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Last word: All the best Pilky!

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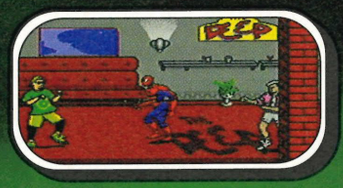
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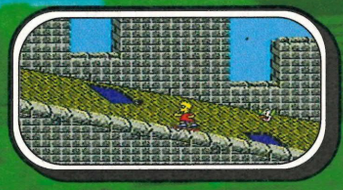

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GAME

Many thanks to Pete and Neil at GAME in Bournemouth, for all the games this issue. They're top geezers, guv, so make sure you buy loads of games from them. For more information about your local GAME store, call 081 974 1555.



CHRIS MARKE

It just seems to get more and more hectic within the confines of the SEGA XS office; especially for Chris, who also has the gruelling task of editing SegaPro magazine every month. Being overworked hasn't destroyed his quirky sense of humour though — honest!

COLIN NIGHTINGALE



As always Colin's joyously dedicated and committed to your favourite magazine. Entering the building early, he skips up the stairs whistling happily at the thought of the hard day's work ahead of him! He then gets down to the serious business he does best — namely loafing around the office chatting!



MARK PILKINGTON

Sadly this month sees the demise of one of our most infamous characters, that cheeky young rascal Pilkers. Those of his legion of fans shaken by this news will be comforted by the fact he can now be located within the pages of our sister mag SegaPro — go get 'em tiger!

RICHARD FORSYTH



Richard's still struggling on, despite being knocked out by a rampaging bout of flu and the concerning news he still has to complete that mother of all games *Shining Force 2*. Never fear Rich, at least you'll be an expert when *Shining Force 3* hits the streets!



NEIL ARMSTRONG

Neil, the gameplayer's gameplayer as he likes to call himself (at every opportunity), has been beavering away industriously this month. The master of looking busy, he makes it impossible for anyone to really know what it is he's up to. Still there's no denying the man's efficiency as the bruiser of the office cracks his whip and gets things sorted.

SEGA XS

EDITORIAL

FAST FORWARD

Ever since we went monthly things have been getting increasingly hectic here at XS Towers, mainly due to the incredible pressure of completing games at a faster rate than ever before. Examples of the stress this is causing include Richard weeping onto his Mac as he battles with the enormous RPG *Shining Force 2*, Neil's cursing reaching fever pitch as he took on all-comers at *Ballz*, the new beat-'em-up from Accolade, and, of course, young Mark seeking an escape from the intense pressure by moving to the more tranquil environment of the SegaPro penthouse suite!

Oh yes folks, get your hankies out and start mopping away those tears! Mark Pilkington, XS's answer to Beavis, the wee whippersnapper, the boy Pilkington (You name it and he's been called it!) has moved on to pastures new. Like me he's travelled across to our sister magazine SegaPro, the only difference is he won't be gracing the pages of SEGA XS ever again.

However, despite Mark's defection, or perhaps because of it, SEGA XS will continue to bring you the exclusive, high quality solutions you expect. Next month a new guy joins the crew and, although I can't reveal his identity at the moment, you can rest assured he'll be an expert on life, the Universe and all things Sega related!

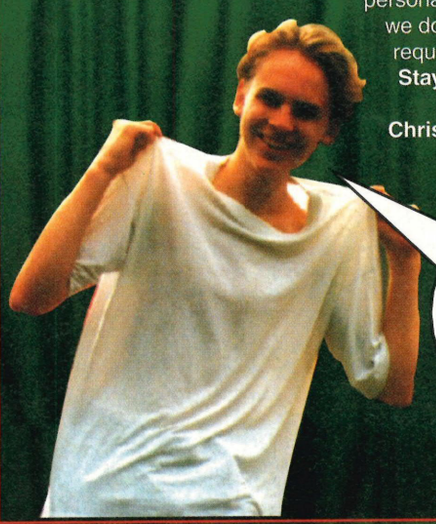
Finally, we're here to bring you the solutions you want to read, so keep sending in your requests. The bulge in our mailbag is phenomenal at the moment and just keeps on growing! Thanks for all the letters and, although I can't respond to them all personally (and neither can Dr M!), we do listen — so keep your requests coming in.

Stay tuned

Chris Marke



Trip down memory lane: Remembering how things used to be, everyone reacts differently to Mark's parting quip about the good times he had on SEGA XS!



Before I go, I'd just like to take this opportunity to say what a pleasure it's been working for SEGA XS. I really have had a lovely time. Thanks once again to all my friends who've helped me solve many a confusing game. Well I must dash Goodbye All!

COMPETITION WINNERS!

The lucky winners of the Spectra Video Freewheelin' Frenzy Competition (Issue#9) are Max Martin from North Yorkshire who wins the first prize of a Freewheel joystick and a copy of Virtua Racing (MD); 5 runners-up prizes of a Speed Joypad go to Mark Lawrance from Worcester, Jason Ridd from Bristol, Andrew Wilson from Dumbarton, Daniel South from Surrey and Ms P. Bayley from Merseyside. Well done to all of you and happy racing you lucky people!

Now, the ecstatic winners of the Accolade Dream Car Competition (Issue#9) are Dave O'Conner from Eire who wins the first prize of a copy of Combat Cars (MD), a replica model car, a Combat Cars T-Shirt and an Accolade Pin Badge; second prize of a Combat Cars T-Shirt, a replica model car, a pin badge and a set of stickers goes to Nicky Alpe from Basildon; 10 runners-up prizes of a Combat Cars T-Shirt go to Anthony Dinham from Sheffield, Duncan Wiper from Morecombe, Christopher Raw from Consett, M Butter from Kent, Martyn Bascombe from Essex, Alex Brown from Yeovil, Ian Dunn from Crawley, Ray Lyles from Croydon and Gareth Higgs from Dudley.

Congratulations to all our winners and good luck in future SEGA XS Competitions!



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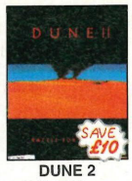
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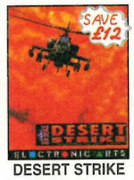
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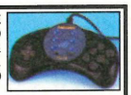
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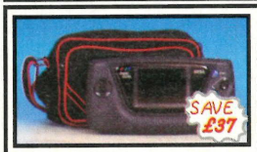


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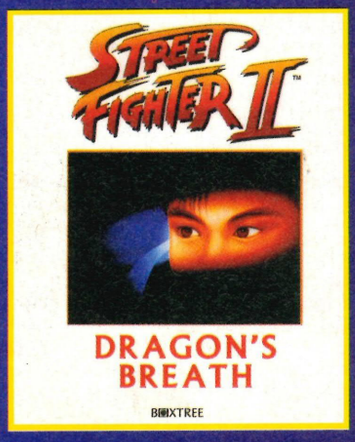
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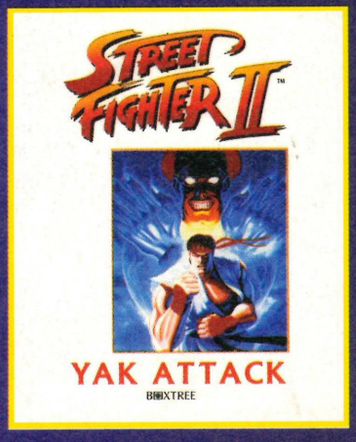
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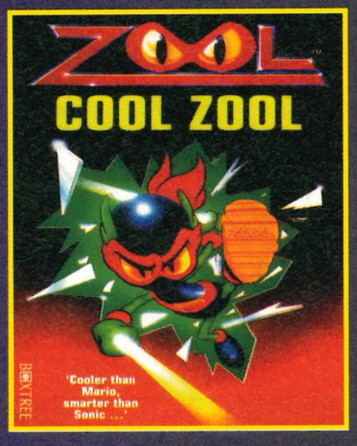
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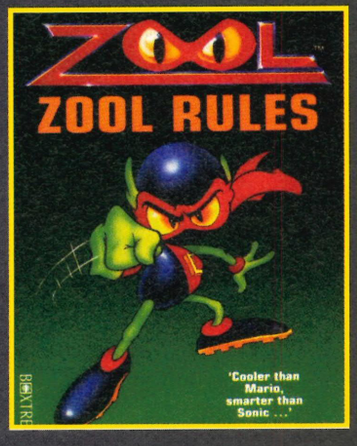
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Have you every wanted to know why such a pretty young thing as Chung Li wanted to get involved in the Street Fighting circuit? Have you ever wondered what Zool does in his spare time? Well, you're dreams are about to come true. SEGA XS, in association with Boxtree, bring you the chance to be a winner with our novel way to earn a living competition. You could be one of 20 lucky winners, receiving either a set of two Zool novels or a set of two Street Fighter novels. All you have to do to stand a chance of winning is answer the amazingly easy questions below and send them to us.









YAK ATTACK - FEATURING RYU

The Yakusa gang, run by the evil and deranged M. Bison, is selling drugs on the streets to young children. Ryu, the Shotokan warrior, decides the gang have had a free run for long enough. It's time to cut them down to size, and who better for the job than a martial arts master?

DRAGON'S BREATH - FEATURING CHUNG LI

When Chung Li's father, a Hong Kong detective, is murdered by the world's most evil warlord, the young Chinese girl is left with only one ambition — to hunt down and destroy her evil enemy. Chung Li takes on the diabolical M. Bison in an epic tale of combat and adventure!

COOL ZOOL AND ZOOL RULES

Read all about it... Zool is cooler than Mario and smarter than Sonic! The alien Ninja from the Nth Dimension is in an explosive mood, taking you into his wacky world and thrilling you with his adventures. His arch enemy, Metal Block, is also let loose in these entertaining books.

THE PRIZES

The first 10 entries out of the SEGA XS competition box will receive the Street Fighter II books: *Yak Attack* and *Dragon's Breath*.

The next 10 winners will receive copies of the Zool books *Cool Zool* and *Zool Rules*.

THE QUESTIONS

1: Which one of the following Fighters does not appear in *Street Fighter II*?
A: Chun Li
B: Ryu
C: Rax

2: Which of the following groups had a hit with *Paperback Writer* in the 60's?
A: The Beatles
B: Billy Knife and the Household Objects
C: Bobby Smell and the Skunks

3: Where is Zool from?
A: The Nth dimension
B: Luton
C: Pluto

BOXTREE COMPETITION

1 A ☐ B ☐ C ☐ 2 A ☐ B ☐ C ☐ 3 A ☐ B ☐ C ☐

Tick the appropriate boxes on this coupon and send it to *Boxtree* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 14 November and the editor's decision is final.

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STAR REBEL ASSAULT WARS

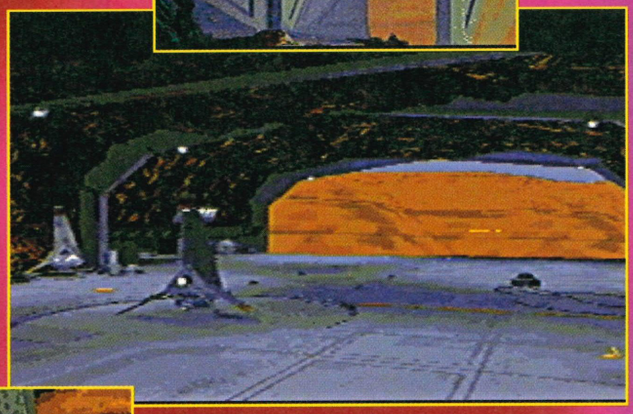


A long time ago in a Galaxy far, far away... an awesome blaster was created, designed for the pleasure of millions! *Rebel Assault* is the game and it's the one Mega-CD owners have been waiting for. Already a monster hit on CD ROM, this *Star Wars* classic's big, bold and beautiful. It offers ultimate adventure and immense challenge, placing you in the role of a budding young pilot eager to prove yourself as a Rebel Warrior in the fight against the evil Empire.
The future of the Galaxy is in your hands but, with a little help from the Console Rebels here at SEGA XS, you shouldn't have too many problems in defeating the entire Empire — with SEGA XS on your side, the Force is always with you!

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CHAPTER 1 Flight Training





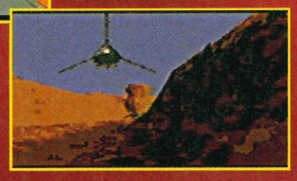
You begin your adventure as a rookie pilot, entering into extensive training to become good enough to face the challenge of the Empire. Flight Training in the first opportunity to get used to controlling a craft in tight quarters and the experience gained in this level is essential later.



Your Flight Training takes place on Tattoin and the first task is to fly through Beggar's Canyon, making tight turns and trying to avoid the canyon walls. Two Flight Instructors are in the air, flying just in front of you, telling you what is coming up.

When the flight begins the G-Force takes you to the right, forcing you into the canyon wall if you don't correct it by pressing left. However, this is a straight section, so don't go too far left as this drives you into the other wall. Continue until you come to a large rock on the left, towering up above the rest of the canyon. At this point stop correcting the G-Force and push the direction pad right to glide around the large bend. The ideal position when going into the corner is slightly to the right of centre at a medium height.

When you pull out of the first right bend you head straight into another. Take a similar position going into it, but hold the right direction longer as this is a bigger curve. Coming out of the second right begin to straighten up and move down in height so you're just above the canyon floor.



You are now approaching a fork, so choose which way to go. The Flight Leader tells you hot shots should follow him to the right. It doesn't matter which route you take, but be warned going right is much more difficult.



Taking the right fork begins with a sharp left turn, leading into a swooping right and then another demanding left. The Instructor tells you when to pull to the left, remain pulling to the left until he tells you to pull the other way. The left bend turns into a sharp right, which is the central part of a huge S-bend. If your position is still quite low, give yourself enough leeway to change direction without touching the rocks mid-way through the combination of turns.

If you're too high on the approach there is a lot less room for manoeuvre, with the G- Force pulling you up towards the jagged rocks at the top of the canyon. As you come out of the huge right move left again. This final left isn't as narrow as the previous turns so glide around it quite smoothly and continue into the small right to reach the final straight. At this point the other Instructor joins you and you must pull up sharply to lift over the end of the canyon to complete the section.

If this sounds too difficult take the left hand route at the folk in the canyon for a much easier ride. This involves a small left turn, followed by a small right bend. As you come off the right push down on the control



pad to dip under a low bridge and then pull to the right to rejoin the Flight Leader. Don't forget to pull up at the end of the route.

The second challenge is target practise, which is from a birds-eye perspective. Follow the route the Instructor takes around the canyon, making sure you don't stray too far off course.

The object is to destroy as many Target Drones as possible. Only destroy a few and you must do it all again. Keep a careful eye on the leader for position, while at the same time moving over to the targets and bombing them. The position of most of the Target Drones takes you off course, but if you hang back slightly from the lead craft, these targets begin to come towards you, making it a lot easier to pick them off.





CHAPTER 2 Asteroid Field Training

The next phase takes you into deep space to pit your wits against an asteroid field. Your Instructor is now Commander Ferrel, who warns you he doesn't like hot-shots and would rather see control and discipline as you head through a belt of ice and stone asteroids.

Avoid the rocks but blast away the ice asteroids, marked by a blue target, making sure you follow the Commanders route through the field. When the word dodge appears on the screen choose a direction and move quickly to avoid the asteroid.

This exercise is fairly easy, if you follow the Commander's instructions. However, if you concentrate too much on destroying all the ice asteroids, it's more likely you'll roll off course and get into even more trouble. Echo the movements of the Commander, while reacting quickly to avoid any large boulders.

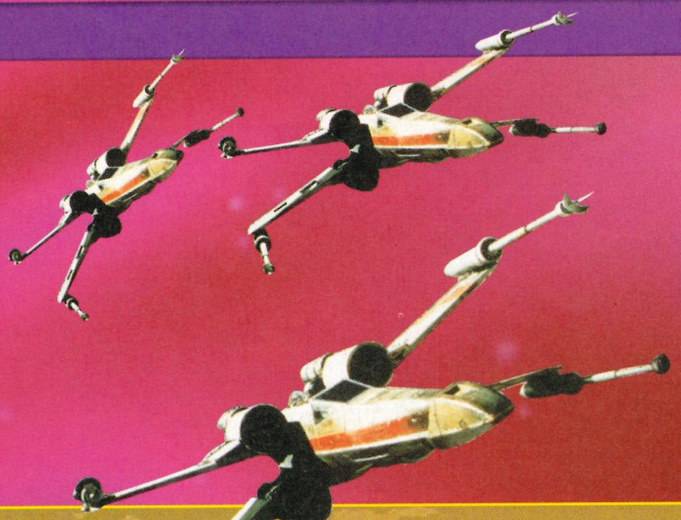






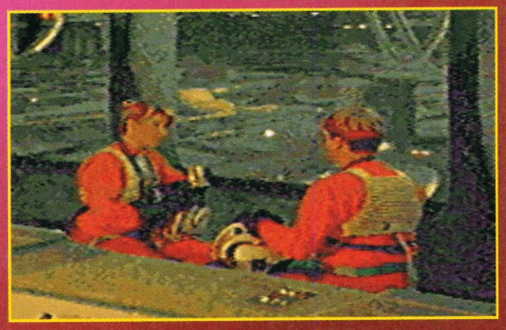


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relation to the ground and the stony walls. Move too early or too late you're out of position when you reach the point where Commander Marlene adjusts her position. Speed and reactions are the keys to the level.

Think in 3-D to succeed, while keeping a careful check on your own position. Don't stray to high or you get trapped in the overhanging rocks; also don't stray to far from the centre unless you're sure the Commander has done the same.







The Kolaador course is a stern test of your abilities in close quarters and you must master the concept in order to fly through the narrow trenches of the Death Star in the final levels. Successfully complete this level and your training is over. You're still a rookie but the action is just about to hot up!



CHAPTER 3
Planet Kolaador

The final stage of your initial training takes place on Kolaador, a dry stony planet. Your new Instructor is Commander Roo Marlene, the hottest female pilot in the Rebellion. She tells you to follow her very closely through the stony caverns and channels of the Planet, which is sound advice.

Watch her position and direction very carefully as she leads you through the course. If she banks to the right, follow suit. If she drops down in height quickly adjust your height. Also keep watching your own position in relation to the ground and the stony walls. Move too early or too late you're out of position when you reach the point where Commander Marlene adjusts her position. Speed and reactions are the keys to the level.





CHAPTER 4
Star Destroyer

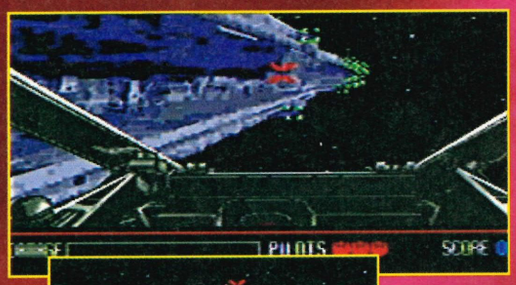
Just as you're enjoying a drink with Commander Marlene to celebrate your successful training program, the order comes out to scramble. A Star Destroyer is hovering in orbit above Kolaador and is launching Tie-Fighters to attack the planet. Your mission, along with all the other pilots in the base, is to intercept the Tie-Fighters and blast away the Star Destroyers defences.

As you approach the Star Destroyer, it scrambles its fighters to intercept the Rebels. Destroy all Tie-Fighters in your path, before locking your computer and making your attack on the Star Destroyer. This attack is decided by your onboard computer and your X-Wing Fighter is then locked onto a route of sweeping movements along the length of the Imperial Destroyer and over its bridge area.

Your task is to knock out all the defence cannons and the power domes before firing a torpedo to blow the ship. The computer route repeats itself until this objective is reached, so all you have to do is target the

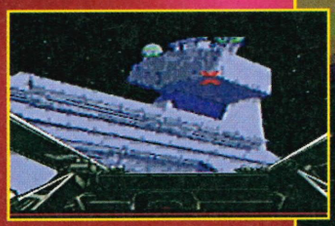


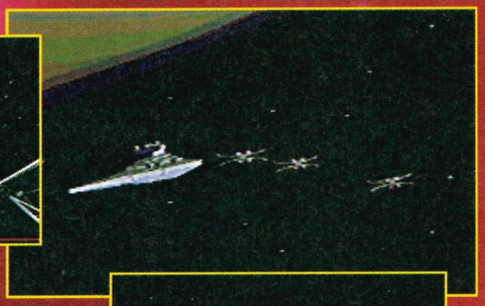
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Destroyer's weaponry and wipe it out. The first sweep is along the left hand side of the Destroyer. There are 20 cannons here to be destroyed before you progress. As you fly by





shooting at them it's important to destroy each cannon, otherwise its fire damages your X-Wing.

The second phase of the sweep takes you over the bridge area where two power domes must be targeted. Don't forget though, the Tie-Fighters have been scrambled and they attack at the end of every sweep of the Star Destroyer. Accuracy, speed and reactions must be at perfect in order to hit all the targets before the final sweep along the other side of the Star Destroyer.

Aim to knock out most of the cannons on the first sweep and pick off the remainder when the computer brings you around for a second attempt. The Power Domes on the bridge take 10 hits each to destroy, so bring down the Tie-Fighters as swiftly as possible before concentrating your fire on the Domes.

If you're too slow, the computer sweep takes you past the target too quickly, forcing you to go for a third sweep. The chances of your Fighter completing your mission are low if this is the case. Destroy all the targets before your damage is fatal and finish the job by launching the torpedo at the bridge. If you miss, it's not the end of the world, Commander Marlene follows up to save your blushes!

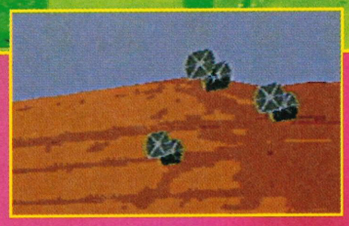


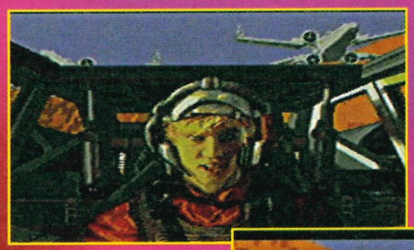




CHAPTER 5
Tattoin Attack

Returning to Tattoin you're told the base is under attack from three Imperial Tie-Fighters, so you must go down and destroy them. However, while you are on your way to intercept them, they find the Rebel Base and blow the control room sky high. Now the mission is to stop the Tie-Fighters getting back to their Star Destroyer with vital information about the base.





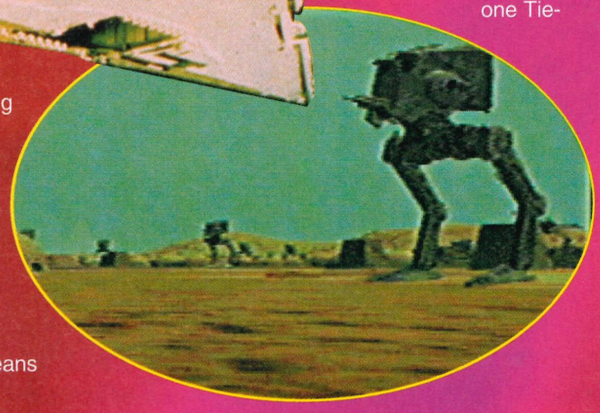
The action switches back to Beggar's Canyon where the Tie-Fighters are attempting to escape.



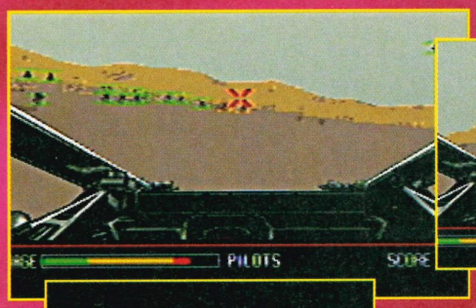
Remembering the conditions of the first training exercise, follow the Tie-Fighters through the canyon and destroy them before they reach the clearing at the end.

To catch and destroy them means taking the corners much tighter to give yourself the maximum amount of time to get them in your sights. Aim to blow one of the Tie-Fighters away within the confines of the first straight and get the other two as they approach the fork in the canyon.

If you don't blast them before they bank left at the fork, they'll probably escape. You'll have a split second to fire at them as they go under the land bridge and another small chance as they reach the end of the canyon. It's possible to win if there is only one Tie-



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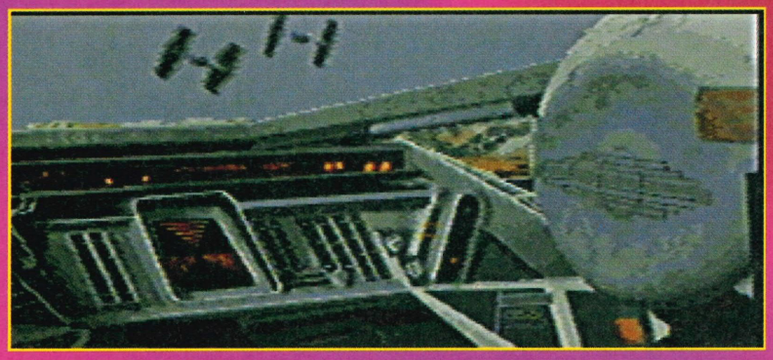






Fighter left at this point, but there is no chance against more as they split up at the fork. Whatever you do, keep firing and reacting to their changes in direction quickly.

After you have disposed of the three Tie-Fighters, half of your squadron will fly off to rendezvous with the fleet but you must stay and pick off some of the Imperial ground targets. At-Ats are out in numbers, so pick off as many as possible before meeting up with the fleet again.

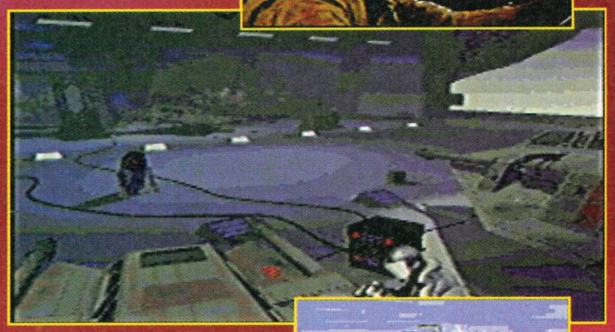


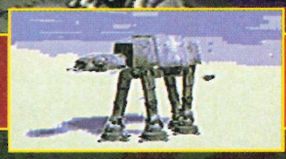
CHAPTER 7
Imperial Walkers

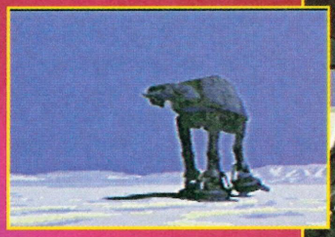
The main Rebel Base is on Hoth, the Ice Planet. You're on patrol with your squadron in Snow Speeders. The order to scramble is issued and reports of Imperial Walkers are confirmed. Your new mission is to destroy the threat of the Imperial Walkers, while the base gets ready to evacuate.

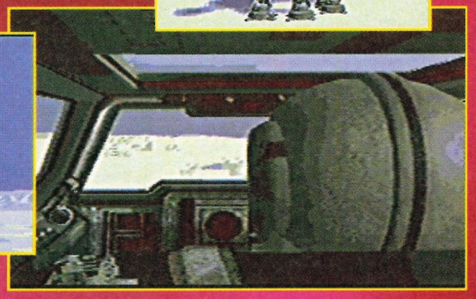
As you approach the metal giants, your onboard computer sets your attack run. In the cockpit of the Snow Speeder is an energy bar



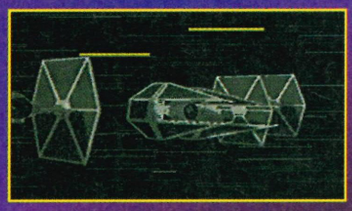






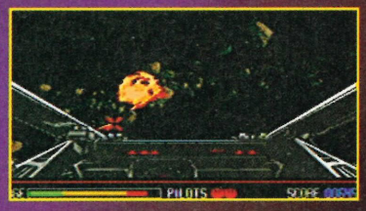


CHAPTER 6
Asteroid Field Chase







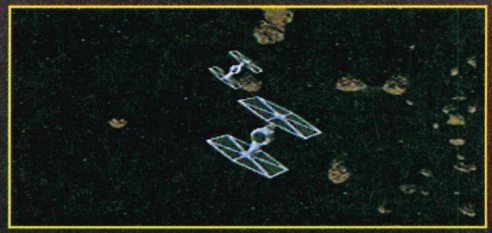


More Tie-Fighters are in the skies as you are on your way to the Planet of Hoth. In order to lose them, your Squadron leader decides to head into the asteroid field. Just like the training mission, blast away the ice asteroids and dodge around the rocks. This time though the play is much harder as you don't have anyone to follow and you have Tie-Fighters on your tail.

In order to get though, sail close to the wind by leaving it a little later to dodge around the larger asteroids. This throws the Tie-Fighters off the correct track. As you go through the asteroid field, Tie-Fighters emerge in front of you firing all the time. It isn't good enough simply to dodge between two asteroids to escape their fire. You must destroy them precisely and quickly.

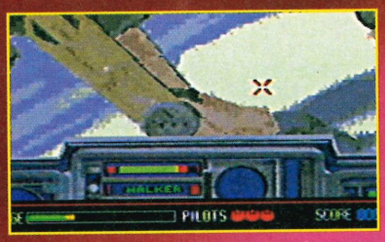
Groupings of asteroids provide the hardest problem with possibly one route of escape open without picking up damage. Once you have made your decision, stick to it. Even if you get the route wrong you'll only suffer minimal damage. Never turn back into an asteroid. This causes more damage than it's worth.







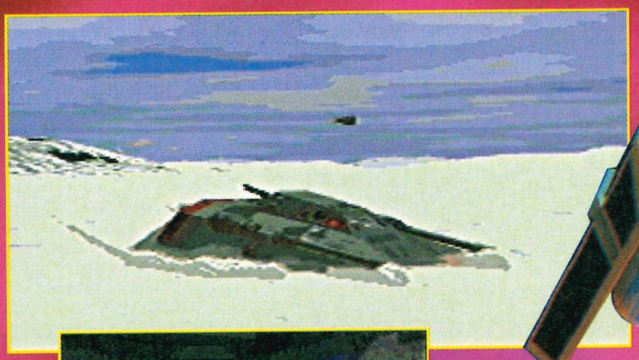
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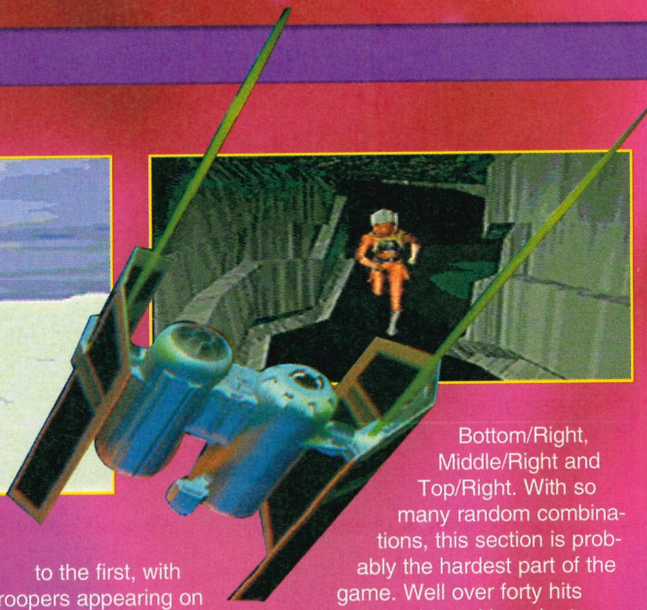
for the Imperial Walkers, showing how much damage you have inflicted. To destroy the Imperial Walkers you must hit each green section of their frame.

On every sweep there is cannon fire to contend with so aim to totally destroy the Walkers within two or three attack runs. As you go in, keep firing at the green sections, which turn grey when they've been destroyed. Try to keep your aim accurate, otherwise the cannons on the Walkers simply take you out.









panic, you automatically fire back and run into the cave.

Once inside you're in control of your laser gun in a shoot out with a whole platoon of Stormtroopers. In the first cave Stormtroopers appear from one of two places either side of the cave. Wait for the Stormtroopers to appear and then drag the target across to them and fire. More Stormtroopers start to appear and you must react quickly to shoot them down.

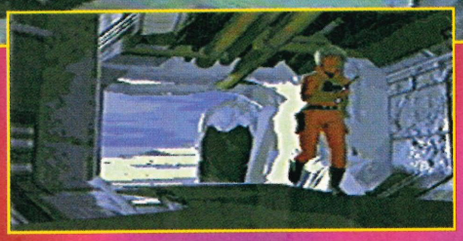
After battling about 15 enemies you move to another cave, at the mouth of which are two entrances. Stop here until your damage disappears before choosing a route forward.

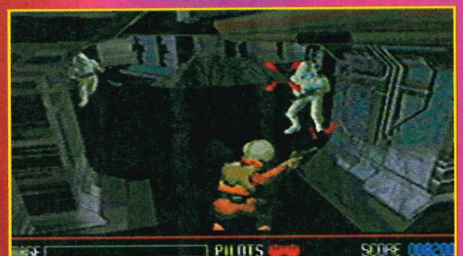
The second shooting section is quite similar to the first, with Stormtroopers appearing on either side of the cave. About 30 Stormtroopers appear in waves of two or three at a time, so you really need to be accurate in order to keep your damage down.

The third and final cave entrance again has two options, but, before choosing your route, wait until your damage has completely disappeared. Both routes lead to the same final cave, although one channel leads to a high balcony, while the other leads to the bottom of the cave.

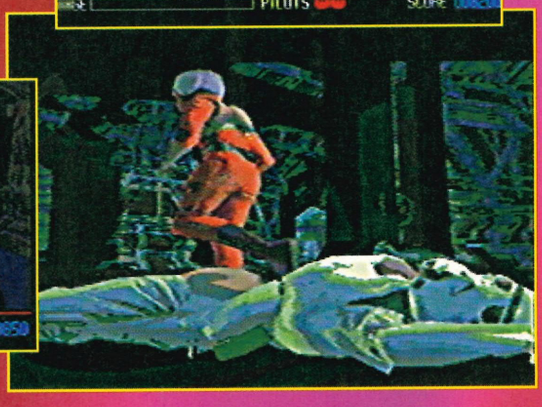
Again this is done at random but the task is easier if you're on the ground. There are now six sections from which Stormtroopers appear. These are bottom/Left, Middle/Left, Top/Left, Bottom/Right, Middle/Right and Top/Right. With so many random combinations, this section is probably the hardest part of the game. Well over forty hits must be achieved in order to progress. This section takes a lot of practise and patience but it's invaluable in sharpening up your reflexes for the final levels.

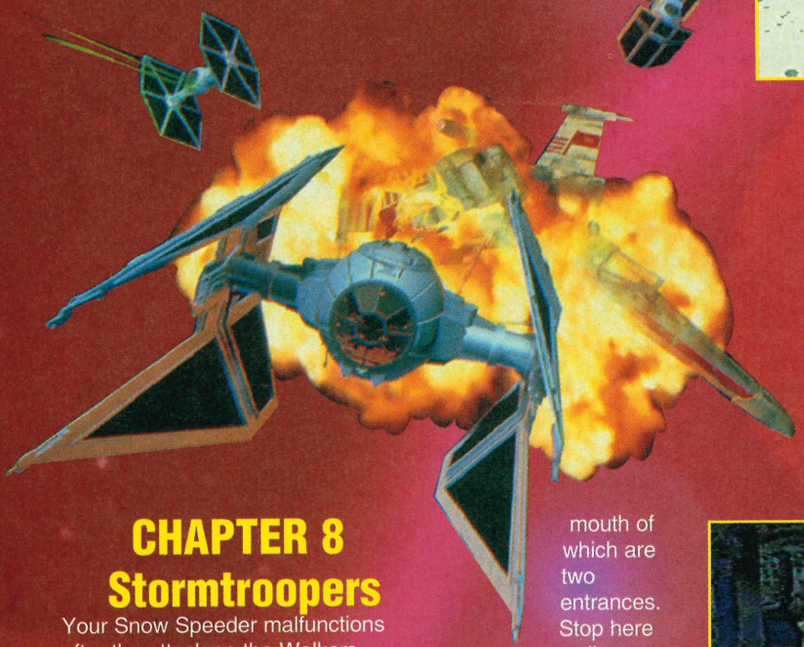








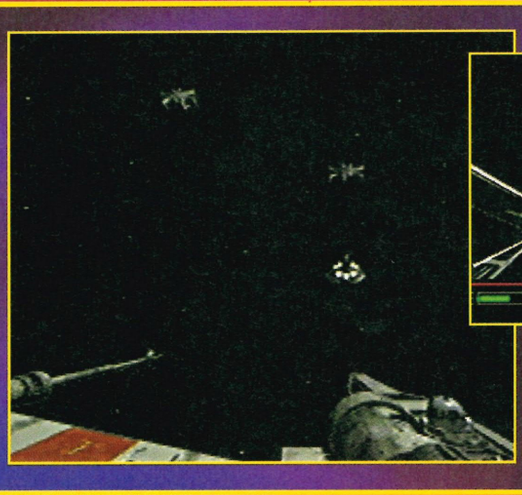


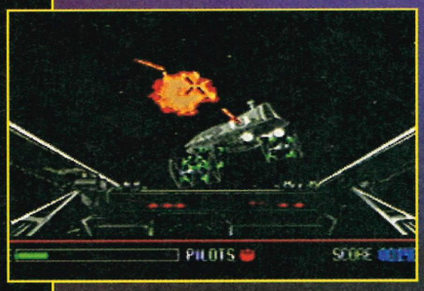


CHAPTER 8
Stormtroopers

Your Snow Speeder malfunctions after the attack on the Walkers. Rather than risk a successful evacuation of the base you tell the rest of the squadron to return without you. As you walk towards a group of caves for shelter a stormtrooper runs out of the cave, firing rapidly at you. Don't

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CHAPTER 9
Protect Rebel Transport

After rejoining the Fleet, you're requested to hold off a wave of Tie-Fighters long enough to enable the Rebel Transporter to Hyperdrive out of the danger area. Once again your computer locks on to a set course. As you sweep around on your pre-determined route, aim to pick off the Tie-Fighters as soon as they come into range. Keep your fire constant and shoot the targets as they appear.

If you miss any of the Fighters, note which way they are banking and take your target in front of their route, waiting for them to fly into your sights. Two minutes of Fighting allows the Fleet Transporter to escape.



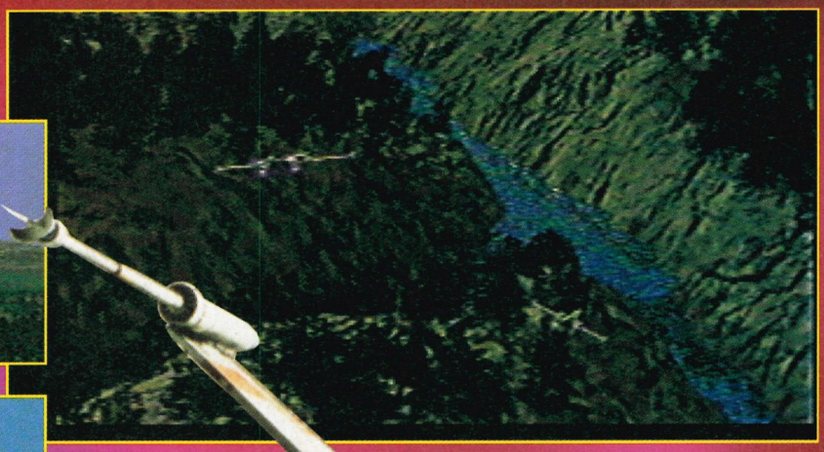
CHAPTER 10
Yavin Training

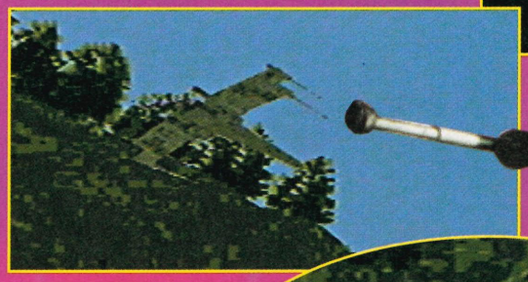
The new secret base is on the green Planet of Yavin. A plan is presented by Princess Leia to destroy the Death Star. It's decided to use the three hours before the Death Star arrives in the Yavin system to get in extra practise for the big event. This training takes place in a dry river bed with huge steep sides, ragged terrain and Target Drones to fire at.

Navigate the river bed and blow up as many of the targets as you can. Be warned though, if you fail to blow up at least half the targets, the training is repeated. For the best results stay low to hit the targets.

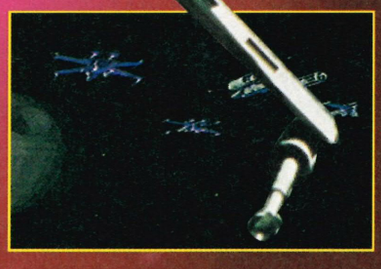
Combining your shooting skills with your flying skills is extremely hard at first but with practise it becomes easier. Let the craft flow over the terrain and constantly shoot ahead of yourself to destroy the targets. The most important thing is position, the dummy targets are secondary to keeping your route constant. Go for too many targets and your craft will be in jeopardy, simply because the speed is so high.















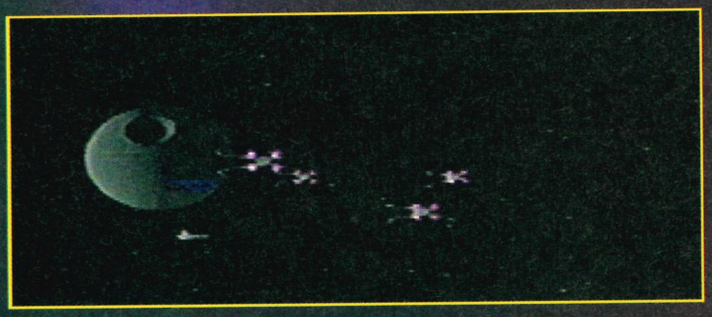


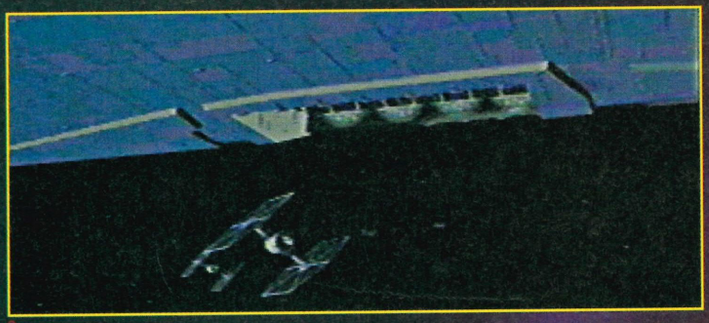
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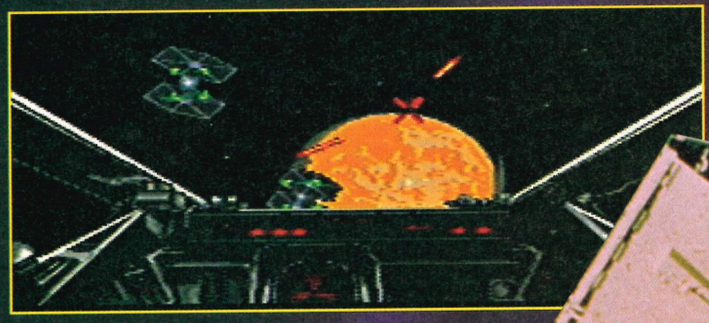
CHAPTER 11
Tie Attack

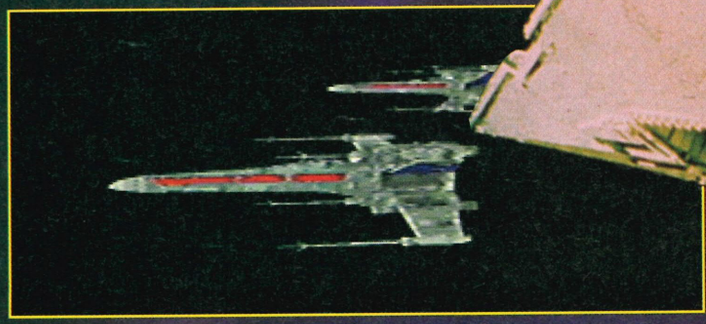
The approach to the Death Star is fraught with danger. Your shooting must be prefect now or the Rebel Assault will fail, allowing the Empire to rule the entire Galaxy. As each Tie-Fighter comes in, follow it with your target while constantly firing. When each is destroyed search for the next wave. If any of the Tie-Fighters are allowed to fly past you they cause large amounts of damage, so ensure your aim is accurate.

During the battle Ben, another pilot in your Squadron, is attacked by three Tie-Fighters. They follow Ben to the right of the screen, before eventually shooting him down. If this happens the approach is aborted. As you hear Ben has the three Tie-Fighters on his tail, stay alert as they pass so you can blast at least one of them away. Quickly reposition your target and shoot the remaining Tie-Fighters down. After a couple more waves it's time to face the dreaded Death Star.





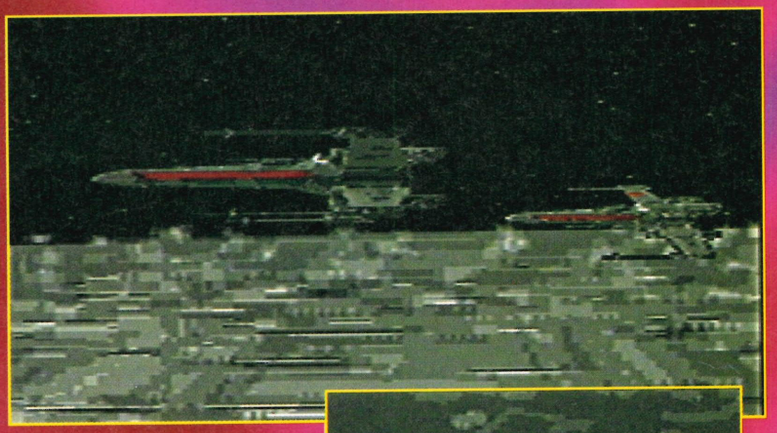




CHAPTER 12
Death Star Surface

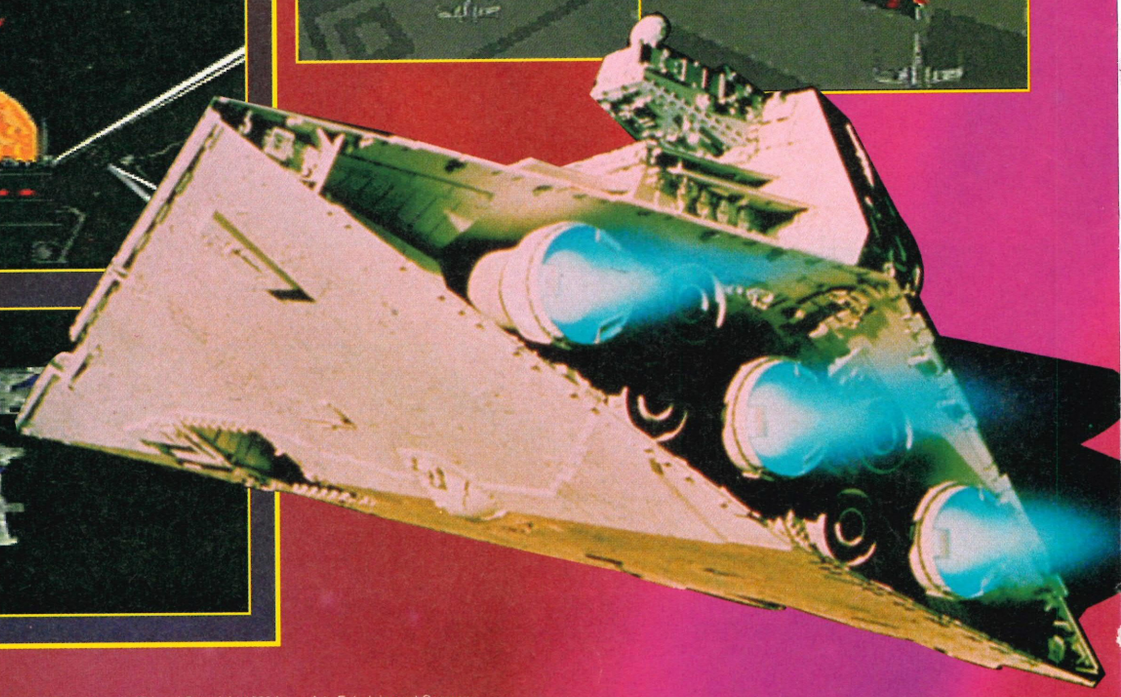


It's imperative to wipe out the Death Star's ground weaponry in preparation for the main attack. You have some left and right control as your X-Wing Fighter sweeps the surface of the Death Star, use this to alter your track if you have destroyed one section of weaponry or to avoid running into high towers and gun placements. It's possible to dance over the top of higher targets and obstacles but it's a lot easier to dodge from side to side. Keep repeating these manoeuvres until the ground attack is destroyed.









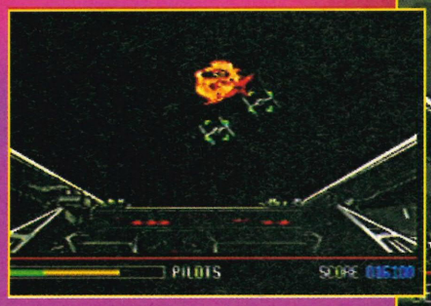
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CHAPTER 13
Surface Cannon

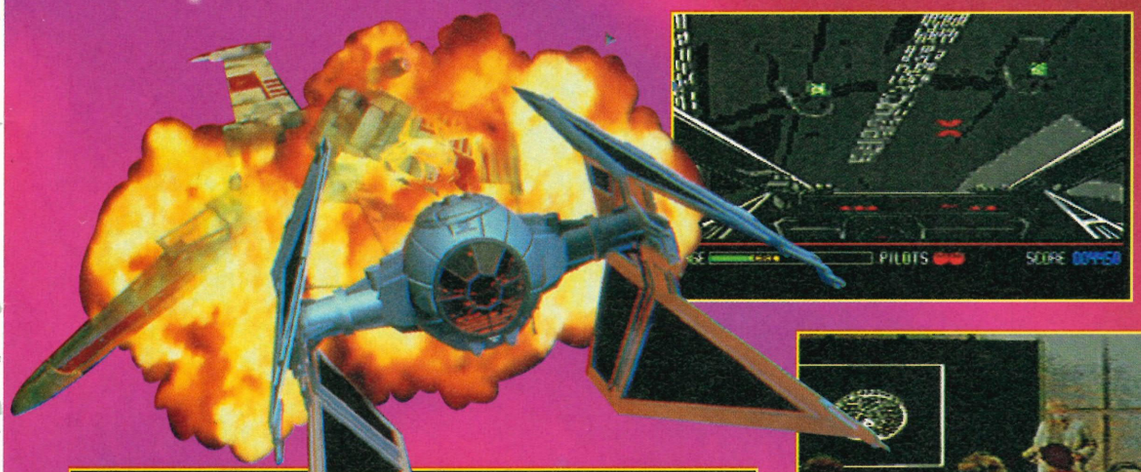
The surface cannon is found next to the exhaust port and is the next target to be destroyed. Attack it from differing angles and blast away at the green sections to destroy it, much like the Imperial Walkers earlier. There are also Tie-Fighters to contend with.

The whole sweep consists of three angles of attack and it's possible to destroy the cannon in three moves. To do this keep firing as you move towards the cannon. As you sweep past the cannon several waves of Tie-Fighters attack. Deal with them in the same fashion as in previous dogfights. Use speed and precise firing to take out the cannon as you come round for another attack.









CHAPTER 14
Power Relays

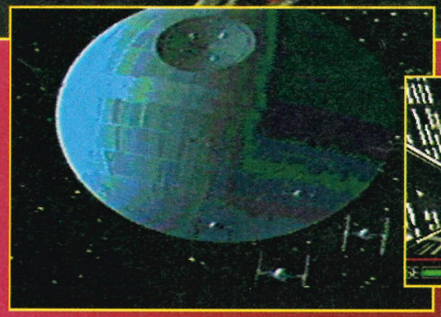
The cannon is out of commission, so fly under the base of the gun to find the power relays. These are spaced out along the sides of the drum and have to be taken out one by one. Each time you go in a full circle around the drum the flight computer brings you round for another attack. When this happens, you're immediately attacked by Tie-Fighters. Stay alert and hold them off while your Fighter turns and goes down into the drum again. Targeting the power relays is quite easy but the speed at which you're going around the drum makes it very difficult to hit all the targets in one sweep, although to minimise damage aim to complete the mission in two sweeps.





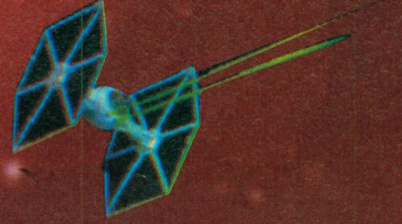




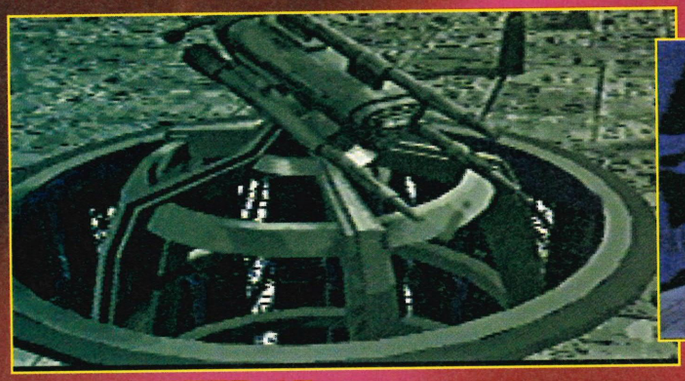








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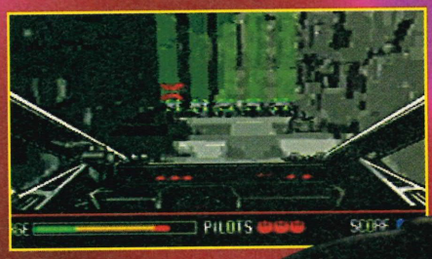


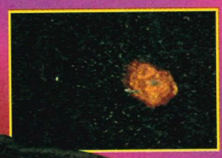




CHAPTER 15
Death Star Trench

This is the final attack run. The whole mission and the whole future of the rebellion depends on destroying the Death Star. The main target is the exhaust port at the end of the main trench. If one missile can be fired into the port, it starts a chain reaction destroying the Death Star.







Your first task is to blow up the laser guns, while Blue Leader makes an attempt to thread his missile home. On this section you control the gun sights and you must be at your most precise to wipe out as many lasers as possible.



The targets are in a number of positions on the trench sides, floors and mounted on bridges overhanging the main trench. It only takes about five or six hits from the lasers to make your damage level too high to continue, so it's important to take out the gun placements before you pass them.



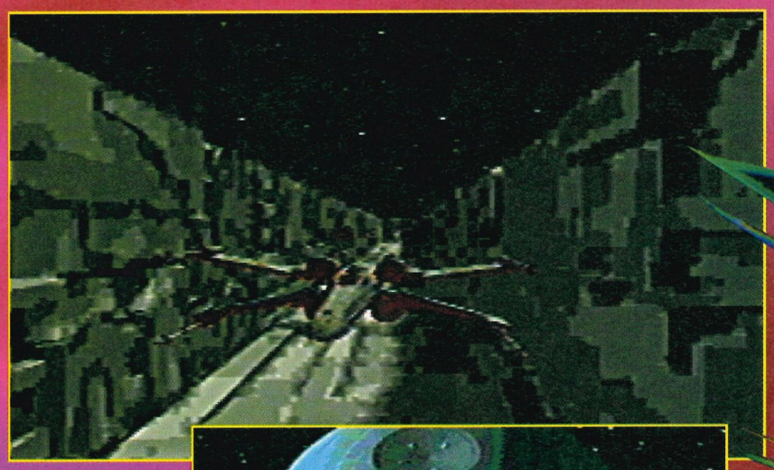


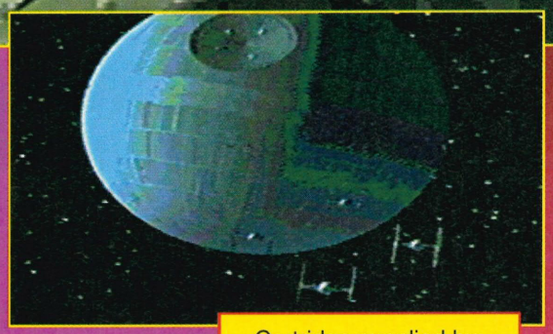


Travel along the trench until Blue Leader is in a position to make an attempt on the exhaust port. If Blue Leader misses the main target the whole mission will depend on you forcing your shot home!

It's no surprise when Blue Leader fails in his attempt. There are three Tie-Fighters on your tail. However, Commander Farrel comes into the trench in his A-Wing to blow the Tie-Fighters

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away. Now you have nothing to do except concentrate on the job at hand. The action switches back to the trench and you're in control of the movement of the X-Wing as well as the guns.

Bank to the right, before blasting away the force field. Go through the gap and head left. It's important your fighter isn't badly damaged, so you can safely take the blows of any force fields you fail to destroy. Head up and to the right to fly over a high platform before dropping back into the floor of the trench to blast away the second set of force fields.

The end of the trench is now approaching rapidly. Wait until the message informing you your Torpedo is ready appears on screen, and then position the target over the round exhaust port on the floor of the trench. Press the fire button, when in range, to send off your Torpedo and pray you've aimed correctly.

The best way to make sure the missile hits home is to line up your target with the port before you get to it. keeping the target at the bottom of your vision. Then it's simply a matter of waiting until the target has almost reached the port before firing. If you're successful the missile enters the port and the Death Star blows up as you make good your escape.



Cartridge supplied by:
VIDEO GAME CENTRE,
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SUMMARY

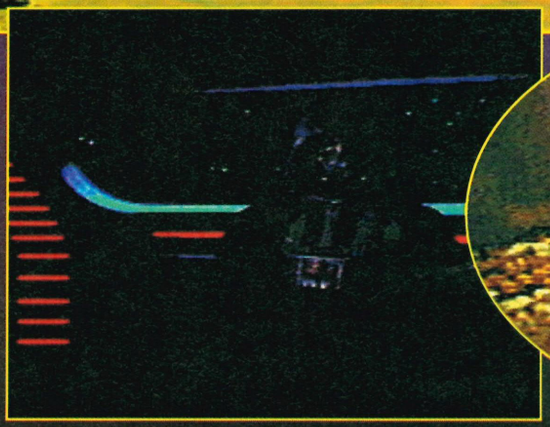
GAME NAME: Rebel Assault
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 4,433,600
NUMBER OF LEVELS: 15
CHALLENGE RATING: Medium

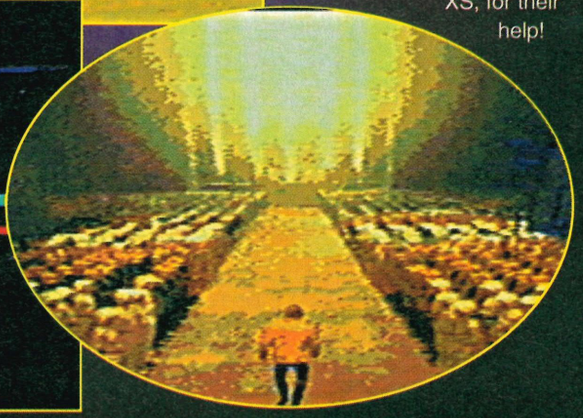
Level Passcodes

2 - BOTHAN
3 - HERGLIC
4 - LEENI
5 - THRAWN
6 - LWYLL
7 - MAZZIC
8 - JULPA
9 - MORRT
10 - MUFTAK
11 - RASKAR
12 - JHOFF
13 - ITHOR
14 - UMWAK
15 - ORLOK
16 - NKLLON
(End Sequence)

Chapter 16
Victory for the Rebels



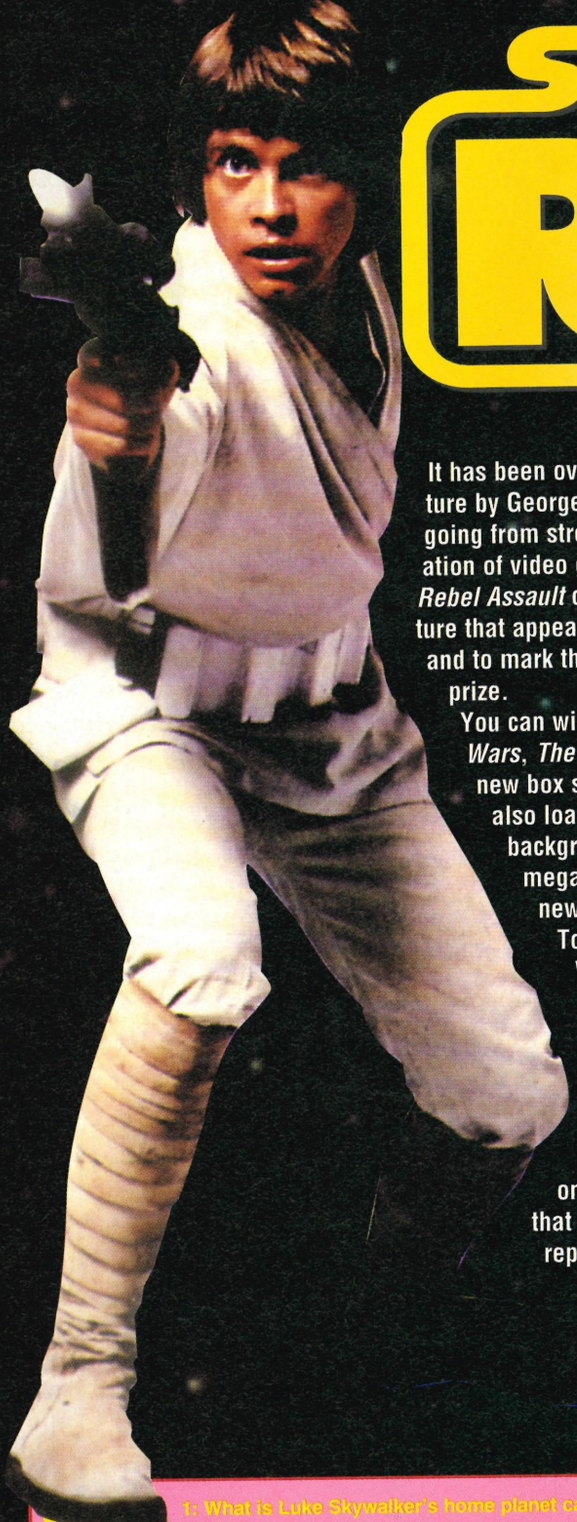




The victory is won and you are the hero. The game ends with a presentation to you and your colleagues but the fight against evil goes on. The Empire is still strong, plotting to bring the rebellion down and rule the galaxy. You may have won the battle but the Rebels have not won the war…Yet. For now congratulate yourself on a job well done and thank the crack rebel squadron, known as SEGA XS, for their help!

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STAR REBEL

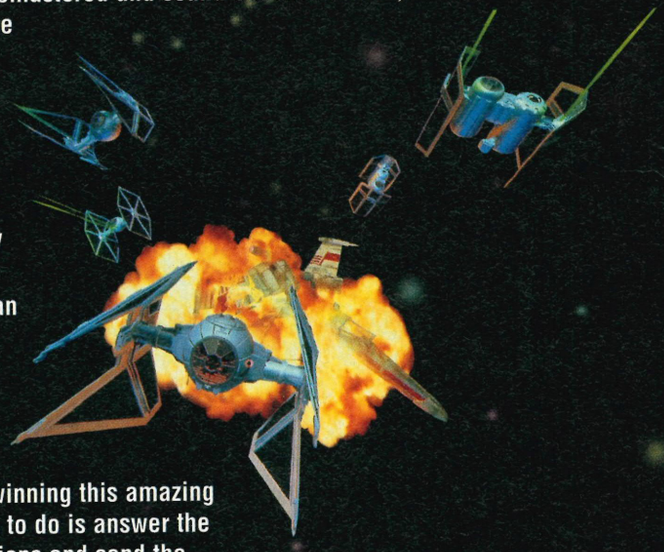


It has been over 17 years since the *Star Wars* legacy began with the original motion picture by George Lucas. Now in 1994, the huge influence of the *Star Wars* movies is still going from strength to strength, influencing a new generation of people and a new generation of video games.

Rebel Assault on the Mega-CD is a door into the world of *Star Wars*. An interactive adventure that appeals to every type of games player. To celebrate the long life of *Star Wars* and to mark the release of *Rebel Assault*, JVC are offering you, the readers, an exclusive prize.

You can win the *Star Wars* Trilogy on video in glorious widescreen format. That's *Star Wars*, *The Empire Strikes Back* and *Return of the Jedi*, all certificate U. The new box set includes not only the remastered and sound enhanced films, but also loads of information about the backgrounds to the three mega films and all the new art work.

To go along with the Star Wars Trilogy, you could also win one of the exclusive JVC *Rebel Assault* T-Shirts and Baseball caps. This is an opportunity not to be missed, as this is one hot competition that can never be repeated.



To stand a chance of winning this amazing booty, all you have to do is answer the three tricky questions and send the answers to the usual SEGA XS address. Good luck and may the force be with you!

THE QUESTION

1: What is Luke Skywalker's home planet called?
A: Tattoin
B: Hoth
C: Beetlejuice

2: What is the name of Han Solo's space craft?
A: Fred
B: The Millennium Falcon
C: The Chewbacca mobile

3: What is a Jedi Knight's favoured weapon?
A: A big hammer
B: A laser cannon
C: A Light Sabre

JVC STAR WARS COMPETITION

1 A ☐ B ☐ C ☐ 2 A ☐ B ☐ C ☐ 3 A ☐ B ☐ C ☐

Tick the appropriate boxes on this coupon and send it to *Rebel Assault* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 14 Nov and the editor's decision is final.

Name.....
Age.....
Address.....
.....
.....
Postcode.....
Tel no.....
The console I own is.....
Please print a solution for.....
.....

ASSAULT WARS

THE PRIZES

1st Prize:-

The Star Wars Trilogy on Video (Wide Screen Format)
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MAXIMUM CARNAGE



Paint the town red with the definitive solution to Acclaim's latest best-selling Mega Drive game, courtesy of SEGA XS. Everything you ever wanted to know about the game (and, come to think of it, the original comic book series) awaits you over the next eight pages of awesome, fully-mapped arcade action!

This cart is 16-meg of hardcore beat-'em-up fun and you'll definitely be needing this guide if you ever hope to complete the full game. With music from cult punk-thrashers Green Jelly (remember the excellent 'Three Little Pigs' and 'Anarchy in the UK') to groove along to and graphics true to the comic series, this is one storming game. So come with us as we prepare to storm the barracks of reality and enter a universe where men can fly and women can walk through walls! A universe where being bitten by a spider gives you extraordinary powers — in short, welcome to the Marvel Universe, my friend!

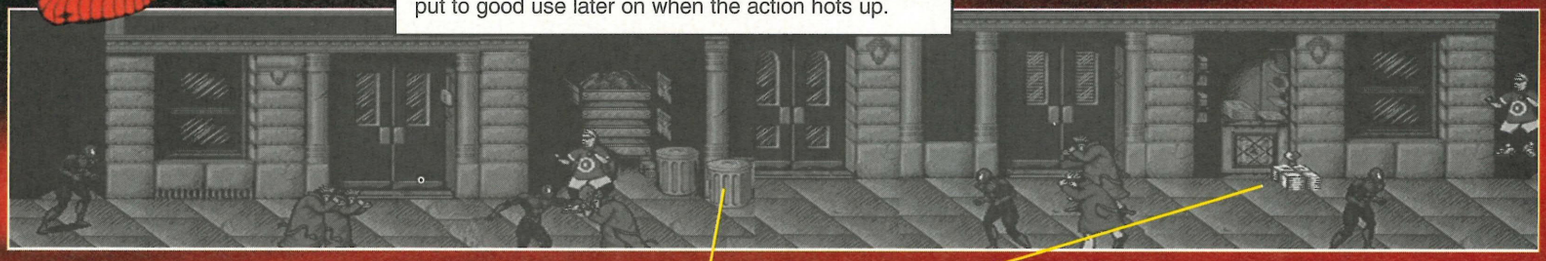
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THE STREETS OF NEW YORK

In the first level you take control of Spiderman as he battles his way around a violent part of town. The scum here should prove to be no problem for our favourite web-slinger! Take your time while beating the bad guys up — the moves you learn here can be put to good use later on when the action hots up.

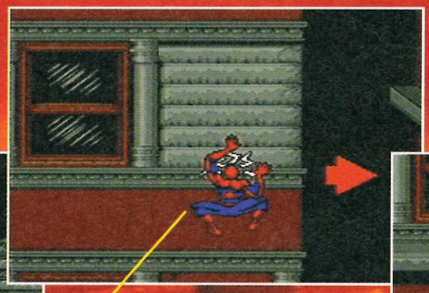


You can chuck this dustbin at any baddie crossing your path — even if they're much smaller than you — there's no shame in being a bully here you know!

Grab the newspaper pile and throw it at the nearest enemy to you. The little heart will replenish your energy, so crawl along the wall to make things easier.

THE CLIMB

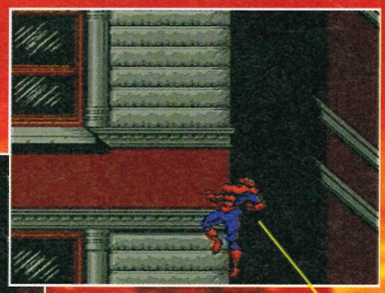




Spidey's Spider Sense acts as a sensor warning you of any assaults from Shriek.

The arrows tell you in which direction you need to swing, so always do as instructed!

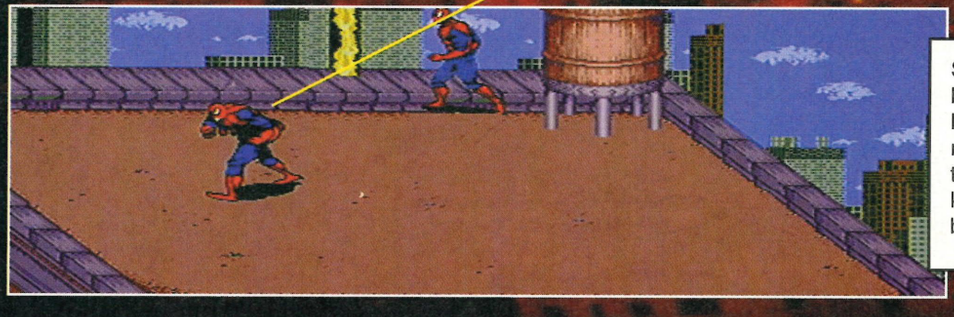




If you get struck down, you must start the epic climb all the way from the bottom again.

THE ROOFTOP

Make sure you stay out of Doppelganger's line of fire and attack him from the side only. Don't let him grab you.



Spiderman can only attack one guy on this level, and that's his clone, the evil Doppelganger! If you stay out of his direct line of fire, and keep attacking him, it's easy to defeat him reasonably quickly. Once defeated, you see a non-interactive sequence in which that naughty woman, Shriek, knocks our Spidey off the roof and back into the alleyway below! Life isn't always too good for our hero, eh?

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The American killer, Cletus Kasady, was considered too dangerous for normal jails, so he was moved into Ravencroft's maximum security area. One of the doctors made the fatal mistake of taking a blood sample from Kasady. The instant this was done, Carnage was released from inside his body! The monster started to slaughter everyone at the prison, before meeting up with a fellow psycho going by the name of Shriek. Later the two met up with Doppleganger before starting the hunt for Spiderman!

COMIC SEQUENCE PART ONE

Combat Moves



Face your enemy and then press towards and punch! They won't escape from this cunning little move.

BODY LOCK



Hit jump and punch at the same time to make Spiderman leap in the air while attacking both sides of the screen.

ROUNDHOUSE



Leap into the air and hit the punch button to cause some serious pain. These kicks are deadly for the enemy!

FLYING KICK



Spiderman can climb on any sturdy looking wall that you care to mention. Watch his agility and be amazed!

WALL CRAWL



A good looking move like this should be enough to get anyone hurtin', try it out and see the evidence.

JUMP KICK



Press the web button and hold it down. This allows you to protect Spidey from some of the enemy's nasty fire-power

WEB SHIELD



There are loads of objects to collect around the levels. Simply walk up to them and press the punch button.

OBJECT PICK UP



Shoot that web to drag the opponent towards Spiderman, so you can then give them a serious beating.

WEB SHOOTER



Press towards twice to break into a run and then press the punch button while pushing away on the pad!

SHOULDER BARGE



Press diagonally up and the web button to create a web, allowing you to swing across almost any gap on a level.

WEB SWING



Hit those evil rascals right in the chops to send them off crying to their dentists. It's a simple move really!

PUNCH



If in doubt, fire your spider webbing at an enemy and it should leave him all tied up! Simple, eh?

WEB TRAP



Carnage pops around JJ Johnson's office for a quick chat, while poor old Spiderman is left for dead in an alleyway. All the poor chap wants to do now is go home. However, the street punks have other ideas.



COMIC SEQUENCE PART TWO

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THE ALLEYWAY

After being struck down from the rooftop by Shriek's energy blast, our poor hero is almost out for the count. Taking advantage of his present state of affairs, the local thugs decide they want a piece of the action and set about Spiderman. The enemy's are all very similar to those you faced on the first level, the only difference being here are now more of them than before.



Keep punching away at the baddies, often they just run straight into your punch.

Climb up this wall to find a secret area containing lots of extra energy and an extra life. Both are vital on later levels, where the action is going to be much more difficult.

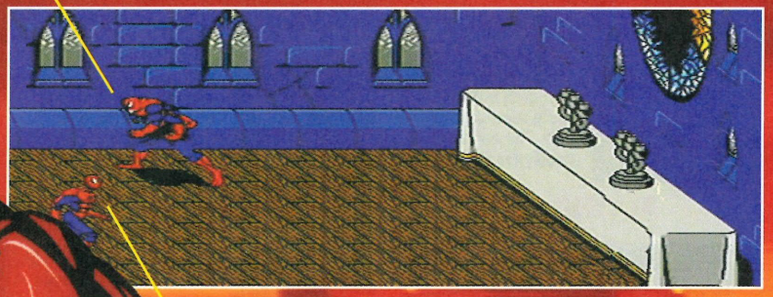
At the end of the level, that lovely woman Dagger pops onto the scene and brings Spidey into the safety of the church. Little does she know...



COMIC SEQUENCE PART THREE

THE CHURCH

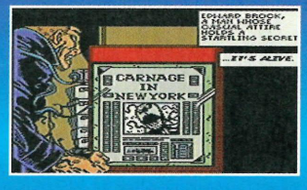
The evil Doppelganger is waiting for our hero in the church. But that's not all...

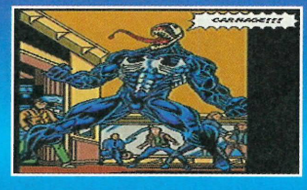


...Shriek also invites herself to the party, giving you not one, but two super-enemy's to deal with. It takes skill, patience and plenty of punching power to overcome odds like these!

Carnage jumps in on the action in the Church, and promptly bumps off Dagger before making his getaway. Meanwhile, Venom is about to make an appearance. Things are starting to heat up!





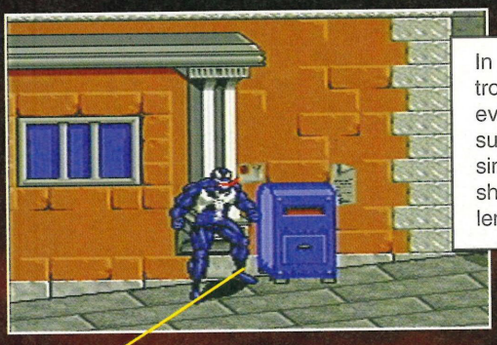




COMIC SEQUENCE PART FOUR

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SAN FRANCISCO



In this small level, you control Venom as he takes an everyday stroll through sunny San Francisco. Its a simple enough level, and it shouldn't prove to be a problem for the careful player.

Successfully completing this level takes you to this screen, it's now only a short journey to level eight!



Carnage is raging away in New York, killing anyone he comes across. Someone must stop this fiend before it's too late! Venom arrives in New York and the first thing he does is find Carnage!

COMIC SEQUENCE PART FIVE

Heroes & Villains



An ex-cat burglar, she turned her back on a life of crime in pursuit of Spiderman's love! Well, romance conquers all!

BLACK CAT



When the Hobgoblin sold his soul to the demon N'Astirh he became the stronger DemoGoblin!

DEMOGOBLIN



Steve Rogers, the Captain, is America's own national superhero — dedicated to truth, justice and the American way!

CAPTAIN AMERICA



An unintentional by-product of The Infinity Wars, this powerful mutant will prove to be a real pain for Spiderman to defeat.

DOPPELGANGER



Malcolm MacBride gained his destructive powers after becoming infected by a virus.

CARRION



A mutant with the power's of the Sun, Anjelica Jones is really hot stuff, though it wouldn't pay to joke in her presence!

FIRESTORM



As well as being Dagger's best mate, Cloak can also use his abilities to teleport almost anywhere he wishes in an instant.

CLOAK



Bruce Lee has nothing on this guy; Danny Rand is a true Martial Arts expert, with loads of deadly moves.

IRONFIST



Dagger is Cloak's biggest comrade in arms — her powers feed his lust for light and vice versa.

DAGGER



This living vampire used to be a man of science. Now he is a man of darkness. How the times change, eh!

MORBIUS



Michael Collins is a victim of the US Military — thanks to them, he's now an almost indestructible cyborg soldier!

DEATHLOCK

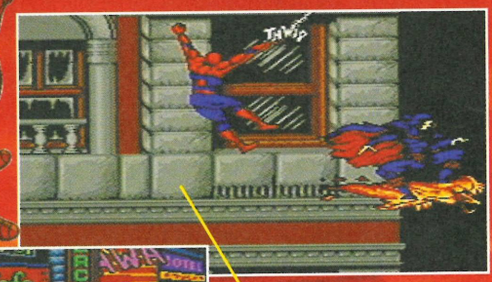


An ex-street thief and drug addict, Shriek has the power to belt out dangerous screams of raw rage!

SHRIEK

TIMES SQUARE







The DemoGoblin is a tough and dangerous enemy. Kick him off his glider with roundhouse kicks and then keep on punching him once he's on the ground.

NEW YORK

Deal with Doppelganger in the same way you fought him earlier in the game for instant success.



Shriek and Doppelganger are your only enemies on this tiny level. Keep on playing this level until eventually the action takes place without your input.

The differences between Venom and Spiderman are slim to say the least. Venom is slightly stronger, while Spidey is quicker. This means there are few differences in the tactics each superhero should adopt against Doppelganger.

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COMIC SEQUENCE PART SIX

A new member of Carnage's team makes an appearance, in the satanic form of DemoGoblin. At the same time, Spiderman's team gets another two members in called Black Cat and Cloak. Sadly, there's no appearance by Dagger. After getting hit by Carnage in the Church, she is presumed dead — or is she?

ROUGH CITY



These men in raincoats shouldn't prove to be too much of a problem for your joypad skills.



These barrels can be picked up and dumped on some poor fools head.





You can play through this level as either Spiderman or Venom. The setting for this stage of the game takes place in the mean streets of New York. As in previous levels, there is a wide variety of objects for you to pick up and throw at the baddies, just keep an eye out for them.

COMIC SEQUENCE PART SEVEN



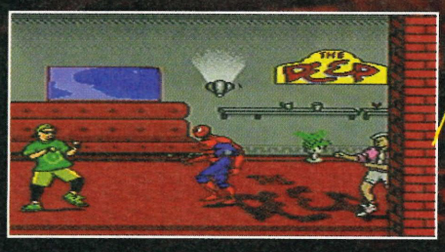






Spiderman's team manages to acquire yet another new member — this time in the creepy form of Morbious the living vampire. Carnage and his cronies start yet another mad bloodbath, this time at New York's newest nightclub! The Deep, as it's known, is by a cruel twist of fate the same place that Mary Jane Parker is spending the night!

THE DEEP



There are two parts to this level. It starts out with a normal fight in the nightclub, and end with a battle against Carnage's team!



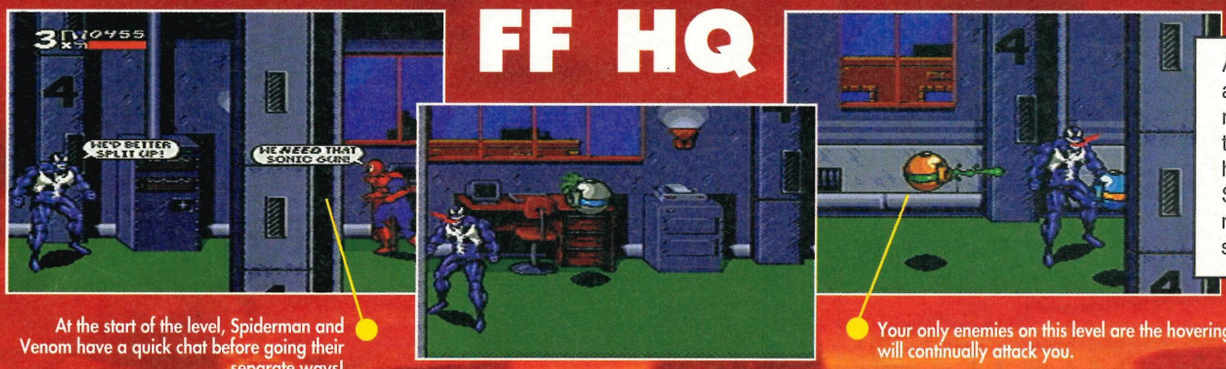
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COMIC SEQUENCE PART EIGHT

Our heroes assemble at the Saint Estes Home for Boys — the same place that Kasady (Carnage to us folks!) spent his youth. They decide to recruit Firestar to their ranks and to get a get a sonar gun from the Fantastic Four's headquarters.

FF HQ



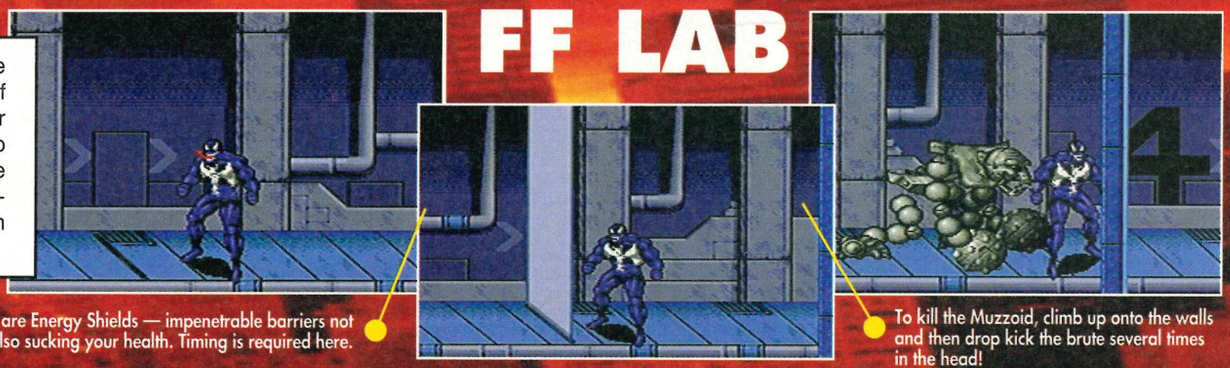
As the Fantastic Four are away from town at the moment, Spiderman and his team decide to storm the headquarters in pursuit of the Sonar Gun. But first they must get past the in-built security system…

At the start of the level, Spiderman and Venom have a quick chat before going their separate ways!

Your only enemies on this level are the hovering security drones that will continually attack you.

FF LAB

Having managed to make their way past the first line of defence, Spiderman (or Venom, depending on who you're playing as) now face the lower levels of the complex. Oh, and a small problem called the Muzzoid!



The first problem you come across are Energy Shields — impenetrable barriers not only blocking your path, but also sucking your health. Timing is required here.

To kill the Muzzoid, climb up onto the walls and then drop kick the brute several times in the head!

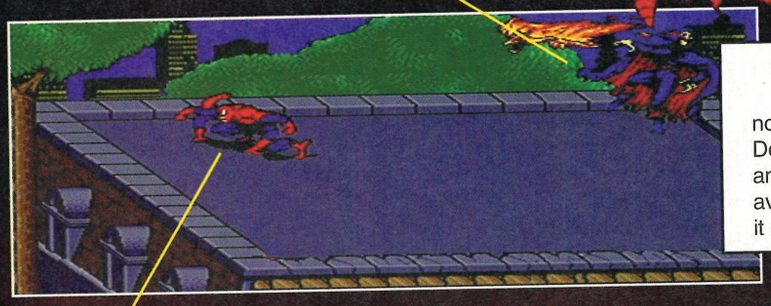
COMIC SEQUENCE PART NINE



Firestar finally makes an appearance in this scene, giving Spidey much needed firepower!

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ROOFTOP BATTLE

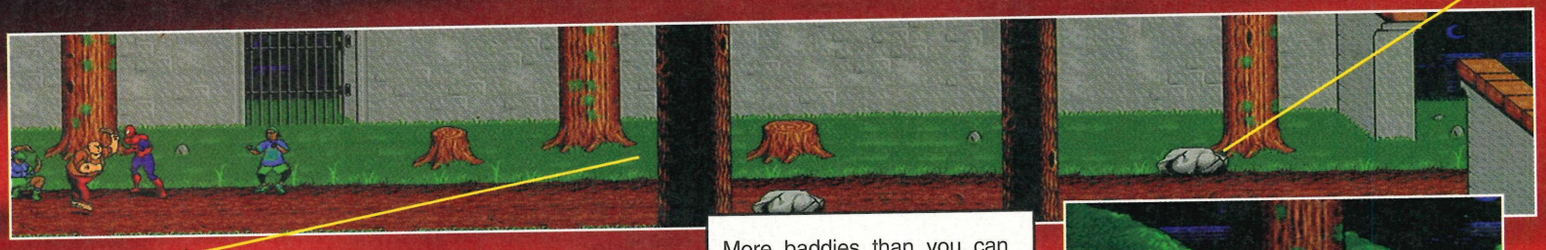


DemoGoblin can be defeated the easy way by calling up another Spidey-member with the gun.

Doppelganger can be killed off the easy way if you manage to corner him and knock him off the roof top.

Now things start to get extremely hard! Spiderman or Venom will now have to face up to the might of not only DemoGoblin and Doppelganger, but Carrion and Shriek as well! A handy Black Cat icon is available here, so as soon as you see it, grab it and activate it!

PROSPECT PARK



Lift this large rock up, and then use it as a weapon.

You should be able to grab a venom icon behind this tree.

More baddies than you can spin a web at appear in this level! Make the best use of the chumps by picking one of them up and throwing him at his companions! Revenge has never felt so good.

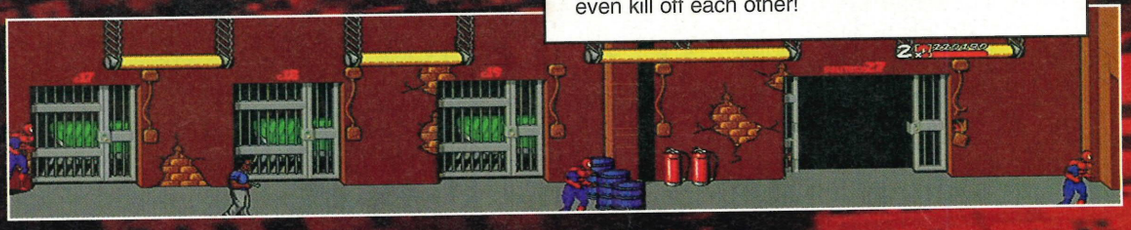


COMIC SEQUENCE PART TEN

Venom isn't too happy Firestar refused to kill Carnage — even though she had him at her mercy. Spiderman supports Firestar, causing an argument with Venom. They decide to call it quits!



POLICE STATION



Spiderman is forced to break-up his pursuit of Carnage in order to liberate a prison. The in-mates have taken control, and are running riot throughout the complex. All of the prisoners Spidey encounters are armed to the teeth, so keep an eye out for any stray bullets that get fired off. The in-mates can even kill off each other!

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COMIC SEQUENCE PART ELEVEN

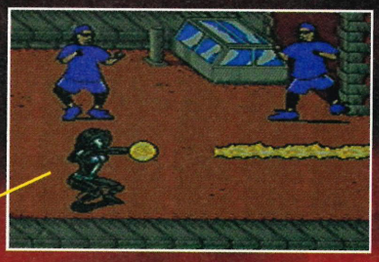






Spiderman's team realise that Shriek's psycho-sonic scream is actually unhinging the local population, turning them into mad, snarling creatures! Spiderman must stop this madness, and stop it now, or else it could be too late!

MANHATTAN ROOFTOP



After killing the first crazed-street punk, Spiderman can collect an IronFist icon that is found on the skylight. Handy, eh?



MANHATTAN STREET



Is this really the end of the game? It certainly seems that way, doesn't it?

THE END







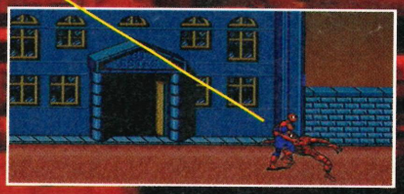
But no! Carnage Rises up out of the water, ready for at least one more battle!

The game isn't over just yet, although it may seem that way, what with the credits coming up and all. As you can see from the screenshots, Carnage is rising up from the watery depths of the lake, ready for one more battle yet! Can even Spiderman (or Venom) defeat him? Carnage will always attack in straight lines, so try to get at him from the sides if you can. It ain't gonna be easy, though



A good tip to use in this final level is to continually use roundhouse kicks to bring Carnage down. Keep at it and you should defeat him!





COMIC SEQUENCE PART TWELVE



The game is over and the Avengers take Carnage away, but before we bid farewell to the evil maniac, lets just take time out to view Venom's Comic Scene for a while. If it wasn't for his quick thinking, things could've turned out very differently indeed...

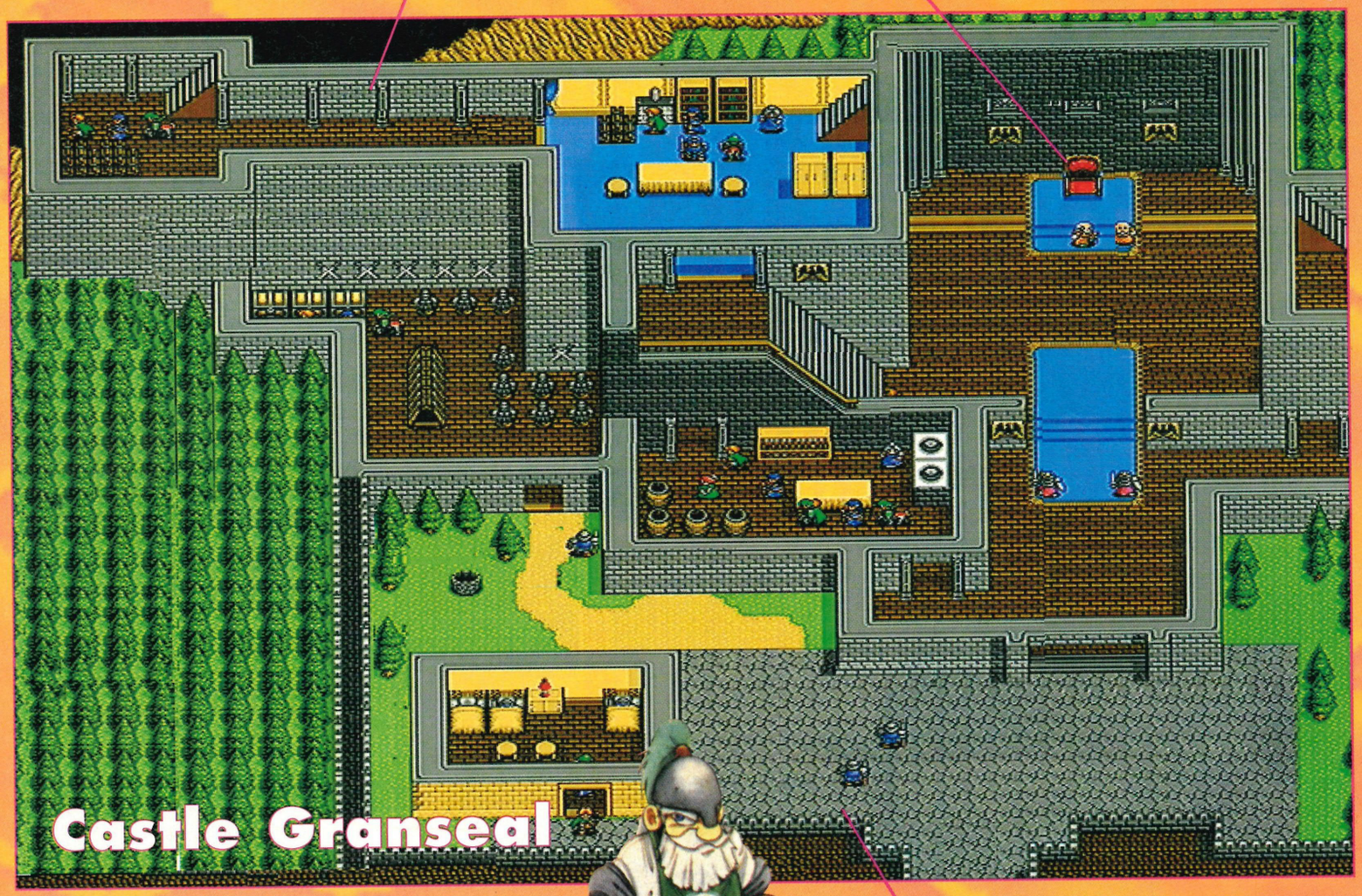
Cartridge supplied by:
ACCLAIM
Tel: (071) 344 5000

SUMMARY

GAME NAME: Maximum Carnage
TIME TO COMPLETE: 4 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Medium

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GRANSEAL ISLAND



SEGA XS has done many solutions in its illustrious history, but none have been as enormous as this! *Shining Force 2* finally proves size is everything. The long awaited sequel to the classic RPG, this game keeps your brain in top gear and your hands firmly glued to the joypad.

With a harrowing and intriguing plot, which twists like a python on a rollercoaster, your imagination will be rivetted by this cart. Games as complex as *Shining Force 2* deserve the best and most comprehensive gamesplaying guide in the business, which, thankfully, is where we step in. Check out the first section of the game and be ready for more of *Shining Force 2* in the next issue

MEGA DRIVE

SEGA ● BEAT-EM-UP

SHINING FORCE 2



Upstairs in the bedroom, you discover Sir Astral, Ellis the Princess, and the minister. They are gathered around the king, unsure what is wrong with him, as he lies, mumbling incoherently, in his bed.

SCHOOLS OUT

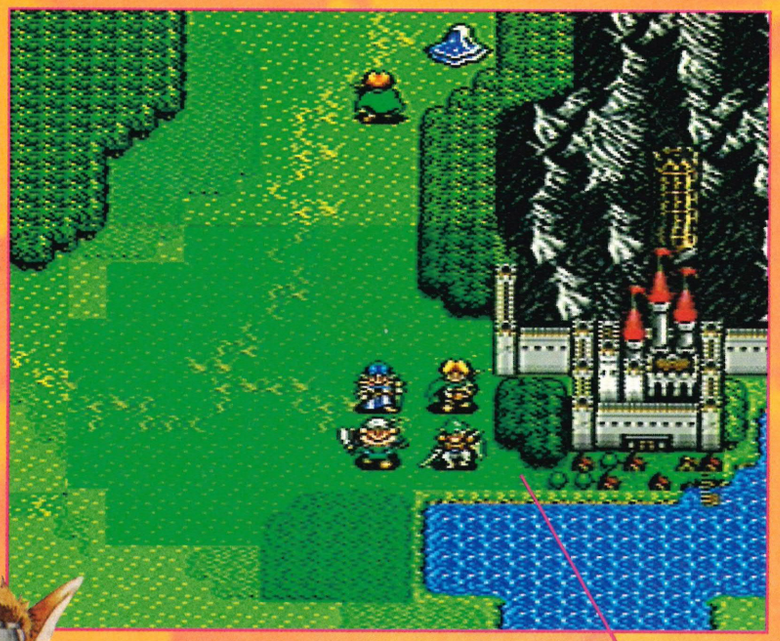
You begin your adventure as a young boy, preparing to go to school in your home kingdom of Granseal. Your mother tells you to hurry along to your lessons. Go to the school to meet Chester, a Centour, and Sarah, a young girl priest. Go upstairs to find your respected teacher, Sir Astral, a wise figure, respected throughout the land. He asks you if you heard the storm last night. He believes it was strange and supernatural.

Go downstairs and take a seat. Sir Astral follows you down the stairs to begin his lesson. He sees an empty seat. A pupil is missing. Before the lesson starts, a guard hurries through the door and asks Astral to accompany him to the castle. Chester turns to you and says he suspects the guard was not telling the truth and trouble is imminent.

Sarah wants to go to the castle to find out the truth. However, Chester believes you won't be allowed in. Undeterred, Sarah concocts a plan, and entices you to come along by saying you may meet the princess who is rarely seen but is apparently very beautiful.

Before leaving the school, investigate all the chests and vases. Pick up the medical herb you find, which can be used later when you are wounded in battle.

Go to the castle. Sarah does the talking. She tells the guards you've been summoned to the castle by Sir Astral to deliver something to him. Go upstairs to the royal bedroom. The King is in bed and Princess Ellis is by his bedside. The king seems to be unconscious. Sir Astral and the minister are also watching over the king. As you walk in, you're spotted. The minister presumes Sir Astral has summoned you, but Sir Astral merely grumbles and changes the subject. Sir Astral firmly believes the open door in the tower is linked to the King's sickness.



Once outside the village boundaries, you are in open country. It is here most of your battles with foul and ugly foes take place.

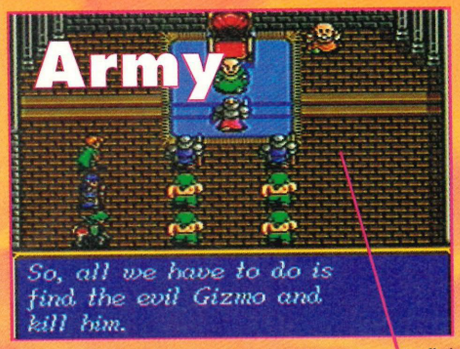


Every time a member of the force wins a fight, they receive gold coins. These gold coins can be either spent on bringing a defeated member of the Force back to life, or for purchasing an item or weapon at one of these handy shops.

If you ever wish to save the game simply go to the church and talk to the priest. Also go here to try and promote yourself or revive any members of the force defeated in battle. There is always a church in every village. Notice the school, your first destination, is to the right of this church.



Granseal Village



The minister instructs the troops to seek out the devil that fled from the castle and destroy it before it does any more harm.

materialises above an occult star, inscribed in the stone floor. The Gizmo is a devil. It has the ability to possess people. Astral confronts it, blocking its path every time it tries to move. It is trying to make it's way towards the king.

The devil first pauses and then multiplies, producing several similar devils to itself. You and your friends must fight your first battle here. The devils are not powerful but then again, at this stage, nor are you. Give the medical herb to anyone who sustains serious damage. Even if you win the fight, the main devil still escapes the tower, heading for the castle.



Whenever you spot a cave like this, enter it and usually you'll find an interesting clue to aid your progress later in the section.

A DEVIL FOR A KING

Run back to the castle, and the King's bedroom. The devil has beaten you and it's obvious it has possessed the king. The King is no longer unconscious and has moved to the Princess's bedroom to the right. He's ranting and so violent he strikes Sir Astral when he tries to calm him.

A little shaken and dazed, Sir Astral decides a spell is needed to exorcise the devil from the uncontrollable King. He performs the spell, and a flaming ball of magical power bursts from Astral's gifted hands and strikes the king firmly in the chest. The King tumbles and while he lies on the floor, the devil rises from his body and moves slowly out through the castle wall.

The King returns to his senses and cannot recall what has happened.

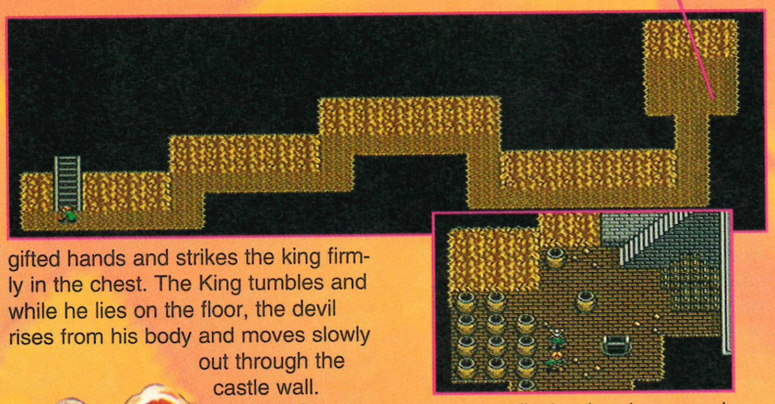
Astral is worried the devil has gone looking for another victim to possess.

TOWER OF TERROR

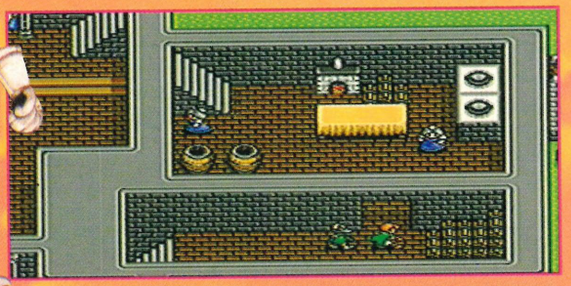
Astral pretends he called the kids to investigate the tower with him. Follow Sir Astral as he goes to the tower. You enter and see Sir Astral. Quite unexpectedly a Gizmo appears. It



This is an escape tunnel that leads from the prison to a cellar under the kitchen floor in Gallam Castle.

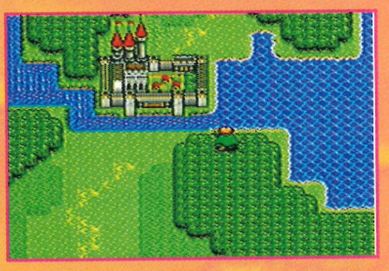


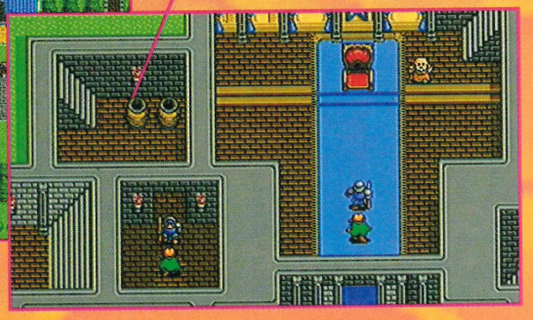






The possessed king of Gallam musters an army to go off, on false pretenses, to kill without mercy every living creature in Granseal — the swine!



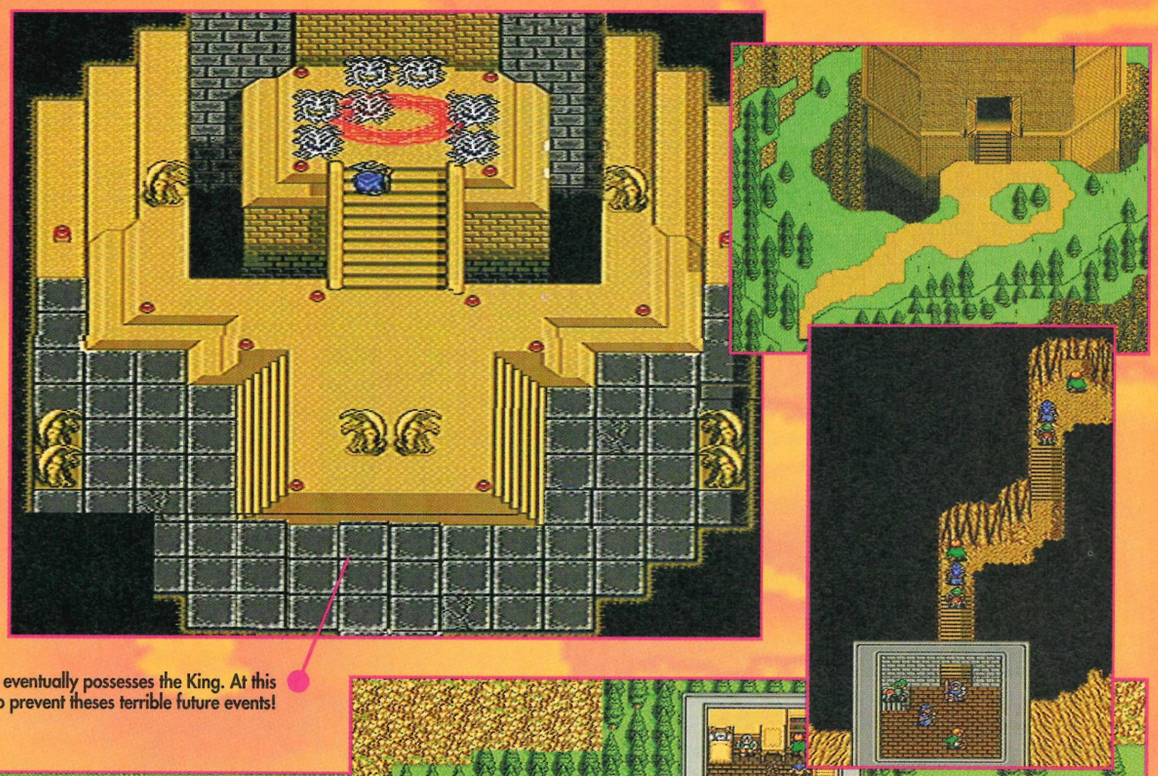


Always investigate barrels, vases, bookshelves and chests for goodies. You never know what you may find, in even the strangest of places.

He will need soldiers to go and locate the devil and kill it. Astral collapses in exhaustion from the ordeal.

The minister believes Astral is on his last legs and may not recover as he is very old. A troop of the King's soldiers are mustered together and sent to find and finish off the rampaging devil. As soon as the guard have departed, Astral awakens and realises sending the guard away on this hunt was the wrong thing to do.

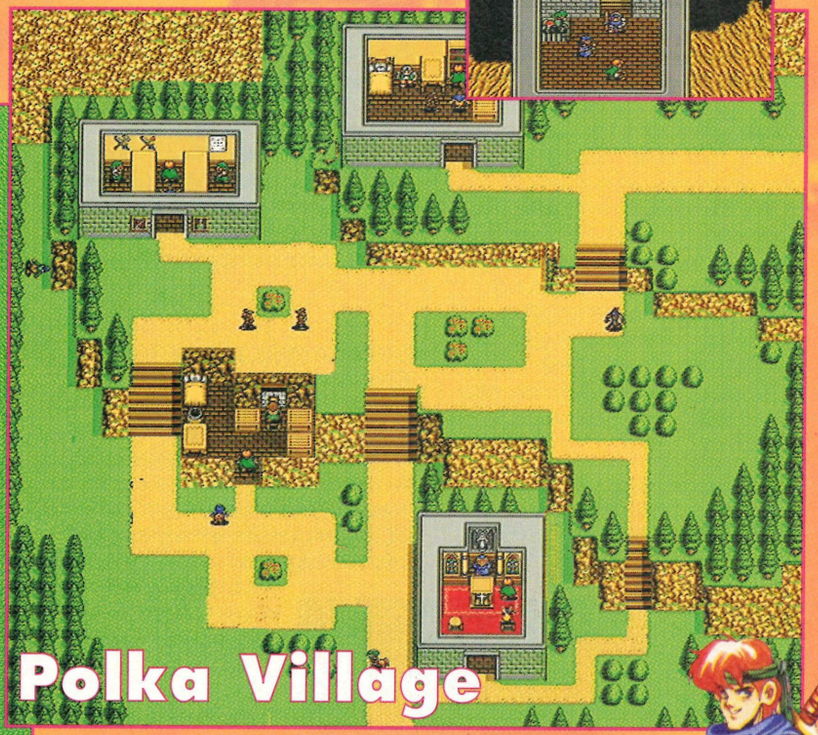
Astral detects an ill omen behind the opening of the tower where the devil appeared. He suggests someone should study the history of Granseal Island. You and your force did such a good job in your last battle you're nominated to go to Yeel and bring back Hawal (who is very knowledgeable of the island and can help).



This is where you discover a devil, which eventually possesses the King. At this stage there is nothing you can do to prevent theses terrible future events!



This is the village of Yeel, where you have the good fortune to discover the valuable Force member, Kazine. He'll come in useful at a later date.



IN SEARCH OF THE PAST

Leave the castle and head West to exit the kingdom. On the boundary of Granseal you meet Jaha the warrior. He is a large lad with a battle axe, which he knows how to use in a tight corner!

You are now in open country but this is no walk in the park. There are beasties from every corner on the attack and you must prepare for the first of many open air battles. Surround your enemy with the stronger characters and always heal wounds, through herbs or seeds bought at a shop before hand or through Sarah (an invaluable character in the force) who has a heal spell. Enemies include giant rats and blobs of projectile ooze. Go North West to a village between mountains when the fights have been won.



Kazine's master, Hawal, is being beaten by Gallam guards. They want his notes on the Ground Seal! This is very disturbing. It is becoming obvious that the Gallam kingdom is up to no good.



Kazine's Masters Home

You learn from a barman in Yeel that the town is a peaceful place, requiring no soldiers or rules. It seems, soldiers from the kingdom of Galem, have been this way too, also looking for Hawal. This seems odd, why would they want Hawal?

You eventually meet Kazin, the apprentice of Hawal. He takes you to Hawal's house by going North West. It seems the Galem soldiers are already there and are roughing Hawal up, demanding he give them the papers to Ground Seal.

As soon as the soldiers see you, they flee out the other door. Kazin is furious and confused. You explain that the Ground Seal has been opened and a disaster has taken place. Hawal is lying crumpled on the floor and coughs and splutters:

" Granseal island is lost...The tower is a sacred seal that confines a terrible devil. Two jewels were installed to complete the seal ..."

With these final words Hawal dies.

THE EVE OF WAR

Kazin, the mage, joins your force. Kazin encourages you to go to the ancient shrine. In Hawal's house you find an antidote and a Healing Drop. Leave the house and engage in battle with the Galam soldiers waiting outside. The Galam soldiers are led by Captain Lemon, a fearless fighter and stern opponent. Even if you win the battle you're kidnapped, taken away to Galam Castle and thrown in jail.

In jail you have time to think and talk. Sarah says the situation is impossible as Galam and Granseal are supposed to be allies, so why did they do this? There must be a cover up of some sort to do with the Ground Seal. You learn someone broke the seal by stealing the two jewels keeping the seal strong.

In the jail next door is Slade, a great thief. He listens with interest to your story of the jewels and the shrine. He tells you his friends were killed when he was brought here. It's then revealed Galam has plans to invade Granseal.

You decide to escape and return to Granseal for help. Slade is eager to help and says it's easy for him to escape as he's a skilled thief and picking locks is his business. He produces a length of wire and unlocks his cell door, before unlocking yours. Slade is helping to make amends, as he was the one who stole the jewels.



Tower Tunnels

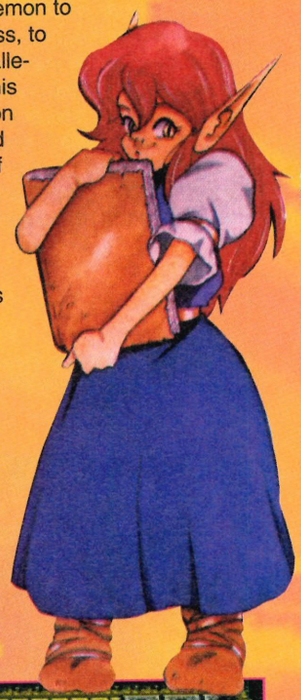
Slade is a thief with a good heart, as he steals only to help the poor and needy. However, all the trouble is down to him. It's his fault. Sarah throws him to the ground in rage. He admits it was him, but protests that he did not know about the Ground Seal and the devils.

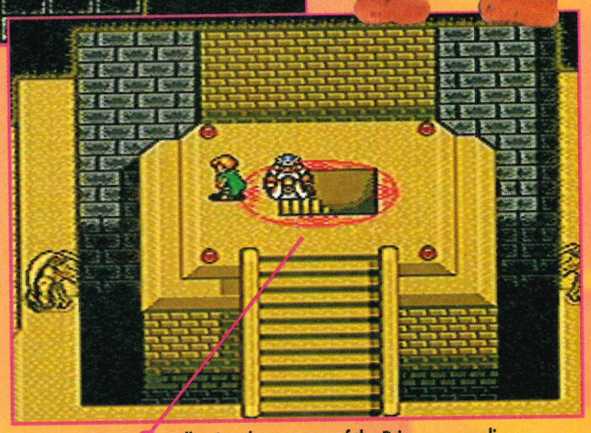
You decide to leave through the main door, but Slade goes back into your cell and removes a floor panel. It's a secret panel to the kitchens in the castle. You follow him.

Talk to a maid in the kitchen and she informs you the King has been arguing with Lemon. Go further upstairs to overhear the king. He's saying his messenger was killed and Granseal's people were the culprit. Retaliation is the only answer.

The troops are not happy about this. No one really believes Granseal would have done this but nobody wishes to question their King. Captain Lemon tries to rally the troops. The King instructs Lemon to be merciless, to prove his allegiance to his king. Lemon agrees and they set off to attack.

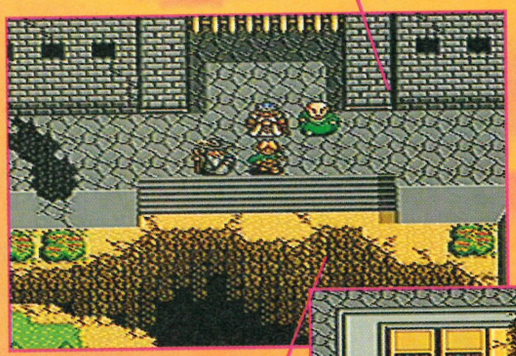
You move down the large stairs and are instantly





Following the screams of the Princess, you discover a secret door in the tower and a whole underground passage unfolds.

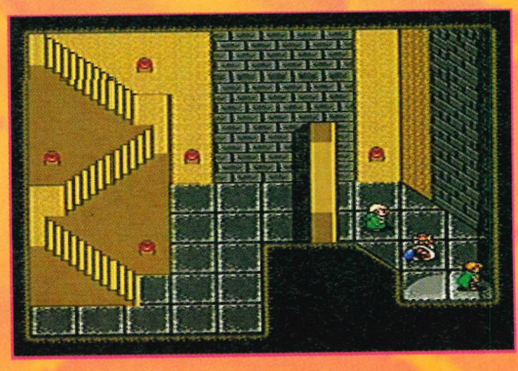
The earth is rocked by the evil King's misery, there is little anyone can do about this, so hold tight and be patient as help will soon arrive on the scene.

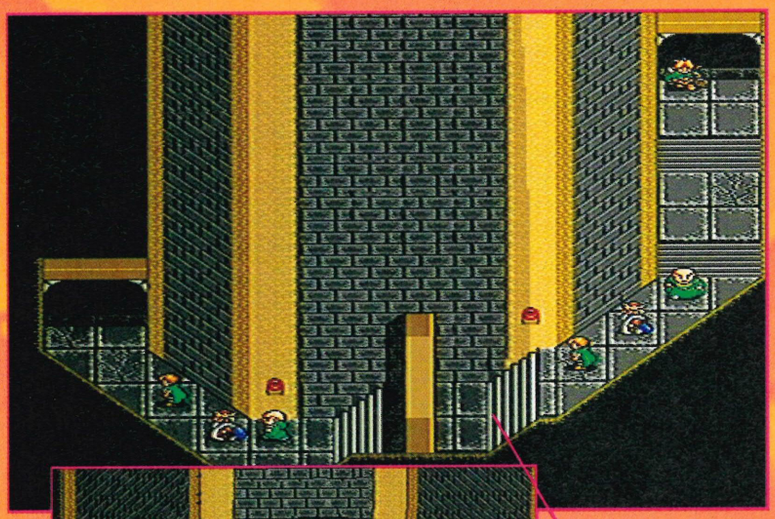


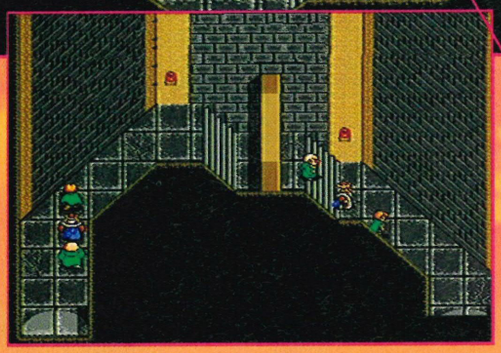
After the possessed king vanishes a terrible earthquake erupts all over Granseal and the buildings crumble to the ground. Time to get out of there pronto!



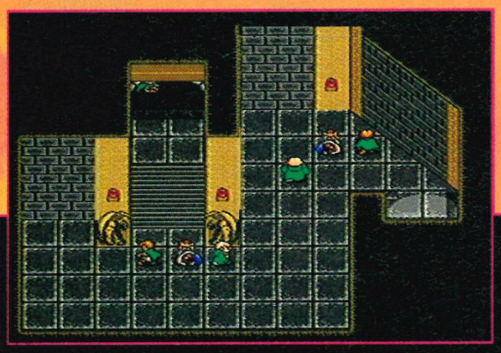
Earthquake

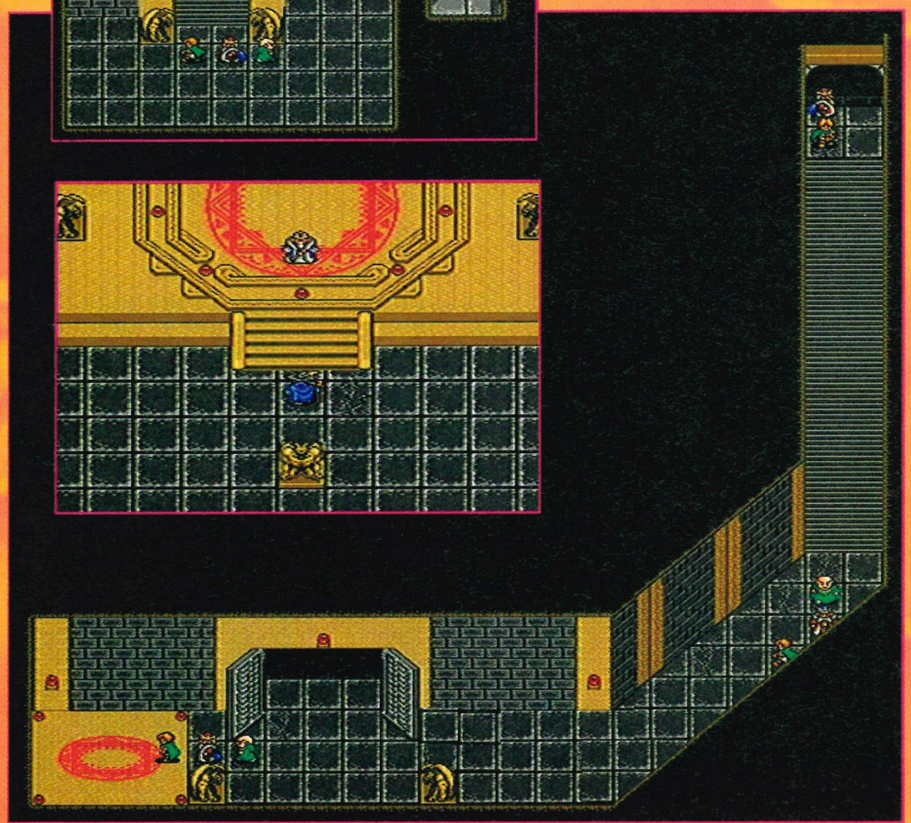






You have to traverse all these pathways before finally arriving at the main Ground Seal room where you will find the bad King and the helpless Princess.





behind a spear rack for cover, so it's hard to surround and attack them.

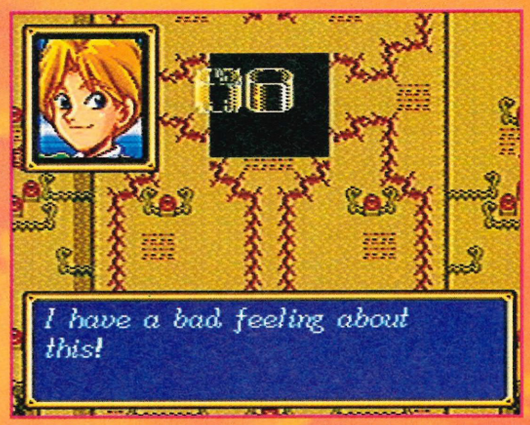
There is also a deadly Callam Knight to overcome, who has a terrible blaze attack, which showers you with fireballs. Defeat the Callam Knight to win the struggle. The Knight has one of the jewels you're looking for. It was given to him by the King Gallam, who has the other jewel. Slade takes the jewel off the Knight. It's the Jewel of Light. Slade gives the jewel to you. A sign you can trust the thief. He joins your forces. Oddly, the jewel suddenly fuses to your neck.

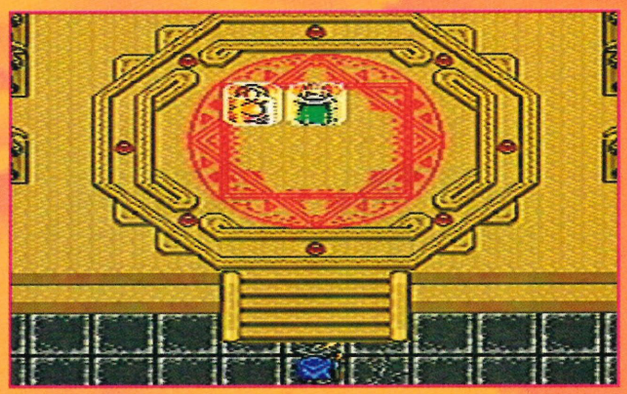
It's a good idea to go around the castle and talk to it's inhabitants. Most people believe the messenger was not killed by Granseal. Apparently the King changed when he heard the messenger had been murdered. His eyes were different. You may assume from this the King has become the latest victim of the devil you fought earlier and he is now possessed.

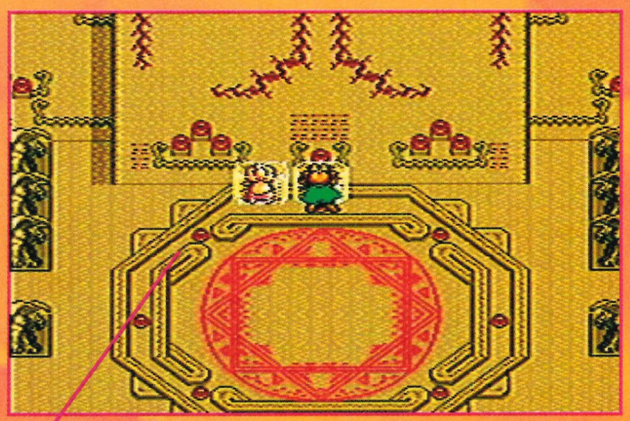
Leaving the castle you bump into some Gallam soldiers who are bemused by your presence. Slade thinks up a cunning lie, "We are delivering a package to the King Callam." he claims.

As clever as Slade is, the guard are not stupid and recognise the group as the spies from the prison. Once again you engage in battle. Don't take on the Callam Knights with any of the weaker characters. Use Jaha for most of the time as he is best suited to combat. There are also Callam Soldiers and a Dark Cleric to overcome. The Dark Cleric is a nuisance because he heals the wounded on his side just as you hack into them.

spotted by a guard. Engage in a fight within the castle to escape this situation. You're up against archers, who can hit you from two squares away. They are particularly dangerous as they hide







You make a leap for the jewel in the evil King's hands as he drifts away with his captive princess into the darkness of the netherworld.

WHATEVER POSSESSED THE KING?

When this battle is won, go to the village in front of the Castle Granseal. The first tragic sight you see is a dead guard on the ground. Go to an indoor zoo and a girl tells you how the guards destroyed all the cages and let the strange animals loose. Explore the village a bit more to discover one of these animals shivering in the corner of a room. The animal is called a Tort and joins your force. The Tort will later prove to be a proficient fighter.

When you eventually go into the castle there are a lot of dead guards scattered about the floor. Sir Astral is trying to reason with Captain Lemon. Lemon does not really wish to kill anyone, but he feels compelled to do it for the love of his King.

The King was deceiving Lemon about the attack from Granseal. It's common knowledge Granseal and Gallam have always been allies. Astral confirms that King Gallam is possessed by a devil. Lemon becomes confused, torn between his King's demands on him and common sense. Suddenly Princess Ellis is heard screaming for help.

Sir Astral convinces Lemon to go with him to the tower to see what is happening. You follow. It's hard to keep up with Lemon and his two guards.

You find Lemon at the door before the tower. He is lying on the ground, spluttering. It seems he is injured and close to death. Lemon's last words beg you to save the Princess. He now knows Sir Astral was right, and his King is indeed possessed by a devil. Lemon dies.

Go to the tower. There is a stand off between the devil and Sir Astral. They tussle and Sir Astral falls to the floor. However, he has momentarily paralysed the evil King and he shouts at the Princess to run for her life. She is stopped as the evil King summons a small army of beasts.

You now engage in a battle with the nasties, while Sir Astral ties to hold off the devil King. Watch out for the dark smoke bad guy, who is fairly powerful and may pick off weaker characters in a single attack. The evil King's goons fail (or if they don't, you should brush up on your fighting technique!).

Despite losing the fight, the evil King still refuses to let the Princess go. Evil King Gallam utters a magic spell and the minister and King Granseal are blown over. This is luckily not fatal but it's still a lethal warning.

GO TO HELL!

At this point King Gallam displays the missing jewel of evil. It opens the door to a terrible underworld. He tries it out and the ground quakes. A hole appears in the ground, the seal to another world has been broken!

Two transparent tubes are summoned from the dark hole and they envelope the Princess and the bad King. You make a dart for the jewel in the evil King's hands. He protests but you manage to grab it off him. The jewel strangely fuses to your neck, with the other one!

The King Gallam is furious but can do nothing as he plummets into the darkness of the evil netherworld with



THE CAST GOODIES

These are the good guys. Most are in your Shining Force, primarily serving as fighters, but some are just good hearted folks who are part and parcel of solving this massive adventure puzzle. Notice that when a character is promoted (when he becomes expert at fighting) he grows older in profile, from child to adult, for instance, the Phoenix is the promoted version here.


ASTRAL


CHESTER


DR. ROHDE


JAHA


KAZINE


LUKE


MAY


ODDLER


PETER


PHOENIX


SARAH


SLADE


TORT


VOLCANON


YOU

Boarding the Ship







To leave Granseal you must board the ship and travel across seas to Parmecia. When you reach Parmecia dismantle the ship for timber to build a village.

the Princess in toe. The two jewels merge together on your neck. Astral suggests the jewels are the key to solving the problem of the broken seal.

Another earthquake erupts, no doubt the doing of the possessed King in his newly discovered dark domain. The King Granseal is understandably very upset because his daughter has been snatched, and you have to drag him away from the scene. The earthquake gets increasingly violent.

As you flee from the crumbling tower and run out of the castle, you are greeted by two guards who have not yet fled. They tell you chasms are appearing in the ground. Everybody is on the ship to avoid falling into these gaping holes. With a tragic and cruel twist of fate, the two guards who waited for you are swallowed up. You board the ship, found to the right, and make way to Parmecia, the mainland of this strange world.

STRANGERS IN A STRANGE LAND

The King is still upset and does not want to leave Granseal, where his daughter is trapped. However, the survivors sail across the vast ocean in search of Parmecia.

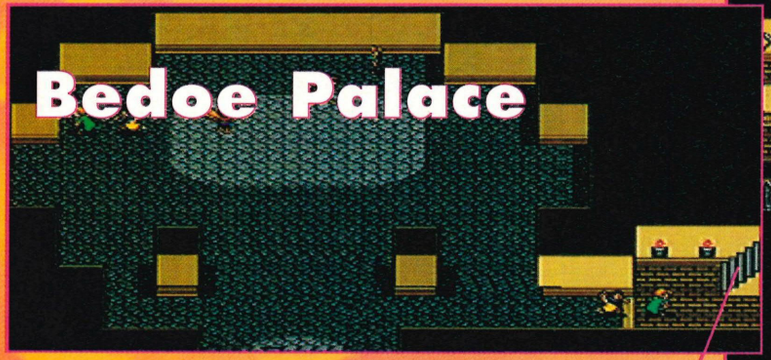
The Tort is the first to spot the mainland. Astral tells the captain to land anywhere. The ship crashes on a beach and no one is hurt. Everybody unites in taking the ship apart plank by wooden plank. Jaha, being the clumsy oaf he is, falls overboard trying to pull up a floor board. Still, no harm done. As you dismantle the boat, a shiphand runs back onto the ship saying his friend is in trouble at the North Cliff. Could you help?

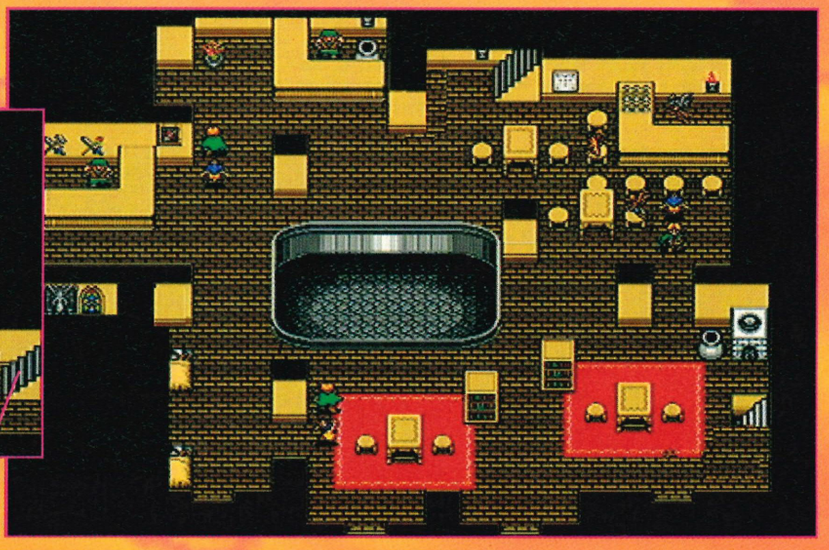
You will be given the option to help. Always agree. A battle commences with the island's blood-thirsty forest dwellers. After a big bust up with these guys, go North to see a man next to a cliff. Surround the wounded man. He says a big rock fell on him, but mysteriously there are no big rocks around. To the right is a tunnel blocked by a rock slide. You wonder if there is treasure inside but for now there is nothing you can do.

The sailor suggests you all return to the ship. The ship has now been totally stripped and there is a small village nearby which has been erected from the scavenged ship parts. It's very humble compared to the original Granseal, but for now you must call it home.

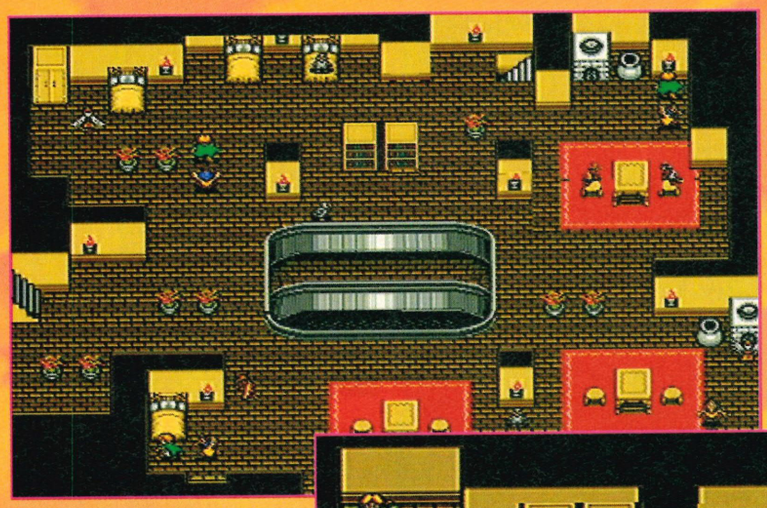
PARMECIA

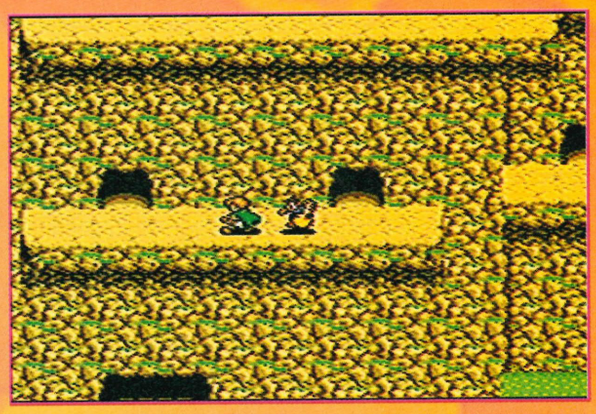
Bedoe Palace



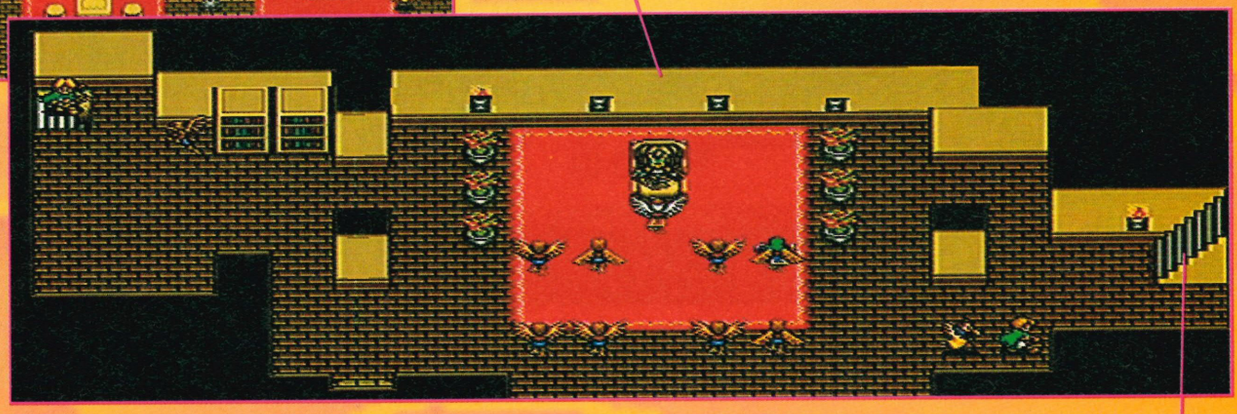


Go up stairs to the top to talk to the Bird King and then Volcanon himself. On the way, gather information from the birdmen.





The Bird King discusses matters with his troops after an exhausting battle with a band of devils.



Go up these stairs and you will be on your way to see the great God Volcanon himself. Scary or what!

THE VOLCANO GOD

One year passes. The town is coming on nicely but trading is needed with other towns. The King is still a broken man, repeating his belief Princess Elis is alive. He wishes to return to Granseal to find her. He wants you to get him a boat. For now, however, try not to worry too much about the king. Leave the new Palace and enter the town. Some children are making fun of a strange dumpy bird that has wandered into the area. The bird talks and seems annoyed the kids are poking fun at it. The minister spots what is going on and intervenes, inviting the bird into the castle as a welcome guest.

Follow them to the castle where the minister is chatting to the animal in a friendly manner. The bird introduces itself as Peter the Phoenix. Peter serves a God called Volcanon. Volcanon created the Earth and, as long as he watches over, peace will always reign. Peter agrees to Astral's request to see his master. The King and the minister stop Sir Astral from going, as he is needed at the castle. In his place, Shining Force, your army, must go to Mount Volcano in the East to meet this God.

On the way to the Volcano there are many hazards to overcome. You're set upon by the usual enemies, as well as deadly vampire bats with the ability to use blaze attacks to destroy your forces.

Up to 15 points can be lost in one of these attacks. Peter, who is not yet under your control, is very powerful and really knows how to fight. The witches are now armed with freeze spells which rip into your all-important energy. Use the weaker characters to heal the stronger ones, always ensuring they have healing herbs and drops (which you can purchase in the village shops).

DON'T BE SHY!

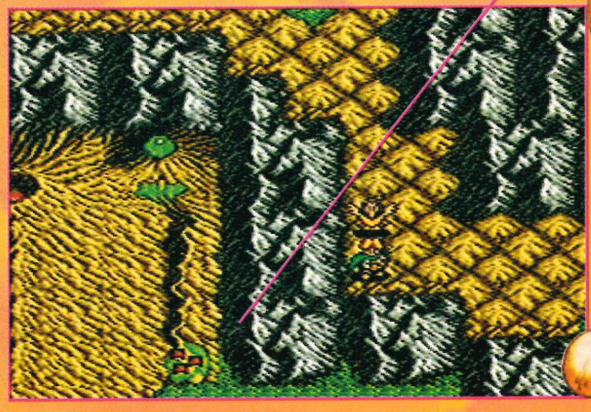
You will reach the destination of Ribble before you reach the volcano. This is a quaint little village, where the people are shy and hide from you. They mistrust visitors, especially those who have come from another country. They believe you have come to conquer.



Finding the Volcano may be difficult. Look for the river, and then go down to the riverbank, near the rock, and you will see a gap in the rock, leading to a cave. This is the route to take.

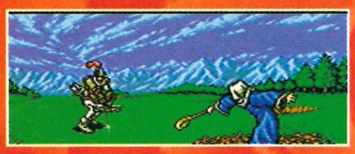


The volcano itself has little to do with anything at this point. Go to the village at its base and this will lead you in turn to Bedoe and Volcanon.



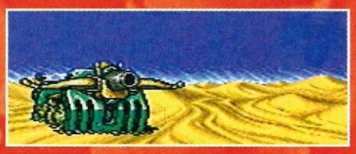
THE CAST BADDIES

Apart from the good cleric in the bottom right corner, all of this horrible lot will try and reduce your Shining Force to a pile of bones. The good cleric is there as a reminder that if one of these vulgar villains does decapitate you in battle, then your block can be put back on with a bit of his divine help. He is a dab hand at bringing souls back form the other side. Amongst the usual axe wielding brutes there are some more diverse baddies, such as archers, who can shoot you from a distance of two squares, and Dark clerics, who heal the wounds of their own. Remember in battle, surround your foe with strong fighting characters.


ARCHER

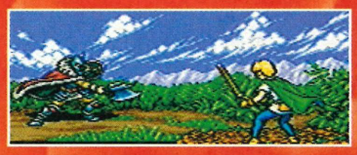

ARCHER DWARF


ARCHER ON ROCKS


ARROW LAUNCHER


SUPER BADDIE


DARK CLERIC


DARK KNIGHT


DWARF


INSANE DWARF


VIOLENT DWARF


GALLUM KNIGHT

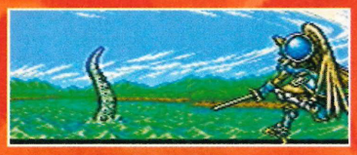

GARGOYLE


GIANT RAT


GIZMO (DEVIL)

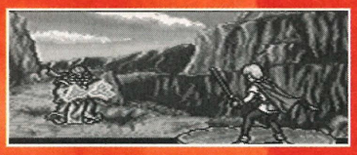

HOBGOBLIN


KRAKEN


KRAKEN LEG


MAGE


OOZE


SLY BADDIE


TAROS


LEMON


VAMPIRE BAT


FIRE VAMPIRE

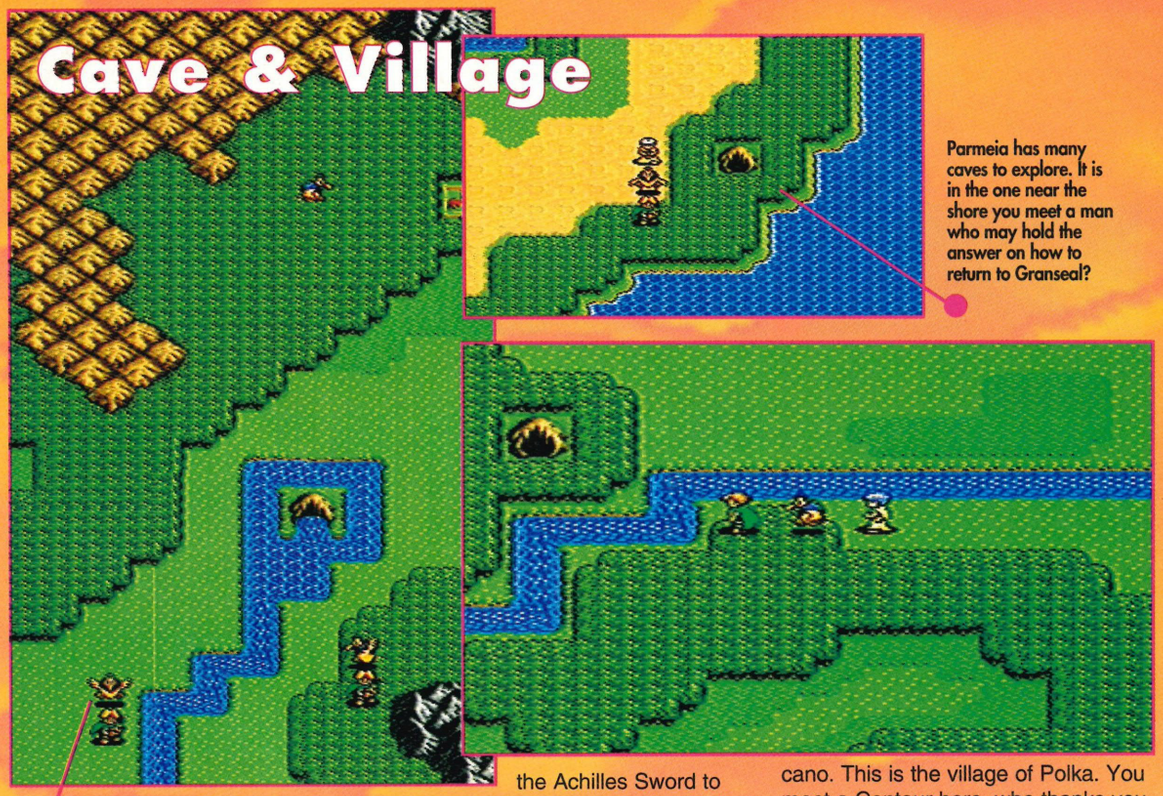

WITCH


SPITEFUL WITCH


ZOMBIE


CLERIC

Cave & Village



Parmeia has many caves to explore. It is in the one near the shore you meet a man who may hold the answer on how to return to Granseal?

Just look at the size of that helmet, not a character to go around picking on.

However, one door is open. It's the mayor's house. Peter talks to the mayor. Luckily Peter is a legend in these parts. All the doors are open after Peter convinces the mayor you're friendly. You meet May the Ranger in this town and she joins the force. She is a real asset in battle because she can attack diagonally and from two squares away, armed with her bow. Use her to compound attacks.

Investigate the houses. One house to the right of the centre tree has a bookshelf in it. Investigate to find a diary belonging to a character called Kasseran. It reads: "I spent another day searching for it...I'll never give up. I'll find the caravan, even if I have to travel all over the continent. I need the Achilles Sword to defeat the giant Torsos in the shrine."

There are ancient ruins beneath Ribble and there is rumoured to be a door to it somewhere in the village. The tree has a hole in it that requires something to be inserted. The answer to these riddles of Ribble are disclosed at a later date, so onto your primary mission — the volcano.

NO DANCING IN POLKA!

To reach the Volcano pass through a dark cave. The entrance is in a mountain range near the river. Your only means of vision in the cave is a small spotlight directly over the character being used. As soon as you enter the cave a hobgoblin, a witch and a bat attack. Keep your characters fairly close together in the attack so you do not lose sight of the area.

When you win the battle, exit at the bottom-left corner of the cave. Before leaving the cave open the two chests to the left and to the right. One of them gives you a silver tank.

When you emerge into the light, go to the village at the base of the volcano. This is the village of Polka. You meet a Centaur here, who thanks you for killing the bad guys in the cave. They can now use it too access the wilderness beyond. There are also friendly beastmen dwelling here.

There is an old man helpless on the floor to the right of the village. He asks you to push him. He will call you a wimp, before laughing and turning into a small fairy, saying he was testing you. The fairy flies off. Do not concern yourself about this for now.

There is a weapon maker under the stone platform where the mayor has his house. This is odd. Why would a peaceful town want a weapon maker? There are some excellent weapons on sale in Polka and it's a good opportunity to upgrade your sword.

Suddenly, there is a small eruption and a boy staggers into the village, from the mountains. A beastman looks at the boy and says he is seriously injured. The boy's eyes are damaged and he's weak. He may not even survive the night. Nobody really knows anything about him but the mayor makes a bed for him in his house.

Go right of the village to the base of a tall mountain. Peter spots some evil villains on a higher plateaux, looking for something under the ground. The ground is littered with craters and it's obvious there has been a fierce battle here, involving the Birdmen of Bedoe, who live on top of the mountain.

A hobgoblin sees you and you engage in a fight. Beware of Death Monks, who can heal the wounds you inflict, while also dealing out some pretty lethal blows of their own.

It becomes apparent the devils want you personally, because of the jewels fused to your neck, but pay no heed and battle on. If all goes well, continue up the mountain.

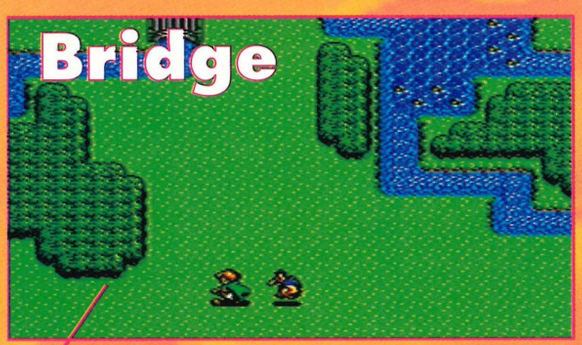
VOLCANON GETS IN A FLAP!

You are in Bedoe, a place only for birdmen. The birdmen welcome Peter back, and tell him Volcanon is waiting. It becomes apparent the birdmen have recently been in a fight with a band of devils who tried to invade Bedoe. The stronger devils broke through the sacred barrier but Volcanon defeated them.

You inform the birdmen you have just emerged from a battle with devils on the mountain. Some birdmen act on this information and check the area you have come from, in case there are any devils still around. They decide to check Polka village also.



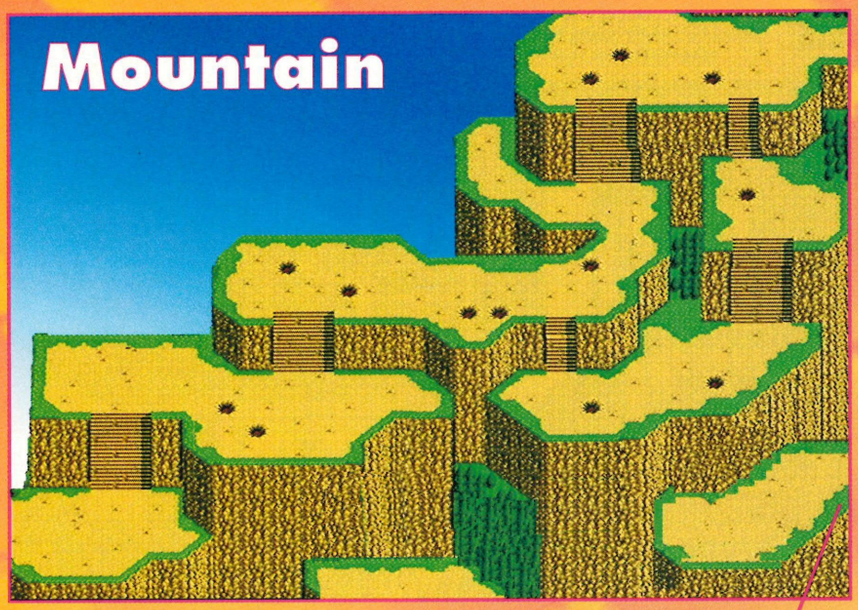
Bridge



Parmecia is a massive place to roam around in. The trouble is, if you wander around for a long time without visiting a village, you will be sprung upon by a hoard of bad guys.

EXPERIENCE

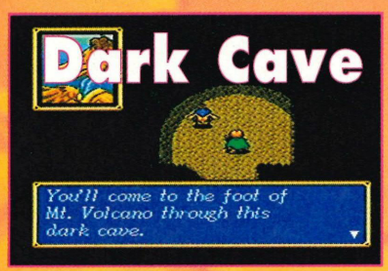
Soon after reaching level 20 in experience, you can promote yourself and others in your Shining Force. This will make them more powerful and will change boys into men!



This mountain is the route to the palace of Bedoe where the birdmen live. It looks as if there has been a fierce battle fought here recently. Shining Force will have to fight a small battle here as well it would seem, as a bunch of nasty crones, sent by the the devils, spot you and try to overpower you.

Work your way up the tall Palace of Bedoe and talk to the birdmen. They are surprised the devils even tried to have a go at the mighty Volcanon when it's obvious they would lose. You soon reach the Throne Room, where you're introduced to the King. He tells you Volcanon's in a bad mood and wants to see Peter.

Volcanon is particularly mad with people from Granseal, who he blames for breaking the seal in the first place, and letting Zeon, King of the Devils free to bring havoc on the world. The King of the Birdmen at first thinks it unwise for a Granseal person to talk to Volcanon but believes it may be the only chance to smooth things over.





These are the caves that precede reaching the volcano. The only available light is a spotlight that highlights the immediate area around the character in play. It gets confusing in battle.

Before you go to see the King you meet Luke, a plucky character who knows Sir Astral, as he was once asked to be a messenger for Volcanon. Luke is impressed you're a pupil of Astral. While in this room you hear one of the greater devils, Creed, escaped from the fight and may try and regain strength unless he is caught at his dwelling in a place called Devil's Tail.

Peter decides to lead the way to the great God himself. You go up a flight of stairs and eventually arrive in a building where two birdmen are on guard.

You enter the temple and arrive before a truly massive black bird of prey, Volcanon himself. The King was right, he's very angry. When he hears you are from Granseal, the earth quakes with his fiery temper. Volcanon says he cannot forgive Granseal people for letting Zeon out.

He has been trying to protect ground people but he says it's no longer his problem and from now on his protection ceases. You must face the devils on your own! Volcanon does not care if all the humans get annihilated.

However, Volcanon does feel he's not beyond giving out some advice, however vague it sounds at first. He says; "Believe in the power of the jewel, it belongs to both the light and the dark. When the light and darkness are as one, it shows its true power!"

Peter is surprised Volcanon is so cold-hearted. He has not seen him like this before. Peter decides to officially join the force and be under your control. On your way out, make sure you talk to all the birdmen. Volcanon can apparently revive any dead being, one birdman tells you. This may become useful at some later stage.

The King of Bedoe is impressed by your resolve to solve this titanic problem and tells you to find Creed the devil. He may give you some useful information. Travel along the river to get to Creed's mansion. The King of Bedoe instructs Luke to tell the mayor to make a raft for your journey.

BETTER THE DEVIL YOU KNOW!

Make your way down the mountain, back to the village. When you arrive, Luke and the two birdmen that were patrolling are in an uncomfortable confrontation with some tough-looking goblins. The birdmen are slaughtered and Luke is wounded.

You and the Shining Force are all that stands against the enemy. They demand you hand over the blind boy that stumbled into Polka earlier. You must refuse to give him up, and fight these goblins until they are beaten. A beastman in the village decides to join in the fight to protect Oddler, the boy.

After the fight, Luke comes around, a little dazed, but not badly hurt. He came down to tell the mayor to make a raft and found Polka under the control of devils. Luke decides to join the Force and so does Gerhalt the Wolfman.

He is the only villager eager to



This tree may confound you! What is its secret? How can you get to the ancient ruins under Ribble? Find out soon!

New Kingdom



The new kingdom, built from the boat, is not a touch on the old one, but it's better than nothing. The king seems very unhappy, and is missing his stolen daughter.



At this stage, you might be feeling a little overwhelmed by the immensity of it all, perhaps it's worth saving the game, going down the pub and coming back later refreshed and ready to fight (Oi! Get back to worked or your sacked! -Ed).

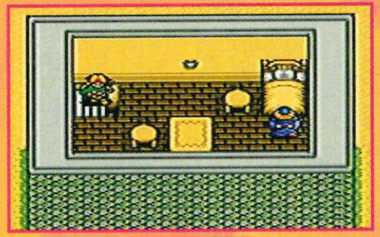
A dumpy yellow bird wanders into the village (New Granseal). This is no chicken however, and will soon be know as Peter, your companion and eventually, a member of the Force.

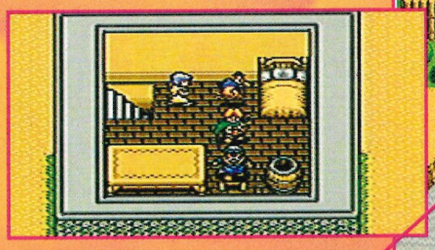
fight. If you go to the mayors house you see the boy is up and about and obviously feeling much better. In contrast, the mayor is a gibbering wreck in the corner of the room, rambling about devils and being possessed. He sees you and slowly calms down.

Luke tells the mayor to make a raft for the Force. The mayor gives you the village raft rather than bother making another! Go to the river and take the blind boy with you.

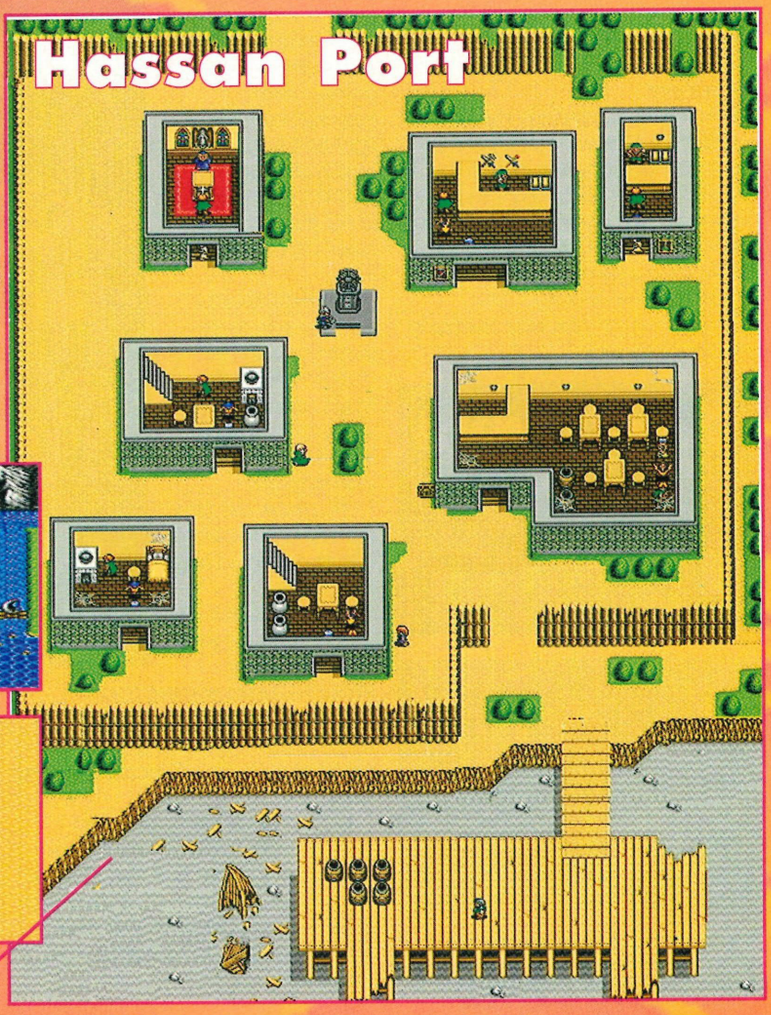
Follow the river left before meeting a mighty sea beast called the Kraken. It's an oversized octopus and attacks the raft from every angle with large tentacles. Tackle these tentacles one by one in order to defeat the creature. In this fight all the flightless characters are restricted to the confined space of the raft and,



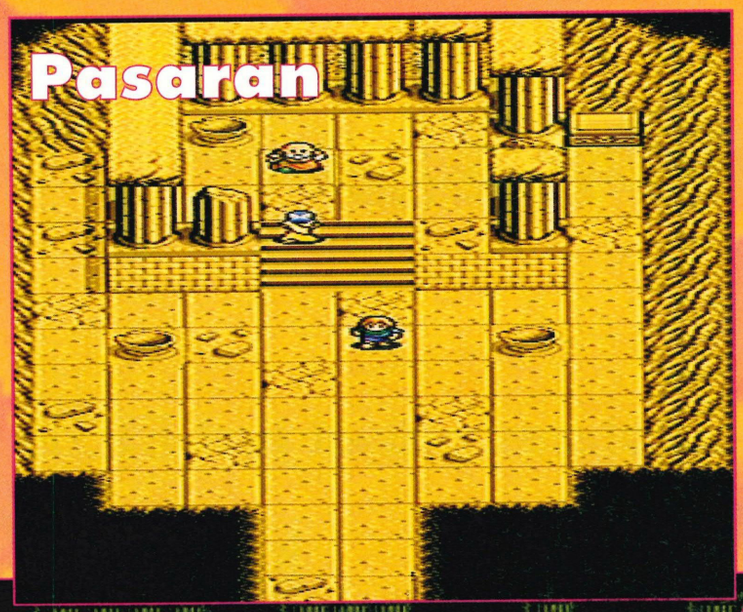


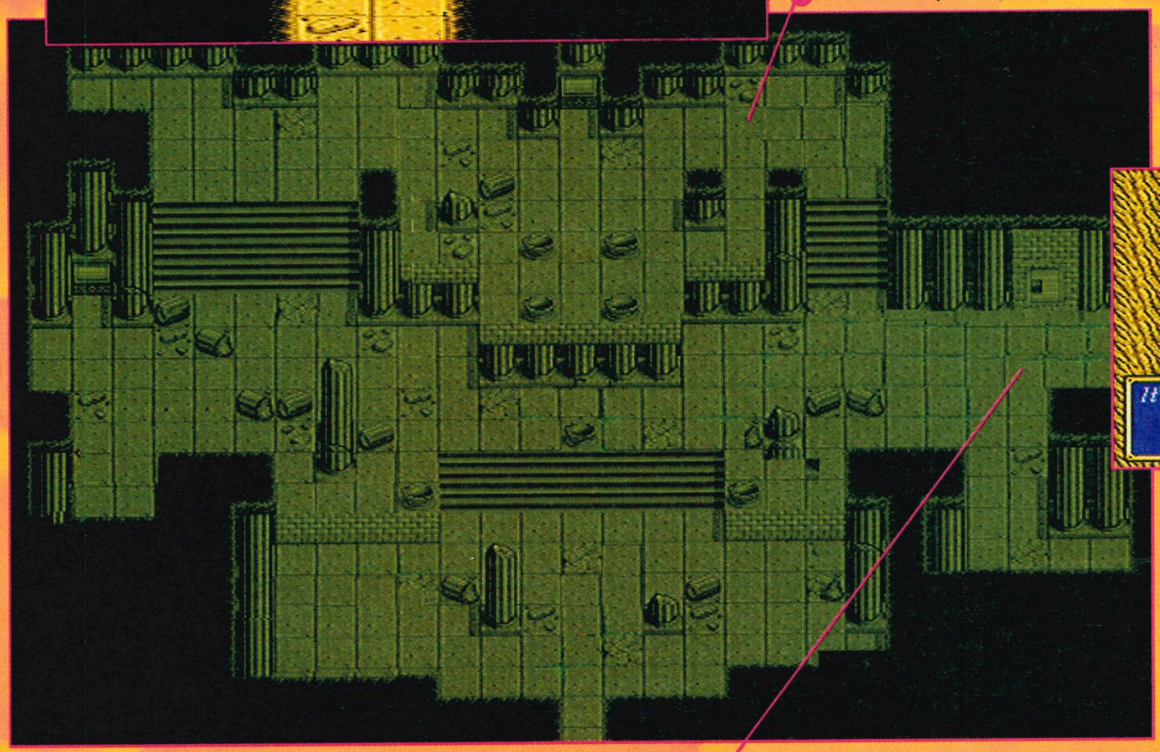


Hassan Port



Hassan is a dry and doomed trading port. If only there was water in the river here.





Don't be frightened of the gloomy passages, there's absolutely nothing to be scared of.

This entrance will not budge. It's the entrance to a tunnel to Granseal. To open it would require the Skyorb. However, investigate the chests to pick up some new items. This place is in the cave with the pentagraphs, but can only be accessed with the help of Pasaran.

although Luke has the power of moving anywhere, he's very weak. Use Peter for most of the attack, as he can fly and is a powerful fighter.

PORT OF CALL

You will soon arrive at a blockage in the river. Step off the raft to the right to enter the port of Hassan. Unfortunately Hassan is dried up and has seen no trade for a long time. A good deal of the buildings are derelict and nothing occupies them other than cobwebs.

Upstairs in one house is a monk who claims he may be related to you as his ancestors came from Granseal. Apparently they came to Parmecia to chase a soldier called Max. They split into two groups. One went back to Granseal by way of the Devil's Tail. Max probably went back to Granseal as he was never found in Parmcia.

In another house you find Dr Rohde. He's an eccentric and does not talk to anyone unless they have a topic of interest to him, such as history. At this point you are not able to talk to him, but things change at a later date.

UP PASARAN'S PASSAGE

Go to a cave to the far right or South East of the island. Here there is a man who mistakes you for someone called Petro who has stolen a Sky Orb. When he realises his mistake, he tells you an ancient stone, in his family for generations, has been stolen by Petro.

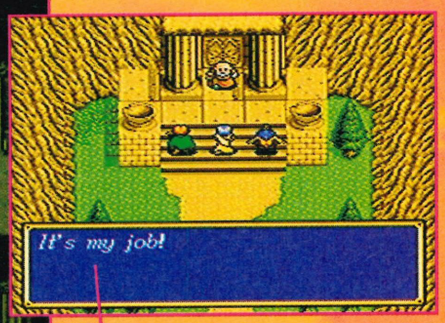
Petro is one of his grandsons, while his other grandson is with him in the cave. Petro apparently went to Granseal Island to operate an ancient vehicle called the Nasca ship. Talk to the grandson, standing nearby. He continues the story and says his grandfather had found out his ancestors could fly.

Open the chest in the corner of the room to find a steel sword. Talk to the old man some more. He says he came here looking for treasure and found the Sky Orb. He also discovered how to use the ancient tunnels. Most of the tunnels are useless except the one to Granseal. He agrees to take you through the tunnel.

To find this ancient passage go to the cave containing a smaller shrine. It's the cave nestled in a fork in the river. Pasaran leads you up between the pillars in the shrine and reads the pentagraphs, which mysteriously say, "Row…Sham…Bow."

A door suddenly opens. Enter the hall leading to the ancient tunnel. First you must fight off some beasties guarding the hall. Once they're dispatched Pasaran tries to open the tunnel door to the right; unfortunately it's closed. Petro, his grandson must have closed it. Your only hope is to find Petro and the Orb to open the door.

If you go back to Bedoe, the King tells you something strange has happened in North Parmecia. There was a strange cloud. Goddess Mitula lives on the northside of Tristan through the mountains. The people in Tristan are kind, but weak.



Passarans job is opening doors. It must be a hard life! The irony is, he can't even do that very well...



Continued next issue!

You have now come a long way from the small school in your humble village in Granseal and have become entangled in a devilishly complicated problem, effecting the whole world as you know it.
What is the meaning of jewels fused to your neck? Where is Creed, and will an X-devil help you to defeat his own kind? Just who is Oddler and why is he valuable? These dilemmas and many more will be solved for you in the very next issue of SEGA XS. Until then — happy adventuring!

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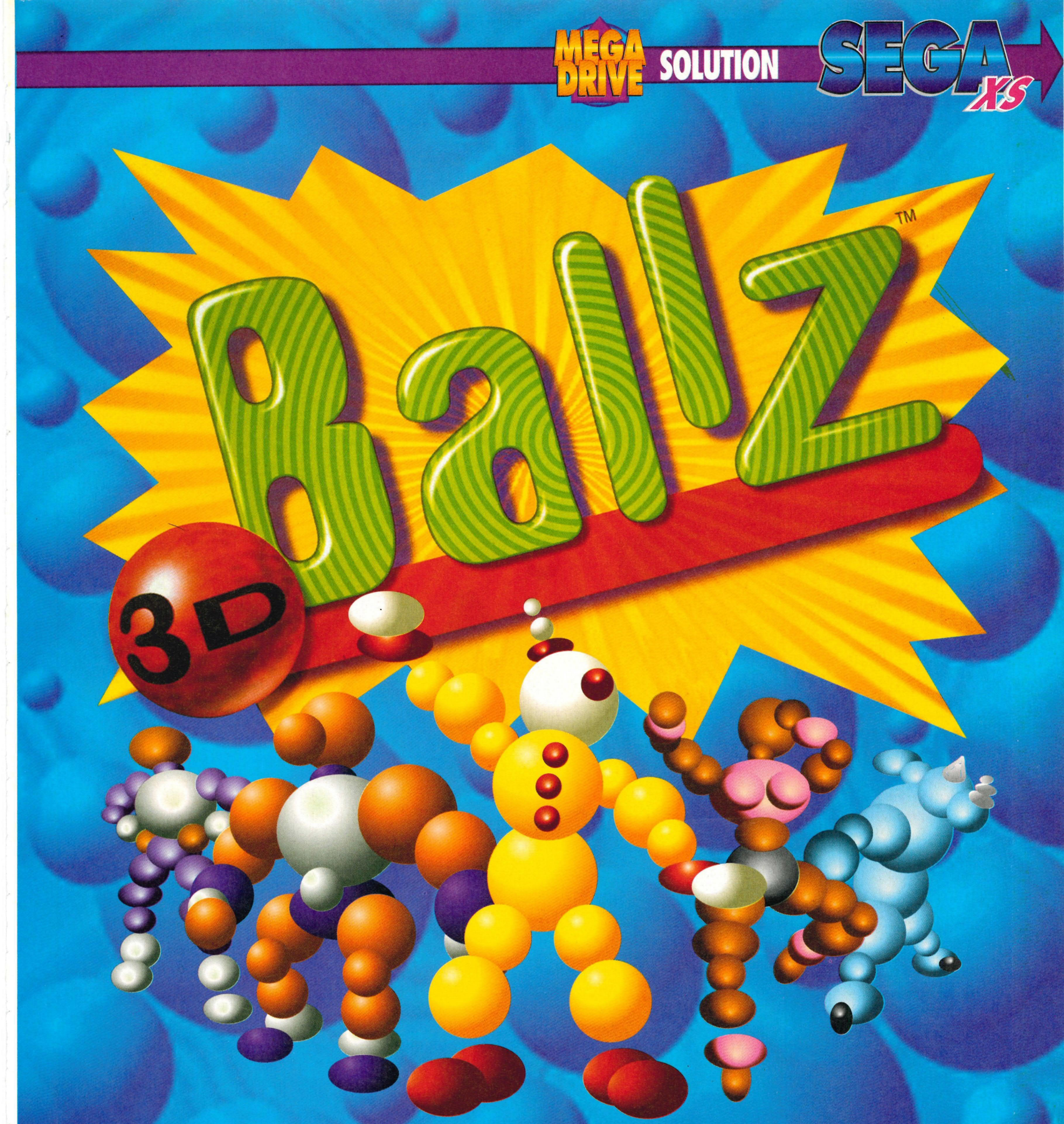
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The latest fight game to hit the market comes courtesy of Accolade and is aptly entitled Ballz. The Ballz in question are the objects that go together to make up the eight 3-Dimensional characters fighting to the death in the ultimate spherical combat challenge. Not wishing to miss out on this new fighting game twist, the rather rotund (thanks to their excessive beer drinking) chaps at SEGA XS have put together yet another top class players' guide for all you lucky people out there. Remember, when it comes to the best solutions you can't beat the best gamesplayers here at SEGA XS!

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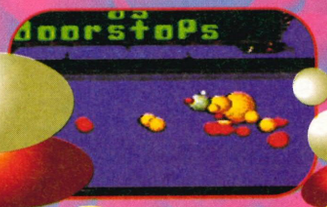
Suspended Spin

Press the B button when close in to your opponent.



Telescoping Arms

Press Down + A + B at the same time.



Left Hand stand Kick

Press Left, Left and the B button.



Self Destruct

Right, Down, Left, Up and A.



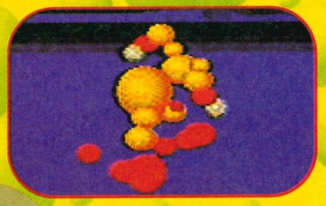
Grapple Boot

Press A repeatedly when close in to your opponent.



Bowl Head

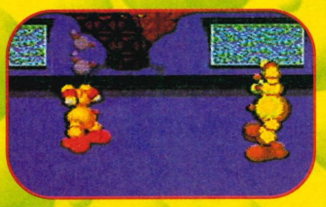
Away from your opponent then towards and B.





Jack-in-the-Box head

Press Up and A at the same time.



Throw Head

Away from your opponent then towards and A.



Fighting Style

Boomer is quite a slow and clumsy fighter who has a lot of power in reserve and likes to lull you into a false sense of security by making a slow start. He has awesome special moves like the Self Destruct attack and he can hit opponents without coming into their range with projectiles. Boomer is also very good in a grapple, so you must make sure you're not fooled by his clown-like appearance.



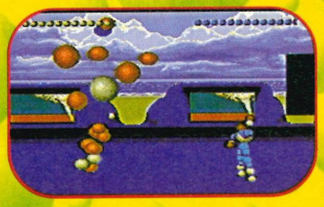
Play Vs Boomer

To play against Boomer you must go at him right from the start as he's a slow beginner. Then it's wiser to move back more and go at him in quick sharp bursts. If he stands still for a moment you know he is about to explode or throw a projectile in your direction, get on the defensive until he starts to come forward towards the end of the bout. He leaves himself open to attacks from the air but these attacks must be well timed before he self-destructs or prepares a Handstand Kick.

BOOMER

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Cyclone
Right, Down, Left, Up and A.



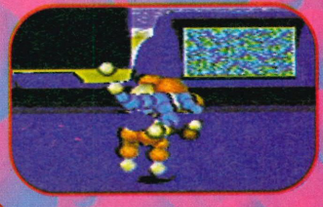
Charge
Press the D-Pad Towards your opponent 3 times.



Cannonball
Press the C button then Down and A together.



Bruising grapple
Press the A button repeatedly in close to your opponent.

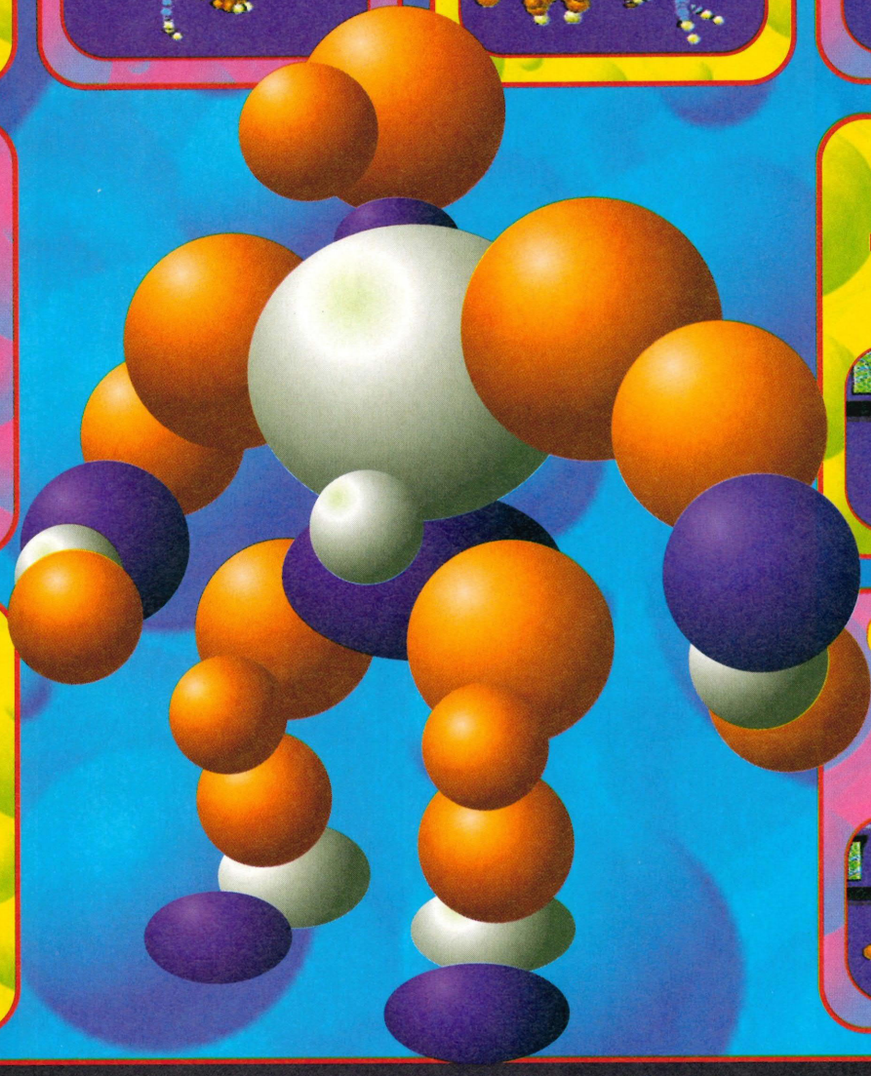


Tornado
Towards your opponent then away and towards.



Slide Tackle
Down, Down, and B.





Spinning bodyslam
Press the B button when in close to your opponent.



Cartwheel attack
Left, Left and B or Right, Right and B.



Fighting Style

Bruiser is a very physical and strong fighter who is speedy for his size. He's very much a hands-on type of fighter, and, as a wrestler, is one of the best grappler's in the game, as well as one of the best throwers. However, he's quite vulnerable to low kicks and some aerial attacks, although, if you give him too much room, he transforms into a Cyclone or a Tornado and saps up your energy.



Play Vs Bruiser

You don't want to give Bruiser too much room but then a again you shouldn't attempt to get in close unless his energy is low. Hit him with low attacks to start off, and guard your own energy with defensive movements. If your character can throw projectiles, do so in the first half of the bout before going in a little closer to hit him with distance punches and low kicks. Only go in for a grapple with Bruiser if he is fatigued or showing signs of flagging.

BRUISER

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Jumping Head Butt

Left, Down then A or Right, Down and A.



Underhand Horn Throw

Away from your opponent then towards then A.



Head Toss

Press the B button when close in to your opponent.



Rumble charge

Up, Down and Up.



Wind Up Punch

Away, Away and A.



Crushing Grapple

Press the A button repeatedly when close in on your opponent.



Ground slam

Up, Down and A.



Head Lunge

Towards, Towards and A.



Fighting Style

Crusher is perhaps the strongest of the fighters in the game but he can be a bit slow to react if you hound him right from the beginning. His most dangerous moves are at close quarters, when he uses his detachable horn in throws and close up in head butts and tosses. Again he is very good in the grapple but, if you are one of the quicker characters like Divine or Kronk, he finds it hard to pin you down. Watch out for his powerful throws and quick Rhino -like charges.



Play Vs Crusher

Crusher is big and bulky like the Rhino he resembles. His charges are swift and powerful, while his throws are big and energy-draining. To stand any chance of beating him, it's best to approach him quickly and hit him with combinations of low kicks and normal kicks before going on the defensive. If you're a quick character it's possible to avoid his charging moves but, rather than simply getting out of the way, try to jump up onto his back for a short time before moving out. Keep attacking in short, sharp bursts to get the better of him.

CRUSHER

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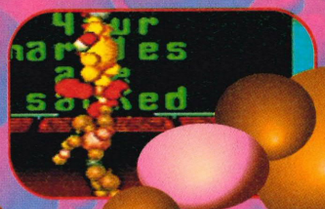
Air Punch

Press the C button and then the A button while in mid air.



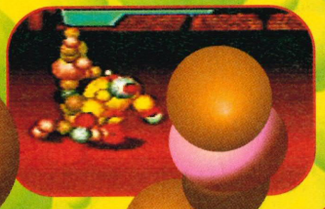
Manhood grab

Press the B button when in close on your opponent.



Grapple

Press the A button repeatedly when close in on your opponent.



Lunge Kick

Press Down on the D-Pad then press B and C together.



Cartwheel Head Scissors

Move Towards then opponent 3 times.



Ducking Uppercut

Down, Towards and A.



Ride 'n' Bite

Press the C button to jump and then land on the opponent.



Flip and Throw

Press A and B together when in close on the opponent.



Fighting Style

Divine is a very graceful, speedy performer who has a good range of powerful kicks and special moves. She prances around the arena like a ballet dancer and makes her opponents do all the work before she sets about destroying the opposition with long kicks and spinning attacks. She also tries to fool her opponents by faking her fatigue and allowing them to attack. If this happens it's important to attack using projectiles to keep yourself at a distance.



Play Vs Divine

With divine's speed and agility, it's often a tall order defeating her. The best way to go about this is to wait until she comes to you before battering her with close punches. Also try to get her involved in a grapple, as this is when she's weakest. She can't really hold her own in close situations but she's quick enough to leap out of a hold and onto your back. Watch out for her many moves designed to catch the male fighters in a rather hurtful place. If this does happen, simply defend yourself like crazy until the pain wears off!

DIVINE

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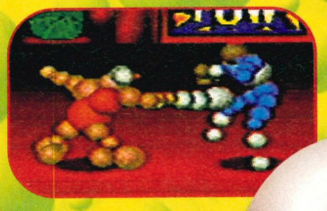
Tee - Off
Press the B button when in close on your opponent.



Bone sweep
Press Down, A, and B at the same time.



Fencing Lunge
Towards, Towards and A



Lobber Loogie
Away, Up and A.



Overhead Club
Up and then A while in mid air.



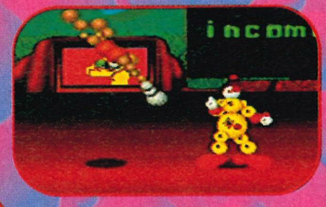
Flying Projectile
Away, Towards and A.



Nut cracker
Down, Down and A.



Flying Spear
Press the C button then move Down and Down.





Fighting Style

Kronk is certainly one of the best fighters in the game. He's not only quick to defend himself and move around looking for an opening but he's also very powerful with his main attacks involving his large stone club. He's almost unshakeable when he is close-in to his opponents, constantly pumping his club around, but he can be a bit dizzy when being attacked by flying kicks and distance projectiles.



Play Vs Kronk

Kronk is very good at turning defence into attack, especially against the quicker characters. However, he can find the going tough against characters like Bruiser and Crusher. He is very quick and handy with his club but if you attack with a combination of high kicking attacks he doesn't defend himself well. Projectiles and special moves have to be used in abundance to stand any chance of breaking his tight defensive positions. Remember not to get into a grapple with him because he almost always beats you into a pulp, before batting you around the arena!

KRONK

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Wind Up Punch
Towards the opponent then Away and A.



Meditate
Up, Up and C.



Sumo Splash
Press the C button then press A and B together.



Karate Chop
Up, Towards and A.



Belly charge
Move Towards the opponent 3 times.



Flying Somersault kick
Away, Away and C.

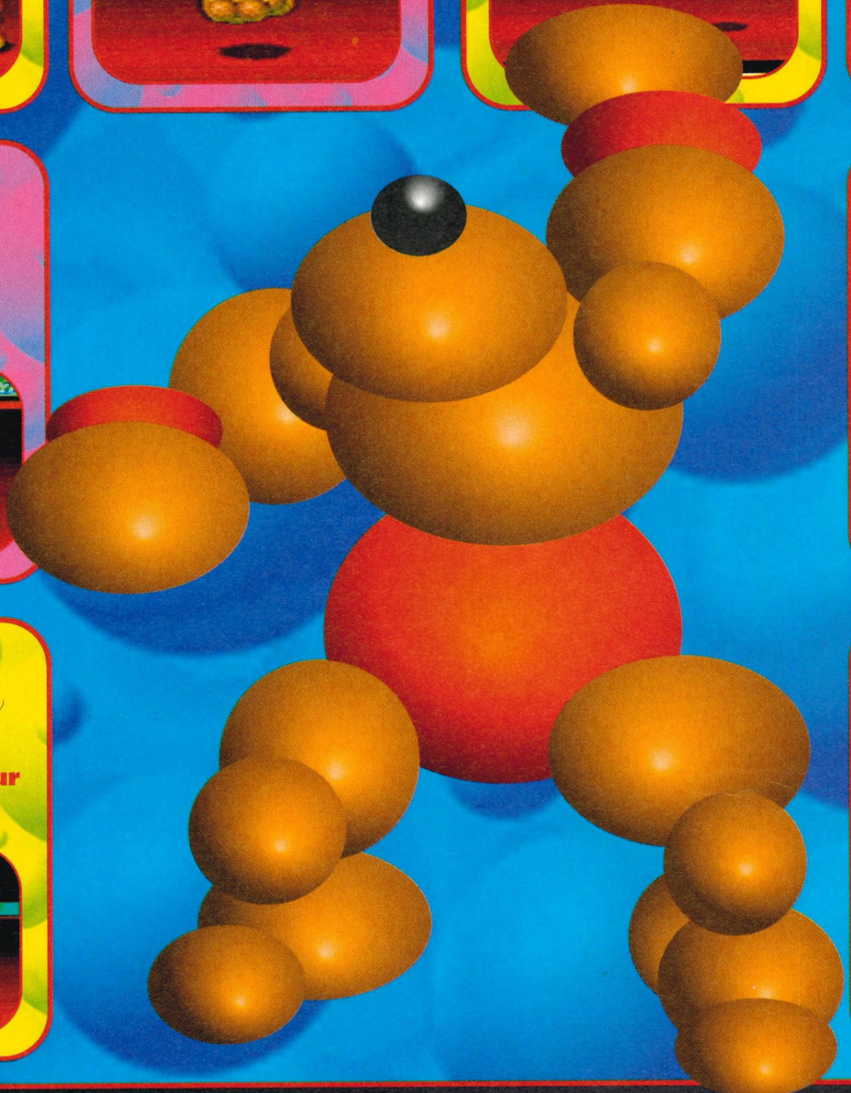


Swinging throw
Press the B button when close in on your opponent.



Sumo Grapple
Press the A button repeatedly when in close to your opponent.





Fighting Style

Tsunami is a very tough, positive Sumo wrestler, with strong defensive capabilities and superb close in attacks. He is quick and strong in the grapple and his low kicks are powerful enough to knock any of the characters off their feet. His is also quite agile for a big fighter and his knowledge of other martial arts will also come into play.



Play Vs Tsunami

This huge strong Sumo isn't the quickest of characters and this is his downfall. As a close-in fighter he is almost impregnable but he finds high attacks and swooping kicks very hard to defend against. Tsunami is also very vulnerable to explosive special moves like Boomer's Self Destruct and all manner of projectile moves. It's also a good idea to let him come at you before moving away as he does slow up towards the end of a fight.

TSUNAMI

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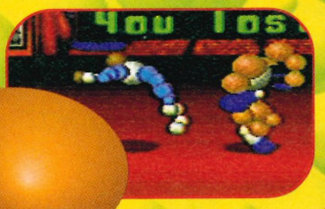
Hovering
Press the C button then B and C together.



Toss and Punch
Press the B button when close in on your opponent.



Charging Flip Kick
Move Towards the opponent 3 times.



Have you been eating onions?
Towards, Towards and A.



Flying Dart
C button then Down and Down.



Spinning Pile Driver
Press the C button then A and B together while in mid air close to your opponent.



Rising Punch
Press Down, A and B at the same time.



Turbo Grapple
Press the A button repeatedly when close in on your opponent.



Fighting Style

Turbo is very well named as his fighting style is certainly super-charged. He is the quickest and most agile of the fighters but all too often he will rely on his speed rather than his power. His finest special move is the big bold breath that he will take and blow at his opponents, knocking them for six! This strong breath will damage any opponent and if he uses it often he will wear his challengers down.



Play Vs Turbo

To defeat Turbo you need to combat his pace and agility with power and precision. When you can get close to him make the most of it by winning grapples and working on his body. He will try to hound you into submission with his fast moving attacks and powerful high kicks but you must bide your time, wait for the right moment and pin him down.

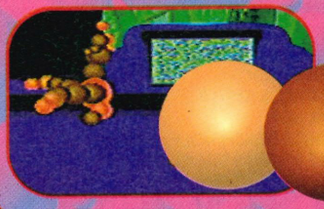
TURBO

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Pole Swing
Right, Right and Up or Left, Left and Up.



Backflip
Press Up on the D-Pad and B.



Uppercut
Press Up on the D-Pad and A.



Rock 'n' Roll
Press the C button to jump and land on top of the opponent.



Swinging attacks
Left, Left and B or Right, Right and B.



Gorilla spin
Press the B button when close to your opponent.



Legless Swing
Down and B.



Gamera Spin Attack
Towards your opponent then Up and Up.



Fighting Style

Yoko is a big and powerful Gorilla, with a long reach and powerful arms. His swinging attacks and agile antics can upset most fighters, who find it hard to get close to him. He uses his arms to thrust at his opponents and then nail them down before working on them with strong punches and blows to the mid-section.



Play Vs Yoko

The best idea when trying to defeat this cheeky monkey is to throw projectiles or try breaking him down with low kicks. Don't attempt to get too close to him because his long reach and powerful punches will either knock you away or knock you out. If you can attack him from the air it's possible to break him down a little and do some close work later in the fight but you must be sure to plan these combinations well by looking before you leap.

YOKO

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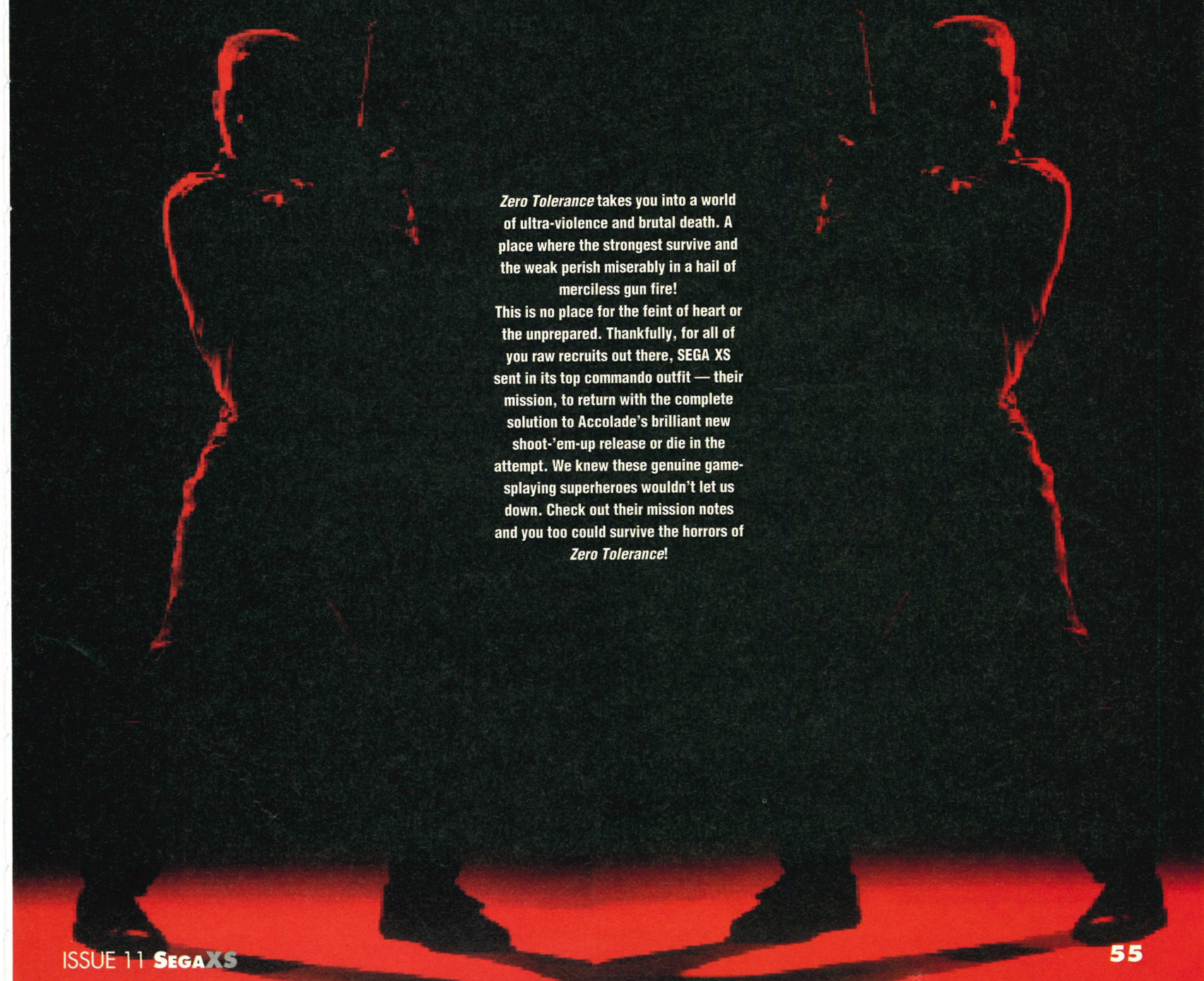
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ZERO TOLERANCE

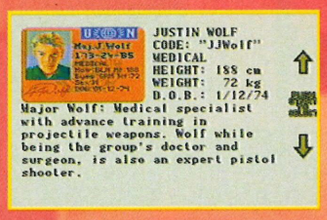


Zero Tolerance takes you into a world of ultra-violence and brutal death. A place where the strongest survive and the weak perish miserably in a hail of merciless gun fire!

This is no place for the feint of heart or the unprepared. Thankfully, for all of you raw recruits out there, SEGA XS sent in its top commando outfit — their mission, to return with the complete solution to Accolade's brilliant new shoot-'em-up release or die in the attempt. We knew these genuine game-splaying superheroes wouldn't let us down. Check out their mission notes and you too could survive the horrors of *Zero Tolerance*!

JUSTIN WOLF

JJ Wolf, to call him by his codename, is the youngest member of the team. He may be young but, as the team's medic, he's saved the life of a fellow companion on many an occasion, so he's a vital team member. His heart of gold is only equalled by his rage when faced by the enemy. Definitely a valuable character when you're in a rumble!



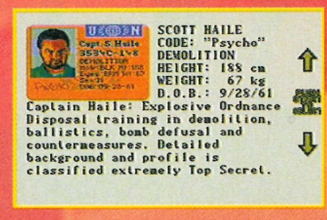
SATOE ISHII

Codenamed Soba (for some strange reason), this girl is the best marksman in the team. Her speciality is communications — not only by using the vast amount of languages she knows, but also through her mastery of radios and tracking devices. Thanks to her accuracy with the gun, almost every shot that she lets go strikes the target.



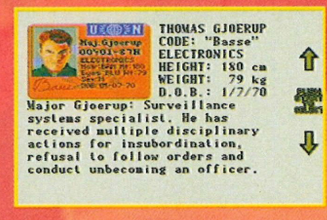
SCOTT HAILE

When he was codenamed Psycho, it wasn't meant as a joke — this guy really is a complete nutter! Psycho's never happier than when he's in danger. He never leaves home without at least five good packs of explosives slung around his back. Nobody knows why, but thank God he's an expert in bomb disposal and also on our side!



THOMAS GJOERUP

'Basse' is a surveillance expert who has spent most of his working life keeping an eye on corruption within companies and industries. It's partly due to this he has a bit of a rebellious streak — refusing direct orders and taking matters into his own hands. He's also prone to bouts of extreme paranoia, which can be dangerous.



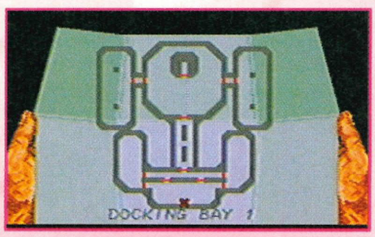


LEVEL 1

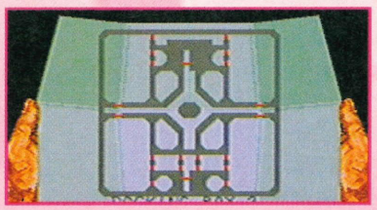
Level One takes place in Space Station Europe-1, orbiting the earth. It is infested with aliens and terrorists, so be ready to blast anything that moves! If you don't move quickly, the reactor boils over and core breach occurs in a matter of hours. Above all it's vital to move fast, shoot on sight and don't even bother asking questions later. Remember, the Planet Defence Corps are relying on you.

1 Docking Bay 1

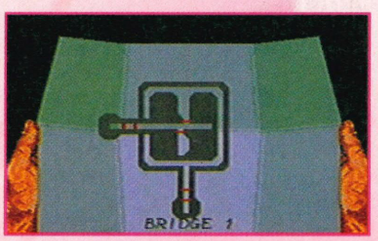
Right from the start, collect the extra shotgun icons, scattered around the floor in the first room. Now walk through the first door you find and get blasting! There are 59 enemies to kill in this first stage. The main problem arises in the huge room in the centre of the map, so watch out, there are loads of terrorists lurking here. Kill the lot, and then make your way to the lift.



2 Docking Bay 2 PASSWORD: DDqbvtLng

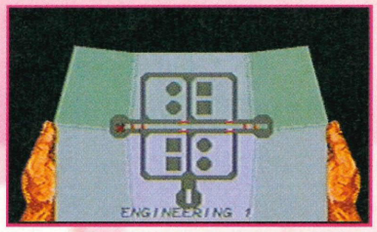


Make your way through this level in a circular motion, killing everyone as you go. There are 79 foes to kill here, so you've got your work cut out for you. A good tip is to hug the walls whenever you enter a new room. This way, not only will you make sure you can't get attacked from behind, but, whenever you get blasted, you'll just get flung against the wall! If you ever get low on energy or ammo, just remember that extra life and guns can be obtained in the small rooms towards the bottom of the level.



3 Bridge 1 PASSWORD: HFr8vtJug

This is a fairly small and basic level for you to hone your sharp-shootin' skills on. Again, work your way around in a circular motion. Pick up all of the collectibles you find scattered along the floor. These include medi-packs and high-powered guns to fight the terrorists with. Always take care to avoid entering a room with too many bad guys in unless you have a solid battle plan. This applies to all the levels. If you've got grenades or heavy artillery lob these in before entering to take out a lot of the enemy.

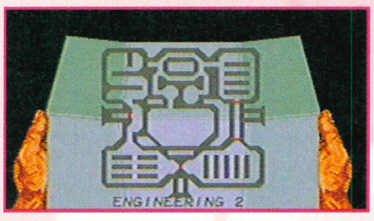


4 Engineering 1 PASSWORD: HHbd-*)ug

A long corridor with four large rooms branching off it awaits you here. Remember to collect all of the medi-packs and weapons you find. The flame-thrower is introduced now. As well as the basic terrorists, you have to face ceiling-crawling robot-spiders! Sadly, no hand guns can be collected from these critters. A bullet-proof vest can be grabbed in the top-left room, allowing you to take up to ten hits without being damaged.

5 Engineering 2 PASSWORD: bv3duz*)mw

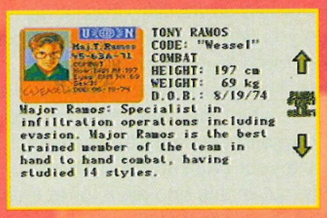
Very similar to the last stage, you'll find lots of medi-packs, guns and terrorists in this section of the game. The ceiling-crawling spiders are still a problem here as well, so keep on looking out for them! If you run out of ammo, the good news is they only take one hit to kill, just make sure you don't miss! Avoid dense clusters of the enemy until you feel strong enough to confront them.





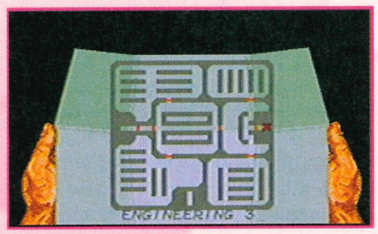
TONY RAMOS

Known as Weasel, Tony is a master at sneaking into places and coming out with the goods. On the rare occasions he is actually spotted by an enemy, he is more than capable of dealing with any problems with his fighting skills. His hand-to-hand combat techniques are second to none. Always a handy guy to have around during trouble!



6 Engineering 3 PASSWORD: bLbdu*)mw

Lots of pillars for you to hide behind here, the only problem is the aliens use them for the same reason! Check your scanner to find hidden beasts. In the middle-section of the level, you're able to find a handy Bio-Scanner — now you know exactly where everyone is, so it's easier and safer to plot your progress. Night-Vision glasses

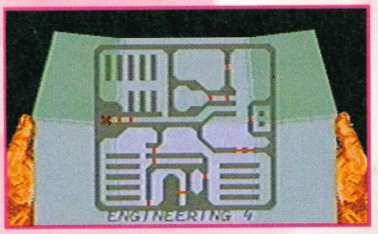


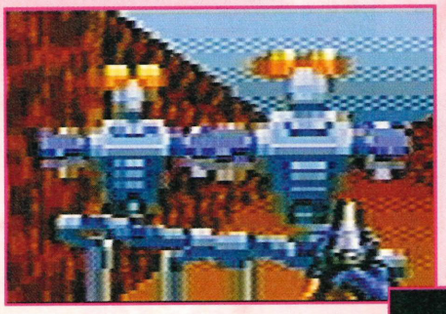
can be collected in the lower-left room. A decent amount of medi-packs and shotguns can be collected in this room as well.

7 Engineering 4 PASSWORD: HvYdu*)mw

A large level, with lots of wide open spaces for you to become a sitting duck in! Keep on the move to make it harder for the enemy to blast you, otherwise they wipe you out in an instant. A pulse laser can be collected in the first corridor you come across, a powerful weapon to have around.

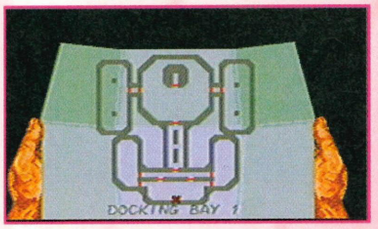
To the bottom of this level, a whole armoury of power-ups can be collected.



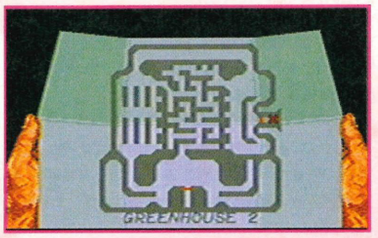


8 Greenhouse 1 PASSWORD: WPMds\Os2

This level ranges from vast, open spaces (the middle); to a narrow corridor filled with danger; to a vast maze (the left). Lurking within the greenery and vegetation in this level are hundreds of little aliens, just waiting to destroy your team, as well as all of the aliens waiting for you, you also get a huge amount of power-ups to collect. However, don't celebrate too soon, because you're going to need them.



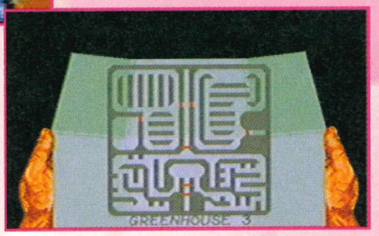
9 Greenhouse 2 PASSWORD: DF)d-/)qh

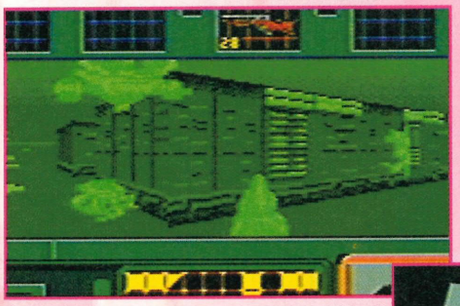


A circular attack pattern is what's needed here, as the aliens and terrorists come at you from all angles. The terrorists make an unwelcome return for this level, but a few blasts from your shotgun should sort them out! Infra-red glasses are yours right at the centre of this deadly level.

10 Greenhouse 3 PASSWORD: LjK6*/)FB

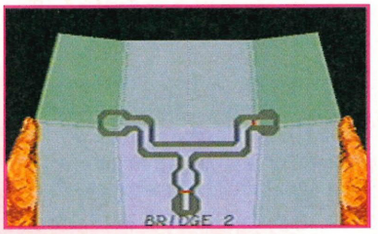
Yet more greenery awaits you on this level, with baddies always lurking behind it. Collect a Bio-Scanner in the main corridor in the middle of the level and you too will know where everyone is hiding! It sure makes life a heck of a lot easier.





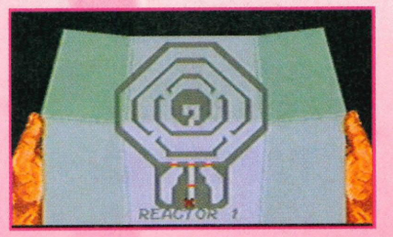
11 Bridge 2 PASSWORD: P!L6*/)FB

The smallest and simplest level in the whole game? Yipes - it just might be! A long, winding corridor is this levels main feature, along which there are plenty of terrorists and wall-crawlers to blast. Make your way to the room at the far-left for lots of extra pulse-lasers and energy.



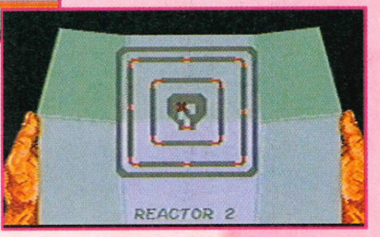
12 Reactor 1 PASSWORD: HDpb*/OgF

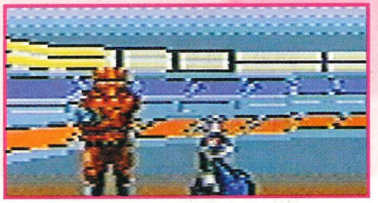
A huge, circular level. Once you make your way to the centre, there is a flight of stairs to walk down. The two rooms at the bottom are populated by aliens, so take care when entering. As always it's certain death if you just run in blindly and start shooting wildly, so take care to plan things carefully.

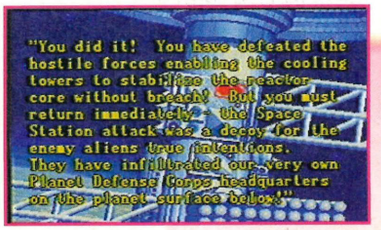


13 Reactor 2 PASSWORD: HH6d-*)vg

Instead of a circular level, this one takes on a more squarish appearance. A feast of power-ups are just waiting for you here! Once you've killed all of the terrorists and aliens, it's here that you face up to the boss! Once you find him, just keep blasting away and he'll eventually give in. He requires six hits to destroy, but beware his firepower and be patient.

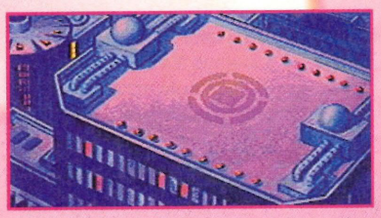






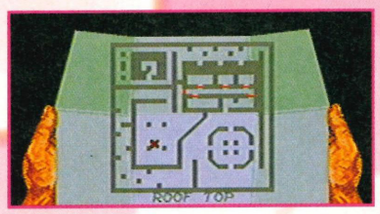
LEVEL 2

It turns out the Space Station attack was just a decoy! The aliens have infiltrated the UN Headquarters whilst your back was turned. There's only one thing you can do about this, and you already know what it is — get fighting!



1 Rooftop PASSWORD: HH6d-*)ug

Landing on the rooftop, your first task is to get into the actual building itself. Shoot all of the robots on the main roof and then start to work your way around to the door at the top-left. Enter the shed to collect the bullet-proof vest (which you'll need to get past the lasers on the long stretch to the right). Don't stop once you reach this part and you should make it through. You can pick up a rocket launcher on this level, definitely a most desirable weapon! A flash light is also here. Laser-armed guns can be grabbed from the robots. These robots tend to run away from you, unless you corner them and force them to fight.

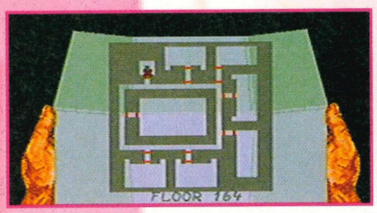


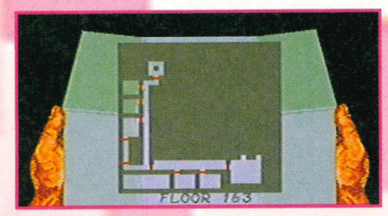
2 Floor 164 PASSWORD: UD)U*sxEB

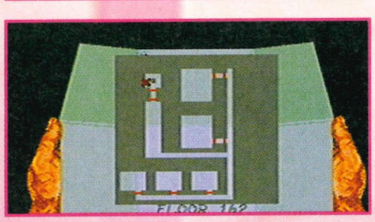
45 enemies await you on this floor. It's all quite straightforward from now on — kill all the baddies you meet before they kill you! Once you step into the main room in the middle of the map, you'll instantly be surrounded and attacked by hordes of frenzied robots, terrorists and also a new kind of enemy — aliens! So get blasting, trooper, and watch out for any stray rockets.

3 Floor 163 PASSWORD: duTy*s?tj

Relatively short. With only nine areas to clear and 30 foes to vanquish, this section should present no problems to a hardened fighter who's been through all the previous action in *Zero Tolerance*! Keep an eye out for any aliens that suddenly storm out of the rooms adjacent to the main corridors. Use your bullets wisely, as the lack of ammunition is starting to become a real worry.





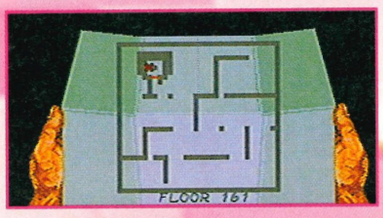


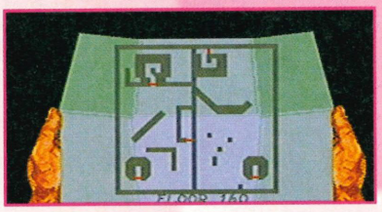
4 Floor 162 PASSWORD: dLJy*t?vi

This floor houses only 20 enemies, but because it's a fairly large level, you still have to keep your eye out for any enemies creeping up behind you — remember this ain't no pantomime! When you think you've hit all of the opponents, several can suddenly appear, just when you least expect them, so stay alert.

5 Floor 161 PASSWORD: bFq7-vNvU

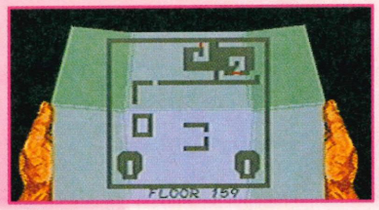
56 enemies to destroy and every single one of them is after your blood! This large level introduces a new problem for you to overcome. Throughout the level there are fires raging. To put the fires out, use the fire extinguisher that you should have found a few levels ago. Use it to carve your way through the flames, while taking out any of the enemies coming at you. Devil Dogs are a new enemy on this level.





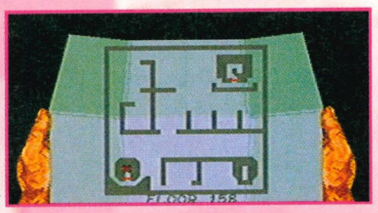
6 Floor 160 PASSWORD: KP?7*/Dn5

Another large level, thankfully this time without any fires in it. As soon as you enter this level, you'll be attacked by Devil Dogs. Stay calm and shoot the mutts right between the eyes. If you're starting to run out of ammo, remember there are plenty of refills to be found. Keep an eye out for any baddies hiding behind the pillars, or else it could be curtains for you! You can only get to one part of this level, you'll have to come back for the other half later in the game.



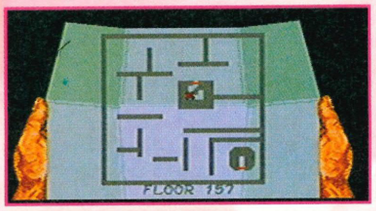
7 Floor 159 PASSWORD: HnD7*3?nz

Guess what? Yup, its another large level! 49 enemies to kill, but at least there are plenty of power-ups to collect. Dog packs are out hunting all around this level, so be prepared to deal with them. Collect the fire extinguisher, found to the bottom-right of the map, to use on the fires you will encounter in some of the later levels.



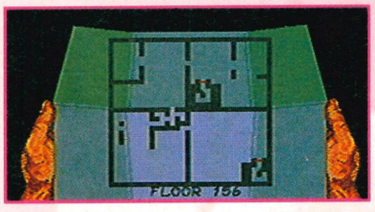
8 Floor 158 PASSWORD: PDsQ/s?!U

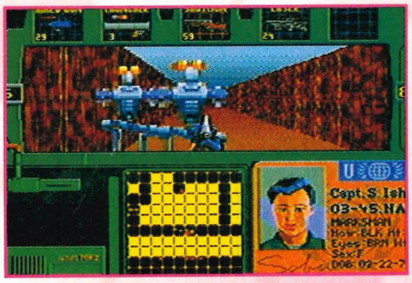
This is basically a straightforward level to overcome. Shoot all of the dogs you find, or else they'll soon be doing more than nipping at your heels. The best time to take a shot at them is when they're turning around to charge at you. Hug the walls to protect your back and you should come out of this one alive, or at least fit to fight another day!



9 Floor 157 PASSWORD: bnLy**?gB

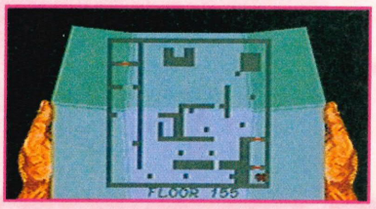
Another large, enemy-filled level for you to go up against here; this time featuring 58 foes to blast. The majority of these are those vicious dogs. As before, wait until the dogs are running at you before you shoot them. Keep a careful eye (and ear) out for any sudden attacks from behind — there's nothing worse than a sharp bite on the bum!





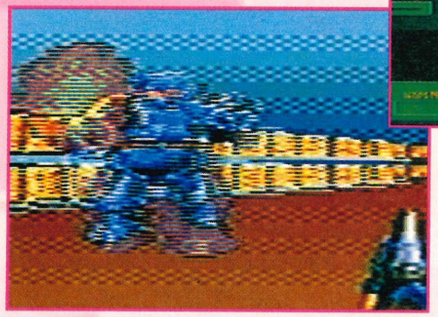
10 Floor 156 PASSWORD: L)r7tsDgB

Divided into four different sections, this level is the one to sort out the men from the boys. Devil Dogs are the first opponents you come across. Deal with these by shooting them as they run towards you. Face up to the robots, before chasing after them and planting a few bullets into their backs — we're not playing by the Queensbury rules here you know! You'll also find some aliens and terrorists in this level. All in all, there are 54 rough, tough enemies to kill.



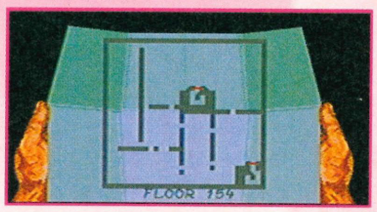
11 Floor 155 PASSWORD: WFLyvCDgF

46 enemies to kill on this level, troops. For some strange reason, there are abandoned sheds littered all over the level. It's really just one huge, open space, so try working your way around the level on the outside first and then work your way inwards. Keep an eye out for the various terrorists, aliens, dogs and robots baying for your blood. This level will also give you the opportunity to pick-up loads of rocket launchers to use in your fight against crime.



12 Floor 154 PASSWORDS: cHxyv/?gD

Another big level for you to run rampage around. If you ever get a little bored of all the killing you're performing, always remember you can shoot the windows away and cause untold pounds worth of damage. Then again, you are supposed to be working for the United Nations, aren't you? However, sad joking aside, to complete the level use your ammunition wisely and take out large groups of aliens quickly with the big weapons to preserve your energy.



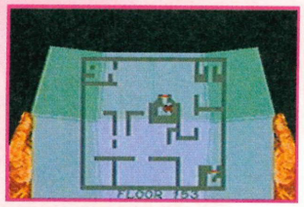
13 Floor 153 PASSWORD: cHxyv/?gD

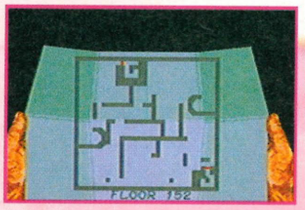
41 enemies are lurking around this level, all intent on killing you! These guys consist of robots, terrorists, aliens and dogs. How do you kill each of them? Simple; for the robots, all you have to do is shoot them in the back when they're running away. For the terrorists, sneak up on them and then give them a bullet in the head. aliens are killed in much the same way as terrorists and dogs should be shot when they're running towards you.



14 Floor 152 PASSWORD: 6HKQ-*DFU

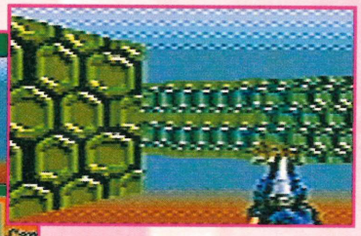
The fires are back! Keep that fire extinguisher handy, this way you can put out any fires blocking your path. Also keep your gun up at all other times on the look out for trouble. You can collect a fire extinguisher from the first porthole room you come across to add to the one you collected earlier.



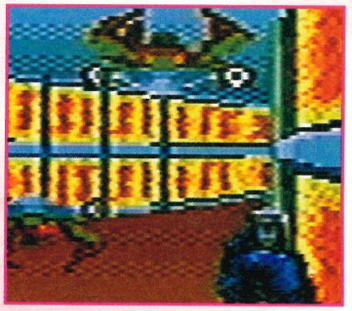


15 Floor 151 PASSWORD: PDq5v/KFz

The last section of Level two is upon us and boy it's a tricky little number! It takes place in a series of average-sized rooms each jam-packed with baddies. Most of these rooms are also filled with power-ups, ranging from shotguns to medi-packs. In the second room down, there is a huge alien which you must fight. If you try and run away, he simply runs after you and shoots you in the back. He will need to be shot ten times before you can kill him, so keep that







EQUIPMENT GUIDE

Bio-Scanners
This useful device tells you the whereabouts of each enemy on a level.

Bullet-Proof Vests
Once you have this in your possession, you can take up to 10 blows without being hurt.

Fire-Extinguishers
This little item is, strangely enough, used to put out any fires you come across!

Flame-thrower
Great for barbecues, the flame-thrower also wipes out scores of the enemy.

Grenades
In a tight spot? Try blowing up the bad guys, it makes life easier!

Hand Gun
Your standard piece of firepower — look to upgrade as quickly as possible.

Infra-Red Goggles
Once you pick up one of these gadgets, you see all the baddies much clearer.

Laser-Pistols
Wander around pretending you're the Terminator with these laser-sighted killers.

Motion-Sensitive Scanners
These tell you how many alien lifeforms are lurking around the complex.

Rocket Launcher
The ultimate weapon for wiping out the bad guys. Press fire and watch them explode!

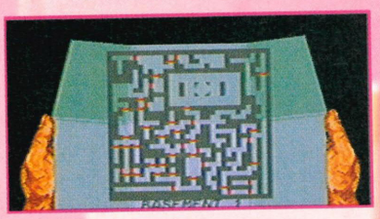
Shotgun
A real man's weapon (So that's why Mark won't use it! -Ed), perfect for drawing first blood.

Fire-Proof Suit
You're completely invulnerable to flames once you find this handy suit.



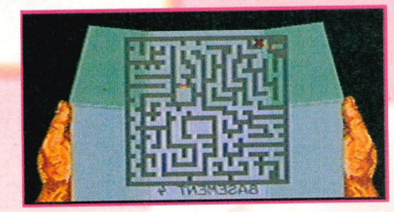
LEVEL 3

The aliens have fled into the basement of the complex, and guess who it is who has to follow them down into the murky depths? Yes, that's right! It's little old you and your trusty knapsack full of weapons!



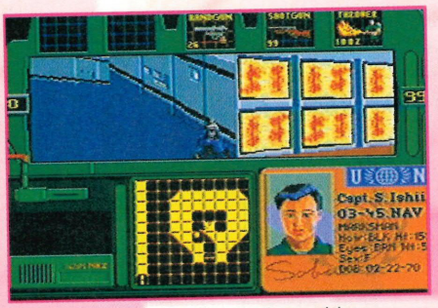
1 Basement 1
PASSWORDS:
bnL9m*Knh

Just by looking at this map, you can see it's a maze. Remember to look at this map as a handy reference in case you get lost. Every turn of the corner brings out a new enemy, so keep your wits about you. There are also a fair amount of power-ups dotted around the corridors, in case things start to get bad. Use your fire extinguisher to put out any fires you come across and remember — the enemy can't follow you through locked doors!



2 Basement 2
PASSWORD:
aLqZk9Jcx

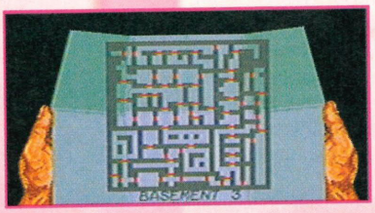
85 aliens are just waiting to take a potshot at you on this level, so make sure they don't get a chance! Again, this is a very maze-like level, with only five large rooms to speak of. The large room to the far-right is packed full of shotguns, so make sure you take full advantage of that fact. The lift is located to the top-right



of the level. The wall-crawling spiders make an unwelcome comeback in this level.

3 Basement 3
PASSWORD:
PvoZ5tPvi

Another maze! Can you believe it? This is a-maze-ing (You sad, maladjusted individual! - Ed). In each room you visit, you're guaranteed to find either a power up or an alien to blast. There are over 100 enemies to kill, so get blasting, mister! Remember, in hand-to-hand combat, you can only kill the wall-crawlers when their eyes are exposed, otherwise keep clear of their attacks



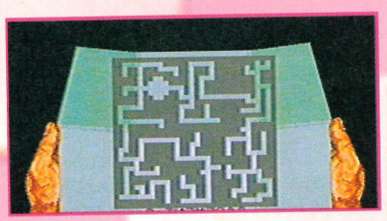
4 Basement 4
PASSWORD:
HjJ95/LuF

Yet another maze for you to work your way through. Study the map to chart your progress, as it will help you escape from any tricky situations you get yourself into. Lurking within each corridor is an alien, and rest assured they'll give you no mercy unless you shoot them first. Collect all of the power ups you find. 86 enemies must be killed to escape from this section, so go kill them. Your ammo's probably getting rather low by now, so watch yourself and use extreme caution!



5 Basement 5
PASSWORD:
L!)95/5my

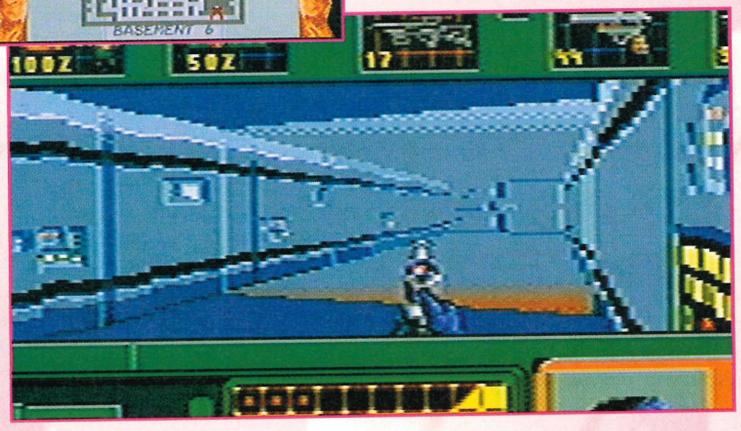
Another highly complex level, if you judge things purely by appearance. Over 100 enemies are found wandering around this level, so keep your trigger-finger ready. Hug the wall as you run along the bug-infested passages and keep an eye on your ammo supply! Extra guns can be found, but these are in short supply, so use them sparingly. Chances are you're going to have to resort to fisticuffs at some stage to get yourself through this level in one piece.

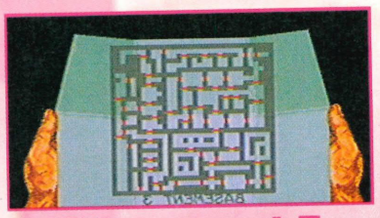


6 Basement 6
PASSWORD:
6HLfntJGz

Things just keep getting harder and harder for you, don't they? Just by looking at this level map, you can tell it's going to be a hard one, can't you? Thankfully, there are loads and loads of ammo refills dotted around the level. These include all of the favourites — shotguns, flame-throwers, mines, bullet-proof vests, and not forgetting a fair smattering of awesome pulse-lasers. Over 100 enemies are waiting for you on this level.

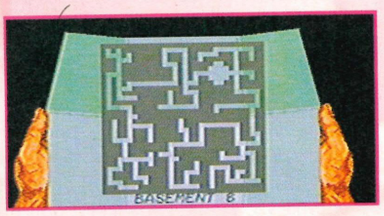






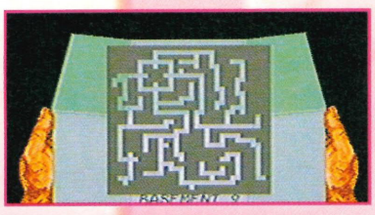
7 Basement 7
PASSWORD:
ctafErJM7

Once again, over 100 aliens to contend with in this level, all hell-bent on sucking your blood from your neck! Hang on, isn't that a vampires job? Secure the floor, trooper, then get the hell out of there! Put out any fires you come across with the fire extinguisher collected a few levels ago. If you don't have one, you can find one on this level. You can also find a fireproof suit here, which, as you can imagine, comes in very handy indeed!



8 Basement 8
PASSWORD:
GN6fEvJOQ

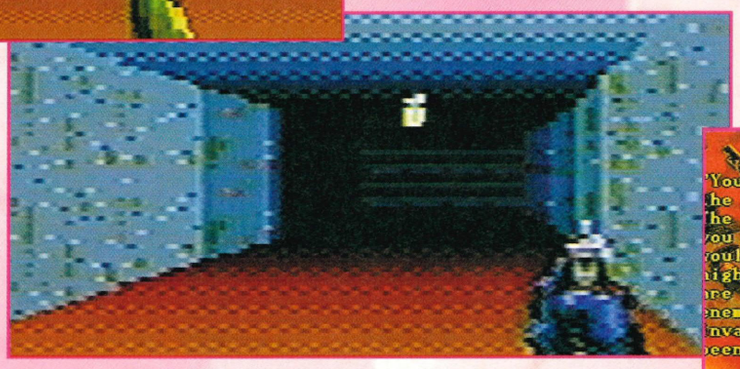
A simple enough level, the only problems coming from the sheer amount of enemies you have to blast! The walls now resemble something you'd come to expect from a hive of killer bees, and it'll come as no surprise to find that most of the enemies are bug-monsters. Over 100 of these creatures must be destroyed, so get to it! The exit-lift is located towards the bottom-right of the level.

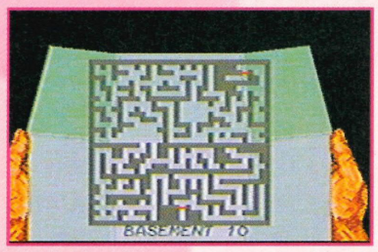


9 Basement 9 PASSWORD: Dir9XtJgF

Once again, over 100 enemies are awaiting your arrival on this level with baited breath! If things are starting to look bleak in the ammo department, never fear! There are more than enough power-ups waiting to be grabbed here, as well as plenty of extra energy medi-packs. Your survival prospects are suddenly starting to look brighter.

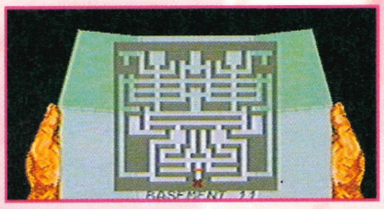






10 Basement 10 PASSWORD: ?L6/VtJh!

Still going strong? Well, try your luck on this level then. One of the hardest yet. Ammo's your main problem now, or rather, the lack of it! Go for as many weapon power-ups as you can, you're certainly going to need them. Over 100 enemies will make sure of that!

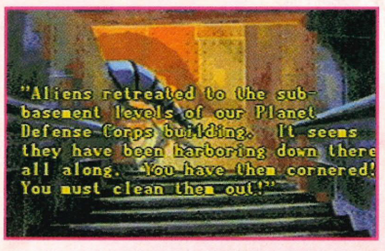


11 Basement 11 PASSWORD: 0p69QsJgj

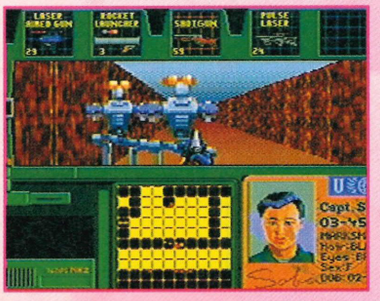
Only 95 enemies for this level! The layout is also a little more complex than before, so refer to the map if you get lost. Get shootin', trooper! Those long-time friends, the Devil Dogs make a re-appearance in this level, as does the mega-blasting rocket launcher — eat dirt scum! The first of these powerful weapons is found at the top-right of the map.

12 Basement 12 The final section!

The graphics take on a new look for this level, with the outer honeycombs portrayed in dark green. 52 enemies are on this island, so go in all guns blasting. The level is very wide and open, so watch out for the massive mother alien in the centre of the map, she'll require some blasting before she dies. This is the last level, so make the most of it! Note — you don't have to kill all of the bugs in this level, only the mother alien herself. Once you've done that, and it's a simple matter of blasting like you've never blasted before, pat yourself on the back. This mission has been completed. congratulations trooper!







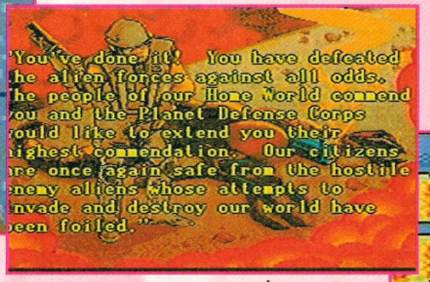
TWO PLAYER LINK-UP MODE

The two-player link-up mode is where it's at for anyone with two copies of the game and two Mega Drives. Co-operation's the key to success in this mode as the two of you can take out double the amount of terrorists than normal!

To really succeed in a two-player game, you should both pick a different route to take around the level. This means you can wipe out the enemy in double quick time and it also lessens the chances of shooting each other!











Cartridge supplied by:
Accolade
Tel: (081) 788 0200

SUMMARY

GAME NAME: Zero Tolerance
TIME TO COMPLETE: 4 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 40
CHALLENGE RATING: Medium

CHINA

Once you've reached this point, all you have to do is touch the Map sign and it's off to the next level!

By climbing the masts, Bart can find extra points and Krustys to fill his pockets. Excellent!

Level 1 JUNK

Barts only just begun his journey across the world, and already he's in trouble! The Chinese sailors can easily be jumped over, so they shouldn't be too much of a problem. Climb the rigging for extra Krustys and points, taking care not to fall into the sea, which is a sure fire way of loosing a life.

Card Match



Four extra Krustys will be yours if you win this card game. A good tip is to take down the character's faces on a piece of paper to help you remember them!

Guardian



Jump up and hit this big guy over five times on the head to defeat him for good, man!

Yo man, don't have a cow - it's Bart Simpson here! In my latest game for the Master System, I get to travel all around the world and visit the strangest places! This all came about because I won the Krusty the Clown art contest a few weeks ago. If I can collect all of the Krusty products I come across, I stand a chance of appearing on the Itchy and Scratchy show. My journey's going to take me to China, Egypt, the North Pole and Hollywood — that's the good news. The bad news is my nemesis, Montgomery Burns, is after me and he will stop at nothing! As long as Bartman has got SEGA XS on side though, he's going to have a tough job!

MASTER SYSTEM

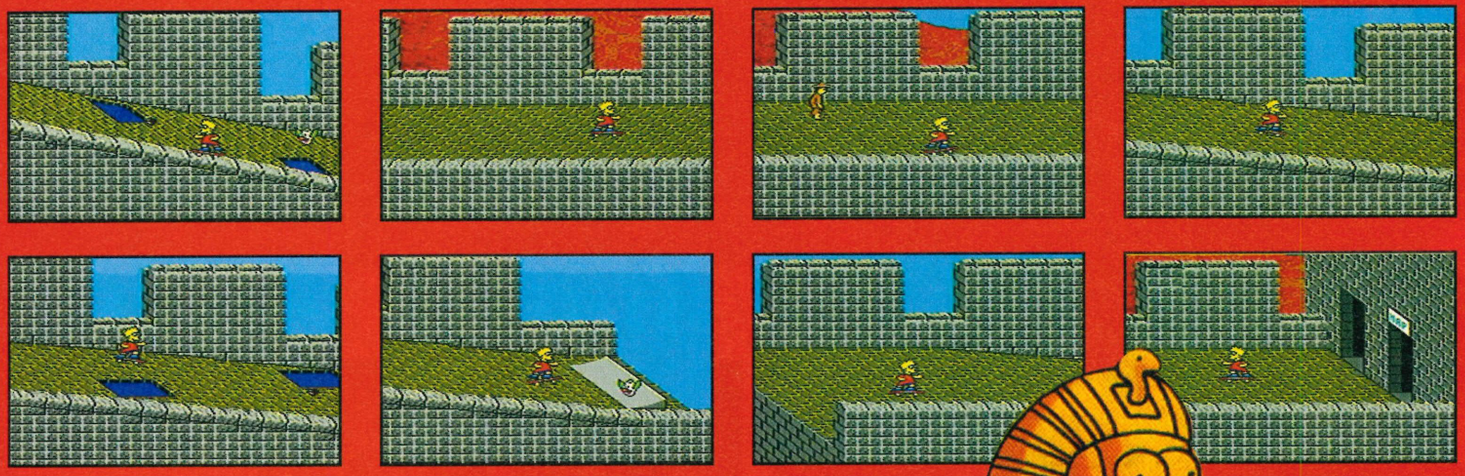
ACCLAIM ● PUZZLE/PLATFORMER

BART Vs THE WORLD

All Artwork © Matt Groening

The Great Wall

Skateboard city, man! You can play through this level as many times as you want in order to get the most out of it. There are lots of useful items to collect here, just make sure you don't fall down one of the many holes!



Sliding Puzzle





Manipulate the picture on the far left so that it looks a bit more like old Bart and you too could earn yourself four extra Krustys!



NORTH POLE

I hope you've packed some thermal underwear in your suitcase, because Bart's next stop is in the chilly wastes of the North Pole! In this first level, there are platforms upon platforms to explore, making life for our average American kid hectic to say the least. Watch out for the stalactites falling from the ceiling!

Level 2.1
THE ICE CAVE



These snowflakes will require a lot of patience and timing before you can get past them, so take things easy and it's a stroll in the park dude!

Don't lose your footing on these platforms, as you climb the level, or it could be curtains for you! Slow and steady's the name of the game if you want to make it all the way.

All Artwork © Matt Groening

Level 2.1 THE ICE CAVE

Sliding Puzzle



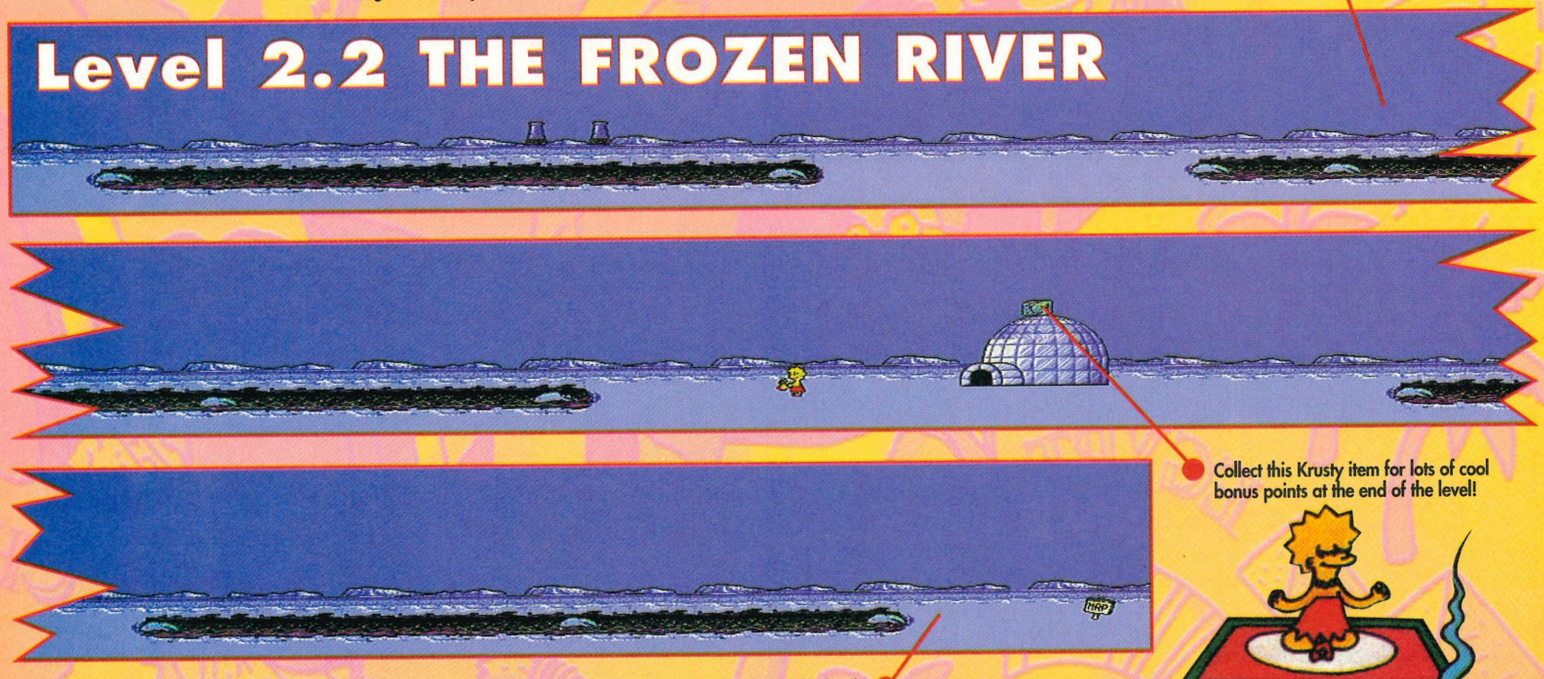


You want four extra Krustys? Well, all you have to do is rearrange the tiles so you get a picture of Marge and they're all yours!

Loosen the footing of the Krusty Snowman figure by pelting him with the snowballs Marge throws at you!

Use your jumps to get the mini-icebergs moving.

Level 2.2 THE FROZEN RIVER



Collect this Krusty item for lots of cool bonus points at the end of the level!

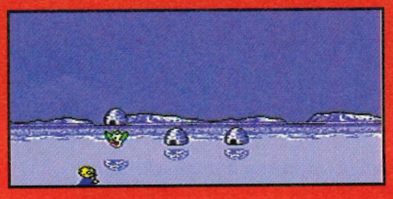
Groovy daddy-o! We've made it to the end of the level!

Final Guardian



Jump on this rather frosty characters head over five times to move on to the next level. Watch out Egypt here we come, man!

Igloo Shell Game



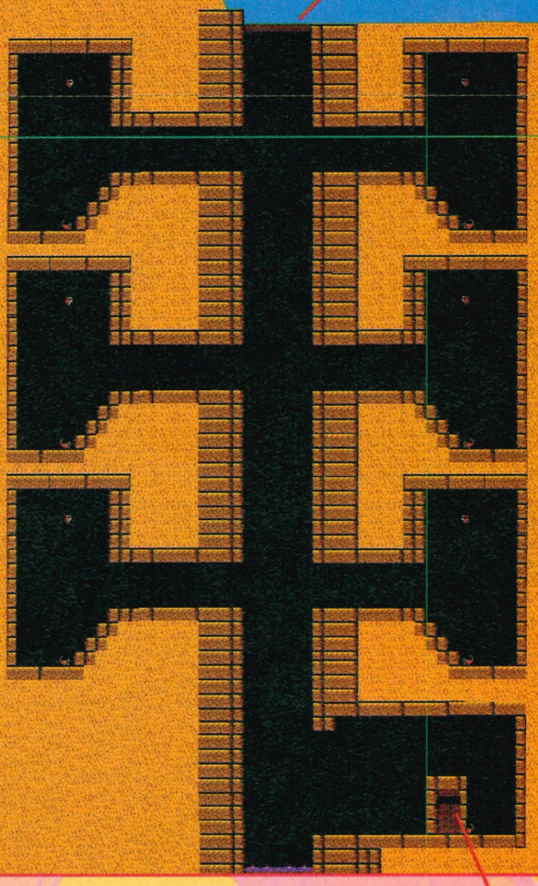
Maggie has to find out which igloo contains the Krusty head. Things are made a tad more tricky by the fact each igloo is shuffled up! Once you get it right, four Krustys are yours for the taking!

All Artwork © Matt Groening

EGYPT

Level 3.1 VALLEY OF THE KINGS

Drop down here in order to enter the lower chambers of the valley. This is where the action really hots up, so be ready to rumble!



INSIDE THE PALACE

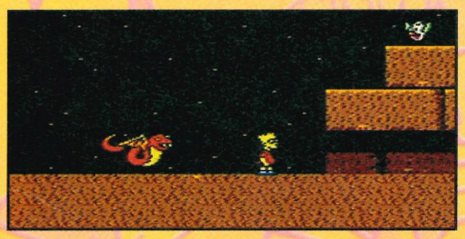


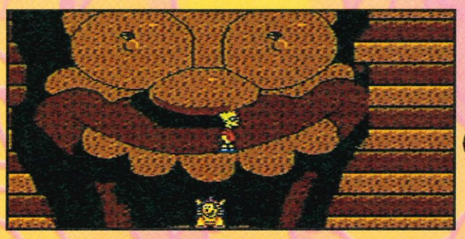
Once you get inside the palace, grab the Bartman icon (found on the far left of the map) and then fly up all the way to the Pharoh's head. Go up to his right ear for the way out of the section.

The Valley of the Kings, one of the most dangerous places in Egypt for a young American kid to explore. Bart must, at all times, remember to keep on the move or risk sinking into the sand. After a while, you will come across the entrance to the underground caverns, where it is possible for Bart to collect another Krusty item.

Once you reach the hallowed ground of the exit, push up to enter the next stage, young Bart!

Level 3.1 THE SPHINX







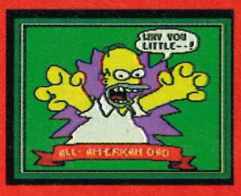
Final Guardian



Tug the loose piece of string, which is hanging up from Ramses Burn's rug, in order to defeat him. Watch out for his cross attacks!

Sliding Puzzle





Rearrange Bart's poor old dad in order to pick up four Krusty heads. It's best to work your way from the bottom upwards.

All Artwork © Matt Groening

HOLLYWOOD

Watch out for these fearsome pirates — they want more than just a few pieces of eight!

Level 4-1 Sound Stage

At last we come to the final level! The first stages were mere mice compared to this big rat, but Bart Simpson isn't one to turn a challenge down! The last two stages are based in Hollywood, and this isn't any land of make-believe! Oh no. In fact, all of the action that occurs from now on is all too real and all too painful. Poor Bart eh. What's the poor chap going to do now?

Use super-jumps whenever you need to get past a particularly wide gap, otherwise it's a quick dip in the ocean for you!

Keep an eye out for any falling cannon-balls dropping from these wicked guns.

Find the Barts



Bart has to open the coffins one-by-one in order to find four extra Krustys. Open each coffin in the correct order and all of your wildest dreams will be fulfiled — probably!



Moe's Bar



Moe will slide bottles and barrels of alcohol along the bar, forcing poor old Bart to jump over them. Occasionally the odd Krusty icon will become available for you, so make sure you land on these!

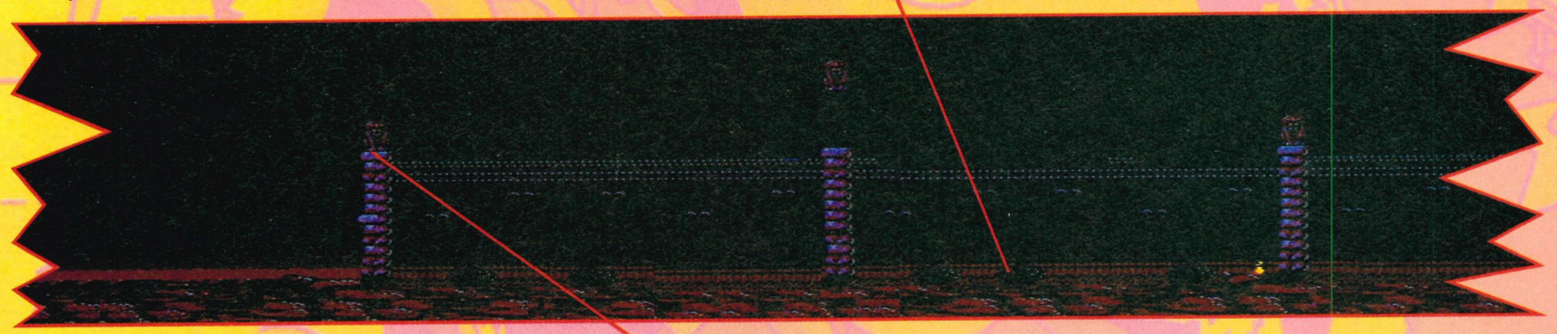
All Artwork © Matt Groening

Level 4-2 Sound Stage



Remember the old Hammer House of Horrors films? Well, that's just as well really, because now you're starring in one and it ain't gonna be easy to escape!

Fall into these potholes and it's game over, man!



Ensure you time all your jumps to perfection in order to avoid this evil-looking gargoyle. The slightest mistake at this stage spells curtains for Bart's mission!

Press down once you get to this gravestone in order to get onto the the final stage of the game!



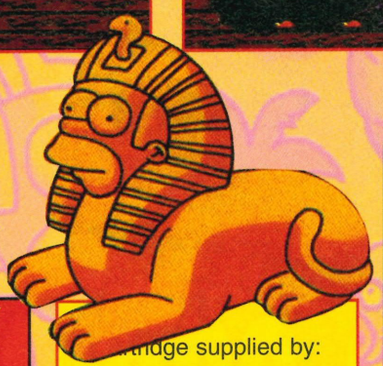
Avoid all of the rats that you find in this section!

Balance yourself on these ledges to avoid those hungry rodents!

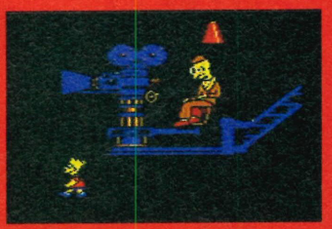
Go through this chest and you've done it!



Press down once you get to this old treasure chest.



Final Guardian



Keep on jumping and moving around in order to avoid Burns's attacks, whilst at the same time hitting him with your collection of potent firecrackers! About ten hits is what it'll take to finish him off for good!

Final Screen



You've done it! You're amazing! You're wonderful! You're brilliant! You're great! You're sexy! You're groovy! You're pucker! You're fabulous! It's the end of the game.

SUMMARY

GAME NAME: Bart Vs The World
TIME TO COMPLETE: 4 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 4
CHALLENGE RATING: Fairly easy

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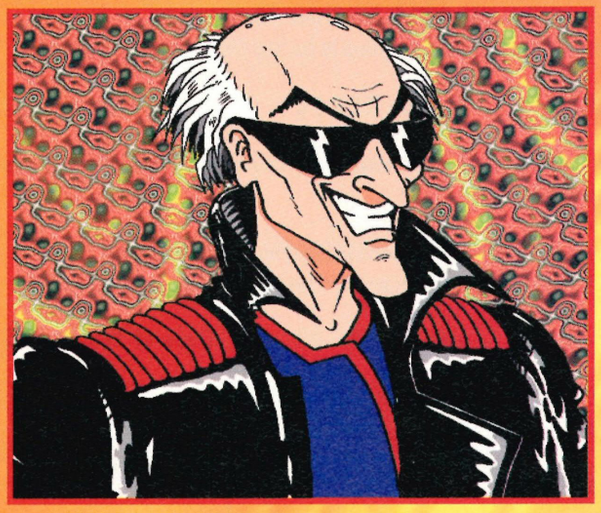
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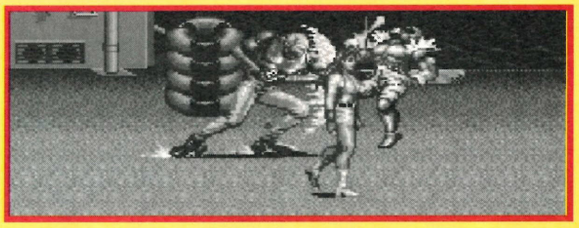
Write to Dr M with your problems at: SEGA XS, Paragon Publishing, 124 Old Christchurch Road, Durham House, Bournemouth, BH1 1NF. He's very friendly, and he doesn't bite. Well, apart from that rather nasty incident at the last Paragon Party — the one where he drunk two glasses of shandy and got a bit carried away with the barmaid, before asking the head waiter outside for a bundle. In fact it took the whole SEGA XS team to stop him! Oh well, that's all in the past, Dr M is a reformed character these days, as long as you don't let him near the shandy!

STREETS OF RAGE III (MD)

How do I get past the bosses on level 4?
Paul Eccleston, Luton

If you're having problems with *Streets of Rage III*, maybe it's time you invested in a back issue of SEGA XS, namely issue eight which contained the full solution to this enjoyable beat-'em-up romp. However, as it's my birthday soon and Mrs M has promised me a special treat, I'm in a good mood, so I think I'll give you a little helping hand with your problem.

Right then, level 4 contains three rather scary bosses who go by the name of Yamato. They will come onto the screen individually, throwing shurikens as they go. Keep moving to avoid these and attack them with a Power Move and low Foot Sweeps whenever you get a good opportunity. The best fighter to use during this section is Skate.



SPLATTERHOUSE 2 (MD)

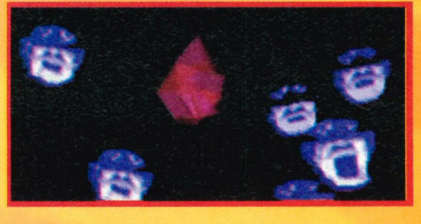
How do I kill the Red Monster on level 8? Are there any more guardians? Should I buy *Splatterhouse 3*?
Mohd Amir, France



Well really Mohd, my little Parisian friend, you're just full of irritating little questions aren't you! However, as you're obviously a fan of these blood feasts it would be cruelty not to answer your trivial queries.

You'll be pleased to hear the Red Monster is, in fact, the final guardian! Punch the evil creature a few times and a horde of devil dogs will attack. The way to defeat them is to get to the right of the screen, punch the first dog, then jump over the second one and attack the hell beast! The final transformation of the hell beast is into a bloodthirsty bat's head, which flutters all over the screen. Continually hit the head or it changes back into the beast and you have to start all over again! Hit the bat's head four times, and you've completed the game!

Should you buy *Splatterhouse 3*? I think you should, but I'm an ageing sociopath who doesn't mind admitting to feeling pleasure at the sight of a mortal's suffering (My God, Dr M's a serial killer! - Ed). To give you a more impartial view on the subject, here are a few lines from the review of the game in SEGA XS Issue 4, written by young Mark, who's completely normal by the way:



"Gore galore is featured here, everything from heads being ripped off, to dismembered hands and 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." So, if you like gore, buy this game!

ASTERIX (MD)

How do I get past the man on the log at the end of level three?
Mrs B M Brown, Notts





Asterix is one of those games I find particularly frustrating and the level three guardian is one example of this. To defeat him, frantically move your fingers back and forth over buttons A and C. By doing this you should easily win the battle. Finally, if you thought that was tough, just wait and see what the other levels have to offer!

X-MEN (MD)

How do you make the infinite health, mutant powers and level select cheats work?
Mr S R Blackburn, Stamford



Right lets sort this problem out once and for all! If these cheats don't seem to work, its only because you're using a different version of the game to the one we used or because you're not entering them correctly.

To get full health, mutant power and back-up team, press A, C and Down on the title screen. Plug the controller into port two and press start when you see Magneto. Now play the game to your hearts content in port two.

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

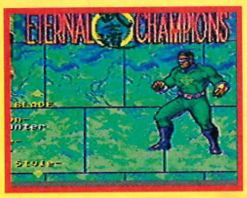
If you're still stuck, I'm afraid there is little hope for you. However if your worrying little niggle persists, write in and explain to me in more detail exactly what the problem is and I will endeavour to find the solution.

ETERNAL CHAMPIONS (MD)

Can you tell me how to do all of the finishing moves?
Stephen Ridgeway, Rockwell Green

I can, as it happens! These finishing moves are dependent on which background you're playing in, rather than what character you're using.

BLADE: Throw your enemy into the bottom right-hand corner of the fan from the right-hand side of the screen.
JETTA: Chuck the opponent from the first right-hand pole at the centre to the left of the screen.
LARCEN: Throw your foe from the right-hand door into the left-hand one.
MIDKNIGHT: Kick your opponent out of the first left-hand door from the centre.

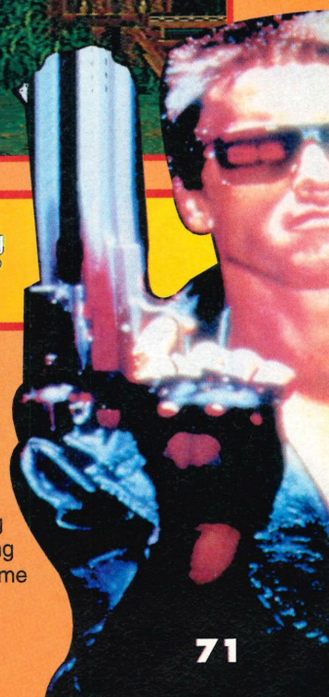


RAX: Throw your enemy from the statue in the middle of the screen towards the left.
SHADOW: Throw your rival from the post in the centre into the left of the screen.
SLASH: Corner your opponent in the far-left of the screen and kick him so he lands to the left.
TRIDENT: Throw your opponent from the left to land right in front of the statue.
XAVIER: Throw your opponent to bounce just before they reach the stake in the centre of the screen.



TERMINATOR 2 (MD)

Why am I unable to stop the machines from taking over and killing John Conner on the back of the jeep?
Mac Harris, Basingstoke



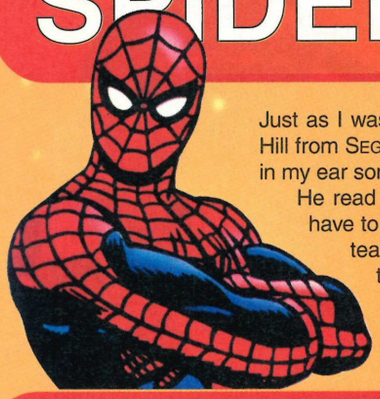
There are a number of reasons I can think of for your incapability to achieve this objective, sadly most of them are too rude to print in a family magazine (or so Chris tells me). Fortunately for you I refuse to sulk at this blatant censorship of my artistic talents and will continue toying with my lengthy column.

However, back to your question Mac my young chum. Sadly I can't play the game for you, but the objective is to shoot the Terminators before they get to John. It's as simple as that. At the time of writing there aren't any cheats to help you overcome this stage of the game, although my army of minions are working on finding some.

The old adage learn from your mistakes applies here Mac. However, in my experience some people just never learn. Take Reg Grumblebelly, my neighbour on Rubiton, a planet in the Altar system. After several serious warnings he still persisted in brazenly calling me baldy. Despite this he couldn't understand why I set up a cunning trap in his garage, which sliced him clean in two. As I said, some people never learn, try not to be one of them Mac!

SPIDERMAN (MD)

How do you get pass the motorbike after the Central Park level?
Chris Simpson, Devon





Just as I was about to answer this query, do you know what happened, readers? Mark Hill from SEGAPRO magazine leant over my shoulder, rather rudely actually, and bellowed in my ear some inane remark, before asking to look at the letter I was reading.

He read it for about five seconds, looked up and then simply said "Easy — all you have to do is blow it up!" And with that, he walked away again! He was lucky I didn't teach him some manners for such an ill-disciplined performance, but if truth be told, there is some substance in his rather coarse comment.

I'd better go into more detail, though. The motorbikes can be real pains in the neck unless you can react quickly enough. If you're on the sidewalk (to use a disgusting American term), when one appears, either duck or web it and you'll be fine.

JURASSIC PARK (MD)

How do you get past the dinosaurs on the last stage, while playing as Grant?
Miss S L Harding, Stroud





Well, its quite simple really, my dear. Get to this part of the game again, and look at the screen. Done that? Right, what can you see? Two huge skeletons and two ferocious dinosaurs? OK? Now you want to know what to do I suppose.

The answer is simple. To the raptors, do nothing. Instead concentrate on the skeletons. Think back to the film, for a moment. Did Grant kill them himself? No, he jolly well didn't! All you have to do is climb onto the hanging platform.

Now, if you already have lots of explosives, all well and good. If you don't, you can easily find some neatly tucked away, just below the position where you start. Got them? Good! Now drop onto the skeleton's back, and climb up until you can easily drop between the two raptors. Once down, throw grenades at the skeletons and, hey presto, crash, bang and indeed wallop! The skeletons come falling down onto the unsuspecting raptors, leaving you free to escape the island!

RINGS OF POWER (MD)

Where and how can you get into the Flame Cave? Where's Larry? Where is the moustache of a Thespian to give to the Necromancer at Magic 'B' Us?
Robert Hunt, Brighton



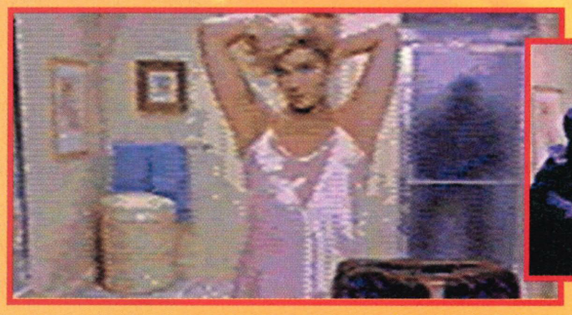


It's that darned game again! I'd thought I'd seen the last of this last issue, but like most things it has come back to haunt me! The Flame (or Fire) cave can be found at 5'4", 10'8". Get the wood from it and show it to the man in the Perfection Restaurant. Go to the Lobotomy Club (the City of the Mind) and talk to Larry about your quest. Buy him a drink to get the conversation flowing!

Find Lucius in the Necromancy section of the Magic B Us. Go to the Great Amphitheatre at 27'9" and find the head thespian. Talk to him to get his moustache and take it and show Lucius. In return he gives you a spell. That should be enough to get you going — happy gameplaying.

NIGHT TRAP (MD)

Is Night Trap available for the Mega Drive?
Ben Murphy, South Wales.







To answer your question, *Night Trap* isn't actually available on the Mega Drive. This is basically a memory problem - you'd never be able to fit all of the FMV onto a cartridge, whatever size it is — even with 24 megs to play with! You're not missing out on much though, because the Mega-CD version was a bit bland to say the least…

ALIEN 3 (MS)

Level 15 is causing me headaches! Can you help me through it, Dr M?
Nicola Collins, Crayford



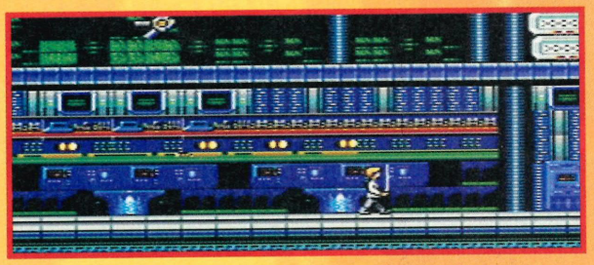
So, you've got a headache? Well, why don't you just take an aspirin! Actually, while you're at it could you send me one. That young fool Mark Pilkington has just turned up one of his dreadful albums on the office CD player. Honestly readers, this boy must have the worst taste in music ever. Even the tunes in Room 101, the enjoyable programme on television, sound better than his collection!

Anyway I digress, to start the level off, crouch on the floor and fire a few shotgun rounds off. This will expose the alien hidden in the floor, so immediately switch to flame-thrower and incinerate all the aliens dropping in. Climb the ladder to rescue the captive, then go to the lift. Take the lift down and leap up onto the platform with the struggling prisoner and give him a helping hand.

Jump down for another prisoner, then climb down the ladder and head right for yet another captive. Now head down to the far left and down to the ground level. Catch the lift down on the far left and climb the ladder. Jump across the gap and drop down next to the furnace. Fall down to the lower platform to get a prisoner. Go to the platform above the fiery furnace and then jump from platform to platform, falling down the last one to rescue the final prisoner. Once you have done this, you can walk without fear of interruption to freedom. My word I'm quite exhausted after writing all those instructions down.

STAR WARS (MS/GG)

We're stuck on the Final Hanger! Can you help us, please?
Emma, Julie and Marie, London



My, my it's so nice to receive mail from members of the fairer sex! It's not often I have such a pleasure, but to get a letter from three of them all at once is astounding! I hope I can do justice to your faith in my problem solving ability (Oh dear, Dr M's flirting again!).

The Final Hanger is the hardest part of the game, with deadly spikes everywhere. Speed is the key, pause for thought and you'll find yourself horribly impaled. A handy hint is to jump out of the arrows, used to rise up the screen, when you are halfway up to reach the next platform. Also react quickly and jump over the Stormtrooper's fire. Time and patience is what's needed, so go for it, my girls, go for it!

SHERLOCK HOLMES 2 (MD)

What is the final solution to The Pilfered Paintings, please Dr M?
Ian Lewis, Kent





Ian, what are you playing at? There was a full solution to this game back in SEGA XS Issue 4! Are you trying to tell me you haven't been reading every issue since the magazines started? Oh well, just for our ever-growing army of new readers, who haven't yet got the entire collection of back issues by telephoning Karen, our lovely subs girl, on 0202 299900, here's the answer.

Select Matthew Cole as the thief. Select Brady Norris as the scoundrel who put him up to it. The answer is then D — Brady 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 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. There you have it, elementary my dear reader!

NEW BUSTERS

New Busters **is here yet again and always will be, but I've got a bit of bad news for you folks. I'm going! Yes, I know, it's a time of great sadness and sorrow for us all, but you can be rest assured you haven't seen the last of me just yet (Damn! - a whole nation cries).**
I'm moving on to SEGA XS's sister magazine — SEGAPRO. I'm sure someone will step into my New Busters shoes with ease and before long all I'll be is a distant memory. Unless, of course, you buy the brilliant SEGAPRO as well as XS! Remember, the offer for the two best cheats sent in is still a copy of *Awesome SEGA Mega Drive Secrets III*, so get writing to: New Busters, SEGA XS, 124 Old Christchurch rd, Bournemouth, BH1 1NF.



AWESOME WINNER!

JURASSIC PARK MEGA CD



Yipes, The Dinosaurs have escaped from their pens and I'm powerless to stop them! I'm too young to die, so what I need is an unlimited supply of knockout gas to really show these dinosaurs what-for. I wonder if Brian Ramesy from Middlesborough can help?

"Enter the third room in the Visitors Centre for the first time. Inside you will find a computer terminal and a grey locker containing the gas canisters for use against the T Rex later in the game. In order to get unlimited gas ammo, turn to the computer terminal and insert the Triceratops CD, before grabbing the gas canisters. You should hear a bleep and now you will be able to go to the locker and grab the gas ammo , only to find it is replaced every-time you take it! You can only carry 50 gas canisters, but you can return anytime to stock up."

Wow, just for that extremely helpful tip, Brian, I'm going to give you a copy of that most desired of all books - *Awesome SEGA Mega Drive Secrets III*! Can you believe your luck?



A double dose of Dinosaurs mayhem awaits you here, readers, with not only a brilliant cheat for the Mega-CD version of this game, but also one for the Mega Drive game! Life's good.

"On the code screen, enter NYUKNYUK and press start, a weird message should appear. Start the game by pressing A. Now, pressing A should restore all your energy and pressing B should restore all of your life."

Cheers for that! Sadly, I can't actually send you your prize because you didn't send me your name and address, if you can write back (and prove to me it was actually you who sent the cheat in, remember I know your handwriting!) then an *Awesome* book is yours.



AWESOME WINNER!

JURASSIC PARK MEGA DRIVE

MORTAL KOMBAT

MEGA DRIVE



The secrets out. The real reason why Sonia was dropped from *Mortal Kombat II* wasn't because she was too unpopular, it was because she's a reptile! I'll let David Cheddie from the Commonwealth Development Corporation (I kid you not!!) tell all!

"Do the D, U, L, L, A, R, D cheat. Go to plan base and change it to three. Turn on flags 0, 2 and 3. Make the first map the Pit. Now play the game normally with any fighter (except Scorpion) until you get to Endurance 2. You should now be in the pit, if you are not, lose a continue. Now get double flawless and fatality. As you are on the pit, you will have to face Reptile and, as Sonia is the second person on Endurance 2, you will get a Reptilian Sonia! She is a glowing green colour and her moves include a Shadow Punch which turns into a harpoon upon contact, and a leg toss where she just hits you but doesn't toss you."



PUGGSY

MEGA DRIVE



I don't know, all I want in life is a comfy chair for my desk and a password to open every map in *Puggsy* and I'd be happy! Can any of you help me? What about you, Michael Dolman from Holland?

"You can see and play the game with the whole map open if you use this password:
000 276 007
304 214 763
073 756 534
I hope with this tip, a lot of people will enjoy this game."

CHAOS ENGINE

MEGA DRIVE

Damn, we're pinned down by heavy enemy fire — some handy hints from reader Michael Cargill is what's needed here, troopers! Apparently this guy from Surrey knows a thing or two about the *Chaos Engine*.



"The two best characters to use are the THUG and the SCIENTIST.

The THUG because when his gun is powered up, it covers a wide area and he can take lots of hits, and the SCIENTIST because he is smart (which means he can dodge enemies) and he has got the first aid kit which can be used by the Thug."

Right, you heard the man. Get the Thug and Scientist in NOW!

STREETS OF RAGE II

MEGA DRIVE



Yo!
Yo, Earl, how's it hangin'?
Pretty cool, bro, pretty cool...
Guess what I've discovered from Oxons very own Neil Raynor?
I dunno, man. What is it?
Well, its none other than the complete level codes for our second game! Can ya believe it?
No I can't, man, tell me more!
"Level Three: C6T2ZEILEIC
Level Five: PT28KZFICZYJQ
Level Seven: D9489128ATG
Level Nine: JPTFXEW9WZOG
Level Eleven: T5QQCE2JA8PQ
Level Thirteen: JP8Q11APC84N
Level Fifteen: D92QCZ69XU5E
That's all, Mark!"
Why did he call us Mark, TJ?
I haven't got a clue, Earl!

So there I was, walking along the rough streets of Welling, when who should I come across, but none other than reader Ong Yih Wey from Malaysia. He looked at me with a strange and sinister glint in his eye, it was almost as if he had something to say. In a deep and meaningful voice, he said:

"Here's how to use the same character in two-player mode. P2 must press B and START at the selection screen.

To get nine lives is simple! On the options screen, P1 must select Players and change the number to five. After that P2 must press A, B and C together. P1 can now change the number to nine!"





TOEJAM & EARL 2

MEGA DRIVE

NEW CODES CORNER!

It's Action Replay time again, kids, and what do we like most about the Action Replay? Yes, that's right, all those lovely new codes for you to feast your eyes on...

MEGA DRIVE

Combat Cars
FFØØØ5ØØXX - Level Select

Land Stalker
FF543EØØØA - Infinite Energy (except against bosses)
FF1Ø4ØØØØ8 - Infinite Lives (except against bosses)
FF3Ø97ØØØ4 - Infinite Statue of Gaia (once you have one)
FF2349ØØØ4 - Infinite Golden Statues (once you have one)
FF1F49ØØØ3
FF2D59ØØØ3 - Infinite Dahl (once you have one)

Lost Vikings
FF9Ø8FØØØ6 - Unlimited Energy for Eric
FF9Ø91ØØØ6 - Unlimited Energy for Baleog
FF9Ø93ØØØ6 - Unlimited Energy for Olaf

Mutant League Football
FFFD53ØØØ1 - Infinite First Downs
FFF4FØØØ14 - Infinite Time in Locker Room

Virtua Racing
FF9Ø8DØØØØ - No damage to your car

GAME GENIE

Sadly missing from last months Code Corner was the Game Genie section. Where it went, no-one knows, but at least its here now.

MEGA DRIVE

NBA Jam
3LPV-4AFC - Power up defence, interception, all players on fire, turbo, shot display % and super dunks.
ZWPV-4AFC - Same as above, apart from CPU team's not on fire.

BUSTERS

MEGA DRIVE



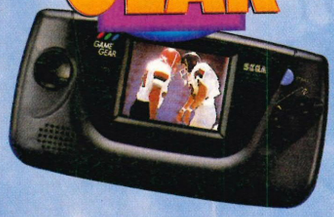
MEGA CD



MASTER SYSTEM



GAME GEAR



So here it is! The Busters A-Z is the biggest, most authoritive guide to every single Sega cheat in existance. If you've got a Mega Drive, Master System, Game Gear, or Mega CD – you'll find all you ever need to get infinite lives, passwords and level selects, right here! No other magazine gives you this much information – but we always need more! If you have an original cheat or tip that we haven't printed yet, then send it in to us. For the best new tips we print, we will give you a copy of *Awesome Mega Drive Secrets II* for free! Send all your tips and cheats to

SEGA XS Busters, 124 Old Christchurch Road, Bournemouth Dorset BH1 1NF.

MEGA DRIVE

ABRAHAMS

Easier Mode
During the demo, press B, B, C, B, C, C, C, B, C, B, B and C.

THE ADDAMS FAMILY

Level codes
Here are the level codes to help you out:
&1YK4
?1H1T
?&91Z
V&s1H
VDHK4
VLKKV

AFTERBURNER 2

Extra Continue
When the 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!

ALADDIN

Level Skip
Play the game normally, Pause and press A, B, B, A, A, B, B and A.

Extra Life
When you get to the desert, go and kill the first snake. Go right back and there will be an extra life.

Mickey Mouse Ears
On the Desert, stand near the washing line, so that when Aladdin moves his head you will see him wearing Mickey Mouse ears! An extra life is now yours!

Secret Option Screen
On the title screen, hit A and press B, B, B, B, C, C, C and C.

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.

Final Screen Solution
Walk in the following order:
Sun, wriggly lines, moon, star, sun, moon, wriggly lines, fish, star, fish, crown.

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

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

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

Secret Tournament Code
FFFF FFFF FFFF FFFF FF

9999 9999 9999 9999 99

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

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.

BARRACUDA

Added time
B, A, Right, Right, A, C, Up, Down and A. This sets the energy to six (only three bars will be displayed) and adds 30 to the time.

BART VS THE SPACE MUTANTS

Avoid Skateboard Section
If you want to avoid the entire skateboard section in the first level, buy a key from the right of the phone box, you will be transported to the OAPs home.

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

Invincibility
Pause the game and press B and Start. The enemy in front can't hurt you any more!

BATTLEMANIA

Strange Scene
When the Sega logo appears, keep pressing start on player two'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.

BLADES OF VENGEANCE

Hidden door
This cheat will allow you to progress to any level in the game. At the last door on level 1, do a Super Jump at the left edge of the door. You'll end up on a hidden pixel! Now jump right and continue jumping straight up about three times to find the hidden door. Use this hidden door to access any level and collect special items.

BOB

Passwords.
1. 171058
2. 950745
3. 472149
4. 672451
5. 272578
6. 652074
7. 265648
8. 462893
9. 583172
10. 743690
11. 103928
12. 144895
13. 775092
14. 481376

BUBSY THE BOBCAT

Passwords
Level 1 – **JSSCTS**
Level 2 – **CKBGMM**
Level 3 – **SCTWMN**
Level 4 – **MKBRLN**
Level 5 – **LBLNRD**
Level 6 – **JMDKRK**
Level 7 – **STGRTN**
Level 8 – **SBBSHC**
Level 9 – **DBKRRB**
Level 10 – **MSFCTS**
Level 11 – **KMGRBS**
Level 12 – **SLJMBG**
Level 13 – **TGRTVN**
Level 14 – **CCLDSL**
Level 15 – **BTCLMB**

Extra level
At the options screen, input this for an extra level:
STCJDH

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.

BUSBY

Level Codes
Level 2 – **MKBRUN**
Level 3 – **STGRTN**
Level 4 – **MSFCTS**

CALIFORNIA GAMES

Easy High Scores
On the title screen, reset the game and you should hear a 'Dong' sound. Do this four times and then view the high scores. You should now find that all the names have been wiped, giving you no troubles at all about getting your name up there!

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.

COSMIC SPACEHEAD

View Game
After selecting English language, press A, B, C, A, B, C and Start for a full viewing of the game.

CRABBALLAD

Level select
C, Right, A, B, B, A, Left, Left, A, and Down
Activates the level select. On releasing the START button the first two digits can be set to the World and Level numbers. Press A + B + C while paused to return to the title page and the game will start on the requested 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.

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.

Expert Mode
On the demo press up, down, left, left, right, right, up and down to get onto Expert Mode where enemies move faster and their bullets are bigger. When activated, you should hear a tinkle and the title will turn blue.

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	390,0007
TECHN OSOFT	2,000,00010
Ø9563 35555	555,50033
TF2hz TF3EM	464,90010
LUCKY LUCKY	77,7007

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.

DRAGONS FURY

Start with 10 Balls
Enter the password Tech-nosoft

DYNAMITE DUKE

Hidden Options Screen
Press C ten times before pressing Start

DUNE II: BATTLE FOR ARRAKIS

Passwords
House Atreides
1) DIPLOMATIC
2) SPICEDANCE
3) ETERNALSUN
4) DEFTHUNTER
5) ASHLIKENNY
7) SONICBLAST
8) DUNERUNNER

House Harkonnen
1) DEMOLITION
2) SPICESATYR
3) BURNINGSUN
4) DARKHUNTER
5) EVILMENTAT
6) ITSJOEBWAN
7) DEVASTATOR
8) DEATHRUNER

House Ordos
1) DOMINATION
2) SPICESABRE
3) ARRAKISSUN
4) COLDHUNTER
5) WILYMENTAT
6) SLYMELANIE
7) STEALTHWAR
8) POWERCRUSH

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.

Password codes
D7K76Y43HYMPTSW4
D7SDPH67BFGZVJDC
D7YJVYGDP72VMLL2
D76YDLPJJ398NMHZ

ECCO THE DOLPHIN

Blue Whale Control
Press Up, A, Down, Left, B, Left, C, C and then Down when you swim Ecco next to the Blue Whale on level 10. Once this is done, you can control him. It takes practise.

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	–	WEFIDN-MP
Vents	–	ZYUELF-BM
Ridge Water	–	NRAVEEIP
Lagoon	–	NGBBLF-BM
Ocean	–	YWGT-TJNI
Hard Water	–	RGQRHEIX
Cold Water	–	UVJUBUKX
Island Zone	–	LYTIO-QLZ
Deep Water	–	SJVLTJNW
Marble Sea	–	FZT-PVJND
The Library	–	GYZM-BUKU
Deep City	–	FAZXI-FLZ
Jurassic beach	–	ZAOBUNLG
Pterodactyl Pond	–	LLHFUN-LA
Origin Beach	–	MPA-JUNLC
Trilobite Circle	–	FEU-MUNLH
Dark Water	–	CRNQUN-LO
Last Battle	–	KQCNLM-LX

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.

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.

F-22 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

Controlling Geese
To play as Geese, hold down the direction pad in left when you select your playing mode.

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.

Different Ending
After beating Geese Howard without using a continue, keep a throw button held for a different ending.

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.

FIFA SOCCER

Tournament passwords
Quarters - Arg Vs Can F74YBB79PT
Semi's - Arg Vs Aus F74YBB591D4
Final - Arg Vs Eng F74YBB85P1P9
League Password
To win 13 out of 13 with EA Allstars - QP5CW4J1PY1MR
Play offs
Final with EA Allstars - X8XZW4TR1PH

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.

Make Enemies Disappear
Enter PIXEX on the Password Screen.

FLINTSTONES

Level Skip
On the title screen, hold A, B, C and Left together, let go and press Start. Now push a direction to skip levels.

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

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SXS 11

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.

Passwords
Level 2: ZXSP
Level 3: LUFT

GAUNTLET 4

Loads of Health
Enter this code to give you a much healthier character than you could ever hope for:
5:8TPYC76XAO:5LJL3D846TEO63COA
Passwords
From the options screen select Quest Mode and then the Continue option to allow you to enter these passwords. Ensure you select the correct character before entering the data.
Thor The Warrior
`YL0G: J4E97 X-TE8`
`68X0P W09+W 3+CX1`
This will give you over 20,000 units of health, loads of items and access to the castle.
Thor The Warrior
`Y6TDR 7G0RL 94TE9`
`47CD5 A4X6R 3+CLP`
This will let players tackle the towers and the tower dragons with enough health to win.
Questor The Elf
`9FYWR MP7:9 90JU-`
`XP+5X +KDP= -C3RH`
This will give the Elf a lot of extra power.
Thyra The Valkyrie
`:ECTM L-FU9 F9994`
`=135G -8+0T X4M:Y`
This will give Thyra many different strengths.

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.

Start Game at the Final Boss
On the title screen, press A 16 times, Up, Down, Left, Right and then wait for a chime. You should now press Down, Right, A and Start together.

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.

GODS

Invincibility
Type in MESIENTOTANFEL12 on the password screen to activate the cheat mode. You are now invincible in your quest for immortality.

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

200 Magic Units
Keep button A held down while fighting a guardian and, when he dies, let go and don't touch anything. You will then have 200 magic units.
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.
Level Select
Get onto the title screen and move to the options. Press A, B and C simultaneously. Keep them held down and go to the options screen. Let go of C, but keep A and B pressed. Move down to the exit and then select your player. A level select will appear.

GOLDEN AXE 3

Level Select
Press A, A, A, A, Start, C, C, C, C, C, and C at the first Character select screen quickly.

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.

Different Set of Players
Enter GRAND.SLAM with the full-stop in the middle and filling in the rest of the spaces with full-stops to get better players.
New Player
Entering this password gives you a new player called Mickey D:
GCA IVE MKQ NGC QFT
FIQ AAA AAA AAA AAA
AAB KVK VKV AAA AAB

GREENDOG

Rapid Fire Discs
Press Start, C, A, B, A, L and L.

GYNOUG

Easier Mode
Go to the Game level on the options screen and press A, B, C and Start.
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
465FA31001EB0 – level 4
D4BFD41000EB0 – level 5
BCFEF51010A41 – level 6
6B10F61010ACL – level 7
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 2: 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.
Turn Your World Upside-Down!
Pause the game and type C, A, B, B and A on any level (excluding bonus levels) and the screen will either flip upside-down or you will complete the section.

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

Best Player Password
To get the best player, enter tthe following password
I.$.CAPRIATI

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/'93/'94

On-Side Kick
Retain possession at the kick off by repeatedly jabbing the kick button very quickly as the kicker starts to take his run up. The defence should recover.

Field Goal Block
Select Punt Block and, using the right inside linebacker, diagonally charge at the kicker.

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

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

Codes with 16 lives
Level 4 – **XT6YXL6PF6M**
Level 5 – **VNHYWMGZBC9**
Level 6 – **WSFXW4MPYHJ**
Level 7 – **THPD96PGCLN**

Level 8 – N4SC37S6MWB
Level 9 – NZY9SDBR9Y6

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

Extra Lives
On level 7 - River Raid, four extra lives can be found under four small pyramids at the top of the map. These are approximately in the centre of the level by three skulls on pillars. Blow them open and the lives are all yours!

JURASSIC PARK

Level select
Enter this code: Ø21660Ø16. Select options and leave the screen straight away. Change the player to Grant and Start the game. Now a level select should be presented.

Level Select
Enter this code: 02160016. Select options and leave the screen straight away. Change the player to Grant and start the game. A level select is now offered.

Level Passwords
GRANT
Power Station – 240P0021
River – 4A3PGØA4
Pump House – 621CØØ2N
Canyon – 81VVMF2Ø
Volcano – A69KJG6U
Centre – CVVVVVT4

RAPTOR
Power Station – I21GØØ27
Pump House – K21GØØ29
Canyon – M21GØØ2B
Centre – Ø21GØØZD

Maximum Ammunition Codes
Enter these codes to give Grant full weapons:

Jungle	OVVVVVUP
Power Station	2VVVVVUR
The River	4VVVVVUT
Pumping House	6VVVVVUV
Canyon	8VVVVVU1
The Volcano	AVVVVVU3
The Visitors Centre	CVVVVVU5

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 OF THE MONSTERS

Extra Continues
Press A, B, C and Start when you're on the title screen. Press A and an options screen will appear giving you 12 extra continues.

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. The Open Doors cheat also gives you infinite lives.

Level Passwords

2	Whoamama
3	Flanders
4	Brockman
5	Sideshow

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

	FUN PRES	TRICKY SUN	TAXING	MAYHEM
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	–	CBCARHG
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	–	CBSER?G
Domino Mirror	–	CSIEIYE
Chess	–	CSIEQ6E
Arc Lite	–	CSIEY4E
Anterior Nova	–	CSIEBJC
Reindeer Flotilla	–	CSIEJIC
Hop Toad	–	CSIERLC
Olympic Torch	–	CSIEZKC
Lobster Quadrille	–	CSIEBZA
Grand Theft	–	CSIEJYA
Flaming Arrow	–	CSIER6A
Vietnam	–	CDCEA9G
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.

MAZIN WARS

Bosses Only
Play the last sound effect and music from the options screen and then start the game. The levels should have disappeared, leaving you free to just fight the bosses.

MEGA-LO-MANIA

Extra Men
Go to the options screen and select the number of men for your mission. Now put them on the island of your choice. Go back into the options screen and press C to decrease your men to zero. You will now still have the same amount of men on the island but the number carried forward to the next island will be greater.

200 Men
Enter SIZCSVLOPNL as the password.

Hidden Sinistar
Enter JOOLS on the password screen to obtain a version of the old time shoot-'em-up.

Codes

SCARLETS TEAM	
1st Epoch + 200 men	SIZCSVLOPNL
2nd Epoch + 200 men	QNZCK-XROPNH
2nd Epoch + 100 men	YABDQ-CYIWMZ
OBERONS TEAM	
2nd Epoch + 100 men	KDBD-CYFIWMB
4th Epoch + 100 men	GNBDYZLXXSJ
5th Epoch + 100 men	ESBDOYFYXSP
CAESARS TEAM	
2nd Epoch + 100 men	SZAD-BYFIWMY
3rd Epoch + 100 men	ESBDOYFYXSK
MADCAPS TEAM	
2nd Epoch + 100 men	ECBDR-ZLIWMA
3rd Epoch + 100 men	CHBDVZLXXSM
4th Epoch + 200 men	SYZCHWLDRTQ
5th Epoch + 287 men	QESCFXEXHUI
6th Epoch + 138 men	DWCCHIUECHC
7th Epoch + 159 men	IHWAHKADANG

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.

MICRO MACHINES

Infinite Lives
Pause the game and press B, Down C, Down, Up, Down, Left and Down. Unpause the game to receive infinite lives.

More speed
Pause the game and press Up, Down, A, B, Left, Right, C and Start.

Harder Game
Pause the game and press Left, Right, Left, Right, Up, Down, Start and Down.

More grip
Pause the game and press A, Up, B,

Down, C, Left, Start and Right.

Faster Car
Press Up, Down, A, B, Left, Right, C and Start

Tougher Opponents
Press Left, Right, Left, Right Up, Down, Start and Down

Better Car Traction
Press A, Up, B, Down, C, Left, Start and Right

More Damage on Impact
Press C, Up, Left, Right, A, B, A, C and Start

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.

MIG-29

Level Codes
Here are the passwords:
1. ECFPGTVDFBAJZB
2. KHXNWRJAGGGOHH
3. SNUMNT1FJGRDOD
4. OTUTMCMQDCTVJA
5. KRSTOVCOELXQLG

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

Cheat Screen
On the choice screen, type in Down, Up, Left, Left, A, Right and Down.

Green Reptile
Go to the Cheat Screen and choose the pit as your first screen. Then select PLAN BASE ONE. You will start in the pit with strange objects flying past once you have defeated Cage. You will then meet the Reptile in the pit.

Double Flawless Victory against Shang Tsung
Crouch down and Shang Tsung will fire three Fireballs and then approach you. Crouch Kick him repeatedly as he has no defence against this move.

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 0 – 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 palace gate.

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.

MUTANT LEAGUE FOOTBALL

Passwords
CNL111111Y – War Slammers
1CK111111H – Death skin Razors
4CK111111L – Vile Vulgars
FMK3XYSL1Q – Dark star Dragons
2CK111111D – Icebay Bashers
HGK111111J – Killer Konvicts
3CK111111F – Midway Monsters
JH1111111G – Misfit Demons
GMK111111D – Psycho Slashers
5CK111111M – Rad Rockers
BDK111111J – Road Warriors
KLK111111L – Screaming Evils
CBK111111J – Sixty Whiners
LJK111111M – Slaycity Slayers
MLK111111J – Terminator Trolz
NMK111111Q – Turbo Techies

NBA JAM

Power-up the Defence
Go to Tonight's Match-up screen and tap any button five times. On the fifth tap, hold the button down until the court appears.

Turbo-Charged Game
Go to Tonight's Match-up screen and tap any button 13 times. Now hold **B+C** until the court appears.

Unlimited Turbos
Go to Tonight's Match-up screen and tap all three buttons seven times. On the seventh tap, hold down until the game starts.

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.

OTTIPHANTS

Level Codes
Basement: JYFF
Construction Yard: AOHT
Office: PIHE
Jungle: NRCF

OUTLANDER

Passwords
To ease your trip through the badlands, try these codes:
Level 1 – **FYBY1QZFQ240Q0**
Level 2 – **89D020JCYY8CZ8**
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 EUROPEAN GOLF

Double your Winnings
Play the game as normal and save it on the eighteenth hole, just before you tee-off. Play the last hole and go to the option screen to check your score. Restore the game you just saved and play the last hole again. All the money you win from this is added to your score. This can be done as many times as you want.

Perfect your Shot
Save the game at the beginning of each shot and if the ball flies off in the wrong direction then you can just restore it and play it again until you get it right.

Set up Shots for the Computer
Let your opponent get on the green and then press **START**. Now go to shot and select green. The computer will show you a plan of the green. Move the cursor in either direction as far as you want and then continue the game. The computer will now take the shot!

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

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

Tactics
Build two levels above the water. Try to keep the ground flat and build up your people who've settled on one level of land. You may struggle in the power stakes to begin with. However, when you reach enough manna to flood the enemies positions, the evil should be virtually destroyed.
If evil invades your land, take away land instead of building up. Then, when they have moved, fill it in again. Doing this to drives evil off your territory.
When you gain enough manna to swamp, do so on the flat land it takes longest to get to. This should wipe out loads of evil walkers. This tactic is best employed either straight away or just before you want to claim Armageddon.**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:
TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAK-JEKOGQ for the final level.

Password to Play any Level
Type in **Hynamberg** to play any level.

PREDATOR 2

Passwords
Level 2 – **KILLERS**
Level 3 – **CAMOUFLAGE**
Level 4 – **LOS ANGELES**
Level 5 – **SUBTERROR**
Level 6 – **TOTAL BODY**

PRINCE OF PERSIA

Passwords
Here are the level codes for *Prince of Persia:*
Level 2 MTUEZQ
Level 3 TYZJED
Level 4 AEFRTH
Level 5 HJKWYT
Level 6 OOPEOY
Level 7 DEFUUN
Level 8 QYZOMS
Level 9 QYZPWR
Level 10 QYZQGR
Level 11 QYZRQQ
Level 12 QYZSAQ
Level 13 QYZTKP
Level 14 QYZUUO
Level 15 QYZVEO
Level 16 QYZWON

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. Remember, you must be fielding for this trick to work..

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 except 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.

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

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.

RBI BASEBALL 4

Super-Team
The password for the Super-Team is:
`D333 K4K DKMEK`

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

This code will take you straight to level four:
11111 1AJ56
UUPTO 470AA

Finish First Everytime
Come fifth in the first race and you will get a password that has 50,000 written in it. Change this
to 11,111 and be first everytime.

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.

ROBOCOP V TERMINATOR

Any Gun and 54 Lives
Pause and press C, C, A, A, B, B, C, C, A, A, B and B. Now you will see a face and you should now walk right. When you go back to the game, Pause and press B, A, C, C, C, A, B, B, A, C, C, C, A, B and unpause. You will now have 54 lives.
Press A, B, C and Down to choose a gun.
Choose any Weapon
Pause the game and press **B**, **A**, **C**, **C**, **C**, **A**, **B**, **B**, **A**, **C**, **C**, **C**, **A** and **B**. You should now hear a machine-gun sound. Unpause and press **DOWN** plus **A**, **B** and **C** to change to any gun.
Go Down to Next Platform
Pause the game and press **A**, **B**, **C**, **C**, **C**, **B** and **A**. You should hear a firework sound. Unpause and press **DOWN** plus **A**, **B** and **C**.
To Stay in Mid-Air
Go near the edge of a platform and press **A**, **B** and **FORWARD** when you fall. You can fall and stop a few times. The gun can be pointed in any direction.
Go the End-of-Level Boss
Pause the game and press **A**, **B**, **B**, **C**, **C**, **C**, **B**, **A**, **A** and **B**. You should hear ED-209's footsteps. Unpause the game and press **DOWN** and then **UP** at the same time. This will work from stages 2 to 9.

ROCKET KNIGHT ADVENTURES

Crazy Hard Setting
On the Konami logo, press left 4 times, right 4 times, left 7 times, right once and left once.

Level Skip
Press Up and Left ten times on the title screen and you should hear a chime. Press Pause in the game and then press C, B, B, A, C and B to skip a level.

Very Hard Level
To try the secret hard level, press down six times, up twice and down twice when you see the Konami logo. It will now be selectable from the options screen.

ROLLING THUNDER 2

Final Password
11B – `A Natural Program Desired The Neuron`

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.

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.

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.

SENSIBLE SOCCER

All Options Open on Beginner Level
Start a game on normal or hard level, then abort and go to the options screen and change to beginner level. Go back to your previous screen and choose cup. You now have the option of continuing the previous cup!

SHADOW DANCER

Level select
Press A, B, C and Start.

Final Guardian
To clear this level successfully takes pinpoint 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

Extra lives
On the bonus level, keep to the left of the screen and keep firing your shurikens. You should kill all the Ninjas and receive 3 extra lives.

SHINING FORCE

Change Characters Name
Using the second pad, hold down A, B, C and then press Start. On the first pad, you should press A, C and Start at the same time.

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!

SHINOBI III

Unlimited Shurikins
Go into Options and move to SE. Set it to 'Shurikin'. Set the 'Shurikins' at 00 and wait to get an unlimited supply.

Invincibility
Go into the Options and highlight 'Music'. Play the songs the songs in the following order – 'HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA and GETUFU'. You will now have invincibility when you begin the game.

SKITCHIN'

Passwords
Note: You must play as BADASS

MONEY	$2000
THRASH	Best three weapons
SPEED	Three nitros
ARMOR	Grade five equipment
TOTEM	Vancouver
BRONCOS	Denver
BEACH	San Diego
AIRPORT	Seattle
HILLS	San Francisco
STARS	Los Angeles
CAPITAL	Washington
JAYS	Toronto
CARS	Detroit
PIZZA	Chicago
PALMS	Miami
LIBERTY	New York

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

Six Emeralds
Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

SONIC THE HEDGEHOG 2

Two Player Turbo Shoes
Go to the two player mode, select a zone (except special zone) and find some turbo shoes. Now get killed and you now have them for the rest of that act. This works for both Tails and Sonic.

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 stage select cheat and on the stage select screen, sound test the following tunes: 1, 9, 9, 2, 1, 1, 2 and 4.
Highlight the stage you wish to explore and hold A and Start down. B transforms Sonic to an icon A changes the icon and C deposits the icon.

SONIC THE HEDGEHOG 3

Infinite Lives
Get to the launch base zone and hold the start of a Super Spin Dash between the Klaxon Alarms. You must let the alarms sound off all the time. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, if you keep going, you should get an extra life about every ten seconds. (Keep Tails out of the way as he can upset the pattern).

Level Select/Design/Super Sonic
After you hear the voice say SEGA and Sonic Starts to come onto the screen, quickly press **UP**, **UP**, **DOWN**, **DOWN**, **UP**, **UP**, **UP** and **UP**. You should hear a chime. If you look under **COMPETITION** there will be a sound test. Really this is a level select. The Flying Battery, Mushroom Valley and Sandopolis zones are actually two-player levels.
Choose any zone on the level select and hold **A** and **START** on the level. In the level, press **B** to turn Sonic into an object, **C** to duplicate and **A** to change into something different. Turn into a TV and jump into it, you will now be Super Sonic!

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.

SPEEDBALL 2

Password
This password will give your team loads of cash and put it in the first division:
`LPCa Zsbd KiXO maB0`
`CJ9R p1fa 1T8U M7My`

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`

SPIDERMAN

Level Skip
Press Start and then A, B and C.

Super Cheat
Move Spiderman to the word 'Level' and press Start on controller 2. Press A, B and C on controller 1 and let go whilst pushing diagonally up on the pad. Press A for more Web, press B for more life and press C for five seconds of invincibility.

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 FIGHTER 2 SPECIAL EDITION

Special Moves Only
When the Capcom logo appears, press Down, C, Up, A, A, B, B and C on pad 1.

Five Star Speed on Champion Edition Mode
In the opening sequence where the screen pans up the side of the building wait for the image to start fading and quickly press Down, Z, Up, X, A, Y, B and C on controller one. You will hear a "Huh" to indicate that the cheat has worked.

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 lives
Stage One — as soon as you walk on to the screen, walk to the bottom left behind the bin.
Stage Two — when you come out of the truck, walk round the back to find an extra life.
Stage Three — after killing the dragon on this stage, walk straight down from where the explosion occurs onto the mist and collect a life.

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.

STREETS OF RAGE 3

Play as a Kangaroo
At the end of level 2-1, there is a Kangaroo and his keeper. Don't kill the Kangaroo, but kill his keeper. When the keeper is dead, the Kangaroo will run off. Now the next time that you loose all your lives and select continue, you can choose the Kangaroo who has some strong punches and special moves. The Kangaroo cannot pick up weapons, do backslams or throws but he can do a rather nifty spinning kick.

STRIDER

Extra Continue
Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

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 HANG-ON

Easy Money
Go to the original mode and choose to race. Now crash and you will receive $400.

Options Mode
Hold down A, B and C on the title screen.

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 / STREET FIGHTER II

Skip a Fight on Champion/Hyper Mode
Go in on one player against the computer. Whenever you want to skip a level, press Start on Joy-Pad 2 and then beat-up player two! You can't do this on the last fight against M. Bison.

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

Level Select
On the title screen push Up, Down, Left, Right, Up, Down, Left and Right. Then start the game as normal and pause it. Press B and C. You will now skip to the next level.
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`

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.

TEAM USA BASKETBALL

Passwords
Enter these codes to win Olympic gold:
Semi-final: **JBT67BF**
Final: **JDT67BC**
Medal Collection: **JCT67BH**

TECHNO-CLASH

Passwords
ZP80BFAR, FPKRBFA9, DAAW3FAX, TZSIUFAU, 6ZSITFA6

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 II

Secret Options Screen
Press A and start on the title screen.

THUNDERFORCE III

Secret Options Screen
On the title screen, press Start whilst holding A to find a secret options screen in the game.

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.

99 Lives
When the introduction screen comes on, press A and Start to get the configuration screen. Set the control mode to type 1, engine power to 100, mission level to easy-manic and stock ships to 0. Next go to exit and start the game as normal, except you'll now have 99 lives!

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

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 AND 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.

TOKI

Invincibility
On the title screen, press Up, A, Right, B, Down, C, Left and Start. You will hear a jingle if the cheat has worked.

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.

TROUBLESHOOTER

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.

WARPSPEED

Black Hole Locations
Alpha – 1B to Beta
Beta – 7D to Alpha and 3H to Beta
Gamma – 5C to Alpha, 5D to Gamma and 4B to Beta
Delta – 3C to Alpha, 6G to Beta and 2F to Omega
Omega – 4B to Delta, 5C to Alpha, 4D to Epsilon and 3E to Beta
Epsilon – 2C to Alpha

Campaign Passwords
Level 1 – `W4D HLX VDX`
Level 2 – `W6N CWK 1XM`
Level 3 – `W67 G5R 4DQ`

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`

WIZ'N'LIZ

New level
There are three levels on the main game: Apprentice, Wizard and Sorcerer. You can, however, enter a fourth level called Super Wizard. To access this level do the following:
Press START and pause the game. Now hold down A, B and C. Then press START twice. You should now hear a voice shout 'yeah'. Returning to the options screen you'll now see the new Super Wizard level.
Steps to become a Spellmaster
1. Get a banana and a potato.
2. Make the spell and a hint door will open.
3. Use up all the stars you can and make sure there are no hints available.

4. Stand under the hint door.
5. Press B shortly, and quickly afterwards hold C + Start until you see Hint A blinking.
6. That's it! You now own around 65, 520 stars. You can now buy all the fruit and make all the different spells that you want. Sometimes the stars will disappear; don't worry, you just do the star cheat again.

Final Level Codes
Type in the password **HSSN RLLL** to get 100 stars and to get to the Super Wizard level, type in **TRKQ QMSC**.

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!

ZOMBIES

Passwords
VYTV, VQBB, SDHM, PCFD, VQBB and QNKR.

ZOOL

Extra Life
Pause the game and press Start , Down, Up, Left, Left, A, Right and Down for an extra life.

Small Energy Boost
Pause the game and press Start, Right, A, B, B, A, Left, Left, A and Down for some energy.

Large Energy Boost
Pause the game and press Start, Right, A, Down, A, Right, B, Left, Up and Right for loads of energy.

Level Skip
Pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now hold Right to skip a stage or Up to advance a level.

MEGA CD

AFTERBURNER 3

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

Secret Animation
Input your name as **FOMA** and select **BHA**.

Invincibility
Wait until the options screen appears and choose the name entry option. Enter your name as **MUTEKI** and exit the screen. Now, select operation **BHA**. Enter your name as **MUTEKI** again, start playing and you'll be totally invincible.

Secret game
Enter your name as **AZY** and highlight mission **BHA**. Enter **AZY** and you will enter a game called *Black Ball Assault*.

Hand of God
Enter your name as **BIGNET** and when you fight an opponent, press Start and he will instantly drop to the floor.

CHUCK ROCK

Passwords

Level Two	–	GJFKFN
Level Three	–	PDPKKN
Level Four	–	JWNTXF
Level Five	–	TSFVNP

COSMIC FANTASY STORIES

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

Passwords

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

Final Password
Enter this password to get to the end of the game: **QCFWUYHS**

FIFA INTERNATIONAL SOCCER

Crazy Ball
Simply enter C, A, B, C, C, B, A and C whilst the intros playing, and if this doesn't work, then try putting it in whilst actually playing the game.

FINAL FIGHT

Rapid Fire
At the title screen, enter the options and highlight the exit selection. Now press and hold RIGHT, A, B and START.
Best Character
THe most effective charecter to use is Guy.

Auto Punch
Enter the options screen and highlight exit. Hold down Right, A, B and Start for automatic punching.

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 bonus of 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

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.

KEIO'S FLYING MACHINE

HIDDEN GAME
To access the hidden game go to the main options screen and press the following on the D-Pad: right, up, down, up, down, up, right, down, left, up and Start.

NIGHT TRAP

Extra Footage
You have to complete the game first. When you see the words "In Memory of Stephen D Hossefield", press UP, A, A, A, A and A. You'll now go into a hidden sequence.

NOSTALGIA 1907

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.

PRINCE OF PERSIA

Last Level Password
Enter: SKGIFF.

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.

SILPHEED

Stage Select
During the opening demo, press Down, Down, Up, Up, Right, Left, A, B and Start during the opening demo. This cheat will only allow you to play on the stage that you have selected.

Revitalise Shield
Press Right, Left, A, Right, UP, C, B, Down, Left, B, A, Up, and Start at the demo. In the game, press button A to restore your shield up by one whole notch.

Continue
When the demo comes on, press Right, Up, A, B, C, Left, Left, Down, C, A and Start. You should now have 10 continues.

Secret Voice Test
At the title screen, move to Option with pad one. Hold A, B and C on pad two and press Start on pad one to get a voice test.

Level Select
When you're on the intro sequence, press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START. Now when you get to the start menu, Stage Select will be below the other options.

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).

SONIC CD

Level select
On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

Special level
Go to time attack and play every level. After this, at the options screen there will be something called D.A. Gardens. If you go to this, you will see Sonic's world. You can now rotate and enlarge it, while some birds and Tails fly past. You can also choose any music from the game.

Level Select
On the title screen, press UP, DOWN, DOWN, LEFT, RIGHT and B. This cheat is tricky to get working, so it's best to press the buttons gently.

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

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



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.

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		DIANE FIREYA	
Act two	FA2HAIADRR	Act two	GJEIACRT
Act three	FI4IAIAESB	Act three	GJWZAIAEKM
Act four	HK3CDIILDO	Act four	GIRCTQIJ1X
Act five	HLØDAQIPMX	Act five	IISDUXIPUI
Act six	HNØDE5IQVR	Act six	IIUHUZMRNZ
Act seven	HNØDE5IVWZ	Act seven	IIXBUYIUGW
Act eight	KRØDE2IZX5	Act eight	IJXBU2JØHB

ERIN GASHUNA		JEDDA CHEF	
Act two	HIJAAIAABB	Act two	GDHAAIAABZ
Act three	HIIYAIAGC3	Act three	GIEIAAAECA
Act four	HIIAOOIKDK	Act four	GJECAIIL1Q
Act five	HIKAQYIOUZ	Act five	IJCECJIOUØ
Act six	HIKEQYIRVC	Act six	KICBEPIQ3F
Act seven	HIKEQYIVOH	Act seven	KICBHIIVWG
Act eight	HJKBQYIZPK	Act eight	KJCBHNIYXR

ASTERIX

Infinite Lives
When you reach a special treasure pot, hit it so that the bonuses fly out. Collect the extra life and walk off of the screen, then walk back to the chest and collect another life. Continue this until you have enough lives to complete the game.

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.

Secret Room 2
As Oblix on the second stage, jump onto the rotating platforms to the Menhir container, then jump to the platform on top. Do small steps where there isn't grass and you'll suddenly fall into a secret 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

BATMAN RETURNS

Level Select
On the title screen, hold up and buttons one and two for 2 seconds. A blue screen will appear and you should get a level select.

Level select
On the title screen press Up Left Diagonal and keep both buttons pressed down. You can now select which level you wish to start from.

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 present-

ed 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

Treasure Chest Cheat
On round 28, don't bubble the ghosts. Instead, go up to the first column and an item should appear. Collect it and a door should appear which takes you up to five treasure chests.

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.

COOL SPOT

Extra lives and shields
On the options screen move the arrow to the music option but DON'T select it. Using the D-Pad press the following: left, left, left, right, right, right, left, right, left, right. You should now be able to select extra lives and shields.

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

Guardian Buster
Use one Heavy bomb on the first boss. One shot and he's dead.

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 $1,000 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.

JURASSIC PARK

Final Level Order
Complete each level in this order:
1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

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.

LAND OF ILLUSION

Tree Cheat
In the Forest, don't go up the tree. Instead bounce off the snake just beside the door and keep pushing right. Climb up the vine and you'll be at the top of the tree.

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

`Ø622`	`2Ø08`	`3212`
`7328`	`1Ø15`	`26Ø2`
`33Ø5`	`9932`	`1825`
`2819`	`6811`	

LUCKY DIME CAPER

Level skip
To skip from level two to three, during level two jump onto the lion's head when he jumps onto the platform. Repeat this eight times to skip.

1-Up loop
On level five as you walk past the area full of caskets you should come across some doors. Go through the second and either smash the crates with your hammer or jump onto them to collect three extra lives. You can return to this room as many times as you like. Once you have enough, exit via the door on the right.

MARBLE MADNESS

Level select

On the option screen set the following parameters: Test FX two, Test Music five. Move the pad to level select and you'll find that you can.

MASTER OF DARKNESS

Level select
On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

MIRACLE WARRIORS

Obtain all keys
To get all the keys, go to the bottom left of the map around the large desert. Now press button two and a menu should appear with the name of a spell. Enter the spell you haven't used yet and you'll be transported to a cave. Locate and open the chest, defeat the guardian then choose one of the three keys. Repeat the procedure two more times to get the remaining keys.

MOONWALKER

Level select
On the title screen press Up, Left, A and Start on controller two, quickly followed by pressing Start on controller one.

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press Two, One, Two, Up and Down for the blood to be included.

Special Moves and Fatalitys

SONYA BLADE
Scissor Attack: Press DOWN and buttons 1 and 2.
Projectile: BACKWARD and button 1.
Flying Kick: FORWARD, BACKWARD and then button 1.

JOHNNY CAGE
Shadowkick: BACKWARD, FORWARD and then button 2.
Fire Ball: BACKWARD, FORWARD and then button 1.
Special Punch: Button 1 and button 2 quickly.
Fatality: FORWARD, FORWARD, FORWARD and then button 1.

LIU KANG
Super Kick: FORWARD, FORWARD and then button 2.
Fire Ball: FORWARD, FORWARD and then button 1.
Fatality: BACKWARD, BACKWARD and then DOWN.

SCORPION
Hook: BACKWARD, BACKWARD and then button 1.
Invisibility: DOWN, BACKWARD and then button 1.
Fatality: Block and then hold button 1 down and press UP two times.

RAYDEN
Flying Attack: BACKWARD, BACKWARD and then FORWARD.
Electricity: DOWN, FORWARD and then button 1.
Invisibility: DOWN and then UP.
Fatality: FORWARD, BACKWARD, BACKWARD, BACKWARD and then button 1.

SUB-ZERO
Slide-Kick: BACKWARD, BACKWARD and then buttons 1 and 2.
Iceball: DOWN, FORWARD and then button 1.
Fatality: FORWARD, DOWN, FORWARD and then button 1.

MY HERO

Extra lives
You can earn several extra lives by jumping over knife and bomb throwers and then punching the guys in the back. Also, at the end of the first level, trip up the first three dogs and jump over the last one for a handy extra life.

THE NINJA

Bonus points
Get a hit ratio of 100% (not impossible) and you'll receive a massive 50,000 points bonus.

Scroll locations
Scroll one – find it on the first round after killing the transforming ninja.
Scroll two – on round four, shoot the bottom of the statue five times.
Scroll three – on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.
Scroll four – find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.
Scroll five – the final scroll appears in round nine. Keep to one side when reaching the top of the wall but don't kill the ninja immediately. Wait for a while and the green scroll will appear; collect this and you'll receive instructions as to how to enter the temple.

Fighting technique
Walk backwards whilst dodging from side to side and pressing the attack button to sustain minimum damage.

NINJA GAIDEN

Infinite stars and fireballs
Wait until ninja boy has got 999 combat points before using any ninja stars.

PAC-MANIA

Secret level
To access the hidden level, eat all the dots while leaving the power pills. An object will appear in the middle of the screen – eat this and you'll be transported to the secret level.

POPULOUS

Password buster

Level		Code
0199	–	KILLMEHILL
1999	–	ALPDEEND
2999	–	SADENG
3999	–	SUZLOPDON
4999	–	KILLOGOAL

POSEIDEN WARS

Extra continues
When you lose your last life press Down, Down, Down, Down, Right, Right, Right, Up, Up and Left to continue.

POWER STRIKE

Extra lives
On the title screen push the pad Down, Right, Down, Down, Left, Right, Up, Right and button one twice to get ten extra lives.

PREDATOR 2

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 anticlockwise 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.

ROBOCOP VS TERMINATOR

Weapon select
Start the game as normal, then press pause. Now press up and 1, up and 2, up and 2, up and 1, down and 2, down and 1, down and 1, down and 2. After this you can cycle through the weapons.

Extra lives
Again pause the game and press up and 1, down and 1, down and 1, up and 2, down and 2, up and 2, up and 1, up and 1. You'll now have 9 lives when you unpause the game.

Level skip
Pause the game and press down and 2, down and 1, up and 2, down and 2, down and 2, up and 1, down and 2, up and 1. Unpause the game to skip a level.

ROCKY

Little Injury
Before you ride, press Up, Down, Left, Right and Button two. Do this after you have fought as well and you will be able to get through the game with very little injury.

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 CHAOS

Invincibility
If you choose Sonic and press up and jump. Keep on pressing jump and holding up until Sonic starts glittering. He will be invincible until he stops running his fastest.

Level Select
On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1.

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, One and Two. 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

Lots of Treasure Chests
Be anyone except Lizard-man and go to the Lizard-man's Sphinx past the pyramid and into the door. Chop away at the bricks and fall down into the darkness to reach the treasure chests.

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.

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.



ALIEN 3

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.

DESERT STRIKE

Level Codes

Mission	Code
2	CJUEJFD
3	GGSIJFE
4	EGLMKOH

FANTASY ZONE

Config mode
On the title screen, press Up, Right, Down, Left, one, two, one, two 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.

GLOBAL GLADIATORS

Level select
On the options screen move the arrow to the second option. Then use the D-Pad to input the following directional sequence: left, right, left, right, left, left, right, right, left, right. You can now select a level.

HEAVYWEIGHT CHAMP

Power punches
On the speed select screen, hold down one and press Left, Right and finally Left again.

JUNGLE BOOK

Level Select
Circle the pad clockwise by holding 1 and 2 and start and you will hear a little noise. Press start again and you can now select levels to your hearts desire.

JURASSIC PARK

Final Level Order
Complete each level in this order:

1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

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.

MICRO MACHINES

Win Every Race
On the first level, after qualifying in challenge mode, drive the wrong way around the track. After one lap, you should hear a tone to confirm that the cheat has worked. From now on, you will appear in first position after every race regardless of where you finished.

Winning Bonus Points in the Head-to-Head against the Computer
When the two cars start to pick up speed, slightly nudge your opponent. Now pull out directly in front of him and press button two to brake. He will now crash into the back of your car, leaving you free to press button one and accelerate away - leaving him far behind and earning yourself a bonus point. This tip works best on a long straight!

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press two, one, two, down and up for the blood to be included.

NBA JAM

Power Ups
You should put these combinations in on the Match up screen.

Defence	5 taps
Intercept	Rotate pad and 15 taps or more
Percent Display	2 taps, down and fire 2
Turbo	15 taps or more and left
Dunks	13 taps and rotate
Fire	8 taps, up and fire 2

Secret Heads
Input these codes for some new player heads:
MJT 1,2,up and Start
AIR 1,2 and Up
SAX 1 and Left
UW 1, Start and Up
NET 1,2 and Down
ARK 1, 2 and Up
QB 1 and Down
ROD 1 and Up
CAR 1, 2 and Left
RJR 1 and Up
SAL 1 and Left

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.

Infinite time
Hold down diagonal Left, one, two and Start, then start the game.

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

RASTAN

Infinite continues
To continue the game after you've been killed, press Up and Start simultaneously.

SHINOBI

Extra life
There is an extra life in the second part of the woodland level. Go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear for the taking.

Best path
Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

Level Select
Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

SHINOBI II

All Characters Password
Go to the password screen and enter: F5958
When you start the game you will have the yellow and blue crystals with all the characters.

SHINOBI III

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 CHAOS

Level Select
On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1. Press Start at the end of that.

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.

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 one and two 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 JIG/QES/TGB/UDI.

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

Send your tips and cheats to Busters, Sega XS, Paragon Publishing, Durham House, 124 Old Christchurch Road,Bournemouth, Dorset BH1 1NF.

PADS FOR PROFESSIONALS!

Asciiware's joypads are a well established product in the fast and furious world of professional games-playing. These superbly moulded joypads and joysticks have been the secret behind many of the game's industries successes and now you have a chance to win one of these miracle sticks.
Ascii Entertainment software have got together with the true professionals at SEGA XS to offer more than £400 worth of gaming equipment.



THE FIGHTER STICK MD-6 FEATURING:-

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- Full turbo and Auto-turbo feature.
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Remember the more witty, big headed and funny your slogan is, the better your chance of winning. Good Luck folks!

Send it to *Asciiware* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 1 November and the editor's decision is final.

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SEGA XS

BACK ISSUES



ISSUE 1 £3.50

Essential 164-page launch issue of SEGA XS featuring massive solutions for Ecco (MD), Battletoads (MD), Master of Darkness (MS), Rolling Thunder 2 (MD), Another World (MD), Flashback (MD), T2 (MS), World of Illusion (MD), Fatal Fury (MD), Sherlock Holmes (CD), Hook (CD), Batman Returns (MD) ...



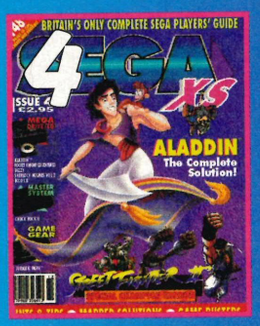
ISSUE 2 £3.50

Superb second issue crammed top titles and exclusive cheats. Fully mapped solutions for the following titles 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)...



ISSUE 3 £3.50

Massive 164-page magazine featuring solutions to Jurassic Park (MD), Star Wars (GG), Final Fight (CD), Mortal Kombat (MD), Shining Force (MD), Streets of Rage (MS), Sewer Shark (CD), Haunting (MD), Shinobi III (MD), Micro Machines (MD), Cool Spot (MD), Night Trap (CD), Tiny Toon Adventures (MD)...



ISSUE 4 £3.50

Incredible issue crammed with solutions for the biggest games, including Aladdin (MD), Chuck Rock II (MS), Dizzy (MD), Ecco: Lost Level (CD), Rocket Knight Adventures (MD), Sherlock Holmes 2 (CD), Street Fighter II (MD), Wiz 'n' Liz (MD). Also includes a massive 32-page game Buster section!



ISSUE 5 £3.50

Stunningly successful issue crammed view high-quality solutions. These include Robo Cop Vs Terminator (MD), The Jungle Book (MS), Asterix (MD), Silpheed (CD), Sonic Spinball (MD), Thunderhawk (CD), Gunstar Heroes (MD), F-117A Night Storm (MD). Also included 15 pages of in-depth reviews...



ISSUE 6 £3.50

An outstanding exclusive issue, concentrating on the mega-hit Sonic 3 (MD). The magazine produced an exclusive 41 page, fully mapped solution to Sega's stunning platformer. This definitive guide was supported by massive solutions to Castlevania (MD), Gods (MD) and Dinobasher (MS & GG)...



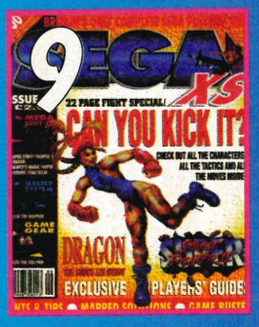
ISSUE 7 £3.50

A monster issue, with plenty of bite! This issue included exclusive solutions to a host of top releases, including Jurassic Park (CD), The Lost Vikings (MD), Ren & Stimpy (MD), Eternal Champions (MD), Micro Machines (MS & GG) and Castlevania (MD). As well as Slammin' Solutions to all the latest Basketball sims...



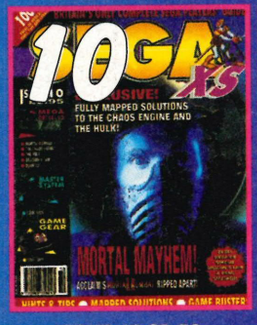
ISSUE 8 £3.50

Blast into orbit with this stunning issue, as we bring you the complete solution to Sega's awesome space explorer, Subterrania! We also produced complete solutions to Bubba 'N' Stix (MD), Streets of Rage 3 (MD), Prince of Persia (MD), Mystery Mansion (CD) and Aladdin (MS & GG). Plus a great football feature and much more...



ISSUE 9 £3.50

Once again we were first with the big exclusives, producing the complete players' guide to Super Street Fighter II! The fight special didn't finish there however — we also included a complete solution to Virgin's Dragon - The Bruce Lee Story (MD). Plus Marko's Magic Football (MD), Ground Zero Texas (MD), Ecco The Dolphin (MS)...



ISSUE 10 £3.50

Things just keep getting better in Britain's best tips guide! This, our first official monthly issue, was packed to bursting with big exclusives. There was a massive players' guide to Acclaim's awesome sequel, Mortal Kombat II (MD), plus The Chaos Engine (MD), The Hulk (MD), Dragon's Lair (CD), Dune (CD) and Cool Spot (MS&GG)...

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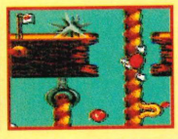
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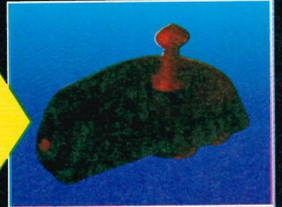


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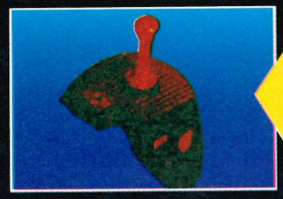


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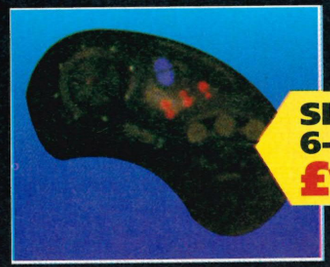


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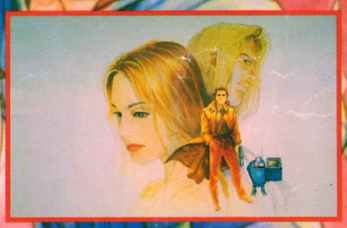


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