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CONTENTS



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BH1 1NF
TEL: (0202) 299900
FAX: (0202) 299955

EDITOR
Chris Marke

SENIOR STAFF WRITER
Neil Armstrong

STAFF WRITERS
Mark Pilkington
Richard Forsyth

DESIGNER
Colin Nightingale

ADVERTISING
FAX: (0202) 555011
Ian Kenyon – Group Ad Manager
Alan Walton

ADVERTISING PRODUCTION
Alex Tilbury
Christa Fairchild
Clare Loggey (Assistant)

PRE PRESS MANAGER
Alan Russell

SCANNING
Suzanne Ryan
Ted Dearberg

PRODUCTION MANAGER
Jane Hawkins

MANAGING EDITOR
Dave Perry

PUBLISHER DIRECTOR
Pat Kelly

MANAGING DIRECTOR
Richard Monteiro

PRODUCTION DIRECTOR
Di Tavener

SUBS/MAIL ORDER
Karen Sharrock

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From the makers of SEGA XS – SEGAPRO, MEGA POWER, SUPER GAMER, GAMESWORLD AND PC POWER

Last word: Them's the breaks!

SOLUTIONS

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COSMIC CARNAGE . . . . . .

SECOND SAMURAI . . . . . .

CLAYFIGHTERS . . . . . .

SNATCHER . . . . . .

EARTHWORM JIM . . . . . .

SONIC & KNUCKLES . . . . . .

FEATURES

NBA COMPO 6

BRUTAL COMPO 44

DR. M 88

NEW BUSTERS 92

SEGA XS

INDEX

. .9  MEGA 32X

. .25  MEGA 32X

. .34  MEGA DRIVE

. .45  MEGA DRIVE

. .55  MEGA CD

. .70  MEGA DRIVE

. .78  MEGA DRIVE

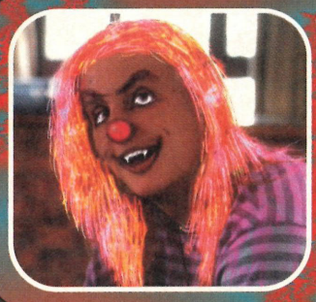
GAME

Many thanks to GAME in Bournemouth, for some of the games we used 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

Hello, Stromboli is the name, weaving magic's me game. Yes once again the XS posse have, in time honoured tradition, decided to go all panto on you. Chris spent hours in make up waxing that moustache, to get that authentic twenties villain look, and just look at that hair. You never know spiky afros might make a comeback in '95!



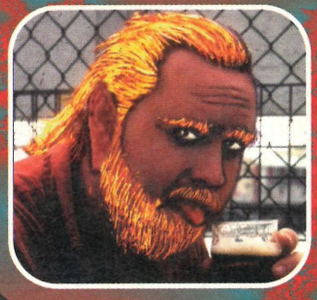
COLIN NIGHTINGALE

Colin, the loveable old half wit, came all dressed up as Colin the Clown, complete with custard tarts and buckets of water. Everybody was in stitches when he performed his 'hilarious' falling over the tree routine at the staff party. "One of his finest performances" cried one. "A comic genius" bellowed another. For Colin these examples of blatant buffoonery are a way of life. To goof is his forte and he does it with aplomb.



RICHARD FORSYTH

"What year is it?",Richard asked after eventually coming out of a drunken New Year coma. Not one to shy away from the beers the boy Forsyth has put on a brave face for the camera. With the aid of photo technology we have, to the best of our abilities, been able to rebuild the man and make him look almost human again. It ain't easy you know!



NEIL ARMSTRONG

Man or Beast? Let the jury decide. The elusive Armstrong has finally been caught on camera in his natural habitat, the boozer. His shifty eyes show this is one animal that should only be approached with extreme caution. Despite being born half man, half orangutan Neil hasn't let his ginger hair ruin his life. On the contrary he claims; "My ginger hair makes a superb replacement for wire wool." God bless the bearded wonder.



MARK PILKINGTON

Be afraid, Pilky is back in town. But pray tell what's happened to him? Normally a testosterone-driven bully boy, who likes nothing more than a crate of beer, loose women and industrial strength curries, the lad seems to have finally accepted his more feminine side. He insisted on coming to the photo shoot in his sister's Sunday best. What do you reckon boys? Pwhoaaar!

SEGA XS

EDITORIAL

THEM'S THE BREAKS!

Welcome people to another fantastic issue of SEGA XS. Once again we're jam-packed with solutions that sizzle, as well as another batch of top tips, cheats and codes. You may be wondering, although I very much doubt it, what the significance of the headline above is. If you are, let me tell you it has all manner of meanings.

To be honest, on the whole it's a bit of a cruel joke at poor old Colin's expense. Sadly our favourite, crumpled old designer met with an unfortunate accident halfway through this issue. In fact he managed to break most of the bones in his arm, while indulging in a spot of ice skating with fellow XS reprobate Richard!

The sad thing was the injury was caused when he tried to climb off the ice at the end of his session. Indeed, after falling over, taking nose dives and generally flinging himself about on the ice for over an hour, Colin emerged from the carnage around him unscathed. However, when it came to gingerly stepping from the rink the long haired buffoon fell with a nasty crack, putting himself out of the action for a fair few weeks. As I said them's the breaks!

Stepping into Colin's ill-fitting design shoes for the rest of the issue was one Andy Wilson, a Paragon Design and PC Power stalwart, who saved our bacon and ensured this issue was wrapped up before the deadline came and went. However, I'm sure you're all feeling as sorry for poor ol' Colin as we are, so if you want to send him a Get Well Soon card post them to the usual address and we'll make sure they get to the man himself.

The other breaks this issue came on the solutions front with a host of top software companies bringing in 1995 by begging us to give their games the unique SEGA XS treatment. As I've said in the past the times they are a changing. Consequently we're now in the happy position of being able to pick and choose the games we wish to showcase with the full blessing of the software houses involved.

We finally settled on a line-up I'm sure will have you frothing at the mouth and gagging for more. Topping the bill is *Doom*, easily the best game on the market for the 32X. Forget anything else you may have read on the game in all the other sad and inferior magazines, this is the one true guide. It gives you the exact locations of all the items needed and provides a step-by-step guide through every level. Add to this complete solutions for some of the other top games on the Mega Drive, Mega-32X and Mega-CD at the moment, for an unbeatable read.

In fact if you're a regular reader of SEGA XS I guess the breaks are all yours! After all you're certain to get the best advice on your favourite games, plus all the top tips, cheats and codes long before the other mags even get a sniff of them.

Stay Tuned
Chris Marke

COMPETITION WINNERS!

Boy oh boy, Issue #13, the bumper Christmas instalment of SEGA XS, certainly yielded a huge amount of competition entries, which made our jobs even harder but all the more enjoyable! Thanks to all who entered. However, not everyone can be victorious, so here are the winners:

The *Lion King* Competition has been won by James Sherlock from Andover, he will receive a copy of the *Lion King* for the Mega Drive, along with a host of exclusive goodies! The two runner-ups are Patrick McDonough from Sunderland and K & S Price from Gwent, they will be receiving a Simba soft toy, a CD soundtrack and an exclusive pin badge. There are also 20 other winners who each receive a pin badge soon. They are: Kate McCarthy from Liverpool, Ian Gleave from Whitchurch, Craig from Sheffield, Louis Kersall from Seaford, Colin Finn from Kent, Peter Osgood from London, Clive Walker from Brighton, Adam Atkins from London, Roy Kemp from Aberdeen, J Dunning from Billingham, Steven Tanner from London, Andrew Hearford from Fairbourne, Zain Odho from Burnley, Philip Heaven from Staverton, D Owen from Woking, Hayley Gee from Nottingham, Blair McLagan from Scotland, Lee McCullough from Dumfries, Alex Gibbs from Walsall and Martin Banks from Plymouth.

The one, exclusive winner of the Sonic & Knuckles competition is Giles Male from Bournemouth. His entry was chosen from hundreds of top limericks, well done Giles, your prizes are on the way!

The winners of the *Design your own Micro Machine! competition* were as follows. The outright winner was Kathleen Armstrong from Halifax. She wins the Codemasters' bumper Christmas Hamper, full to the brim with their latest releases for the Mega Drive. 20 runners-up win a T-Shirt and they are: Scott Oehme from Essex, Jan Wilkes from South Shields, John Hilbert from Cardiff, Stephane Dumon from Turriff, Steven Hodges from Warley, James Cressey from Burton-on-Trent, Andrew Hearfield from Fairbourne, Robert Jenkins from Peterborough, Kirk Killick from Maidstone, Matthew Rees from Mid-Glamorgan, Kevin Houlding from Newport, Gavin Cullen from Earlston, Adam Clarke from Stoke, Rodger from Birmingham, Matthew McFerran from Co.Down, Darren Dale Oates-White from Cornwall, Steven Stroud from Nuneaton, Alex Humfries from Surrey and Christopher Banner from Petersfield.

The final set of winners relate to the *Manga Video Competition* in issue #13. The 10 winners receive a set of *CyberCity* video's and they are: Gareth Hill from Wiltshire, Chris Ryan from London, S. Holmes from London, V Leaworthy from York, Ray Cannon from Camberley, Steve Alpe from Essex, Anna Bradley from Bournemouth, Sharon Davies from Gloucester, Mel Bellamy from Barnsley and Katrina Mac from Low Fell.

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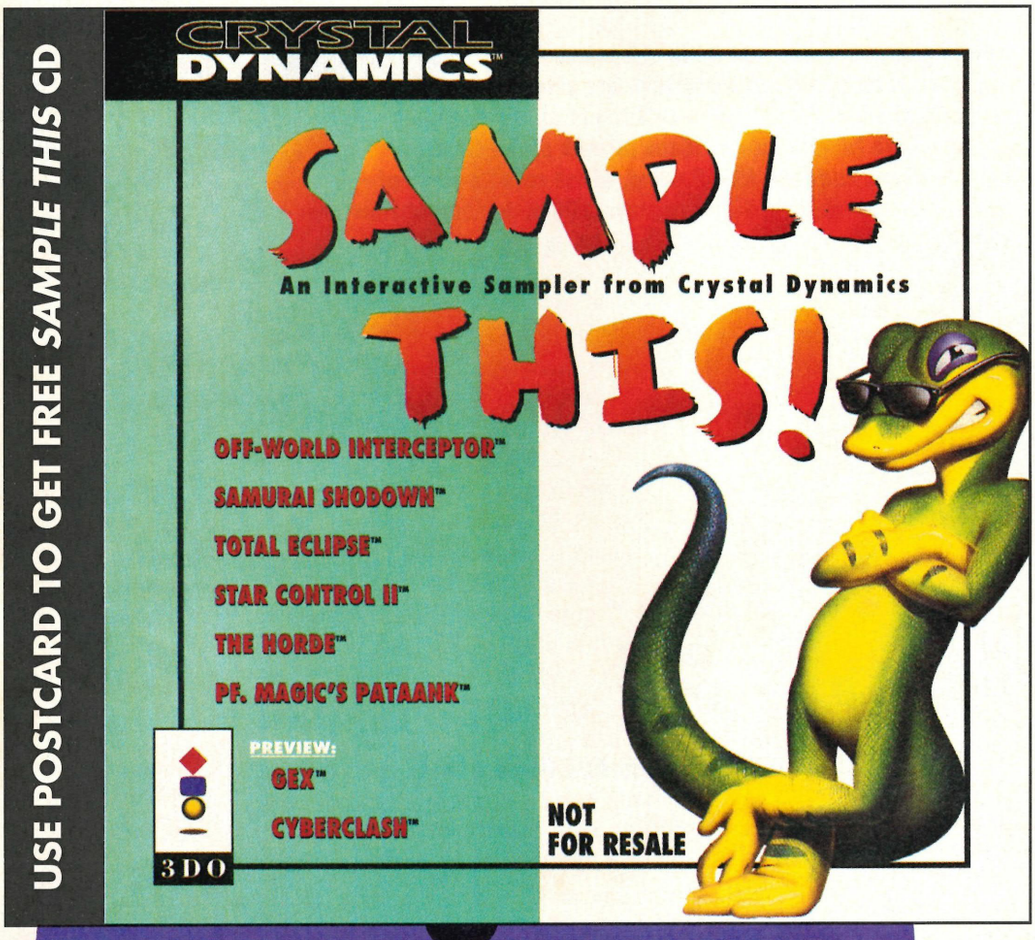
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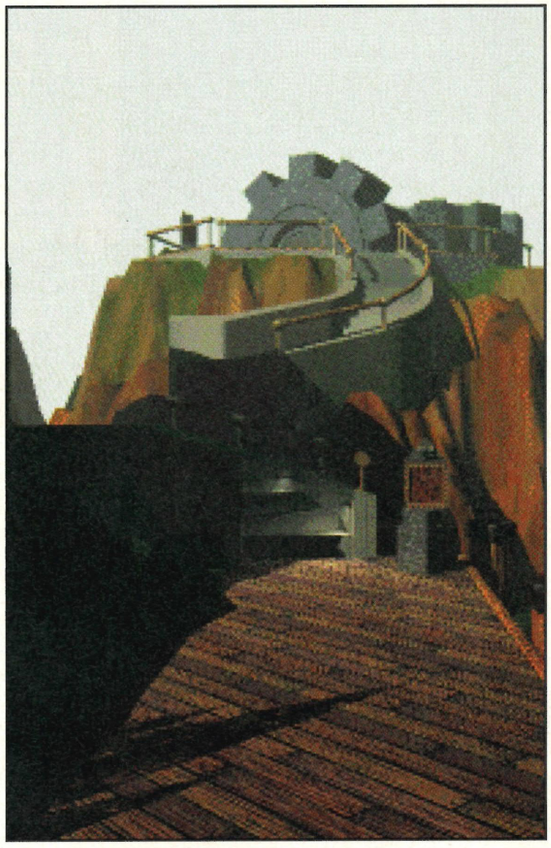
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If you have a video recorder, are a fan of basketball or if you just like winning prices, read on my friend, for here are some prizes you'd be a fool to miss. SEGA XS is giving away 10 sets of chart topping basketball videos, with two all-action videos in each of the sets!

First up we have the hilarious *NBA Rewind*, which reveals some of the funniest and finest plays in the history of the game. We guarantee you'll be in stitches watching this laugh-a-minute guide to the ups and downs of the NBA.

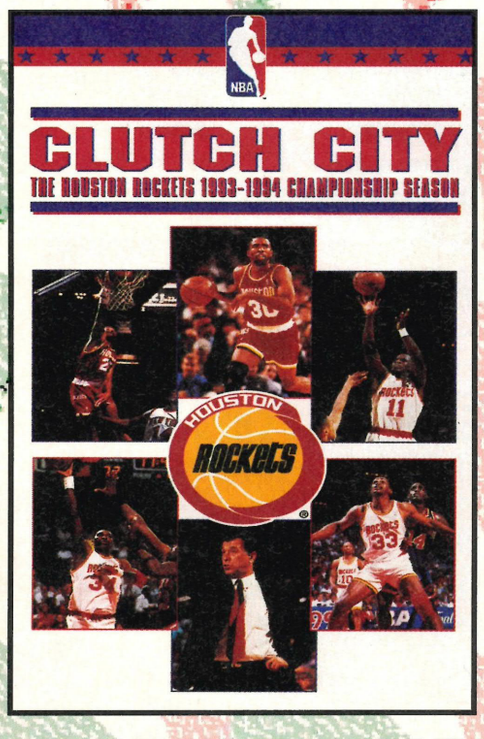
The second video on offer is the fast and furious *Clutch City*, a comprehensive review of the fabulous Houston Rockets' historic first championship winning season in the NBA. This is a comprehensive look at their whole season, marking the highs and lows of a history making basketball team.

Thanks to this splendid offer you'll now be able to experience all the thrills and spills of one of America's most talked about sports from the comfort of your own armchair. Just what do you have to do to get your sweaty mitts on these great videos? Well it's simple really and also great fun to play.

We're always on the look out for novel ways to spice up our groovy competitions, so this time the SEGA XS Globetrotters are asking you to test your powers of perception and 'Spot the Ball' in the picture printed. The ball has been erased from the picture with the aid of a state-of-the-art computer system and it's up to you to guess the whereabouts of this invisible ball. Simply mark the spot where you think it was before we erased it with an X and then slam dunk your entry in the post-box and wait with fingers crossed for the results.

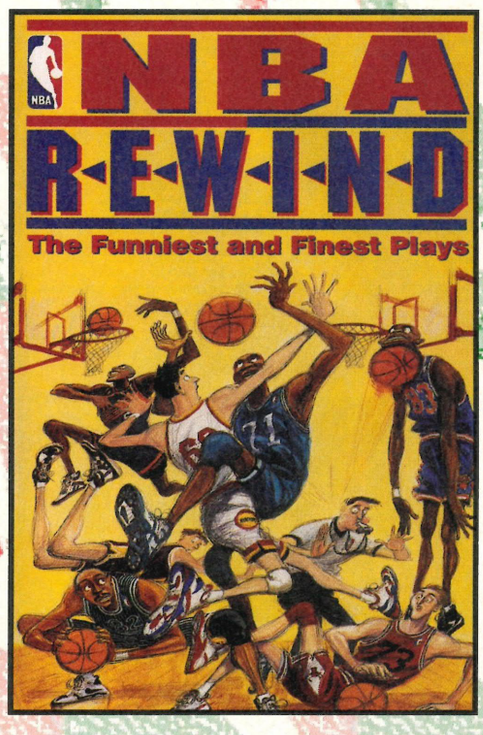
If you get it right, or are one of the 10 readers closest to the mark, these great videos could all be yours!

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The nearest 10 winners of the Spot the Ball competition will each receive:
One copy of the NBA Rewind video
One Copy of the Clutch City video



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The military and a private company, Union Aerospace Corporation, have joined forces in an effort to research strange structures found on the moons around Mars, Phobos and Deimos. The strange structures are in fact rips in the time space continuum and using them could access inter-dimensional gateways.

A few marines were sent down into the gateways. If they managed to return, and not all did, they were either insane or worst, would explode in a shower of blood and gore. It was soon obvious these gateways were highly unstable, but before any attempt to withdraw from the project was made, the gates began to show alarming signs of activity and it seems Hell and all the evil that writhes within it's bowels has come back. Marines, formally your companions, have gone mad and become indiscriminate killers. It is now up to you, the only human not to have been affected, to escape the evil labyrinths of the moonbase.

You begin your terrible quest, armed only with a pistol and your fists. Fortunately, your old marine friends dropped many of their weapons when they became possessed with the madness. It is up to you to arm yourself and use whatever methods you can to kill on sight and solve the riddles that confront you on every blood drenched footstep of the way. If this all sounds like to much to bear, read on for the complete guide to beating Satan's spawn. The SEGA XS Marines are on your side, so stay cool and lets blast those suckers!

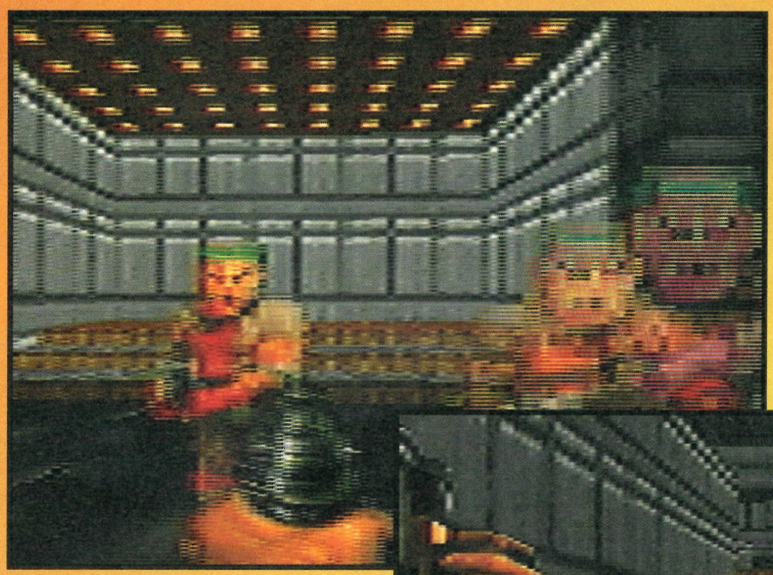
LEVEL GUIDE

Level 1

The silver door behind you is always locked. There is a big open space in front of you and four pillars over the lighter shaded of ground. The only objects here are two green barrels. Remember, never shoot them when they are close to you. Go forward and to the right to find a tunnel. The tunnel leads you to a door. Open the door and shoot whatever attacks you.

There is a well lit room before you. Go to the right of it. Shoot the bad guy. Go forward through the corridor. There are some blue potion bottles scattered around here to up your health level. You next find yourself at the beginning of a room with a zig-zag path through a floor of green poison gunge. Shoot the guy on the raised platform to the left. You can return here after you have opened the black exit door and the platform will have lowered revealing a store where a shotgun and ammo can be located.

Go forward. Collect the ammo at the end of the path. Forward a bit more, into a passage with a silver panel door in the wall. Open it to go outside where you can collect a blue sphere and a Gatling Gun. Return to the passage you were in. Collect more ammo at the door. Explode the green barrel near the brown demon, hopefully taking the monster with it. Keep pushing on until you reach the blackened door flanked by candle sticks. Pick up the medical box to the right if you're injured. Throw the switch on the black door to exit the level.







Level 2

You are in a large open space. There are barrels to the right and in front of you. Go left. Shoot the soldier. Wait for another. Behind you a guy tries to creep up so turn to fire on him. The door to the left requires a red card, so head up and to the right. Shoot a guy. Go through the middle section and on the right you find a lift in the wall, which takes you to a shotgun and ammo. More ammo can be found behind the middle section.

Go further up the tunnel and find some green armour in the back wall. Leave the little room and turn left. Arrive at a door. Open the door and shoot the nasties. Take what they drop. Ascend the stairs to arrive at the red key on the floor to the right. Continue on down the next flight of steps. Open the red door and open fire on the beasts that charge you. Go forward and upstairs.

You find yourself in a room with narrow paths winding through green slime. Follow the path, grabbing the blue potion on the way. At the end of this walkway is a small room with three medical boxes and ammo. The ammo is positioned on a lift, so as soon as you grab it you will descend.

You are attacked as soon as you appear in the room below. To the right there is blue special armour. Depending on what difficulty setting you are on there may be fire raining down on you from the rooms above. Flick the switch on the nearby wall and a secret door opens into a dark tunnel. Pick up the medical box if you need it and proceed to find a black door. Open it and kill the men inside. Flick the switch and exit the level.

If you want to get outside, to collect a Gatling Gun and a Blue Orb, then find the brown door in the silver wall in the middle section and hit the switch within before going up the stairs. There is an opening to the left.

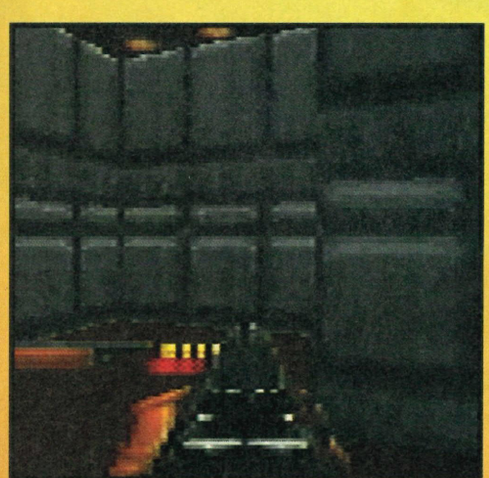


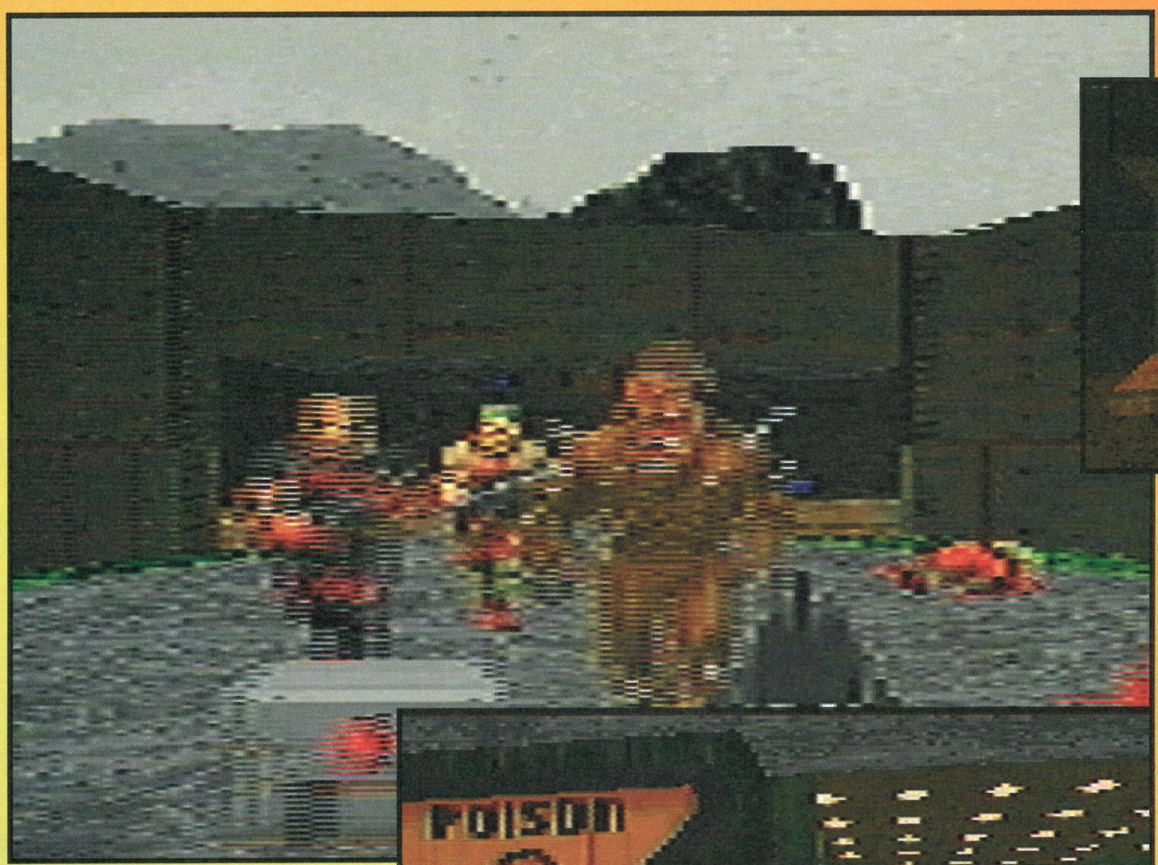
Level 3

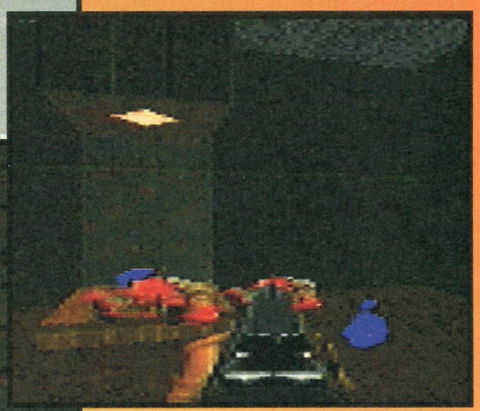
You begin in a room containing a shotgun and ammo. The room is closed off from the main arena, so you're completely safe until you decide to open the door. When you do, you will be confronted by a large room. In the middle of the room is a deep pit with green, deadly slime at the bottom. Avoid falling in as there is no escape.

There is a helmet and medicine near the ledge ahead of you, but be careful if you collect them as they are perilously close to the edge. Run to the left first. Pop your head around the corner and duck back behind the wall. As soon as the enemy appear, blow them all away. Turn back and go to the right side of the room to finish off the other men and collect various armour and ammo. You can shoot through the gaps in the wall and hit the men from the other side of the room if you are a particularly good shot.

The door with the blue sides requires a blue key. To get it head for the smaller door on the left of the room at the back. When the door rises, you see a green barrel in the middle of the room. Step back, wait a second for the bad guys to congre-





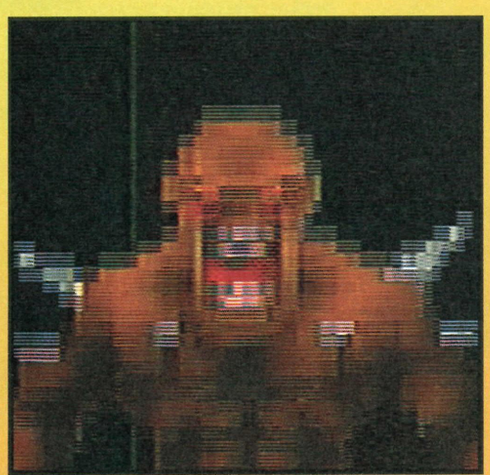




gate around the barrel, then blast it to shower the enemy with toxic waste. Enter the room and shoot the creature running at you from the stairs on the right. Also on the right you will see a hole in the wall. Shoot the monsters and men that creep around in the room beneath the hole. You can just about get them in your sight.

Collect all the ammo and potions on the floor. To the left a blue orb is suspended in the next room. You cannot reach this yet. Instead, run up the stairs and turn left and down some more steps. There may be a creature lurking in the lift to the right. This is the place you were firing into through the hole in the wall, so the more creatures you shoot the less you will have to deal with now.

Firstly go to the left into a little cul-de-sac. Pull the lever on the wall. This opens a door in the room where you noticed the blue orb. Use the lift to get the green armour and blue potion in a small room above. Go back down the lift, up the stairs and return to the previous room. In the wall to the right you will now see a doorway. Run up the stairs and take out any demons that are guarding the area. Now run back down the stairs, turn about face, charge back up the stairs, turn left, and run for the lift. If you do not delay in any way you will make it in time for the lift to take you to another staircase, which in turn leads you to the room with the blue orb.



Don't expect to get the blue orb without a battle. The blue orb is suspended above a pillar, so lower the pillar to ground level using the lever. When you have the blue orb (not essential to complete the mission, merely a bonus), exit the orb room and run left to the next lift before it goes up. If you fail to get there, re-enter the room and run to the right. You can get there in time with a little practice. Enter this door before your way is blocked and you will pick up a bazooka and a backpack.

If you continue down the passage in the wall with the slime underneath you can pick up more goodies and also throw a very useful switch. The switch makes a bridge over the ooze pit you first encountered at the beginning of the level. Over this bridge is a large hanger, containing hordes of beasties, so only attempt it if you're feeling really brave! An alternative exit also hides in here.

If this is not your favourite idea of progressing to the next level return to the main corridor. Move toward the door you have not yet opened at the far end of the corridor and open it to confront a fireball spitting beast and several men with shotguns. After the usual mopping up of collectable items, mostly ammo here, progress to the next opening. You are greeted with the view of a wide concrete walkway over a carpet of green slime. Beyond the slime are high walls, and from the top of the wall on the right is a monster throwing fireballs your way. At the opposite end of the walkway are tiny figures running toward you. It's best to wait for them to come nearer, before ducking behind the wall and shooting them as they expose themselves.

Now run over to the other side of the walkway. It's probably best to take out the monster on the wall firing down at you. The other side of the walkway has two doors. Go through either one of them very





quickly and immediately retreat when you are seen. Men with guns wait behind here. Let them come through the narrow door in single file instead of taking all of them on at once.

Remember to watch the door next to you, as bad guys may come through here and attack you from the side. When they are all taken care of, go through the door, left then right, so you see a lamp illuminating the blue key you are after. Reverse on to the key, as it rests on a pressure platform that opens a door releasing several ugly menacing humanoid creatures. They run from a room which is full of goodies to collect, so as soon as you have shot them all go into the room and take everything you see. Now head back to the blue door at the start of the level.

Open the door with the key, shoot the enemy in front of you and enter the room. Turn right to fight off two more demons. Now take either the door to the right or left as they both end up at the same place. The final obstacle is a room with a tunnel in the middle leading to the exit. Shoot the mad men and beasts around the outside walls of the tunnel and then shoot the beasts at the end of it before trying to run forward. The further you venture into the tunnel the more steps appear to lift you to the final exit door.

Level 4

Open the door in front of you and go into a long hallway. Be careful here as you will be shot at from small windows in the walls. Shoot these baddies and head for the far doorway. When you get there you will see a room full of barrels and monsters charging toward you. Shoot one barrel and the chain reaction blows the room's contents to smithereens.

At the far end of this room is a deep gully with slime flowing through it, but avoid this room for now.



TAKE THAT SUCKER!

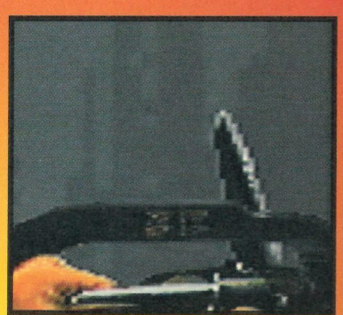
If you have no weapons, use your fists. After all it's better than nothing... Just!



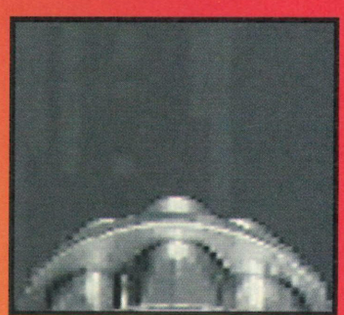
9mm pistol: Adequate for small battles but not much use when the going gets tough. Collect something bigger as soon as possible.



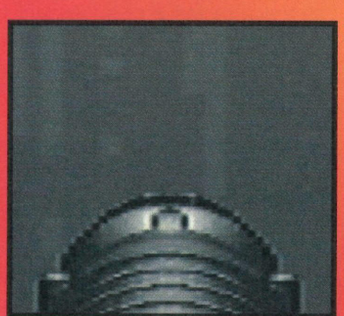
Shotgun: Pump action allows you to blow away baddies more effectively. Line-up the sight at the end of the barrel to target your shots.



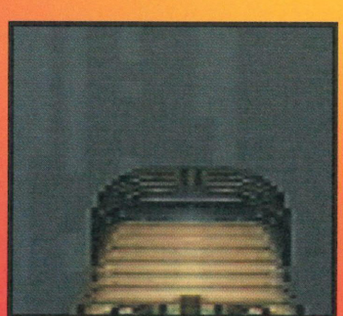
Chainsaw: Only good for close encounters. Charge at the bad guy and rip his guts up with this gruesome device. The nastiest weapon of the lot!



Gatling Gun: Sprays bullets all over your opponents. This gun is good when you are attacked by many enemies in small spaces.



Rocket launcher: Very powerful. It has a draw back though. If you use it in a confined space, you may end up blowing yourself up.



Plasma Rifle: Burns your enemy to a cinder. A more effective rapid fire weapon than the Gatling Gun.



The BFG: Big F•••ing Gun (said in badly dubbed voice!). Get this and destroy. Although it needs a second to charge up before firing.

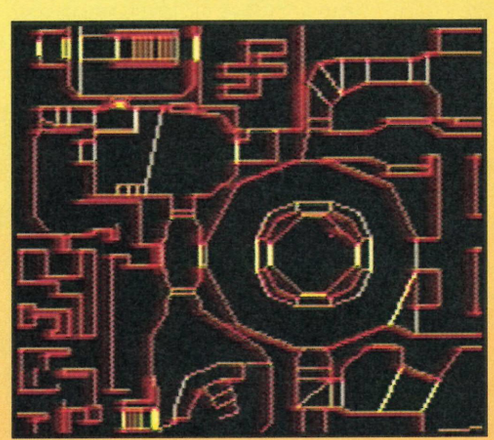




Instead run through the opening on the right leading to the stairs. At the top of the stairs there is an open air courtyard with a central building in a moat of slime and multiple exits to the outside walls. To the immediate right you will notice a slime protection suit standing upright in mid-air. Walk into it so you're wearing it. Return to the gully and jump in. Go right to pick up a rocket launcher and missiles. Pull the lever here and a lift appears to the right. Step on it and it takes you back to the stairs leading to the courtyard.

Enter the courtyard and grab the protection suit on the left as the one you are wearing may be disintegrating. Jump back in the gully and go left. You find a concrete floor littered with goodies from armour and guns to medicine. Pull the nearby lever to activate a lift. This lift takes you to a blue orb. Run through the door beyond the orb and find yourself in the hall area where you began.

Return to the courtyard. Arm yourself with a heavy weapon, open one of the doors to the building in the middle, step back and let rip! When you have reduced the angry mob inside to a bloody pulp, enter the building, replenishing your health with the potion and medicine and pick up the Gatling Gun. Most importantly however, pick up the blue key. You will notice that the doors close behind you once you're inside so pull the switch on the wall to get out again.



Through one of the exits on the outside wall of the courtyard you find a black steel construction. This is fortified by baddies, who should taste your bullets as quick as you can raise you gun. Open the blue door to the right. Emerge into a brown walled maze of wide pillars and small tunnels. Stay alert as there are demons prowling down here. Eventually you should find a stairway that takes you to a landing with a lever and a door. Pull the lever to open the door, turn right then left and then left again to go up the stairs, cross the bridge and find the exit.

Level 5

Before you is a wide lake of toxic sludge. You have no choice but to sprint across it. You should not lose that much energy if you run in a straight line. On the other side there are some power ups, such as a gun and a helmet. Straight ahead of you is an old door with two metal lion head figures on it. To the right is a corridor. Run down here and take the turn into the room at the end of it, to grab the ammo and potions.

Now run back to the opening nearest the door with the lion heads on it. Go up the steps, shoot the evil Marine, turn right and negotiate a thin ledge above the slime, to a room on the far left. In here you will discover a yellow key. Take it and return to the old door. Open it and you are in a room which has a path circling a green acid pit.

Blow away the men running around here and open the yellow door to the left. Step through to be taken down on a lift to a lower floor. If you step off the lift you will be fired upon by two creatures on high platforms to the left and right. With a bit of skill you can shoot the creatures from the relative safety of the lift. Then go left and prepare to do some intense fighting. After the commotion you will observe there are two pillars in a slime pit and to the far wall there is a lever.

First, shoot the barrel on the platform where you see the lever. When you reach the platform it's likely you'll be attacked from behind. With the barrel there the results could be disastrous, so take care. Pull the lever so the pillars sink into the slime. Run to the one on your right. Once on the top, the pillar will rise to the ceiling, but don't worry, you will not be crushed. Instead, you will find a secret compartment in the ceiling where a lever is hidden. Pull the lever. The pillar descends. Run to the other pillar and repeat.



Leave the area via the lift and return to the previous room. In the middle of the wall in the slime pit you now see a new doorway has appeared. A red Demon charges when you near it. A few shots will take him out. Back off if he gets too close, as he has a nasty bite!

Run across the slime to the new area. Go up the steps, turn left and grab the ammo. A red demon and a few men linger menacingly behind a





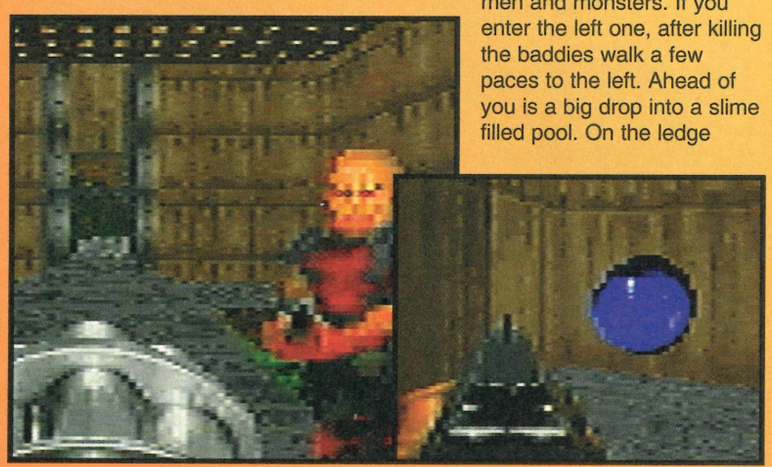
wall ahead. Shoot the barrel nearby to take them all out at once. You next find yourself in a room with panels on the walls. Go to the far right corner and open the door with the lever.

Enter another passage with red demons and mad Marines plaguing your movements. Now you enter a room with a lever on the far wall. Pull the lever and pick up the items on the floor; the most important item being a blue access key. Walk down the stairs and to the blue door, which you can now open with the key. The light in this room flashes, leaving you in darkness every other second. Do not stand close to the barrels in here as there are soldiers stalking behind the pillars. Find the exit to the level to the left behind the blackened door.

Level 6

You start in a wide, fairly exposed room, being attacked through slits in the walls. Run forward so they see you, dart back to cover and draw them out one by one. Afterwards return to the junction and go left to pick up the red key at the dead end. As you pick it up, a door opens in the wall to your left. A red demon must be blown to shreds here.

Now go all the way back to the two doors next to each other. They both lead to the left eventually but behind the door on the left are a gathering of men and monsters. If you enter the left one, after killing the baddies walk a few paces to the left. Ahead of you is a big drop into a slime filled pool. On the ledge





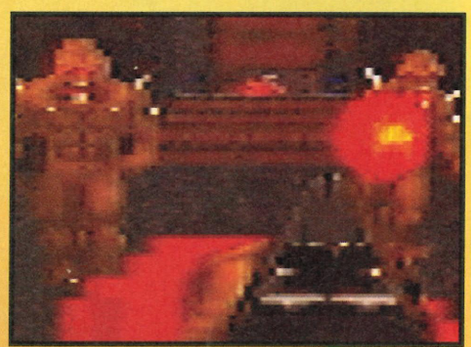
before the drop is the blue key. Before grabbing the key, turn around, as a secret passage has opened behind you and let loose some ferocious foe.

Kill them, grab the blue key and leave the same way you entered. Now go to the blue door near the start. Open it and you see a room within a room directly in front of you. First, clear up the creatures lurking around the outside of the central room and then assault whatever is guarding the inside. You will be rewarded with green armour and some health boosting medical supplies. There are many exits around the outside walls, mostly yellow doors that can not be opened. You will come across an opening that leads to a path across toxic waste. It's guarded by creatures firing from the right and straight ahead. Once across here go forward until you are stopped by a wall. Turn right and pull the switch on the left wall. Carry on down the passage and turn right through a tall doorway (you have just opened this with the switch). You will face more attacks up the next tunnel. It eventually leads to a smallish room where you can locate the yellow key, as well as a rucksack, rocket launcher, ammo and potion.

Now head back the way you came. Where you first crossed the path over the toxic waste, where the blue door is located, a new room is revealed to one side. Men are shooting at you from this room. You will have to cross the green expanse on foot to reach it. When you get there pick up a suit to protect you from the effects of the slime. Wear it and run back to where you found the blue key. Jump off the ledge into the pit. Run forward to the wide passage directly in front of you. Mount a lift to be taken to a blue orb which makes you incredibly healthy. Now run out of the passage.

If you require another suit you can find one behind the pillar on the left. If not, run for the door on the right. At the start of the tunnel is some blue armour and a medical box. Continue up the tunnel, picking up a helmet and blue potion on the way and you will come across two big boxes of ammo and a lever. Pull the lever and the wall rises revealing the room you began the level in. Now go straight ahead, and find the yellow doors.

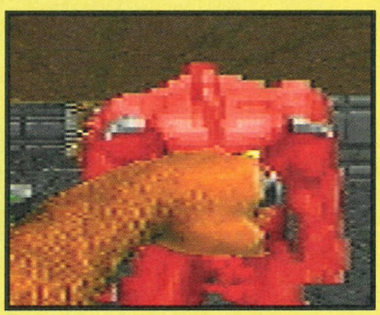
There are three yellow doors all leading to the same room. In this room are pillars for cover, which you will need to cope with the heavy enemy presence. Find the steps





leading down to a darker room with a forked path over slime. To the left comes more enemy fire. Deal with the offenders. They are guarding the door leading to the exit but you will not be able to open it with any of your keys.

To open it continue up the path to the next room, where you will see a staircase leading to a lever between two golden candle stick stands. Pull this lever and the previous door opens. When you return to it expect another small battle before being able to enter. You are close to the end



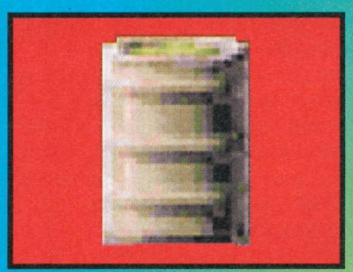
now, but the worst is yet to come. Take either the left or right route offered to you, they both converge on the same massive room. Once in here, shoot anything that moves. You will be under heavy attack and if you run straight into the room, you will be very exposed as cover is limited.

When you have blown apart this first wave of attack, go to the lever down the very narrow and cramped gully in the near wall. As soon as you have pulled the lever, turn about face as the other three walls open up, revealing secret rooms. The secret room on the right has the exit door in



ITEMS KEY

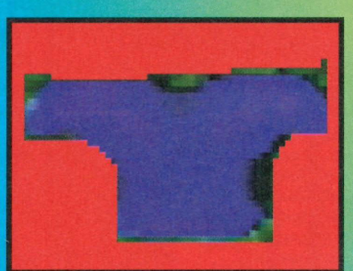
On hard difficulty settings you're likely to find more of some of these objects, as there are more guys to kill. Therefore they drop more for you to collect.



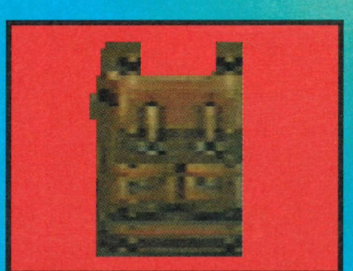
Barrels: Full of green toxic waste. If you shoot one, it explodes, acting as a bomb, and will blow anything nearby into tiny shreds. This applies to you as well, so keep your distance.



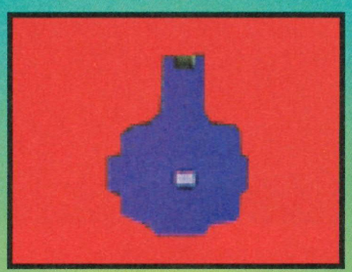
Ammo: Comes in various forms but just means you can be more carefree with your bullets.



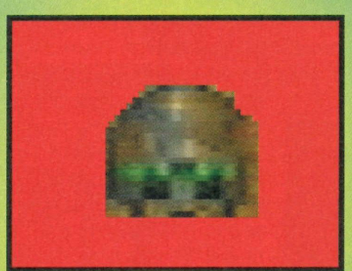
Blue torso armour: Armour instantly increases to 200%



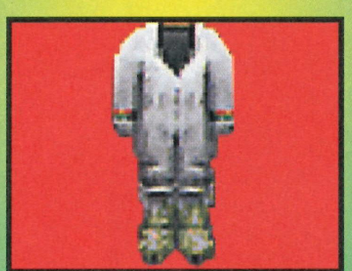
Backpack: Stores more items.



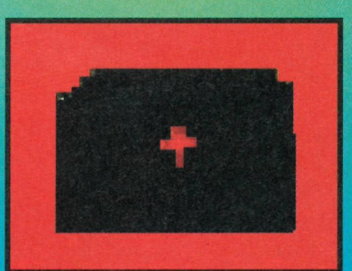
Blue bottles: Health Potion. These boost your health by 2%, even past the 100% mark.



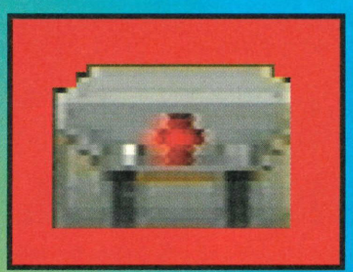
Helmet: Boosts armour by 2%



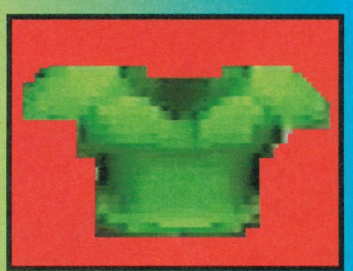
Suit: Protects you from green toxic floors but does not last very long. When it flashes it means the suit is wearing out.



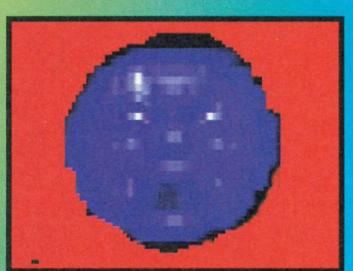
Berserk Box: Looks like a black medical box. Enables you to kill anything with a single punch.



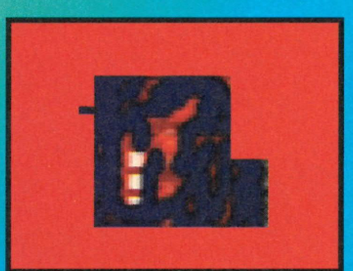
Medical kits: These increase your health but not beyond 100%. The larger medikits raise your strength by 20% and the smaller cube kit will boost you by 10%



Green Torso Armour: Armour instantly increases to 100%



Blue Orb: These are well hidden but grab one and you will be ridiculously healthy.



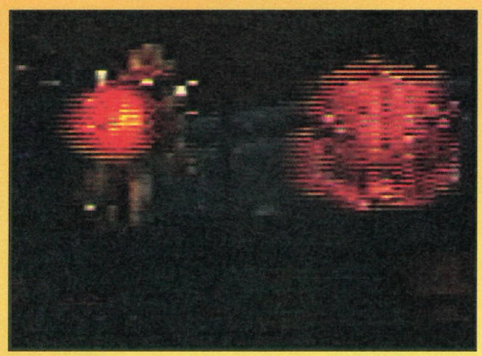
Keys: Colour coded keys open doors of the same colour.



it. The room facing you and to the left are crammed full of beasts and troops, all raining hostile fire down on your head. You can just about dodge the fire by side stepping in the gully, but it's very dangerous. Just make sure all the attacking mob are dead before going to the exit, as some may hide in corners and wait for you to turn your back on them as you try to escape the level.

Level 7

Open the door. Defend yourself against initial attack. Run forward and grab the green armour. Explore the immediate area and kill off the creatures running loose. To the right is a high ledge with soldiers and hell beasts firing down at you. Kill them from below. To reach the ledge, there is a lift on the far wall but it has a fireball breathing monster inside, so watch yourself. Ascend to the ledge and follow it around to a tiny room. In here is the yellow key. Take it and jump off the ledge. To the far left is the yellow door. Open it. Run toward the flashing light on the right, up the corridor. Here is a lift. Climb on it and prepare for a scuffle within the hidden room you are about to discover. Pick up the rocket launcher, rockets, potion, ammo., and medical kit. Get back down the lift and continue the way you were going. You will turn a corner whilst climbing some steps. Undertake a small skirmish but do not turn your back until the large pillar, centre screen, descends, as on top of it is an armed man, pointing his weapon in your face. Blow him off his feet. Climb on the pillar. It rises, jump off it onto the slimy floor to the left. Turn around and grab the Gatling gun, medicine, ammo and backpack. Open the door and get on the pillar again, this time jumping off to the other side. Run toward the suit as fast as you can. Pull the lever on the nearby wall. A door opens revealing a room full of power ups. Pull the lever on the far wall. Leave the way you came in and keep ploughing on up

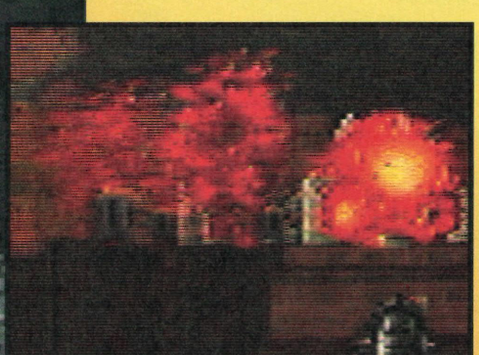


the ooze filled chambers. There is a jetty into the slime in the large chamber you enter and to the right of the jetty is a gully. Run down the gully and pick up the blue orb. A door opens in the wall and lets you back onto terra firma. Phew! Now return once again to the pillar section. This time do not get on top of it. Behind the pillar, you see a square door. Open the door and take the lift. A skirmish will follow and if you survive you will notice at the back of the room is a chainsaw on some stone steps. Take it. Remember, get close to use it. Leave the room and head left. Terminate any opposition in the usual merciless fashion. Use the lift in the left corner. You are taken to a new floor. Beware of a dangerous red demon up here, as well as marines. At the end of the passage is a red key. Take it and go back to the red door. If you have forgotten where the red door is, return to the room you began the level in, with the steel door. As you look out of it, turn right and you will see the red door. Be careful as you head back toward it as secret rooms have been opened since you last visited and there are new warriors out to get you. Behind the red door is the blue key. Now go back to the blue door, which is on the way to the rising and falling pillar. Behind the blue door are two more routes. For later reference, the door on the left is the exit. For now, head right and at the end of the passage, after a fair deal of carnage and destruction, pull the lever.

As you may have seen throughout







your travels on level seven, there is a tempting blue orb outside in the grounds. You can now reach it. Go back to where there are two pillars, marking an entrance, the pillars being grids of white squares. Go through them and notice a cell to the right that wasn't there before. One wall is brown while the others are grey. Go up to the brown wall and use the open door command. The wall rises. Go up the tunnel, open the next door and you have gained access to the gardens and the orb. Now you can leave the level with a weighty boost of energy.

Level 8

Pull the lever directly in front of you. A wall lowers and reveals a gang of gun wielding bad sorts standing on a raised platform. Unfortunately for them, it's a stupid place to gather as there are several barrels of explosive gunge on the platform. Shoot one barrel and Kaboom! More red stuff than a Russian eating tomato soup!

Pick up the assorted items left behind and proceed to the room behind the platform. If you are low on health there are loads of medical supplies here. Take the stairs on the left of the platform to the old wooden door. Open the door and enter a long hallway. The room on the right contains a Gatling Gun and the room on the left has a shotgun within.

Keep going up the hall to the other end to find a lever. Pull the lever to summon a lift. Take the lift to a higher level. The room you enter is large and star shaped. In each of the star's spikes are power-ups. This is for a good reason. There are two doors above a flight of steps. When you approach the steps the doors open and behind them are two terrible new demons. They hurl green fire at you, which has a devastating effect. Be sure to dodge every attack. Use heavy weapons first, right up until the last bullet.

When these two horrors are defeated, the back wall to the room disappears. Before you jump off the ledge onto the lawn below, grab the blue orb in the demon's lair. On the lawn, to the right and left are transporters which take you back to earlier sections of the level. Ignoring these, continue on to the doors straight ahead. Behind these doors are some more Satanic creatures, standing on a higher ledge. When you have killed them, pull the lever on the left side to create a staircase up to the floor above. Stand in the Pentagram and you have completed the level.





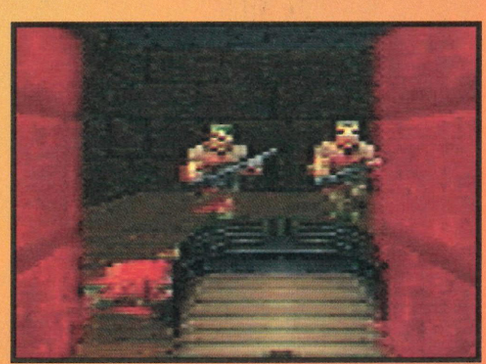
Level 9

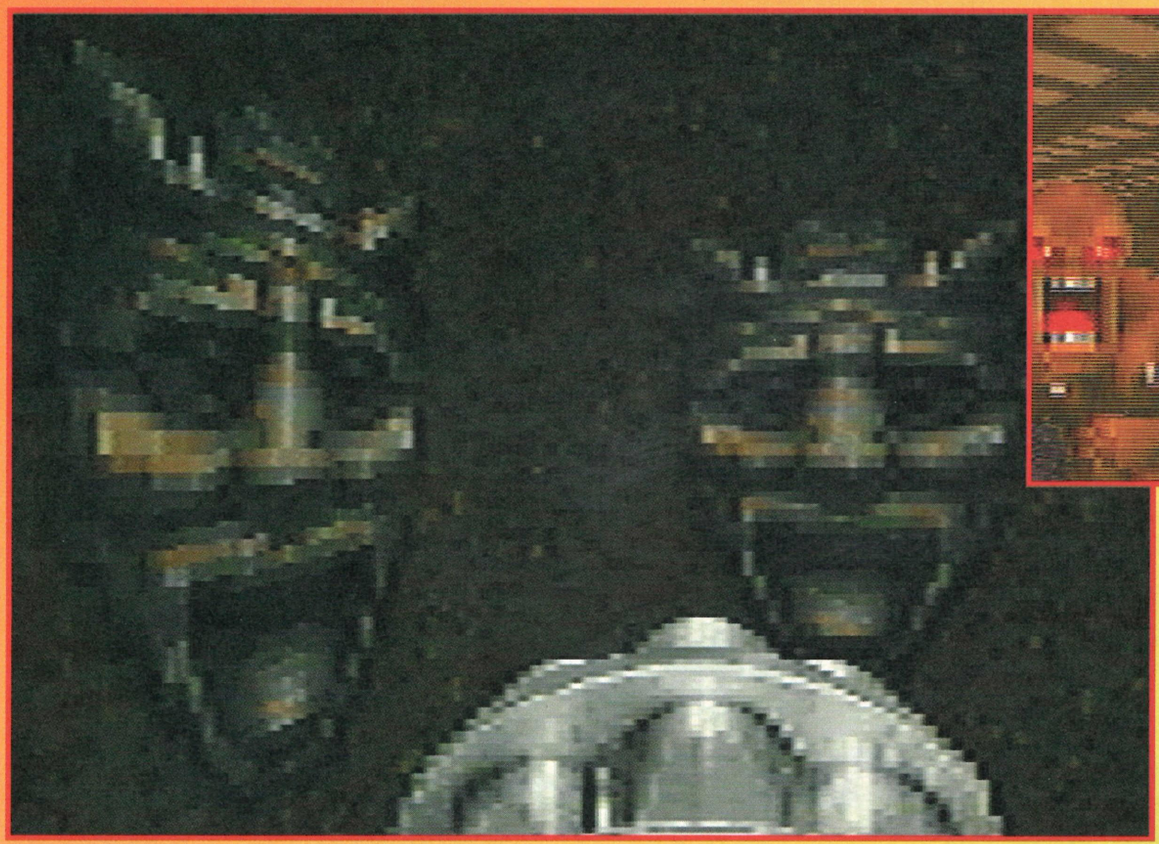
There is a long passage stretching ahead of you. Grab the shotgun near the teleport, but don't enter the teleport yet. Kill the men running toward you from the right. Go through the red obstacle with the narrow cross shaped gap. Do not touch the inner walls as you walk through. Turn right to pick up the medicine and the blue key. Now return to the teleporter.

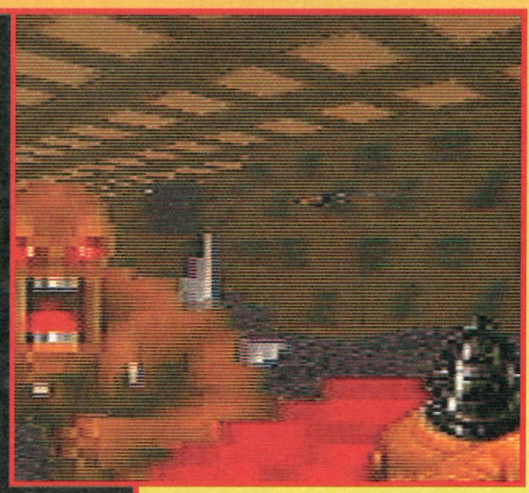


You are zapped to a new area only to be attacked by a mad mob. Shoot them and then only walk over the red triangle if there is something of value on it, like a shotgun. The long passage turns into a sizeable room to the right. Red hot lava covers the room. Over it is a bridge but you cannot stand on this for long as it sinks into the lava. On the far side of the room, over the lava, there is a lever on the right wall. Pull it to make a block rise from the floor. On the stone block is another lever. Pull this lever and the whole back wall rises out of the way to unveil a secret chamber. In the chamber is the red key. Collect the key and step into the teleporter.

You are at the end of a long tunnel. At the end is a high ledge where demons may roam. On harder settings fireballs rain down on you. Go to the end of the tunnel and turn left to face a compartment in the wall. There are two stone faces staring back at you. Use the open function on the faces to make the eyes and mouths light up and the wall rise out of the way. Step





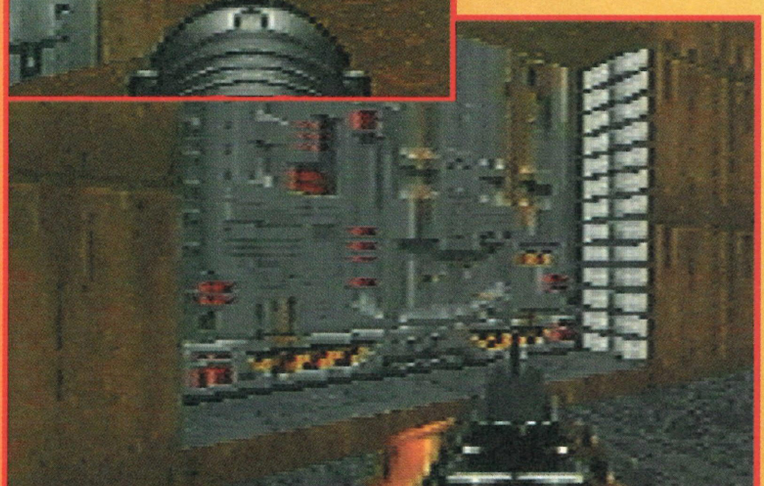


forward, into the new area, turn around to the left, and shoot the nasty bunch advancing on you.

There is a teleporter on your right. Ignore this and go left then forward. On your left is a wall with a door in it sitting in the lava. To the left is a blue door. First open the door in the lava, but only if you have sufficient health to waste a couple of units. As soon as you open the door, shoot whatever greets you, usually a man with a shotgun. Grab the pieces (including the blue armour) on the ledge he occupies and proceed to the blue door. Behind it is a teleporter. Step in. You are teleported into a dangerous fight with red demons. Blow there brains out! If they took a nip out of you there are medical boxes to the right in the corner.



About halfway up the room go right and turn around. There is a gully with a lever in it guarded by a flying devil's head. One shotgun blast will see the head explode. You can't reach this lever yet as there is a wall in the way. Further up the wall is another lever. Pull this one and the wall that blocks the gully turns into a flight of stairs. Pull the lever at the top of the stairs. Turn around and see a teleporter appear. Enter the teleporter. You are in what seems like a room with no features. Rotate 360 degrees and a black door appears. Open the black door and blast the creature that jumps for you. Enter the room and pull the lever to exit the level.



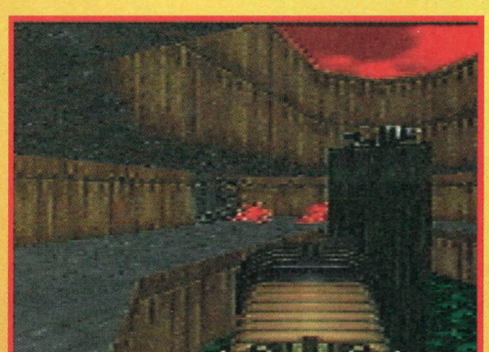
Level 10

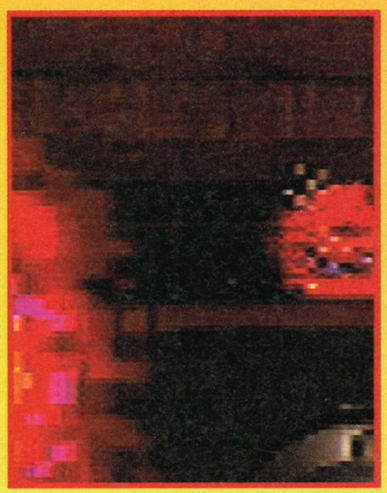
Collect the green armour to the right. As you inch forward a creature leaps out from behind some boxes. Shoot him with whatever you have. To get the rifle to the right, pull the lever on the left wall. The high box it rests on lowers to the ground. As you turn the corner, you see a door to your left and a turning to the right. Through the door to the right is a door which needs a yellow key to be opened. On the floor of the turning is a Berserk Box, which means you can kill anything with a single punch. Be warned, this is not that easy to hit accurately all the time when you are being attacked by a big gang.

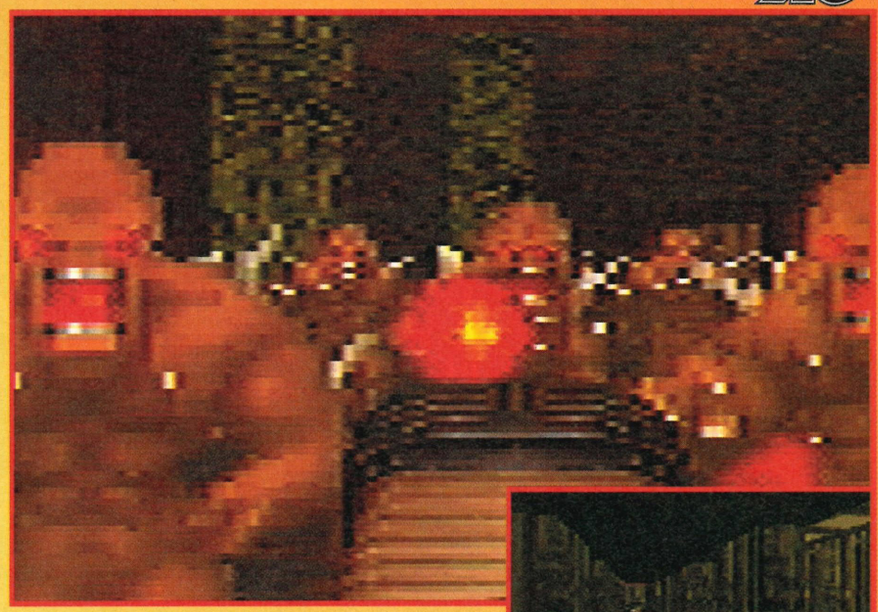
There is a large gathering of creatures in the black room with four pillars straight ahead. Best to kill them off before attempting any further exploration. After they are slain go to the right before the entrance to the black and green room. Grab medicine and at the end turn right. Shoot the barrels clustered around the monsters so everything in the small area explodes. Run to the end of the gully between the boxes and pick up a new shotgun with 20 rounds. Head back to the entrance of the black room and head left. There are steps straight ahead.

Before climbing them watch out for a pair of creatures attacking from the right. Blow them off their feet and use the stairs to get hold of some green armour and medicine. There is a high chance of attack from below as you are up high and more exposed than you may think. Descend to ground level and continue around the corner to the left. There will be many crooks and crannies from which you will be set upon but there are rewards for getting stuck into the action. When you finally follow the outside path around to the left you will see a door on the right wall and potion, ammo and medicine to the left.

Go through the door and you









emerge into a room with a path flanked by pillars. At the end of the path is a smaller room with the yellow key and a backpack up for grabs. When you step over the rucksack you are raised into the air on a rising pillar. If you step off and pull all the levers on the outside of the pillars, prepare for a fight as you open two doors in the large room you have just come from.

When you pull the lever on the left pillar you release a horde of five fire spitting monsters. When you have blown them away search the room for ammo. By pulling the lever on the far right pillar you open a door that releases two red demons and a flying demon head. In the room they have sprung from is a very useful rocket launcher. If you investigate the big room vigorously, you will find some ammo for the launcher in the form of a large rocket tucked behind one of the pillars holding the roof up.

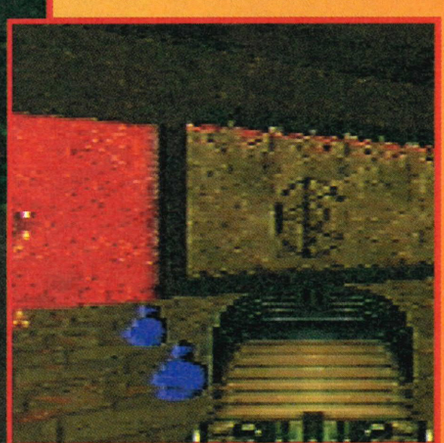
Now return to the yellow door near the beginning of the level. It may be a good idea to have your rocket launcher on standby as you open the door. There is a red demon straight ahead and to the right. In the middle of the room is a Gatling Gun resting on a pillar raised over a pit of ooze. After killing the demons pull the lever on the far wall, to the right. The gun is now accessible. Return to the black room with four green pillars. The door straight ahead can be opened by clicking on the image of a face to the left of it. The eyes and mouth will light up and the door will open. Approach the entrance which is slightly raised in the air, and steps appear, allowing you to access the next section. The path in front is split to the left and right.

First go right, all the way down to the end of the passage. Pick up the blue armour in the wall. As soon as you do turn left and open fire on the enemy that have now been set loose. Return to the door you passed on the way, shooting everything. Turn right and enter a dark room. There are two pillars. The nearest one with the flashing light is a key. On the left wall is a face which can be activated to lower the adjacent pillar and reveal a Plasma Gun. Be swift to collect it as the pillar rises soon after it is lowered.

In the next room down there is a small army of creatures guarding green armour, a potion and a first aid box. Further down still is a red door, a small river of toxic waste and the exit door high up in the wall over the slime. Take note of this position for later and backtrack to the place where the path first split left and right. Go to the left this time, into a room where two stone slabs sit in a pool of











green gunk, upon them are ammo and medical supplies. Run across the gunk to the other side. Here lies the blue key card as well as some other useful power ups. There is a stairwell leading down to the right. Unsurprisingly, the stairwell leads directly to the blue door. Open it. Behind the door is a red demon guarding the red key.

Take the red key and return to the red door near the exit. There is little to fear behind here, so do not waste ammo. Go around to the right and pull the lever. A bridge now appears in front of the exit door.

Level 11

Almost from the moment you enter Level 11 you are under siege and some neat dodging is in order. If you have some sort of heavy weapon your chances are much better. A pistol is as effective as a peashooter against the two flying one eyed mutants (known as Cacodemons) that attack from their lair. You are confined to a narrow cul-de-sac at the start. When or if you handle the big floating nasties, peek around the corner and prepare for round two, as brown demons run from the left and right to swamp you.

Work your way around to the left of the lair, at the back you see two exits are available. Take the left one.

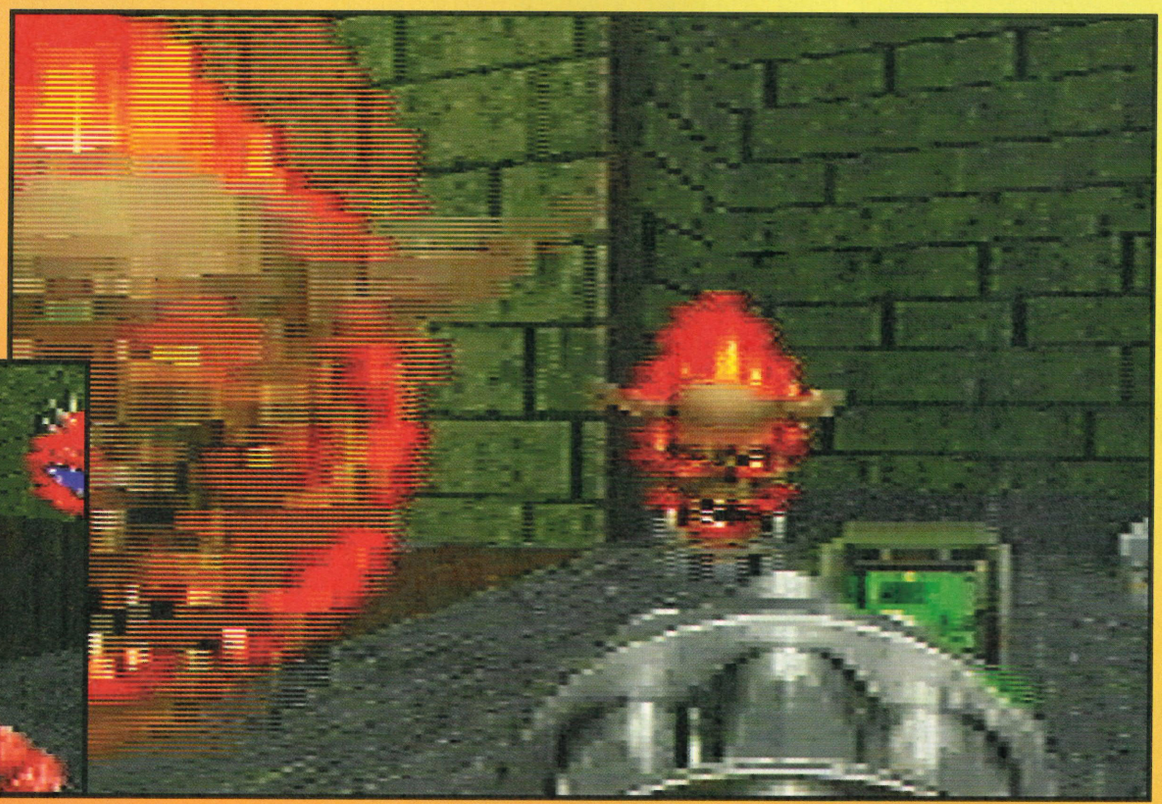
There is a blue door here and also a few shotgun wielding marines. A few paces up the passage and to your right a stream of enemy fire streaks through a gap in the wall. Pick the bunch of baddies off from the relative safety of the window. Continue around to where you shot them and pass through a doorway leading to a room unlike any you have seen before. Two walls have a Pentagram scrawled upon them and the other walls are bright pink. There is another door at the far end of the room. Through here is a room full of pillars. The floor is toxic and there is nowhere safe to stand. It is awkward to manoeuvre around the pillars but you will have to be as quick as possible to save strength.

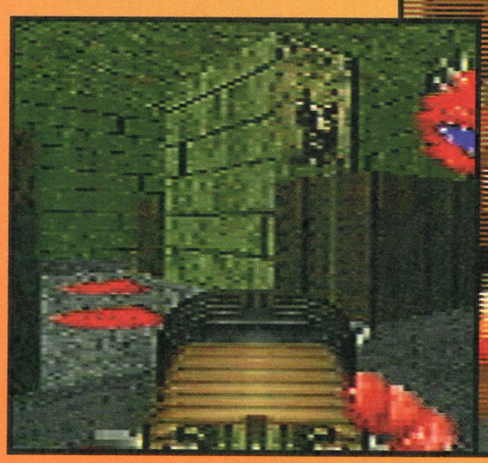


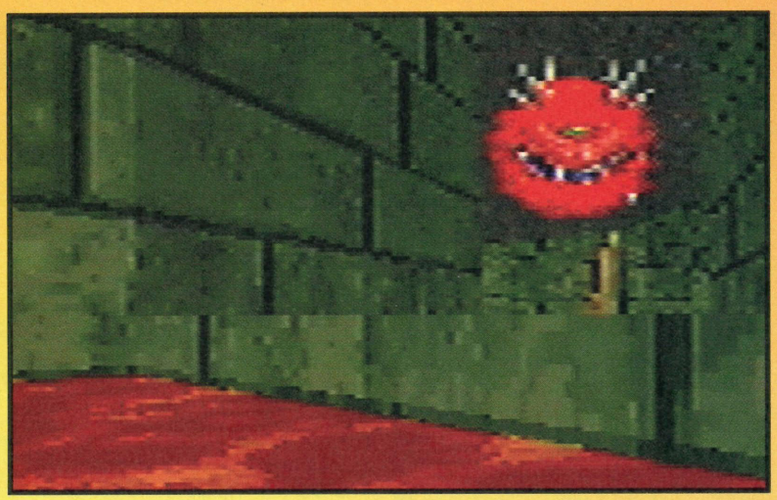
Go forward past the first pillar and turn left toward the doorway. You now stand on firm ground again, in front of you is a shotgun over a red platform. To the left is a room where you can pick up blue armour and to the right the level opens up. Go through the passage to the right and emerge into another corridor. Enemy fire comes from a room on the right. A few shots into the room should ensure you hit a barrel and blow up most of the inhabitants, but be warned, if you want to go in the room there are more than likely a few angry survivors wanting revenge.

The room itself is tall and spacious, with two wide steps at the far end but otherwise it's pretty featureless. There is a door down a small passage just before this room. Behind the door is the blue key card and some energy boosts, under the protection of two red demons. Make your way back up the tunnel to the dark doorway, visible from the exit to the passage after the place where you could collect the shotgun. A red demon lurks around this dark hiding place so be ready for it. Step off the edge of the opening ahead and drop into the lava. Swiftly turn to the right and see an entrance. In it at the top of some steps is a Plasma Rifle. Collect it.

Now jump off the ledge to find yourself back at the room where you discovered the blue key. Make your way to the blue door via the room with the pillars over the toxic floor. The blue door opens and a demon and several marines wait around the first corner to greet you with a hostile barrage of fire. Go up and to the left to a sizeable courtyard. It is defended well, so keep on the attack. Pick up the potion and rounds left and pro-







ceed to the doorway on the far left. Here you are faced with a bit of a maze. The lights flicker on and off adding to the suspense.

The place is crawling with little devils which sneak up behind you if you just jump in. Try and lure out the creatures one by one so you have as much ground covered as you can before you advance. The maze twists to the right slightly and at the far end is an open doorway. Go through here, up a small passage and into a room with nasties in it. A few gun blasts later and you can turn to the exit in the right wall. Open the door, step back and deliver a final bullet to the demon that lingers in the room with the exit lever.

Level 12

This level comprises of just about all the riddles and pitfalls the game can muster. You start in the safe zone of a small room with a teleporter directly facing you. Where the light flashes off the wall is a secret door which, when opened reveals a shotgun and ammo box. Enter the teleporter and you are zapped into a more trying area. A gang of imps and trigger happy ex-humans run for you. Blast the demonic crowd. If you have no weapons, shoot the solider first so you can take his shotgun.

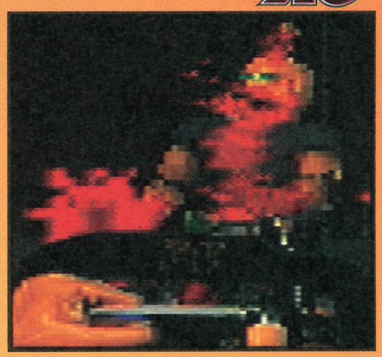
Beware of fire and subsequent charges from the exit on the left. Dispense with the enemy and proceed to the far end of this room, where you will locate a lift. Take it to the floor above and take the route to the right to replenish health with the medi-kit. You end up in a room with many tall, thin pillars and a cage around some power ups. To the right of the pillars is a skull image in the wall. Make the eyes light up so the pillars and the wall behind the pillars lower to the ground.

Behind the wall is a collection of creatures. If you kill them all you can pick up a computer map, armour and medikits. Now return to the last room and head to the next chamber. If you are low on weapons at this point go to the right of the first chamber as, in the wall on the outside, is a Berserk Box, enabling you to have a pretty effective left hook. Keep going East (on the map) through the next central door. There will be a turning to the right into a room with two stone constructions adjacent to each other. It may not be apparent at first but there are many foe behind these blockades, including an ominous Cacodemon hovering in the air to the right with gnashing teeth and a single bulging eye.

Pull the switches in this room and leave the way you came. Keep pushing forward, following the path to the right and then the left, past the huge carving of the devils head. A flame tossing demon s behind the wooden door here. To the back left of the room he occupies is a switch. It lowers the lift on the left side which in turn will take you to the blue key card. If you continue on up the steps and to the right, you can traverse a perilous ledge to a radiation suit and some potion but there is no real need to do this as there isn't a great deal of point jumping down into the slime soaked gullies.

Instead back step to the passage you avoided in order to reach the key opposite the carving of the head. Up here the walls soon turn a Satanic red in colour. Hidden neatly behind the second wall is a small army of imps, about five in all throwing fireballs in your direction.

Notice the door in the wall opposite. Return here in a minute. For now go left around the corner to collect a backpack, guarded by an air born Cacodemon. Now return to the blue rimmed doorway and pass through. Straight ahead is a room with a chamber inside it. This chamber has a large wooden door in front. Go around the back, fight off the soldiers, collect the yellow key and activate the switch to open the door. Turn left into a green walled curved passageway. Follow it to the left until you see a staircase descending. Go down the staircase. To your right are five closed doors. To your left is a



drop into lava. If you drop into the lava it's not the end of the world. You should run to the wall with the two skulls on it, and the wall will rise out of the way.

There are now two routes open to you. If you take the immediate right you end up coming out of one of the small doors furthest away when you entered the room of five doors. If you take the other passage you come to



a room with armour and rockets and then you enter a passage guarded by many lost souls. Beyond this is a switch, that opens the other small door and lets you back into the main room. Now it's time to open the large doors. If you stand and face them, open the third door from either side of the central one to get a medikit and ammo.

When you take these goodies the other doors open up and release a loads of beasts, including two Cacodemons. Either lay in wait or go for them full frontal.

Return to the curved circular passage back up the stairs. There are two ways to access the next section. Either backtrack around the curved passage to a red glowing hole in the wall and drop down or better still go the other way to where the wall begins to turn and find the secret wall. Keep pressing the button that opens doors and you should





CHEATS

For six button joy pad
Hold down X and Y at the same time. You now have all three door key cards, five hundred ammo clips and all the weapons. Now you can really kick butt, wasting all the ammo you want at the same time!





locate it, remember this is to the left as you emerge from the room with the many doors.

If you take this route you will not only find a teleporter but also a Plasma gun. This teleporter takes you directly to your next objective, the centre of an obelisk room. By standing in this place you gain a blue orb and activate a secret panel that gives way to the next teleporter. This teleporter is on the outer wall of the obelisk. There are imps, Cacodemons and red demons in this sector so take care.

ap yourself via the teleporter to the last stage. You find yourself staring at a moving wall of blood soaked skulls. No time to be squeamish though, as a red demon runs at you from the right. Just around the corner is a fiery bit, a blue orb set high in the near wall and an equally unreachable exit door in the opposite wall. There are two teleporters in the lava pit as well. Jump into it and head for the one nearest the exit door on the left. Just before you enter it, whilst on the small stone step, turn to face the skull image-switch. Activate it and a walkway rises from the burning lava.

Now enter the teleporter and pop up in the obelisk again. Step back into the teleporter immediately and you will arrive at the exit room. This time you can use the walkway to get to the exit door. Behind the door there are some imps so have a gun at the ready. Once inside, the black exit door slams behind you. Open it and you will notice the walkway has extended to reach the blue orb, if you need it.

Level 13

You are in a small room with a wide wooden door. Open the door and blast the ex-human sergeant on the other side. You can catch the demons through the window high in front of you too if you are skilled. Imps roam nearby but many are hidden in secret corridors to the immediate left and right. A shotgun is tucked behind the right pillar. There is an exit to the left that curls around the present room up some stairs. To the left is a door that allows you to grab some green armour and ammo.

Straight ahead is the central room. This is jam packed with every nasty Hell can throw at you. In here are lost souls, imps, demons, sergeants and troops and on top of a pillar that lowers when you approach is a Baron from hell...Gulp! If all this was not enough to make you scream with horror, a Cacodemon pops up through the right window .

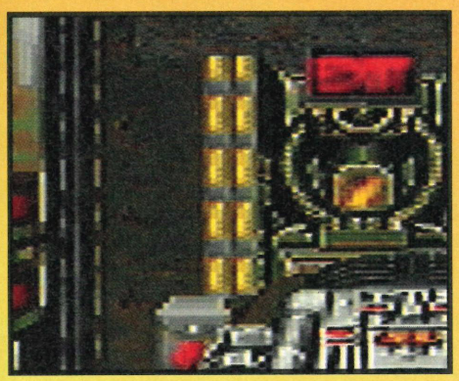
On the other pillar that lowers when you near it is a Gatling Gun. The rewards are fairly fruitful if you survive the onslaught. You can grab a monitor, medicine, armour, guns and ammo. Behind the Cube pillar, with the face of the baron etched on it, there is a switch in the guise of a skull. Hit the switch and you emerge into a room with a door to the right and to the left. The door on the left is full of baddies, so be ready when the door rises. Open the right door, go up and turn to the left. Three lost souls need to be taken out. There are two doors available to you, one on the left wall and one on the right. Note this position as you should return here later.

Open the door on the right. The walls become a cold light green shade. Up the passage there is an opening in the roof to the right. Try not to step under this as you may have something unpleasant dropped on your head. To the left is a small corridor, with two big pillars holding the roof up and two doors on the left wall leading to the same room.

In here is a demon and a lost soul. It's good to wipe out foe, even if there is nothing to collect afterwards, as otherwise they have a habit of sneaking up behind you. Go back to the main passage near the opening in the ceiling. Carry on up until you arrive in another room. A pair of unfriendly imps growl at you but a bullet or five will see an end to that. There are some windows full of human skulls but this is only decoration. Investigate around the corners to find a medi-kit. Now focus on escaping the level.

Return to the junction where you challenged the three flying skulls or lost souls. Now take the other door. Go up the staircase and hope you have a lot of firepower on you. When you walk into the next room you will be charged by a whole army of men. Blow them away with a major weapon. Pick up the bounty they leave in their wake and head for the door at the opposite end of the room. Expect a demon to take a bite at you on the other side. Carry on up the tunnel and open the door on the left. Sergeants with guns and lost souls dominate the scene. Don't venture beyond the doorway itself on the attack or they may get you from the rear. Go up and to the left, opening the skull switch. An Imp may greet you. Move right with care. The wide room you see at the end of the path is flanked by two Cacodemons to the right and left. It will take a good degree of firepower to kill them and try not to get between them or you will have little chance of survival. After this final tough obstacle you can access the exit with little trouble. Take the right or left passage that the

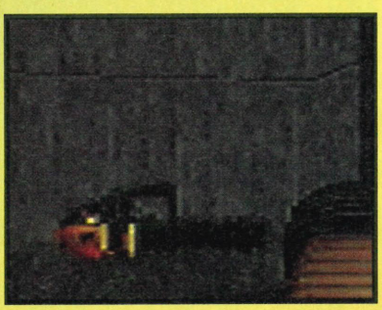




demons were guarding and you will discover the exit door.

Level 14

Step out of your enclosure and take the rocket launcher and rocket. The door available to you hides a terrifying Cacodemon. If you use the rocket launcher, be careful not to be too close to the target when you pull the trigger. Behind the defeated carcass is a switch. When hit, a doorway opens in the room you began in. Through the opening and subsequent pathway you come across an open air section. There is a green canal directly in front of you . Run across to



the solid ground beyond the canal. Traverse the next canal too so you are in front of the switch to the left of an unobtainable Berserk Box. By activating the switch and taking the now reachable box, you open up another canal. It is on the left main wall and winds around into a gully to the right. You must scorch your feet a bit and run down here, taking a breather on the little island to replenish your health.

Eventually you reach a lever. Collect three medikits here, as you would have lost a bit of strength in the slime. Now go back to the one room you haven't been in yet, parallel to the exit you emerged into the slime canal from. In here a new route is now open to you. Surprisingly, the exit door is straight ahead, but you need a blue key to get out. Open the door on the right of the exit. There are three bad guys here, shooting at you. They are easy to kill.

Walk past the ripped apart remains and you notice two passages in the left wall. Go down the first one and to the left where you can pick up the blue key card and some shells. As soon as you have the key, turn about face to see a door open in the passage releasing several red demons. Kill them and turn to the opposite wall to the one behind the blue key. This wall is darker than the others. You can open it and collect a useful chainsaw. Make your way to the next passage along and press the switch there. Now progress up the main walkway and see two wide entrances to a dark and sinister lair.

Cautiously enter and take on a demon that comes from the left. If you go to the left and investigate the little hiding place in the wall you will find a backpack. Demons hide behind the pillars and walls so go carefully. To the left side and up is a Cacodemon as well. To the right of this sector you may find blue armour, along with various ammunition and healing power-ups.

There is also a door to the right of this level. This door leads to a courtyard. The red angry sky is only blocked out now and again by the overhanging slabs spanning the rostra. Hiding in the shadows of these slabs are marines and imps. Straight ahead and to the left is Plasma rifle. When you grab it you open up a door behind you around the corner, which in turn lets out a horde of enemies.

In the lair now exposed is a monitor. Leave this arena and returning to the main corridor. The next door up leads you to what looks like a teleporting room, with two of these devices opposite each other, but unfortunately you cannot climb up to them and instead only have a battle with a Cacodemon that attacks you for your troubles. Go to either



DIFFICULTY SETTINGS

Remember, during the game the amount of enemies you face changes depending on the difficulty level selected. Throughout this solution the SEGA XS Marine used the *Hurt Me Plenty* setting. That's because we're rock 'ard mate and anyone who thinks different should come and 'ave a go if they think they're 'ard enough!

of the next doors along, which both lead to the same corridor. There are mad marines everywhere and if you go through the right passage you have a demon to contend with as well.

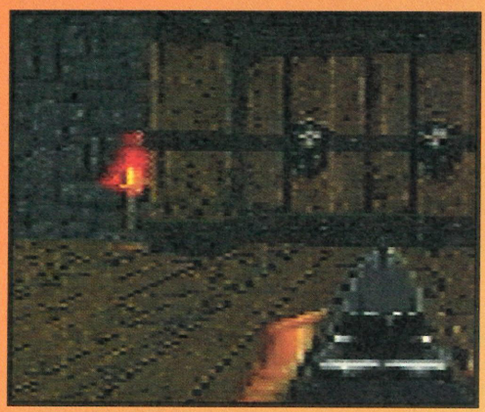
Continue up to find a room that has seven compartments coming off it, and in the centre of the room is green armour , a medikit and most importantly the yellow card key. It looks all too easy to just go up and grab them without trouble, but beware there are loads of monsters here. Run over the table they rest on and into the compartment directly behind the table. Turn around and ward off the Cacodemon and lost souls that have just been let loose from the left and right compartments. Now return to the exit doors to leave. Beware of more red demons in the silvery corridor as they have been waiting for your return in a secret room.

Level 15

Open the wood door. Shoot the Cacodemon and the marine sergeant. Open the nearest door on your right. Deal with the demons and then go down the stairs. On your right is an opening in the wall. The opening leads to a raised ledge, like a catwalk, which trails into a room full







of fire breathing imps. At the end of this cat-walk lies the yellow key which you must pick up. On your way back to the main passage grab the Plasma gun on the stairs. When you are back on track turn the corner and face imps, demons and worst of all, a Baron of hell. They guard a green orb which when in your possession makes you invulnerable for a little while.

On your way to get it you may come under attack from the right passage. Down here is room with two big wood pillars, which demons and imps use for cover. In the wall to your right is a secret room that contains a chainsaw, two helmets and a monitor. Go back to where you picked up the green orb and go through to the next room. There is an upside down cross of skulls on the wall, a sacrificial lava pit in the floor and high up on ledges in the walls are imps raining fireballs on you. On the floor are medikits, a rocket and ammo. Go through the door near where you came in, follow the path to the left and pop up at a long open roofed section with two exits on the right. The nearest one has little compartments around its border, just big enough to stand in, but there is ooze on the floor of these chambers.

A rocket launcher can be had in the chamber on the near right as you enter. If you stand in the chamber directly in front of you when you enter the room you will be teleported to a lava filled room protected by two demons, but if you hit the skull switch you can grab some blue armour. The next room along has the exit in it. It is high in a wall over a pool of toxic waste. To the left is a door that can only be opened with the red key. Straight on is a wood door which you should go through. To the right is a long passage, with glass tanks full of human remains. A wall divides the end of the passage into left and right compartments. In the left compartment is ammo and potion and in the right side is medicine.

Turn to face the way you have just come and open the yellow door on the left. There are two doorways. The first is a room containing a medikit and a clip. Imps guard the room on high ledges. The next doorway leads to a courtyard. In the middle of the room is a pillar and on top is the red key card. Go through the smaller room in the back wall and hit the skull switch in here. The pillar now lowers and leaves you to get the key.

Return to where the exit is. Open the red door and hit the skull switch inside. Another skull switch is unveiled so hit this too. The last fight is with a Cacodemon who has just been released. After the fight you will observe that a bridge has risen from the slime allowing you to reach the exit to the final level.





TOP TACTIX

— Always use cover. You can lull the baddies over to you by poking your head out into the open so they run at you. When they do this retreat back around the corner, behind a wall or somewhere where they cannot hit you. As soon as they pop their heads around the corner, you can blow them away at close range.

— Every switch opens or operates a door or a platform and sometimes you must retreat to cover old ground to discover where the new opening has appeared.

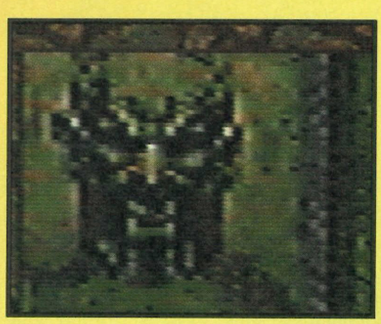
— Always shoot the green barrels if they are near your opponents. It's a sure-fire way to blow them to pieces with no danger to your Marine. Although always remember to keep your distance to avoid any shrapnel.

Level 16

You may only reach this level the hard way. It cannot be reached by starting on level 15 or by using all of the cheats.

You appear smack in the middle of Hell's worst nightmare. You are surrounded by a good many Barons from Hell all throwing green fire at you. The area around you is a large clearing. The only notable feature is that around the outside wall are big geometric rooms, seven in all. In each room is a weapon, and weapons are what you need! Run for either the rocket launcher, chain gun or Plasma rifle. With these you may just have a fighting chance.

If you come out on top, there will be a lot of intestines underfoot, half



hanging from the torsos of the dead beasts you have slaughtered. Go toward the only door in the area. Make sure you are prepared for round two. Behind this door are eight Cacodemons, as well as medikits, boxes of ammo and a monitor. A blue sphere lies in the very centre of the room. The room itself is cross shaped and so there are walls the Cacodemon can use for cover. Be careful as you enter this room, as there are a pair of these one eyed monsters either side of the near wall. Go to the back of the room and there is a secret door you can open between the two figure heads. In the next room are three doors. There is a switch on the immediate left as you enter. Hit this and the blue door opens to reveal a red key. Open the red door to reach the yellow key. Open the yellow door to reveal a teleporter, which is in fact, your exit. You have escaped this hell hole and can give yourself a big pat on the back.

SUMMARY

GAME NAME: Doom
TIME TO COMPLETE: 4 Days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 16
CHALLENGE RATING: Variable

Cartridge supplied by:
SEGA,
Tel: (071) 373 3000

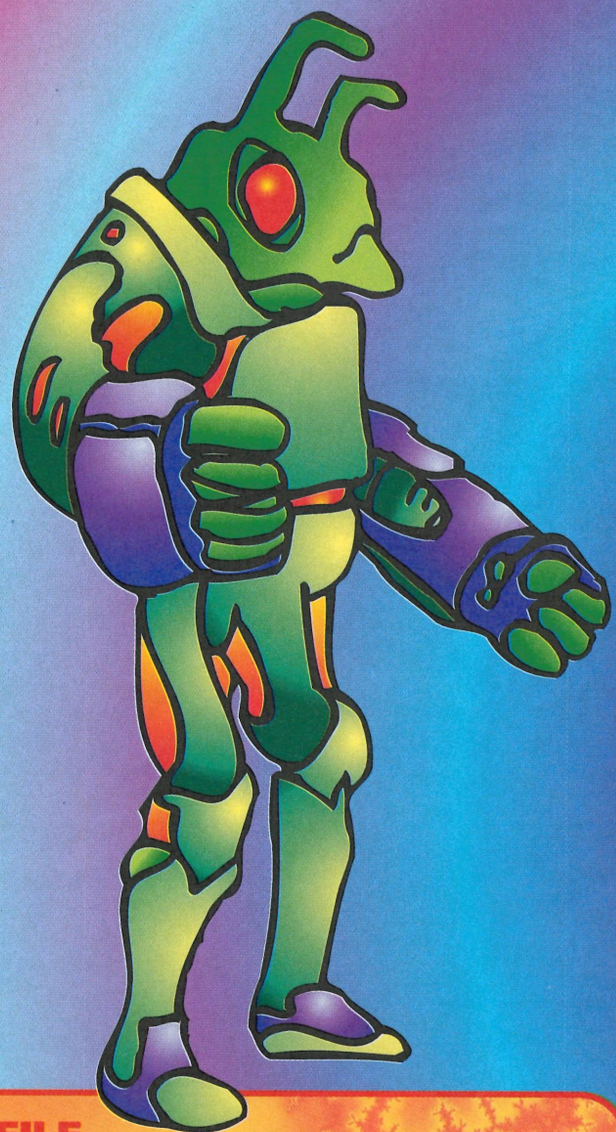


COSMIC CARNAGE

In a frantic attempt to escape a lifetime of hard labour on an Interstellar mining project, a shipload of criminals have hijacked their prison barge and used it to ram into a military cruiser. The damage was extensive — only four members of each ship survived. Now they must fight each other to the death for the opportunity to escape the dying ship via the only escape pod.

SEGA XS has all the best moves and tactics to solve this, the first 32X fight game, exclusively for you. So eyes down and look in for the complete guide to the first 32X beat-'em-up.

CYLIC



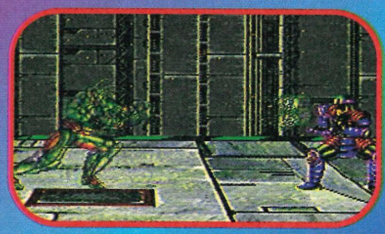
PROFILE

An Entomologist's nightmare, this fighter is fast and agile with a number of projectile attacks that allow him to wreak havoc from a distance. Cylic is just as dangerous when he uses either kind of Armour, his Neck throw move will plant you into the ground and his quick combinations will ensure a tough fight.

PLAY VS CYLIC

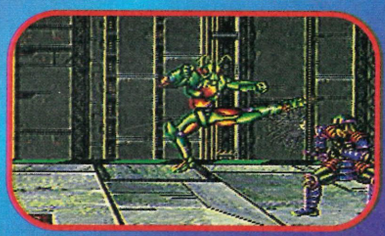
Cylic has a lot of projectile moves which he will tend to use towards the end of the fight. This means he will come forward with powerful kicks and punches in the first half of the bout, before retreating to his special moves. This tactics is your opportunity to undertake a full scale attack at the start, making use of you own projectile moves if you have them. When Cylic retreats to projectile distance, you should do the same to give yourself enough time to jump over the projectiles when they fly towards you.

If you are quick enough to get Cylic trapped in a corner, try low sweeps in order to knock him off balance and then follow up with hard kicks. Never get too close to him though, as his Neck Throw move, which can be used in either armour style, will stun you and allow him to get back on top of the fight.



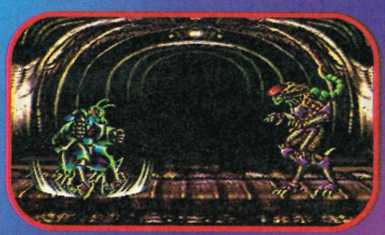
ENERGY SMASHER

LIGHT ARMOUR
DOWN, DOWN-TOWARDS, TOWARDS & PUNCH.



GRAVITATION CRUSHER

LIGHT ARMOUR
WHILE IN MID-AIR PUSH AWAY, TOWARDS & KICK.



ENERGY THUNDER

HEAVY ARMOUR
PRESS ANY KICK BUTTON REPEATEDLY.



GRENADE ATTACK

HEAVY ARMOUR
AWAY FOR 2 SECS, THEN TOWARDS & C OR Z.



NECK THROW

ANY ARMOUR
MAKE CONTACT WITH THE OPPONENT, THEN PUSH AWAY, TOWARDS & PUNCH.



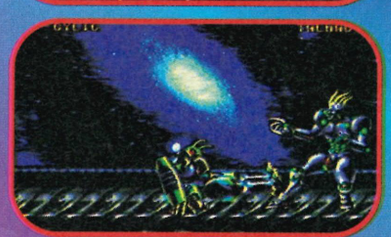
FLYING KICK

ANY ARMOUR
UP, TOWARDS & KICK.



HAMMER PUNCH

ANY ARMOUR
UP, TOWARDS & PUNCH.

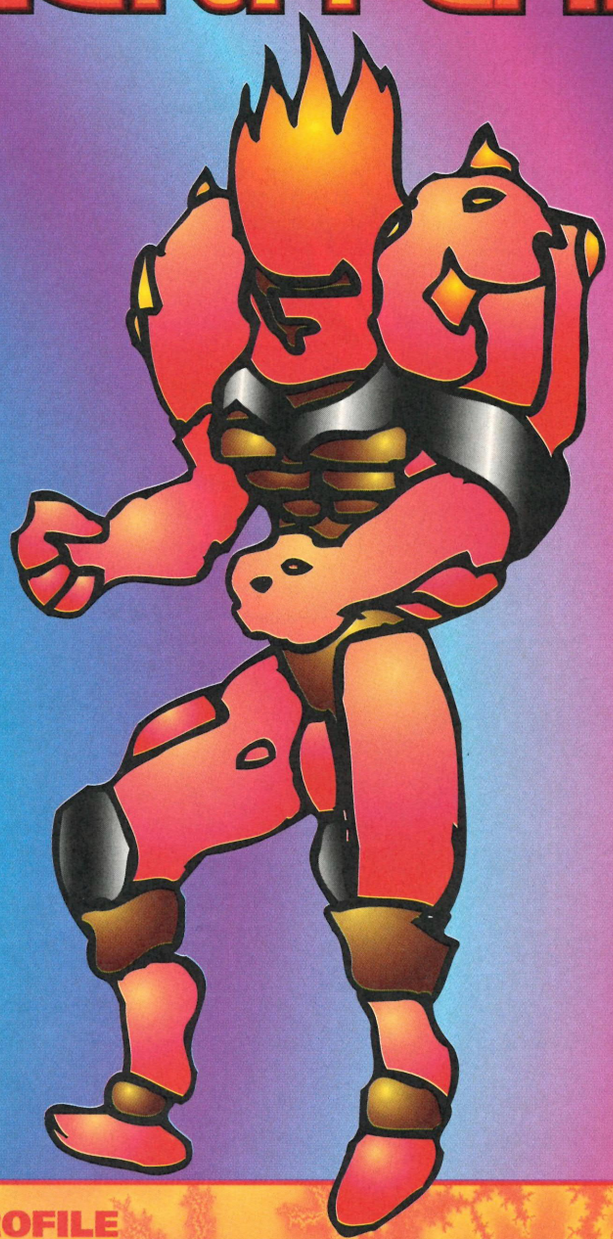


DOUBLE FOOTER

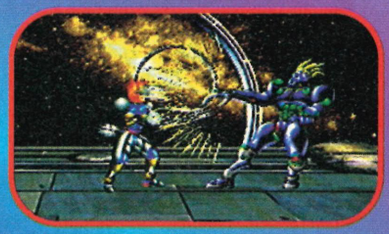
ANY ARMOUR
DOWN & KICK.

All Artwork by Colin Nightingale ©

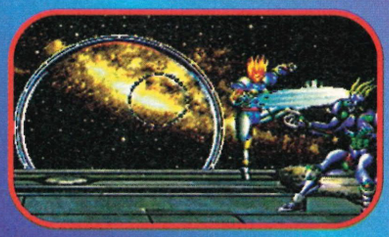
ZENA-LAN



FURY PUNCH
LIGHT ARMOUR
PRESS ANY PUNCH BUTTON REPEATEDLY.



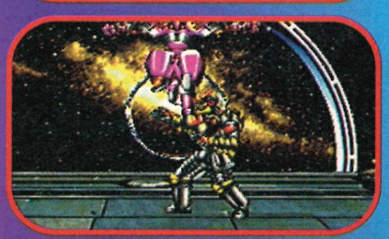
BLOODY SPIRAL
LIGHT ARMOUR
AWAY, AWAY, TOWARDS & KICK.



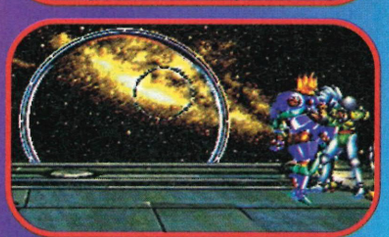
RIDING CRUSHER
LIGHT ARMOUR
WHILE IN MID-AIR PUSH AWAY, TOWARDS & C OR Z.



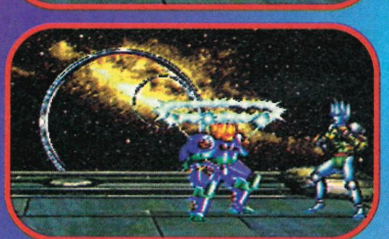
FLYING LARIAT
ANY ARMOUR
AWAY, DOWN AWAY, DOWN, DOWN TOWARDS, TOWARDS THEN PUNCH.



LEG SWEEP
ANY ARMOUR
DOWN, TOWARDS & B.



LIGHTENING KING
HEAVY ARMOUR
PRESS ANY PUNCH BUTTON REPEATEDLY.



KNEE BLAST
HEAVY ARMOUR
DOWN, DOWN TOWARDS, UP TOWARDS AND KICK.



BLAZING CHARGE
HEAVY ARMOUR
TOWARDS, TOWARDS THEN C OR Z.



PROFILE

This fiery fighter has a number of electrifying moves at her command. Speed and agility are her greatest assets. Her Fury Punches and special moves are quick and effective so you will have to be on your toes to defend against her and then counter-attack. Only the quick witted will survive.

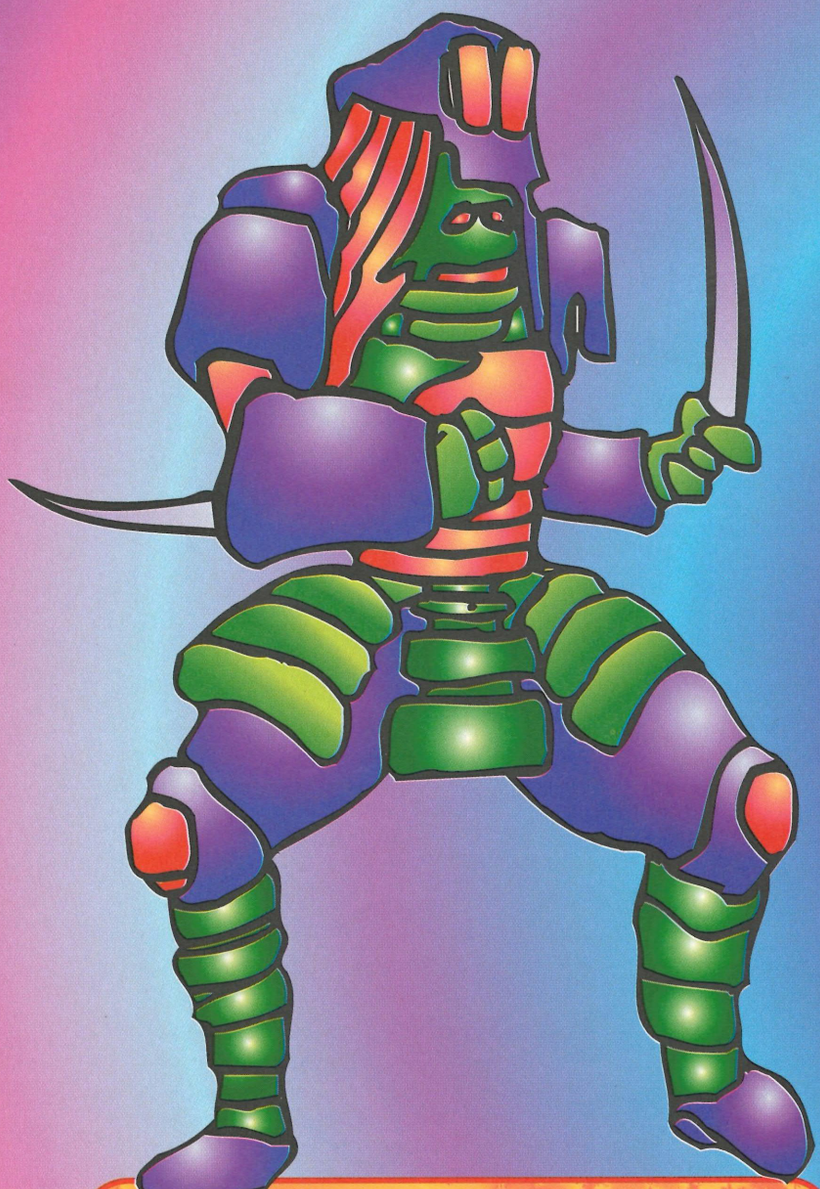
PLAY VS ZENA-LAN

Zena-Lan can get from one side of the screen to the other at lightening fast speeds, so your first priority must be to defend against her flying attacks by throwing projectiles at her or moving quickly to stop her in her tracks. Zena-Lan's other main attacks are linked to the electric energy which she draws from her life-source.

If you let her come in too close to you, the chances are that she will be preparing an Electric Attack. Do anything you can, very quickly, to get out of the situation. If you can simply move back, do so but try not to get trapped in the corner. Attack her with kick combinations up close and projectiles from a distance.

All Artwork by Colin Nightingale ©

NARUTO

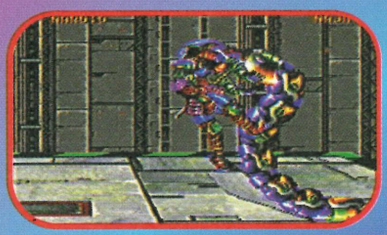


PROFILE

Elbow Blades and a long sword give Naruto a long, sharp reach. He's especially proficient at aerial manoeuvres and martial arts moves. Naruto really is a tough opponent, with his strength being the ability to put together powerful combinations of kicks in a very short space of time.

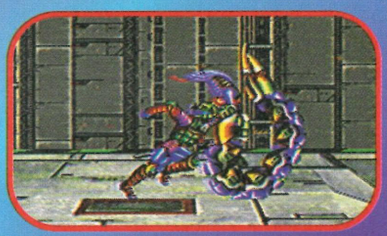
PLAY VS NARUTO

Naturo has speed, power and balance but falls flat on his face when it comes to endurance. If you establish an early lead against Naruto and you can defend against his hard hitting combinations, striking back will special moves and projectile moves, then you will be in with a very good chance of defeating him. Naruto will slow up in the final third of the fight, so if you can maintain a slender lead throughout, you can nail him in the final moments with low sweeps and body blows.



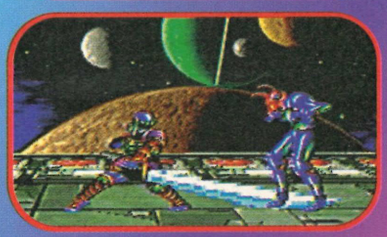
DROP THROW

ANY ARMOUR
MAKE CONTACT WITH THE OPPONENT & PRESS AWAY, FORWARD & PUNCH.



DASH

ANY ARMOUR
PRESS THE D-PAD TWICE IN THE DIREC-TION YOU WANT TO GO.



NARUTO SLICE

LIGHT ARMOUR
TOWARDS, DOWN-TOWARDS, DOWN, TOWARDS AND PUNCH.



WHIRLWIND KICK

LIGHT ARMOUR
DOWN, DOWN-TOWARDS, UP-TOWARDS & C OR Z.



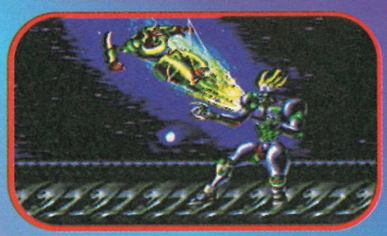
SPINNING DOUBLE SLICE

HEAVY ARMOUR
TOWARDS, DOWN, DOWN-TOWARDS & KICK.



WHIRLING BLAST KICK

HEAVY ARMOUR
AWAY, DOWN-AWAY, DOWN, DOWN-TOWARDS, TOWARDS & KICK.



FIREARMS

LIGHT ARMOUR
STARTING AT 12 O'CLOCK ON THE D-PAD, MOVE A FULL CIRCLE, ANTI-CLOCKWISE AND THEN PRESS B.

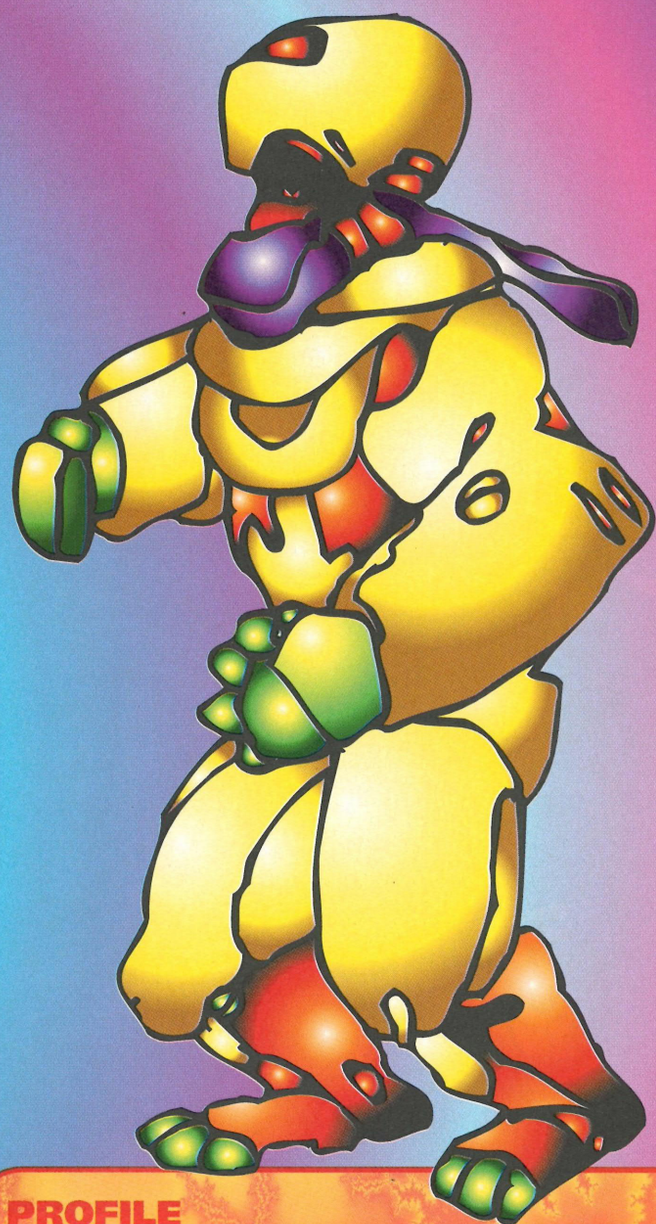


DOUBLE HAND BLAST

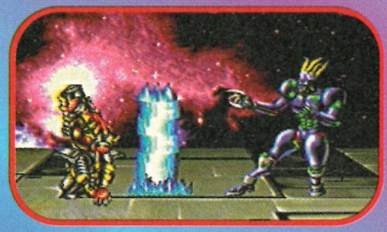
HEAVY ARMOUR
TOWARDS, AWAY, TOWARDS & C OR Z.

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TYR



ATOMIC HAMMER
LIGHT ARMOUR
TOWARDS, DOWN-TOWARDS, DOWN & PUNCH (FOR A FORWARD ATTACK) OR KICK (FOR A REAR ATTACK).



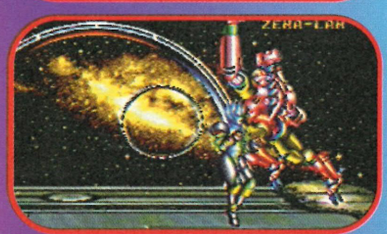
DASH HURDLER
LIGHT ARMOUR
AWAY FOR 2 SECS THEN FORWARD & KICK.



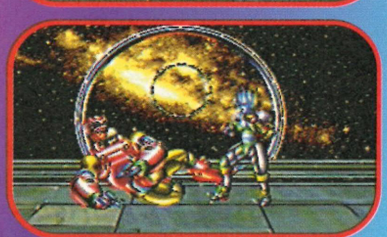
BREAST CHARGE
LIGHT ARMOUR
AWAY FOR 2 SECS THEN FORWARD & C OR Z.



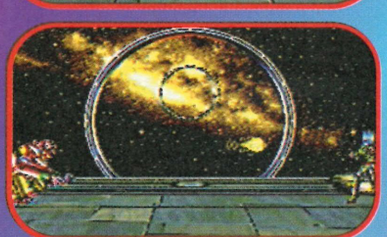
MEGA BUSTER DROP
HEAVY ARMOUR
WHILE IN MID-AIR
PRESS AWAY & PUNCH SIMULTANEOUSLY.



MEGA CYCLONE WRECKER
HEAVY ARMOUR
AWAY FOR 2 SECS THEN FORWARD & KICK.



MEGA CANNON
HEAVY ARMOUR
AWAY FOR 2 SECS THEN FORWARD & C OR Z.



SUPER PRESS
ANY ARMOUR
DOWN, DOWN-TOWARDS, UP-TOWARDS & PUNCH.



JUMPING ROUNDHOUSE
ANY ARMOUR
UP-TOWARDS & Y.



PROFILE

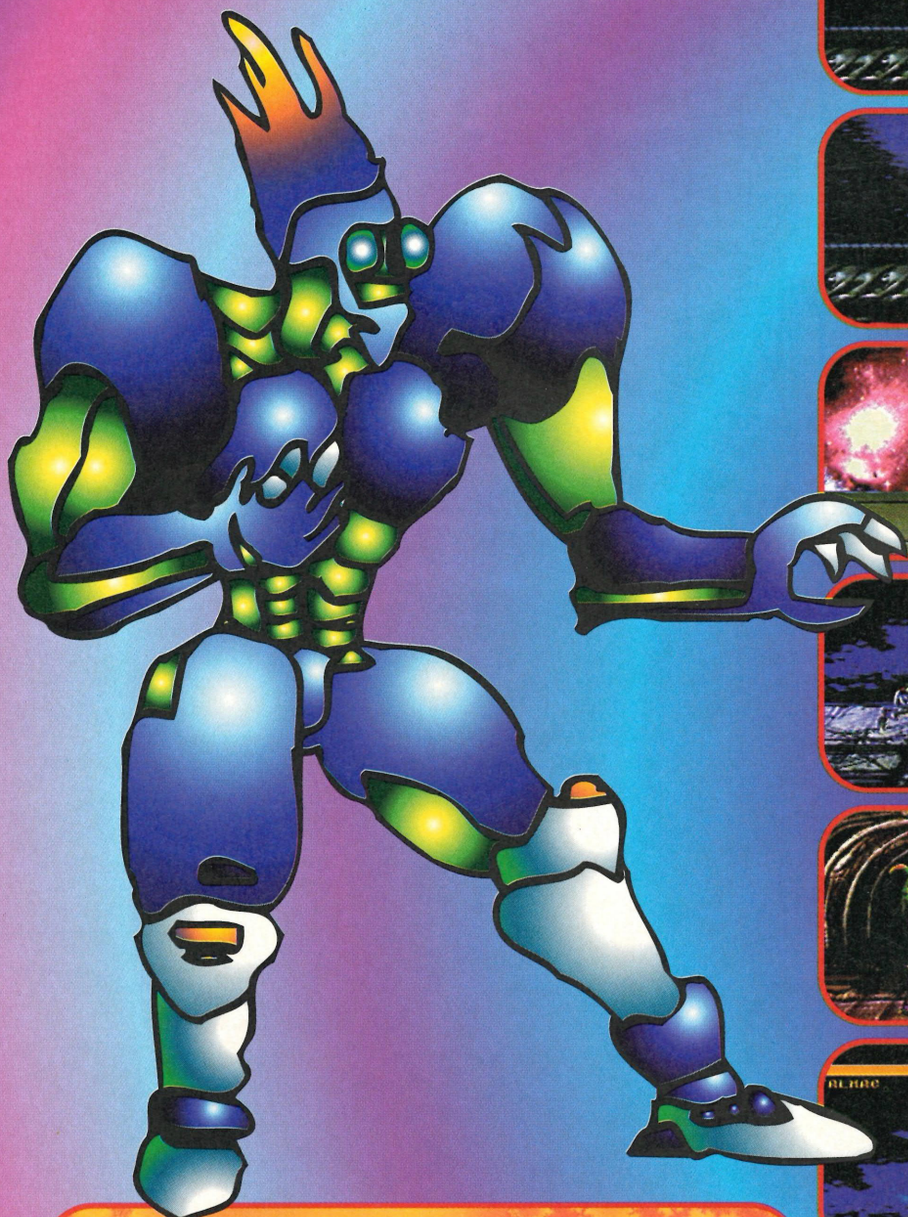
A master designer of weapons and body suits, Tyr has saved the best designs for himself. He uses the weight and power of his armour to support devastating charges and body slams. His special moves are lethal and even without his extensive armour, his hand to hand combat is second to none.

PLAY VS TYR

The best tactic to use against Tyr is to throw projectiles at him from a distance as he is slow to come forward. This will only work in the early parts of the fight as Tyr will get stronger and more adventurous as the fight goes on. His favourite moves are the Dash Hurdler and Super Press while in Light Armour and the Mega Cyclone Wrecker and Mega Cannon using Heavy armour. These moves will inject extra speed into the legs of Tyr so, unless you get at him right from the start and pound him into the ground straight away, you are going to have a hard time of it.

All Artwork by Colin Nightingale ©

TALMAC

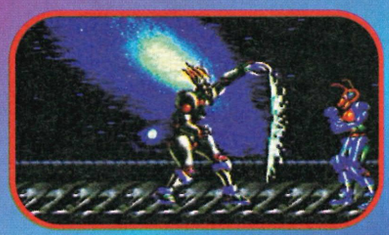


PROFILE

This tall, dark and sinister fugitive uses razor claws, lightening reflexes and powerful punches to hold his own in the arena. No one is sure whether he is wearing a mask or if that is his real face, No one has got close enough to find out. Talmac is one of the villains in the pack and does not use armour.

PLAY VS TALMAC

To fight against Talmac, you must exploit his two main weaknesses. Firstly, his lack of armour means that if you hit him with a special move, he will be stunned enough for you to follow up with combinations of punches into his mid-section. Secondly, Talmac, though quick and strong, is very susceptible to low attacks and sweeps when he is pinned in his own corner. Characters like Naja, who has a very strong sweep move will always do well against Talmac if he can dodge the claw successfully.



GALE WALL
DOWN, DOWN-AWAY, AWAY & PUNCH.



GALE WAVE
TOWARDS, AWAY, TOWARDS & PUNCH.



PILE DRAGON
TOWARDS, DOWN, AWAY & PUNCH.



GALE ARROW
AWAY FOR 2 SECS THEN TOWARDS & PUNCH.



THE CLAW
UP & X.



FLYING KICK
UP-TOWARDS & Y.



MASSIVE HAND ATTACK
UP-TOWARDS & A.



KNEE BLAST
TOWARDS, TOWARDS & B.

All Artwork by Colin Nightingale ©

NAJA



SLIDE
DOWN & B



BACKWHIP
DOWN FOR 2 SECS THEN UP & KICK.



WINDER RUSH
DOWN, DOWN-TOWARDS, TOWARDS & PUNCH.



TAIL SQUEEZE
MAKE CONTACT WITH YOUR OPPONENT AND PRESS THE KICK BUTTON.



SNAKEBITE
UP, TOWARDS & A.



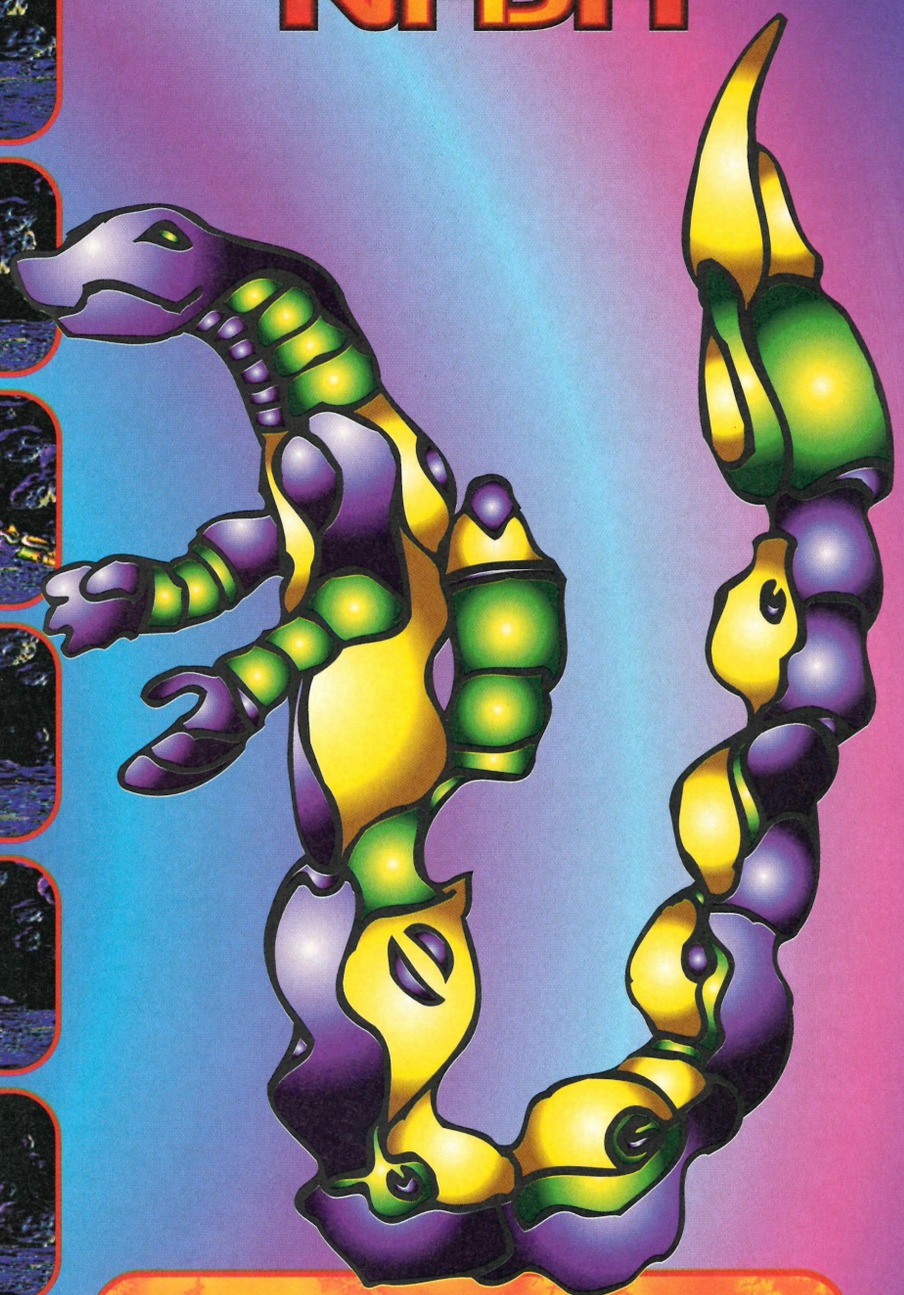
PYTHON DIVE
DOWN, DOWN-TOWARDS, TOWARDS & A.



RING STINGER
UP, TOWARDS & Y.



VENOM
DOWN-TOWARDS & A.



PROFILE

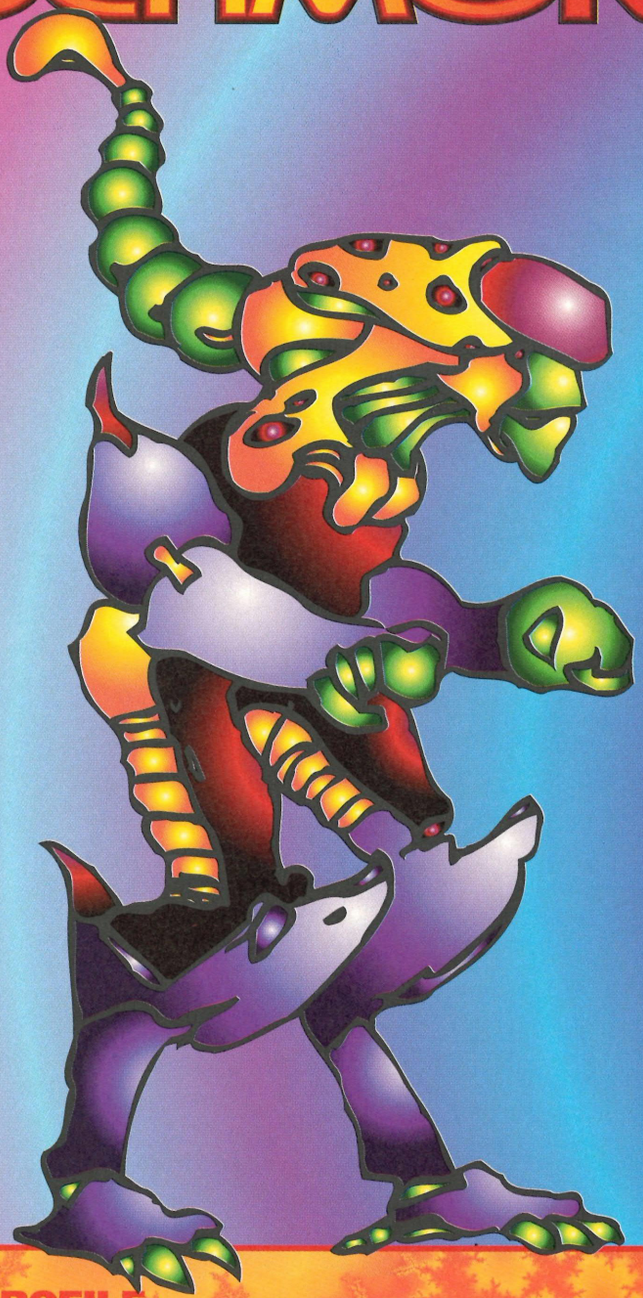
To defeat this serpentine siren, you must avoid her tail, a weapon she uses as a battering ram and whip. Naja is another fighter who does not use armour. The reason for this is that she doesn't need any! She is big, quick and very strong and it takes a brave fighter to mess with her.

PLAY VS NAJA

This venomous female certainly is a pain in the neck. Her close in moves are powerful and her tail squeeze is absolutely lethal. She is however much less skilled when working from a distance, so choose a character with powerful, long-range, projectiles to soak up some of her energy. If you do get too close to her, aim for her head with high kicks or punches to try and escape her close-in power moves.

All Artwork by Colin Nightingale ©

DEAMON



PROFILE

Deamon is as vicious as he is ugly and he enjoys using his natural weapons to their best advantage. His long claws can tear an opponent into shreds, and that scorpion stinger attached to his head isn't just for show either! His lack of armour is a slight disadvantage, but it is so hard to get in close to him because of his claws that he feels he does not need armour.

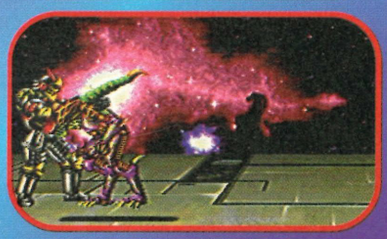
PLAY VS DEAMON

Deamon's moves are all very quick and very painful. A full swipe of his claws can really cause a lot of pain but while he attacks with his claws, he is open to low sweeping attacks to his legs. Whenever you hit him hard, he does tend to retreat. This means that it is very hard to get combinations going on him, so use the opportunity to fire off projectiles or to move and hit continually.



SCORPION HEAD

TAP B QUICKLY WHILE IN CLOSE TO YOUR OPPONENT.



HEAD BUTT

TOWARDS, TOWARDS & A.



WHIRLING THRASHER

TOWARDS, TOWARDS THEN PUNCH & KICK.



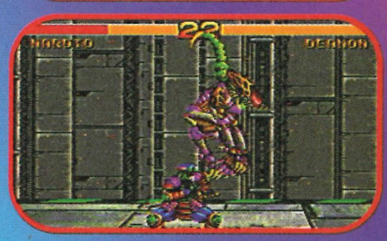
HAMMERHEAD WHIP

AWAY, DOWN, UP & PUNCH.



ROLLING CLAW

MAKE CONTACT WITH YOU OPPONENT & PRESS KICK.



AIR ATTACK

TOWARDS, UP & A.



HIGH SWIPE

MAKE A FULL CIRCLE OF THE D-PAD FROM UP, ROUND CLOCKWISE TO UP & PRESS B.

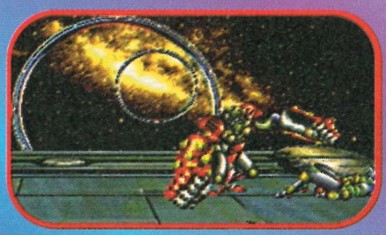


LOW SWEEP

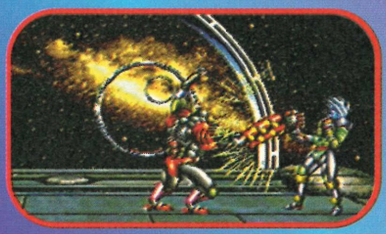
DOWN & B

All Artwork by Colin Nightingale ©

SPINNING DOUBLE STRIKER
TOWARDS, DOWN-TOWARDS, DOWN, DOWN-AWAY, AWAY & PUNCH TWICE.



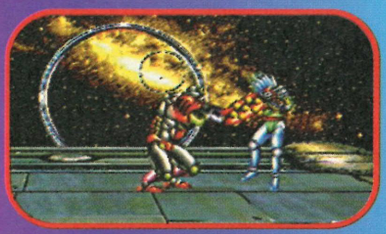
SPARKS
TOWARDS, DOWN-TOWARDS, DOWN, DOWN-AWAY, AWAY & KICK.



BOMBER
TOWARDS, TOWARDS & B.



BLAZE HOLD
DOWN, DOWN-TOWARDS, TOWARDS & PUNCH.



THE TRIP
DOWN-TOWARDS & Y.



DOUBLE FIST
WHILE IN MID-AIR PUSH DOWN-TOWARDS & B.



POWER PUNCH
UP, UP-TOWARDS, TOWARDS & PUNCH.



COIL
UP-TOWARDS & B.

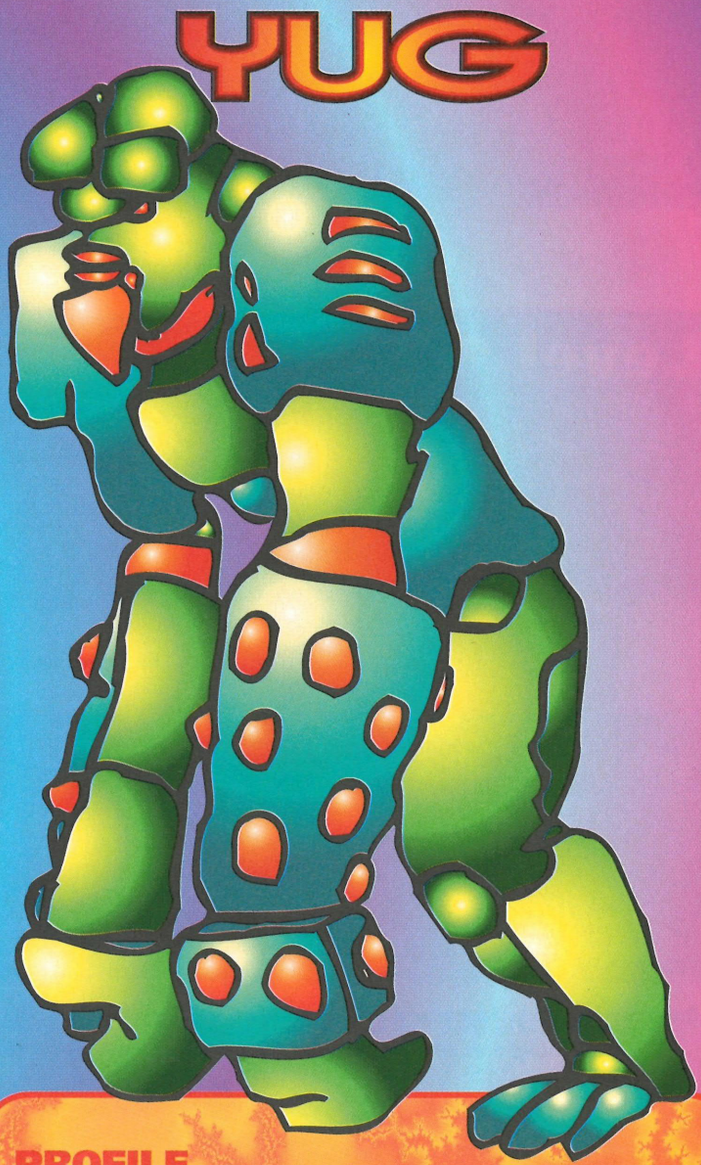


SUMMARY

GAME NAME: Cosmic Carnage
TIME TO COMPLETE: 3 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Fairly Easy

Cartridge supplied by:
SEGA,
Tel: (071) 373 3000

YUG



PROFILE

This gorilla-like humanoid relies almost entirely on his long, powerful arms to deliver punishing hammer blows, bone-crushing holds and devastating throws. His long and over-ample reach ensures that he is king of the power punch which means he is the hardest character to get close to. He does have armour but it is built in to suit his powerful fighting style.

PLAY VS YUG

You must go in hard on Yug from the start, attacking him with projectiles and low sweeps to his legs. If you can knock him off balance for a second, he will have to use his arms to enable him to spring back to action, so while he is on the floor, take full advantage and stick the boot in while he has no chance of retaliating. Do not get too close for too long as his close in work produces his favourite attacking moves. Remain out of his range and hit him with projectiles to wear him down.

All Artwork by Colin Nightingale ©

Collect these power-ups to improve your chances of success later in the level.

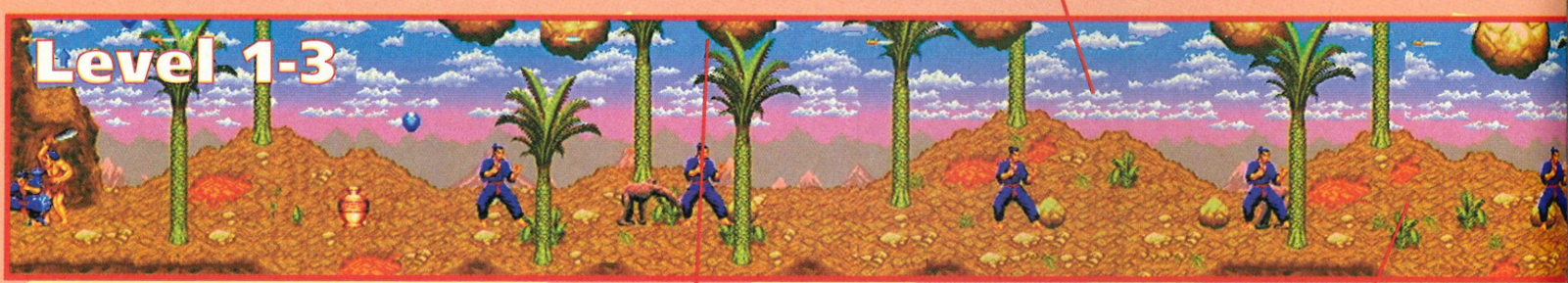
Ah, the ancient rule of survival states that loyal Samurai warrior should always activate Smart Bomb power-ups!



Don't panic! If you don't make long jumps such as this one, you'll bounce right back up again if you miss. Although you'll be minus one energy point.



Keep an eye out for any apes that try to attack you at this point.



Dodge these falling rocks, Samurai, or else much pain and loss of energy will be yours!

Yet more falling boulders drop down here to crush your head like a ripe tomato. Avoid them at all costs, or else it's curtains for you.

MEGA DRIVE

PSYGNOSIS ● SLASH-'EM-UP

SECOND SAMURAI

Hiyyaaaa! Bowakaaa! Yes, it's time for death and violence, as the XS posse battle bravely against the ultimate evil in a no-holds barred fight to the very finish. Well, we've always dreamed of being true heroes anyway, so it's no wonder that when *Second Samurai* from Psygnosis karate kicked its way into the office we just couldn't wait to play it. This game is packed with some of the creepiest baddies ever seen, but they won't stop the best in the business from completing the game — no siree!

Barbaric-zombie-fiend problems? No worrys! Wipe them all away with a couple of slashes from your sword!



Hit this icon to free many a lost soul my good and faithful warrior!

GUARDIAN

The guardian is easily beaten if you just follow this simple routine. Pick up the rock and throw it at the head at the very bottom. Do this five times before tackling the middle one, then finally the top one. Keep jumping over the fireballs fired at you and you should be OK!



Blame Colin the Demon Designer for putting this cut-out here. It may look nice, but it obscures a rather important Smart bomb icon. Doh!

The boulders make a n exit now, but those pesky monkeys and ogres are still about. But what the hey, who said it would be easy?

One last jump to make before you reach the first boss, so take your time and be cool. There's no point in wasting energy at this late stage.

Level 1-4



The first level, and what a level it is! With everything from vicious ogres, armed with clubs, right up to drug-crazed killer chimps from hell. This won't be a walk in the park, that's for sure! What it will be though is a taster for the levels ahead. Use this opportunity to test out all of your Samurai skills. You'll begin the game with just your fists to protect you from the baddies, but a few power-ups should soon sort that problem out. Once fully armed your character is as deadly as they get, with an energy-firing sword as proof enough of that. To be fair, this shouldn't prove to be a problem for most gamers. However, just wait until you see the second level!

Enter the Dragon! The end guardian is fully dealt with in the box-out above, so read it and watch the dragon weep!

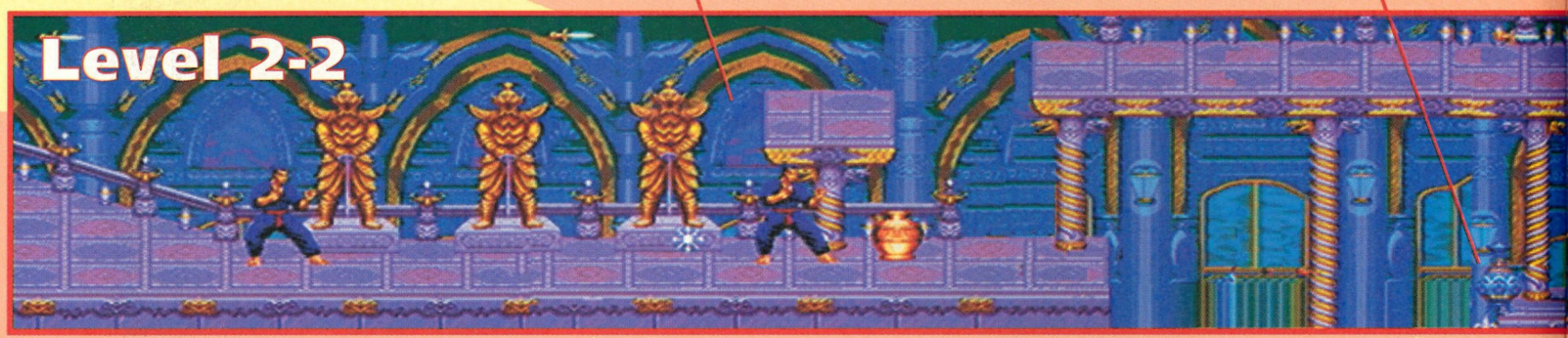
Remember young Samurai warrior, fireballs will fly up from the ground here, so time your jumps with care so that they miss you.

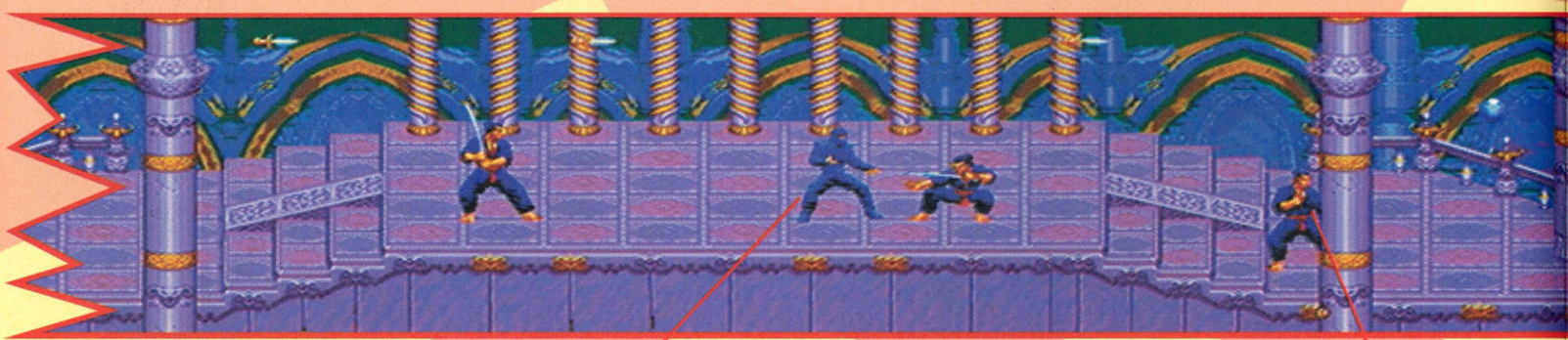
Fear not you're safe to jump down here. It's actually a hidden hole that will transport you to another part of the level.



Jump up onto these platforms and you'll no doubt find a healthy dose of the old power-ups to help you on your way.

You may miss soul-containers like this one. They're scattered all along the lower levels of this stage and are well worth getting your mitts on.





This Ninja is as tough as old boots to crack, so take your time and avoid his mighty blows. It's not a good idea to lose energy at this stage.

You've made it past the Ninja, but what other evil dangers await you? The mind boggles, but you can be sure it isn't gonna be pretty!

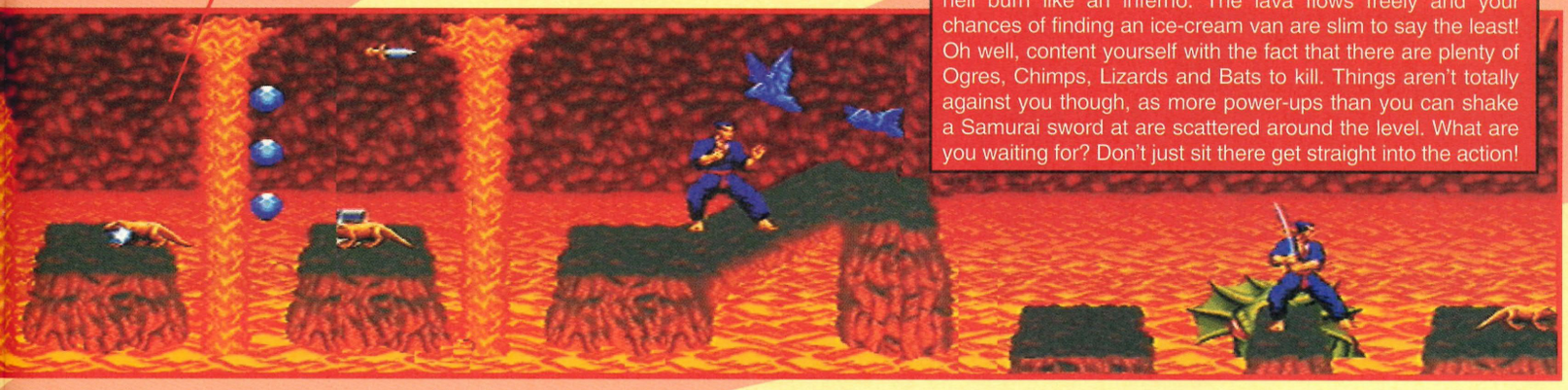
Level 3

The next level promises to sort the men from the boys! You will be rising up on a floating platform (strangely similar to the floating clouds in that funky TV series *Monkey*!). As you fly up into the air, there will be floating Soul Jars carried by demonic imps, which you should go all out to collect. But whilst you do this, keep an eye out for any baddie attacks which are aimed at you! Things are getting tricky now, so watch out!





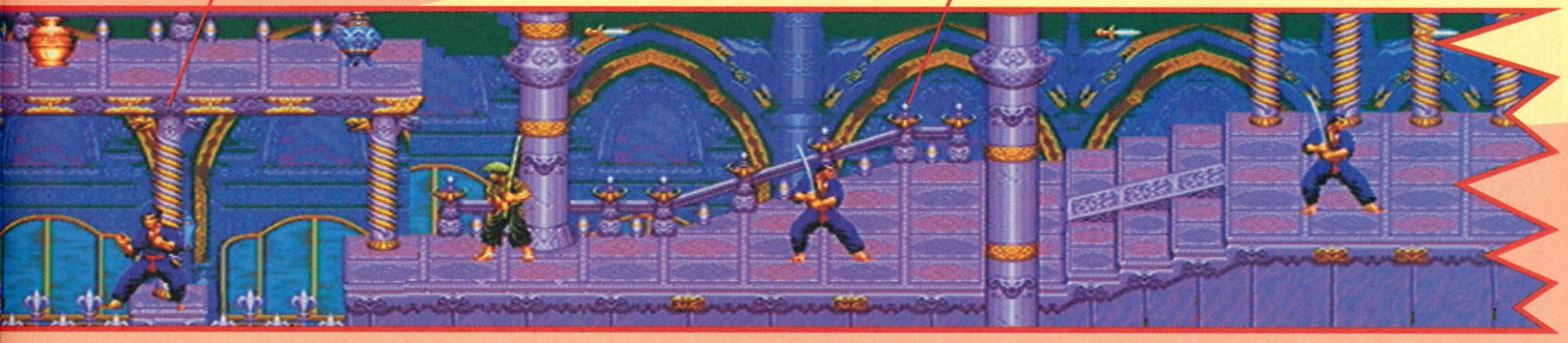
These lizards may look small, but they sure bite big! Avoid them at all costs.

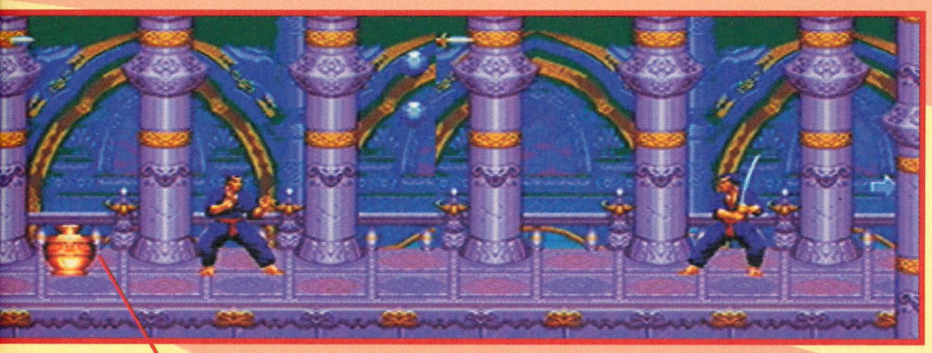


The second level takes place underground where the fires of hell burn like an inferno. The lava flows freely and your chances of finding an ice-cream van are slim to say the least! Oh well, content yourself with the fact that there are plenty of Ogres, Chimps, Lizards and Bats to kill. Things aren't totally against you though, as more power-ups than you can shake a Samurai sword at are scattered around the level. What are you waiting for? Don't just sit there get straight into the action!

After you've collected all of the souls, you are free to get past the barrier to the right.

You're about halfway through the level now, so take care when jumping and slashing your way along the rest of the stage.





Hit this Super Spirit Jar to free those souls!

GUARDIAN

To KO this guardian, all you have to do is continually hit its head. Move left and right to avoid his attacks, then hit back with a few of your own. If he climbs too high, simply jump up and hit him to bring him back down to Earth again.



Level 4

A tricky level, this one, which will require nerves of steel and a stomach full of chips in order to get through it! Riding on the back of what looks to be some sort of mutant camel, you're task is to touch each of the flying Jars, whilst at the same time jumping over the various obstacles scattered in your path. "What objects are these?" I hear you cry. Well, logs and fallen trees to be precise. Jump over them, Samurai,, jump them (Yet more strange advice from the crazy world of Pilky! -Ed).

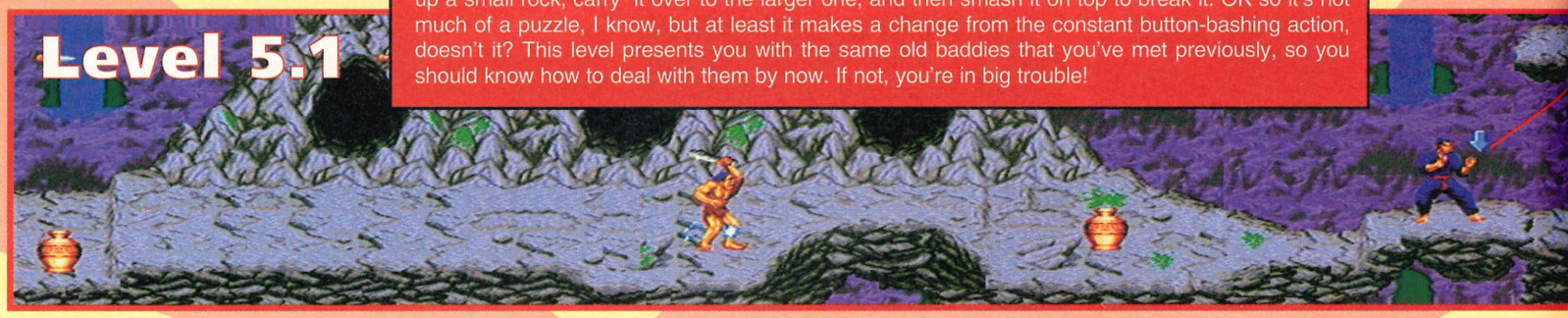






Level 5.1

This is the first level where you will actually have to use your head to get around the various problems. There is a large boulder blocking your way into the lower level. To break it you'll have to pick up a small rock, carry it over to the larger one, and then smash it on top to break it. OK so it's not much of a puzzle, I know, but at least it makes a change from the constant button-bashing action, doesn't it? This level presents you with the same old baddies that you've met previously, so you should know how to deal with them by now. If not, you're in big trouble!



Level 5.2

Once you get here, make your way left to kill the mid-level baddie with a few well placed blows from your weapon.

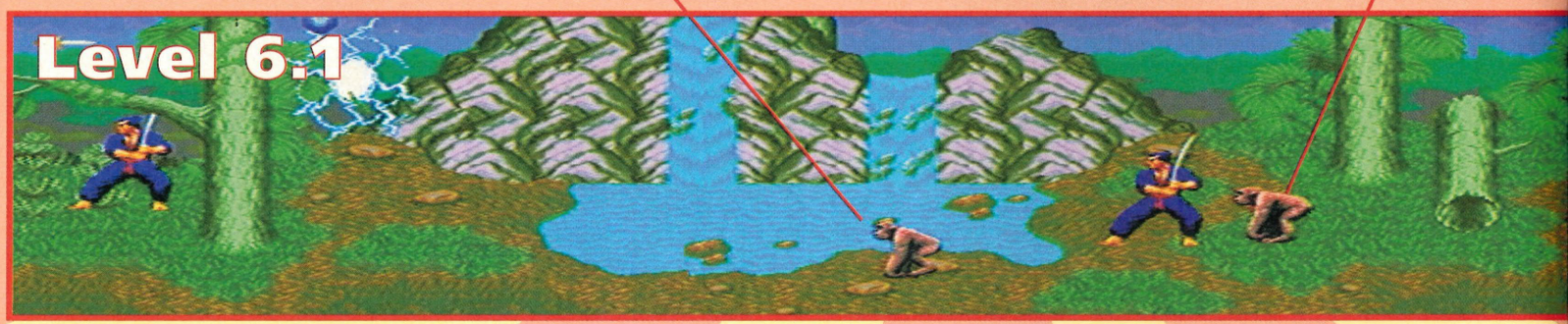
Stand on top of this rock to launch back up to the final stage.



Level 6.1

This great, big, hairy baboon thinks he's harder than you are. I'd teach him a lesson, if I was you, so get slashing!

This guys trying to make a monkey out of you, teach him a lesson he'll never forget. Remember monkeys don't like it up 'em!



Level 6.2

You should be able to make jumps like this without any problems at all if you ensure you time things exactly right.



Level 6.3



Taking place along the top of a forest, you will have to leap from tree top to tree top collecting all of the soul jars that you find. There are plenty of power-ups on the level, so collect enough of these to give even the toughest baddie nightmares. You'll find the usual enemies here, but you should already know how to deal with those.

Level 6.4

A whole host of baddies await you here, so get ready to slice and dice!



We're going down here as soon as we get that rock from the top of the platform on the right. Let's go get it Samurai warriors!

Kill that chimp, he's a gimp! He'll also drain your energy if you don't sort him out as quickly as possible.



Even more horrible baddies will haunt you here. All you can do is grit your teeth and start battling your way through them.

Level 5.3



This is the final jar which you'll need to get before you can get past this stage, mate, so go grab it pronto!





If you stand on these swinging platforms, they'll swing you across all of the tricky gaps, which is a handy bit of equipment really.



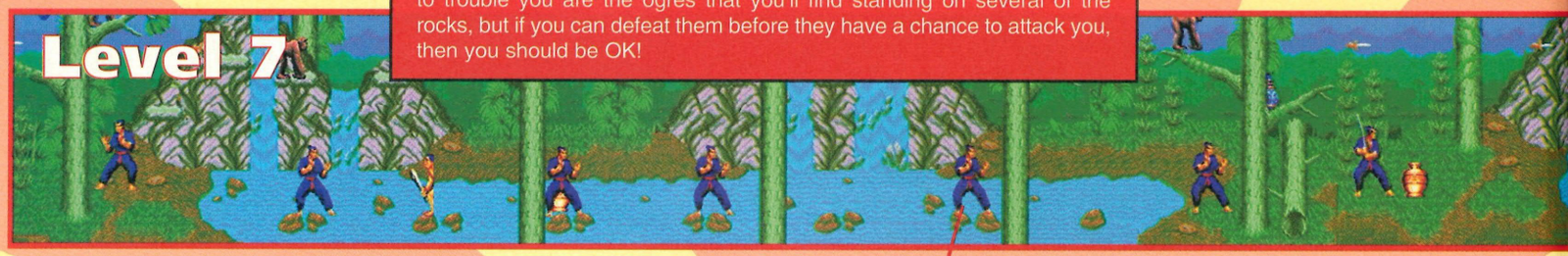
Activate the swinging platform here to make it across the gap.

Level 6.5



A very watery level this one, but don't be put off by that fact. As long as you keep on the floating rocks, you can't really go wrong. The only things to trouble you are the ogres that you'll find standing on several of the rocks, but if you can defeat them before they have a chance to attack you, then you should be OK!

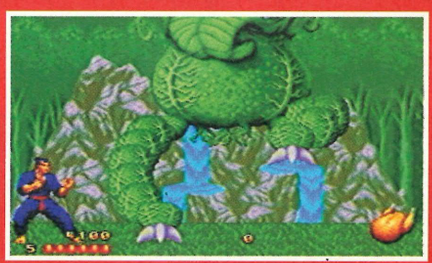
Level 7



When you reach this part of the level, remember to make sure you've grabbed all of the jars so far, some of them are hidden!

GUARDIAN

Kill the guardian by kicking away at both its feet. Once this is done, you'll have to deal with its main body. Just stand to the left and starting hitting the fire button with all your might. Now sit back and watch in glee as the foul spawn from hell dies before your eyes!



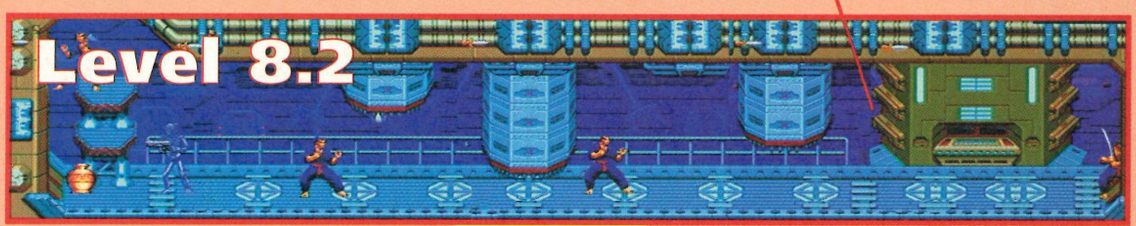
Level 8.1



Every baddie on this level is out for your blood, so make sure they don't get it! You should know the score by now: find a baddie, say something rude about his Mum and then kill him. Repeat until you've completed the level. That's all there is to it, really! You should be getting pretty good at this by now.

Watch out for the termi-warriors, which will make your life a living Hell!

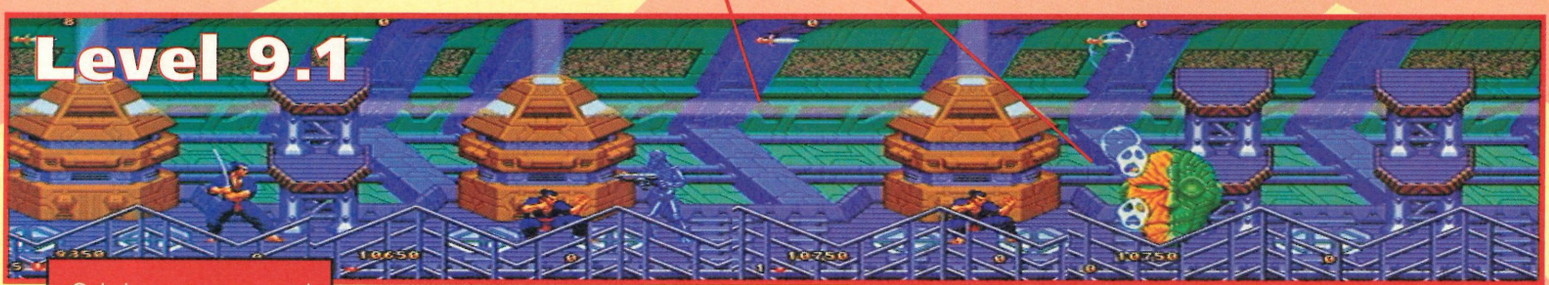
Level 8.2



The army of termi-robots will continually attack you from here, so just plow your way through them like a crazed robot .

To defeat this tough guardian, simply whack the fireballs that he fires at you back into his face. It's as simple as that!

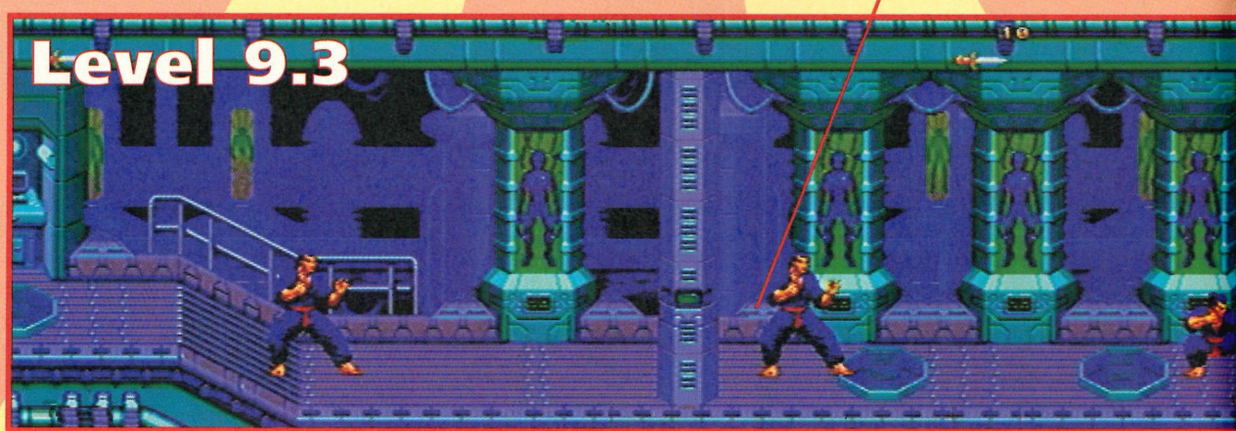
Level 9.1



Only in a game as good as Second Samurai will you be able to mix ancient Japanese culture with the nightmares of 21st century technology! Perhaps it's appropriate than that this level has an army of Terminator-Robots as your main enemy. As always, this stage won't be a walk-over and you'll need to use almost every trick in the book to get past it in one piece. So, good luck young warrior, you're going to need it and that's a fact!

Remember not to fall down any holes in this level, as you'll need all the energy you've got to complete the stage in one piece.

Level 9.3



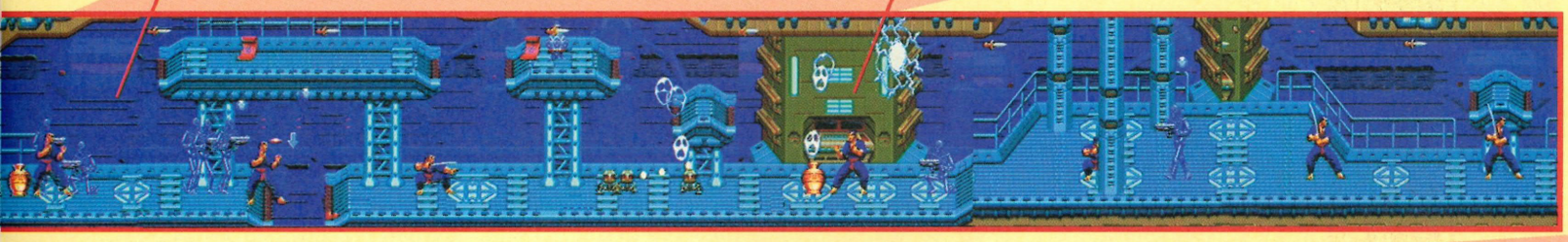
This big log will float when you stand on top of it, but keep an eye out for the bugs that will attack you from behind.

When you've reached this section you have almost made it, so don't do anything stupid and spoil your success!



Keep your sword swinging and you should be able to battle your way through this tricky section of the game.

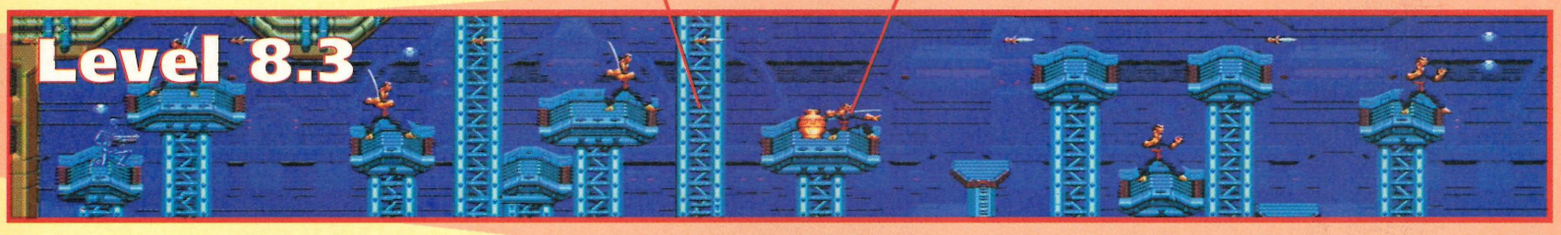
Activate this last Soul Jar to open the portal to the right.



You shouldn't have any trouble jumping these gaps.

Always remember to keep an eye out for any power-ups that are hidden on the platforms.

Level 8.3

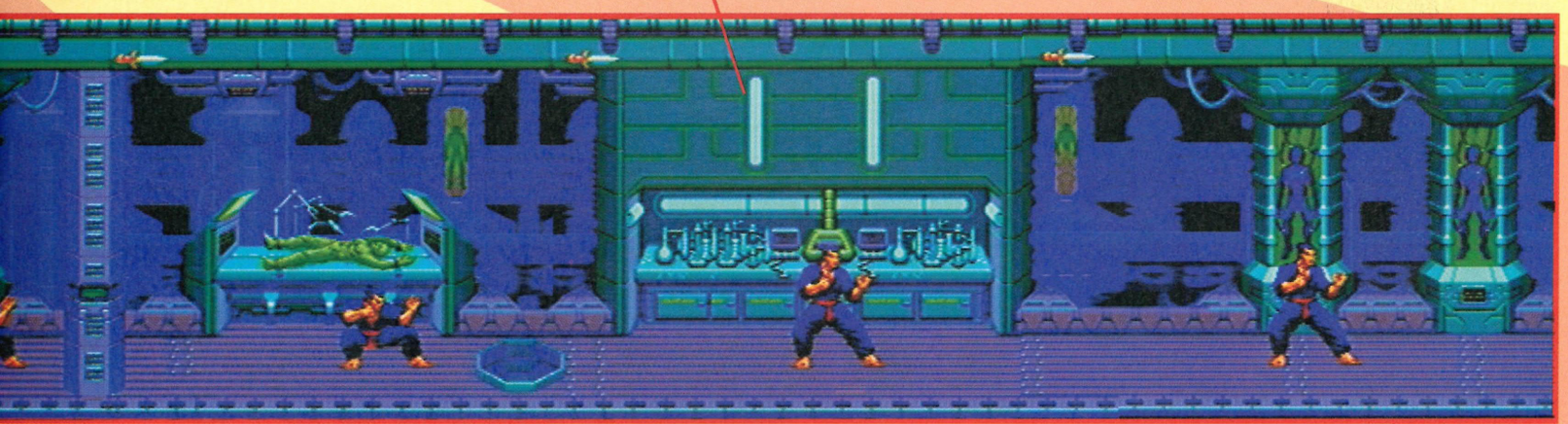


Just repeat the same tactics that you used to defeat the mid-guardian to get past this tough critter.

Level 9.2



Things will be getting rather tough by now, but never fear, you've almost made it! Use a bit more skill and guile and the end of the section will be in your grasp

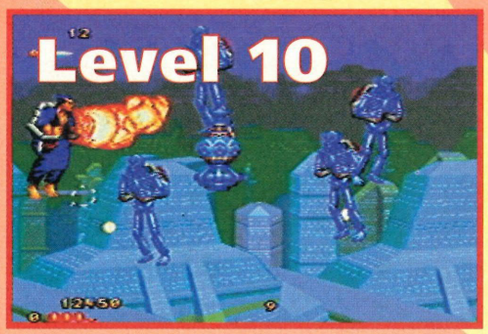


GUARDIAN

Hit all of the balls that you find floating around. They will now form into one gigantic ball which you can defeat by continually jumping up and hitting it.No problem, eh guvnor? Sorted!



Level 10



GUARDIAN

The guardian for this level comes in the form of a gigantic airship. You will have to fly around it in your rocket-pack blowing up all of the gun turrets. Once you've done this, it should go crashing down in a ball of flames!





Just yer basic walking-along-and-killing-people kinda level...

Remember to always collect the extra energy food icons...

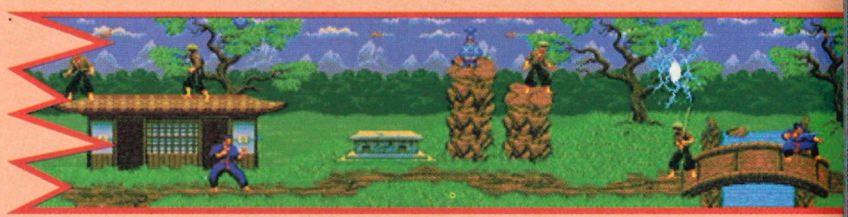
Level 11



GUARDIAN

Low kick this guardians lower body (if you can call it that) and he will be reduced to a small pile of rubble on the ground.

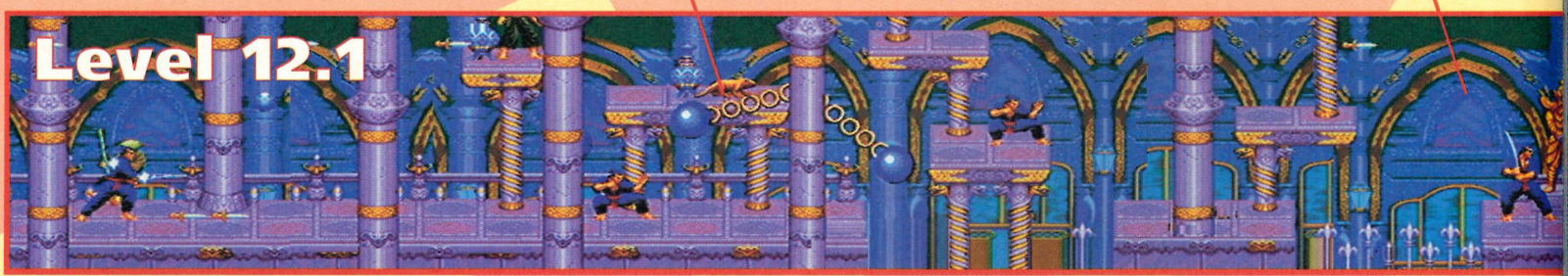




Time your movements in-between the swinging balls (oo-er!).

There will be lots of luvverly power-ups for you to collect here. Yippeee, lets get collecting people!

Level 12.1



You can leap up onto these platforms to collect those spirit jars.

Just kill everyone, without a thought for your own personal safety!

Level 12.2



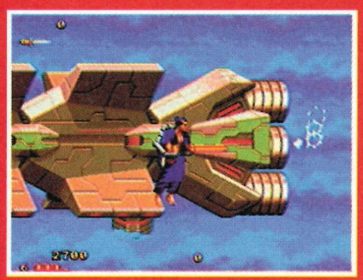
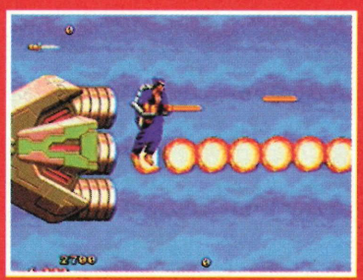
GUARDIAN

The final guardian is quite an easy being to kill, really. Firstly, hit both of his hands, then kill the maggots that he pukes up, before chopping up his eye balls. Yum!





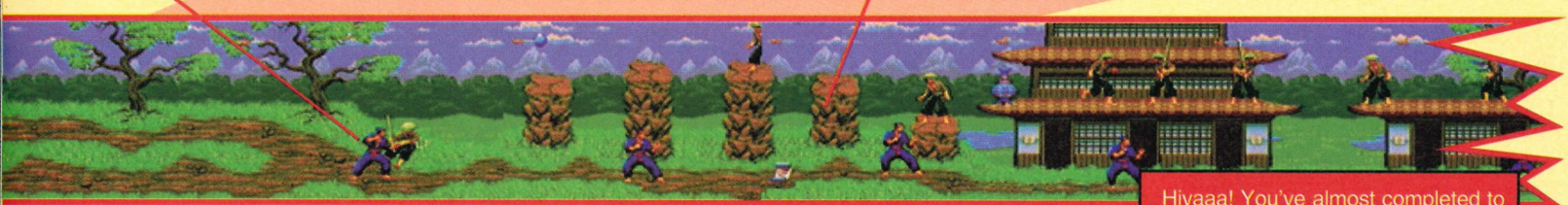




Keep moving lad, it's not far now to the finish and ultimate fame and glory!

Collect all of the power-up scrolls that you see...

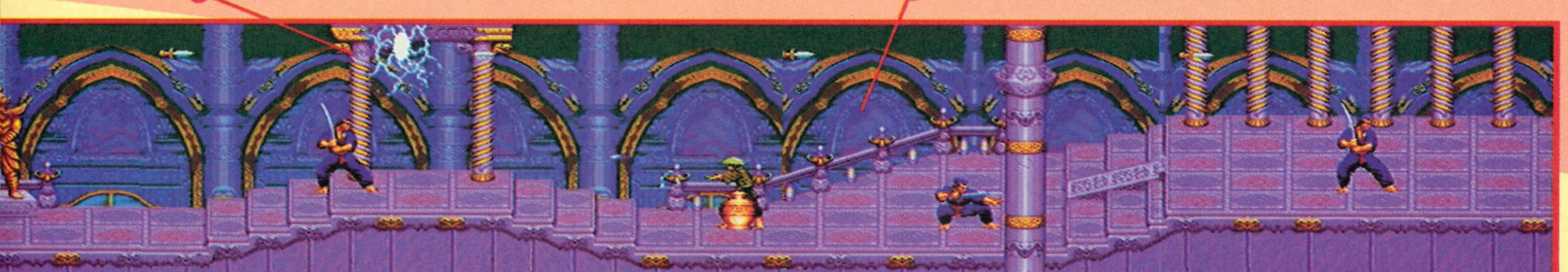




Hiyaaa! You've almost completed to whole game now, but don't start to take it easy just yet. A great man once said that the road in life is a long and hard one, but the further you travel the shorter and easier it becomes. Well, that's not true with this game, I can tell ya, because if anything it gets harder. Doh!

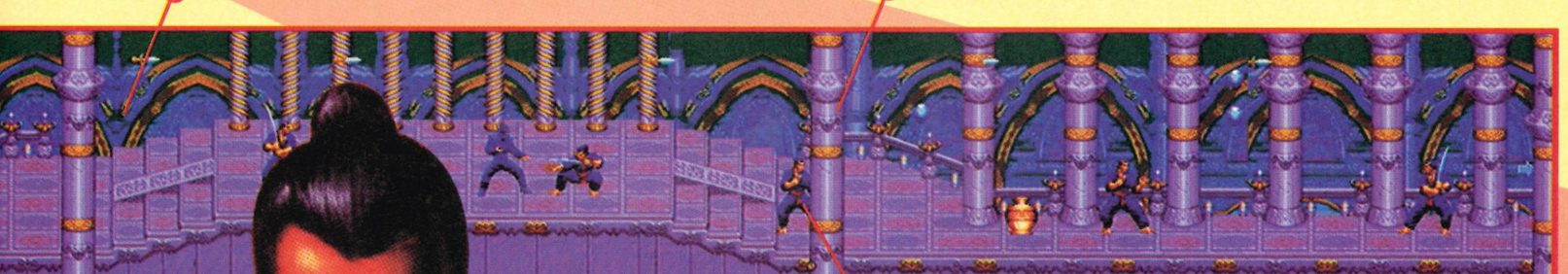
This energy portal will block your path into the next section. You have to collect all of the Spirit Jars before you can progress...

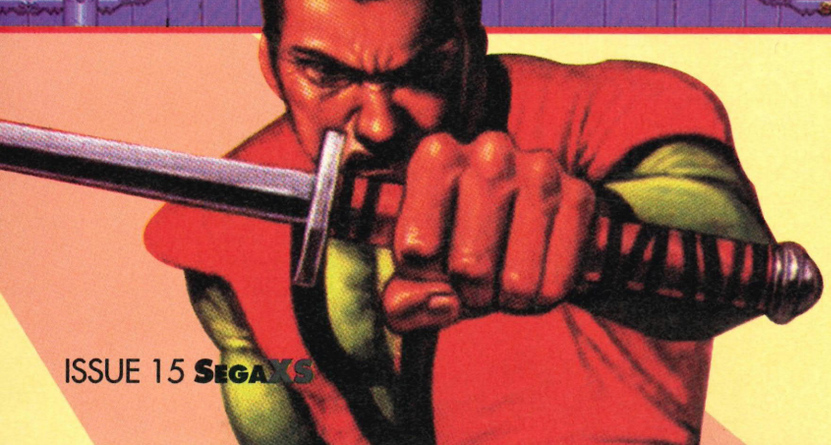
You should be used to killing people by now, but, at this late stage, don't forget the habit or it'll be curtains for you!



You will meet a rather unhappy Ninja at the top of these stairs. You know what to do to him, don't you?

You've nearly completed the game, now's the time to use a bit of caution to ensure you reach your objective without falling at the last hurdle!





You should be getting the hang of this killing lark by now, so start doing it!

SUMMARY

GAME NAME: Second Samurai
TIME TO COMPLETE: 2 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Easy-Peasy

Cartridge supplied by:
PSYGNOSIS,
Tel: (051) 709 5755

BRUTAL

PAWS OF FURY!

So your looking for a Beat-'em- up? Right, that's easy enough... but you don't want to see arms being ripped off and gallons of blood spurting from the screen. Hmm, a bit more tricky. Hang on a minute, what's that? You say there is such a game!

It's *Brutal* by name this game, but it's not brutal by nature. It has been dubbed by its creators, Gametek, as a "parent friendly" fighting game. *Brutal* incorporates all the action of the top fight sims on the market, while adopting a cuddly, cute approach at the same time; with characters such as Kung Fu Bunny, being designed to amuse rather than shock.

There are a host of moves and plenty of personality in the animal cartoon fighters and up to eight people can play in a single tournament. This is one cartridge that offers plenty of fun for you and your friends, so remember concerned parent or squeamish gamer, the time has come to satisfy your need for gameplay without the gore.

In conjunction with Gametek, SEGA XS is giving away five of these top carts to five lucky winners! In time honoured tradition, answer the three questions below, all of which are vaguely related to the theme.



THE PRIZES

5 winners will each receive a copy of the game *Brutal: Paws of Fury* for the Mega Drive.

THE QUESTIONS

1. Which of these people would you describe as being a bit brutal?
   A. Mother Theresa, Nobel Prize for Peace winner
   B. Penny Arkwright, the world's nicest woman
   C. Vlad the Impaler, vicious killer of thousands

2. What is the martial art of Judo also known as?
   A. Bob
   B. Monkey Magic
   C. Ju-Jitsu

3. How many brutal paws of fury has an angry Lion got?
   A. 3
   B. 4
   C. 5

BRUTAL COMPETITION

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

Tick the appropriate boxes on this coupon and send it to *Brutal* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 3 March and the editor's decision is final.

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

ClayFighter

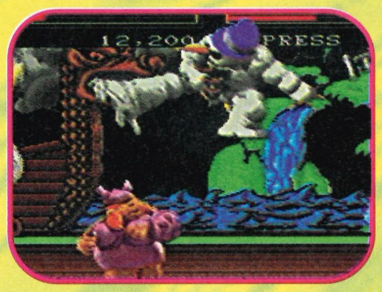


Welcome to the weird and wacky world of the Clay Fighter where, once upon a time, an ordinary amusement park was struck by a mysterious clay meteor. This created a strange collection of super fighters from the survivors of the impact. Now you can take control of one of eight big, bold characters and fight to your heart's content, as you try to become king of the Circus performers. SEGA XS have all the best moves and the best tactics to help you in this difficult task, so read on and learn the secrets of the ClayFighter!

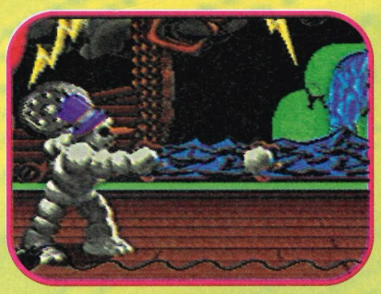
BAD MR. FROSTY



Brutal Punch
Press the Z button when close in to your opponent.



Flying kick
Up and any of the kick buttons.



Frozen Fist
Down, Down-Towards, Towards & Punch.



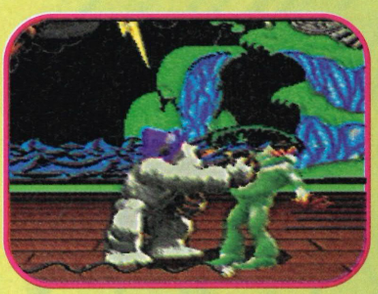
Snowball
Away for 2 seconds, then Forward & Punch



The Snowslide
Away, Away-Down, Down, Towards-Down, Towards & Kick.



Sweep kick
Down & B.



Low Punch
Down & Y.



Grab
In close to your opponent, Up & Y.



PROFILE

Likes: Snow
Hates: Fire
Wants: Winter
Job: Snowplough
Motto: Chill Out!

BAD MR. FROSTY

Once a mild mannered Snowman, now a raging abominable Snowman. He lives for the big freeze and likes nothing more than knocking his opponents out cold. Frostie's special moves are designed to hit hard with his Frozen Fist and his Snowball set in order to do some real damage.

Play Vs Bad Mr Frosty

Bad Mr Frosty is quite a big, cumbersome fellow, who will hit you hard if you get too close at the wrong time. It is always a good idea to attack him in bursts and then retreat in case he unleashes one of his icy special moves on you. The frozen fist will cause damage but the Snowball move can spell curtains for the unfortunate fighter on the receiving end.

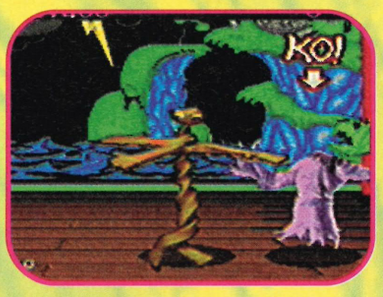
TAFFY



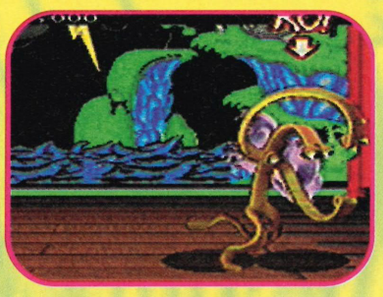
Quick Kick
Get in close to your opponent and press the A button.



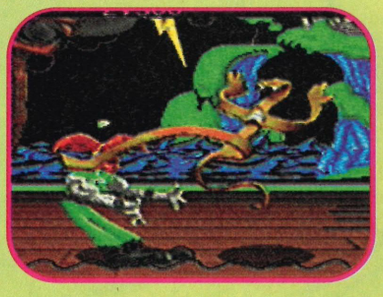
Low Brutal Punch
Down & Z.



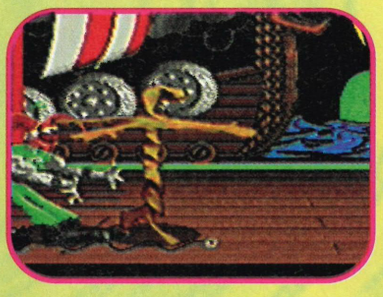
Twist Punch
Down, then release the D-pad as you press Punch.



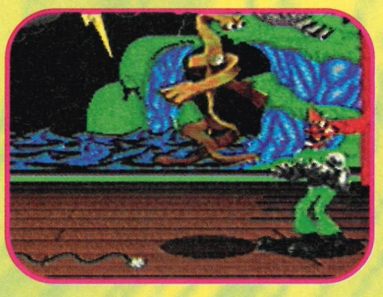
Taffy Whack
Away, Away, Towards & Punch.



Flying Taffy
Up and C.



Taffy Tornado
Away, Down-Away, Down, Down-Towards, Towards & Punch.



Flying Tornado
Towards, Down-Towards, Down, Down-Away, Away & Punch.



The Spook
Towards, Away, Towards & C.



PROFILE

Likes: Candy
Hates: Dentists
Wants: Sweets
Job: Candyman
Motto: Stretch

TAFFY

Taffy is in fact a huge, pulsating blob of sugar, but his punch is certainly not sweet. Taffy is able to stretch his limbs so that he can hit you without getting too close and when he hits you with a Taffy Whack or Tornado, you will be unable to do anything but stagger around the screen, waiting for him to finish you off.

Play Vs Taffy

Taffy's flexible body and rock hard punch make him a hard fighter to beat, unless you get in close from an early start and work on him with a number of good kick and punch combinations. If your character can throw projectiles, move right away and start to pepper him with shots. If you can't throw anything at him, the best idea is to defend at all costs when he is on his toes, but attack swiftly and strongly when you can catch him in his own half of the screen.

TINY



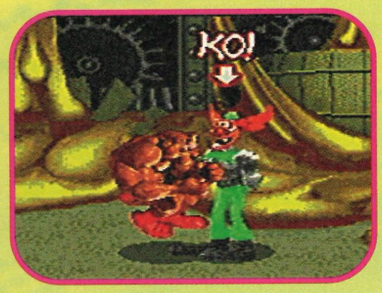
Swift Jab
Get in close to the opponent & press X.



Brutal Kick
Towards & C.



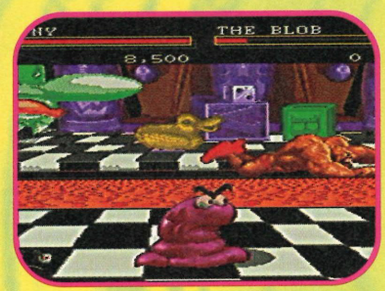
Bear Hug
Up close to the opponent then Towards & Punch.



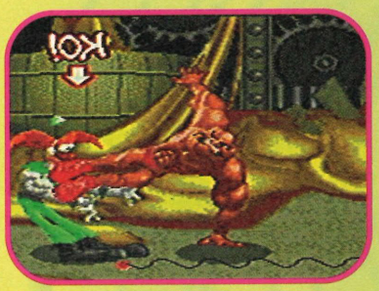
Medicine Ball
Away for 2 secs then Towards & Punch.



Sucker Punch
Down, Down-Towards, Towards & Punch.



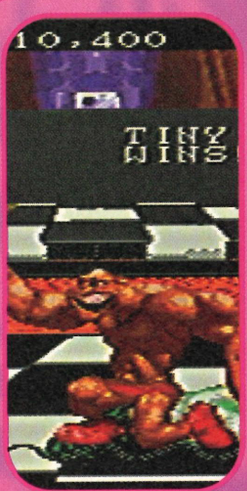
Splash Down
Up & Over the opponent & X, Y & Z together.



Flying kick
Up & C



Throw
Up close to the opponent then Towards & Kick.



PROFILE

Likes: Weight Training
Hates: Wimps
Wants: Fights
Job: Flexing
Motto: Destroy

TINY

Tiny is a real hulk of a fellow who trains hard and fights hard. He is a member of the WCWA (World Clay Wrestling Association), which gives a clue to the way he fights. He likes to get in close to the opponent and flatten him with powerful punches and special moves.

Play Vs Tiny

To play against Tiny is quite a hard task, he likes to come forwards and dictate the pace of the bout with very hard hitting punches and awesome moves like the Medicine Ball, where you will really feel all his weight behind the move. His long reach also means that, if he wants, he can hang back and still hurt you so good tactics of combat in opposition are sometimes hard to pull off. If you are quick moving and can get a good swift combination in close before defending, you will have some chance of knocking him off balance. Combat his special moves with your own and try to stay one step ahead.

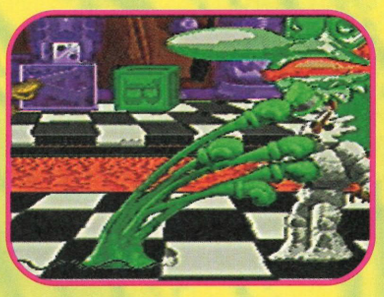
BLOB



Lunch Break
Close in to your opponent & Punch.



Clay Stomp
Down & C.



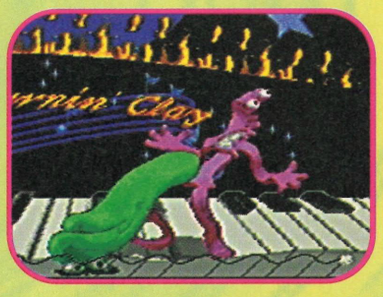
Brutal Punch
Towards & Z.



Medium Boxing punch
Towards & Y.



Head Butt
Towards, Down-Towards, Down, Down-Away, Away & Punch.



Flying Roundhouse
Towards, Down, Down-Towards & Kick.



Flying Blow kick
Up & C.



The Kisser
Down & A while in close to the opponent.



PROFILE

Likes: Clay
Hates: Hair
Wants: Clay
Job: Claymaker
Motto: Bounce!

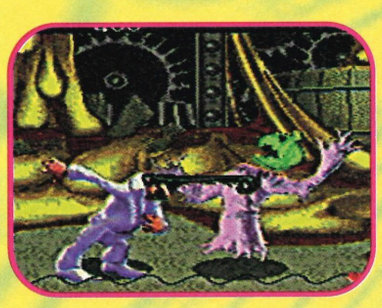
BLOB

Blob was formed from the radioactive clay that was left over once all the other fighters in the circuit had been created. His fighting style is goojitsu and being the most flexible character in the game, Blob can mould and change into a variety of objects, all of which are designed to pound you into the ground.

Play Vs Blob

Blobs kicks and punches all come in different shapes and forms but all will sap your energy quickly. If Blob leaps up into the air, you can almost guarantee that he will come down on you in the shape of a boot while performing his special Clay Stomp move. There is nothing you can do about this, he will always hit home hard. What you must do is go at him from the start and pound him out before he can hit you too many times with his special moves. He is very open to hard punches when he is on the ground which is where you must keep him to have the best chance of defeating him.

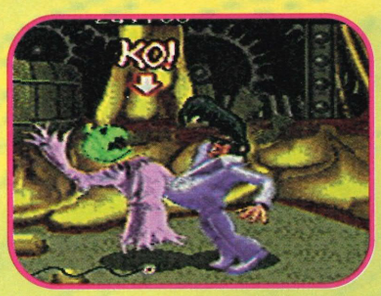
BLUE SUEDE GOO



Hair Punch
Towards & Z.



Finger Snap
Towards & Y.



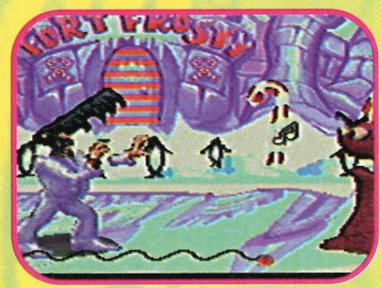
Beer Belly Lunge
Towards & B.



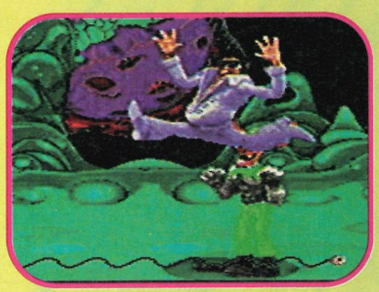
Hair Blade
Down, Down-Away, Away & Punch.



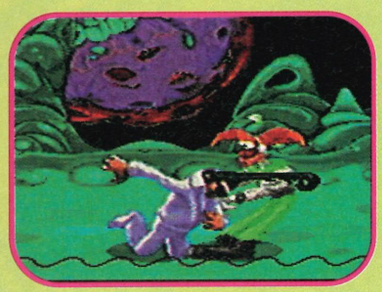
Throw Slammer
Get close into the opponent & press Towards & C.



Humming Attack
Down, Down-Towards, Towards & Punch



Flying Kick
Up & C.



Low Quiff Attack
Down & B.



PROFILE

Likes: The Music of Elvis.
Hates: Helga
Wants: A Guitar
Job: Musician
Motto: Oh Baby!

BLUE SUEDE GOO

Blue Suede Goo is a hunk of burning love who thinks he is the King. His massive gut weight and the power of his cowboy boots make him a powerful fighter but his best feature is his huge teddy boy hairstyle that will strike a blow for Rock 'N' Roll and will inflict plenty of pain on the enemy.

Play Vs Blue Suede Goo

Blue Suede Goo has a very short reach but what he lacks in physique, he makes up for in his hair attacks. He can hit you with a very powerful quiff shot from clear across the other side of the screen but, if he comes under too much pressure like low foot sweeps or projectiles, he does tend to buckle under the pressure. Hit him with plenty of kicks, but do not let him come in too close because his throw and his belly lunge can stun any fighter.

ICKY



Brutal Punch
Towards & Z.



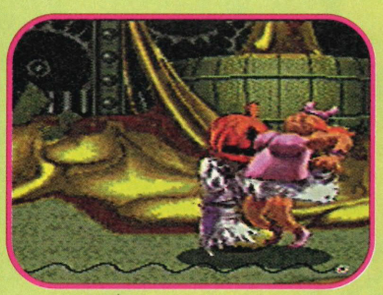
Savage Kick
Towards & C.



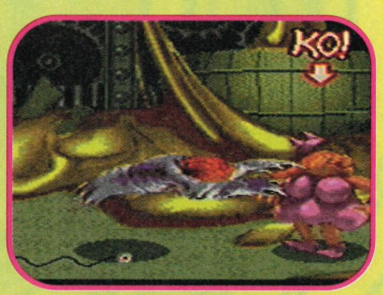
Ecto Ball
Down, Down-Towards, Towards & Punch.



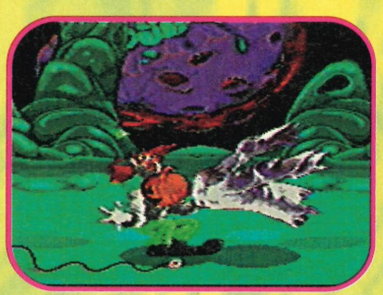
Over the Shoulder
Towards when close-in & Kick.



Munchies
Towards when close-in & punch.



Bullet
Away for 2 secs then Towards & Punch.



Head Butt
Towards & Y.



Ghost Kick
Up & Z.



PROFILE

Likes: Night
Hates: Day
Wants: Night
Job: Fright
Motto: Run!

ICKY

The circus of death is approaching and it's leader is Ickybod Clay! The forces that gave the Clay's power is a substance known only to one. To the clown it is known as dominion, it's a secret that he'll give to no one. The goo that gives Ickybod power means the circus can never be stopped and his special moves will go on and hinder until the last Clay being has dropped.

Play Vs Ickybod Clay

Ickybod is a tricky opponent but he does have one clear weakness. If you take the game to him and rush in with devilish combinations and high kicks he will wilt and go on the defensive. Now you should keep moving, making sure you are out of his special move range, before going in with more powerful combinations and projectiles if your character has them. Do not be scared of Ickybod Clay. As my old grandmother said, never be afraid of the dead, but always be wary of the living — or something!

Cartridge supplied by:
INTERPLAY,
Tel: (0235) 821 666

HELGA

SUMMARY
GAME NAME: Clayfighters
TIME TO COMPLETE: 1 day
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Easy



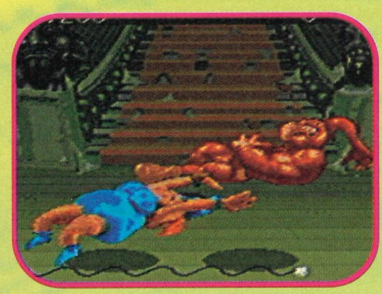
Fat Mama Flying Kick
Up & C.



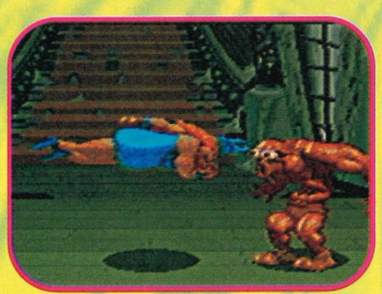
Viking Ram
Down, Down-Towards, Towards & Punch.



Smash & Grab
Get in close, press Up-Towards & Punch.



Throw
Get in close, Press Up-Towards & Kick.



Valkyrie's Ride
Away for 2 secs, Down-Away, Down, Down-Towards, Towards & Punch.



Cop This Punch
Up-Towards & Z.



Flying Brutal Kick
Up-Towards & C.



Helmet Butt
Get in close & press A.



PROFILE

Likes: Food
Hates: Salad
Wants: Cookies
Job: Singer
Motto: Eat!

HELGA

There is no doubt that Helga is big and powerful. This Viking trickster not only has a wide range of attacks, her defence is outstanding as well. Her special moves have been granted to her by the Gods of Thor & Odin and all the other fighters gaze in awe at her obvious assets!

Play Vs Helga

The Viking Ram and the Valkyrie's Ride not only sound disgusting and very interesting to participate in, they are also Helga's most powerful moves, that must be avoided at all costs. Do not give Helga the time to attack you by going straight in for the kill right from the start. Send off a projectile or complete a special move to stun her and then take no prisoners as you lay into her with all your force. Helga will defend well for the first few attacks but as you wear her down, she will start to feel the strain.

BUNKER



Coil Punch
Towards & Z.



Brutal Kick
Towards & C.



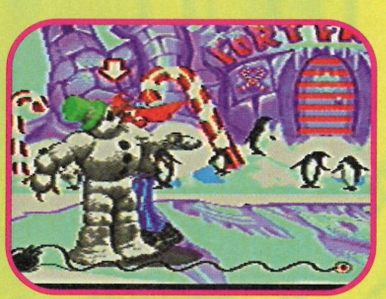
Flying Pie
Down, Down-Towards, Towards & Punch.



Power Throw
Get close-in then Up & C.



Cutting Cartwheel
Away then Towards for 2 secs, Away & Punch.



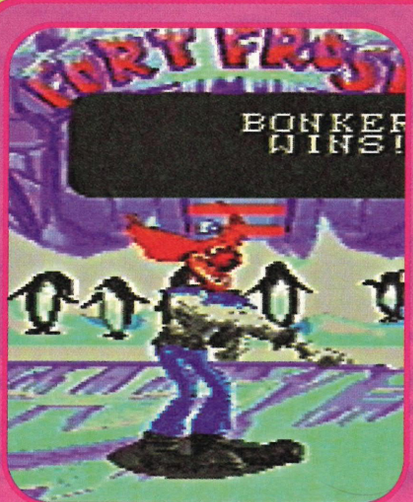
Punch Bag
Get close-in then Up & Z.



Low Kick
Down & B.



Head Butt
Get close-in & Y.



PROFILE

Likes: Pies
Hates: Crying
Wants: Buzzers
Job: Clown
Motto: Play Clay!

BUNKER

Bonker was once a friendly clown, who now hides an evil secret behind his funny appearance. He uses some of his old clown act to hurt his opponents, like his Cartwheel special move. Bonker can appear harmless, until you get hit by him!

Play Vs Bonker

Bonker is a fast and agile mover who strikes while the iron is hot and you are on the attack. Let him come towards you before unleashing a special move that will catch him off guard. When he's stunned attack his clown-like legs with sweeps and low kicks before hitting him with a power punch and then moving back. Bonker will play hard but if you keep cool and let him do the leg work, he will wear himself out quickly. To defeat this crazy clown is all down to patience, speed and knowing when to make the correct move.

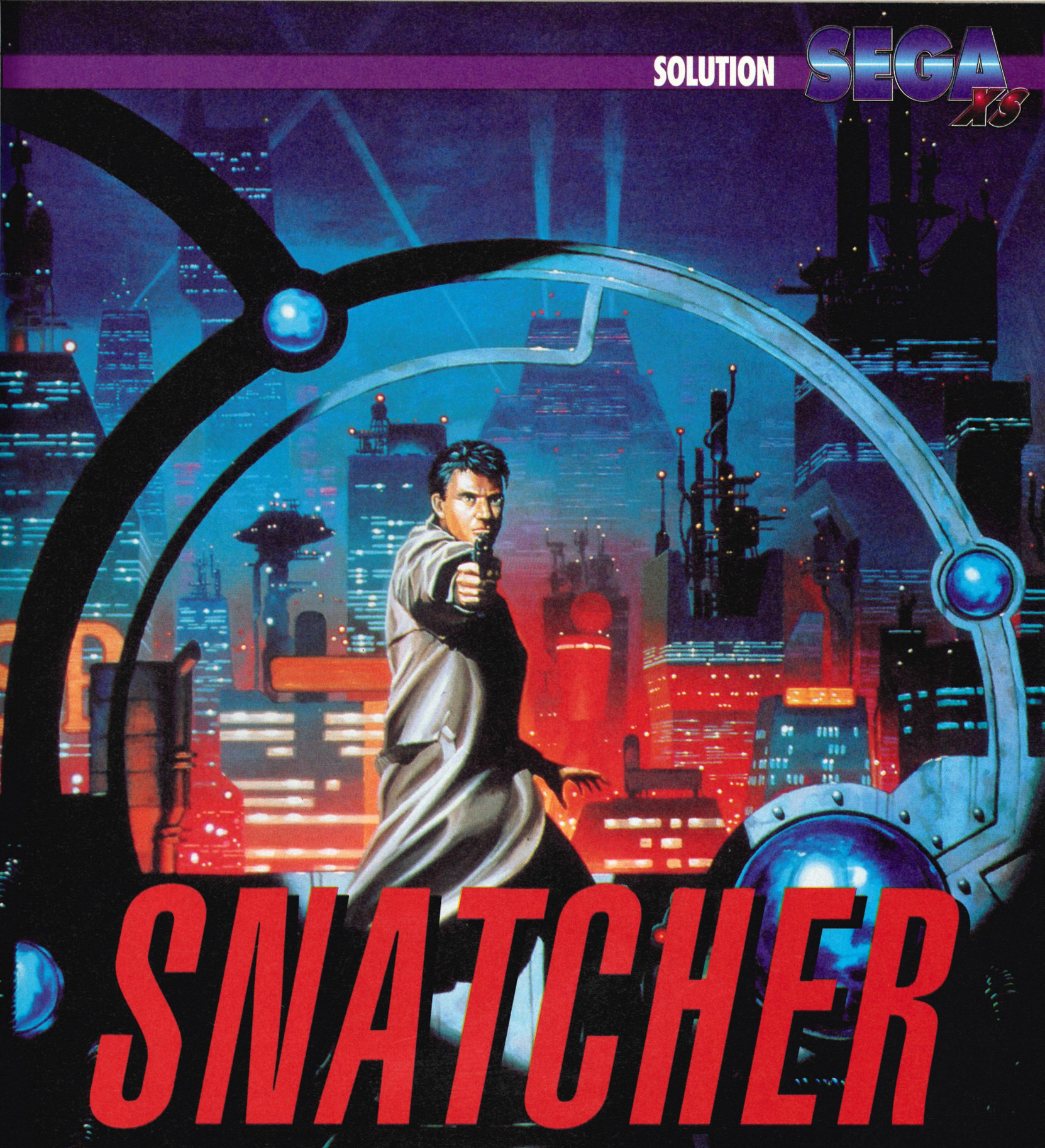


PLAY OUR EXCLUSIVE BC RACERS DEMO!



Core! If you fancy seeing more of that bikini babe, there's only one thing to do: make sure you don't miss the next issue of Mega Power. We've got an exclusive playable demo (different to the one on SegaPro) of BC Racers, Core Design's wacky caveman racing game. We also review the game inside, plus Pitfall CD, The Lawnmower Man, Heart Of The Alien and more. It's a must-buy for all Mega-CD owners!

Mega POWER ISSUE 18 ON SALE NOW



SNATCHER

Snatcher is an epic Cyberpunk adventure that plunges you into the Brave New World of the future. Set in the year 2047, you are Gillian Seed, a Junker in pursuit of the strange race of bioroids named Snatchers, as well as searching for the truth about his past as he is suffering from amnesia. The game is a fast and furious shoot-'em-up and a long and involving RPG all rolled into one. Here is the complete solution to the *Bladerunner* of the Mega-CD, brought to you, above and beyond the call of duty, by the future troopers at SEGA XS!

CHARACTER PROFILES



Napoleon
Age: Unknown
Height: 155cm
Weight: 70Kg
Hair: Black
Eyes: Dark Brown
Blood Type: AB

Napoleon is Gibson's informer and a vital source of information on the Snatchers. He appears to be a Chinese man and, for some reason, sneezes habitually, so he'll never be able to creep up on anyone! He came to Neo Kobe after the Catastrophe as an immigrant. His true name and identity are unknown, but he is valued by the Agency for the vital information he can provide.



Isabella Velvet
Age: 24
Height: 175cm
Weight: Unknown
Hair: Red
Eyes: Blue
Blood Type: O

Isabella is a world famous Hologram Vision Star, with legions of adoring fans. In 2045, she won the prestigious Best Supporting Actress award at the Neo Kobe International Film Festival. In 2046, she won another award, this time at the Cannes Film Festival, which is still going strong! She was originally discovered while dancing for a living at the Outer Heaven Club in Neo Kobe.

The Story so far...

Moscow, June 6, 1996
The Catastrophe (Bio-hazard) is unleashed at Chernoton Research Facility. Lucifer-a, a secret weapon, is released into the atmosphere, killing 80% of the inhabitants of Eastern Europe and Eurasia. Half the worlds population is wiped out in one go.

Neo Kobe City, December, 2047
Mankind is facing its gravest crisis since the Catastrophe. A mysterious bioroid life form has appeared. Its true nature and purpose are unknown. Is it some country's secret weapon, or an alien from another world? The bioroids appear in the winter, killing people and taking their place in society. They wear artificial skin and can sweat and even bleed, they are both man and machine. They are commonly known as Snatchers because they snatch their victims before they take their place. To combat the Snatcher problem, a new police force, specifically trained to fight the Snatchers, has been formed. They are JUNKERS (Japanese Undercover Neuro-Kinetic Elimination Rangers).



ACT 1 - SNATCHER

Junker HQ
The game begins outside the Junker HQ situated deep within the heart of Neo Kobe City. Displayed at the bottom of the screen at all times are the basic commands and other options available to you during the game. As you go further into your investigation, your options open up and you have chances to look at and investigate everything. Remember, the more you look at or investigate an object or an area, the more you will find.

For now though, simply enter the building and arrive in the lobby area of the HQ. Here you will find the main entrance to the offices and the reception desk where Mika Slayton, the HQ Operator, is going about her business. Talk to Mika and introduce yourself as Gillian Seed, assigned to Junker HQ as the new Runner. Take the opportunity, as always, to find out everything you can from Mika before progressing. Little clues here and there will help you as the game does on so ask, talk, search, look and investigate until you are completely



Gillian Seed
Age: 31
Height: 178cm
Weight: 65Kg
Hair: Brown
Eyes: Dark Blue
Blood Type: A

Having lost his memory 3 years ago, his past is shrouded in mystery. He is currently separated from his wife, Jamie Seed, who has also lost her memory. After undergoing training by the Special Forces, he has recently joined the Junker agency as a "Runner". You play Gillian Seed in the game and must help him solve the mystery of the Snatchers and find out who he really is.



Jamie Seed
Age: 29
Height: 170cm
Weight: Unknown
Hair: Blonde
Eyes: Emerald Blue
Blood Type: A

Jamie is Gillian's estranged wife and, like your character, she also lost her memory 3 years ago. She and Gillian split up due to their inability to deal with the problems resulting from their memory loss and its subsequent traumas. However, Jamie is a very compassionate and caring person who has found some stability in her life by working at Neo Kobe Pharmaceuticals.



Jean Jack Gibson
Age: 55
Height: 185cm
Weight: 78Kg
Hair: Dark Brown
Eyes: Dark Brown
Blood Type: O

Gibson worked for 30 years as a Science Cop, but when his wife Alice was killed by a Snatcher during the Bioriod Panic of '46, he joined the Junker Agency as a Runner. He majored in Criminal Psychology in college and has a good understanding of the criminal mind. He is a rather stern, quiet man with a love for antiques. He lives alone apart from the company of his daughter, Katrina.



Katrina Gibson
Age: 18
Height: 160cm
Weight: Unknown
Hair: Blue
Eyes: Blue
Blood Type: B

Katrina is Jean-Jack's only daughter. She works as a model and last year won the *Miss Seventeen* beauty pageant. Most of her modelling work is for advertisements on the Hologram Signs found throughout the New World. Katrina is a very clever young woman who is studying hard for her future after modelling. She is a very strong willed lady, who can also be surprisingly vulnerable at times.

confident you've found all the clues before moving onto the next scene.

Mika will now take you on a tour of the HQ where you will find the following rooms to explore; The Chief's Office, The Engineering Room, The Detectives Room, The Computer Room and The Shooting Range. While inside the building, the option of going to the front will mean returning to the lobby area. Mika will now ask you where you wish to go. Choose the Chief's Office option first and go to meet the new boss.

The Chief's Office

Ask the chief about everything, while also looking at and investigating the room. The key bits of information you will pick up are that Gillian and his wife both have memory loss of the last three years. You will also discover what your duties are, what your equipment is and the rules of investigation that need to be adhered to. These rules are as follows:

1) The Purpose of the Junker Force is to eliminate bioroid Snatchers.
2) A Junker, even in the course of carrying out his duties, may not harm innocent civilians.
3) Without irrefutable evidence that a subject is a Snatcher, that subject may not be physically investigated or restrained.
4) A Junker is required to assist and support civilian Bounty Hunters.
5) In order to carry out his duties, a Junker is allowed the use of a blaster, a Navigator and a Turbocycle.

Ask about Navigators and find out they are a robot assigned to assist Junkers in their investigations. Ask about your blaster and find that you will need to go to the Engineering Dept and report to Harry Benson to collect your Navigator and blaster.



Before leaving for the Engineering room, investigate the picture of the vase of flowers on the Chief's wall. It looks out of place in the modern hi-tech office and the Chief will appear very touchy about it. Now head for the Engineering Room but as you will not find Harry there, continue the tour and go to the Detectives Room.

Detectives Room

This is the Runners' office but you will not be spending a lot of time here as your duties will mostly see you out and about around the City. Here you will find your desk and that of Jean Jack Gibson, the other runner, who is out of the office on an investigation. Ask Mika about him and she will tell you he's the ace runner who's wife was murdered by the Snatchers. Jean Jack really is a superb runner and you will do well to learn as much as you can about him. After looking and investigating everything in the room, head to the Computer room.

The Computer Room

In the Computer room you will find quite an important bit of machinery called Model RM-1013 or JORDAN. This Internet linked computer system is operated by your Junker ID card, which you pick up at reception and will allow you to view information on people and places in Neo Kobe City. Study the ID files closely as clues you must use later in the game can be found here. If you need to find out about something in Neo Kobe, JORDAN will be able to help. Now go to the Engineering Room to see if Harry has turned up yet. If he hasn't go to the Shooting Range.



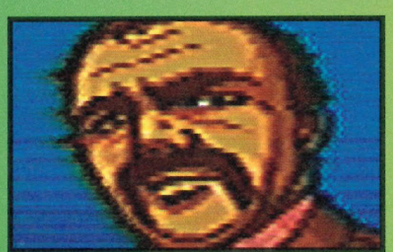
The Shooting Range

This is the perfect opportunity to practise your aim and accuracy. At the moment though you don't have a gun but if you plead with Mika you can borrow her hand gun for a quick blast before you return to the Engineering Room to find Harry and collect your weaponry.

The Engineering Room

Harry is here at last so introduce yourself and ask about your blaster and Navigator. Harry will then introduce you to your Navigator who takes the form of a tiny walking robot named Metal Gear. Metal Gear will be your companion throughout the game, giving you invaluable advice, as well as providing you with a light when it gets too dark, a VideoPhone link and a Save facility.

Ask about Harry and find out both



Benson Cunningham
Age: 55
Height: 180cm
Weight: 75Kg
Hair: Brown
Eyes: Brown
Blood Type: B

Benson Cunningham is the Junker Chief. In his 20's he was a soldier in the Special Forces and competed at Judo in the Olympics. Later, he was the main strategist for operation *Fox Hound*. Before becoming the Junker Chief, he was the head of the Anti-Snatcher Task Force, a division of the Neo Kobe Police. He successfully leads the Junker Agency with a cool and brilliant strategic mind.



Harry Benson
Age: 55
Height: 168cm
Weight: 65Kg
Hair: Blonde
Eyes: Blue
Blood Type: O

Junker HQ's Engineer was originally a member of the scientific staff of *Rug Hunt*. He lost his parents in the Catastrophe and was found by a Japanese governmental agency. He received his PHD in Engineering at the age of 14, with the help of a Government grant. He later worked on the development of Super Weapons for NASA and is considered one of the most scientific minds of the 21st century.



Mika Slayton
Age: 23
Height: 167cm
Weight: Unknown
Hair: Black
Eyes: Blue
Blood Type: A

The Junker HQ Operator. Mika graduated from Neo Kobe University with a double major in Criminal Psychology and Social Information Management. Mika comes from a mixed Jewish and Japanese household and joined the Neo Kobe Special Research Centre after leaving University. Now she is a key member of the Junker Agency, after solving many bizarre murder cases for the Special Research Centre.



Random Hajile
Age: Unknown
Height: 175Kg
Weight: 65KG
Hair: Silver
Eyes: Blue
Blood Type: Unknown

Unfortunately not a lot is known about Random Hajile's background or personality. All that is on record is the fact he appeared from nowhere and become the Agency's most enigmatic and expert Bounty Hunter. A legend within the Junker Agency he has already successfully disposed of three of the Snatchers, so he nows a thing or two about hunting these creatures down.



his parents died in the Catastrophe. All he has from his early past is a torn family photograph showing Harry as a child with the identity of his parents hidden by the ripped picture. You will need to find out a little about Harry's past as well as your own.

Keep investigating the picture and everything else in the room including Metal Gear. You will have to investigate him completely before a VideoPhone message comes though to HQ from Gibson, who is out on an investigation. Gibson will appear worried and say he has cornered a possible Snatcher in an old warehouse and needs immediate assistance. It's time for Gillian the Junker to leap into action. From now on it's of the utmost importance you look at and investigate everything you see and make sure all your physical evidence is collected by Metal Gear. Do this by looking at and investigating the item several times to convince Metal Gear it's important enough to be collected as evidence. For now though you should leave the Engineering Room, head for the front lobby, have a quick word with Mika about Harry, Jean Jack and Katrina, before boarding your TurboCycle and heading for the Factory Ruins to back up Gibson.

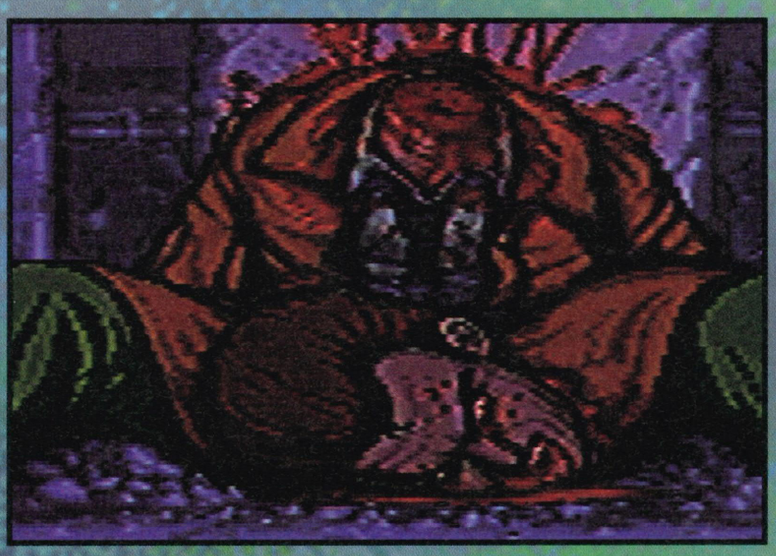
The Factory Ruins

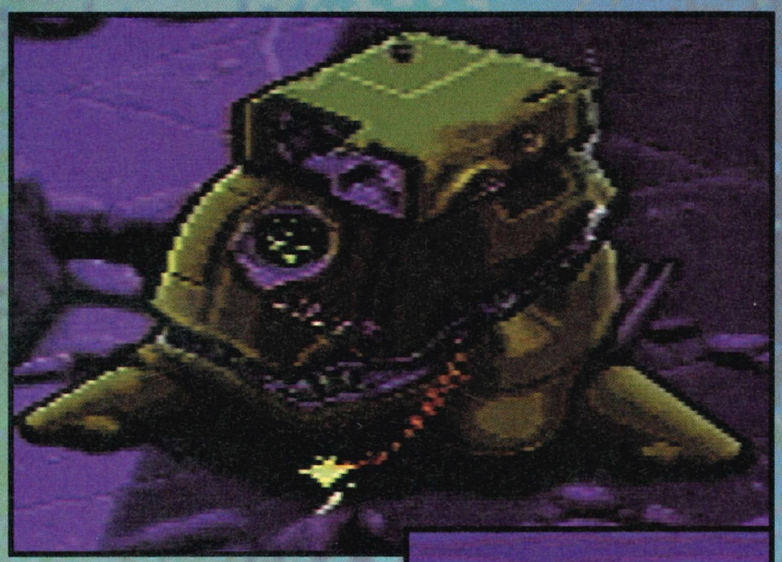
As you arrive at the Factory, it will become apparent you can't send a VideoPhone message from this location because of the presence in the air of Snow-9. You can find out all the details about Snow-9 when you next use JORDAN but basically it's a man-made chemical that acts as a barrier against VideoPhone signals. It's other important effects are that it causes sneezing and irritation and is often found around Snatchers, as if the Snatchers use it for some purpose.

Investigate the area around the factory until you hear a scream from inside the factory ruins. Now advance into the warehouse. Listen for extra sounds and investigate the ceiling and the floor before advancing into the next corridor. Here you will find a burned out robot unit, which Metal Gear will recognise as Gibson's Navigator, Little John. Investigate Little John and establish he is damaged beyond repair. Keep looking and investigating the wrecked robot though and you will discover his Memory chip. Get Metal Gear to collect the chip and store it. Now advance again.

In the next corridor you will come across the twisted torso of Jean Jack Gibson, the other Junker runner! Leave Gibson's body for a moment and advance to the final corridor, which is a dead end. If you search the area, you will find there is no possible way to exit this corridor so return to the scene of the body.

Investigate Gibson's clothes to find an old key which Metal Gear will tell you is not in use anymore. Look at and investigate further to find a scrap of paper with the message "Search the House" written on it. Metal Gear can confirm this is Gibson's handwriting. Store these two vital clues in Metal Gear. You will now have to return to HQ in order to examine the







memory chip from Little Kohn further with Harry, but first take another look at the body of Gibson, there may be other clues to be had. Metal Gear will notice he has something in his right hand. Investigate to find Gibson is holding a few strands of hair. On closer investigation skin tissue will be found under his nails.

Investigate these forensic clues and Metal Gear will establish the Hair sample is from a European Male with Brown Hair and Blood Type A. The Skin sample though is from a different individual. It's from a White Female with the blood type O.

Now look even closer at the dead body of Gibson to examine his Organic Compound or the contents of his stomach, which just happens to be hanging out! Metal Gear will tell you it's Buffalo Meat! This is a banned substance from main-line restaurants so Gibson must have been eating in an underground establishment.

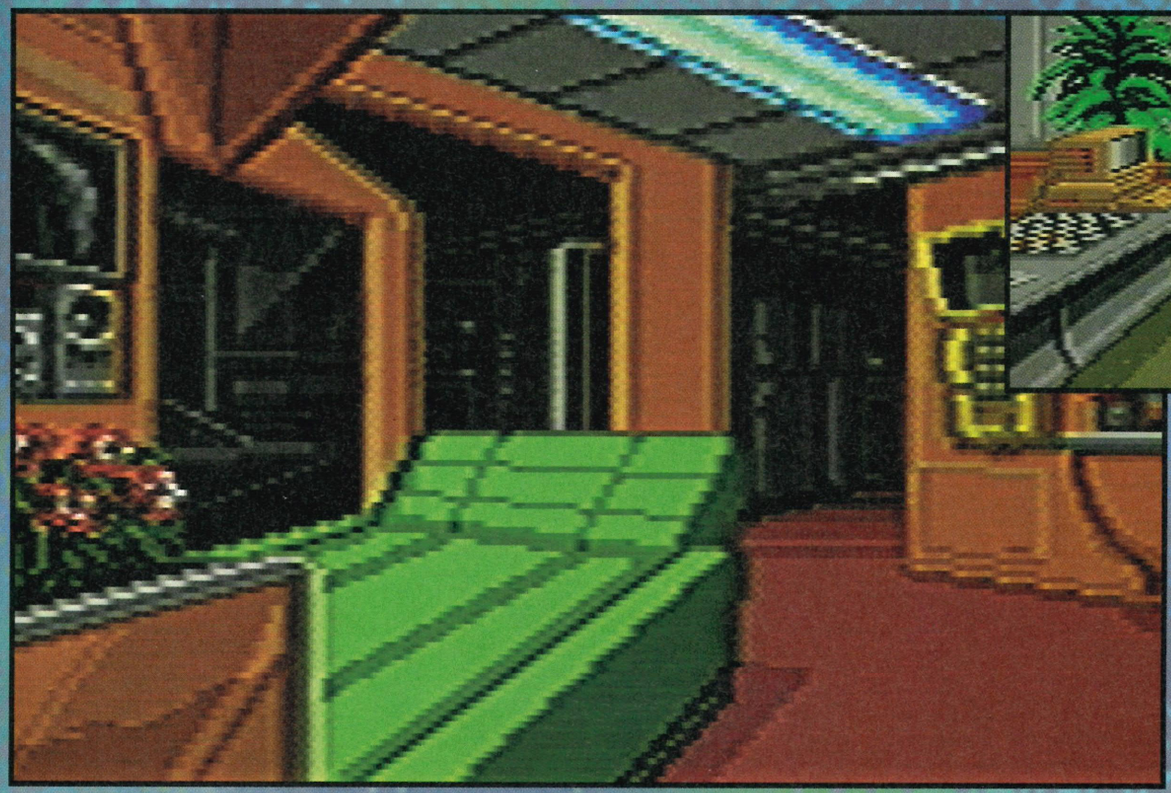
Metal Gear's motion detector now goes off, pointing out something just run across the doorway. Look at the area and Listen for further clues. You will hear a bleeping noise, like a timer. Investigate the dead end and you will begin to sneeze. Could this be Snow-9 getting into the compound or is it another sign a Snatcher is close by?

The sound of the timer can still be heard so go into the corridor where Little John still lies smouldering. Investigate him again and Metal Gear will notice a bomb devise has been placed on him. Get out of the Factory quickly before it blows! Now would also be a good time to select the save facility on Metal Gear, just in case you don't make it out of the factory in one piece. Another reason to save at this point is that escape is not a simple matter of retreating straight out of the compound. Around the next corner you will come face to face with you first real gun battle. You will be advised to use the B button to draw your weapon on arriving in the next corridor and start firing in the same way as in the shooting range.

You will be attacked by fast moving Insectors, Spider-shaped security robots used by the Snatchers. Their needle gun attacks can be deadly and you will only be able to take about five hits so you must be quick on the draw and even quicker to fire. Insectors will appear in the corners of the screen as well as the central areas. This means you must be very quick to spot the position of the enemy robot, move to it and fire instantly before it fires at you and another appears. You will have to blast about 25 or 30 of these little monsters to win through so practise and perseverance will help your progress.

When you have got rid of the Insector attack, retreat and exit the building with no time to spare and head to the TurboCycle. Now head back to Junker HQ to continue your investigation. Don't worry if you were injured in the last battle as Metal Gear has some revolutionary medication that will heel you up in no time.

When you arrive back at Junker HQ, Mika will be very upset at the news that Gibson is dead. Ask her about Katrina and then go to see the Chief with the same question. Gillian





will be feeling rather guilty about Gibson's death and sorry for Katrina, Gibson's daughter. Harry will blame you for Gibson's death too, but as you find him in a drunken state, it's probably just the alcohol talking. Give the memory chip to Harry but you will have to wait until he has sobered up a little for the results.

After interacting with the other Junker characters, go to the Detectives room and open Gibson's desk with the key you found on his person. Inside you will find a floppy disk for a PC, which in 2046 is obsolete. You will also find some capsules which will turn out to be medication for an ulcer on investigation via Metal Gear. Why would Gibson be eating Buffalo meat if he had an ulcer? Now move your attention to Gibson's locker and open it. Inside you will find a rather old Runner's coat. Investigate the coat and find that in one of the pockets is a chess piece. The black Queen might be another clue, so get Metal Gear to collect all the clues from the Detectives room before heading to the Computer room.



Once in the Computer room, log on to JORDAN and enter the ID files. Search for information on Jean Jack Gibson and then, more importantly, on his daughter. Read and remember or write down all the information from the ID files as they will become useful as the investigation goes on. While in the Computer room, find out about Snow-9 and Alpha-1 which is the main computer system on the net. It's VideoPhone number is 30-1234. Now return to Engineering and find that Harry is in a slightly better frame of mind.

Show all the evidence you've collected to Harry and find out Jean Jack has a PC68 at his home that might be able to read the floppy disk. Ask about the Memory Chip from Little John and find out it will take a little time for the information to be extracted. While you are in the Engineering Dept, examine the Brandy bottle Harry has been drinking from. You will notice that it has a serial number on it. Could this be a clue to an important VideoPhone number? The answer is yes, the number is 39-5644 and it belongs to Napoleon, who was Gibson's informant. Before you call him though go back to the computer room and access Napoleon's ID file. What you will access is an information file on Napoleon Bonaparte, but do not be dismayed, vital clues are in the text so write it all down. Now go to the TurboCycle, and head for your own home.

Gillian's Home

When you arrive look around your lounge and investigate the framed picture of your wife Jamie. On closer investigation you will discover her VideoPhone number; 39-3444. If you look even further, Metal Gear will assume that the picture has been doctored in some way as Jamie appears to be at the Moscow Olympics which were on long before she was born.

Now call Napoleon on the VideoPhone from the number on the Brandy bottle. Napoleon will ask you who you are and will then ask for a password. The password will sometimes alter but all the answers to the passwords can be found in the ID document on Napoleon Bonaparte. When you give him the correct password, he will believe you're a Junker and will arrange to meet you at the Alton Plaza in the ExG District. Before heading off to the Plaza to meet Napoleon, call Jamie on the VidoePhone for a chat.

It's obvious you are still very much in love with each other but your lack of memory stops you both from getting together. Chat to her about her work at Neo Kobe Pharmaceuticals and ask if she has any of her memory back. Remember part of the game is to rescue your relationship with Jamie and find out who you really are, so don't put your foot in it at this point be trying to get her into bed — play it cool man!



Alton Plaza

On arrival at the Plaza start to look at and investigate people until you are spotted by Napoleon. The thing to remember with Napoleon is to ask him about everything, show him everything and talk about everything. When Napoleon is ready to give you vital information he will ask for some sort of payment. Use your money and give him further money when he asks for it. Ask him about Gibson after you have shown him your Junker ID and then talk about Gibson. It's clear Gibson was killed off because he got too close to the truth.

When you ask Napoleon about Buffalo he will ask for money. Give it to him and find out that the Outer Heaven club is the only establishment that serves buffalo in Neo Kobe. Outer Heaven is a Masquerade club, which means you must be in fancy dress to enter. Ask about Outer Heaven, and you will be told you must buy a mask at the Plato's Cavern, which is a black-market superstore. Ask where the Plato's cavern is situated and end the meeting with Napoleon. Don't go straight to Plato's cavern, instead go to visit



Katrina Gibson.

Gibson's House

On arrival the door is locked and a rather careful Katrina is inside. In order to gain entry to the house you must convince Katrina you're a Junker. First of all you will be asked to show your ID. Then Katrina will ask you a series of questions which you must answer correctly to show you are a Junker Runner. Apart from the first question about Jean Jack, all the answers can be found by remembering the information in Katrina's ID file back at HQ.

The First question will be, "How old is my father?"

To enter all your answers type them into Metal Gear's interface. In answer to the first question type in 55.

The rest of the questions relate to Katrina as follows;

Q: "What type of mark have I got on my body?"
A: Birthmark.
Q: "What shape is it?"
A: Heart-Shaped.
Q: "Where is it on my body?"
A: Inner-Thigh

These answers will convince Katrina you are who you say and she will let you into the house. Ask her about the PC68. She will tell you her father has one in his study. Now show her all the evidence and move into the Study. Show her the Chess Piece and find that it completes the set here in the study. Now ask about and investigate the PC68 after which you can use the disk on the machine.

The disk will take the form of a memo from Jean Jack Gibson telling of the Snatchers weak-point which is their skin. The reason they only show up in the winter and at nights is because their artificial skin is susceptible to the sun and contact with it will create a cancer growth. The Snatchers are currently working on a new skin that will allow them to move around freely but until then they will have to use sunscreen. Infected Snatchers have to report to a special hospital set up somewhere in the City. If we can find that hospital and put it out of action before the new skin is formulated it may spell the end of the Snatchers reign. It looks like Gibson was killed before he found the location of the hospital. So it looks like the "Search the House" note meant to look in Gibson's house for these clues or did it? Talk to Katrina before you leave the house and head for the Plato's Cavern.



Plato's Cavern

The black market in Neo Kobe is probably bigger then the legitimate market and the Plato's Cavern is the biggest outlet. On arrival look around and investigate everything before entering the store. You will be greeted by a shop assistant. Look at the wall behind the assistant and look at the masks on display. Ask about the masks and find out they only have two left. The first is a Mummy's mask and the second is an African mask. Choose one and purchase it. Look around a bit more and then exit the store.

Outside you can explore a bit more and even grab some food in the shape of the world famous Neo Kobe Pizza. Now you will be able to gain entry to the Outer Heaven club but, before going there, return to Gibson's House to take another look around.

Visit Katrina

This return visit to the Gibson house will reveal some nice new clues that were not available at the last visit. Go straight into the study and search everywhere again. You will now be able to find a bottle and a Photograph. The Photograph is of Jean Jack Gibson, so ask if you can take it to help with your enquires. Now turn your attention to the bottle and get Metal Gear to run a check on it. He will report it's a bottle of sunscreen. Look at the bottle and discover it came from the Plato's Cavern.

Revisiting the black-market store will be in order later in the game. Investigate everything again, before your concentration will be broken by a dog barking in the garden. Go out into the backyard and discover that Alice, Katrina's Dog is barking at something moving in the bush. Investigate the backyard, concentrating on the bush, ready to draw your Blaster if needed.

Eventually a Raven will fly out of the bush and the whole episode will have been a false alarm. Have a chat with Katrina and she will say she is getting rather fond of you. She will also ask you to take her to the Plaza one day, because she loves it there. Remember that little gem of information. Now it's time to leave and head back to the Plato's Cavern.

Plato's Cavern Revisited

Go straight into the store and show the bottle of Sunscreen to the assistant. You will find out the entire sunscreen stock is sold out, which is strange because it's mid-winter. The assistant will go on to say a Chinese Doctor has recently bought out the stock. Now show Gibson's Photo to the assistant and he will recognise the picture as a regular at the store.

Ask further questions about Gibson and find he bought his PC68 from here. Ask about the PC68 and the assistant tells you how rare they are and he wouldn't be surprised if that one was the last in existence. Perhaps Napoleon can help with your new lines of investigation, so leave the store, call him and arrange to meet at the Plaza. Now climb into the TurboCycle and go to the Outer Heaven club.

Outer Heaven

It's masquerade time at the club so use your mask to get past the doorman. Before entering take a look at the poster on the wall that shows the world famous actress Isabella Velvet is performing at the Outer Heaven Club. Metal Gear will inform you she's a babe!

This first visit to the club will not be too productive but it is a chance to look around, talk to a few people about Gibson (with no result) and



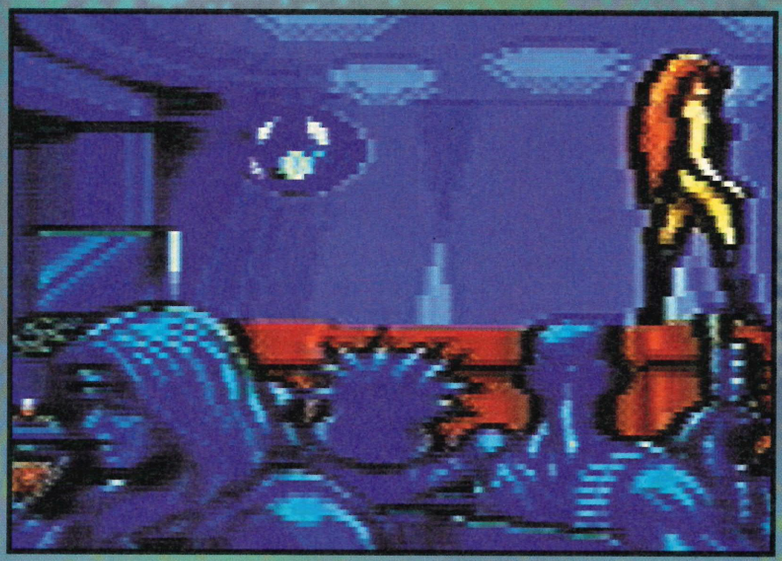
chat up the gorgeous Isabella. Call her over and hit her with your best chat up lines. This discussion will fuel your male ego or offend a female player but it will give you a hint that Isabella knows something she isn't telling you.

Call the manager over and order some Buffalo to make certain this is the place where Gibson came before his death but it will be very hard to get a positive ID on Gibson because everyone who drinks in the club does so in fancy dress. You will revisit Outer Heaven later in the game and find out a lot more than this visit.

Meet Napoleon

By now Napoleon should be at the Plaza so take off your mask and go over to the plaza via the TurboCycle. Napoleon will not have any leads for you as yet but he will mention Liquid Sky which is the latest power drug to take a hold on the young in the city. Details about Liquid Sky can be obtained via JORDAN but it isn't





important enough to be part of your main investigation.

Return to the Outer Heaven club

Remember to put on your mask before entering and call Isabella over again. Ask her about Gibson again and show her the photograph. Now she will recognise him and remember him being sick after eating the house style Buffalo. She will go on to say she thought Gibson was watching a man. Ask about the man and Isabella will describe him to you. Write down this important information because the next step will be to return to Junker HQ and create a montage of



the description to see if you can get a composite picture of the man Gibson was stalking:

Facial Shape: Bony
Eyes: Piecing
Nose: Pointy
Lips: Thin
Hair: Short, naturally flowing
Approx age: 30's

Take this information and return to HQ, going straight to the Computer room to use JORDAN.

Create Montage

JORDAN will now be showing the extra option of creating a Montage. To operate it think about the description of the man Isabella gave you and choose the item you think most suits the description. For example, you start off by selecting a facial shape. Isabella said the man had a bony face so choose the feature you thing looks bony. Then go onto the eyes and so on. When you think you have chosen correctly, tell JORDAN to process the montage and see if you get a match from the files on Alpha-1. The solution to the montage should be as follows:

Facial Shape: 3
Eyes: 5
Nose: 1
Lips: 3
Hair: 2

Now, when JORDAN processes the information, you should find that you have two possible suspects. These are Ivan Rodrigez, a sun surfer from a dodgy area of the City and Freddy Nielson, a Taxi Driver. Get into the TurboCycle and head for Ivan's House to investigate the suspects.

Ivan's House

On arrival you will find you're in a slum area of the City, inhabited by Freemen. Freemen are a group of people that have voluntarily left good jobs and nice homes to live without the pressures of a material world. You will see some Freemen standing on the corner of the street, around a fire so go over and talk to them. Talk about Ivan and be told the Freeman knows the name but can't quite remember the face. Show him the montage picture to jog his memory and find out Ivan lives in apartment 301.

Now advance to apartment 301. Be ready to draw your blaster and start shooting. When you get to the front door, knock and wait for a reply. There will not be a reply, so Ivan is either out or not wanting to answer the door. Knock again and call out before looking around the area and investigating the electric meter in the hallway. This will show you the electricity is in use, so it's possible someone is inside. Look around again and notice the window. Investigate the window and find it's boarded up, now shout and knock again. You will hear Ivan's voice so stand back and wait for the door to open. As soon as the door is open, draw your blaster and fire at him, knocking him to the floor before he hits you too many times with his gun.

Now interrogate Ivan. You will find he is scared out of his wits. Look around the room, focusing on the trophy. Investigate the trophy and find out that Ivan is an air surfer. You will now notice that Ivan has got quite a tan, as an air surfer he would be out in the sun all day, could he still be a Snatcher?

Move into the bathroom and search for sunscreen. Find the bottle on the shelf and get Metal Gear to investigate it. You will now find the lotion in the bottle is actually sun tan oil, the exact opposite to sunscreen.

Now smell the area to find there is no trace of Snow-9 in the room. In the meantime, Metal Gear has applied for a scanning warrant and has been granted the power to use a scan on Ivan. Before that takes place though, look at the surf board in the bathroom and notice the plastic bag at it's base. Examine the contents and find it contains the power drug, Liquid Sky.

Now Metal Gear will scan Ivan and find there in no physical evidence that Ivan is a Snatcher. You have drawn a blank. The reason Ivan had been so scared was because he was in possession of illegal drugs. Before you leave, turn him in to the drug police. Now exit his apartment and get into the TurboCycle to investigate Nielson, your other suspect.

Nielson's apartment

Head for apartment 202 after looking up to see the lights are on. This would be a good time to save the game, you never know what might happen here. Knock on the door when you get there and then talk. There will be no answer but Metal Gear will read motion inside the apartment. Talk and then knock again until a woman's voice is heard and the door is opened. You will not have to worry at this point about drawing your weapon, but be warned you may have to at any time.



The woman who has opened the door is Lisa Nielson, Freddie's wife. Talk to her about herself and about her husband. She will say he is out. Investigate the room and focus on the map of Moscow on the wall. Yet another connection with Russia. Continue to talk and ask about Freddy. Tell Lisa you think he may be a Snatcher and show her the montage picture. She will recognise it as her husband but refuses to believe he is a Snatcher.

Ask about Freddie's recent behaviour. Lisa will say he has been acting a little strangely lately in the sexual department and he has been staying out late at night but not going out much during the day. This could mean he is a Snatcher but you will need a lot more evidence to get a scanning warrant.

Freddy is a Taxi driver, which means he knows every inch of the City. Ask about Mr Nielson's whereabouts when Jean Jack Gibson was killed. Lisa will say that Freddy had a day off and stayed in to watch TV, although she went out for most of the day to visit a friend. Investigate Lisa, something is not right here, but more evidence is required so move into the bathroom in search of sunscreen or some other item that would link the Nielsons to the Snatchers.

Look at the bathroom shelf you will not find anything out of the ordinary. Now turn your attention to the bathtub. You will notice it has no faucet but it is full of water, there is something wrong here. Look at the shelf again and this time you will notice a bottle. Investigate the bottle and find



out it is sunscreen. This is all the evidence you need to obtain a scanning warrant but watch out someone is behind you! It's Lisa Nielson, she's a Snatcher! Draw and shoot her quickly. Three or four hits should blow her away and save the day.

Investigate the remains of the Snatcher to establish she is really dead. Now, where is Freddy, he must be a Snatcher as well. Along with Lisa he is responsible for Gibson's murder. There is nothing more to do here so leave the apartment, turning the lights off after you. Head for the TurboCycle but stop as the lights have just come back on in the apartment. Go back and investigate.

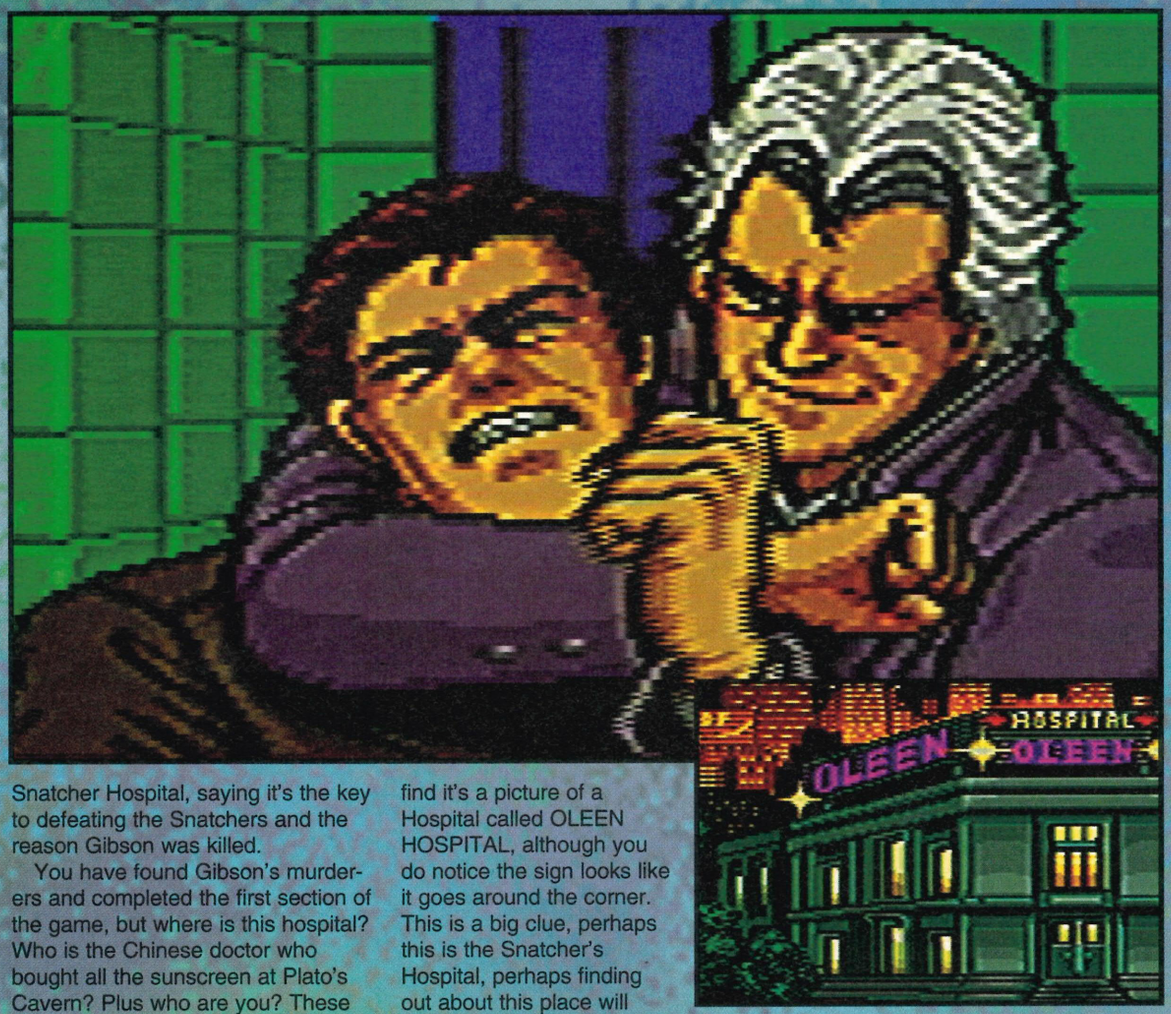
Go up to the apartment again and find the door is locked. Investigate the door and get Metal Gear to open the door by tapping into the security system as he detects motion inside the room. Enter the room and find Lisa's body still on the ground. Go into the bathroom and look at the bath, the water has been drained out. As you investigate further, get ready to spring into action with your blaster as Freddy has returned and is behind you!

Before you can do anything, he has his arm around your neck and is squeezing the life out of you. Draw your blaster and try to shoot behind you but you will certainly be too late and will die. The game will give you a continue and you will find yourself in the same situation, in Freddy's clutches. Try to draw you blaster again but it is hopeless! Just as it's looking grim a blaster fires and Freddy falls to the floor. What is going on? How come Freddy is dead and you're still standing? The answer is now standing in front of you, Random Hajile, the Bounty Hunter.

Random will go on to explain he has been following you for sometime, waiting for you to track the Snatchers down and let him step in and pick up the Bounty. What a dirty trick but he had just saved your life. Random then does on to talk about the Snatcher Hospital, saying it's the key to defeating the Snatchers and the reason Gibson was killed.



You have found Gibson's murderers and completed the first section of the game, but where is this hospital? Who is the Chinese doctor who bought all the sunscreen at Plato's Cavern? Plus who are you? These and many more questions will have to be answered in the second section of the game. For now head back to HQ.



ACT 2 - CURE

Back at HQ

It's time to go over everything that happened with the Chief and find out that Random Hajile is not who he says he is. It has been discovered he forged his Bounty Hunter forms and no record of him exists!

On with the investigation for now though, so go and see Harry in the Engineering room to see if he has gathered any information from the memory chip belonging to Little John. Harry will say the memory chip was almost totally damaged but he did manage to extract the last video od visual data that Jean Jack told Little John to report. Investigate this piece of memory footage and find it's a picture of a Hospital called OLEEN HOSPITAL, although you do notice the sign looks like it goes around the corner. This is a big clue, perhaps this is the Snatcher's Hospital, perhaps finding out about this place will lead to their lair. Call Napoleon on the VideoPhone and ask to meet him at the Plaza to discuss the Hospital. Now head for your transport and go to the Plaza.

Meet Napoleon

When you get to the Plaza, look around for Napoleon. Keep looking until you see a street Santa. Investigate the Santa and talk to him while he sneezes. It's actually Napoleon dressed as Santa so the Snatchers can't find him. Ask Napoleon about the Hospital and he will suggest looking at Pharmaceuticals records. Jamie works at Neo Kobe Pharmaceuticals and she could look through the records.

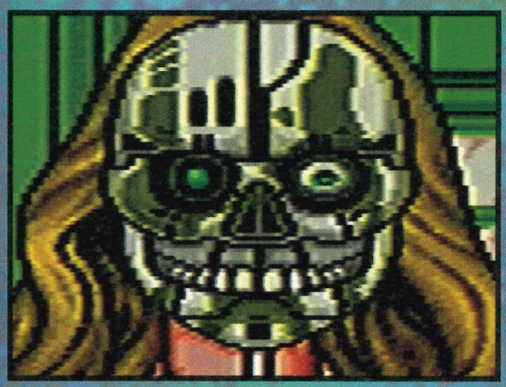
Look at Napoleon's costume and discover the sack on his back containing tissues. Investigate the tissues and discover they are advertising the Outer Heaven Club. Now show the Video image of the Hospital to Napoleon and ask him about OLEEN. He will ask you for some money, give it to him and find out the OLEEN Hospital is in the RF District. Leave the Plaza and head to the RF District.

OLEEN Hospital

When arriving at the OLEEN Hospital, check the Video Image to see if you have the right place. You will find that the image doesn't resemble the sign above the Hospital, but go in and investigate after looking around the area. When you walk into the Hospital, it will become obvious this is the wrong place. You have walked into a room filled with middle-class people with their pets, yep you're in a Vets Hospital! The sign on the Video must say something different to OLEEN. Maybe it says QUEENS Hospital?

Anyway, as you're here Metal Gear will insist you check it out before going. Ask the receptionist about the Hospital and ask her about the doctor, just in case Gibson was pointing towards this Hospital because of the Doctor that works here. You will of course draw a blank, so simply investigate everything and talk to everyone until the option to leave is supplied at the bottom of the screen. When the option does come up, call Jamie and enlist her help.

When you call her you will find



she's at work, but her recorded message will give you the number: 39-1009 - Neo Kobe Pharmaceuticals. Call and ask her to help by getting together a list of underground Hospitals. She will agree to help you and will call you as soon as she has any leads. Now attempt to leave the Hospital and the emergency line will ring on the VideoPhone. Mika will appear with an urgent message from Katrina that she in trouble. It could be Snatchers so leap into the TurboCycle and head for the Gibson residence.

The Search for Katrina

Check the entrance to the house. The door in unlocked so enter. The lounge will look the same last time so enter the study after shouting for Katrina and getting no reply. As you enter the study you will find that it has been torn apart. The PC68 has been smashed up and the rest of the room has obviously been searched. Shout for Katrina again and you will receive no reply, so go out to the backyard. Here you will find Alice the Dog is missing, with her collar lying torn on the ground. Call for Alice and Katrina in the dark garden and investigate the area. You will draw yet another blank so go back into the study and look around at everything and search everywhere.

Call Katrina again and Gillian will suddenly sneeze, is this a sign of Snow-9, which would mean that Snatchers have been in the house? Go back to the lounge and investigate the monitors to find they are working. Now investigate the window and notice one of the windows is actually a shelf. Investigate the shelf and find there is a replica of the house on it. Examine the little house to find there was something in it but now it has gone.

Exit the house and check around on the floor outside. Metal Gear will notice there are fresh footprints outside, small enough to have been made by Katrina and the spacing of the prints indicates she was running.

Now go back into the house and look around the lounge before heading into the study again. As you arrive in the study, Metal Gear's motion detector will sound and the study window will shatter inwards having had something lobbed through it. Examine the object and find it's the dead body of Alice the Dog. You must find Katrina so think back to the last conversation you had with her. She said she liked going to the Plaza so get back in the TurboCycle and head for the shopping Plaza.

When you arrive, start to look at all the people in the area in search of Katrina. After a while Metal Gear will say it's obvious she isn't here so ask Metal Gear about tracking missing persons. He will give you some helpful VideoPhone Numbers:

911 - Police
256-128 - Snatcher Line
119 - Fire Dept
177 - Weather

If you try to call the police or the Snatcher line, you will be cut off by Metal Gear, saying it wouldn't be right for a Junker to call the police for help in an investigation. You must find Katrina, so there must be something you have overlooked. Head back to your own apartment to think the problem over.

Back At Home

As you climb out of the TurboCycle you will notice your apartments lights are on. Go up to investigate your own front door and find it's open. Go inside with caution and find Metal Gear in the apartment. Enter the bathroom and listen. The sound of the shower fills the room, along with heat and humidity. Look at the shower unit and find the electronic blinds are preventing you from seeing inside the unit. Keep investigating the booth until the option to open the unit appears at the bottom of the screen. When the option does come up, open the booth to find a naked Katrina inside having a shower! Get an eyeful of this attractive young filly before Katrina sprays you with the shower head.





Well, at least Katrina is safe. Ask her about the VideoPhone call and she will tell you she found a list of Hospitals in the replica house in her lounge. Investigate the list and see if there is a Queens Hospital on it. Your hunch about the name was right. The neon sign must have blow one of its tubes making the name QUEENS look like OLEEN. The chess piece was yet another clue left by Gibson and perhaps the note "Search the House" meant the replica house in the lounge! Investigate the Hospital's address and find it has a Chinese Doctor. Go and check this Hospital out!

Queens Hospital

Examine the door to the Hospital on arrival and find that Metal Gear can open it after investigating the surrounding area first. Inside you will find a main room with a reception desk and three doors. Investigating the doors will show they are shut so examine the reception desk. On the desk you will find three switches to operate the three doors. Press switch #1 and the first door opens.

Move over to the first door and enter the room to investigate it. You will find it is an unused operating theatre. Clearly it hasn't been used for some time. Get Metal Gear to test the air but you will not find any traces of Snow-9. Move back over to the desk and press the first button to close the door and then press switch #2 in order to open the second door.

Inside the second room you will find an unused laboratory. Look around a bit and then go back to the desk to shut door #2 and open door #3. The third room is in total darkness so use Metal Gear's light. Shine the light around the room and stop when you find an item of interest, making sure it's in the centre of the beam so Metal Gear can examine it.

Over on the right of the room you will find a PC monitor which is no longer in use, but just below on the table you will find a box of matches. Take the matches and investigate them to discover they come from the Outer Heaven Club. Yet another link to the masquerade club! In the centre of the room you will find a desk on rails, but it's too heavy to move. Above on the desk you will see a vase which Metal Gear will say is an ordinary vase. Above that is a picture on the wall. Examine the picture to find it shows a view of the Cathedral of St Basil in Moscow is about 50 years old. Another link to Russia and in particular Moscow!

Now look back at the desk and



examine the drawer. There is a snippet of paper caught in the drawer, so examine the paper closely. It looks like it's part of someone's medical chart, but it's all in Chinese. Ask Metal Gear to translate the paper and he will confirm it's part of a patient's chart. There are some characters on the paper that Metal Gear doesn't recognise.

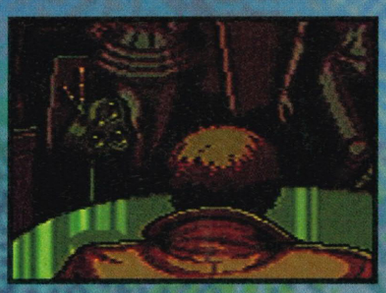
Search around with the light and Metal Gear will detect motion in the room but there will be no evidence so exit. It looks like the Snatchers have been here but not for some time. They have probably moved their operation centre to other premises. The next step is to go back to HQ and find out if the chief can help you with any ideas.

Go back and ask the chief what he thinks. He will suggest you ask Gibson's informant some more questions. If you ask Cunningham about your past, he will say it may be linked to the Snatchers in some way. Go to the Detectives room for some privacy and call Napoleon. You will find he's not in and has made a vain attempt to say the number you have dialled is wrong via a recorded message. On the message, the image on screen is of a wolf man. It looks like the doorman at the Outer Heaven Club so disconnect and head through the lobby to your transportation. Head for Outer Heaven!

Outer Heaven Masquerade

When you get to the club the usual Wolf man doorman is there. Put your mask on and try to get in only to find the doorman will not let you in. Something about the doorman is strange, as he speaks he keeps sneezing. The doorman is actually Napoleon in disguise and if you interrogate him for long enough he will give in and show you who he is. You can now go inside together, sit down and have a chat. Ask Napoleon about himself and he will tell you he is called Napoleon because he has an allergy to snow, like his hero Napoleon Bonaparte who was stopped from conquering most of Europe by snow — or something!

Show him the matches you picked up at Queens Hospital. He will tell you they are only given out to regulars. Go on to show him the medical chart and he will tell you he's not surprised you couldn't work out the code because the characters are Chinese for certain elements. Ask him about the meaning and he will tell you the letters of the elements make up the name of the person who's chart it is.





The elements are Beryllium, Nitrogen, Sulphur, Oxygen and Nitrogen. The short way of writing these chemical elements in Be, N, S, O, N. This clearly spells Benson, but which one of the Junker HQ's Bensons is it. Harry Benson or Benson Cunningham? This information will prompt you to stop all auto-information to HQ and head back there yourself to face the two Bensons.

Search HQ

Harry Benson and Benson Cunningham are the two suspects and one of them is a Snatcher. Go straight to the Chief's Office first, after finding out that both men are out of the building from Mika. Look around the Chief's Office for clues and find most things are the same as before. Metal Gear will notice the monitors are off, which is highly irregular, due to the flow of information. Now head to the Engineering room.

As you look around the Engineering room, you will find you can search the desk. Do so and find two unusual items. The first is a box of matches, examine them to find they are identical to the matches found in the Queen's Hospital. This ties Harry into the investigation, but the other item looks like a cryptic clue. It's a note which simply says "Face to Face" on it. Now return to the Chief's Office to look around again.



Look at all the usual features of the room and then investigate the picture of the vase on the wall. Keep looking at the picture and Metal Gear will say that the picture look likes a face. Talk to Metal Gear about what he has said and he will go on to say it's an optical illusion. If you reverse the background on the picture it takes the shape of the outline of the vase and becomes two faces, Face to Face! Could this be Harry's clue?

Look closely at the picture and you will discover there is a switch. Press the switch and the picture will turn around to reveal another picture. Investigate and Metal Gear will tell you it's about 50 years old and show a view of the Red Square, Moscow! Another link to Moscow. Harry Benson had the matches and the Face to Face clue and Cunningham has a weird picture in his Office. Who is the Snatcher?

Leave the Office, returning the picture to it's original state and go to the lobby to see Mika. Ask Mika about the suspects and she will tell you Benson Cunningham is about to go to the Koroto summit, a meeting of the world's leaders to decide what to do about the Snatcher problem. One thing they may consider is bombing the whole of Neo Kobe with Nuclear weapons to stop the threat from the Snatchers.

Just then the VideoPhone will ring and Jamie will be on the other end of the line. She will tell you she has investigated her company's sales to underground hospitals in the last month and Queens Hospital has received the latest, state of the art equipment to treat skin cancer! This is the proof you have been looking for. Talk to Jamie and she will say she wants to get to know you all over again and she loves you. Maybe you don't have to find out about yourself if Jamie wants you regardless of the past! Get into the TurboCycle and head for the Hospital.

Head for Queens

As you drive along it will become obvious the TurboCycle is out of control. You're gathering speed at an alarming rate and heading way of course. You can't jump free because you're travelling too fast, you can't hit the breaks because they aren't working and driving through the piles of sand by the roadside will not slow you down!

It actually doesn't matter what you do, the TurboCycle is going to crash anyway, but you're going to be saved. Once again Random Hajile will come to your aid by driving alongside you and allowing you and Metal Gear to jump over to his Roadrunner Super bike before the TurboCycle goes over a cliff. You will owe your life to Random again, but you will also have to take him with you to investigate the hospital.

When you get to the hospital, go inside and operate switch number #3 on the reception control panel to open the third room. Now go over to the room and show Random all the items you found before. Look at the rails on the floor under the desk that suggest the desk slides. Now investigate the vase on the desk and look at it closely until you notice the Face to Face shape again. The vase is a switch, so get Random to help you push the vase to reveal a trap door



under the desk, which leads down to another floor.

Descend the stairway and arrive to find an almost identical floor to the one above. There are three doors and a reception desk, the only differences are that the area is clean and the control panel on the desk only has two buttons. You must now keep conversation to a minimum in case the Snatchers are about.

Activate the first switch to make the first door open and go and investigate it. Look around the well lit room and find that all the equipment is in full working order, and the operation table is warm to touch, as if it has been used recently. Look at the equipment above the table and find it's the latest equipment for the treatment of skin cancer. If you look around the room you will notice a skeleton of a Snatcher on the floor to the right. While you look, Metal Gear will pick up motion in the room, but will then say that it was only slight and he can't compute it properly.

Now move out to the desk again and open the second door via switch #2, closing the first door at the same time. The next room is a working lab. The pungent smell of culturing cells fills the air and further evidence this is a Cancer treatment centre is available. Look around at everything before leaving the room and opening the first door again after trying to open the third door by force.

You will notice straight away the skeleton of the Snatcher has vanished. Now Metel Gears Motion Detector will go off and a Snatcher will be in front of you! Quickly draw your blaster and shoot it in the head. Don't leave it at that though, be ready to draw again and shoot it down in a few moments. Go back out to the desk and investigate the switches. Random will come up with the idea of pressing them both together, so do that and the third door will open. Go and investigate the third room and you will make a gruesome discovery.

The third room is a human morgue containing four rotting corpses. Look around the room and investigate the human remains. If you can identify the remains, your will know the identity of four Snatchers so get Metal Gear to run tests on the bodies to reconstruct their identities.

Through these tests you will discover the first corpse is Freddy Nielson, who is probably the link between the Snatchers and Outer Heaven. As a taxi driver, he would have the perfect opportunity to snatch further bodies from the Outer Heaven club and bring them to the hospital to be used in the Snatcher process. The second victim is Lisa Nielson, the third victim is the director of Queen's Hospital, Chin Chew Ho, the Chinese doctor and the forth is the one the most recent victim, which is still rotting away.

Metal Gear will do tests on that body and find the identity to be Benson Cunningham, the chief of Junker Operations, so Cunningham is a Snatcher! Harry Benson must have worked it all out and now he and Mika must be in grave danger. Get back to HQ ASAP!

This is not very likely at the moment though because as you have been talking to Random, the Snatcher Chin Chew Ho has arrived in the room with an army of Snatchers who will delight in shooting





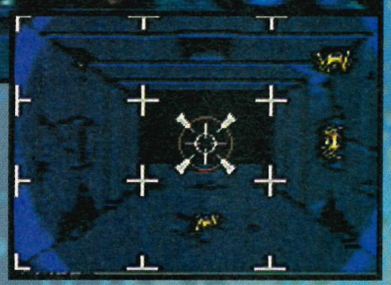
you both down, wounding you badly. Chin Chew Ho will now tell you, as you writhe in agony, that the Snatchers are ready to go into phase two of their evil operation, which includes a perfect artificial skin that will allow them to move around freely.

This skin type has been achieved with the help of a new partner, and tomorrow, at the Koroto summit, the Snatchers will come into their own and take over, Snatching all the worlds leaders! Chin Chew Ho is the typical master criminal who likes to hear the sound of his own voice before killing you, while he is rambling on Random has come up with a plan for you and Metal Gear to escape. He's going to blow himself up with the plastic explosives in his jacket. You will protest of course, but Random will insist that on the count of three, when he hits the Snatchers with a strobe light, you head for the air vent and go through it before Random explodes. Random is about to save your life for a third time, so when Random says go, you will leap up to the air vent and escape from the blast.

In the air vent

You must get back to HQ and warn the others about Cunningham. It will be pitch black in the air vent so first of all get Metel Gear to put his light





on. Investigate the surrounding walls of the vent and discover there are scratches on the sides and sand on the floor. The vent isn't dusty so it would appear the marks have been made by Snatchers and they used the vent as a means of getting into the hospital unseen.

Listen carefully and you will hear water in the distance. The Sand on the floor comes exclusively from the M-area of the City. Check Metal Gear's motion detector for further clues and discover it has been damaged in the blast. At this point Gillian will sneeze, so examine the air and discover the presence of Snow-9. Investigate the pollen then investigate the air-duct to find it has been re-enforced. Now, save the game in preparation for the unknown.

Advance down the vent. You will suddenly be attacked by Insectors. Draw your blaster and get ready for the hardest shooting battle to date. The Insectors will move in fast so you might have to enter into this battle a few times before you defeat them, but don't worry, you have saved the game and the continues should see you through. After the insector battle advance again to find a way out, with the sound of water closer at hand. You will now come out of the vent and into a large tunnel which Metal Gear will inform you is part of the abandoned Tube system. So this is how the Snatchers get around the City without being detected! Keep walking along the tunnel and talking to Metal Gear. You are

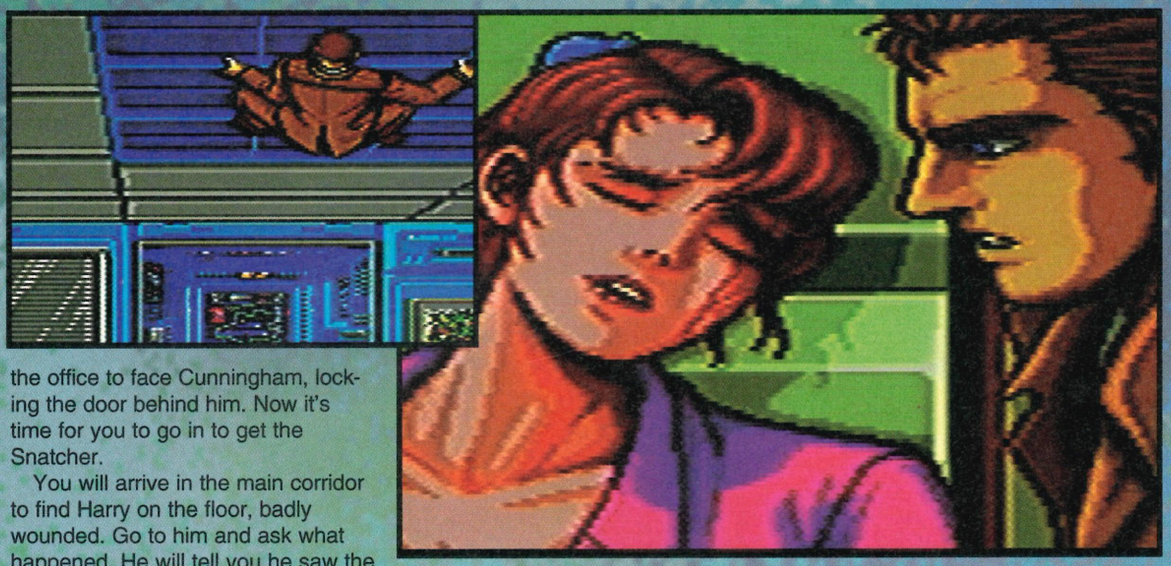
probably somewhere under the MR District which is where Freddy Nielson's apartment is. Keep walking, looking and listening until you see some light above that indicates a ladder. Climb the ladder and find you come up in Freddy Nielson's bathtub!

That's what was so strange about the bath, it could be drained out to reveal a secret exit. This is probably how Freddy got back into the flat when you visited him and discovered both he and his wife Lisa were Snatchers. Now leave the apartment, being careful not to set of the Police laser alarms at the scene, and go down to the road to look for a taxi to HQ. Metel Gear will spot a Taxi, board it and tell the driver to take you to Junker HQ. He will refuse to do so on the principal that he in an unofficial black cab. Ask him again to take you to HQ and he will turn around and point a gun at you. It's Chin Chew Ho! He must have made it through the blast at Queen's Hospital! Quickly draw your blaster and let him have it right between the eyes. Now take control of the Taxi and head to the HQ to warn Mika and Harry about Cunningham, if it's not too late.

HQ Mission

As you arrive back in the lobby you will notice the reception desk has a protective shutter around it. Look for a way to open it and Metal Gear will tell you he could get into the emergency external port and open the shutter. You will have to open the shutter in order to get though the locker security door which leads into the offices. It looks very much like the HQ has been attacked in some way.

Metal Gear is picking up motion from inside the reception desk. Now keep investigating the shutter until the option to open the shutter comes up. When it does, open the shutter and discover a wounded Mika inside. Ask her what has gone on and she will tell you the chief is a Snatcher and Harry locked her in the booth for her own protection, before going to the office to face Cunningham, locking the door behind him. Now it's time for you to go in to get the Snatcher.



You will arrive in the main corridor to find Harry on the floor, badly wounded. Go to him and ask what happened. He will tell you he saw the Chief messing about with your TurboCycle and when he confronted him, he attacked Harry and left him in this state. Metal Gear will now interrupt and say Harry is dying! Gillian will try to keep him alive by talking to him and reassuring him everything will be alright. Sadly Harry will die in your arms, but once again there is no time for sadness, the Snatcher must be stopped. Start off at the Chief's office and then go around the entire building in order to find him.

Eventually you will end up back at the Chief's office where you will find a blood stain on the desk that wasn't there before. Examine the blood stain and find it's dripping down from the ceiling above. Investigate the ceiling and find the Snatcher clinging above! Draw your weapon and shoot him. You will hit him once and then hit the light fitting, thus plunging the room into darkness. This will allow the Snatcher to get away so head back into the main corridor and begin to search the rooms again. Do this until the option to return to the lobby comes up and go in search of him there.

When you get back to the lobby area, you will find that Mika isn't behind the desk and the lights are off. Metal Gear will then notice movement. The Snatcher has Mika and is holding her hostage. Draw your blaster and shoot around Mika in order to kill the Snatcher. You will have to be very careful not to shoot Mika as the Snatcher dodges around behind her. It will take a lot of hits to the head to stop the mad Snatcher. Now investigate the Snatcher to find he isn't quite dead, although he can do no further harm. He will say that you may have stopped him, but you will never stop the Snatchers while you can't remember your past. Why should your memory be so important?



Now the VideoPhone will sound and Jamie will be on line. She will tell you she has got her memory back and it's not good. She can't tell you over the VideoPhone because she is being held by the Snatchers in the Kremlin and she says "They have our son!" What does she mean? What Son? Where is she? Where are the Snatchers? Well, it looks like you will have to find out!



ACT 3 - JUNK

Well, you don't have long to work out the rest of the mystery as Mika will inform you about the Conference in three hours, where it's probable the worlds leaders will elect to bomb Neo Kobe with Nuclear weapons to get rid of the Snatcher menace. You will have to find the Snatcher HQ and quickly!

Trace the call from Jamie on the VideoPhone. Metal Gear will tell you it was too short a call to have been traced but it was from within the City. Ask Metal Gear if he knows anything he isn't telling you and he will give in as you are now the most senior Junker left. Metal Gear has been aware of your past right from the start of the investigation and now he will tell you.

Three years ago you were released from protective custody after being found in a chamber, with Jamie, in suspended animation since the late 1990's! Harry Benson, the Engineering assistant at Junker HQ is your son born in the late 1980's! Gillian and Jamie totally disappeared in 1989 and then the catastrophe occurred in 1996. Harry was the only living witness to the catastrophe and was never told who his parents were. It looks like Jamie is being held hostage by the Snatchers having been told they have her son captive.

Now it is time to go over some obvious clues in the form of a quiz. Simply press the right answer when asked a question to continue though the game.

Q: What is the Snatchers weak point? A: Skin

Q: How did they move around? A: Tube line

It's highly probable their hideout is near the Ina River which is protected by Snow-9. It would also have to be a place accessible from the tube line. There is of course the Moscow connection. Perhaps the Snatchers need something that reminds them of home.

Now superimpose the map of Neo Kobe onto the map of Moscow in Metal Gear's memory. You will find the shape of the rivers are exactly the same. The Snatcher's Kremlin must be in Neo Kobe City, on the river and near the tube. Pinpoint the position of the Moscow Kremlin and find out the same position in relation to the Neo Kobe map. The location in a disused church, that must be their hideout!

Head for a new TurboCycle, leav-



ing Mika to get to the summit meeting and stop the proceedings to give them more time. Before you go, a tearful Mika will tell you to be careful and ask you out for dinner after the whole thing is over. Your on a promise mate!

Go To Church!

On arrival Metal Gear will advise you to wear a protective mask to stop the effects of Snow-9. Investigate the area and then investigate the door. It's rusted shut. Get together with Metal Gear and push the door open and enter the building. In the main church section there is a massive portrait of the Snatcher leader on the wall. It looks exactly like Random Hajile! The inscription says Creator MODNAR, which spelt backwards is Random! Continue on to the next room and it's full of Snatchers in suspension mode. There are containers all around the room and on closer investigation you will find that they have 23rd Siberian Investigative Force stamped on them. The Snatchers must have been shipped in from Russia.

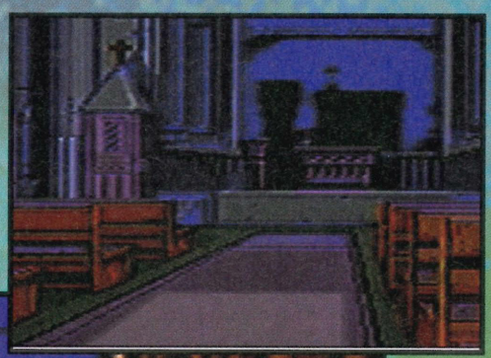
If you continue back to the next room you will uncover the Snatcher culturing facility. Examine the glass tubes that bubble away containing Snatchers in mid-skin transplant process. All the world's leaders are currently being copied and even Gillian himself is having a replica made of him! Move to the back of the room and discover a large door into the next section of the building.

Metal Gear will tell you there are only 30 minutes until the summit starts! The best thing Metal Gear can do is leave and find a position where he can make a VideoPhone call to tell the summit you have found the hideout. Take this final opportunity to save the game and then you're on your own.

Beyond this door hides extreme danger. There will be wave upon wave of Insector attacks and Snatcher attacks so this is the hardest shooting match of the game. Metal Gear has gone so he will not be able to patch you up if you get shot too many times. Make sure your shooting is as near to 100% accurate as possible.

If you do fail to break through the Snatcher defences, you will go back to your last save point, so whatever happens you will have to get through 3 complete and long attacks without getting hit more than 5 times. This section is the same as the other combat sections, but faster and only practise and a quick trigger finger will get you through to the final showdown.

When you do make it through you will come to the final chamber where Jamie is standing next to a bed, watching over an old man. Jamie tells you it's Professor Modnar. As you arrive, the old professor who developed the Snatcher skin will die. Now it's time for Jamie to tell you about yourself.





56 years ago, Gillian, Jamie, Professor Modnar and his son Elijah were involved in a top secret Russian plan to control the earth by replacing the world's leaders with Snatchers! The team was assembled from the most brilliant scientific minds of the time and were known as the Frankenstein team. Gillian was brought in from America but he was actually a CIA agent, sent to infiltrate the organisation. On June 6 1996, the Catastrophe occurred. Jamie will then ask Gillian if he set the explosion off that started the Catastrophe. During this time everyone was put into a Cryogenic sleep below the Kremlin and were discovered 50 years later with Elijah missing. At this point Elijah Modnor will come into the room. Now Elijah will tell his side of the story as the creator of the Snatchers.

He will say he started the Catastrophe, he put Gillian and Jamie into suspended animation and he continued the work of the team to create the Snatcher race in an attempt to take over the Earth for himself. The reason for doing this was Jamie. Elijah was so in love with Jamie that when he couldn't have her he was consumed by jealousy. Gillian and Jamie fell in love and that made it worse. With the end of the cold war the Snatcher project was cancelled and Gillian and Jamie were to return to America. Elijah simply couldn't let Jamie go and he created the whole plan to keep her to himself. He set his sleep timer at ten years so he awoke long before the others so that he could continue the project with the plan being to wake Jamie and have her all to himself. When it came down to it though, he couldn't bring himself to wake her and contented himself with looking at her every day. He still had the problem with the skin on the Snatchers and that is why he kidnapped the Jamie of the future to help him.

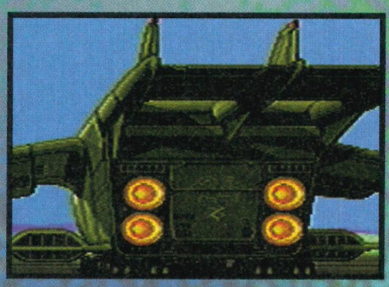


He also brought his aged father in to develop the new skin, which he succeed in doing secretly and developed a prototype Snatcher, programmed to kill all other Snatchers. That Snatcher was styled in the image of the young Elijah and was named Random Hajile, Elijah Modnar spelt backwards.

At this point a glass container with Random's body in it will come down from the ceiling. Random is dead but his skin is alive in this pod. With this skin and the master plan the Snatchers will rule the world! Now Metal Gear will reappear and announce the church will be struck by laser beam in 10 minutes. Suddenly a crash of glass will be heard and the container above will be shattered. Random will jump down and start to strangle Elijah.

Random is still alive and willing to complete his programming and kill Snatchers. Random has once again saved the day so you and Jamie can escape! Now you can run and leave the area before the church is destroyed, along with the whole Snatcher race.

Congratulations you have won through the gravest battle ever faced by man and you now deserve to see the full conclusion to the game, which is about half an hour long. Sit back, relax and enjoy — it's going to be a lot of fun!



SUMMARY

GAME NAME: Snatcher
TIME TO COMPLETE: 3 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Fairly Easy

Cartridge supplied by:
KONAMI,
Tel: (0895) 853 000

A choice of TW

In this Issue...

Once again SegaPro has come up trumps. We've EXCLUSIVE news on Virtua Fighter 3 for the Saturn, including views from the programmers; we bring you an EXCLUSIVE look at Mortal Kombat 2 for the 32X and an EXCLUSIVE review of Stargate, the Mega Drive version of the blockbuster movie!





With this Issue...

WORLD EXCLUSIVE FULLY PLAYABLE DISC DEMO OF FLASHBACK

This classic adventure may not be available yet, but SegaPro CD contains a massive demo. Order your copy now!

0 Great Mags!



WHICHEVER YOU CHOOSE, YOU JUST CAN'T LOSE!

As ALWAYS SegaPro comes in two delicious flavours this issue. Both are jam-packed with up-to-the-minute previews, reviews and tips for the Mega Drive, 32X, Saturn, Mega-CD, Master System and Game Gear, including EXCLUSIVE looks at a host of the best new releases!
if you're a Mega-CD owner SegaPro CD is right up your street. Inside it's exactly the same as the normal SegaPro, but with the added bonus of a dazzling disc demo. This issue the CD contains a whole playable section of the classic adventure Flashback! SegaPro CD is the only place you'll get to play this awesome game, so order your copy now!

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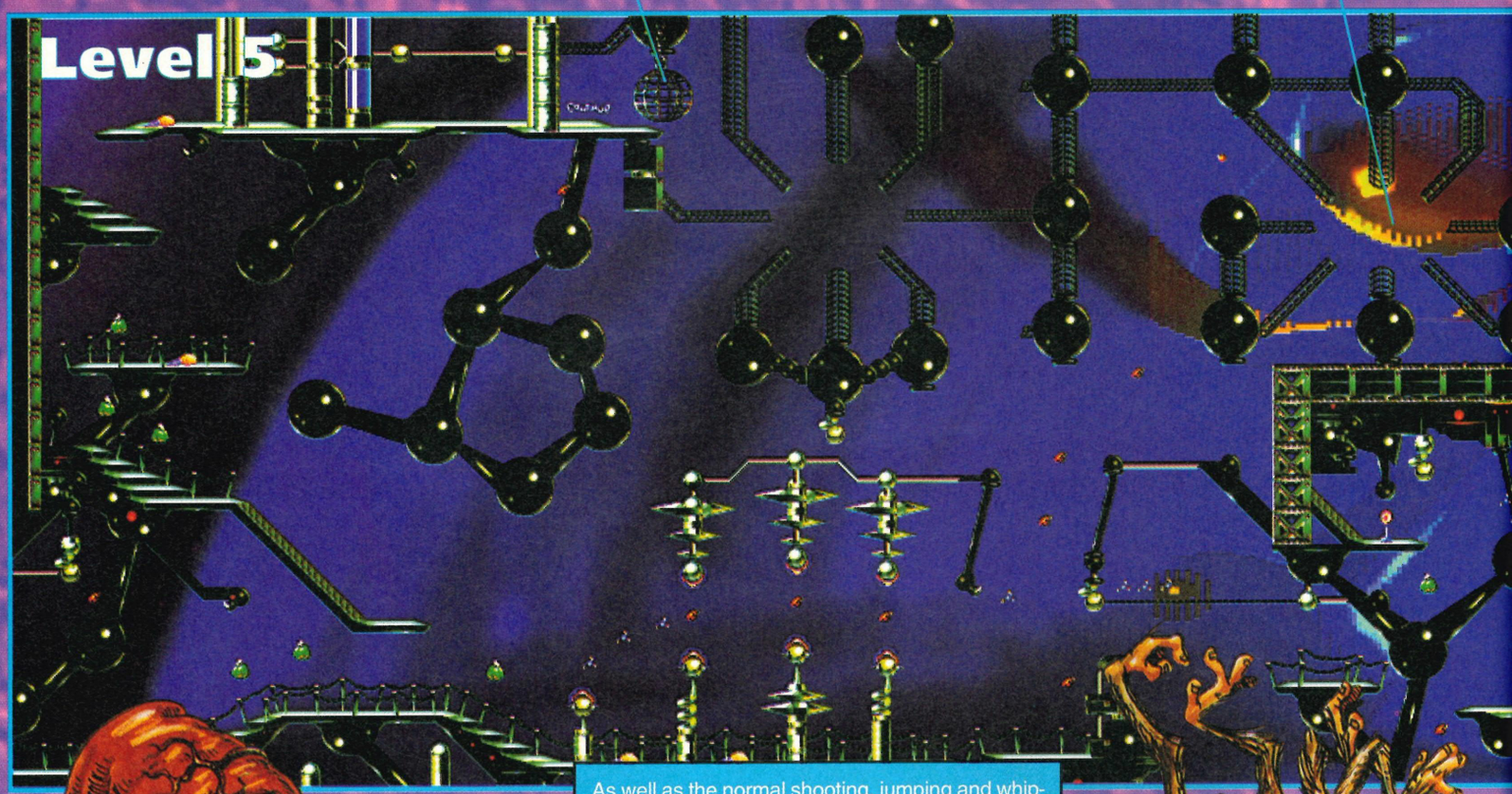
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The cage will move over to the right and then stop. Now a boat load of enemies will appear and they will have to be wasted in order to proceed.

The second stop is much harder than the first, you will notice that the enemies follow a particular pattern. Learn that pattern and you're halfway to success.







As well as the normal shooting, jumping and whipping activities, you will come across a Sub-game and a Secret Level here. Take extreme caution when you come into contact with the Professor and his evil science projects.
The hatstand Chicken Head will have to be shot 20 times or more to be dispatched and the evil swarms of eyeballs will travel swiftly at you if you stop in the latter sections of the game.

MEGA DRIVE

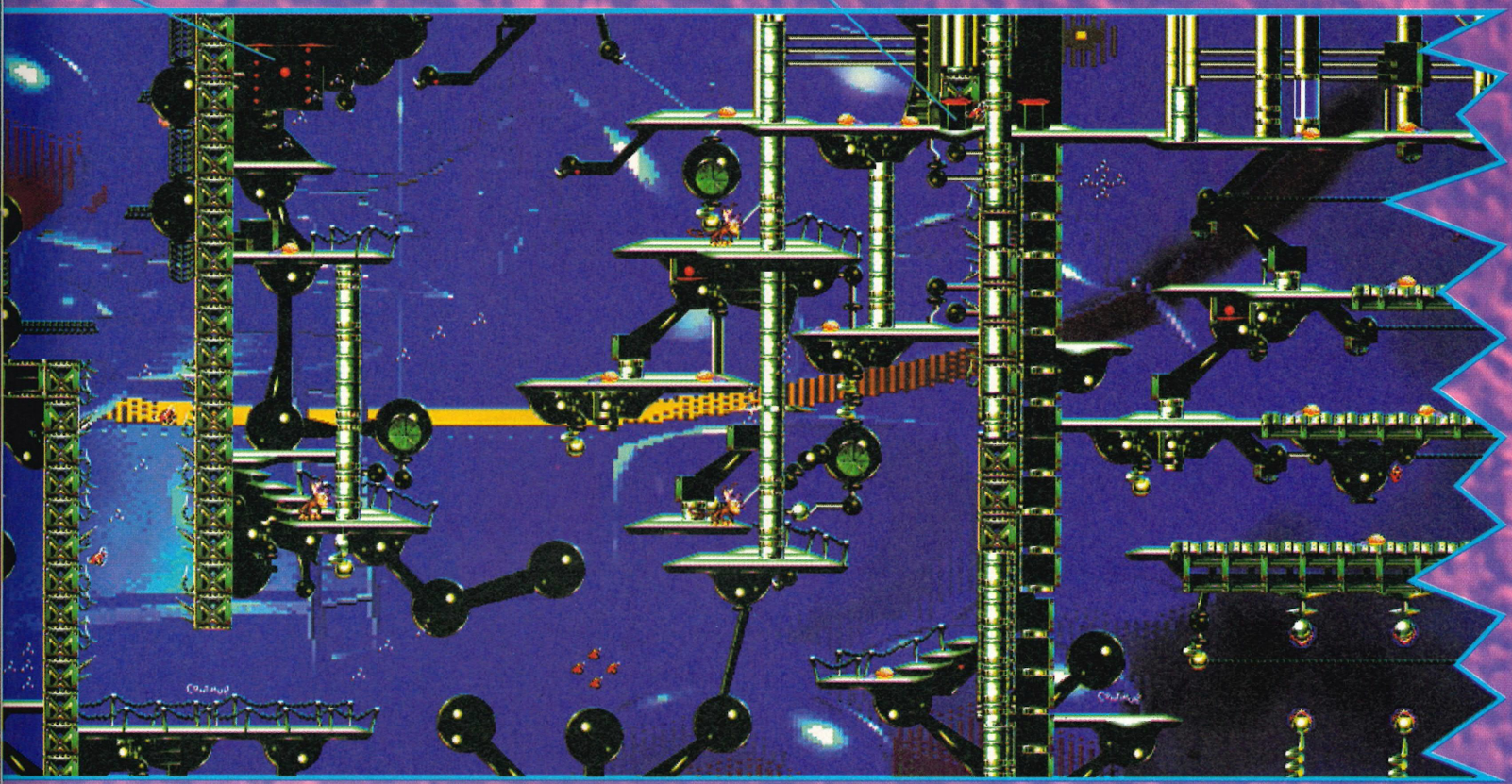
VIRGIN ● PLATFORMER

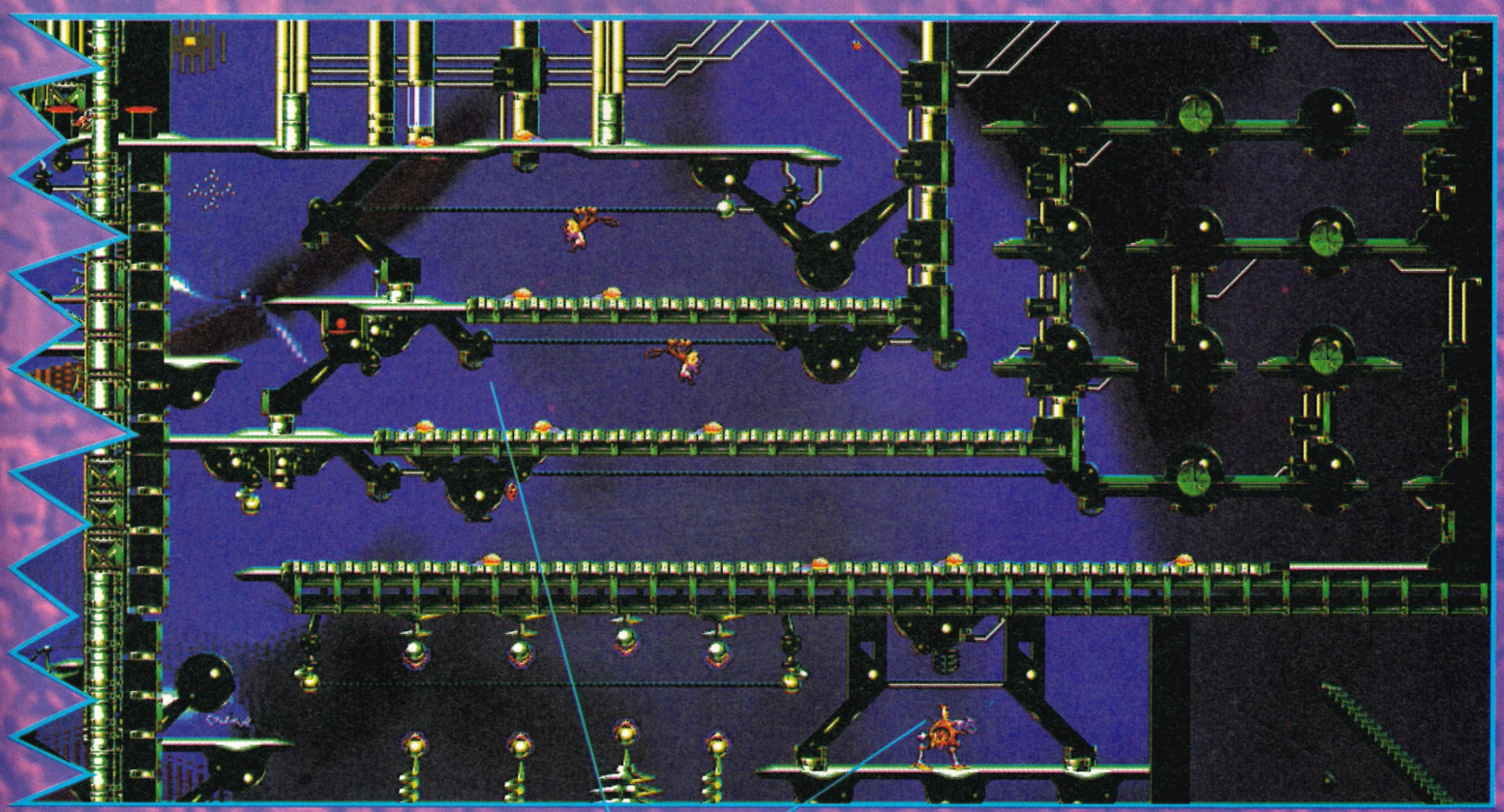
EARTHWORM JIM

Welcome to the second and final installment of our huge *EarthWorm Jim* Solution. We will now take you right through to the end of the game with all the best tips and cheats available to go alongside our extensive and exclusive maps.
So grab your Plasma Blaster and whip, pull on your power suit and make the enemies eat dirt as we conclude the guide to this insane action-packed platform stormer!

Jump into this hidden door and you will be taken away to a hidden level entitled *Who turned out the lights?*.

Stand on this teleport pad to warp yourself to the next part of the level, but first jump over it and pick up the ammo.





It's best really to run through this section as fast as you can. As soon as you stop for anything, a swarm of eyeballs will close in.

To kill the chicken, whip the target to drop bombs on his head. Obviously, you must keep moving around to dodge his egg attacks. After you've killed him you will have to shoot him 20 times or more as he falls downward.

FOR PETE'S SAKE

Blast these flying saucers away before they pull you in with their tractor beams and Pete the pup walks straight past you.

Level 6.1



Tilt the seesaw down so that Pete can get on board, and then quickly jump on the other side to catapult him over the gap.



Grab the bonuses while you can as they are few and far between on this level. Blast the Tentacles just after you whip Pete, while he is in mid-air.

Let the dog get caught on the hook and jump ahead to clear the way for his landing. Shoot anything that moves and grab the bonuses as you go.

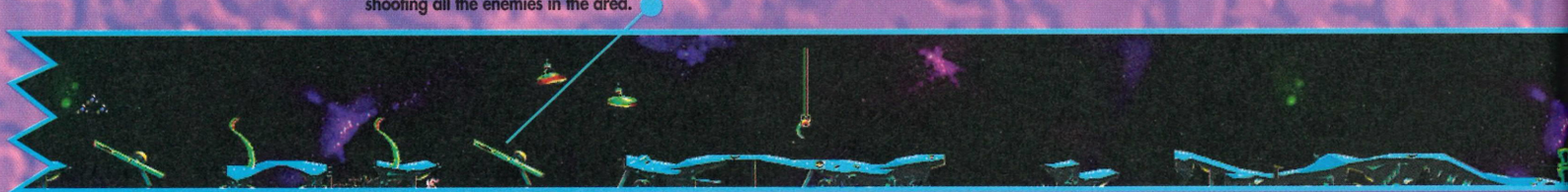


Stay on this platform until the pup passes you and walks to the right hand edge. Now whip him over to the next platform and quickly jump after him.

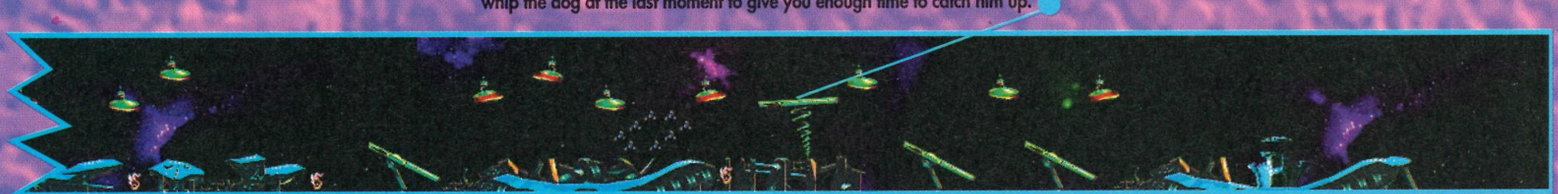
Level 6.2



By now you will be used to the jumping pattern so concentrate on shooting all the enemies in the area.



This is the stormiest section of the level. Move quickly to shoot away the saucers and whip the dog at the last moment to give you enough time to catch him up.



Step on the platform to make it come down so that little Pete can walk across safely. Make sure you shoot all the saucers before the next gap.



You must be really swift in this section, with Pete only having to take a short walk to each edge. Whip and move quickly so that you can stay ahead of the dog.

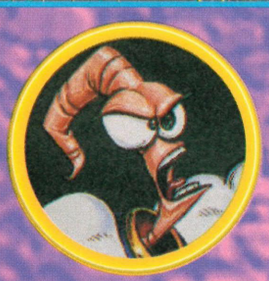


Whip the doggy at the last possible point and you will send him clear over the next platform and onto the larger one to to the right.



Jump ahead of the doggy at this point so that he falls onto the second platform at a lower point. Now whip his butt over to the next plinth.





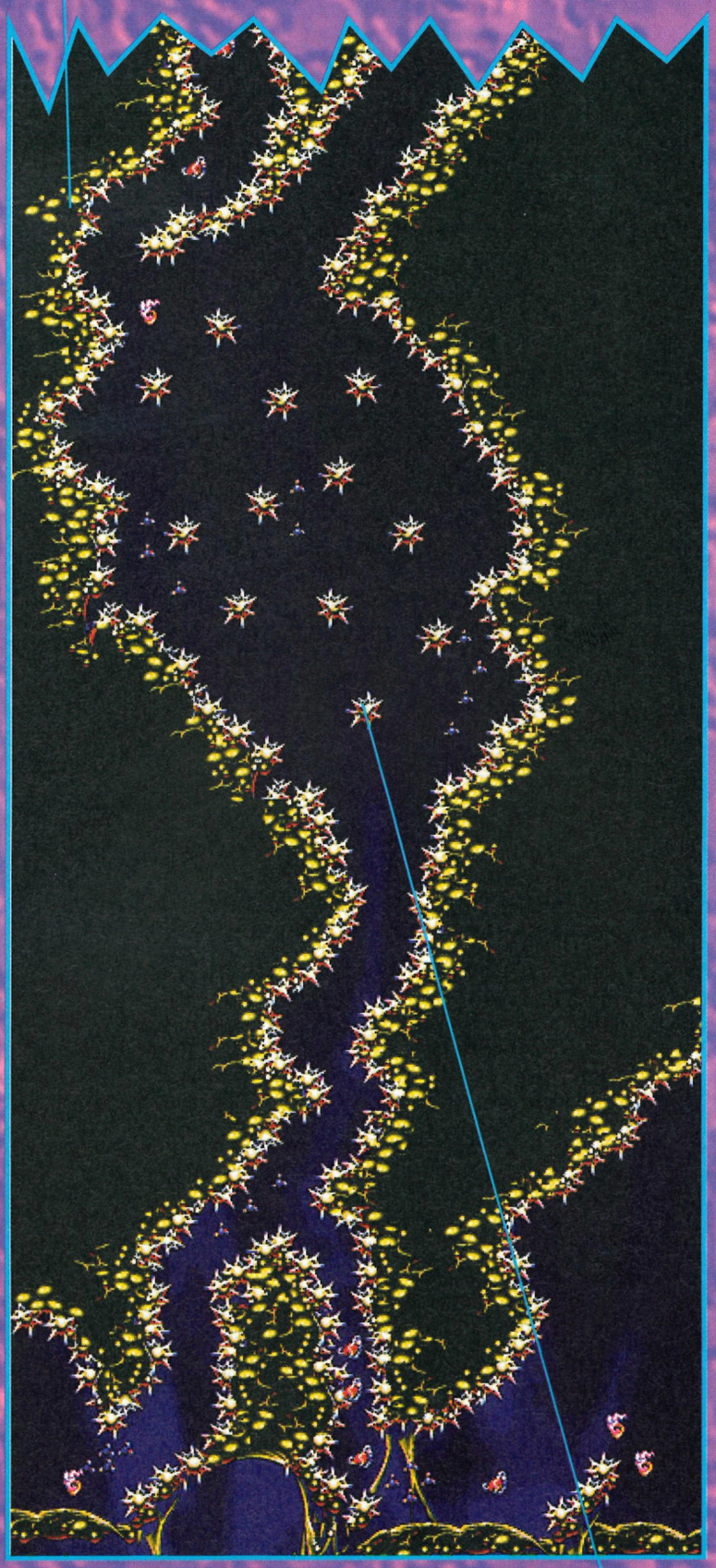
We all like a shaggy dog story but this is one little mutt that you could do without. Every time you let Pete the Pup fall down a hole, he will grow into the Hound of Hell and swallow you whole and spit you out at an earlier point in the level. Whenever the little whipper snapper comes to a gap, whip him for his own good and he will fly into the air, landing over the gap. If only it was that simple! Flying saucers and man eating tentacles dog your every move so zap them away before sending Pete over to them.This level is a nightmare so prepare for plenty of practice!



INTESTINAL DISTRESS

Level 7

Keeping afloat in this intestinal nightmare is the order of the day if you want to survive. The walls of the giant guts are littered with energy sapping spikes that harbour more sinister enemies than ever before. Try to float for as long as you can near to the top of the screen so that you can have a split second or two to see where the channel is leading to. Be ever ready with you laser gun and whip to zap the enemies as they enter you air space.



Free falling is a dangerous business so keep you wits about you and try to steer into the channel as early as you can. You can afford some energy loss but you won't last forever.

You will be shunted around like a pinball at this point if you simply try to plough straight through the middle. Float for as long as you can and then try to squeeze through the right hand channel.

ANDY ASTEROIDS

This is a fast and furious section to get through, with a battle against the Psy-Crow between each fast moving level. Grab all the icons you can as you hurtle through space, stocking up on Shields as you bound through the Asteroid fields on the back of an Atomic Accelerator. Move through the space tunnel with speed, always moving to dodge around the Asteroids but always looking to move closer into the middle of the void to pick up the bonuses as they reach you. Unless you are an expert pilot, this level will take a lot of practice to master, but count your blessings as more dangerous obstacles are heading your way in the later levels!















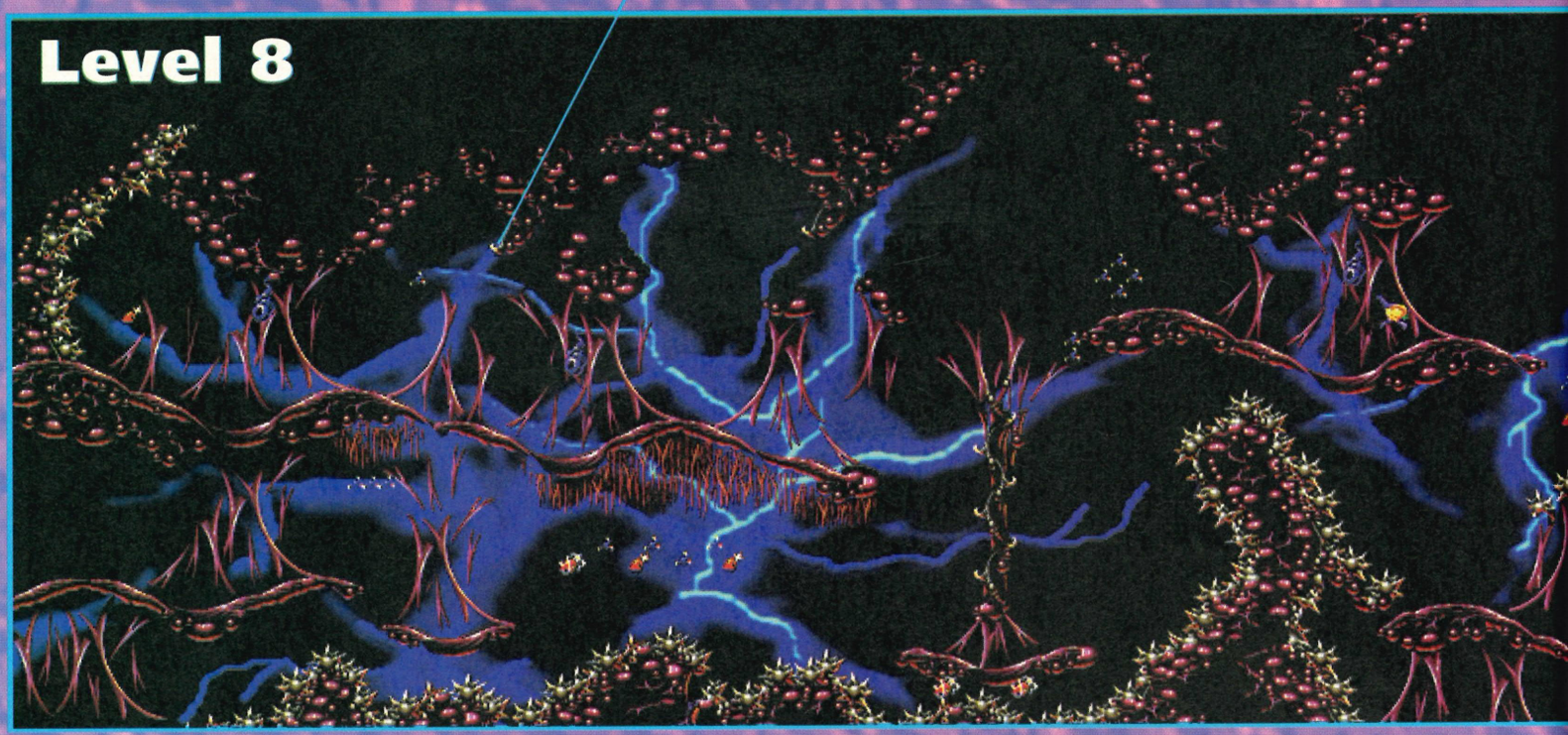
CHEATS

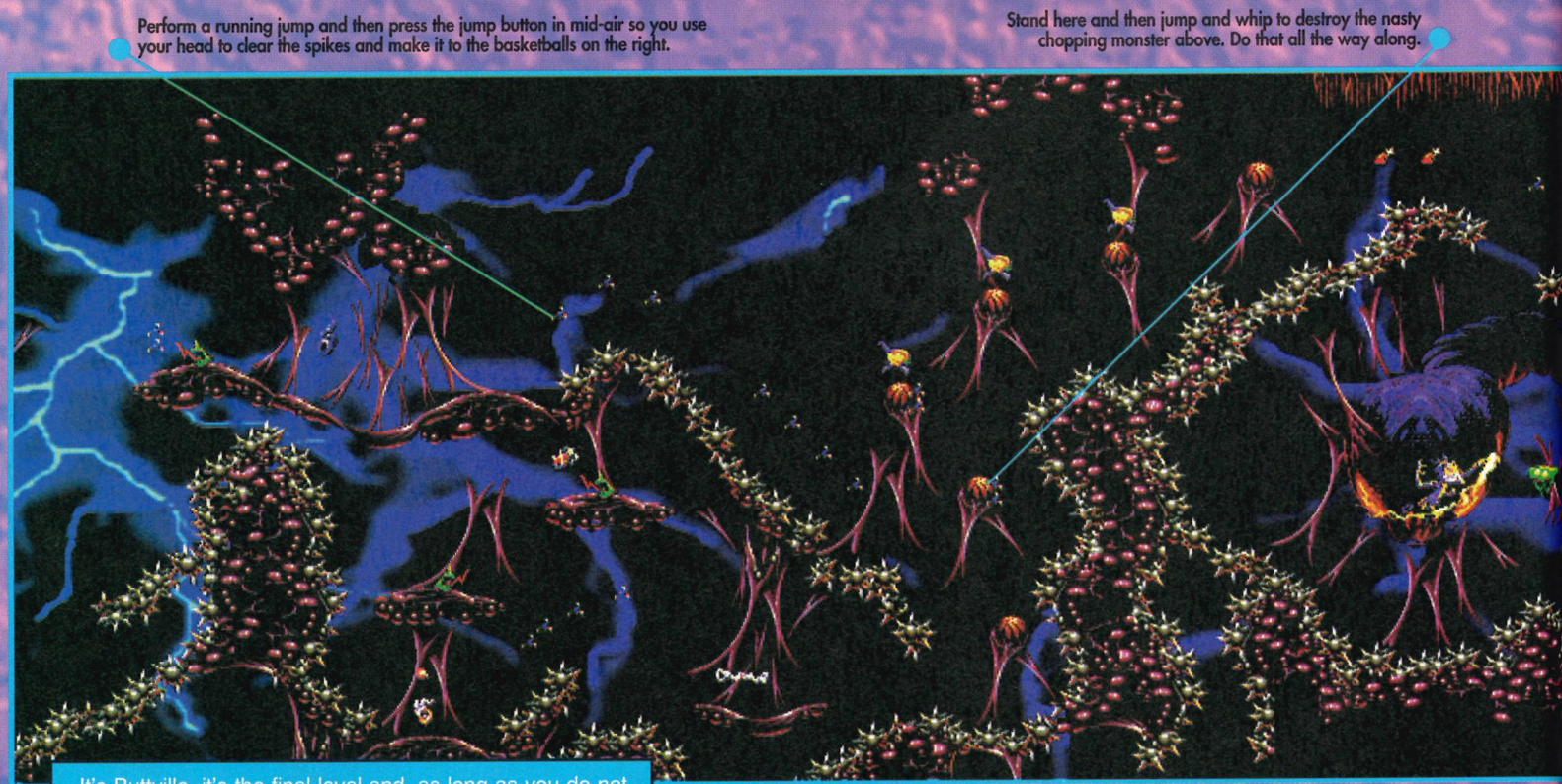
David Perry Personal Cheat

Pause the game and press A & Left together, B,B,A & Right together,B,B, A and Unpause. You will now uncover a level select and cheat mode screen.

BUTTVILLE

Level 8





It's Buttville, it's the final level and, as long as you do not panic too much, you should proceed without too many problems. Take your time and follow the logical route, shooting and whipping everything that comes at you. Wriggle your way down to the final guardian, The Queen Slug-For-A-Butt and, on defeating her, you will be deemed victor until the release of *EWJ II of course*, but that will be a totally different can of worms altogether!

Cartridge supplied by:
VIRGIN,
Tel: (081) 960 2255

SUMMARY

GAME NAME: Earthworm Jim
TIME TO COMPLETE: 1 Week
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 8
CHALLENGE RATING: Medium

Jump off the edge and then use your head to weave your way past the spikes to land safely below.

It's time for a highly annoying climb using hooks again. It's hard, but all we can say is you have to be quick on the turn and quick on the whip, so to speak!



You can't hang onto the vines forever, so catch the hook with your whip and swing right onto the Queen's back where you will find a continue.

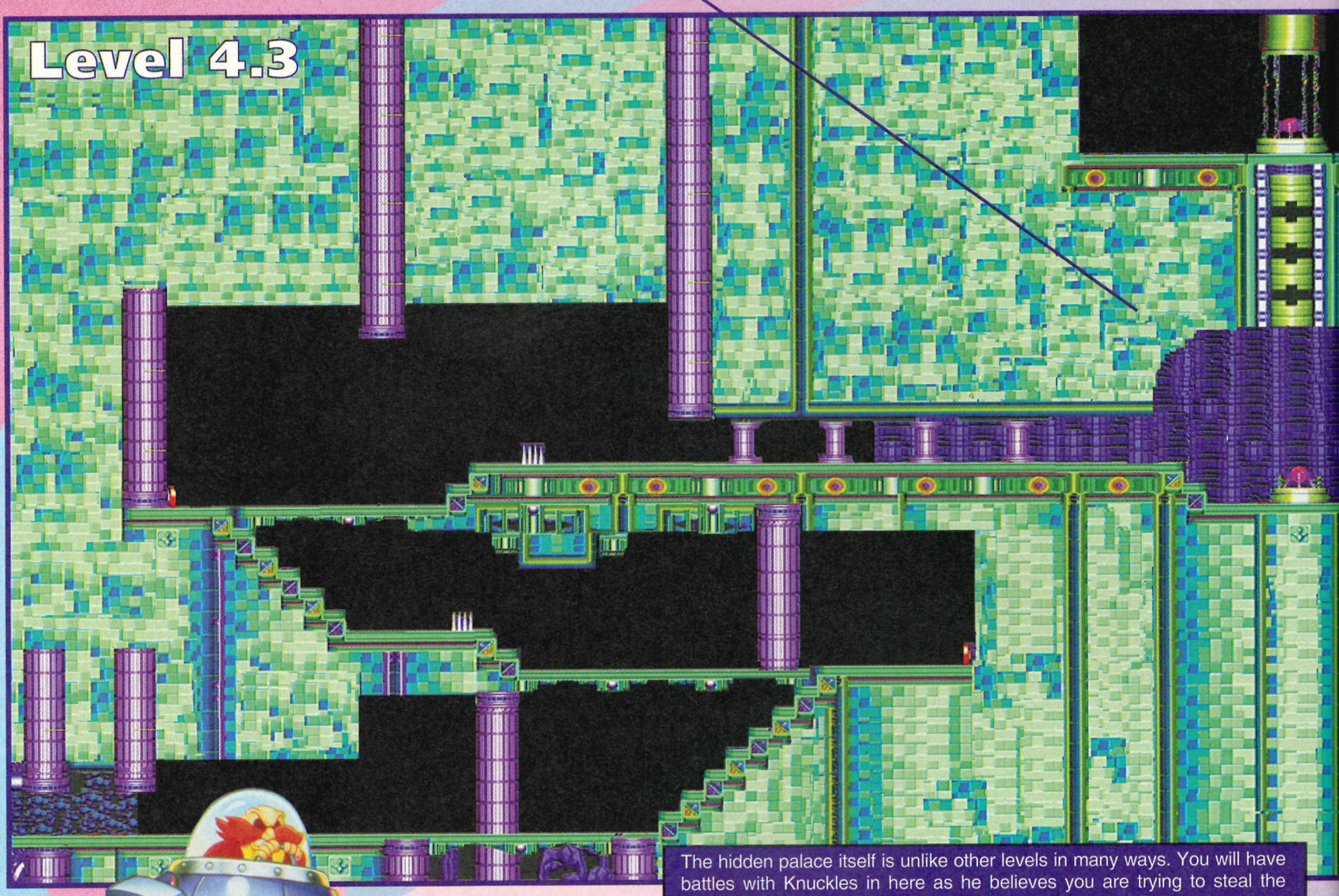
Fire upwards as you glide along underneath. Once you're past the butt, jump back right and repeat. After a while you'll have to dodge the spiked platforms so watch it. The quicker way is one mega blast right up the butt!

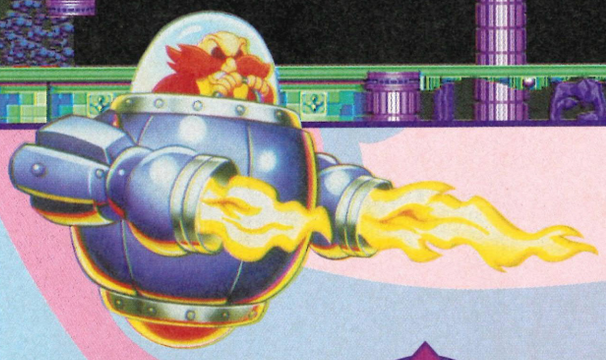


As you rotate around the Queen, fire in short bursts from the right, then top, then left and finally from below to get rid of the bees. Use controlled bursts otherwise you will run out of bullets. As long as you keep the bees at bay you should defeat the Queen after going around about 15 times.



HIDDEN PALACE





The hidden palace itself is unlike other levels in many ways. You will have battles with Knuckles in here as he believes you are trying to steal the emerald. Eventually however he learns who the real baddie is and attempts to have a pop at Robotnik in his flying pod. The gameplay is still frantic and fast but now and again the game takes over in order to show you a snippet of plot and give you an idea of what's going on. The palace is quite beautiful and decorative and this is a cool place to hang out. Prepare to be sucked up, spat out and generally tossed all over the shop. Yes, playing in the hedge is a thing of the past for modern day rodents. Nowadays Hedgehogs expect more out of life than grubs and a saucer of milk!

It's time for the next gripping installment of that all time classic solution, *Sonic and Knuckles*. This titanic game goes from strength to strength with every level. New problems and varied gameplay ensures every hedgehog lover has his hands full. Lots of scenic landscapes make for pleasurable visuals and the problem solving is fast and fun. Alas, if you're playing as Knuckles you see the end of his game in this issue as he battles it out with a robot Sonic, but the real hedgehog has a long way to go and will appear for the final time next month, so keep 'em peeled!

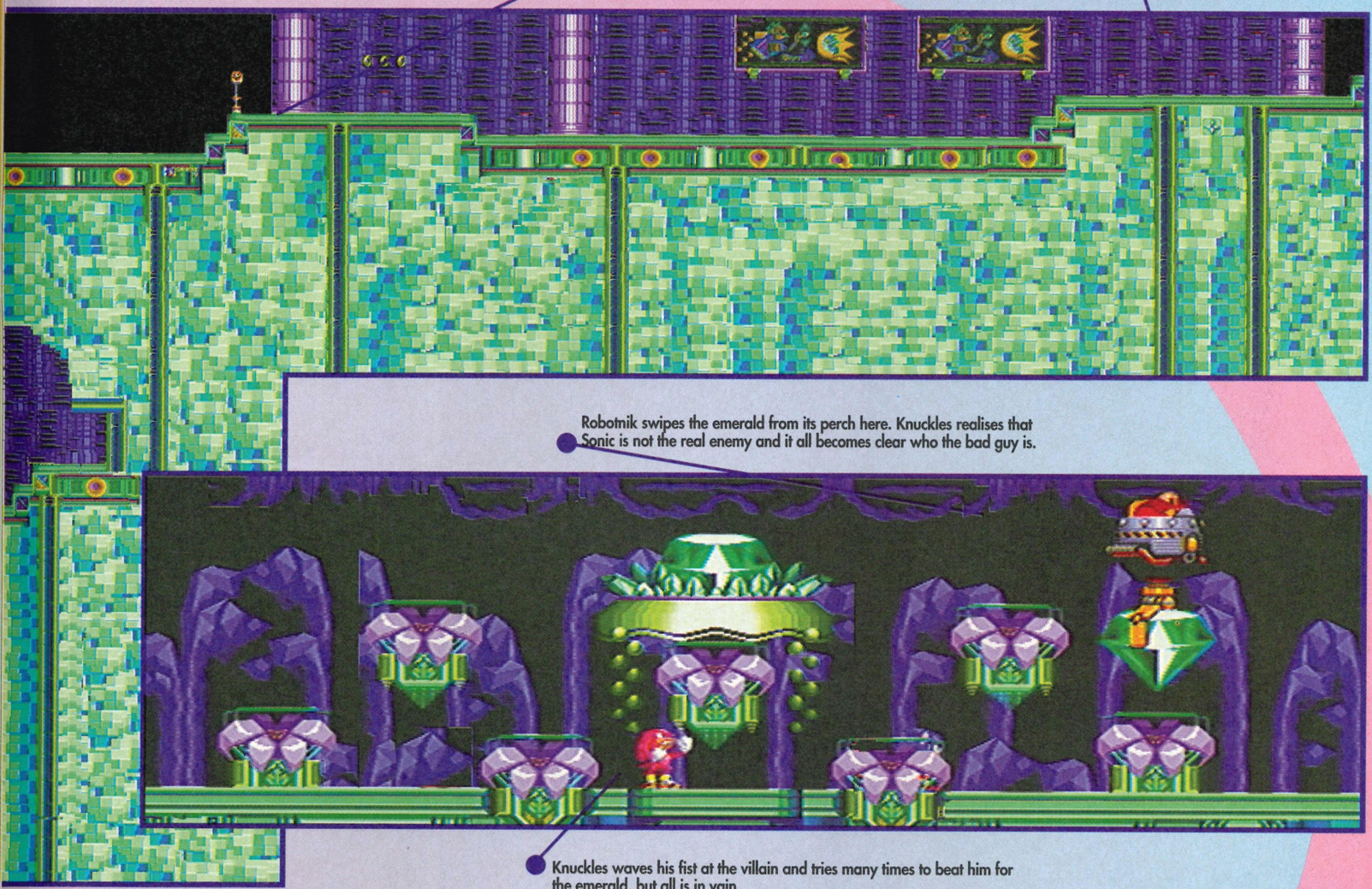
MEGA DRIVE

SEGA ● PLATFORMER

SONIC & KNUCKLES

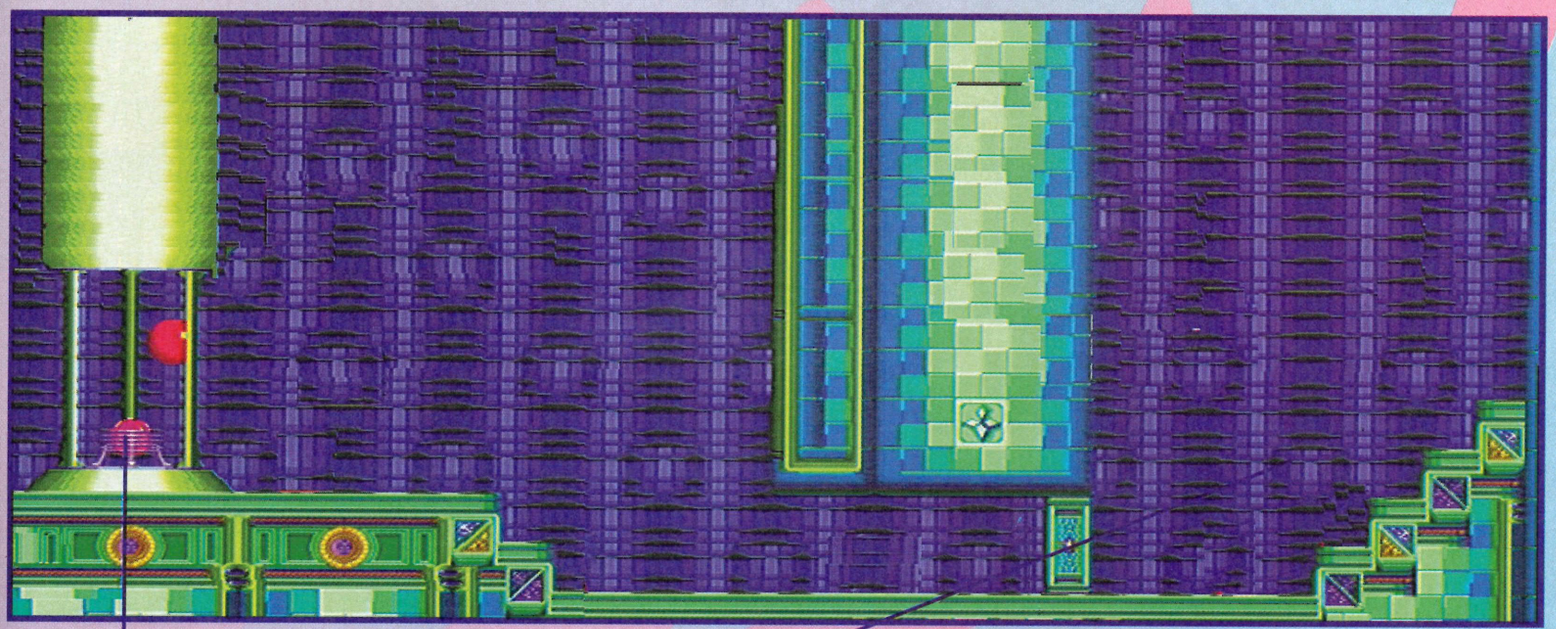
Bash this position marker so you can avoid backtracking.

The game turns into a story board any minute and you can sit back and just watch the action for a moment or two.



Robotnik swipes the emerald from its perch here. Knuckles realises that Sonic is not the real enemy and it all becomes clear who the bad guy is.

Knuckles waves his fist at the villain and tries many times to beat him for the emerald, but all is in vain.

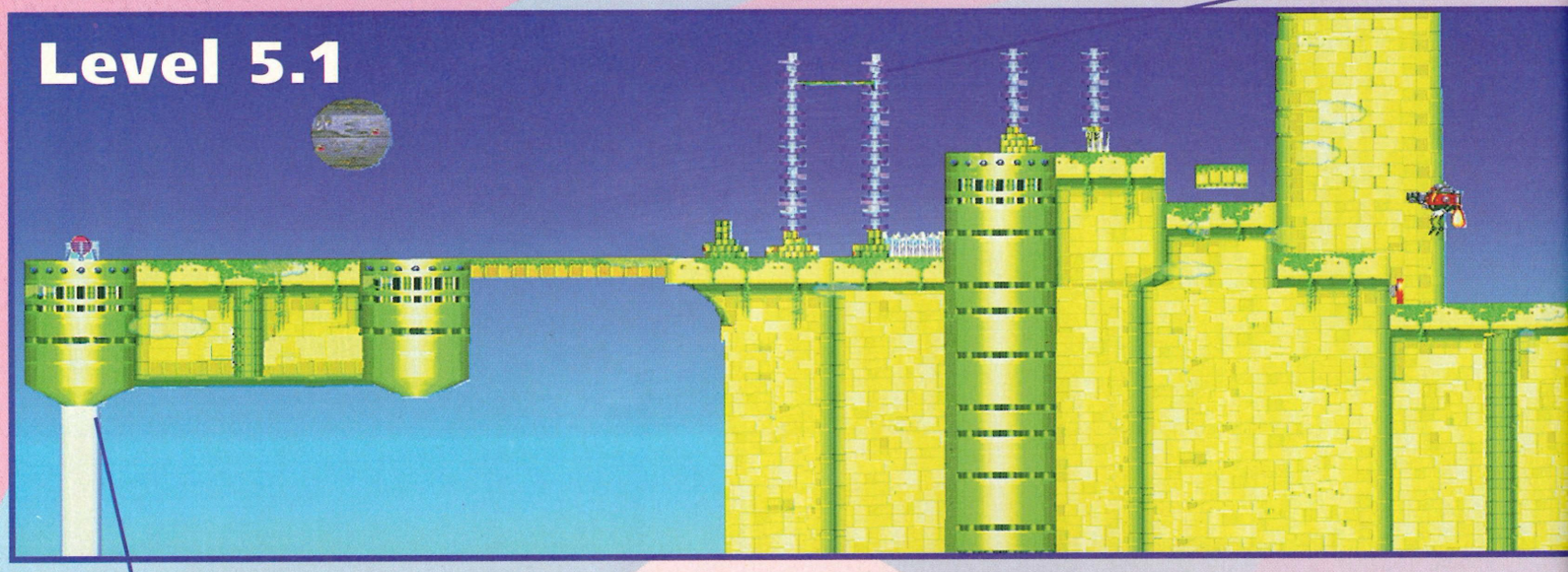


Beam up via this device to the next level. The action is pretty much automatic here but be ready to take control of the pad when you are sucked up this tube.

The two heroes at last join forces and stop their quarrels. Robotnik makes the ground under their feet collapse and they go tumbling down this shaft to another door.

SKY SANCTUARY

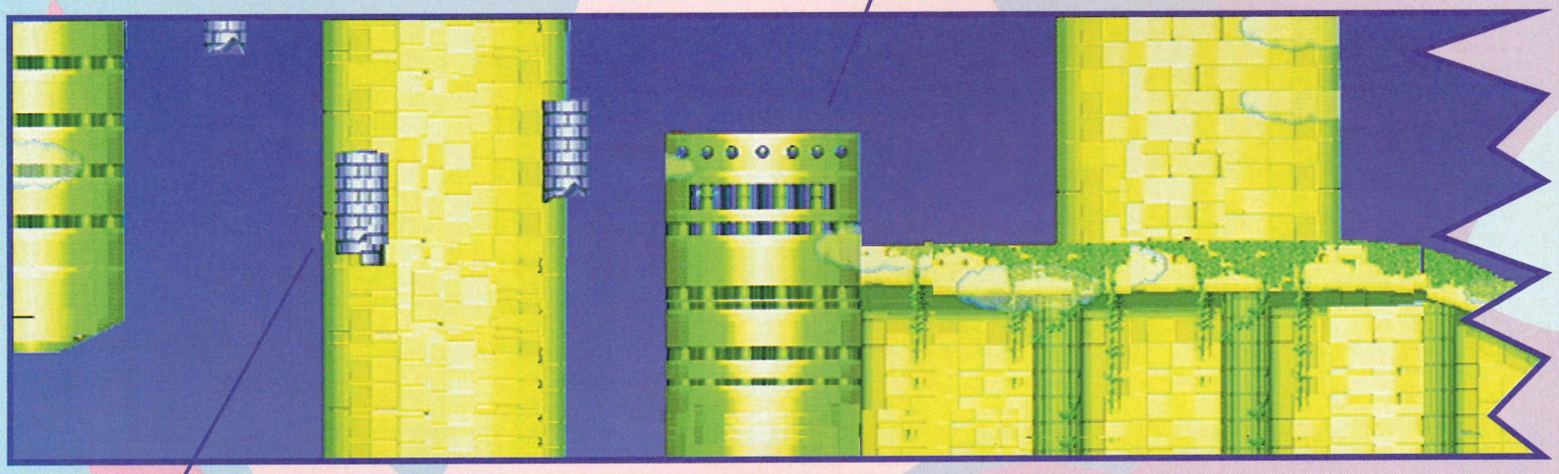
Level 5.1



Grab hold of this bar and allow it to take you high enough to leap clear of the spikes. It's all about timing and shouldn't prove too tricky.

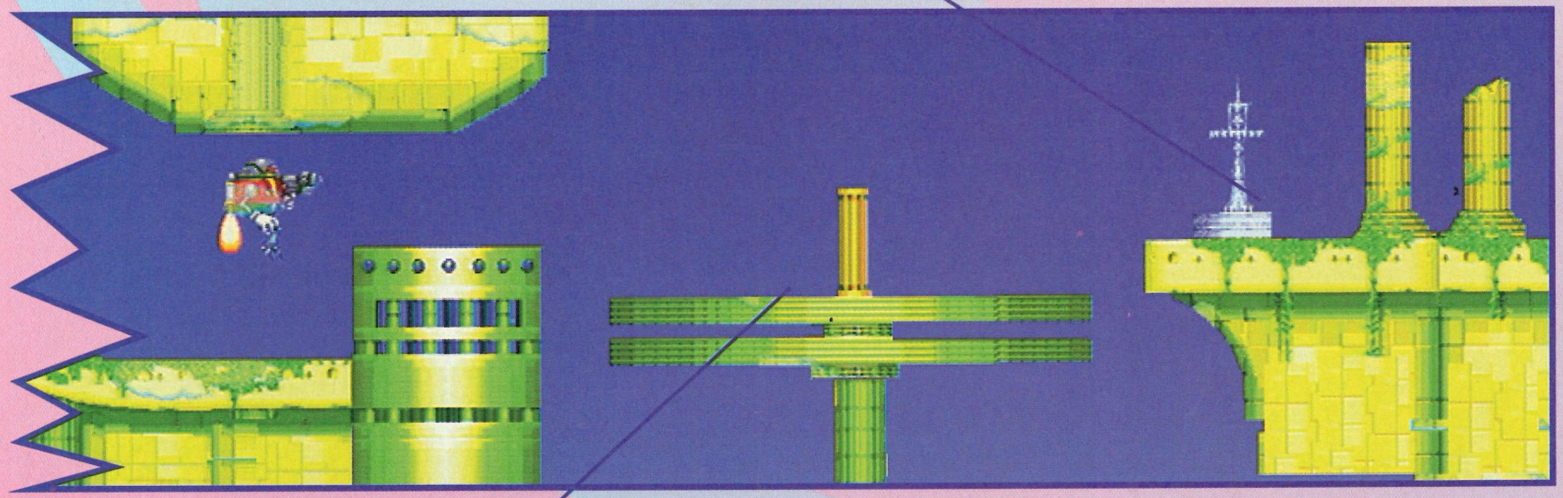
Sonic and Knuckles beam up to this structure to begin the level. Robotnik's Deathstar-like home can be seen in the sky in the background.

These columns rise and fall and Sonic has to wait for the pillar to be within jumping reach before he can continue along this otherwise very fast level.



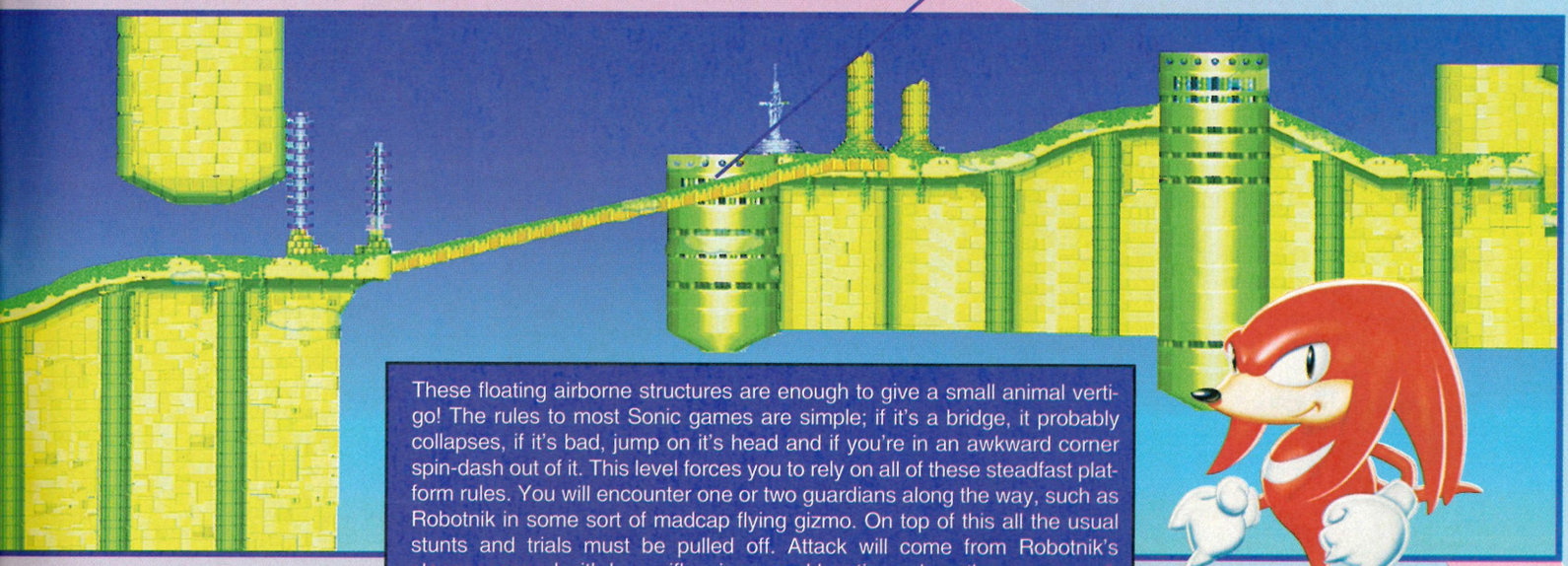
If you do fall from any collapsing platforms and levels further on in the game, there is a good chance of survival as you may hit a level down below.

Fountains are purely for aesthetic reasons so do not waste time by attempting to use them in any way. This applies even if you're caught short!

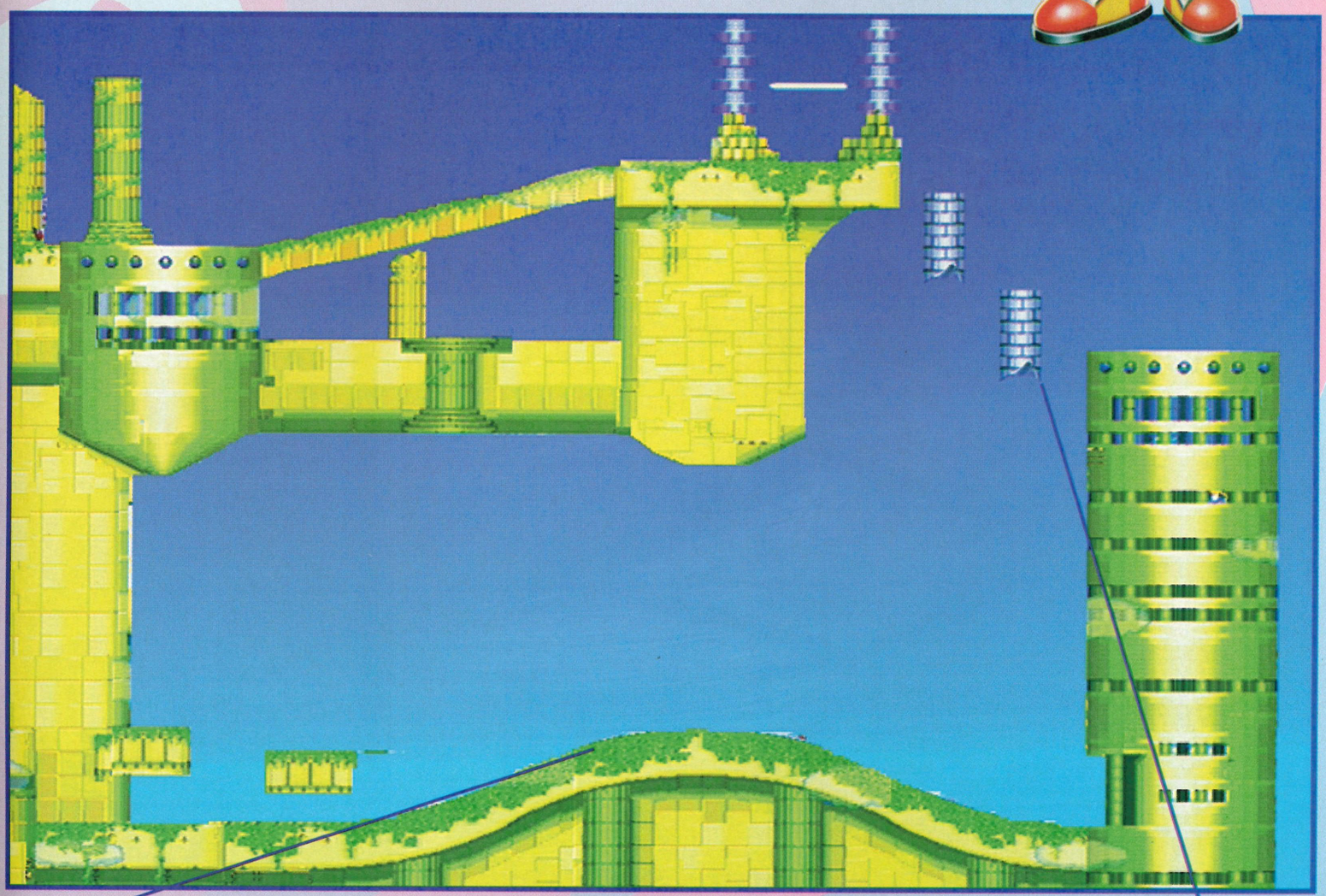


These turntables may get you in a right spin. To leave them, stand on the edge and jump as you swing around to the ledge.

Sonic has seen his fair share of collapsing bridges and so this one should pose no challenge to the experienced Sonic gamester.



These floating airborne structures are enough to give a small animal vertigo! The rules to most Sonic games are simple; if it's a bridge, it probably collapses, if it's bad, jump on it's head and if you're in an awkward corner spin-dash out of it. This level forces you to rely on all of these steadfast platform rules. You will encounter one or two guardians along the way, such as Robotnik in some sort of madcap flying gizmo. On top of this all the usual stunts and trials must be pulled off. Attack will come from Robotnik's stooges, armed with laser rifles, in several locations along the way.

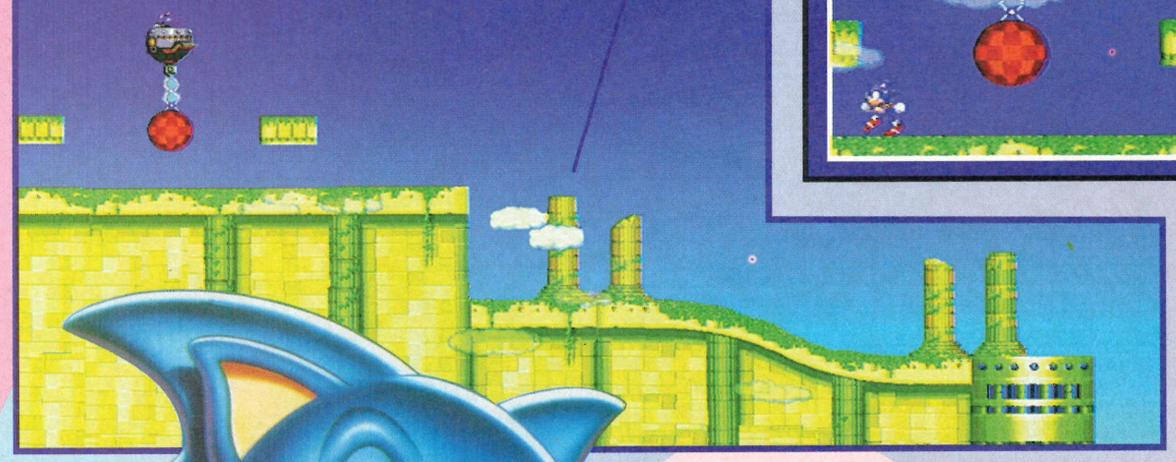


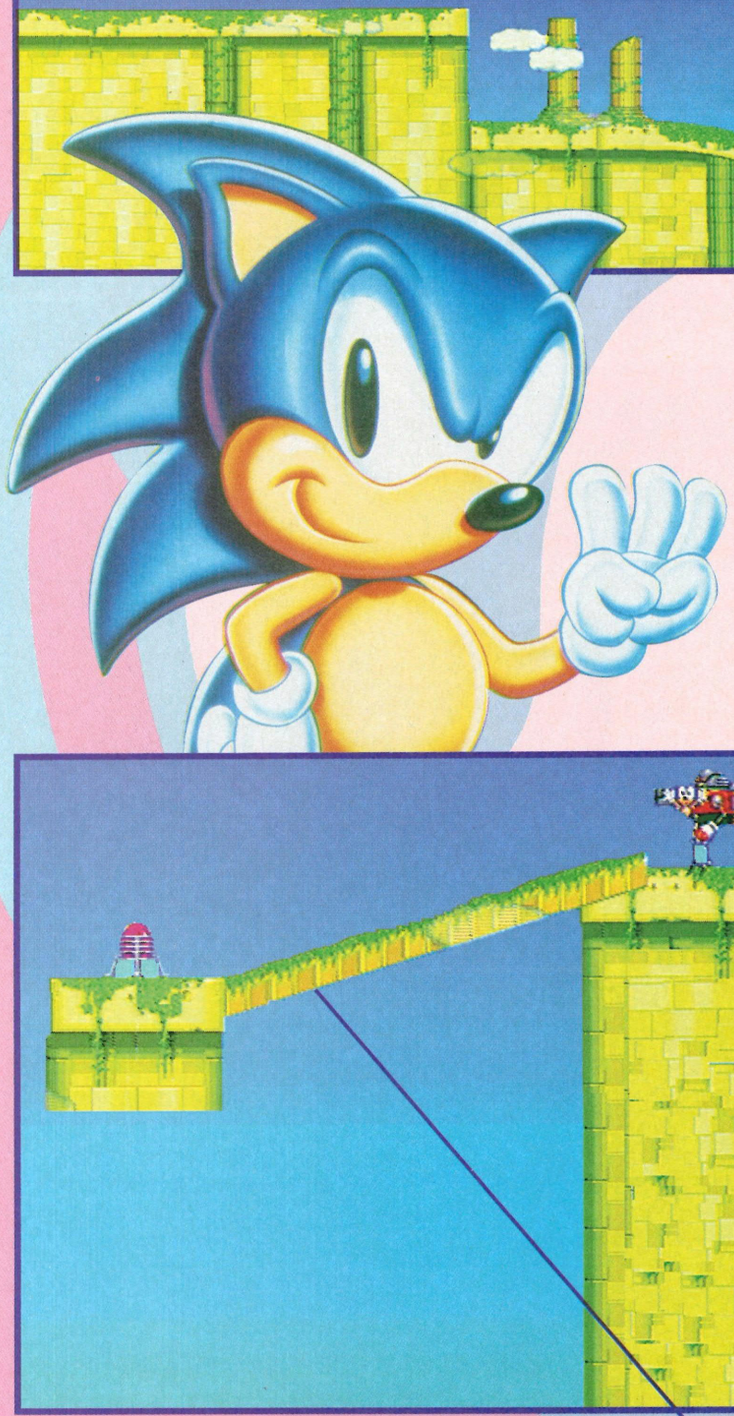
Use these smooth hill sections for building up speed to keep your momentum going throughout the section.

These suspended columns also fall to pieces as soon as you lay a foot on them, so make sure you are always moving in this ever so fragile area.

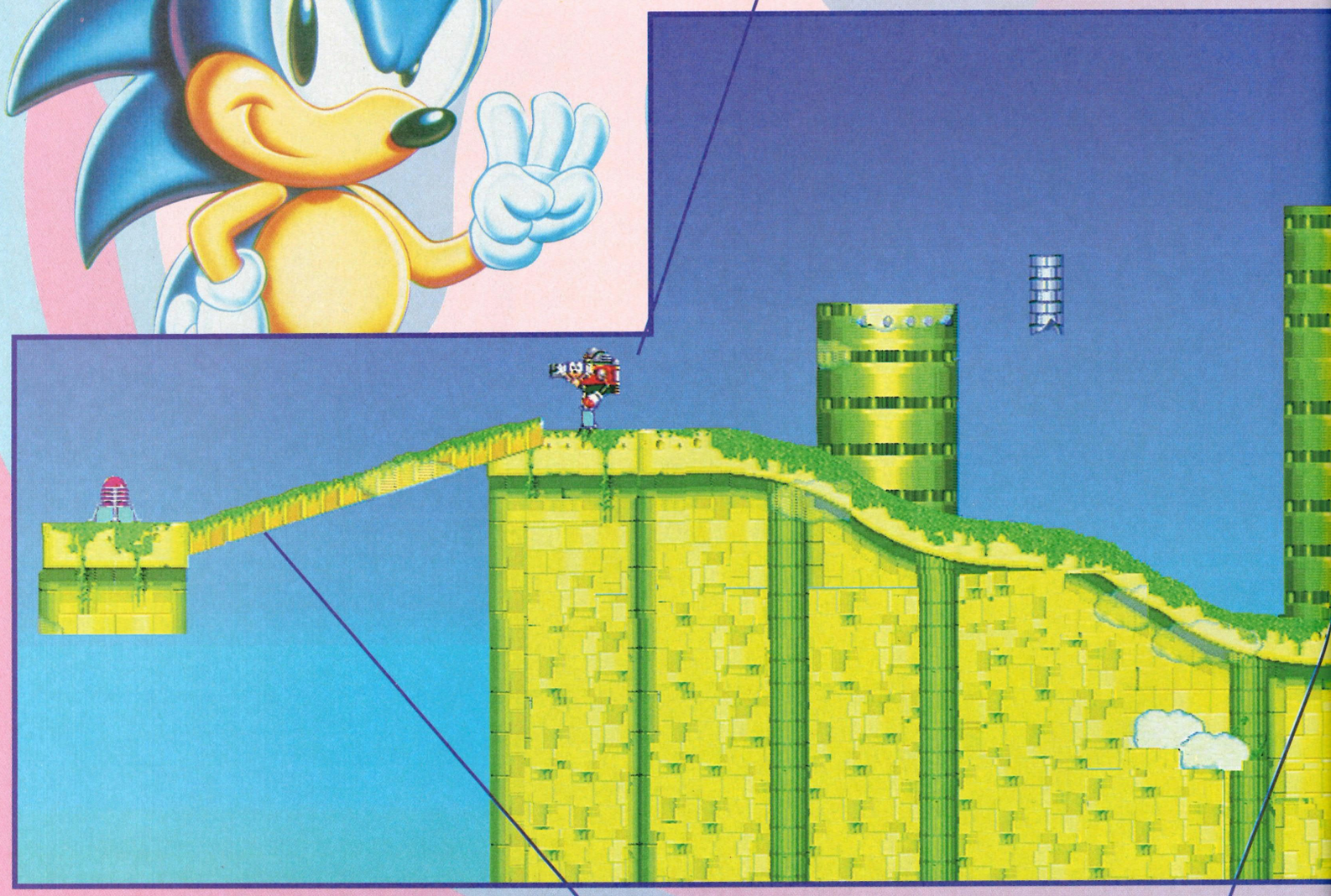
Bounce off these fluffy clouds to make it to the higher platform.

Level 5.1 Cont.



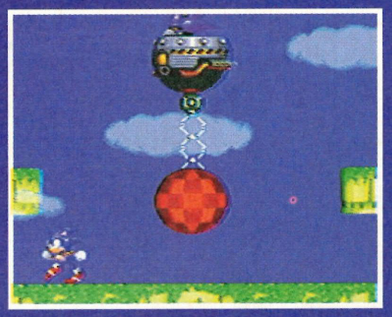


Jump on his head or risk a laser beam up your big, blue behind.



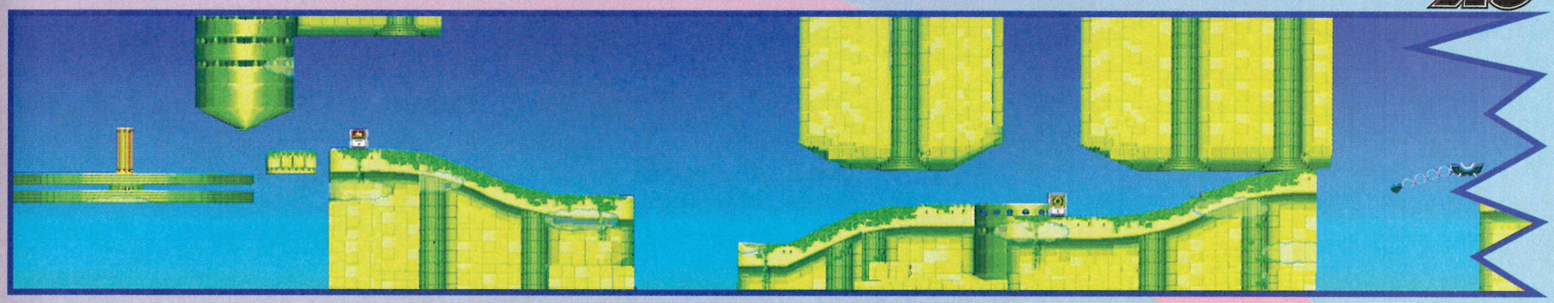
Yes, that's right, another collapsable bridge. Watch your step as its a long way down.

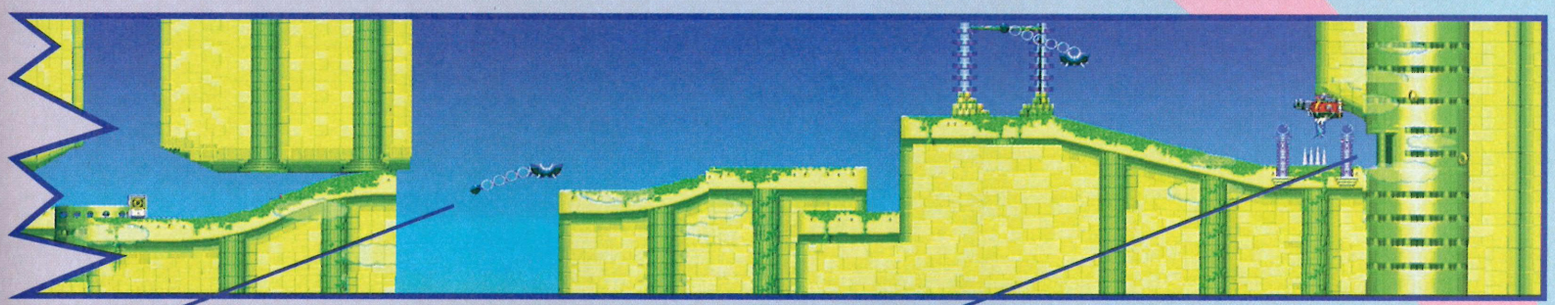
Take out this position point to mark your progress and allow you to restart here.



GUARDIAN

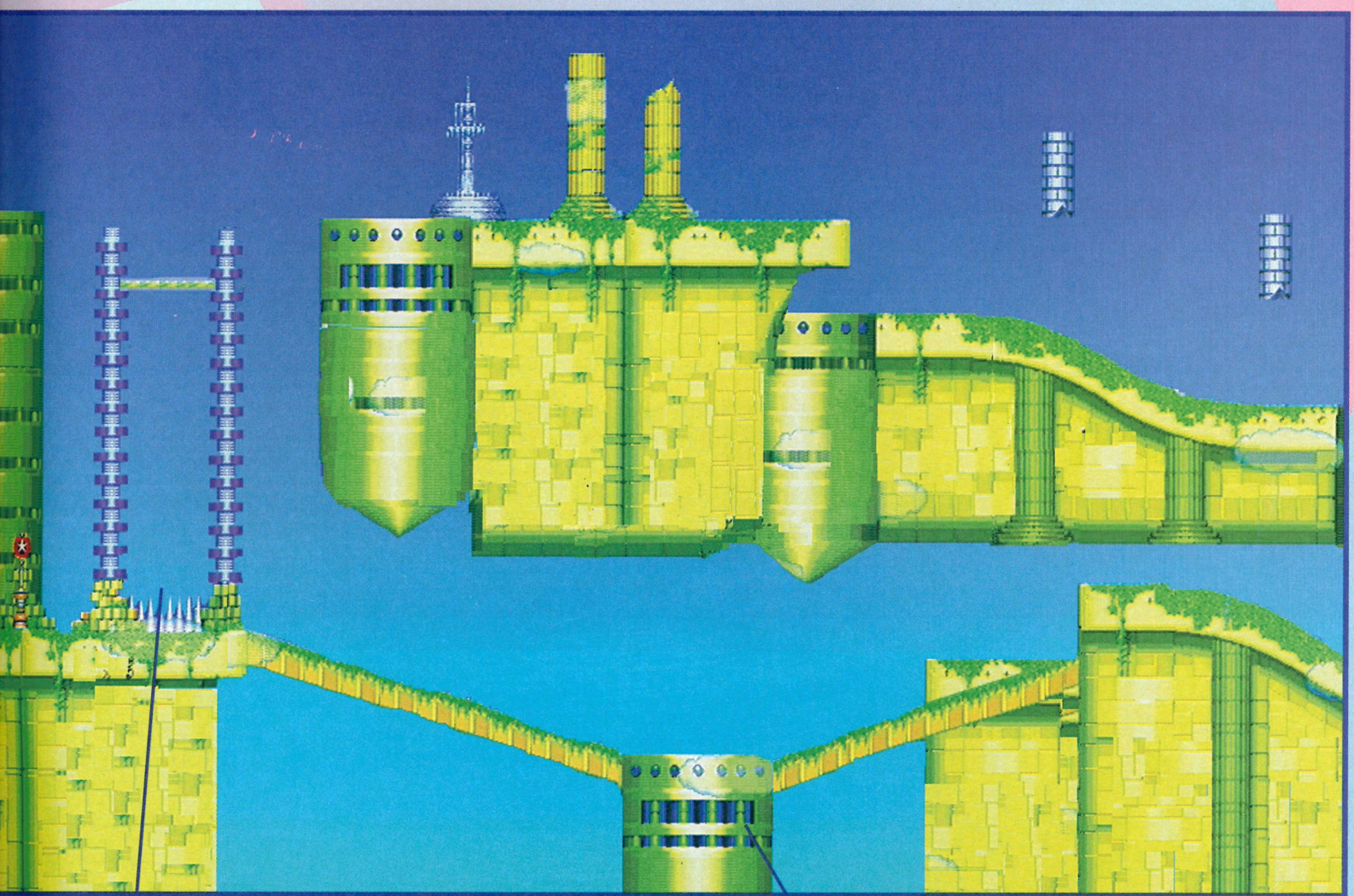
Robotnik hovers onto the scene in his deadly pod. A large red sphere swings from left to right beneath the pod. As Sonic, all you have to help you avoid the ball are the two ledges, situated either side of the screen. When the ball is just about to nudge you, leap from the ledge and pound the underside of the craft. When the hit is good the pod flashes white and after a few direct strikes the craft disintegrates with several small but devastating explosions. When you win, a transporter appears which you should get on.





You can use this swing capsule to reach the opposite platform but be precise in your aim or you'll be spiked. Alternatively, you can jump the gap if you are moving fast.

Bunnies run from this exit. That's because they are being chased by this fella. Be careful not to impale yourself on those spikes in the panic.



There are many ways to traverse the level, usually with a choice of going high or low. As warned before, if you decide on the lower route and fall, there is likely to be nothing but thin air below.

A stopping place, if you fancy a rest for a cup of coffee. Either side are collapsing bridges. Whoever built this place must have been a right cowboy builder!

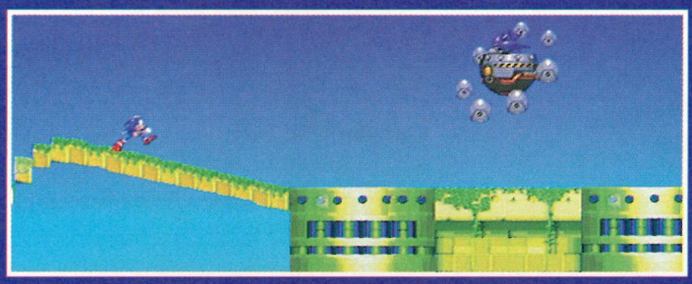
There is a Flame Shield to collect here. This allows you to have increased attack and defence, which comes in handy on these tricky levels.

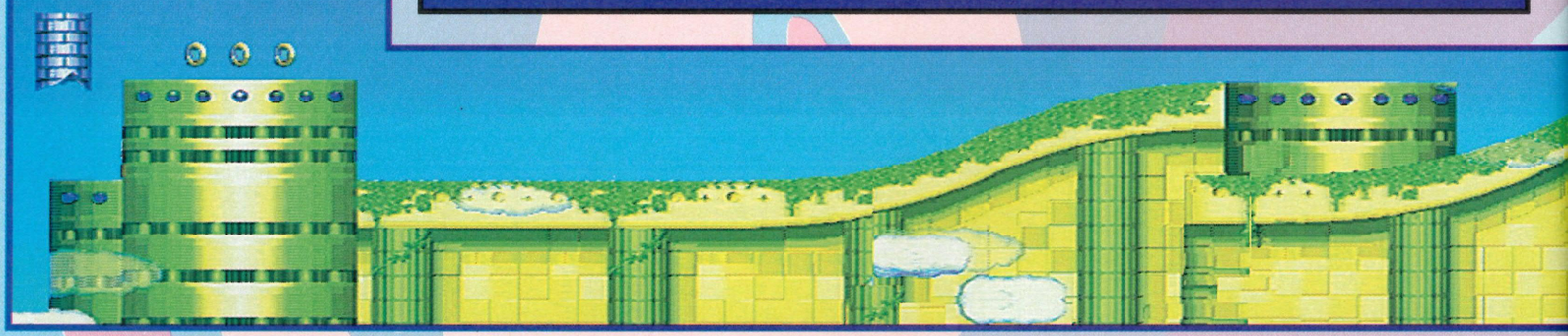
Level 5-1 Cont.



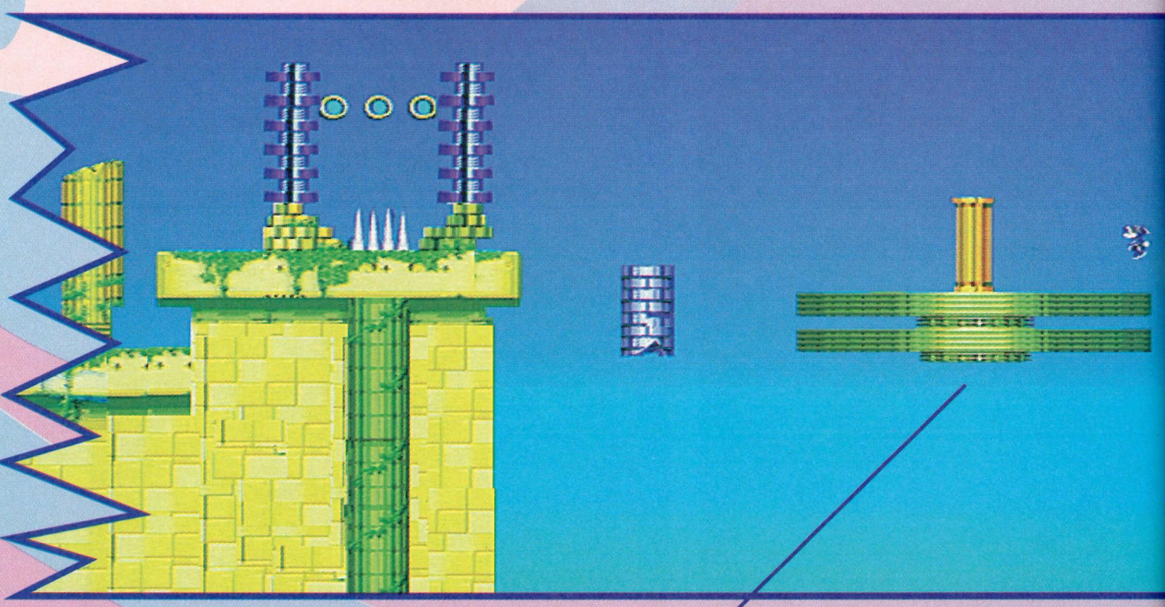
GUARDIAN

This guy has a circle of egg shaped devices revolving around him. Wait in the corner for him to come at you. Then jump over him. As he pauses after the attack continually hit him. The eggs will fall off and you can bump them out of existence.



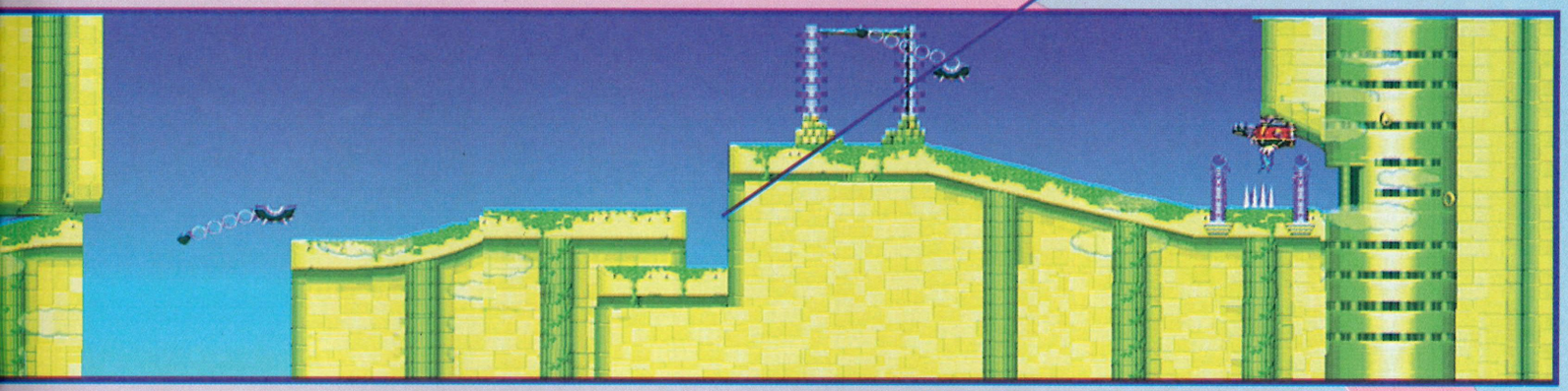






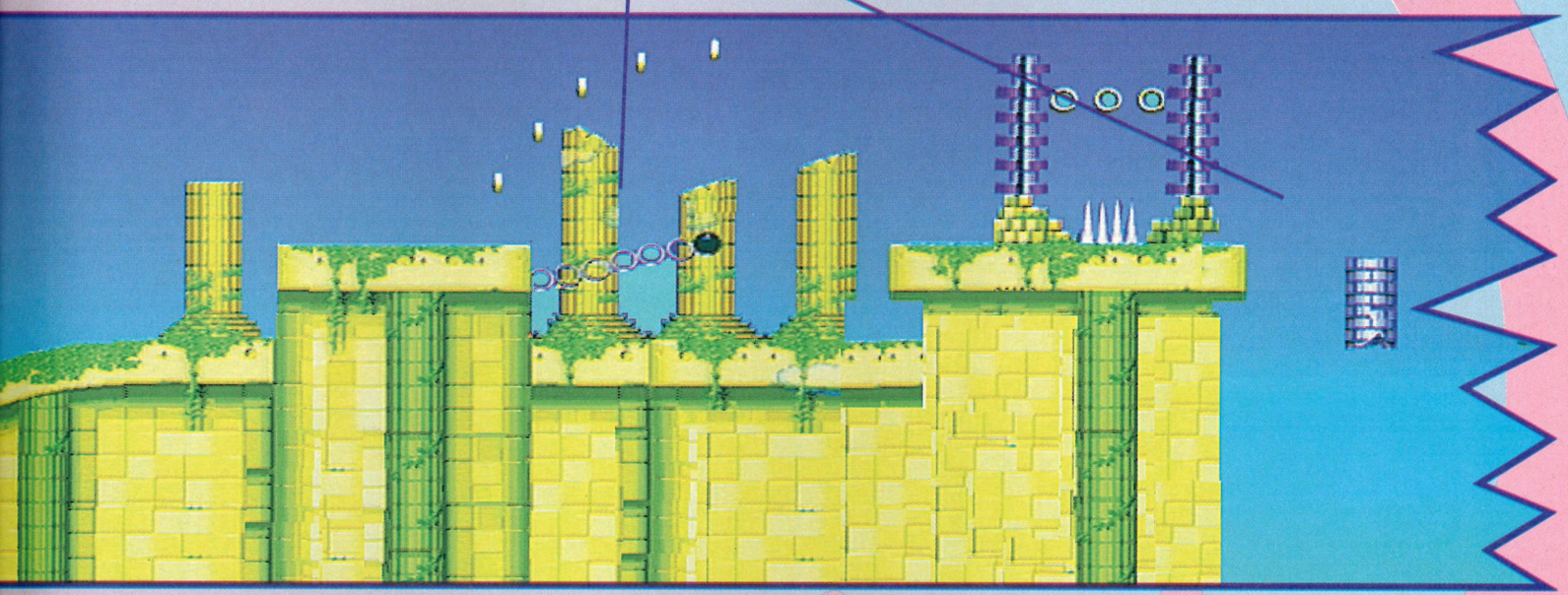
There is a double turntable, much like a single one, here. This is the last object to overcome before the next invaluable position marker.

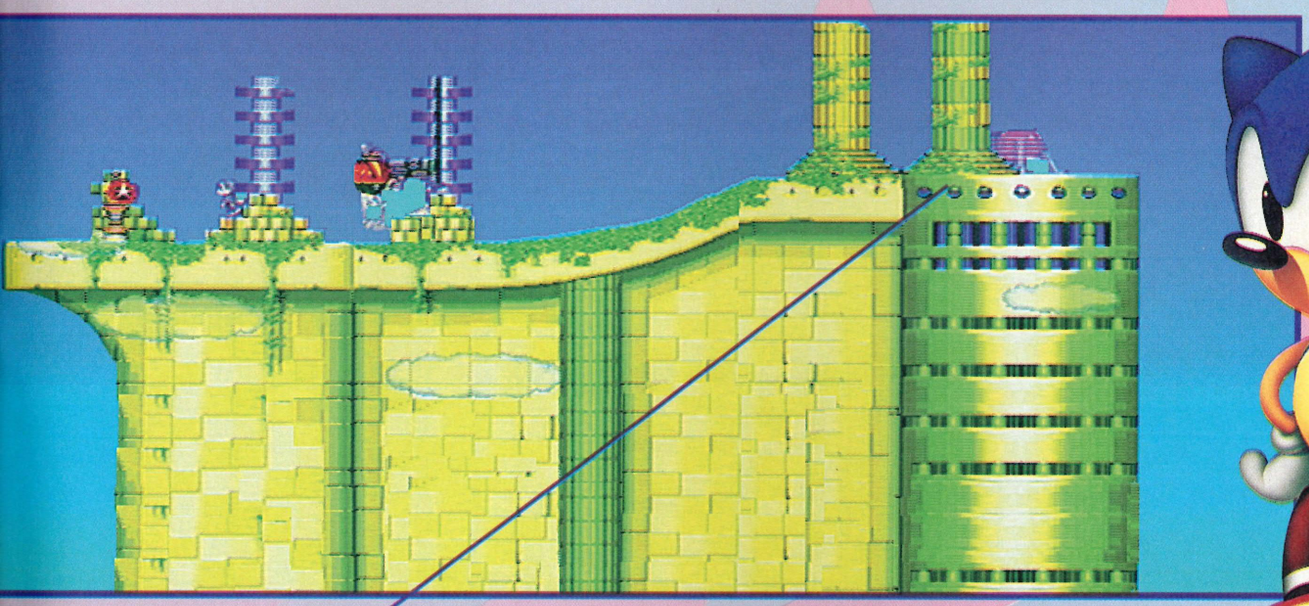
These three ledges rise and fall continuously. Time your jumps well or fall back to your previous ledge like a complete fool.



If you take the trouble to climb into this swing bucket, you will collect a good few rings for your troubles.

Yes it looks solid enough but this sad excuse for a concrete platform can't even take the weight of one of Sonic's shoes! Keep jumping or die.



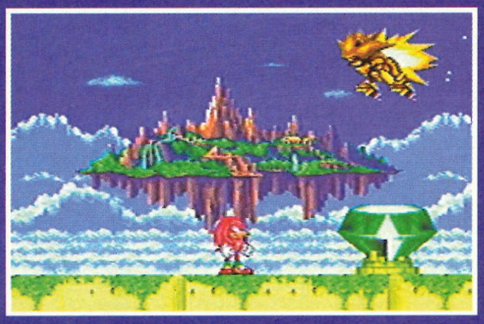


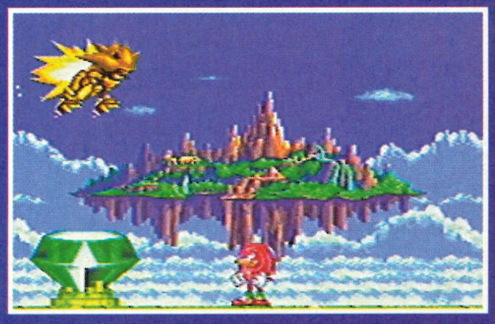
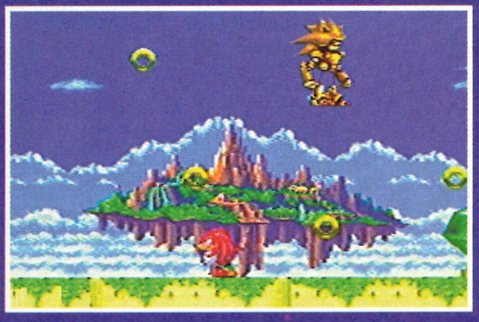


Be careful not to go too fast and overshoot the transporter at the end of this section.

Level 5-2

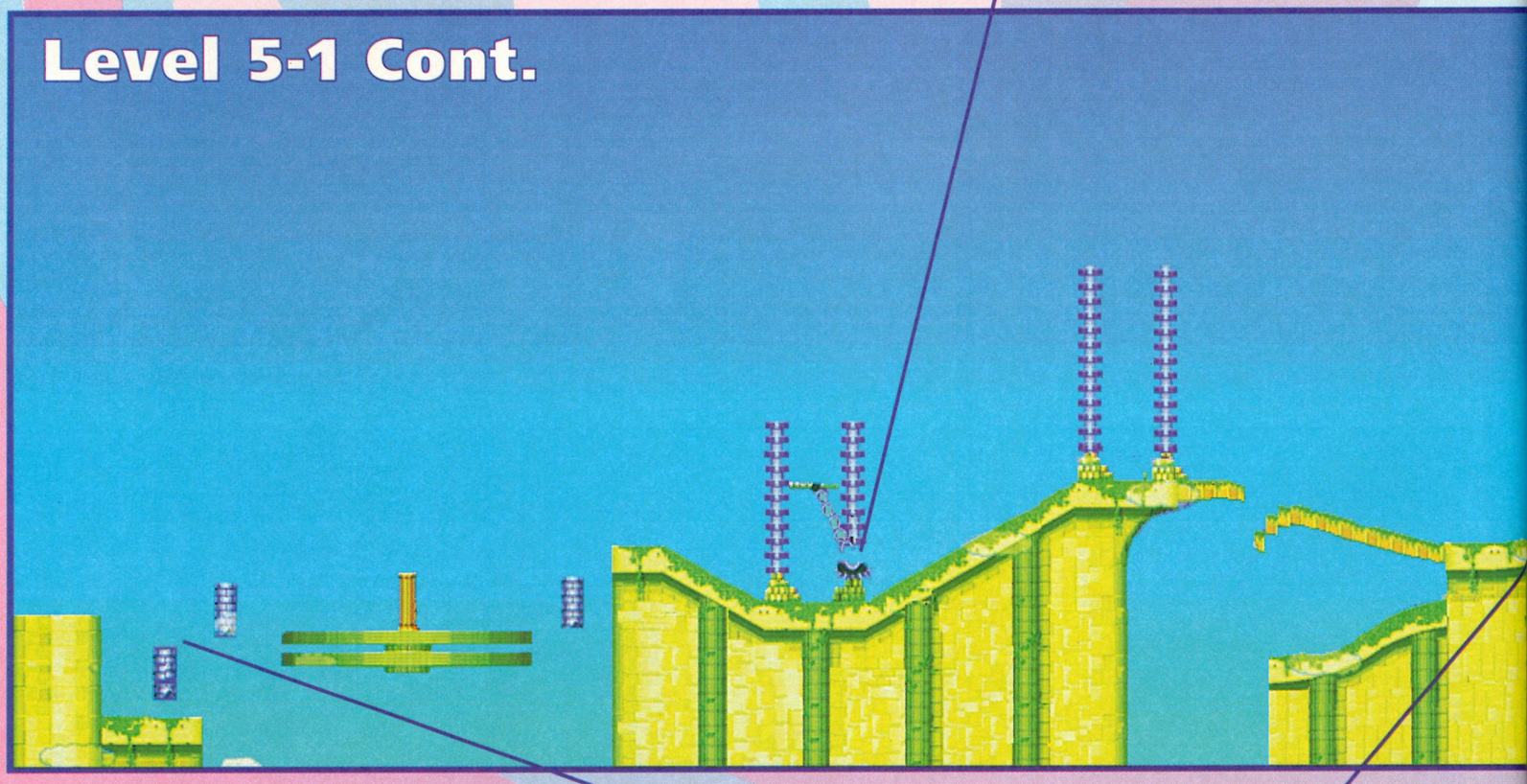
If you are playing as Knuckles then this is your final showdown. The black robot Sonic tries everything in his power to wipe you out, attempting several different phases of attack. The robot recharges on the stolen emerald. Never attack him in the process of recharging or you'll be thrown off. Be careful when he pauses, get as far away as possible, as this is when he throws all manner of fireballs and lightning at you. When you have beaten him, Sonic comes to pick you up in his bi-plane and you vanish together into the distance.


Watch out for the spiky swing. It's not very clever to speed into this!

Level 5-1 Cont.

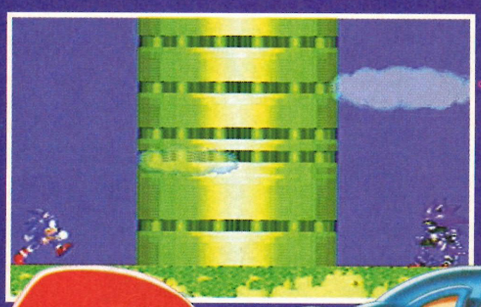


If you fall from this pillar you will still land on the platform below, so don't worry too much about accuracy.

Grab hold of this bar and gain height for the jump you have to make next.

GUARDIAN

If you are playing as Sonic there is still a long way to go. The battle with the evil counterpart Sonic is quite tough in comparison to some of the other guardians. A handy tip is if he lands facing away from you he is about to slide back to hit, so get ready to jump over his head. Lots of Spindash attacking should be the order of the day if you want to succeed.





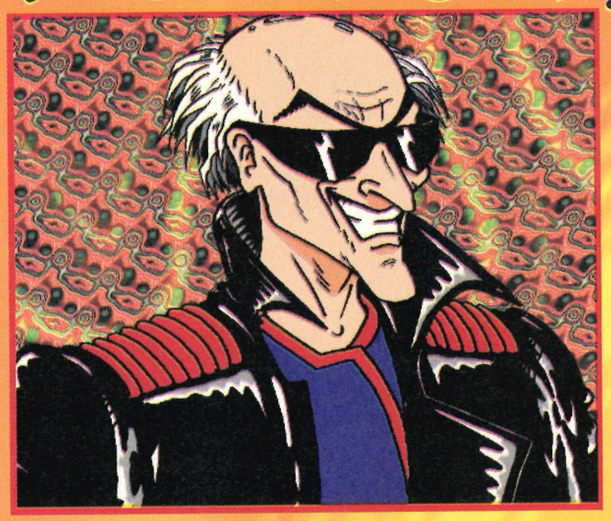
Run at full pelt up these bridges. You will not fall off the end here, as at the last minute a spring appears to rebound you up to the next bridge.

This transporter beams you to a higher platform in the level.

Wait for this pillar to come down before jumping from the hanging bar.

THE FINAL PART NEXT ISSUE (Honest!)

DOCTOR M.



"FROM OUTER SPACE, HE'S ON YOUR CASE!"

Welcome readers... is it help you wantonly desire? Well, look no further; the one and only gameplaying Time Lord is here, as insatiable and hungry for fresh, young flesh as ever. When it comes to passing on my enormous gaming knowledge to the little people out there I am second to none. Dr M is the name, although I'm also known as the Master of the Universe.

If you need help, drop me a line, stating you query and I will take no time at all to answer your feeble plea's. Anyone irritating enough may even receive a personal visit from one of my Death Squads, now wouldn't that be an enjoyable experience! Write to Dr M, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth, Dorset BH1 1NF and prepare to suffer the consequences.

WORLD OF ILLUSTION (MD)

Can you print the passwords for all the levels on World of Illusion on the MD.
Don Reardon, Crawley.

Wow, this certainly is an old game. I remember giving tips on *World of Illusion* to Noah, just before he started up his new hobby of counting animals in pairs! Anyway Don, here are the passwords, I hope you find them useful.

MICKEY MOUSE

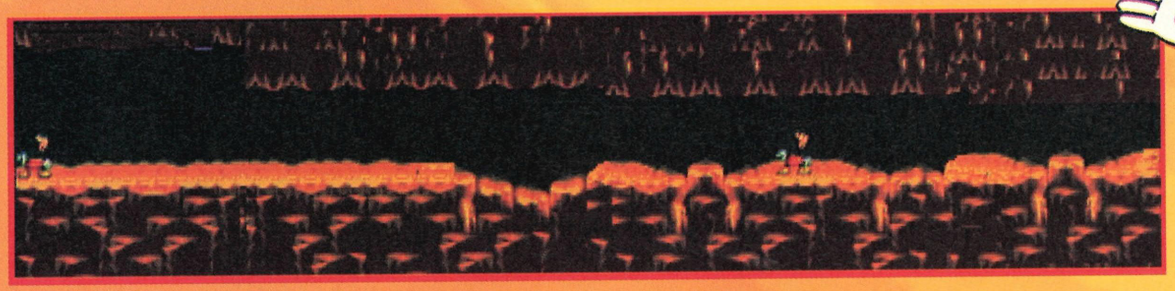
Level 2	Goofy/Clubs	Daisy/Hearts	Goofy/Hearts	Scrooge/Diamonds
Level 3	Goofy/Hearts	Pluto/Spades	Scrooge/Diamonds	Minnie/Spades
Level 4	Daisy/Hearts	Scrooge/Diamonds	Pluto/Spades	Goofy/Clubs
Level 5	Scrooge/Diamonds	Goofy/Clubs	Goofy/Hearts	Pluto/Spades

DONALD DUCK

Level 2	Pluto/Spades	Scrooge Diamonds	Goofy/Clubs	Minnie/Spades
Level 3	Goofy/Clubs	Goofy/Hearts	Daisy/Hearts	Pluto/Spades
Level 4	Daisy/Hearts	Scrooge/Diamonds	Goofy/Hearts	Pluto/Spades
Level 5	Pluto/Spades	Goofy/Hearts	Goofy/Clubs	Scrooge/Diamonds

TWO-PLAYER

Level 2	Pluto/Spades	Goofy/Hearts	Minnie/Spades	Goofy/Clubs
Level 3	Scrooge/Diamonds	Minnie/Spades	Goofy Hearts	Daisy/Hearts
Level 4	Minnie/Spades	Daisy Hearts	Goofy Clubs	Pluto/Spades
Level 5	Goofy/Clubs	Scrooge/Diamonds	Pluto/Spades	Goofy/Hearts

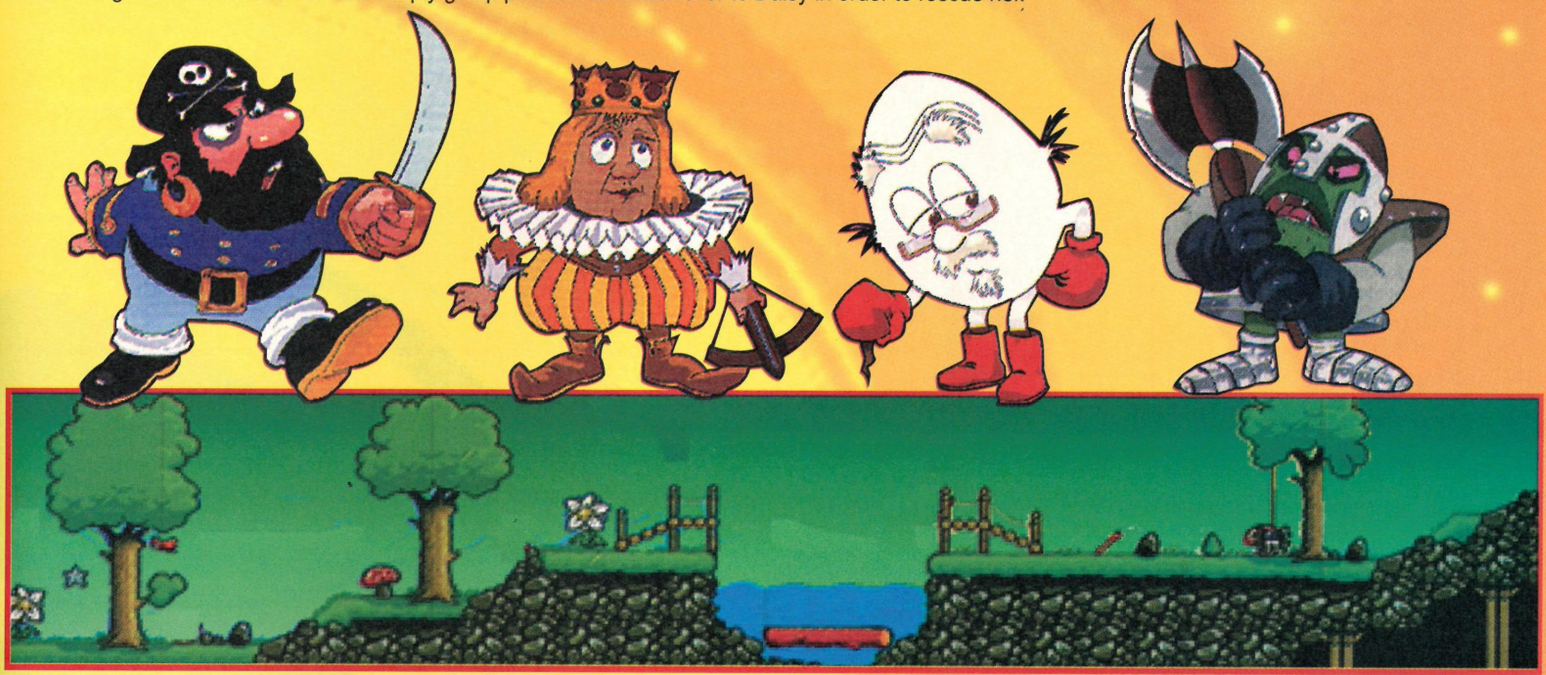




FANTASTIC DIZZY (MS)

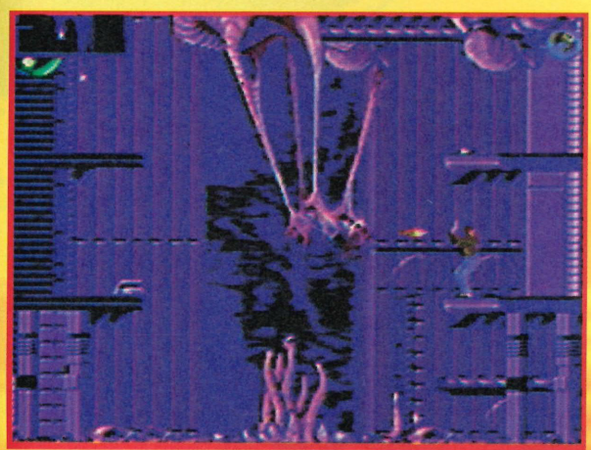
How do I rescue Daisy once past the magic beam and what is the protective umbrella for?
Jenny Rowen, Wolverhampton

Well Jenny, in answer to your second question first, you should have used the protective umbrella to shield you from the lava in the Diamond Mine level. If you didn't use it then you have gone through the game the hard way, which is typical of you pathetic human lifeforms!
In order to rescue Daisy, you must defeat Zaks. Stand over by the mirror and simply leap up when he shoots his lightning bolt. Do this until he is struck by the rebounding blast and is toasted. Now simply go up past him and walk over to Daisy in order to rescue her.



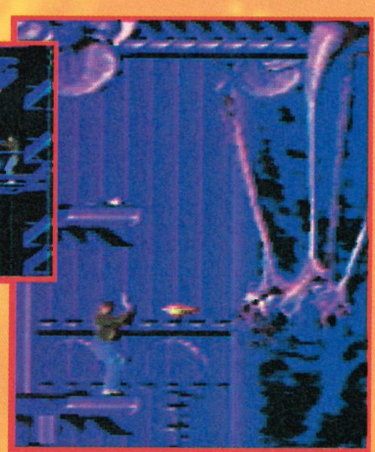
FLASHBACK(MD)

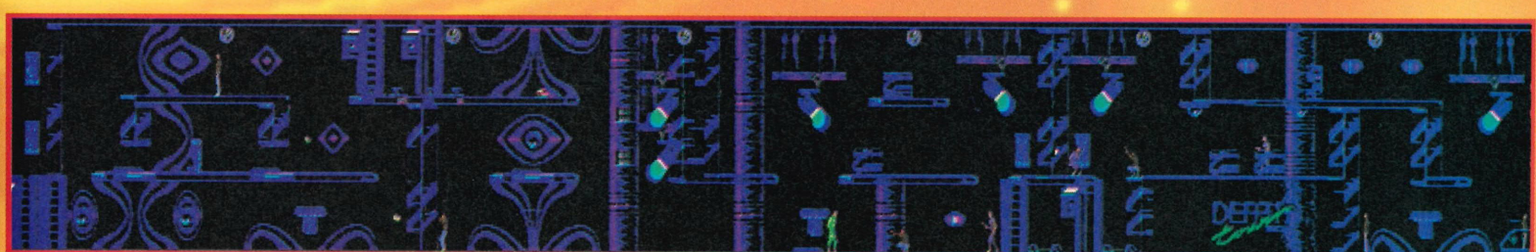
How do I place the atomic charge in the final level?
C. Woodman, Swansea



I know the task of placing the final charge is not too obvious for a moron but here's how to do it. Simply go down to the end of the final corridor where something tells Conran to place the charge here. Drop the charge on the floor and it will be taken down to the depths of the Planet by the lift. Do not jump down the hole in order to follow it, you have done what is required to place the charge so all that remains is to run like crazy to the far right hand side of the main floor above. When you get to the end zone, press your B button and push Up on the D-pad to escape to the waiting space craft.







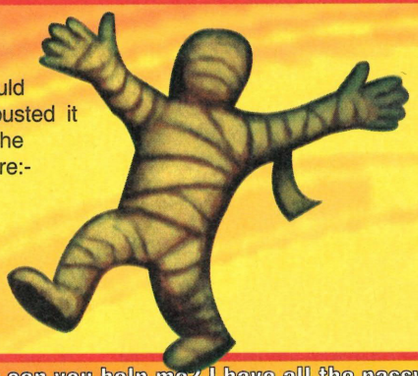
ZOMBIES (MD)

I'm really stuck, can you give me the passwords?
Janet Broomhall, Telford



I certainly can tell you the passwords my dear, although it beats me why you would need them for such an easy game. I busted it wide open with my first life - but then I am the greatest living gamesplayer! The passwords are:-

VYTV
VQBB
SDHM
PCFD
QNKR



DUNE II (MD)

Please can you help me? I have all the passwords for House Atredies, and a few for House Harkonnen, but I desperately need the rest.
Albert Henry Micheal Davidson, Totnes



Boy oh Boy you have got a long name haven't you. Did the vicar at your Christening have a great love of poetry or did your parents win a bet by calling you by such a ridiculous name? I'm sure you won't mind the great Dr M calling you Al for short will you? Anyway, enough of these personal slurs on your character Al, here are the passwords you require.

HOUSE ORDOS

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



SUPER MONACO GRAND PRIX (MD)

Are there any cheats for this great budget racing game that I have recently picked up?
Trevor Lewis, Gainsbourgh

Yes my young friend, there is a cheat for this classic Mega Drive racer. Enter the following passwords to be with the best F1 driving team and have previous World Championship wins and loads of driver's points.

PASSWORDS

0Q76	2ILM	F200	0000
0010	H10F	B324	5D76
CA89	EGC1	0000	0002
0000	0000	F200	2CAC



I bet you can't believe I'm being so nice to you. To make up for it I think I'll call you a snivelling little worm, not worthy of being squashed under one of my Moonboots. Aah I feel so much better now... so until next issue may you all be struck down by Zargonian flesh eating parasites and may the resulting pus-ridden sores explode and infect your whole family (We accept no responsibility for Dr M's sickening personality traits - Ed)!

SEGA XS

BACK ISSUES



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…



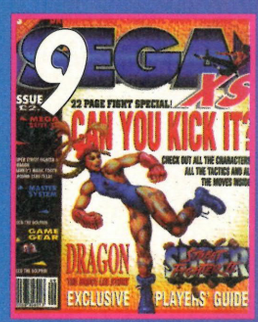
ISSUE 6 £3.50

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)…



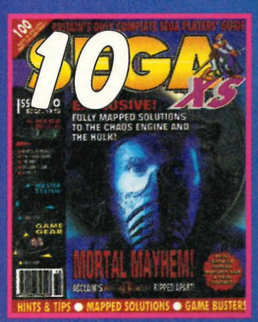
ISSUE 8 £3.50

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)…



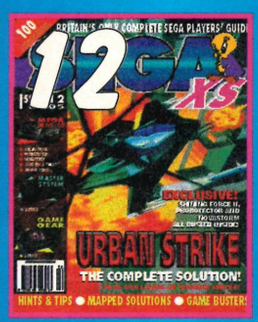
ISSUE 10 £3.50

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)…



ISSUE 11 £3.50

Another stonkingly brilliant issue, this one really has got it all. Massive exclusive solutions to Maximum Carnage (MD), Zero Tolerance (MD), The Simpsons (MS & GG) and Rebel Assault (CD), the first part of our huge guide to Shining Force 2 (MD) and more hints, tips and cheats than any other magazine…



ISSUE 12 £3.50

Yes siree! More unbeatable value from your favourite Sega Magazine. The cry rang out across the land for a complete solution to Urban Strike and we obliged! We also produced complete solutions to Sylvester and Tweety (MD), Probotector (MD), Novastorm (CD) and Asterix (MS & GG): plus the conclusion to Shining Force 2 (MD)…



ISSUE 13 £4.50

This was the Bumper Christmas Special, with 164 pages of dedicated hints, tips and cheats. The fully mapped solutions included The Lion King (MD), Mickey Mania (MD), Micro Machines 2 (MD), SOnic And Knuckles (MD), Flashback (MD), Shadow of the Beast 2 (CD), Dracula Unleashed (CD), Dragon (MS&GG)…



ISSUE 14 £4.50

This was the issue that created console history and sent a shudder through the rest of the Sega mags. We printed the ever solution to a Saturn game. If you want the low down on Virtua Fighter, the greatest beat-'em-up ever, this is the issue to get. Also inside complete solutions to Wolverine (MD), Cannon Fodder (MD), Earthworm Jim (MD)…

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NEW BUSTERS

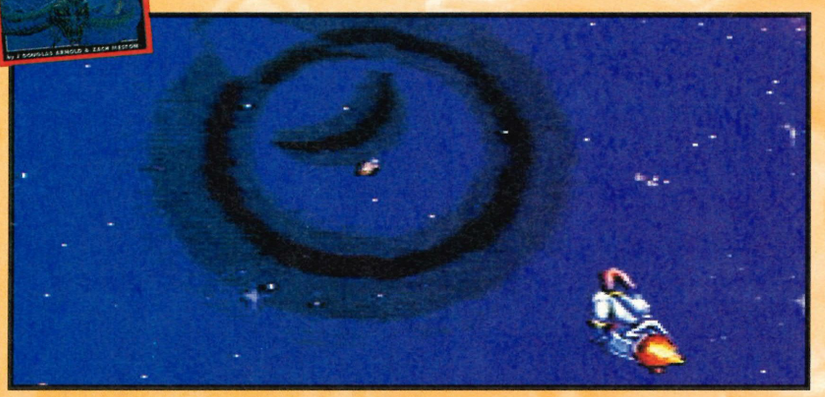
It's time once again to make decent cheats out of you all and give you the latest in busting news. A healthy crop of letters has arrived on my desk this month, and I am delighted to see you are all busy and eager to share your knowledge with the rest of the Sega gaming world. Unusual cheats for the 32X have not yet surfaced, which is a shame, but the hardware has hardly been on the streets for more than five minutes, so a patient man I must remain.

To get hold of all the codes for all the Sega games you'll need the book that came free with Issue #14. Check out the Back Issues page for details or call Karen on 0202 299900.



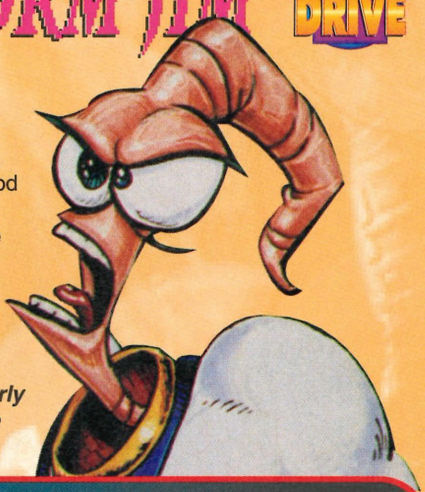
AWESOME WINNER!

EARTHWORM JIM MEGA DRIVE



The lucky winner of the *Awesome Megadrive Secrets III* book this month is Ronald Rigsby from Romford, who has given us this jolly good level select. All your painful worming problems will now be solved.

Hold down A, press left, B, B, A. Hold down A and press right then B, B, A. Simple but effective. The early bird catches the Mega Drive secrets book, as they say!



JAMES POND 3 MEGA DRIVE



Here's one heck of a cheat for the fast paced *James Pond 3*. Firstly we have the invulnerability password. The cheat goes as follows:

Red cheese, yellow mouse, green cat, blue dog, red fish (and then go to the door to get out of the title screen where you select options. It should say below, display is -PAL- and start the game.).



For X-ray specs enter:

Red cheese, yellow mouse, green cat, blue dog, and red heart, then repeat the bit in brackets, as seen above.

For infinite lives enter:

Red cheese, yellow mouse, green cat, blue dog and red book and then repeat the bit in brackets.

To open all levels enter:

Red cheese, yellow mouse, green cat, blue dog and red book then repeat the part in brackets.

To play as Finnius Frog the whole way through the game fill the password screen with green frogs and then do what's been in brackets in the first cheat.

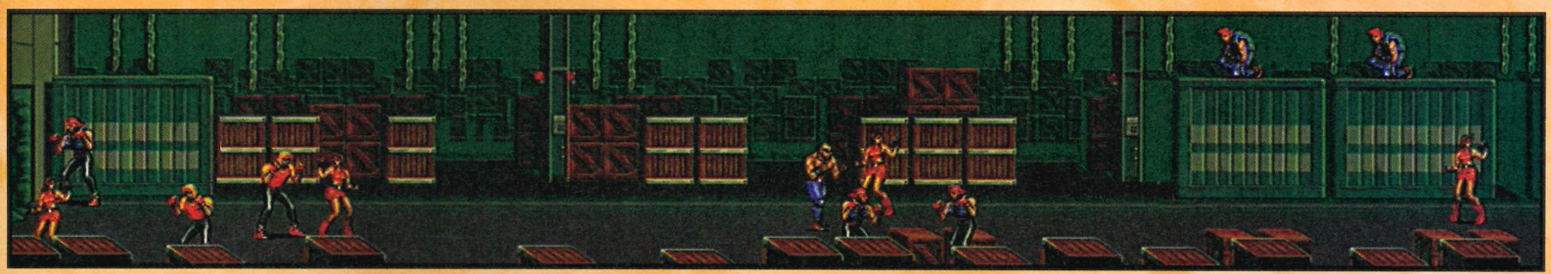
Oisin Burke from Derry is responsible for this bounty of cheats. Only a fish loving fellow or serious gamer would find all these handy cheats in one game.

STREETS OF RAGE 3

MEGA DRIVE

A level select for *Streets of Rage 3* wings its way to you all the way from South Africa thanks to Gavin Joffee, who lives in Capetown.

Plug in two controllers. On controller one go down to BATTLE. Then with controller one press UP, A, B, and C simultaneously. You should hear a sound effect. Go into the options screen. You will now be able to select any level up to level six.



SHADOW OF THE BEAST

MEGA DRIVE



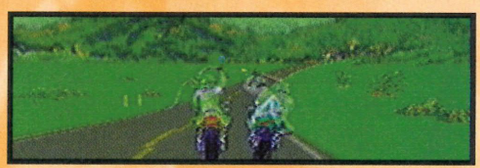


An oldie but a goodie this game. You have Dominic and Brendan Nixon to thank for this useful and unusual cheat. Cheers lads!

Play the game and achieve a high enough score to enter your initials. Put in Z, Q, X. On the title screen press andhold A, B, C and then press start. When you play again and reach your last remaining life, the next time you are hit you will receive 11 lives. This keeps happening until you finish the game.

ROAD RASH 2

MEGA DRIVE



Put on your leathers and polish up your helmet as Evan from Scotland supplies XS with this cheat for the big bike racing game, *Road Rash 2*.

Perform the Wild thing 2000 cheat by pressing up, C + A and Start at the same time when the road rash logo slides in from the right. Go to the passwords and enter Q8SQ SJTG

You will now have a Diablo with infinite nitros, on level 9 with only Hawaii to complete. Wow, things just keep getting better don't they!

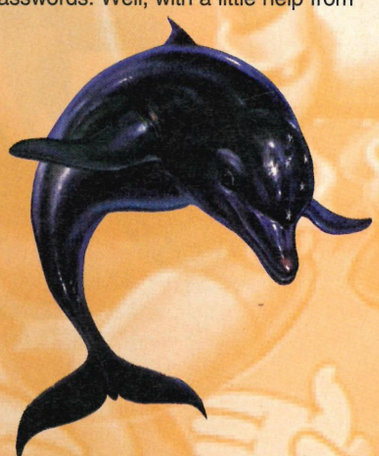


ECCO THE DOLPHIN

GAME GEAR

Now how about some help for you poor neglected Game Gear owners. The passwords for Ecco the Dolphin on the MegaDrive have been floating around just about every tips section in every console mag, but for some reason noone bothered exposing the Game Gear passwords. Well, with a little help from Darren in Kent, here they are:

Undercaves KRJQC
Ridgewater EKDNN
Open Ocean QQEJJ
Cold Water EMFFU
Open Ocean(2) OKGFG
Deep Water EYHVO
The City Of Forever UGIUS
Origin Beach CNOQU
Dark Water KFOQK
Deep Water(2) GJKOL
The City Of Forever(2) KSKCM
The Tube MWOWW
The Machine WCSIP
The Vortex YUQGW



Darren, you've done yourself proud. Obviously someone who doesn't give up easily and completes his games. Thanks for the passwords.

NEW CODES CORNER!

All of these codes can be used by those of you lucky enough to own one of those tricky Action Replay carts. If the rest of you fancy one of these cheater's friends try ringing our Super Savers line and ordering one from the always willing Karen.

MEGA DRIVE

ASTERIX

00C19605 Infinite energy
00C09D03 Infinite lives
00Co9A03 Invincibility
00C0A295 Infinite time
00C08B01 Bombs from the start
00C09F50 Bonus stage after every level.

CHAKAN

00DFA504 Start with fire)ice Super sword
00DFA503 Start with Lightening Sword.

JUNGLE BOOK

00C83081 Boomerang from start
00C82F06 Skips a level when Action Replay is enabled.
00C83332 Banana machine-gun from the start.

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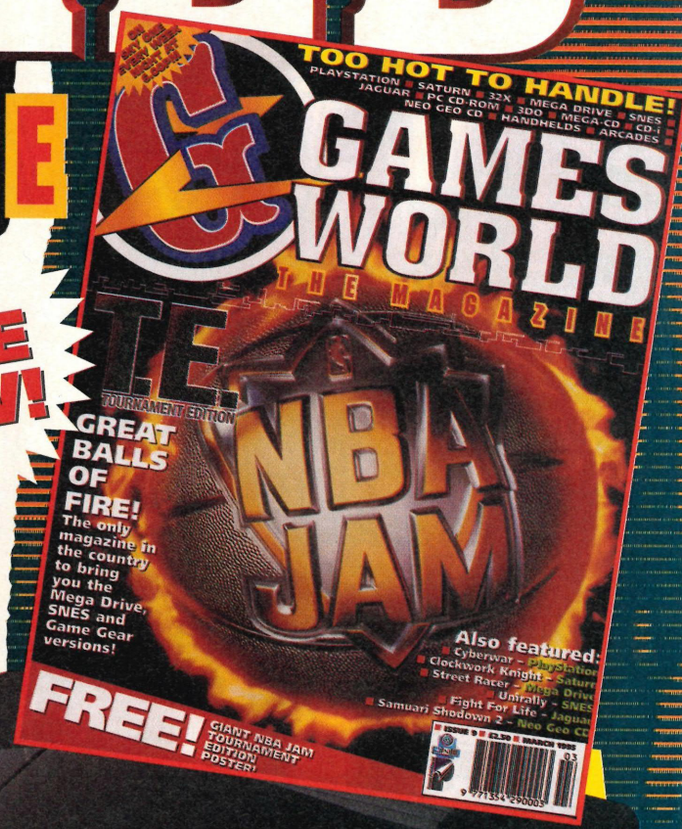
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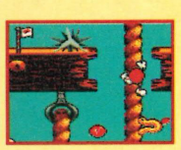
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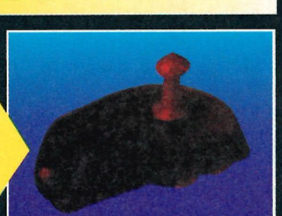


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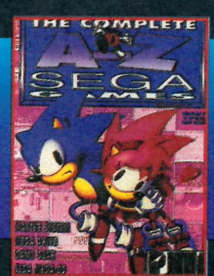


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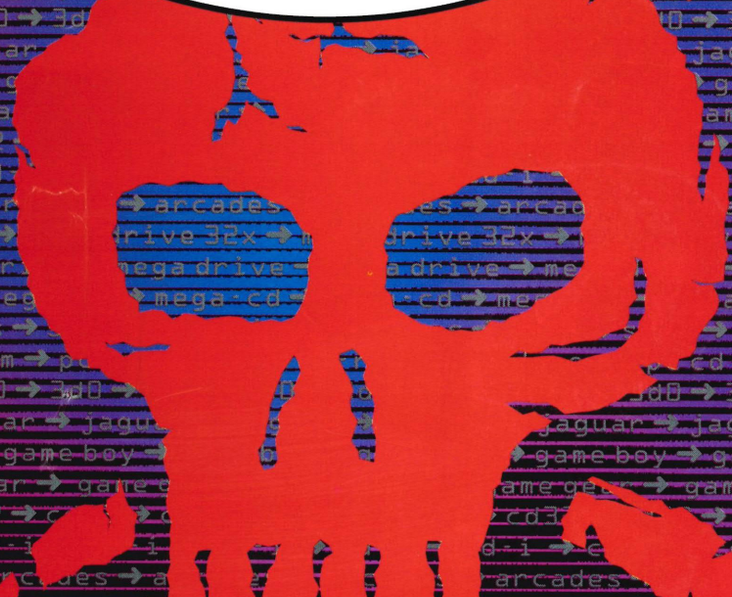


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