onto the higher platform.

Jump up onto these bricks and from there, jump onto the telegraph pole. You can then wander along and collect the bonus sweets.

An energy top-up can be found here if you smash these blocks.





You can choose to either go above ground or underground here. What choice you make doesn't really matter, although we recommend you take the lower route.

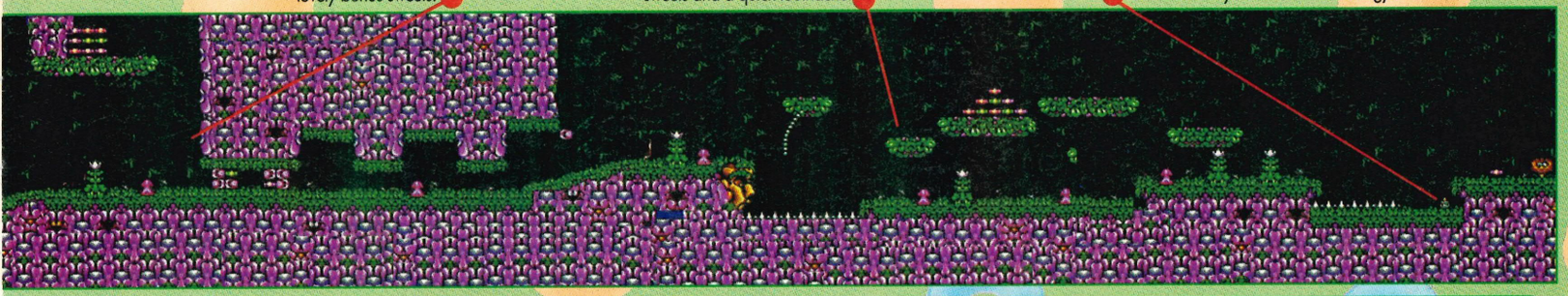
Jump over the rolling boulder to avoid being crushed and hurt.

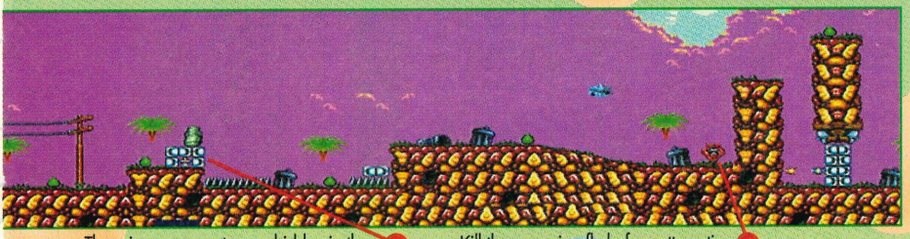
Use the trampoline to jump up onto the platform. Then make Chuck swing across the spikes by using the rope.

Invisible platforms will enable you to jump up and collect the lovely bonus sweets.

Swing across and onto this platform to get to the sweets and a quick toothache.

Grab the baby bottle for extra energy.

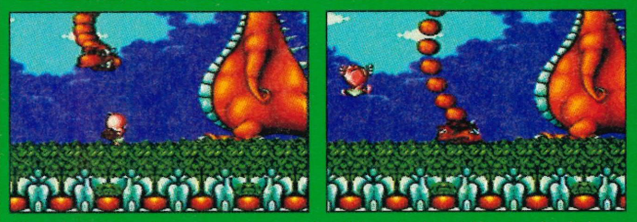




There is an energy top-up hidden in these rocks. Smash them to get at it.

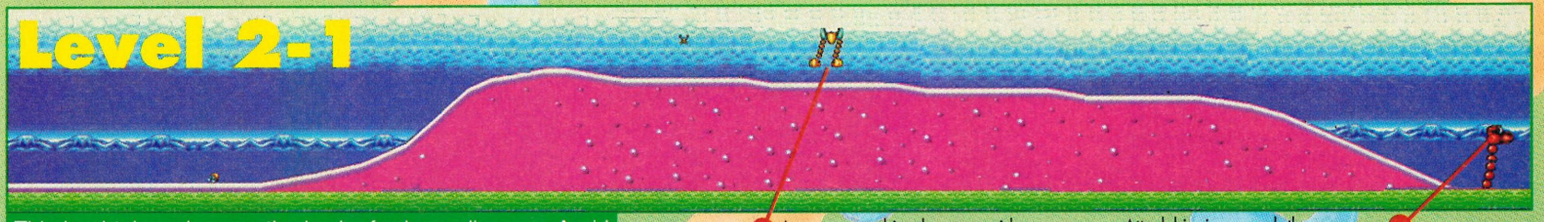
Kill the annoying fly before attempting to jump onto the apeman.

Dinosaur Munchies



The first guardian can be a tricky thing to beat if you don't know what to do. Stand still and wait for him to snarl. Then move just out of the way to avoid his bite and turn around and hit his teeth out. It is possible to hit him twice in a row if you are quick enough.

Level 2-1



This level takes place on the back of a huge dinosaur. Avoid the mud crabs by jumping over them and watch out for the flying fish that also attack you. You make a new friend in this level in the form of a bird that helps you out...

Jump up onto his talons to avoid being killed by the rising sludge that attacks you.

Attack him in as much the same way as you handled the first guardian.



This is the first jungle stage, and is jam-packed with gormless monkeys; some sit there like dumb statues, and others hurl bananas at you in a frenzy. The trees act as platforms which you can jump from.

Level 2-2

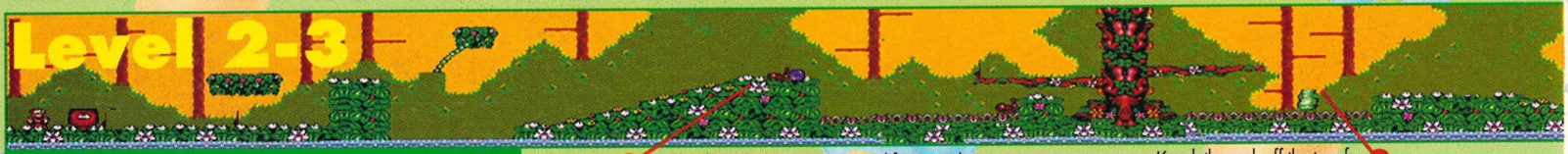


Smash your way through these purple blocks and push the rock down the gap to jump down on.

Negotiate these branches to make it to the grassy ledge. Don't worry about the monkey as he is quite harmless.

There is a hole here which you will fall down unsuspectingly. Have your club ready to kill the insects.

Level 2-3



Prepare for the second taste of jungle adventure. The monkeys are just waiting for a baby-faced victim like Chuck to give a good pasting.

Another bug awaits to give you a lift across the dangerous ground. Ride it until you reach the tree and jump on the branch.

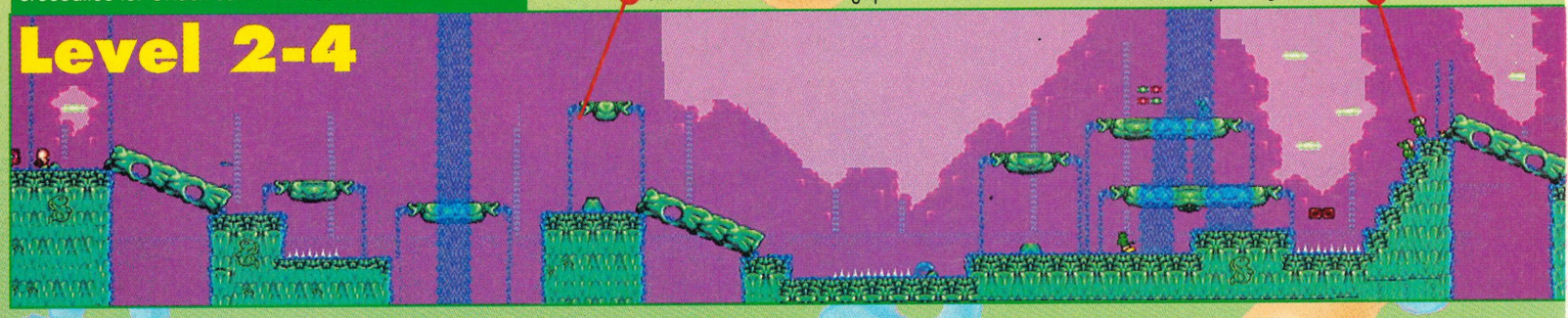
Knock the rock off the tree for access to the next ledge.

Here we have a wet and wacky collection of waterfalls to traverse. Lots of water funnels and spitting crocodiles for Chuck Junior to deal with.

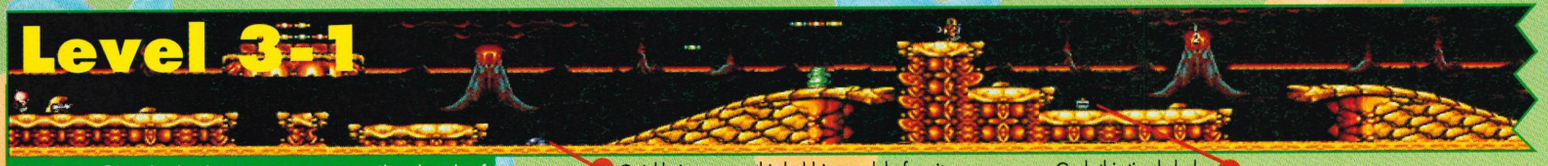
Ride the wave over the spikes, but be careful to notice when it disappears or you will have problems when it comes to standing up.

Fish-spitting crocodiles! Jump on the ledge before the crocodile you want to hit, but be wary not to get too close.

Level 2-4



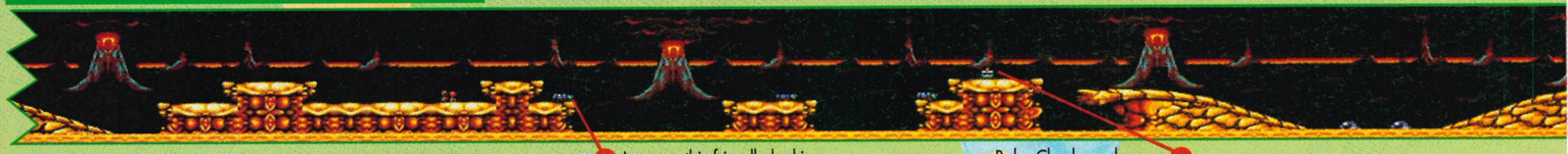
Level 3-1



And so Chuck Junior came across the land of lava... This is the first of two fiery lava stages that need to be completed by our diminutive hero.

Quickly jump over this bobbing rock before it sinks when you step onto it.

Grab this timely baby top-up to boost your vital energy.



Hot lava and exploding volcanos litter the landscape. Watch out for all the men with the fire-throwing guns. Speed and stealth will pay off.

Jump on this friendly-looking chappy and hit him to move him across the lava.

Baby Chuck can have a top-up of energy here if he grabs the milk bottle.

Level 3-2



Be prepared to jump when the volcano blows her top and hot lava showers down.

This boulder is essential to get the height needed to bridge the gap before the next ledge.

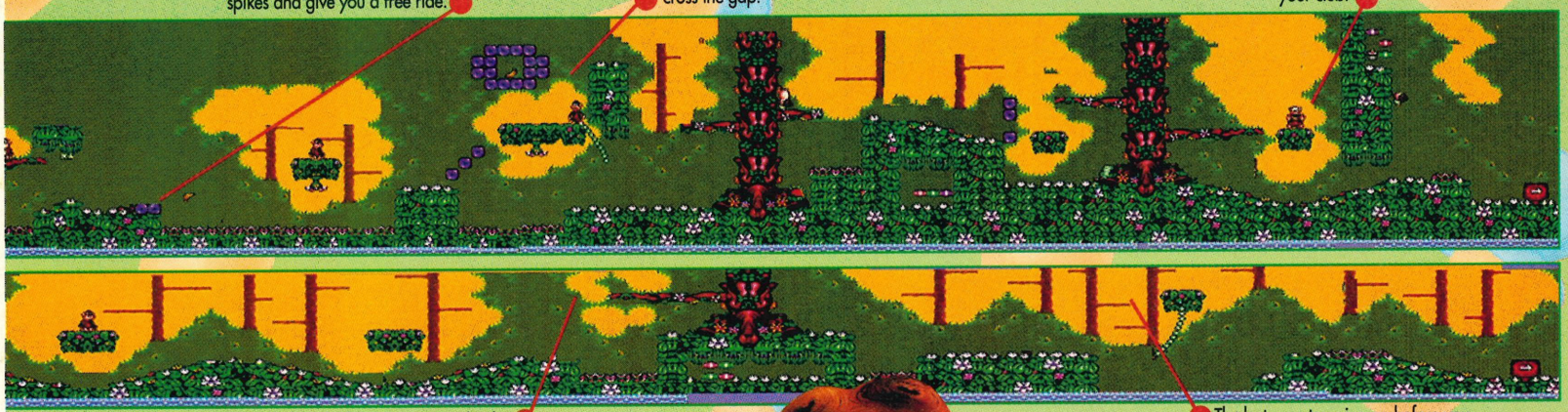
Timing is very important on this level when jumping gaps, so pay attention or Chuck will be in the lava.



Knock the blocks away so the bug can wander across the spikes and give you a free ride.

Knock these blocks out so the banana falls and the monkey moves towards it, along with the rope, which you can then use to cross the gap.

Jump up under the monkey and give him a good bashing with your club.

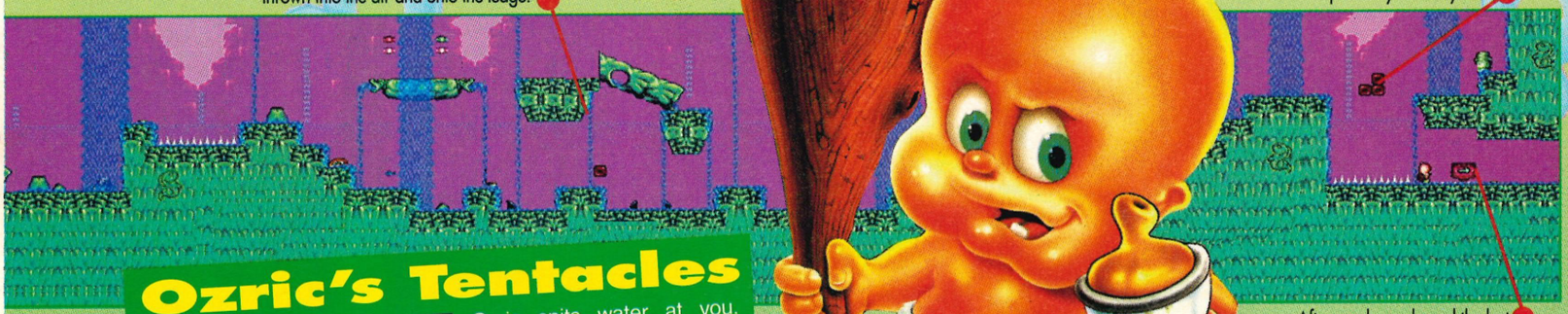


Collect the bonus sweets under the tree to boost your points.

The last rope to swing on before you complete the level, so don't mistime it!

Stand on this octopus and you will be thrown into the air and onto the ledge.

Hit this rock over the ledge and protect your baby feet.

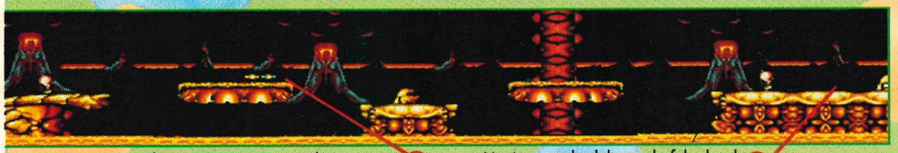


After you have cleared the last spikes you are free to clear the level.

Ozric's Tentacles



Ozric spits water at you. Jump the water and Ozric will dive down, returning with a dart. When he throws the dart, hit it at the end of the logs. It will rebound onto him. Every three cycles Oztric goes for you, so run!

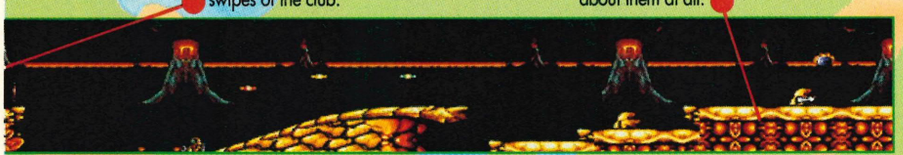


There are some sweets that you can get your sticky fingers on here.

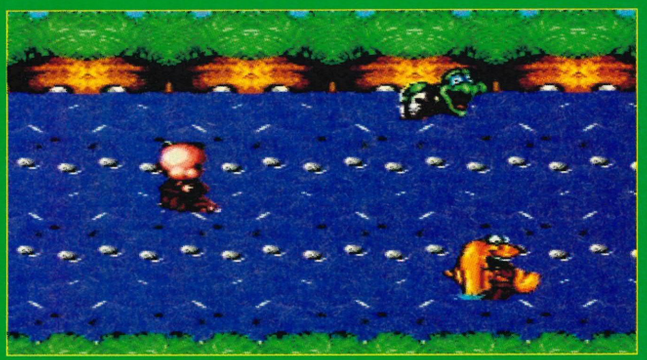
Having reached the end of the level, Chuck can have a bit of a breather. Until the next stage that is!

This bad-tempered lady will give you a good hiding unless you dispose of her with a few swipes of the club.

More volcanic fireballs, but if you don't stand around you won't have to worry about them at all.



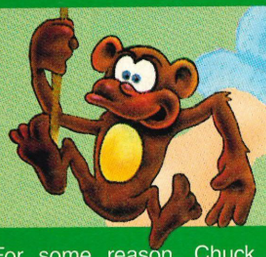
River Race



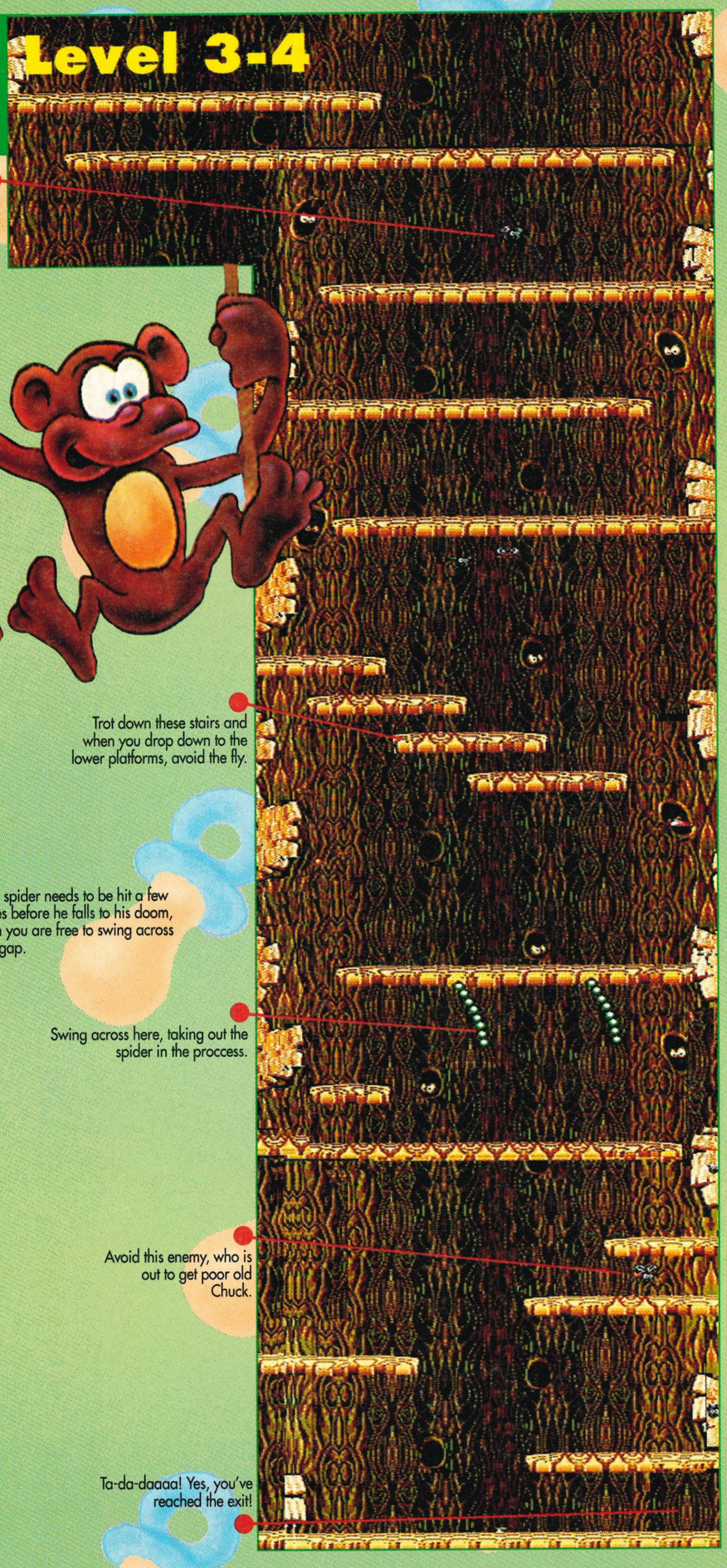
The River Race is basically a conversion of the old *Track and Field* running game, where you have to pound the two buttons to propel Chuck through the water on his barrel. If you have nimble fingers this will be no problem and you will leave the competition, namely a turtle and an orange 'thing' (for want of a better expression) bobbing helplessly about in the water.



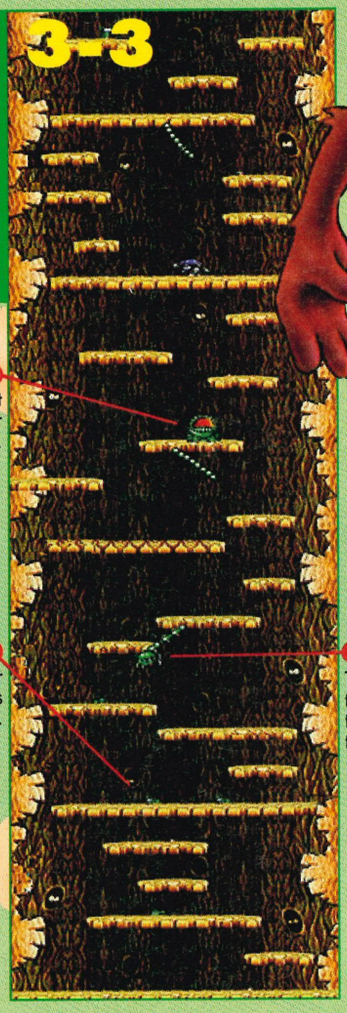
Having completed the last section where you climbed the vasst tree, you now have to, yes, you've guessed it, go all the way down again! I have but one question, Core – why? Whatever the reason, this should be tackled in much the same way as the previous section was. A lot of jumping about is needed, but apart from the odd tricky baddie, you should be okay with this section.



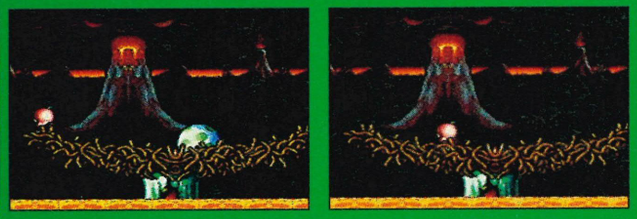
Level 3-4



For some reason, Chuck Junior has to asend a massive tree containing an assortment of flies, spiders and beetles. Yes, this is the place which most tearaways can only dream about, but this time it's Chuck who could have his legs pulled off! Some tricky jumps are required for this.

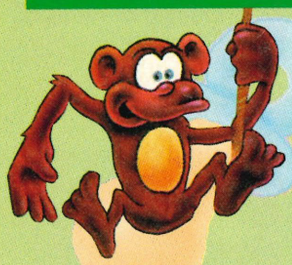


Watch the Birdie

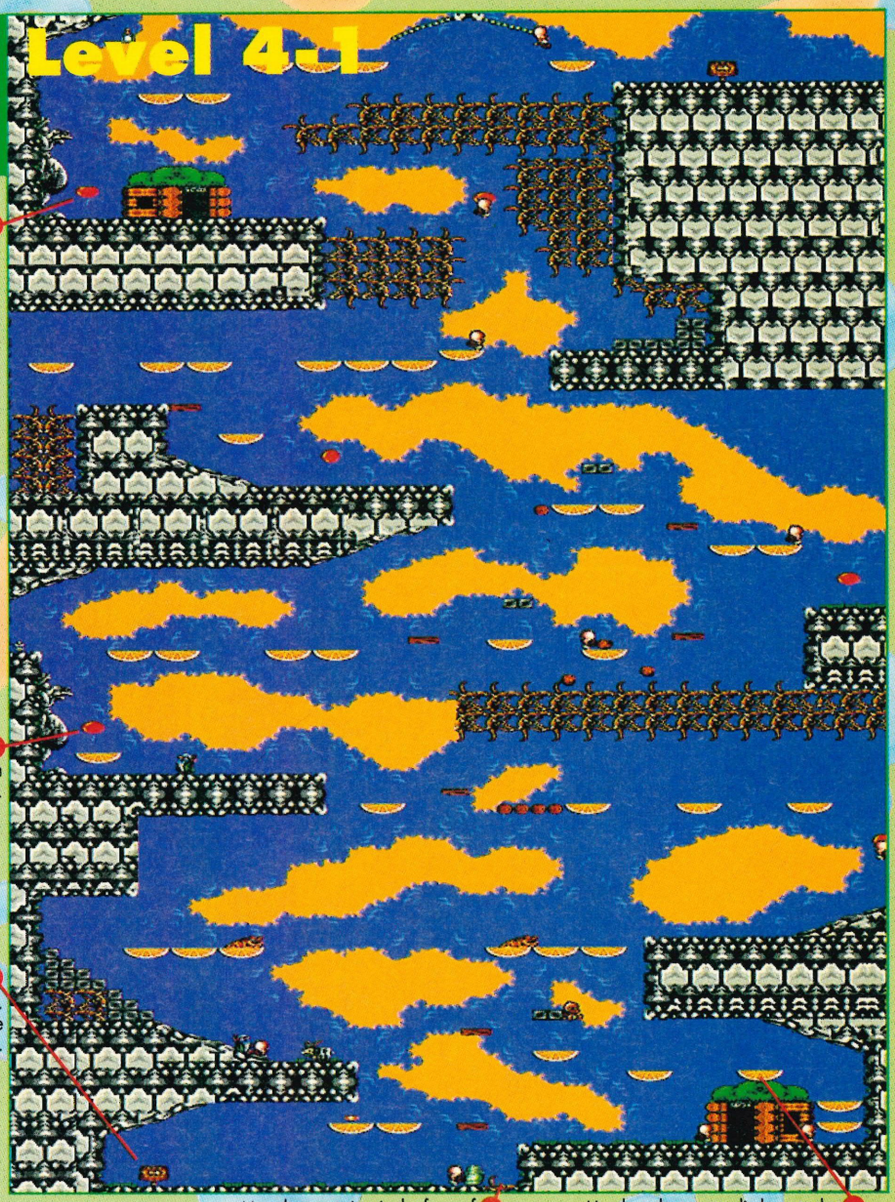


The nipper-man has come up against bird-man. Birdie has three attack stages, the first is a simple case of avoiding the egg, the second involves hitting him whenever he comes up with a lump of magma and the involves hitting him in the air.

This is a very fruity level indeed. It would appear that the next stage of Chuck's adventure has taken him to a village mainly consisting of giant fruit. You tackle this level by jumping on the various pieces of fruit that are dotted around. The thorns that are scattered around the complex can pose a serious problem to Devil Child's health. Use the balloons to avoid any accidents.



Level 4-1



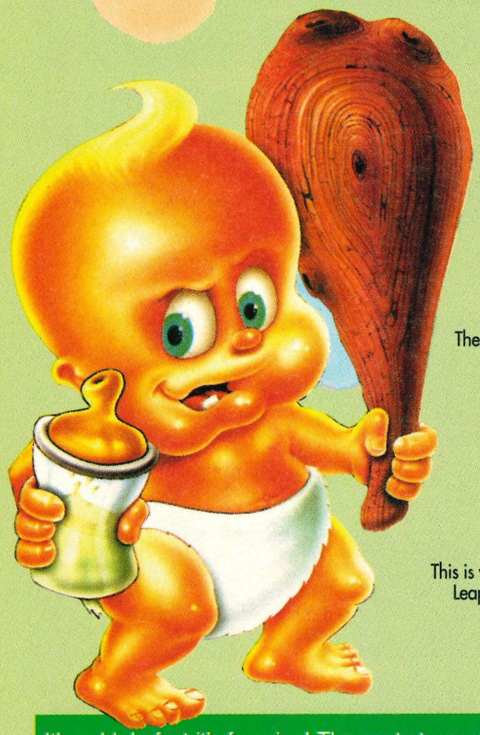
Baby-boy turns into Ballon-boy for this section of the game. By using the ballon, he has to avoid the thorns that get in his way.

There's another ballon that can be picked up here.

This is where you begin this stage. Leap on to the lemons for some bonus points.

More bonus points in the form of sweets can be collected here.

Use these lemons to climb up to the higher platform.



It's cold. In fact it's freezing! The next stage of Junior's quest takes him to an ice zone, where it appears to be quite cold judging by this map! The boulders and the old men cause our newly-born friend quite a bit of grief. His trusty club soon sorts them out though, and this level should be no trouble.

Kill the dirty old men that prowl around here.

Level 4-2



This tree is harmless, and you can jump on its branches to avoid the enemies.

Boulders will come crashing from the skies along this strip of land. Use the platform for shelter.

Bonus sweets can be collected here.

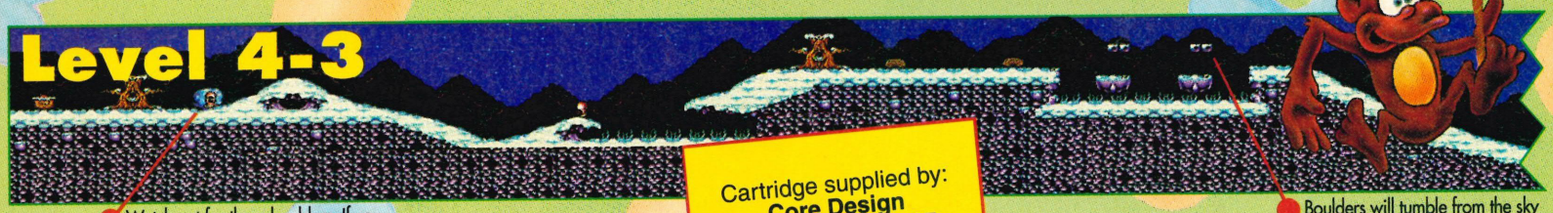
These platforms collapse, so you will have to be quick to reach the exit safely.







Level 4-3



Watch out for these boulders. If you get in their way, you'll be crying all the way home.

These logs are not stable, so do not stand on them for any longer than you have to.

The trees can be used as platforms if you feel like hiding from those unsociable hunchbacks.

Boulders will tumble from the sky so hide under the blocks until the rockfall stops.



Cartridge supplied by:
Core Design
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Sea Slug



Those weedy looking hands are lethal. When you see one of them move, run away from it whilst jumping and hitting Serge on the head.

It's cold for a nipper like baby Chuck to be out and about, but the cold itself is the least of your worries. Boulders tumble toward you and hunchbacks throw boxes at you as you trudge through the snow to free Pa.

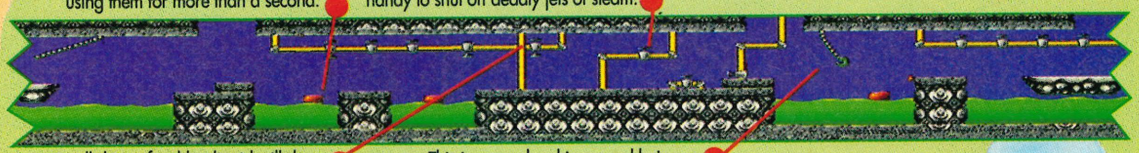
Level 5-1



Debris from your arch enemy Brick plummets from this gap in the stone ceiling.

These barrels sink, so do not plan on using them for more than a second.

These valves can be turned off by a whack of Chuck's club.This is very handy to shut off deadly jets of steam.

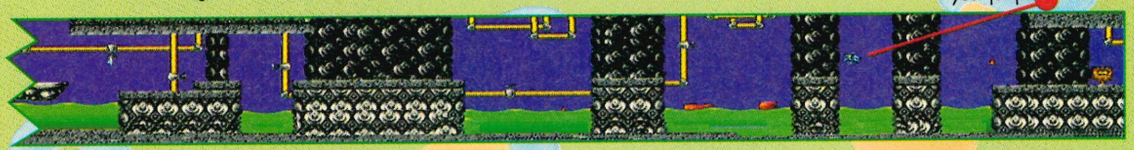


Small drips of red-hot liquid will drop from the ceiling, so don't be foolish enough to touch them

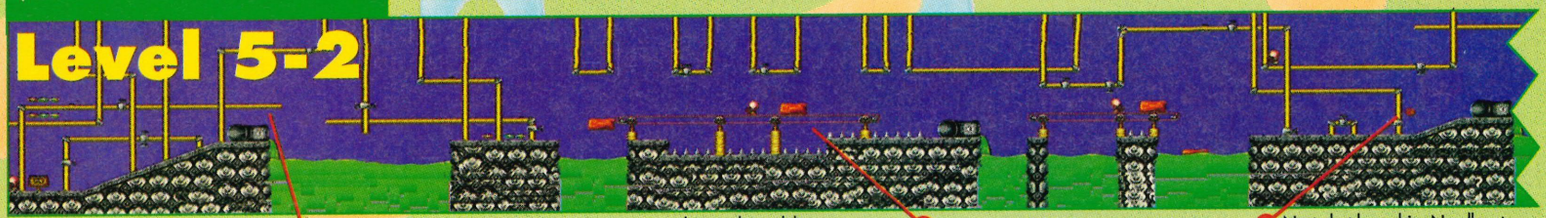
This is a very hard jump and being so near the end of the level you cannot afford to fall too often.

Flying fish will leap out to try and knock you when you attempt to make your jump.

This is it! The last level between Chuck and family bliss. It's much the same as the previous level, except there are escalators you have to run along and pipes you must use as platforms.



Level 5-2



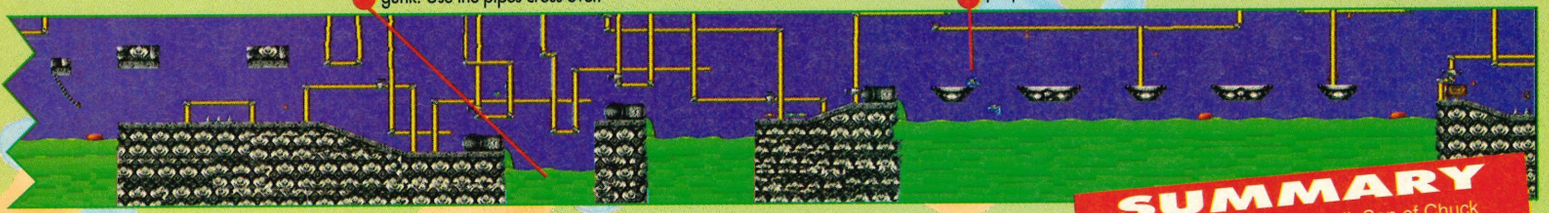
Use these pipes to give you a better chance to make the jump.

It is wise to do all you can to avoid this vile green toxic gunk. Use the pipes cross over.

The escalator delivers a constant supply of blocks to the green gunge, but you must use it to avoid getting prickly feet!

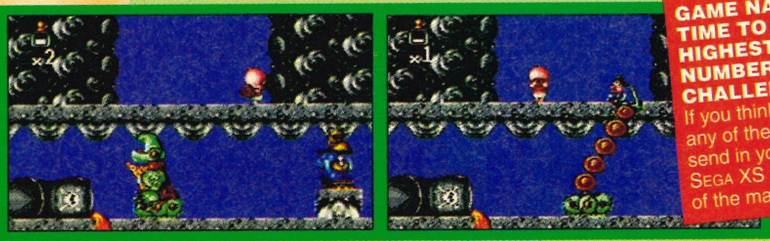
Lots of fish flying around here, so wait until you see one and as soon as it submerges again, jump for it.

Nasty hot lava drip. Needless to say, don't touch!



Brick Guardian

The first guardian has an exploding head and follows you. Keep moving away. When the head falls after blowing off, give it a whack! Same tactics for Brick himself; when he tries to get you on his extending chair knock his block off!



SUMMARY

GAME NAME: Chuck Rock ii: Son of Chuck
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 258,720
NUMBER OF LEVELS: 5
CHALLENGE RATING: medium

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

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Grandpa's House



Poor old Grand Dizzy is a bit down in the dumps at the moment and you will have to whip him up some medicine before he can talk to you. The ingredients for the medicine all have to be hunted for in the game. The mushroom is to be found towards the right of the treehouse, the medicine bottle can be found in the actual treehouse village as can the star plant. Place all of the ingredients into the cauldron and you will receive the medicine to give to Gramps. He will then make an amazing recovery and give you the dragon egg.

Dora's House

Zaks has been at it again, this time he's turned Dora into a frog! This is no croaking matter, and you should unite Dora with the Prince who can be found at the base of the treehouse village.



The tree house is a huge place where the majority of the items can be found. To get to some of the items, you're going to have to use keys to open doors and elevator keys to activate the various lifts that are dotted around. Although this is Dizzy's home, there are a lot of dangers which are dotted around the level! The spiders are your main enemy, but are easily avoided by timing.

Food such as this apple will restore your energy.

The key to Grandpa Dizzy's lift can be found next to the elevator machine in the diamond mines. The key to his front door is in the meeting hut.

Dizzy's House



This is where Dizzy lives and where you will start the adventure. Have a bit of a jump around and when you're ready, collect the key that can be found at the top left of the screen. From here, go to the door and open it with the key. Before you leave, grab the star above the table and save the food for when your energy is low.

The Prince is waiting to kiss Dora back into an egg. Get her from her hut and deliver her to him. In return the Prince will give you a crossbow.

Crystal Falls

Dizzy the egg is truly fantastic, and this game proves it! One of the Mega Drive's truly puzzling games, Codemasters have really cracked onto a winning formula here as you guide our friend through puzzle after puzzle in his quest to rescue his loved one from the dreaded wizard Zaks. Make no yolk about it, Dizzy means business as you can see in the definitive SEGA XS guide. Starting from his humble treehouse, Dizzy journeys into danger to rescue his beloved girlfriend Daisy. Why don't you join him?

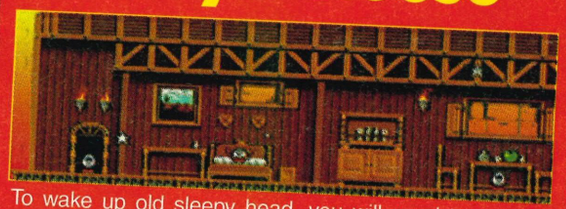
MEGA DRIVE



CODEMASTERS ● ARCADE EGGVENTURE

DIZZY

Dozy's House



To wake up old sleepy head, you will need to get the cymbals that can be found in the pool under the bridge and next to the mines. Use the axe to break the bridge. You can then get the rug from Dozy.

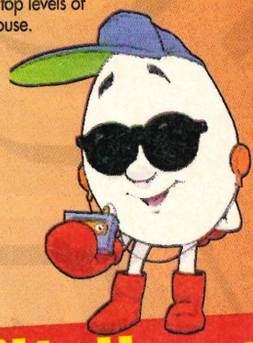
Spiders such as this ugly fellow will drain your energy on contact. To avoid them all you will need to time it so you walk underneath them when they are at the zenith of their web.

Dylan's House



Not used to domestic life, Dylan can't figure out how to catch Daisy's Pogie, so you will have to do it for him. Simply get the cage from Daisy's hut and drop it when Pogie runs past you near your hut.

You will find the one ton weight here and should place it in the hook above and left to the platform. This should weigh it down so that yyou can climb up to the top levels of the treehouse.

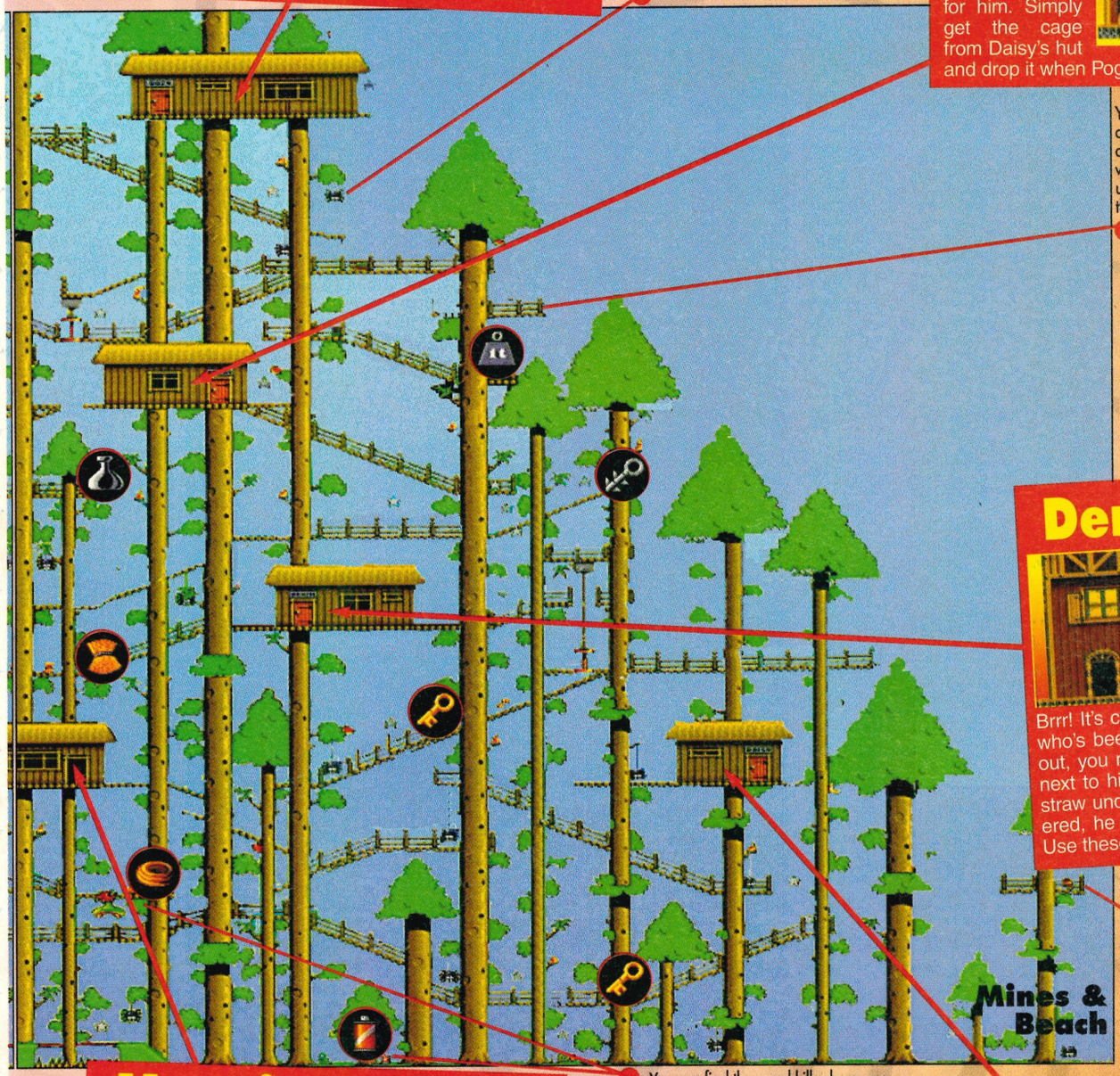


Denzil's House



Brrr! It's cold isn't it? Or at least it is for Denzil who's been hit by a freeze spell! To thaw him out, you need to get the straw, which is found next to his hut and use the match to light the straw under Denzil. When he is suitably recovered, he will give you his flippers in gratitude. Use these to swim in deep water.

An extra life can be found here, to get to it you should fall from the platform above.

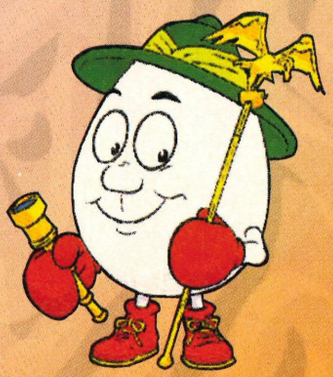


Meeting House



Considering it's a meeting house, it's rather empty isn't it? Anyway, the stars, food and Grandpa Dizzys door key are what you should collect while you're in here. Make sure you don't get burnt by the torches while you're at it!

You can find the weed killer here, use this to kill the plant that blocks your way to the rest of the level.



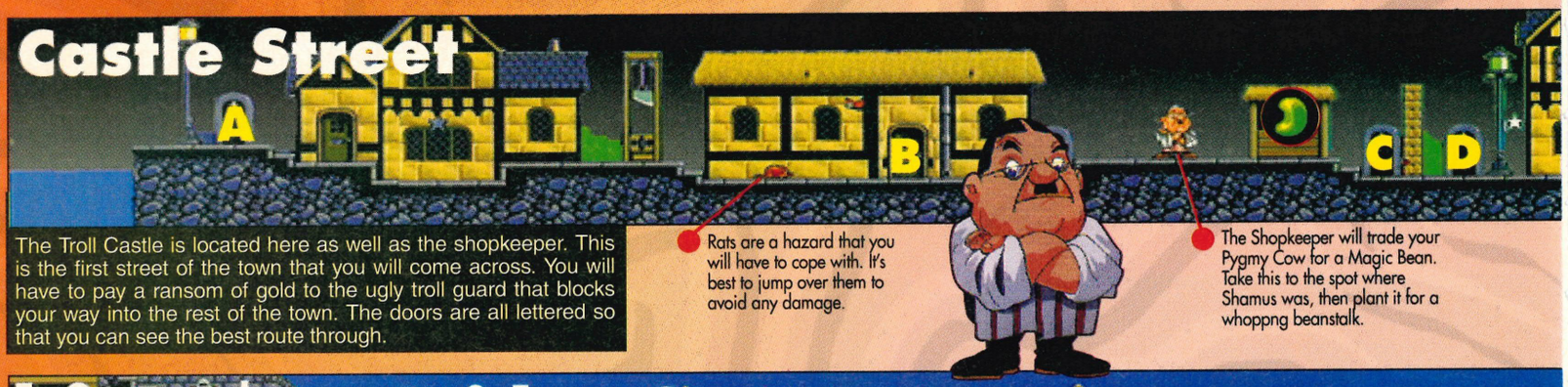
Daisy's House



As she's been egg-napped by Zaks, Daisy isn't home; leaving you free to explore. Items of interest are Pogie's cage and Dozy's door key. Collect the star and the food while you're at it.



Castle Street

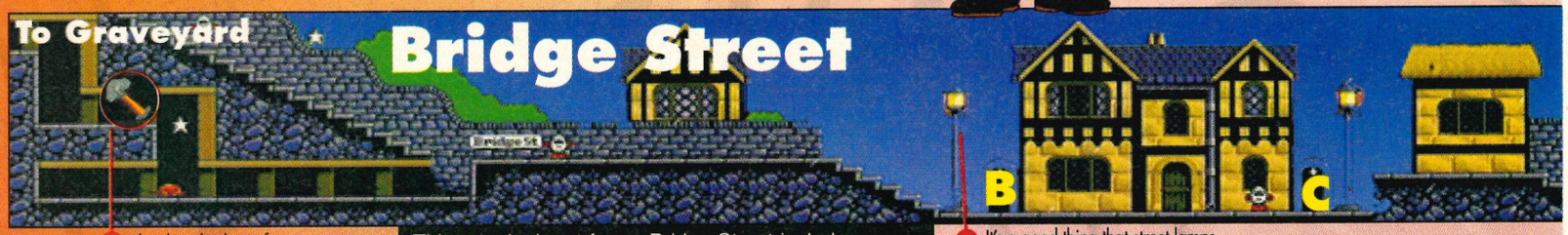


The Troll Castle is located here as well as the shopkeeper. This is the first street of the town that you will come across. You will have to pay a ransom of gold to the ugly troll guard that blocks your way into the rest of the town. The doors are all lettered so that you can see the best route through.

Rats are a hazard that you will have to cope with. It's best to jump over them to avoid any damage.

The Shopkeeper will trade your Pygmy Cow for a Magic Bean. Take this to the spot where Shamus was, then plant it for a whoppng beanstalk.

Bridge Street

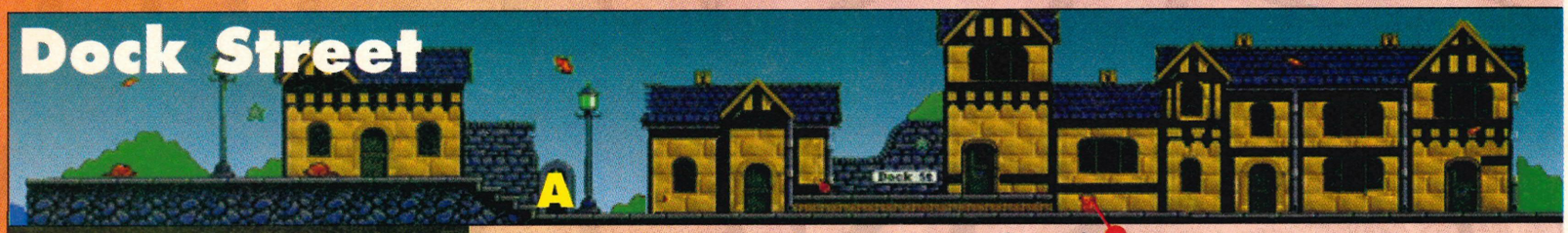


The shovel is here if you want to dig, but you're going to have to complete the mine car ride to get it first. This is the only way you are going to reach this platform.

Things to look out for on Bridge Street include a crowbar and the barrel of rum for the pirate. The Graveyard is located to the left of the street and the exit from the mine cart is just before it. Dizzy should beware of the rat that runs back and forth when he leaves the game as it can catch you unawares.

It's a good thing that street lamps are around here, you never know what could happen to a helpless egg in a place like this...

Dock Street



Follow the door letters for the easiest rout through the street. The street has a few stars, food and even an extra life for you to collect as well as being home to Blackbeard's Pirate ship.

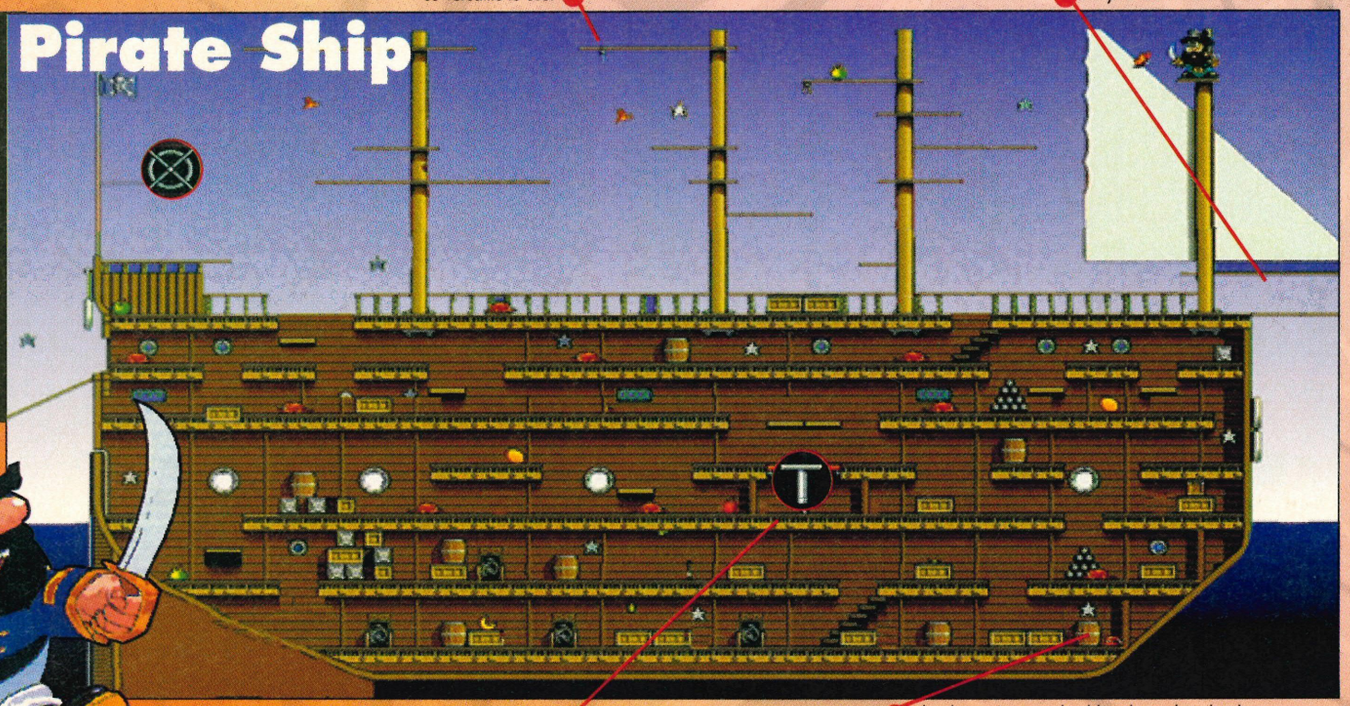
Use the rope to swing across this gap to reach the whinch wheel. The rope is one of your best items in the game as it's so versatile to use.

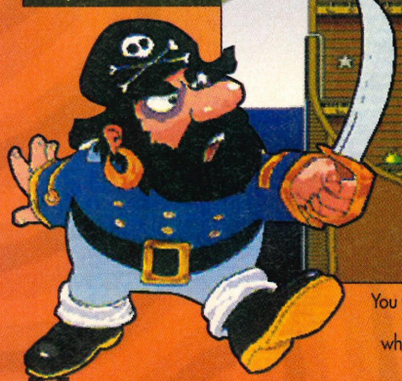
An extra life is yours for the taking here, but watch out for the rat!

Wander along here to walk the plank. This is a good opportunity for you to collect a lot of stars.

Pirate Ship

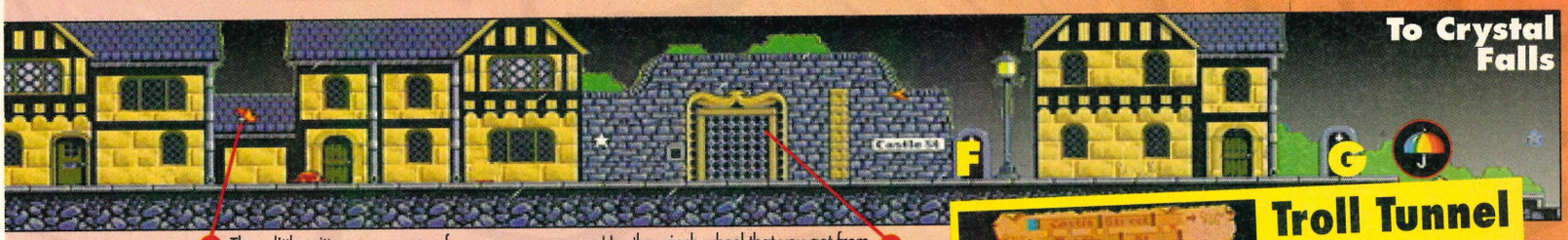
The pirate ship is entered by giving Blackbeard the Pirate the barrel of rum that can be found on Bridge Street. He then scampers off; allowing you to enter the actual boat. The winch wheel, handle and the dynamite can be found in the ship as well as the opportunity to walk the plank. Great!





You will have to use the crowbar to open the trap door here. You are then able to take this winch handle which you use to open the door to Zaks' cloud castle.

The dynamite is used to blast the rock in the diamond mines. From there you can give the Dragon its egg back (given to you by Grandpa Dizzy).



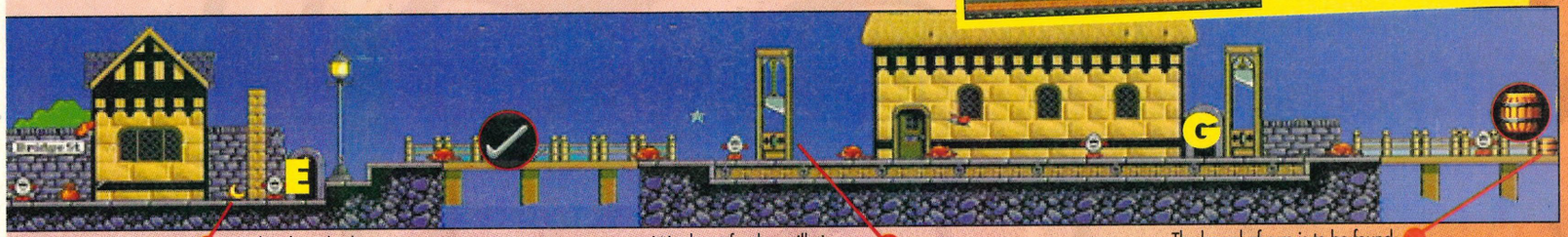
These little critters can cause a few problems if you come into contact with them. You'd never have thought that a butterfly could be so strong, would you?

Use the winch wheel that you got from the pirate ship to open the portcullis. You will then need the crossbow to storm the actual castle and gain access.



Troll Tunnel

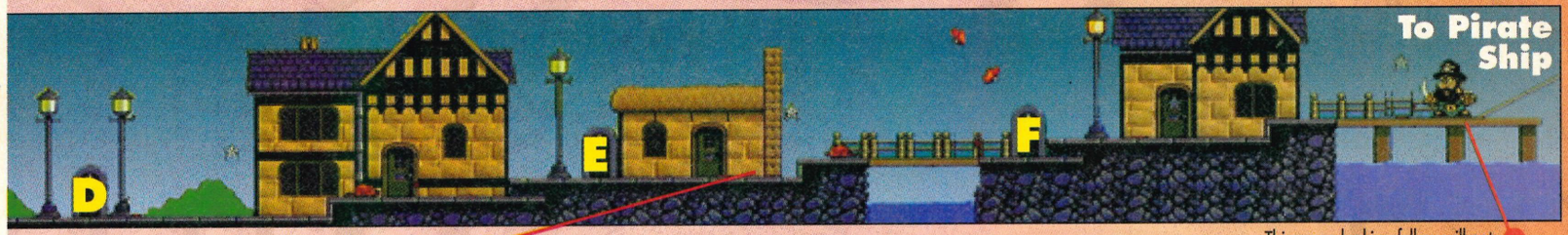
The evil troll guard will want payment if he's going to allow you past. Get the bag of gold near the waterfall to give him.



Food such as this banana is conveniently scattered around the game in case you ever need an energy top up.

Watch out for the guillotine, as one hit from this can seriously hurt your energy status.

The barrel of rum is to be found here. Give it to Blackbeard for access to the pirate ship.



You will have to find another way to the pirate ship, as this wall blocks your progress.

This mean-looking fellow will not allow you to board his ship unless you get the barrel of rum from Bridge Street.

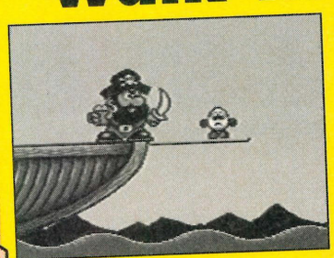
This is one hungry fellow and to stop him eating you simply give him the ham that is lying at the base of the treehouse.



This is the quickest route to and from the town and Yolkfolk Village. The biggest problem is the waterfall, as one mistake and you will loose a life. Items to be found here are the bag of gold which you use to bribe the city guard and an extra life which is very useful.

When the barrel goes over the top of the waterfall, you should jump onto it and jump off quickly to land on the other side.

Walk the Plank!





Before playing this game, it's best to have the aqualung (you might drown otherwise). Make sure that you only have to play this section once and collect all of the stars that you find. If you take your time and don't panic when you miss a bubble, you should have no trouble completing it. When you reach the top, jump off to the right. This will take you to the beach.

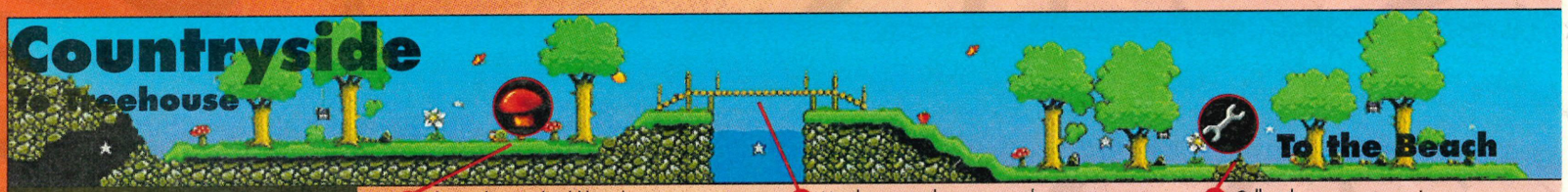
Pro Action Replay
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Countryside



Ahh, the fresh air of the countryside, eh? The objects to collect here are the mushroom that is one of Grandpa Dizzy's medicine ingredients and the spanner which is used in the diamond mines to repair the elevator machine. One more thing to point out is the bridge which can be axed.

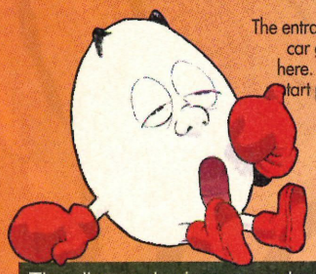
The mushroom should be taken back to the Yolkfolk village and used in Grandpa Dizzy's medicine to cure him from his mysterious illness. You will then be given the Dragon egg which is used in the diamond mines.

Use the axe to chop away at the bridge. You will then be able to fall down into the pool below and take the cymbals.

Collect the spanner to use in the diamond mines. You can then use this to fix the elevator machine and gain access to otherwise unreachable parts.

Diamond Mine





The entrance to the mine car game is located here. It also acts as a start point if you die.

The diamond mines are where it's at for the following items: the Golden Shamrock which you give to Shamus the Leprechaun, the cymbals which wake up Dozy, the axe which is used on the bridge and Grandpa Dizzy's elevator key. The other main attraction of this area is the mine car ride.

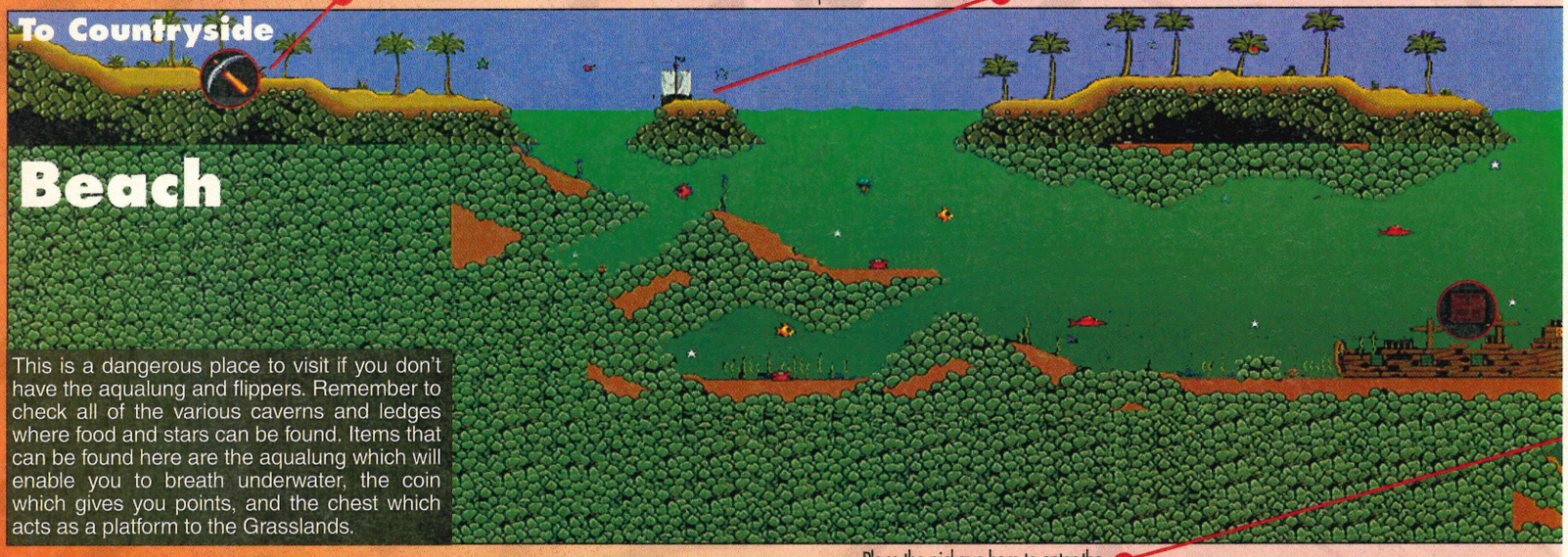
Don't forget to collect all of the stars that you see!

The aqualung can be found here, use it to breath underwater. This is also where you will appear when you have completed the Pirate Game.

Great balls of fire! Avoid the spitting lava flame by timing your movement correctly.

You can find the pickaxe here which is used to open the ledge blocking the underwater cavern.

Beach



This is a dangerous place to visit if you don't have the aqualung and flippers. Remember to check all of the various caverns and ledges where food and stars can be found. Items that can be found here are the aqualung which will enable you to breath underwater, the coin which gives you points, and the chest which acts as a platform to the Grasslands.

Remember to collect all of the stars that you find or else you won't be allowed access to your beloved Daisy.

Place the pickaxe here to enter the underground cavern. You can also jump onto the bubbles to reach the higher ground. From there you can journey to the grasslands.

To get across here, you should drop the bag of salt into the pool. The log will then float up; allowing you to wander across.

Grasslands



You will find Shamus the leprechaun here. He wants the Golden Shamrock from the diamond mines and won't move until you give it to him. Items which can be found here are an extra life and the match which is used to light the straw that will thaw out the very cool Denzil back in the village.

This is relatively easy to complete if you follow the route correctly. Things to avoid are falling boulders that block your path, mine car-riding lizards and the exits; unless you want to prematurely finish your ride that is. A sound word of advice is to keep the car at the bottom of the screen and you will be in a better position to avoid any potential hazards that may cross your path. To change tracks, simply press the pad in the new direction that you want to go in.

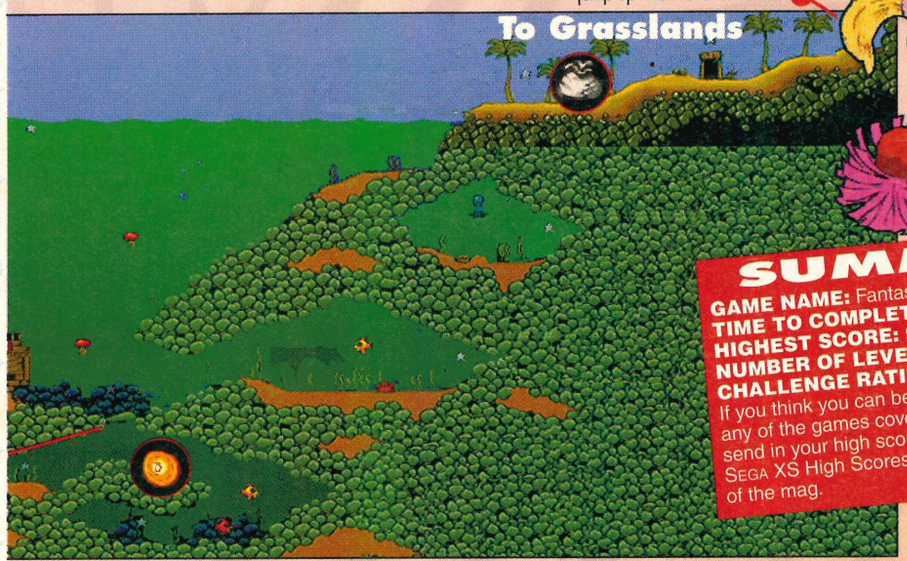


The cymbals are used to wake up old lazy bones himself – Dozy. In return, you will receive a thick rug. Well, it's better than a thick ear!



The Dragon will turn you into a fried egg unless you return the missing Dragon egg from Grandpa Dizzy. Then you can get the Golden Shamrock.

Place the chest from the ship-wreck here so that you can jump up into the Grasslands.



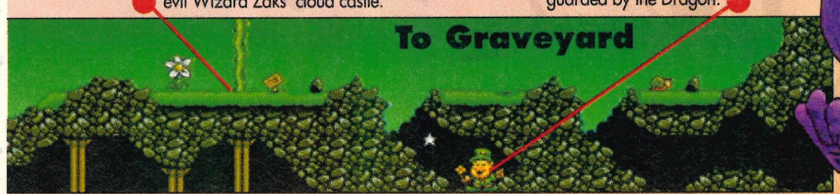
SUMMARY

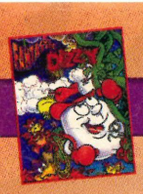
GAME NAME: Fantastic Adventures of Dizzy
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 9,458
NUMBER OF LEVELS: n/a
CHALLENGE RATING: hard

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.

Plant the magic bean here to grow a rather tall beanstalk. You can then ascend it to reach the evil Wizard Zaks' cloud castle.

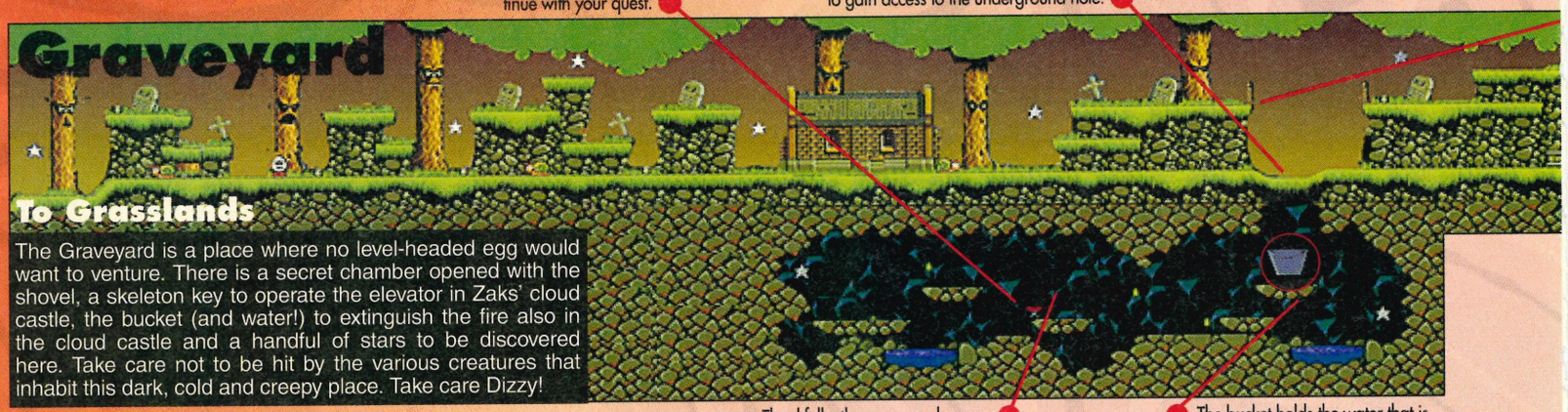
To make Shamus happy, you should give him his Golden Shamrock that can be found in the diamond mines guarded by the Dragon.





The trampet will be found here, use it to jump back out of the hole and continue with your quest.

You will have to complete the mine car ride to get the spade. You can then use it on the ditch to gain access to the underground hole.



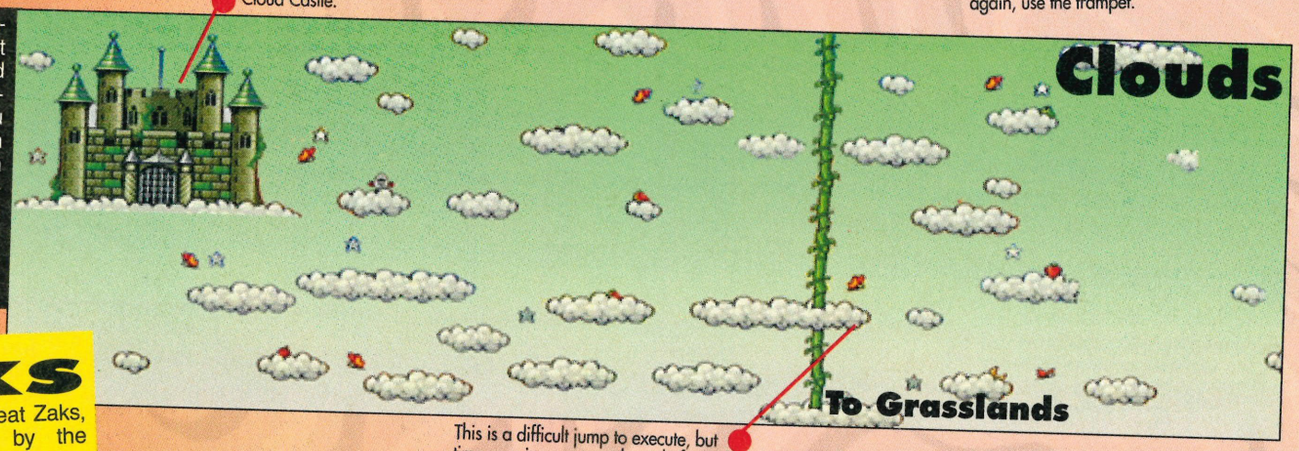
The Graveyard is a place where no level-headed egg would want to venture. There is a secret chamber opened with the shovel, a skeleton key to operate the elevator in Zaks' cloud castle, the bucket (and water!) to extinguish the fire also in the cloud castle and a handful of stars to be discovered here. Take care not to be hit by the various creatures that inhabit this dark, cold and creepy place. Take care Dizzy!

Thankfully, there are no dangers that are to be found here. Quite surprising really, but can you see us complaining?

The bucket holds the water that is used in the evil wizard Zaks' castle. To fill it up, simply jump down into the water below it. To get out again, use the trampet.

You've made it! Now you should use the winch handle on the door to open it and enter the dreaded Cloud Castle.

The clouds are a dangerous hazard that should be negotiated carefully and accurately. Remember that you can sink through them if you stay standing on one for too long so constantly jump to avoid a premature fall. The various butterflies can be trouble.



This is a difficult jump to execute, but time your jumps correctly and after a few goes you should make it. This can be rather frustrating but persevere.

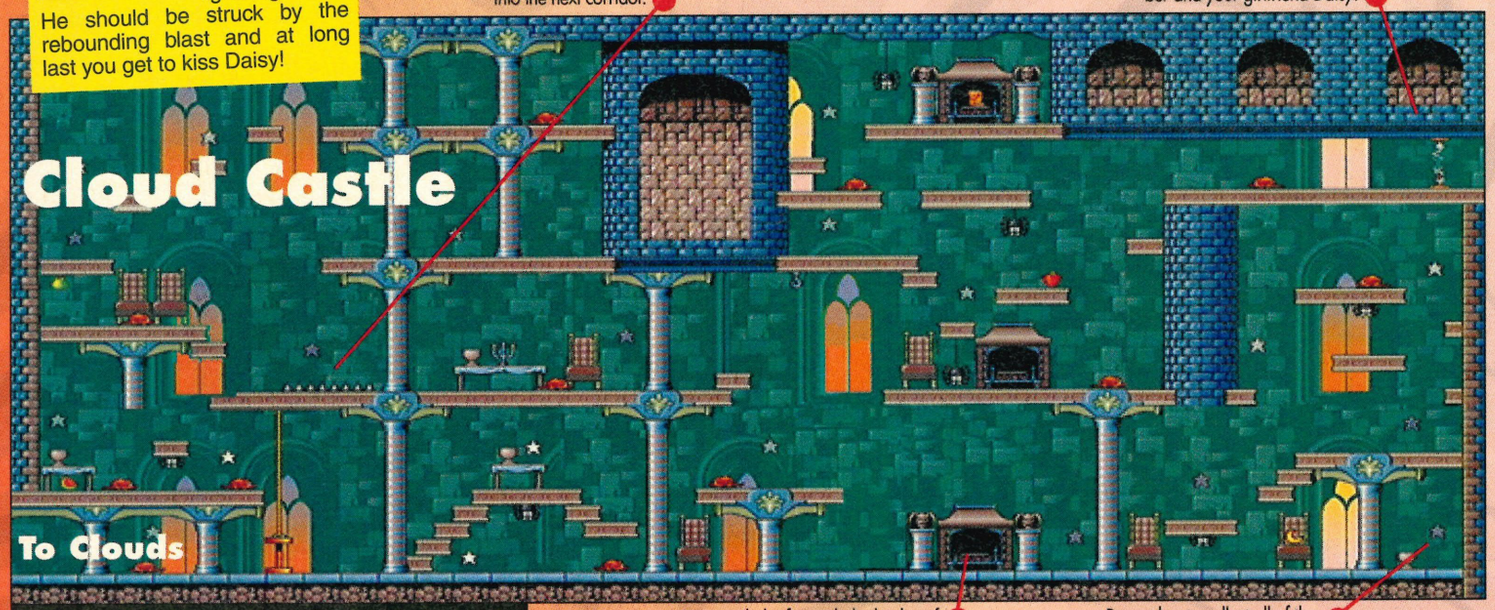
Zaks



To defeat Zaks, stand by the mirror and simply leap up when he shoots his lightning bolt. He should be struck by the rebounding blast and at long last you get to kiss Daisy!

Lay the rug that you received from Dozy over the spikes. Then collect all of the stars and use the rope to swing across into the next corridor.

If you have collected all of the 250 stars you should be allowed access into Zaks' chamber and your girlfriend Daisy!

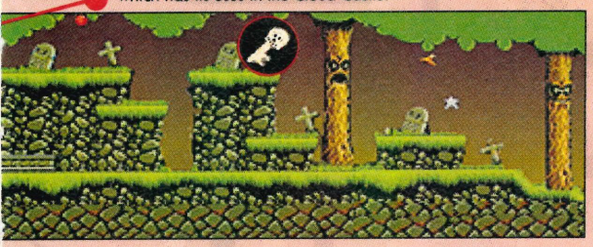


This is it – Zaks' castle. You will need all of your wits about you as well as the Skeleton key, the rug, the bucket of water and the rope. Don't forget to collect all 250 stars to open the magical door and free the beautiful Daisy from Zaks' evil clutches.

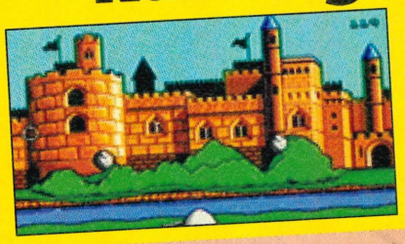
Extinguish the fire with the bucket of water from the graveyard. That is unless you want Dizzy to become a boiled egg...

Remember to collect all of the stars that you find, otherwise you won't be able to complete the game and all of your heroic efforts will have been in vain!

The bridge is formed by using the DIY rope kit from the Troll Castle. You can then have access to the Skeleton key which has its uses in the Cloud Castle.



Raiding the Castle

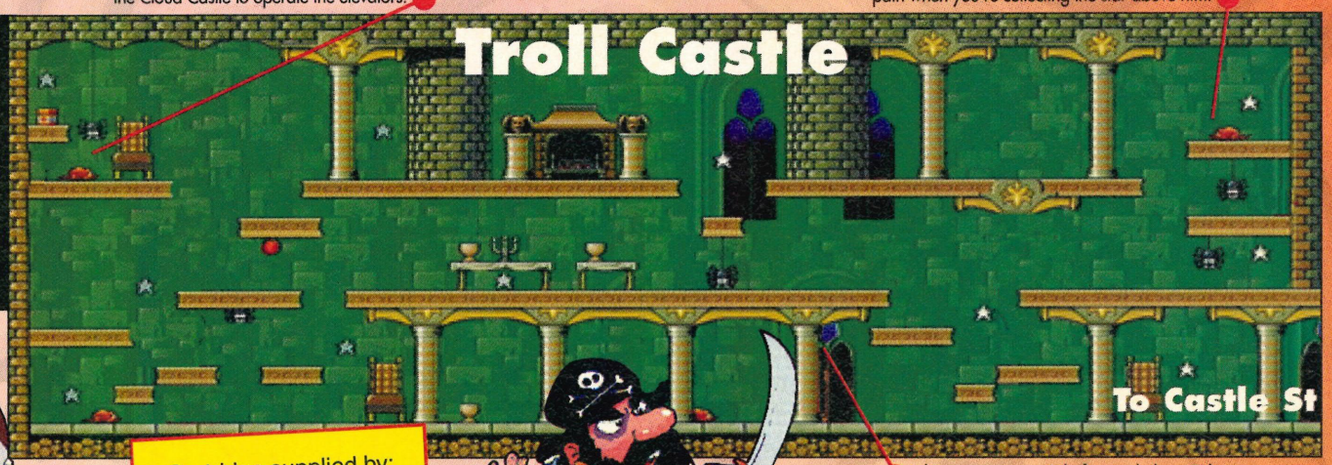


Before you enter this stage of the game, you will need the crossbow that you can obtain from the Prince. This is *Dizzy's* best arcade section and is very similar to *Operation Wolf*. Remember that you can duck to avoid any enemy fire and that there is a time limit to beat. Keep an eye on your bar to see how many shots you can take and aim just above the enemy to win.

The DIY rope bridge is what you need to get the Skeleton key in the graveyard. You will use the key in the Cloud Castle to operate the elevators.

Remember to explore everywhere as sometimes the stars are easily missed. This particular rat can be a pain when you're collecting the star above him.

The Troll Castle is surprisingly empty of trolls, but is instead occupied by an assortment of spiders and rats. You should be used to avoiding them by now and all in all, this level should cause you no problems at all.







Cartridge supplied by:
CodeMasters
Tel: (0926) 814132

This is a pretty straight forward place. Take your time, avoid the obvious dangers, collect all of the stars and you should be fine.

ITEMS

Dizzy uses a wide variety of items in his quest and they all play a part in solving the game's puzzles. Listed below are what they do and when to use them...


The axe is found in the diamond mines and is used to hack away at the bridge.


The bag of gold is wanted by the Troll guard in Castle Street as a bribe.


The bag of salt is used to make the log rise in the contanimated pool.


This rum barrel is found in Bridge Street to give to Blackbeard the Pirate.


The magic bean is planted on the grasslands to grow the beanstalk for Dizzy.


The bucket can carry the water which you use on the fire in the Cloud Castle.


This is the cage that you capture Pugsie in. You can find it in Daisy's hut..


The coin serves no purpose other than points. You can find it in the sea cave.


The crossbow is taken from the Prince after you have united him with Dora.


The crowbar is used to open the chest on the Pirate ship and get the handle.


There are keys for every treehouse door in the game. Their whereabouts varies.


The Dragon egg is taken from Grandpa Dizzy after you help him out.


The elevator keys, like the door keys, vary from place to place.


This is poor old Dora, help her out by bringing her to the Prince at the village.


This should be given to the vicious creature which lives near the waterfall.


You can find the winch handle on the pirate ship and it is used to enter Troll Castle.


The match is used to light the straw and thaw out the cool, but poor Denzil.


The medicine bottle is used with the mushroom and star plant for medicine.


The mushroom is part of Grandpa Dizzy's medicine and is used to cure him.


The pickaxe from the beach is used to prise open the rock on the sea bed.


The Pygmy cow that you receive from Dylan is traded with the Shopkeeper.


The plank of wood is used as a make-shift bridge at the base of the Yolkfolk village.


The ingrediants that are for Grand Dizzy's medicine are shown here.


The rope is used in many different situations during the game and is very useful.


Take the Shamrock from the Dragon in the mines and give it to Shamus.


The skeleton key can operate the elevator in the evil wizards Zaks' Cloud Castle.


The shovel is used by Dizzy to dig open the hole that is in the graveyard.


This spanner fixes the elevator machine that is in the diamond mine.


The star plant is a vital ingredient for Grand Dizzy's medicine.


The straw is used in conjunction with the match to free Denzil from the ice.


The treasure chest from the ship wreck is used as a platform to the grasslands.


The umbrella will protect you from the lava in the diamond mines.

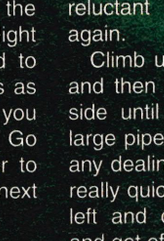

The Weed Killer is used to kill the egg-eating weed that guards the treehouse.


The weight is used for lowering a platform in the Yolkfolk village.


The winch wheel can be found on the Pirate ship and opens the Troll Castle.

JURASSIC PARK

KONAMI ● PLATFORM SHOOT-'EM-UP



GAME GEAR

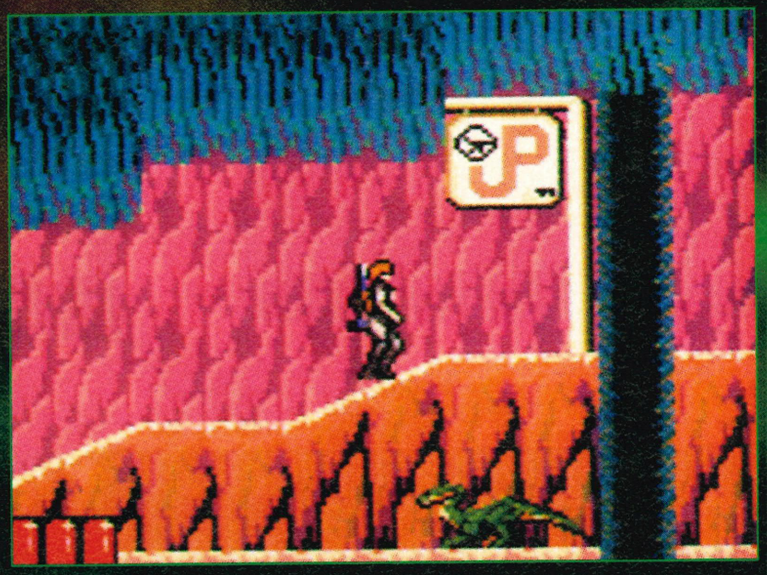
Game Gear owners have a shock. *Jurassic Park* is TOTALLY different from the Mega Drive version. In this pocket game you get to ride the jeeps while blasting dinosaurs in a pointless shoot-'em-up section for higher scores, then the action reverts to the standard platform action where you must battle to defeat the relevant dinosaur guardian. The graphics are great and the action is varied, but *Jurassic Park* is not a difficult game by any means. However, if you have a problem, SEGA XS has the answer...

Each stage is preceded by a shoot-'em-up level. All I can say here is the patterns of attack are are not random and so after a few goes you can predict what is about to happen. You may be able to find a single point on the screen which all the attackers drift into. Watch out for the stones in the road which will jolt your cross-hair and when the guardian appears, keep blasting to stop it munching on your vehicle. You cannot kill the guardian, but you can stop it from ending the section. The shoot-'em-up section is purely for points, so you do not lose lives when you finish it.

VELOCIRAPTOR

On the first bridge of the level, casually walk over it, being careful not to stop or grab the overhanging rail as it is electrified. Immediately afterwards, get ready to crawl along the ground as swooping pteranodons try to pick you off with life-sapping jabs. To defeat them, leap up and shoot in the air when they are about to appear. Make sure you get the credit that's released (ten of them equal one continue!).

Don't hang around as the mud between you and the piping hot lava is not very supportive and will collapse if you stand on it too long. At the second bridge you will have to jump and grab the upper rail to avoid the lava from below. A good sense of timing is called for to pass the reaching lava flows, especially the third in the series. Wait for a second or two and observe the movement as it rises and falls before making your move. At the end of the bridge, arm yourself with a tranquilliser and wait for a pteranodon to fly in from the right. After blowing it from its flight path, continue, but be prepared to get on your hands and knees as another one has a stab at you right at the end. Go through the door to enter the next section.





On the second level, it is best to have some grenades handy as the pteranodons are out in force. In the aftershock of a well-aimed grenade blast, these Jurassic birds are reluctant to look in your direction again.

Climb up the scaffolding (hang on and then push up) on the left hand side until you are dangling from a large pipe. You may be able to avoid any dealings with the birds if you are really quick. Move even further to the left and clamber onto the elevator and get off it at the first stop.

You now have to scamper past some deadly vertical power cables which are buzzing with electrical sparks. They are in a series, each of which becomes progressively worse. On the last of these shocking devices, you should wait until the closest of the sparks is descending before the others, then with a combination of jumping and walking you can leap across the sparks. Most of the time you should be able to run through as they rise or fall without getting a scratch.

Climb on the lift and then go right to grab some power and a medical kit before turning back and going right to pass the last obstacle which happens to be some more electrified power lines. Run through when the first spark has moved out of the way and if you keep moving you should just make it.

Gulp! Have your wits about you on level three as the 'raptors that guard it do not take prisoners! Have your tranquilliser gun at the ready. Position yourself on the left side of the lift as this will prevent the door on the right automatically opening when you go down.



Keep going left and down until you hit the ground floor; disposing of the 'raptor inbetween. Now proceed to

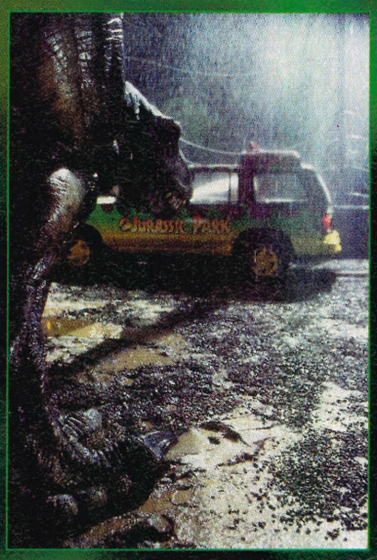
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the lift shaft on the right. As soon as the lift starts, move away from where the electric charges are being fired. In the first instance this is on the right and if you push up against the wall, you will not drop back down through the hole. The sequence is right, left, right and left. At the top on the left is a strength potion. On the way back down you should move left, right, left, right, left and proceed to exit into the final level. Are you ready to take on the biggest and baddest 'raptor?

The last fight on this stage is not that difficult. Just stand in the middle on the ground floor and fire your gun repeatedly at the dinosaur as it pops out from behind the doors. You will find that the 'raptor alternates left and right and occasionally goes over the top, but if you shoot it at least once, it will not harm you when it runs past.

PTERANODON

This is a more disjointed stage where you have to explore inside a tunnel complex and outside ledges of a mountain. You enter the mountain and are offered the choice of two lifts. Both will lead you to the venom-spitting dilophosaur which stands around on the ledges without moving much, and therefore is not too difficult to dispose of. To get through, follow these directions. Take the right



lift and subsequent door. Polish off the dilophosaur, and take the horizontal lift to the other mountain.

Watch out for the enormous boulder which comes bouncing down towards you, if you want to avoid being crushed, then you will duck your head and stand next to where it has just struck.

Walk through the door here to find yourself back inside the tunnels. If you can be bothered to get another medical kit, then go down and along. When you arrive at the big cave, jump up and grab the ceiling, then work your way across all the way to the far side and grab the medical box. If you miss and fall into the water you will drown.

If you now take the opposite tunnel you will have to fumble your way along the ceiling, but don't stop midway because the ceiling blocks will fall after a second. For your troubles you will gain a blue bottle that boosts your power.

If you just want to get to the end of the stage, then take the left elevator and the next door at the beginning. Kill the dilophosaur with a stungun from below, head through the door above and once inside the tunnel, grab the ceiling and move up it until it levels out.

When the moving platform is in position, jump on it. Duck under the overhanging rock and leap off the platform. For the next bit you do follow a similar tactic. Jump up to the ceiling and down onto the next the moving platform. When it reaches the end of its track, then jump up onto the ceiling again and wait for the platform on the next track. Jump onto it and keep going.

The rest is straightforward up to the next door and out onto the mountain again. You will find yourself outside on a grassy ledge, but when you move up to the next ledge, beware of a large bouncing boulder that threatens to crush you. Go to the ladder and jump in the air, thus attaching yourself to a deathslide which takes you across the thin ice to the top of the mountain. As soon as you are in sight of the ground again, hurry over to the right side of the screen; keeping your eyes peeled for another boulder.

You are now in the open and about to be attacked by three pteranodons, so either arm yourself with a stun gun, or cower like a wimp – but don't just stand there like a lemon!

Next, you will have to jump swiftly onto some crumbling ground so keep moving. There is another minor attack from a couple of pteranodons and then the whole ground collapses beneath you. However, you have not died – you are merely falling into the last level of this stage.

This last Pteranodon section is set on an upwards scrolling tree level where the object is to lure the dinosaurs into the air where the helicopters can capture them. You will



need to keep leaping up to avoid the screen killing you, but you must also watch where the pteronodon is attacking from so that you can stun it with your gun. The birds will always attack from opposite sides so you can easily anticipate their moves and blast them. A good tip is to stay in the middle of the screen and just quickly turn in the correct direction. After a while, you will drop off the screen involuntarily. Don't panic – this is the end of the stage and the pteronodon will be captured.

BRACHIOSAUR

This stage is not too tricky. First of all, jump through the waterfall, but be careful as you can only just see where the ground begins and ends. It is probably easier to stay on the lower level armed with tranquilliser. Wait for the dinosaurs to jump from the water and instead of running away in panic, stand your ground and fire constantly. When you see dinosaurs leaping out of the water, stand still and shoot to be safe. When you get to the next waterfall, walk down slowly and drop off the end to the ground. Now leap across to the door.

The second level is besieged by a slightly more vicious breed of dinosaur. They really do go for you, so don't even think of blinking or you may wander why you are lying on the ground in a crumpled heap. Hasten your way right, ignoring the first mini lift and trigger the automatic door. You may have trouble seeing the attack through the mesh that is blocking your view, but make sure you're firing your gun like mad to take out any monsters in your path.

Move to the next automatic door and shoot another 'raptor. Jump down the next lift shaft to the right. If you wait for it to take you down, the element of surprise will be gone. When you touch the ground, immediately turn to face the oncoming dinosaur and fire repeatedly. Go left and jump off the platform; ignoring the lift again. The 'raptor will be on your right when you land, so be warned. Keep fighting your way downward until you reach ground level. The last dinosaur will attack from the right. When it is taken care



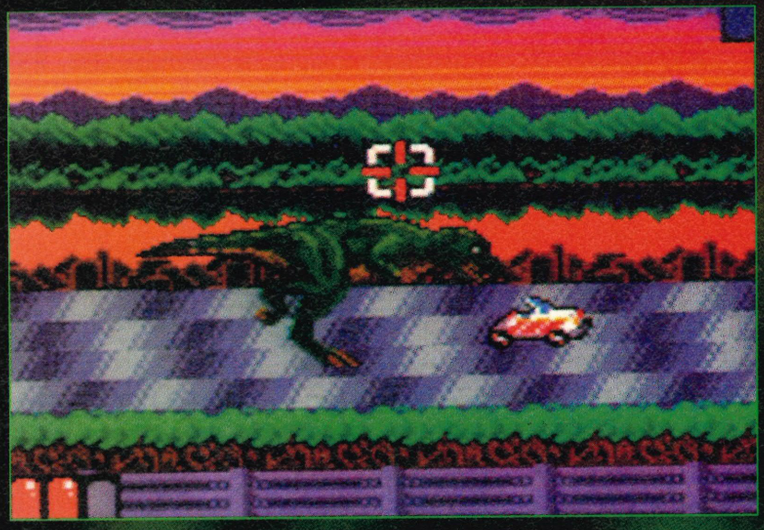
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of, make your way right and go to the exit.

You now find yourself outside again. Choose the stun gun and use it on the pteranodons and looming brachiosaur. Don't bother trying to finish off the brachiosaur, the worse you can do is make him back off and shake his head, so as soon as he does this, run past it. At the end of this section you are confronted by water and a one man dingy. Get in the dingy and it will take you to the final confrontation.



The final guardian consists of a brachiosaur's neck and a head rising and sinking in the water. You have the power to move the dingy left or right if you squat down first. Look for the bubbles in the water as an indication of where the monster will appear from. When he is fully out of the water, or rather, when all his neck is visible, fire shots at his mouth at a 45° angle from your position (use the grenade launcher).

When a direct hit is scored – the brachiosaur will open his mouth wide and look a little upset. You can see how well you are doing by the depleting power of the monster in the top right hand corner. If the monster looks like its going to rear up in the middle of the screen, then you should be prepared to escape into one of the corners and jump. You can't jump out of your dingy so don't worry about jumping around frantically. Do not let the brachiosaur touch you for any period of time as the effect is devastating.

TRICERATOPS

This level is set in the midst of the storm. A whirlwind passes overhead, but it is not a danger. Walk on passed the dip until you see another whirlwind. Retreat to the dip until it blows away and then continue. Lightning will strike the ground creating pits. Jump over the first couple, but when you see another tornado, use the dips to evade it by crawling into them.

Look out for a tiny head poking out from the bushes and stand your ground with the tranquilliser, and when the ambushing dino jumps out, blast it immediately. Look out for another one a bit further up. A small, quick and very annoying creature guards the end of this level. Stealthily fire from below or above and carry on down the slope until you see lightning strike the ground. The result of this is a fast spreading forest fire which will scorch your feet if you don't double back to the safe distance of the plateaux. Wait a couple of seconds for the fire to burn itself out and you will notice that with the foliage gone from the trees, you can now use the bare branches as platforms. Do just this; making your way to the right and not getting singed by the remainder of the fire. You don't even have to bother tackling the last dinosaur, just jump over him from the last branch.

The wind is still whisking the leaves into the air on the following level. Do not rush or more often than not you will blunder into the enemy. Peeking out from the bushes is the head of a gallimimus. Give him a dose of tranquilliser for good measure and also his mate who happens to be the next problem you encounter a little further on. You will arrive at a body of water which is continually being electrified by bolts of lightning. Jump up to the branch of the tree above the water, wait for the lightning to strike and then jump into the water; making a run for dry land before you get fried! Repeat this for the next obstacle.



As you descend the slope, select the grenades as your weapon and lob them at the little dinosaur.

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Another one appears just before the end, but you can jump over him if you are quick. The battle with the triceratops is quite difficult. You have to jump for the vine at the top of the screen and hang there in the corner. When this elephant-sized dinosaur decides to ram you, you may be shaken free, but as long as you land on the tiny ledge below you will survive. The reason you should spend a lot of the time hanging around is because the triceratops hurls energy-robbing mud at you when he charges. It will hit you if you are always on the ledge. You score those vitals points against it if you lob a grenade at its tail, of all places. So you have to be ready when it turns away from you.



SUMMARY

GAME NAME: Jurassic Park
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 110,692
NUMBER OF LEVELS: 4
CHALLENGE RATING: easy

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

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ECCO CD



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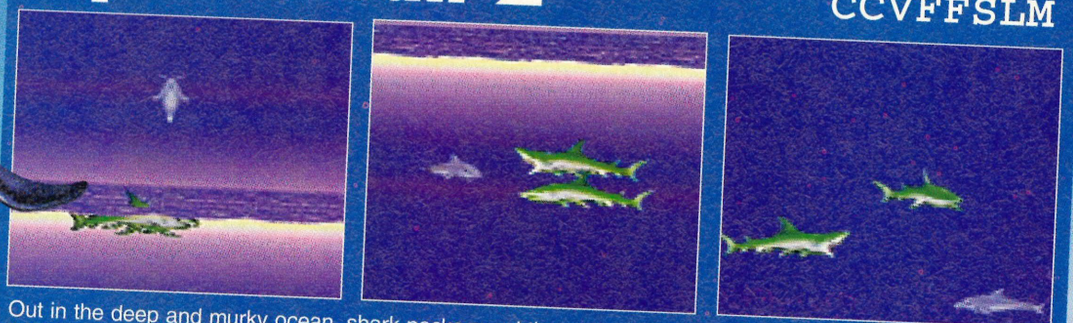


MEGA CD

Ecco the Dolphin CD has been hailed as one of the Mega-CD's best games. The addition of Q-sound, Full Motion Video footage and extra levels to the cartridge version have had us literally gibbering over it. Back in the first issue, SEGA XS toiled to bring you the solution to the original cartridge version and when Sega released the improved CD version we knew the job wouldn't be complete without busting the extra levels that were included...

Open Ocean 2

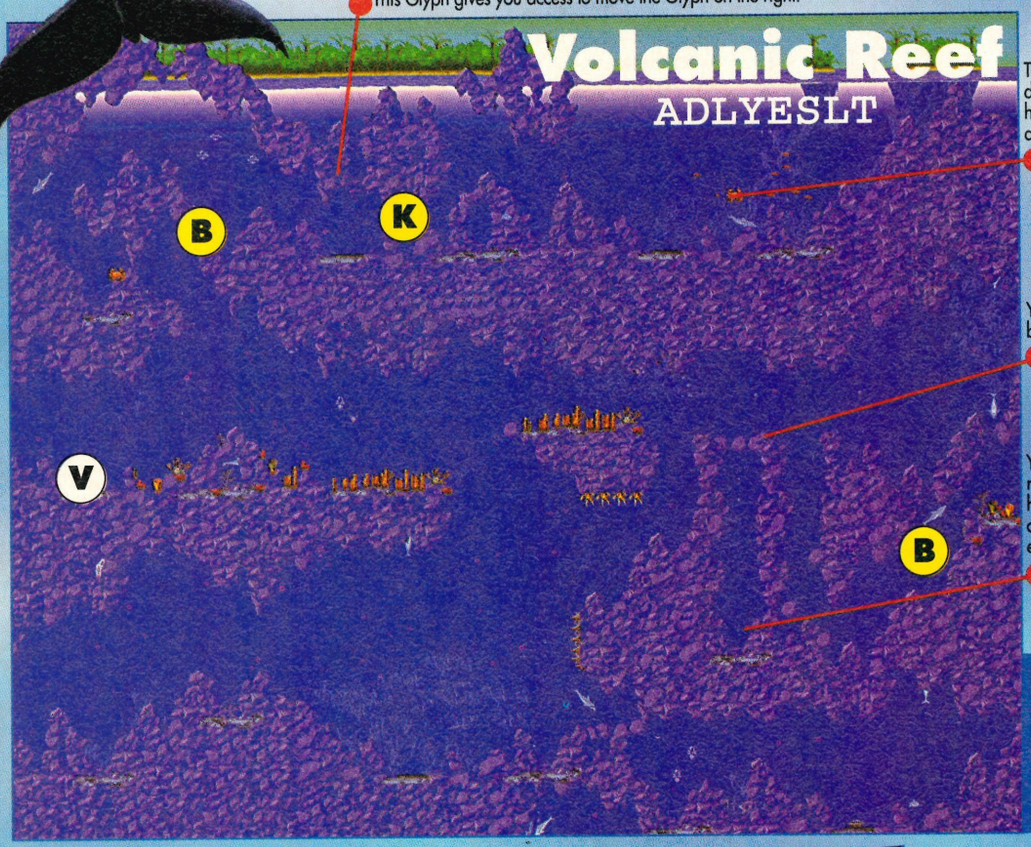
CCVFFSLM



Out in the deep and murky ocean, shark packs prowl the water, looking for their next meal. Guess who that is? Ecco should move as quickly as he can for this level dodging any predators that he can see. Keep swimming towards the left, keeping towards the top in case you need any air as you go. This is a big level.

Volcanic Reef

ADLYESLT



This nasty little crab suddenly jumps out of his hole, so swim over this area higher.

You can move these rocks by charging into them.

You will need to move the rock that can be found here onto the set of rocks on the right before the levels finished.

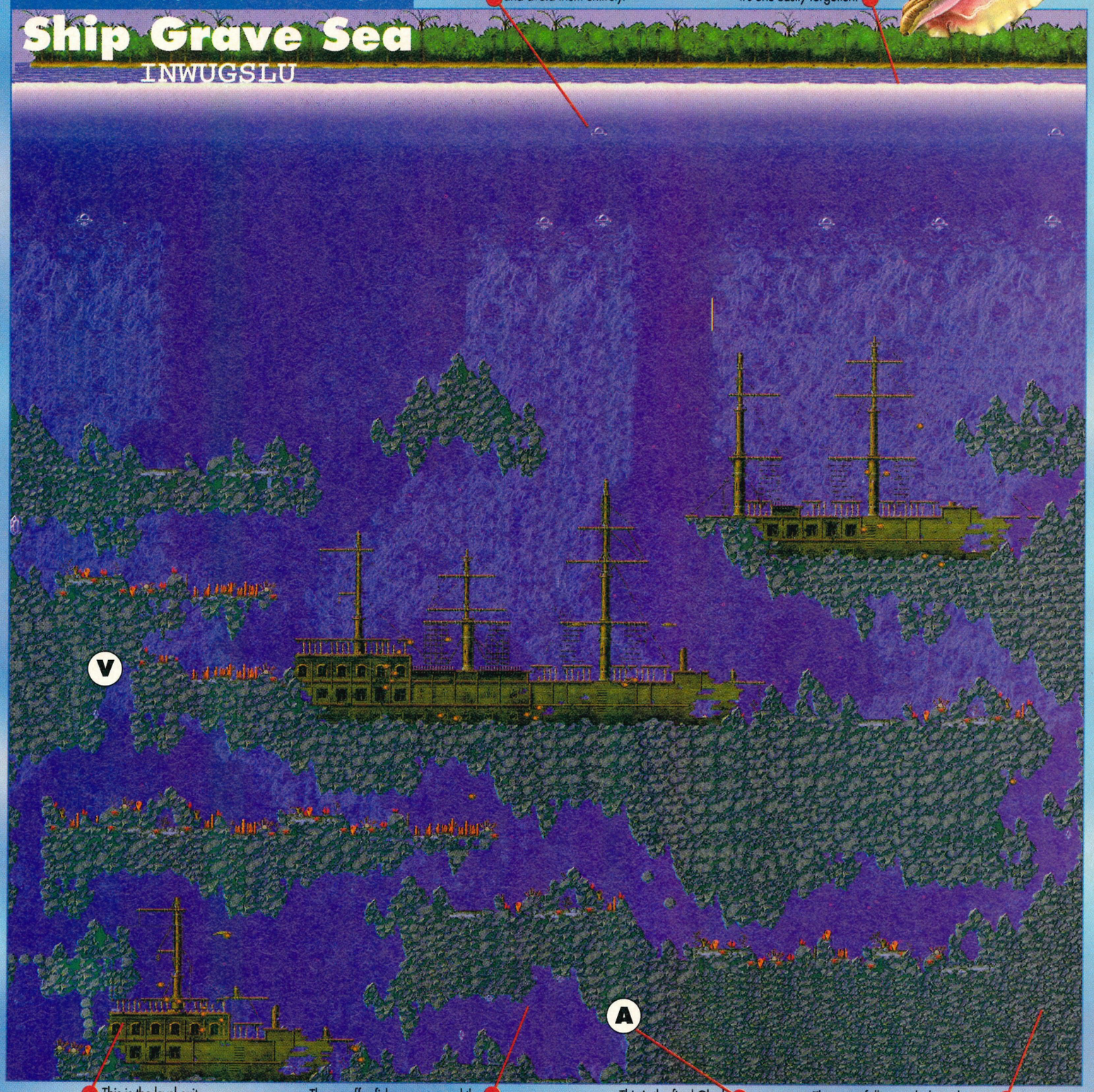


A Volcanic Reef it may be, but where's the volcano? This level has a lot of Glyphs for you to access and a rock to manoeuvre before you can get past. Probably the hardest part of this level is at the beginning, where you have to make a long jump over a rock. The jellyfish can be tricky as they tend to roam around in groups.

The Ship Grave Sea is a dangerous place for Ecco to explore. His main problems are the numerous jelly fish which prowl the depths. This level has its fair share of Glyphs to activate as well as the size of the level being a challenge. You should always keep an eye on Ecco's air bar as this can run out when you're quite a way down the level. To refill it, simply go back up to the surface again.

Ship Grave Sea

INWUGSLU



You can tackle these jelly fish two ways; either charge into them and destroy them, or you could swim around them and avoid them entirely.

Remember to come back up to the surface for air. This may be an obvious tip, but it's one easily forgotten.

This is the level exit. The Glyph that grants you access is located to the right.

These puffer fish move around the screen at a very high speed in circles. Trying to avoid them is the best tactic, as attacking them will inevitably lead to you being hit.

This is the final Glyph that you need to access to complete the level.

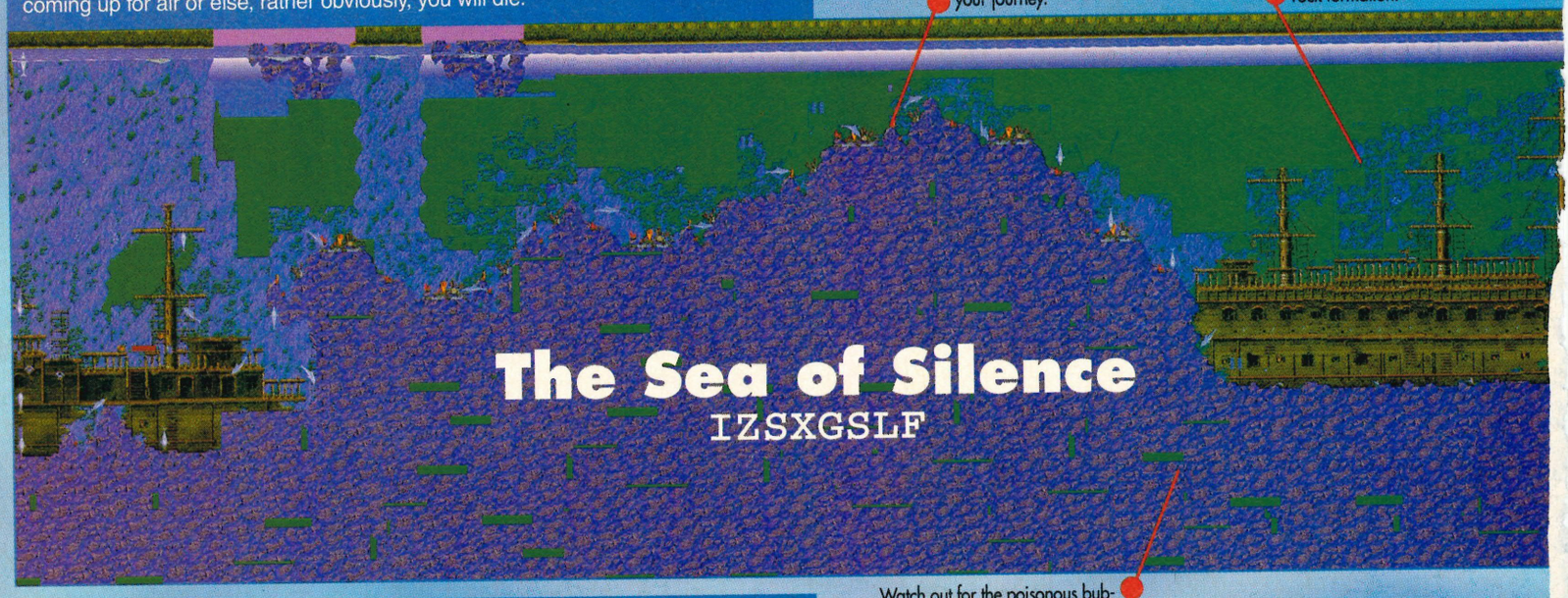
There are falling rocks here that can be trouble if not avoided in time. It is possible to destroy them by charging into them.



The next stage of Ecco's adventure brings him to the dangerous, eerie and unsuprisingly quiet Sea of Silence. A tricky level to master, Ecco has to utilise Glyphs, avoid the jelly fish and poisonous bubbles to complete it. Ecco has a vast rock face and several sunken ships to explore in and around. Remember to keep coming up for air or else, rather obviously, you will die.

Your air bar should be getting low by now, so quickly pop up to the surface and continue your journey.

The jelly fish are in force around this ship and the best route for you to take while travelling past is to follow the rock formation.



The Sea of Silence

IZSXGSLF

Watch out for the poisonous bubbles that emerge from the cannons.

The Wreck Trap is a pretty straightforward level, really. As usual, just use the Glyphs to access other areas of the game while avoiding the various problems posed by the level. You will need to utilise the turtles that are swimming around so that you can swim against the ocean currents. It can be a bit annoying when you're halfway down the level and have to go all the way up again for air, so remember to keep an eye on that air bar.

These jelly fish can be dangerous if you don't handle them with caution.



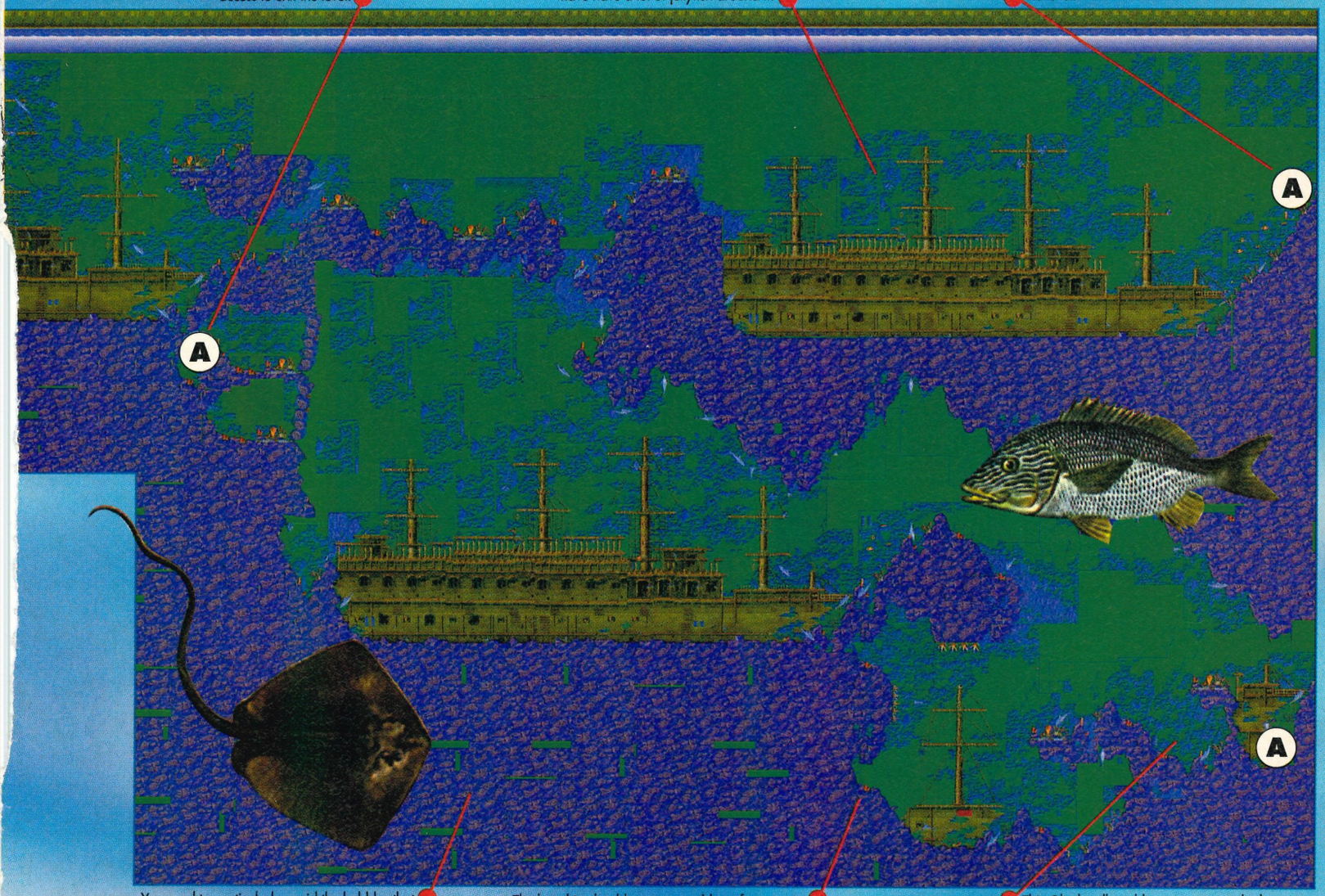
Wreck Trap

WJHQGSLL

Use the turtle to swim down here against the current.

This is an access Glyph; to use it, you simply talk to it.

Watch out for the falling rocks that, er, fall down here. Avoid them if you can.



Passwords for All Levels

Undercaves	GMRIQDCM	Deep Gate	AKNBHSLI
The Vents	IUEINLDP	Marble Sea	QSOMFSLQ
The Lagoon	GRTJZYJF	The Library	WBTXFSLV
Ridge Water	OVDJDSLB	Deep City	UNIQFSLN
Open Ocean	GMYMDLSI	City Of Forever	WASUFSLB
Ice Zone	GMBRHSLU	Jurassic Beach	ONNBJPLY
Hard Water	UKZFHSLS	Pteradon Pond	WPVXIPLL
Cold Water	SYQJHSLZ	Origin Beach	AQZIJPLG
Open Ocean	CCVFFSLM	Trilobite Circle	GKGFJPLK
Island Zone	ALZBESLS	Dark Water	GZIUKPLR
Deep Water	IHPFDSLP	Deep Water 2	GAAGDPLP
Volcanic Reef	ADLYESLT	City Of Forever	YLQQZNLM
Ship Grave	INWUGSLU	The Tube	MNEYELLB
Wreck Trap	WJHQGSLL	The Machine	SKZNELLO
Sea Of Silence	IZSXGSLF	The Last Fight	KANZFLLX



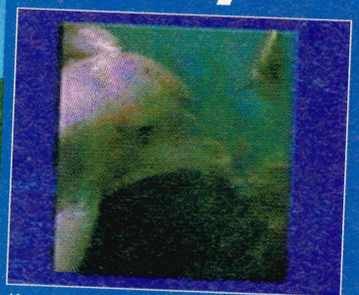
Puffer Fish

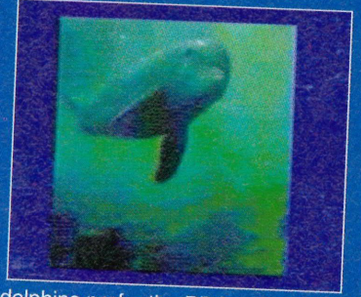
The Puffer Fish are some of the fastest enemies in the game. They swim around in groups in a circular motion. It's best for Ecco to avoid them. One thing bothers me; why do they never puff up, eh, Sega?

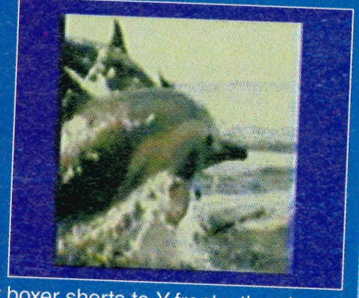




The Joy of Dolphins, Video Version

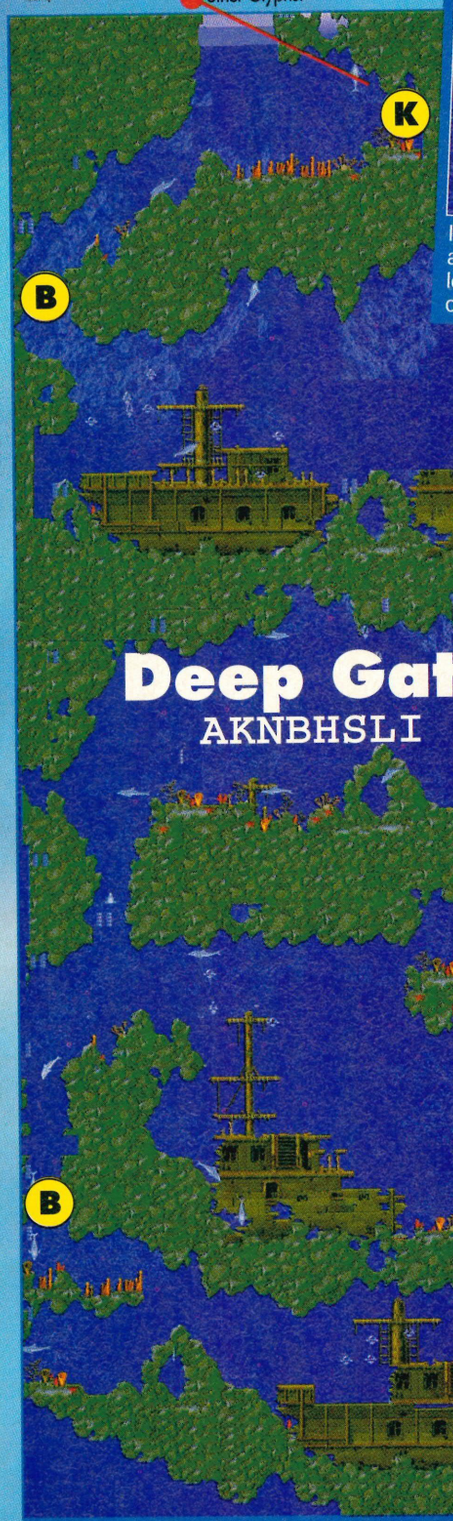






If you ever wanted to know whether dolphins prefer the BBC to the ITV or boxer shorts to Y-fronts, then have a listen to the rather tasty slice of FMV (Full Motion Video) that is located in a couple of Glyphs on the Library level. It's all very nice, showing footage of dolphins at play and as an added bonus, the commentary is even done by an annoying American! Are we lucky or what?

This is your main Glyph, as it were. This is the Glyph that you will have to keep on coming back to to access other Glyphs.



Deep Gate

AKNBHSLI

Yet another ship for you to swim past. Talking about the ships, why oh why are thy always the same model? Where are the speed boats and huge aircraft carriers?

Oh look, another ship! Um, a sense of deja-vu anyone?

Remember to explore everywhere and avoid any enemies that you come across.

The Glyph at the top of this level is a 'go to' Glyph, as it can access all of the other Glyphs on the level. You will have to work fast to stop your air from running out as it's a long way down. Continually press button 'B' to gain speed.

Nearly there! Move the Glyph that blocks your way by accessing the Glyph located towards the top.



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KEY

This key is used in conjunction with the maps to show you what each Glyph does. Use the markers to locate all the essential Glyphs on the maps.

K — KEY GLYPH
When you've accessed these Glyphs, you are given access to get past any barrier Glyphs that previously blocked your way.

B — BARRIER GLYPH
These Glyphs are a Dolphins worst nightmare. Ecco can not progress past these unless he has first been to visit the Key Glyphs.

A — ACCESS GLYPH
Any inanimate objects that block old fish face's path in the game can be moved once one of these Glyphs has been accessed.

V — INVINCIBILITY GLYPH
You too can be invincible once you have accessed one of these tasty Glyphs. Once you have invincibility, no enemies can hurt you as well as infinite air.

Deep Water

GAAGDPLP



The jellyfish rear their ugly heads (or whatever you call them) once again here, and it's best to charge at them.



It's quite easy for you to accidently swim into the spikes here if you don't stop in time.

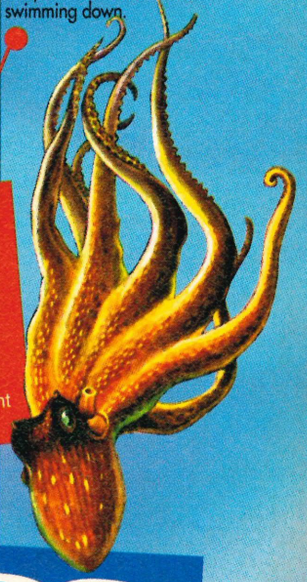
Have a gulp of air, you will probably need it by now. Watch out for the crab that lurks around here.



Having reached the bottom, the last thing that you want to do is get eaten by this crab, so don't.



A strong current will force you up here, so it's best to avoid this part and concentrate on swimming down.



SUMMARY

GAME NAME: Ecco the Dolphin CD
TIME TO COMPLETE: one week
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 30
CHALLENGE RATING: very 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.

Turtles



No bandanas on these particular turtles (small mercies, eh?), but a rather good ability to carry you against the current. To do this you have to give the turtle a nudge and they then retract into their shells, leaving you free to move them around.



A long, long level this one. Thankfully, there are some handy air pockets that are scattered around here for Ecco to have a gulp at and the occasional piece of food to nibble at. The main problems faced on this level are the crabs which can suddenly jump out at you, and the various spikes that are strewn around the walls of the rock formations. Your goal for this level is to reach the bottom.

Having reached here, you meet this rather, er, strange thing. What is it? Does anyone know? Oh, you've completed the level by the way...

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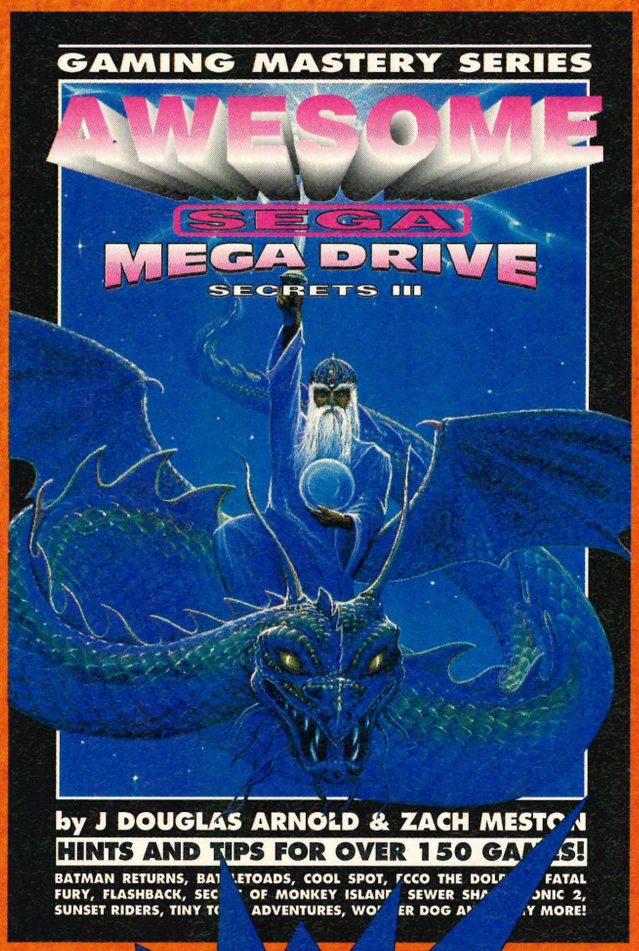


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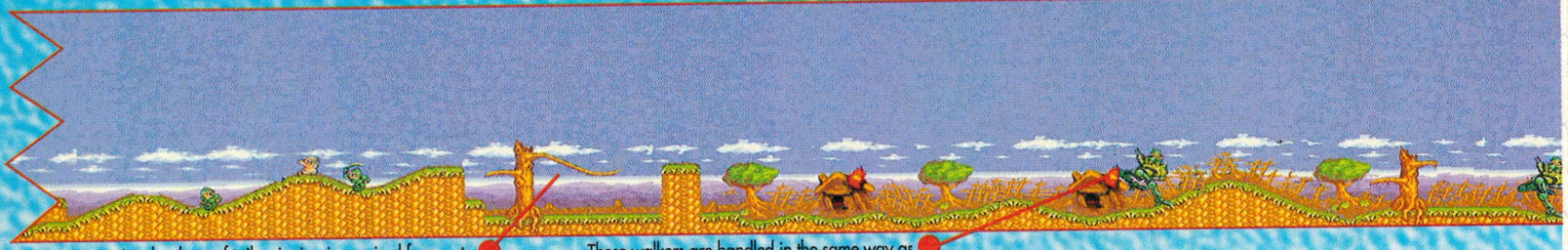
Level 1-1

A fairly simple, staightforward training level helps you get used to Sparkster's controls. Practise perfecting your rocket attack and using your tail to hang upside-down from trees. Sparkster senses that something is wrong at the royal palace when he see's it on fire! Running towards it, he encounters the Black Knight's army.



These pig-men can be defeated with a few swipes of your sword. Hit them once and they will jump out of their armour, hit them again for more points.

Jump up when you're under the branch and push up. You should now be hanging upside-down and can jump onto the platform to continue your quest.

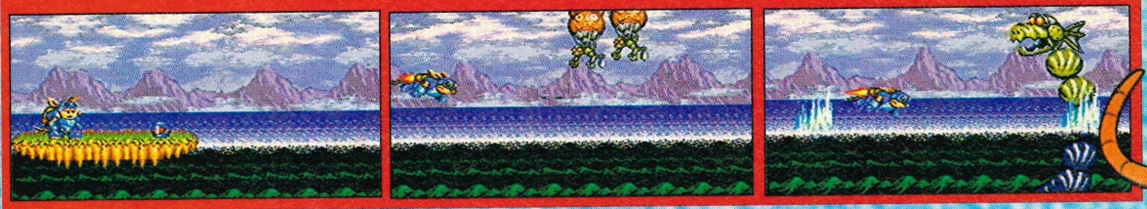


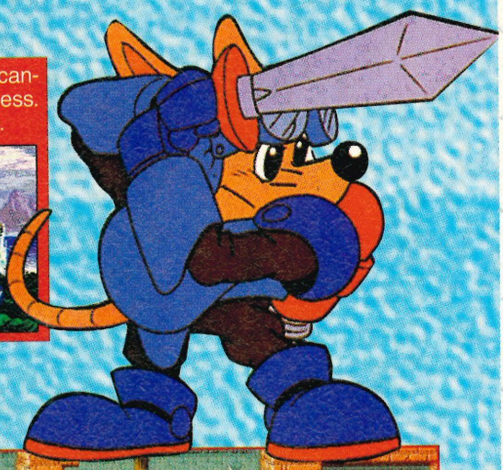
Another bout of tail-swinging is required for you to pass this tree. You can collect the extra tokens which are placed along the branch.

These walkers are handled in the same way as the battle-cars were (see opposite page). Just fire like crazy as they walk up to you.

Level 1-2

It's shoot-'em-up time for Sparkster. The robots are really just cannon-fodder, but the real trouble arises in the form of Robo-ness. Shoot at his head while staying down near the water to kill him.





Three blasts of flame will power across towards you. The first two will shoot across to where you were last standing, while the third shoots slightly higher. The thing to do is quickly reach lower ground and avoid any damage.

Level 1-3

When Sparkster finally reaches the palace, he is greeted by a scene of chaos and panic. The first part of the stage is fairly straightforward and should pose no problem for the little Possum. The second stage though, is a triky one to survive. The key to getting past is to time your jumps past the flame bursts.



Ignore the damsels in distress Sparkster, and concentrate on getting past the bonfires that have sprung up all around the palace.

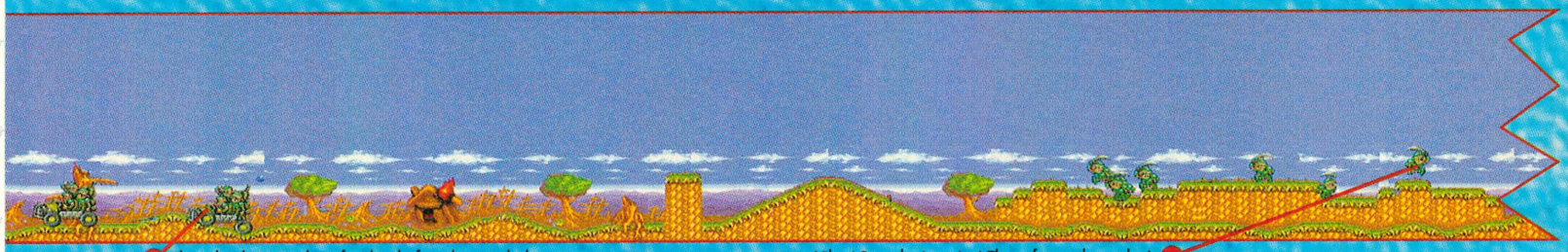
Ha! How ironic that the enemy is on fire. Slash him with your sword and hurry on past; remember, never play with fire unless you want to get burnt!

MEGA DRIVE

KONAMI ● PLATFORM SHOOT-'EM-UP

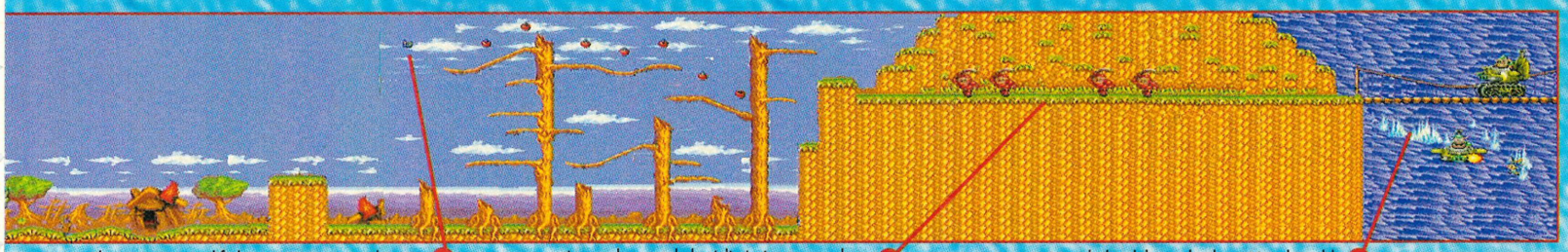
ROCKET KNIGHT ADVENTURES

The hot new game from Konami, *Rocket Knight Adventures*, has breathed new life into the Mega Drive platform scene. This was an instant classic when released a few months ago and SEGA XS has done it justice with the completely mapped solution. Sparkster's crusade against the evil Empire pushes the Mega Drive to a new height of exellence. So strap on your armour brave knight, we're going on an adventure...



These battle-cars take a few hits before they explode, so the best tactic is to just pump the fire button before they come into contact with you.

Yikes! Parachuting pigs! The safest path to take is the lower route. Alternatively, you could power-up your rocket and blast your way through.

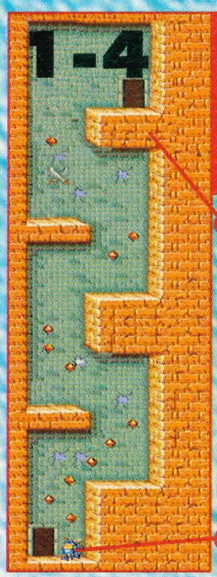


There is an extra life here. Using your tail-swing, work your way up the tree and when you're at the top, swing left and press jump right at the edge.

Just rocket attack the 'elite' pig-men and you should have no problems.

Jump behind the tank where it's vulnerable for an easy kill, and then rocket-spin the submarine when it charges at you.

1-4

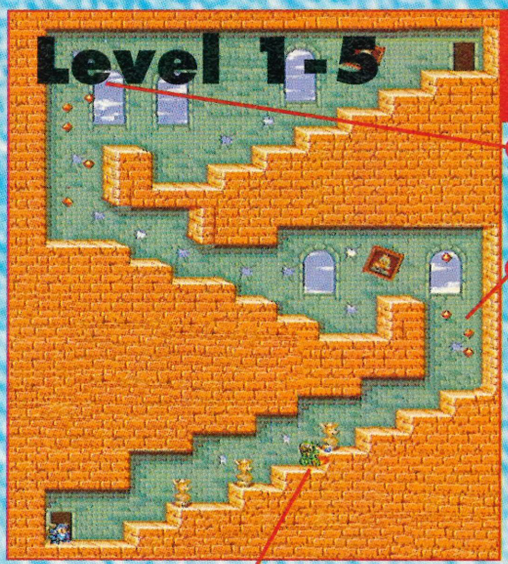


After the horrors of the fiery last stage, Sparkster is greeted by a harmless climb to the top. Power diagonally against the wall and you should reach the next ledge. Collect all of the diamonds that you see.

And here's the exit.

Here we are at the base of the stage, ready to start the climb to the top.

Level 1-5



Another simple stage that you should walk through. The only dangers posed are by the screaming and distressed pig-men who haveaccidently set themselves on fire.

There's an extra life here. You get it by charging up your rocket-pack and vertically firing upwards.

Rocket up here and collect the emeralds that are up for grabs. Halfway there.

Ascend the stairs; taking care not to get hurt by any of the running pigs that are fleeing the flaming palace.

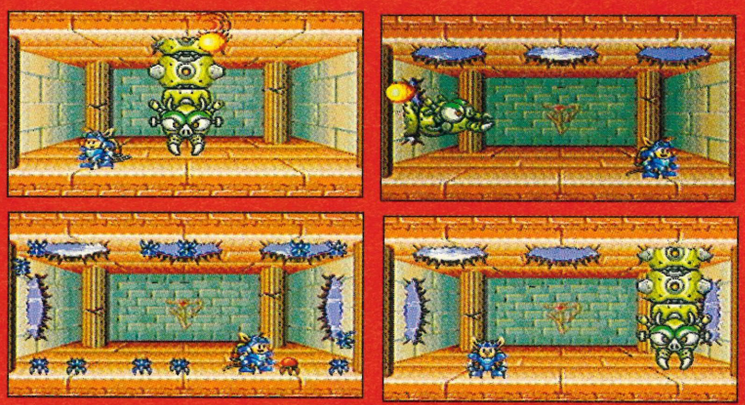
Level 1-6



Simply stand here and diagnolly power off the wall to reach the higher platform.

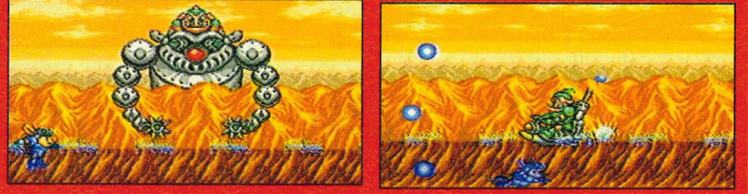
You start this stage greeted by an Birthday present, but don't be fooled – it's a pig-man who's wrapped-up! Simply stab him and walk on...

Level 1 Guardian



This fearsome monster will crash through the ceiling three times before coming through the two walls. He will then start spitting bugs out through his mouth (the red one is vulnerable to attack), before starting the procedure all over again. Hit him when his head is exposed to kill him off.

Level 2-1



There are two stages to this stage. The first is a huge robotic guardian that is controlled by a pig-man. To defeat him, you must power-up your rocket and diagonally fire at his head. The second part is overcome by swimming towards the bottom of the river and staying there. You shouldn't be hit at all.



Level 2-2

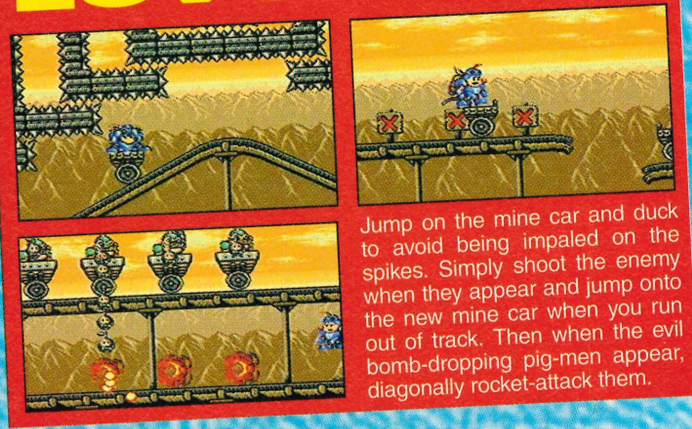
Don't forget to collect the extra points and fruit that can be found stored up here. The bat can cause problems if he isn't killed straight away.

Sparkster should beware of the numerous falling objects that fall down here.

The best way to tackle the underwater sections is to slowly swim down; taking out any enemies that you encounter along the way.

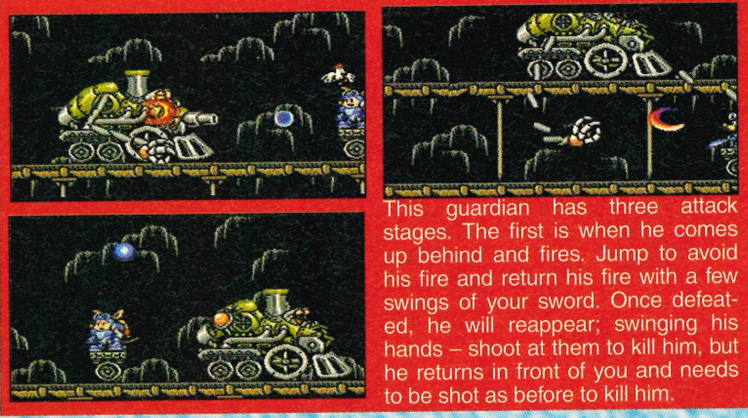
This section requires the use of Sparkster's tail. He has to manoeuvre himself underwater twice before he can finish the level. This may sound tricky, but is actually quite easy.

Level 2-3



Jump on the mine car and duck to avoid being impaled on the spikes. Simply shoot the enemy when they appear and jump onto the new mine car when you run out of track. Then when the evil bomb-dropping pig-men appear, diagonally rocket-attack them.

Level 2 Guardian



This guardian has three attack stages. The first is when he comes up behind and fires. Jump to avoid his fire and return his fire with a few swings of your sword. Once defeated, he will reappear; swinging his hands – shoot at them to kill him, but he returns in front of you and needs to be shot as before to kill him.

A very long and tricky level this one. You will have to use Sparkster's tail to jump up the vines and then work your way across until you reach the end.

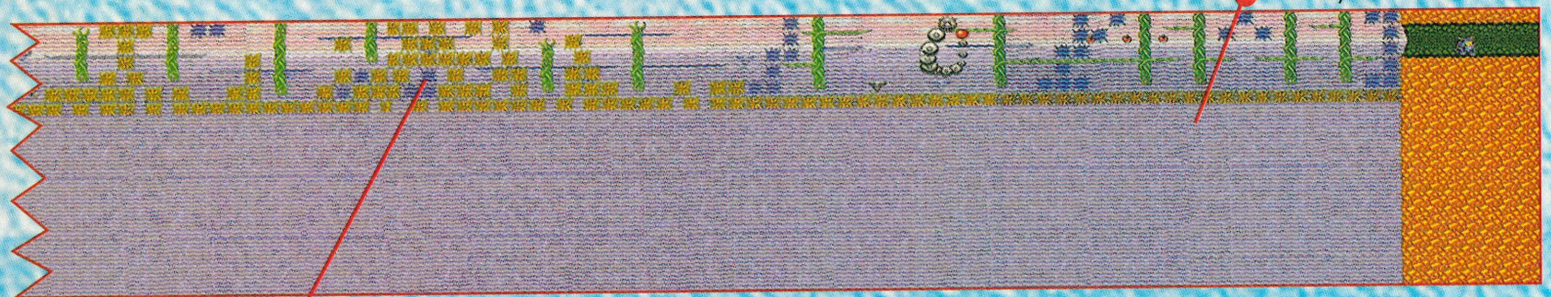
You will have to power-up your rocket to make the jump across this gap. Your tail should hold you on the other vine when you come into contact with it.

Level 2-1



There's an extra life located here. To get it you will have to swing across the vines and jump.

This nasty robotic snake should be shot in the tail. It doesn't matter whether you're standing in the foreground or background because he will follow you wherever.



Plenty of hazards here as Sparks must negosiate himself between the foreground and the background.

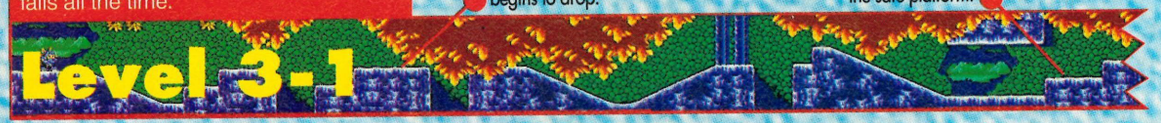


The next course of Sparkster's adventure has him venturing into an underground cavern. The main problem he faces is the river of lava that rises and falls all the time.

Time your jumps between platforms, so that you take your leap just as the lava begins to drop.

Speed is what's needed here as Sparkster must move straight away when the lava drops; jumping up to get to the safe platform.

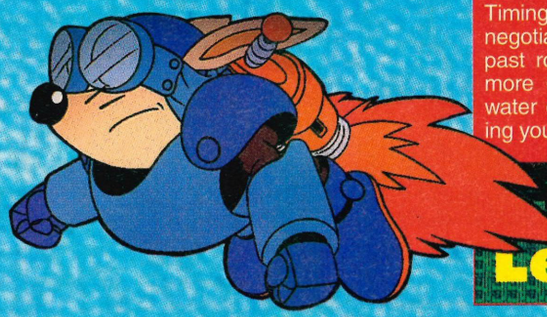
Level 3-1



The thing to do here is to look for the hidden platforms when they are reflected in the lava and jump.

Nearly made it, jump up to reach the safe platforms and wait until it's safe to reach the exit.





Timing is needed here as you must negotiate not only past spikes, but also past robotic fish! This is made all the more dangerous by the fact that the water continually rises and falls; bringing you up or down with it.

Always try to time your movement across the stage so that when the water falls you are in no danger of becoming trapped on some spikes.

The guardian! Shoot at its claws first of all, while in turn avoiding their attack. Then you should start to fire at the robo-crab's head, while avoiding the bubbles that start to leak from it.



Level 3-2

The last stage of the third level brings Sparkster to another lava-filled cavern. This time he takes control of an enemy walker. The screen continually scrolls so you must think ahead all the time.

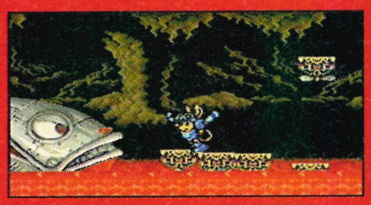
Jump off whenever you reach these platforms to avoid being hit by spikes and to give yourself a better chance against the bats.

The walker will stop here; leaving you free to jump up to the ledge and the end of the stage.



Level 3-3

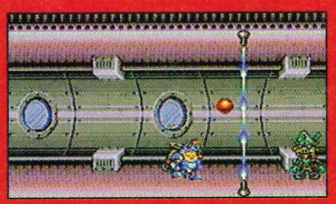
Level 3 Guardian

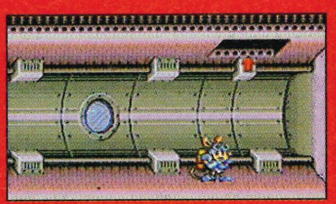




This mockery of a goldfish is one of the hardest guardians in the game. When he starts to swallow the platforms, continually jump back to stay on a platform. After a while he will stop this and emerge in the middle of the screen firing off shots and extra energy. Shoot the man when he jumps before the whole process starts again. Repeat this a few times to kill it.

Level 4-1





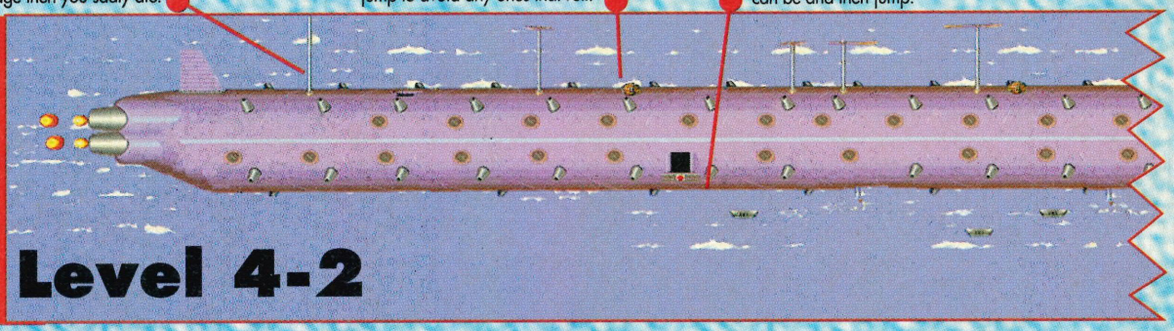
You can't touch the Baron because he's protected by a forcefield. So what you must do instead is deflect the bombs that he throws at you back at him. A few hits later and he will slink off, leaving you free to fly up the trapdoor and onto the outside of the huge airship.

If you miss this final pole and fall off of the edge then you sadly die.

The barrels can be a pain if you don't know how to tackle them. To avoid the bouncing barrels, you should duck and jump to avoid any ones that roll.

To reach the exit, you should wait until the swinging platform is as near as it can be and then jump.

Sparkster has to work his way along the top of the airship; avoiding the barrels that the Baron throws at him. This is tricky enough, but things get even harder when he has to tackle the platforms on the ship's undercarriage, with robot crabs making his life a troubled one. As you can see from the map, this is one of the largest levels on the game and certainly one of the best looking.

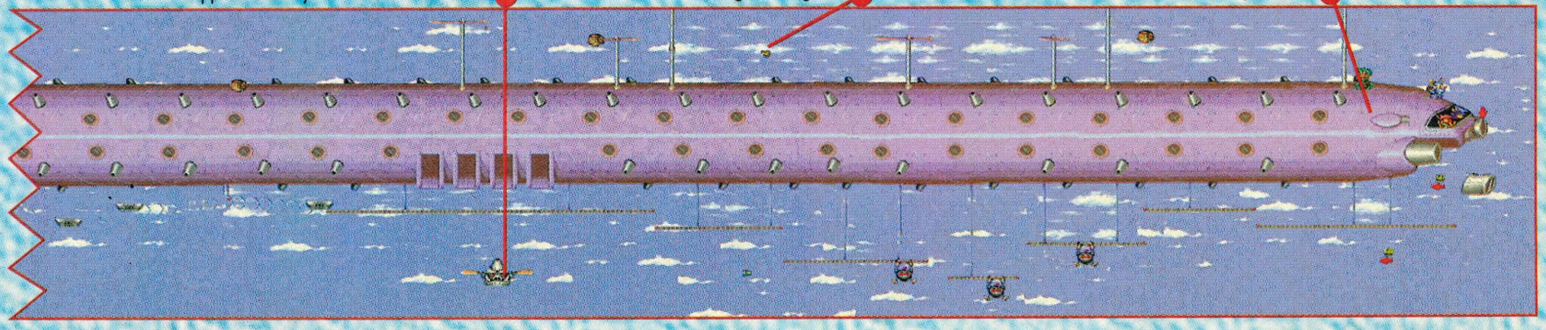


Level 4-2

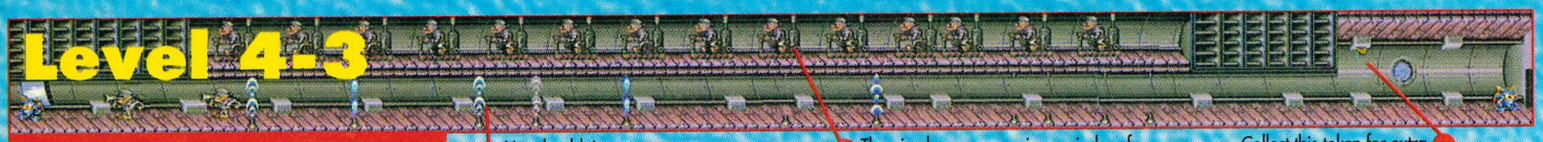
This rather unpleasant creature flies around the screen trying to kill you. The best way to defeat it is to shoot at the smaller robots that appear and they should fall onto its head.

This fruit is a handy energy top up, and you will probably need it at this stage of the game.

Sadly, you have quite a while to go yet until you can rescue your sweetheart, so waste no time and get started on the lower platforms.



Level 4-3



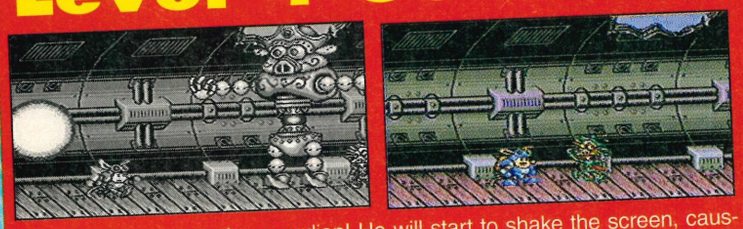
Sparkster makes it into the interior of the airship only to be greeted by pig-men wielding bazookas! A long, but fairly simple level which shouldn't be too much of a problem. The main danger is posed by trying to kill the pig-men before they fire their guns.

You should time your movement carefully, so that sparkster moves when the energy walls are down.

The pig-slaves are a grim reminder of what could happen to you if you are captured.

Collect this token for extra energy, you'll need it to take on the evil robotic guardian.

Level 4 Guardian



This is one hyper-active guardian! He will start to shake the screen, causing debris to fall down on poor old sparkster. After this fearsome attack, his weak and vunerable belly will be exposed – now is the time to strike. After he has died, the Baron starts to attack you. No problem, a few shoots will see him off, leaving you ready for the next stage of your quest.

Level 5-1



A simple shoot-'em-up level which is fairly straightforward. Just shoot any creatures that you see and avoid any missiles that are fired at you. After this, you will fly closer to the ground and start to be attacked by a walker. Shoot at his head until it blows up. You will need to do this twice.

Level 5-2



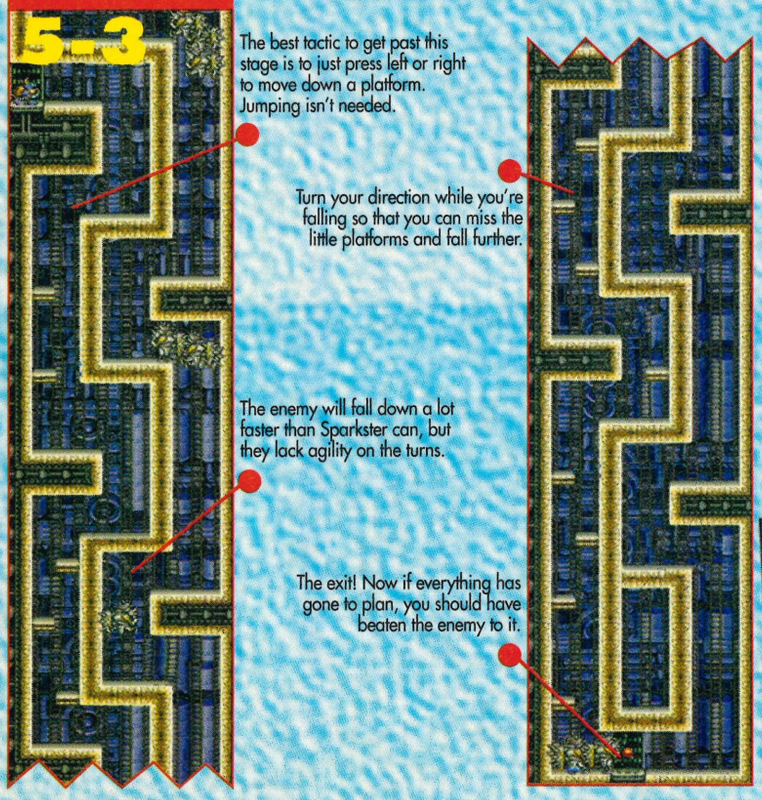
An extra life can be collected here. Just when you need it as well, probably.

Jump over this rather large pig-man to avoid a meeting with his rather painful-looking spikes.

Once inside the palace, Sparkster has to avoid a rather fierce-looking guard. He can't be killed, so you will have to avoid him by jumping. The exit is then all yours.

This stage is a race against the enemy to reach the bottom first. In the red corner is the Empire's hideous battle-hogs and in the blue corner is that punky Possum himself – Sparkster! Who will win? Only *you* can find decide. Are you ready? Let's go!

5-3



The best tactic to get past this stage is to just press left or right to move down a platform. Jumping isn't needed.

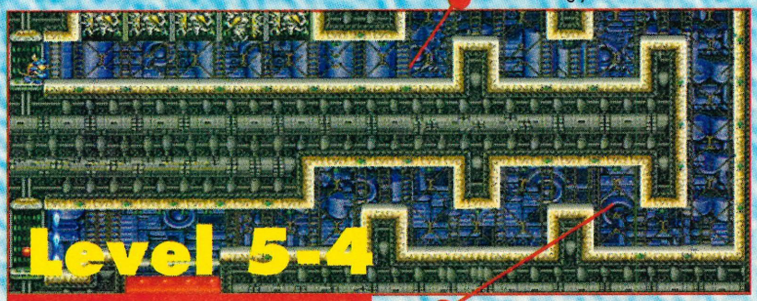
Turn your direction while you're falling so that you can miss the little platforms and fall further.

The enemy will fall down a lot faster than Sparkster can, but they lack agility on the turns.

The exit! Now if everything has gone to plan, you should have beaten the enemy to it.

Run past these pig-guards and jump at the platforms to avoid them catching you.

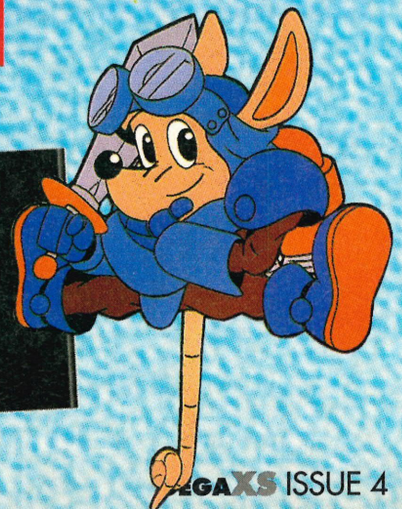
Level 5-4



Another race against the Pig-men occurs in this stage. To finish it, just jump on the red button that is located at the end. Strangely enough, this is actually easier than the previous stage!?!

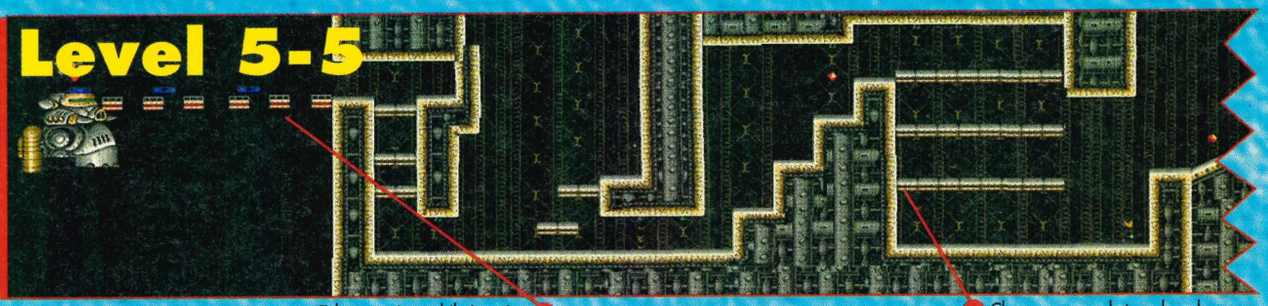
Drop down here and quickly move to avoid being horribly squashed by the chasing pig-guards.





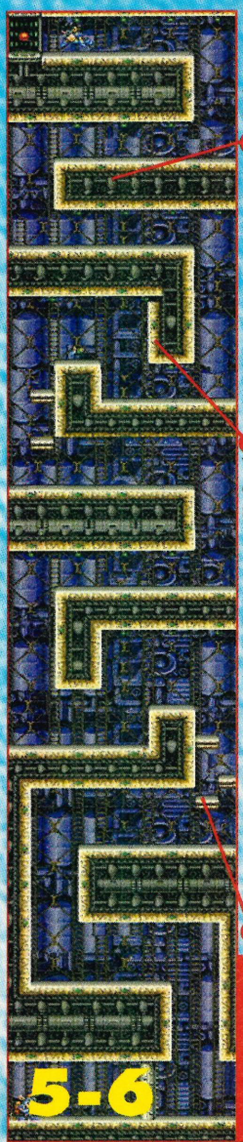
Level 5-5

At long last you find the Black Knight deep within his fortress, but he doesn't fancy his chances against an enraged Possum and brings along a rather large robot which he jumps into and starts chasing you with. A quick chase ensues for Sparks. Can he do it?



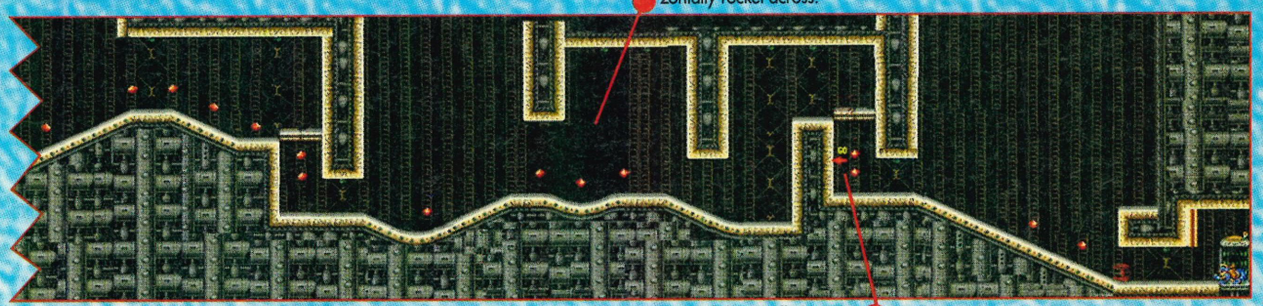
Take your time while jumping across these platforms, one false move means death.

Charge your rocket-pack up here and jump. When you have reached the height of your jump, let loose with the rocket.



For these last two platforms, you will need to use, once again, your rocket-attack.

Again, power-up and horizontally rocket across.



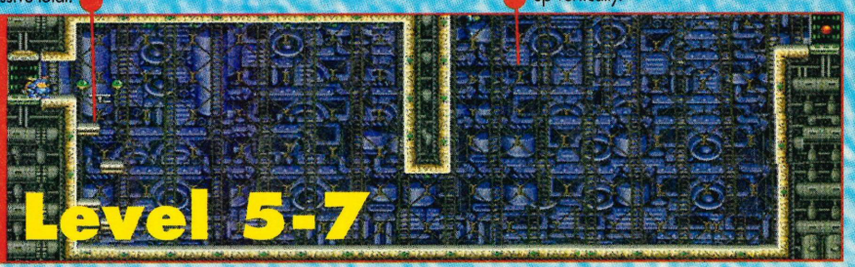
You need to use your rocket attack again here or else it's curtains for poor Sparkster.

The extra life is to be found down here, along with some extra points to add to what should now be a pretty impressive total.

Power-up and diagonally let go to save time on this course. Speed is of a virtue here.

Another extra life can be picked-up here if you make Sparkster jump and then rocket up vertically.

Sparkster must utilise a hovering platform to bring himself to the exit. There are no hazards to trouble Sparkster, with the only main problem being actually controlling the platform. There is an extra life and some extra points to be gained from this stage.



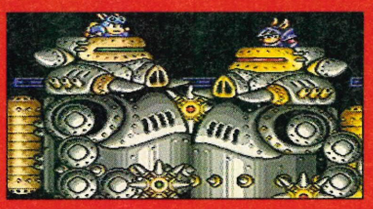
Level 5-7

Power-up your rocket and diagonally fire off the wall to beat the continually scrolling platforms.

5-6

Use your rocket-attack to power past this stage. At the start you will have to slash a pillar, once you've done this, you will have to avoid the falling ceiling by staying within the safe area that the platforms create. You use the rocket-attack to fly up to the otherwise impossible platforms and save precious time.

Level 5 Guardian



Once Sparkster has leapt into the huge robot at the end of the level, he has to face the Black Knight! Swinging his arms, Sparkster must knock his opponent out before the same happens to him. The best tactic to use is to walk back as often as possible and then strike.

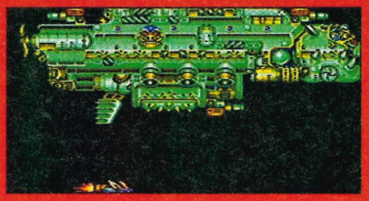
Level 6





This shoot-'em-up section takes place in space, with Sparkster battling against the evil Empire's troops. Remember to avoid any enemy bullets and to keep towards the left of the screen as often as possible. To end the level, you must shoot down the Black Knight who comes at you with a huge

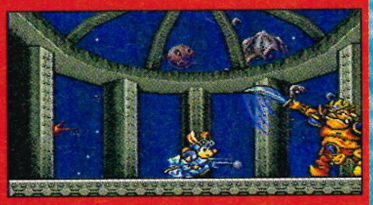
Level 6 Guardian





This boss has two stages to it. The first one comes at you in the form of a space ship. You defeat this by firing at the guns and then the shining ball. After that, you have to take out the robot that comes at you. Avoid any shots that it fires at you and then shoot the golden ball that you see.

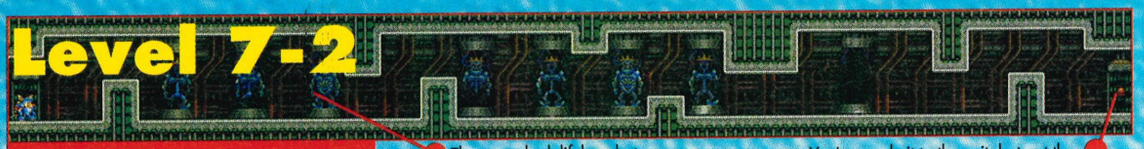
Level 7-1





The Emperor himself! This guy has two attack stages. The first is the toughest as he attacks you by firing off blasts from his sword and you should jump over these. Rocket-attack him a few times and he will explode and reform again Rocket-attack him until he is defeated.

Level 7-2



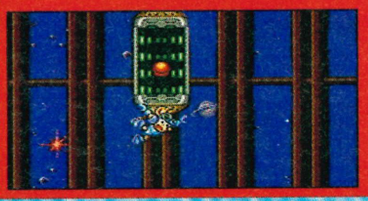
They may look lifeless, but once you get near them, you will find that appearances can be deceiving.

You've made it to the exit, but not the end of the game – yet.

After defeating the Emperor, Sparkster has to still find the Princess before his mission is complete. So our hero starts to explore the Pig-star. In this stage, we find Sparkster fighting against some of the cyber-pigs that dwell here.

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Level 7-3



Your jumping skills are required for this section, to reach the exit you have to jump up and fire off your rocket-pack vertically. There are some pieces of fruit, lives and extra points for you to collect.

Level 7-4





The Black Knight is waiting for you to challenge him in combat, but as soon as you start to win, he starts to blow away the wall and attempt to push you out of it! Just keep rocket-blasting him while hanging on a pole to win.



The last scrolling stage of the game presents you with yet more of the evil pig-robots to defeat. They shouldn't cause you too many problems. a few hits to kill them is all that's needed. You're nearly there...

Wait until the robots start to walk towards you and then just fire at them like crazy.

Three more robots wait for you here until you can reach the exit.

Level 7-5





SUMMARY

GAME NAME: Rocket Knight Adventures
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 351,210
NUMBER OF LEVELS: 7
CHALLENGE RATING: hard

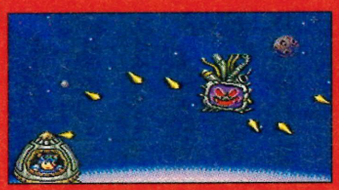
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

Level 7 Guardian

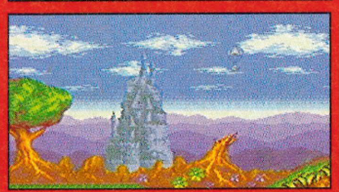


The final guardian is a tough nut to crack and he gives as good as he gets! Fire at the red buttons when they appear, while avoiding all of its electric attacks. Once near his end, the guardian will start to shoot energy rings at you which must be avoided if you're to survive the game.

Final Sequence













And so it came to pass that the brave Rocket Knight Sparkster defeated the evil Empire, won the heart of his sweetheart Princess and restored peace to the kingdom. Or something...
Sad plots aside, what we have here is a rather nice end-sequence which, er, tells the sad plot. Oh dear...

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The Two Lions

I have perused over the pages of the London *Times*, Watson, and I notice two strange and ghastly fatalities. One of Stephen Lyons, a sailor who had been visiting some public houses in the area. The other is a double murder, but not of man. Instead, it is the murder of two previously healthy male lions.



Well, well, well Watson. This is a most frightful case. What killed the sailor Stephen Lyon in such a sudden and shocking manner?

Is it possible, we must also ask ourselves, that there is a connection between the death of Mr Lyon and the callous shooting of the two fine jungle beasts in Hyde Park?

I must as usual consult the ever-perplexed and uninformed Scotland Yard Inspector Lestrade for official details of the two bizarre and grim incidents. The inspector seems totally frustrated and unable to shed any light whatsoever on this sad trail of blood.

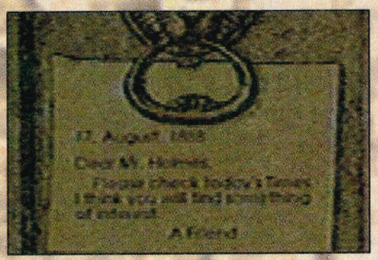


After harassing him further for any clues he states that there were two sets of footprints and a wagon trail at the scene of the two dead lions. The footprints seem to lead in and out of the wagon. The Inspector tells me that the wagon was taken to Central Carriage Stables, so that is where we will go next.

Very interesting! The inspector has overlooked a few details. For instance, the padlock has been



sprung with a blade and there are two large collars with



ripped open pouches on them; obviously indicating some person or persons were in hurry to get at the contents. There is also blood inside the wagon which tells me that the lions were cruelly slain inside, where they had no hope of escape or of being a threat.

With this in mind I will call upon Porky Shinwell. If anyone knows this



beer-guzzling sailor it would be ever-faithful Porky. He says that he had seen Stephen Lyon before his death; keeping company with a red-haired man. Apparently, after Mr Lyon had left, his companion was seen to meet with Derrick Quinn. Checking my file I discover Quinn to be a man knowledgeable of both potions and more to the point – poison! I draw the conclusion here that Mr Lyon was in fact poisoned by one of Quinn's deadly brews.





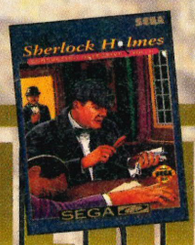
Before leaving Porky I discover many interesting facts about both Stephen Lyon and the Irishman Thomas O'Neil. Stephen Lyons was in fact an expert at picking locks; reminding me of the lock tampered with on the wagon. Thomas O'Neil happens to be a suspected jewel thief and is, according to Porky, a most unsavoury character who is totally untrustworthy, doubly so if money is at stake.

YOU GOT ME FAIR 'N' SQUARE!

Visit the following people and places to unravel the mystery of the Two Lions.

1. Inspector Lestrade of Scotland Yard.
2. Central Carriage stables.
3. Porky Shinwell.
4. Thomas Quinn (observe file – do not visit!)
5. Hengler's Circus.
6. Olivia and Carroll O'Neil.

MEGA CD



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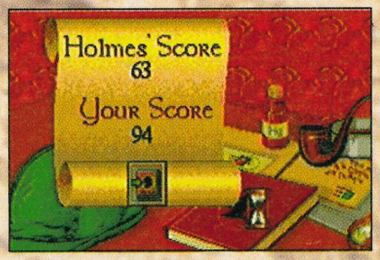
SHERLOCK HOLMES

It is time to assume that thoughtful glare and heighten your deductive powers once more as Sherlock Holmes Vol II prepares to enter your homes on the Mega-CD. As with the first game, you may have a little trouble hearing what the characters are saying, but it's all brought to you in glorious Full Motion Video and the quality has definitely improved. You have another three cases which you must piece together intricately and one of them, namely the Pilfered Paintings, is quite a brain teaser. The game is afoot.

Thomas O'Neil is the brother of Barry O'Neil and I am soon aware, when questioning Hengler at his circus, that Barry is the owner of the deceased lions. He is the only man who could approach them by hand. The lions were quite ferocious to any other, Hengler assures me. Hmm... The pieces of the puzzle are swiftly falling into place.

Finally I will take the opportunity to have a word with Barry's wife at the address of Olivia and Carroll O'Neil. It would seem that Barry has travelled the world, in particularly to Germany, at the very same time as the Odenberg jewel was stolen.

Barry is now in hospital with a broken leg after an unfortunate accident unloading a ship, but his dear wife seemed slightly perturbed when I



enquired as to Thomas O'Neil. It seems Thomas believed Barry to be heavily in debted to him, although how true this is I can not presume.

Watson, I need not know more evidence, as I have formed a theory as to the two dead lions shot in the park and as I thought, there is a connection with our poor but nevertheless scurrilous sailor, Mr Stephen Lyon.

JUDGEMENT



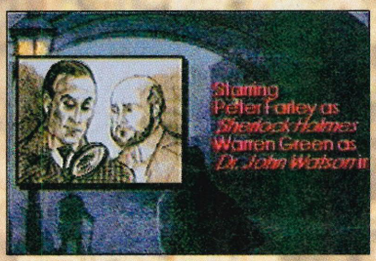
Select Thomas O'Neil as the guilty party when asked who shot the two lions. Answer 'C' – he wanted the Oldenberg jewels which were in the collar pouches around the lion's necks. Select 'Stephen Lyons' and 'Barry O'Neil' as the accomplices. This is because Barry O'Neil had to go to hospital, the other two became impatient and decided not to wait for him. They decided to remove the collars by hand. Answer 'A' – Stephen Lyon picked the lock of the cage.

That solves the killing of the lions mystery, but what of Stephen's poisoning?

Once again select 'Thomas O'Neil' as the villain and killer. Answer 'B' – Derrick Qinn made it possible with a rare snake poison. Answer 'D' – Thomas O'Neil double-crossed Stephen Lyons as he wanted all the money for himself.

So it is greed and impatience that was the final undoing of Thomas O'Neil; giving us too many clues and deservedly allowing us to incriminate him. May he learn the true worth of patience in his jail cell, Watson.

The Murdered Munitions Magnat



The slaying of munitions magnate Courtney Allen on the 9 March is not as cut and dry as Scotland yard would have us believe. Richard Allen, Courtney's brother is suspicious of the circumstances surrounding the murder. Originally presumed to be the victim of an armed and ruthless thief who lives by his wickedness in the underworld of the London streets. I believe there may be espionage of a more complex and sinister nature involved. What leads me to this conclusion are many small, but weighty facts all pointing towards the true culprit who I brand a traitor, not only to his company, but to his country as well!



We must ponder the question, what did Courtney Allen have in his possession worth killing for? After a few enquiries to the likes of the well-informed London *Times* or Captain Egan of the Admiralty, we learn that Courtney had recently designed a revolutionary new naval gun which was just approved.

This gun could inspire much envy in foreign parts. Immediately we presume that the whole affair may be espionage on an international scale. Fortunately, Richard Allen has been informative enough to provide us with an important clue and a beginning to our investigation.

It is apparent that a meeting has occurred at the Spaniard's Inn, whereupon we discover the giant Russian, Alexi





Meshkoff, and an accomplice had a rendezvous with an Englishman in a suspicious evening encounter. They seemed to have been carrying identical briefcases. Alexi uses the false name of Alexander Mishkin, but his description is unmistakeable – a huge, very rude man with a cane.

A few words to Alexi at the Russian embassy soon add to the growing suspicion. He claims to have been at the Covent Garden theatre on the night of the dastardly crime. However, after sending a Baker Street Irregular to the theatre to confirm this story, an obliging usher says that although Alexi did go to the theatre that night, he left before the intermission.

With the scent of conspiracy still lingering, we must turn our attention to other sources. What of the French embassy? It seems that Richard Camp who works for Grant Arms has been visiting the embassy regularly, but why? It seems that the reason is quite innocent, and he is involved with the daughter of the French attaché. How love can complicate already complex matters? However, our visit to Richard Camp is not



entirely fruitless. Despite his coughing fits, Camp is not a smoker and the 'Burns and Hills' cigarettes in his possession are merely a gift for his dear friend Emile Zobar, as Emile will confirm himself, but is this true?

We then turn our attention to the

ELEMENTARY, DEAR WATSON

1. Grant Arms and co (Corporate Office, Deverall Office).
2. Spanniard Inn.
3. Russian Embassy.
4. Covent Garden theatre.
5. The Admiralty.
6. Richard Camp.
7. Emile Zobar.
8. Scotland Yard Criminology dep.
9. Lord Ragland.
10. Tobacconists. (Brady's shoppe).



easily satisfied and quite inadequate investigation conducted by the Inspector of the Scotland Yard Criminology Department. I declare, Watson, it is their inefficiency that keeps us in business.

It is here we find that a vital piece of evidence has been carelessly overlooked. At the scene of the crime a cigarette butt was discovered with an evenly pinched end. From my wide experience, this means a cigarette holder has been used. The



cigarette, after close inspection, appears to be by 'Burns and Hill' – the new brand, exclusive to the cream of the aristocratic community.

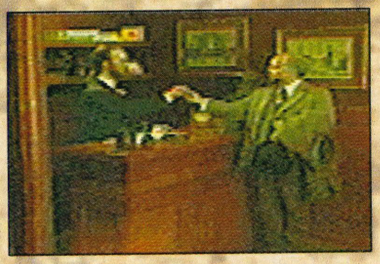
These cigarettes are sold at Brady's Tobacconists. Sending a boy over will result in acquiring a small list of customers. There are two employees from Grant Arms on this



list. First of all Richard Camp, who has purchased the cigarettes as a present for his dear friend Emile Zobar as we have already established. The other is Lord Ragland, who is senior vice president of Grant Arms, but is basically a technician.

Ragland used to be the Foreign Secretary and collects antique firearms. This leaves me to raise my eyebrows in curiosity. When talking to him I notice he is smoking through a cigarette holder! Could this be our man? The crime was perpetrated in the back alley of the offices which does lead me to suspect co-workers.

To confirm my theory, I check at Grant Arms as well as the Deverall plant. It is at the Deverall plant that I find the most intriguing information. I am told by Ragland's secretary of a visit Courtney Allen made to Lord Ragland's office a few hours prior to his demise. Apparently, the secretary left and Allen stayed, giving him time to take the files on Special Project 10 – the naval gun. Allen had obviously realised with great insight that Ragland had a plot to sell the design of the gun to the Russians, namely Alexi Meshkoff. Subsequently, Ragland became desperate and saw



the only way to wriggle out of his grim situation was to kill Courtney Allen and therefore be able to sell Special Project 10. If it was not for Richard Allen's disbelief in Scotland Yard, then the perpetrator would be a free man to this very day, and no doubt a very wealthy one.

JUDGEMENT



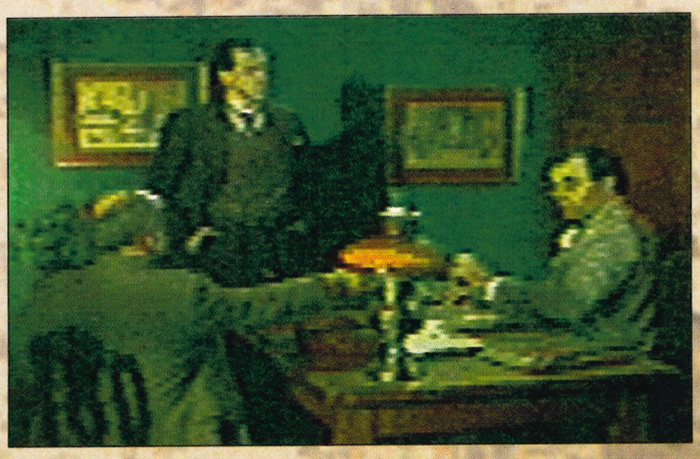
In the end it all becomes crystal clear. After the initial accusation put to Ragland, answer 'D' – Allen learned of Ragland's plans to sell SP10 to a foreign power. Answer 'A' – It was a revolutionary naval gun. Answer 'B' – Ragland sold SP10 plans to Alexi Meshkoff. Answer 'A' – Richard Camp was visiting Annette. Finally answer 'C' – the cigarette holder was the reason for the pinched end to the Burns and Hill cigarette found at the scene of the crime.

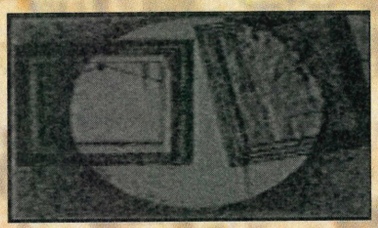
The Pilfered Paintings



My goodness! This is one of the largest and mysterious cases I have yet encountered. It would appear, Watson , that even art is worth killing for in some circles. Two incidents are brought to my attention; firstly the theft of two valuable paintings which were the work of DeKepur, taken from the National Gallery currently under the control of Sir Simpson. The second incident is the death of Matthew Cole, after a fire in his apartment.

I will unwind the first threads of this complex and cunning crime by talking to the columnist Longdale Pike. If anyone is aware of the goings on in the art world, it would most definitely be him. Longdale appears to have a sore head from overdoing the brandy at Dame Agnes Smedley's dinner party the night before. However, Longdale had been listening to an over-enthusiastic Pierre Donai all night and by his expression, this was not what he would class as entertainment. So

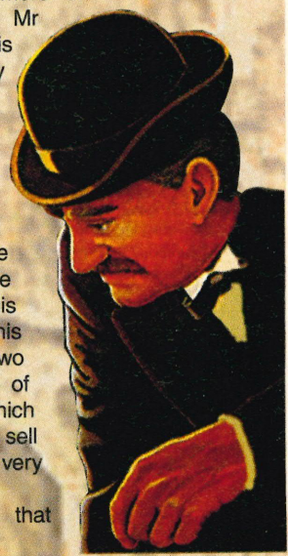




who is this Pierre Donai?

It would appear Pierre is a renowned authority on DeKepur and used to be a very poor artist, but suddenly came into money when he discovered a DeKuper in a Brussels church. This was indeed a find, as DeKepurs were believed to be a long lost treasure. Since this discovery, Donai has made a comfortable living as an expert on DeKepur's paintings, of which there are now six in existence. How fortunate for an artist to discover such a rare painting in the first place... or is there more to this than coincidence?

Let us now make our way to the Armitage Gallery. Here we learn that there was quite a battle for the DeKepurs between a certain Dame Agnus Smedley and Sir Herbert Cofman, but more of this later. Mr Brady Norris was ultimately the successful bidder and it was Hiram Davenport who approached Armitage Gallery with the news that his client had in his possession two works of DeKepur which he wished to sell as a pair at very short notice.

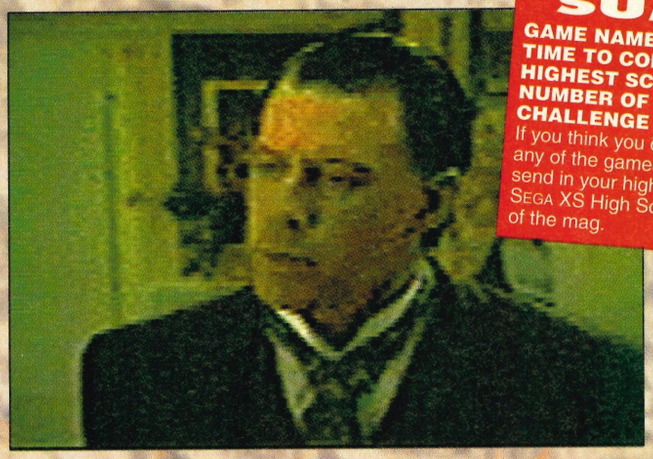


It seems that

SUMMARY

GAME NAME: Sherlock Holmes Vol II
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 26
NUMBER OF LEVELS: 3
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.



Davenport is working on behalf of Pierre Donais' lawyer, although it would seem Mr Donnai wanted this information kept quite. Very interesting, wouldn't you agree, Watson? Donnai now resides at the Langdale hotel. A quick visit to Sir Herbert Cofman who was a bidder at the gallery is now called for, although he is to be found not at his house, but guzzling red wine at the Carlton.

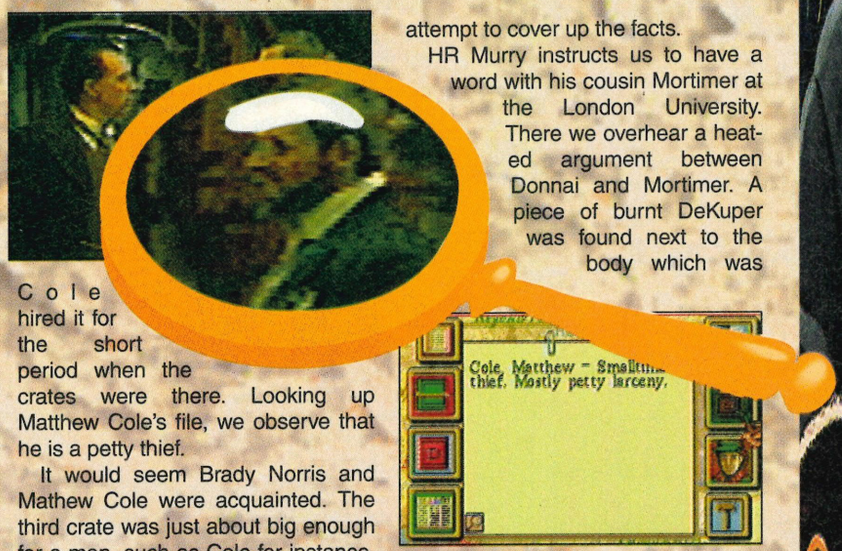
Cofman refuses to name the person who hired him to bid, but he does say that he and Brady were once chums at Oxford. Brady was a student of art there and Sir Cofman tells us how Brady always dreamt of opening his own Gallery instead of being a puppet under Sir Simpson's control.



Perhaps it is time to at last investigate the scene of the crime – the National Gallery?

Here we can backtrack the events of the night from a member of staff present on the night of the robbery. He says that Brady Norris had ordered three crates, one of which was very large. Yes, Watson, there were only two paintings supposed to be delivered, so what was in that third crate? It is apparent that whoever stole the paintings had a key as there were no signs of forced entry.

Checking with the delivery service Cummins & Goins, we find out that the crates were ordered from Brussels under Brady's name; more interestingly, they were sent to Wells Warehouse before arriving at the National Gallery. A quick check at the Warehouse confirms Matthew Cole hired it for the short period when the crates were there. Looking up Matthew Cole's file, we observe that he is a petty thief.



It would seem Brady Norris and Mathew Cole were acquainted. The third crate was just about big enough for a man, such as Cole for instance, and the key he acquired would then have to belong to Brady. HR Murry confirms this. A most devious partnership, I am sure you agree?

So what of Matthew Cole? How did he die so violently? Sir Jasper Meek is sure that the fire was not the cause of death, but rather a blow to the head, which brings me to the presumption that this was definitely murder. The fire was started deliberately and this was obviously an attempt to cover up the facts.



HR Murry instructs us to have a word with his cousin Mortimer at the London University. There we overhear a heated argument between Donnai and Mortimer. A piece of burnt DeKuper was found next to the body which was given a certificate of authenticity by Pierre Donai himself. However, Mortimer Murry is an expert on paint and insists that the paint, Prussian blue, found on the canvas is a very recent colour and was not around in the period the DeKepur painted.

YOUR WITNESS

1. Pike Longdale.
2. Dame Agnes Smedley.
3. Armitage Gallery.
4. National Gallery.
5. The Carlton.
6. Cox and Co Bank.
7. Cummins and Goins.
8. Wells Warehouse.
9. Matthew Cole(look in file).
10. Hiram Davenport.
11. HR Murry.
12. Mortimer Murry.
13. Sir Jasper Meek.

JUDGEMENT



Select 'Matthew Cole' as the thief. Select 'Brady Norris' as the one who put him up to it. Answer 'D' – Brady Norris was afraid they would be discovered as forgeries and this is why he had them stolen by Cole. You will now be asked who killed M Cole. Select 'B' – Norris, as he was trying to destroy all the evidence, including his accomplice. Answer 'B' – Donnai forged all the DeKepurs. Finally, answer 'C' – Herbert Cofman was employed to drive up the bidding at the auction.



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Stunning launch issue of Console XS featuring hints, tips and solutions for over 250 top games including Super Mario World (SNES), Arnold Palmer (MD), Battletoads (NES), Bonanza Bros (MS), Buck Rogers (MD), Castlevania (GB), Desert Strike (MD), Double Dragon 2 (NES), Dragon's Lair (NES)...



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Essential 164-page launch issue of Sega XS featuring massive solutions for Ecco (MD), Battletoads (MD), Master of Darkness (MS), Thunder 2 (MD), Another [illegible] (MD), Flashback (MD), T2 (MD), Lord of Illusion (MD), Fatal Fury (MD), Sherlock Holmes (CD), Hook (CD), Batman Returns (MD), Taz-Mania (MS)...

SOLD OUT



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Superb second issue crammed with top titles and exclusive cheats. Fully maped solutions for the following can be found inside: Jungle Strike (MD), Bubble Bobble (MS), X-Men (MD), Chakan (GG), Sunset Riders (MD), Batman Returns (MD), Alien 3 (GG), Tiny Toon Adventures (MD), The Flintstones (MD), Time Gal (CD)...



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Issue 4 £3.50

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CAPCOM ● BEAT-'EM-UP

STREET FIGHTER II
SPECIAL CHAMPIONSHIP EDITION

MEGA DRIVE

No one believed that *Street Fighter II* could be converted to the Mega Drive, but Capcom have silenced the critics with this fabulous conversion. As befitting such a classic game, here's the complete solution; including all the best special moves and information on every character. If you need to know how to use the special moves, here's the key. A – away from enemy, T – towards enemy, U, D, L, R – Up, Down, Left, Right. Directions that are hyphenated are diagonals, so 'U–L' is Up Left.

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CHUN LI

Chun Li has been called the strongest woman in the world – she is certainly the quickest. Her speed and agility make her one of the best characters to play and one of the hardest to defeat. The Mega Drive version includes Chun Li's added special moves, including an excellent fireball and a backflip. Chunners is much quicker than any other character (except maybe Vega) and moves with remarkable grace in the air. Her lightning kick is easily accessible and the perfect end to a combo.

PLAY VS CHUN LI

Chun Li still does most of her attacking in the air, so while she is jumping – stay well back. One of the best defences against her aerial expertise is a rising Dragon punch (Ryu and Ken). Most of the characters have a similar move to this, and if timed correctly, can stop Chun Li in mid-attack. Use her attempts to come forward as a chance to counter-attack, as she is vulnerable to well-timed roundhouses and high kicks when she's dropping back down. The other two reasons to keep your distance are her ultra quick lightning kicks and Spinning Bird kick. Defend yourself with fireballs or similar moves in an attempt to ride out the storm, but if she stuns you, she will finish you off. When she leaps at you, always block above to avoid her head stomp move.

Lightning Kick

An excellent surprise move, Chun Li's feet become a speed blur that can inflict five or six hits each time.

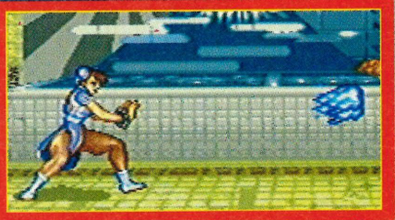
ANY KICK REPEATEDLY



Fireball

A difficult move to achieve at speed, nevertheless this is an effective long range missile attack to counter Ken or Ryu's fireballs.

A, A-D, D, D-T, T & PUNCH



Spinning Bird Kick

Chun Li becomes a flurry of rotating kicks that is hard to defend against and takes three or four hits.

D FOR 2 SECONDS, THEN U & KICK



Hand Plant Kick

A classic move for knocking your opponent off balance, you can also repeat this move continually for a guaranteed win.

D & HARD PUNCH



Power Throw

One of Damian's favourite moves, this takes loads of energy.

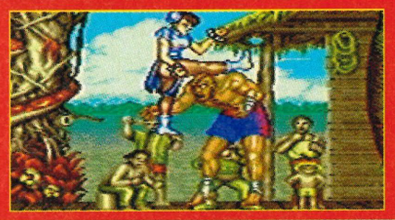
PUSH TOWARDS OPPONENT & HARD PUNCH



Backflip

A recent feature is this quick flip move that strikes your opponent, but also gets you out of harm's way before they can retaliate.

PUSH TOWARDS OPPONENT & KICK



Elbow

Smash the other guy in the face with this powerful eye-stinger! You may want to add this move at the end of a combo for a quick stun.

STAND CLOSE TO OPPONENT & PUNCH



Flying Throw

One of the most powerful moves in the game, this is very satisfying.

PUSH TOWARDS OPPONENT IN AIR & HARD PUNCH



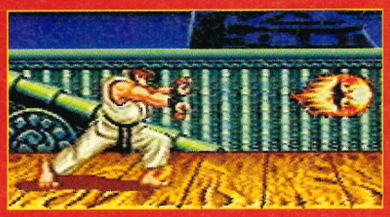
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Dragon Punch

The pinnacle of attacks: the Dragon Punch, or Ha-Dou-Ken, takes loads of energy, stifles all aerial attacks and is completely satisfying!

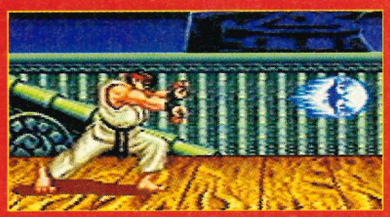
T, D, D-T & PUNCH



Golden Fireball

Perform the standard fireball (typically three times on the trot) and you will often get a more powerful golden fireball instead.

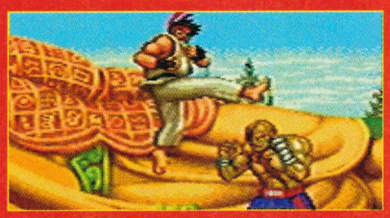
D,D-T,T & PUNCH x3



Fireball

The now famous missile attack is good for most slow characters who cannot jump out of the way. The type of punch decides the speed.

D,D-T,T & PUNCH



Aerial Hurricane

Leap up into the air and perform this move and Ryu will spin over any attacks on the ground and attack from the opposite side.

JUMP, THEN D, D-A, A & KICK



Hurricane Kick

Depending on the strength of kick, this move can take you right across the screen. If close, the opponent can be hit eight or nine times!

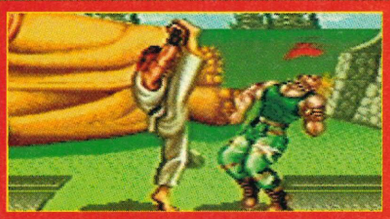
D, D-A, A & KICK



Leg Throw

You could also use the hard punch here for a similar power throw.

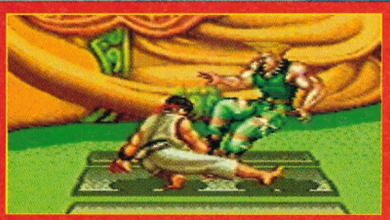
PUSH TOWARDS OPPONENT & HARD KICK



Axe Kick

A double hit is scored here, but you rarely get it unless they're stunned.

STAND NEXT TO OPPONENT & HARD KICK



Leg Sweep

Like Chun Li's Hand Plant, this move is perfect for knocking the opponent off their feet and into a defensive position.

D & HARD KICK







RYU

Ryu is the most basic fighter on the circuit, but he is also one of the most focused. Ryu depends mostly on his three main moves. The first is the rising Dragon punch which is used to combat flying kicks and other aerial techniques. The second move is the Tornado kick which he can do in the air and also in a lower position – this is a fast flowing attack which is very difficult to defend. The third main attack is the fireball. A powerful special move which can be used to stun other fighters before launching into a Tornado kick to finish them off. Ryu had the same instructor as Ken, so when the two meet there is usually a vicious grudge match. Both character's moves are very similar.

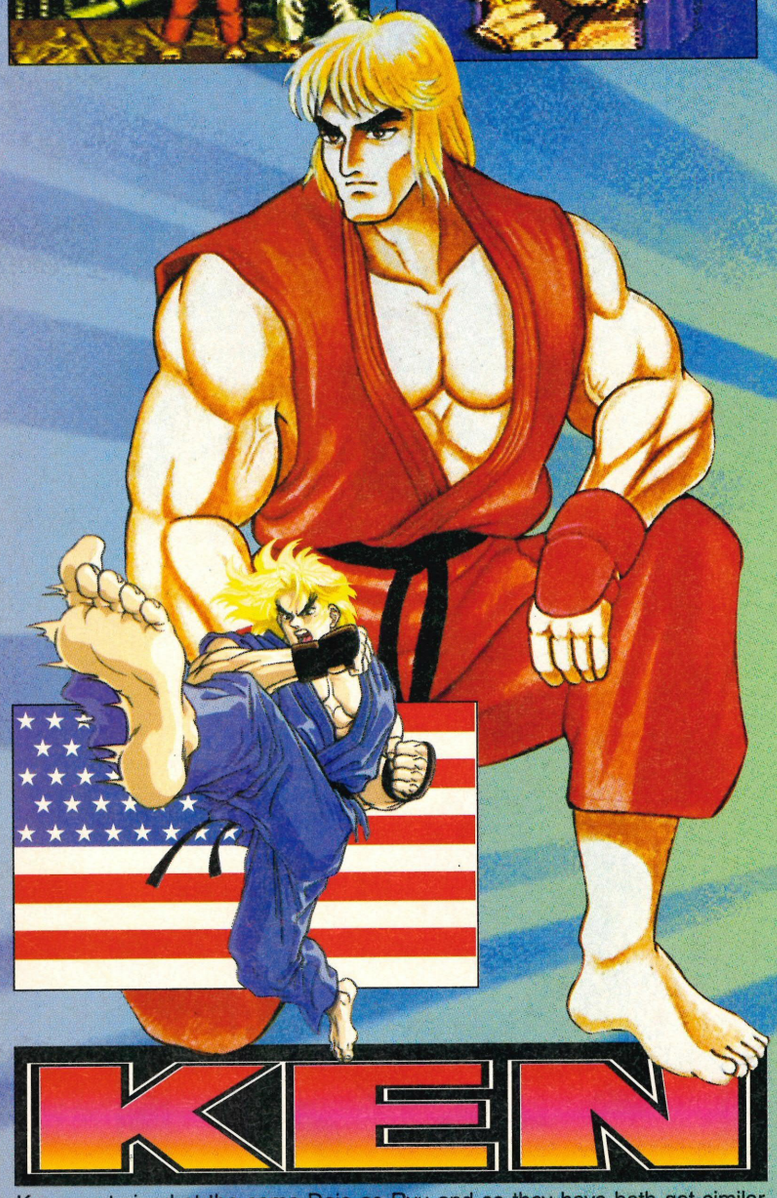
PLAY VS RYU

To defend against Ryu, timing is important, as he is open to attack after attempting a rising Dragon punch, so be quick to kick him in the side or go into a special move. When Ryu comes flying towards you doing a tornado kick, it is worthwhile trying a roundhouse to catch him as he starts to come down. Watch out for his fireballs, either jumping over them or quickly sending out your own to stop his. Ryu is very good in the air as well as having good rapid jab movements, so he must be watched at all times. Several moves can be put into a combination in quick secession and when he does this, Ryu is lethal.

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KEN

Ken was trained at the same Dojo as Ryu and so they have both got similar styles. The Dragon punch and Tornado kick make Ken a dangerous opponent. As strong as an ox, Ken looks for an opening to throw you to the ground. Ken is also very quick, able to put together a number of moves quickly to create deadly combinations. This ability to think quickly, together with sheer strength gives Ken the edge over Ryu and makes him a difficult customer to handle for any fighter. Ken is stronger, but Ryu is faster.

PLAY VS KEN

Like Ryu, when Ken is attempting a Dragon punch he is vulnerable to well-timed body punches or kicks. These can double him up or even stun him. His good points are his combinations and use of special moves. When unleashing a fireball, Ken will stand back and lean forward – a sign that he is about to send one. Look out for these fireballs and jump to avoid them; making sure that you clear them well. Ken is also keen on throws and in particular, getting you stuck in a corner where he will Tornado Kick and Dragon Punch you to death! Quick characters like Chun Li and Ryu are good against him, but you sometimes need the strength of Guile or Bison to defeat him. If you knock him off balance, Ken finds it hard to get back on track if you persist the attack.

Dragon Punch

Like Ryu, Ken's moves are the same, but more powerful. Ken's Dragon Punch is totally unstoppable and perfect in a combo.

T, D, D-T & PUNCH



Golden Fireball

Perform the fireball enough times and Ken will shoot out a special golden fireball which is more powerful and quicker than any other.

D, D-T, T & PUNCH x3



Fireball

The standard blue fireball is great for long distance attacks as it takes energy even when your opponent is blocked.

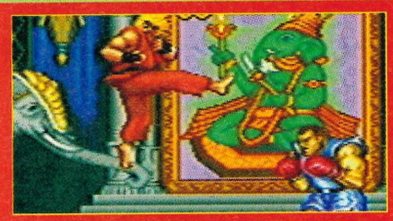
D, D-T, T & PUNCH



Aerial Hurricane

This move is ideal for getting out of a difficult corner, or simply bewildering your adversary with an impressive display of gymnastics.

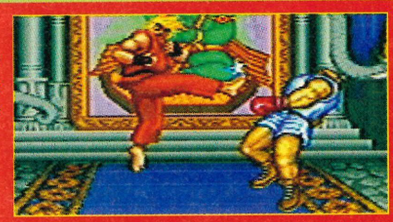
JUMP, THEN D, D-A, A & KICK



Hurricane Kick

Hard to block and completely unpredictable (unless you hear the frantic button-pressing), the Hurricane kick is a great move.

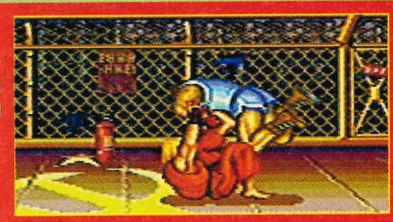
D, D-A, A & KICK



Power Throw

With this move, you grab the opponent by the scruff of the neck and hurl them across the screen; taking plenty of energy.

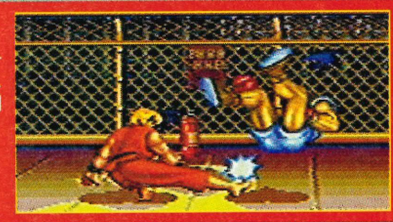
PUSH TOWARDS & HARD PUNCH



Footsweep Kick

This move is best used in conjunction with a standard flying kick. High kick first, then drop down and footsweep them to the ground.

D & HARD KICK



Axe Kick

Use this double hitter when the opponent is stunned and helpless.

STAND NEXT TO OPPONENT & HARD KICK



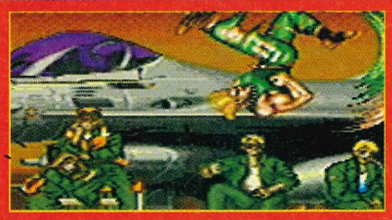
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Sonic Boom

Guile's projectile weapon is more powerful than the fireball, but more obvious to charge up and only good at short range for surprise.

A FOR 2 SECONDS THEN T & PUNCH



Flash Kick

The mother of all defensive moves, the Flash Kick is easily charged when you are blocking, and provides a sudden deathly response.

D FOR 2 SECONDS THEN U & KICK



Tumble

OK, so this is not strictly a special move, but it is a strange addition to the standard jump, which means Guile is very unpredictable when spinning towards you.

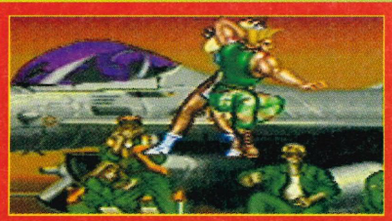
U-T



Knee

A feature only incorporated in the Champion Editions of the coin-op, the knee is a quick and easy move to perform and then block.

T & MEDIUM KICK



Flying Throw

Like Chun Li (pictured getting hammered!), Guile's mid-air throw is very powerful and certainly takes the sting out of a flying leap.

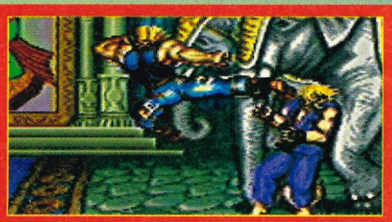
U-T & HARD PUNCH



Uppercut

One of Guile's few good defensive moves, this stops most air attacks.

STAND NEAR OPPONENT & HARD PUNCH



Roundhouse Kick

Like the flying kick, this is a perfect move for taking energy at long range.

STAND NEAR OPPONENT & PRESS HARD KICK



Back Drop

This is a good energy-sapping move when your foe is stunned because they cannot defend against it.

PUSH INTO OPPONENT & HARD PUNCH



GUILE

Guile is a former United States special forces Major, who takes pride in his hand-to-hand combat. Guile is deadly enemies with M Bison and is the most agile fighter on the circuit. His Sonic booms and Flash kicks are very effective against all opponents, and his ability in the air is second to none. The devastating Flash kick is best defended by the Dragon punches of Ken and Ryu. Guile's other great strength is his punching – getting several jabs per second. The best tactic with Guile is to lure players into your Flash kicks.

PLAY VS GUILE

When playing against Guile it is important to jump over his Sonic booms. If you can get a few footsweeps and low punches into his mid section, it is possible to get him on the run. Guile will always try to get you closer by sending endless Sonic Booms until you are forced to leap towards him (he only stops when you are in kicking range!). Then, when you just think you are about to smash his face in, his crouch suddenly becomes a deadly Flash kick and it's all over. It is hard to attack Guile with nimble characters like Chun Li as his legs are so long and powerful that you rarely get a look in. Once you have him on the ropes, you must never stop because just one second is enough for a Flash kick or Sonic Boom, and then it's your turn to run!

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BLANKA

Blanka came to the Street Fighter circuit after learning everything he knows from the wild animals that brought him up in the Brazilian jungle. His strange electric powers come from the lightning that struck him and mutated his body into the hulk-like shape it is today. It may look like Blanka is out of control most of the time, but that is just the way he fights! Blanka is able to charge up his body like a dynamo and discharge a massive shock to anyone unlucky enough to be standing nearby. The Brazilian nightmare's long reach is perfect for attacking from a distance.

PLAY VS BLANKA

When fighting Blanka you must be on your guard. He will come at you swiftly and with power. His flashes of electricity will take you out if you get too close, so you must look out for him getting in position to deliver it. This position is when Blanka crouches down with his arms in front of him so when this happens do not go near him. Blanka uses a variety of other moves to sap up your energy. The Cannonball is virtually unstoppable if you do not jump out of his path as soon as he goes into one. Another unstoppable move is the Bite. If Blanka gets a hold on you he will bite you for loads of energy. If in this position you can only press all the buttons to escape as quickly as possible.

Cannonball

Many people do not realise that you can charge up a super move when the words "ready" appear. The cannonball is a great projectile.

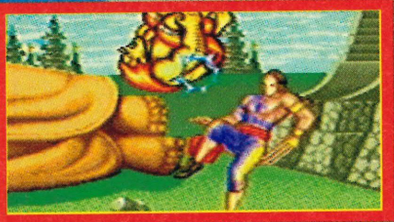
A FOR 2 SECONDS, T & PUNCH



Vertical Cannonball

If an opponent leaps over you, charge up the vertical cannonball and hit them in mid-air. You can also use it to land on your foe.

D FOR 2 SECONDS, THEN U & PUNCH



Electrification

This is Blanka's most annoying move as one touch means you're frying tonight! Chun Li is the only one who can head stomp him.

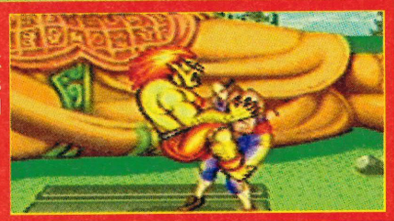
PRESS PUNCH REPEATEDLY



Bite

The only real opportunity to sink your teeth into your adversary is when they are stunned. You need to press all the buttons to escape.

T & HARD PUNCH



Back Flip

Blanka's flip is an offensive and defensive move all in one! Not only does it repel punches and kicks, you also hit them in the face!

U & HARD KICK



Uppercut

Precede this hard punch with a flying kick to really make the stars come out. Each one of these babies will take a quarter of energy.

D & HARD PUNCH



Knee

The thing about Blanka is his high number of blocks. When your opponent is trying to pummel you, quickly attack with this chin smasher!

T & MEDIUM KICK



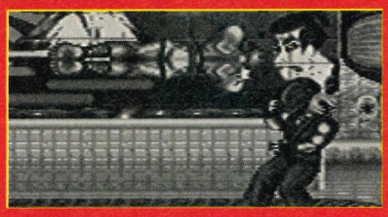
Head Butt

Like the Axe Kick of Ryu and Ken, this butt is a double hitter.

STAND NEXT TO OPPONENT & HARD PUNCH



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Corkscrew

The same as the Vertical Corkscrew except that this one hits them right in the face and there's no escape.

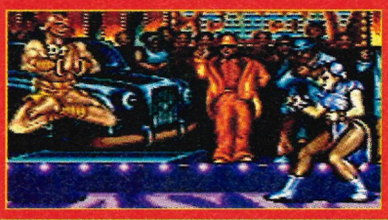
U, D & PUNCH (AT TOP)



Vertical Corkscrew

The best way to use this move is to hit your opponent, then leap up in the air again and keep performing it to give them no chance.

U, D & KICK (AT TOP)



Teleport

Performed in the same way as a Dragon Punch, the teleport is an effective way of getting out of trouble such as in a corner.

T, D, D-T & PUNCH



Headbutt

Trap your opponent in a corner and this move will hit them twice!

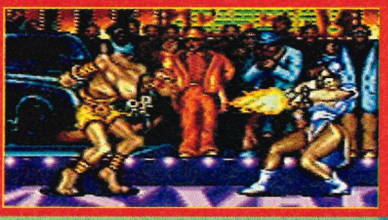
STAND NEXT TO OPPONENT & HARD PUNCH



Head Smash

Not many people know this move. The head smash is like the Blanka bite in that you cannot free yourself from it easily.

T & MEDIUM PUNCH



Yoga Fire

Like the fireballs and Sonic Booms, this projectile is perfect for long range attacks and for hitting opponents coming down from kicks.

D, D-T, T & PUNCH



Yoga Flame

Unlike the Yoga Flame, the Yoga Fire is best used close up for sustained burns and pain!

A, A-D, D, D-T, T & PUNCH



Slide

If you keep using this move, it will be very hard for your opponent to stay upright. As with the other characters, this is a great move to knock fighters off balance.

D & HARD KICK



DHALSIM

Dhalsim is the trickiest fighter to master and one of the most difficult to beat. Although he is very slow to move, when he does, he uses his masterful Yoga techniques. Every Dhalsim move seems to be special in some way; with his bendy body and fiery breath which comes from his pre-fight meal of raw curry! Dhalsim is best when he is in control, so if you go for him from the start you have a good chance of defeating him.

PLAY VS DHALSIM

To fight against Dhalsim you must exploit his two big weaknesses. Firstly, he has a lot of powerful moves which slow him up. If you put good combinations together and stick at him from the start of the bout you will get on top. Dhalsim's other weakness is that he leaves himself open to kicks and punches to his. Getting good shots in here will bend Dhalsim double with pain. The moves to watch out for are his special moves. The Yoga flame is a real killer, turning you into dust and sapping a lot of energy. Always get ready to jump over his slides and leap up when a Yoga fire comes your way. It does pay not to get too close to Dhalsim, but where ever you are, he will have a move to reach you. Time your attacks and work in combinations of high kicks and punches to the ribs. If you stay in close, you can usually defeat him easily.

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ZANGIEF

Zangief is a huge mountain of a man. The Russian trains by wrestling with bears in Siberia so he is indeed a tough cookie. Zangief does most of his damage when he gets in close to the opposition so that he can throw them to the ground, or slam the energy out of them with his powerful piledrivers. Zangief's other great strength is his punches. He has perfected the power punch called the Double Lariat, and he uses that to break down the defences of his rival before sending them on their way with his power moves.

PLAY VS ZANGIEF

To defeat Zangief takes timing and practise. Zangief is most vulnerable from aerial attacks and no one does that better than Chun Li. If he gets close to you, he will throw you to the ground or piledrive you into next week, but while he is coming towards you he leaves his mid-section wide open, so if you're quick, you can give him a strong kick. If this technique does not bend him over with pain, it will give you enough time to escape to a safer part of the screen. Another good move to use against Zangief is to duck down when he goes into a spinning clothesline. As he comes out of that move, Zangief is wide open for an uppercut or similar move. On the whole you must take your chances with Zangief and don't get too close.

Spinning Piledriver

This is the most devastating move of the entire game and takes nearly half of your energy in one go! It is also the toughest to execute.

ROTATE PAD 360°, T & PUNCH



Piledriver

A simple Piledriver is easy to perform and takes a substantial wodge of energy. Zangief specialises in throws and crushes.

T & MEDIUM PUNCH



Back Breaker

Like the other characters' throws, this little number is only effective close range, but will chuck the opponent across the screen.

T & MEDIUM KICK



Back Drop

Like a true wrestler, Zangief can grab the opponent and slam them into the ground with one throw. Each drop takes a quarter energy.

T & HARD PUNCH



Power Crush

If you can get close enough to your opponent, this crushing move will sap a quarter energy and incapacitate the opponent instantly.

T & HARD KICK



Clothesline

Due to Zangief's sad long range capabilities, he has to have some good moves and this spinning punch is very effective against flying attacks from all characters.

ALL KICK BUTTONS



Flying Kick

As well as the Spinning Clothesline, the long legs of Zangief are perfect for scoring hits without getting into trouble with powerful opponents.

U-T & HARD KICK



Power Squeeze

You will have trouble breaking the huge Soviet's grip with this move, but it can be done if you press all the buttons as fast as possible.

NEXT TO OPPONENT, THEN MEDIUM PUNCH



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Hundred Hand Slap

Honda's best weapon, this slap can be activated while moving across the screen to trap any opponents before they can leap over him.

PUNCH REPEATEDLY



Sumo Torpedo

Instead of an energy missile, Honda uses his own body as a weapon. The harder the punch, the further he will go and the harder the hit.

A FOR 2 SECONDS, T & PUNCH



Body Flop

The best time to use this move is at the beginning of a combo where you follow it up with a kick and a Hundred Hand Slap!

U-T & LIGHT KICK



Super Heavyweight Drop

You can use this swooping move to either leap onto the enemy and attack, or to jump over a missile.

D FOR 2 SECONDS, THEN U & KICK



Flying Chop

This is a crushing move because you have the whole weight of Honda behind the slap. Use this at the start of a combo.

U-T & HARD PUNCH



Knee

With this power move you can grab the adversary by the hair and repeatedly knee them in the face – just for fun!

T & MEDIUM KICK



Throw

If you are close to the opponent, this quick move will pull them out of any attack and fling them across the screen.

T & MEDIUM PUNCH



Crushing Hold

What would a Sumo wrestler be without a crushing hold. As usual, press all the buttons to escape before too much energy is lost.

T & HARD PUNCH







E HONDA

Honda is not exactly the slimmest person in the world, but you can't have an hourglass figure and be master of the art of Sumo. His huge body works both as an advantage and a hindrance. Honda can withstand a lot of punishment and can get up quickly if stunned, but his size means he is not the fastest fighter on the circuit and has trouble jumping. Honda's forté is his throwing and belly flop moves, as well as his amazing hundred hand slaps.

PLAY VS HONDA

Honda, as I'm sure you would have noticed, is a fat bloke. This means he has trouble keeping up with the likes of super slim Chun Li. He likes to use the Hundred Hand Slap if you're ear the edge of the screen, and he'll also break out of a tight situation with a quick Torpedo. So if you see those lightning wrists going into action, quickly jump over him or you'll be stunned in no time. Chun Li can put pay to the slap move by jumping up and pressing the A button to attack with those steely stilettoes. It gets her out of the situation and takes some of Honda's energy into the bargain. Characters who have missile attacks such as fireballs can send one off to stop the Torpedo move mid flight, then move up for the attack. Stay alert and leap away from those chubby fists!

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BALROG

Balrog is a hard hitting former World Boxing champ who now plies his trade on the streets. This huge man man is also a huge puncher; never feeling the need to kick his opponent. Balrog's moves are limited, but his determination is very strong so he must be watched at all times in battle. All his punching actions are good, but they are nothing compared to his special moves. His dash straight is his most lethal. The big disadvantage is the lack of kicking, but with a series of punches, you should catch anyone in the air.

PLAY VS BALROG

Fighting Balrog is not just a case of flying kicks and other aerial moves. His uppercut and drop punches are harmful and these are the moves he will use to cut you down in attacks from the air. Balrog's real weakness is his defence. He lands punches with confidence, but does not take them too well. He is susceptible when if comes to defending low attacks as well as straightforward kicks and because he works so much at normal height – he is easy to grab and throw. In his favour, of course, are his set of punch moves. Balrog tends to dash your hopes if he gets an uppercut in, and his power punch is formidable. The boxer's other great strength is to use combinations of punch moves to knock you out.

Dash Punch

This is Balrog's most powerful move and will often take the other player by surprise.

A FOR 2 SECONDS, THEN T & PUNCH



Turn Punch

The longer you press all the buttons, the harder the punch at the end. Let go and Balrog will madly lash out.

ALL 3 PUNCH BUTTONS



Uppercut

Balrog's uppercut is a devastating move if you get the opponent in the corner as they cannot escape. After two blows, they will be stunned.

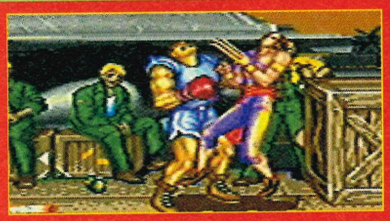
D & HARD PUNCH



Headbutt

Like the Blanka bite, when you press the hard punch button, Balrog will grab the enemy and begin systematically headbutting them to death!

T & HARD PUNCH



Drop Punch

A simple move really, but effective when strung together with some normal punches for a crushing combo. The harder the punch...

U-T & HARD PUNCH



Right Hook

As with all boxers, the key to success depends on using alternate fists to confuse the enemy. The right hook is a killer...

HARD KICK



CHEATS

FIGHT WITH SPECIAL MOVES ONLY

When the Capcom logo appears at the beginning of the game press Down, Z, Up, X, A, Y, B, C. You should hear Chun Li's victory shout. Now when you play the game you'll be able to fight with special moves only.

FIGHT SAME CHARACTER IN BATTLE MODE

On the Battle Mode option screen, push Down, Z, Up, X, A, Y, B and C on controller two. A chime will sound, and you will be able to select the same character twice.

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Claw Dive

If in Spain, this move will begin with Vega jumping up on the wire first.

D FOR 2 SECONDS, THEN U & KICK, THEN PUNCH



Face Slash

The best way to use this move is to string then together into a slashing frenzy. Beware though, they don't take much energy.

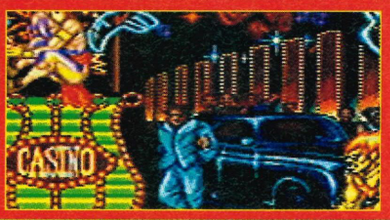
ANY PUNCH WHEN IN RANGE



Barcelona

This move is the same as the dive, except that you throw at the end.

D FOR 2 SECONDS, THEN U & KICK, THEN A & PUNCH



Wall Leap

This fancy leaping move is especially useful for getting out of tight corners and attacking high.

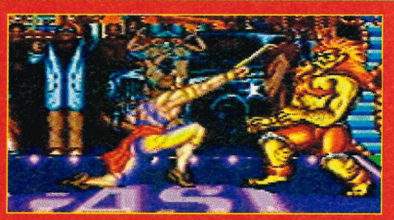
GO TO EDGE OF SCREEN, THEN U & A



Low Lunge

Those razor sharp claws are deadly weapons and Vega is particularly handy when rending your flesh.

D & HARD PUNCH



Crystal Roll

Instead of a missile attack, Vega uses this ground roll to hit an opponent from the other side of the screen.

A FOR 2 SECONDS, THEN T & PUNCH



Sliding Kick

The sliding kick is the perfect way for Vega to knock over any opponents and then leap into the air for the coup de grace.

D & HARD KICK

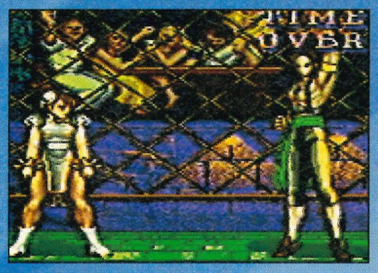


Throw

A crippling move – the back throw is one of Vega's ace cards and can be used in conjunction with the wall dive.

T & HARD PUNCH







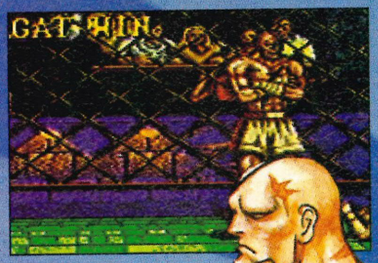
VEGA

Vega is from Spain and if you are not careful he will cut you down like a Bullfighter and his prey. Vega is incredibly fit and moves like lightning before you can react. He is a very good kicker and his punches are given extra power by the steel claw that he wears. His special moves are executed with an attempt to confuse you and then punish you. Vega is a bit of a poser though, and when his vanity gets the better of him, he can relax enough for you to counter-attack.

PLAY VS VEGA

Vega's speed will wear you down, but you must take your chances to attack. His weaknesses are that he leaves himself open to flying kicks and uppercuts. Ken and Ryu's rising Dragon Punches will combat his aerial capabilities. If Vega can get close enough to the other fighter he will try to grab them and slam them into the ground. This move will almost certainly stun the victim. He will then go in hard with his claw, cutting you to shreds before you can recover. If you are playing as a character with special fireball moves, this is an advantage. We've found the best way to defeat Vega is to wait until he lands from a jump, then perform constant flying kicks until he begins defending them. Then leap back and wait for another opening.

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SAGAT

Sagat is a former Street Fighter champion who is deadly enemies with Ryu. Sagat's size and reach make him hard to get close to, and he is not short on power and speed. Sagat does have one weaknesses however, when coming down from the execution of a Tiger uppercut, he can be hit for about a second with impunity. Sagat remains one of the toughest fighters to battle against and one of the hardest to ignore. The Tiger fireballs (above and below) are deadly as they come in quick succession. Sagat bears the scars of the last battle with Ryu, he waits for the return match.

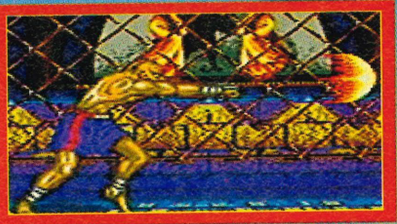
PLAY VS SAGAT

Apart from Ryu, Chun Li also does very well against the size of Sagat. When Chun Li attacks with a lot of aerial kicks Sagat will use hundreds of Tiger uppercuts, so stay low. Chun Li, Guile and Ryu's long, low sweep kicks are perfect for knocking Sagat down, then you can leap up in the air and inflict a crushing blow while he is getting up. If you leave it too long, Sagat will recover and Tiger uppercut you to death. It's all a question of timing. Remember that Sagat can use his Tiger fireballs above and below, so if it's a low one, leap up to attack him. It is tough to stun Sagat, but plenty of small kicks, followed by medium ones should do the trick. Use Ryu for a real grudge match!

Tiger Shot

Sagat's Tiger shot is the most powerful and quickest missile attack. This move is best used with the uppercut.

D, D-T, T & PUNCH



Low Tiger Shot

Most characters will not expect this low move and it is very difficult to avoid.

D, D-T, T & KICK



Tiger Uppercut

Use the different punches to achieve greater speeds, heights and distances. This is Sagat's best power move.

T,D, D-T & PUNCH



High Kick

Like Ryu and Ken's quick kicks, this move will soon bring tears to the eyes of an opponent who gets in your way.

NEXT TO OPPONENT, THEN HARD KICK



Low Kick

This is a good move to take plenty of energy in a short space of time. It is easy to block against though.

D & KICK



Tiger Knee

You may not have seen this move very often, but it is basically a very quick jumping knee that takes more energy.

T,D,D-T & KICK



Throw

As with all the characters, this throw is very effective for wounding and disorientating the opponent.

T & MEDIUM OR HARD PUNCH



SUMMARY

GAME NAME: Street Fighter II
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 15,350,000
NUMBER OF LEVELS: 12
CHALLENGE RATING: medium

Cartridge supplied by:
Computer Games
Tel: (081) 741 9050

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Flaming Torpedo

This is a classic move to take four or five hits and you will need to block for a long time to get through unscathed.

A FOR 2 SECONDS, THEN T & PUNCH



Fiery Fist

Like Balrog's uppercut, but with a bit more pep! This move is perfect for getting your opponents trapped in a corner and finishing them off.

HARD PUNCH



Belly Flop

The belly flop is a great move for getting into position for a ground or air combo. The first hit will always unblock any fighter.

U-T & PUNCH



Scissor Kick

You can easily disguise this move when you're retreating, and then suddenly unleash it in a flurry of arms and legs.

A FOR SECONDS, THEN T & KICK



Flying Kick

Bison's flying kick is the strongest as you would expect from the boss of the entire game, and this will often be followed by a stun.

U-T & KICK



Sliding Kick

This is the same as Dhalsim's slide and it is very useful for knocking the enemy off balance before a devastating aerial kick.

D & HARD KICK



Head Stomp

This move is essentially three in one as you head stomp, then kick in the face, then slide kick your opponent.

D FOR 2 SECONDS, THEN U & KICK



Throw

Grab the enemy by the arm and furiously chuck them to the floor in this powerful clinch.

T & MEDIUM OR HARD PUNCH



M BISON

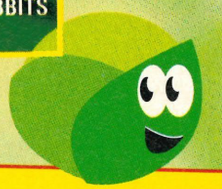
Bison is the main man on the Street Fighter circuit and is the most hated and admired fighter who is certainly the biggest hitter. Bison regards himself as the King of Fighters and is not afraid to show people why. All his moves are power moves. Simply punches are turned into rock hard ones that can finish a fighter off within seconds. His head stomps and throws are lethal, and best of all is the dreaded flaming torpedo – a special move that will cut through any defence like a hot knife through butter.

PLAY VS BISON

Bison is the toughest character without a doubt. The flaming torpedo is a favourite starting move, so immediately get into a block to anticipate it. As King of the Fighters, Bison will frequently use his spinning kick and head stomp move when attacking, so you had better leap high enough to flying kick him. Leg sweeps followed by throws or lightning kicks are perfect, but always be prepared to block if you are laying into him as he is not stunned easily. Bison uses a radical haphazard mixture of moves to confuse and disorientate you, but stick to tried and tested combinations (Ryu and Ken are good for this) and you should be able to break through his defences.

STREET FIGHTER II: SPECIAL CHAMPION EDITION™ and characters are trademarks of Capcom, © 1993.

	APPLE	STRAWBERRY	BANANA	ORANGE	CARROT	POTATO	CABBAGE	MANGO	LEMON	ONION	PEAR	CHERRY
	FRUIT RETURNER SPELL	1 POINT AND 60 SECONDS	SLOW TIMER	TUBE SKIING	TURNS FRUIT INTO STARS	250 STARS	WABBITOIDS	250,000 POINTS	1 SECOND AND 300 STARS	NO MAP!	50 SECONDS EXTRA TIME	SKIP-A-LEVEL SPELL
	TOGGLE GRASSLAND DOOR OPENED	DOUBLE BONUS ROUND	45 SECONDS EXTRA TIME	10,000 POINTS	5 STARS	TOGGLE SNOWLAND DOOR	50,000 POINTS	HA HA!	1 STAR	125 STARS	200 STARS	FRUIT INCREASER SPELL
	150 STARS	STAR DOUBLER (ONCE DOUBLER!)	TORTOISE	TOGGLE LUNARLAND DOOR OPENED	1 STAR AND 100,000 POINTS	TOGGLE MINELAND DOOR	SHADOW LANDS	1 SECOND EXTRA TIME	DISASSEMBLY CLUE	20,000 POINTS	175 STARS	BOUNCE
	ME AND MY SHADOW!	WHAT'S THAT PONG?	TURNS FRUIT INTO POINTS	40 SECONDS EXTRA TIME	WABBIT INVADERS	GOLD RUSH	TOGGLE DEADLAND DOOR	100 STARS	DOUBLE STARS (ONE LEVEL)	MAGIC MUSHROOMS	FINDER	
	MAGIC RUBY	STORMY WEATHER!	CATCH!	30 SECONDS EXTRA TIME	FRUIT PRESERVER SPELL	NOT A SAUSAGE	5 SECONDS EXTRA TIME	TOGGLE DESERTLAND DOOR	RANDOM EXTRA POINTS	NO DYING WABBITS		
	100,000 POINTS	TRIP-A-TRON	TURNS FRUIT INTO TIME	CHANCE	80 STARS	GUESSER	NO INVISIBLE LETTERS	RANDOM EXTRA STARS	SWAP BONUS LETTERS			
	75 STARS	WHEEL SPIN	TOGGLE TEMPLELAND DOOR	RANDOM EXTRA TIME	A BUNCH OF BANANAS	MAGIC EMERALD	25,000 POINTS	DOUBLE TIME ICONS (ONE LEVEL)				
	TIME DOUBLER (ONCE ONLY)	GWEEN WABBITS	SALE SPELL	CONFUCIUS	DIDDLEY SQUAT	GAME OVER?	LETTER BASHER					
	FRIENDSHIP SPELL	WED WABBITS	OPEN HINT SHOP, OR POINTS	SNAKES ALIVE!	20 SECONDS	TOGGLE TREELAND DOOR						
	5,000 POINTS	POINT DOUBLER (ONLY ONCE)	50 STARS	BLUE WABBITS	SOUND TEST							
	FRUIT RANDOMISER	SPLAT THOSE DUDES!	ABSOLUTELY NOTHING!	1 POINT								
	OPEN SHOP (OR POINTS)	MAGIC DIAMOND	IT'S THE LEMMINGS									
	OPEN EXIT DOOR (OR POINTS)	10 SECONDS EXTRA TIME										
	FREE BONUS LETTER											



Cartridge supplied by:
Psygnosis,
Tel: (051) 709 5755

SUMMARY

GAME NAME: Wiz 'n' Liz
TIME TO COMPLETE: 4 days
HIGHEST SCORE: 22,440,000
NUMBER OF LEVELS: 56
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.



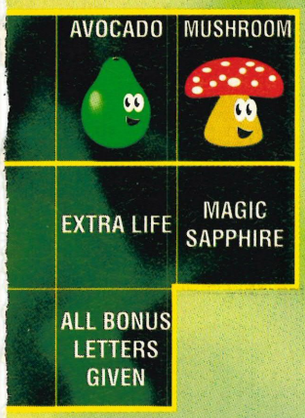
Spelling It Out

The method of play for *Wiz and Liz* is very much a choice for the player(s) involved. You may wish to occupy yourself by collecting the fruits and trying the spells, playing all the sub-games and generally having a good time. On the other hand you may want to actually complete the game in which case you'll need to be sharp about it. Initially, you will need to complete the levels at break-neck speed, concentrating on not wasting any time and capturing all the cute bunnies.

On completing one level you'll be required to defeat one of the eight Guardians, all of which need swift moves to defeat them. Having disposed of this menace will mean you move on to the next land and there find more doors to enter. Each time you defeat a Guardian it will increase the number of times you play a world.

As far as the two player option goes, it's really a case of may the best man/woman win. Cheats can only prosper!





Shop



If you find yourself in the position of desperately wanting to try any or all of these mad spells, you would be well advised to help your mission by opening the fruit shop. You will of course need a means of payment, hence the stars. Make sure you have got plenty of them so you are able to buy some of the more expensive items. Extra lives are available, as well as extra time and all of the fruits. To open this cave of delights you first need both the apple and banana about your person.



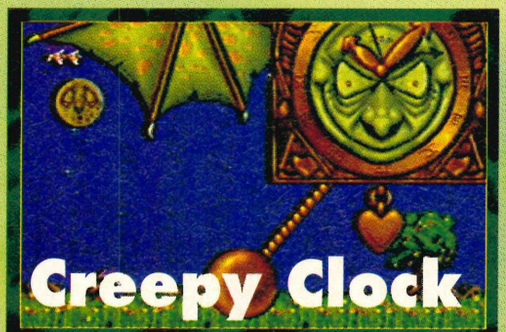
The Land of Pum is home sweet home for the likes of Wiz and Liz, a place of solitude and tranquillity and the abode for all your collected fruits. Doors that you can open are floating around Pum, awaiting your entrance. Jewellry and shops are accessible from Pum as well as the opportunity to use your fruit.

The Land of Pum



This door holds the secret of four gems. Collect all four of them with spells to gain one helluva bonus!

The faster the fruit spins, the quicker you will need to use it before it disappears. Each fruit will only last three rounds.



Creepy Clock

Defeating this ticking grandfather will require some well-timed jumps. The clock moves from left to right with the pendulum swinging all the time. You will need to concentrate on jumping the pendulum as well as avoiding the cogs dropped. Stay under the middle of the clock when firing.



Deadly Dragon

This is one of the more dangerous guardians. It not only fires flames erratically, but also insists on stopping to drop slow burning spikes that dig in the ground. To defeat this scaly fiend, shoot the dragon when it stops to drop the spikes. Wait just to the left of the gate to do this.



Snake Eyes

Again, you will need to concentrate on avoiding the moving tail of the cobra before shooting. The tail moves left and right as well as up and down so you need to jump swiftly. When the rattling end-piece of the snake is on the opposite side of the screen, shoot the guardian!

This is without a doubt the fastest scrolling game to hit the Mega Drive. Psygnosis must have been drinking far too much coffee to produce such a high velocity platform adventure. This game has got it all: magic, highly entertaining sub-games, two player option and of course a lot of speed! Guardians are interspersed throughout the levels, and there are 56 of those with all number of difficulty settings (nine in fact). An unmissable catch... if you can!

MEGA DRIVE

PSYGNOSIS ● PLATFORM FRUIT-'EM-UP

WIZ 'N' LIZ



Bounce

To make the most of this bonus you'll need to juggle up to ten wabbits for as long as possible, collecting bonus points in the air.



Catch

You are required here to catch everything that descends from the heavenly skies. The bonus finishes when you miss ten wabbits.



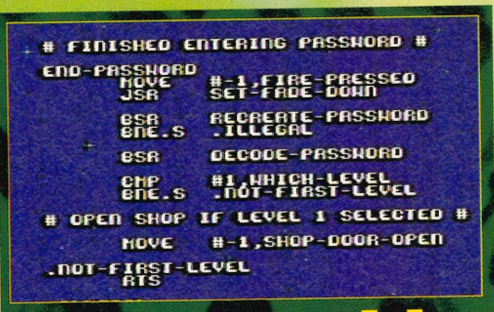
Chance

Luck certainly needs to be on your side if you want to win! One of the ten ton weights will randomly fall; you need to take a chance on one before being crushed.



Cheeseburger

It may appear to be a pointless picture, but it is in fact a level. A level, that is, without the land shown. It is tricky, but fun.



Disassembly

Pretty pointless this, as it's not made clear what it's all about. It does not appear to be relevant to the game, but you can't be too sure.



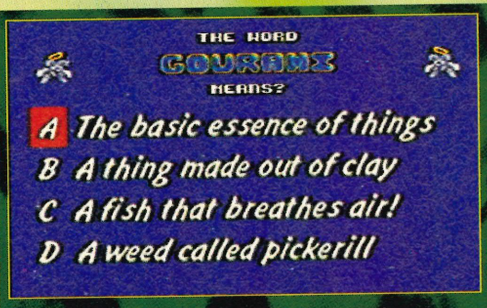
Finder

An old game this, there are a number of hidden pairs of fruits and bonuses. You need to choose two to win.



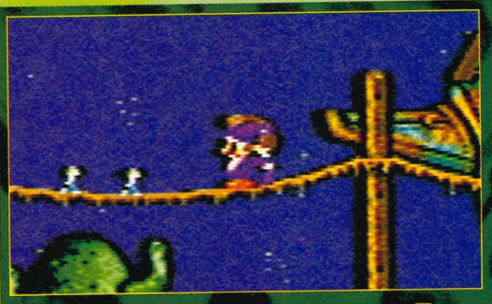
Gold Rush

You'll need quick reactions if you want to make any serious bonus here. You have to stop columns as they are being coloured at the top.



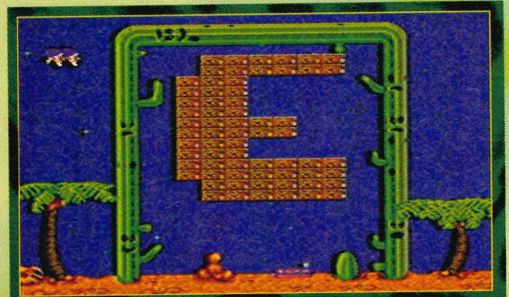
Guesser

Trivial Pursuit it isn't, although you do need to answer some rather strange questions. Get it right to win fifty stars.



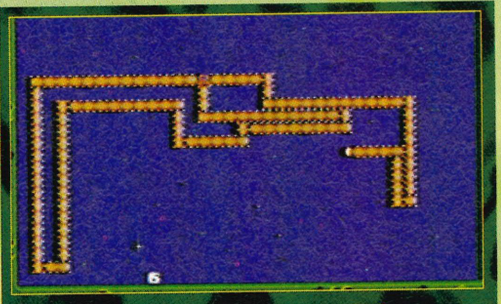
Lemmings!

If you are lucky (or unlucky) enough to concoct this spell you'll place a number of lemmings on your next level.



Letter Basher

Use the platform at the bottom to bounce the ball and knock the blocks. The more blocks you rid yourself of, the more points are yours.



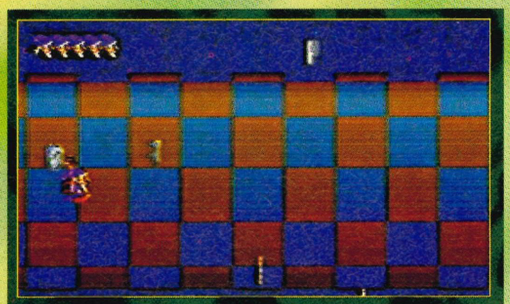
Snakes Alive

Control the once maggot-sized snake towards ever decreasing numbers and reap the rewards. Hit the side or any part of the snake to lose.



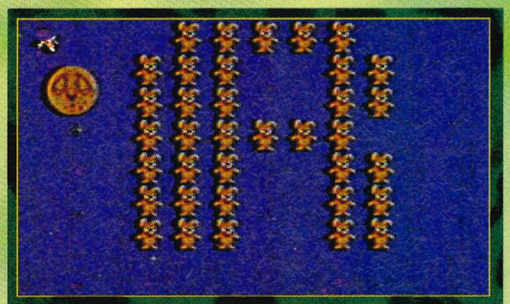
Splat Those Dudes!

You have control of ten apples and must throw them at the face of the two volunteers. Hit swinging Puggsy a number of times to gain extra life.



Tube Skiing

Good for a laugh this one. You have to circumnavigate the tube whist collecting bonuses. Hit the obstacles too often to lose.



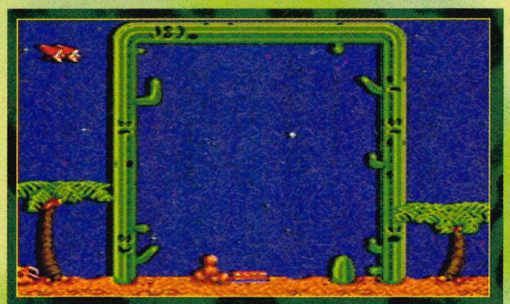
Wabbit Invaders

If you liked *Space Invaders* you'll love *Wabbit Invaders*. Just keep shooting and watch your score grow.



Wabbitoids

Control the spinning wabbit at the centre of the screen and shoot all bonuses that throw themselves at you.



What's That Pong?

Once more you'll need to keep the ball in the air bouncing off the walls to increase the bonus that you'll collect.



Wheelspin

Spin the wheel – where it stops, nobody knows! Only one chance at this to collect whatever the wheel shows, lives included.

CHEATS

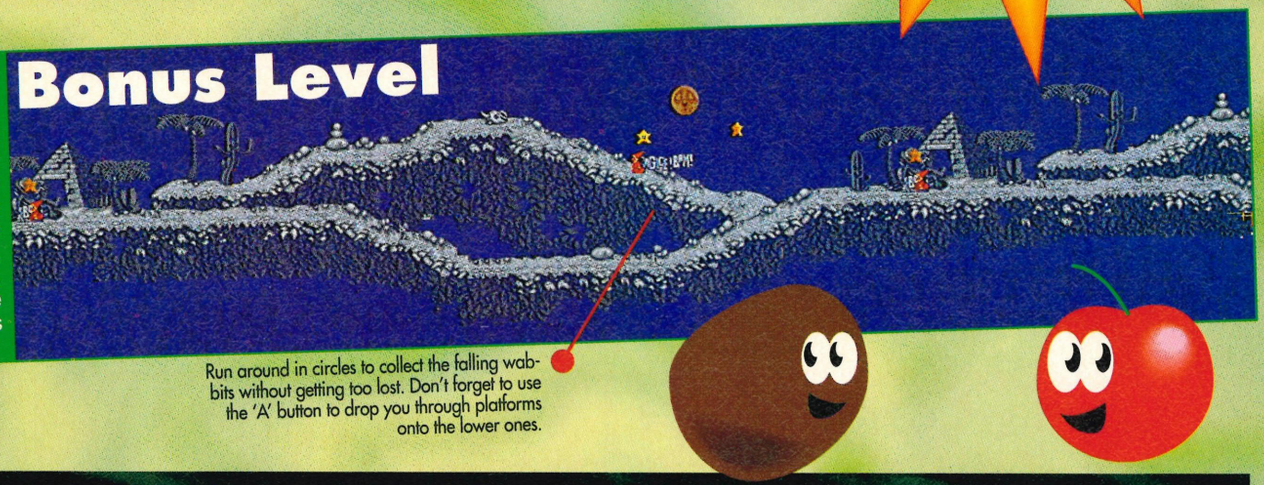
To gain access to the guardians use either of these passwords:

TCDT GBBS

MGTP GLLS

Bonus Level

The bonus round works in very much the same way as other worlds, except you only get the one bite of the cherry at a time. There is a smaller amount of time in which you can complete the level. Collect all the wabbits to get an extra life, but lose your own in trying. You are only able to escape when the timer has reached ten seconds.



Run around in circles to collect the falling wabbits without getting too lost. Don't forget to use the 'A' button to drop you through platforms onto the lower ones.

The Hint Shop: Sold out!

A: Don't forget, the A button drops you through a platform.
B: Remember to make a note of passwords.
C: The most time you can have is three minutes.
D: Fruit lasts for three rounds only.
E: When you run out of time, run around for the shining extra time ball.
F: Banana and apple to go shopping.
G: Stand under the leaves of the Freaky Flower to be safe.
H: Try an apple and orange for a bit of variety.
I: When paused hold A, B and C to quit.
J: Try a banana and apple for more stars.
K: Make sure you always save a dying wabbit, or else all your letters will be lost.
L: Don't forget that your fairy always shows the shortest route to the dying wabbit.
M: Collect all four gems for a Mega bonus.
N: Before you have the magic word, a dying wabbit will always release a letter.
O: To make wabbits more valuable, mix a wabbit colouring spell.
P: Collect everything in bonus round for an extra life.
Q: On *Splat Those Dudes* hit Puggsy a lot for an extra life.
R: In 'The colour of magic' hang around for a while.
S: Try a pair of pears to keep what you find.
T: Try a mushroom and a banana for an exception to time flying.

XS SOS

DOCTOR M.

Much to my displeasure, these hallowed pages have been drastically reduced in number this issue – a plague on the so-called "XS posse"! Still, I'm working away just as hard as ever deep in my subterranean games laboratory, using every second of the day to crack games wide open and bring my immense console knowledge to you, the adoring public. There is nothing my minions and I can't handle! No puzzle is too hard, no code is too complex, no cheat is too obscure, no paycheque is too large. Send your pitful problems to me via this address: *Doctor M, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Remember, where the others dither, I deliver!

STARTLING

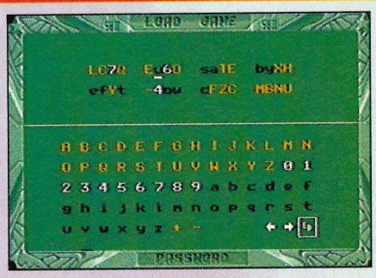


SPEEDBALL 2 (MD)

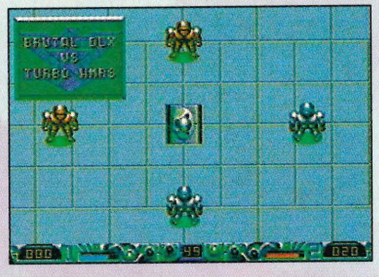
PLEASE GIVE ME THE CORRECT PASSCODE, AS YOURS DOESN'T WORK!
Gareth Morris, Dover

Doesn't work? Doesn't work? I assure you, all of my codes and cheats work correctly when they leave my laboratory. This one must have got scrambled at the printers, or something (frantic excuses department). Right, here's a code that will promote you up to the first division.

```
LC7Q Eu6O saTE byXH
efYt -4ow cFZC MBNU
```







KING'S BOUNTY (MD)

I CAN NEVER PURCHASE ENOUGH TROOPS TO OUTNUMBER THE ENEMY. WHY IS THIS?
Sam Anno, Yorkshire

So you're having trouble buying men? Right, what's probably the matter is that your men don't respect you. I expect that everytime you discover a treasure chest, you're taking the gold for yourself and not distributing it evenly between your men, am I right? In *King's Bounty*, you have to have a good balance between money and troops.

If you take all of the money yourself, then your army won't obey you and you won't be able to bring in many more members. On the other hand, if you give all of your gold to your men and don't keep any yourself, then you won't be able to pay them their wages. A fine line will have to be drawn here.

A good tip for advancing in the game is to visit the nearest town and hire a boat. From here you can sail around the islands exploring to your heart's content. Everytime you see something that catches your eye (a treasure chest or cave for example) all you have to do is stop off, investigate it, and go back to the safety of your boat. This way, you will avoid the majority of the wandering monsters in the game.



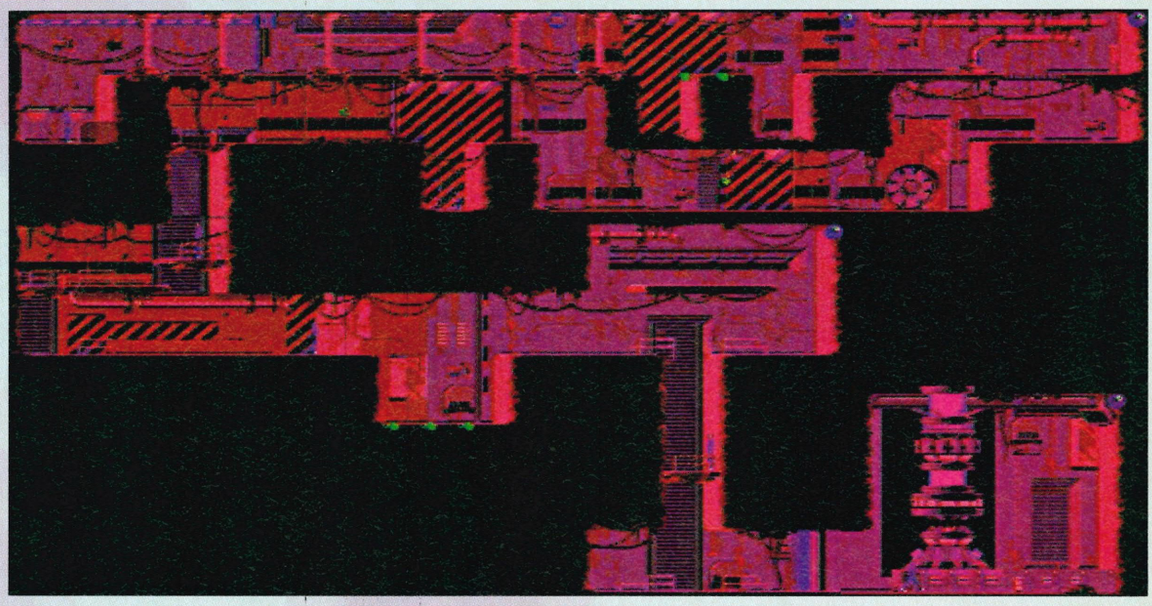
FLASHBACK (MD)

ON LEVEL TWO, HOW DO I GET THE LIFT TO THE TOP OF THE SHAFT?
Graham Taylor, London

This is the reactor level where you must take the new chip and insert it in the reactor at the end. Work along the level until you have to make a jump. Take a run at it and press up just before you go off the screen and you should leap onto the ledge on the other side. Now you should leap over the pit and, as you're running, press down as you touch the green coloured electricity leak to roll underneath it.

Keep heading down and left until you can go no further, then you should start running right until you reach the lift (follow the map). There is a platform above the lift shaft and on top of this is a secret button which will call the lift when you touch it.

Now all that you have to do is put the chip in the reactor to end the mission, but you must be standing on the far right of the reactor unit to insert the chip. If you try to do it anywhere else, you will instantly die.

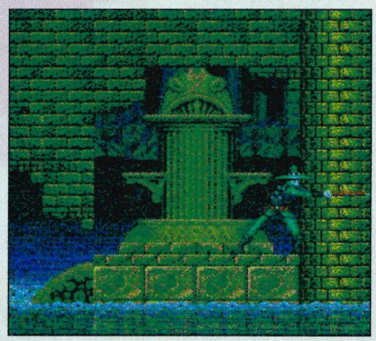


CHAKAN (MD)

HOW DO I BEAT THE SECOND ICE STAGE ON THE ELEMENTAL PLANE OF WATER?
Sam Minchin, London

Now then Sam, let's take things from the beginning. At the start walk into the cavern and go left until you drop down a slope. As you go right you will see three platforms, go to the last one and jump down the slope. From there jump left to another slope, then left to two waterfalls. Fall down one of them to go to the water at the bottom. Now that you're underwater, go left and then jump up to the first slope and from there go up another three slopes.

When you reach the fourth incline you should be facing towards the right. Jump up and right to enter a secret passage and a room containing the Ice Sword. Get this and go back the way you came. Continue right until you get to the waterfall that reaches upward. You must use your spin attack in the waterfall to take you all the way up and when you get to the top you will encounter the Ice Beast. Hit his head a few times before jumping to avoid his claws and eye beams. Repeat this a few times to dispose of him.





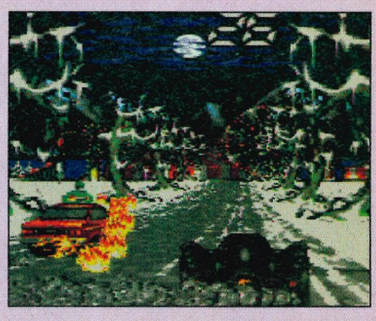
BATMAN RETURNS (CD)

HAVE YOU ANY CHEATS?
David, Merseyside

No problem, David (don't they have surnames in Merseyside?). On the Options screen, highlight 'Game Mode' and change it to 'Driving Only' while holding Left and pressing the B button. Then go to Difficulty, Driving Controls, Platform Controls, Lives, Music and SFX while holding Left and pressing B for each of them. Now that you've done that, you can change any option that you want and to skip a level by pausing the game and pressing C.







REVENGE OF SHINOBI (MD)

HOW DO YOU GET PAST LEVEL 8, ROUND 2?
Darren O'Dowd, Dorset



Revenge of Shinobi, eh? Ah, that old classic. A very troublesome game for most of you, if the number of letters that flood into my lab every issue on this very subject is anything to go by. Anyway, 'Daz', the solution to your particular problem is at hand. Go to the chamber with the pillars that sprout down from the ceiling and head left to the first door. In the new room, you must fight your way to the two doors at the far left. Go for the door at the bottom. You should now be in the exit screen. Simple really, when you know how...

SPIDER-MAN (MD)

I CAN'T GET PAST SANDMAN ON THE FOURTH LEVEL. PLEASE HELP!
Scott Wallbonk, Devon



Defeating the Sandman is quite obvious when you think about it, but it's the kind of thing that can have you tearing out your hair until the answer comes to you in a flash of inspiration. Luckily for you, Mr Wallbonk (is that *really* your name, or did the XS team make yet another goof-up when they sent the letters to me?), Doctor M is here to save your scalp. Lure the Sandman back to the fire hydrant that can be found earlier in the level. Now, using the hydrant, wait for the Sandman to get near and kick the hydrant to release the water inside it. Did you know, if you continue to walk right to the edge of the screen when you first reach Sandy, you will collect a life power-up?

MIGHT & MAGIC (MD)

CAN YOU GET ME STARTED WITH THIS GAME, PLEASE?
John Clark, Essex



Have you been to see the wizard yet? He can be found to the right of the inn at the start of the game. Visit him, and he'll ask you to help retrieve a goblet that was stolen by some goblins. The goblins are to be found underneath the city in the caverns. When you have the goblet, take it back to the wizard and he'll reward you with gold and ask you to help his sister. The sister can also be found in the city and she'll ask you to rescue her kidnapped children. The children can also be found underneath the city (their exact whereabouts can be found in the local pub, of all places!). Return the children to the distraught woman and she'll tell you what to do next.

DIAMONDS AREN'T FOREVER

WIN 20 COPIES OF THE POWER PLAY VIDEO!

With the advent of more difficult and intricate games it seems only natural that there should materialise a spate of skill and technique improving books, and now of course, videos. Power Play is a new breed of information video giving every successful gamer the opportunity to well and truly beat the pants off the most up-to-date games.

The video in its entirety has been endorsed by two of the most high profile characters ever... ahem. Danny 'The Joystick Warrior' Curly, a formidable force to be reckoned with, takes you through some of the highly technical aspects of beating games like how to hold your joypad – whoah!

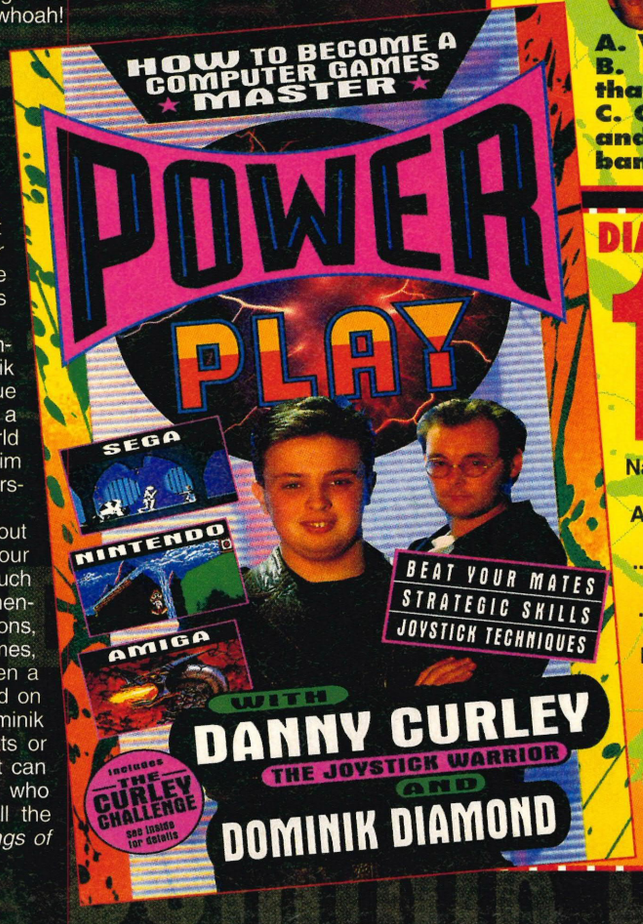
Danny's partner in crime is the former presenter of Channel Four's *GamesMaster* – Domink Diamond – who drives into the secret labaratory in a spanking new Toyota MR2 (I thought you couldn't drive, Dom?). The intro sequence is briefly cut with scenes from *Another World*, supposedly to make the presenters look cool, but ends up being highly pretentious.

No longer the games presenter he once was, Dominik Diamond has realised his true niche as the presenter of a games video, what is the world coming to? We'll see him dressed as a hamburger endorsing McDonalds next!

Basically, the video is all about showing you how to play your games properly, including such useful things as the aforementioned joypad hand positions, guide to different types of games, how to survive longer, and even a Danny Curley challenge tacked on the end for good measure. Dominik says that nobody needs cheats or tips to get through games, but can this really be the same man who constantly badgered us for all the help we could give him on *Rings of Power*?

Enough of these trivialities, the real issue here is that SEGA XS in conjunction with Entertainment Promotions are proud to offer *you*, the reader, the opportunity to win one of 20 videos; catering for the skills and cheats on all formats and on a variety of relatively new games.

All we want from you, as a mere formality, is to correctly answer the following questions and get your entries to the XS offices by 17 December. The first 20 correct entries pulled out of the hat will receive one of these fabulous videos worth £9.99!



QUESTIONS

1: Who of the following has been reduced from "The No1 games presenter" to merely "The"?

A: Danny Curly.
B: Dominik Diamond.
C: Patrick Moore.

2: What colour was Dominik Diamond's favourite jacket?

A. Yellow and blue striped with optional boater.
B. Pink polka dot on black.
C. Red with some really nice gold braiding.

3: How do you become a computer games master (like Dom and Danny)?

A. Watch *GamesMaster*.
B. Watch the wicked Power Play video that's being given away free by SEGA XS!
C. Get up at the crack of dawn every day and eat a bowl of muesli with dried bananas.

DIAMONDS AREN'T FOREVER COMPO

1 A ☐ B ☐ C ☐ 2 A ☐ B ☐ C ☐ 3 A ☐ B ☐ C ☐

Name.....

Address .....

.....

.....

Postcode .....Phone number .....

The console I own is.....

Please print a solution for .....

Send your entry to *Diamonds Aren't Forever Compo*, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

BUSTERS

MEGA DRIVE



The SEGA XS Busters A-Z thrives on all the latest cheats and passwords for EVERY Sega game, and it is constantly being updated with material from all over the world. If you think we've missed out any cheats for one of your games, or if you want to give us some tips to swell the pages of SEGA XS, send your letters to *SEGA XS Busters, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

The winners of the *Awesome Sega Mega Drive Secrets III* books are Vince Lambert from Spalding and Neil Coles from Aldershot. Don't forget, EVERY person who has their tips printed in these pages will win a copy of this fantastic tips compilation book, as advertised by none other than gamesplaying ace Damian Butt!

***Awesome Sega Mega Drive Secrets III* features over 300 pages of full solutions and vital cheats for serious gamers. Don't miss it!**

AFTERBURNER 2

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

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.

ARROW FLASH



Better flash
Set the arrow flash to charge and then watch the demo,. If the arrow flashes, you should have a longer lasting arrow flash.

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.

BATTLETOADS



Hidden warp
At the start of the first level, go to the two pigs and headbutt them. Then jump onto the grassy platform on the right. A warphole should appear and if you go into it and you'll be transported to level three.

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.

BULLS VS LAKERS



Codes
End-Game: SXMBBBBF
Playing as the Bulls in the Final with a 3-0 lead: SXSBFBBC

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

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.

CURSE



Configuration mode
Reset the game, hold A and press Start.

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.

DEADLY MOVES



Passwords
To have maximum power against Ranker, enter this: `MPV XRPO JM7`.

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



Win any match
Enter the Password – `QUITTER`. If you quit a match, you'll win the game!

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

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



Unlimited tribe members
Rescue the extra man, press Pause and restart the level.

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

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!

Change attributes
Enter the password CONFIG and fill up the rest of the space with dots.

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:
0465100 – quarters
0075121 – semi finals
0475352 – Superbowl

JOHN MADDEN '93 NEW!

Running the clock-out
When the play description comes up, hold up on the D-pad and tap C. The clock will now continue to tick.

JUNGLE STRIKE NEW!

Level Codes
Level 2 – RXW6YKRVMCZ
Level 3 – 9WP39NSHJKW
Level 4 – XNL4FD397SW
Level 5 – V4MCD39VSPH
Level 6 – WMK3W746JK7
Level 7 – TGZX4CFDYRP
Level 8 – 7L5PCF3BRWC
Level 9 – N4HCFK9XVNK

KID CHAMELEON

Final Boss Warp
To warp straight to the last boss, Plethora, go to the Lake Woods 2 level. Fight your way all the way to the end and jump onto the last prize block above the exit. Now press the Down, Right diagonal and press the jump and special attack buttons at the same time. The screen will fade and you will be warped to the last boss.

KING'S BOUNTY

Password
This code enables you to have a huge army and three villains left to defeat:
VRP 06 8TQ
FT3 VE M6N
DG1 ZZ 7B1
MOE 8W CQR
WOA BD EHX
DCE FH Y22
VW1 JL MF6

KLAX

Special game
Hold the Left and Up diagonal, A, B, C and Start simultaneously from the title screen for a special game.

KRUSTY'S SUPER FUN HOUSE

Open all the doors
Reverse the game designer's name, WILLIAMS, to SMAILLIW, and enter this on the password system. You can now freely enter all of the doors on all of the levels but you still have to solve all the puzzles.

LAKERS VS CELTICS

Password buster
With the following code you get to play the LA Lakers against the Philadelphia 76'ers

with just one game needed to win the final: 3L2GJS.

LEMMINGS

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

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.

MORTAL KOMBAT



Blood code
On the ethical code screen, press A, B, A, C, A, B and B for the screen to be coloured red and the blood will now be activated.

Flag effects
FLAG Ø – One hit kills the CPU.
FLAG 1 – One hit kills you.
FLAG 2 – Make UFOs and Witches go past the moon so that the Green Reptile can appear.
FLAG 3 – Makes strange objects go past the moon.
FLAG 4 – Green Reptile gives you clues on how to find him on each round.
FLAG 5 – Infinite credits.
FLAG 6 – The computer does fatalities on you.
FLAG 7 – Always stay in the pit.

MUHAMMED ALI BOXING



Rank progression
Play the first match and take the first three characters and add it to the following codes:
8th: KEH7Z
7th: EBX7Z
6th: 5C77Z
5th: B4N7Z
4th: 2N47Z
3rd: W7C7Z
2nd: WXB7Z
1st: 4XE7Z

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

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

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.

POPULOUS II: TWO TRIBES

NEW!

Passwords
EXPERIMENT – Maximum Experience.
HUMANOID – More Mana.
WIBBLE – All FX
NOT HALF – Game 999.

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.

RANGER-X

NEW!

Skip level
When playing the game, pause it and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and you can press B to Advance to the guardian or, if already there, you are brought to the next level.

Difficulty settings
Go to Difficulty and press A, B, C, A, B, C, A, B and C. You can now play on Easy or Hard mode.

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



Level select
Press A, B, C and Start.

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

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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

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



Extra continues
Press Left, Left, B, B, B, C, C, C and Start.

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.

SUNSET RIDERS



Extra credits
Go to the sound option and listen to 0-E. When you go back to the game you will have more credits than you normally would have.

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`
`7ØJØCG976ACMG1` – lots of money

SUPER LEAGUE

Password buster
Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:

`JORQWVVRROOQSHPQGUDEAM`
`Zb6jpqrnmGnYWQXaHuFFAB`
`RGhiopqmljhZZSUXVtEEAE`
`VU91rstpomXcZTiebrHWyW`

SUPER MONACO GP



***Super Hang-on* bike**
Reset the World Championship and put `HANG-ON` at the name entry screen, save it and then press Reset. Now go to Free Practise Image Training and, after setting the laps and the grid, press Down and A until the transmission screen appears. After setting your transmission, you now have a *Super Hang-on* bike to race in.

Password buster
Enter the following to be driving for the best team (which is Maddona), have previous World Championship wins and loads of driver points.

`ØQ76 2ILM F2ØØ ØØØØ`
`ØØ1Ø H1ØF B324 5D76`
`CA89 EGC1 ØØØØ ØØØ2`
`ØØØØ ØØØØ F2ØØ 2CAC`

SUPER THUNDERBLADE

Level select
Press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

Invincibility
Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

SWORD OF SODAN

Level skip
Get a high score and enter your name as `HINANP:)`. Next time you play you can skip levels by pressing Start on joypad two.

Alternative level skip
Drink four Etherium potions together to skip to the next level.

SWORD OF VERMILLION

Test mode
To listen to the sounds and background music – and view the various shades available on the Mega Drive – from the title screen, press A, B, C and Start simultaneously using the second controller.

Increased hit power
Cleanse a cursed sword at a church for increased sword hit power.

T2: THE ARCADE GAME

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.

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: HYPERSTONE HEIST NEW!

Level select
When the Konami logo appears, press C, B, B, A, A, A, B and C. When you get to the title screen, press A, B, B, C, C, C, B and A. Press A and Start again in one player mode.

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

Level Select
Press Up, Down, Right and then Left to on the title screen.

UNIVERSAL SOLDIER

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

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.

SEGA PRO

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AFTERBURNER 3

NEW!

Faster level
In the option screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, if you perform a 45° turn, you'll fly much faster than before.

BATMAN

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`

BUST YOUR MEGA CD!

These are all the Mega-CD game-busting cheats that we've been able to get our hands on, but we're always on the look-out for more! If you've found any kind of tips for Sega's latest console, be they level selects, power-ups, passwords or plain and simple gameplay hints, send them to *CD Tips, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

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

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.

JAGUAR XJ220

NEW!

Level skip
Go to the options screen and name entry. Delete the currant name and input `MAR`, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

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

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).

THUNDERHAWK NEW!

Infinite armour/weapons
During the game, press pause and push Up, Right, Left and Down. Press Start to unpause for infinite everything!

THUNDER STORM FX/COBRA COMMAND

Level select
On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

Debug mode
Press Up, Down, Left, Right, B, C and A to watch the animation.

TIME GAL

Passwords

BC 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.

WOLFCHILD NEW!

Level skip
On the options screen, press A, B, A, C, A and B where you will hear an explosion. Press any of the following for a level select.
Level 2 – Press Start.
Level 3 – Hold B and press Start.
Level 4 – Hold C and press Start.
Level 5 – Hold B, C and press Start.
Level 6 – Hold A and press Start.
Level 7 – Hold A, B and press Start.
Level 8 – Hold A, C and press Start.
Level 9 – Hold A, B, C and press Start.
It is important to note that you must keep the buttons held down until the level appears, or this will not work!

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

DIANE FIREYA

Act two	GJEIACRT
Act three	GJWZAIAEKM
Act four	GIRCTQIJ1X
Act five	IISDUXIPUI
Act six	IIUHUZMRNZ
Act seven	IIXBUYIUGW
Act eight	IJXBU2JØHB

ERIN GASHUNA

Act two	HIJAAIAABB
Act three	HIIYAIAGC3
Act four	HIIAOOIKDK
Act five	HIKAQYIOUZ
Act six	HIKEQYIRVC
Act seven	HIKEQYIVOH
Act eight	HJKBQYIZPK

JEDDA CHEF

Act two	GDHAAIAABZ
Act three	GIEIAAAECA
Act four	GJECAIIL1Q
Act five	IJCECJIOUØ
Act six	KICBEPIQ3F
Act seven	KICBHIIVWG
Act eight	KJCBHNIYXR

ASTERIX

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

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

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

0622	2008	3212
7328	1015	2602
3305	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.

MORTAL KOMBAT NEW!

Blood code
Go to the ethical code screen and press 2, 1, 2, Up and Down for the blood to be included.

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.

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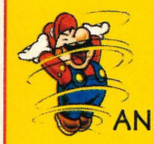
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Scroll three – on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.
Scroll four – find it on round eight. Go into the top of the last garden on the right and repeat the process 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

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
Ø199	–	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

Passwords
Level 2 – SPOCGURD
Level 3 – ROTADERP
Level 4 – SEGATSOH
Level 5 – NAGIRRAH
Level 6 – LAICIFFO

PRINCE OF PERSIA

Passwords
2 – GJKIEV
3 – GIHHGP
4 – LNHMHI
5 – HHKHCR
6 – LKMKFG
7 – JHGHCP
8 – MJEJEW
9 – OIJJEC
10 – KFHGZL
11 – UOOPID
12 – RKJLEJ
13 – NFGBBK
14 – VMMIIT

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 MONACO GP



Level codes
2 – `AZNM JDBZ`
3 – `DHMT VSJS`
4 – `ZZEE HYOT`
5 – `EXIP OONJ`
6 – `JYZH WOEL`
7 – `CQAZ AQLV`
8 – `ZPIE VTLB`
9 – `DIJT VGNX`
10 – `HYSF WJKS`
11 – `RCQO TDFT`
12 – `CRWZ OBJM`
13 – `BTMY VBJP`
14 – `ZXDE VHLY`
15 – `EDWP WCCJ`
16 – `EDYP WWWO`

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`

WOLFCHILD



Level select
Enter this code to take you to the stage select screen: `J8TPR`

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

ALIEN 3

NEW!

Additional ammo
Enter your name as CHEAT for more ammo.

AX BATTLER

Passwords

Firewood City	—	JMLO BFKC DLEC EAPI
Turtle Village	—	PIPF OEBA ODGA IIKO
Sand Marrow	—	OOBK CBPM IMAM NBLP
Holm Stock	—	EEAP IKLN LMPE CNOG
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

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.

MORTAL KOMBAT



Blood code
Go to the ethical code screen and press 2, 1, 2, Up and Down for the blood to be included.

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

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SHINOBI III

NEW!

Level codes
Pink – CO444
Blue – 5O858
Yellow – 1O373
Green – BO2F2
Pink Crystal – FD9D8
Blue Crystal – D4939
Yellow Crystal – F5958
Green Crystal – BF26A
Enemy Base – BF26A

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

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

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.

BUSTERS

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MEGA DRIVE 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 our Super Savers at the back of the magazine.

AFTER BURNER

002D506004: Infinite lives.
00381C600A: Infinite missiles.

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.
FF090B0009: This parameter is for infinite lives.
FF0811000X: X is the number of prisoners to collect
FF0813D002: 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.

ARROW FLASH

00A674000A: Ten special weapons per life.
00BAD66004: Unlimited special weapons.
0054326004: Unlimited lives.
0004380000X: Use a number in place of X to select a level number.

ATOMIC RUNNER

FFC321000F: Infinite continue.
FFC3230004: Infinite lives.
FFC3240001: Invincibility (Death can still occur by falling).
FFDD0D000X: Size of shot (X is 1-4).
FFDD1A0010: Super high jump.

BART VS THE SPACE MUTANTS

FF01B70002: Infinite energy.
FF01B40004: Infinite lives.
FF01450010: Infinite money.
FF01A40001: 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.
0036E00000: Infinite smart bombs.
00D4F46008: Don't downgrade weapons.

BATTLETOADS

FFE0460005: Infinite lives.
FFE0070017: Infinite energy.
FFDF020000: Lose energy from one hit.

BONANZA BROTHERS

0053446068: Infinite lives for red player.
0053D0606C: Infinite lives for blue player.
0104580005: Five minutes per level.
01066A4A28: Infinite time.

BUBSY

FF023B0009: Infinite lives.
FF02490000XX: Level select replace XX with Ø-13.
FF00E90059: Unlimited time.

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.

CHESTER CHEETAH

FFF81E0004: Unlimited energy/lives.
FFF8210000XX: Replace with number of badges.
FFB3FD0005: Stage select.

CHUCK ROCK

FF06D10003: Infinite lives.
FF06D50007: Unlimited energy.

COOL SPOT

FF078A0039: Increase cool % fast.
FF078C0035: Unlimited lives.
FF0770000I: Invulnerable.
FFF5120000: Higher Jump.
FFF57C0008: Unlimited power.
FF07140031: Stop the timer (turn Action Replay off at the end of each level).
FFF5E00007: Infinite energy.
FF07140038: Infinite time.
FF777000CD: Slows timer.

CRACKDOWN

02882E6002: Gives Ben unlimited machine gun bullets.
0288E86002: Gives Andy unlimited machine gun bullets.
0288106002: Gives Ben unlimited cannon shots.
0288CA6002: Gives Andy unlimited cannon shots.
005B7C6004: Gives Ben unlimited super bombs.
005AEA6004: Gives Andy unlimited super bombs.
00DA1A6004: Stops Ben from losing a life in most situations.
0021326004: Will stop Ben from losing lives when above cheat fails.
000D0A6004: Gives infinite time.

CRUE BALL

FF84390000X: Volume level select (Ø-9).
FF843B000X: Score multiplier (Ø-5).
FF843D0001: Infinite balls.
FF843F000X: Number of extra balls (Ø-5A).
FF84430000X: Number of times 5ØK is shot (Ø-3).

CYBERBALL

0095D49999: Player starts with $999,9ØØ.
0095EA9999: Player one in a two player game starts with $999,9ØØ.
0095F09999: Player two in a two player game starts with $999,9ØØ.

DARK CASTLE

FF130B0003: Infinite lives

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.

DEVILISH

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 invulnerable to enemy attack.
0686464E71: Infinite time.

DJ BOY

FFA189000A: Unlimited health.
FFA1980 3E7: Unlimited money.

EA HOCKEY

00C0080000: Freeze game timer.
009A706002: Freeze penalty timers.

ECCO THE DOLPHIN

FFB6360003: Unlimited air.
FFB6350038: Unlimited health.
FFB7FF0000: Invincible to crushing walls on last level.
FFB7C20000: Ignore water currents.

ESWAT

0019604E71: Infinite lives.
0017C26000: Use with the next two codes. This will make you invulnerable.
001A284E71: Use with above and below codes.
00258C6002: Use with both above codes.

FAERY TALE ADVENTURE

006176XXXX: Julian starts with XXXX amount of coins.
0061700XXX: Julian starts with XXX kindness points.
01063E6006: All items are free.
0029E46002: Swimming no longer causes any loss to your vitality.

FANTASIA

005D54103C: Gives energy instead of removing it.
005D584E71: Used in conjunction with above code.
0062284E71: Infinite large magic.
0062504E71: Infinite little magic.
FF07D90004: Infinite strength.
FF07DB0003: Infinite dreams (lives).
FF08370003: Infinite magic paints.

FATAL LABYRINTH

004A8E5000: Start with 5,000 hit points, use code below as well.
004A905000: Use with the above to start on 5,000 hit points.
00996C6016: 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.

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.

GHOSTBUSTERS

FFFE2C0010: Unlimited life.
FFFE32001A: Unlimited energy.
FFFE0D00XX: Money x 100,000 (XX ranges from 0-99).
FFFE0E00XX: Money x 100 (XX ranges from 0-99).
FFFE0F00XX: Money x 1 (XX ranges from 0-99).

GHOULS 'N GHOSTS

0065866006: Infinite lives.
0073B40001: Instant charge on magic armour/ weapon.

GOLDEN AXE

FFFE7E0080: Unlimited life for Duel.
FFFE720031: Stop timer for Duel.
FFFE7C0003: Infinite lives.

GOLDEN AXE II

FF08820005: Always keep five bombs while the Action Replay is enabled.
FF088000XX: Will give you XX lives when you activate Action Replay.
FF08820005: Change number at the end to keep required amount of bombs.
FF08800002: Infinite lives.

GREENDOG

FF17DD0004: Infinite lives.

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.
008AF8726Ø: 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 x 1,000,000. (XXX is Ø-999).
FFC434XXXX: Score x 1000. (XXXX is Ø-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL

0092660XXX: 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.

JUNGLE STRIKE

FF10B3000X: Level select (replace X with level number Ø-8) (9=finish screen).
FF10CF0003: Infinite lives (all levels).
FF10C70064: Unlimited fuel (all levels).

JURASSIC PARK

FF003B00FF: Unlimited blue banded darts.
FF003D00FF: Unlimited stungun.
FF003E00FF: Unlimited gas grenades.
FF003C00FF: Unlimited red banded darts.
FF003F00FF: Unlimited flash grenades.
FF004000FF: Unlimited rocket.
FF00410ØFF: Unlimited concussion grenades.
FF00550020: Infinite energy.
FF00530ØFF: Infinite lives.

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.

LEMMINGS

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)
FF7CB50063: Unlimited time for player one.
FF7D7F0063: Unlimited time for player two.

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.

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.

MICRO MACHINES

FFA6C70003: Infinite lives for player one.
FFA6A50004: Activate Action Replay during the race to finish first. Not to be used on the Bonus Rounds.
FF80810ØXX: Level select. Where XX is a number between 1-18 to select that

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.

MORTAL KOMBAT

FFFF5B0001: Activates the cheat screen (allows full blood during game).
FFCAB90078: Infinite energy for player 1.
FFCBB90078: Infinite energy for player 2.
FFAC7E0099: Unlimited time.
FFAABB000X: Replace X with Ø-C to select stage.
FFAAAE000X: Replace X with Ø-7 to select character for player 1.
FFAAAF000X: Replace X with Ø-7 to select character for player 2.

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

FF8003ØØØ3: Infinite lives.
FF8004ØØØ5: Infinite continues.

OUTRUN

0035A84A10: Infinite time.

PACMANIA

0088926002: Will give you infinite Pac-men.
0029920000X: 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

Ø182DC8XXX: With XXX giving the amount of Mesetas.
ØØAB186ØØ6: All items are free.
Ø111766ØØ4: Characters cannot be poisoned.
ØØC36A6Ø18: Sleep and game saving are free.
Ø1Ø33Ø6Ø34: Can be used to protect you against enemy attacks.

PHELIOS

ØØ35DC6ØØ4: Infinite lives.
ØØ72E8603E: Unlimited beam weapons.
ØØ737E4E71: Unlimited homing missiles.

QUACKSHOT

ØØ5ØACØØØX: X can be changed to alter the number of lives you start with.
ØØ48726ØØ4: Infinite lives.
ØØ5EDE6ØØC: Invulnerable to enemy attack.
ØØ6ØAC6ØØ2: Donald does not calm down after he loses his temper.
ØØ7D98ØØØ1: Donald loses his temper after only one chilli pepper.
ØØ5ØC631C2: Start the game with about 15 units of popcorn.
ØØ51926ØØ2: Does not decrease popcorn.

RAMBO III

ØØ228Ø3CCØ: Will give you a large amount of lives.
ØØ495A6Ø12: Infinite lives during missions.
ØØ2E186Ø12: Infinite lives during bonus battles.
ØØ48407 2ØØ: Infinite arrows.
ØØ98E6ØØXX: Each A is worth XX arrows e.g. **ØØ98E6ØØ1Ø** for 10 arrows per A.
ØØ48DA72ØØ: Infinite time bombs.
ØØ98D2ØØXX: Each B is worth XX bombs.

RASTAN SAGA II

FFOAC1ØØØA: Unlimited life.
FFØAC3ØØØ2: Infinite lives.

REVENGE OF SHINOBI

ØØC1B24E71: Will give you unlimited Shurikens through out the game.

ROAD RASH

ØØBA7C6ØØ2: Slows the game down while the enable switch is on.
ØØ1AACØØØX: Player one starts at level X.
ØØ1BC2ØØØX: Player two starts at level X.
ØØ1AD2ØØØX: Player A starts with bike number X, eg use **ØØ1AD2ØØØ7** for Diablo.
ØØ1BEEØØØX: Player B starts with bike number X, eg use **ØØ1BEEØØØ7** for Diablo.
FFØ5ØDØØØX: Level select for player A.
FFØ5ØFØØØX: Level select for player B.
FFØ519ØØXX: Money X 655,360 for player A. (XX ranges 0-FF)
FFØ51AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FFØ51DØØXX: Money X 655,360 for player B. (XX ranges 0-FF)
FFØ51EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)
FFØ5431ØØX: Bike for player A. (X ranges 0-7)
FFØ5451ØØX: Bike for player B. (X ranges 0-7)
FF1A88ØØXX: Maximum speed. (XX ranges 0-7C)

ROAD RASH II

FFF4CFØØØX: Level select for player A (1-5).
FFF4D1ØØØX: Used with above code.
FFF4D3ØØØX: Level select for player B (1-5)
FFF5Ø3ØØØX: Bike for player A (F is a special bike called Wild Thing 2000).
FFF5Ø5ØØØX: Bike for player B (Ø-F, where F is a special bike).
FFØ5BFØØØX: Number of Nitros. (Ø-8)
FFØ5CFØØØX: Number of Nitros for player B in head-to-head. (Ø-8)
FFØ6C4ØØFF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FFØA7BØØØ1: Bike can reach maximum possible speed.
FFØEFBØØØ1: Bike can reach maximum possible speed for player B.
FFØACDØØØX: Weapon carried/ hitting method.
FFØF4DØØØX: Weapon carried/ hitting method for player B in head-to-head.
FFØAD3ØØFF: Player always stays on bike. (Note: bike can't be wrecked!)
FFØF53ØØFF: Player always stays on bike for player B.

ROLLING THUNDER 2

FFF2ØD ØØØ2: Infinite lives.
FFF2Ø3Ø4Ø: Infinite bullets.
FFF2Ø5ØØ29: Infinite machine gun.
FFF135Ø074: Infinite time.
FFCD33ØØØ1: Invulnerable.

ROLO TO THE RESCUE

FFC51EØØØ4: Infinite continues.

SHADOW OF THE BEAST

Ø14E9E6ØØ4: Unlimited energy.
Ø14EDC4E71: Protection against sudden death.
FF1A17ØØØC: Infinite lives.
FF1A17ØØØC: When switched is enabled your energy will be restored.

SHADOW OF THE BEAST II

FF223908Ø: Every time Acton Replay is enabled your energy is restored.
FF22420ØØ2: Second option is always axe, even though it is not visible.
FF22420ØØ4: Second option is health restore option.

SHINING IN THE DARKNESS

ØØ1AFEØØØØ: Herbs are free.
ØØ15Ø6ØØØØ: Depoison is free.
ØØ15160ØØØ: Wisdom is free.
ØØ1596ØØØØ: Healer fruit is free.
ØØ159EØØØØ: Smelling salts are free.
ØØ2D34Ø3E7: Use with below code to start the game with 999 points.
ØØ2D4ØØ3E7: Use with above code.
ØØ12CEØØØØ: Woodstaff is free.
ØØ12360ØØØ: Word is free.
ØØ143EØØØØ: Bronze shield is free.
ØØ14160ØØØ: Bronze armour is free.

SIDE POCKET

FFCØ94ØØXX: Balls in stock. (XX ranges Ø-10).
FFCØA2ØØXX: Total Score x 100.

SLAUGHTER SPORT

FF28950068: Unlimited health for player one.

SMASH TV

FFA37BØØØ7: Infinite lives.

SONIC THE HEDGEHOG

Ø138AØ6Ø32: Infinite lives.
ØØ39F011C1: This parameter makes Sonic invulnerable to enemies.
ØØA35E6Ø42: Gives Sonic his turbo shoes.
ØØ39DC31C1: This will start you with several hundred rings on each level.
ØØ32426Ø1Ø: Start from any level.

SONIC THE HEDGEHOG 2

FFFE12ØØØ9: Infinite lives.
FFFE21ØØ63: Gives you 99 rings all the time allowing special exits etc.
FFFE09ØØØ1: 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.
FFFFDØØØØ1: Press start and A together for level select.
FFFFB1ØØØX: X is the number of Chaos Gems in possession (1-7) use with code for number of rings to change into Super Sonic.
FFFE21ØØXX: 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.
FFFE19ØØØ1: Jump higher/Weird hair.
FFF65FØØFF: White Sonic.
FFFE12ØØØX: X is the number of lives.
FFBØ1EØØØØ: Sonic is always running.
FFBØ2BØØØ1: Shield protection.

SPACE HARRIER II

ØØ6CD4ØØØA: Start with ten lives.
ØØ6CD4ØØ14: Start with twenty lives.
ØØ7C744A38: This parameter is for infinite lives.

SPEEDBALL 2

FFØØ9FØØXX: Freezes timer at the value in XX eg use **FFØØ9FØØØ2** to keep the game going as long as you like.
FFØØFA7FFF: Unlimited cash for player one.
FFØDEEØØØ2: Score multiplier is two in favour of player one.
FFØDEEØØØ1: Score multiplier only one in favour of player one.
FFØDEEØØØØ: Score multiplier inactive.
FFD5AAØØØ8: Electro mode.

SPIDERMAN

FFE691ØØ3B: Unlimited time.

SPLATTERHOUSE II

FFØØF7ØØØ4: Unlimited life.
FFØØF7ØØØ3: Unlimited energy.
FFØØF8ØØØ3: Unlimited energy.

SPLATTERHOUSE III

FFØØB4ØØØ5: Unlimited lives.
FFØØB7ØØE1: Unlimited time.

STAR CONTROL

ØØ7Ø445A4Ø: More income per turn.
ØØ6D8C5A6E: Mines make more money.
179ADAØ2Ø4: Faster human energy regeneration.
Ø1C9C2ØØØ4: Urquan fighters shoot more often.
Ø1C76AØØ3Ø: Urquan fighters move faster.
179C96Ø04Ø: Faster Vux turning.
Ø1683EØØ14: Lots of Asteroids, the game plays somewhat slower.
ØØ999CØØ3F: Asteroids are speeded up.
Ø16878Ø1A: No planets.
ØØ96ECØØØØ: Planets have no gravity.
Ø1Ø1A6Ø16: Find precursor relics at most stars.

STAR FLIGHT

FF957ØØFF: Used with below code gives infinite fuel.
FF95DDØØFF: Use with above code.
FF97810098: Used with below code gives unlimited money.
FF98310098: Use with above code.
FF97A5ØØ1Ø: Cargo pods.
FF943CØØ21: Used with below code gives infinite time.
FFC34BØØ15: Use with above code.

STEEL EMPIRE

FFCB4BØØ13: Gives you a weapon level of 20.
FFCB57ØØØ3: Unlimited bombs.
FFCB51ØØØ3: Infinite lives.
FFEØ7BØØØX: Start from any level where you should replace X with a number 1-6.

STORMLORD

FFØØ25ØØØ5: Infinite lives.
FFØØ29ØØØ4: Speedy StormLord
FFØØ37ØØØ1: Invincibility (almost). Falling and fire still kills.
FFØØA5ØØØ1: Unlimited time.
FFØ5DBØØØX: Level select (0-9).

STREET FIGHTER II

FF8ØC1ØØØØ: Special moves in the air for player 1.
FF834ØØØØ: Special moves in the air for player 2.
FF972AØØ99: Stops the time.
FF8Ø43ØØB Ø: Infinite energy for player 1.
FF82C3ØØB Ø: Infinite energy for player 2.
FF81DBØØØX: Replace X with the character number Ø-B to fight as player 1.
FF845BØØØX: Replace X with the character number Ø-B to fight as player 2.
FF81DAØØØ2: Player 1 only needs to win one round to finish the stage.
FF845AØØØ2: Player 2 only needs to win one round to finish the stage.
FF96ABØØØX: Replace X with the character you want to fight against. Ø-B (player 1) or background to fight with (two player).

STREETS OF RAGE

ØØ2B664E71: Infinite lives for both players.
Ø1ØCE01C8Ø: Will give you infinite time on each section.
ØØ4Ø2E4E71: Gives a constant supply of special weapons.
FFFF2ØØØØ3: Infinite lives for player one.
FFFF23ØØØ3: Infinite lives for player two.
FFFF21ØØØ2: Infinite special attacks for player one.
FFFF24ØØØ2: Infinite special attacks for player two.

STREETS OF RAGE 2

FFEF69ØØØØ: Almost never get hit-player one.
FFF0690ØØØ: Almost never get hit-player two.
FFEF81Ø068: Unlimited health for player one.
FFF0810068: Unlimited health for player two.
FFEF83ØØØ5: Infinite lives for player one.
FFF0830ØØ5: Infinite lives for player two.
FFFC3C0099: Unlimited time.
FFFC43ØØØX: Level select (1-8).

SUPER HANG-ON

ØØ8B14600E: Infinite time in arcade mode.
Ø054BE600A: This parameter allows infinite money in the original mode only.
ØØE68A123C: Use with code below.
ØØE68C00XX: Adds XX seconds when you get extended play – use with above code.
FFØ5544ØØ55: Unlimited time.

SUPER HYDLIDE

FFEØØDØØ19: Unlimited life.
FFE11C0004: Magic invincibility.

SUPER MONACO GP

FF91080001: Used together with below code will take your car to about 39Ø km/h.
FF9109008F: See above.
FF91080002: Used together with below code will give you speed of 507km/h.
FF91090000: See above.

SUPER MONACO GP II

FFFC2AXXXX: Current speed.
FFFF5B000X: Player's position (0-F).
FFFF61000X: Rival's position (0-F).

SUPER SMASH TV

FFA3490010: Keeps weapon for player two until the next one is picked up.
FFA347000X: Weapon select for player two you must put the above code in. Use 2 for spray, 4 for photo, 6 for missile launcher and 8 for peanut gun.
FFA3420005: Player two shield. invincible.
FFA3A90004: Unlimited lives for player two.
FFA37B0007: Unlimited lives for player one.
FFA3020005: Gives player one a shield as long as the switch is activated.
FFA3090010: Keeps weapon for player one once it is picked up.
FFA307000X: Player one weapon. You must enter the previous code as well as this one. Use 2 for spray, 4 for photo-gun, 6 for missile launcher and 8 for peanut gun.

SUPER THUNDERBLADE

FFF82A0007: Infinite lives.
007A264A38: Player cannot lose a life.

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.

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 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).
00BB980063: This parameter will start ToeJam with a total of 99 bucks.

TOKI

FF1B860005: Infinite lives.
FF1B830059: Unlimited time.

TRUXTON

000A861040: This will give over 4,000 ships to help you on your way.
000AB41040: This will give each ship 4,000 bombs.
FF003B001A: Infinite power boosters.
FF004F000B: Infinite lives.
FF0051000B: Infinite destroyer bombers.

TURBO OUTRUN

FF9EF7003B: Stops clock.

TWIN HAWK

00358C6004: Infinite special weapon.
002B586004: Infinite lives.
003F087E03: To be used with below code.
003F0A6002: Used with the above code, this will give you your full complement of power-ups straight away.

UNIVERSAL SOLDIER

FF12D90009: Unlimited smart bombs.
FF0ADF000X: Gives you X lives each time the Action Replay is enabled.

VALIS III

FFF4590016: Infinite lives.
FFF4470018: Unlimited energy.
FFF44B0018: Constant full energy meter.
FFF45B002C: Stops clock at three minutes.

WARRIORS OF THE ETERNAL SUN

FF91530063: This will give the leading member of the group infinite energy.
FF91E90063: Infinite energy to the second member of the party.
FF927F0063: Infinite energy for the third group member.
FF93150063: Infinite energy for the fourth person.

WHERE IN TIME IS CARMEN SANDIEGO

FFD77A001E: Unlimited time.

WONDERBOY IN MONSTERLAND

FFDA00000A: Unlimited life.

WORLD OF ILLUSION

FFA0380008: Unlimited health for player one.
FFA0B80008: Unlimited health for player two.
FFFD530008: Infinite lives.
FFFFDB000X: Level select (1-5).
FFFD530003: Mickey or Donald permanently has three tries.
FFA0380005: Mickey or Donald permanently has three energy cards.
FFFD530006: Unlimited tries.

XENON 2

FF08350027: Unlimited energy.
FF0839000X: Gives a player X amount of lives each time the Action Replay is enabled.

ZANY GOLF

FFE9A20005: Infinite lives.

ZOMBIES

FFFA8F00FF: Unlimited keys for player one.

MASTER SYSTEM

ALIEN³

00C42763: Unlimited machine gun.
00C42B63: Unlimited bazooka gun.
00C42963: Unlimited flame.
00C42D63: Unlimited grenade.
00C42F63: Unlimited other option.
00C46A63: Unlimited energy.

ALIEN STORM

00C11310: Infinite energy (lifemeter).

ALIEN SYNDROME

00C05402: Unlimited lives.
00C07B06: Unlimited time.
00C07501: Need one hostage to open exit.
00C8ED01: Keep flame weapon.

ASSAULT CITY

00C0D90A: Infinite energy (switch the Action Replay off at the end of the level).

ASTERIX

00C09D03: Infinite lives.
00C09A03: Invincibility.

BACK TO THE FUTURE II

00C36B05: Infinite energy.
00C36304: Infinite lives.

BANK PANIC

00C01F03: Infinite lives.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C3AF09: Infinite time.
00C3E9BE: Infinite paint.

BUBBLE BOBBLE

00CEB703: Infinite lives.
00DB000X: Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ

00C28203: Infinite turbos.
00C23836: Infinite time.
Level Select:-
00C2210X: Replace X with a number (Ø-2) to change the round.
00C2200X: Replace X with a number (Ø-4) to change the stage.
00C25380: Full damage to villains car (hit him once when you catch him and he dies).

DICK TRACY

00CE6703: Infinite lives.
00C1ED06: Infinite energy.

DOUBLE DRAGON

00CB2B03: Infinite lives.

THE FLINTSTONES

00C9A504: Infinite sand timer.
00C9F20F: Infinite paint.
00C9A203: Infinite lives.

GALAXY FORCE

00C07F10: Infinite energy.

GAUNTLET

00C83F96: Use with code below.
00C80F96: 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).
00C80E01: Infinite potion.

GHOST HOUSE

00C1BA02: Infinite lives.
00C1F5C0: Infinite energy.

GHOULS & GHOSTS

00C03302: Infinite lives.
00C04C02: Invincibility.
00C04B40: Magic stays full.

GLOBAL GLADIATORS

00D0E905: Infinite lives.
00D0BA3F: Infinite energy.

G-LOC

00CB2C38: Infinite time.
00CC0E28: Infinite missiles.
00CC0D07: Infinite armour.

GOLDEN AXE

00C00503: Infinite lives.
00C1871F: Infinite energy.
00C00602: This parameter gives unlimited Magic, eg enter 00C00601 for unlimited Magic 1, 00C00602 for unlimited Magic 2 etc.

SEGA XS CODES

INDIANA JONES & THE LAST CRUSADE

00C98706: Infinite lives.
00C97305: Infinite whips.
00CBB907: Infinite time.

LEMMINGS

00DB5C64: 100% completion every time.

MASTER OF DARKNESS

00CA3A20: Infinite energy.

MICKEY MOUSE: CASTLE OF ILLUSION

00C0BD03: Infinite energy.
00C0C803: Infinite lives.
00DC0005: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION

00C09902: Infinite energy.
00C09F03: Infinite tries.
00C0A295: Infinite time.
00C0AD07: Infinite air.

MIRACLE WARRIORS

00C50A10: Infinite energy.

NEW ZEALAND STORY

00DDEC03: Infinite lives.
00DE1504: Invisible.

OPERATION WOLF

00C11620: Infinite Ammo.

OUTRUN

00DE0172: Unlimited time. (Only activate Action Replay when race has started and then turn off when finished).

PACMANIA

00C04003: Infinite lives.

PAPERBOY

00D50E03: Infinite lives.
00D50F0A: Infinite papers.

PRINCE OF PERSIA

00C29208: Infinite life.

PSYCHO FOX

00C01603: Infinite lives.

RAMPAGE

00C0A103: Infinite lives for player two.
00C0AA03: Infinite lives for player one.
00C09660: Infinite energy for player one.
00C09760: Infinite energy for player two.

ROCKY

00C0AC3E: Gives 62 hits on qualifier.
00C1C32F: Infinite energy.
00C05F0E: Takes you straight to round 15.

R-TYPE

00CE0103: Infinite lives.

SAGIA

00C82602: 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.

MORTAL KOMBAT

00C48848: Infinite energy.
00C40B07: Infinite continues.

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

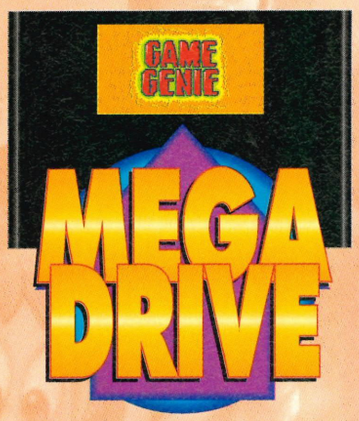
00C7EE03: Invulnerablilty.
00C84601: Shoot one invader and clear the round.
00C7EC03: Infinite lives.

TERMINATOR

00CC1664: Infinite energy.

WONDERBOY

00C12D02: Infinite lives.
00CC360C: Infinite vitality.



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.
AMDACA4J: Long falls do not reduce energy.
ADEACAGJ: Falls into turbine fans do not reduce energy.

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.
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.

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 one starts with 3 goals.
ATKALAB2: Player one starts with 4 goals.
AYKALAB2: Player one 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.

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.

SUPER

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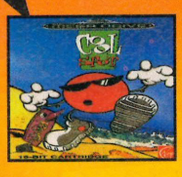
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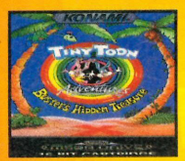
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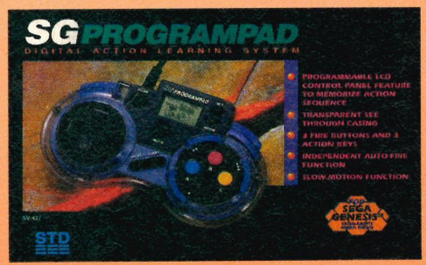
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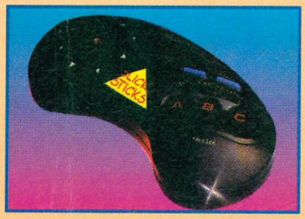
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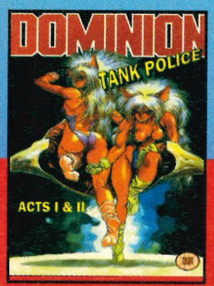
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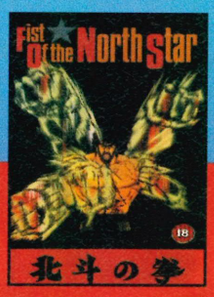


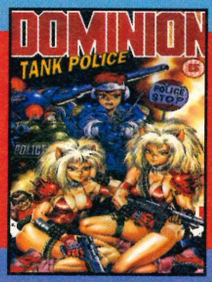
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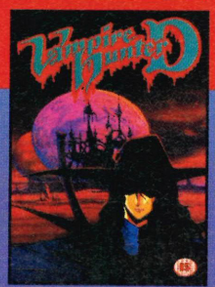
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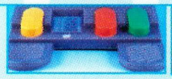


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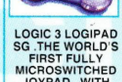
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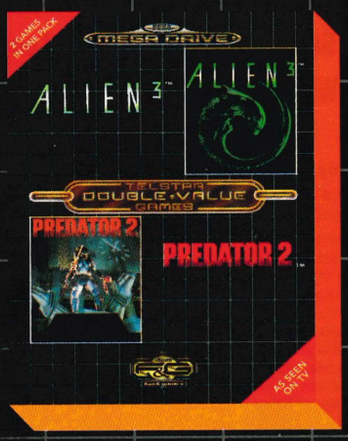
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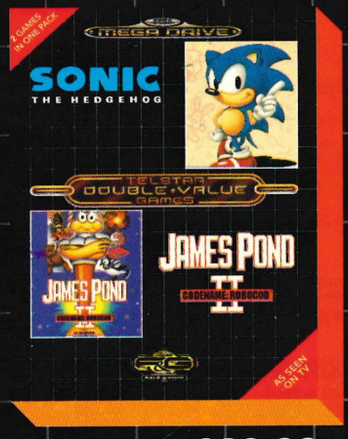
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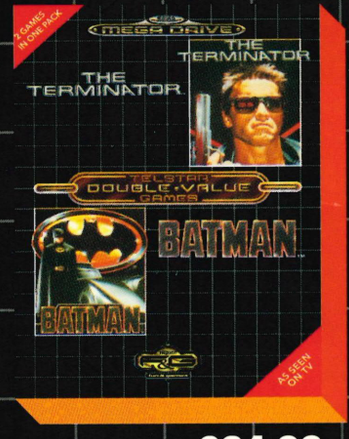
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