NEW! FROM THE MAKERS OF CONSOLE XS

BRITAIN'S ONLY DEDICATED NINTENDO TIPS GUIDE

SUPER XS

Nº 1 MARCH/APRIL 1993
£2.95

ZELDA 3

The complete solution!

160 PAGES!

SUPER NES



- MAGICAL QUEST
- KING ARTHUR'S WORLD

Win a SNES in our Jaleco competition!

NES



- RETURN OF THE JOKER
- PIRATES!

GAME BOY



- MICKEY MOUSE
- STAR WARS

NES & SNES Tiny Toon Adventures™

SPACED OUT!
Super Mario Land 2: fully mapped!

NOT AN OFFICIAL NINTENDO PUBLICATION
All copyrights and trademarks acknowledged as the properties of their respective owners.

9 770968 357010 03

HINTS & TIPS ● MAPPED SOLUTIONS ● GAME BUSTERS

SUPER XS
ISSUE 1 MARCH/APRIL 1993


SUPER NINTENDO
+STREETFIGHTER 2
+SUPERSCOPE
• 0839 40 50 53 •
ALL THE ARCADE ACTION
IN YOUR OWN HOME!
MEGA DRIVE +
MEGA CD+ SONIC 2
MEGA-CD
• 0839 40 50 54 •
SOUND, GRAPHICS, GAMES,
MORE MEGA!
MOUNTAIN
BIKE
• 0839 40 50 55 •
WIN THE BIKE OF YOUR
CHOICE UPTO £200!
WIN!
STAR
TREK
VIDEOS
• 0839 40 50 59 •
ORIGINAL SERIES OVER 40
TAPES, WORTH OVER £400!
AMIGA A600
OR AMIGA
A1200
• 0839 40 50 56 •
CHOOSE BETWEEN THE NEW 36
BIT A1200 OR THE TRUSTY A600
WIN!
£250
WORTH
OF GAMES
• 0839 40 50 57 •
RUN RIOT IN A GAME STORE!
SONIC 2 + GAME
GEAR + TV
TUNER
• 0839 40 50 58 •
GREAT GAMES
AND T.V. TUNER
ACTION
REPLAY
BECOME
INVINCIBLE!!!
• 0839 40 50 51 •
INFINITE POWER, INFINITE LIVES
BECOME INVINCIBLE.
INFRA RED JOY
STICK OR
STREETFIGHTER
JOYSTICK
• 0839 40 50 52 •
YOUR CHOICE! THE CONTROL OF
THE ARCADE MACHINE OR THE
CABLE FREE INFRA RED.
IMS LTD, PO BOX 28, NORTHAMPTON NN15DS.
CALLS COST 36P/MIN CHEAP. 48P/MIN OTHER TIMES. FORMAT: MULTIPLE CHOICE QUESTIONS WITH DECIDER.
MAX CALL TIME 7.5 MINUTES. PLEASE BE SURE THAT YOU HAVE PERMISSION TO MAKE THIS CALL..

PRICE BUSTER COMPETITION

WIN A £250 SHOPPING SPREE!!!

YES HERE IT IS!....Your chance to grab those vital goodies at any branch of Dixons or Currys. Kit yourself out with the console of your choice or top up your games collection with £250!!

Its so easy to enter.....

Below you'll find four of our fantastic prizes that you could win by entering one of the competitions on this page. Just take a look at the prizes; estimate their value; add it all up and let us know the total value that you have estimated. Then complete the tie breaker and let us have your PRICE BUSTER entry.

SUPER NINTENDO STREET FIGHTER PACK PLUS A SUPERSCOPE £ _____

AMIGA 1200 £ _____

GAME GEAR WITH T.V. TUNER AND SONIC 2 £ _____

HARLEY DAVIDSON GEAR £ _____

YOUR PRICE BUSTER TOTAL £ _____

NOW COMPLETE THE FOLLOWING SENTENCE:

I WOULD LIKE TO WIN A £250 SHOPPING SPREE BECAUSE.....

.....

.....

.....

.....

TO ENTER CALL.....

0839 40 50 50



• 0839 40 40 36 •

WIN TRACY ISLAND AND A BBC LIMITED EDITION OF THUNDERBIRDS 1,2,3,4 AND FAB 1



• 0839 40 40 37 •

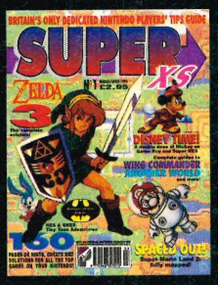
YOU'VE SEEN THE MOVIE ..... NOW WIN THE GAME.THE LATEST SNES SUCCESS



• 0839 40 40 38 •

WIN A WEEKEND FOR FOUR IN MAGICAL EURODISNEY! YOUR HOTEL, YOUR PASSPORT TO THE MAGICAL KINGDOM AND MORE.....

SUPER XS



MARCH/APRIL 1993

PUBLISHED BY
PARAGON PUBLISHING LTD
DURHAM HOUSE
124 OLD CHRISTCHURCH ROAD
BOURNEMOUTH
BH1 1NF
TEL: (0202) 299900
FAX: (0202) 299955

MANAGING EDITOR
Dominic "That's" Handy

EDITOR
Damian "666" Butt

STAFF WRITERS
Simon "Poobey" Young
Patrick "Cynical? Moi?" Baseden

CONTRIBUTORS
Ryan "Joseph" Butt
Tim "Who he?" Kharms
Doctor M

DESIGNER
Andy "Marvin" McDermott

ASSISTANT DESIGNER
Carolyn "Hippieeees unite!" Ratcliffe

ADVERTISING & SALES
Andrew "Pinta red" Smales
Diana "jeep" Monteiro
Kym "This Mac is so *slooooow!*" Andrews
Alan "Not Watton again!" Walton
Chris "Bring it back when you're finished" Cain

PUBLISHER
Richard "You fat b... ahem" Monteiro

PRODUCTION MANAGER
Di "You want to be *paid?*" Tavener

SUBS/MAIL ORDER
Karen "Unstoppable change machine" Sharrock
✆ (0202) 299900

PRINTED BY
BPCC Magazines (Milton Keynes) Ltd

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

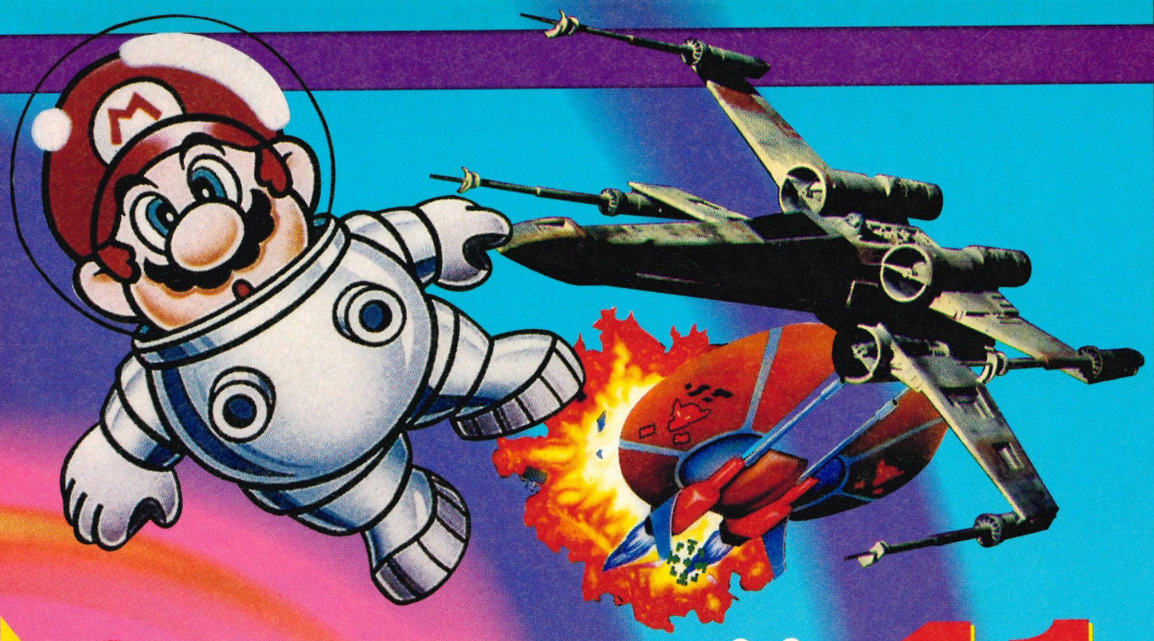
DISCLAIMER
SUPER XS is a fully independent publication. The views expressed herein are not necessarily those of Bandai or Nintendo. Nintendo, Game Boy, NES and Super NES are trademarks of Nintendo Co. Ltd. TINY TOON ADVENTURES™ and BATMAN™, and all related characters, designs and logos, are trademarks of Warner Bros, a Time Warner Entertainment company.
MICKEY MOUSE™ and TALESPIN™, and all related characters, designs and logos are trademarks of The Walt Disney Company.
STAR WARS™ and all related characters, designs and logos are trademarks of Lucasfilm Limited.
All rights recognised.

© 1993 Paragon Publishing Ltd.
All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form whatsoever without the prior written consent of the publishers.

SPECIAL THANKS TO....
Mr Hair, Mr Silly and Mr Happy at The Video Game Centre.

TIPS INDEX

SUPER NES Magical Quest 6
GAME BOY Super Mario Land 2 16
NES Tiny Toon Adventures 26
SUPER NES Another World 36
SUPER NES King Arthur's World 42
NES Batman: Return of the Joker 54
SUPER NES Super Ghouls 'N Ghosts 62
GAME BOY Mickey Mouse 70
SUPER NES Super Probotector 76
NES Pirates! 82
SUPER NES Zelda 3 86
GAME BOY Star Wars 110
NES Talespin 116
SUPER NES Wing Commander 120
SUPER NES Tiny Toon Adventures 126



SUPER XS

BUSTIN' BUSINESS

Welcome to SUPER XS, a magazine that will change the way you play Nintendo games...forever.

SUPER XS is the only magazine in Britain solely dedicated to tips, tactics, cheats, codes and fully mapped solutions; over 160 pages of them! You won't find any reviews, news pages, letters sections or nonsensical waffle here, just 100% tips! Interested?

So far, SUPER XS is the only magazine to recognise the importance of game help for console owners. All the other mags print maybe ten or even 16 pages of tips each issue, but all too often, the games are split over several months, leaving you distraught and tearing your hair out! We always give you the entire in-yer-face solution in one go.

Every new game that is released will be comprehensively busted wide open in every issue for our readers to follow. Up-to-date cheats and codes are also included where applicable, in our Action Replay, Game Genie and cheats boxes. The Busters A-Z section contains all the latest tips and tactics for the hottest games and will soon be updated to contain every tip ever printed! The definitive tips bible!

All of the gamesplayers at SUPER XS are seasoned veterans, why not tap their knowledge and send your problem to SUPER XS SOS? We guarantee an answer in the next issue and there is a cart for the most perplexing puzzle.

Finally, we can only print solutions and playing guides to games we think are causing you hassles; and there are loads of games that we haven't touched yet. If you want us to print the full solution for your toughest game next issue, then send your suggestions (and a photo) to Reader's Choice at SUPER XS and we will take it from there....No game is too tough.

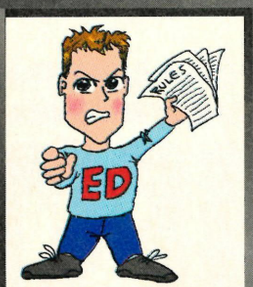
Damian Butt

FEATURES

Jaleco Competition	4
Ideal Competition	19
XS SOS	34
Busters	40
XS Codes	54
1993 Preview	56
XS Savers	60
Next Issue	62

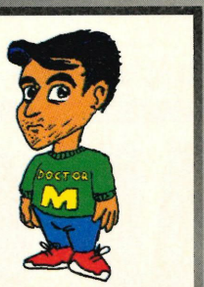
THE XS POSSE!

Damian Butt



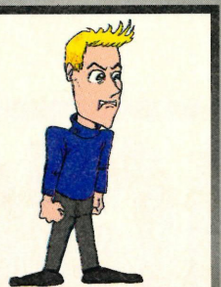
Nicknamed "Satan" by the rest of the team (Can't think why?). Damian has brought his midas touch for completing games to SUPER XS. There's no game too tough for the Buttster, but he can't wait to get his sweaty mitts on *Star Fox*.

Simon Young



You know the score! Simon has busted just about every game on the Super NES, but still he wants more! MC Young used to be a nightclub manager and forces everyone else to listen to rave and hardcore tapes 20 times a night!

Patrick Baseden



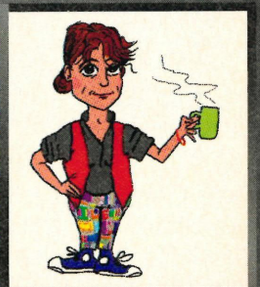
Mild-mannered Patrick was (almost) sane until he was infected by Simon Young's hardcore mic chatter. Now, our *Tom & Jerry* fan is full of quaint expressions like "where the white women at?", and "come now on a ragga tip". Oh well.....

Andy McDermott



How many chips can this man eat? Andy has already established himself as office cynic, but our *Star Trek* authoritarian insists he is on a health kick (at least for five minutes). Andy likes Carter USM, chips, *Star Trek* and whingeing.

Carolyn Ratcliffe

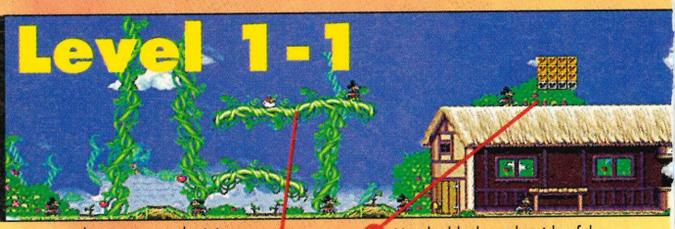


It is hard to tell which is brighter, Carolyn's SUPER XS pages, or her well-worn hippy trousers. Our Casso likes nothing better than lounging on the beach all day, eating fried mushrooms and listening to sad groups like Bread.



Well Mickey old chap, this is where your perilous quest begins. Rather than journey down to "Bronco Bill's" shaggy dog centre, you've decided to risk life and limb for the same old dense-doggy you've had for over fifty years. So be it! This first level gives you a taster of what wonders lie ahead. Brush up on your control skills and venture on dude!

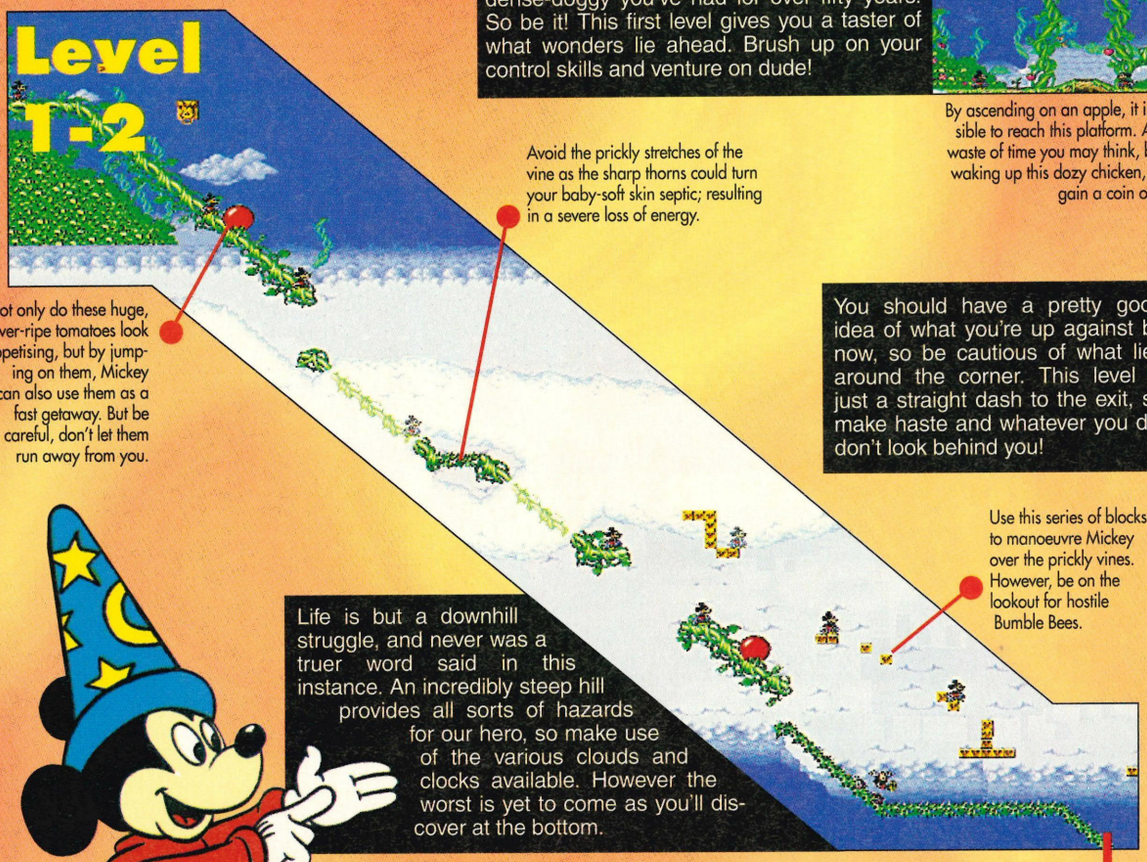
Level 1-1



By ascending on an apple, it is possible to reach this platform. A total waste of time you may think, but by waking up this dozy chicken, you'll gain a coin or two.

Use the blocks at the side of the hut to gain access to the roof. You'll notice an unusual arrangement of blocks in the middle. Simply break through them to enter your first secret room, wowzers!

Level 1-2



Not only do these huge, over-ripe tomatoes look appetising, but by jumping on them, Mickey can also use them as a fast getaway. But be careful, don't let them run away from you.

Avoid the prickly stretches of the vine as the sharp thorns could turn your baby-soft skin septic; resulting in a severe loss of energy.

Use this series of blocks to manoeuvre Mickey over the prickly vines. However, be on the lookout for hostile Bumble Bees.

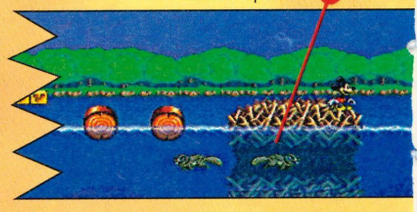
Life is but a downhill struggle, and never was a truer word said in this instance. An incredibly steep hill provides all sorts of hazards for our hero, so make use of the various clouds and clocks available. However the worst is yet to come as you'll discover at the bottom.

You should have a pretty good idea of what you're up against by now, so be cautious of what lies around the corner. This level is just a straight dash to the exit, so make haste and whatever you do, don't look behind you!

Level 1-3



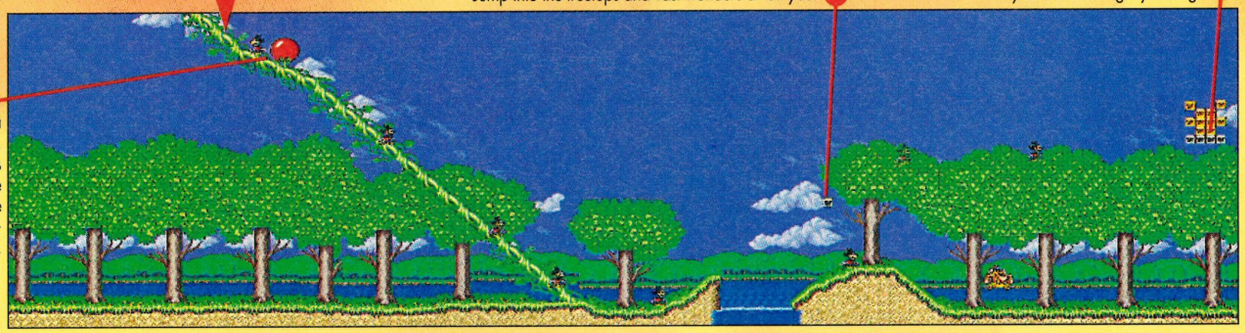
Kill the furry Beaver, then wander through the centre of the lodge to gain a secret 2-Up bonus.





If you manage to ride the giant tomato to the foot of the hill, then the ramp will give you enough height to reach this small platform. Jump into the treetops and vast wonders await you.

These blocks conceal the entrance to the General Store. Once inside, you'll have an opportunity to spend all of those gold coins you've been eagerly saving.



This third tomato plays a key part on this level. However, to benefit from its uses, Mickey must master the art of vegetable balancing as they role uncontrollably down the slope. This can be done by running in the opposite direction, as it gathers momentum.



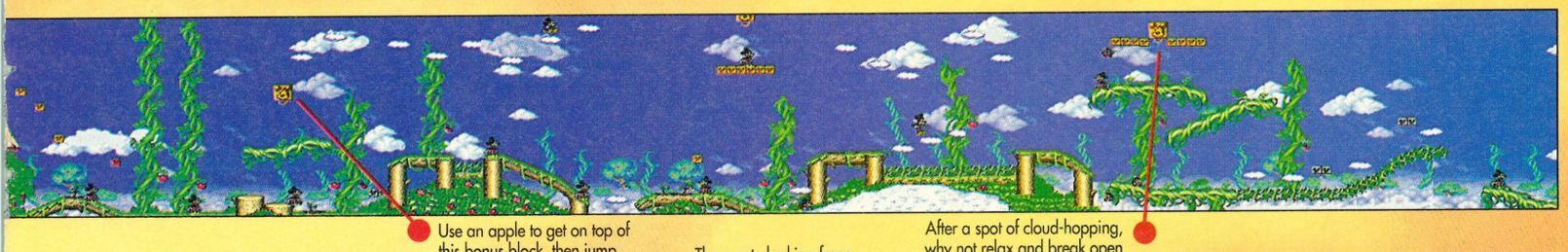
Arguably the best game of 1992, *Magical Quest* certainly left the office staff open-mouthed as they gaped at its picturesque graphics, heavenly gameplay, and atmospheric overtones. Indeed. Capcom's Christmas gem certainly captivated everyone fortunate enough to view its beauty. Now especially for the XS readers, we literally tear the game apart, exposing all it's hidden treasures. Read on for the ultimate mousy guide, XS style!

SUPER NES

CAPCOM ● £TBA ● PLATFORM ADVENTURE

MAGICAL QUEST

STARRING MICKEY MOUSE



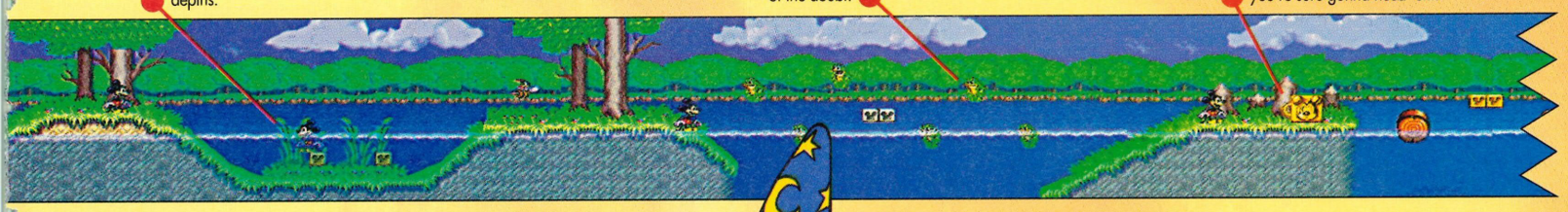
Use an apple to get on top of this bonus block, then jump along the small series of clouds to the right. Untold riches await you (honest!).

These cute looking frogs may look friendly and affectionate at first, but one bite on the bum from these slime-balls and you'll wish you hadn't given them the benifit of the doubt!

After a spot of cloud-hopping, why not relax and break open an extra large bonus block containing an extra heart of energy?

Always try to keep your head above water because a frail mouse such as yourself could quite easily drown in such depths.

This block contains refreshing, health hearts, so stock up 'cos you're sure gonna need 'em.





These Star-Fish may look lifeless and stationary at first, but once ol' big ears dips his feet in the water, they'll instantly come to life and home in on you.

If Mickey lands in the drink, use the jump button to keep afloat, otherwise, you'll helplessly sink into the murkey depths.

Just before the exit, Mickey is greeted by a stack of golden blocks. Bust-'em-up to reveal extra coins and energy.

Mickey's wits are now pitted against the first big guardian. This one takes the form of a giant man-eating maggot with fangs the size of sacrificial knives. To kill it, simply observe it's attack patterns and make use of the surroundings.



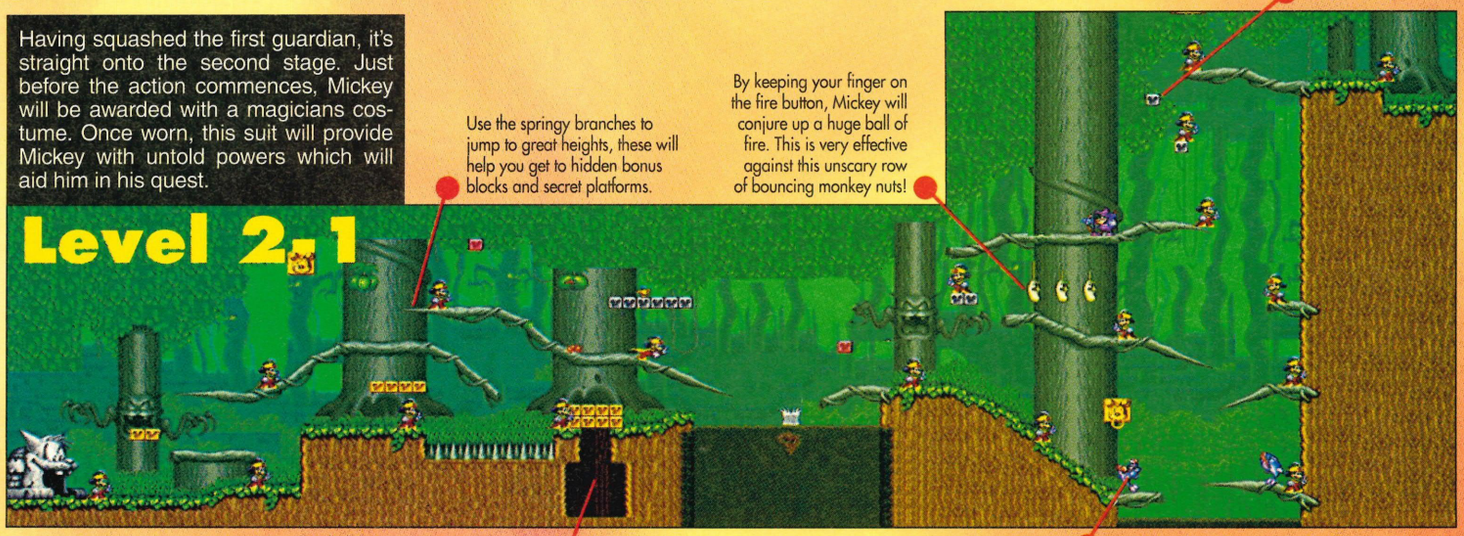
This repulsive maggot can be killed by lobbing blocks at his overgrown head. However, he will retaliate by jumping towards you. As he does, jump over his deadly tail and land on his head scoring further hit points. When his tail is fully depleated, the giant worm will start jumping towards you. A couple more well-timed jumps will vanquish this psychadelic, sabre-toothed, creepy-crawly for ever!

Having squashed the first guardian, it's straight onto the second stage. Just before the action commences, Mickey will be awarded with a magicians costume. Once worn, this suit will provide Mickey with untold powers which will aid him in his quest.

Make your merry way up to the top of the level using the various blocks that are scattered around.

Use the springy branches to jump to great heights, these will help you get to hidden bonus blocks and secret platforms.

By keeping your finger on the fire button, Mickey will conjure up a huge ball of fire. This is very effective against this unscary row of bouncing monkey nuts!



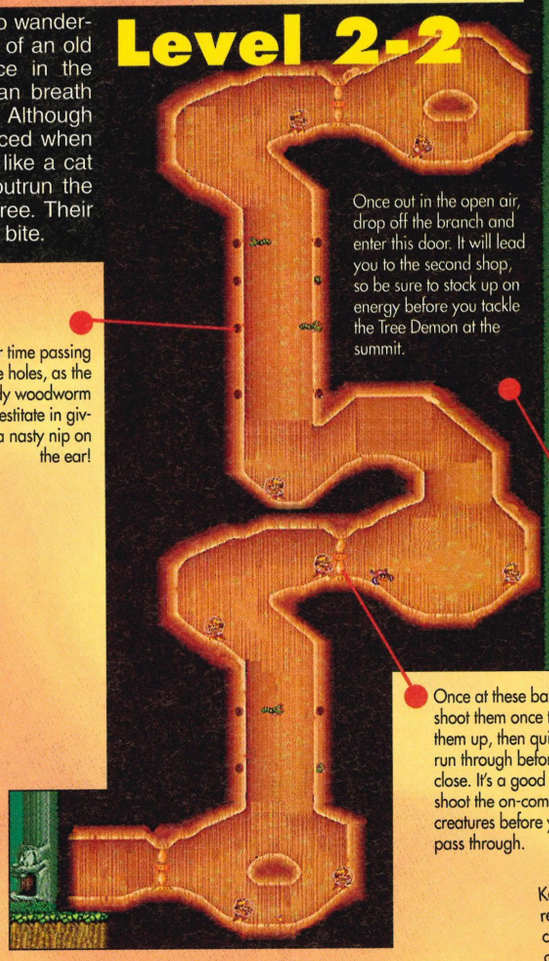
Drop into this dark pit to gain access to a secret room, once inside, blast the blocks to reveal extra coins and an extra heart of energy.

Don't dawdle near water, otherwise those hungry fish will not hesitate in lunging at you in an attempt to drag you into the drink!



Level 2-2

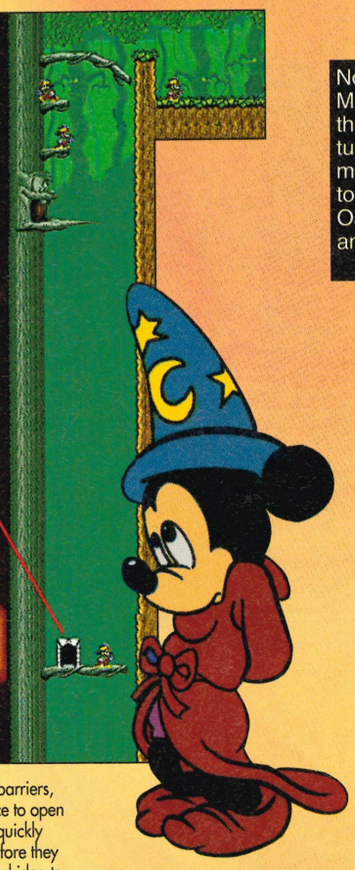
This stage has our intrepid hero wandering through the sap filled trunk of an old oak tree. Take note that once in the magician's costume, Mickey can breath when upto the ears in fluid. Although Mickey's speed is greatly reduced when in the tree, he must still make like a cat on a hot tin roof in order to outrun the various nasties inhabiting the tree. Their bark (ho ho) is worse than their bite.



Take your time passing by these holes, as the speedy woodworm won't hestitate in giving you a nasty nip on the ear!

Once out in the open air, drop off the branch and enter this door. It will lead you to the second shop, so be sure to stock up on energy before you tackle the Tree Demon at the summit.

Once at these barriers, shoot them once to open them up, then quickly run through before they close. It's a good idea to shoot the on-coming creatures before you pass through.



Now deep inside the dark forest, Mickey comes to realise that even the trees are against him. There's no turning back now, so onward brave mouse. This is another straight dash to the exit. Beware the clubbing Oaks (you'll see what we mean!), and most of all stay out of the water!

Guardian



Use the springy branches to get to the higher sections of the level.

Level 3-1

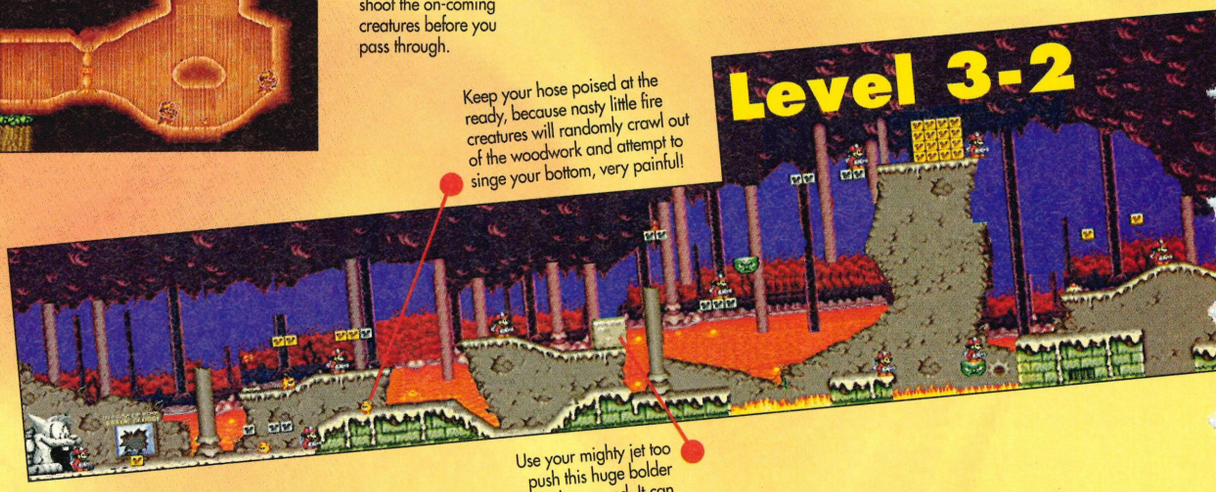
On an express elevator to hell; going down! With the spikes touching the points of his ears, Mickey must make a sharp exit to the bottom of the level. Make double sure not to stall along the way, one unintentional slip-up could mean curtains!



Try to resist blasting every block in sight. You'll need to conserve your magic for later on.

Quickly blast a path through these blocks to make a hasty exit. Spend too long dallying and you end up skewered like a rotten conker!

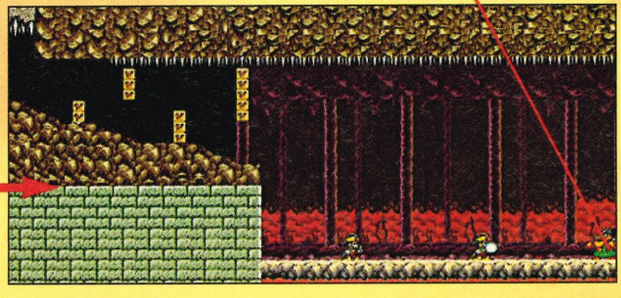
Level 3-2



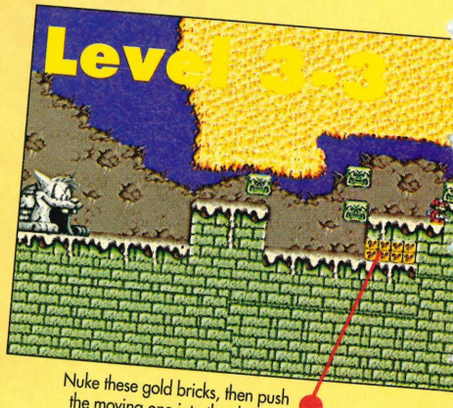
Keep your hose poised at the ready, because nasty little fire creatures will randomly crawl out of the woodwork and attempt to singe your bottom, very painful!

Use your mighty jet too push this huge bolder onto the ground. It can then be used as a handy step up to a secret platform leading you to a secret room.

This Fire Demon will raise the ground from under your very feet. Stay nimble on your feet. He can be killed by a few well timed blasts of magic.



Level 3-3



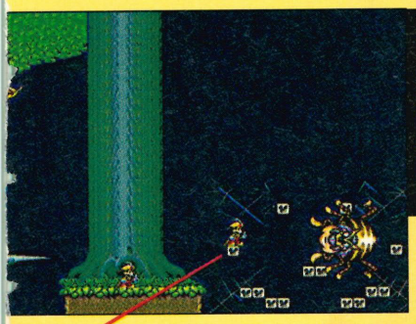
Nuke these gold bricks, then push the moving one into the slot. This will prevent you from being sandwiched between them.

Level 2-3



Observe how these mean-looking trees move, then jump over them when their clubs are lowered.

These waters are home to scores of mouse eating fish. Don't satisfy their hunger, keep your feet dry.

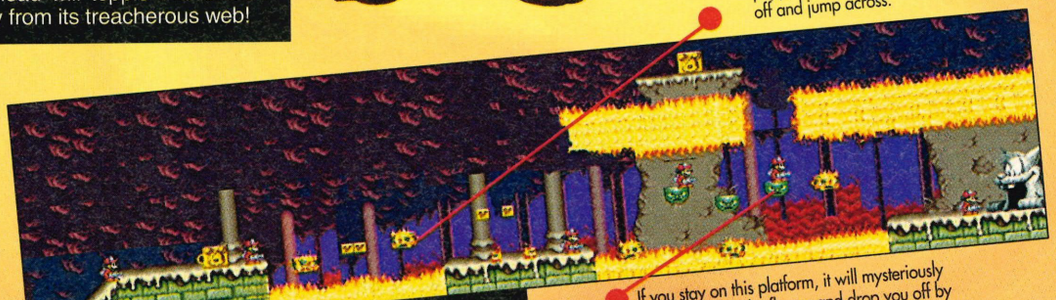


This level puts Mickey straight in the Lion's mouth, or should that be Spider's? Anyway, this is in fact the second guardian, and as you'd probably guessed, it takes on the form of a grotesque stripy Spider (yuk). A constant flow of magic bolts to the head will topple this unfashionable thingy from its treacherous web!

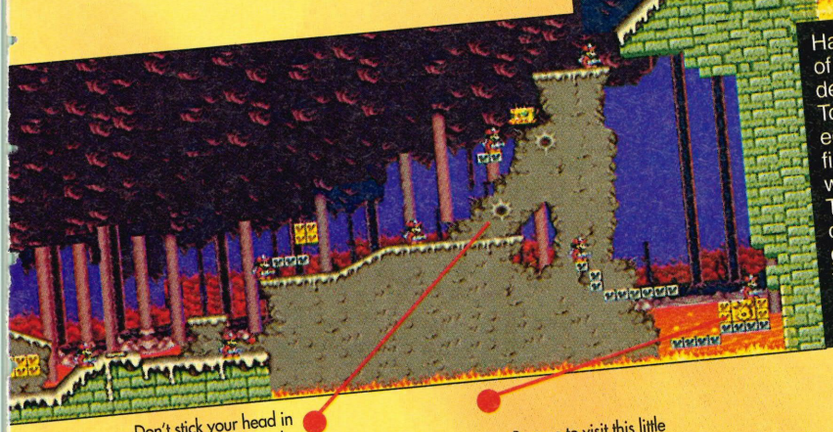


Stand here and keep your finger on the fire button, then, as spidey rears his ugly head, let him have it!

When these platforms sink into the flames. They go up like a petrol-doused puppy dog, so cool 'em off and jump across.



If you stay on this platform, it will mysteriously rise up through the flames and drop you off by a bonus block containing...coins! How's that for an anticlimax!



Having arrived at the gates of hell, Mickey must now defeat all who lurk there. To do this, he is newly equipped with a fetching fireman's outfit complete with gushing hosepipe. There's many a fire to put out in this foul place, so get to it Mickey. Watch out for treacherous platforms. Cor blimey, it ain't half hot mum!



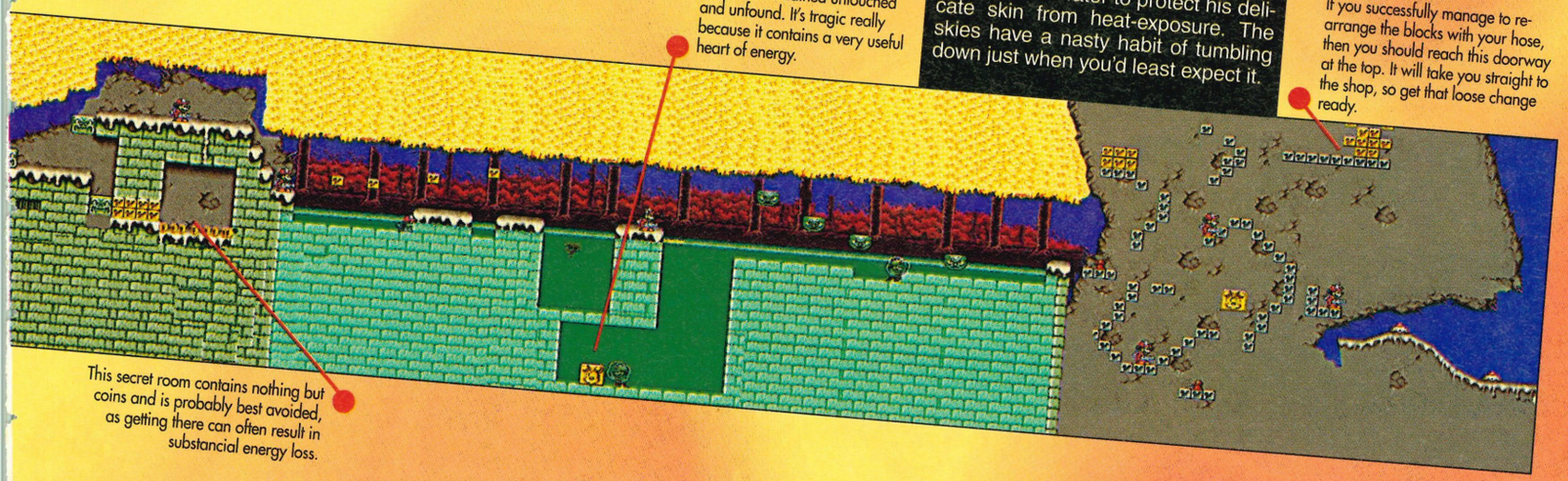
Don't stick your head in front of these holes, otherwise it's likely to get torched by the flames that shoot out at regular intervals. Use your hose to cool off the lifts if they catch fire.

Be sure to visit this little group of blocks, as the large one contains an extra life. Just make sure you don't lose it trying to get back up!

At this point, change back into the magician, then sink down into the water. Ever since you bought this cart, this solitary block has remained untouched and unfound. It's tragic really because it contains a very useful heart of energy.

Having reached the penultimate level of firey mayhem, the odds are really stacked up against you. Mickey must now seek refuge in the water to protect his delicate skin from heat-exposure. The skies have a nasty habit of tumbling down just when you'd least expect it.

If you successfully manage to rearrange the blocks with your hose, then you should reach this doorway at the top. It will take you straight to the shop, so get that loose change ready.



This secret room contains nothing but coins and is probably best avoided, as getting there can often result in substancial energy loss.



COSTUMES



MAGICIAN

When cloathed in red satin and a turban, Mickey will possess great powers, such as riding on fling carpets, breathing underweater and firing great balls of fire!

FIREMAN

By dressing up as fireman Sam, mickey can move great weights, soak enemies and prevent major fires from causing untold damage to the landscape.



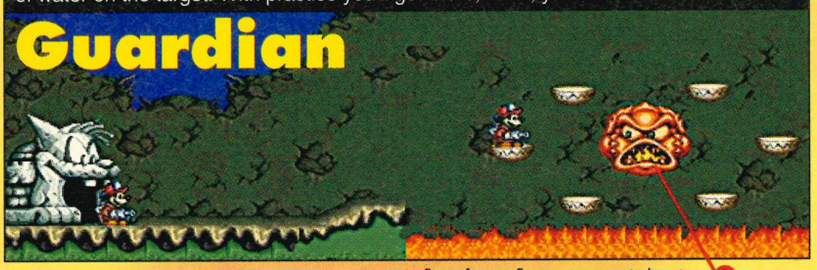


ROBIN HOOD

Looking not unlike Danny La-Rue in one of his extremely dodgy stageoutfits, Mickey can scale great heights, dis-arm guards, and swing like a monkey when dressed in this gear!

This level puts Mickey face to face with the third guardian. This behemoth is a fire-breathing gargoyle from hell. You must stand on the platforms surrounding it and constantly spray the sucker with water. Sounds easy? Think again, these platforms rotate at a considerable rate of knots making it practically imposible to keep a continuous flow of water on the target. With practice you'll get there, if not, you're toast!

Guardian



Keep a constant flow of water flowing in stoney's direction no matter what. Then simply concentrate on jumping from platform to platform as it rotates.

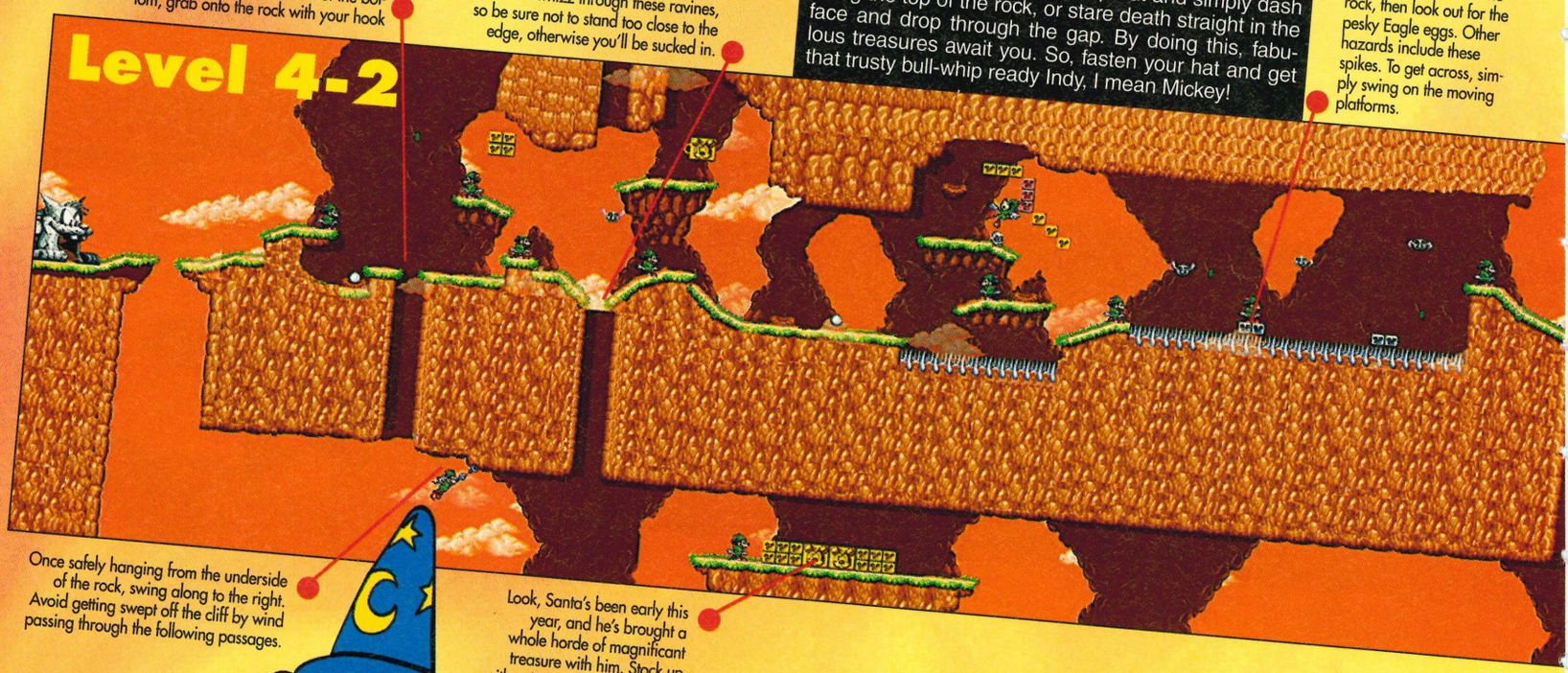
Having brushed up on your swinging and climbing skills, this level will really put them to the test. Two options lie ahead, either you cop-out and simply dash along the top of the rock, or stare death straight in the face and drop through the gap. By doing this, fabulous treasures await you. So, fasten your hat and get that trusty bull-whip ready Indy, I mean Mickey!

Wait until the wind has passed through, then drop into the hole. As you shoot out of the bottom, grab onto the rock with your hook

The wind will whizz through these ravines, so be sure not to stand too close to the edge, otherwise you'll be sucked in.

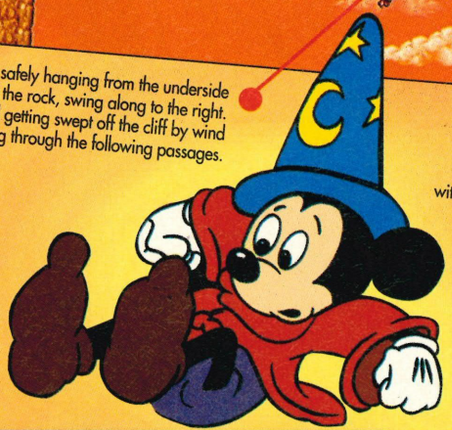
If you decide to venture across the top half of the rock, then look out for the pesky Eagle eggs. Other hazards include these spikes. To get across, simply swing on the moving platforms.

Level 4-2



Once safely hanging from the underside of the rock, swing along to the right. Avoid getting swept off the cliff by wind passing through the following passages.

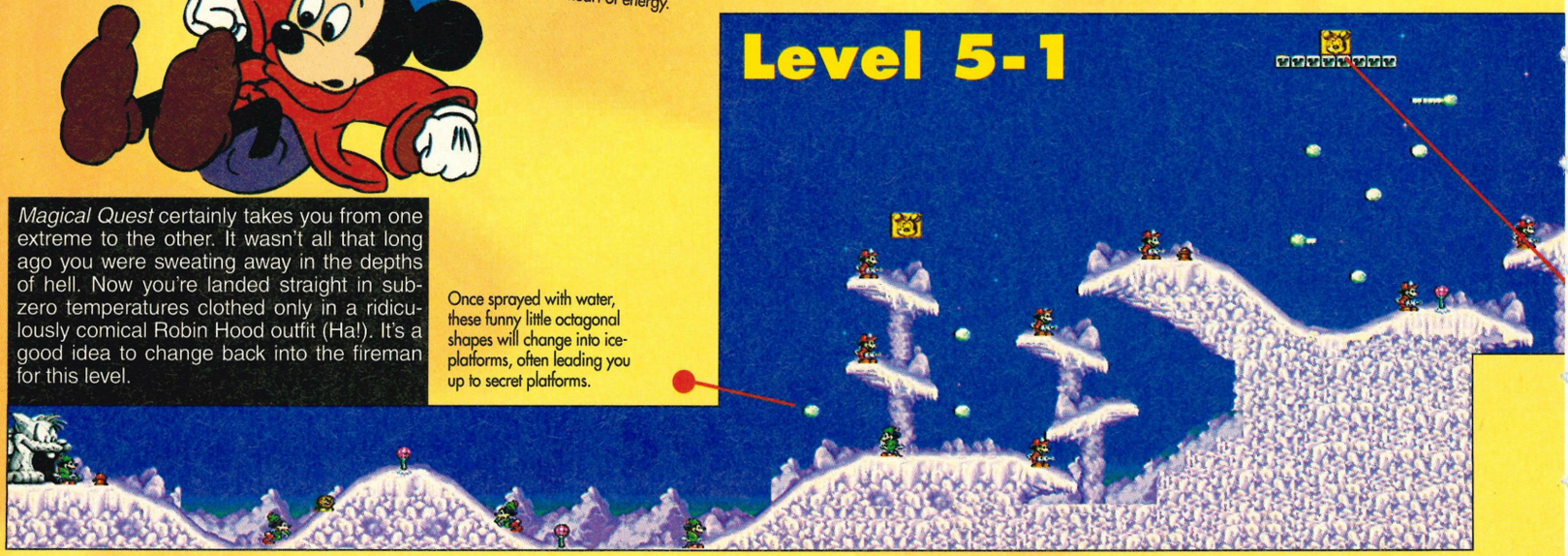
Look, Santa's been early this year, and he's brought a whole horde of magnificant treasure with him. Stock up with coins, points and an extra heart of energy.



Magical Quest certainly takes you from one extreme to the other. It wasn't all that long ago you were sweating away in the depths of hell. Now you're landed straight in sub-zero temperatures clothed only in a ridiculously comical Robin Hood outfit (Ha!). It's a good idea to change back into the fireman for this level.

Once sprayed with water, these funny little octagonal shapes will change into ice-platforms, often leading you up to secret platforms.

Level 5-1





Level 4-1

Use the flying platform to swing over to this secret ledge. Bust open the bonus block to reveal an extra life.

These stone faces aren't just there for decoration, they are in fact handy swinging points, for Mickey to latch onto. They make jumping those wide ravines, that little bit easier.

This secret doorway will lead to the shop once again. If you've got enough dosh, be sure to buy an extra heart of energy.

Well as the saying goes, "another day, another dollar", in this particular case it's another stage and another costume for Mickey. For once, you step out into the clean alpine air. Goofy appears on the scene carrying a very fetching mountaineer's costume for our saucer-eared hero. The next three levels require great skill and precision, so get to it!

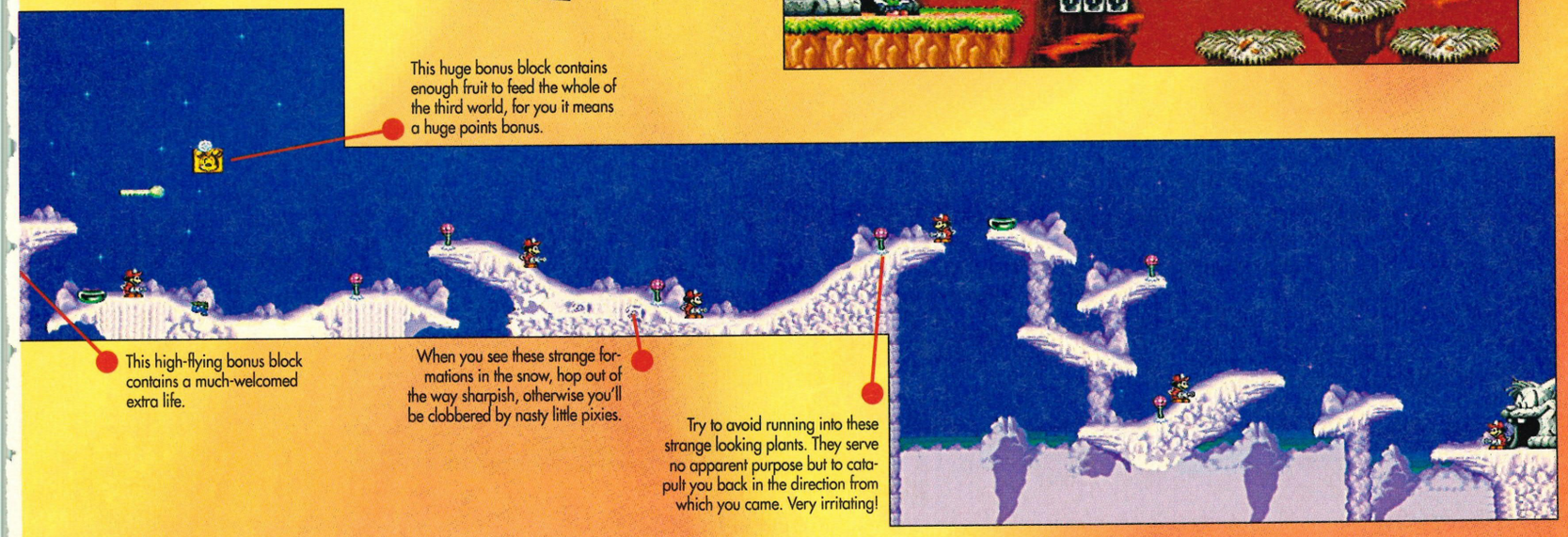


These flying platforms are your ticket back up to the exit, observe how they move, and for goodness sake don't look down!

This is the fourth guardian, and what a killer it is! Not being one to tolerate any kind of abuse, Momma bird doesn't like the way you've been treating her precious eggs, so she's dropped in to dish out some justice!

When you start the level, latch onto one of the stone faces. As the Eagle makes a dramatic entrance by flying overhead, if you're not suspended, you're history! When the giant bird swoops down with an egg, quickly snatch it from her, then proceed to hurl it back at her head. Simply repeat this six times to vanquish this feathered freak!





This huge bonus block contains enough fruit to feed the whole of the third world, for you it means a huge points bonus.

This high-flying bonus block contains a much-welcomed extra life.

When you see these strange formations in the snow, hop out of the way sharpish, otherwise you'll be clobbered by nasty little pixies.

Try to avoid running into these strange looking plants. They serve no apparent purpose but to catapult you back in the direction from which you came. Very irritating!



Mickey's second encounter with the cold is yet another simple dash to the exit. This one is slightly more enjoyable than the others because there are ice chariots lying around just waiting to be thrashed by boy-racer Mickey. However don't stay on too long, otherwise you'll meet a stickey end at the bottom of some cavern with a nasty case of frost bite on the behind!

Level 5-2





There's quite a large gap here, so be sure to get a good run up before you try to hurdle it.

This bonus block contains an extra life, praise the Lord!

Use the funny hovering trampolines to gain access to higher platforms.

Instead of shooting these flying helmets, use them as a handy series of stepping stones to cross wide caverns.

Level 6-1

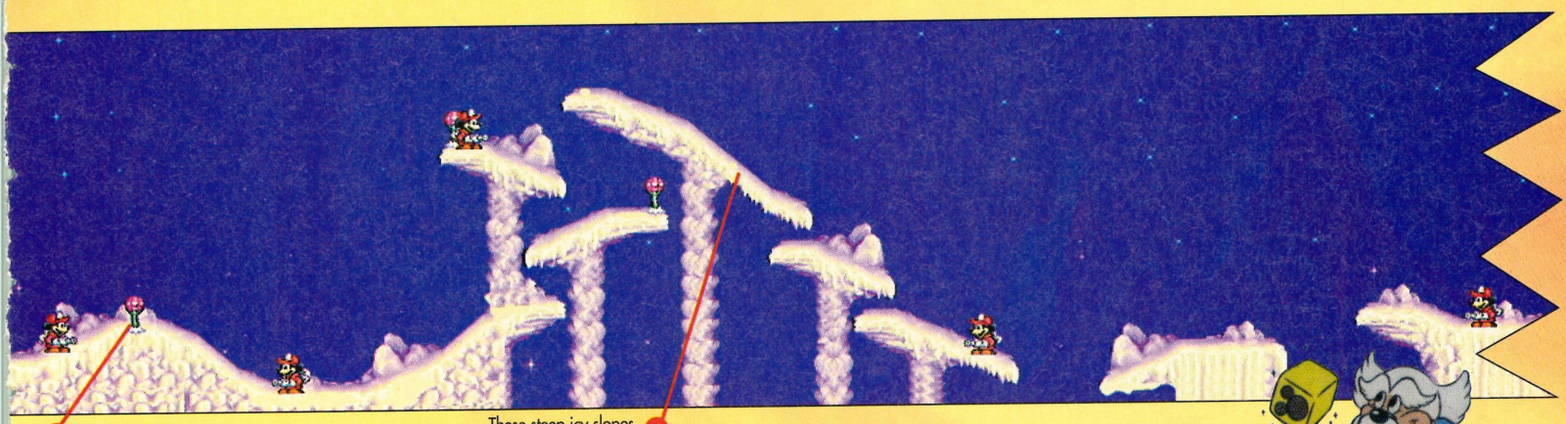


Mickey's messing with the big boys now! Having entered Pete's castle, he must now navigate himself through the labyrinth of corridors in order to find his way to his beloved pooch. Mickey has the choice of which costumes to use against Pete's minions. We suggest the mountaineer for climbing prowess.

Change into the mountaineer, then use your hook to swipe the guards shields leaving them defensless.

Change into the magician, then sink into the water to reveal this bonus block containing an extra heart of energy.

Drop into the water and uncover this doorway to the shop. When you re-emerge, change into the mountaineer to get out of the water again.



Jump off the ice chariots before you run into these, otherwise it's a one-way ticket back to where you started from.

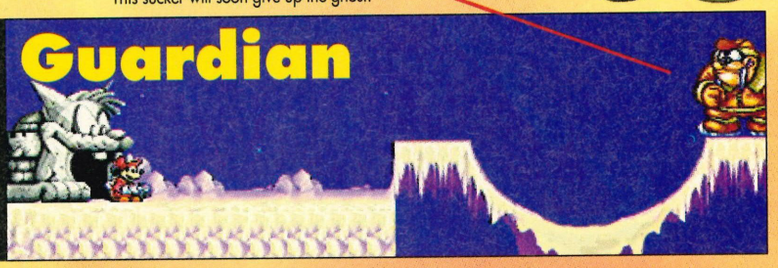
These steep icy slopes could present problems if you aren't nimble on the controls. Landing on a sheep ice slope with the brakes full on is guaranteed to end in disaster.

As this oversized snaggle-tooth skates around, soak him with a steady jet of water, then when he stops and spits snowballs at you, jump and freeze him with your hose. When your water runs out, change into the magician and continue the attack with fireballs. This sucker will soon give up the ghost!



This is the fifth guardian, and what a freak of nature this guy is (even by Disney standards!). It is in fact a gigantic, ice-skating Walrus, with less regard for human safety than Brian Damage driving up the wrong lane on a particularly busy dual carrigeway! A quick change and a steady finger is what's needed to win the day here, do you qualify?

Guardian



Shoot the scroll and watch in amazement as it transforms into a magic carpet before your very eyes. Now hop on and drift over to the right.

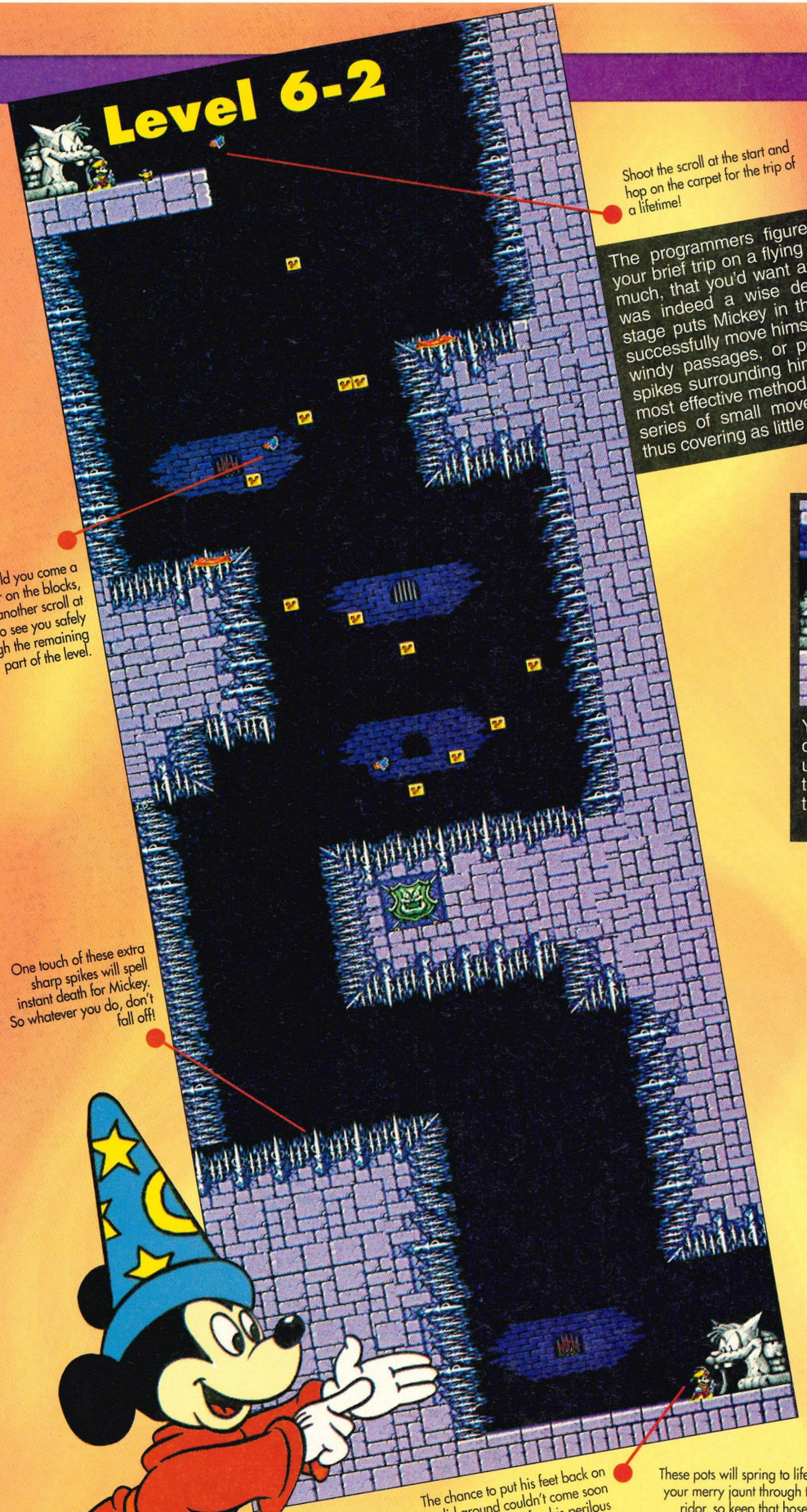
Use left and right to determine the direction in which you fly on the carpet.



The blocks with arrows on, can be used to reach higher platforms. Simply give them a spin, hop on and lift off!

This exit will take you through to the second stage of the castle. The others are simply red-herrings put in to confuse you.

Level 6-2



Shoot the scroll at the start and hop on the carpet for the trip of a lifetime!

The programmers figured that you'd enjoy your brief trip on a flying carpet last stage so much, that you'd want an entire level of it. It was indeed a wise decision because this stage puts Mickey in the hot seat. He must successfully move himself through a series of windy passages, or perish instantly on the spikes surrounding him on every angle. The most effective method for success is to use a series of small movements on the joypad, thus covering as little space as possible.

Should you come a cropper on the blocks, there's another scroll at hand to see you safely through the remaining part of the level.

One touch of these extra sharp spikes will spell instant death for Mickey. So whatever you do, don't fall off!

The chance to put his feet back on solid ground couldn't come soon enough for Mickey after his perilous ride.



Guardian



You encountered this bouncing Demon back in the dark forest. Thankfully he's just as easy to kill, simply use the magician's fireballs to dig an early grave for this ugly fat slob! However, lookout for his head-cutting grass skirt and deadly lunge.

SUMMARY

GAME NAME: Mickey's Magical Quest.
TIME TO COMPLETE: 1 day (if that!).
HIGHEST SCORE: 250,000
NUMBER OF LEVELS: 18
CHALLENGE RATING: Easy.

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

Cartridge supplied by:
The Disney characters at The Video Game Centre Tel (0202) 527314

This final level is indeed a real tinker, for not only will Mickey face deadly cannonballs, fierce pots, and mean guards, but he'll also come face to face with some old enemies that he wished he'd left back at the start. Ha, dream on Mickey!

These pots will spring to life during your merry jaunt through this corridor, so keep that hose handy.







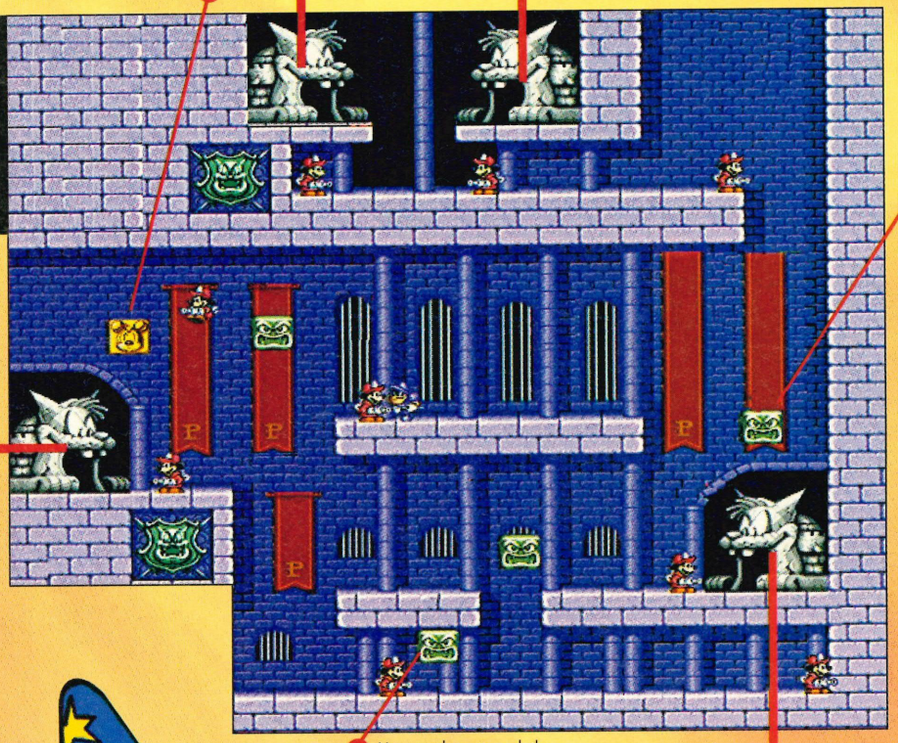
Your quest ends here either in smiles or tears. Pete will attempt to attack you in several ways, each can be easily dodged and counter-attacked. Use the magician's costume and fire huge fireballs at his head whenever he's vulnerable. He takes several hits so persevere and win the day!

This hell-raiser has still got a sore head from when you bashed him in the underworld. Now he's back for revenge. Don't give him the satisfation, simply blast this sorry creature in the same fashion as before, then continue to root out the villainous Emperor.



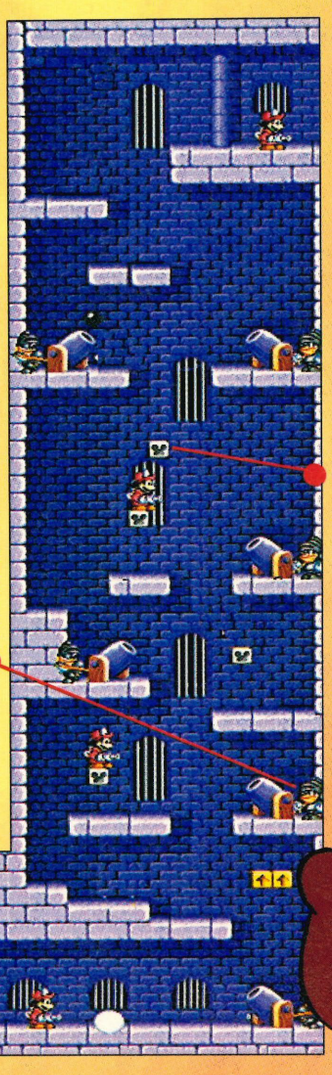
This bonus block contains an extra heart of energy which could come in very handy for the final showdown.

Having made it to the top of the tower, Mickey must now find the exit that will bring him face to face with Emperor Pete. Choose wisely because the others will bring you to an unneccessary conflict with your old enemies. Just follow our guide to the right exit first time. Luckily SUPER XS has been here before!



Push this block into the wall, then jump on top of the exit and wait for it to come down and take you up to the secret platform.

Use your hose to push the blocks into a handy position to transport you to higher platforms.



The cannon operaters can be killed by a quick bounce on the head. But time it well otherwise you'll end up with a cannon ball enema!

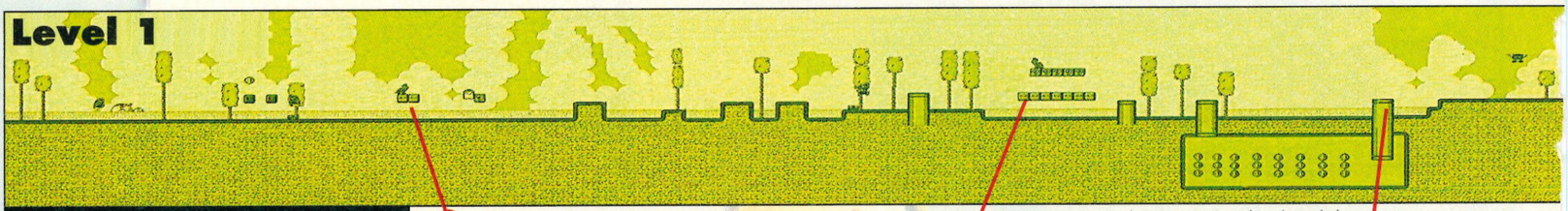
Use your hose to push the blocks into a suitable position so as to help you climb to the top of the tower.





This is the first Demon you encountered, who was a challenge to beat the first time mainly because your only form of attack was your fat behind. So with more advanced firepower, this guy should be a pushover!

Level 1



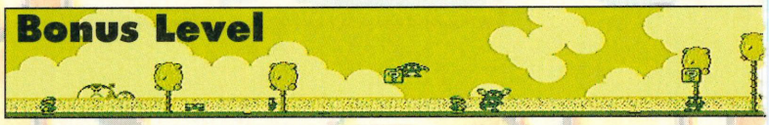
The first level is a simple introduction, full of coins and power-ups, specially placed there for novices and beginners. Don't miss out on any of the coins – they are all easy to get and those fruit machines can be very rewarding!

Try to get a mushroom power-up as soon as you possibly can – you shouldn't have much difficulty holding onto it in this level.

There are just coins to be had in the question mark blocks, but every one is worth getting!

Go down one pipe and up through the other, collecting the money as you go.

Bonus Level



Mario Land Main Map



Reaching the space zone is an adventure in itself; one bubble ride later and you are ready to don a space suit and fly amongst the stars. Cosmic!

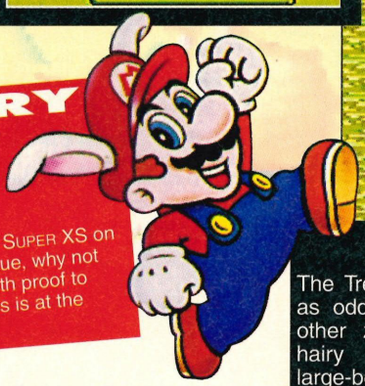


Space Zone

Macro Zone

Everything gets even smaller in the Macro Zone (as if it wasn't small enough already!). A sewer rat finishes off what is probably the toughest zone of the lot.





SUMMARY

GAME NAME: Super Mario Land 2
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 5,290,100
NUMBER OF LEVELS: 6
CHALLENGE RATING: easy

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

Tree Zone

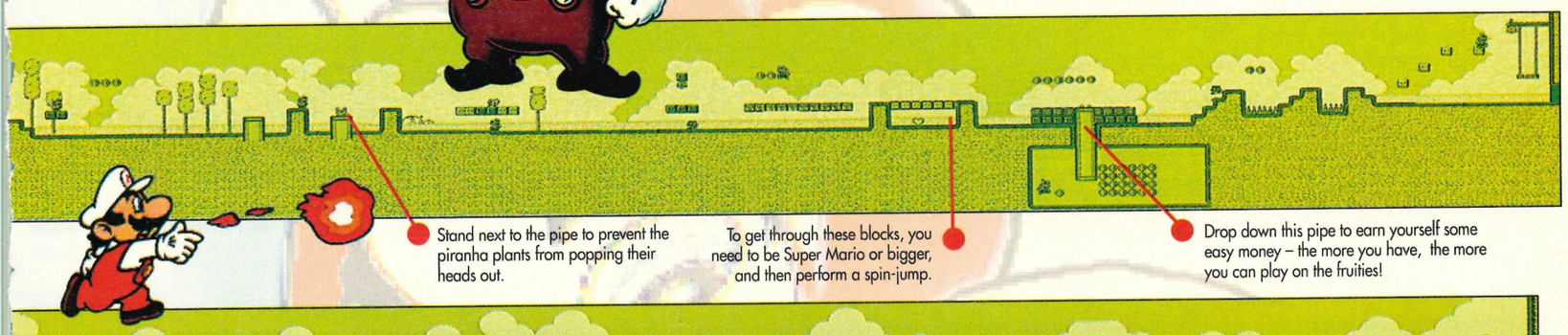
The Tree Zone is just as odd as all of the other zones – giant hairy caterpillars, large-beaked crows and loads of horrible creepy-crawlies make this a zone for the squeamish to leave til last!

GAME BOY

NINTENDO ● £29.99 ● PLATFORM ADVENTURE

SUPER MARIO LAND 2

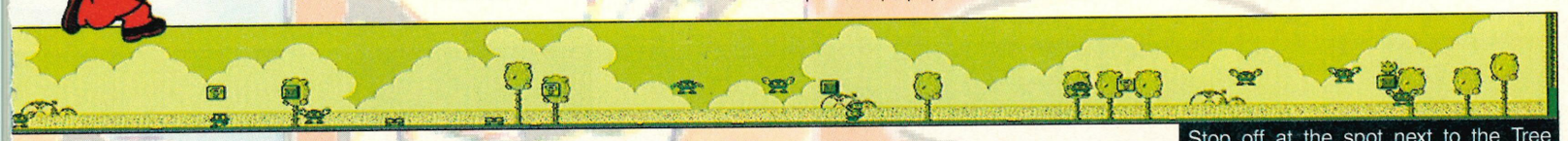
Super Mario needs no introduction. The most popular video game character in history, his NES games have grossed more than Spielberg's *ET*, and helped to thrust video games to the forefront of popular culture. Now Mario is back! This time, in a sequel to his original Game Boy adventure, and, to use a time honoured cliché, it is far bigger, better and badder than before. Yet nothing is bigger, better or badder than the SUPER XS team, who have, once more, put together the ultimate solution to *Super Mario Land 2*.



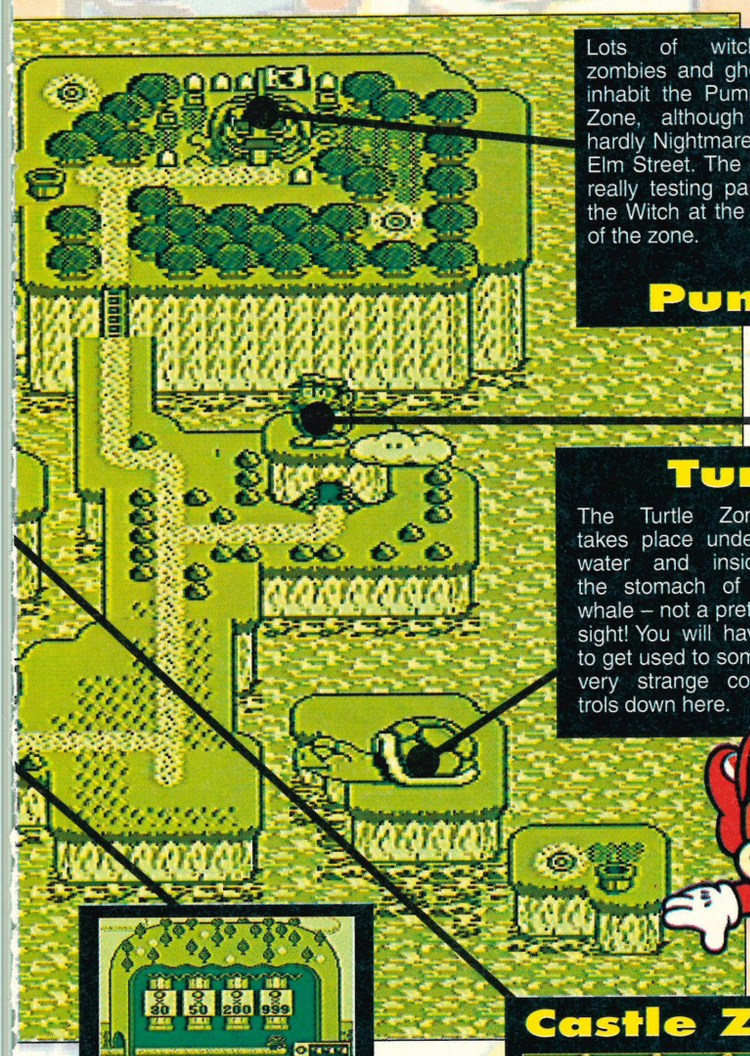
Stand next to the pipe to prevent the piranha plants from popping their heads out.

To get through these blocks, you need to be Super Mario or bigger, and then perform a spin-jump.

Drop down this pipe to earn yourself some easy money – the more you have, the more you can play on the fruities!



Stop off at the spot next to the Tree Zone and you will come across a number of coins and power-ups. As with the first level, it's not particularly difficult so get everything that you can!



Pumpkin Zone

Lots of witches, zombies and ghosts inhabit the Pumpkin Zone, although it's hardly Nightmare On Elm Street. The only really testing part is the Witch at the end of the zone.



Cartridge supplied by:
The Video Game Centre
(0202) 527314

Mario Zone



Mario Zone doesn't have that much in common with Mario – it has more to do with cogs and Lego bricks. Still, with all of its twisting and turning hazards, it proves to be a bit more difficult than most other zones.

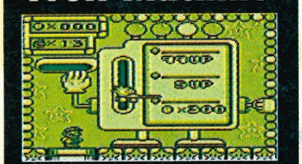
Turtle Zone

The Turtle Zone takes place underwater and inside the stomach of a whale – not a pretty sight! You will have to get used to some very strange controls down here.





Fruit Machine



By visiting the fruit machine, you can gamble coins for extra lives. For the really big wins you have to fork out 999 coins, but just check out all of those extra lives (above) to be won!

Castle Zone



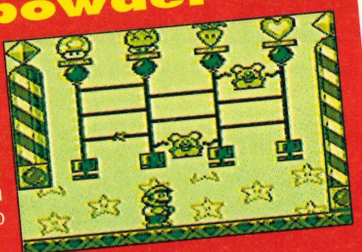
The final stage! Only after you have collected all six coins, one from each zone, can you go to the castle and kick Wario's butt! If you lose all of your lives, you have to visit all of the guardians again and defeat them to retrieve the coins.

BONUS ROOMS

By ringing the bell at the end of a level, you will be able to enter one of the bonus rooms!

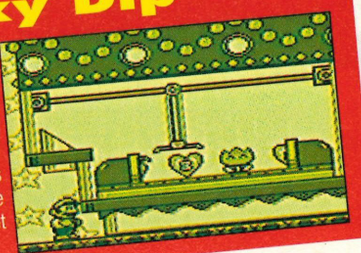
Gunpowder

This is apparently random – you cannot dictate or decide the route of the little spark. Not that it really matters – all of the 'prizes' are as good (or bad) as each other. The most you are going to get is a 1-up (whoopie Do!)



Lucky Dip

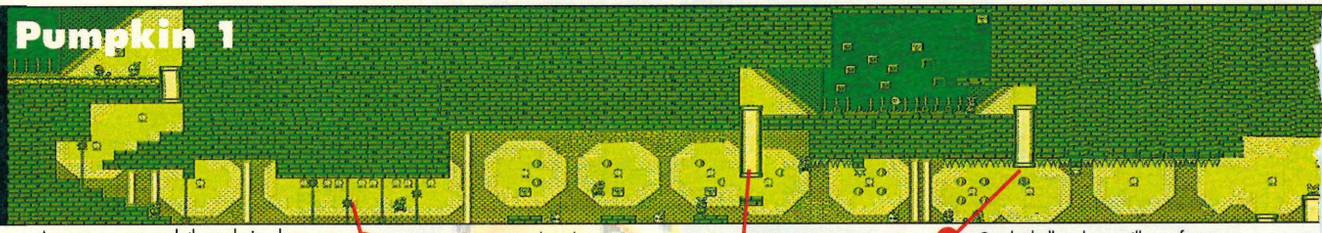
You can actually decide the outcome of this one. If you wait until the grabber has gone all of the way left, then, when it has returned to the right and just before he stops and goes the other way, hit the grab button – you will get three extra lives every time!





Pumpkin 1

Many ghouls and nasties await in the first of the Pumpkin levels. Numerous hockey monsters, falling spikes and piranha plants line the floors and walls, so the superball power is definitely advised.



As soon as you reach these chains, keep running and you will avoid the creatures who climb down them.

Head up the pipe to get to even more bonuses, including an extra life!

Get the bell and you will start from here when you die.

Pumpkin 2

Two secret levels can be found on the second Pumpkin level; as can plenty of other ghoulish creatures. A quick sprint should see you past much of the unpleasantness, but watch out for the piranha plants



Sprint under the skulls and bouncing enemies – stopping will prove pretty painful!

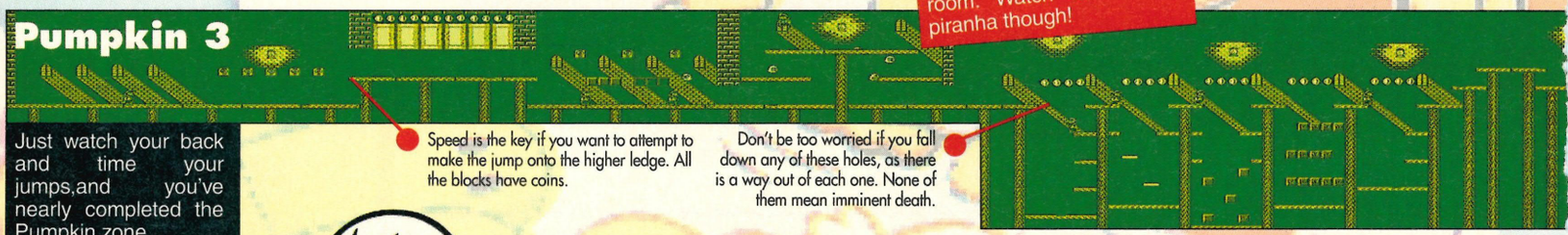
Wait until the Piranha Plant has disappeared into its lair, before proceeding.



Bonus coins in this secret room. Watch out for the piranha though!

Jump off of this block to get to the coins on top of the buildings.

Pumpkin 3



Just watch your back and time your jumps,and you've nearly completed the Pumpkin zone.

Speed is the key if you want to attempt to make the jump onto the higher ledge. All the blocks have coins.

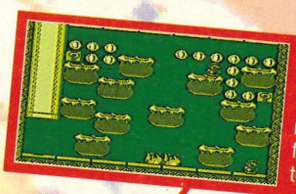
Don't be too worried if you fall down any of these holes, as there is a way out of each one. None of them mean imminent death.





Plenty of coins for the taking in each of these bonus blocks.

Your biggest problems here will be the headless fish, and, of course, the usual assortment of ghosts and spikes, all intent on robbing you of your life!

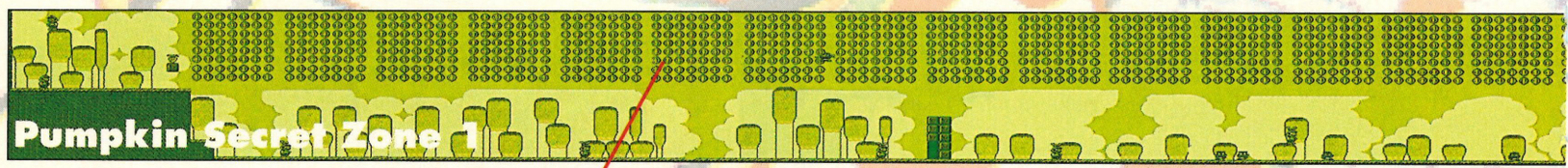


The two bonus blocks must be hit from below to reward you with super mushrooms. Watch out for the flames at the bottom of the screen.

Pumpkin 4



Pumpkin Secret Zone 1



To be able to collect as many coins as possible, rapidly press the fly button – just holding the button will result in you gliding down slowly.

Pumpkin Secret Zone 2



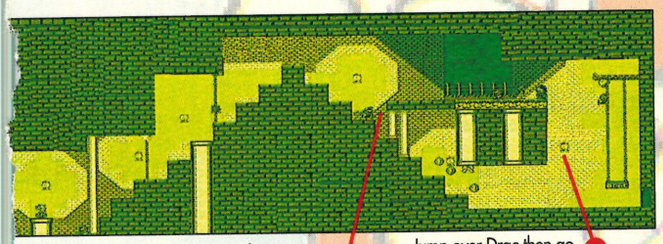
As with all of the bonus levels, there are tons of available goodies, but to get them you must time your jumps perfectly on this one. This level is reached from Pumpkin



The scariest of all levels, with a variety of spine tingling enemies including ghosts, psycho hockey masks, and of course, the witch at the end of the level.There are also two secret levels to discover on this stage.

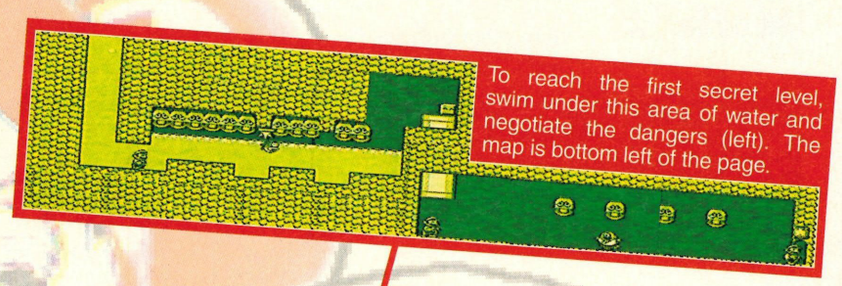
When the witch first appears, one of the pot lids will shake – move away from this as it will propel you into the spikes above. Use this time to jump onto the witches head (usually from the middle pot). Three hits.



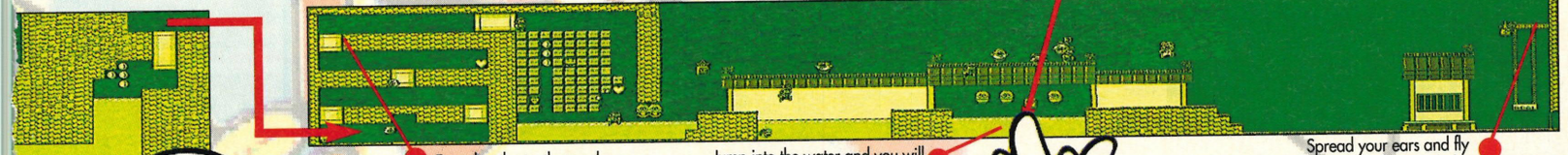


Hop over the gap so that you can fight Dracula! Bounce on his bats to reach a secret room with a 1-up.

Jump over Drac then go for the bell for a bonus game.



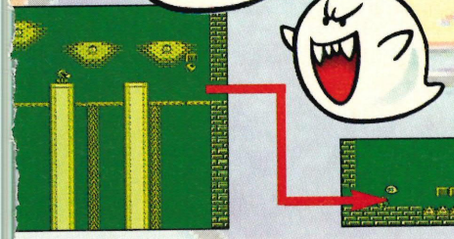
To reach the first secret level, swim under this area of water and negotiate the dangers (left). The map is bottom left of the page.



Face the ghosts, then make a quick dash for your destination. Turn around and face them when they get too close, then make another quick dash for the end pipe.There is a 1-up and a mushroom for you to collect.

Jump into the water and you will reach secret zone one! Swim down the tube and then dodge the piranhas to the pipe. You will need to be super Mario to bust the blocks over the pipe.

Spread your ears and fly up to the bell to reach the bonus machine.

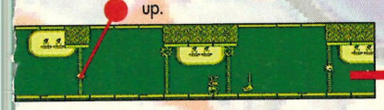




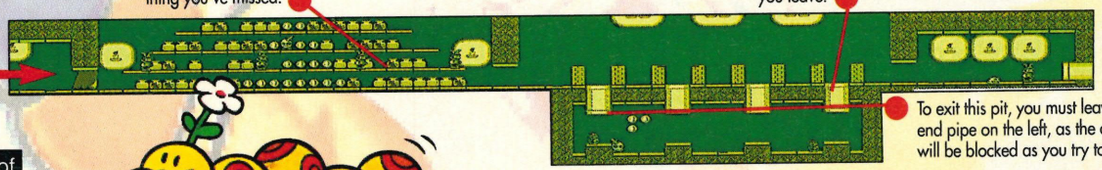
You can reach the second secret zone by flapping your ears off the top of the final step to the secret room below. The map is on the left side of the page.

The blocks in this room, disappear and re-appear at regular intervals but they always remain solid, even when you cannot see anything.

As with all of the falling spikes, timing is the key to staying alive. Always run under them as they rise back up.



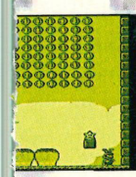
Time your jumps until the last minute, you can always return behind the baddies to collect anything you've missed.



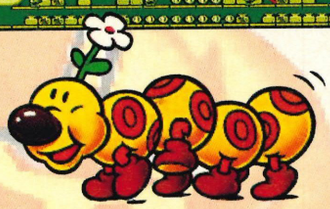
If you leave by any of these pipes, you will hit bonus blocks that can be collected when you leave.

Look for clues like this coin arrow in the game. This shows you that there is a secret level above.

To exit this pit, you must leave by the end pipe on the left, as the others will be blocked as you try to leave.

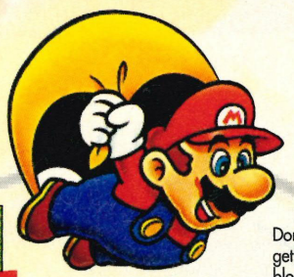


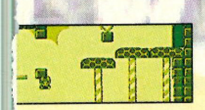
There are absolutely oodles of extra items to be collected, but only if you've got your bunny ears on. You can get invincibility on the lower route, use it to get 1-ups by hitting koopas.



Although there are plenty of coins here, there are also plenty of Koopas as well. Avoid rather than confront them. Watch out for the spikes on the floor.

These cogs are slowly moving down so if you land on them, keep jumping to stay afloat. The exit is through the pipe.





Mario 1

Don't even attempt to get through these blocks if you don't have your super ball.

You are now inside the workings of the giant Mario. You will need to use all of your jumping skills to negotiate this one!

Just keep jumping up to avoid the land mines at the bottom.

These rotating cogs will be your greatest problem, as they will try to throw you off. Jump off, or through them as quickly as possible.

Collect your bunny hat from the bonus block to avoid the spikes and get the bell.

There are large amounts of coins here, but you must use your super ball to get through the blocks.



Mario 2

The main enemies you will come up against here are the bazooka pigs and flying Goombas. Watch out for the spiky bubbles – one prick and Mario's history!

Time your jumps well as you will find yourself jumping up a level instead of hitting the bonus blocks.

Hit this bonus block to receive your first mushroom on this level.

To get this extra life you must drop through the second pipe on the right.

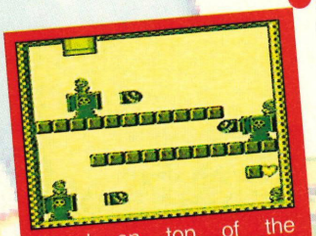
Mario 3

Bazooka Bills and travelling along chains are the order of the day on this level. Quite tough too!

Time your jumps, until the Bazooka Bill has passed, as you will have a few seconds before the next one is launched

Ride these moving blocks along the wires. You will occasionally have to jump to avoid the approaching Bazooka Bills.

Never hit this bonus block as you will release a killer clown.



Stand on top of the Bazooka launchers until the Bill is launched, then chase it along the ledge to reach the goodies at the bottom of this stage.

Mario 4

This level looks more like Mario in Legoland! The rotating spikes and Bazooka Bills will be your biggest problems.

You can jump onto the dark blocks that the spikes rotate around without getting any damage.

Go through the small gap to reach a mini-bonus room.



Turtle 1

The fish on this level will home in on Mario, so don't stay in one place for too long and lure the fish in the opposite direction.

Turtle 2

The majority of the Turtle stage takes place underwater, bringing with it, aquatic antagonisers with an attitude. There are a few chasms tucked away, yet the rewards are minimal, so just head for the exit.

You start off around here – there's little point going for the bonus blocks, unless you really are short of cash or power.

Drop into the water and hit the blocks as you go through.

Go through here to reach the secret Turtles zone (below).

Head through here to reach the bell.

Try to get as many powers and coins from the blocks on the way up and then continue to the right.

If you don't have the Bunny power then collect as many coins by jumping up from the edge of each platform.

Walk along the floor until Bill has shot by, then head to the top where it is a little safer.

Secret Turtle

Spin through these blocks.

The third Turtle level is pretty much the same as the others, only with even less Turtles! The Bunny Mario power is probably the best to have for these areas, so if you have it, stick with it!

Float through the jelly to reach the coins and bonus blocks.

As with all falling spikes, wait until it has retracted into the ceiling and then run by.

Turtle 3

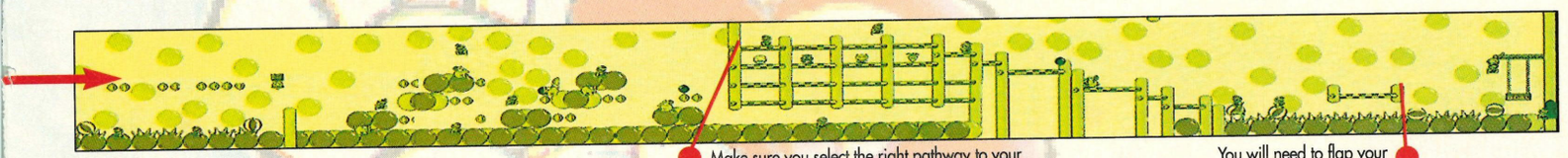
Turtle zone three takes place inside the stomach of the whale, so you will have to dodge various bodily parts including ribs and other gooey bits.

Tree 1

Tree zone is full of all the insects and bugs that you would associate with trees. Take the upper or lower routes.

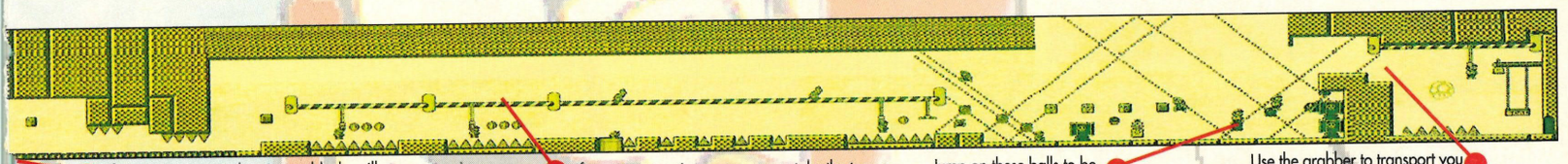
The route you choose through this level is not really important, just make sure you collect as many coins as possible.

Jump up into the air here to make a block appear. Continue jumping up and you will build a ladder of blocks to an extra life.



Make sure you select the right pathway to your bonus item, as you cannot fall back down after you have jumped up.

You will need to flap your little bunny ears if you want to reach the bonus round.

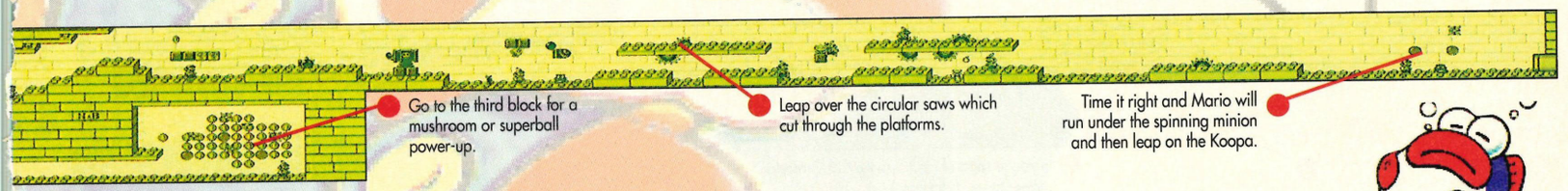


If you jump up into the air, two blocks will appear to give you access to the secret room above. To get through the blocks at the top right, you will need your super-ball .

If you want to wimp out, you can take the top platform – however, the more precarious bottom lair holds more rewards.

Jump on these balls to be able to ride your way along the chains.

Use the grabber to transport you across the spikes and straight to the bonus round.



Go to the third block for a mushroom or superball power-up.

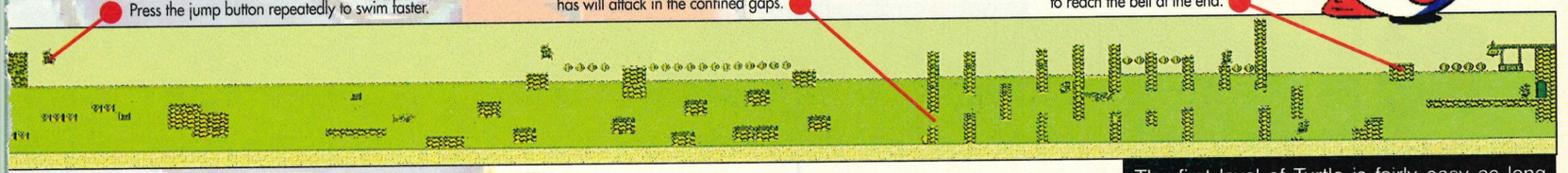
Leap over the circular saws which cut through the platforms.

Time it right and Mario will run under the spinning minion and then leap on the Koopa.

Press the jump button repeatedly to swim faster.

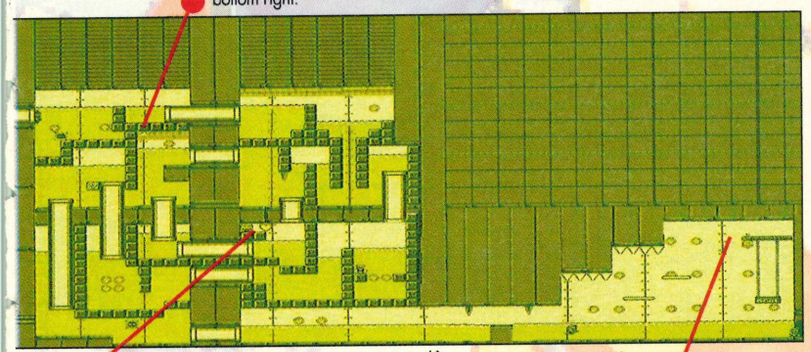
Swim carefully through this area as piranhas will attack in the confined gaps.

You will need to get on this block to reach the bell at the end.

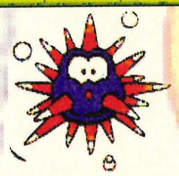


The first level of Turtle is fairly easy as long as the fish don't get you! The last section is very tricky but you will need to master swimming skills for the later levels.

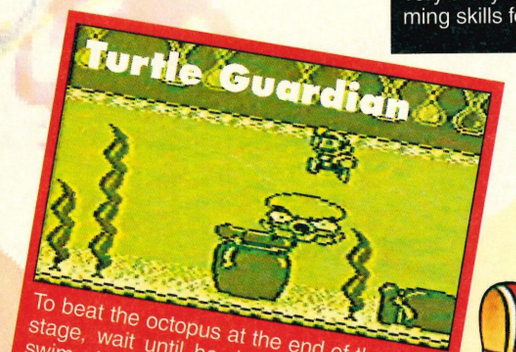
Follow the map to find your way to the bottom right.



When going around here, try to collect the extra lives.



Try to reach the platforms, and then use the Bunny power to reach the bell.



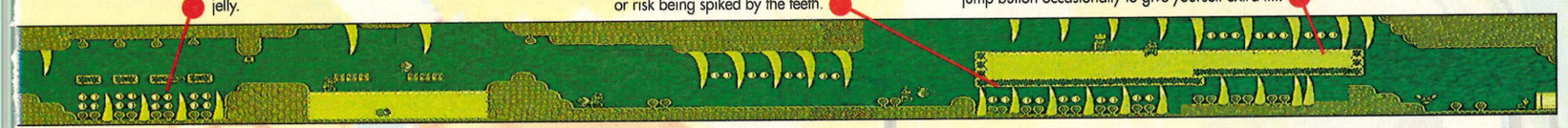
To beat the octopus at the end of the Turtle stage, wait until he drops down and then swim above him and drop onto his head. You will need to do this three times to finish the level and collect the all-important coin.



Position yourself above the coins and then drop through. To get out, jump up through the jelly.

The jelly will allow Mario to slip through but you must guide yourself to the coins or risk being spiked by the teeth.

Here you have to avoid teeth from above and below. Try to slide through the jelly, and tap the jump button occasionally to give yourself extra lift.





Position yourself under the bell, then pop up out of the water to ring the bell. This will mark your position.

There are plenty of coins and bonus items to be grabbed from these blocks.

Leap off the top block to reach the bonus bell.



Tree 2

Plenty of gooey jelly can be found on this level – continually tap the jump button to work your way through it.

You will be able to collect your first power-up item from the bonus blocks here.

To get to the top, you will have to negotiate the leaves and moving platforms.

Drop down through the jelly to reach a far easier section. You can gain the Bunny Mario powers by bashing the block at the end of the pipe – you will need this to collect the coins and avoid the spikes.

Tree 3

Don't forget this 1-up!

Jump directly up from below to get onto the passing platforms.

Stand next to this pot to prevent the piranha plant from raising its ugly head.

If you're short of cash, use the Bunny Mario power to reach the coins.

The bird will always fly in a "U" shape, so as he swoops to his lowest point, jump up and land back on his head. Do this three times and the egg will crack.

You will find that this is a very treacherous zone. You must time your jumps perfectly, as one slip will mean certain doom.

Tree 5

When the flying enemies have gone down, hop on their heads, then jump again to reach the other side unscathed.

To get to the secret level, get the Bunny ears and go through Tree 2, fly over the gap to the secret door.

Macro 1

"Arghhhhhhhhhhhh!" Try to catch the coins as you fall – anticipate their position by looking at our glorious map.

Take the moving platform through the water to reach a power-up block, and avoid a baddy on the top pathway.

Make sure your jumps are perfect over these guys, as landing on them can be very dangerous.

Tree Secret

Macro 2

You can collect a power-up item from the bonus block, but watch out for the Piranha plant in the second plant pot.

You must watch all directions on this level as the bad guys seem to come from everywhere! The Macro zone is fairly straightforward but watch out for technical terrors.

The second pot contains a spitting piranha plant.

Smash this bonus block to receive the Bunny power.

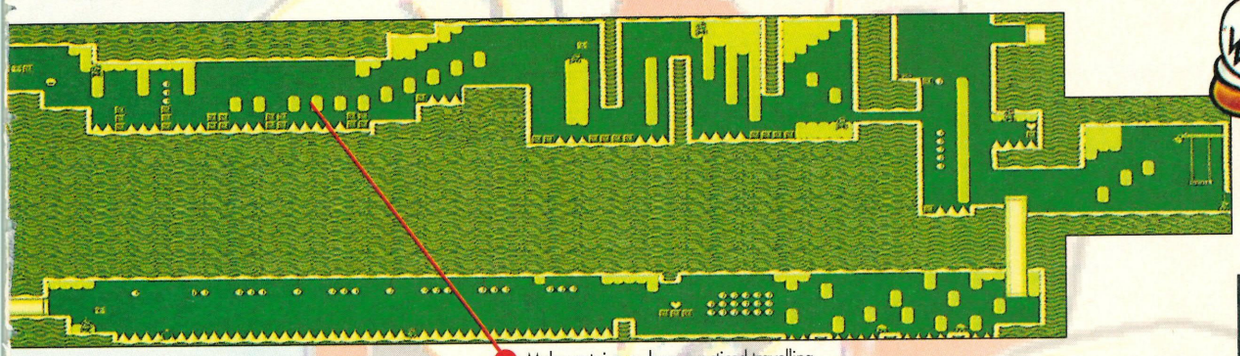
Macro 3

Watch out for the Goombas and piranha plants on this level as they could cause you some real troubles if you don't time your jumps just right.

Smash the bonus block to receive the powers that give you those very attractive bunny ears.

Jump up and down here to make invisible blocks appear, to carry you up to an area that's packed with bonuses!

Enter this pipe to be carried into a room that is just full of coins!





This is a pretty straightforward level and you should not run into too many problems. Now that you have battled your way to the top of the tree, you must fight your way through an array of arboreal enemies.

Make certain you have practiced travelling through jelly before attempting to cross this area.

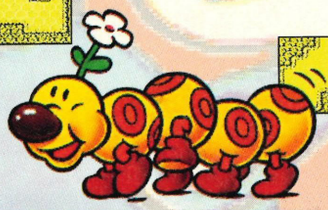
Smash this bonus block to be rewarded with superball Mario.

As usual, run past when the bees have gone back up.

Tree 4

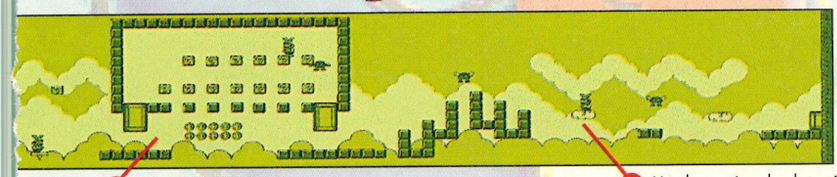
There are plenty of bonus blocks here – just watch out for the bees!

Go down the large pipe to access the bonuses.



You will find it much easier to go across the top of this section.

There are plenty of bonus blocks here. If you are superball Mario, you can stand between the two layers, hit one row from below and spin into the lower blocks.



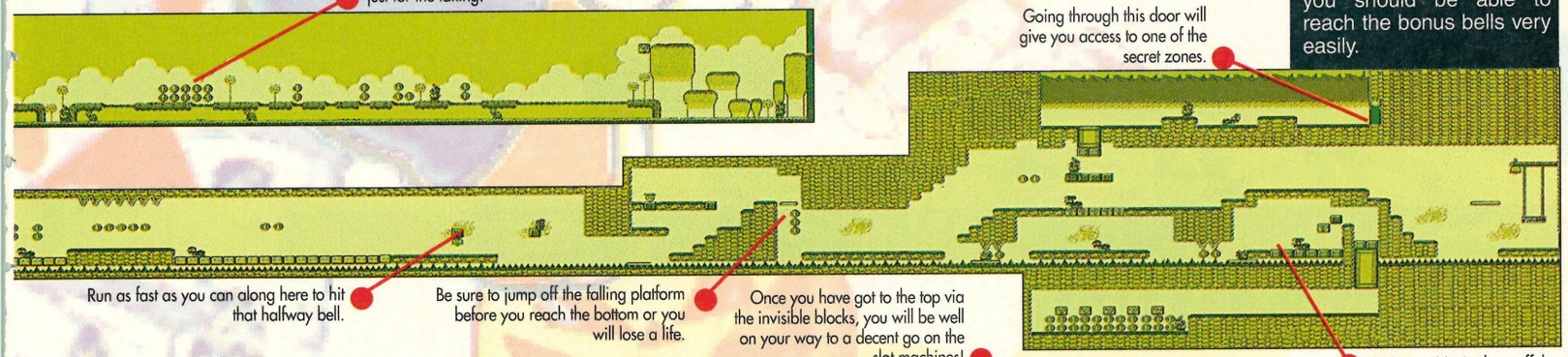
You will find it a lot easier as Bunny Mario to just fly straight along and grab the coins.

Use the moving clouds to aid your passage across this treacherous section.

There are plenty of coins here just for the taking!

Macro zone is just an overgrown version of Mario's house (or so we're told!). It's not particularly difficult to complete and you should be able to reach the bonus bells very easily.

Going through this door will give you access to one of the secret zones.



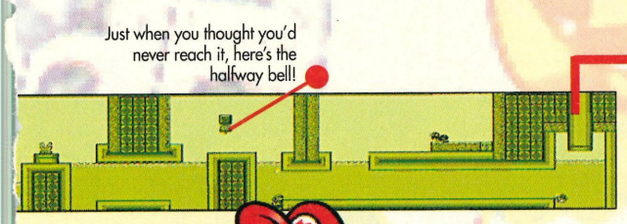
Run as fast as you can along here to hit that halfway bell.

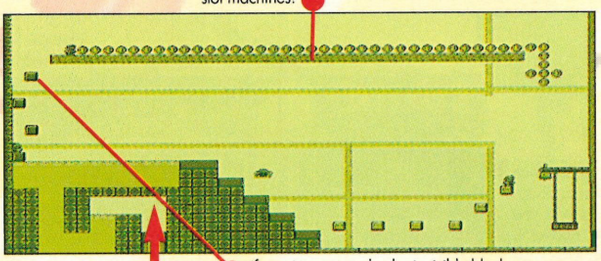
Be sure to jump off the falling platform before you reach the bottom or you will lose a life.

Once you have got to the top via the invisible blocks, you will be well on your way to a decent go on the slot machines!

As Bunny Mario, leap off the top of the ledge and onto the moving platform to reach the bell.

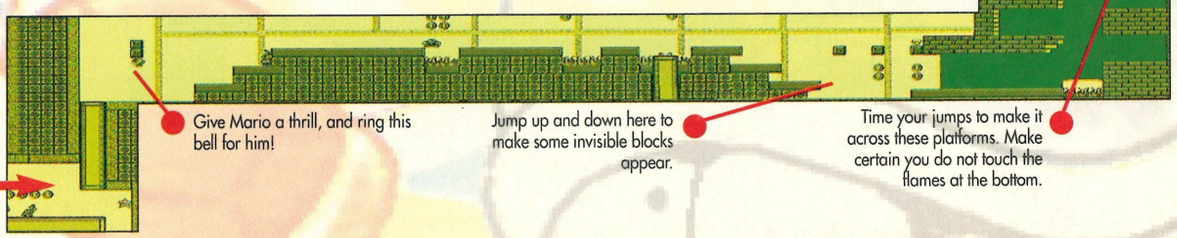
Just when you thought you'd never reach it, here's the halfway bell!





If you jump to make the invisible blocks appear, you will be able to climb up to the platform full of bonuses.





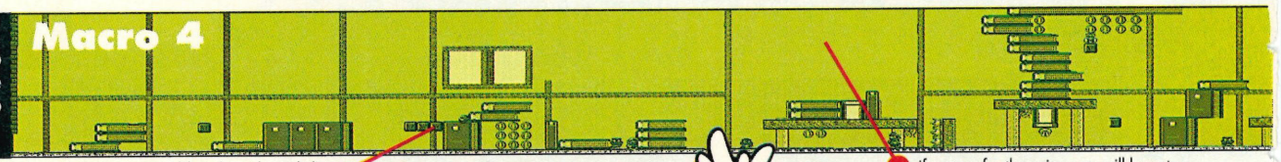
Give Mario a thrill, and ring this bell for him!

Jump up and down here to make some invisible blocks appear.

Time your jumps to make it across these platforms. Make certain you do not touch the flames at the bottom.

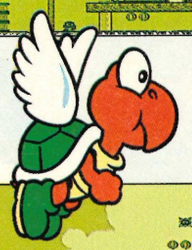
Macro 4

Heaped books line Mario's library. There's a little thief who tries to steal your extra lives in some of the bonus blocks, so you will have to hurry to get those hearts!



There is an extra life in here, but a little guy will try to nick it, so chase after him and grab that heart!

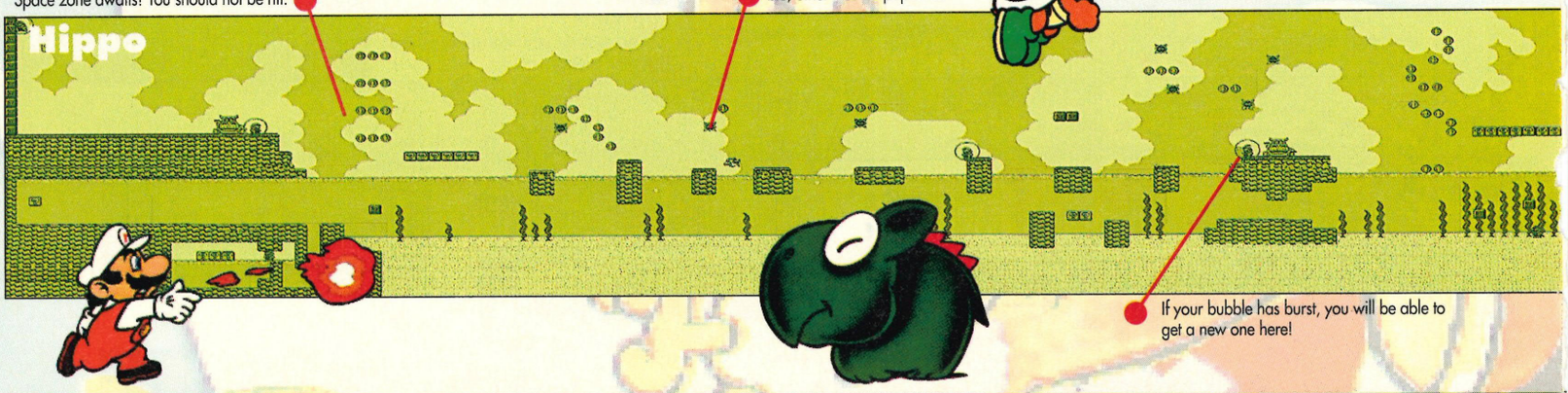
If you go for the coins, you will have to be careful since the conveyor belt will pull you towards the spikes – jump up just before you reach it to get out.



Get into one of the bubbles, then travel right across the top to the right where the Space zone awaits! You should not be hit.

Don't run into the spikes when you are in your bubble, otherwise it's pop time!

Hippo

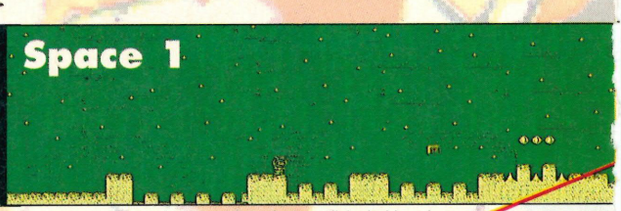


If your bubble has burst, you will be able to get a new one here!

This star zone is mega-tough. Due to the weightlessness, Mario must anticipate jumps far in advance. The stars will instantly kill Mario so you must leap up in your spacesuit and fly through the mazes of stars. Bonuses hang tantalisingly in the air but some are just too risky to reach. In addition, the screen constantly scrolls, so be quick!

Space 1

Now that Mario has flown to the moon, he must get used to the extra lift from less gravity. Consequently, Mario's jumps are longer and he can reach platforms that were impossible before. The key thing to remember on this level is that some of the rocks are in the shape of fingers pointing up; if you leap in that direction, you will reveal hidden blocks and bonuses.



Get to this extra life by finding all the hidden platforms (as shown). There are loads of hidden blocks on this level, so keep jumping everywhere.

Go to the top of the screen and stay there o make it across this section.

Space 2



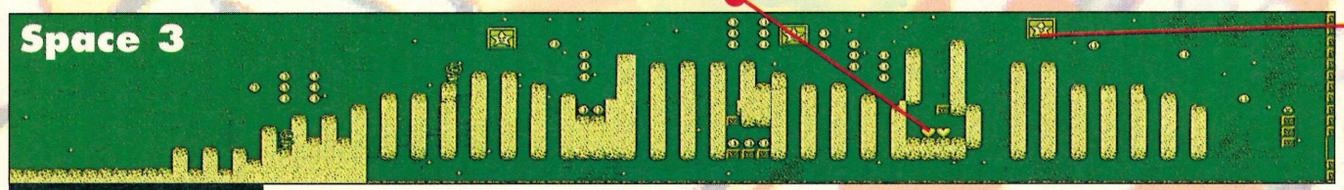
Stay to the bottom of the screen and use just small leaps to avoid the different stars.

If you fall through the gaps here, you will miss out on the bonuses, like the two 1-ups in this cave.

If you need a power-up, fly to the top and hit the block.

How about this for a test of floating skills. Mario has to leap up and then guide himself through the tight gaps between spikes.

Space 3

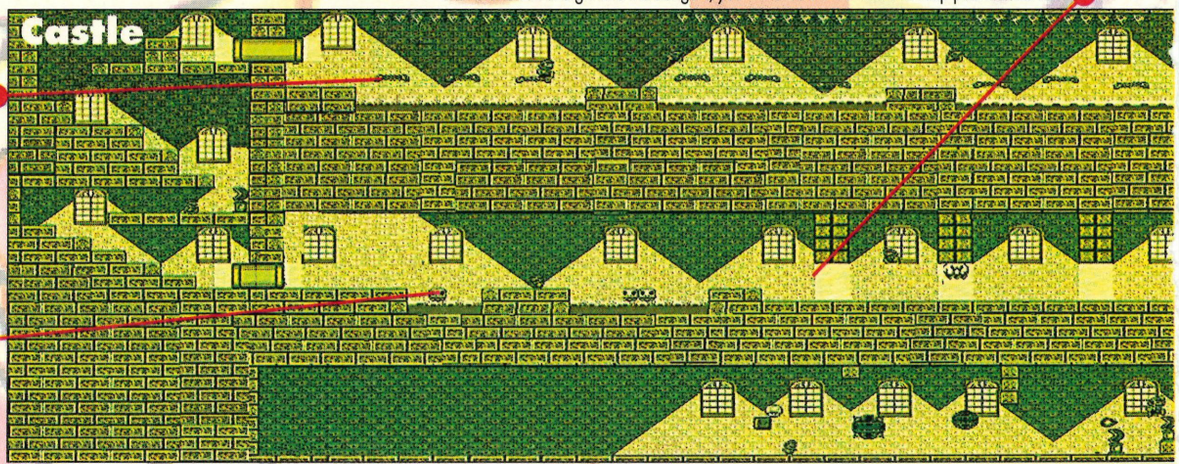


The purpose of these blocks is to try and knock you down the gaps before you land on the platforms beyond.

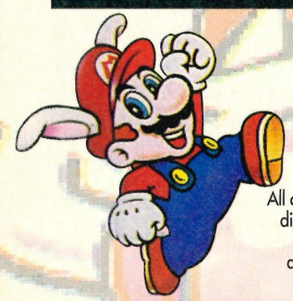
This is the secret level. Mario only gets the bonuses if he can balance on the thin pillars of rock. With the extra jumps, this makes landing on a small area a lot more difficult. A very easy level.

Hammer fists will crush Mario here. The best way to deal with them, is to make sure you are Super Mario and run straight into the dangers, you will miss the first two and leap past the last one.

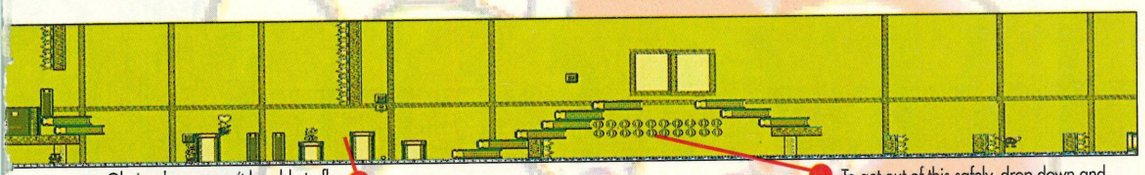
Castle



Each of these bone platforms disappear after you have touched it. You have to be retrained in your jumping because there are spikes on the roof.



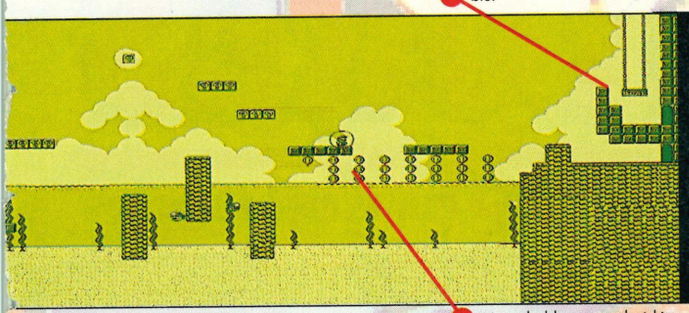
All of these skull platforms will disintergrate as soon as you hit them. Keep leaping to avoid falling into the drink!



Obviously you won't be able to fly around this area, otherwise you will impale yourself on the spikes. Also be sure to hit the halfway belt.

To get out of this safely, drop down and get the coins and then jump rather than run to the right.

To make it to the Space zone you have to get through the top door. You can only do this if you are in the bubble.



The Hippo zone is the forerunner to the Space zone. However, there are a few bonuses, if you are prepared to venture into the murky depths below. If you get a bubble right at the start and keep pressing up and jump,, you will sail through the whole level and get the bell at the end. This is an excellent way of getting loads of 3-ups, if you know how to rig the grabber machine. Go through the bottom door in this zone and you are taken back to the start.

It's probably not worth risking your bubble to get the coins here. You will need it if you want to reach the space zone through the top door.

Rat Guardian

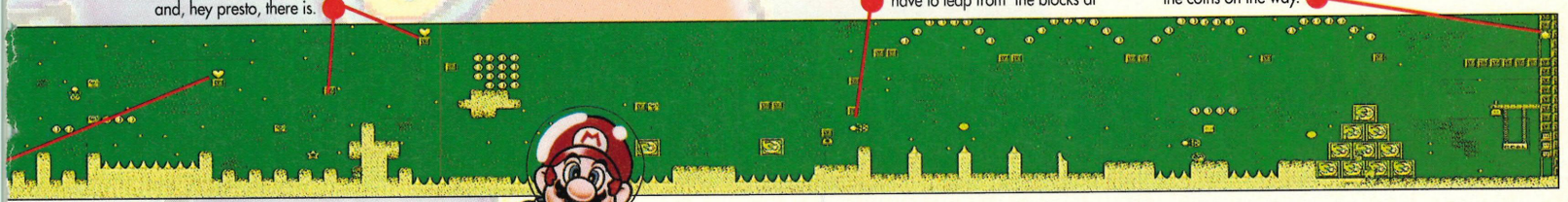


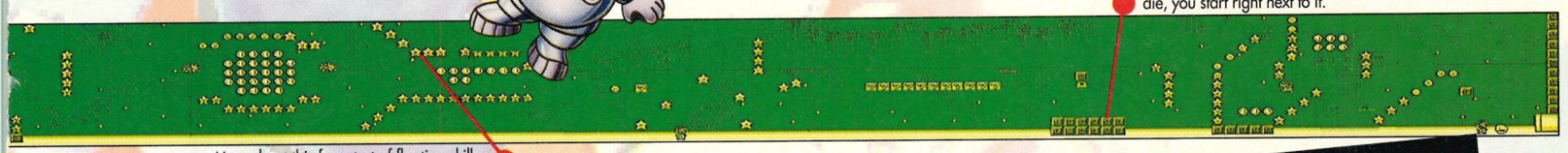
The rat always follows the same pattern. He will always re-emerge from the same pipe as he entered. When he goes across the roof, you will be able to time it so you can avoid him as he falls. Three hits will finish the rat.

The finger of rock here tells you that there is a platform near it, and, hey presto, there is.

Get to the secret Space zone from these platforms. You will have to leap from the blocks at

Here's is the secret exit; make sure you get all the coins on the way.

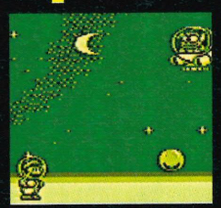




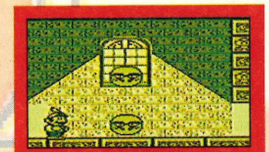
With the scrolling of the level, this little test of endurance is very tough. Luckily, there is a bell nearby, so if you die, you start right next to it.

How about this for a test of floating skills. Mario has to leap up and then guide himself through the tight gaps between spikes.

Space Guardian



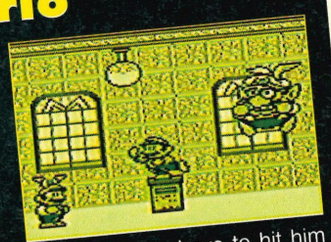
Float to the top of the screen and the laser beam will totally miss you. Now move right and left to avoid the exploding missiles and drop onto his head when he swoops across the screen.



Bounce on the balls twice to vanquish each one. The order is one, then two rooms with two each inside.

Wario

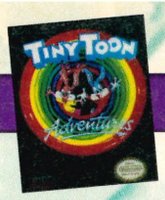




Wario is a bit of a tough cookie. First of all you have to hit him three times in his throne room while avoiding falling light bulbs. Just when you thought it was safe to celebrate, Mario is taken to the next room and given Bunny wings. Now you must hit Wario a further three times. Beware, Wario now has wings as well, and flies down from the screen to get you. Wait until he is at his lowest point before hitting him. Again, avoid the light bulbs.



This is it! The final castle can only be entered if you have all six coins from each of the guardians. The castle is the ultimate test of all Mario's skills. The first section has you leaping and ducking under swinging balls and lava pits. Huge hammer fists will try to pound you on the second level and then it is a race against hot time through more lava pits, skulls and then finally Wario! Can you stand the heat?

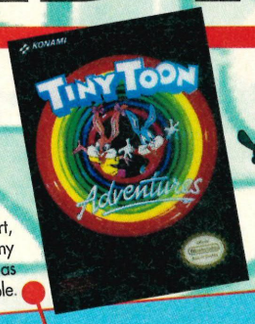


TINY TOON ADVENTURES

Tiny Toons are doin' it for themselves and are about to hit your screens. Buster Bunny has had his girlfriend kidnapped by a spoilt brat called Montana Max who lives in a castle surrounded by 23 madcap levels. Sizzling cartoon graphics, huge sprawling levels and all your favourite characters are included in this Marioesque masterpiece!



NES



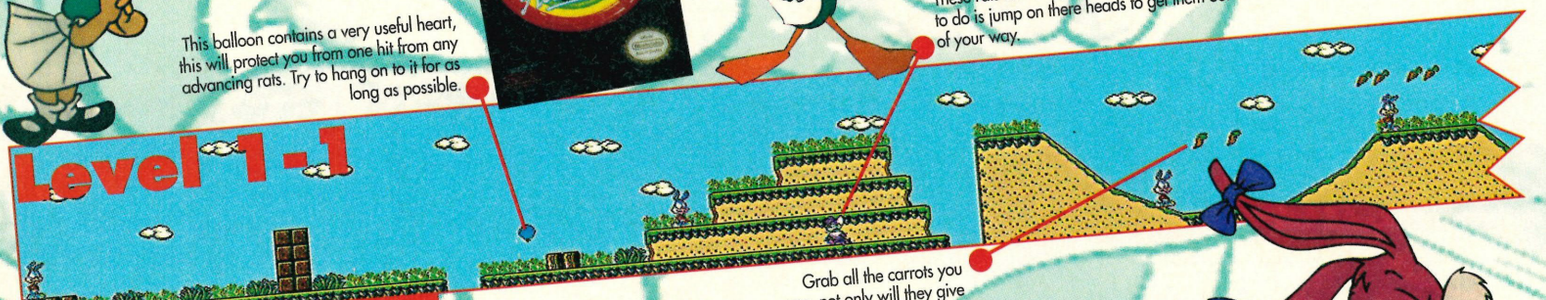


KONAMI ● £44.99 ● PLATFORM ADVENTURE

This balloon contains a very useful heart, this will protect you from one hit from any advancing rats. Try to hang on to it for as long as possible.

These rats are easily dealt with all you have to do is jump on there heads to get them out of your way.

Level 1-1



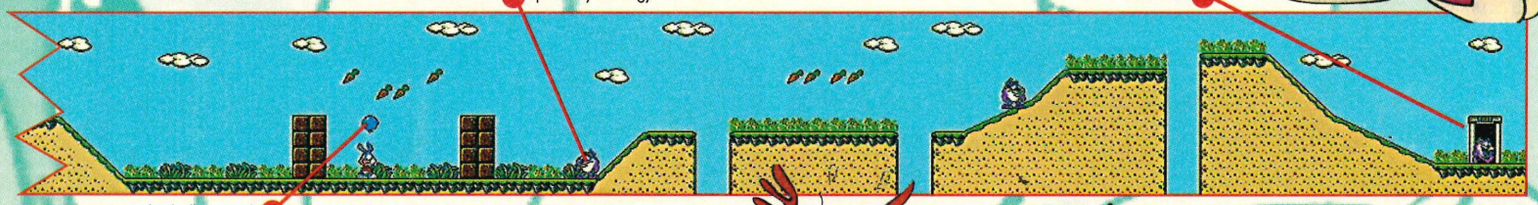
You start in a valley and the most useful friend to take with you is *Spindizzy* the Tasmanian Devil. The first level it is quite straight forward, so collect as many carrots as you can, you will need them later on in the game. The main problem you will encounter are the pesky rats.

Grab all the carrots you can, not only will they give you an extra life but you will be able to see in the dark! For the extra life you will need thirty or more .



To get Spindizzy to become a whirlwind just press the 'B' button. Use this move sparingly as it takes some time to recharge Spindizzy's energy.

Make straight for the exit and jump right into the next level.



Burst this balloon and you will be able to change into the character you chose at the beginning of the level. In this case, the Tasmanian devil .



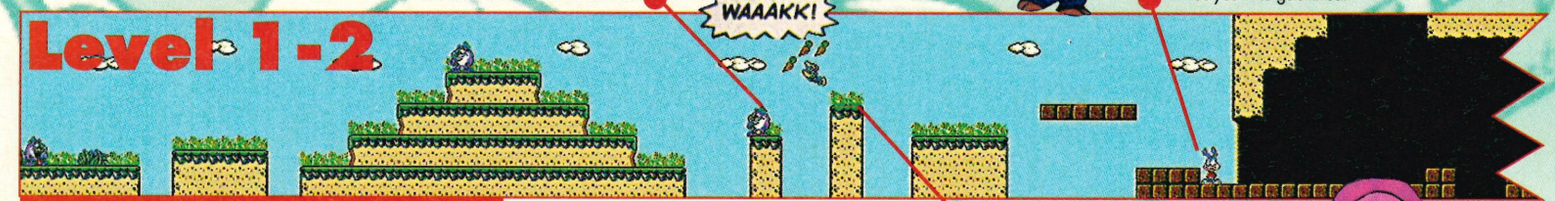


Jump from here when the duck is descending so that you bounce off his head and collect the carrots.

When you land here wait for a rat to attack, when it does jump and kill him. If you try it further on, you will tend to hit the roof of the cave and it will be you who gets killed.

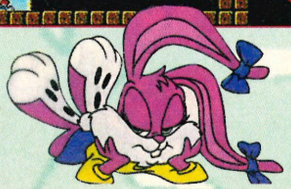
WAAAKK!

Level 1-2



This level although similar to the first has more rats to contend with and requires some accurate jumping. It is here that Spindizzy will show his prowess as a rat catcher. Don't forget the carrots, the more you ge,t the more lives you will get from Hamton.

Get as close to the edge as you can to make the jump from this platform to its larger neighbour.



Go through this door for your first meeting with Hamton Pig, for every thirty carrots he will give you an extra life.

Run straight past the dog with the weights before he has a chance to throw them at you.



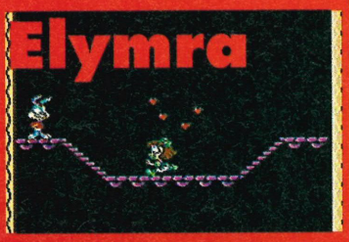
To reach this platform you must leap from the top of the previous platform. If you are the cat then you can climb up the wall if you miss.

Use Spindizzy again for this section, his lethal spin will prove most effective against the many enemies you will face. There are more balloons to collect but only pick up the Toon-A-Round (swaps characters) star if it will aid in your quest to find Babs. As well as rats you will meet up with Halloween pumpkins out to stop you.

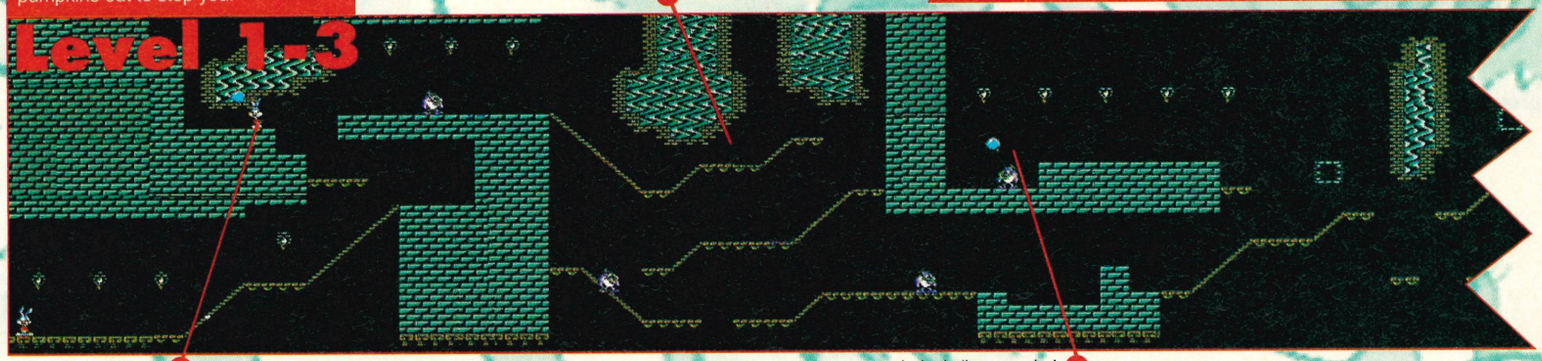
Come through here slowly as two pumpkins will appear from the right. Jump on them once and they will stop jumping a second time and explode.

This little girl just loves cuddle bunny rabbits, so as she runs towards you hop over her head to the other side. Do this twice and an exit will appear take it to the next level.

Elymra



Level 1-3



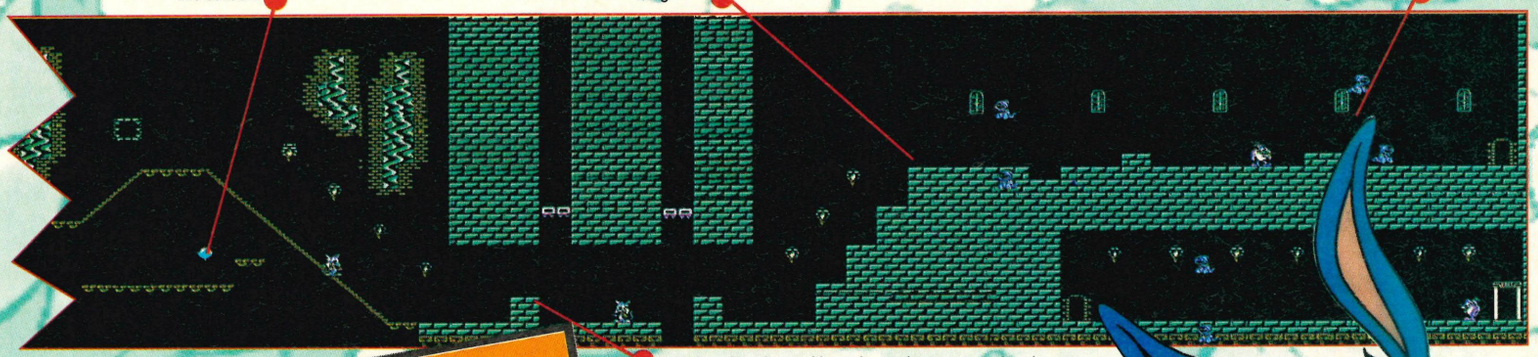
Burst this balloon for the first Toon-A-Round, use it to change into Spindizzy Devil.

Inside this balloon is a clock which will freeze time. You will need this to complete the level and pick up a nice time bonus.

If your nerve is flagging in this dark castle, drop down to this platform and get the heart in this balloon.

As you reach the top, make sure that Spindizzy has full energy because you are going to need it to beat the ghosts.

Use Spindizzy's spin attack to get past the ghosts of the castle. There are two sets to get past so take a rest while you recharge Dizzy's energy.



Stand on the edge and keep the run button pressed so that your Toon passes under the spikes before they hit you.





Dr. Gene Splicer



To beat this skateboarding frankenstein, you must hit him three times on the head. Stand on the edge (see above) and leap up as he approaches. Now run to the other side and leap the anvil he throws before returning to the same position. Beware, he gets faster!

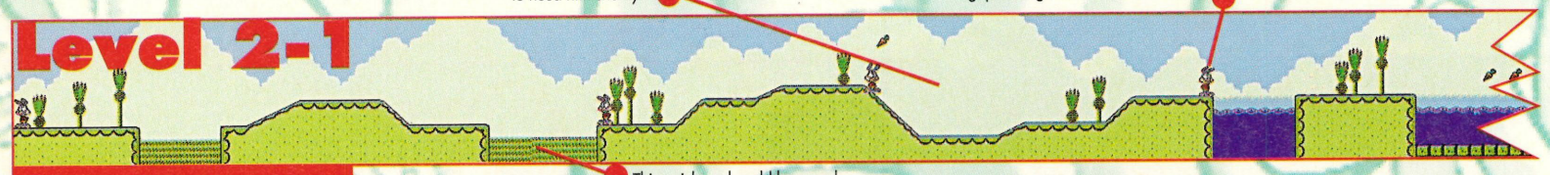




Level 2-1

Grab the balloon here to change from Buster to Plucky you are going to need him shortly.

Run up fast to the edge then jump using Plucky Duck and he will fly straight over this gap. Doing this saves valuable time.

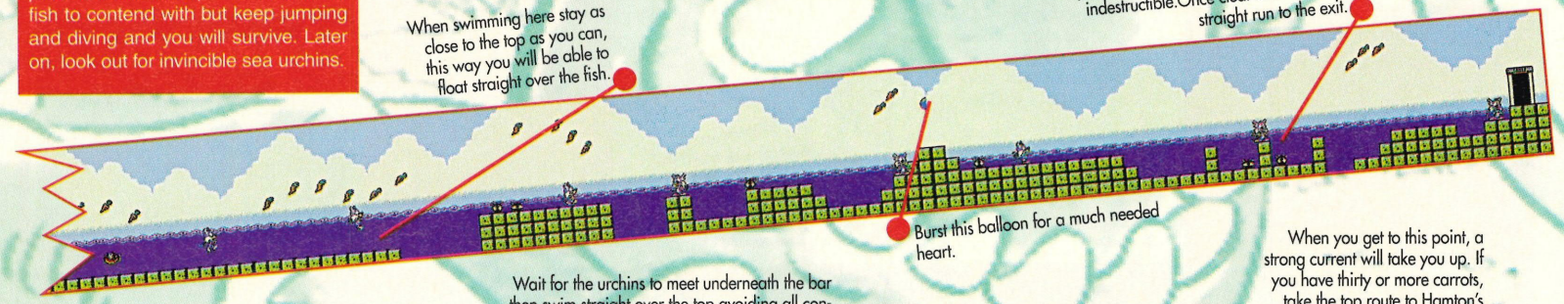


This quicksand could be a problem if you forget to jump, all you have to do is keep jumping and you clear the sticky mess.

Plucky Duck is the character to pick for this level as his swimming skills are far greater than the rest of your pals. You will have quicksand and evil fish to contend with but keep jumping and diving and you will survive. Later on, look out for invincible sea urchins.

When swimming here stay as close to the top as you can, this way you will be able to float straight over the fish.

Time your jumps so that you land on the pillars, the sea urchins at the bottom are indestructible. Once clear of them it is a straight run to the exit.

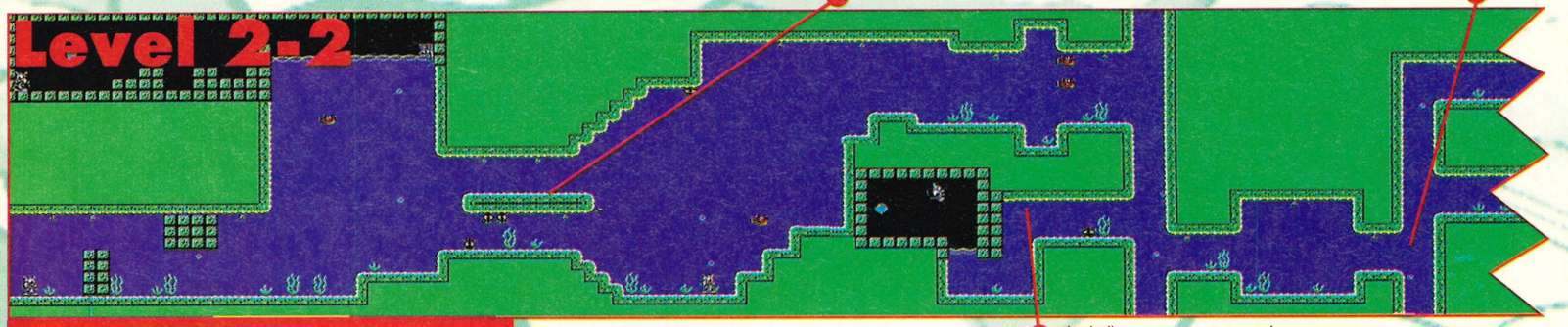


Burst this balloon for a much needed heart.

Wait for the urchins to meet underneath the bar then swim straight over the top avoiding all contact with them.

When you get to this point, a strong current will take you up. If you have thirty or more carrots, take the top route to Hamton's house, if not take the low road.

Level 2-2



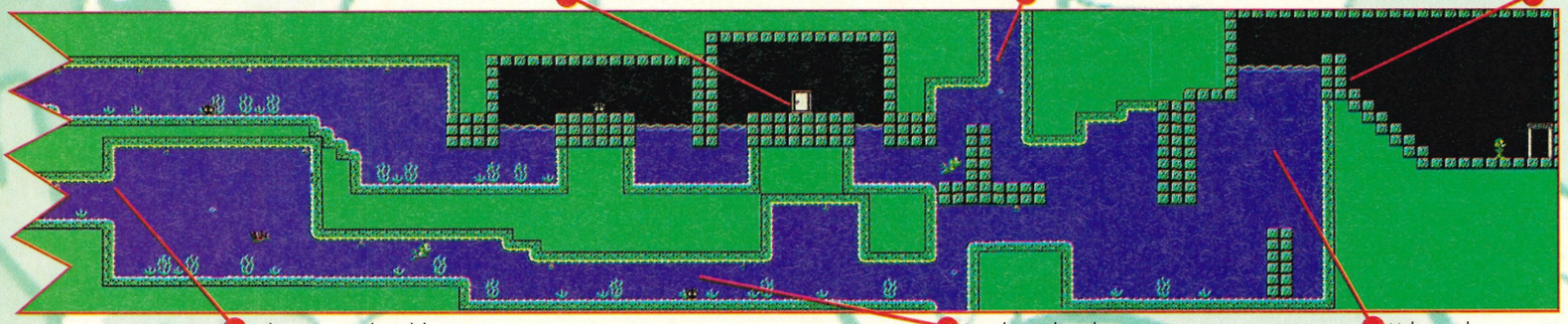
If you have Plucky Duck this long swim of a level is no problem. Check out all the air spaces for hearts and Hamton's. Hide out but watch out for manic fish and invincible sea urchins (Dr M's favourite food).

This balloon is a Toon-A-Around star, only use it if you are not Plucky Duck.

This door leads to Hamton's bonus room. It's only worth your while if you have enough carrots for extra lives.

Use Plucky to swim up this passage and over the barriers on either side. You can now swim through the green background and explore the whole level.

Once here jump off and fly down to the door thus clearing any lurking enemies.



When you come through here go straight up to avoid the fish. Press the 'B' button for a whirlpool attack to get rid of the fish altogether.

Stay close to the ceiling to avoid trouble with sea urchins. As you reach the large gap, go up to miss the jellyfish.

Make sure that you have full energy and rise slowly as the jellyfish meet. Blast them then race straight to the top and out to the exit.

Elmyra



Stay on the platforms and Elmyra cannot get you. Go across the screen until the door appears. When it does, wait for the hearts to fly out of Elmyra's head, then make a dash for the door. Press the 'B' button to increase your speed and your chances of success.

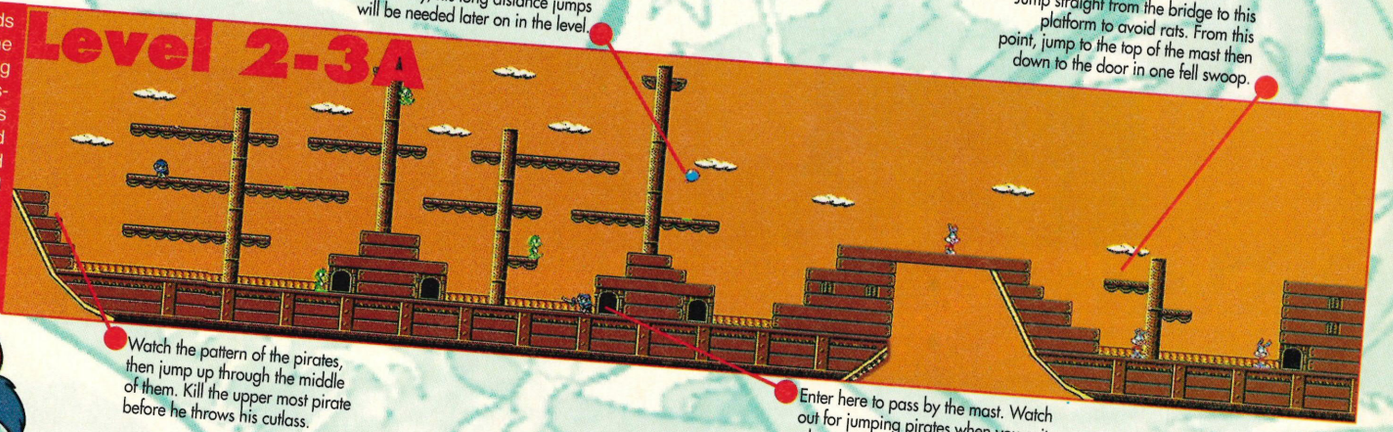




Level 2-3A

This level finds you out on the high seas battling against cutlass-throwing pirates and over–sized rats. Timing and a cool head will see you through this adventure across the decks.





Use this balloon to change back to BusterBunny, his long distance jumps will be needed later on in the level.

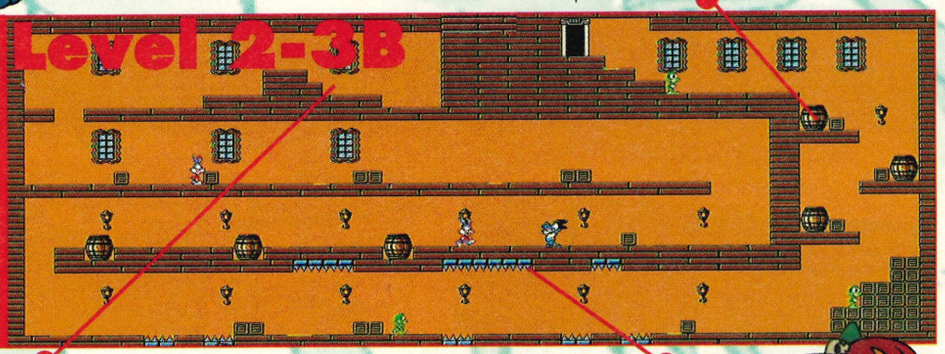
Jump straight from the bridge to this platform to avoid rats. From this point, jump to the top of the mast then down to the door in one fell swoop.

Watch the pattern of the pirates, then jump up through the middle of them. Kill the upper most pirate before he throws his cutlass.

Enter here to pass by the mast. Watch out for jumping pirates when you exit who are intent on making rabbit stew out of you.

Level 2-3B

To find the true exit to this level, Buster must come below decks and face a barrage of anvil-throwing rats, falling spiked ceiling tiles and exploding rum barrels. There are so few dangers to face, so get through as fast as possible to save time.

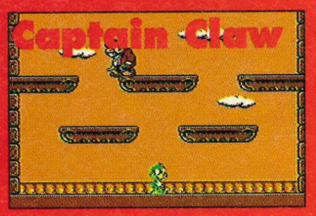


Avoid the rum barrels like the plague. Touch one and you're history, they explode on contact!

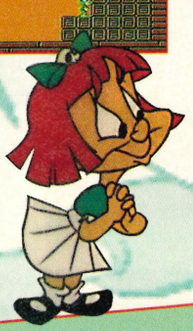
Your first view of the captain's quarters is here. Run to the left and drop down onto the second floor. Any rats you meet will hurl anvils at you so stand back to avoid them, then jump on their heads.

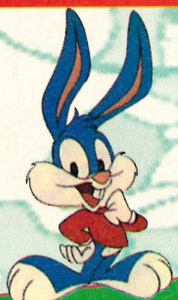
These roof tiles will drop down onto you if you hang around long enough. Run through at full tilt to avoid becoming a permanent resident.

Captain Claw



To skupper the skipper, go to the top platforms so you can drop onto him when he moves down. After each hit, a barrel will appear, drop to the bottom to avoid being hit by it. Captain Fishy only takes three hits.

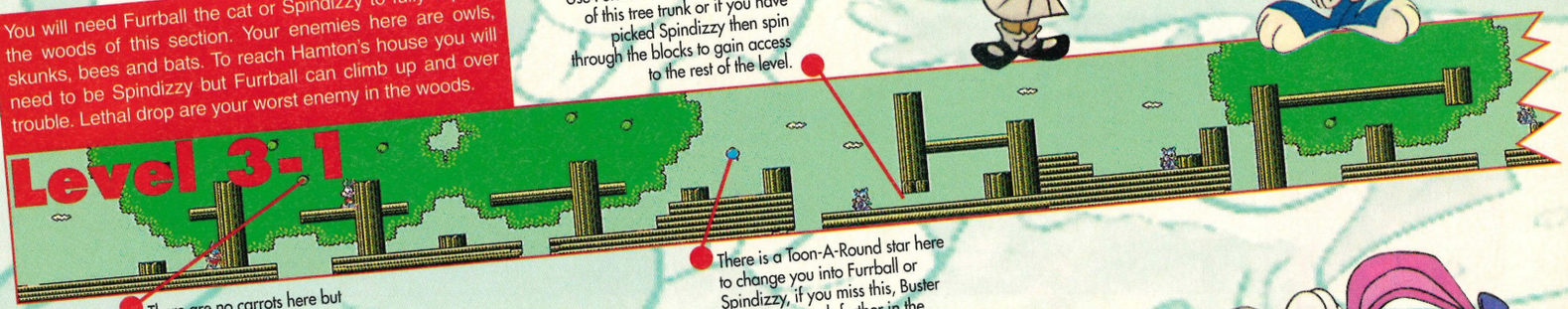




Level 3-1

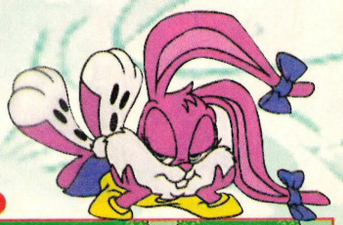
You will need Furrball the cat or Spindizzy to fully explore the woods of this section. Your enemies here are owls, skunks, bees and bats. To reach Hamton's house you will need to be Spindizzy but Furrball can climb up and over trouble. Lethal drop are your worst enemy in the woods.

Use Furrball to climb over the top of this tree trunk or if you have picked Spindizzy then spin through the blocks to gain access to the rest of the level.



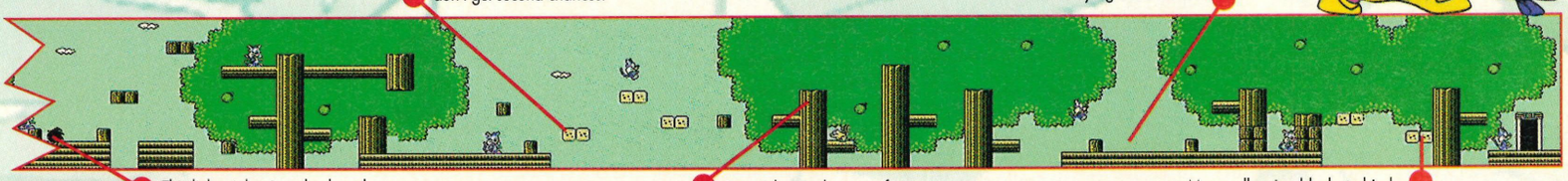
There are no carrots here but the berrys in the trees have the same effect. Collect as many as you can to gain extra lives from Hamton.

There is a Toon-A-Round star here to change you into Furrball or Spindizzy, if you miss this, Buster will not get much further in the level.



These blocks fall away from underneath you, so leap off as soon as you touch them. Toons don't get second chances.

There is a skunk waiting for you here so dispose of him before carrying on to the exit.



This little stinker is a skunk and can only be beaten if he is stationary. Let him spin towards you then jump on his head.

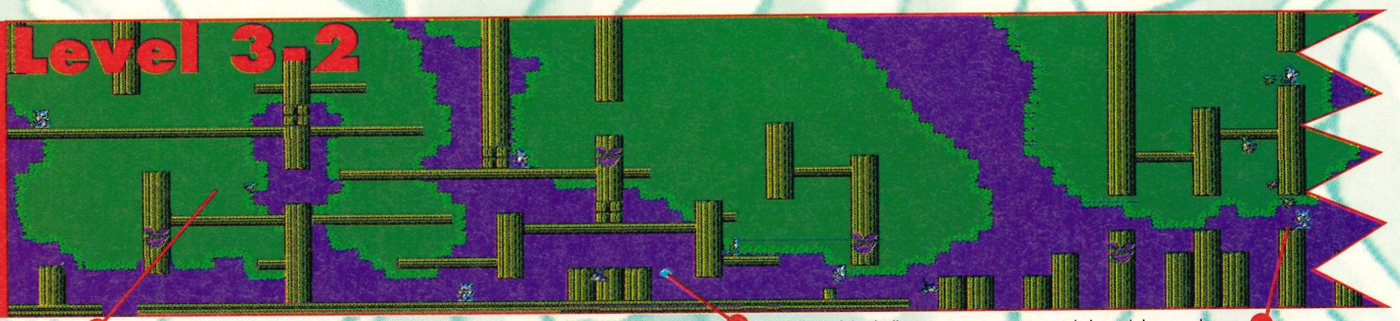
Be quick over the tops of these trunks or rats will knock you into a pit.

More collapsing blocks to hinder your progress. Apart from the blocks, rats run up the side of the tree so jump as soon as you reach the top.



Level 3-2

This second part to the woods contains Hamton's house and many nasty surprises in the form of bats and bees. These creatures swoop out of the trees to attack you so watch out for the flashing claws in the trunks.



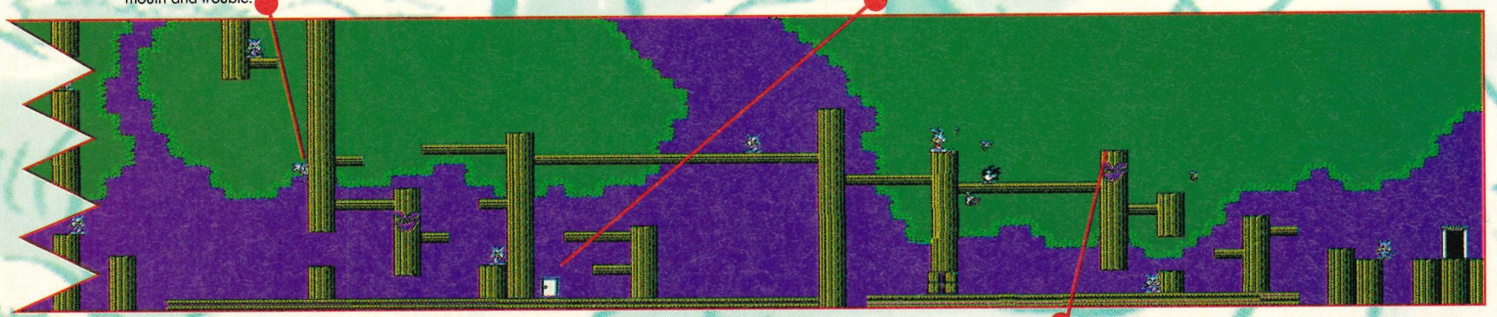
Only use the star here if you are Buster Bunny, if not then just ignore it.

You will need this balloon as it contains a heart to protect you from one hit.

Be quick through here so that you stay one step ahead of the flying enemies who will be buzzing all around you.

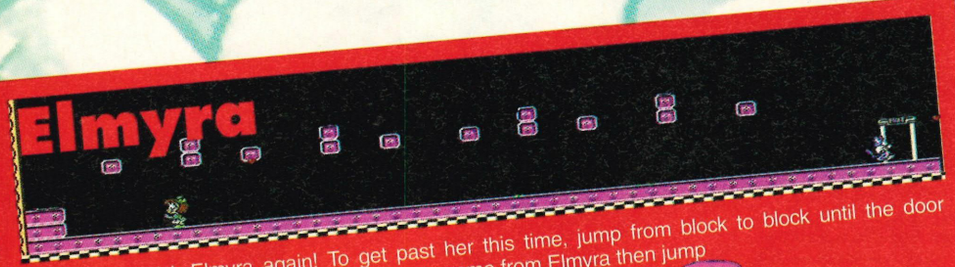
Use Furrball to climb straight up and over the top of the tree trunk. This way you miss coming close to a tree mouth and trouble.

This is the entrance to Hamton's house, only Spindizzy can get to it by spin-bashing his way through the blocks.



Don't hang around here or the birds and the bees will get you! Watch for birds and jump on them or over them don't try to jump under them.

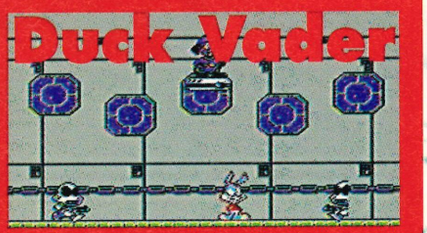
Elmyra



It's that love-sick Elmyra again! To get past her this time, jump from block to block until the door appears then, as before, wait for the hearts to come from Elmyra then jump down and run for the door using the 'B' button.



Duck Vader

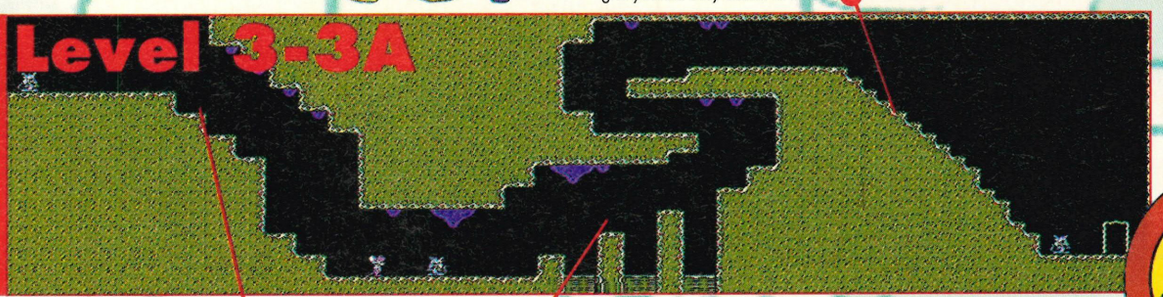


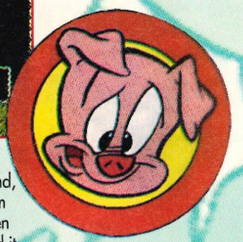
Each time you return to the map if you have eleven or a multiple of eleven, you will be warped to Duck Vader! Bounce off the stormtroopers to reach Vader's head. Hit him three times and three lives are yours.

Level 3-3A

From the trees to the caves. Vampire bats find that Buster's blood is their favourite cocktail. Watch out for the waterfalls near the start or Buster will be sucked to a watery grave. Nasty!

Jump from here to clear the bats and give yourself easy access to the exit



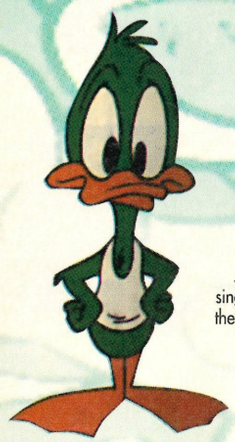


Drop onto the first step and a bat will fly out at you, duck down and it will go straight over the top of you. Use the same method on the next step.

With the bats that appear here, jump on them or over them not under them if you want to survive.

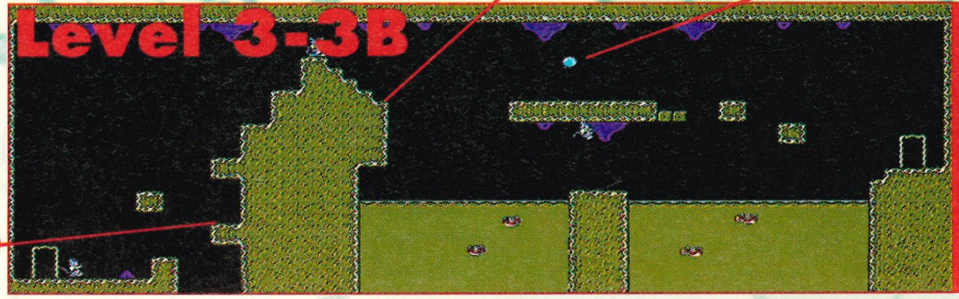
Don't try to reach the platform, you will not make it. Drop down into the water and swim as close to the surface as you can; in this way the fish will pass harmlessly underneath you.

This balloon is a Toon-A-Round, to get to it you must jump from the door to the blocks and then across. Unless you really need it don't waste time getting it.



Level 3-3B

Jump from here to the single block then back to the main rock face. Now climb straight up and over.



This part of level three is even more straightforward than the last. There are fewer bats to contend with and the only real problem could be the water with its mammal eating fish. You have to keep pressing jump to survive in the lakes.

Level 3-3C

Unlike the others, this level has a real challenge to it. Falling spiked balls requiring exact timing and fast moving rats pose just some of the problems. If you still have Furrball then your task will be a lot easier as he can climb up the sides of the rock face.

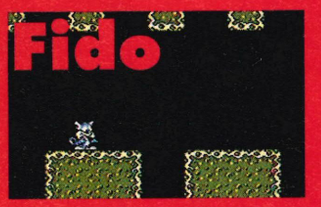


Start your advance as the ball is just beginning to rise, then dash under it. Once clear, jump over the second ball. If you are Furrball, climb straight up the side of the cliff, if not go left and down.

One advantage with taking the low road is that there is a heart to be had, floating above this platform.

Fido

The blocks above you move either left or right. If they move to the right Fido will fall onto the left block once there, jump on his head.

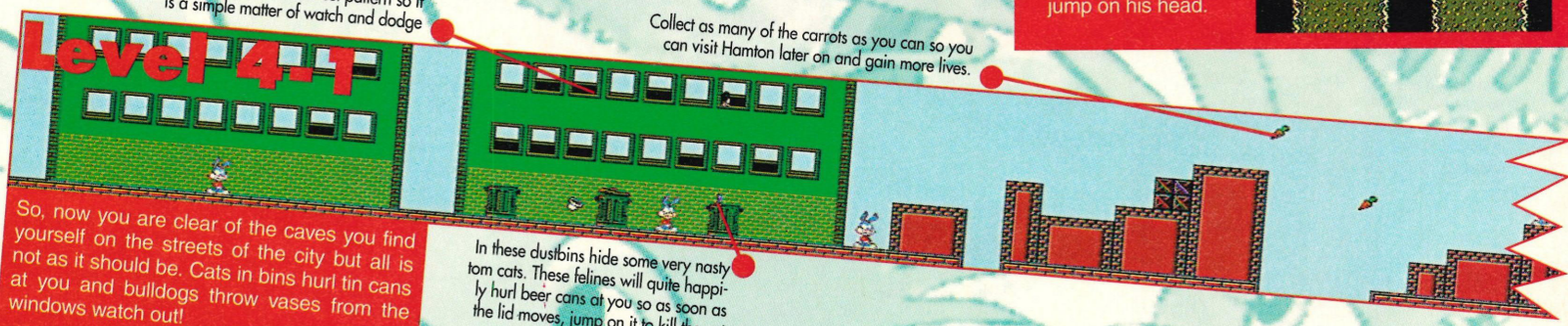


Level 4-1

So, now you are clear of the caves you find yourself on the streets of the city but all is not as it should be. Cats in bins hurl tin cans at you and bulldogs throw vases from the windows watch out!

From the open windows appear bulldogs throwing vases they come in a set pattern so it is a simple matter of watch and dodge

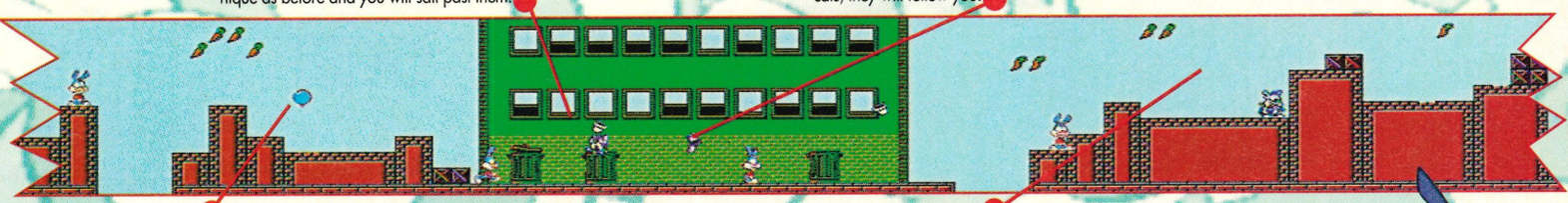
Collect as many of the carrots as you can so you can visit Hamton later on and gain more lives.



In these dustbins hide some very nasty tom cats. These felines will quite happily hurl beer cans at you so as soon as the lid moves, jump on it to kill the cat

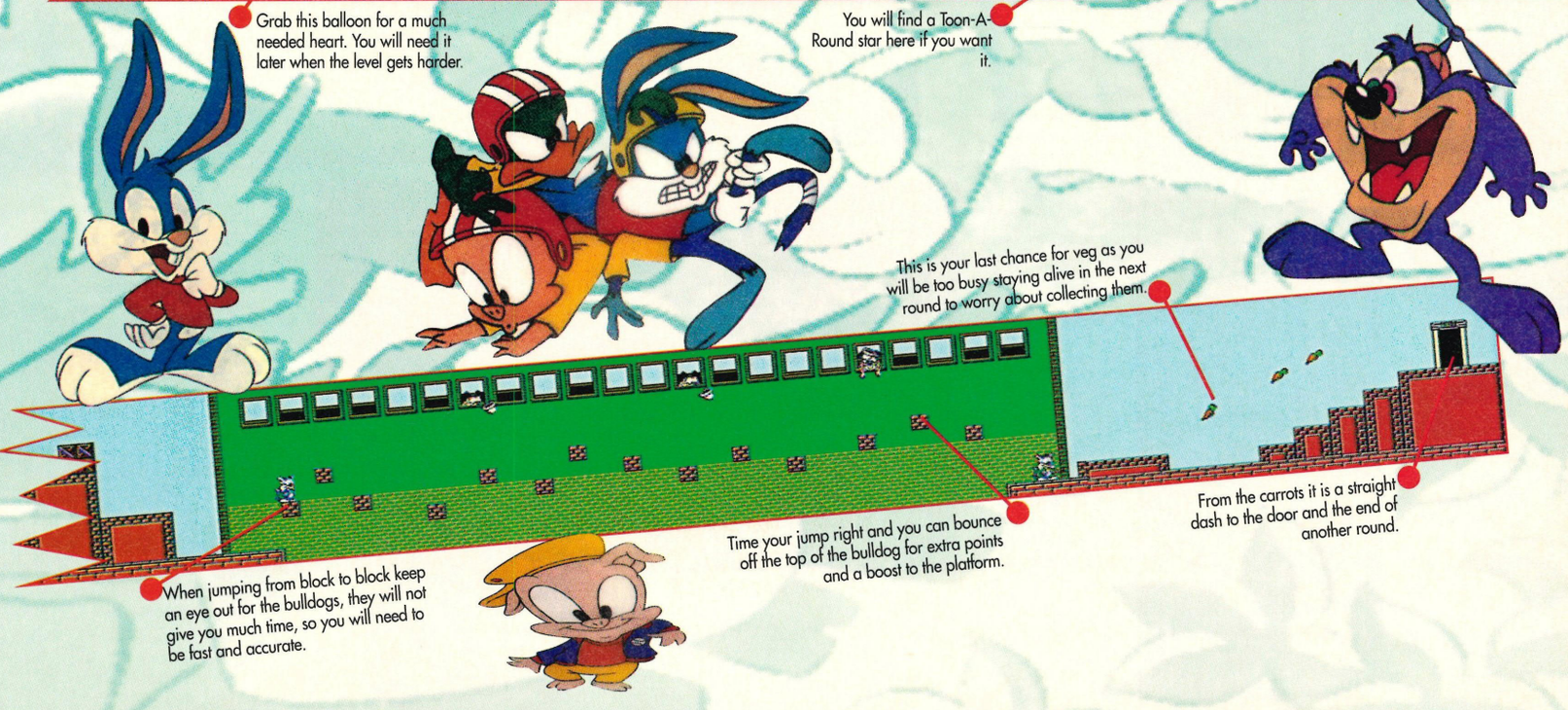
More cats and dogs to traverse, use the same technique as before and you will sail past them.

Look out for stray cans from the cats, they will follow you!



Grab this balloon for a much needed heart. You will need it later when the level gets harder.

You will find a Toon-A-Round star here if you want it.



This is your last chance for veg as you will be too busy staying alive in the next round to worry about collecting them.

From the carrots it is a straight dash to the door and the end of another round.

Time your jump right and you can bounce off the top of the bulldog for extra points and a boost to the platform.

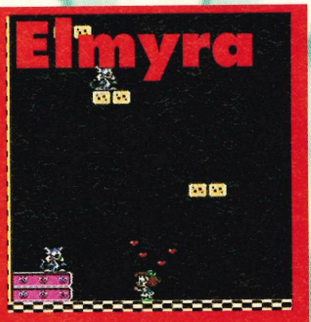
When jumping from block to block keep an eye out for the bulldogs, they will not give you much time, so you will need to be fast and accurate.





Elmyra

Use Furrball and you can climb straight up the wall and jump onto the top platform. This cuts out the danger of landing on Elmyra when jumping for the lower platforms.



Level 4-3

Make sure you have Furrball for this level, he will greatly speed up completion with his wall climbing talents. Look out for birds falling from above and jumping rats.

Go past the exit and carry on up for a heart that you will need in the next stage.

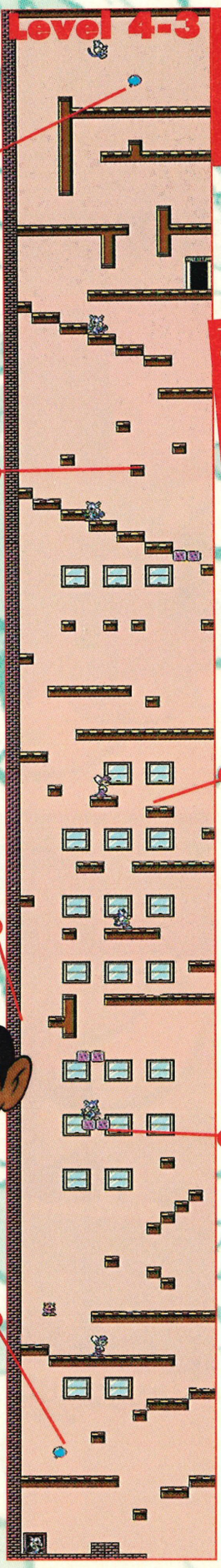
Jump straight up to avoid rats and falling birds, use Furrball's climbing skills to grab the side of the block.

Time your jump so that you land on top of the jumping rat.

Climb straight up the wall to this point, then jump across. This saves you time and energy.

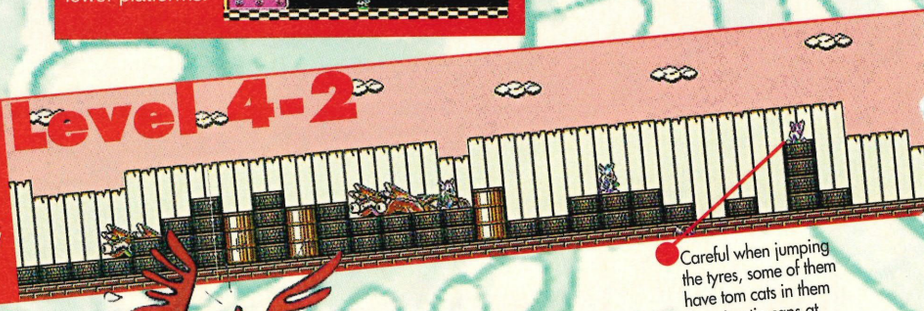
If you haven't got Furrball then you will need to time your jumps well to make it to the moving blocks.

Inside this balloon is a Toon-A-Round star, if you want Furrball, now is the time to change.



Level 4-2

The back streets of the city. Old car tyres and oil drums full of poisonous chemicals (that will toast you on contact) litter the streets. Buster's quest is suddenly taking a bad turn.

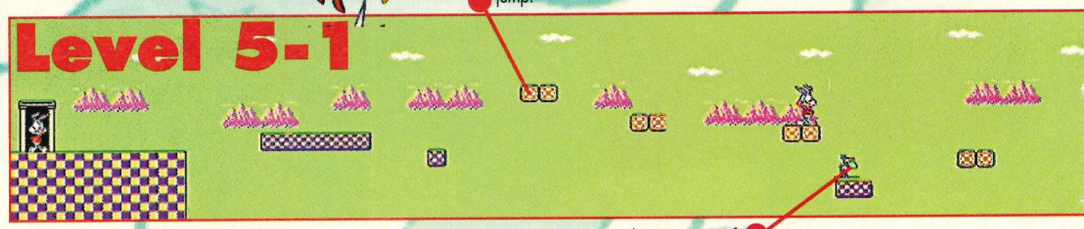


Careful when jumping the tyres, some of them have tom cats in them throwing tin cans at you. Pull back and jump on their heads to finish them off.



When jumping for the moving blocks press the 'B' button to increase the distance you jump and time it so that the block is moving towards you when you jump.

Level 5-1

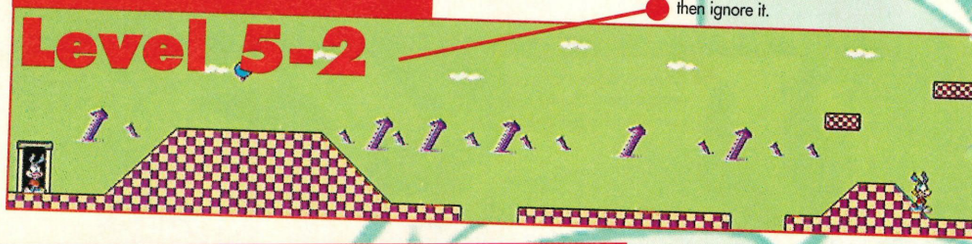


This is a piece of GoGo the dodo, don't forget to pick him up for a handy boost in the last stage.

No moving blocks here but your timer is running out and there are some weird and wacky creatures throwing balls at you. Go through fast and don't forget GoGo the dodo!

If you have Plucky as a partner then take out this balloon if not then ignore it.

Level 5-2

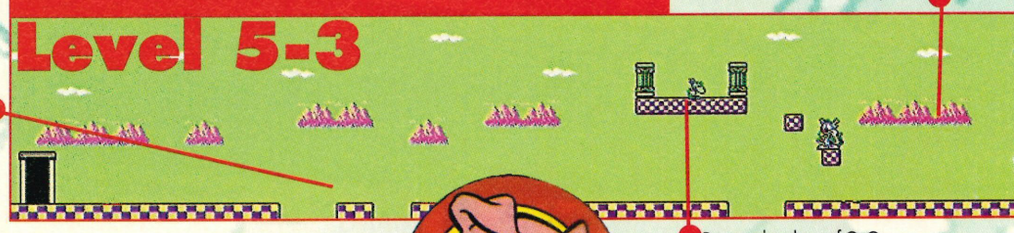




There are two pieces of GoGo the dodo to pick up on this section and if you are running short of time you are going to need them both. Giant jumping carrots are your main foe here. Leap on them as before but make sure they are not about to jump on you first. In your quest for the pieces of GoGo, the ancient tribe of incomprehensible things will try to kill you by throwing snowballs. Jump on them after they have just unleashed a ball or you will be sent right back to the start of level 5-1.

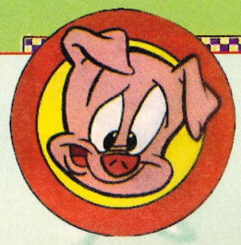
"The hills are alive with the sound of Gogo the dodo"! Notice the attractive scenery on this picturesque level. Lovely innit!

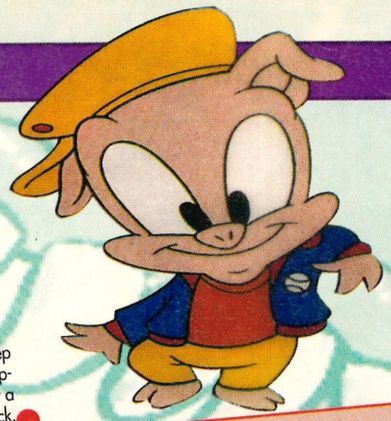
Level 5-3

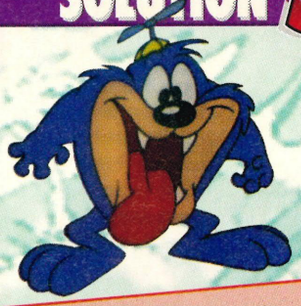


Don't wait here too long or the giant carrot will jump on you. Leap on him before he gets a chance to damage you.

Part number three of GoGo, use the small blocks to get to him.

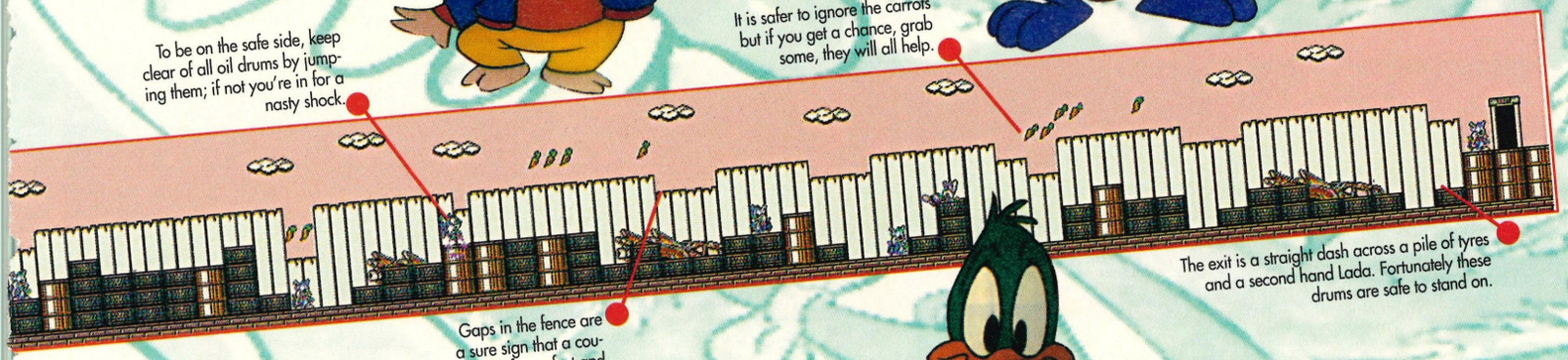






To be on the safe side, keep clear of all oil drums by jumping them; if not you're in for a nasty shock.

It is safer to ignore the carrots but if you get a chance, grab some, they will all help.



Gaps in the fence are a sure sign that a couple of very fast and hungry rats will jump over and attack you. Slow down and jump on them as they land.

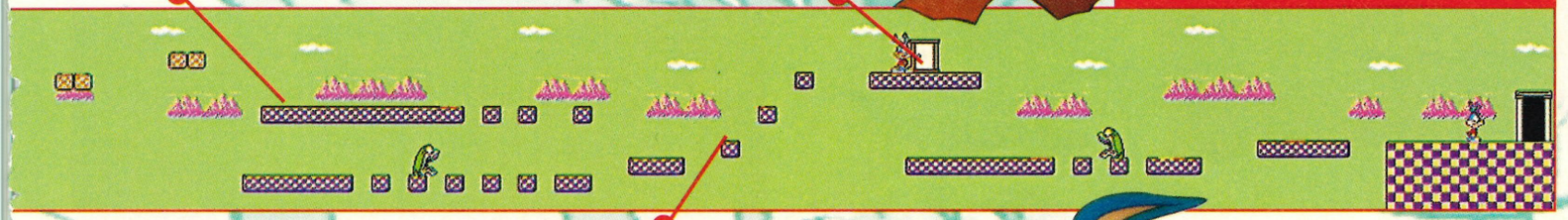
The exit is a straight dash across a pile of tyres and a second hand Lada. Fortunately these drums are safe to stand on.



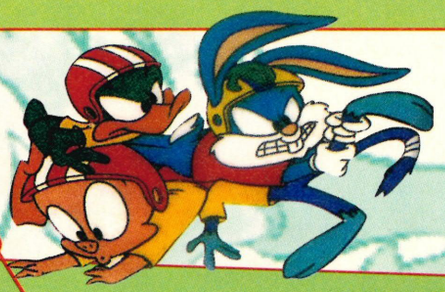
All three stages of level five are set to a timer so the quicker you complete stage one the better. The main problems come in the form of snowball-throwing dudes, green monsters and of course the bottomless gaps. Make sure you don't slip through some of the small platforms.

Press the 'B' button to increase your speed and your jump to clear the three end blocks. There are some very weird creatures in them, out for your blood.

Hamton's door is here take it for extra lives.



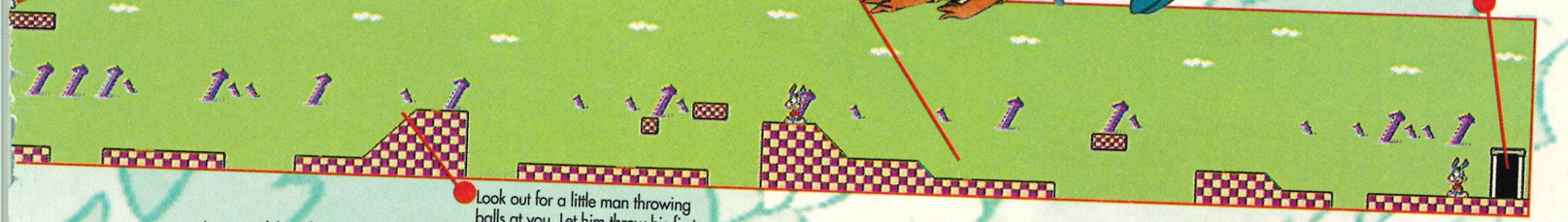
Just use a standard jump when climbing up here if not you run the risk of over-shooting your target.



Part two of GoGo the dodo, grab him and take to the hills.

A man will appear here, bounce off his head before he has a chance to attack you.

A simple jump across to the door and you are one stage closer to meeting Montana Max.

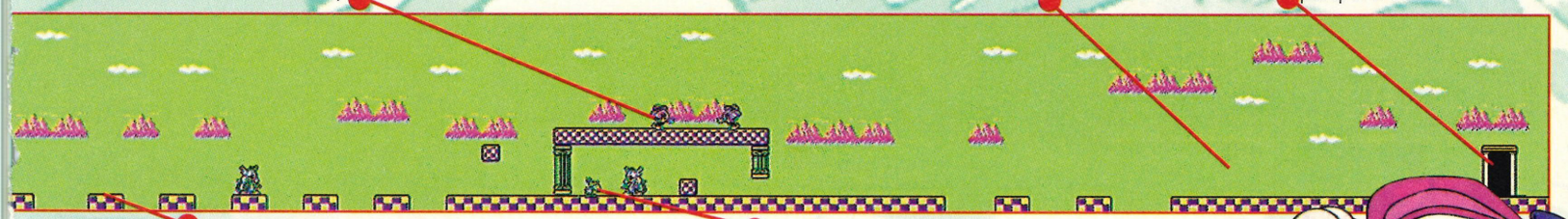


Look out for a little man throwing balls at you. Let him throw his first barrage then run up and jump on his head.

Take care of these beasts before collecting the fourth part of GoGo. A quick bash on the head will send them on their merry way.

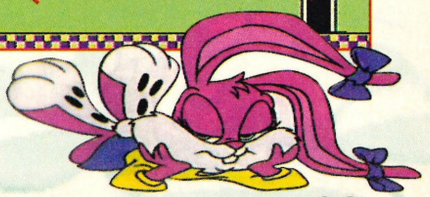
There is a very handy heart to be had here if you feel that you need it or you have missed out on a part of GoGo.

You will only need to go through this door if you have failed to pick up all of GoGo.

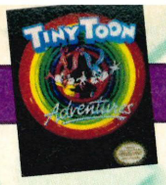


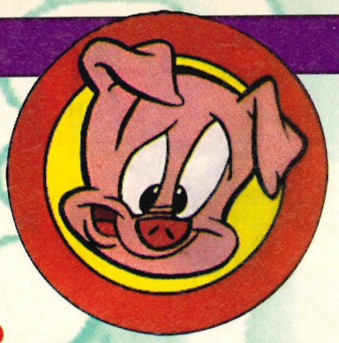
Take these blocks at a steady pace keeping an eye out for giant carrots. Any that appear, jump on and destroy.

If you have the other parts to GoGo when you collect this part you will be warped to the next level, very useful if you are low on time.



SUPER XS SOLUTION



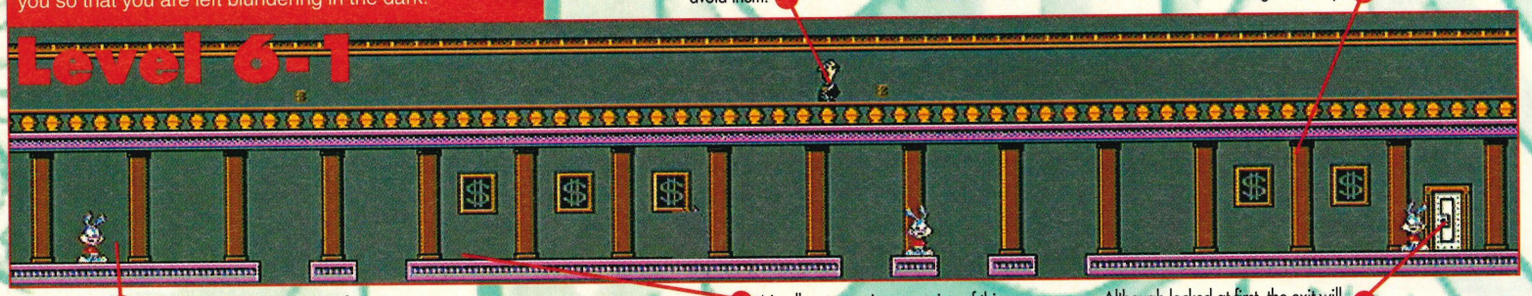


You've made it! You have reached Montana Max's mansion. The foes you will meet are leather clad security guards and a friendly butler who turns out the lights on you so that you are left blundering in the dark!

The butler here will turn the lights off to try and slow you down, but the guards eyes glow in the dark so you can easily avoid them.

There is a second candelabra here so use the same method to get past. Before you get to the candelabra, two guards will come straight for you. Your best form of defence is attack. Jump on the first guard's head so you bounce onto the second guard, easy!

Level 6-1



As soon as you appear, one of Max's goons will move in for the kill. Jump and kill him before he gets a chance to throw his truncheon with claims of resisting arrest.

Needless to say in a mansion of this size there are candelabra just waiting to fall on you. As you land, creep forward until it drops then advance jumping on any guards foolish enough to get in your way.

Although locked at first, the exit will open as you approach it.

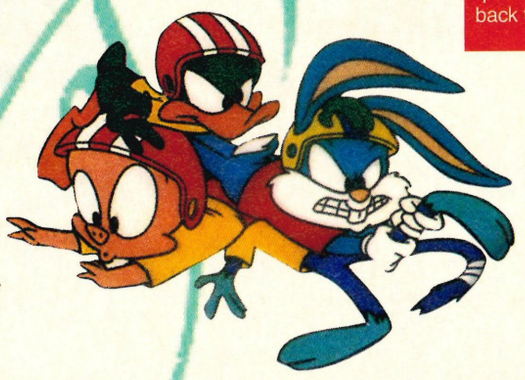


SUMMARY

GAME NAME: Tiny Toon Adventures
TIME TO COMPLETE: 7 Days
HIGHEST SCORE: 260,500
NUMBER OF LEVELS: 7
CHALLENGE RATING: Medium

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

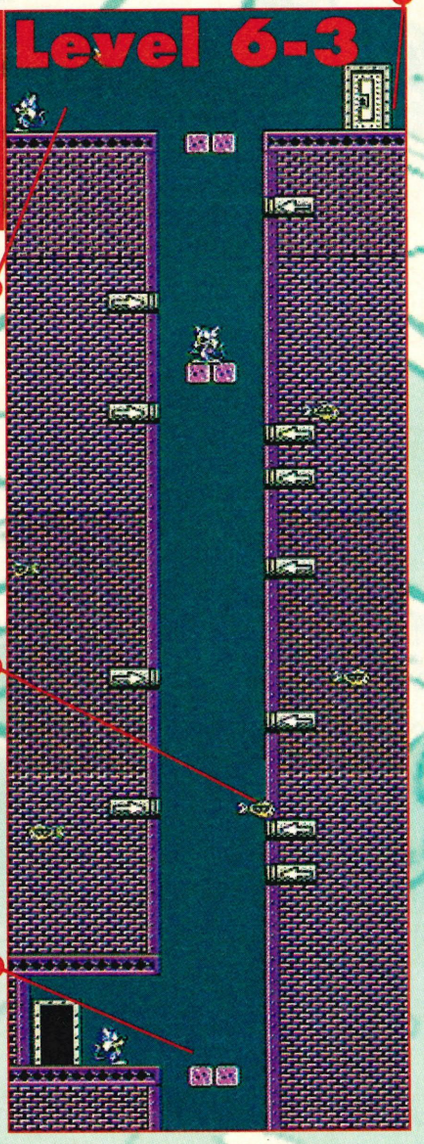




Once you have the heart, jump right and the door will open to you for more mayhem in the mansion.

This level is straight up and down but is far from easy. Tubes all up the sides fire large bags of money at you to knock you of your rising platform. You have to be really quick to avoid being sent right back to the start of level five.

Level 6-3



When you reach the top, jump left to collect a much-needed heart. Don't forget it!

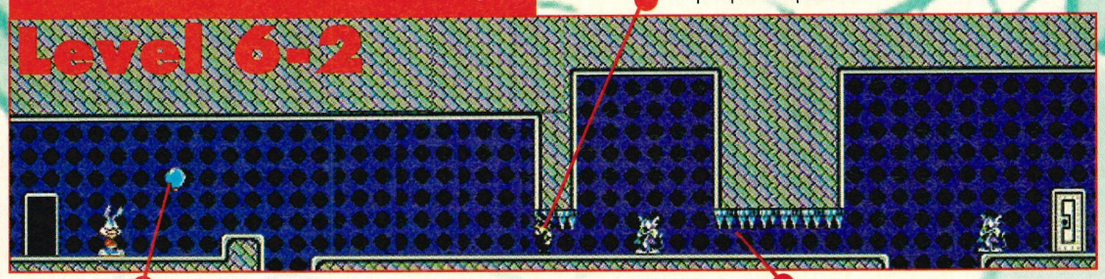
Don't jump too high when clearing this bag, if you do, you will be hit by the one above it. As soon as you land, crouch down and let it go over you then jump the next tube

As soon as you land on this platform it will begin to rise. From here on it will be a test of your reaction skills as you jump and duck the bags of money to make to the exit.

This is an incredibly short level but you can easily slip up on the spiked pillars. The long gap at the end will also cause a few problems but luckily there is a Toon-A-Round at the start to find the best character for the job.

Take out this goon before you attempt to pass the spikes.

Level 6-2

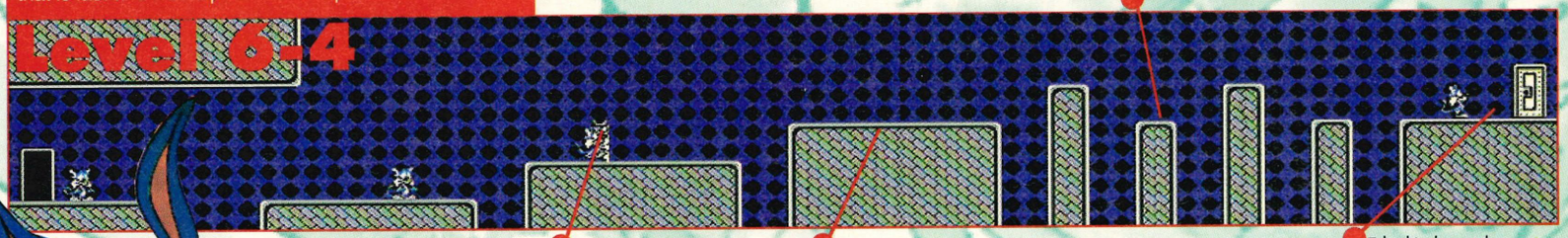


Take this balloon to change into Furrball, he is very good at sliding under the spikes.

To get past the spikes you will need a good run up. Use your 'B' button to gain extra speed in a short distance. As you reach the spikes, press down on the D pad and you will slide under and clear. Make sure you don't fly off the edge after this long set.

You're close now and this level looks easy enough but don't be fooled. Lurking on each platform is a bulldog that is fast and would put the wind up a Pit bull!

Level 6-4

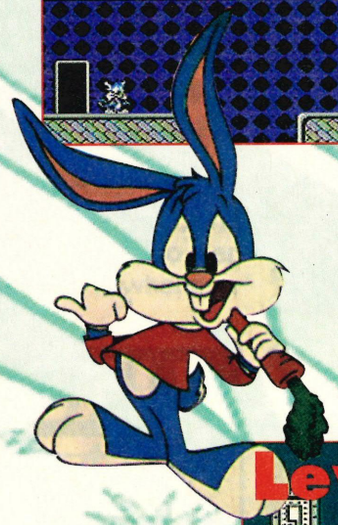


No trick to these pillars, just take them one at a time and everything will be fine.

These dogs are fast and mean, your safest course of action is to jump them and keep running, discretion being the better part of valour.

It's a straight hop, skip and a jump to the pillars further on but keep an eye open for falling bull dogs.

Take this door to the final level, the tension is now unbearable!

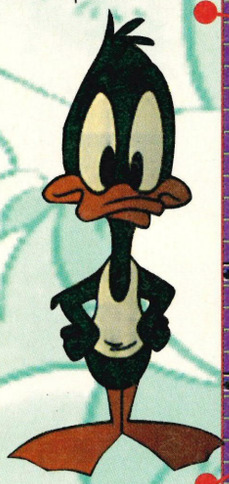


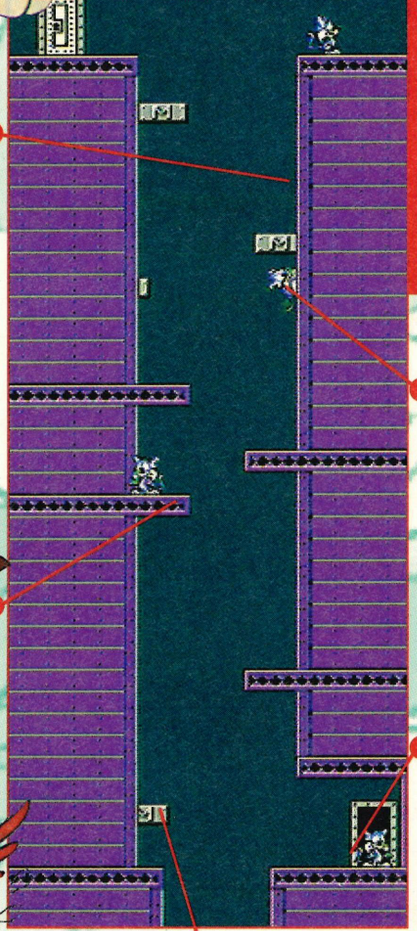


Level 6-5

Hooray! This is the last level but by crikey it's a bit of pain! One of the best recent NES games is nearly at an end and if you have made it this far then you should With Furrball you can reach the top in one piece a lot faster than the other characters. Climb up the walls jumping from the moving blocks and jumping from side to side.

Jump across to this point and climb straight up to the top of the level, then hop across to the door.

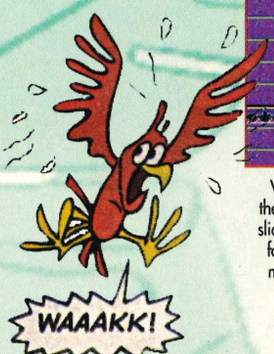




Cling to the wall and as the bar opposite advances, jump across and then climb up the wall.

Pause for a few seconds here to get to know the pattern of the next three blocks.

Your entrance to the final level is here. Pause for a few seconds whilst you see where the blocks from the wall appear so you don't end up jumping into space!



With Furrball, jump on the sides of the wall then slide down onto the platform as it is coming out making your next jump much easier.



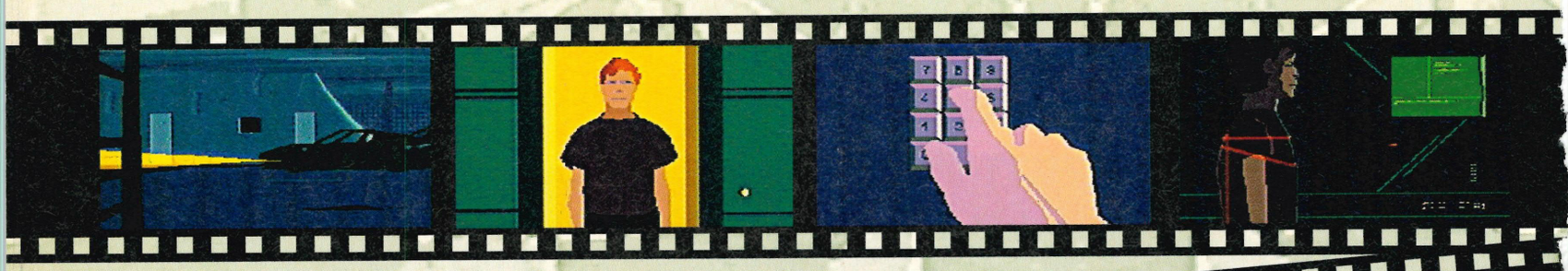


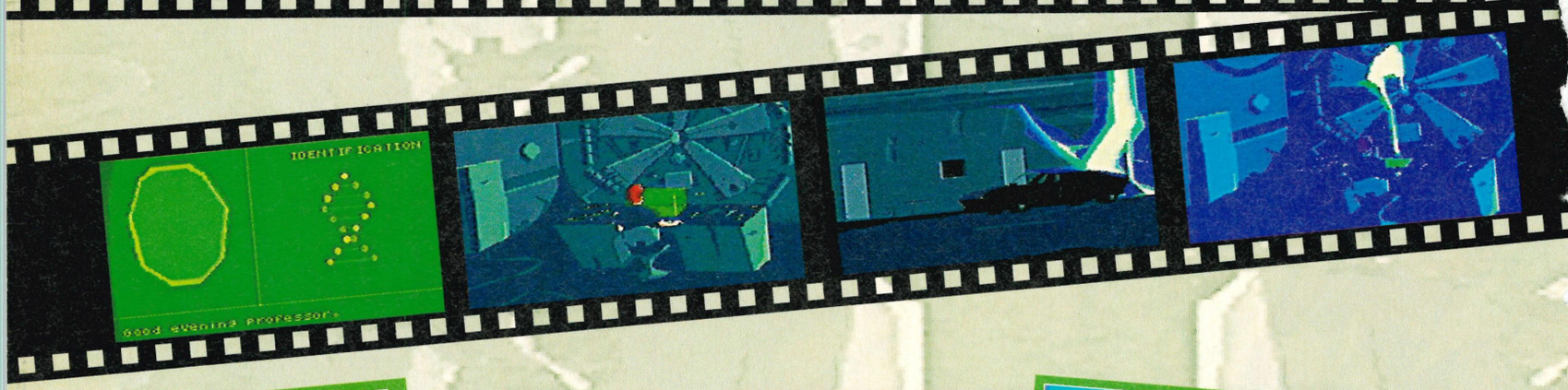
Monty

At last you have reached Montana Max the spoilt brat! Boxing gloves on springs shoot across the screen, jump up onto the gloves and wait for Monty's head to appear in one of the two windows. When it does, jump on his head. Do this three times and it's good night Max.

Cartridge supplied by:
Video Games Centre
Tel 0202 527314









Run to the very edge of the chasm and leap to the left. You will grab the vine which will snap and you will be hurled to the right where you will have a head start on the beast. Run right.

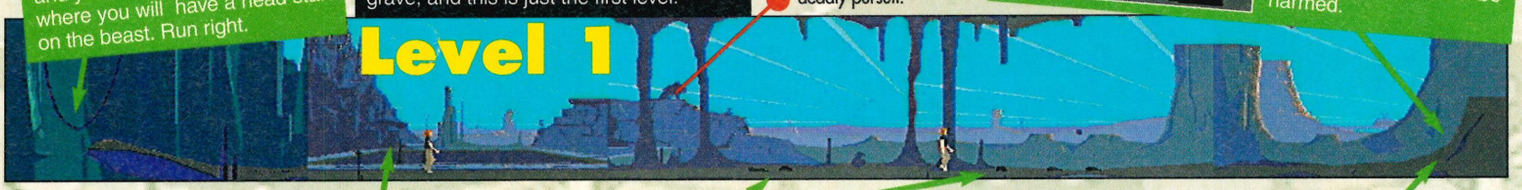
Talk about a rude awakening! Lester is transported straight into a deep pool where he must first get free from the section of desk that was trapped in the particle field. A frantic swim to the surface is needed to avoid the tendrils of killer octopus that threaten to drag him to a watery grave; and this is just the first level!

A menacing silhouette moves as you approach. If Lester heads to the right, this demonic form leaps from rock to rock in deadly pursuit.



Run to this screen and the shadow beast leaps down and roars at you. Turn immediately and run full pelt to the left and the cliff on the other side. The beast will nip your heels but you won't be harmed.

Level 1



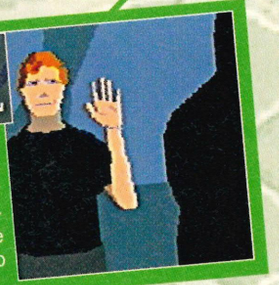
Stand for too long in front of the lake and Lester will be strangled and drowned in the water by the octopuses tentacles.



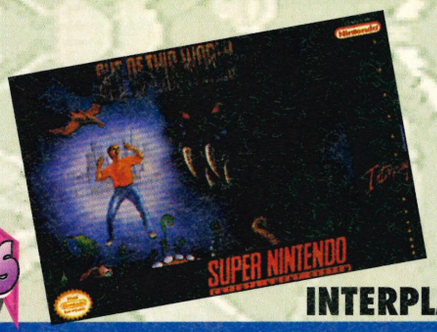


Use the A button to kick these saber slugs into a mush. Miss just one, and it hacks a chunk out of your leg causing you to fall unconscious.





Return here after the cliff and a stranger will blast the shadow beast. You barely have time to say "Me earthling, peace man" before he stuns you and drags you to prison. Charming!



Whilst working on a tachyon experiment at his secret government laboratory. Particle physicist Lester Knight Chaykin was ripped from reality by a freak lightning bolt and transported to an alternative universe. If that wasn't enough to put a dampener on his weekend, all the inhabitants except one seem preoccupied with killing him off with lasers, poison barbs and even a huge octopus. The object of this visually stunning game is to survive and escape but when the graphics are as good as this, you may not want to leave.....ever.

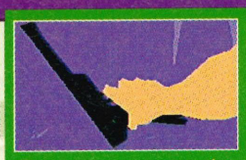
SUPER NES

INTERPLAY ● £44.99 ● ARCADE ADVENTURE

ANOTHER WORLD



Press left and right to swing the cage from side to side. The rope will eventually snap; crushing the guard and allowing you to escape.



Press down near the gun that the guard dropped to pick it up.

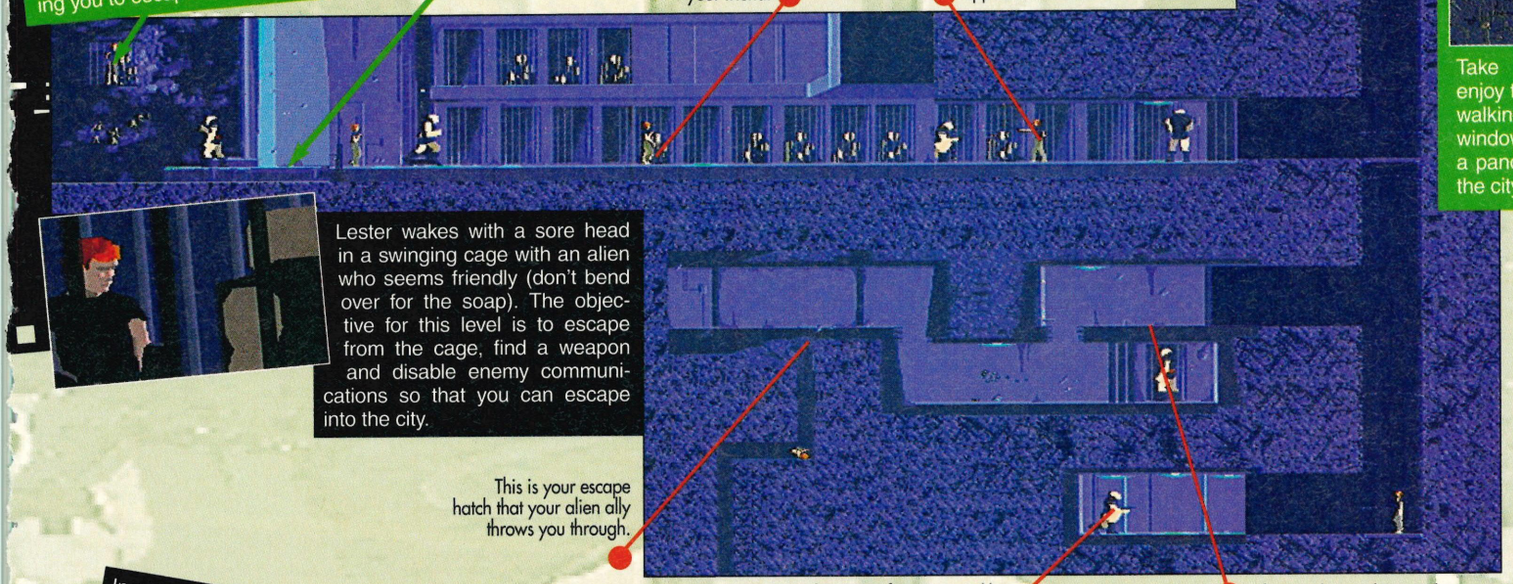
On the second screen, you will need to quickly press the fire button as soon as you enter to kill a guard who is trying to fry you and your friend.

Here you face an impassable door. Let your ally work on the controls while you set up force fields to protect you both from enemy fire. Press the fire button for a short time and a small ball of plasma energy will form. Let go and a thin beam will appear that deflects all laser beams.

Level 2



Take the time to enjoy the scenery by walking up to the window and you get a panoramic view of the city below.



Lester wakes with a sore head in a swinging cage with an alien who seems friendly (don't bend over for the soap). The objective for this level is to escape from the cage, find a weapon and disable enemy communications so that you can escape into the city.

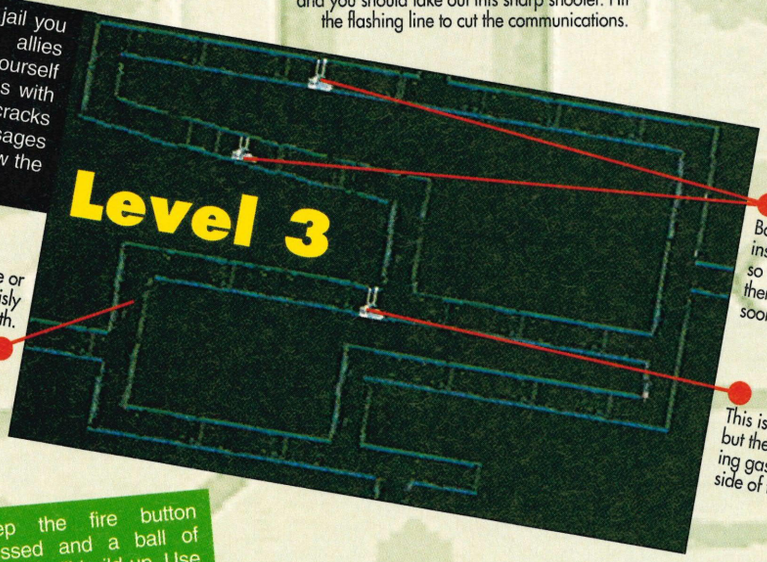
This is your escape hatch that your alien ally throws you through.

As soon as you enter this room, fire very quickly and you should take out this sharp shooter. Hit the flashing line to cut the communications.

After you have taken out the communications (left), get to this point and destroy the security door. The guard below will not be alerted, so press down when standing in the gap to transport, and then run left to escape.

In your hurried escape from jail you didn't question your alien allies methods. But you now find yourself fumbling in the pitch blackness with scolding steam gushing from cracks in the pipes and deceptive passages dropping away to nothing. Follow the route on the map to safety.

Level 3



Don't head left here or you will fall to a grisly neck-breaking death.

Boiling gas will kill you instantly if you roll too far so stay right on the edge then rapidly get past as soon as it stops.

This is the last danger but there are two pulsing gas leaks on either side of this passage.

Power up the gun so that there is a large ball of energy before unleashing the power on this fragile section of wall. If all goes to plan. This should be your exit.



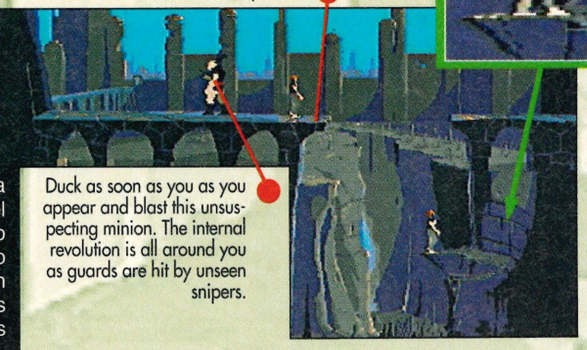


Keep the fire button pressed and a ball of plasma will build up. Use it to blast through these three doors.

Get back to the door and take a running jump. Leap right from this ledge and you should clear the spikes and land on the plateau.

Level 4





Go through the first door and stand in the chamber to recharge your laser gun.



Having escaped from the prison, Lester has a weapon and an ally. This relatively short level tests your dexterity with a herculanian jump across spikes. But the main purpose is to recharge your gun and learn how to use it in combat. The revolution in this alien world is unfolding and you can see the war raging as you venture into the sunlight.

Duck as soon as you as you appear and blast this unsuspecting minion. The internal revolution is all around you as guards are hit by unseen snipers.



Level 5



If you manage to jump past the spike pits on this level after you have unleashed the water, you will be shot to safety by this water-propelled ledge.



Blast the base of this heavy pinnacle and it falls on its side. Not a very sensible move, especially if you are on the wrong side.

On your way back to the surface, the ceiling monster will be preoccupied with the bat you scared in its direction. Lester can leap to each stalagmite to cross the spikes and reach the other side.





Create a shield (against lasers) then walk up to these doors and they open. The guard will roll grenades towards you so step back, the doors close and destroy him.

Level 6

Leap from the stairs to here and shoot right immediately. A guard who was about to bush-whack you will be vapourised just off screen. Note: Your ally is crawling through the air ducts to help you later on.

Level six is set partly in the caverns where you have to swim to gain access to internal security. The palace above is fraught with danger and Lester will have to be quick off the mark to take out the devious guards.

Jump the floor creatures and shoot the communication beam on the far wall. You have now disabled the defences and can escape the palace with your friend.

Walk off the screen to the right and this guard will grab hold of you. Kick the luckless minion in the groin then run over to where your gun lies as he fires his laser at you. When you reach the gun, press down. Lester spins and points his gun at the guard. Blow the sick mother away!



The first thing you have to do once you are submerged is get some air and this handy cave is just the place. If you make one deviation, you will drown. The passage to the left is blocked so don't waste valuable time. Head straight down.

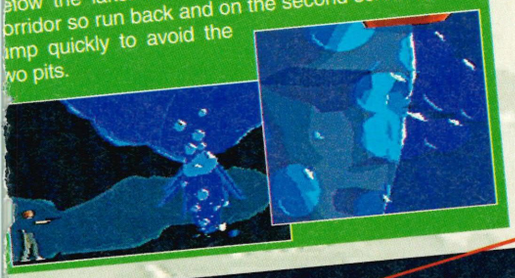


Touch these dark pools and set after set of razor sharp teeth will swiftly end Dr Chaykin's quest for freedom. Use small jumps to leap them or swim over them.

Stand on the right hand side at the top of the stairs and create a shield. Now destroy the door between you and the guard and he will very kindly throw loads of grenades down the steps to form this escape hatch. Three is usually enough.

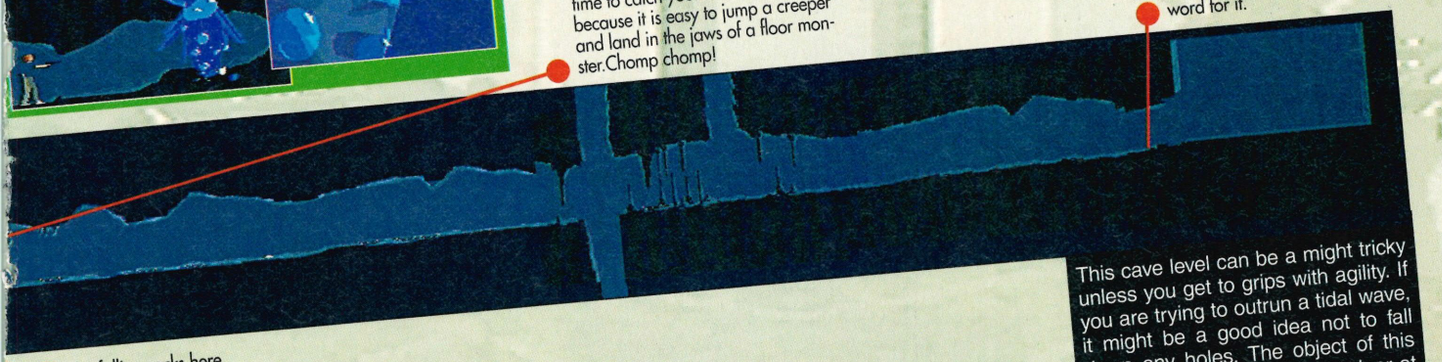


ow you have to flood the entire cave system so that a later level you can disable the defences. Charge a large beam of energy and fire at the thin support elow the lake. The water erupts down the narrow orridor so run back and on the second screen, press mp quickly to avoid the wo pits.



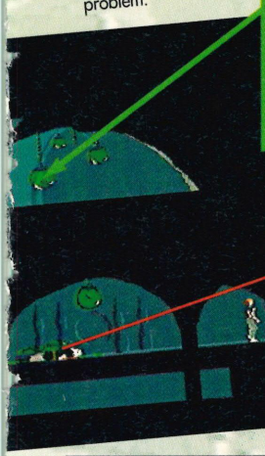
A sharp blast with the laser will cause these creepers to retreat. If you cannot reach them, then jump through them and they don't have time to catch you. Take care here because it is easy to jump a creeper and land in the jaws of a floor monster.Chomp chomp!

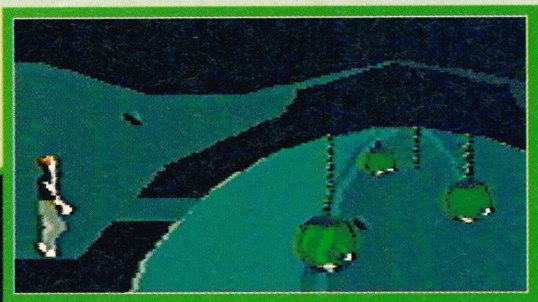
This security door is the first object of this level. Destroy it and you can swim through here later. OK so there is no door on the map. Can I help it if some dweeb forgot to put it in? Take Lester's word for it.



This cave level can be a might tricky unless you get to grips with agility. If you are trying to outrun a tidal wave, it might be a good idea not to fall down any holes. The object of this level is to get to the security door at the end and destroy it for later. Once you have done this, return to the top and flood the whole place before entering the palace.

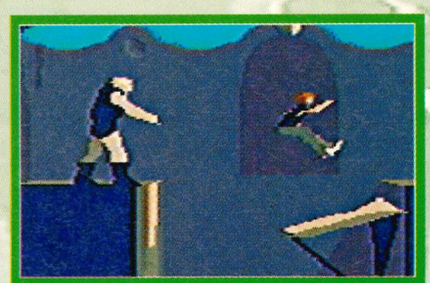
The falling rocks here are at timed intervals. Wait right near the impact zone and as they smash, leg it past to the next safe spot. It takes practice but should be no problem.





Another World is full of clever puzzles that require more than a shoot-'em-up mentality. This room is positioned above an impassable guard so you must wait until the reflection is in the central position (left). Shoot the nearest light and if you hear a groan, you will have knocked out the guard.

This guard is a right hard nut unless you visit the room above and clobber him with the light fixture. If he retaliates with laser fire then you know you have missed.



Let your ally walk to the edge and he will beckon you. Now run towards him and like a true hero he will fling you across the gap. When he tries himself unfortunately he smashes the canopy and hangs in mid air. You must complete the level to free him.

The way to avoid being burnt to a crisp by the guard on the second level is to chase this guy to the bars. Point your gun at him but don't shoot and the coward will seal all the doors with the switch.



From the hole, run left and press up to run behind the room where your ally is being searched by the enemy. Surprise them from behind by creating a shield and then using a large energy blast to disintegrate the guard before your friend is overpowered.

This level is so cunning you could sellotape a tail to it and call it a weasel. Apart from being crammed with detail, there are an inordinate amount of clever tasks to perform to escape the city. Hidden switches, laser traps and a a good old fashioned scrap await you.

For the end of the level, run into the tank and climb aboard for the final battle!



On the guard above: use the door for cover, create a shield then use the energy ball to take out his shield so that you can shoot him. Transport down here and shoot the wall to turn out the lights (below).

Walk left to free your hanging ally, then press up here to teleport to the tank (above).

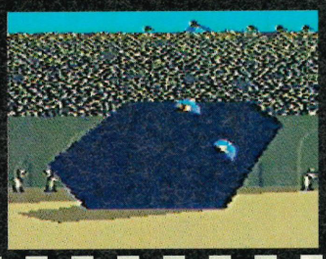
Pull this lever to release the shadow beats below which take care of the guards. Run immediately right to escape. Don't stop for anything!

Level 7

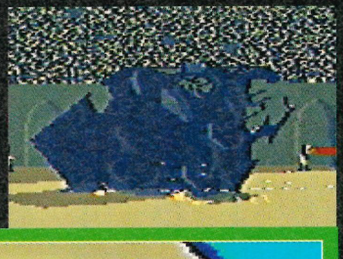


Now that Chaykin has some serious firepower with the tank, you have to drive it through the battle-torn arena. Find the right combination of buttons to launch all the missiles and activate the escape pods for the ascent to the next level. Exciting stuff!









SUMMARY

GAME NAME: Another World
TIME TO COMPLETE: 2 Days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 8
CHALLENGE RATING: Easy

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

PASSWORDS

Level 1	–	LBKG
Level 2	–	FXLC
Level 3	–	TBHK
Level 4	–	HBHK
Level 5	–	BRTD
Level 6	–	TXHF
Level 7	–	CKJL
Level 8	–	LFCK



First of all press the buttons in the central console and some will appear on the left and right. The ones on the right are the defence systems including the missiles.

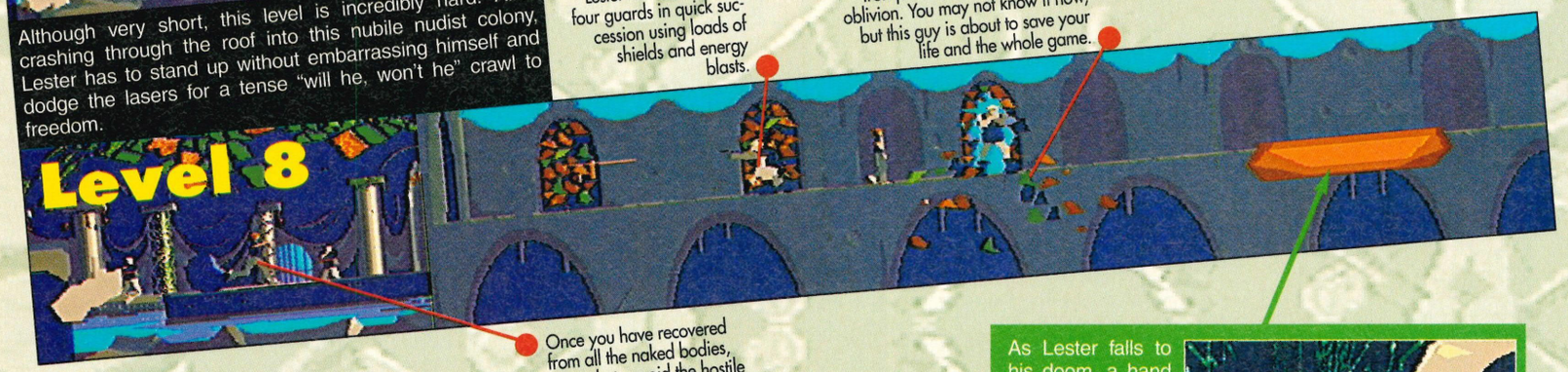


If you press the small cluster of six buttons on the left then a single white light will flash. Press this and you will be shot out in the escape pods to level eight.



Although very short, this level is incredibly hard. After crashing through the roof into this nubile nudist colony, Lester has to stand up without embarrassing himself and dodge the lasers for a tense "will he, won't he" crawl to freedom.

Level 8



Lester will have to fight four guards in quick succession using loads of shields and energy blasts.

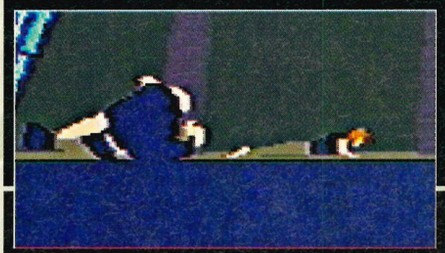
Look who it is; and you thought old iron jaw had been catapulted to oblivion. You may not know it now, but this guy is about to save your life and the whole game.

Once you have recovered from all the naked bodies, run right to avoid the hostile laser fire.

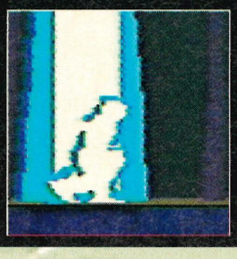
As Lester falls to his doom, a hand reaches out to pull him to safety. Is this the hand of friendship or are you out of the frying pan and into the fire?



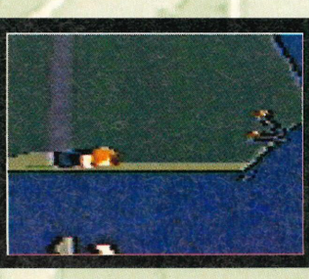
Final Level



The final showdown takes place in a small observatory room with your ally fighting for both your lives in a pitched fight with the enemy commander. By repeatedly pressing the directions, Lester Knight Chaykin will torturously crawl towards the levers in the corner. Will they save the day or just be red herrings?



Here we see the last push to the end of the game, but we at SUPER XS wouldn't deny you the final solution. Crawl to the levers and wait for the two guards to finish the fight. Your pal will fall off as the enemy approaches you. When he is in the middle, pull the first lever and he will be instantly vapourised (left). Now pull the second lever and the roof will open. Tap left and crawl back to the centre of the room. If you have timed it right, laser beams will miss you and you will be teleported home. Congratulations!



Cartridge supplied by:
The ever-helpful people at
Bandai UK
Eastleigh, Hants
SQ5 5XZ
Tel (0703) 652222



JALECO

TM

AMAZING KING ARTHUR GIVEAWAYS



WIN A SUPER NES AND COPIES OF THEIR LATEST MIND-TEASER KING ARTHUR'S WORLD!!

History In The Making! In days of old, when men were men and so were the women, the only entertainment would consist of waking up on a Saturday morning and going off to conquer some poor defenceless kingdom; nicking all their dosh and pillaging in general. On their return, these gallant and fearless menfolk would shower the aforementioned females with the stolen goods. Everyone was happy.

As time rolled on, this high-spirited pastime was soon outlawed (can't understand why), and man was forced to stay at home and do the housework! Many centuries passed and many a carpet was Hoovered, man's only respite being the invention of an air-filled leather ball to kick around. Hardly the same as rounding up your mates for a good castle storming!

Suddenly! As you untie your apron and settle down to watch the lunchtime episode of Neighbours, the dog drops your first copy of SUPER XS into your lap. Foaming at the mouth with excitement, you hastily flick open the pages of Britain's biggest and brightest Nintendo tips mag, only to find... Holy Grail!!

What's this? The complete solution to Jaleco's latest smash hit, *King Arthur's World*. Maps of magical lands and strange demonic empires fill your imagination and whisk your thoughts away to the bygone times when King Arthur and his trusty army would boldly face all manner of deadly foes to get away from the missus!

Leaping up from your chair, you sneak nonchalantly into the kitchen, checking the coast is clear before diving into the housekeeping biscuit tin for some cart cash. Suddenly a bone-crunching blow is administered to your sticky mitts. Screeching in pain you look up to see your loving wife, still brandishing the rolling pin, and realise your hopes of getting hold of a Super NES and a *King Arthur's World* cart are dashed.

Slinking back to your copy of SUPER XS, you read on. Suddenly, a blinding ray of hope graces the pages. It can't be true! It is! Jaleco, in association with SUPER XS, are giving away not only a Super NES console, but several copies of *King Arthur's World* absolutely FREE!!

Now everyone can follow the exclusive *King Arthur's World* solution compiled by tips extraordinaire, Simon Young!

For a chance of winning these coveted prizes, just answer the three ridiculously easy multiple choice questions on the entry form . The first correct entry pulled out of the sack on March 29 will receive a Super NES and a copy of *King Arthur's World* with two lucky runners-up also snatching themselves a copy of this awesome strategy game.



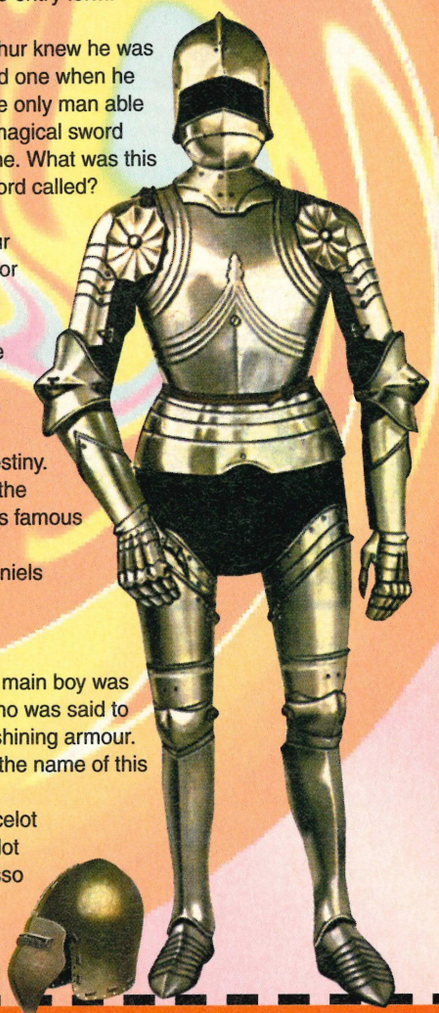
THE QUESTIONS

Select the correct answer and circle the appropriate letter on the entry form!

1. King Arthur knew he was onto a good one when he became the only man able to draw a magical sword from a stone. What was this sinister sword called?
A. Joan
B. Excalibur
C. Excavator

2. Mystical spells were often required to ensure Arthur's destiny. What was the name of his famous wizard?
A. Paul Daniels
B. Tommy
C. Merlin

3. Arthur's main boy was a knight who was said to have had shining armour. What was the name of this flash git?
A. Sir Lancelot
B. Sir Killalot
C. Sir Brasso



COMPETITION ENTRY FORM

My answers to the Jaleco King Arthur's competition are as follows:

QUESTION 1

A
B
C

QUESTION 2

A
B
C

QUESTION 3

A
B
C

Circle the appropriate letters on this coupon and send it (or a photocopy) to Jaleco King's Ransom Compo, SUPER XS, Durham House, 124 Old Christchurch Rd, Bournemouth: BH1 1NF.

All entries must be in by 29 March.

NAME .....

ADDRESS .....

.....

.....

.....

PHONE NUMBER .....

The console I own is .....

Please print a solution for .....

KING ARTHUR'S WORLD

JALECO ● £44.99 ● PLATFORM PUZZLE

Fed up with unchallenging games you can complete in a few hours, but still cost a fortune? Then grab yourself a copy of Jaleco's latest smash-hit puzzle game *King Arthur's World*. Set aside plenty of time as you'll find yourself battling through twenty seven levels of medieval mayhem, packed solid with teeth gnashing puzzles guaranteed to leave you bald. "Help!" I hear you cry? Okay then!

Training 1

The first of nine training levels introduces the game. The aim is to use your archers to defeat all foes before Arthur goes off to grab the booty. Although he's so hard he can simply mosey off to get it anyway!

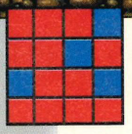


The bells are for archery practice. Use these to get an idea where your arrows will fly as accuracy is paramount on later levels.

Firstly select the archers and walk them across the bridge. Position them where the ground drops and send a flurry of arrows into the tower. Have no mercy making sure all that dwell there are dead!

More archery skills are required to take out the stone slingers here. Again, shoot arrows through the gap, then take control of Arthur and claim the treasure on the ground below.

The knight which guards this floor paces back and forth tipping boiling oil from those perilous cauldrons. Ensure his job becomes vacant by shooting arrows through the gap on the right.



This bridge opens up in three sections which flip over to plunge any mortal that crosses into a pit of spikes. Approach cautiously and wait for the first section to come up before crossing.

Training 2



Barrel men tend to get fried by their own fire power. After dropping a keg, scroll the screen until he's out of view and he'll instantly return to the tent. This method will work with all characters!

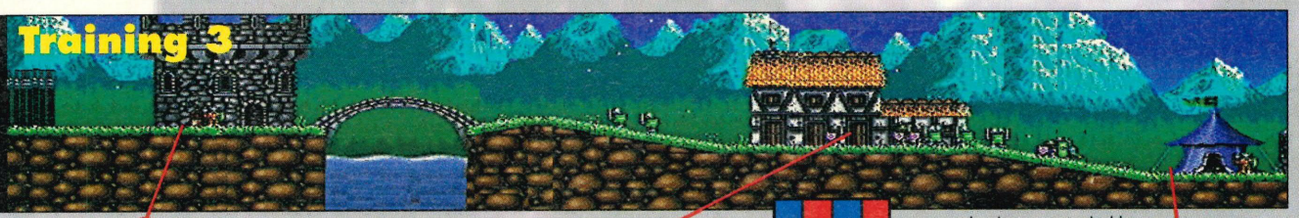
Having got the enemy over a barrel (sad joke dept), drop one here and blow this door apart, avoiding the boiling oil by waiting for the guard to walk away before moving in. To Arthur's delight he can find the treasure chest on the other side.

After searching for a doorbell, the next obvious thing to do in these medieval times is to blow up someone's door with gunpowder. Drop a powder keg next to it to do the business then do the same with the huge crushers inside the building. Now that all hazards are no more, you can send Arthur in, to batter those pesky slingers at the top.



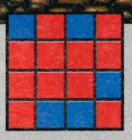
Training 3

It's knight time in King Arthur's world now (is there a doctor in the house, my sides doth split!) leaving those gallant fellows to clash swords with their enemy counterparts.



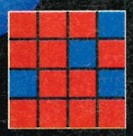
Only be so bold and grab the required treasure chest left here when your knights have murdered everything that moves!

As you start to defeat the enemy, more of them decide to put down their wenches and join the party from these doors. Make sure your knights don't venture past these until the coast is clear.



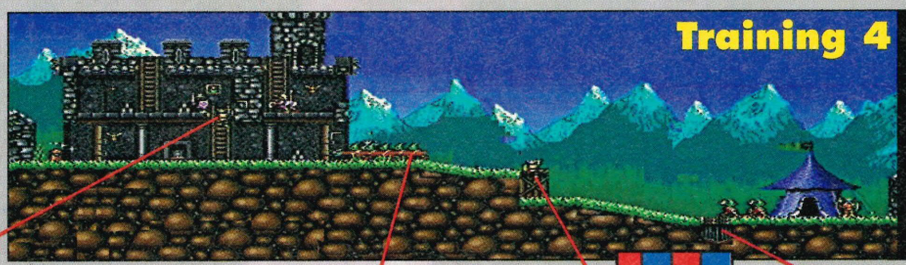
Immediately position a shield man to the left of the tent here, to protect Arthur. Now commission your knights to do battle with the enemy as they march towards the tent.

PASSWORDS



Paswords are on a 4x4 grid of buttons, the password being the combination of pressed and unpressed buttons. We've represented each level password as shown, with the blue squares denoting pressed buttons.

Training 4

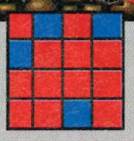


The most versatile members of Arthur's army are the engineers. Unfortunately though, the poor dears are completely clueless when it comes to battles and hence they're killed at the drop of a hat. Ensure they're led to safety immediately after performing a task.

The brave king himself can be sent in to climb these ladders and bludgeon the remaining defenders of the castle. Once done, call the engineers back to batter the door below and claim the prize.

In the great medieval tradition, it's time to bring out the battering ram. Beat the door down with said implement, then press the top L button to scroll left. As with the barrel men, the engineers will disappear back to the tent as soon as they go off screen.

Next up is the construction of a platform enabling your army to traverse this steep incline.

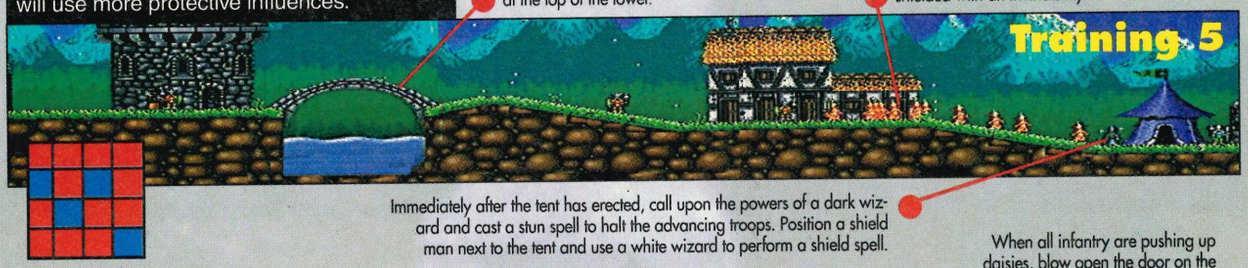


Drop pontoons must be placed in this pit to ensure a safe passage over a spiky doom.

Hubble bubble toil and trouble. Wizards of good and evil join Arthur on his quest here, casting either positive or negative magic. The dark wizards produce amazing feats of genocidal wickedry. But beware, their destructive powers will quickly kill anyone left out in their wake The white wizards however will use more protective influences.



Training 5



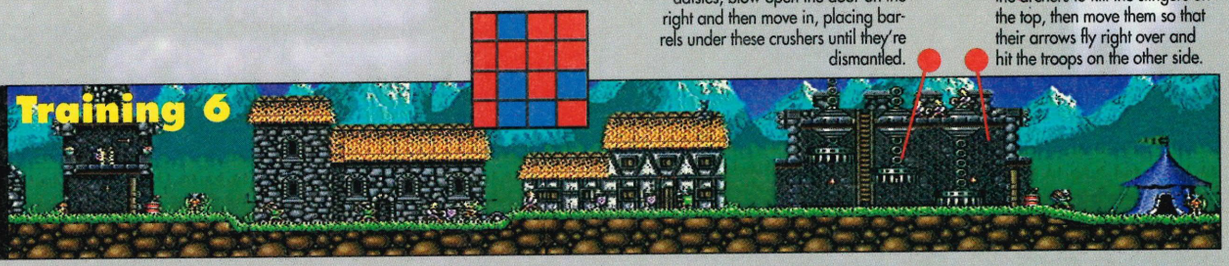
After the local townsmen have been burnt to a crisp by as much molten mayhem as they could handle, send Arthur over this bridge to the treasure. If you're in a particularly killing mood, you can use an apocalypse spell on the slinger who's at the top of the tower.

As soon as the stun spell wears off from the enemy infantry, get a dark wizard to cause a meteor storm, ensuring Arthur is continually kept shielded with an invincibility.

Immediately after the tent has erected, call upon the powers of a dark wizard and cast a stun spell to halt the advancing troops. Position a shield man next to the tent and use a white wizard to perform a shield spell.

Training 6

Continuing to use different members of the army as a team, another quest unfolds. After the first castle has been taken, use archers to defeat the enemy in the final building. Once done, burn the door and you're home.

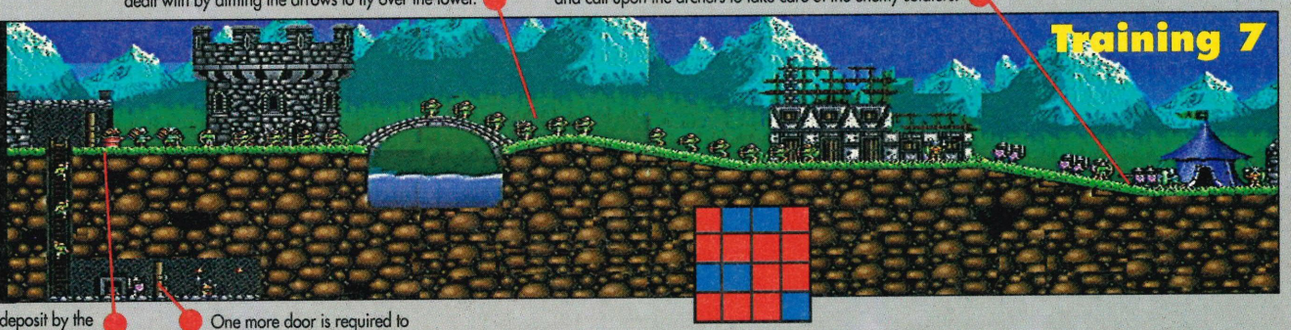


When all infantry are pushing up daisies, blow open the door on the right and then move in, placing barrels under these crushers until they're dismantled.

Another castle to storm! Position the archers to kill the slingers on the top, then move them so that their arrows fly right over and hit the troops on the other side.

Training 7

Slightly more tactical moves are needed by four sections of the army in Arthur's seventh test. This training level starts to wet the appetite and gives an insight to some of the puzzles you must master. Underground rooms are also introduced for the first time.



Move the archers to this position to put pay to the slinger as he stalks the left tower. His associate on the far left can be dealt with by aiming the arrows to fly over the tower.

From the off, place a shield man just left of the tent. Secondly, group your knights together on the left side of the shield man and call upon the archers to take care of the enemy soldiers.

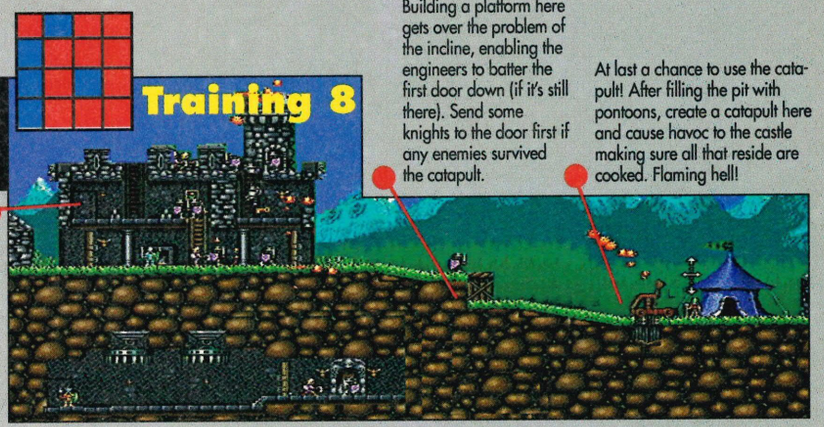
Use a faithful barrel man to make a deposit by the door here, but be sure any fellow crusaders in the area have read the firework code. Once reduced to ashes, descend the ladder.

One more door is required to be blasted before the coveted treasure is secured.



Training 8

This kingdom finds another trick up Arthur's sleeve – secret rooms. The key to the door is found in the castle and represents the essence of later levels. Have key will travel!



Building a platform here gets over the problem of the incline, enabling the engineers to batter the first door down (if it's still there). Send some knights to the door first if any enemies survived the catapult.

At last a chance to use the catapult! After filling the pit with pontoons, create a catapult here and cause havoc to the castle making sure all that reside are cooked. Flaming hell!

Collect the key on the right which opens this secret door. Select the key and push UP on the joypad to arrive in the room below. Get a barrel man to follow and blow the door (hesitating between the crushers) and have a kingly chirp as the guards get mashed before you grab the loot.

Use a storm spell by this door to electrocute the lower guards. Batter the door down and use a meteor spell from the centre of the lower floor. Kills all known knights dead, even that big guy!

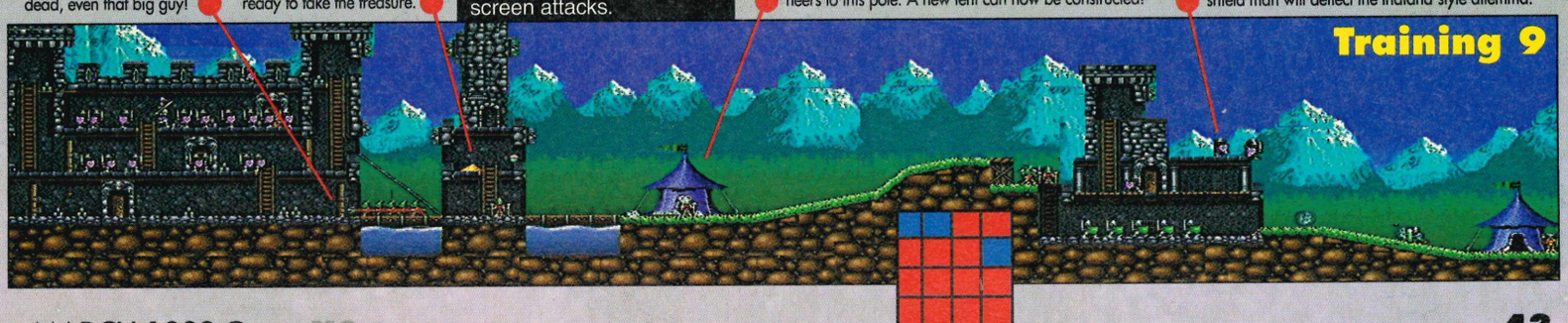
Don't be tempted by the gold just yet, it'll trigger the oil cauldron and tip its burning contents all over the draw bridge. Come back to here when you're ready to take the treasure.

This level introduces the necessity of building new tents to take up strategic positions. Although the rest of the army is safe in these, keep Arthur on top of a platform to avoid off-screen attacks.

After finishing off any soldiers with the knights, build a platform to negotiate the incline and walk the engineers to this pole. A new tent can now be constructed!

These kindly gents will shove two boulders off the parapet which roll dangerously towards Arthur. A shield man will deflect the Indiana-style dilemma.

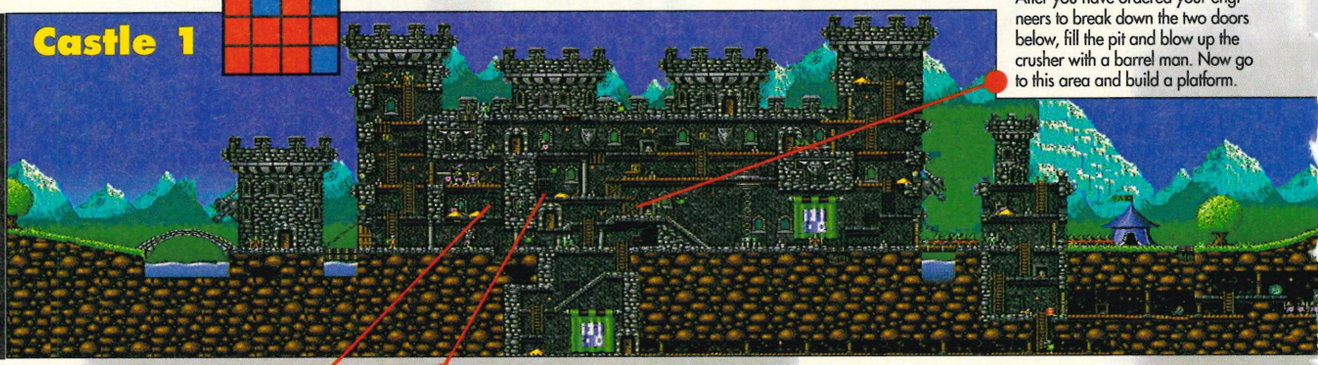
Training 9



KING ARTHUR'S WORLD

Castle 1

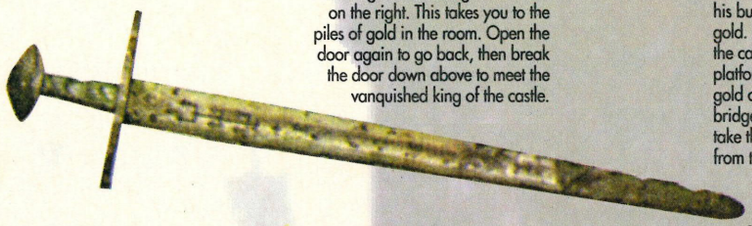
Now it's time for all you armchair generals to show what you're made of! Skill and a formulation of moves is needed to successfully ransack this castle of all its goodies. But also take note to leave the gold next to oil cauldrons until the burning oil cannot hinder the route you've taken. Wait for trap floors to drop and lift again before crossing. Don't take risks!

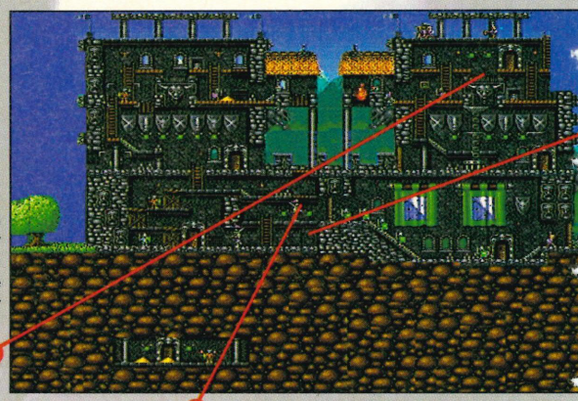


After you have ordered your engineers to break down the two doors below, fill the pit and blow up the crusher with a barrel man. Now go to this area and build a platform.

The silver key can be used on the secret door at the top of the ladder leading to the underground room on the right. This takes you to the piles of gold in the room. Open the door again to go back, then break the door down above to meet the vanquished king of the castle.

Send a dark wizard to this spot and use the apocalypse spell for spectacular results. Now Arthur can go about his business collecting the stashes of gold. Have two squads of engineers in the castle as they are needed to build platforms and break down doors. The gold on the far right above the drawbridge activates the cauldron, so only take this when none else is required from the tent.





As *Watchdog* would say, "here's another potential death trap". Throw pontoons across this divide and slash the slingers at the top. Now make their king bow down and lick your boots!

Build platforms under these traps and go left to build another to access the ladders at the top. Throw pontoons across the gap above the gargoyle and send Arthur to belt the guard and collect the gold stash. Now break down the door next to the crusher and blow it up before building a platform on the other side.

Castle 3

Holy moley! It's certainly no walk in the park storming the Butler residence. The castle is well guarded and it'll take all the devious tactics you can muster to be victorious in this quest. The lack of wizards at hand means more orthodox methods of battle are needed if you're ever going to play cards on the round table again.

Send knights up to this parapet and slash the guards here. The archers can now move up to this edge and rain arrows down to the left, where the second giant knight stalks

Build a catapult by the tent and shoot the flames of death through this gap, burning the door down and the drawbridge at the base of the hill. All the enemies on the other side will now drop into the moat. Suckers!

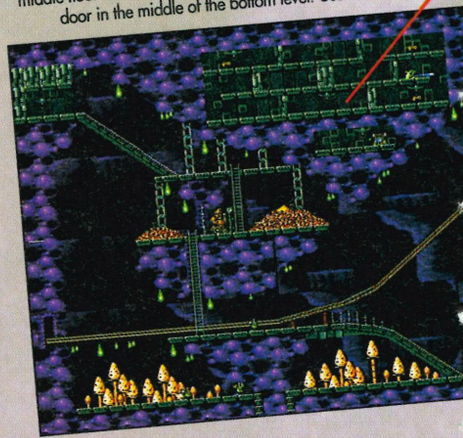


Bold knights can be sent to this area to clear the enemy scourge. A quick pontoon bridge built to the right will enable Arthur to access the piles of gold at the end of this tunnel. The only thing left to do then is to march Arthur up to the top right parapet where the throne is located. Ignore the secret door next to it, this leads back to the rooms already visited.

Blowing this door up will also burn down the drawbridge, and you've guessed it, the old moat trick works again. Wait for the oil cauldrons to tip before advancing through this area. When the guards have fallen in the soup, throw pontoons across and fire arrows through the gap above to explode the giant knight.

The key will now open the top door and bring you to this room to find more pieces of eight. The middle room will whisk you off to the left for more of the same. Use the key to go back through the doors.

Order your knights to follow the path from the tent up to the steam soldier guarding the gold below. Once defeated, send Arthur to the secret door on the left. He'll arrive in this room with a maze of different doors. Flit Arthur between these until all the keys have been collected. The last door is the on the middle floor and far right. This is accessed from the square door in the middle of the bottom level. Use silver key.



The Ogre

This Scottish nasty has had enough haggis for one lifetime and decides to change his diet to live sheep! Arthur, being a traditional sort of chap and friend to the local peasants is to have none of this. He decrees Mac Ogre shall roam no more!

Great balls of fire! Construct a catapult on this level turf and proceed to hurl as many burning missiles at the Ogre as possible, adjusting the trajectory as he advances.



Old ugly mug will sustain but a few deadly hits before he becomes 'armless.

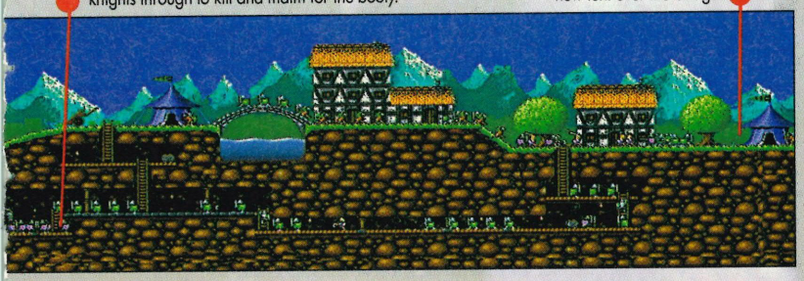


Secret rooms, giant knights and underground passages abound in the second of the real world challenges. Most of your formidable army will be put to the test before the king of this castle can be cast from his throne and you and your mates can go down the local tavern. Ooh I can taste it now!

Castle 2

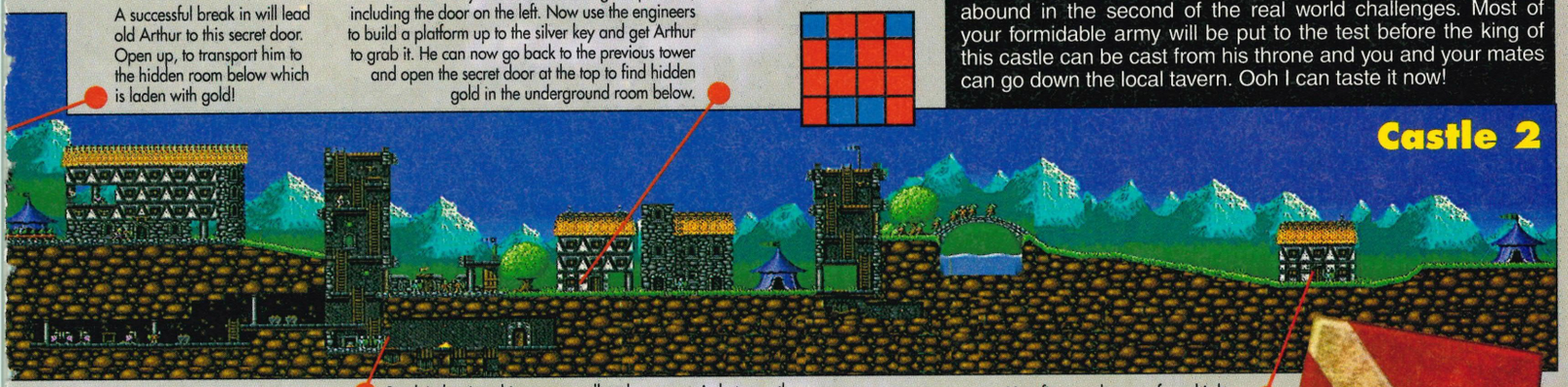
Send your gallant knights to here and do battle, then build a platform to access the floor above. Blow the door on the left and let Arthur collect the silver key. Use this to open the secret door and send knights through to kill and maim for the booty.

Immediately put Arthur on a platform here and send your knights in to attack all soldiers on the surface. Walk knowingly past the first ladder and build a new tent over the bridge.



A successful break in will lead old Arthur to this secret door. Open up, to transport him to the hidden room below which is laden with gold!

Build a catapult here and select all different heights to inflict as many deaths and burnings as possible, including the door on the left. Now use the engineers to build a platform up to the silver key and get Arthur to grab it. He can now go back to the previous tower and open the secret door at the top to find hidden gold in the underground room below.

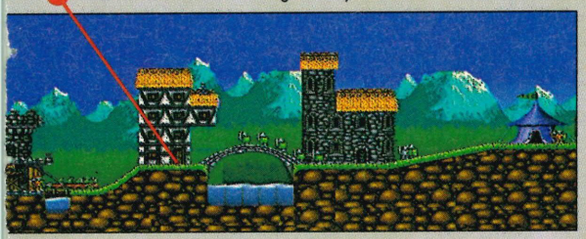


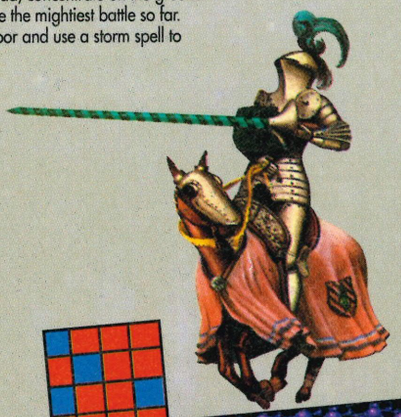
Send Arthur into this room to collect the nuggets in-between the trap floors. Pay no attention to the left room, it only contains soldiers which cause no harm. Instead, concentrate on the ground level where your knights will have the mightiest battle so far. Move a dark wizard up to the door and use a storm spell to shock those huge knights.

Your first attack comes from this hospitable dwelling. Use archers to give the residents an 'arrowing experience. The next move is to blow the door over the bridge and hack down the slinger at the top of the tower with your knights. Move them down the ladders to attack the enemy on the left, waiting for the trap to lift before crossing. After their blood is spilled, build a new base tent at the pole.



Construct a catapult here and let fire fly into the two towers opposite to toast the slingers. Now select a higher trajectory and keep firing to destroy the large knight on the other side. Now blow the door and get the key.

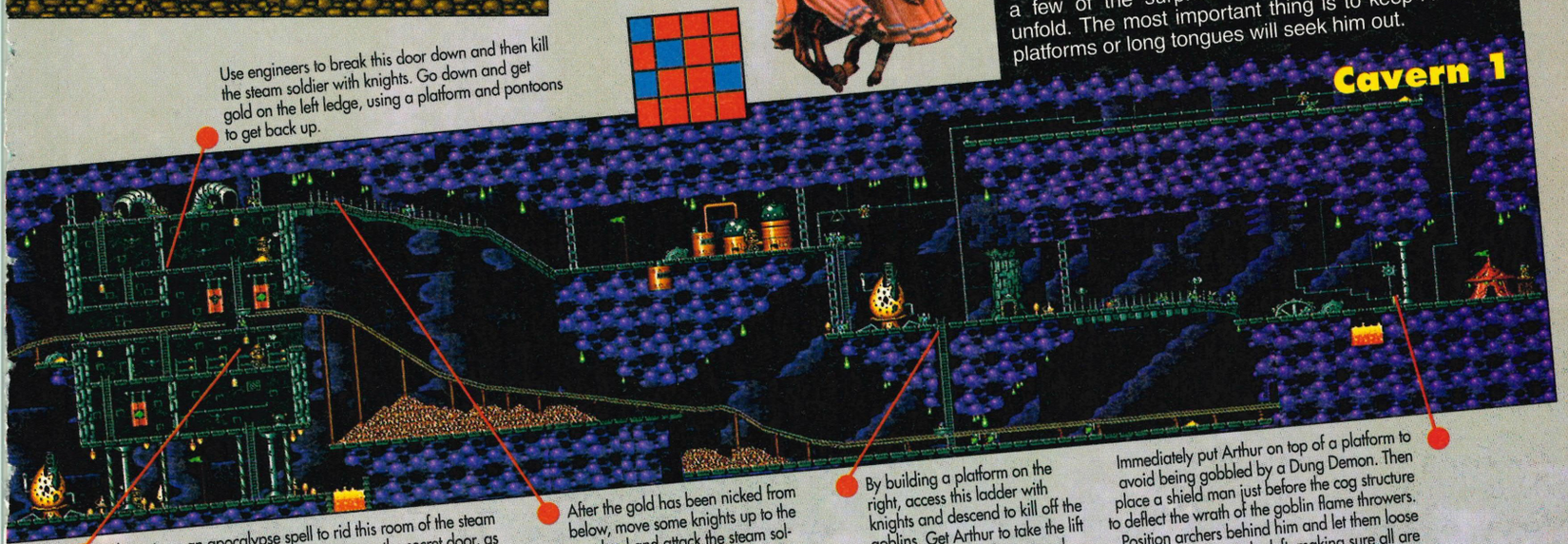




Deep underground you'll find yourself pitting your wits against the Goblins that live in intricate caverns. Teleporting Dung Demons and Steam Soldiers are but a few of the surprises these mysterious caves will unfold. The most important thing is to keep Arthur on platforms or long tongues will seek him out.

Cavern 1

Use engineers to break this door down and then kill the steam soldier with knights. Go down and get gold on the left ledge, using a platform and pontoons to get back up.



Why not use an apocalypse spell to rid this room of the steam soldier and any other goblin nasties? Leave the secret door, as it's easier to carry on breaking doors down to reach the new tent position below. Use a storm spell at the bottom of the ladder to kill off the baddies guarding this pole.

After the gold has been nicked from below, move some knights up to the next level and attack the steam soldier. Go left and build a new tent, then position a shield man at the top of the slope here. Bring archers up behind and fire at the goblins on the left.

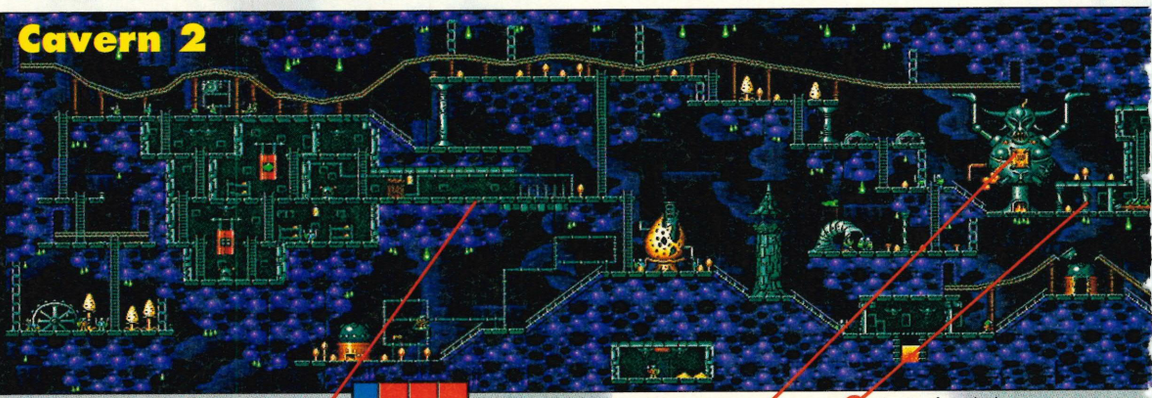
By building a platform on the right, access this ladder with knights and descend to kill off the goblins. Get Arthur to take the lift when it arrives by the tent and jump off to collect the gold and the key lying in the top tunnel. Grab a lift again and get off when you reach this ladder, then go down to grab more gold.

Immediately put Arthur on top of a platform to avoid being gobbled by a Dung Demon. Then place a shield man just before the cog structure to deflect the wrath of the goblin flame throwers. Position archers behind him and let them loose on the goblins to the left, making sure all are dead right up to the ladder leading to darker depths. Engineers must now build two platforms next to each other from this corner of the cog structure to keep the crushing action at bay.

KING ARTHUR'S WORLD

The underground mayhem continues on this the second quest for a demon throne. Goblins are rife in this cavern so your sword will rarely be unsheathed as you venture forth dodging billowing plumes of flame from giant mutated furnaces. Be sure to keep Arthur off the ground whenever he's not needed as one gobble from a Dung Demon will send the frustration needle well up into the red. There are more cogs to avoid now, so build platforms at key points to keep ahead.

Cavern 2

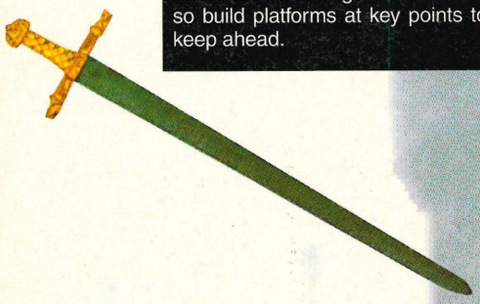


Take care of any threat to Arthur with knights and bring him to this level. Follow the ladder down and ride the lift to capture the red key. Go back to the fire breather and enter the secret door for extra dosh. Now bring him back to here and put him on a platform. Break down the doors in the rooms opposite to access the top level and eradicate all goblin warriors. Take the stairs down and claim the throne!

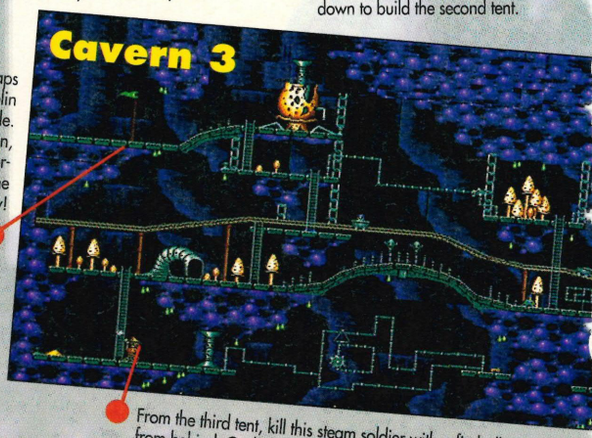


This fire-breathing furnace spurts flames in a sequence from right to left. As the first flames fall on the right, start to walk and they will fall in front of you harmlessly.

Coming from the long mine cart track at the top, ignore the goblins in the small room and escort engineers to break the door here. They can now go down to build the second tent.



Cavern 3

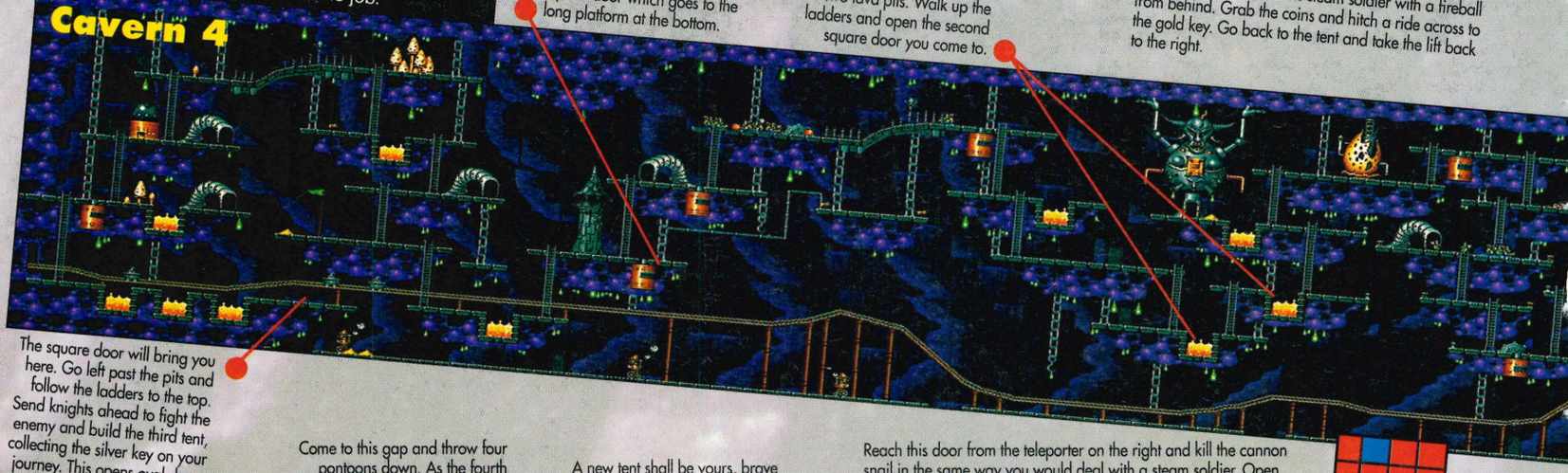


Making it past the various traps and devices laid out by the goblin king, erect a new tent on this pole. From this new strategic position, set out to the depths of this underground kingdom to search for the secrets of the gold key!

From the third tent, kill this steam soldier with a fireball from behind. Grab the coins and hitch a ride across to the gold key. Go back to the tent and take the lift back to the right.

The final level in the underworld isn't a doddle. Complex puzzles and secret doors that are nothing but red herrings would certainly keep the lonely crusader scratching his head, but as Trev and Simon would say "we're here to help!" Take a good look at the map before embarking on your quest and remember to pay close attention to Arthur's position at all times. Whenever a certain team is knocking on death's door, try to use alternative weaponry if it'll do the same job.

Cavern 4



Build a platform here to take a ride to gain the last two keys. Go to the far left and open the square door which goes to the long platform at the bottom.

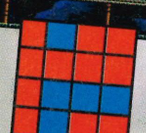
Stand a group of archers directly outside the second tent and fire left to kill off demons on the level above. Build bridges across these two lava pits. Walk up the ladders and open the second square door you come to.

The square door will bring you here. Go left past the pits and follow the ladders to the top. Send knights ahead to fight the enemy and build the third tent, collecting the silver key on your journey. This opens oval doors but ignore the one you passed, it goes back to the very first tent.

Come to this gap and throw four pontoons down. As the fourth drops, send the engineers back to the tent or they'll pile them up. If the sad gits do manage to fill the hole up, take care of it with a barrel man and start again.

A new tent shall be yours, brave Arthur. Still fresh from the fight, leave it to your knights to rid the top left cloud of it's undead inhabitant and cast pontoons across the ditch.

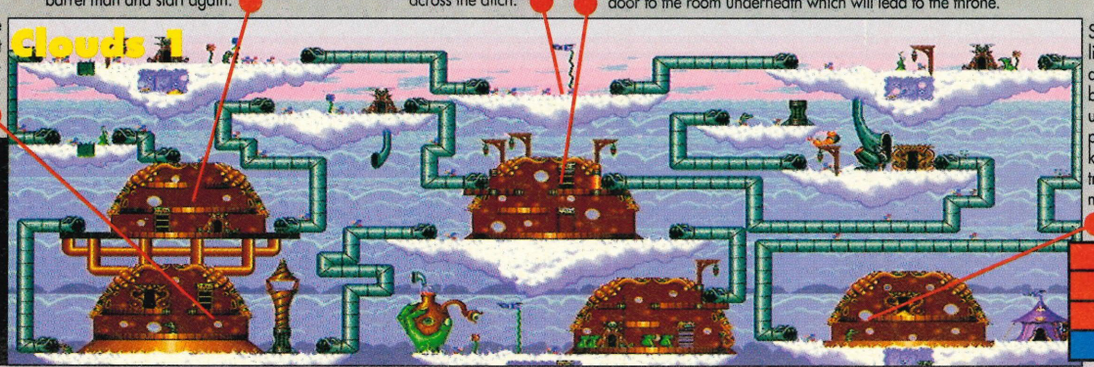
Reach this door from the teleporter on the right and kill the cannon snail in the same way you would deal with a steam soldier. Open with a green key to go to the room holding the red key. Exit that room to come back to this door and drop down to the silver door. Open this, to go to the room holding the gold key. Go to the building below and use a meteor spell on the mutants. Now enter the red door to the room underneath which will lead to the throne.



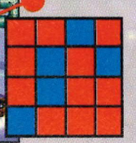
Build a hut up to grab the green key, then use the teleporting device to arrive by the snake at the bottom of this strange world. Enter the teleporter again to continue your quest.

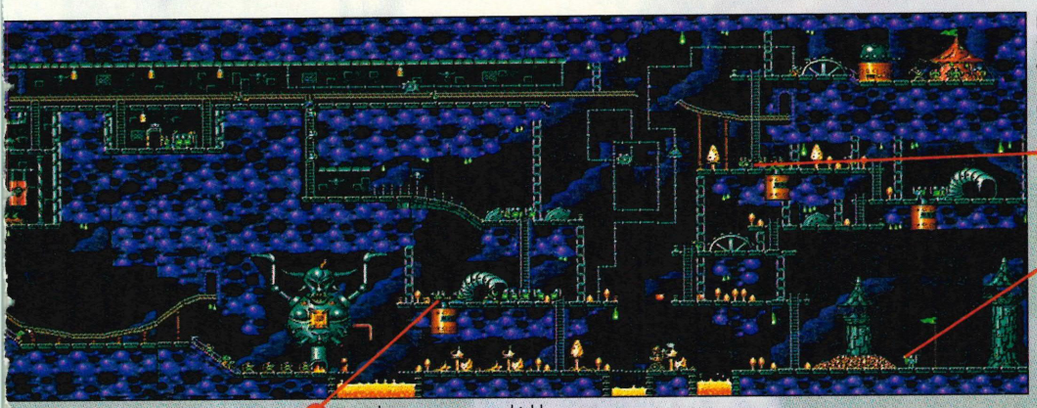
Strange cloud worlds lead Arthur to the final conflict with evil. These clouds are linked with teleports and transport pipes, taking you to face weird mutants and zombies. Force fields act as bridges when horizontal, but wait for vertical ones to go off before crossing or the deadly rays will fry you.

Clouds 1



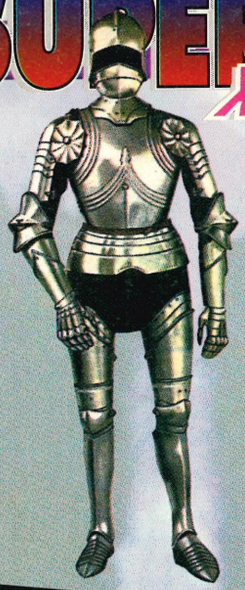
Some of the XS crew have been likened to these mindless zombies after the many hours it takes to bust your fave games. Slay this unnatural deviant and build a platform to reach the gold. Send knights through the first snake transporter and run a few green mutants through.





Despatching a posse of knights to this first floor will take care of the smattering of goblin warriors. A much darker force is needed however to deal with the masses on the floor below. Deploy the storm spell!

Take your knights right down to this level - killing lesser mortals on the way. Put a shield man on the edge of the floor above to deflect the flame-throwers and erect a new tent.



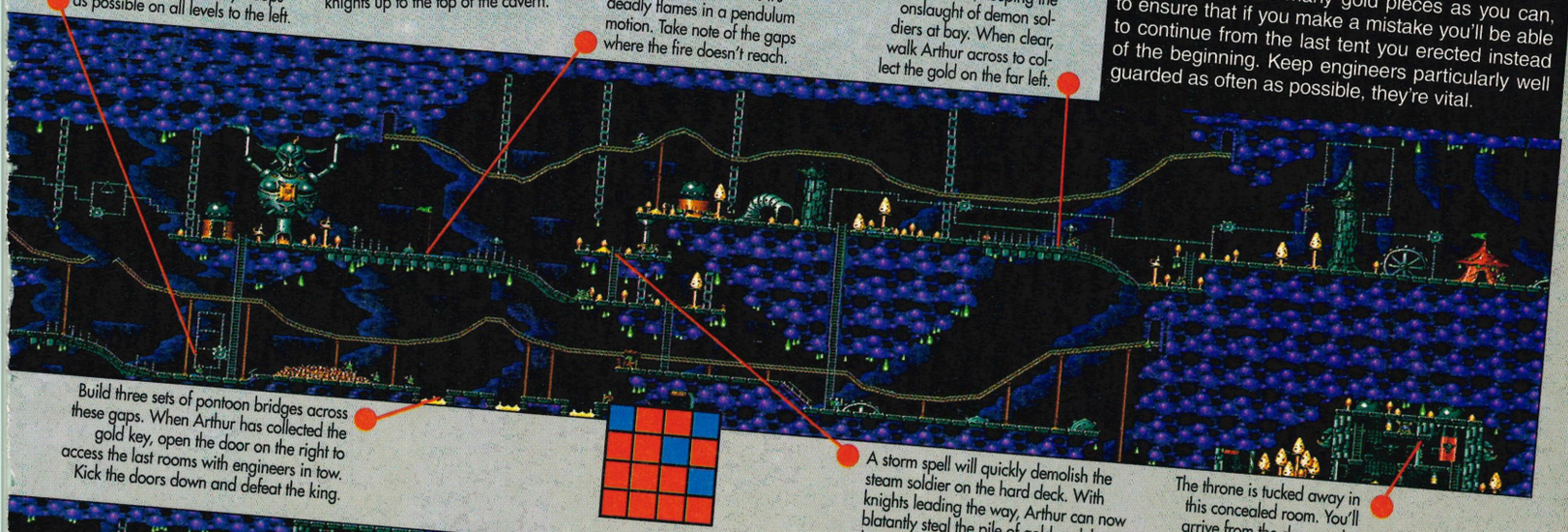
From the new tent, use a shield man on the edge of the lava pit. Build a bridge and attack lower goblins with archers positioned behind shield. Use two fireball spells from the right platform to wipe out loads of goblins on the left platform. Now march knights up to the top of the cavern.

These cogs move fast and can't be blocked with a platform. Collect some knights and use a shield spell. The few seconds of invulnerability will get them past to kill and maim as many troops as possible on all levels to the left.

Time to erect the second tent to save those weary legs. The fire breather on the left uses it's deadly flames in a pendulum motion. Take note of the gaps where the fire doesn't reach.

Archers on the right can send a barrage of arrows to this area, keeping the onslaught of demon soldiers at bay. When clear, walk Arthur across to collect the gold on the far left.

This fiendish demon king has cunningly locked himself away in his own private fortress. It can only be accessed by travelling the length of his cavern. Collect as many gold pieces as you can, to ensure that if you make a mistake you'll be able to continue from the last tent you erected instead of the beginning. Keep engineers particularly well guarded as often as possible, they're vital.



Build three sets of pontoon bridges across these gaps. When Arthur has collected the gold key, open the door on the right to access the last rooms with engineers in tow. Kick the doors down and defeat the king.

A storm spell will quickly demolish the steam soldier on the hard deck. With knights leading the way, Arthur can now blatantly steal the pile of gold and the key on this platform. Now that's magic!

The throne is tucked away in this concealed room. You'll arrive from the door on the left, leaving just two doors to pass before Arthur can get his sticky mits on it.



The final task for your army is to reach the throne at the end of this bottom platform. Send knights through to whack the steam soldier and position engineers by the edge of the large tipping trap. As it lifts up, send them across, backed up with knights. Go and kill the second steam soldier with an apocalypse spell from the level below the tent. Move a dark wizard to the pit by the triangular door and dispense a fireball when both steam soldiers are in view. Open the triangle door, then open the door you'll arrive at, it'll take Arthur to the throne!

Engineers will be the first to leave the safety of the tent. Ignore the doors on the left and come straight to this point to build a platform. Follow the ladders across to the next tent pole and do the job.



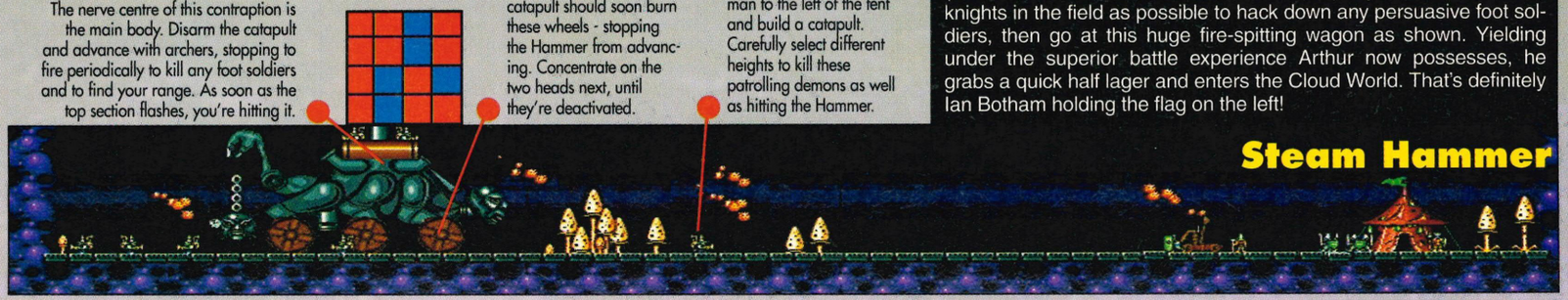


Demonic goblins are renowned for their strange taste in weapons, (Patrick knows, he's been out with a few!) Try to keep as many knights in the field as possible to hack down any persuasive foot soldiers, then go at this huge fire-spitting wagon as shown. Yielding under the superior battle experience Arthur now possesses, he grabs a quick half lager and enters the Cloud World. That's definitely Ian Botham holding the flag on the left!

The nerve centre of this contraption is the main body. Disarm the catapult and advance with archers, stopping to fire periodically to kill any foot soldiers and to find your range. As soon as the top section flashes, you're hitting it.

The fire balls from your catapult should soon burn these wheels - stopping the Hammer from advancing. Concentrate on the two heads next, until they're deactivated.

Quickly place a shield man to the left of the tent and build a catapult. Carefully select different heights to kill these patrolling demons as well as hitting the Hammer.

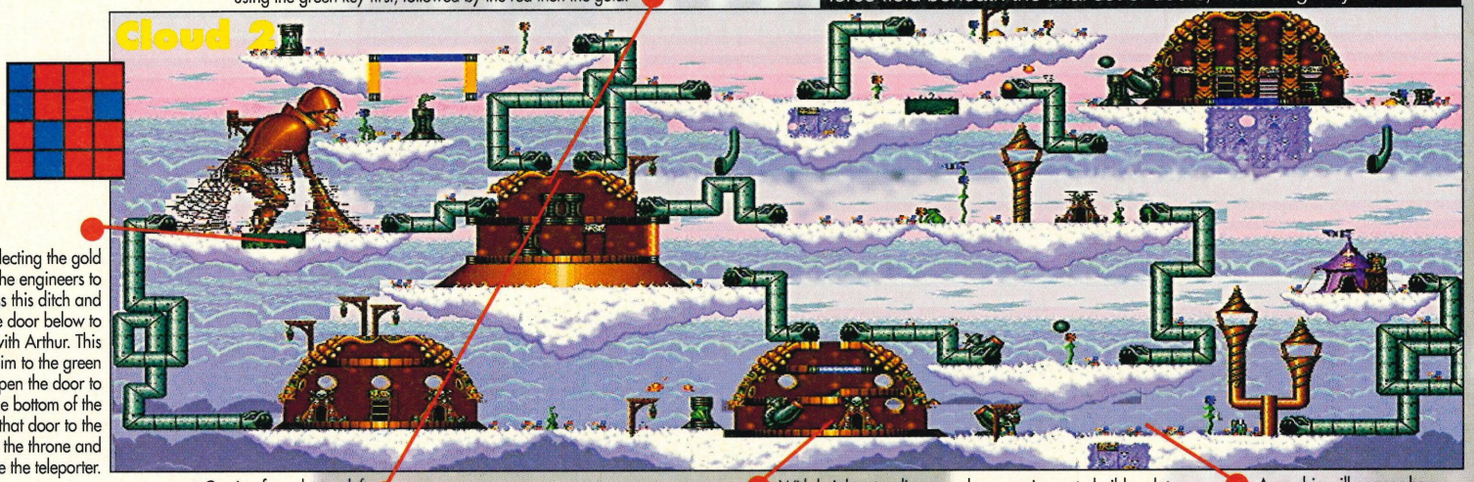


Steam Hammer

KING ARTHUR'S WORLD

This cloud is in turmoil by all accounts, but much the same type of problems will face Arthur's brave warriors. It becomes good practice now to send a shield man through secret doors as a scout before Arthur ventures forth. You can afford to lose them! Scrolling any members of the army off the screen when returning to the tent will save many walking off clouds. Watch that perilous force field beneath the final set of doors, It's a long way down!

Cloud 2



With three keys under your hat you'll come to this teleporter from the throne cloud. Use it to take you to the door below and open it with the silver key. This will take Arthur to the final key. Make your way back to the second teleporter here to arrive on the throne cloud again. Open the first door, but don't enter, until the force field has just come on. Go through the series of doors using the green key first, followed by the red then the gold.

After collecting the gold key, get the engineers to build across this ditch and go to the door below to open it with Arthur. This will take him to the green key. Open the door to arrive at the bottom of the map. Take that door to the cloud with the throne and use the teleporter.

Coming from the top left cloud, bring those versatile engineers to this gap and build a platform on top of the transporters. Lead Arthur through the snakes to reach the gold and the second key.

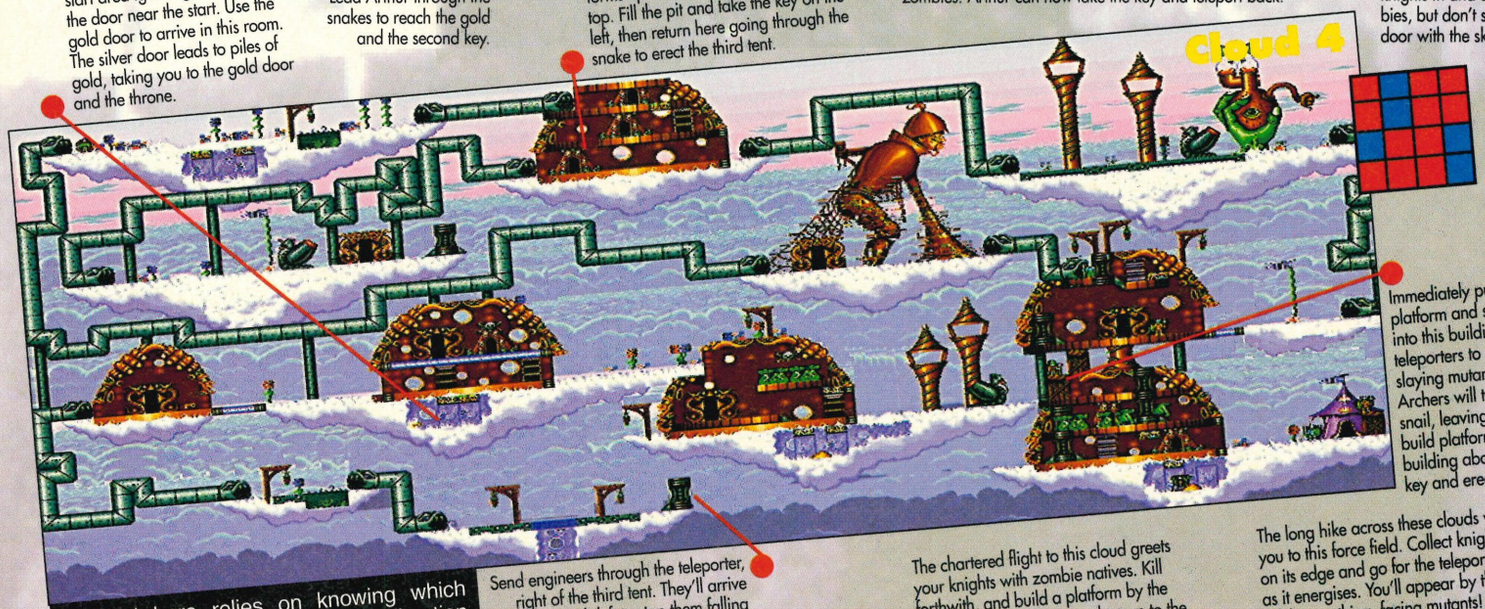
From the second tent you'll do battle with the snail. Ride a conveyor belt and arrive in this building. Build platforms up and enter the snake at the top. Fill the pit and take the key on the left, then return here going through the snake to erect the third tent.

With knights standing guard, use engineers to build a platform over this door, keeping the green mutants at bay. The teleporter can now take the knights to the top left cloud. Wait for the bottom force field to come on and drop onto it. This will go off, leaving you to access the cloud and kill the zombies. Arthur can now take the key and teleport back.

A zombie will appear here. Run him through and come to this level with archers, preparing to attack the cannon snail living here. Move knights in and attack zombies, but don't stray past the door with the skull.

Taking the key on the left of this room, follow the route back to the start area ignoring all doors. Open the door near the start. Use the gold door to arrive in this room. The silver door leads to piles of gold, taking you to the gold door and the throne.

Cloud 4



Immediately put Arthur on a platform and send knights into this building. Use the teleporters to reach the top, slaying mutants on the way. Archers will take care of the snail, leaving engineers to build platforms up to the building above. Grab the key and erect a new tent.

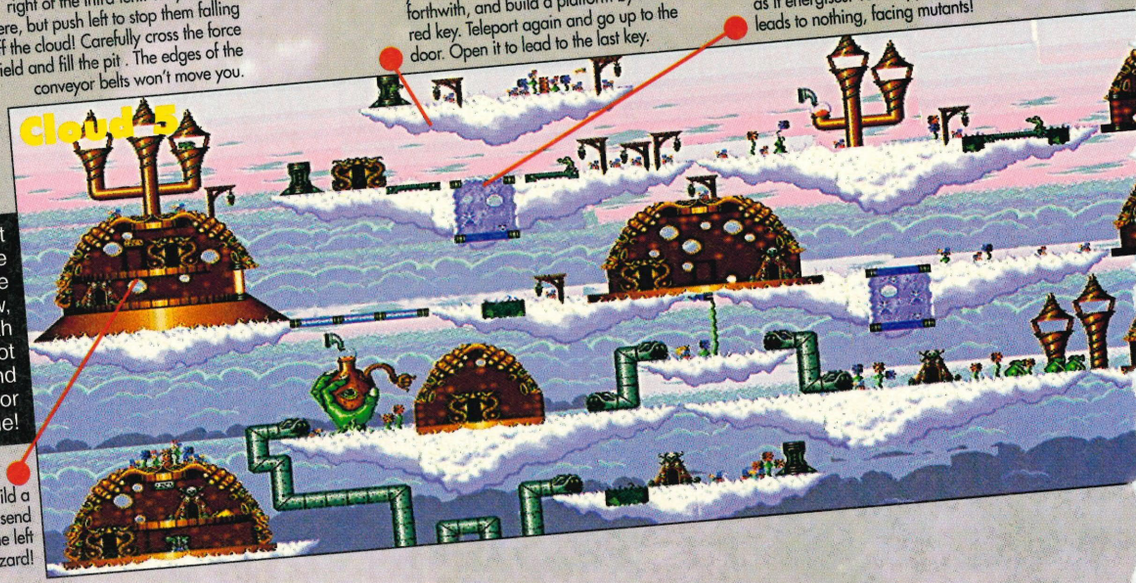
Survival here relies on knowing which doors will carry Arthur in the right direction and which will ultimately lead him to his death. Don't be afraid to use some wizardry to disperse large amounts of mutants, those knights can soon become few and far between. What are those green hand things doing?

Send engineers through the teleporter, right of the third tent. They'll arrive here, but push left to stop them falling off the cloud! Carefully cross the force field and fill the pit . The edges of the conveyor belts won't move you.

The chartered flight to this cloud greets your knights with zombie natives. Kill forthwith, and build a platform by the red key. Teleport again and go up to the door. Open it to lead to the last key.

The long hike across these clouds will bring you to this force field. Collect knights together on its edge and go for the teleporter as soon as it energises. You'll appear by the snake that leads to nothing, facing mutants!

Cloud 5



Said to be one of the toughest levels to beat by the great wizard himself! A fluffy little cumulus this isn't. Even the safety of the snake transporters can't be guaranteed now, as one, innocently leads to a pit writhing with flesh-eating zombies. The safety of Camelot and Gwenivere's loving arms are way behind you. Now it's either snogging an engineer or getting on with the conquest to get you home!

Make your petrified engineers build a platform to this door. Open it and send them through to build another to the left of the throne. Grab the wizard!









Cunningly, this cloud wizard has positioned many of his typically medieval teleporters on the edges of the clouds they stand on. Yes you've guessed it! You'll find yourself walking straight off a cloud the moment you arrive, so be ready to switch direction to save your neck. Force field bridges are the key to the defeat of this empire. Standing on their metal ends will prevent a nasty fall.

Selecting Arthur and his engineers, enter this building and drop down to reach the teleporter on the right. Stop next to it, and get a dark wizard to walk off the edge and land on top of the teleporter below. Use an apocalypse spell to kill mutants, collect gold key and the treasure in the room below. Teleport, and build huts to open the door in this building by the tent. Then, from the conveyor or belt room, go back to the first building of the level. Open the door to get the last key and gold.



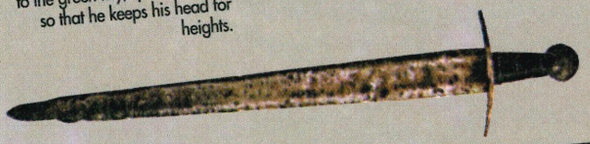
Collect the last key and go to the teleporter to arrive at this spot. Build a platform slightly right of the gold pile then, when the top forcefield goes off, drop to land on a metal end. Use this method to reach the snake and swipe another throne.

Once the silver key is in your grasp, teleport to this room and use it to open the left door. You now find yourself next to the conveyor. Build platforms up this building and go right to erect a new tent.

The green key can be used on this door to take Arthur to the bottom left where he finds the silver key and a pile of nuggets. Make sure you push right on the joypad through the door or he'll walk straight off the cloud.

Close off the mutant entrance and build platforms up to the top of the building here. Go through the left snake and build the bridge so that Arthur can get to the green key, quickly turning so that he keeps his head for heights.

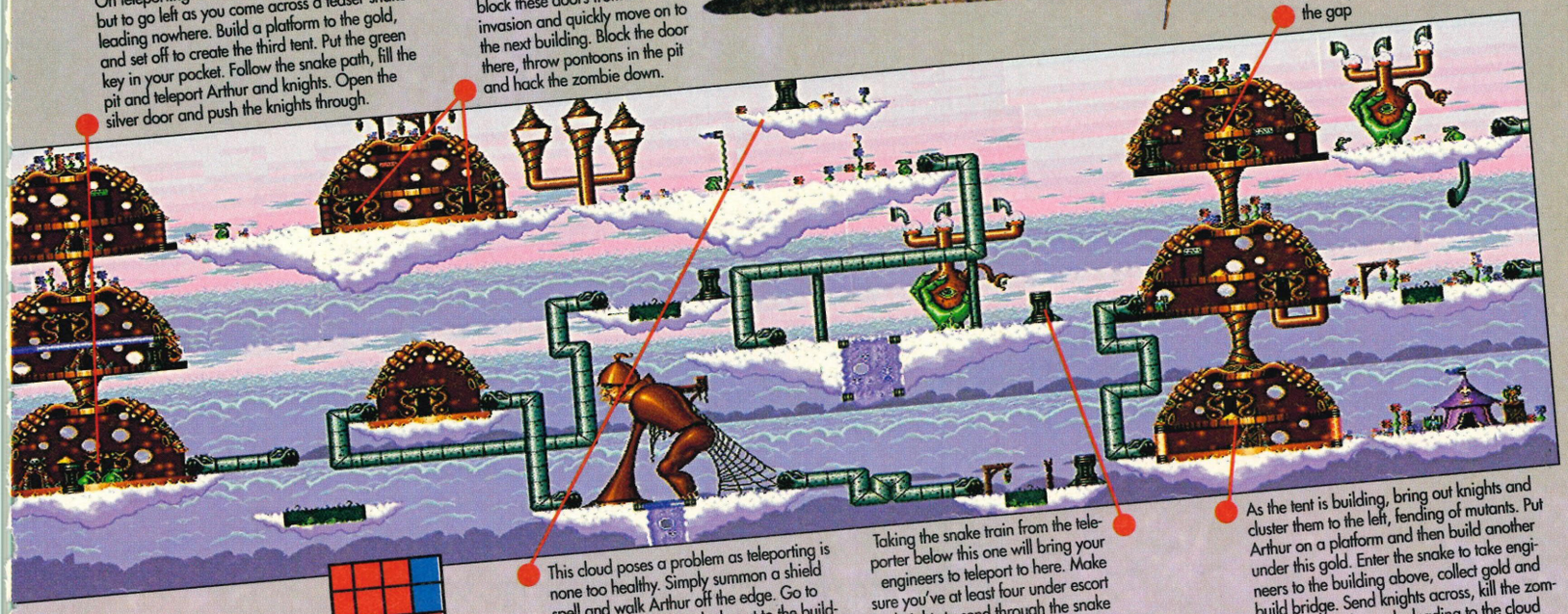
These cannon ball snails can kill each other, so it's a matter of waiting for one to die at the beginning of this level before the archers can rain arrows onto the other strange mollusc. Build a bridge and cover the engineers backs with arrows, before blocking the doorway with a platform.

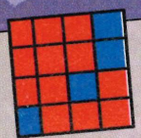


On teleporting to this level, you'll have no option but to go left as you come across a teaser snake leading nowhere. Build a platform to the gold, and set off to create the third tent. Put the green key in your pocket. Follow the snake path, fill the pit and teleport Arthur and knights. Open the silver door and push the knights through.

Fresh from the new beer tent, block these doors from mutant invasion and quickly move on to the next building. Block the door there, throw pontoons in the pit and hack the zombie down.

Pass the door below and build a platform up to this gold. Transporting engineers will take them to the cloud left of the first building where they can bridge the gap





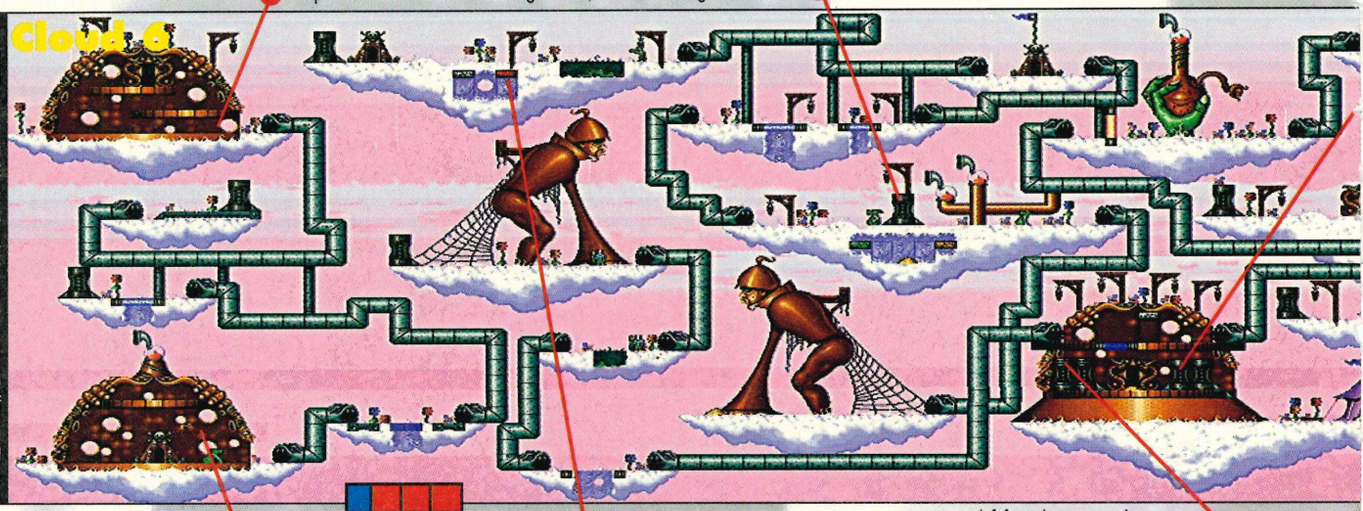
This cloud poses a problem as teleporting is none too healthy. Simply summon a shield spell and walk Arthur off the edge. Go to the door on the left and teleport to the building with the longest force field. Send engineers across the three row force field bridge, standing on the ends as they cross.

Taking the snake train from the teleporter below this one will bring your engineers to teleport to here. Make sure you've at least four under escort by knights to send through the snake on the left and build a new tent

As the tent is building, bring out knights and cluster them to the left, fending of mutants. Put Arthur on a platform and then build another under this gold. Enter the snake to take engineers to the building above, collect gold and build bridge. Send knights across, kill the zombie and enter the snake leading to the cloud above and the silver key. Don't open the door however, it leads back to the building below.

KING ARTHUR'S WORLD

Crikey, it's knightmare on cloud street! Even Freddy Kruger's twisted mind would have trouble devising a more perilous and inhospitable place than this sixth cloud. It may be a fair distance between the base tents here so it's a good idea to have knights, engineers and of course, Arthur, travelling together in nomad fashion. The quicker this level can be completed will determine the amount of mutants awakening from their slumber in a killing mood!



Taking the fourth teleporter at the start will drop you off here. Engineers must build platforms to take the silver key. Go right with the engineers, through the snake and teleport to the bronze statue on the right. Follow the snakes to arrive back at the start. The key will open the door but it leads to a trap! Use the third teleporter to arrive on the bottom right cloud, armed with knights.

Following the route from the gold key should eventually bring you to this teleporter. Stride straight past it and go through the snake to meet two force field bridges. Pause between the two, before crossing and go up to pitch a second tent. Go left with some engineers to fill the pit and then teleport your knights, killing mutants on the way.

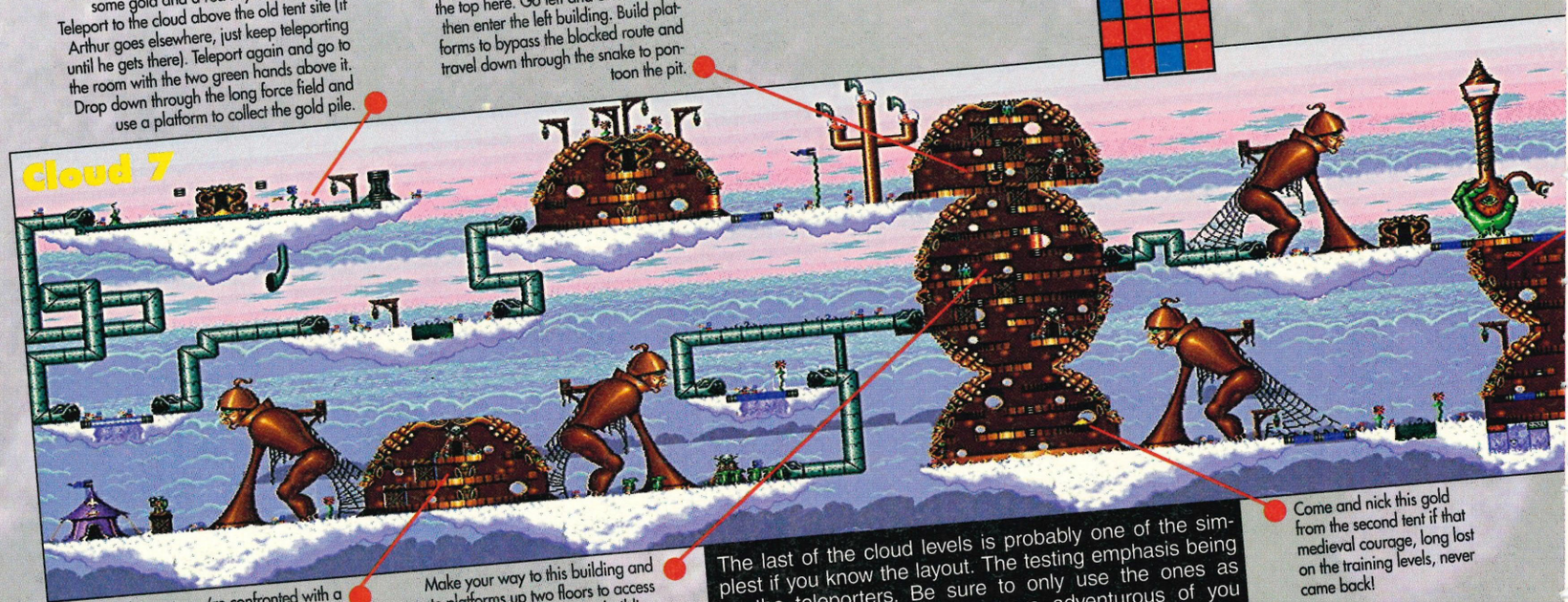
The third teleporter at the start will take you to this building holding the gold key. Kill the mutants and build a platform over their entrance to access the key. Send the knights to follow the route over the force fields and teleport to the bronze statue, looming over a pile of coins.

The silver door you've opened in the start area, transports you here. Exit this room to reach a room with red and green doors - leading to one with gold and green doors containing booty. Hoorah and lashings of ginger beer! This leads to the throne.

Going left from the start tent brings you to this selection of transporters. Each one takes you to one of the four corners of this cloud world where each of the four keys are hidden. Embark on the far left one first, to reach the top left corner.

Bring old Arthur up to this conveyor belt to find some gold and a red key for the taking. Teleport to the cloud above the old tent site (if Arthur goes elsewhere, just keep teleporting until he gets there). Teleport again and go to the room with the two green hands above it. Drop down through the long force field and use a platform to collect the gold pile.

From the silver key, you should arrive at the top here. Go left and create a tent, then enter the left building. Build platforms to bypass the blocked route and travel down through the snake to pontoon the pit.



Right from the start, you're confronted with a wandering mutant. Get some knights out as the tent rises, to deal with it, then use engineers to reach the top of this building. Kill the mutants at the top and use a meteor spell on the poor legless blobs pacing up and down on the right.

Make your way to this building and create platforms up two floors to access the snake. Move onto the next building and across the first force field. Drop down the various floors, avoiding force fields, and move right to the tent site.

The last of the cloud levels is probably one of the simplest if you know the layout. The testing emphasis being on the teleporters. Be sure to only use the ones as described as I'm sure the more adventurous of you would have discovered that Arthur gets teleported to the same buildings time after time, leaving him to trek back laboriously. This powerful wizard is well protected and can only be reached through a sequence of four doors needing - surprise surprise ... four keys. As there's no Mr Minute around, you'll have to obtain these before entering the final rooms to let the wizard plead for mercy.

Come and nick this gold from the second tent if that medieval courage, long lost on the training levels, never came back!

SUMMARY

GAME NAME: King Arthur's World.
TIME TO COMPLETE: A Lifetime
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 23
CHALLENGE RATING: Very Hard

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

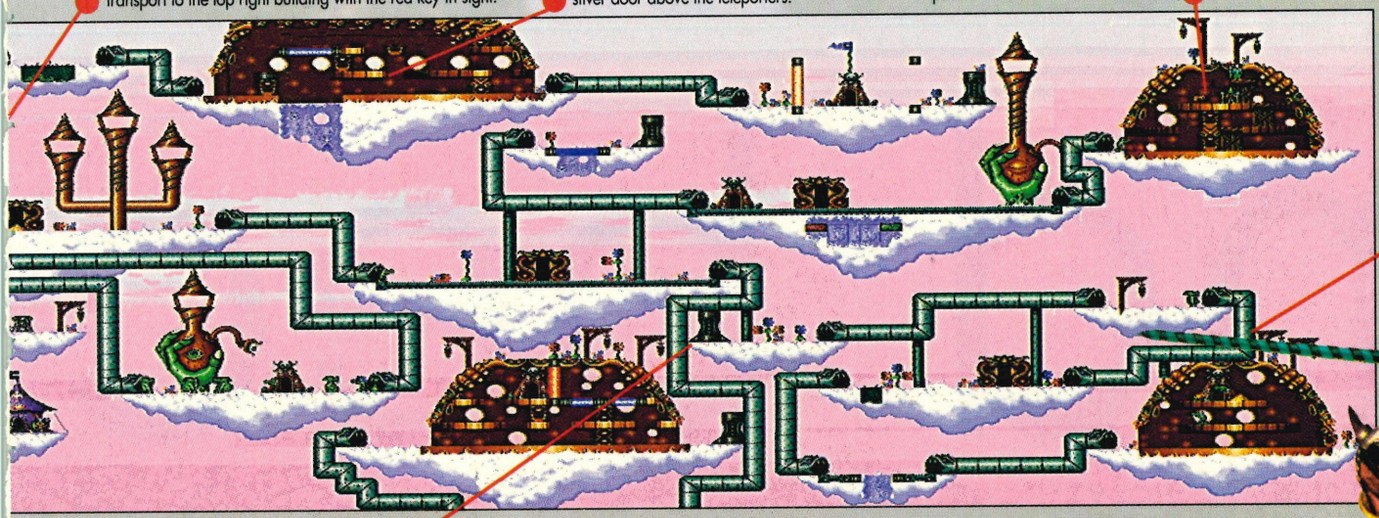


Cartridge supplied by:
Jaleco Europe
(081) 4456513

On returning to the second tent from gaining the green key, go right through the snake and teleport. Go right again to finally reach the building at the bottom with three force fields. Use the teleporter to arrive back to the start area and jump into the second teleporter here. You'll transport to the top right building with the red key in sight.

Come from the third tent to this building and build platforms in the gaps to reach the force field bridge. Carefully cross this, with knights and engineers and trudge back to the start area while building bridges and slaying mutants. Open the silver door above the teleporters.

Building three platforms will enable Arthur to swipe the red key here. Travel onward through the snake to reach the teleporter on the left. This takes you to the third tent site, positioned between force field walls.



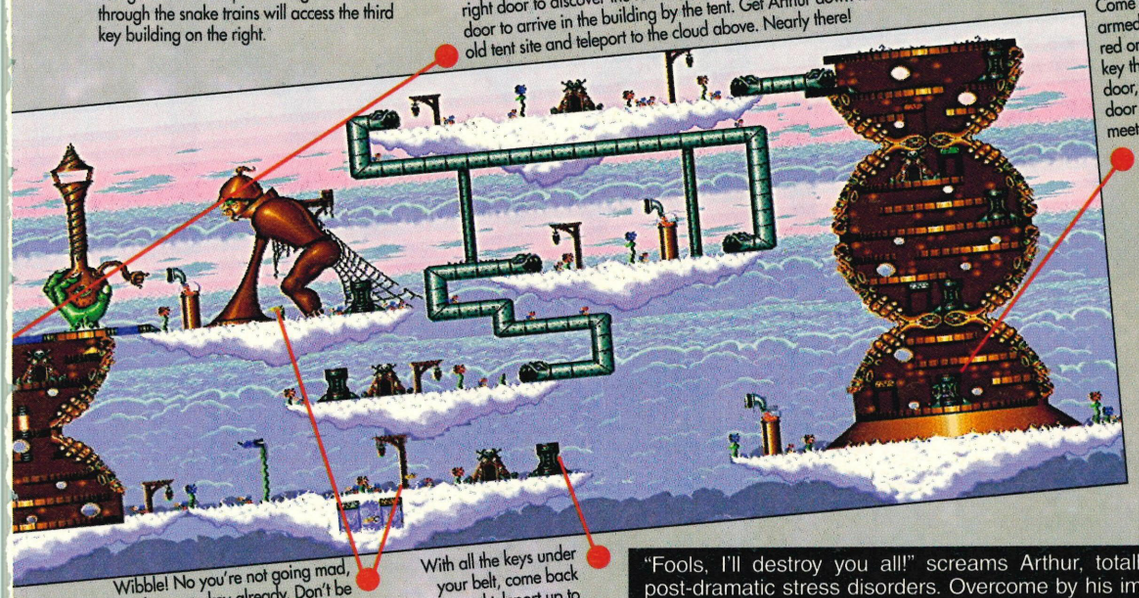
Come to this building and build a platform up to the zombie. Unsheath your swords and kill him off. Now build up again to reach the green key! Make your way back to the new tent to commence the second part of the cloud strike. Phew!



Teleporting from the second tent will bring your knights here. Send them through the snake to protect the following engineers who can go on to fill the pit. Moving them on through the snake trains will access the third key building on the right.

Open this door with the red key after collecting the loot. Walk through to arrive in a small room. Use your silver key on the right door to discover the room with the gold key. Open the right door to arrive in the building by the tent. Get Arthur down to the old tent site and teleport to the cloud above. Nearly there!

Come to the top of this building armed with all four keys and use the red one on the top door. The green key then takes Arthur to the silver door, which in turn opens to the final door by the elusive throne. Prepare to meet the Overlord!





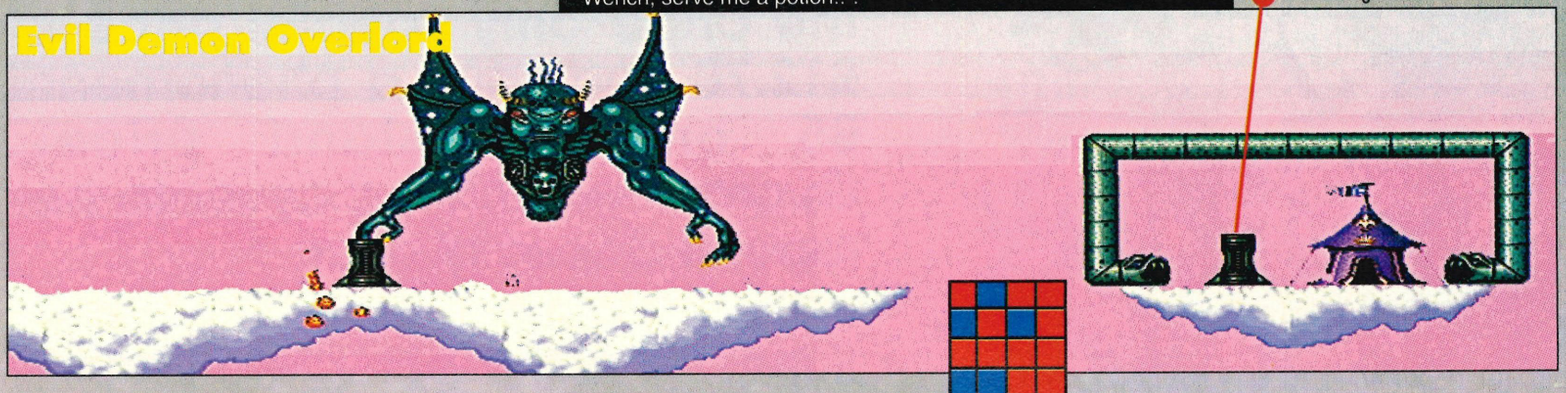
Wibble! No you're not going mad, it's the green key already. Don't be fooled by this easy find. Teleport to the cloud above but ignore the snake and teleport again . Walk to the silver key over the three force fields. About turn, and go back to the large building, erecting platforms to the top.

With all the keys under your belt, come back here and teleport up to the cloud above. Take the last snake trail to the building on the right

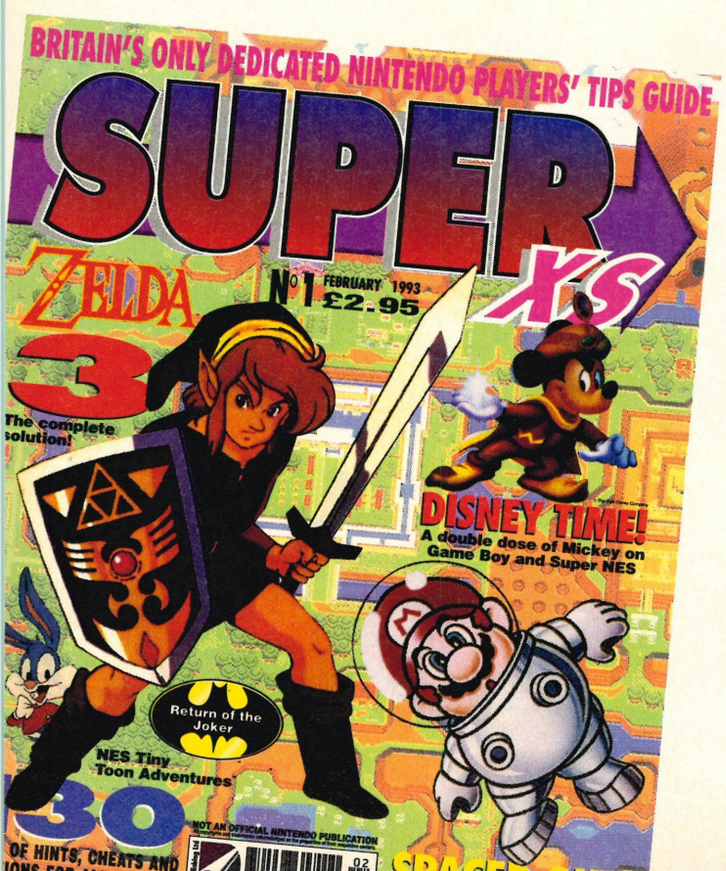
"Fools, I'll destroy you all!" screams Arthur, totally demented by post-dramatic stress disorders. Overcome by his impending victory, the nonce forgets to power-up any dark wizards to take care of the gigantic demon before him. So it's down to the lowly archers to do the business. During this final battle of good against evil, many will perish; don't worry though, just keep sending more across — they're expendable. Attack the faces in it's body, it's eyes and head to bring it down, before getting another round in at the local tavern. "Wench, serve me a potion!!".

Teleport two shield men and position them with their backs to each other. Send archers across to the battle and position them in between the shields, protecting them with a shield spell before they go. Use the highest arrow setting and fire!

Evil Demon Overlord



Subscribe and bec a winner!



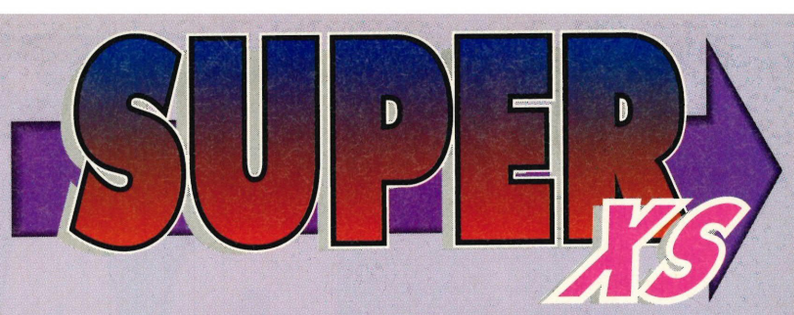
Get Britain's only Nintendo playing guide delivered direct to your door every month. Save time, save trouble, save money – subscribe today!

Take out a year's subscription for the once-only special price of £12.70 and save a phenomenal £5 on news-stand prices. Guaranteed, this is a never-to-be-repeated special offer.

Super XS is the complete playing solution!

now ome

Super XS is Britain's only regular magazine dedicated to showing you the techniques and tactics to win at all the top Nintendo games. It's an unmissable read featuring complete solutions, hints and tips, and exclusive game-busting ploys for the NES, Super NES and Game Boy. Furthermore, it's 100% colour, contains over 160 packed pages and has over 250 games busted and beaten every issue. There's nothing like it... and nothing comes close!



Super XS Subscription Form

Of course I want to be a winner... that's why I'm taking out a subscription to Britain's only Nintendo hints & tips magazine. Please rush me the following:

OPTION 1 ☛ ONE YEAR SUBSCRIPTION TO SUPER XS®
Please indicate whether the subscription is for the UK, Europe or elsewhere in the World.

☐ UK £12.70 ☐ Europe £22.70 ☐ Rest of World £32.70

®Take out a subscription for one year and you save a staggering £5 on news-stand prices!

OPTION 2 ☛ TWO YEAR SUBSCRIPTION TO SUPER XS®
Please indicate whether the subscription is for the UK, Europe or elsewhere in the World.

☐ UK £22.90 ☐ Europe £32.90 ☐ Rest of World £42.90

®Take out a subscription for two years and you save even more on news-stand prices – an unprecedented £12.50!

YOUR DETAILS ☛
I would like the subscription to start from issue number .....

If you are either taking out a subscription for yourself or giving a subscription to Super XS as a gift, please fill in your details below:

Name .....Signature .....

Address .....

.....

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

Method of payment please indicate your choice

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date____/____/____

Card number_____/_____/_____/_____

If you are giving a subscription to Super XS as a gift to someone, please fill in the lucky recipient's details below:

Name .....Signature .....

Address .....

.....

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

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Super XS Subs, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

FORM00MAR

BATMAN
RETURN OF THE JOKER

SUNSOFT ● £39.99 ● PLATFORM SHOOT-'EM-UP

Just when you thought it was safe to return to Gotham city, the undisputed king of evil pranks has returned. The Joker is back! Luckily along with the city's arch prankster comes Batman the caped crusader to defend his beloved city. You must negotiate your way through the Joker's factories, army camps and the top of the Gotham city Cathedral. All these areas are littered with bat-crushing traps, and of course the Joker's goons.

Batman: Return Of The Joker **on the NES has a plethora of power-ups and weapons all of which need to be used if you are to defeat the Joker.**

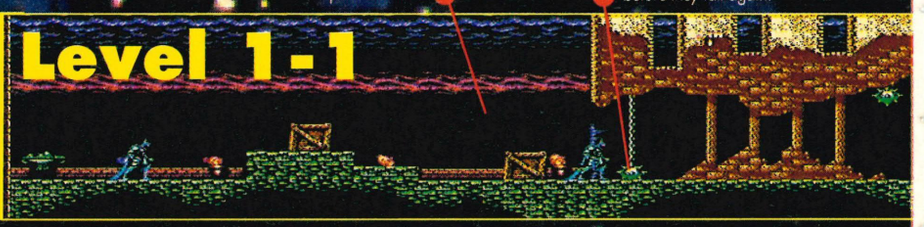
NES

Shoot these boxes to gain weapons and power crystals. Collect enough of them and you become invincible for a limited period of time.

Walk up to the spiked balls and wait for them to fall. When they start to rise, run under them before they fall again.

Batman starts his crusade against the Joker on the roof of the Gotham City Cathedral. Here you will face spiked ball and chains and a vertical climb to reach the end of level.

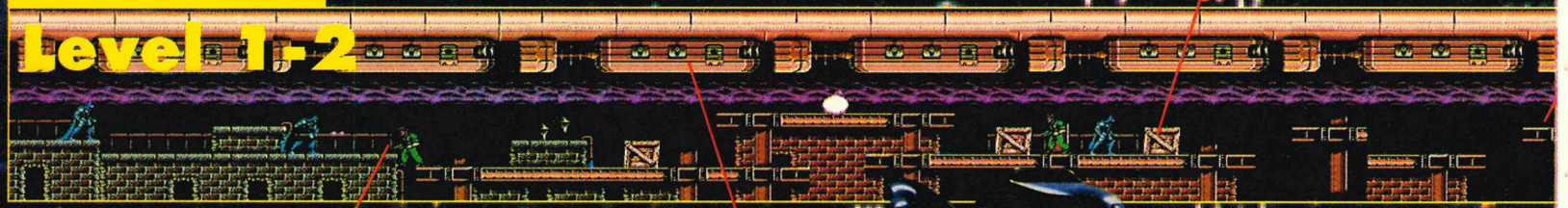
Level 1-1



Having reached the top of the cathedral you find yourself on the roof tops chasing the Joker's airship. This is a continually scrolling screen so watch your step and dodge the bullets from the airship.

If you are happy with the weapon that you have, don't bother to blast these boxes, just make a run for it.

Level 1-2



As you reach this corner, drop to your knees and fire, to take out the goon waiting for you on the other side. As you progress through the level, stay as close to the right of the screen as you can to avoid being crushed.

To keep clear of the cannon fire from above, stay as before to the right of the screen. This way you will have more time to dodge the bullets.

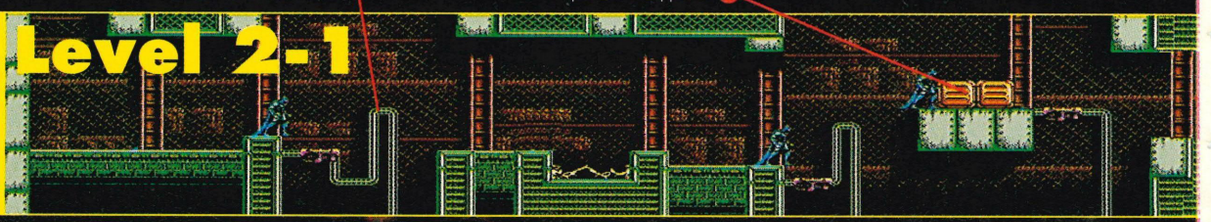


Blast these crates for extra weapons and to make the jump to the platform easier. Again, jump before the platform disappears.

As the moving platform reaches this point, jump before it falls into oblivion.

Having disposed of the goon on the roof tops you now find yourself in the Joker's warehouse, this place is teeming with thugs and traps so your jumping and shooting are going to have to be accurate. The clown prince of crime has many-a-trap baited for you so watch your step and keep those batarangs handy!

Level 2-1





Leave this box alone and the thug will not be able to shoot you. However if you are fast and have a powerful weapon you can blast him and the box before he can return fire.

You will have to be very close before your weapons have the desired effect on these gargoyles.

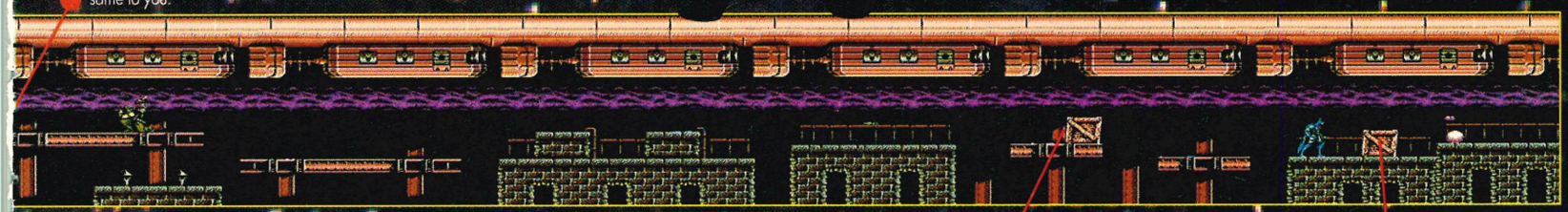
Jump onto this rising platform to gain access to the higher stages. There are several moving platforms, all of which need precise timing to reach.

FIRST GUARDIAN

This is your first meeting with one of the Joker's main laughing boys. If you picked up the box at the end of the last stage there should be no problem. You start with a power of eighty thousand and he starts with a weedy forty thousand so just keep firing and you will make short work of him.



Crouch down as soon as you land and blast the goon into next week before he does the same to you.

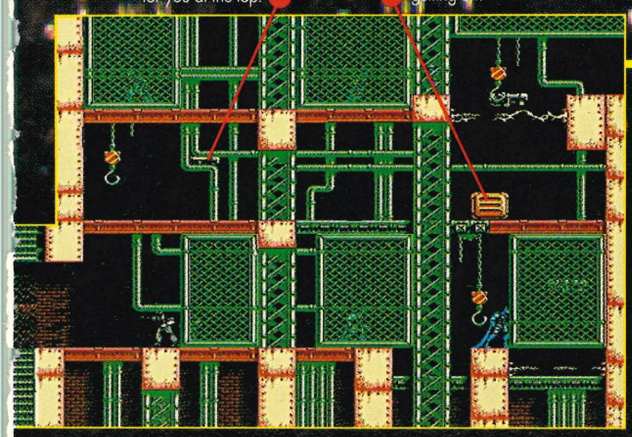


Make sure you don't get stuck behind this box and crushed, so blast it as soon as you can.

Take out this box for super weapon you will need for the fourthcoming duel!

As you rise up on this block, shoot up to take care of the goon waiting for you at the top.

Blast this crate before jumping on the lift or you will find life difficult when it comes to getting off.



Wait for the platform to reach the top, then jump and you will make it across no problem. With the second platform, jump as it is about to lower on the righthand side.

Wait for the platform to reach the corner before you jump for it to carry you off this level.



SUPER XS SOLUTION

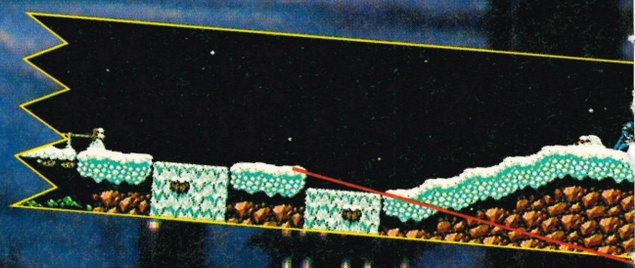
Level 2-2



This level finds you with a jet pack strapped to your back flying down the corridor of the warehouse. To survive this at the beginning, move up and down firing all the time. At the first sight of goons on jet bikes, swoop to the middle and stay there blasting the hell out of them.

Level

Following the Joker's trail leads you to his freezing mountain hideout. Here you will find frozen traps and ice falls. To jump onto the moving ice flows can cause problems when trying to stop!



From the mountain retreat you find yourself under the mountain. Here your main troubles are fire bars and conveyor belts with the odd knife-throwing goon for good measure. Where is commissioner Gordon and his police force when you need them?

Level 3-2



These fire bars revolve anti-clockwise so as it rolls up, run under it.

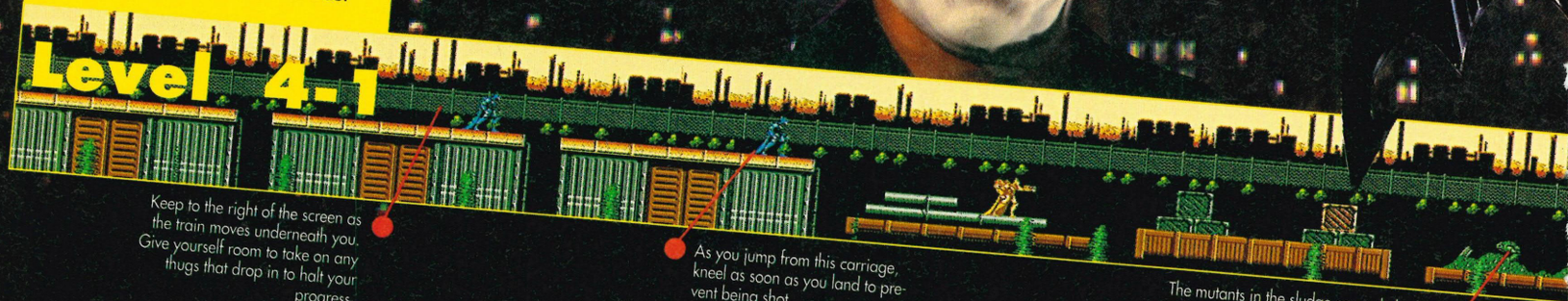
Creep forward and as the grey block falls from above hop back.

As you jump from the moving block, crouch down and fire then creep forward on the conveyor belt until you can duck under the fire bar.

This the last of the fire bars so I'm sure you have the hang of them by now, if not, why not?

Being an old fashioned super hero Batman had to have at least one scene fighting the baddies on top of a moving train! Not only has he got to run the risk of falling off, there are some very strange mutant creatures hiding in the green sludge on the freight flatbeds.

Level 4-1

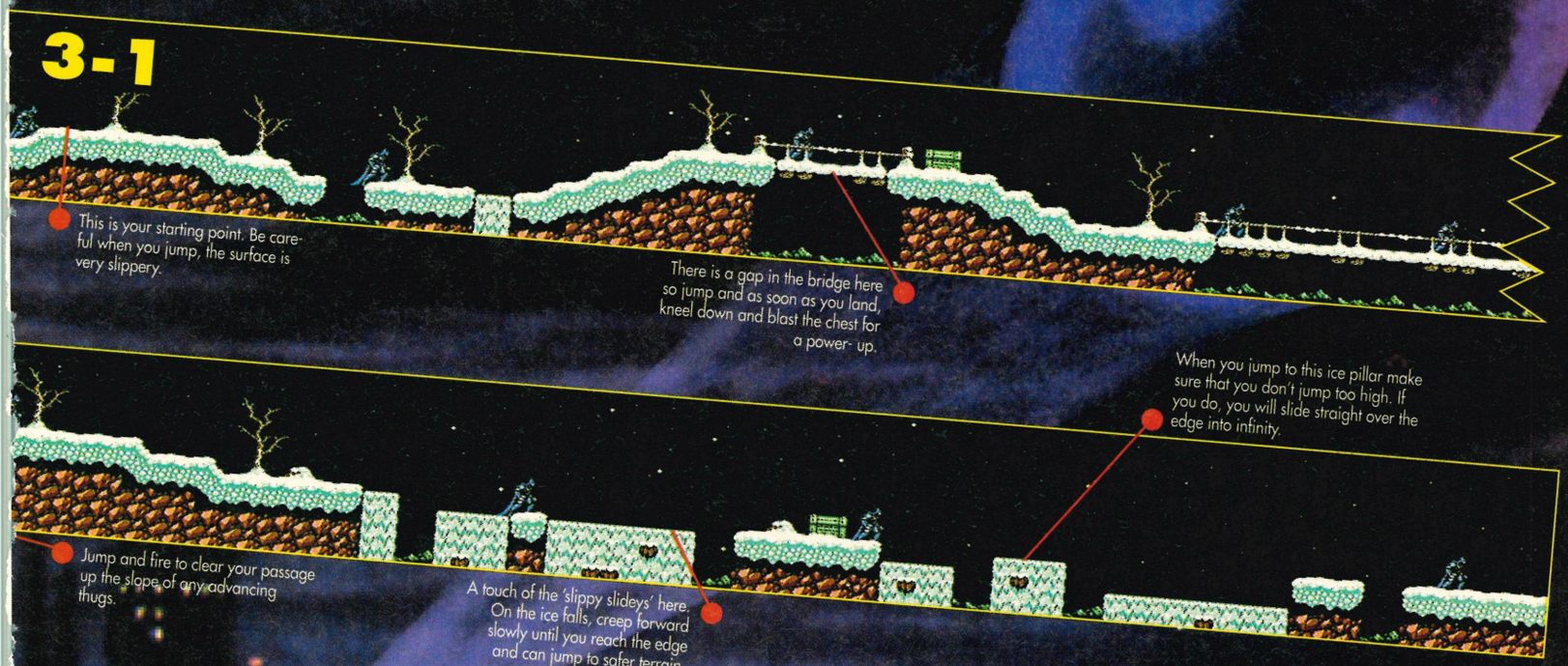


Keep to the right of the screen as the train moves underneath you. Give yourself room to take on any thugs that drop in to halt your progress.

As you jump from this carriage, kneel as soon as you land to prevent being shot.

The mutants in the sludge can only be hurt with a smack in the mouth because of their armoured backs. As they uncurl and face you, hit them hard and fast. Jump back if things get dicey!

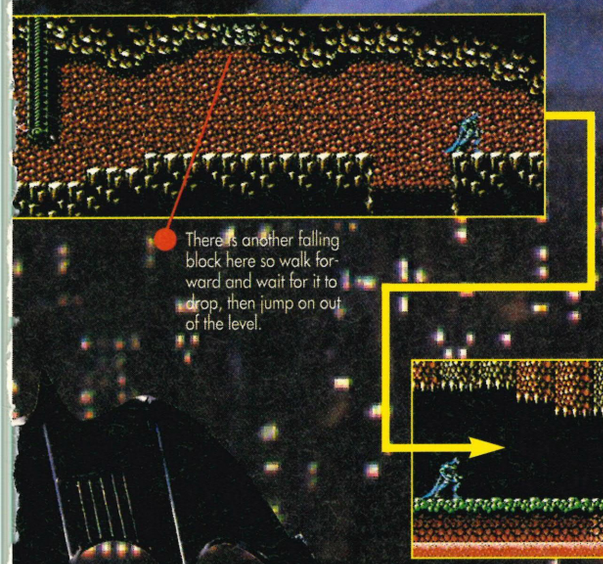
3-1

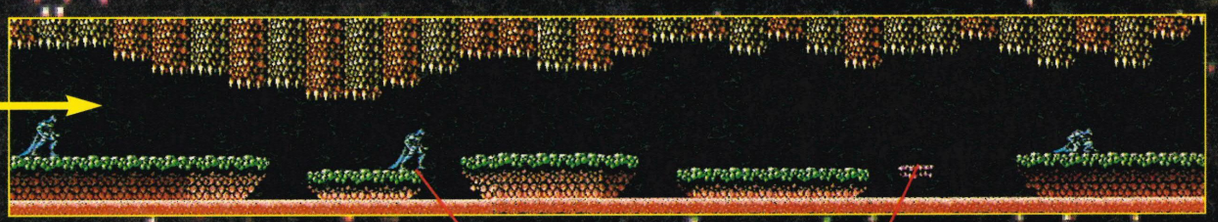


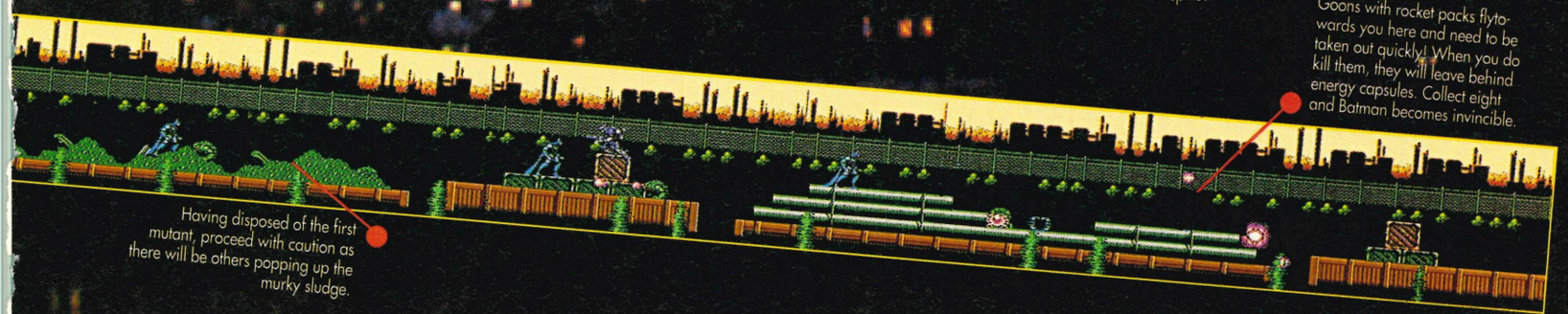
SECOND GUARDIAN

The power of this robot is equal to your own and it's multi-shot gun is deadly. To overcome this; as it fires, move to the opposite side of the screen. When it has finished firing he will freeze, so shoot him in the back (very heroic).

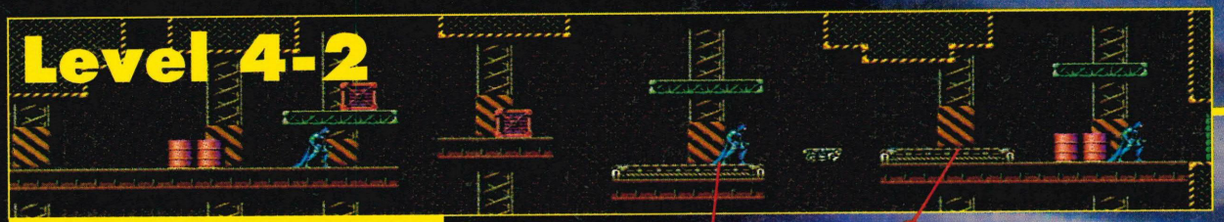








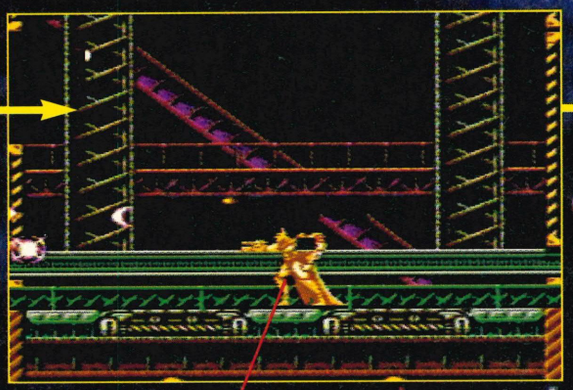
Level 4-2



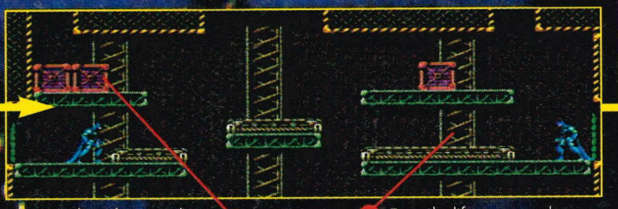
After handing in his ticket at the platform, Batman heads for the Joker's factory where the clown prince of crime has been spotted. The factory is crammed full of conveyor belts and crates. The thugs on this level have knifes so be careful, thankfully they leave energy capsules behind after death.

This conveyor belt travels right to left so you will need to hop forwards to reach the moving platform. If you creep slowly forwards, you can balance on the edge of the belt and cut out all the hassle it gives you.

As soon as you land on this menace, jump again to clear it. There will be a thug waiting for you on the upper platform so jump onto the barrels and fire up to dispose of him.

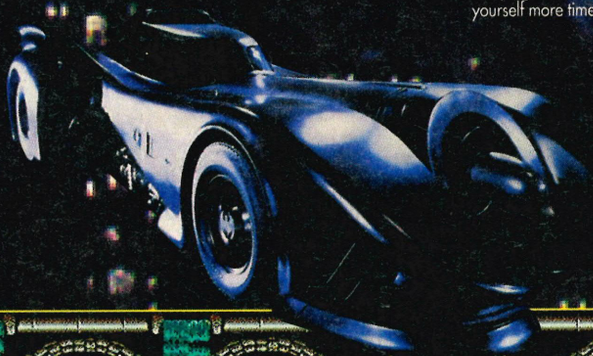


Having cleared the first floor, you enter a large lift. The automatic guns cannot be destroyed so do not try. All you can do is to dodge their fire and concentrate your fire on the helicopter attacking from above.Stay as central as you can and life will be much easier.



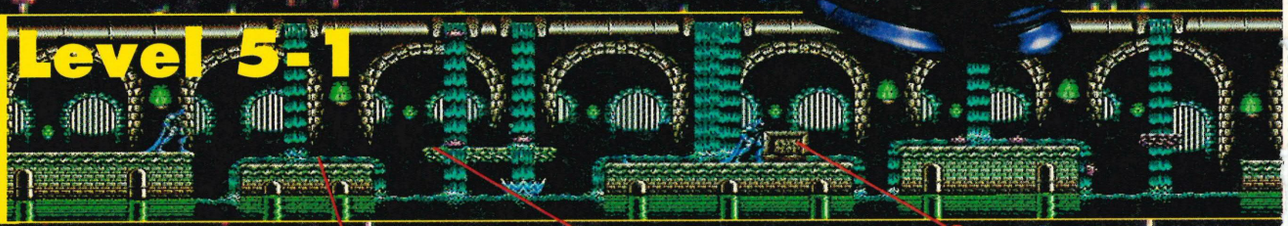
To pick up the crates here, shoot up then jump upwards to collect the power-up icons.

From the lift, you enter the second floor here. Every platform has a conveyor belt on it so use the trick of creeping to the edge to give yourself more time to jump.



Having had his ass fried by computer, Batman follows the Joker down into the sewers! Here you must battle against raging currents and bombs falling from pipe outlets (at least I think they are bombs!). All in all, Batty's trek is not an easy one.

Level 5-1



The water flows fast either side of the waterfall in opposite directions. Be sure to keep your feet and not to end up as another gruesome floater (Maxwell).

Jump to the left edge to avoid the falling bombs. Keep walking to stop yourself falling off. Wait for the gap as the Joker pulls the chain.

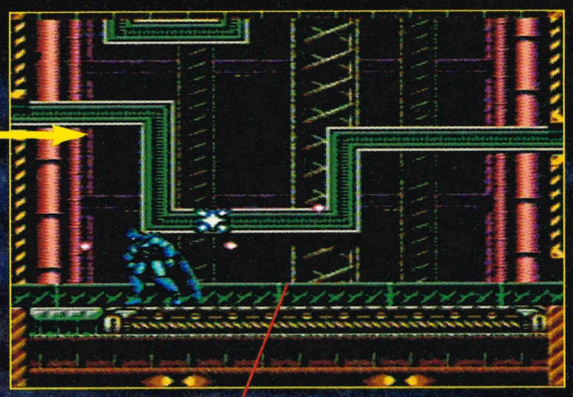
Make sure you are right next to the crate before you blast it. If not, you can kiss your power-up goodbye.



This block will protect you from enemy fire. So when you do take it out, be quick to knock out the goon on the other side of the gap unless you want to be caught in a hail of fire.

Take a break from your trudging through the mire of Gotham city and blast the sicko lurking in the sewers.

Wait here by shuffling back and forth until the platform is within reach. The strong sewer current will push you into the sludge if you don't go against the flow.



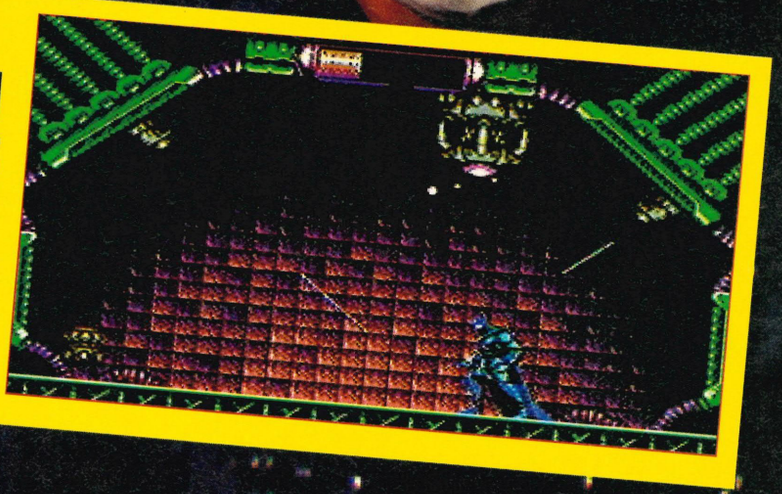
The whole floor is moving. The auto guns are nastier as they follow a twisting route. To succeed, stay behind the guns and duck the shots. Goons drop in for tea and if you don't blast them straight away, they let fly with a stream of bullets.

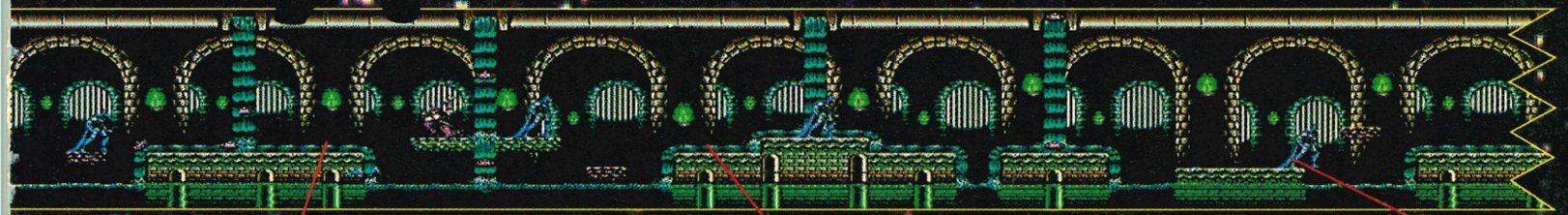




THIRD GUARDIAN

Having survived the lift you come face to face with the Main Control Unit (MCU). Batman faces his first real challenge here as the MCU has more power than himself. The Dark Knight must blast the centre of the MCU and stop it from recharging for a ten grand volt-age blast. Dodge the lasers from above and fry the robots as they come from the sides.





Look out for this thug, one punch and you could be stunned into the drink. The best way to kill him is to jump up and throw batarangs as you land before he can retal-liate.

As you land, duck to avoid an ambush, then attack bat-style; fast and furious (and wearing a mask).

This is one of the few platforms without water on it. Take a breather as you wait for the mov-ing platform to come within reach and then make the jump.

PASSWORDS

Level 1–2:	MDRR	Level 4–2:	KHCN
Level 2–1:	NMLL	Level 5–1:	QGVN
Level 2–2:	NWKL	Level 5–2:	WBZT
Level 3–1:	LGZQ	Level 6–1:	FFHG
Level 3–2:	GPTW	Level 6–2:	CKQG
Level 4–1:	GNXF	Level 7–1:	GPZT

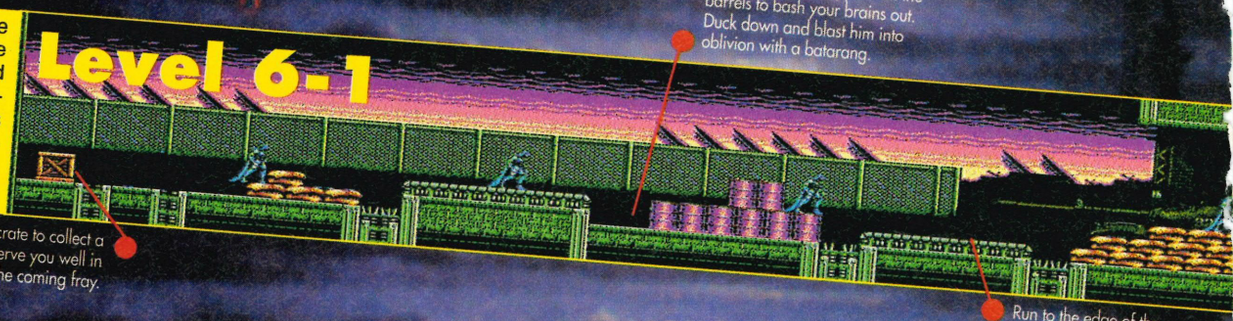
Level 5-2

This level is very much like level 2-2, only smellier! Use the same tactic of moving up and down and try to collect a shield star. When the gas-powered goons arrive, move to the centre to avoid the rockets that they will fire at you. Keep using this move and you will finally clear the sewer and hopefully the smell (even worse than Patrick's socks).



Level 6-1

Gosh, it's not very obvious where the Joker is hiding is it? Slap bang in the middle of Gotham City is a disused Army camp full of unexploded warheads. The camp may be old but it is still deadly with spiked drops and conveyor belts; not forgetting of course, the ever-present death-dealing goons.



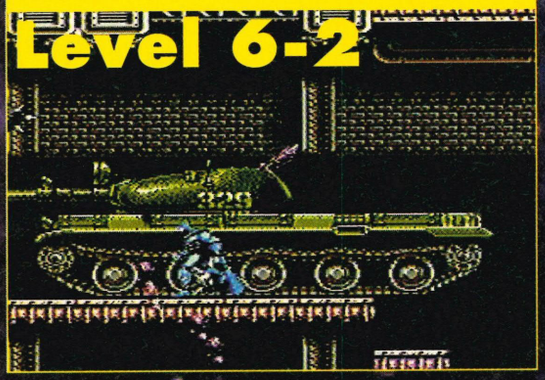
As soon as you land, a nice friendly goon will appear on the barrels to bash your brains out. Duck down and blast him into oblivion with a batarang.

Blast into this crate to collect a shield star, it will serve you well in the coming fray.

Run to the edge of the conveyor belt and kneel, fire several times to take out a goon hiding in the sand bags.

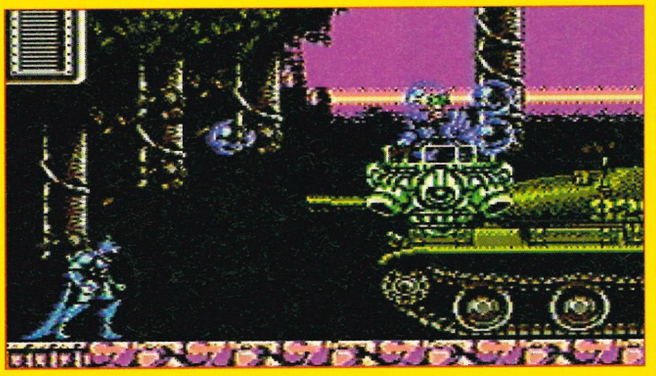
Level 6-2

This tank, on loan from a military museum, tracks from right to left. As it does so, the ground crumbles under it's tracks. To survive, Batman must run along side and blast the driver as he pops up to throw bombs. As well as the bombs there are spiked balls which fall and roll towards you, these need to be jumped if you are to reach the end. Luckily, the tank section is fairly short and you should have enough time and space to avoid the majority of missiles. Batty must negotiate this section with loads of energy because the Joker is extremely tough.



FOURTH GUARDIAN

At last Batman has finally caught up with the Joker! The evil boss flies onto the screen in a bubble-blowing death machine. To defeat the gruesome giggler you must dodge the bubbles using the slide move for extra speed. Then, as the joker takes a break to laugh at you, run under him and fire straight up to drain his energy. You will have to be quick as he does not laugh for long and starts with more energy.



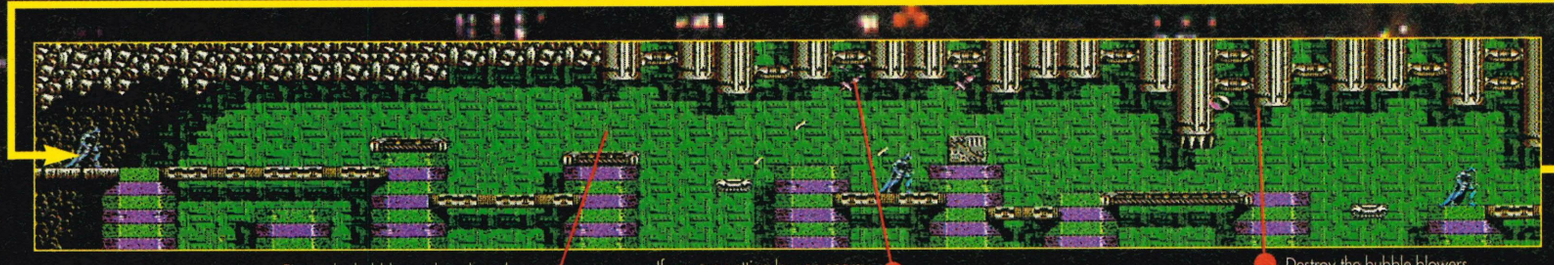
Level 7-1

Being the lilly-livered laugher that he is, the Joker has fled from the army base to his secret hideout on "Ha Ha Hacienda island". Batman must follow him here for the final conflict; but before he reaches the end he will face mechanoids and bubble blowers, maybe you should retire?



As you approach the fire pots, duck and fire at the mechanoids that stream forth from them.

Jump to the left as Robby the robot and friends fly down from the jungle sky. You wouldn't want to mess with Robby would you?



Fire at the bubbles as they drop down on you. Wait for the platform to reach you because the gaps are wide and bottomless.

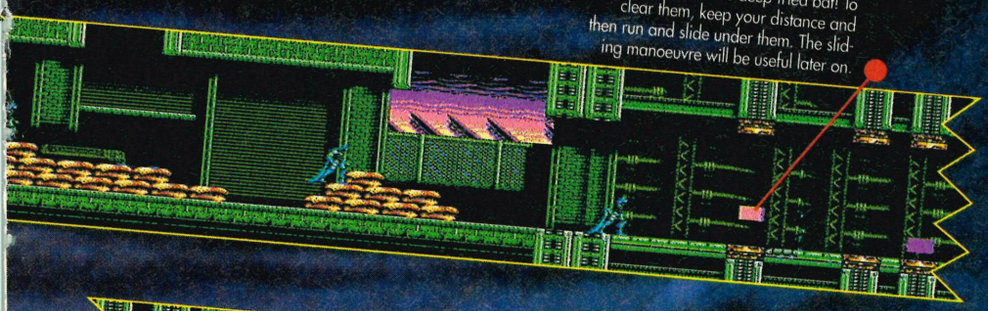
If you are getting low on energy then blast the lasers from the ceiling. You will receive an energy capsule as a reward.

Destroy the bubble blowers before making the jump for the next platform. If you fail to, you will be all washed up (ho ho!)

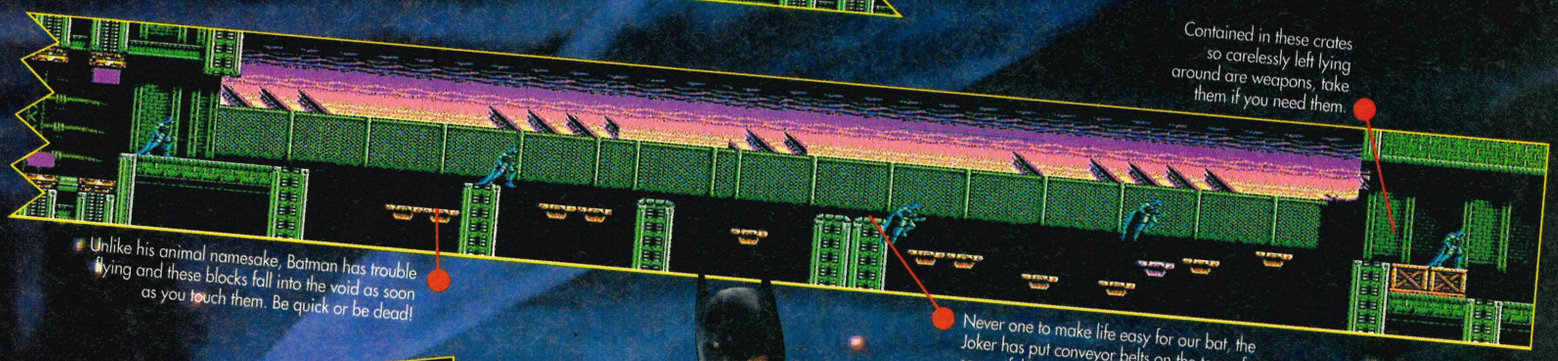
SUMMARY

GAME NAME: Batman: Return of the Joker
TIME TO COMPLETE: 3 Days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 8
CHALLENGE RATING: Medium

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



Get too close to these beams and you will be turned into deep-fried bat! To clear them, keep your distance and then run and slide under them. The sliding manoeuvre will be useful later on.

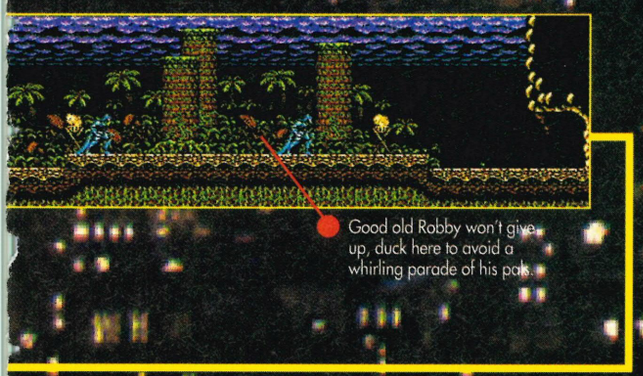


Contained in these crates so carelessly left lying around are weapons, take them if you need them.

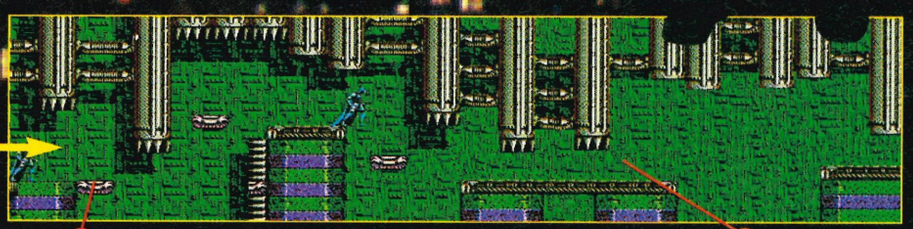
Unlike his animal namesake, Batman has trouble flying and these blocks fall into the void as soon as you touch them. Be quick or be dead!

Never one to make life easy for our bat, the Joker has put conveyor belts on the tops of some of the towers. There is no timer, so work against the belt until you are ready to face the falling blocks again. Bat jargon for "Run like hell"!





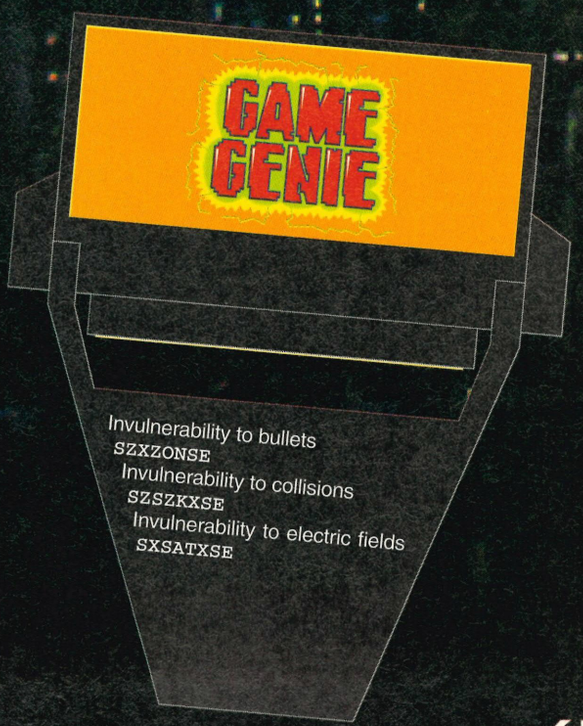
Good old Robby won't give up, duck here to avoid a whirling parade of his pals.



As soon as you land on this platform ,duck to avoid becoming bat kebab. You will have to jump from here onto the next block before it reaches the end wall. Then jump off the second block as you are level with the platform.

To clear these spikes, use the old slippy slidey. Do them one at a time and take a break in the middle, then on to the second.

Cartridge supplied by:
The Nintendo nuts at
The Video Game Centre
(0202) 527314



Invulnerability to bullets
SZXZONSE
Invulnerability to collisions
SZSZKXSE
Invulnerability to electric fields
SXSATXSE



SUPER GHOULS 'N GHOSTS



CAPCOM ● £44.99 ● ARCADE PLATFORM ADVENTURE

SUPER NES

Flashy graphics, lively action and simple game controls is what *Super Ghouls 'n Ghosts* is all about. This adventure classic has all the basic ingredients to keep you coming back time and again, and if that wasn't enough, you could simply enjoy the excellent music and sound effects that the highly paced game play demands. Astounding Mode 7 FX will hopefully distract you from the sometimes frustrating lack of progress through the eight levels. They say practice makes perfect and this certainly seems to be the case here. Although reasonably hard to retain, the powerful effect of the different types of armour will keep any genocidal maniac enthralled. How many Princesses can you rescue in one lifetime?

Rescuing the love of your life is never an easy task, but if Princess Guinevere is to be saved from the ghouls inhabiting this realm, you'd better get used to the tough action facing you from the off. Mastering the art of double jumping successfully, to reach high points, is the key to survival. As with all the levels, double jump at the start to reveal a hidden chest.

Level 1-1

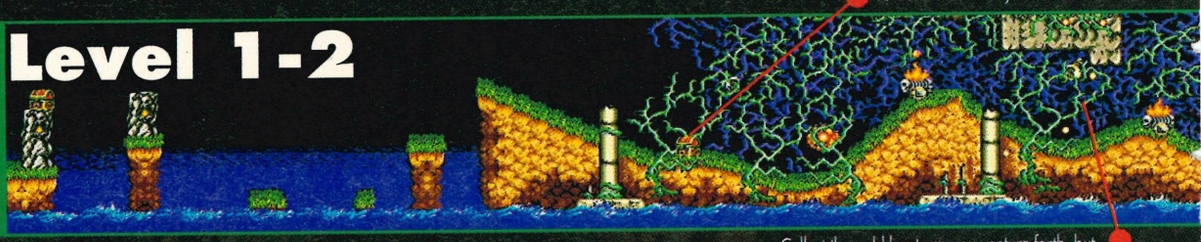
Step into this cave and fire at the flame shooting fiends' head, collecting the gold bag. Once it's defeated, move right and double jump to reveal a chest on the grass above. Assuming you've got the bronze armour from the chest at the start, you'll now be graced with the golden touch.



On a quest for a chest? Well double jumping at the base of this hill will reveal the treasure you seek.

Scary stuff eh? If you cheated a watery death, you'll find yourself up against the next set of hellish horrors. Huge hairy spores seem to be in season – deadly to the unsuspecting warrior – but if that wasn't enough, trundling skull carts roll up and down the ever moving terrain and they're unstoppable. Jump!

Level 1-2

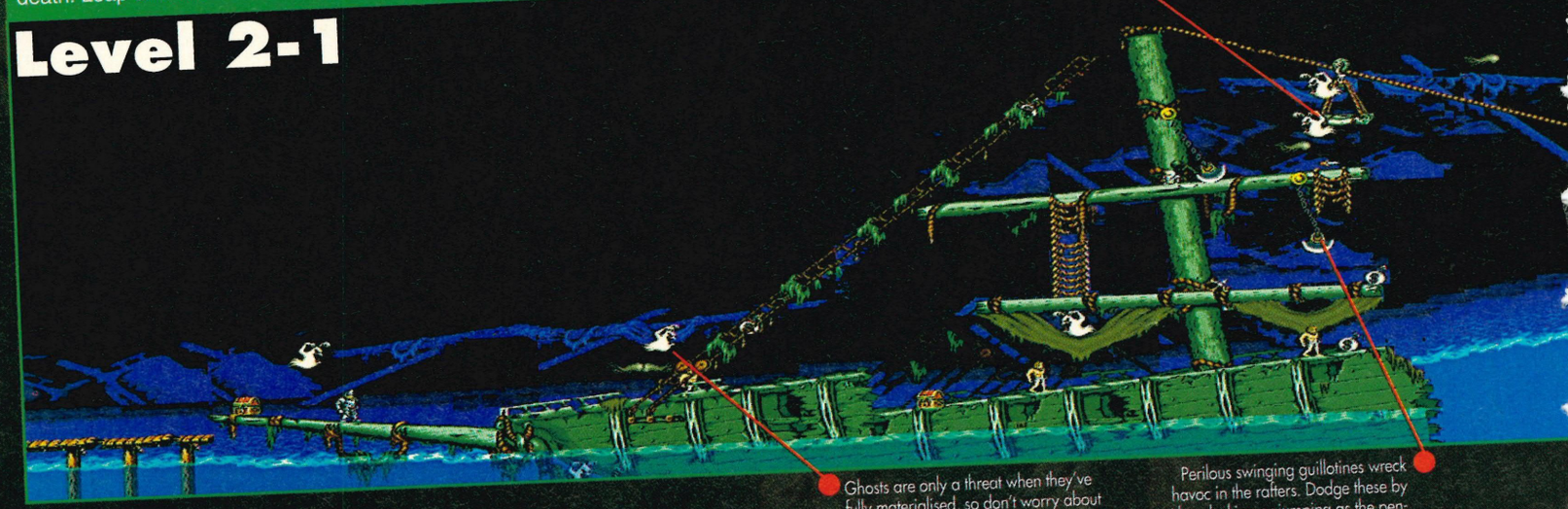


The key from the Cockatrice opens the door to this ghostly level. You find yourself on a haunted ship with menacing will-o'-the-wisps floating all around. The jetty is none too safe and quickly crumbles into the waves. No Hammerite protection for you matey, just a lonely death. Leap onto the mast and reveal the first chest of the level.

Here you'll find a ghost train with a difference. Clamber onto this cable car and be ready to jump at the other end. Tickets please!

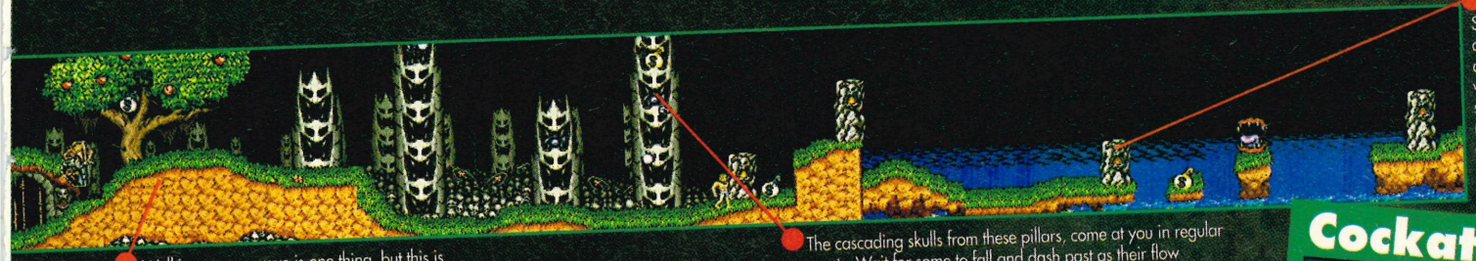
Collect the gold booty as you venture forth, but beware of growing spores. If they explode, it's almost certainly disaster for our hero. Jumping over that second skull cart seems all too easy. It is! But as you reach the first water gap, it comes back!

Level 2-1



Ghosts are only a threat when they've fully materialised, so don't worry about those dark shadowy nasties. A single hit sends them to the after world.

Perilous swinging guillotines wreck havoc in the rafters. Dodge these by either ducking or jumping as the pendulum motion reaches its lowest point.



Walking over a grave is one thing, but this is ridiculous! Use the ground height to your advantage by leaping before it drops away,

Resist temptation and wait for the skull cart to crash into the deep blue before grabbing the loot.

The cascading skulls from these pillars, come at you in regular spurts. Wait for some to fall and dash past as their flow interrupts.The second pillar on the right must be reached with a timely double jump from the edge of the grass verge. Get ready for some watery frolics!

Stay on this skull pillar to avoid being washed away by the huge tidal wave. Negotiating the sparse scenery is tough now. Get a feel for those double jumps, making sure you know where you'll land.



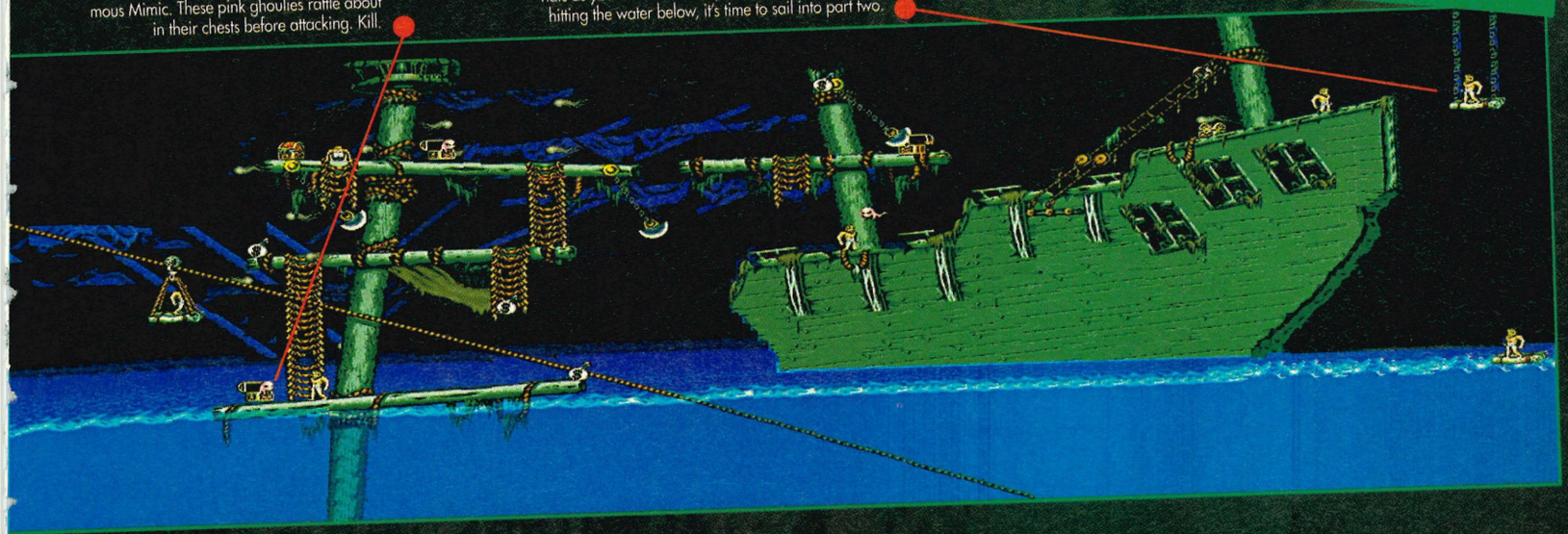
Cockatrice



Keep your distance from this awesome feathered freak! Attacking the head secures its fate, best executed when it extends to the ground. If a Miniwing is dropped, simply avoid it.

Luverly jubbly, another chest I here you cry! Not so I'm afraid. Let me introduce the infamous Mimic. These pink ghoulies rattle about in their chests before attacking. Kill.

Hurl yourself onto this hanging raft, then hold your hats as you undertake a rapid trip straight down. On hitting the water below, it's time to sail into part two.



Surfing USA dudes! A nonstop trip across the ocean deep prevails, with plenty of craggy hazards strewn along the way. Demented fish and venomous sea anemone are bent on pitching you from your small craft, and even fishmen try to cash in on the act. Keep the raft away from the left side of the screen to stop the scrolling action leaving you up up a creek without a paddle!

Treasure chests will reveal themselves as you negotiate the path, there's no need to double jump to uncover their mysteries. The raft will move with you as you leap about, but give yourself space to manoeuvre.

Most of the pink columns need to be jumped over, however, a few sport red starfish which can be blasted for an easy route through.

Level 2-2





Keep an eye on the background waves for small green figures. If you spot one, you can guarantee meeting a fishman face to face in the near future.

Kill off any fish carrying gold pots as soon as they appear. Leaving it too late, may render the goodies irretrievable as the waves whisk you onward.

Shell Creature



Bit of a toughie! Shooting the face while dodging the shells will eventually crack this crustacean.





Level 3-1



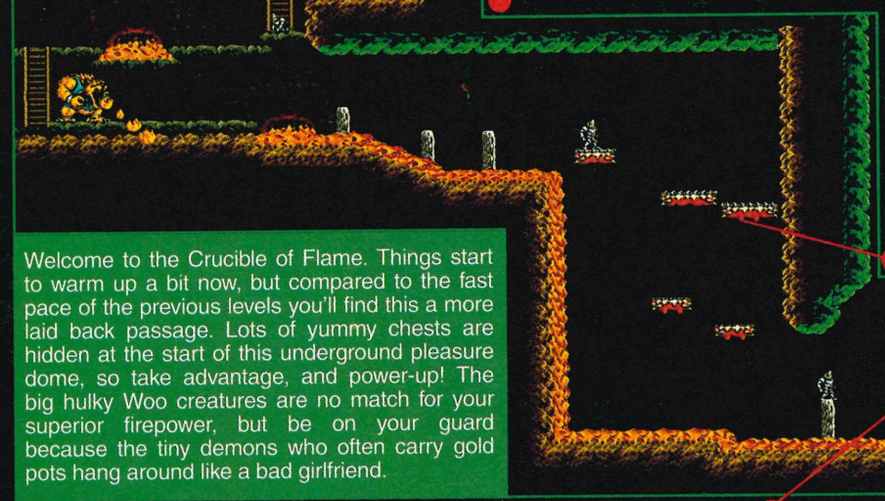
A fire breathing Woo is the first demon to attack. Fire in its general direction, keeping out of flames reach. It can even be killed when off screen. Leap over the molten lava pit and jump for the first chest.

Climbing down this half ladder is no pointless exercise, because a chest is revealed on your ascent. Go down the ladder on the left and double jump at the bottom. Behold, the third chest appears!

ACTION REPLAY

Infinite lives
7E02A402

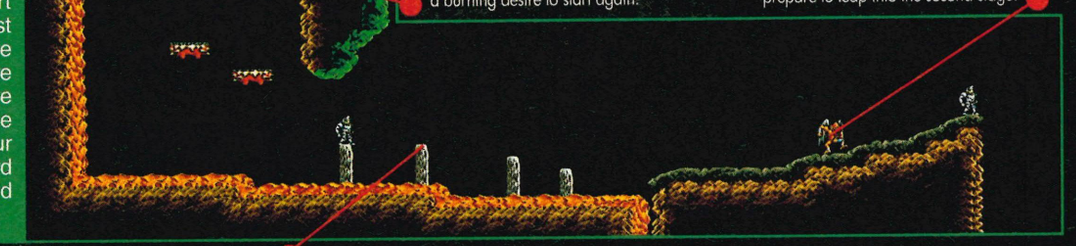
Invincibility
7E044A01



Welcome to the Crucible of Flame. Things start to warm up a bit now, but compared to the fast pace of the previous levels you'll find this a more laid back passage. Lots of yummy chests are hidden at the start of this underground pleasure dome, so take advantage, and power-up! The big hulky Woo creatures are no match for your superior firepower, but be on your guard because the tiny demons who often carry gold pots hang around like a bad girlfriend.

It's that moving platform cliché again! Only a conveyor belt action is there to make life a bit harder. Run against the direction they move, to save yourself from a burning desire to start again.

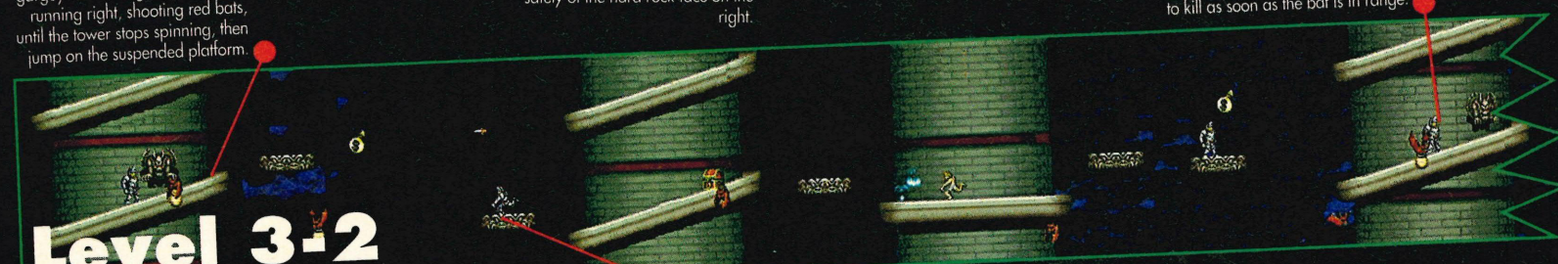
An annoying Red Gargoyle flaps about here, swooping down to rid you of your prized armour. Avoid him and get to the edge on the right, then prepare to leap into the second stage!



These stone pillars will suddenly rise from the spewing lava flow. Jump between them to reach the safety of the hard rock face on the right.

The first of these helter-skelter-type towers, require you to shoot stone gargoyles blocking the path. Keep running right, shooting red bats, until the tower stops spinning, then jump on the suspended platform.

The red bats will often clasp more gold pots. Running up the tower will give you a height advantage, so shoot to kill as soon as the bat is in range.



Level 3-2

The Towers of Molten Steel add a certain twist to the proceedings and show off more Super NES capabilities. As you run up and down the different towers, you can outpace chasing bats and grab lots of extra gold bags. What do extra bags mean? Continues!

Taking the platform to reach the next tower tempts you with gold bags floating in the sky. Ensure you're at the front of the platform before jumping to reach the bags, or you'll be left in the lurch.



The second set of towers are guarded by small goblins. These little menaces will drop from above and run along the ledge trying to spear you. Walk slowly, giving you plenty of time to attack them as they drop.

Jump across the ledges until you reach this one, but go no further! A few seconds pass until suddenly, the Worm Beast appears. You'll remain unharmed as it spins around you.

Worm Beast



What can I say? If you're on the ledge as described, it's impossible to be hit by this guardian. Shoot constantly in any direction and you'll get loads of hits to its head.



Battling your way through this perilous corridor will bring you to the third swivelling platform. As you embark, it will rotate through 180° and you'll find yourself on what was the roof! There's a chest to be found here.

Level 4-1

Excellent rotation adds to the game play, as does the variety of scenery changes on this level. If the floor starts to move, it's a sure sign that it's going to break out into a spiky death trap. Get to the safety of a rotating ledge before you're doomed. The Flame Fiends are best wiped out quickly, before they can unleash a green fire bomb, and with all that done, you'll still need time to uncover the chests. Phew!

The last ledge will rotate you, so that you can access this area. Find the chest and walk left to exit the stage.

After exiting the second rotating platform you come to this ledge to discover a chest. Get ready to attack the green Flame Fiend above, a few hits to its head will put it out.



CHEATS

On the option screen, highlight "Exit". Hold L and Start on the second control pad and press Start on the first. A level select screen will appear. Press reset to activate it.

Chest Locations

Each level has a number of treasure chests to be found. As always, SUPER XS has found them all!

1–1	6	4–1	5
1–2	4	4–2	Ø
2–1	6	5–1	4
2–2	4	5–2	4
3–1	4	6	5
3–2	5	7	5

Jumping onto this ledge will put you in a spin. Beware of the surrounding walls turning to spikes, and keep firing to kill off the floating Genie Demons



There's no mistaking it. This level is definitely set in the stomach of a giant ghoul. There are loads of bubbling intestines for digesting any foolish mortal who it might be having for lunch, and of course plumes of gaseous discharge. Holding your nose, you journey on.

Level 4-2



The blue spores must be dispersed before they explode. The shreds are deadly. Dodge the streams of gas and jump up these platforms before they drop away.

Hydra

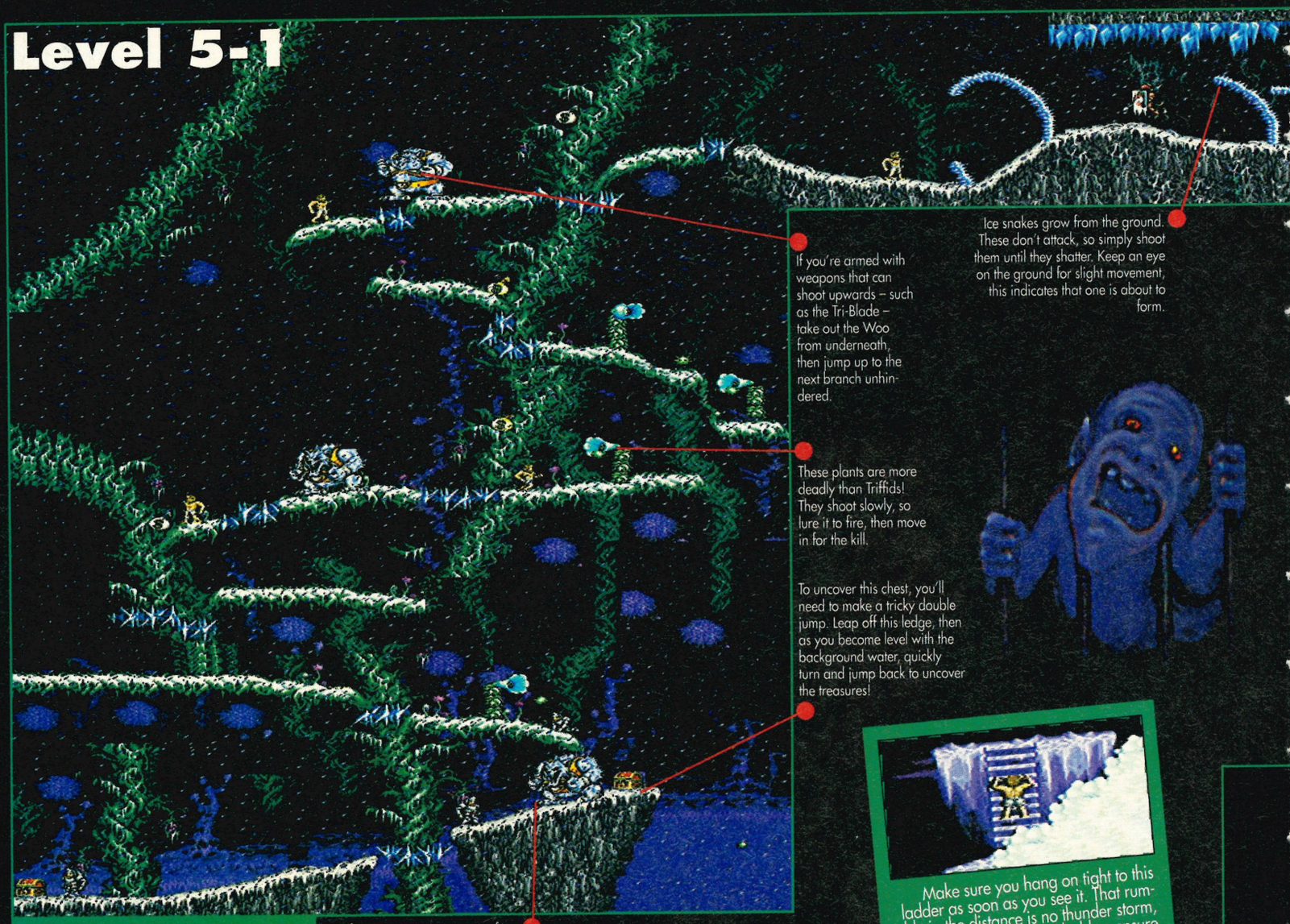




Hydra is very predictable. Keep it on the edge of the screen all the times so you'll have time to avoid the fireballs it breathes. Attack the three heads whenever possible, but be ready to run in the opposite direction as it metamorphoses, the body soon reappears.



Level 5-1



If you're armed with weapons that can shoot upwards – such as the Tri-Blade – take out the Woo from underneath, then jump up to the next branch unhindered.

Ice snakes grow from the ground. These don't attack, so simply shoot them until they shatter. Keep an eye on the ground for slight movement, this indicates that one is about to form.

These plants are more deadly than Triffids! They shoot slowly, so lure it to fire, then move in for the kill.

To uncover this chest, you'll need to make a tricky double jump. Leap off this ledge, then as you become level with the background water, quickly turn and jump back to uncover the treasures!

Make sure you hang on tight to this ladder as soon as you see it. That rumble in the distance is no thunder storm, it's an avalanche! These ladders ensure you won't get swept off your feet.

Brrr! The Ice Forest doesn't look too hospitable that's for sure! But the main problem with this level is being careful of your step. One hit from an ice plant, or a single whiff of a Woos breath could knock you backwards, with nothing solid below to break your fall! Once you've negotiated the tree, you'll need to cope with the onslaught of ice snakes appearing from nowhere. It's a laugh innit!

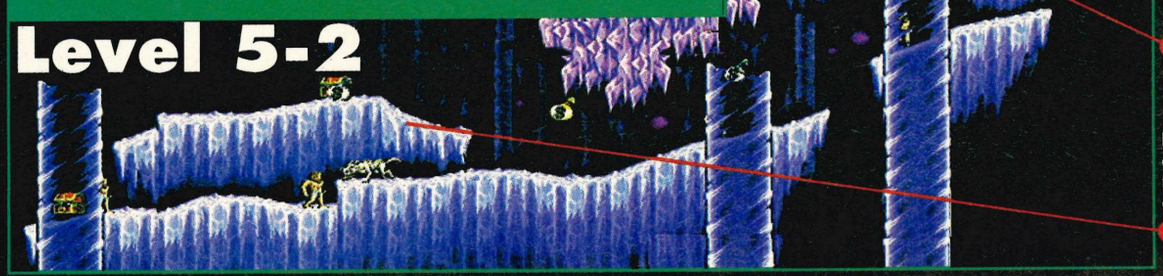
A frosty reception greets you from this chilly Woo. Jump over the spiky icicle bridge and attack him before he gets too close. If he does hit you, at least you'll not fall through the bridge.

Collecting this gold bag can be a dangerous business. Make sure you double jump just as you collect it, or it's all over.



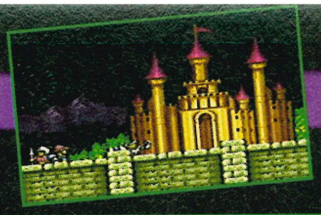
The Ice Wall stage is one of the shortest you'll find in the game. Plenty of double jumping skills are needed to get across the icicle bridges, but luckily there's loads of dosh to collect on the way (hopefully adding to the continue bank). The wolves are back with a vengeance so kill them off as you come across them, before they can launch themselves into the air.

Level 5-2



Distant memories of level one should come flooding back here, as the old wolves make a re-appearance. They move in the same way, so use your old tricks.

Right at the start, a double jump will cause a chest to appear. Another is to be found as you walk along the lower ledge. Collect all of these if you're to have any hope of surviving this treacherous place.





Not only can a gold bag be found on this ledge, but a swift double jump will reveal yet more goodies.

Another Red Gargoyle lurks as you near the end of this stage. Try to avoid it, but attack if necessary. Killing the floating shield men should be no problem as they charge head on. Get to the bridge as quickly as possible. Is that another chest I spy?

Gleefully, you leap across this ice bridge blatantly facing more dire straits. As you reach the other side, it suddenly breaks away, so there's no going back!

CHEATS

On defeating a guardian, simply press and hold "up" on the control pad to reveal a secret message.



Extra Continues

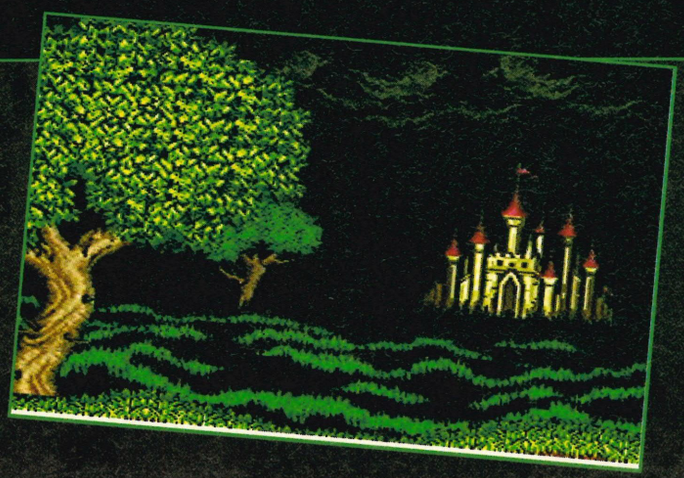
If you collect bags of gold, you will earn extra continues, but the number required depends on the difficulty level you're playing at.

Beginner Level:	10 Bags
Normal Level:	12 Bags
Expert Level:	15 bags
Professional Level:	20 Bags

Trudging up this hill presents no threats, so grab the gold bags while you can and prepare to meet the Ice Monster!



More Woos stalk the glaciers here. Make sure you grab onto every ladder to avoid the avalanches (see above), and keep your distance from the Woos; that icy breath can seriously damage your health.



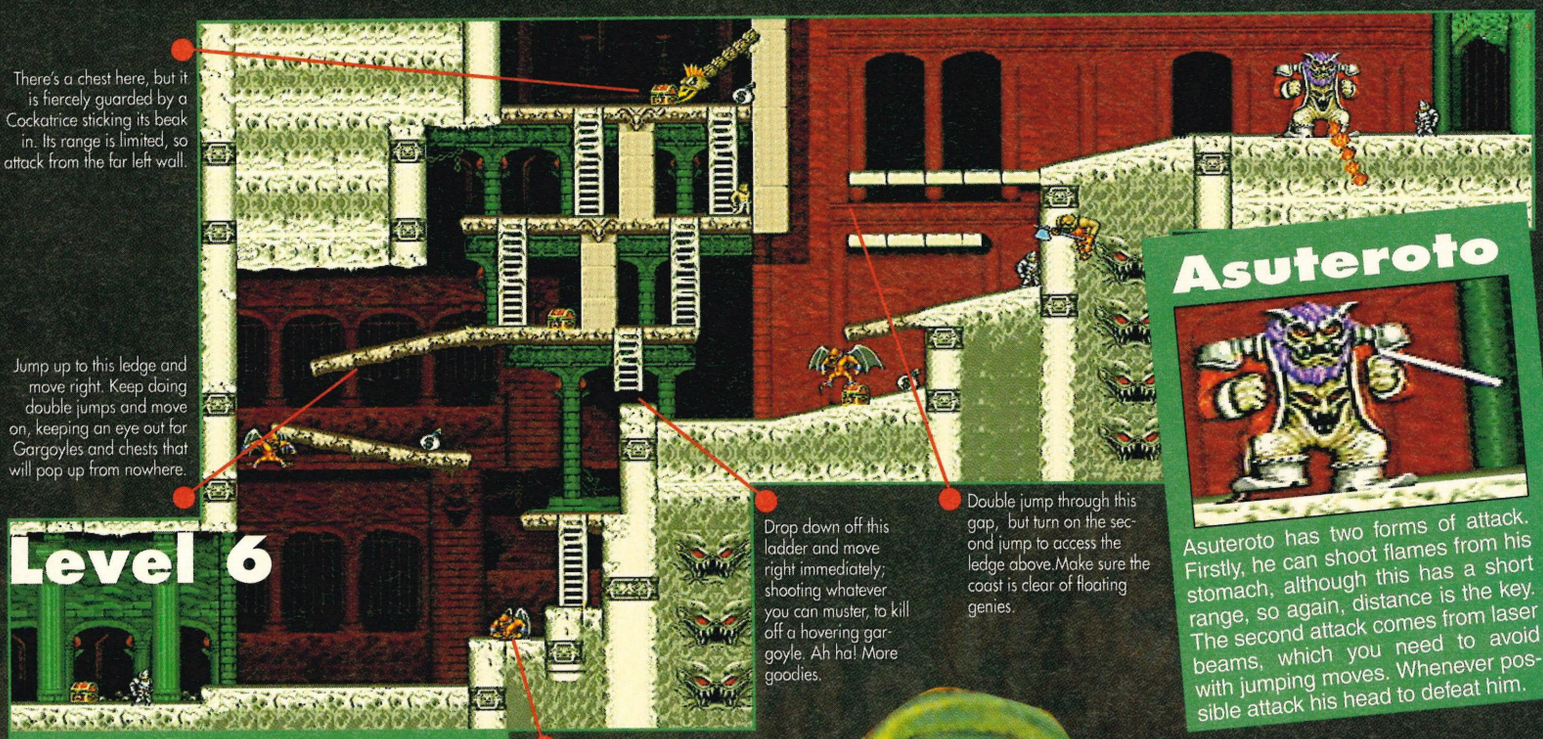
Cartridge supplied by:
The ghouls at the Video Game Centre (0202) 527314

Ice Monster



As with the other guardians, the key to success is keeping your distance. Dodge the projectiles he throws at you with double jumps and attack the head. Never let him leave the edge of the screen.



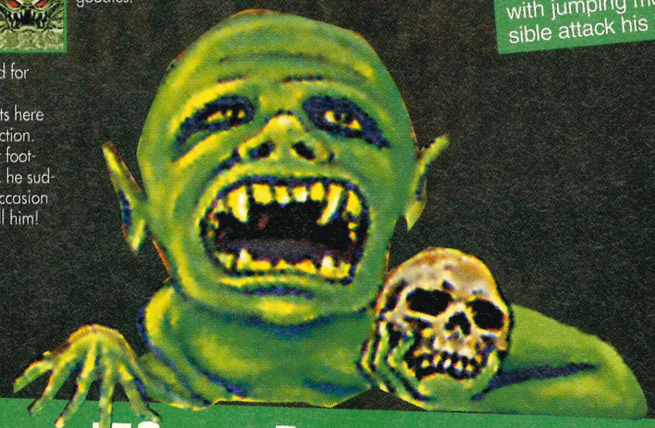


Level 6

You now find yourself in the Castle of the Emporer. Again, this level is reasonably small, but it will require plenty of shooting skill to deal with the Red Gargoyles because they can dodge most firepower. Firing in their general direction will keep them at bay though, but if you use this tactic, you'll need to fire constantly. Except for the fourth chest (which is hidden on the ledge just before the guardian), the rest will reveal themselves as you walk past.

Asuteroto

Asuteroto has two forms of attack. Firstly, he can shoot flames from his stomach, although this has a short range, so again, distance is the key. The second attack comes from laser beams, which you need to avoid with jumping moves. Whenever possible attack his head to defeat him.



Sardius – The Final Guardian



Can you believe they've sent you back into the game, just to find some rusty old bracelet! Well for those of you who went the distance, it'll become deadly useful with your almighty foe – Sardius himself! Those who cheated with the level select are going to have a hard time of it; but it can be done! Firstly, let Sardius spit two platforms from his chest, then quickly hop onto one, so it takes you up to the head height. Now this is your chance, attack with full force until the platform disintegrates, dodging the laser beams with timely jumps. As you drop to the floor, position yourself to access the next set of platforms and repeat the process. This is hard work with no power-ups, but perseverance will prevail and Sardius will soon fall. At last you can sit back and enjoy those rescuing scenes we all know and love!



Level 7

Troublesome ghosts and Mimics are back! Take care of them in the same way as the Graveyard of Ships level.

Bound up these logs, avoiding mimics like the plague. Jump down and right to climb the ladder.

Double jump towards the right wall to uncover a chest here.

Once you have killed off both Cocktrices, the walls here will break down to reveal the path ahead.

Here's something new; Cockatrices shooting fireballs! Take out this one first, being careful to avoid incoming balls of death.

Don't miss out on these chests. Collect the gold bag with a double jump and backtrack, leaping gaily. After a few tries, a chest should arrive.

A Cockatrice that can reach to the ladders is still easy prey. Simply wait for the head to retract then move up to the ledge and go for it.

This Cockatrice should be attacked from the left ledge to ensure minimum stress levels.



The final build up to the ultimate guardian commences, or does it? Well no, in fact, because even if you make it safely through this level, your princess will appear like a vision; to inform you that you've got to do it all again and find a Power Bracelet she hid on the way. Apparently, it is the best weapon to kill Sardius (couldn't she have told me this before?) Use all the same tactics to get back here with the added bonus of the bracelet's power, or alternatively cheat using the level select!

Nebiroth



This guardian is much the same as the last. Use the same tactics, just beware of the huge beam he fires when he turns green. All his attacks can be avoided by jumping, so keep attacking his head.

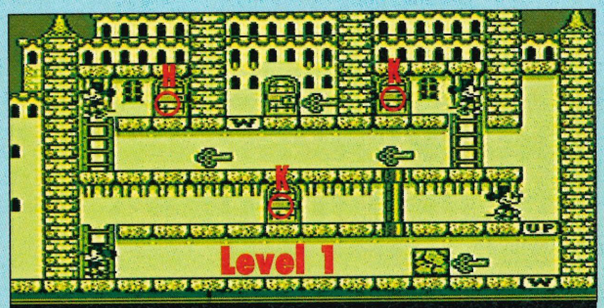


SUMMARY

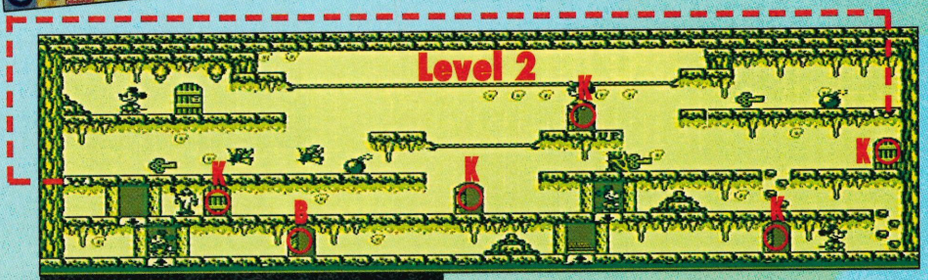
GAME NAME: Super Ghouls 'N Ghosts
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 174,600
NUMBER OF LEVELS: 8
CHALLENGE RATING: hard

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

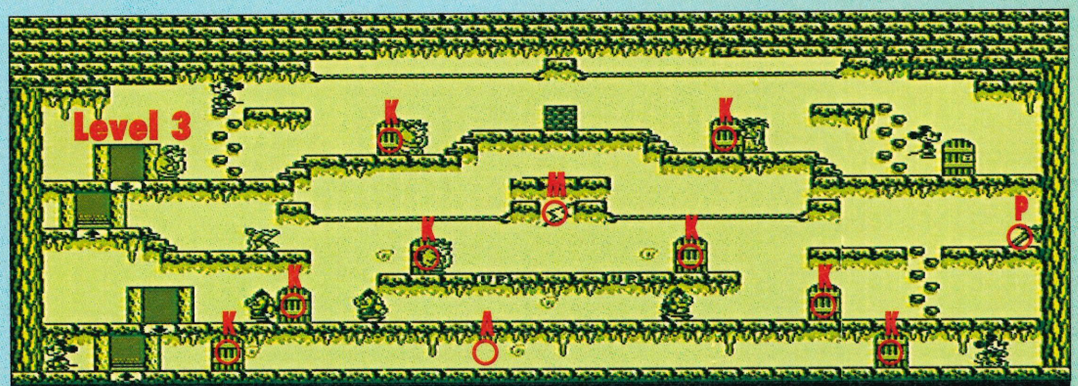




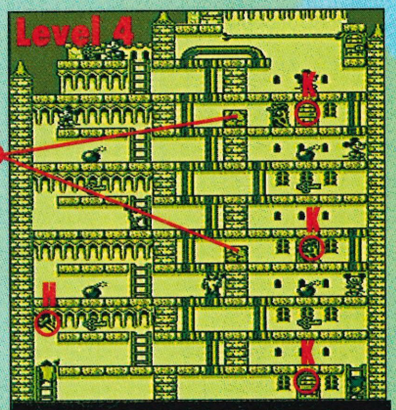
A really easy introduction to the game, level one only has five keys and a simple warp. No problem!



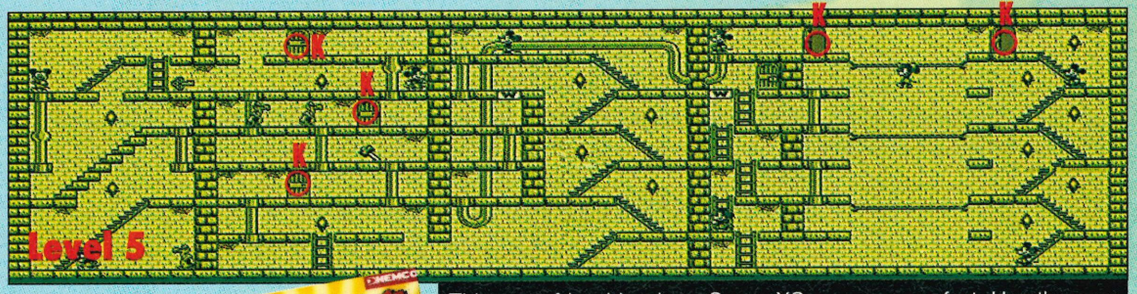
There are just enough weapons to kill all the baddies in your way on this level. Remember that if you are on stairs, nothing can kill you. Just walk onto the ropes to climb along them to safety.



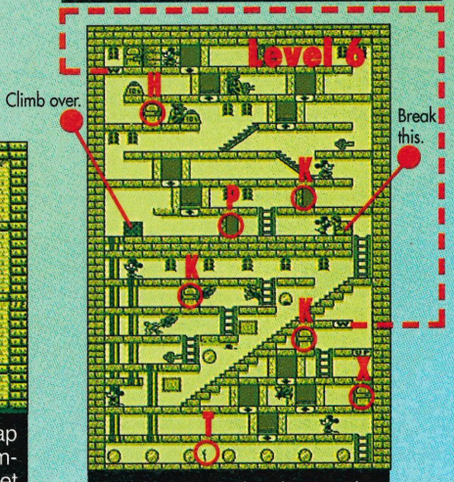
Lure the first two trolls down the set of stairs at the bottom. This way, you don't have to use any weapons. Get the pickaxe before you go to the top because you need it to climb the top block.



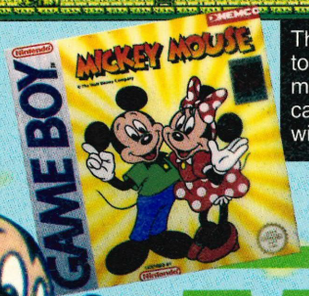
Get the hammer as soon as possible and zig-zag down the level with the pipes to avoid confrontations.



This sort of level is where SUPER XS maps are perfect. Use the map to follow the pipes so that you know which routes to take. The hammer must be collected to break any blocks and be careful not to get caught on the ropes on the right. As with stairs, if you enter a pipe with an enemy, you will not be harmed. Use this to your advantage.



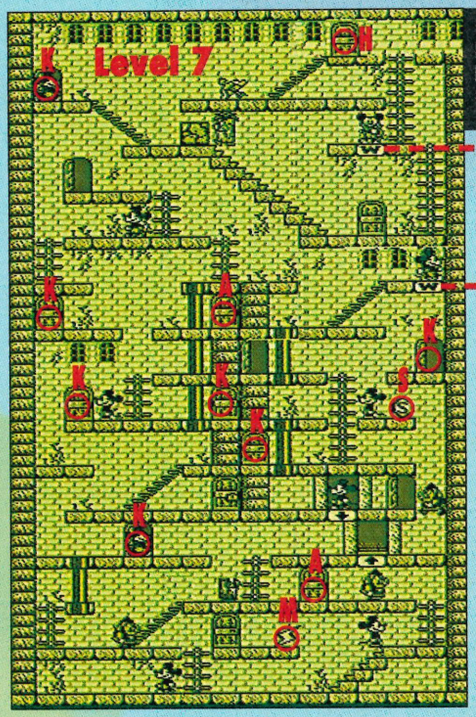
Another easy level, use the pipes to dodge enemies.



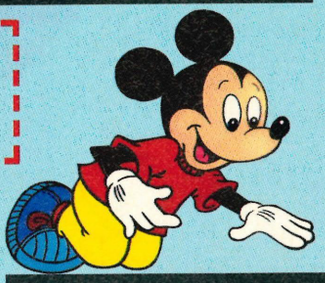
KEMCO ● £24.99 ● PLATFORM ADVENTURE

MICKEY MOUSE

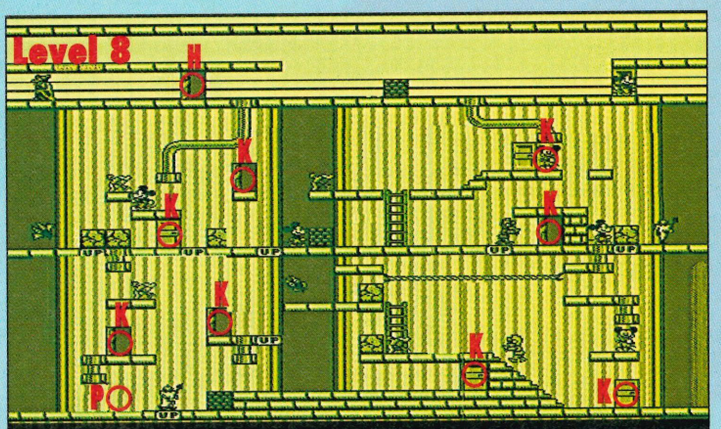
Mickey Mouse **has been released for quite some time and we've had loads of readers pleading for a solution. Well, here it is! All levels mapped out including the locations of keys, weapons and most importantly, extra lives. The descriptions here are brief; we thought we would let the maps do the talking. After all, you only need to know where everything is don't you? Just in case you still cannot complete this cracking game, we've also included all the passwords.**



If things are getting tight on this level, use the important smart bomb at the bottom for maximum devastation!

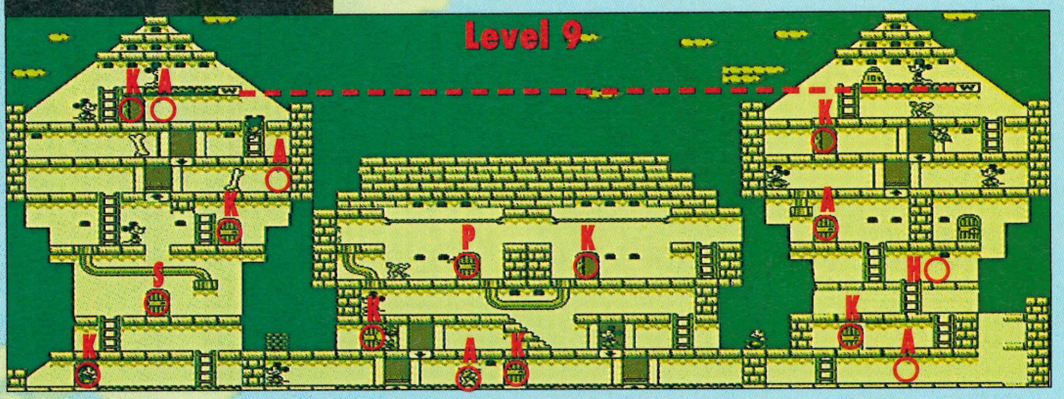


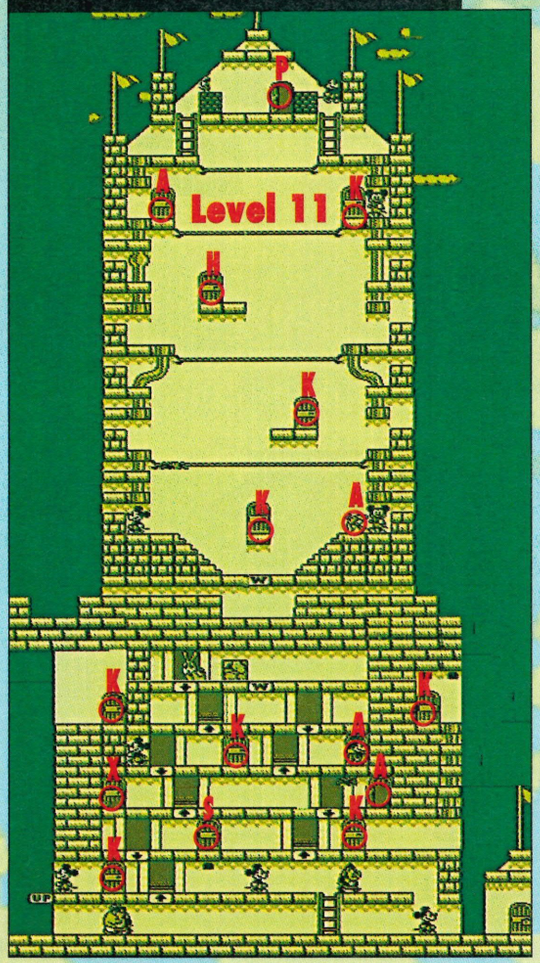
Note the dotted warp route. This is the only way across. On the right you will need to push the weight on the baddie below.

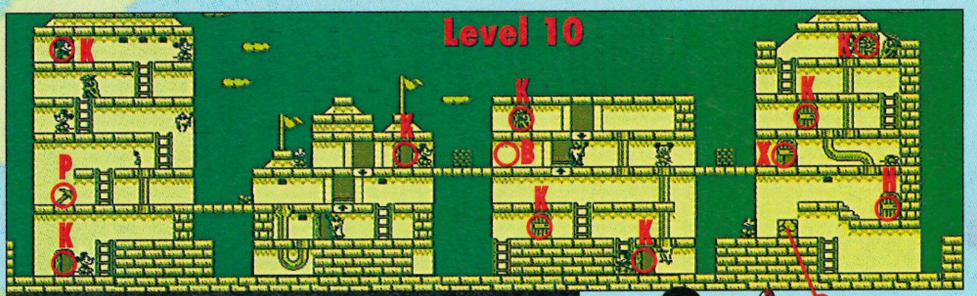


Watch the sections of floor that fall through when you stand on them. Go down the first pipe and tool yourself up before dropping down and breaking the blocks with the hammer and pickaxe. Use the ropes!

This looks hard but is in fact a very easy level. First, get all the keys and pickaxe using the pipes and sections of rope. If you get trapped on the ropes, press down and drop to the next level. Use the warp tile to get below and keep using the stairs to avoid bad guys.







This level looks daunting but because Mickey can survive long falls, just jump off the towers if things get too hot. Note the extra life on the right. Kill the guy outside first!

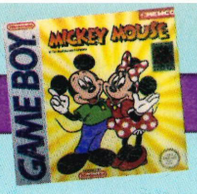


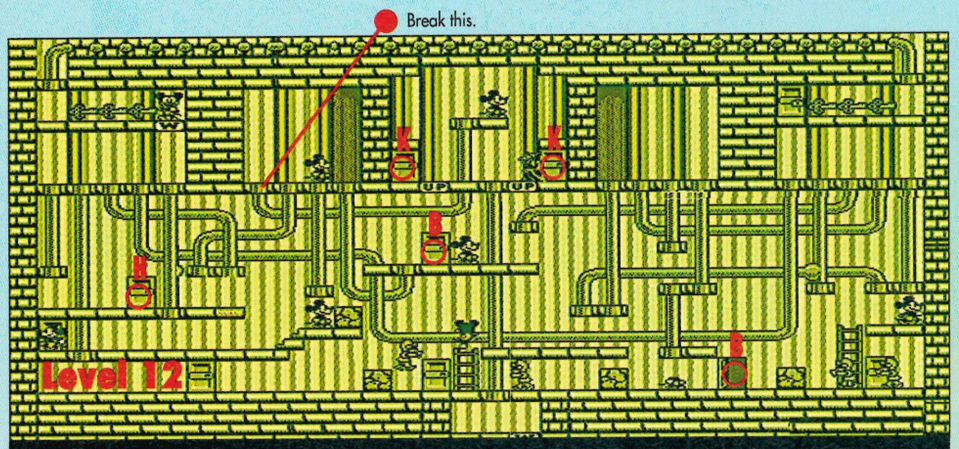
Use the hammer to break this block.

KEY

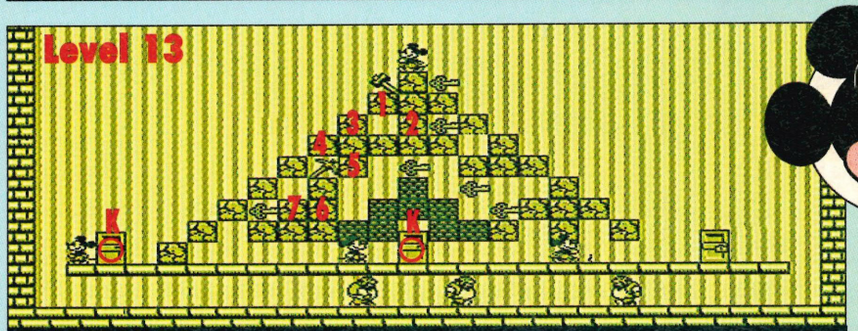
B	Bomb	P	Pickaxe
K	Key	S	Shield
H	Hammer	M	Smart bomb
X	Extra life	A	Arrow
J	Jug	T	Timer

SUPER XS SOLUTION

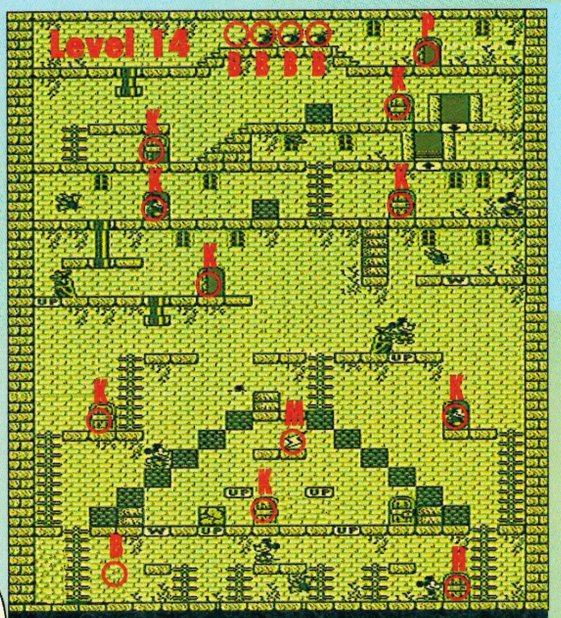




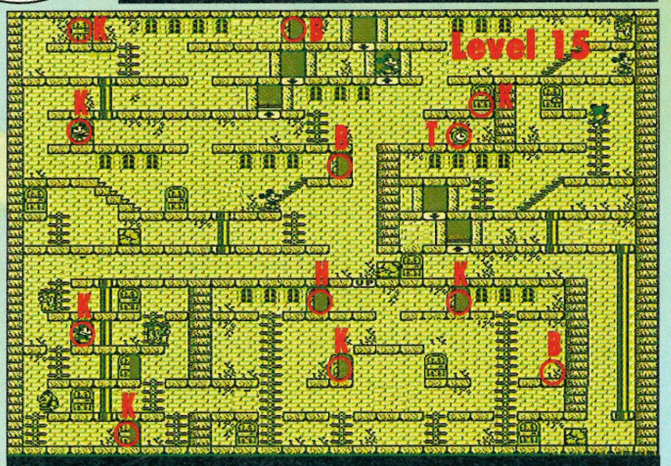
Use this map to find your way through the myriad of pipes. You will need the hammer to get past the breakable blocks but watch out, because this frees some of the enemy. Once you have the two keys in the middle, warp from the bottom to the top left corner for the exit to the level.



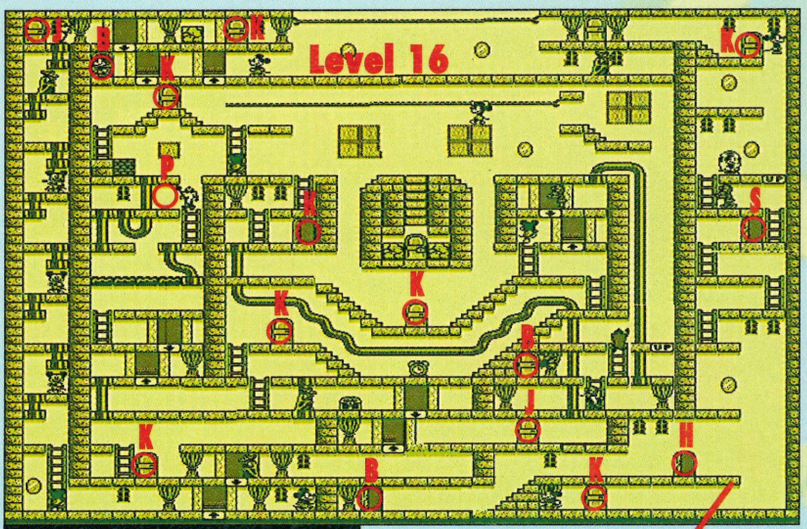
If you make just one mistake on this pyramid level, you are scuppered! First of all collect the hammer and then break through to the first key. Now break the blocks in the order shown so that you can reach all eight keys. Once you have the pickaxe, you can climb over to the three keys stuck on the right side. If you fall off the edge of the platform on the bottom, you are doomed because there is no way back up. If this happens, kill youself by walking into one of the baddies.



This is another level where you have to keep moving. The four bombs at the start will help you get rid of any obstacles but it is the hassle in the pyramid you have to be careful of. Use the warp block on the right.

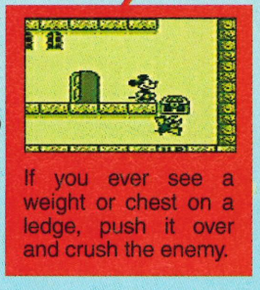


Run straight to the left and get the clock before bouncing on the "up" block and getting the key at the top. The evil guards will constantly follow you through this level so get everything and run!

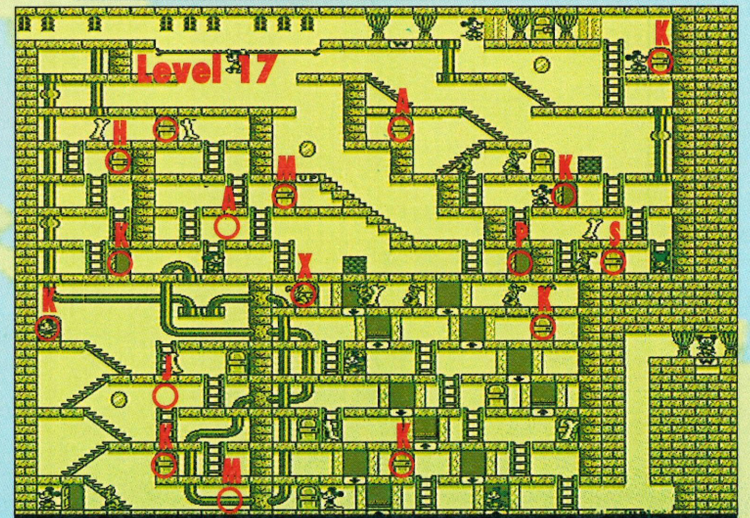


By Mickey's standards, this is a really complicated level. The door in the top left holds invincibility that lasts just long enough to get past all the enemies in the pipes below.



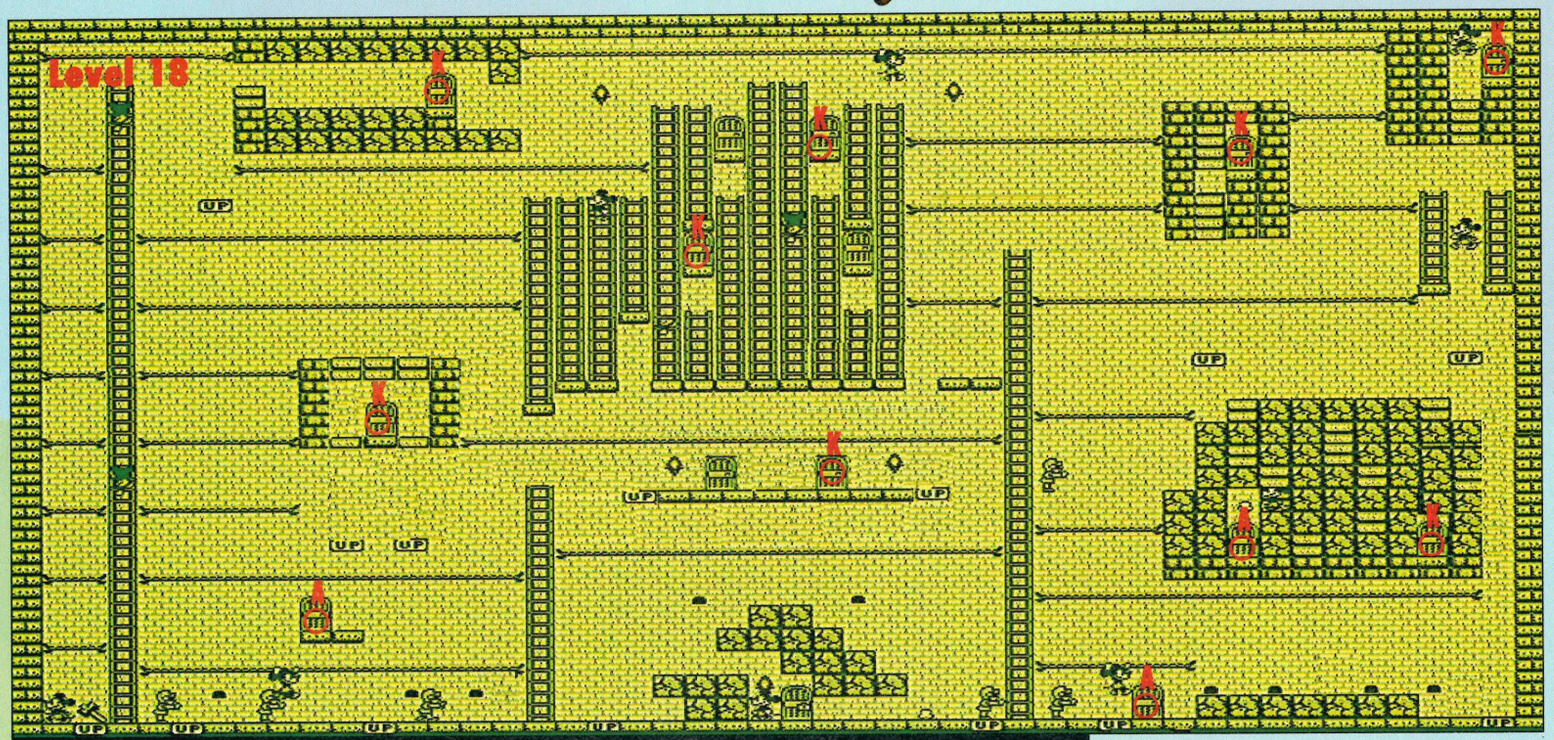


If you ever see a weight or chest on a ledge, push it over and crush the enemy.

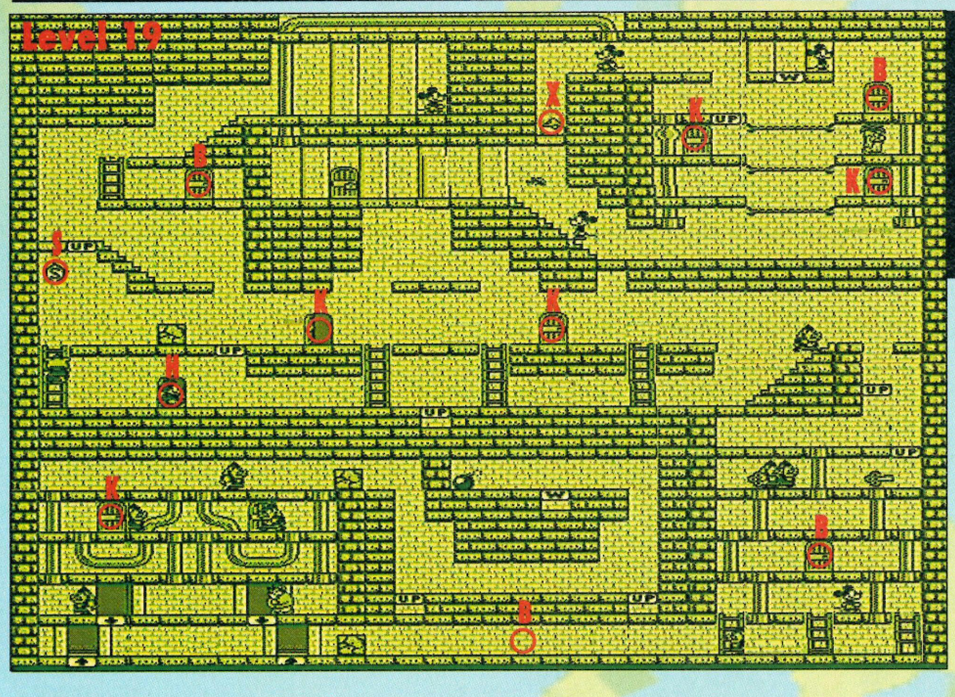


You're gonna need all your skills on this level. Use the map to devise a route and remember that to reach the last section you have to warp out!

Cartridge supplied by:
Nintendo
(0703) 652222



Phew, what a whopper! This level takes ages to complete because most of the time is spent climbing ropes and searching for that elusive key. Well no longer! Follow this SUPER XS map and you should complete it in no time. Stay on the ropes to avoid ground trouble and press down to drop onto relevent platforms.



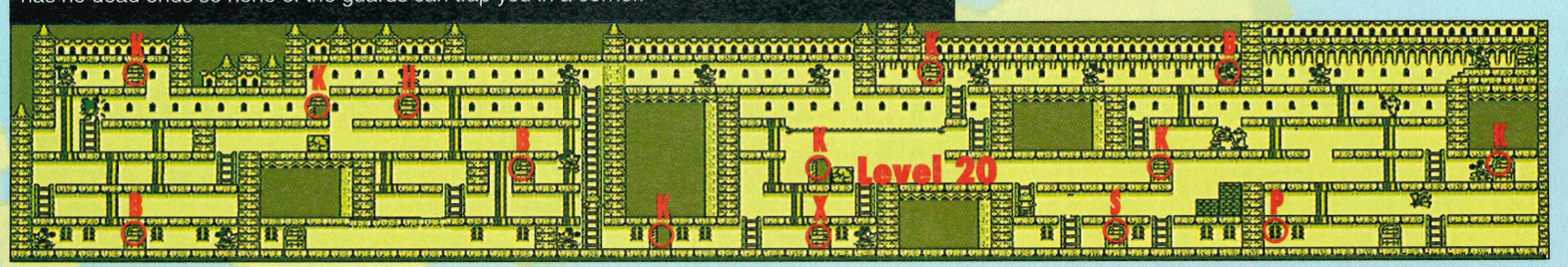
Again, use the pipes to avoid enemies and don't forget invincibility icons for a safe path. The pipes in the right are perfect for luring guards away from the keys and then run to the warp tile in the middle for the exit.



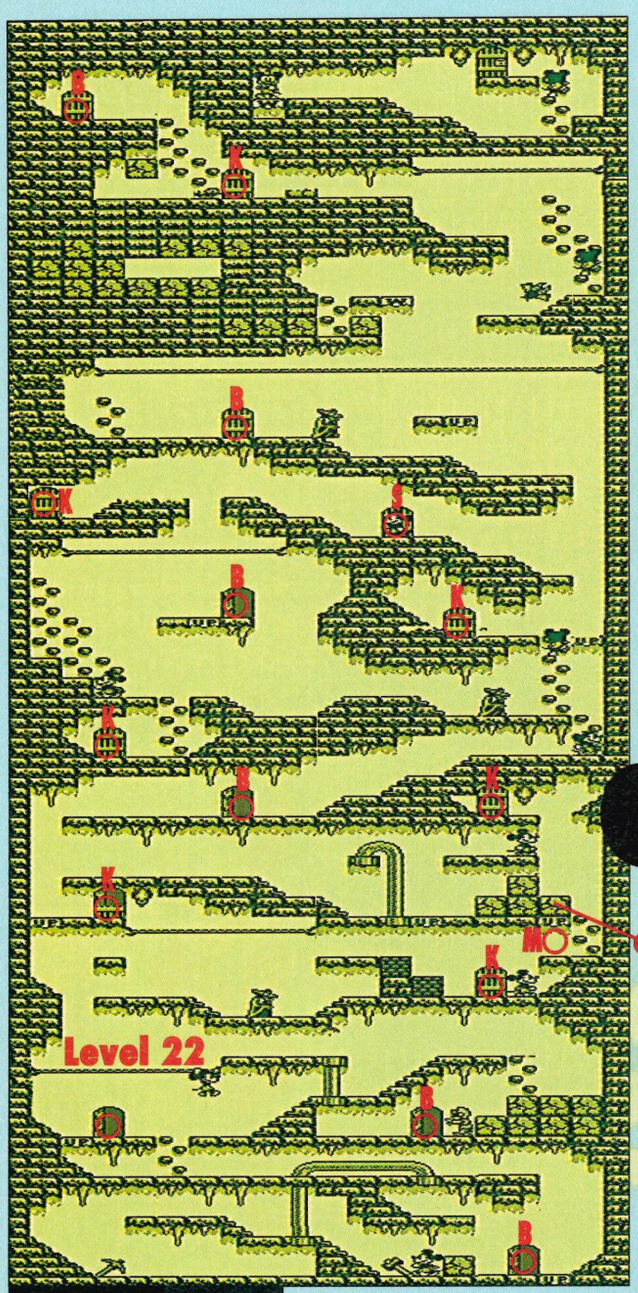
PASSWORDS

L 1: Time	L 11: Date	L 21: Sony
L 2: Test	L 12: Zoom	L 22: Tyre
L 3: Game	L 13: Disk	L 23: Love
L 4: Ship	L 14: Gold	L 24: Note
L 5: Race	L 15: Zero	L 25: Jazz
L 6: Word	L 16: Fire	L 26: Help
L 7: Shop	L 17: Root	L 27: King
L 8: Size	L 18: Read	L 28: Gift
L 9: Quiz	L 19: Tape	
L 10: Doll	L 20: Unit	

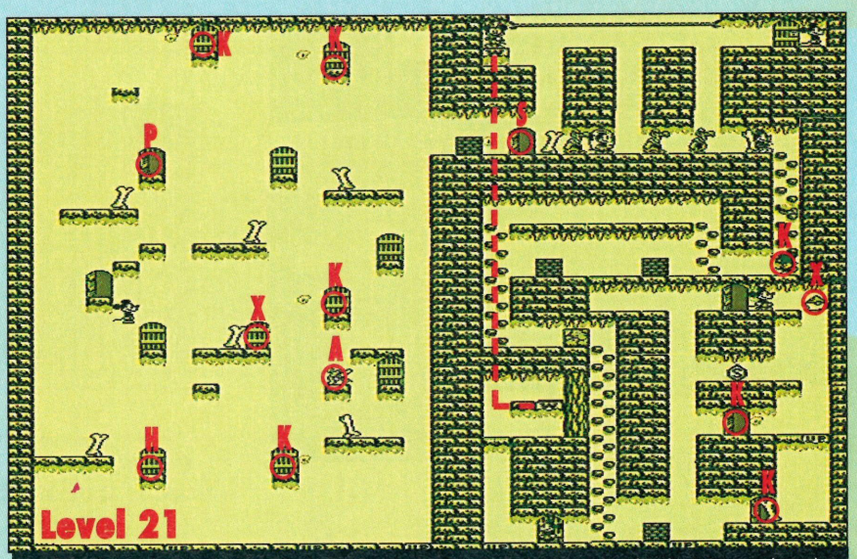
Now that you are at the very top of the castle, the towers can be clearly seen. Double back if you need to but don't forget to get the hammer and pickaxe for the obstacles at the end. This level has no dead ends so none of the guards can trap you in a corner.







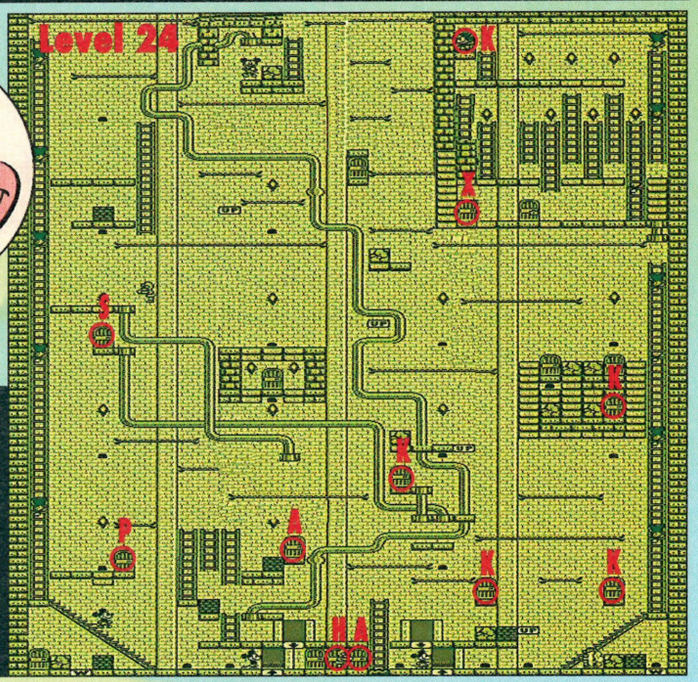
As we hit level 22, it all gets a bit tricky. You will need to take it steady and save bombs for the guards at the top.



Walk off to the left for the first object then drop all the way to the bottom, using the "up" blocks to bounce back up to get the important objects. The invulnerability will cover you through the caverns and a shield will finish the job. Easy!



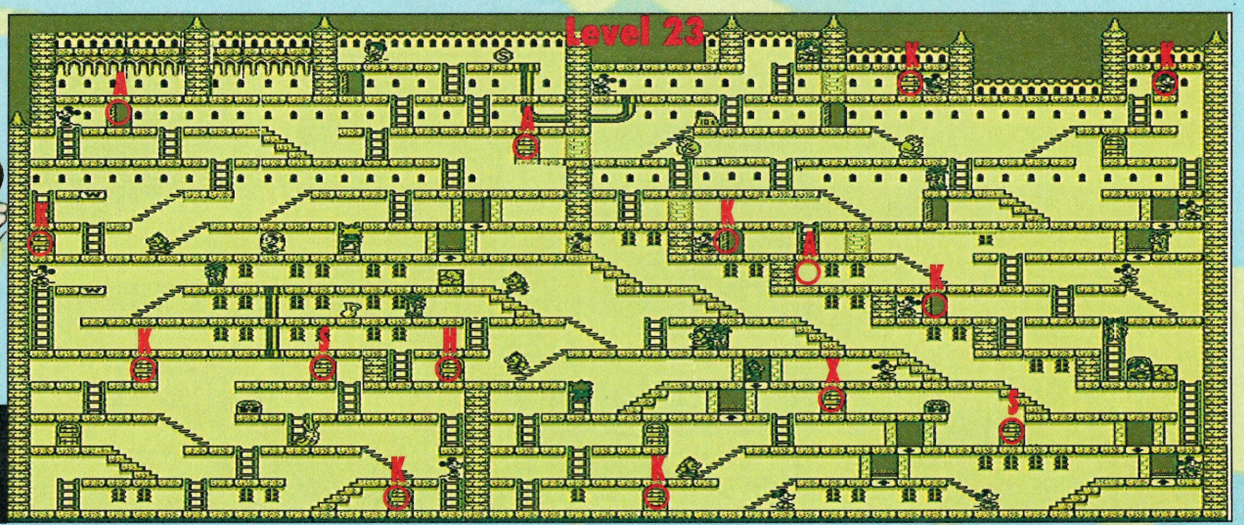
Break this to jump up to the key in the room above.



Most of this level is spent whizzing through pipes. Remember, Mickey cannot be hurt from a fall so if things get dicey, leap off and look for another platform. Some rooms can only be reached this way.

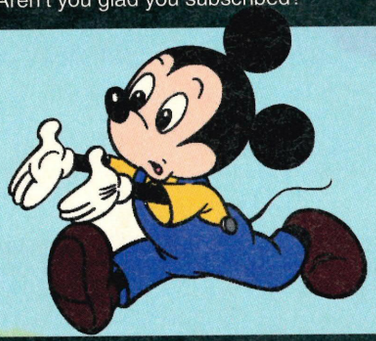


Thank XS for a map! Make a route through this maze to the exit. Use all your skills to conquer level 23.

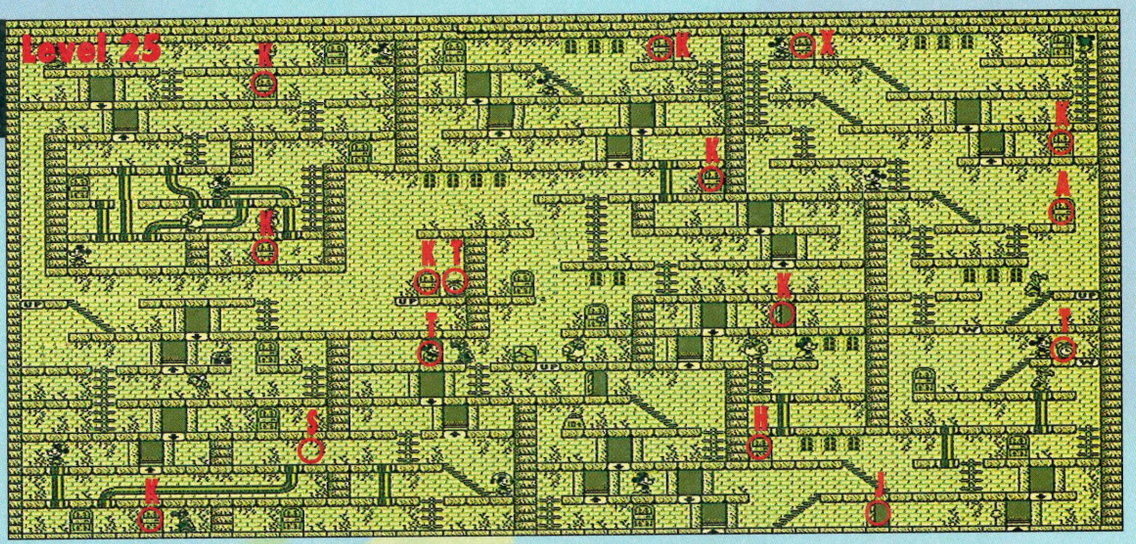


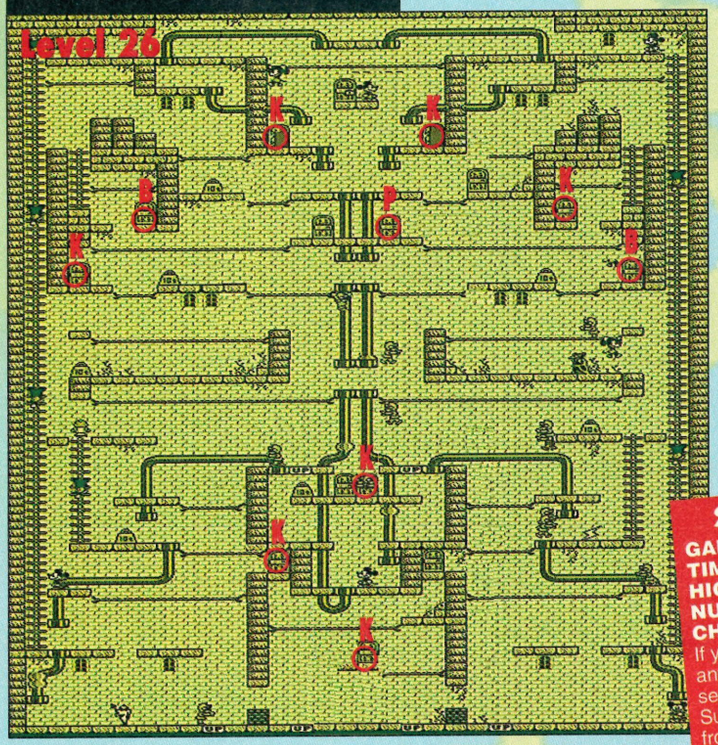


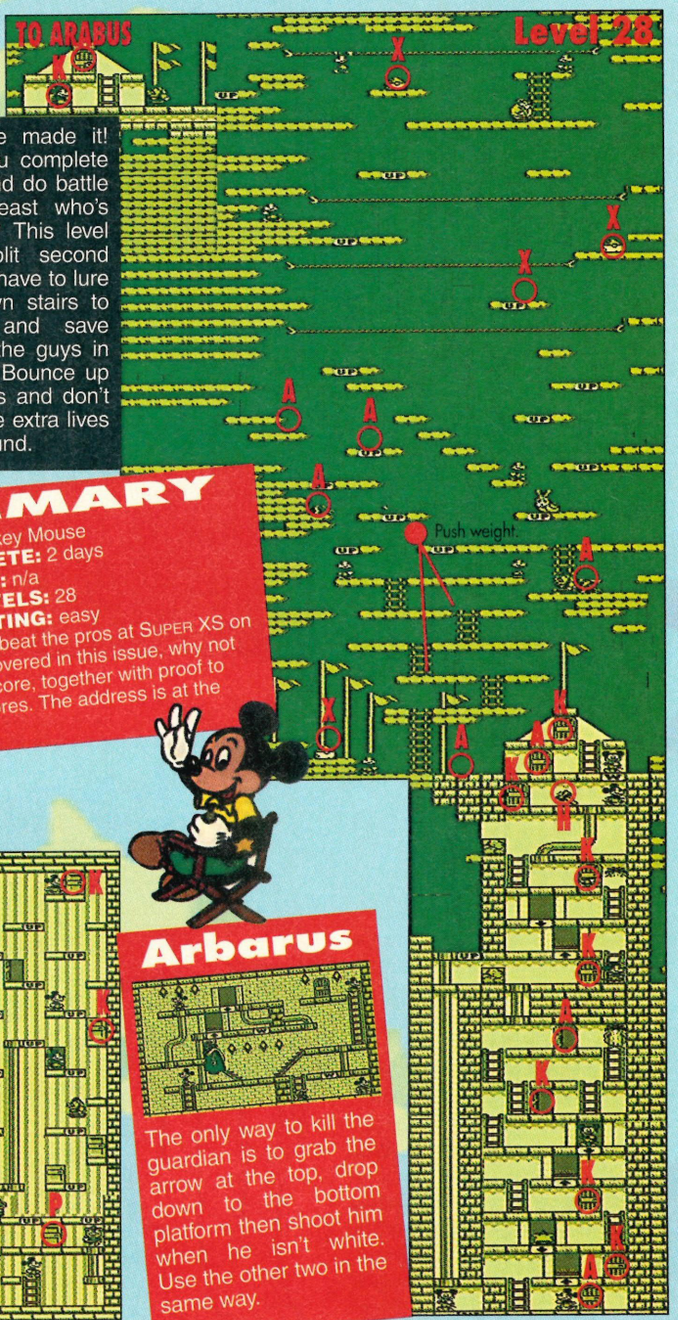
As Mickey nears the end of the game, so the maps get alarmingly huge. Follow our carefully produced map to the exit. Aren't you glad you subscribed?



The best tactic here is to use the central pipes as a way to travel to the important items, then pick off the keys to the sides at your leisure.







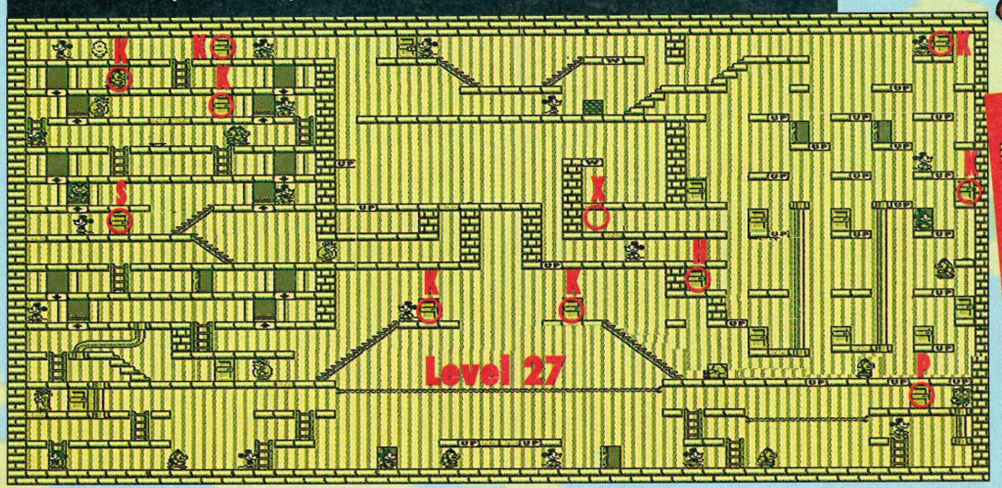
Well, you've made it! But can you complete this level and do battle with the beast who's got Minnie? This level requires split second timing. You have to lure guards down stairs to get past and save bombs for the guys in the clouds. Bounce up to the ropes and don't forget all the extra lives floating around.

SUMMARY

GAME NAME: Mickey Mouse
TIME TO COMPLETE: 2 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 28
CHALLENGE RATING: easy

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

The only way to complete this level is study the map and hope the guards don't decide to follow you. You only have a few weapons and so far to go.



Arbarus

The only way to kill the guardian is to grab the arrow at the top, drop down to the bottom platform then shoot him when he isn't white. Use the other two in the same way.



SUPER PROBOTECTOR

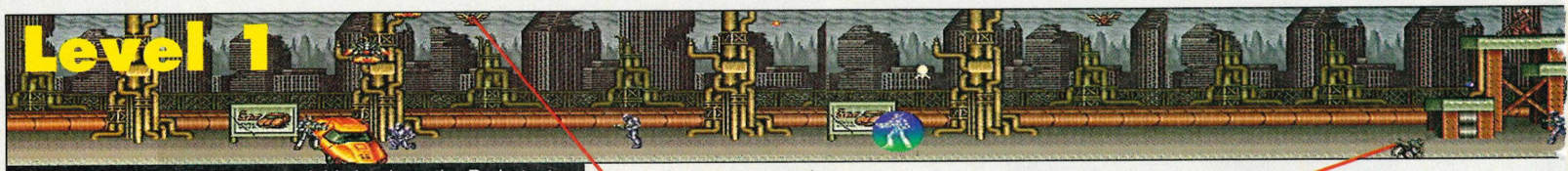
KONAMI ● £44.99 ● SHOOT-'EM-UP

It is the year 2636. The puny human race has succumbed to an alien invasion of the Earth . Who ya gonna call? The Probotectors! Battle your way through six levels of alien mayhem before taking on the biggest bug of them all and save the Earth from its plight. Non-stop mechanical mashing, robot ripping, cyborg splitting-shoot-'em-up frenzy incorporating overhead views and nail-biting simultaneous two player action. *Super Probotector* will leave your joypad smoking!





Level 1

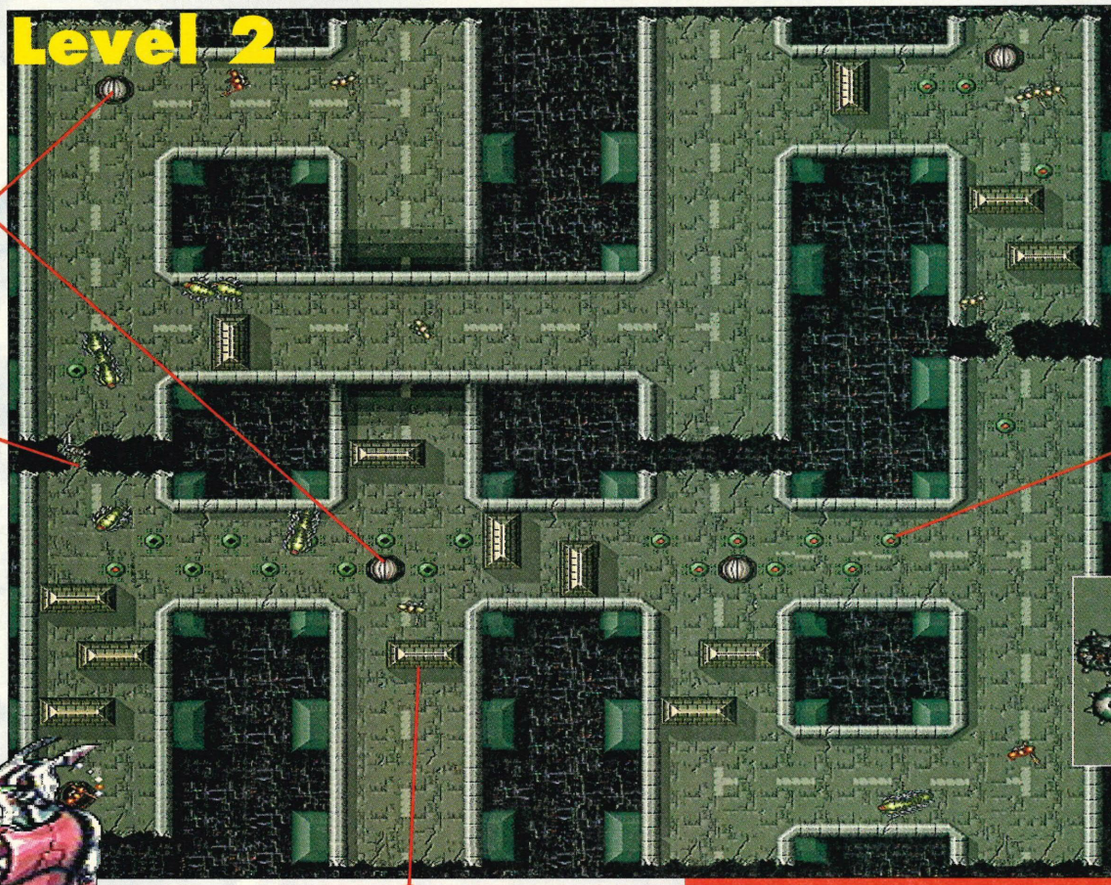


Aliens occupy the city streets and this is where the Probotector commences the mission. It's survival of the fittest out there as you're attacked by the ground patrol, snipers and human-faced dogs. Collect weapon power-ups and prepare to dodge the mighty napalm attack from the invaders. The future of the human race is in your hands, don't drop it!

Your human creators send power-ups in the form of these flying capsules. To activate, shoot them down to reveal the different types of weaponry. The spread gun is the most effective weapon on this level.

Crouch down on approaching this gun turret to avoid its firepower. Shoot at its base repeatedly and reduce it to rubble. Watch out for sneak attacks from behind.

Level 2



The object of this level is to knock out these domes. Stay far enough away so that its bullets pass either side of you and attack when they open.

Cracks in the fly–overs show where they'll fall away to leave small paths like this. Approach them slightly to the left of the road markings.

The first of the overhead rotating levels is introduced here. The object is to wipe out dome fortresses, which are occupied by an alien soldier. The Probotector can be rotated through 360° enabling him to realistically rampage through the streets. Using this map to locate each dome will be invaluable to your cause.

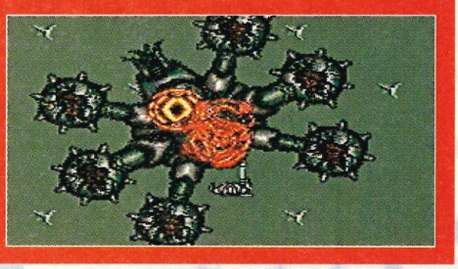
Mines litter the highway. They're best avoided by rotating so you're facing them head on, then neatly dodge from side to side.

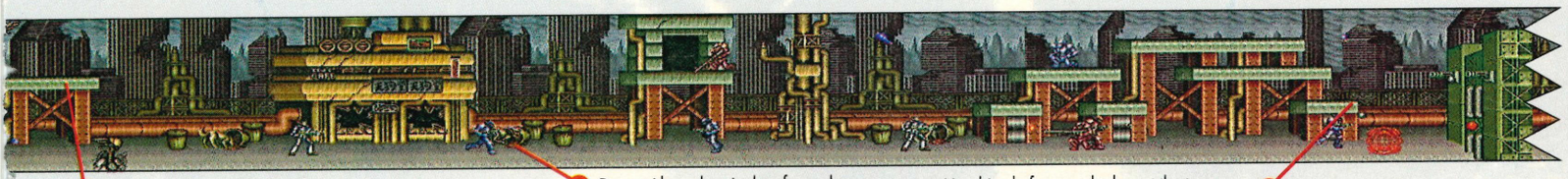
Use the walls to protect yourself from oncoming enemies. As they draw near, pop your head around the edge and blast them.

SECOND GUARDIAN



This strange contraption has six ball shaped weapon systems which need to be destroyed first. When the Probotector appears, simply run constantly backwards, pausing to fire at them when the machine stops spinning. Use this method when it takes off, but rotate to face the red beacon as it lands.

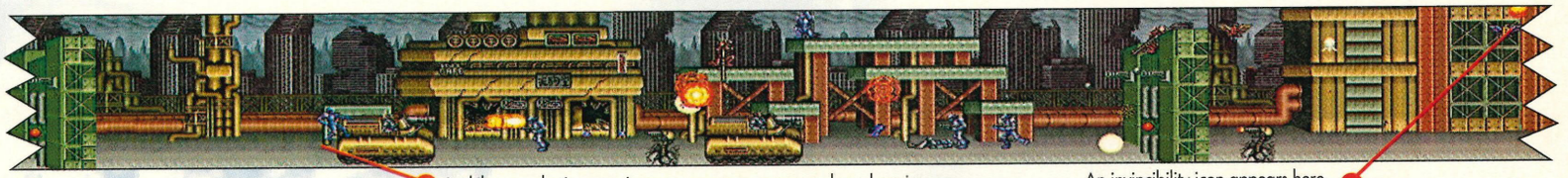




Climbing up onto these platforms enables you to avoid the alien onslaught below. Collect the homing missiles at the top and all your subsiquent enemies won't know what hit them.

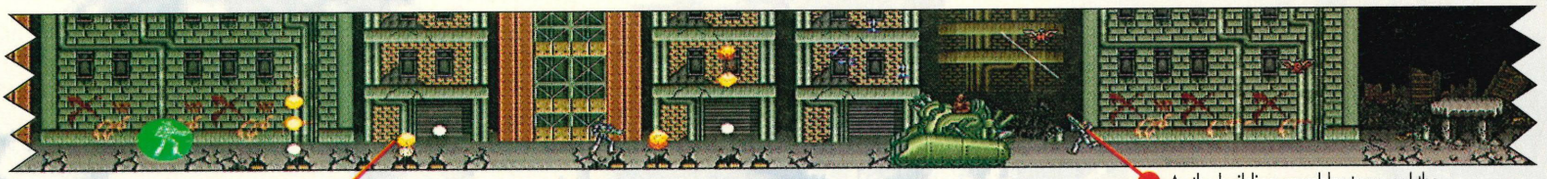
Dogs with mother–in–law faces devour human entrails from these dustbins. Sensing fresh meat they chase after the Probotector (only on hard level), but a quick blasting U–turn will send them off with their tail between their legs.

Use this platform and take out the two cannons protruding from this fortress. The red beacon is the attack point and can be hit from ground level, although a few rounds need to be fired off to the rear, taking care of soldiers coming from behind.



Luckily our robotic nemesis comes across an armoured car, keys in the ignition, with the engine running. No questions asked, just jump in and get blasting as its life span is short and you'll need to wipe out as many alien positions as possible. One hit from the big gun takes out the armoured wall later on. If you see anyone above chucking grenades, leap out, use the homing missiles to take him out, then get back under cover.

An invincibility icon appears here. Make sure you take advantage of it and charge forwards as far as you can. Don't hesitate and you'll get past the first set of flames.



In their haste for world domination, the alien invaders employed the Bournemouth gas board to sort out this little lot. If you're not used to this sort of potential death trap, only jump when the flames are at ground level.

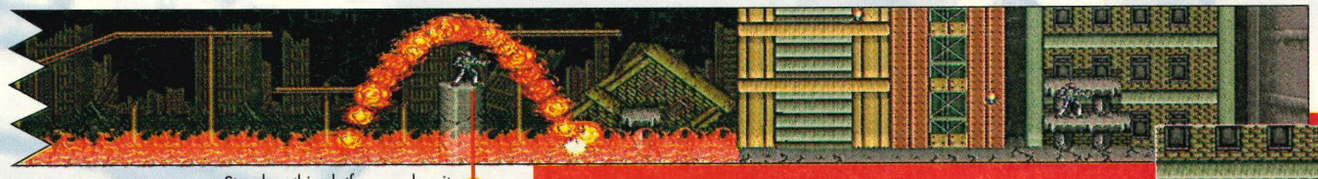
As the building crumbles to reveal the *Magnus MK2*, position the Probotector here. The armoured car will move out enabling you to blast it from behind. As it can only fire ahead, you can't be hit!



Incoming! This awesome Stratofortress appears from no-where and drops napalm on your ass. Jump onto the stone ledges and prepare to shimmy across the railings on the right.

Torrents of lava erupt from the road below. As with the flames, only move forwards when the column has subsided.

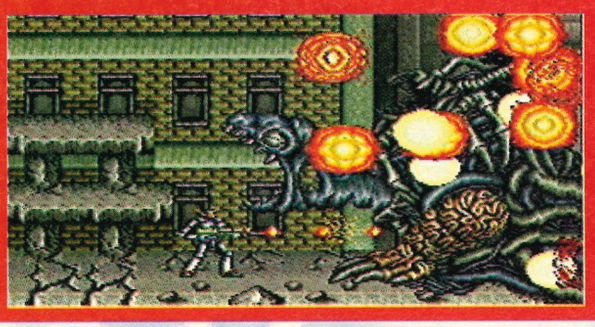
Weapon power–ups grace the sky but make sure they're shot down above the Probotectors head or they'll be engulfed by the lava below.



Stand on this platform and wait for the flames to ride overhead before you continue the mission.



FIRST GUARDIAN

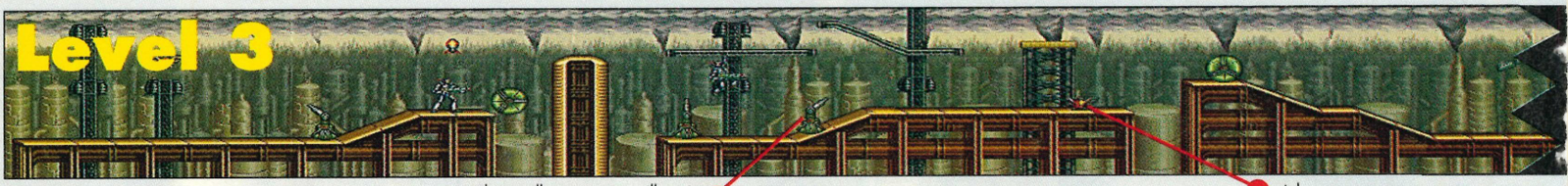




This Guardian is all heart and that's exactly where you need to shoot it. Fire at it's head from the stone platforms, then when it closes its mouth, drop down to ground level and shoot at its ventricles. Repeat this method avoiding the small shot emitted from the heart area itself.

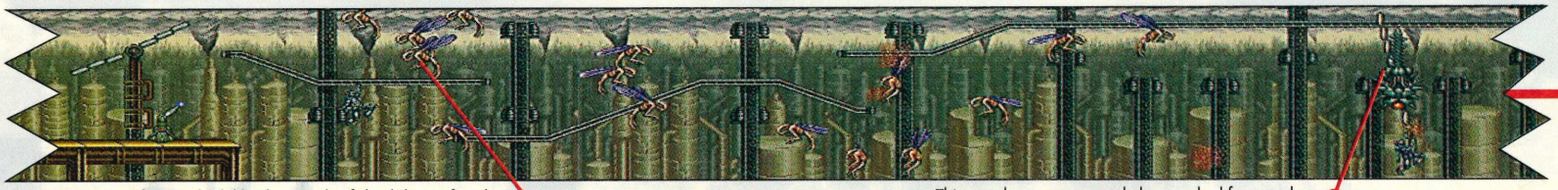


Level 3



These rolling cannons will position themselves and open up to attack. They can only be hit in their open state. Flame-throwers are best against these foes.

A laser power-up appears but only shoot it down when it's above the structure or it'll fall straight through the gap!

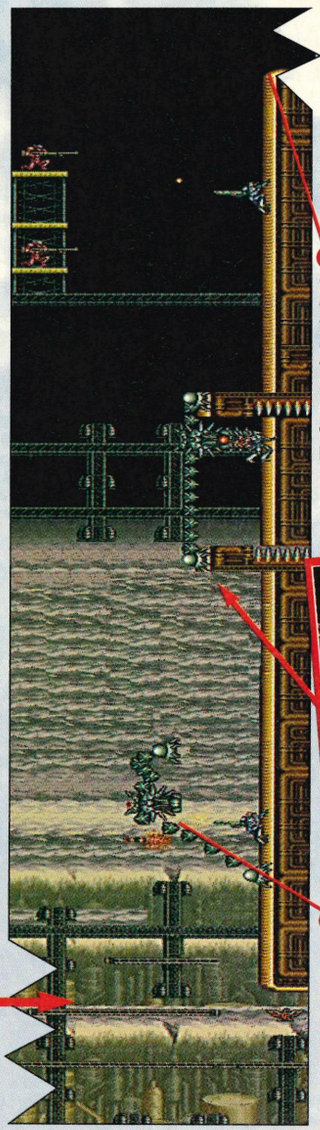


Gigafry may look like the angels of death but in fact they pose very little threat. Their method of attack is to swoop down on the Probotector and carry him off only to fling him into oblivion. If one does manage to get a grip, simply shoot upward into its body and it'll drop you like a hot coal.

This metal monster can only be attacked from underneath. Jump onto the rotating arm as it goes down and fire towards the red beacon. When the beastie stops flashing as you rise up the other side, leap up onto the railing and dodge the drilling spike. Position yourself as before and repeat the process.



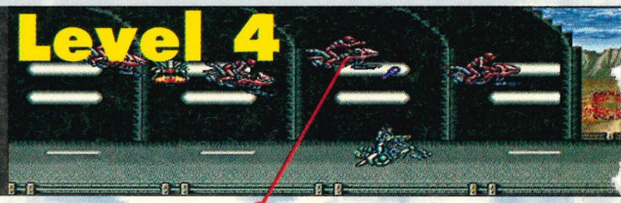
Fancy a little cheat to ensure you're triumphant? When the Birdmans floating fortress appears, position yourself as far left as possible and shoot right, wrapping an elastic band around your fire button. Grab your copy of CONSOLE XS and run wildly through the streets for two hours, spreading the word to lesser mortals. On your return you'll find your score to be unmentionable and the maximum of thirty continues stashed in reserve!



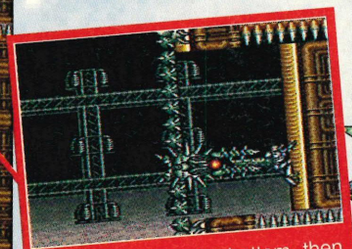
On reaching the top of this structure you're rewarded with another flying weapon power-up. Shoot up and to the right from this edge or the booty will plummet downwards.

Dare-devil bike riding skills are needed to survive the completely tooled-up Anti-Probotector alien aircraft. The map shows its weapons in reverse order as the aircraft moves from right to left during this level, ending in a nightmare flight between missiles launched by a friendly helicopter. Umm, wonder if you'll see him again?

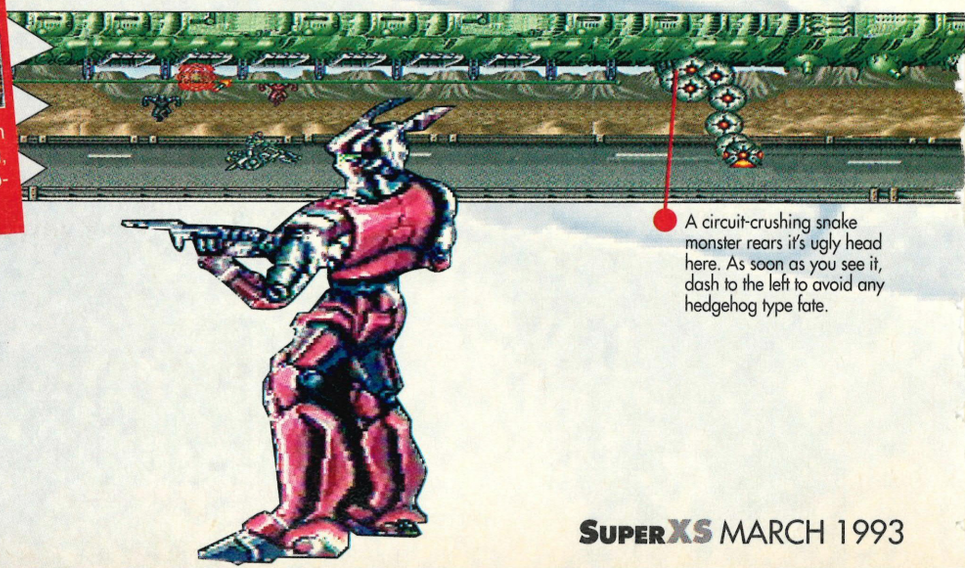
Level 4



Hellriders are hard to bring down due to their speed, but as they drop a bomb, speed forward and they'll explode harmlessly behind.



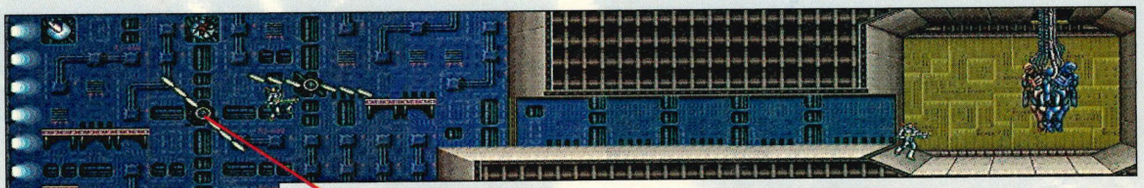
Lure the head to the bottom, then as it starts to move towards you, quickly scarper up and fire diagonally into the red eye.



A circuit-crushing snake monster rears it's ugly head here. As soon as you see it, dash to the left to avoid any hedgehog type fate.

Oh lordy, it's a *Tri-transforming Wall Walker*! This enormous beast cannot be destroyed until it has metamorphosed. Simply move along with it; keeping just below the top foot, constantly shooting left to take care of the incoming missiles.

Strange and wonderful creatures appear as you relentlessly wipe out the alien scourge. This level definitely has its ups and downs, leaving you to take on the alien might while clinging onto walls by your finger-tips in some parts. Pass the oil can, It's gonna be a tough one!



Huge turning wheels are the only method of traversing this gap. Drop from the first wheel when an arm on the second is underneath or you'll fall to your doom!

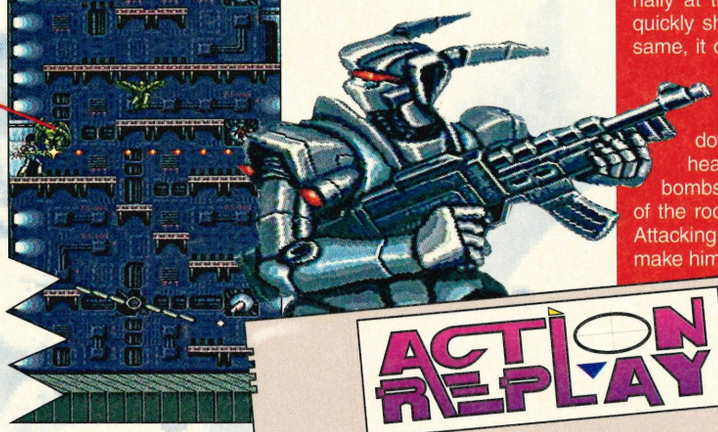
THIRD GUARDIAN

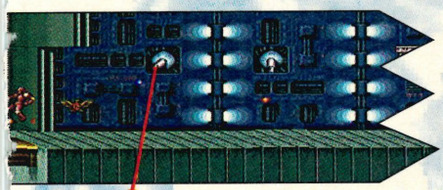




Jump up to the top left ceiling area and shoot diagonally at the brown robot. As it starts to walk near, quickly shimmy across to the other side and do the same, it only jumps up when it's nearly underneath. *Big Fuzz* shoots flames clockwise which can be avoided by running in front of them until you're above the head, then dropping down. Continue this process and shoot the head when the flames stop. When the timed bombs are planted, flee to the direct opposite side of the room; the flames won't be able to reach you. Attacking the head as *Fuzz* looks around will soon make him lose it.

Shoot right from this position to be sure of killing plenty of Birdmen and remaining untouched. When a gap in their flight path ensues, dash up to the next ledge.

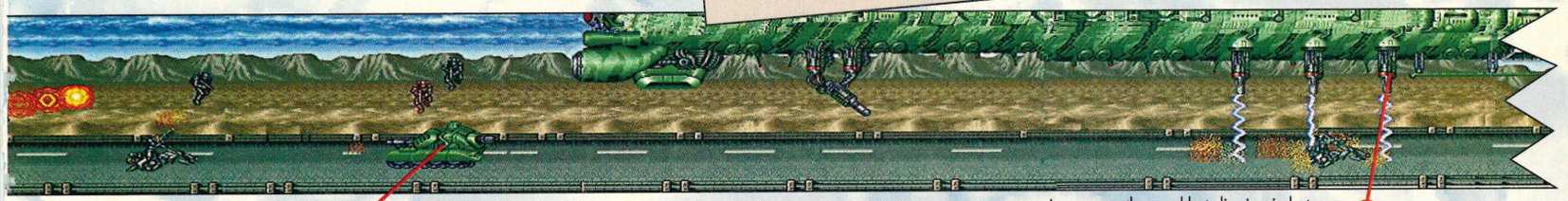




Gun turrets reveal themselves from the wall. They slowly turn until they've tracked down your position so it's a shoot or be shot situation.

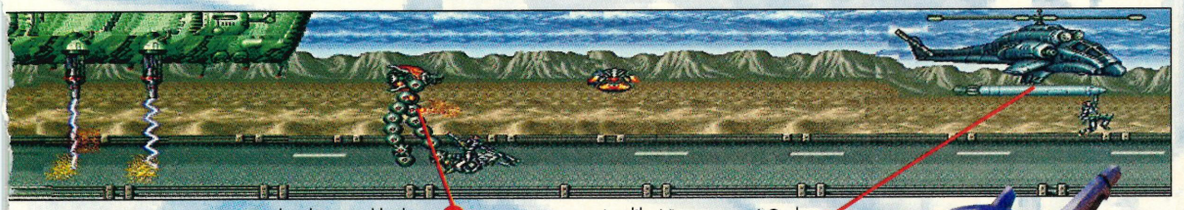
ACTION REPLAY

7E1F84ØX Max weapons for P1
7E1F86ØX Max for weapon 2 P1
7E1F8AØ3 Infinite lives



Constantly shoot at the tank until you see its gun recoil then jump up from the bike to avoid its shot.

Lasers zap the road but slipping in between them while they're inactive will save you from a shocking experience. (Sad joke dept.)

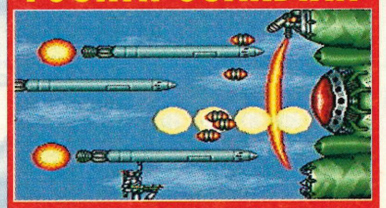


Dodge this weird looking *Tetrandakker* by zooming underneath when it lifts up it's legs. It's safer to attack from behind (ooer).

Just like Vietnam man! Grab hold of the missile while a Rambo type character whisks you off to finish the job.



FOURTH GUARDIAN



The secret to defeating this seemingly indestructible guardian lies with the lowest missiles. Ride these and shoot the bottom gun, paying attention to the aircraft movement back and forth (the missiles explode as they hit the force field). When done stay low and fire upwards to knock out the top gun. Now it's a matter of flitting between the centre missiles while blasting the red target area!



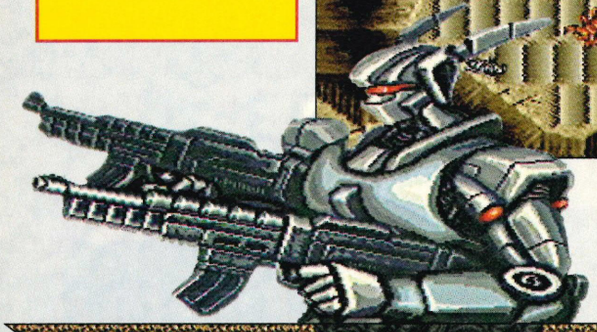
Level 5

Whilst defying certain death as you charge around knife-edge cliffs, your mission now is to knock out the strongholdings and secure this cliff top. The alien forces have devised traps for our great hero, sending him into a spin but with the area mapped out, life is slightly easier. Don't let the conveyor belts throw you off the edge.

Start the mission here and wipe out the first stronghold by rotating so that you're lined up with it as soon as you appear on screen. A homing missile power-up reveals itself underneath, which is by far the best weapon on this level.

This bridge breaks away as you cross it. After taking out the stronghold below, access the right area of the cliff via the lower bridge.

Cartridge supplied by:
Video Game Centre
Tel (0202) 527314



The conveyor belt traps send you plummeting downwards. So avoid straying into areas like this.

Although this bridge is safe, you have to guide the Probotector across, or you'll fall straight off the side. Take it slowly and rotate so that you walk sideways.

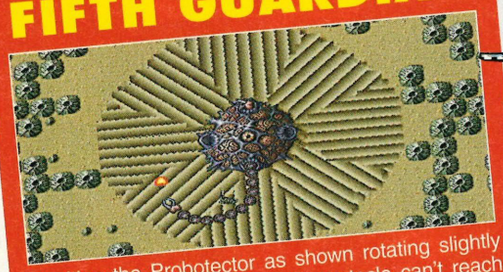


Wadder beasts are a real pain and are best taken care of with a smart bomb. If you feel courageous, shoot the high ones as soon as you see them, then lie flat to take care of the lower beasties.

These ugly bugs can't reach you from here so fire behind you and jump over as soon as one has leaped to its doom.

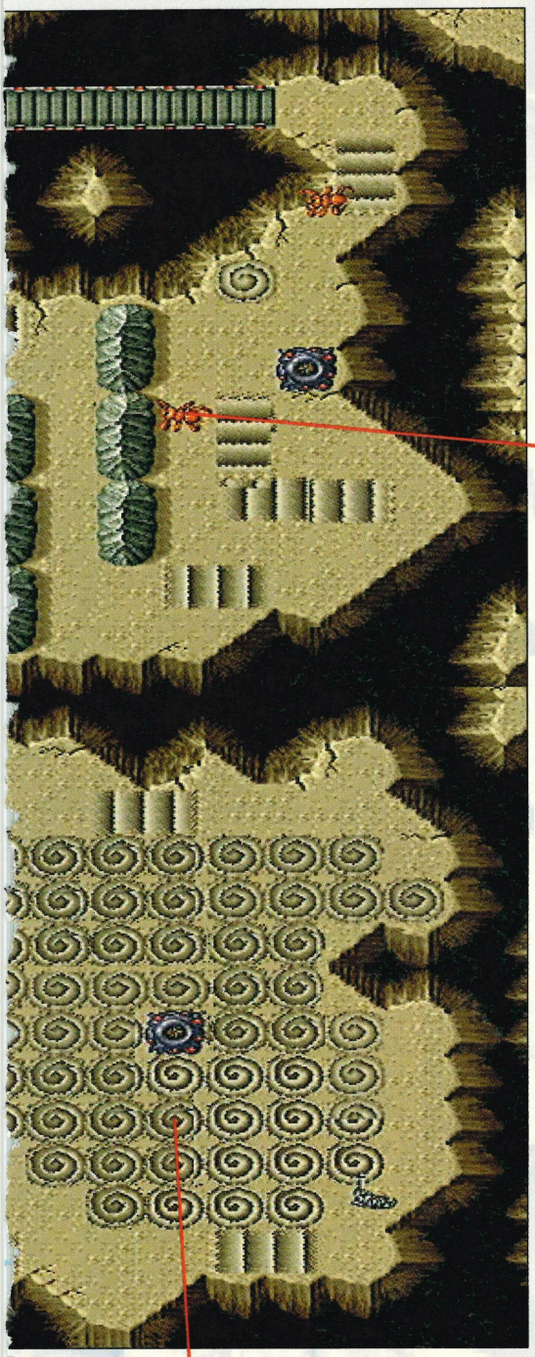
Drop flat and shoot the sacks on the ground before the scorpions know what hit them. With these gone, stand back and fire at the heart while killing the scorpions dropping down and hitting the heart simultaneously!

FIFTH GUARDIAN



Position the Probotector as shown rotating slightly to be in line with the eye, the tentacle can't reach you here! Keep firing until the ground starts to rotate, then rotate in the opposite direction so that you still hit the eye. The tentacles can be avoided by moving towards the end of them, as the head can't reach the tail.





Each of these guards come from the strongholds themselves. They can be destroyed with a few hits but be prepared to dodge a ball of fire emitted as they explode.

These whirls will send you spinning. When you step on them, rotate in the opposite direction to maintain your sense of direction.

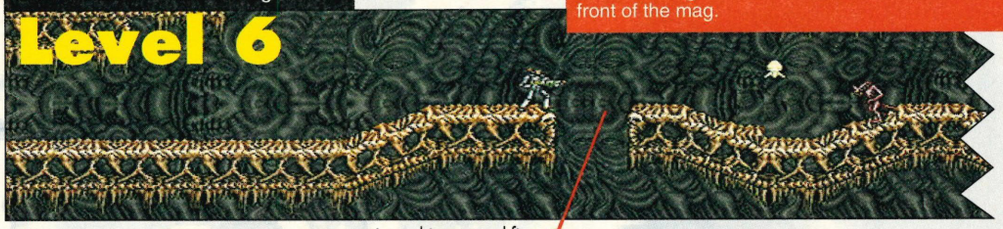
SUMMARY

GAME NAME: Super Probotector
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 5.290,100
NUMBER OF LEVELS: 6
CHALLENGE RATING: Hard

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

Level six is set in biomechanical mesh with aliens "coming outta the goddam walls". The fight is frequently punctuated by slavering alien guardians and deadly insects but you are nearing the end of the battle and the mother brain is in sight!

Level 6



Jump this gap and fire upwards to shoot down much needed power-ups.



This guy's got some really bad halitosis. As soon as your up against it, shoot at its mouth before too many of the nasties get out. As long as only one at a time keep coming at you, he'll be history in no time.

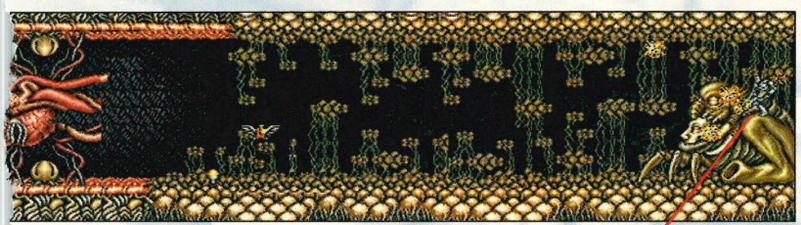
Shoot the Devil's eyes first, then concentrate on the right face, running left and right as the arms move in that order. Creatures jump out of the dismembered arms so stay right and fire diagonally up to protect yourself, while hitting the head at the same time.

The Metal Alien is destroyed by shooting at its head. As it moves in, slip below and fire upwards, following it as it backs away. It'll drop down to attack now, so move up, firing diagonally downwards to continue the fight. Use this method as it starts to teleport, but shorten the distance between moves.



FINAL GUARDIAN

The final conflict uses no less than eight different attack methods. Stay to the far left and jump whilst shooting to kill the bouncing attacks. Then wait for the slug to walk as close to you as possible before leaping over it. Attack the heart whenever possible using the smart bombs



Kimkoh has to be killed with skillful timing. Stand on its knee and fire diagonally downwards into the armour. As the last of the firepower falls past its head, jump onto the ceiling to dodge the flame from its eye. Jump down, pushing right to avoid being crushed. Repeating this method will bring it to its knees.

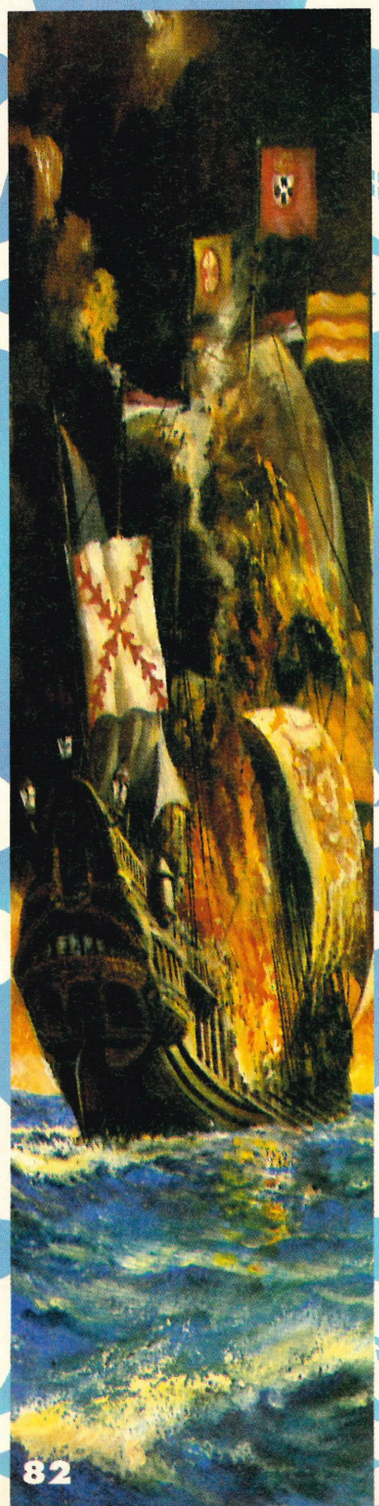
PIRATES!

ULTRAGAMES ● £TBA ● STRATEGY

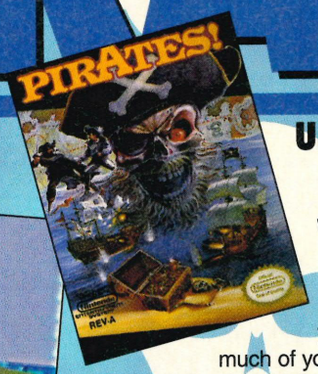
Splice the mainbrace and keelhaul that landlubber! It's time to take to the seven seas in search of the pieces of eight, buried treasures and "ladies of the night".

Slashing away with your scimitar, quashing mutinies, finding lost treasure and throwing up over the side of the ship when the seas get a little rough are just some of the joys of Pirates on the NES!

Frequent seafarers and dab hands at pillaging villages, SUPER XS has turned the game inside out with yet another definitive solution.







NATIONALITIES

The year and choice of nation has a certain bearing on the reception of your jolly band of Pirates. If you're just in it for a good time, select 1660 and English nationality - this way, you should have a fairly easy time of it on the seas themselves. If you want the most difficult time of all, go for a Spanish nationality and 1560, taking on your own country for riches untold.

TAKING SIDES

No matter what your nationality, you should choose two nations that you will defend. It may be a matter of switching allegiances someway through the game, but, to begin with, take the side of your chosen nation and also that of either the English or the Dutch. When going through the game, watch the ship's log and listen out for news from passing ships to see if your fave nations have declared war or peace with others and act accordingly.

Taking the side of one nation basically means that you shouldn't attack their ports, towns or ships but you should go for their main enemies. This will also allow you to increase your rank amongst your allies and even get to know the daughter of the many governors of the towns (and we all know where that may lead to).

PRESS GANG!

The easiest way to recruit more men is to stroll into town and visit a tavern where you just may find a willing hand or two ready to join your party. If that fails, why not club them round the head and drag them aboard!

Watch out in hostile territories though - you may lose much of your accumulated wealth if you visit the seedy side of town.

The alternative is to attack enemy ships, aiming to grapple and board them to cause minimum damage. Beat the Captain with some skilful swordplay (see below) and you can have the ship while any men who survive the battle will swear their allegiance to you.

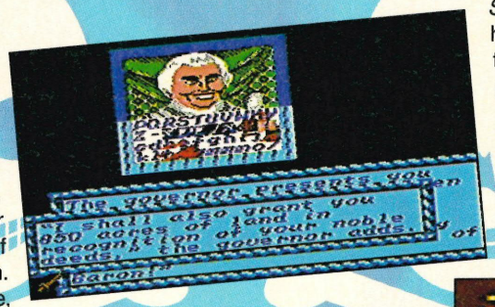
Once you have plundered a ship, put a number of men aboard it. Build your fleets up to a decent size, then start to sink the lesser ships to make way for faster and bigger ones.



SEA BATTLES

To win a sea battle, always try to plot your course to intercept the other ship as it turns. If it is escaping, try to hit it twice to damage a mast, thus slowing it down considerably. Then ram it and the enemy will either surrender or force you to fight (see *Swordfights*). Note that if you have need to seriously damage the ship then you might as well plunder and sink it rather than try to use it. If you delay too long in the chase, darkness falls and the fight is called off due to bad light (that never stopped Black Beard).

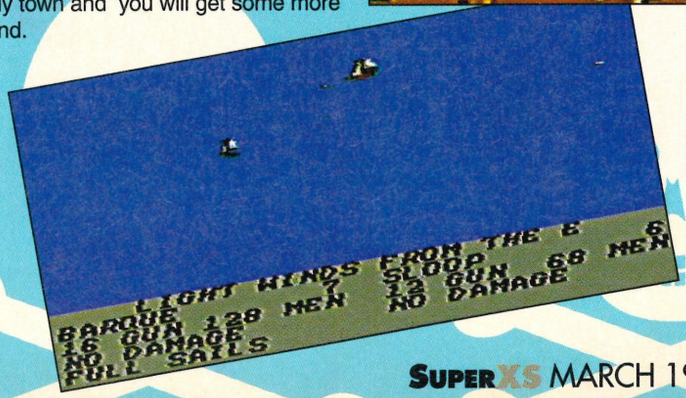
When you first start out then



PROMOTION

Upon defeating five ships or five towns, return to a national port and visit the governor, who will then offer you promotion. If you want to gain land then the method is much the same as gaining promotions - destroy five ships and towns, visit an ally town and you will get some more land.





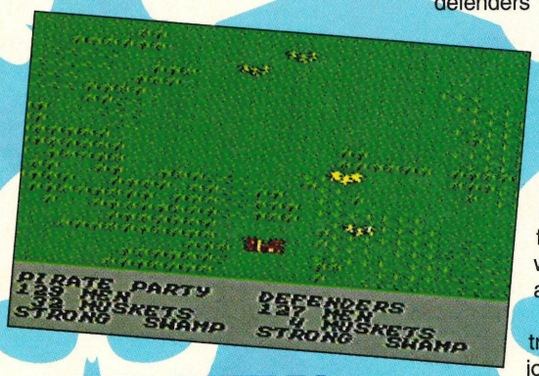
SHIPS AHOY!

Each ship has different tolerances and if you pitch a small sloop against a mighty war galleon then you are liable to get your ass kicked!
Below is a list of the messages that show how well your craft is holding up.

HIT MESSAGE		EFFECT
SPAR DAMAGE	–	Affects handling slightly.
SAIL DAMAGE	–	Wind can push you off course easily.
LOST A MAST	–	Cannot move against the wind at all.
HULL LEAKING	–	Manoeuvrability affected, difficult to turn.
SHIP SINKING	–	Hard to move at all. The end is nigh!



it is advisable to keep all the ships you can to support men and food, but as you win bigger and stronger ships you can gradually replace the duff ones. If you are not exactly parallel to your opponent then the cannon balls will fly off in all directions so learn which way the ship should look when it is fully horizontal or vertical.



LAND BATTLES

If the accurate bombardment from a fort has driven you inland then this is no bad thing as long as your men are strong and fast. To attack a fort from the land, move your troops icon over the fort and the scene changes to an overhead view of the battle. Your men appear in white against the enemy (yellow).

The terrain nearby plays a crucial role so try to avoid any swamp or marshy areas as they will slow you down and provide sitting duck targets for the enemy. If you get in range, the enemy will attack with muskets and your troop strength will go down. You have no control over the men so just stop moving and they will return fire.

The SUPER XS cut-throats have discovered that the best way to get to the fort is to split the force into two and find some woods nearby. As the enemy advances, move one group in one direction and the other towards the woods. You will notice that if the enemy enter a wooded area, they disappear! This is because the dense trees hide them from view so that you never know where they are going to pop up. You can use this cover in the same way.

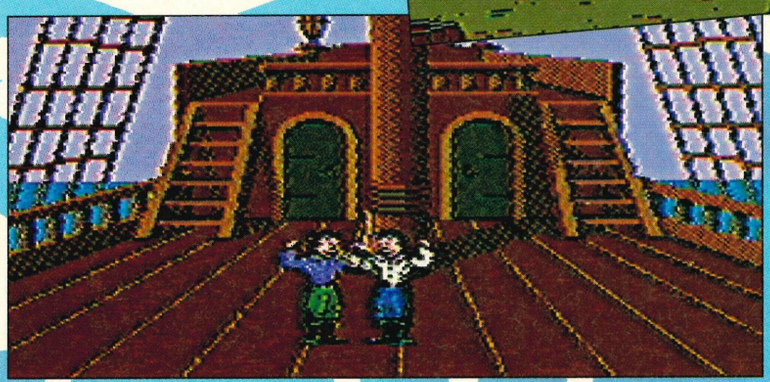
The moment your troops enter woods, they will be invisible to the enemy and so the defenders will always move towards the other force who wait in the open. Once the defenders have passed you, move towards the fort using the trees as much as possible. You should make it to the fort with no hassles but always remember to have a large number of men in your attack force because the fort also carries guns and will get a few hits in as you approach.

Ignore the rest of your troops because they will join you as soon as you reach the fort.

SWORDFIGHTS

These aren't too difficult to master. Always choose the long sword and then vary your attack - head, waist, head, head, waist and so on. The most effective method is if the enemy captain raises his sword to defend against your attack, swiftly change to a low blow to skewer the blackguard.

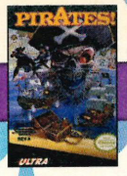




Slash attacks are the fastest and therefore the best, requiring less skill. If you attack a fort by land or sea, your men will scale the walls and there will be an inevitable face-off between you and the fort commander. Similarly, if you attack a port without a fort, spy an escaping pirate or board a flaming ship; the one-on-one battle will always be the same (albeit with different coloured tunics).

If you are heavily out-numbered then your group status will be 'shaken' or 'panicked'. In this case, you had better make sure you do not take a single hit or the battle will be lost. Each hit you score will knock down the number of men on the enemies side and lower their moral. Once you have your opponent 'panicked', just a few more hits will finish him off.

Once you have won, you can pillage whatever you attacked. and may even get men back who have changed sides. Be warned, if you are completely thrashed by the enemy you may end up in jail for six months, but if you escape, you may not have enough men left to sail any of your fleet. In this case you will be marooned and will have to re-build



your empire.

Remember, it's better to run than lose - a reputation can be re-built, wealth is harder to come by!

ATTACKING TOWNS

When attacking a town from the sea, try to use your largest ship and then keep circling, firing broadside into the fort to destroy the cannons and reduce the number of troops that you will have to battle when you finally storm the fort. If your ship is badly damaged during the attack, try to reach the fort so that you can continue your assault. If the wind direction makes this a little difficult, just get out of there!

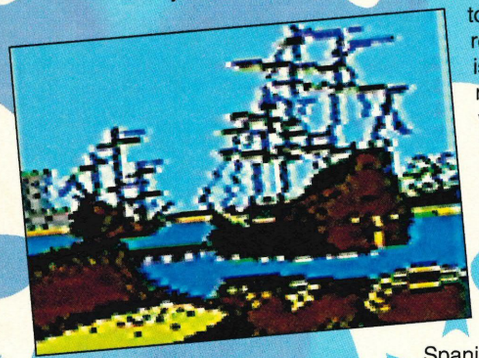


If there are a few too many forts (ie more than one) then carry out the assault by land - if you are successful then you can plunder the whole town! If your men heavily outnumber the townsfolk - such as 800 to 200 - then you may well be asked to replace the governor and form a new leadership. Such governors will be friendly to your fleet and you can always find sanctuary there. This is also a good way to get in with the big cheese's daughter.

Who said NES games lacked depth and strategy?

TREASURE FLEETS

The whereabouts of the fleets and the silver ship can be discovered by first making it to the rank of Admiral and marrying a governor's daughter. Then every time that you visit her home town you will be



offered the last location of the ships. Beware, this may have changed by the time you get there (if you pillage any towns on the way) but the bounty will always be nearby.

Once you have attacked the town you will be informed of your reward as the smoke settles. It is a good job that Governors are notoriously dim because otherwise they might start putting two and two together and finding out whose betraying all their secrets.





TARGET TOWNS

Unless you are Spanish, you should always attack the Spanish towns - you will never get the support of the Spanish authorities anyway. Look out in case they suddenly become pally with somebody else though! Other than that, try to take over *Vera Cruz*, *Compeche* and *Villa Hermosa*.

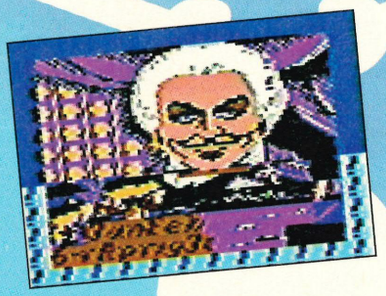
Towns without forts such as Gibraltar can be easily overcome with a simple swordfight against peasants but think twice about attacking towns with more than one fort. Always read the news in taverns and from ally ships because ports are constantly changing hands and new allegiances are formed.

CAPTURED PIRATES

Always take any Pirates that you can find, then visit the governor at a



home port and see what reward is offered. This is an extremely quick way to gain money and Brownie points with the local authorities. If you capture a number of villainous rogues then it is always best to stop

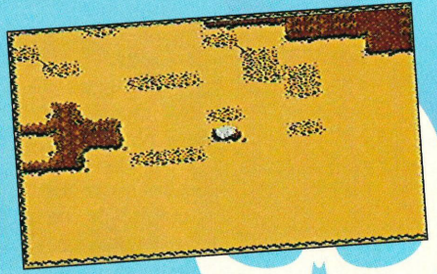


in the middle of a campaign and return home to claim the reward. If you leave it too long, the pirates and hunters will escape overboard and return to fight you another day. Trading information with any captured pirates is rarely fruitful so just capture then and sell them off.



TREASURE MAPS

Visiting taverns or letting pirates go free will often get you a fragment of a treasure map. To view them, go to the main menu. You will notice that they are a magnified portion of the game map with the exact location of the treasure (or hostage) shown. In your wide experience of the world, you have to find the spot of land that looks exactly like the one in the map;



land there and begin a search for the booty. If you have chosen correctly then you will be informed of your success.

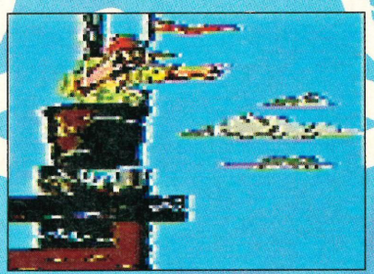
The key to finding buried treasure



is to scan the map for any clues. A reef, piece of jutting land or even an enclosed bay can all help to trigger your memory.

In the example below, we have shown the map which looks remarkably like the Florida Keys due to all the reefs and a particular outcrop of rock. When we beached the ship and searched the area on the map, our efforts were rewarded with 7000 gold!

It really is as simple as that, but our advice is to store the maps up in case you get more pieces of the same map. As long as you keep referring to your pieces throughout the voyage you should slowly start to recognise the coastlines of all the countries and find the treasure even quicker. Finding treasure is a sure way to keep the crew happy and prevent mutiny so always keep at least one map in reserve in case the crew turn against you.



MUTINY

If you are travelling for too long on the open seas without finding treasure, dividing up the booty or pillaging a town then the crew will show signs of mutiny. The first signs are when the first mate informs you of the possibility. If you do not take steps to improve moral then you will be forced to fight the mutineer to the death!

Use the same technique as before and you should win fairly easily because general morale is so low.

However if you have had a mutiny then watch the roll call get less and less when you dock because your crew will not want to sail with you. The best (if most costly) method of improving moral is to divide the booty but use this only as a last resort.



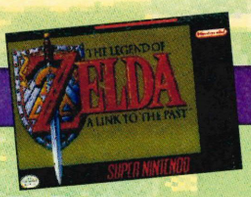
SUMMARY

GAME NAME: Super Probotector
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 5,290,100
NUMBER OF LEVELS: 6
CHALLENGE RATING: Hard

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

Cartridge supplied by:
Video Games Centre
(0202) 527314





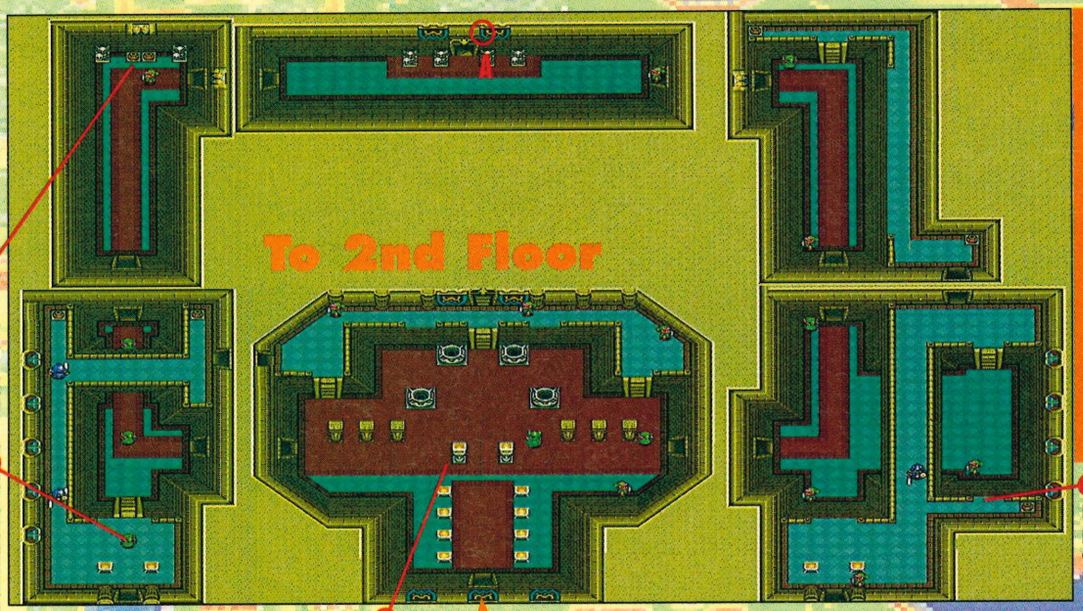
ZELDA III
A LINK TO THE PAST

NINTENDO ● £39.99 ● ARCADE RPG

It's history in the making folks! Never before has a single magazine printed a solution this big! *Zelda III* on the Super NES is a truly epic game and deserved the full attention of the SUPER XS game-busting team. We've worked night and day to bring you this incredible 22 page solution of the greatest graphical RPG ever! All the objects, weapons, hearts, and maps have been busted wide open! Every guardian is explained in detail, together with full maps, tips and quick reference guides. We think you will agree, SUPER XS is unbeatable!

SUPER NES

To Palace Basement 1



The first palace is practically deserted and a perfect introduction to Link's many skills. The aim is to find the Boomerang and Princess Zelda and then escape to Sanctuary. You will need the Lantern (found in Link's cottage) and a great deal of magic power to make it through the basement floors. Otherwise you will find some of the darker areas a little frustrating.

Get the goodies in the chests at the top to add to your supplies.

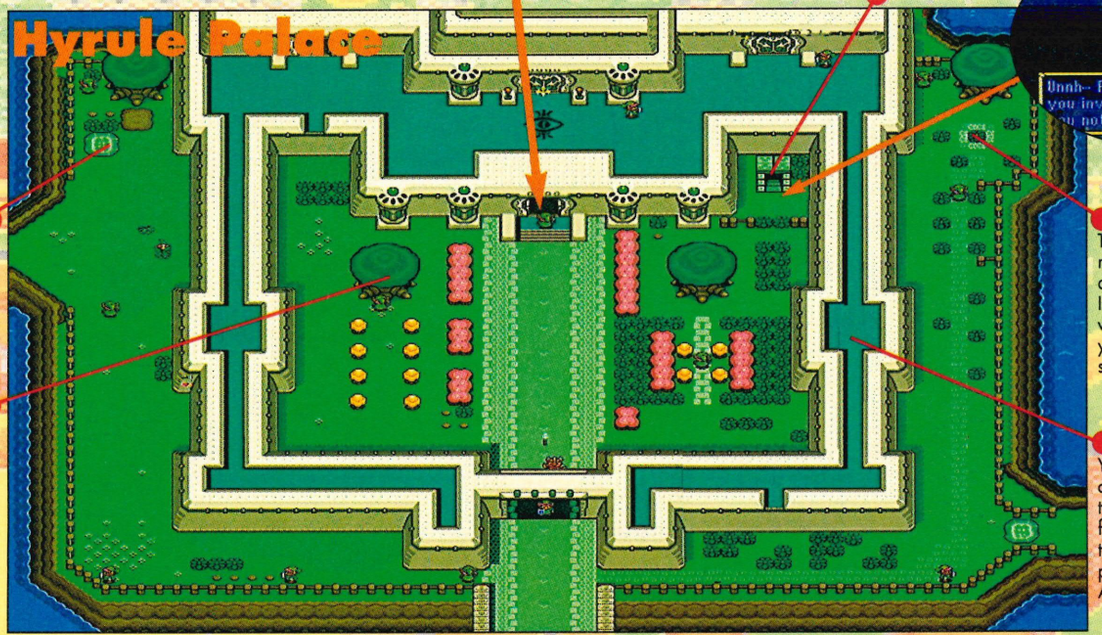
You can go up here to reach the battlements where soldiers throw bombs at you. Head up to reach the entrance to the Basement.

The first room leads off in all directions - if you're in a hurry, head straight for Palace Basement, otherwise take a good look around.

For a quick route down, go to the platforms that aren't protected by a high wall and then walk into it until Link jumps.

Once out of the first section, you need to move around to the entrance to the main castle in the middle section. Use the bushes to hit the guards since it is quicker and safer to kill them from a distance.

Hyrule Palace





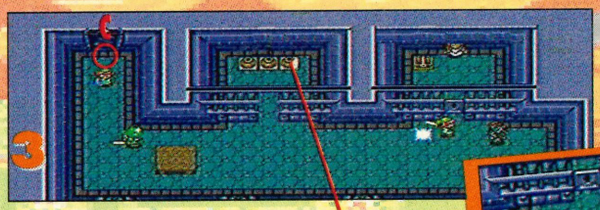
Looking under the bushes, either by picking them up or hacking them down can reward you with different items and power-ups.

To get into the castle grounds you need to pick up this bush. Drop down the hole and you're in! Inside you meet your step father who gives you a sword and shows you how to use it. Follow the passages to the palace gardens (left).

Run into this tree to earn five rupees. You may not be able to do this just yet, though, because you need the Pegasus boots found later in the game.

You are able to get onto the castle walls although its pretty pointless. There is a confused guard up there but that's about it! Later on, the place is crawling with Agahnim's disciples!



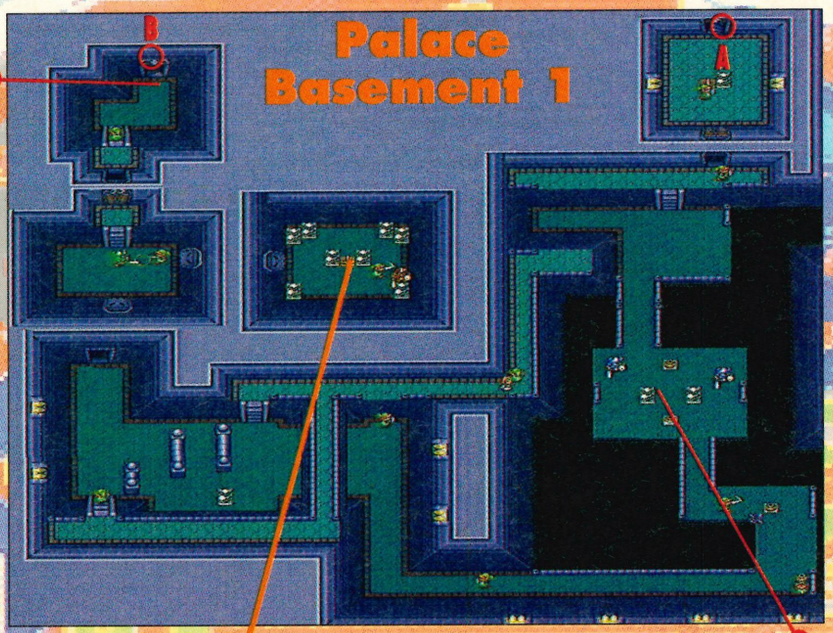


This room contains three hearts, so if you are low, stock up before taking on the knight guarding Princess Zelda.



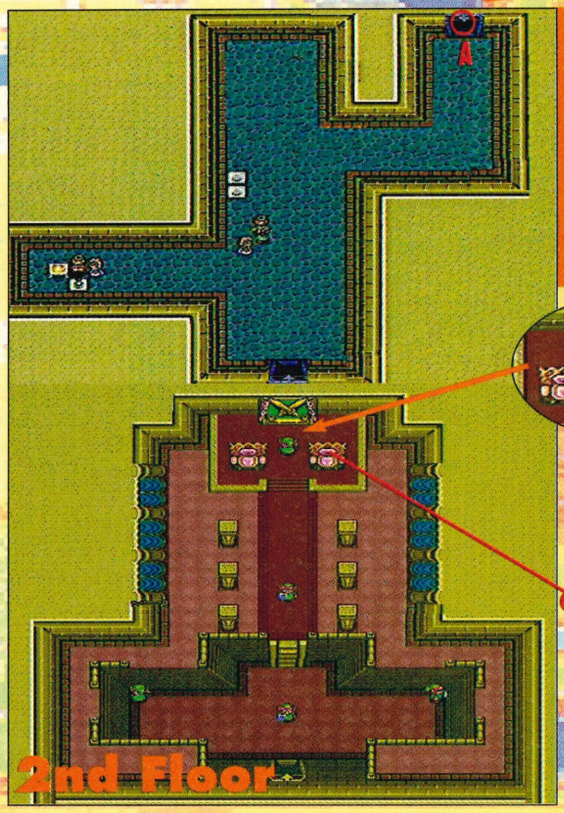
When he swings his ball, stand back - when he stops, attack with the special sword attack.

Before leaving the first Basement, make sure that you have full energy and the Boomerang. If you have only half energy, go and look under a pot or two.

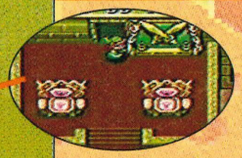




Rather than just stabbing the guards, keep hitting them until they teeter off of the edge. Make sure that they don't do it to you though!

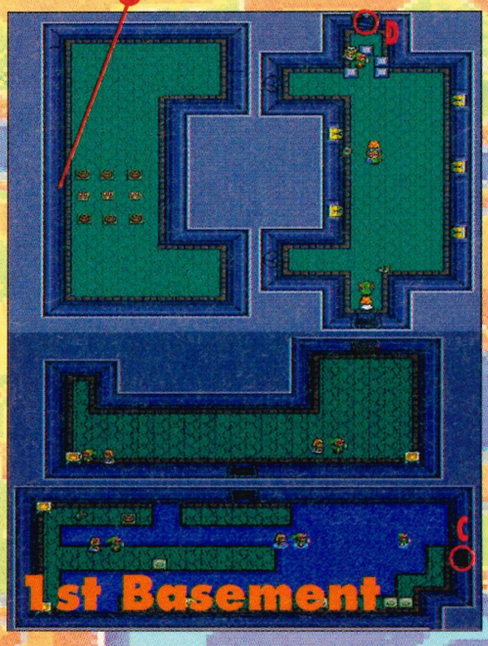


A whole new section of the castle opens up to you. You first need Zelda's help to shove the altar aside and then go through the new area to the Sanctuary. The path to Sanctuary is fraught with danger such as rats, bats and anoraks so use the lantern to ignite the fires and light the room.



Push the altar from the left to the right. When done, head through the small doorway to the room above.

You can only get in to this section by blowing up the cracked areas in the walls (right). You need bombs, the only way to reach this room is to drop through a secret passage in the cemetery when you have some TNT.



Key

A

The letters shown here indicate connecting doors between maps and floors.

This at-a-glance guide shows where all the important objects are on the maps.



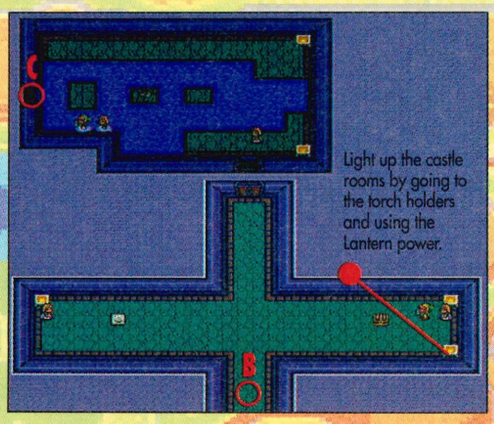
Don't waste any power or time - just rush to the left to reach the next section.



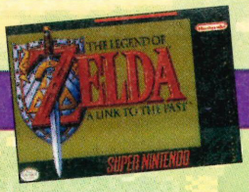
Check out the pots in the top room, then pull the switch on the right in the bottom room to open the way to the Sanctuary. The left hand switch fills the room with cobras.

The old man has many useful things to say and there is a section of heart waiting for you in the chest.





Light up the castle rooms by going to the torch holders and using the Lantern power.



LIGHT WORLD MAP



There is something magical about this tree - come back later when you have the boots and dash into it to find a fairy room

This cave is the entrance to Death Mountain and the third castle. You'll need the Glove to move the rock out of the way.

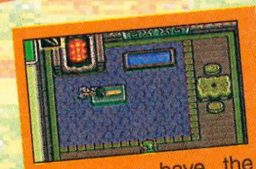


Warp Tiles

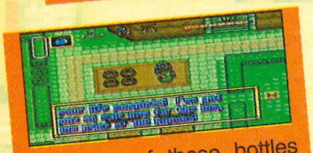
This shows you where the magical tiles that will transport you to the Dark World are.



Occasionally the Fortune Teller will give you some valuable information but CONSOLE XS is cheaper and more omnipotent!



Once you have the Master Sword and the Blacksmith's partner returns, go here to make the sword even more powerful.



Buy one of these bottles from the merchant. They allow you to carry all-important liquids and potions.



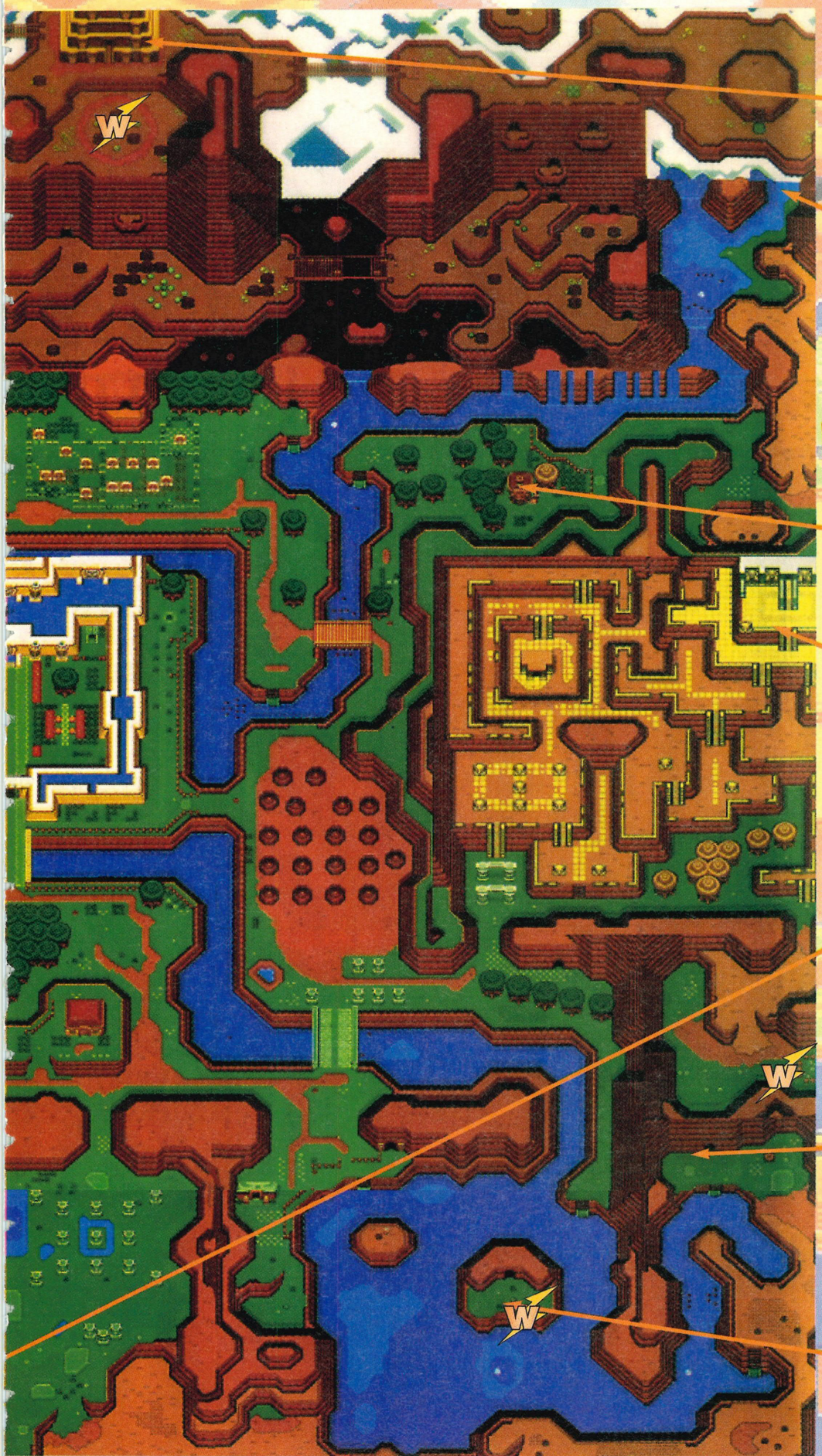
To get the flute from this guy, go here in the Dark World and get the spade from the creature. Return here and dig around to find the desired item.



To get through to the castle entrance, you must stand in front of the inscribed stone and use the Book Of Mudora.

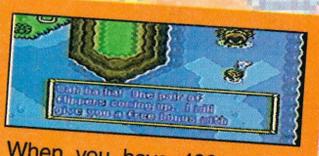


You can fill up your hearts by going to a fairy and standing in front of her.





The Moon Pearl, found in the castle, allows you to retain your shape when in the Dark World instead of turning into a

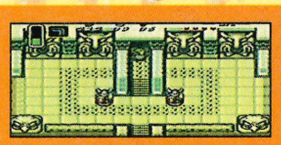


When you have 400 rupees, you can go to Zora and buy the Flippers which allow you to wade in the deepest waters.



Get the mushroom from the Lost Woods (where the Master Sword is) and then give it to the witch for a potion.





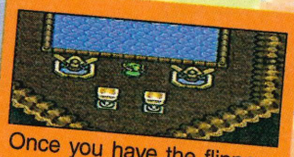
The first castle can be found here. Make sure that you visit Sahasrahla first though.



Go inside the palace and pull the right switch so that the water is drained away and you can find a piece of the heart.

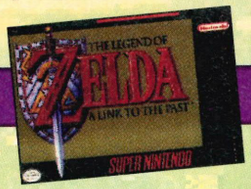


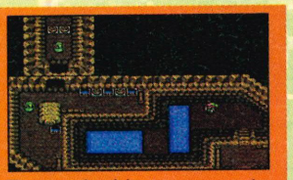
To reach this section of the palace, bomb the cracked area on the left hand side of the normal cave entrance. The ice rod is the reward.



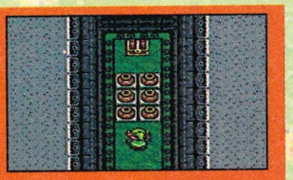
Once you have the flippers you can reach this area and use the fountain of happiness. Bomb the right wall to find another area..







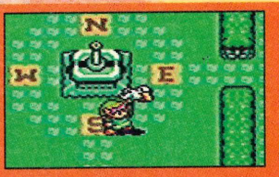
To reach this cave, go to the hill above and jump right in! There are loads of bonuses within.



Go downstairs in the Thieves House and blow a hole in the weak section of the wall to find the hidden treasures.

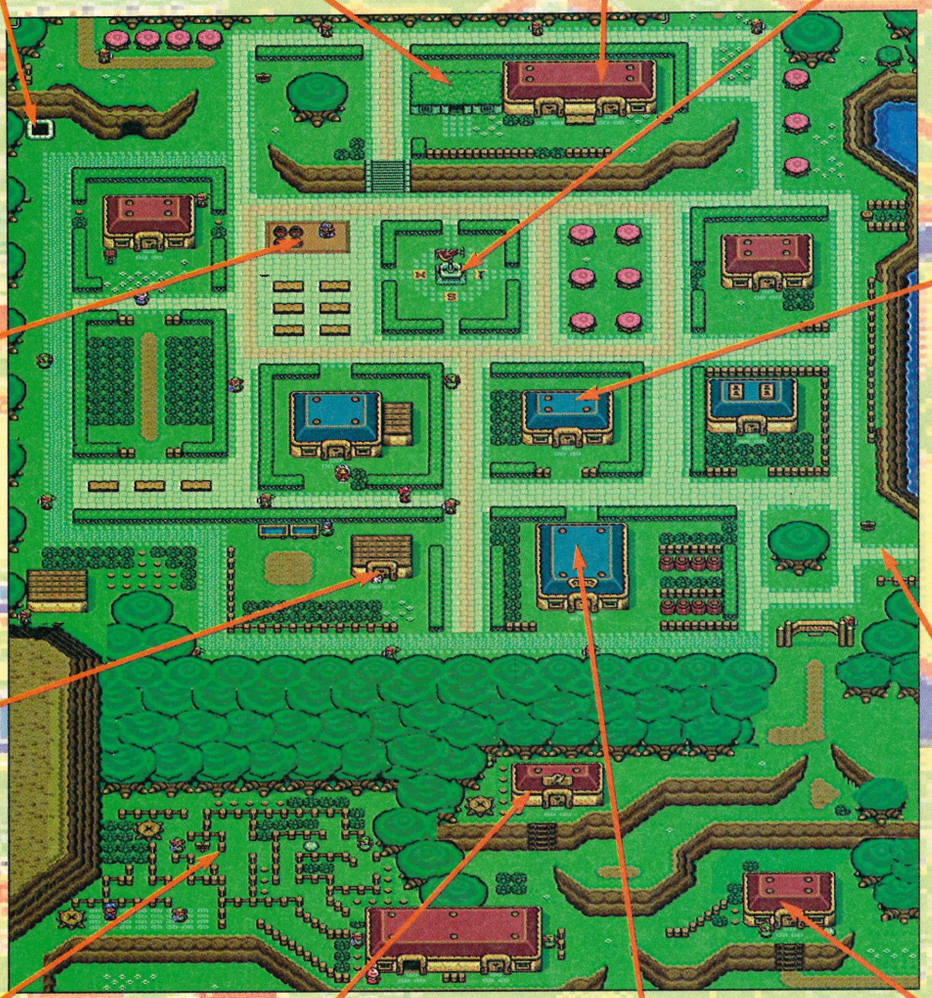


You will be able to gain some valuable information on the old man that you're after by visiting this house.



Once you have the flute, you can go to the Weathercock and blow it (the flute) and you can be transported to one of eight locations by a goose.







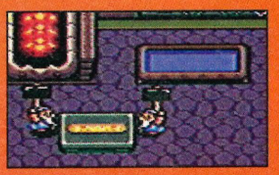
Just to reiterate, make sure that you get a magic bottle from this guy. You won't get many other chances!



This sick lad will give you a bug-catching net although only if you have the magic bottle to catch things in.



Visit the merchant to stock up on essential items if you can afford them.



When both the blacksmith and his partner are present, you will be able to increase the power of the magic sword.





To successfully beat the 15 second game you will need the boots. Go up along the right side then cut along the top and run through the bushes. Go down at the end.



When you have the boots, you can run into the shelf and make the Book of Mudora fall down.

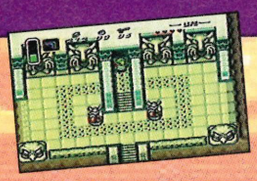


Go around the back of the inn and walk through to find another magic bottle.



A game of chance. Take your pick of the chests to see if you win big or lose small!

Kakariko Village





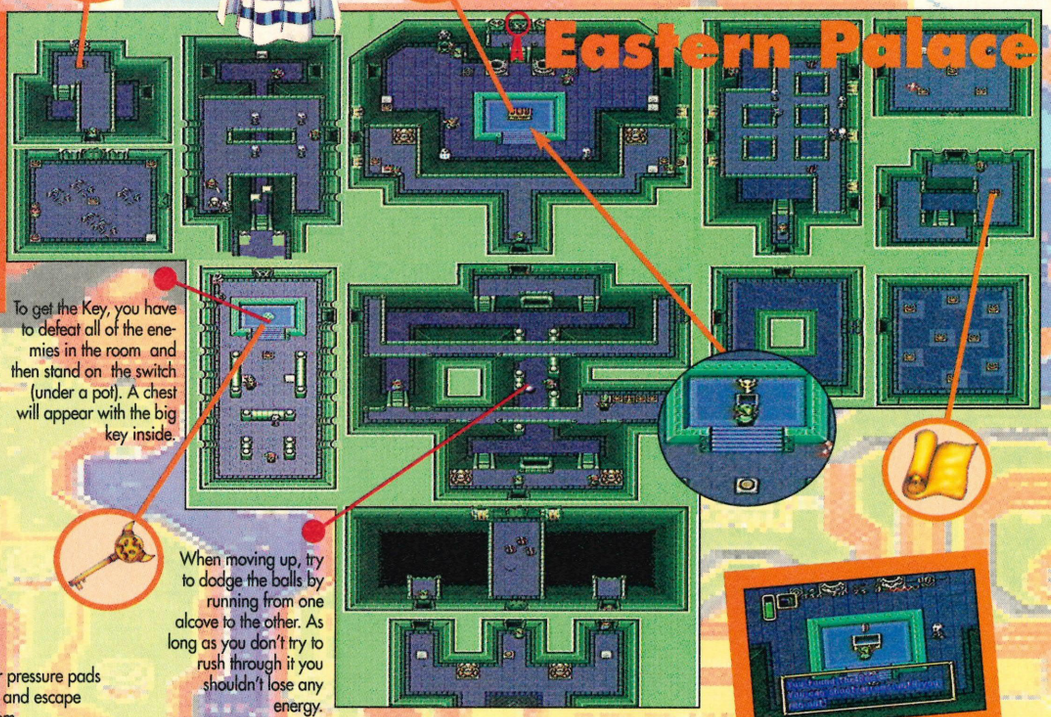
Eastern Palace

The Eastern Palace is a little more demanding than the first castle. It's important to collect the Bow in here as well as the first amulet that Sahasrahla has requested you to find. Once you have it, return to him to earn the Pegasus boots.

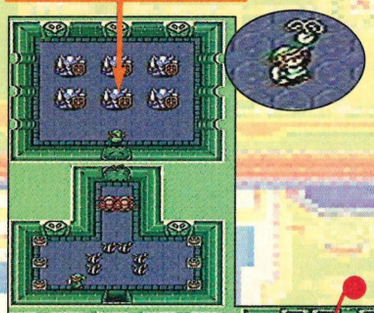
Armos Knights



The bow is needed to deal with the guardian of the palace. Hit the first five with three arrows then finish off the final one with your sword.

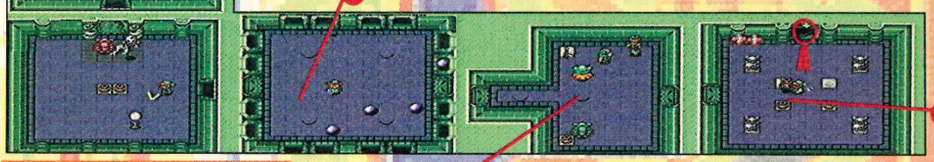


To get the Key, you have to defeat all of the enemies in the room and then stand on the switch (under a pot). A chest will appear with the big key inside.



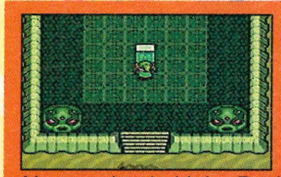
When moving up, try to dodge the balls by running from one alcove to the other. As long as you don't try to rush through it you shouldn't lose any energy.

Head for the four pressure pads to open the door and escape this ball-filled room.



Once you have climbed the steps you will reach this room. Look under the pots to see if you can find any hearts.

Once you have the key you can go and get the bow from the large chest.



You need to hold the Book of Mudora in front of the stone to open the door. The statues will then shift position so that you can enter.

To get through this room, shoot the guardians in the eyes with the bow to disable them and step on one of the pressure plates to open the door.

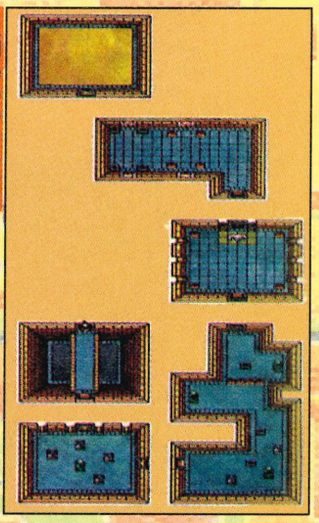
Lanmolas



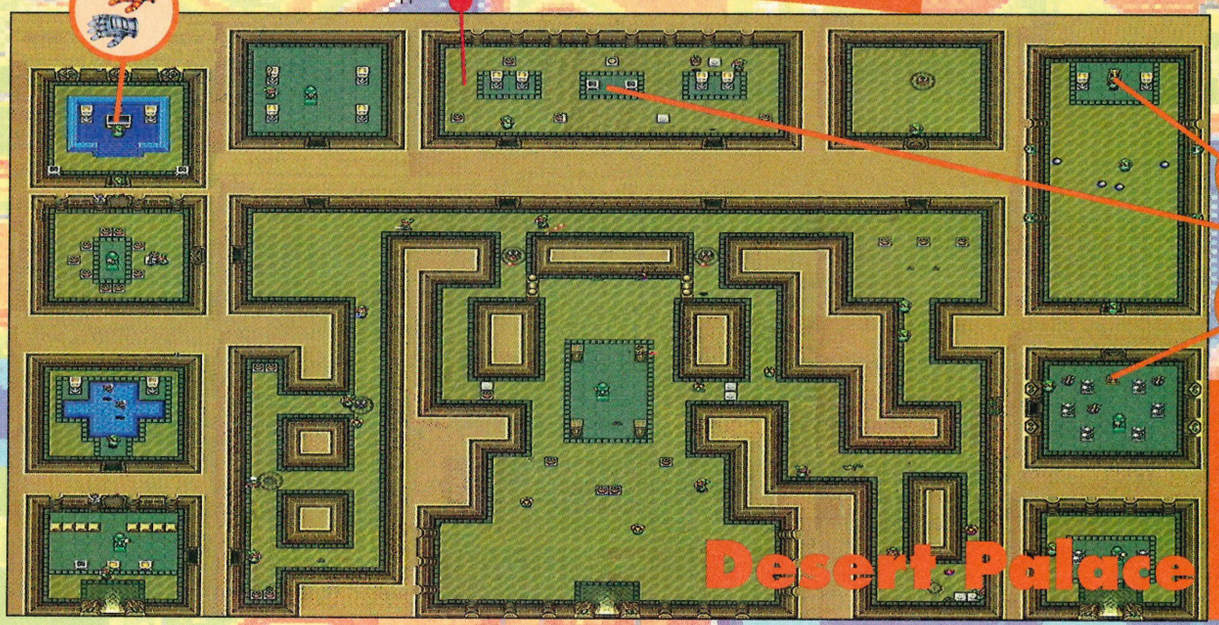
Strike each enemy as it comes out of the sand then retreat to a safe place. You can see where they are going to pop out by the swirling areas in the sand - make sure that you don't stand there, otherwise you will end up sustaining damage.

To reach the first and second floors, exit through the west door and head right to the caves. You will need the power glove (found in the big chest in the top left room of this palace) to move a large rock. The sentinels in the rooms leading to the guardians shoot lasers as they rotate so time your runs to miss the lethal blasts.



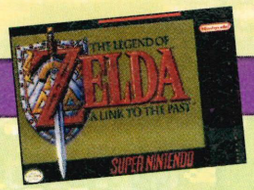


Light the two torches and a chest containing the compass will appear.



Desert Palace

The palace containing the second amulet is a little smaller than before although you will have to venture outside to reach the first and second floors. There's also a small piece of Heart to be found if you go out of the south west exit and walk down.



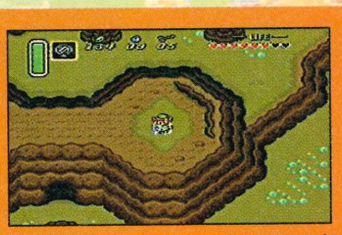


Death Mountain Tower



Guide the Old Man through Death Mountain and you will be rewarded with the Magic Mirror.



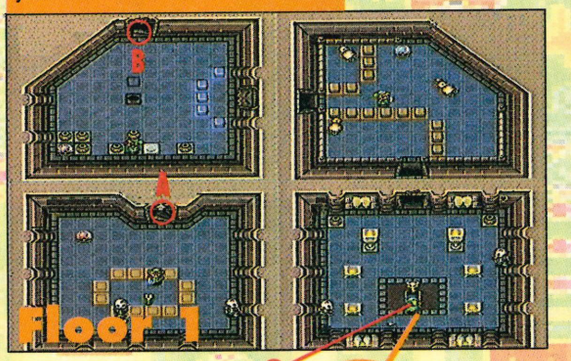


To reach the entrance to the Mountain Tower, go through a portal found atop Death Mountain so that you arrive in the Dark World. However, since you don't have the Moon Pearl you will appear as a Bunny. Find a patch of ground that looks exactly like Spectacle rock (above) and use the mirror to zip back to the Light World where you will miraculously appear on the top of the mountain.

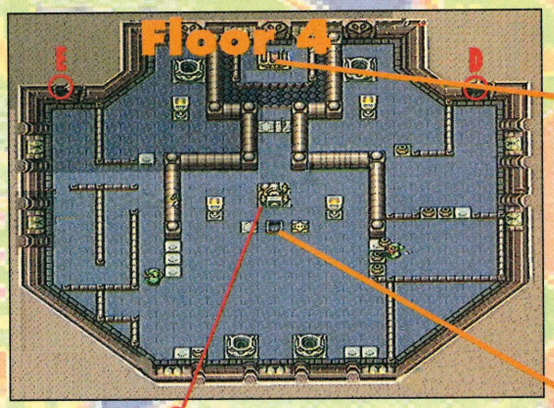


Go to the fifth floor, don't alter the position of the holes and fall through the top one of the group of three (near the door). You will fall all the way down to a fairy room where your energy will be refilled. Don't worry about climbing back up - the teleporter will take you right back to the fifth floor. Now that's magic!

You don't start on the first floor, but you will certainly need to visit it to find the big key. Hitting the right combination of magic balls may take a while - remember, you can use the arrows to do the job.



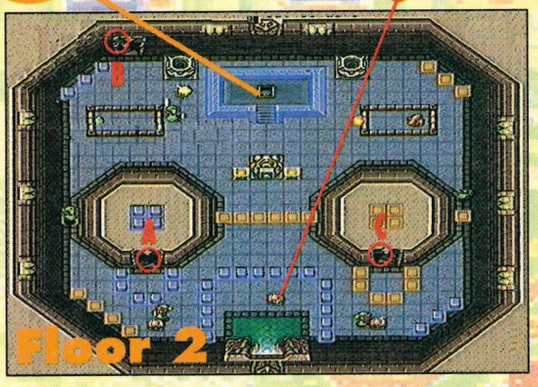
To be able to reach the big key, you need to hit one of the balls to make the barriers retract.

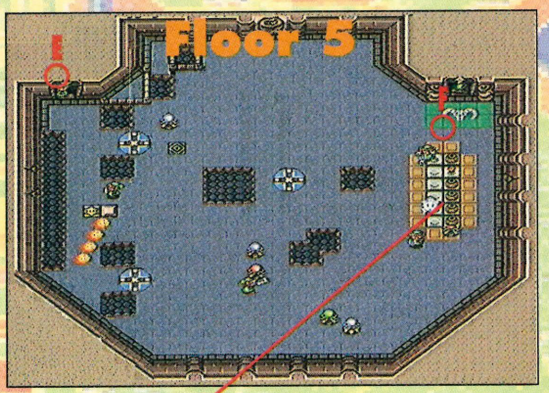


This is a telepathy tile, use it to contact Sahasrahla in times of trouble. This is also the level with the Moon Pearl so don' t forget it.



Learn to use the magic balls to make the barriers retract. It's not as complicated as it looks - there are only a few different settings and combinations.

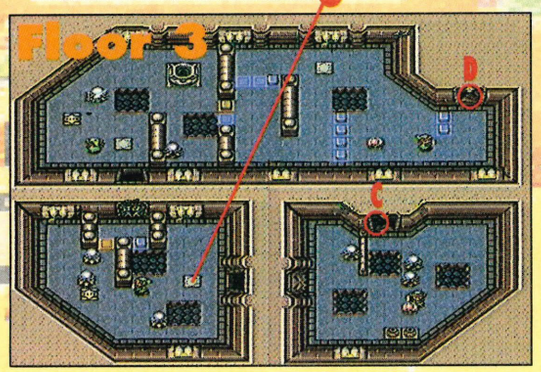


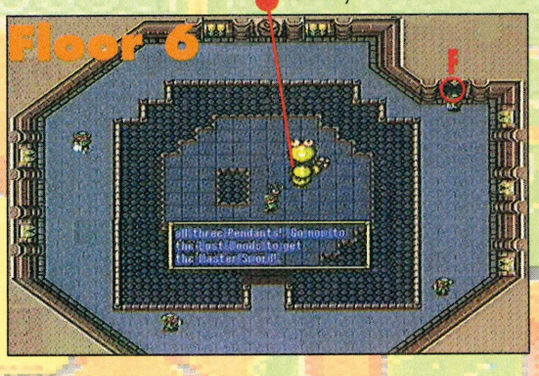


Hit the star buttons to alter the position of the holes so that you can advance onwards. You can also use them to send enemies to the depths below.

Go down a floor and switch off the barriers so that you can get to the pots and the hearts underneath. Don't use them all at once!

Once the worm is defeated you have the final amulet! Now you need to go and get the Master Sword before returning to the Sanctuary.







Reaching the Moon Pearl is tricky. Go to the fifth floor, step on the star and fall through the top of the hole at the top of the screen and hold up so that you land on the edge of the platform below. The Moon Pearl is now yours.

Moldorm



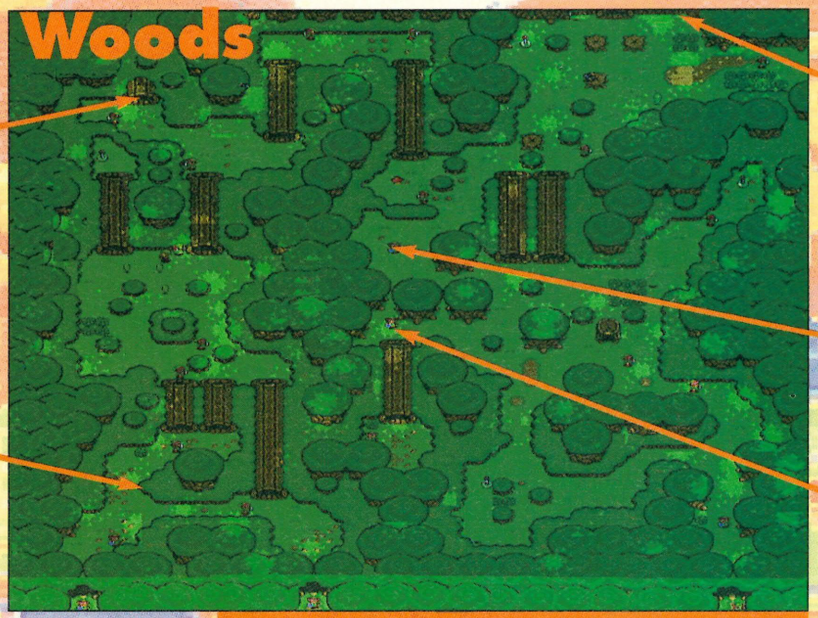
To defeat this bug-eyed worm you will need to use special attacks on this tail. Get your attack ready by holding down the B button and let go when the tail is near. You will also need to keep on moving to avoid his body attacks.

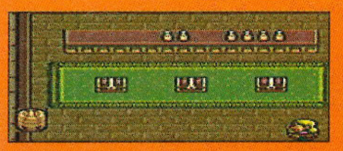




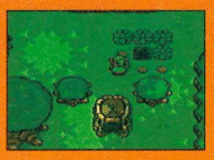
Go through here to find the Master Sword then travel on to the Sanctuary.

Woods





Enter this log for a slightly fixed game of chance.



To enter the Thieves hideout, search under some of the bushes above the tree entrance (above).



Keep out of the way of the thieves! They take all your objects.

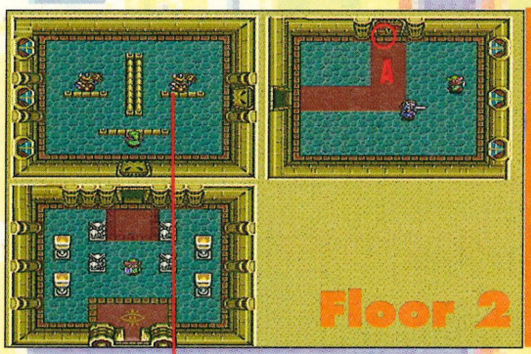
Get the mushroom, then visit the witch to get the Magic Powder.





Once you have all three amulets you can go to the Woods and retrieve the sword. Once you have it, you will be given a strange message and you will need to return to the Sanctuary.

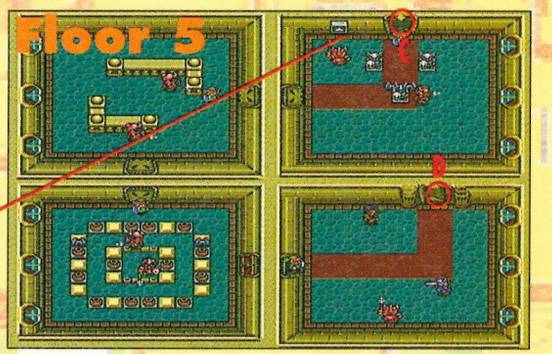
Palace Tower



To open the entrance to the Palace Tower, you need to strike the force field with the Master Sword. Once inside, you will find a whole new section. At the end you will find Agahnim, the Wizard responsible for the whole mess! Each floor contains traps of every description so stay sharp, Link!

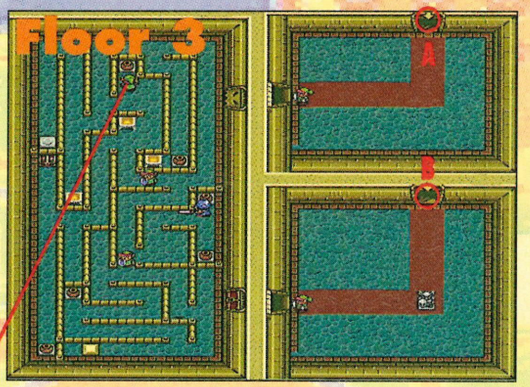


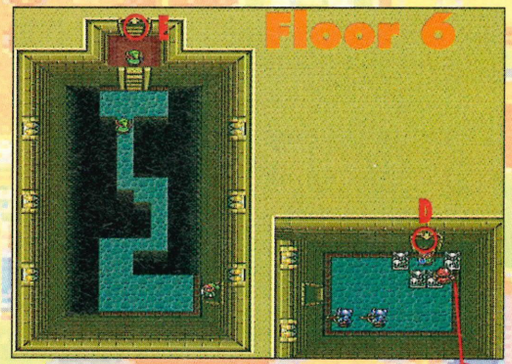
Have a chat with Sahasrahla by walking into the telepathy tile.



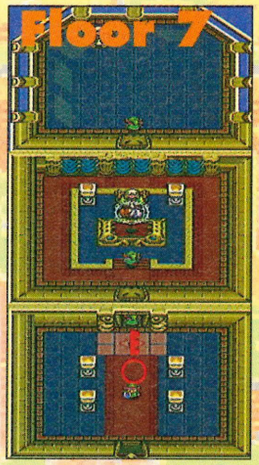
Use a combination of sword and arrow here. If you have full energy then you can make the Master Sword shoot out a bolt of energy when you use the spin attack.

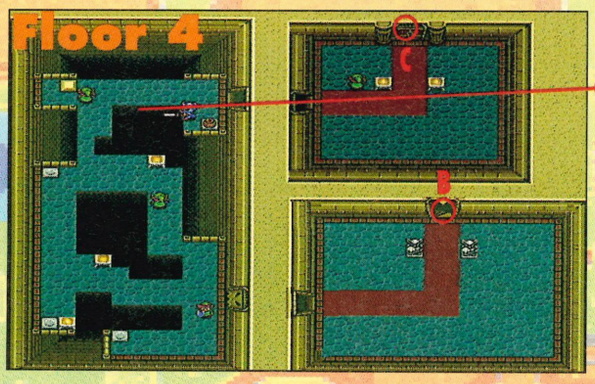
Don't waste too much magic power here - just light one torch at a time and work your way around to the pressure pad using our map.





Stand right up to the statues and slash the enemy with your sword. Now push the left statue out of the way and finish them off with arrows.





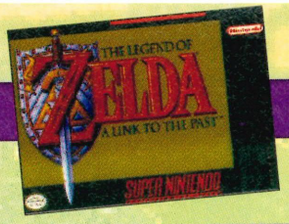
Be careful around the pits, use the rush attack to push any aggressive guards out of the way otherwise they may force you back.

Agahnim



Agahnim is a nasty piece of work - he doesn't have a nice bone in his bod. To defeat him, stand to one side and hit his magic bolts back at him with the Master Sword. You can't hurt him any other way. When he rushes to the top of the screen to shoot out lightning, move to one side and he won't be able to harm you. Once this fight is over you can move on to the Dark World. Dare we say that the battle has just begun...?

SUPER XS SOLUTION





OBJECTS

The most common question asked about in *Zelda III* is the location of the objects in the two worlds. In answer to your cries for help, here is the definitive guide to all the objects, weapons, faeries and life hearts. If you have been searching for the Ice Rod for two days, you don't need any waffle, just facts and accurate information. SUPER XS is on the case.

Heroic Equipment

The sword is presented to you at the beginning by your uncle.

Shields can be obtained from most of the merchants around Hyrule.

Your green tunic will protect you from Hyrule's elements.

Special Items

Show Sahasrahla the Courage Pendant to receive the Pegasus shoes.

You will discover the power glove in the Desert Palace in the Light World.

The flippers can be bought for 500 rupees by visiting the fish at the top right of Zora's Falls.

The Moon Pearl can be found in the Tower of Hera.

Important Objects

You can find the bow in the Eastern Palace.

You will find a Blue Boomerang in Hyrule Castle.

Bombs can be found everywhere. But you can visit the Dark World bomb shop for super bombs.

If you want the Hookshot, you must search the Watergate dungeon.

Search the misty glens in the Lost Woods to discover the Magic Mushroom, give it to the witch.

The witch will present Link with the Magic Powder at her magic shop, it changes the shape of things.

The Ice Rod can be acquired by travelling to the northeast of Lake Hylia.

The mighty Fire Rod can be found hidden within the Skull Palace.

You must search the Great Desert to discover the Bombos Medal.

You can find the Ether Medal at the summit of Death Mountain.

The Quake Medal is hidden in the circle of stone in the Lake of Ill Omen (Dark World).

The lamp is in the depths of Hyrule Castle.

The Power Hammer is in a large chest in the Dark Palace.

You will be able to find the shovel in the Haunted Grove, get it from the ghost of the flute player.

The Magical Flute is secreted in the Haunted Grove, you need the shovel to recover it in the Light World.

You can acquire the bug-catching net in Kakariko Village.

The obvious place to find the Book of Mudora is of course, the library.

Magic Bottles can be found in many places throughout Hyrule.

The old man lost in the caves will reward you with the Magic Mirror.

Discover the hidden cave in the graveyard to find the Magic Cape.

The magical Cane of Somaria will be discovered in the Misery Mire.

Scale Death Mountain if you want to discover the powerful Cane of Byrna.

You can purchase the various Medicines from the many Hyrulian Shops

You must search the many wastelands of Hyrule to find any Magic Potions.

Dungeon Equipment

The Maps are hidden in the small chests in all of the dungeons, they show the room layout.

If you search every dungeon, you are sure to come across a Compass for navigation.

Each dungeon contains a big chest and of course, a Big Key.

Bonuses

You must find all the Pendants to free the Master Sword in the Light World.

You will be rewarded with Pieces of Heart at many places in Hyrule.



FAERIE LOCATIONS

It's true! Faeries are alive and happening inside your Super NES (just ask Carolyn)! Well, OK, they only appear in *Zelda III*, and even then you have to look for them very carefully! They do actually have a useful purpose – if you can catch one, they will replenish all of your energy. The best way of using Faeries is to get a jar and the net and catch them for later use.

Light World Faeries



E OF DESERT PALACE
You will find a spring in the cave to the west of the mute man.



NE OF HYRULE CASTLE
Slash the bush growing in the patch of grass, this will reveal a hole for you to drop into.



S OF EASTERN PALACE
Enter the cave shown here and head straight on.



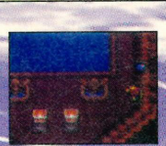
E OF LOST WOODS
Run into the strange tree, to reveal the cave below containing a Faerie spring.



NE OF LAKE HYLIA
You find two Faeries and the Good Bee if you enter this cave.



SE LINK'S HOUSE
Bomb the pile of rocks in the NE corner of the great swamp to reveal yet another spring.



FOUNTAIN OF HAPPINESS
Place a bomb to the right of the Faerie statue to find yet another spring.



NW OF LINK'S HOUSE
If you find a group of oak trees, smash the rocks to reveal a cave.

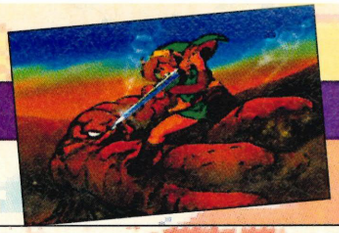


SW OF EASTERN PALACE
Head east to this cave and enter, for another re-energising session.

Dark World Faeries

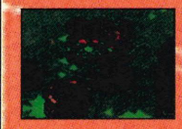


DEATH MOUNTAIN 1
Smash the rock you find here, to reveal a passage to another spring.



HEART LOCATIONS

There are many places throughout Hyrule in which Link can discover heart pieces. He will either find them lying around on the floor, or will be given them as a reward for completing certain tasks. You will need to collect four pieces to gain a full heart container and you can only possess a maximum of 20 heart containers. Each heart piece recovered means you can resist more hits. Essential against some of the later guardians.



LOST WOODS
Find the bush cluster, then drop through the central hole.



THIEVES HQ
Bomb the cracked wall in the basement to discover another.



VILLAGE CAVE
Stand above the well, then leap into it, to discover yet another piece.



15 SEC GAME
Complete the game near the fighting Brothers, to be rewarded.



WATERGATE
Pull the right hand lever,then exit to find one in a pool.



DESERT CAVE.
Enter the cave in the N.E of the desert,bomb the bottom wall.



W OF SANCTUARY
Use the Pegasus shoes to smash into the pile of rocks.



SW OF DESERT
Enter the main exit of the palace and leave by the western exit.



SW OF FALLS
Walk up the grassy slope by the second fall, then continue west.



SPECTACLE ROCK 1
Walk to the front of the rock to fall onto a ledge, then enter the cave to obtain yet another.



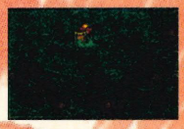
SPECTACLE ROCK 2
When you warp to the top of Death Mountain you will find another piece.



THE STRANGE TREE
Dash into the tree to reveal a cave containing a heart.



POWER PYRAMID
Walk down the first set of stairs and drop off the ledge, then continue up and right.



LAKE HYLIA
Stand in the circle of stones and use the mirror to warp to an island in the dark world.



S OF HAUNTED GROVE
Stand in the circle of bushes and warp back to the Light World, then enter the cave there.



DIGGING GAME
The Dark World has a digging game, where the 15 sec game was. Keep playing until you get your heart.



N OF CEMETERY
Climb the ladder to the north of the cemetery, then warp back to the Light World and bomb through the far wall of the cave.



THE MAGIC CAPE
Find the sign that offers a heart for the cape, enter the cave, go to floor 2F, cross the [illegible] (hookshot) and use the pass the bumper.



CHEST GAME
Enter the hut with the chest above the door in the Village Outcasts. Play the game until you find the heart.



S OF SMITHY
Use the hammer to smash all the stakes in the Dark World to reveal a cave.



W OF MISERY MAZE
Warp to location 6, use the warp tile, then jump off the ledge and go north, then enter the "mouth" to find two hearts.



NE OF MISERY MIRE
Stand in the cul-de-sac, warp to the Light World, lift the stone to find a heart cave.



DEATH MT INVISI-BRIDGE
Use the Cane of Somaria to cross the bridge,warp to Light World when you on on the ledge.



LEDGE ON DEATH MTN
At the right door in Turtle Rock, warp, then enter the cave.



E OF MISERY MAZE ENTRANCE
Of the many entrances to the maze, the far right is the entrance to a spring.



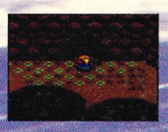
NW OF BOMB SHOP
This Dark World spring is in exactly the same as the NW of Link's House in the Light World.



DEATH MOUNTAIN 2
Place a bomb against the crack to open up a cave containing a life-restoring spring.



NE LAKE HYLIA
This is in the same place as the Light World's location of the Ice Rod.



SW OF DARK PALACE
This is another spring that is in exactly the same place as it is in the Light World.

Dungeon Faeries



DARK PALACE
When you find the map, place a bomb in front of the crack on the right to open the entrance to the spring



EASTERN PALACE
On the platform with the big key, jump off into a jar to enter another spring.



ICE ISLAND
When you have discovered the switch to lower the blue blocks, drop down the hole and through a jar.



DESERT PALACE
You can find a Faerie in the room to the north with the laser droid – push the block shown, to open the door.



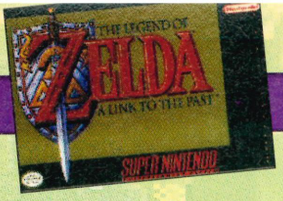
GANON'S TOWER
On this bridge, run into the blocks opposite the hole in the wall to bounce across the gap and into another Faerie dwelling.



TOWER OF HERA
Go to the fifth floor and drop through one of the holes you find there, you will plummet to the bottom of the tower and land in the spring.



TURTLE ROCK
In the spike room with the demon floor tiles, avoid 22 tiles and the top door will open.



DARK WORLD MAP



The Fire Rod and a section of the heart are hidden in the Skull Woods. Find the three skulls which guard Skull Dungeon.



You enter the Pyramid through the hole in the top. to fight Ganon at the end.





Blow a hole in the crack in this wall to get the silver arrows to kill Ganon at the end of the game.



To enter Blind the Thief's dungeon, you need to pull the three-pronged spear of the Gargoyle.



Enter the treasure garden and dig up all that you can, within thirty seconds. Look out for the heart!





Go to the middle of this opening and get the shovel from the Damian lookalike squatting there.



To reach the mire area, you have to return to the Light World and then use the warp under the stone in the bottom left corner.



This is the swamp dungeon and it can be accessed by warping to the Light World and pulling a certain lever.





The Dark World is similar in layout to the Light World, only with totally different locations, events and dungeons. To access all of the new areas, you will have to travel from one world to the other, using the warp tiles to make it to some of the dungeons and new locations.



Turtle Rock is the final dungeon that you need to visit before you can face Ganon. To get there, go to the same place in the Light World and then hit the stumps in the ground, starting right, then the top, then the left.



Once you have done all that needs to be done, you can visit Ganon's tower and attempt to overcome the man himself!



Throw the nearby sign into the centre of the rocks and you will earn yourself a medallion.



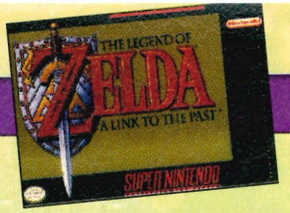
To enter the Dark Dungeon, go to the Eastern Palace in the Light World and hit all of the pegs into the ground. Remove the covering and warp away!



Go to the bomb shop to stock up on powerful explosives. These can be used to get the silver arrows in the pyramid.



Inside the Ice Palace you will need both the Fire Rod and the Hook. You need to warp here from the island in the Light World.



Dark Castle

First Floor

This Palace is the home of the world famous magic hammer. It is also the residence of a group of very irritating rats who go by the name of the Goriyas. The main point on this level is to make certain you know where you are on the map at all times as it is very easy to get lost in here.

Shoot the green statue in the eye with an arrow, this will reveal a staircase.

Upon entering, take the left hand door, then travel through to F. Now press the switch to obtain a chest containing a small key.

Helmasaur King



This boss looks like a giant lizard cat wearing a welder's mask. You must bomb his mask until it falls off, then let him have it in the head with your bow and arrow. After a few hits you should find a very grateful girly awaiting you. Watch out for his spiky tail which shoots around the screen, and steer clear of the spikes above.

Basement One

Warping to this tile will allow you to grab this room's treasure.

Watch out for the moving floors, as they will try to drag you into the baddies in this room – the easiest way to do this is to dash through the room.

The residence of the all-important telepathy tile.

The home of the elusive Boss.

This is the home of the dreaded Goriyas who mirror your every move. Fire an arrow then make them walk into it. It's as simple as that!

You must negotiate this tricky maze – don't forget to collect KiKi the monkey, as he is your only way of entering the Palace. Pay him some money for his services.

Basement One

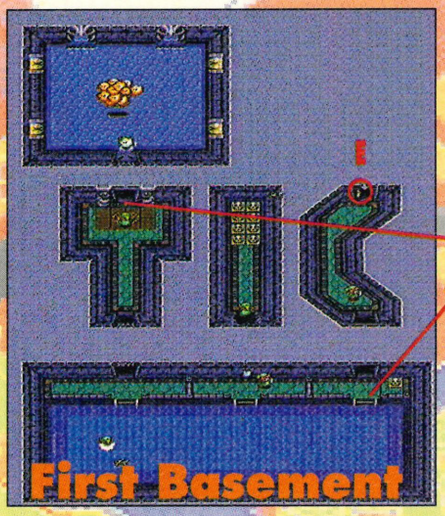
Dark Castle Maze



Swamp Palace

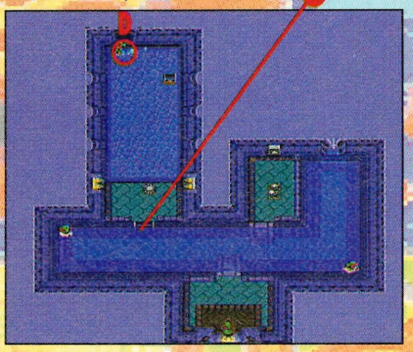


Before you enter the Swamp Palace, warp to the Light World, enter the Palace, and pull the left switch to flood the Dark World Palace, now warp back to the Dark World and you will be able to swim across the moat.

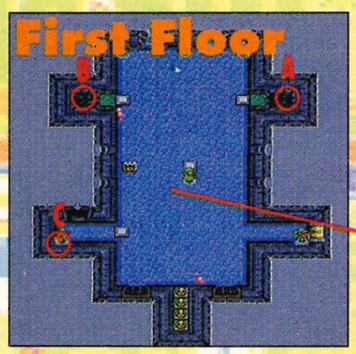


This is it! Behind this door lies either fame and fortune or death and doom.

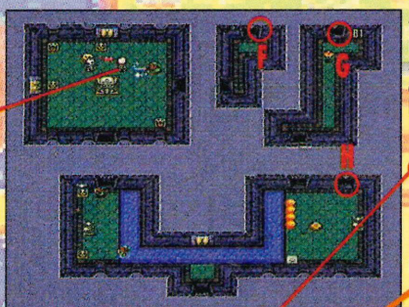
Launch off this ledge and swim along to the end door.



This broken ladder is only accessible when the palace has been flooded.



As you can see, flooding the palace has bought those previously inaccessible ledges within easy reach.



You must pull this lever to open the door on the right in the previous passageway.

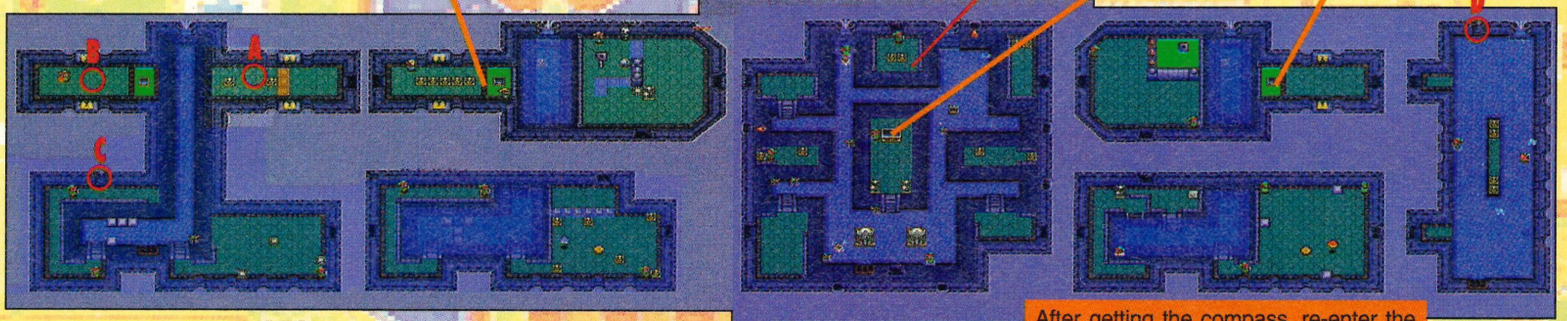
This room contains the Hookshot in the big chest. See below for a description of how to get it.

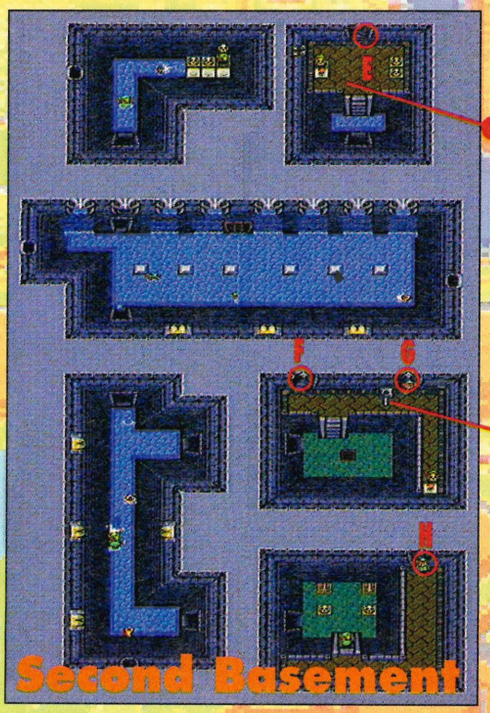








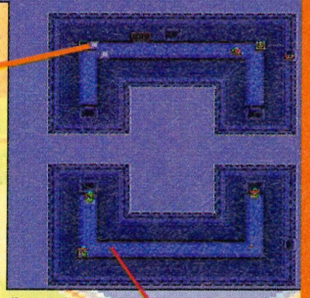




You are nearly there, now you only have to negotiate a few more passages before you'll come face to face with the boss.

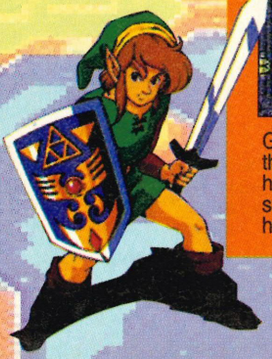
You must pull this lever to drain the water from the room.It will also give you access to two treasure chests in the room below.



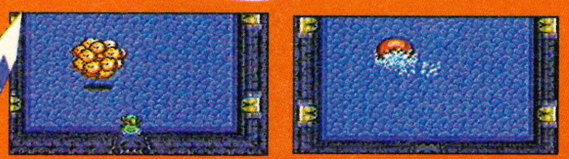


You will enter through the top door, now walk round clockwise and push the bottom block, left, to reveal the compass.

After getting the compass, re-enter the main room and exit via the bottom left. Run through the following room and grab the key from the room above. Return back to the chest room and leave by the top right. Hit the ball and push the switch, you can now swim past the immovable blocks by the key. Head left slide the bottom block left and the middle block up. Now head up the stairs to 1F, fall down the top right hole and grab the hookshot from the chest.



Arrghus



Grab Arrghus' servants with the Hookshot then swipe them with the sword. When all the minions are destroyed, go for Arrghus himself – the crystal is only seconds away! Beware, Arrghus will submerge if you don't kill him soon. The only thing to remember here, is to keep moving and swiping with that sword.



Skull Dungeon

To reach the Fire Rod, you have to get to this room and pull the lever in the middle.

As with earlier dungeons, stepping on certain tiles will alter the position of the holes in the dungeons.

The ground floor of the Skull Dungeon contains the Fire Rod, retrieved only with the Big Key, as well as the all important map and compass. It's a very intricate maze, interlinked with the forest itself – you can find your way in, by referring to the letters on the map.

Once you have the Fire Rod and all of the other items, you can head for entrance H.

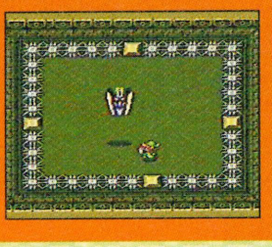
Be very careful of the bumpers – if you aren't able to pass through normally, don the cape and you will then be invulnerable to their powers.

First Floor

Hit this jewel to switch the blocks around the dungeon from blue to red and vice versa.

Mothula

To defeat Mothula, you will need to bombard it with all of the magic power of the Fire Rod. Stay close to the walls, but watch out for attacks. If you run out of the magic then attack with your sword but try to keep your distance as much as possible.





Skull Woods lies above the dungeon, with many of the entrances being above ground. Study the two different maps and plan your route by using the indicative letters on each one. The woods aren't totally empty though, so be careful!

On this map, there are letters which indicate the entrances to the various parts of Skull Dungeon.



Skull Woods



First Floor

Swipe the vines at the top of the screen to make it to the next room.

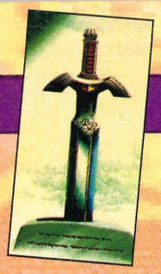
To reach the final part of the dungeon, head to the top left area of the woods.

Only come here when you have collected the Fire Rod from the ground floor.

Use the cape to safely move around this room.

Watch out for the various enemies above ground – use your sword to deal with them rather than wasting valuable magic.

Enter the woods through this entrance.



Gargoyle's Domain

First Floor

Once through here, head to the left until you reach the bombing section on the far side.

When you reach this section, bomb the weak part of the roof, so that light shines through to the room below.

To get past these blocks you will need to hit the earlier crystal with your sword or an arrow.

Follow the girl up this corridor to the room above.

Negotiate your way through this room as best you can – swap from belt to belt to avoid the different attacks and enemies.

Blind the Thief



If you haven't broken the weak part of the roof above, the girl will simply walk around here for ages; if you have, Blind the Thief will appear in her place! To defeat him, just keep on hitting him in the head with your sword, approaching and striking, then retreating and waiting for the next attack opportunity.



First Basement

Watch out for the dungeon denzins under these platforms. They can easily be hidden.



To enter the dungeon, approach the gargoyle and then grasp the three prongs of his spear and give it a hefty pull. He will then move it out of the way, giving you free passage to the dungeon levels.

It is just a matter of working your way around each area until you reach the desired items.

Work your way around to the compass by climbing the stairs and heading south, then around to where the chest awaits.











Take care when crossing this particularly dangerous area! Just leg it as fast as you can!

The second basement of the thief's hideout is fraught with danger as well as hordes of treasures and items! Retrieve the Big Key from the first basement and then go and find Titan's Mitt. This gauntlet basically allows you to lift the really heavy stones found on the outside. Therefore giving you access to a number of new areas.

Second Basement

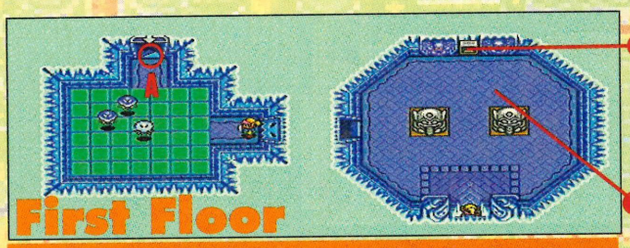


Don't visit this girl until you have hit the light at the top of the map. Then go back to her and follow her directions to the room below the light..



Ice Palace

Cartridge supplied by:
Video Game Centre
(0202) 527314



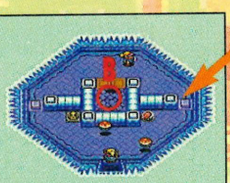
Use the telepath tile to communicate with your man back on Light World.

To get out of the first room attack one of the statues with the Fire Rod and get the key from one of the other monsters. later on.

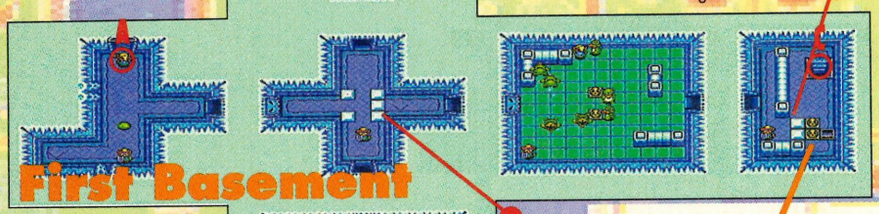
First Floor

The Ice Palace is one big baby, covering eight different areas in total! The actual size of the areas isn't too daunting, yet they are set out in such a way that you will have to be careful as you go through; not to lose your position. Getting the map would allow you to follow our maps closely. Head for the map as soon as you get to the second basement. The blue mail, which will protect you from twice as much damage as before; is hidden away on the fifth basement; of course, you will need the Big Key if you are to find and keep this. You will also have to use the Hookshot to grab hold of ice on one side of the room and then pull yourself across deep ravines and chasms. Get used to this manoeuvre as early as possible – you will certainly have to use it many times if you are to survive the perils and pitfalls of this icy domain!





You can only reach the Big Key by going to the 2and basement and heading back up through another door.



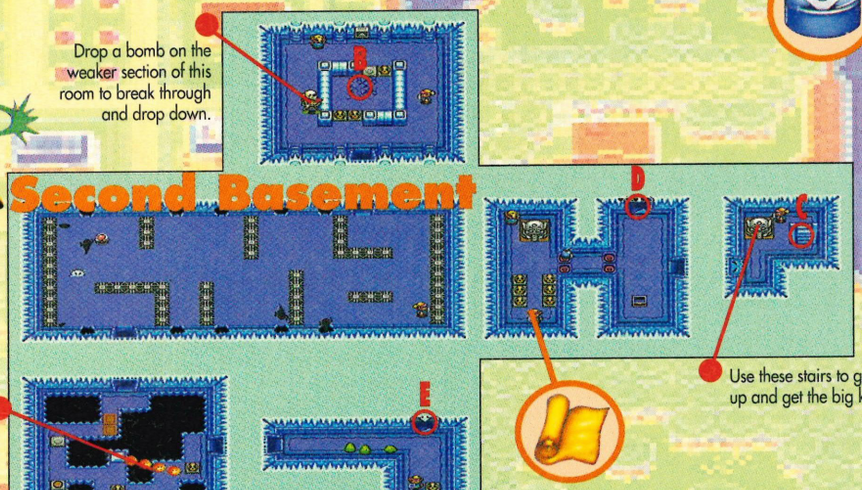
First Basement

To make the chest containing the compass appear, you will have to defeat all of the monsters in the room.

Push the blocks to the side to allow you access to the various rooms.



Drop a bomb on the weaker section of this room to break through and drop down.



Second Basement

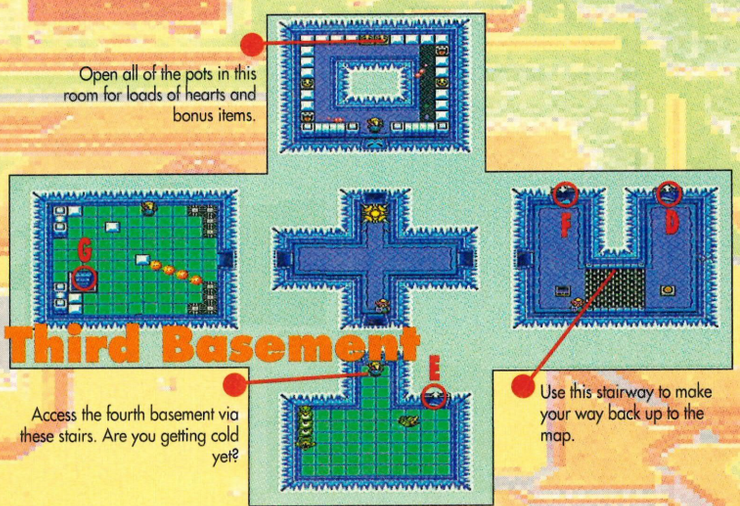
Watch out for the fire in this room!

Use these stairs to go up and get the big key.



This is where the Hookshot comes into its own! This is the only item that can help you out here – you will have to use it to grab the block on the other side and then it can haul you across the gap.

Open all of the pots in this room for loads of hearts and bonus items.



Third Basement

Access the fourth basement via these stairs. Are you getting cold yet?

Use this stairway to make your way back up to the map.

Get through this danger-filled room as quickly as you can, taking care not to run into the bumper in the middle of the screen.

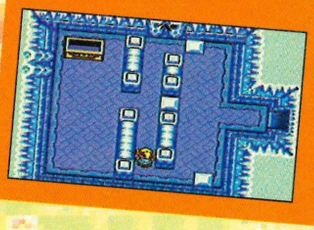


Fourth Basement

Bomb through the weaker section of the floor so that you fall through to the room with the Blue Mail.



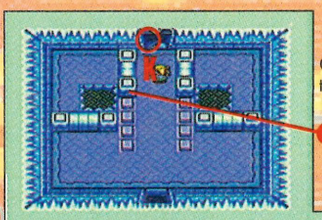




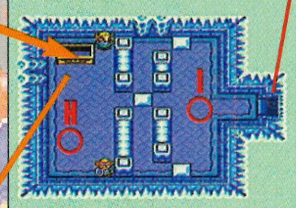
The blue chain mail is within your grasp! Reach the screen by bombing the floor above and dropping through. Collect the mail (you will need the Big Key) and then make your way out, by pushing the ice blocks in the middle, then down at the bottom. Your new armour is twice as effective as before.



You can't get to the mail through this door – you will have to enter from above (see left).

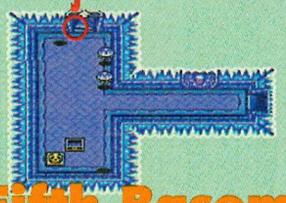


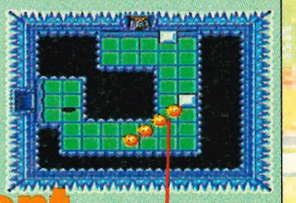
Get through to the gaps by pushing the blocks out of the way. The Faerie cave is above.









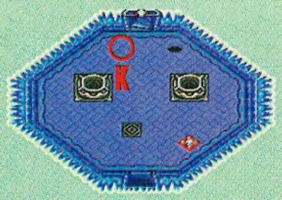


Fifth Basement

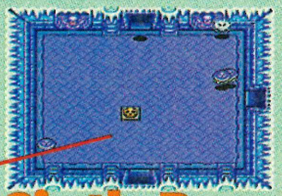
Watch out for the fire attacks!

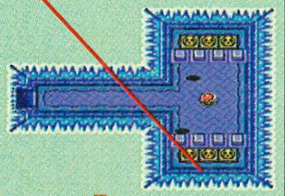


If you take time to explore the caverns, you will find the Faerie cave here. If the blue blocks are down you can take the short cut.



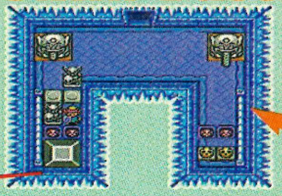
Drop to the fairy fountain by falling through the hole above. This will replenish much-needed energy.



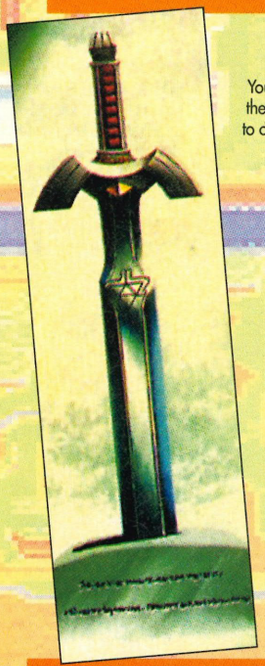


You need to hit the crystal in the far right room to be able to continue through the room below.

Sixth Basement



You need to reach this gap and then break it, to get to the end guardian's room..



Seventh Basement



To be able to reach the gap that leads to the guardian's room, you will need to first push the blocks in the centre room of the fifth basement. Then hit the crystal in the right hand room of the sixth basement (above) and then you can make it through to the bottom left.

ACTION REPLAY

Unlimited magic energy	7EF36E8Ø
70 Arrows	7EF37746
50 Bombs	7EF34332
10 Hearts	7EF36D5Ø



To reach the Ice Palace, you need to return to the Light World and find the Pool Of Happiness. Once there, lift up one of the stones and then use the warp.

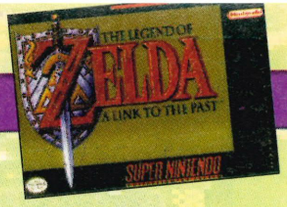
Kholdstare





To defeat the guardian, Kholdstare, you first need to melt the ice around him with the Fire Rod and then you have to use that rod and the sword to destroy the three gassy eyes that appear. Simple!

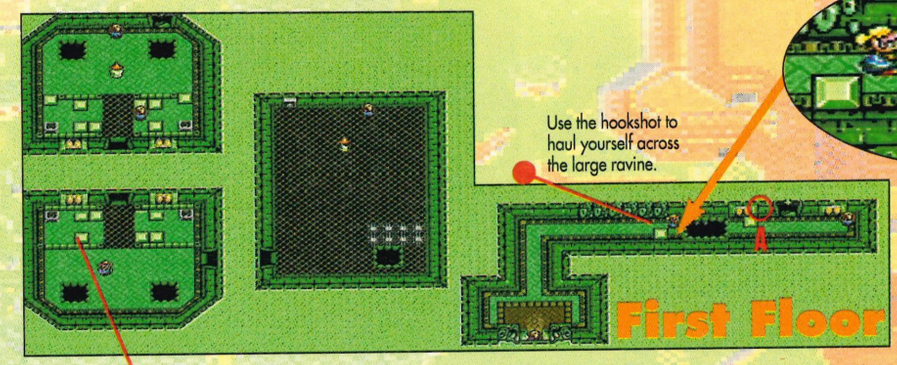


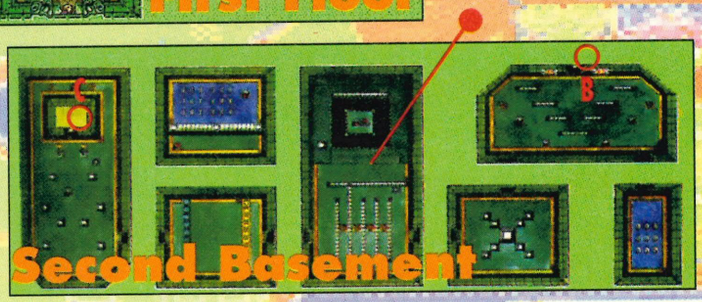


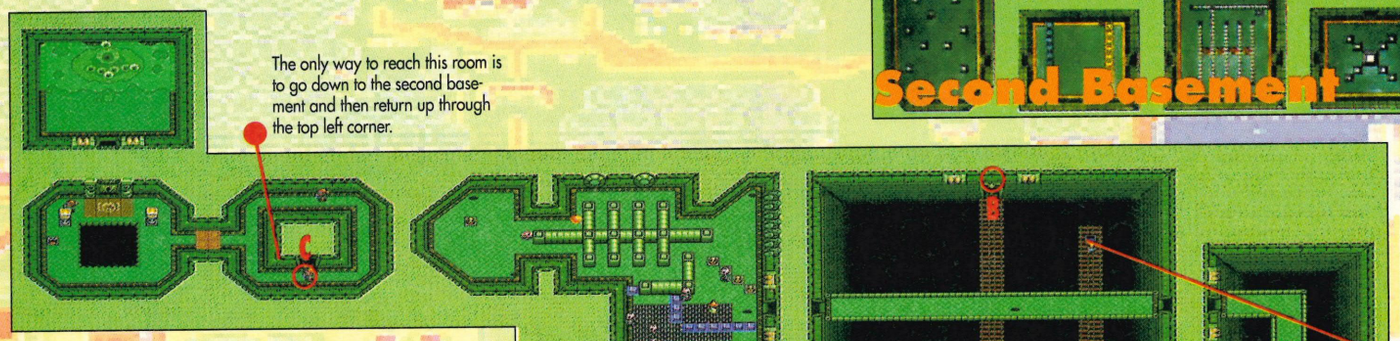
Misery Maze



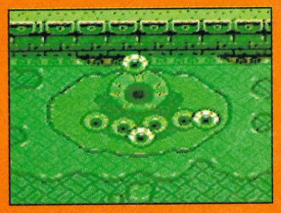
The entrance to the Misery Maze will only appear if you stand on the runes and activate the Ether Medallion.



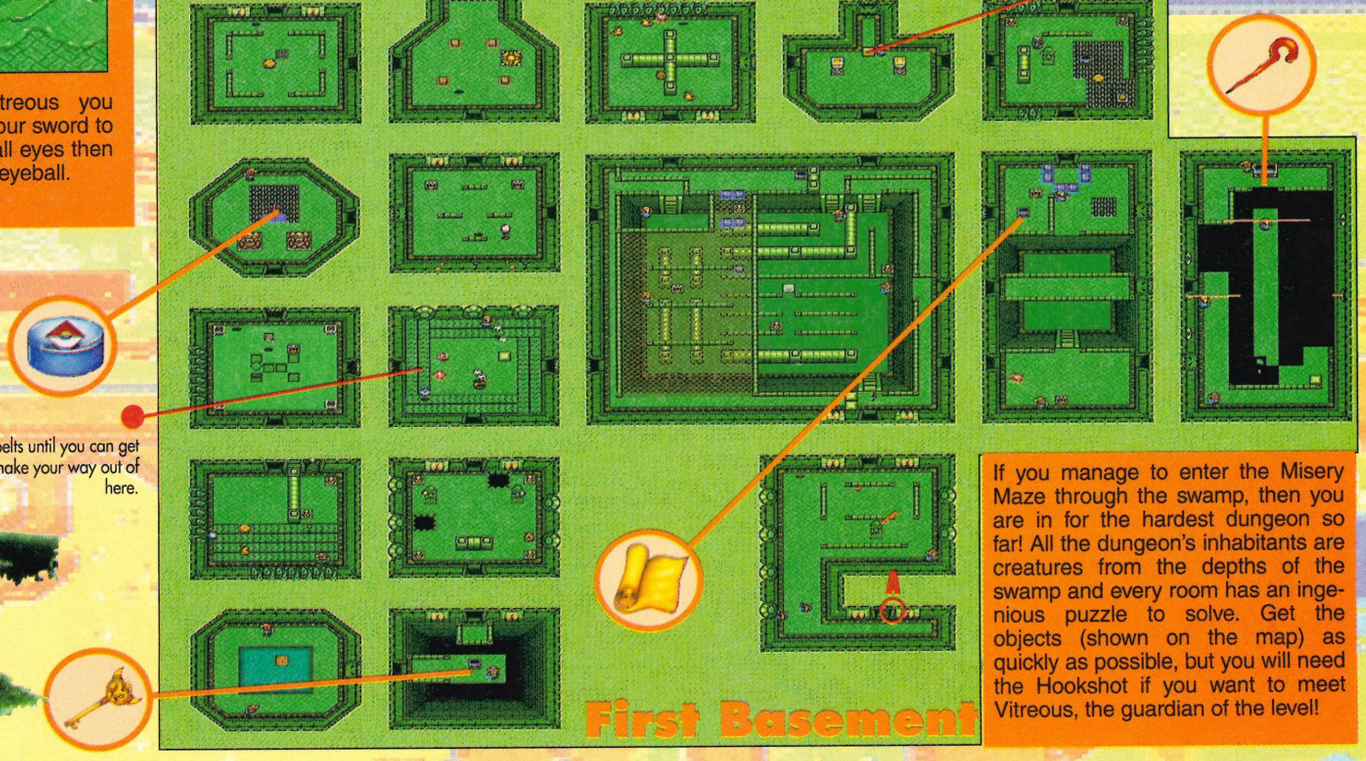




Vitreous



To destroy Vitreous you must first use your sword to destroy the small eyes then go for the main eyeball.

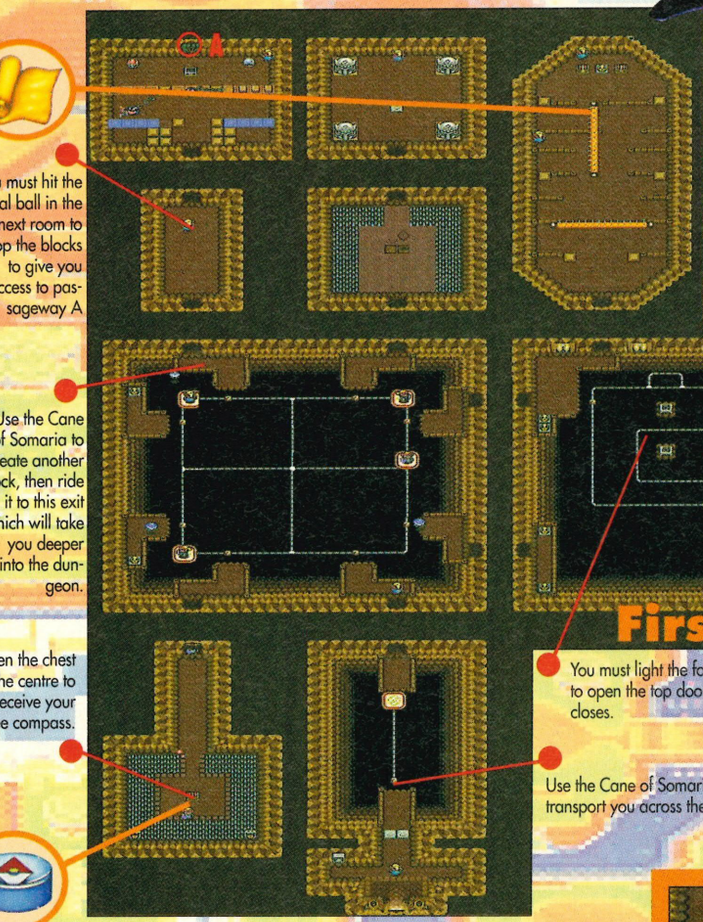


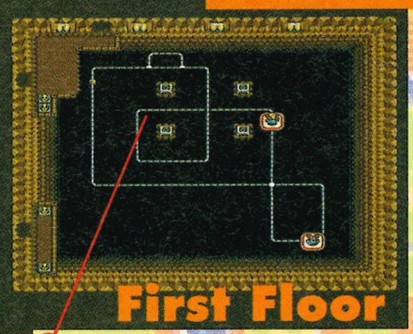


If you manage to enter the Misery Maze through the swamp, then you are in for the hardest dungeon so far! All the dungeon's inhabitants are creatures from the depths of the swamp and every room has an ingenious puzzle to solve. Get the objects (shown on the map) as quickly as possible, but you will need the Hookshot if you want to meet Vitreous, the guardian of the level!

Turtle Rock

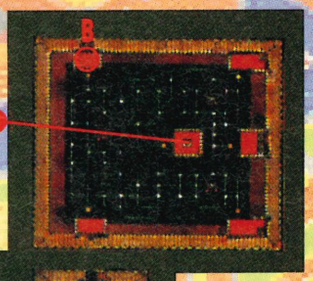
Turtle Rock is a vast underground maze. Since you need the Cane Of Somaria to get through it, there's no point in coming here unless it is in your possession. A keen sense of balance and a strong hold over your equilibrium are essential!

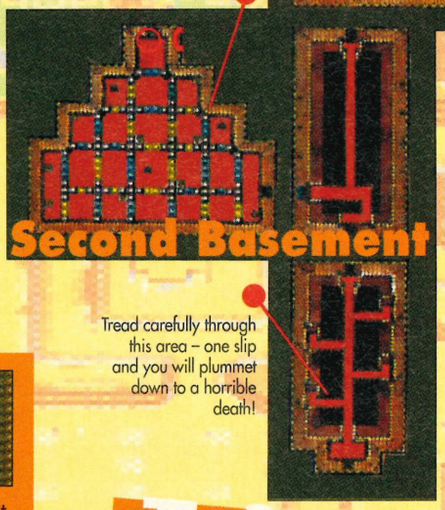






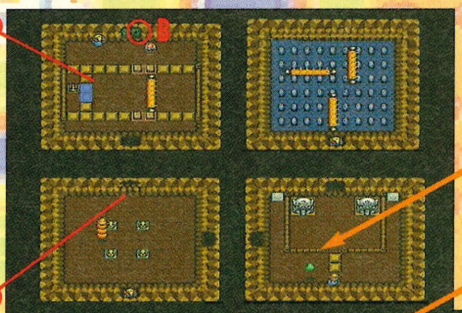
To warp onto Turtle Rock you must hit the stumps in the following order, right, top, left. To open the rock, use the Quake Medallion, for an added bonus, pull the turtle's left flipper.

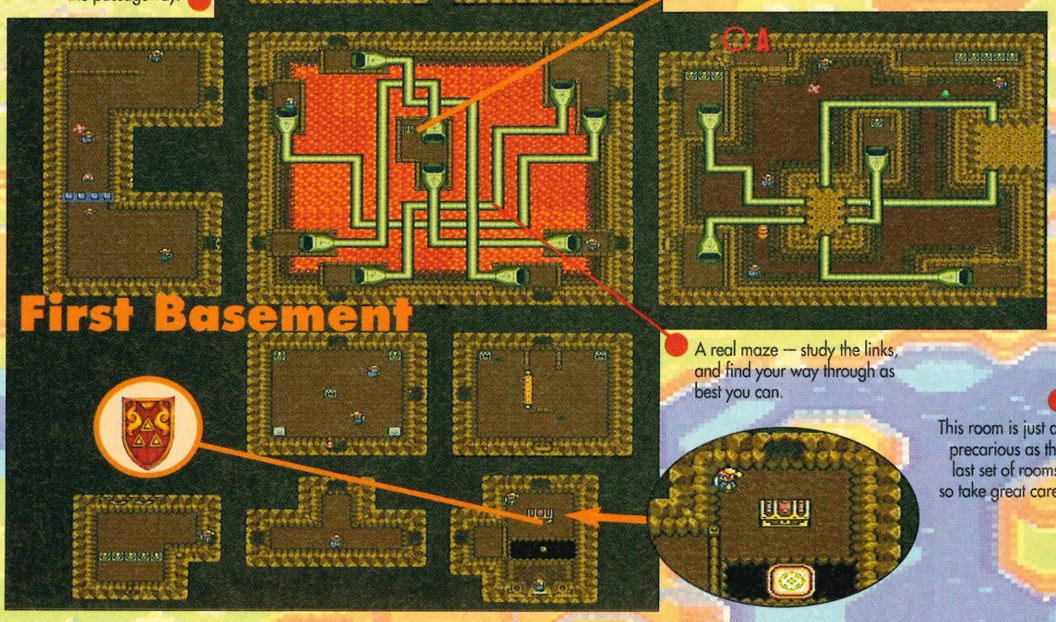




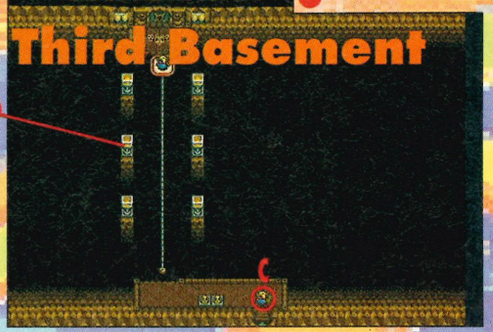


Push the top block to the right, and pull the left idol's tongue to reveal a room full of rupees.

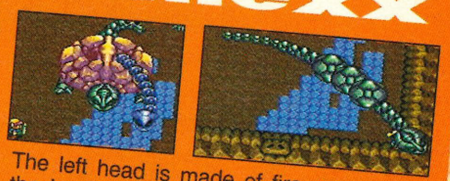




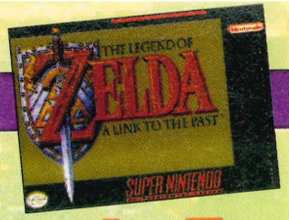




Trinexx



The left head is made of fire, so use the the Ice Rod to cool him down, then hack him with your sword. Do the opposite for the other head.







Ganon's Tower

Ganon's Tower is a huge level and is packed with danger and many traps such as invisible walkways across bottomless pits.There are many warp tiles secreted around the tower and some rooms can only be reached by means of the warps. All of the bosses you have met earlier in the game, put in return appearances at various levels throughout the tower. You will have to summon up all of your strength for this one Link!

First Floor

Yes! You guessed it, another warp tile!

Use the warp tile if you find yourself trapped in this room.

Drop bombs onto the conveyors to activate switches and dispatch various baddies.

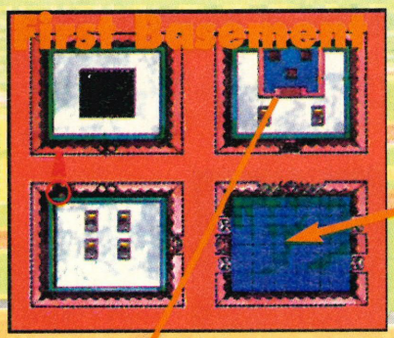
This is another room with an invisible floor, use the same method as before (left).

Use the Fire Rod to light the torches, then – using the Cane of Somara – create a block and push it ahead of you. When it falls, create another ,this will help show you where the invisible path runs.





First Basement



Armos Knights



You can kill the Knights by shooting them with your arrows. The final Knight may take more hits to kill than the rest.

Dash at these blocks to bounce backwards over the gap. Use a bomb to open the crack in the wall.

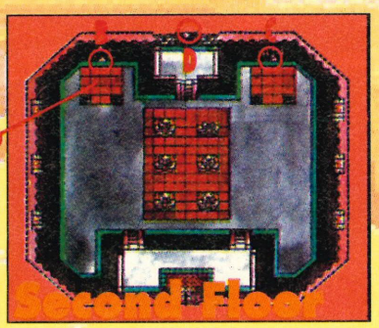
Third Floor



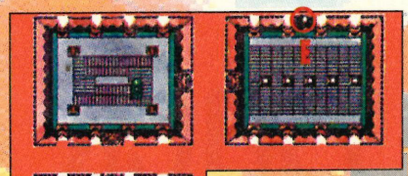


Exit through this gateway and light the two torches to open the door in the next room.

Second Floor



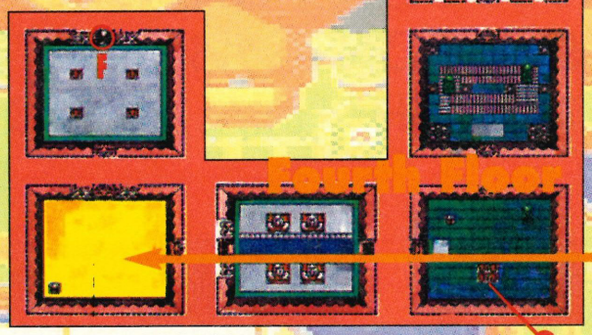




Watch out for the lasers shooting out of the walls – you must use the Mirror Shield to deflect the beams.

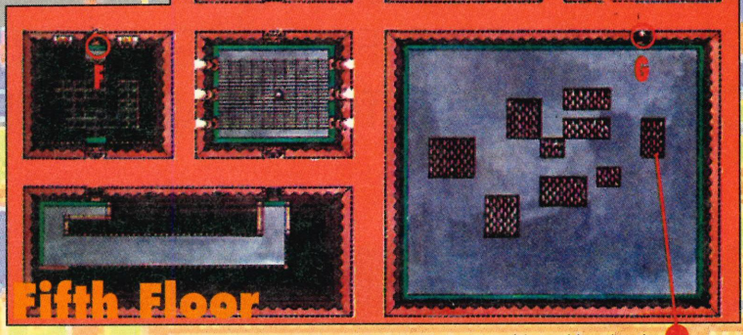


You must light all four torches to activate the door mechanism.



Fourth Floor

Lift these pots to find the switch to open the door.



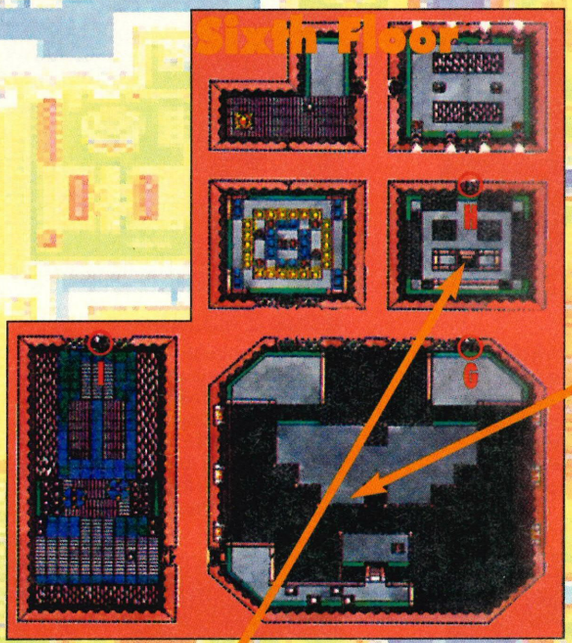
Fifth Floor

If the Moldorm knocks you off his ledge, this is the room you will land in. Just pray you don't land in the spikes.

Lanmolas



Your best attack is to use the spin attack on their heads, don't stand around too long, as they will sense your position and appear below you.

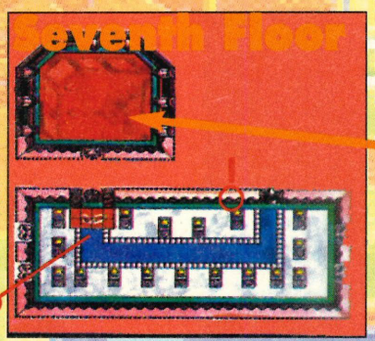


Sixth Floor

Moldorm



You must aim for Moldorm's tail as it his only weak spot. Be careful you don't get pushed off the edge, otherwise such a nasty fall will do you no good at all.



Seventh Floor

This doorway will take you to another battle with Agahnim (see seperate section).

Agahnim



You must deflect the magic fireballs back at the real Agahnim and not his hazy clones. This is basically the same as the first time you met him. No problem now that you have more armour and hearts.



Watch out for the fireballs in this room. The stairs lead down to the rest of the dungeon. Light all the torches to activate the secret entrance.

Ganon



When Ganon flies to the Pyramid after you defeat him the first time, you must buy a super bomb from the bomb shop and use it to blast a hole in the roof of the pyramid. You will find a pool inside into which you must throw your bow and arrows to receive the silver arrows (the only weapon that can defeat the true Ganon). When Ganon appears, you must keep the torches burning continuously. If you can get close enough, hit him with the sword, causing him to freeze. This is when you should shoot him with your silver arrows. Keep doing this until the evil mother is vanquished.

SUMMARY

GAME NAME: The Legend Of Zelda:Link To The Past
TIME TO COMPLETE: 2 weeks
HIGHEST SCORE: n/a
NUMBER OF LEVELS: loads
CHALLENGE RATING: hard

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

CONSOLE XS Back Issues

YOU CAN STILL GET BACK ISSUES OF BRITAIN'S ONLY DEDICATED TIPS MAGAZINE FOR SEGA AND NINTENDO CONSOLES. HERE'S YOUR CHANCE TO GRAB THE ISSUES YOU MIGHT HAVE MISSED!

XS Back Issues Form

Please send me the following back issues of Console XS:

.....

.....

Name .....

Signature .....

Address .....

.....

.....

Postcode .....

Phone number .....

Method of payment *please indicate your choice*

☐ **CHEQUE / POSTAL ORDER**
Please make payable to Paragon Publishing Ltd

☐ **CREDIT CARD**

Expiry date___/___/___

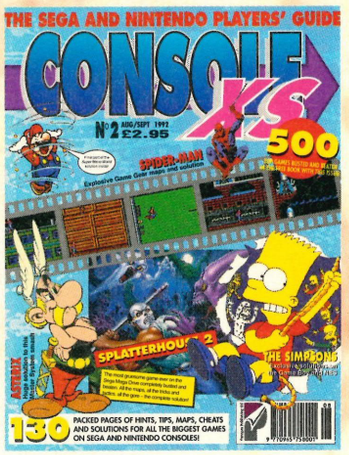
Card number _____/_____/_____/_____

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Console XS Back Issues, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.



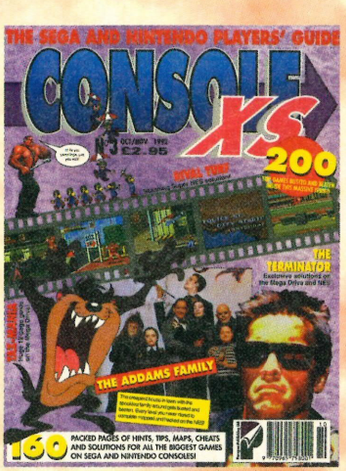
Issue 1 £3.50

Stunning launch issue featuring hints, tips and solutions for over 250 top games including Super Mario World (SNES), Arnold Palmer (MD), Battletoads (NES), Bonanza Bros (MS), Buck Rogers (MD), Castlevania (GB), Desert Strike (MD), Double Dragon 2 (NES), Dragon's Lair (NES), EA Hockey (MD)...



Issue 2 £3.50

Free 100-page book featuring 500 game busters for all Sega and Nintendo consoles bundled with this packed issue. Inside are full solutions to Asterix (MS), The Simpsons (GB), Spatterhouse 2 (MD), Spider-Man (GG), R-Type (SNES), Terminator 2 (GB), Marble Madness (GG/MS), Hook (NES)...



Issue 3 £3.50

Massive 160-page magazine featuring solutions to Rival Turf (SNES), Lemmings (MD), The Terminator (NES/MD), Taz-Mania (MD), The Addams Family (SNES), Battletoads (NES), Prince of Persia (MS), Super Battletank (SNES), UN Squadron (SNES), Midnight Resistance (MD), Home Alone (GB), Mega Man III (NES)...



Issue 4 £3.50

Bursting issue crammed with solutions for Tom & Jerry (NES), Street Fighter 2 (SNES), Zelda 3 (SNES), Dragon's Lair (SNES), Turtles IV (SNES), Sonic 2 (MD), Alien 3 (MD), Predator 2 (MD), Greendog (MD), The Hunt for Red October (GB), Bart's Nightmare (SNES). Also included is a massive A-Z of cheats for all consoles!

MORE than you can handle?

THE IDEAL ELECTRONIC GAMES SHOW

25-28 MARCH
EARLS COURT 2

You want to see all the best in games hardware and software?

You want to try out all the latest games for computers, consoles and hand-helds?

You want to know what's happening in the games market?

You want to be at the Ideal Electronic Games Show, Earls Court, March 25th - 28th. The most exciting games in Britain's most exciting venue. And if you want to be sure of getting tickets and beating the queues, all you have to do is post the coupon or telephone the credit card hotline on **0733 890155.**

The Ideal Electronic Games Show. What more do you want?



Daily Mail

ideal home plus

EARLS COURT, LONDON
18 MARCH - 12 APRIL 1993
DAILY MAIL IDEAL HOME EXHIBITION

SPONSORED BY
EUROPRESS INTERACTIVE EUROPRESS PUBLICATIONS

Name .....

Address .....

..... Post Code .....

Number of tickets required .....

Ticket prices - £7.00 adults, £4.00 under 16, £4.00 senior citizens.
Please make cheques payable to Angex Limited and crossed "& Co".
Send to: Ideal Electronic Games Show Tickets, 9 Flag Business Exchange, Peterborough PE1 5TX.



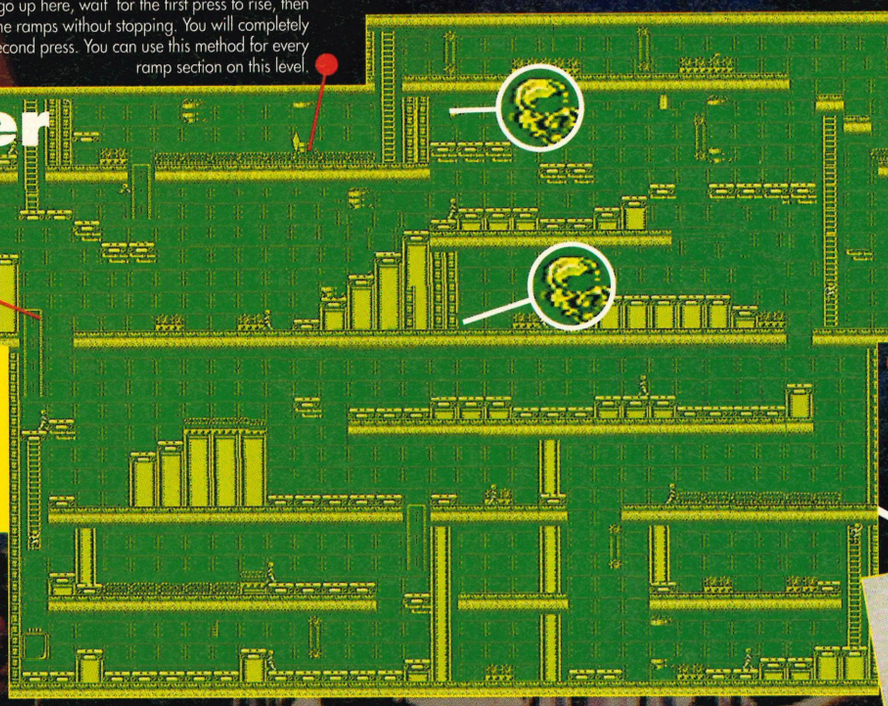
When you go up here, wait for the first press to rise, then run along the ramps without stopping. You will completely miss the second press. You can use this method for every ramp section on this level.

Sandcrawler

Press jump off this to get the extra lift to reach the higher platform on the left.



There are loads of instruments of death in this armoured crawler. The object is to rescue R2D2 from the devious Jawas.

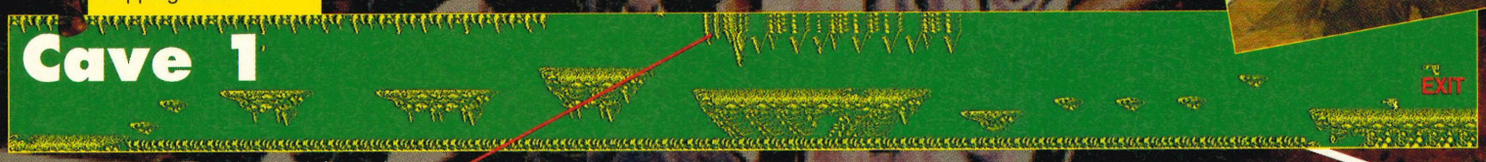


This is R2D2. You will need to perform a long jump from the two sets of conveyor belts to reach the precarious ledge where the droid is waiting to give you a message.



A very simple level! All you have to do is get the laser gun at the end; the only dangers are spikes and dripping water.

Cave 1



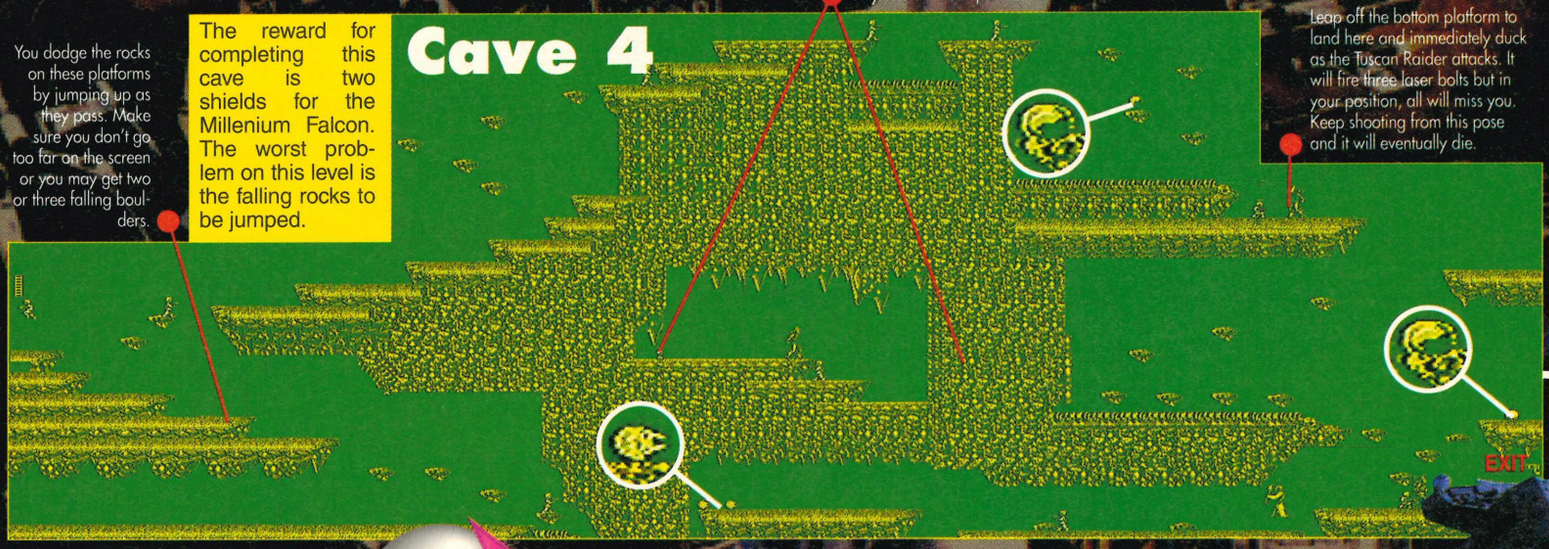
When you leap this platform, make sure you don't hit this rock and fall down into the spikes.

Leap through the wall (below) and you will enter this secret room. Unfortunately, there is only one extra life past the Tuscan Raider.

You dodge the rocks on these platforms by jumping up as they pass. Make sure you don't go too far on the screen or you may get two or three falling boulders.

The reward for completing this cave is two shields for the Millenium Falcon. The worst problem on this level is the falling rocks to be jumped.

Cave 4



Leap off the bottom platform to land here and immediately duck as the Tuscan Raider attacks. It will fire three laser bolts but in your position, all will miss you. Keep shooting from this pose and it will eventually die.

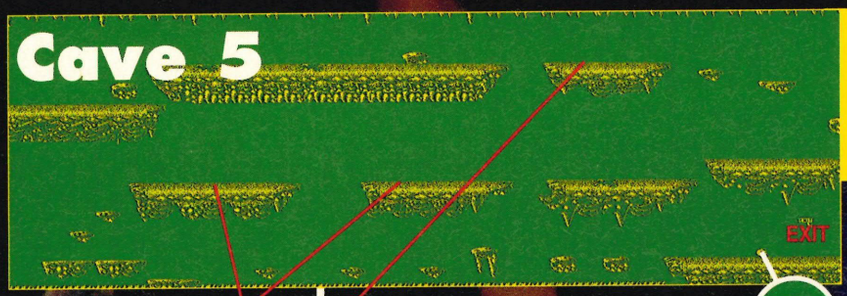
"You're all clear kid, now let's blow this thing and go home!" It is not surprising that so many Game Boys are sold worldwide when the games are as good as this. Apart from *Mario*, *Star Wars* has to be the best game for the hand-held, with superb graphics and loads of levels. The game is slightly less complicated than the NES version but it is just as challenging (ie, very hard). SUPER XS used the force for the full solution.

GAME BOY

CAPCOM ● £24.99 ● PLATFORM SHOOT-'EM-UP

STAR WARS

Cave 5



This top cave is full of leaping rats who must be shot instantly or they will drag you over the edge of the cliffs. There is a shield for anyone who dares enter here. Take our advice, leave out this cave.

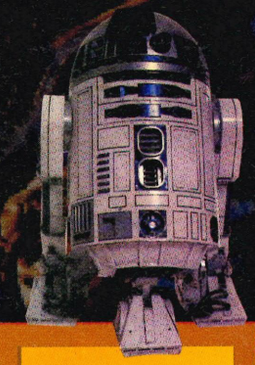
This is the most important cave on Tatooine! The object is to get to General Kenobi, but there is a very useful secret 2-up cave to find as well as health power-ups. The only enemies are flying insects, so take the level slowly til you know where they will appear. Shoot them once to clear the way.

This is the best secret room in the whole game! Jump through the wall at a certain point and you will enter the wall. Now walk to the left, leap the pit that is barely visible and shoot the Tuscan Raider beyond. Inside the cave are two extra lives which can be picked up as many times as you enter the cave. You can build up all your lives for the Death Star in this way.

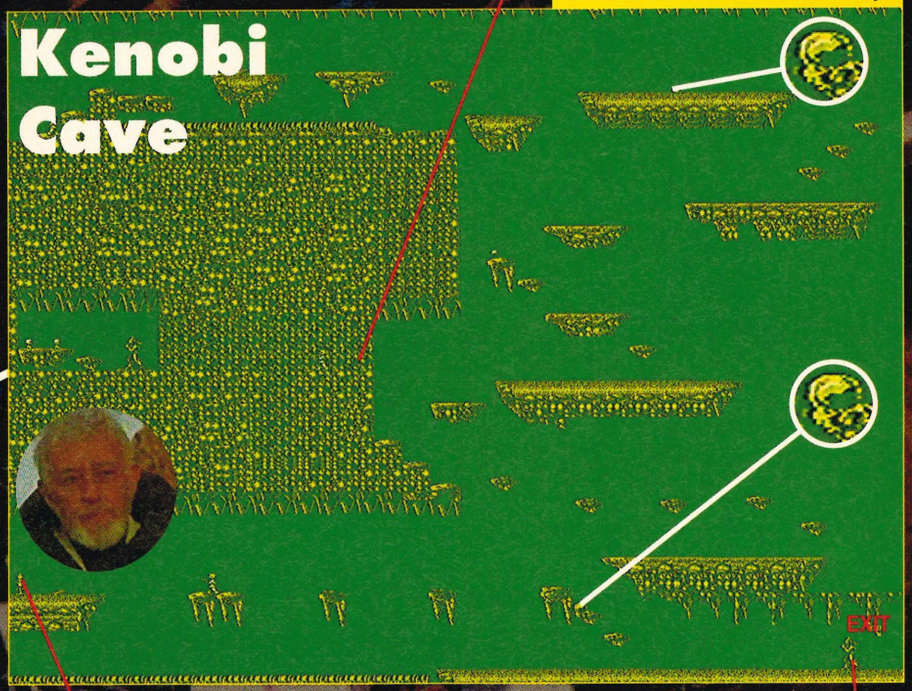
Rats will appear here, but if you leap over them, they will run off the platforms and drop to the spikes below. The force is strong in this one.

This cave is full of rats who need to be shot on sight as they will push Luke over the edge of the cliffs. Shoot them as they leap out of the rocks.

Luke starts his adventure on Tatooine, the desert planet. The primary objectives are to get Obi-Wan Kenobi who has your Light Saber, rescue R2D2 from the Jawas, find shields for the Millenium Falcon and finally enlist the help of Han Solo in Mos Eisley. Let the wookie win!



Kenobi Cave



This is Obi-Wan Kenobi. He will give you your father's Light Saber and join you in your quest against the Empire. The Light Saber is extremely useful for defeating Stormtroopers in the Death Star.

Once you have Obi-Wan Kenobi, you have to go through this Tuscan Raider to escape. Crouch by the first platform and keep shooting to the right to finish him.

Tatooine

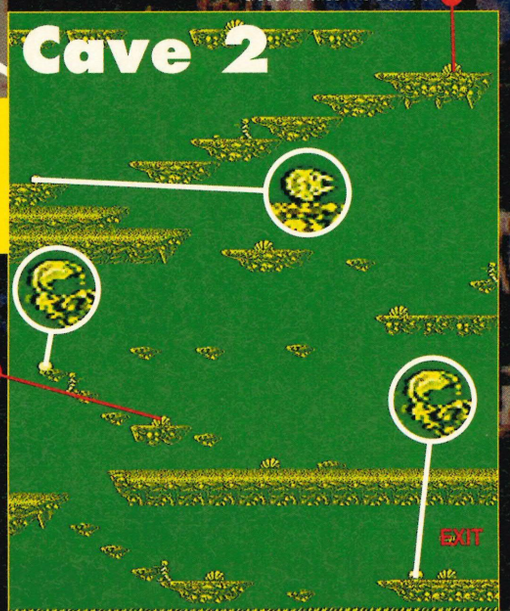




Another shield cave. You need to get eight shields for the Falcon. The easiest way to get them, is find a cave which you can complete without losing a life and keep re-entering it.

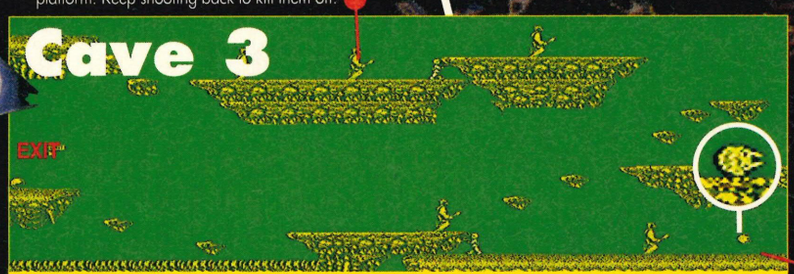
When you jump down onto a platform, leap to the far right and then turn and crouch to shoot the creature.

Cave 2



To fight the Tuscan Raider, run up to them, shoot them once and quickly leg it back to the first platform. Keep shooting back to kill them off.

Cave 3



After getting the shield (above), you have to tackle these little grubs. Crouch and shoot them four times.

Another shield can be found here. The Raider can be lured back to the raised platform where you can sit and shoot at his head.

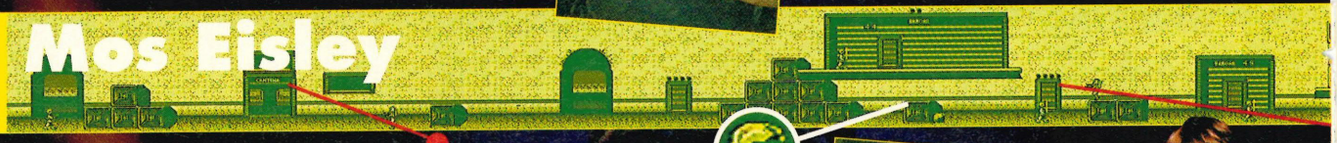
What a lot of trouble to go to for a simple set of shields. If you want to avoid all the Tuscan Raiders then you can simply walk off the first platform and land on the one below. Use the method above to finish off the Tuscan Raiders.





Stormtroopers are everywhere; looking for two droids and a boy. Use the Light Saber for dealing with them.

Mos Eisley



This is the Cantina entrance; press up to enter. When you leave, a Stormtrooper will instantly attack from the lef; run right straight away, turn and kill him. If not, you will be instantly killed yourself.

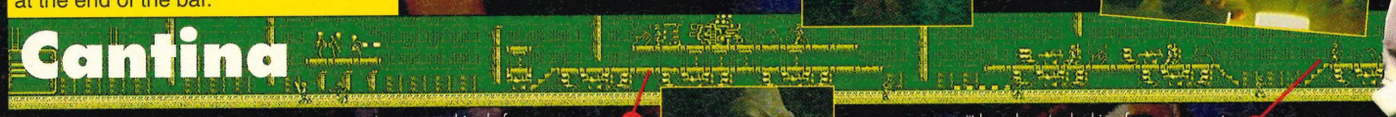






The Cantina is extremely tricky. Walk slowly to the right, slashing all the bounty hunters. As soon as you can, jump onto a platform to dodge the big guys with heavy lasers. Han is waiting at the end of the bar.

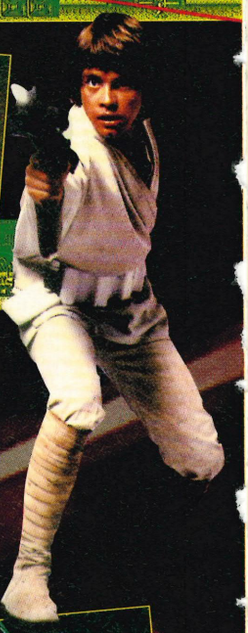
Cantina



Jump up to this platform as soon as you can to avoid the heavy dude!



"I heard you're looking for a passage to Alderaan." This is where Han Solo is waiting. He has more powerful lasers.



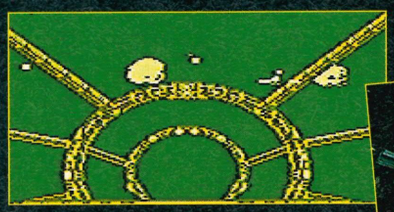




Now you are trapped by the Death Star's tractor beam and cannot escape. The first objective in the Death Star is to find the tractor beam control and destroy it, so that you can all leave. This first hanger is easy if you walk slowly to avoid Stormtroopers rushing on the screen.

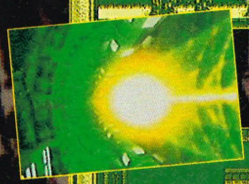
"Asteroids!" yelled Han. Ben looked at him and smiled knowingly. "You've been spending too long sat in that uncomfortable chair," he said smugly. Han nodded at Chewbacca, who leant over and bit Ben's head off. The easiest way to complete this sad section is to simply press down left on the pad as soon as it starts and not a single asteroid will hit you! Now you don't have to worry about getting all eight shields.

Asteroid Field





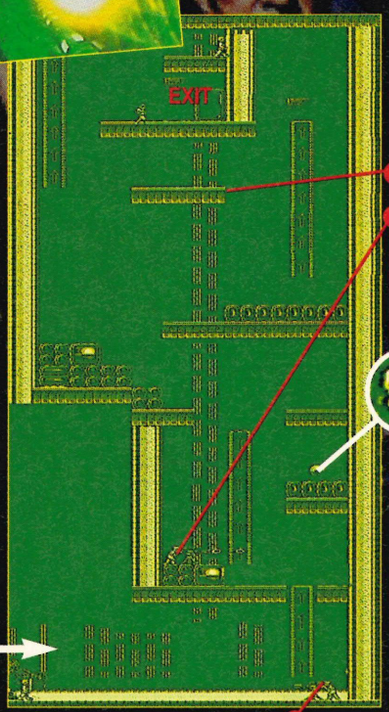
Hangar 1



The first Stormtrooper attacks here. Stand still and let him come to you. Slash him before he gets you.

There are five Stormtroopers to kill on this section of the hanger. The last one is here.

You can make this gap but if you fall, the drop is enormous. It is easier to run up to the top and leap over for a higher position (right). "I think we took a wrong turn."



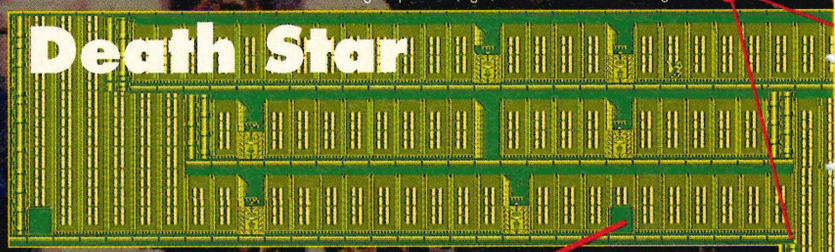
Jump up from the bottom of this suction tube and jump to the left as the platforms come into view. If you fall back down, it takes one unit of energy.

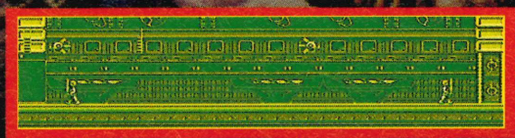
This Stormtrooper fires this cannon in groups of two. Once it has stopped, leap up to the shield on the right.

Run towards this gunner and leap over his head to the suction tube.



Death Star

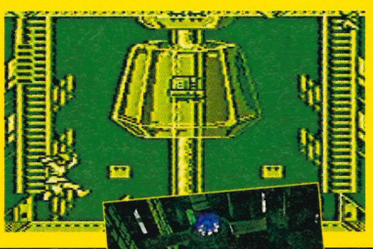


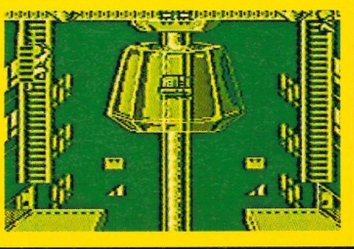


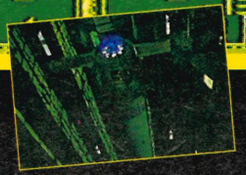
Avoid the missiles from overhead robots, slash the Stormtroopers and plug R2D2 into the port on the right to locate Princess Leia.

Tractor Beam

Stay on the left, wait for the laser to move right then jump up the ladder to the very top. Walk off right and shoot all the way down to hit the console in the centre. Quickly leap back up after the laser has fired to get another couple of hits in. Repeat this to destroy the tractor beam control and head onto the prison level and Leia.





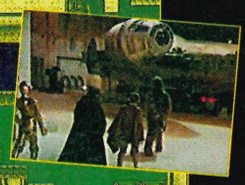




Jump onto this platform and slash the Stormtrooper as he returns. This one is armed with homing lasers.

Crouch down here and then leap up and shoot this guy. Watch out for his special lasers.

Slash the Stormtrooper here and then do a running jump to clear the large gap to Hanger 94 where the Falcon is waiting.



Hangar 94

Stormtroopers are swarming all over the place. Five attack you here in the hanger.

A Stormtrooper is waiting here. Drop down and use your Light Saber.

Once past the hanger, the rebels must find the tractor beam. This large level is the way you have to go. Use the map to find the exit and watch out for massive gaps. You don't have ropes to swing across in this game. Use the lifts to zip about, but watch out for the enemy as you emerge.

You are nearly at the Millenium Falcon. Use the suction tubes to reach new heights (press jump for more lift) and then get the shields and power-ups.

EXIT

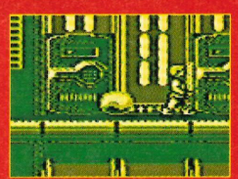
Luke must make large jumps to these platforms. If you get a run up, you should just make it. Fall, and you have to go all the way back.

These laser walls are activated every few seconds. Wait for them to fire, then jump through to the Millenium Falcon.

Prison

These droids are indestructible and very fast. Wait until he retreats, run towards him and then jump at the last minute. There is also a huge gap to leap.

EXIT



The energy ball near the Princess re-appears if you enter the left door. Use it as many times as you like.

Run left as soon as you emerge from this door to avoid the lasers. Now run right and leap over the gunner to the platforms.

SUMMARY

GAME NAME: Star Wars
TIME TO COMPLETE: 3 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 17
CHALLENGE RATING: Medium

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

Leap this gap at the end and you will be able to head for the trash compactor.

"Aren't you a little short for Stormtrooper?" There are two of the enemy waiting for you here.



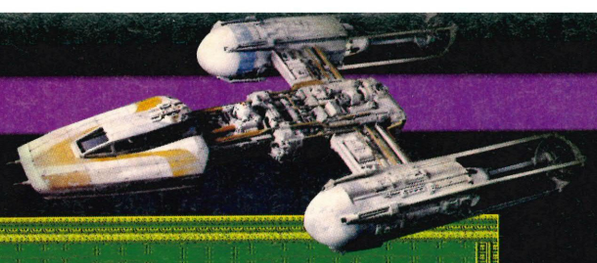


Now you must rescue Leia from the prison level before escaping. Follow the maps to Leia (bottom right), then follow the same map to the exit which is just below her but requires a massive detour to reach. Right at the end you will have to jump a large gap to survive.

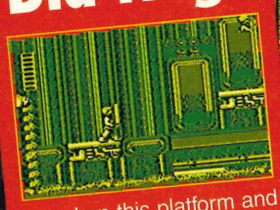
Here are the two exits for this level. Leia is in her cell (above), press up to release her. The trash compactor exit is below.

EXIT





Dia Noga



Stand on this platform and slash the Dia Noga as it rears its head from the slime. Do this quickly or you will be drowned.

Trash Compactor



Both these droids are indestructible, leap over them to the exit.

The conveyor belts will give you enough speed to reach this platform but then you have to jump even further to the droid on the far left.

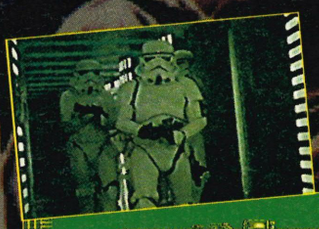
Once past the Dirty Harry robot below, shoot up this suction tube and use the conveyor belts to leap to the higher platforms.

The robot that guards this platform is indestructible, so just leap over him after he has shot in your direction.

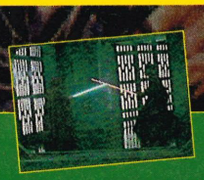
The route to the trash compactor is full of spikes and conveyor belts to try and trap you. Many of the jumps on this level require you to leap into the unknown and trust to luck but with SUPER XS maps, you can always find your way. The route to the right is a dead end but there is a health power-up for your trouble.

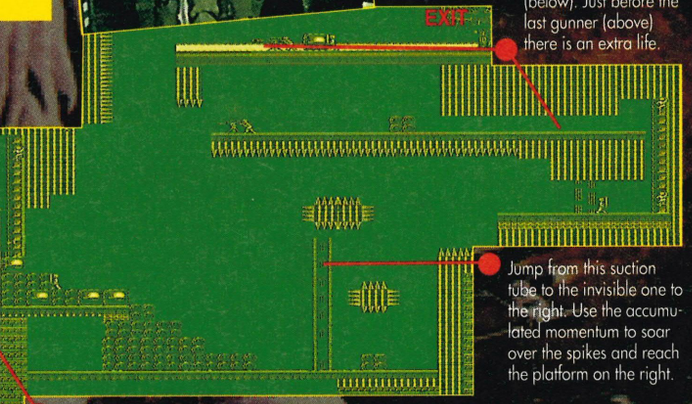


Cartridge supplied by:
The Darth Vaders at The Video Game Centre (0202) 527314



There are two Stormtroopers waiting (below). Just before the last gunner (above) there is an extra life.

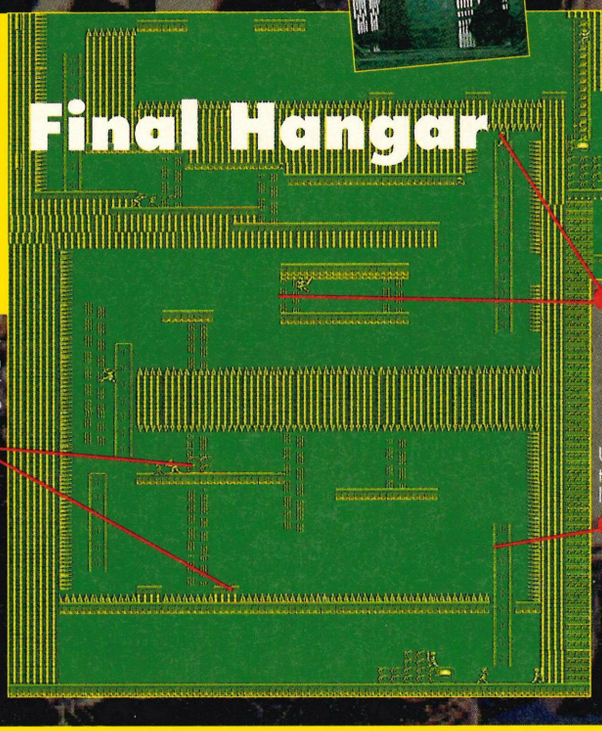




Jump from this suction tube to the invisible one to the right. Use the accumulated momentum to soar over the spikes and reach the platform on the right.

Final Hangar

The final hanger is a complete bitch! On this level you must master leaping over gunners and up suction tubes, jumping huge gaps over spikes and even flying through the air! As long as you don't miss any of the precarious jumps you should get through it. But watch the two gunners and the 1-up at the end.



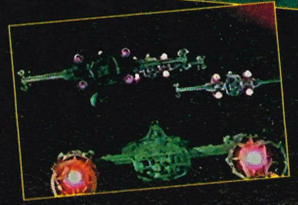
You can either drop down to this platform (below) or leap to the platform with the gunner. Jump over the gunner and straight up the suction tube to avoid the lasers.

Luke must bounce off the suction tube, use the next platform for a run up, and then get between the gap in the middle. When you get onto the tube, watch the spikes on the roof!

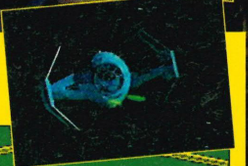
Use the momentum from the suction tube to jump off the top and push left to make the gap to the platform.



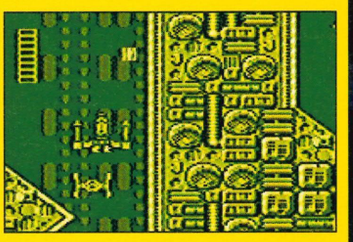








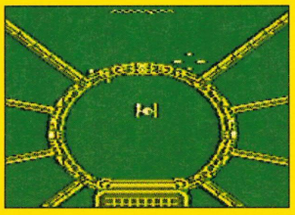
Trench Chase

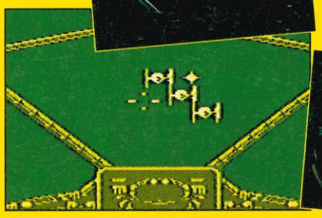


Once you have intercepted the fighters, you enter the trench. Stay to the left and avoid the sides of the trench. Tie Fighters will attack from behind so stay close and use the photon torpedoes to take them out. The exhaust port is at the end. One shot down that baby and it's all over.

Fighter Chase

The first fighter chase is in the Falcon. Just move the cursor to the top right and keep shooting the missiles as they approach. You then pilot an X-Wing fighter towards the Death Star. The missiles hit you in a square pattern rotating clockwise. Dead easy!

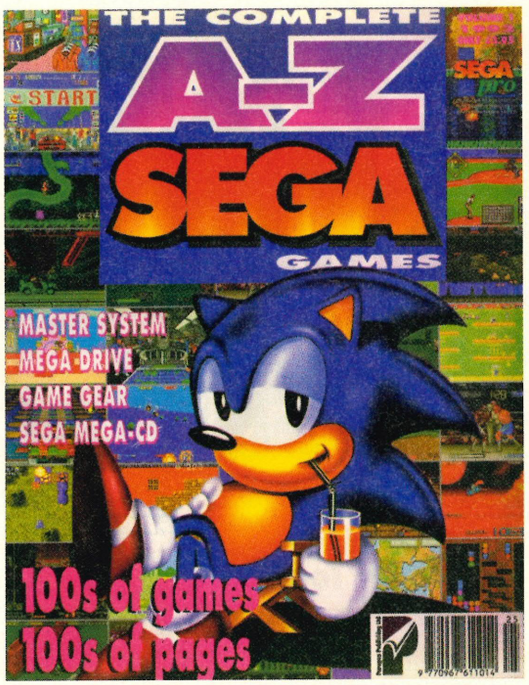








The Ultimate Games Bible For Sega Players!



The Complete A-Z of Sega Games is an essential buyer's guide to games. Crammed between its covers are reviews of virtually every Mega Drive, Master System and Game Gear title released from the inception of each console. But it's more than that:

- Big. Not just larger-than-A4 in size, but packed with over 150 information-filled reviews squeezed into more than 220 pages.
- Collectable. Perfect bound, glossy, full colour, fact-packed – all the ingredients necessary to ensure it's referred to again and again.
- Authoritative. Every game review occupies at least a page, so you know exactly what the game is about, how it plays and what it looks like.

The essential guide to all Sega games is out now! With over 220 pages, 150 reviews and 5,000 screen shots, it's the most comprehensive read you'll find!

A-Z of Games Order Form

Please rush me a copy of The Complete A-Z Of Sega Games at £3.95 plus £1 p+p to the following address:

Name .....Signature .....

Address .....

Postcode .....Phone nº.....

Method of payment *please indicate your choice*

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date___/___/___

Card number_____/_____/_____/_____

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: A-Z Offer, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

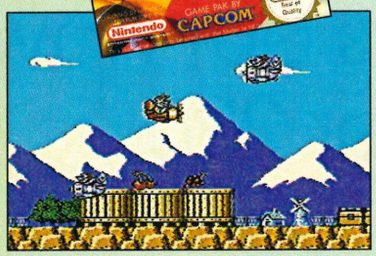
TALESPIN

CAPCOM ● £39.99 ● SHOOT 'EM UP

NES

The object of this Disney shoot-'em-up is to guide Baloo bear and his plane through eight missions collecting cargo and money. SUPER XS has the exclusive complete solution to every level, every enemy, every guardian you will face. *Talespin* is a test of reactions and quick thinking. *Talespin* is incredibly tough as are most NES games, but SUPER XS has cracked it wide open!





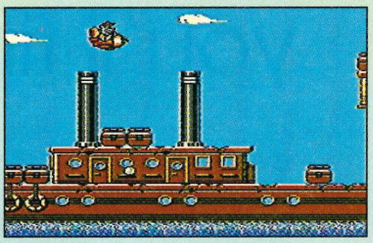


Round 1: Over the sea

Baloo's first mission finds him flying high – battling against bubble blowing machines, Tri-shot cannons and flying pirates that dodge about like a cat on a hot tin roof. Your first adversaries will be the pirates. One shot will take these flying rogues out but make sure that you score a hit or the pirate will run into you; taking a heart before you can fire again. To collect all the cargo boxes you will need to use the upside down flight. This manoeuvre will not only reverse your flight and direction of fire but also the direction in which the screen scrolls in. Be warned though, any enemies that you have previously shot will return.

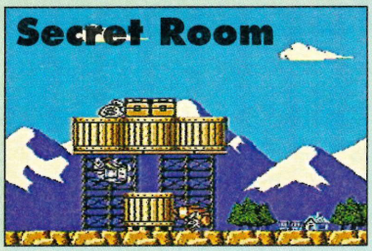


As you approach the waterfall a large sky pirate will appear. Don't try to kill him, it can't be done! As soon as he arrives, drop down to ground level and dive under him into the waterfall before he can fire his scatter gun. You will now find yourself in a vertically scrolling waterfall. Your only enemies are bubble blowing machines and surfing rats. The bubble machines take two shots and the bubbles they blow take one. It's safer to avoid them and collect the large heart on the third rock down. The surf rats bounce around but one shot will take them out. Having cleared the waterfall, stay to the left when you see shipwrecks and floating platforms. Now keep well back as helicopters rise from the water to attack you. As you reach the smoke stacks

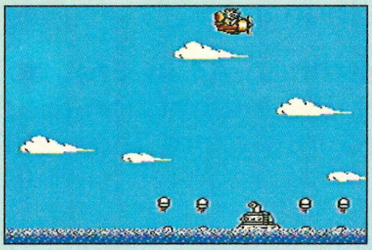


of the wreck, use the upside down flight to reverse the scrolling to enable you to collect the money bags and cargo boxes. Be warned, you can only flip over if Baloo's plane is horizontal.

When you reach the front of the wrecked ship, two helicopters will rise. Flip upside down to gain more time to shoot them down. Fly up slightly and fire twice to take out the tri-cannon and pick up an extra heart. Drop straight down to clear the gantry, use the flip button to give yourself more time to dodge the second cannon and dive under the hooks to pick up the money bag. Stay well back as the final helicopters attack.

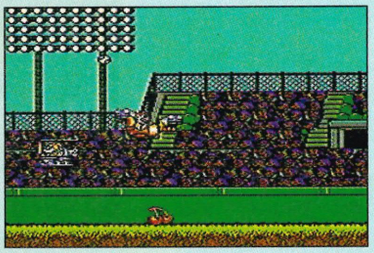


The last guardian is a huge submarine. The first sign of danger is a periscope, as soon as it is in sight, fire as many shots as you can.



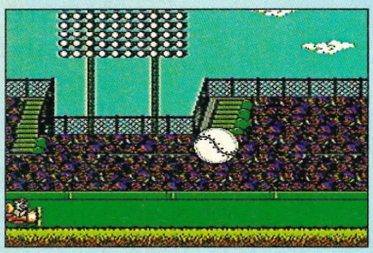
The submarine has two forms of attack, a multiple shot cannon and four missile launchers. The first attack will be the cannon. Dodge up then down and fire twice. Now go to the middle left of the screen. As the missiles are fired, drop down under them and fire again. Hit the sub 16 times and it's history.

Having reached the end of round one, Baloo collects his money and visits his mechanic Wildcat. Your best buys are the rapid shot and as many continues as you can afford.



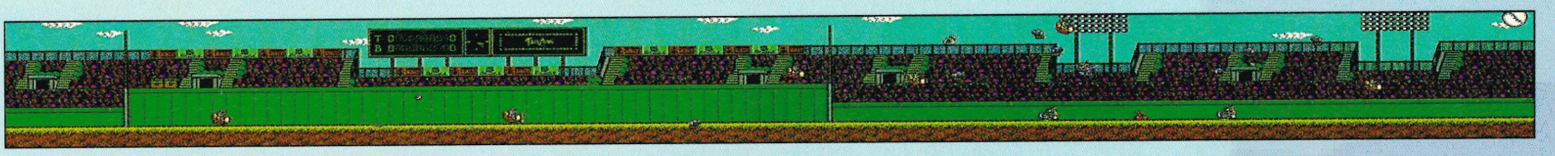
Round 2: The Baseball Stadium

As you start the round, stay low and in the centre of the screen. The first enemy you will meet is a mad rat with a pitching machine. As soon as he is in sight, fire twice and dodge the balls. Two more of these guys will follow in quick succession so use the same method. On sighting the first plane, fly low and under him, then rise sharply to the top of the screen and all the money. Cowardice is Baloo's best form of defence here so run, but watch the ground for extra hearts and money.



Once clear of the planes the screen will stop scrolling. As it does, so drop to the bottom left corner and wait. A giant baseball will bounce on screen and smash a hole in the pitch. Follow the ball down the hole and flip straight away. Baloo is now faced with exploding spiked balls which need to be shot out of the way before they explode.

Reach the base of the shaft and the screen will begin to scroll left to





right and you will enter a maze of tunnels. You will have to use the flip move a lot to survive and nearly all the junctions have spiked balls blocking your path, remember, Baloo can only flip when he is horizontal so give yourself room by scrolling in the opposite direction to where you want to go.



Having flipped your way through the maze, you will start to scroll up so flip over (yet again!) and wait till you reach the top. There will be a pitching rat waiting for you to the left of the hole. Blast him and the three spiked balls and pick up the money.

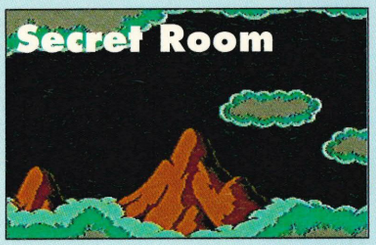


The end of level guardian is a giant flying baseball. When the scrolling stops, fly to the top middle of the screen. You can only do damage to this baseball when it is flying, but it can clobber you at any time, so when it is just bouncing about, stay well out the way. As the rotor appears on the ball, fly to the opposite side of the screen and drop to the middle, firing repeatedly. When the baseball drops down, rise to the top again and continue. 16 hits will drop his balls for good! You should have enough money to increase the Mini Sea-Duck's speed and performance by buying a new engine. If you have enough continues, save your money for the next visit to Wildcat's hanger.



Round 3: In the Stormy Sky

In an attempt to stop Baloo making his deliveries, General Karnage has placed mines and whizzing rockets high in the sky! Pirates will drift down throwing bombs, take out these parachuting pests with a double blast from Baloo's guns. Crates will appear in the clouds but make sure you have disposed of any mad parachutists.

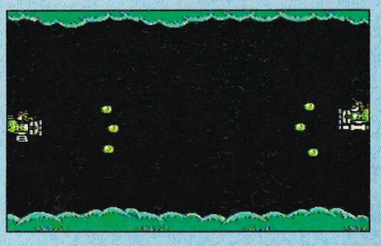


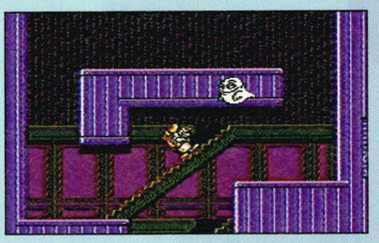
To negotiate the mines, keep to the left of the screen and blast away to destroy the falling bombs. The minefield is a different kettle of fish; they can't be blown up but must be dodged as they explode into four. Just before they do, they will flash to give you prior warning.

Now that Baloo has cleared the mines and the bombs he must face the double airship. This little beauty splits in two to fire at you, but can



only be damaged when the two halves are together. Stay in the middle of the screen and wait for the airship to appear. If it is in one whole piece, blast away and fly back to avoid the bullets. However, at some time the airship will split. As it does, fly down to the right then slam her into reverse back up to the middle of the airship. In this way you will miss being hit by the cross fire. Hit this flying freak 16 times and he will bite the dust.





Round 4: Haunted House

Hang on to your joysticks! Baloo's got to make a delivery in a spooky house full of ghosts, flying bowler hats and the inevitable falling chandeliers. To beat the chandeliers, fly right up to them and then reverse your flight as they fall. Keep clear of the debris as this will also take life from you.The bowler hats will fly from the hat stands to attack you but a single shot will take care of them.

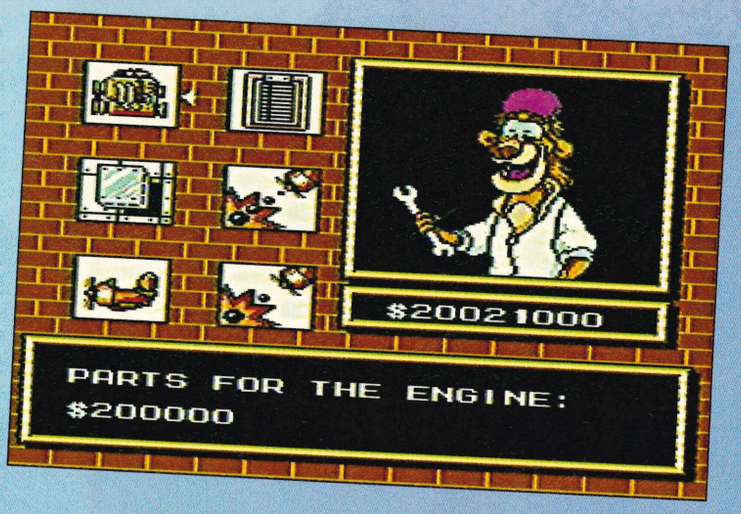
From the hall you enter a maze of passages full of hats, crates and money bags. To get through this you will need to keep reversing your flight (use the old Frank Bruno technique, ducking and diving, bobbing and weaving!) If you survive the maze, the screen begins to scroll up and you must face the ghosts. These guys want your blood more than an editor near a deadline so watch out! As you hit the ghost, it splits into several smaller ones which also have to be dispatched.

When you reach the top, the chandeliers are back so use the same method as before. It's best to stay near the top of the screen here as much as possible as the fires on the ground spit flames as you pass by. Only come down to collect money bags. Once past here, your next headache will be giant hands appearing from the wall (bit like Simon when he wants a coffee!) These digital nightmares punch a hole in the bricks, aiming the rubble at Baloo's plane and also chucking deadly balls at you. There is no easy way through but if you fly fast and low, your chances of survival increase tenfold. At the end of this hall is a platform with a ghost above and below. They will both attack you but you will need to take the high road to pick up the dosh. If you can beat these guys, you fly down a long empty hall to confront the Invisible Man.

As his name suggests, there isn't



much to been seen of this end of level guardian. However, he does wear shoes, gloves, a hat and a tie so you at least know where he is! Touching any of his clothes will take one of your hearts so steer well clear. His weak spot is his bow tie so aim for this. Stay to the left and dodge up and down as his hand comes for you – firing all the time as



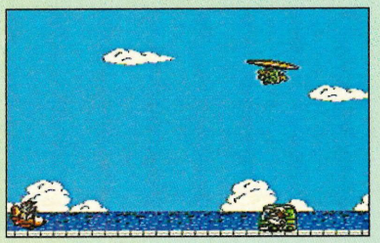


a rebound off his feet or hands counts for as much as a direct hit.



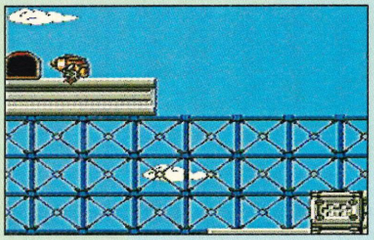
Round 5: High Above The City

Baloo has worked his paws to the bone and still he is running late on his deliveries. Because of this, his girlfriend comes up with a great plan; fly through the centre of town and the construction site!

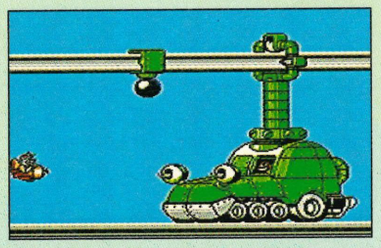


The hang gliders must have had a curry last night as they move like little rockets, so treat them as you would a rocket and blast them twice.

When you reach the bottom, the screen will scroll left to right so stay as close to the left as possible and as low as you can. The vans on the road take three hits. Concentrate your fire on the vans and if you stay well back, the hang gliders will miss you.



Blast all the vans and you enter the metal frame of a building with steel workers. They drop girders as soon as they see you so be prepared for aerial attacks! To get through – it's a simple matter of flying to the right. Fly up, flip over and blast the enemy while going left. Collect the cargo boxes at the very top of the frame then drop down low and as the screen scrolls fire away to take out a waiting cannon.



The guardian of this level is a giant wrecking ball whose only weak spot is the driver. As it appears, fire as many shots as you can. As the metal beast moves forward, duck under his ball and fire down on him. Being the clockwork coward that he is, he will back away. Get under the ball firing all the time. Hit him 16 times and like all good Skodas, the engine blows.

Round 6: The Mining Tunnels

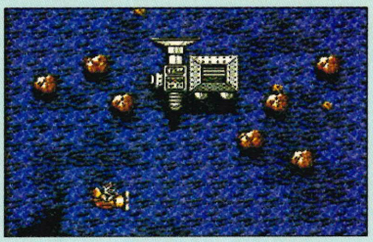
Not content with trying to kill Baloo in the city, his girlfriend now sends him off to re-enact Indiana Jones in the mines. Wouldn't it be easier to get a divorce?

The doggie miners in their ore carts can be taken out with a couple



of shots but where possible, dodge them and the bones they throw at you.

Along with the dogs, Baloo confronts giant fireball blowing machines. These follow a set track



and are easier to dodge than destroy. Dodge them by dropping down then up, keeping an eye out for the dogs in baskets.

Baloo now starts to rise and must dodge large green snakes creeping out of the wall. Stay low and you will have ample time to get past them.

At the top of the shaft you meet up with a mining machine the government couldn't stop – now it's up to you! This machine will throw rocks at you so stay to the left and dodge them then fly diagonally up; firing at the centre of the machine. You want to hit it between the two spikes at the base, but it can only be damaged when there is a face showing in the box above it. 14 hits and Scargill is toast.

Round 7: Jungle Junket

This level, although very short, can be quite taxing so don't get cocky or you'll wind up as a crocodile's lunch! As soon as you arrive, drop down low and fire. These crocodiles are totally wacko, firing themselves from catapults and throwing spears at you, so stay low and get them before they get you.



Statues on ledges launch fireballs at you as you go by. They take two hits and only cause problems when there is one on either side of you. As you reach the top, stay low as more crazy crocodiles will fling themselves at you.

Keep to the bottom of the screen as you move to the right and you will begin to descend into the crocodiles HQ. You will pass more statues on the way down but again these can be blasted into next week on the way.

At the bottom you meet up with the big cheese medallion man himself, a giant crocodile spitting fire and guarded by smaller jumping crocs. As he spits his ring of fire at you, drop down and shoot at his medallion, circling around his flames. Any guards that appear should be taken out and made into handbags to ease your access to the boss. Hit him 20 times and the sucker becomes the biggest set of luggage known to man.

Round 8: The Snowy Alps

Baloo's last job, no cargo to collect, no money bags, just flying pirates, mad skiers and boulder-dropping planes. Baloo flies into a flurry of pirates all intent on killing him. Dodge and fire and you will get past them. Don't stop firing as there are hidden goodies in the clouds. As you reach the mountain, drop back as you start to rise over the top of it. Keep high as skiers career down the slope and jump up at you.

TOTAL KARNAGE!

Pirates in boulder planes will fly towards you. Just a couple of shots take out these pests and leave you free to continue the task in hand. Keep flying and firing and you will pick up fruit and hearts (much more use than fruit and nut). When you reach the top of the mountain, creep forward and drop down to the bottom left corner and General Karnage appears to take you on. As the General swoops down towards you, rise up slightly and fire, then drop down again, dodging his bullets. Keep doing this and the General will find his wings have been clipped for good.



CULTURE VULTURE!

Once rid of the General, Baloo finds himself confronted by the "Iron Vulture" and all hell breaks loose. Bombs fall from the skies, rockets fly from the vulture and planes buzz you. To destroy this flying fortress you must blow up all the propellers, so it's back to the old ducking and diving, blasting all the time. Do this and the skies will be free for Baloo and his pals to continue their work.

SUMMARY

GAME NAME: Talespin
TIME TO COMPLETE: 5 days
HIGHEST SCORE:
NUMBER OF LEVELS: 8
CHALLENGE RATING: Hard

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

Cartridge supplied by:
Video Game Centre
(0202) 527314





IDEAL GAMES COMPO



Yo dudes! Have you ever wanted to grab the games experts by the silicon chips and ask them all the awkward questions they don't want to answer? Well now is your chance, and the great thing is, it's free with SUPER XS and the Ideal Electronic Games Show!

babes from Paragon, they will give you a free cheat book per pair of tickets for your machine!

The prize is for ten pairs of tickets to the show, worth £7 each. These not only let you and a friend / parent into the games show, but also the world famous Ideal Home Exhibition. Here you can pan for real gold in a re-built mining town and help build a record breaking tower out of LEGO. If that's going to cramp your style, then why not check out all the hi-tech electronics on offer.



As anyone will tell you nowadays, consoles are fast becoming a part of modern life, with most homes in the UK owning at least an 8-bit, if not, a 16-bit machine. SUPER XS is giving ten pairs of lucky people the chance to see the future of console gaming. You will be privileged to have a complementary ticket to see every part of the huge show held at Earls Court 2 in London from the 25-28 of March 1993 (the normal Ideal Home Exhibition runs from March 18 to April 12).

But before you disappear in a cloud of smoke, here's a little information on the show you could be visiting. All the top consoles will be there, the latest software, peripherals and systems will all be on show and ready to be abused by gaming maniacs. In addition to the regular proceedings, Paragon Publishing (who produce SUPER XS) will have a stand at the show and if you approach the gorgeous



The show is only on from Thursday 25 March to Sunday 28 March. You may think this doesn't give you much time to enter the competition and you would be right! All entries must be in our post bag by March 20. That's only a month from now! So get going! The Ideal Electronic Games Show gives you the chance to see everything new in '93 for your console. Can you afford to miss out?



THE QUESTIONS

Select the correct answer and tick the relative box on the entry form!

1. Mickey mouse has a dog, what is it's name?
A. Pluto
B. Pugsley
C. Simon

2. In the film Star *wars* ,who played Han Solo?
A. Patrick Baseden
B. John Major
C. Harrison Ford

3. Damian's dream car is the Lamborghini Diablo, but what is its top speed?
A. 30 MPH
B. 760 MPH
C. 205 MPH

COMPETITION ENTRY FORM

My answers to the Ideal Games competition are as follows:

QUESTION 1

A
B
C

QUESTION 2

A
B
C

QUESTION 3

A
B
C

NAME .....

ADDRESS .....

.....

.....

.....

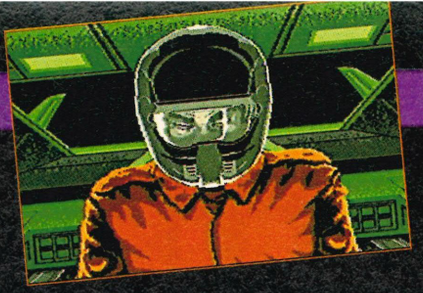
PHONE NUMBER .....

The console I own is .....

Please print a solution for .....

Circle the appropriate letters on this coupon and send it (or a photocopy) to, Ideal Games Compo, SUPER XS, Durham House, 124 Old Christchurch Rd, Bournemouth, BH1 1NF.
Remember, all entries must be in by 20 March.





PILOT PROFILES

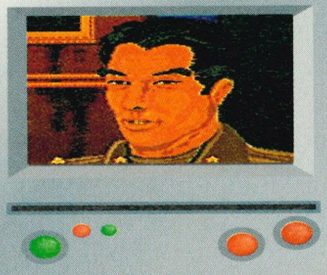
ICEMAN

The coolest pilot on the claw, Ice has the best kill ratio and is a very dependable wingman. His no-nonsense approach means if you tell him to destroy a Frathi, he will won't hesitate. If you are unfortunate enough to fall into the Rostov system (see Star Wars), Iceman will be your co-pilot.



BOSSMAN

Like Iceman, Bossman has a stupid name but is very dependable. In fact, if you get into a scrap with this man, be prepared to loose some of your kills because he's fast and ruthless. Bossman is probably the best wingman, due to his accuracy and steadfast bravery. Bossman accompanies you in the Kurasama system.



HUNTER

How stereotypical can you get? Hunter is the token aussie and as such, the programmers have seen fit to let him slurr his words and swear a lot. Hunter is fairly reliable (although he tends to dodge Frathi whenever possible) and is determined to win the war, but he does tend to get ambushed easily and it always calling for help. You meet hunter in Venice.



ANGEL

The sweetest piece on the Claw. Angel is a Parisian pilot of out-standing capability and nerve. She will always obey you in combat but her accuracy leaves a lot to be desired. Angel is also obsessed with the statistics of the war such as fuel to weight ratios and how many missiles it takes to kill a Drathi. She is often a source of useful information.



MANIAC

The complete opposite to Iceman, Maniac lives up to his name. Completely untrustworthy, he hits the turbos at the faintest sniff of a Kilrathi and plunges into the fray with no regard for yours or his own safety. Apart from being totally crazed, Maniac is a good shot but lack discipline and often shoots you instead of the enemy. You meet him in the early systems, unfortunately.



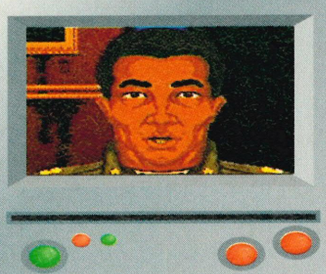
PALADIN

This old veteran is a good shot but not as willing to join the fight as some. Paladin only has a short while until his retirement so he is content to leave fleein' Kilrathi or stand down from an attack situation. Don't even bother ordering Paladin against a Ralari because he will either completely ignore you or get killed in five seconds.



KNIGHT

If you fly with Knight, he rarely seems to destroy any Kilrathi and this fuels the loose talk concerning his loyalty. Knight seems content to stay back and let you do all the work while he fills his flying suit. Unfortunately you get lumped with this sad excuse for a pilot in Dakota.



SPIRIT

Although quiet, Spirit is very good at her job although she only accompanies you on the first missions which are very easy. The only really annoying thing about Spirit is that no matter who you are, she always calls you "Dommo".





MINDSCAPE ● £54.99 ● SHOOT-'EM-UP

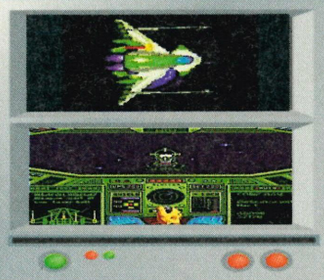
WING COMMANDER

Wing Commander is the first of a new generation of space combat games featuring digitised alien space craft and full screen animated sequences that unfold like a motion picture. You play a greenie recruit to the Tiger's Claw, an allied space carrier that carries the cream of Earth's fighter pilots waging war against the invading Kilrathi forces. The following guide is all you will ever need to complete this excellent game including the shortest route to success, all the mission strategies, pilot profiles and enemy tactics. Remember to enter the name ACE for the passwords or they will not work!

CONFEDERATION FIGHTERS

HORNET

Fast and highly manoeuvrable, the Hornet is the least sophisticated of the confederation's fighters. The shields are relatively strong but she has low power weapons that hardly scratch a tough ship like a Gratha. If you successfully complete the first system without mishap, you will be moved to Blue Angel squadron commanding a Scimitar-class medium fighter.



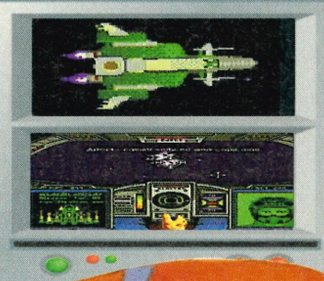
SCIMITAR

Lacking the sophisticated look, the Scimitar is the workhouse of the confederation and a powerful mid-range fighter/bomber. As with the Hornet, the Scimitar only has one set of weapons and a single set of weak missiles. Due to the weight increase, the craft is slower than the Hornet but you should find the incoming craft are destroyed a lot quicker due to the beafed up front lasers.



RAPTOR

Complete a successful tour of duty in all the systems up to the McAuliffe system and the commander will re-assign you to a Raptor-class heavy fighter. For the first time you get to choose between front firing weapons such as laser cannons, neutron guns and full weapons. More missiles, heavy shields but you sacrifice speed and manoeuvrability.



RAPIER

The Rapier is first offered in the Gimle system and is the latest fighter prototype. Super-fast, heavily gunned but it looses out in armour. Once the shields on this baby have been depleted you can kiss your ass goodbye. Like the Raptor, the Rapier has a selection of weapons to use in different situations but the guns take an age to re-charge if damaged. Once you have completed the trial mission, you are assigned to the newly formed Black Lion squadron with only Rapiers, in the Kurasama system.



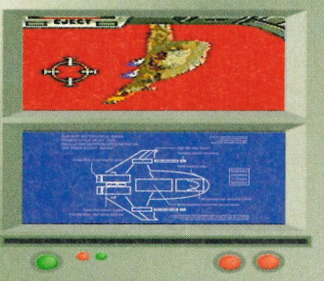


KILRATHI FIGHTERS

Cartridge supplied by:
Video Games Centre,
(0202) 527314

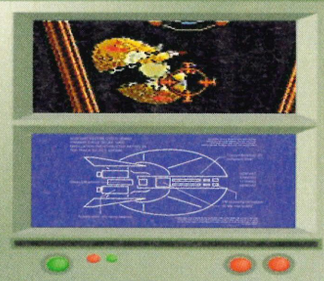
SALTHI

Looking distinctly like something from Battlestar Galactica, the Salthi are the main Kilrathi fighters and have two to four powerful lasers on the wings. The Salthi will usually attack from the front then stay close and ram you as many times as possible before closing in for the kill. Like the Drathi, a heavy dose to the front as it attacks will be fatal. The shields are weakest on the side.



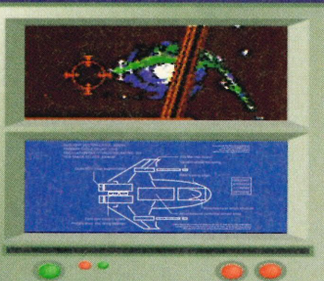
DRATHI

Incredibly quick, short range fighter. The Drathi is the weakest of all Kilrathi craft and can be destroyed before they have even got a shot off. A concentrated stream of lasers to the nose will be enough to take one out and maybe a missile for good measure (although you should save the heavy weapons for the base ships). Drathi have medium lasers and shouldn't prove too much trouble, even in large numbers.



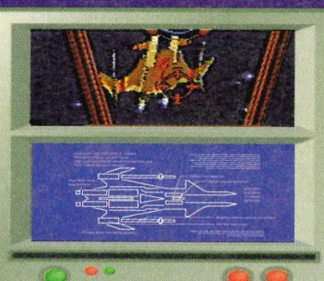
JALTHI

Jalthi are found only in the real 'hotspots' of the galaxy because they are the tough boys of the Kilrathi fleet. There is no real physical difference between the Salthi and Jalthi except that the latter is green and has improved shields and six heavy guns. All the pilots on the Claw fear the Jalthi because many of the aces like Bahktosh Redclaw use them. Don't let a Jathi get behind you or you'll feel the wrath of its six guns. Deadly!



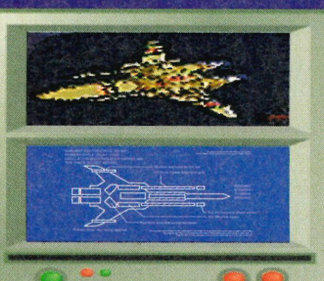
KRANT

Heavily armoured with loads of different guns but agile with it, makes the Krant a fearsome opponent. Most of the ships you will encounter are Krant because they serve both as a long range bomber and an escort fighter. You will usually need at least two full charges of laser plus a missile to take one of these babies out.



GRATHA

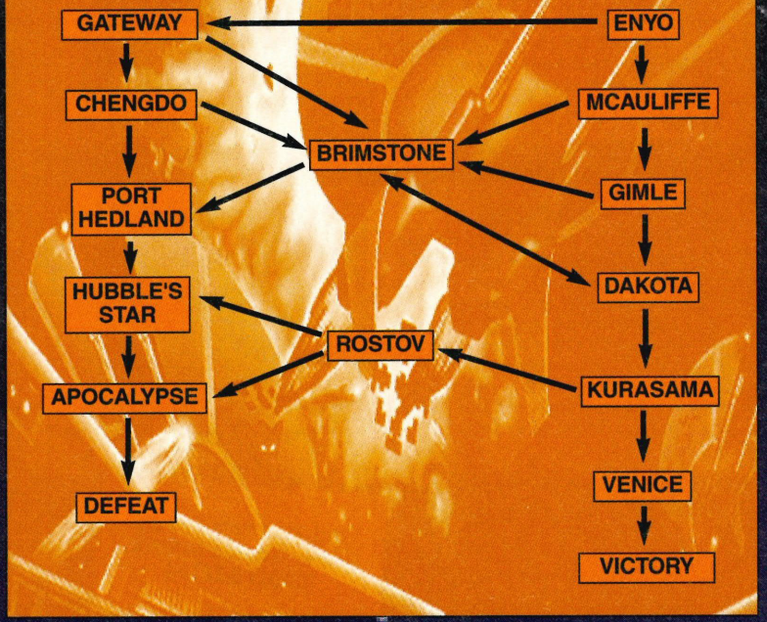
The worst thing about Grathas are their deadly speed. The Kilrathi use these heavily armoured bombers to attack confederation base ships like the Claw. You will find that a wing of three Gratha will take it in turns to bomb the ship while you chase the other two into deep space. The only time you are going to catch them up is to wait for them to turn. When this happens, blast them with everything you've got. You may not get another chance.





STAR WARS!

Wing Commander features many different systems but you will not need to visit them if you complete all the missions successfully. Planets like Rostov, Brimstone and Gateway are only visited if the war is going badly. The following five systems will be visited if you successfully complete every mission but if you fail, here is the chain of systems to aid navigation.
The important missions are explained (below) in detail whereas the secondary systems have a brief outline.



ENYO SYSTEM

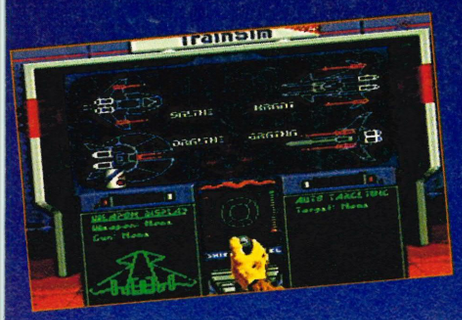
MISSION 1: Patrol
This is your first taste of vacuum so don't screw it up! Spirit is your co-pilot and she's as dependable as she is horny. It's a simple patrol mission over three nav points with the slight complication of some asteroids on nav points two and three. The Salthi are dangerous if you let them get behind you but a strong attack in the front as they approach will sway the odds in your favour.
Chronology
3 Drathi
Asteroids
2 Salthi
Asteroids

MISSION 2: Escort Drayman
Getting cocky are we? Just because you've completed one mission with honours, it doesn't mean that you are a full fledged pilot. This is a simple Drayman escort mission but you have to keep the 'sport' protected and not fly off after a bogie while it's wingman pops the Drayman. Pick up the transport at Nav 1 and take out the wing of Salthi and Drathi. The asteroids need to be taken slowly. If you have completed both missions successfully you will be moved to Blue Angel squadron commanding a Scimitar-class medium fighter.
Chronology
2 Salthi
3 Drathi
Asteroids



MCAULIFFE SYSTEM

JQCCMCBLØW



MISSION 1: Patrol
Paladin joins you as your wingman in this system so be prepared for the big brother treatment. On most missions you will always begin with a patrol mission to scout the area and find any targets. The McAuliffe system is vital to the allied control of the sector and if you miss this one, you will be transported to the Brimstone system (see Star Wars) where the war takes a turn for the worst.
The Kilrathi minefields have homing capability so if you stay still, you will be rapidly swamped. Use the same method as the asteroids to get through.



Chronology
3 Drathi
Mines
3 Salthi

MISSION 2: Intercept
As tension grows in the region an unidentified target jumps in at ninety thousand clicks and is approaching at attack speed. You are ordered to intercept and identify the bogie and live to bring the information back to the Tiger's Claw. You first come up against three Drathi (no problem for a Top Gun) and the two Krant who really put the frighteners on!
The target turns out to be a Ralari base ship and requires over three



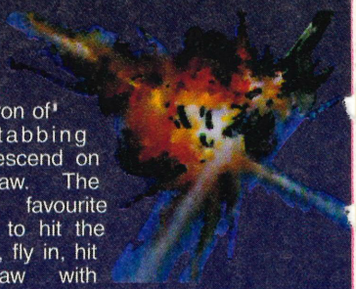
fully charged energy banks or three missiles to destroy it. The best place to hit it is at the back where the gaping engine pods invite a strike. Complete the mission and you get a bronze star.
Chronology
3 Drathi
2 Krant
1 Ralari

MISSION 3: Escort Drayman
Don't be fooled into thinking that this escort duty is all a complete yawn because this time you have seven enemy fighters trying to toast you including the infamous Bhurak Starkiller (one of the Kilrathi aces). Stay close to the Drayman and hit each ship that gets close. Never chase a bogie into deep space leaving the transport vulnerable.
This is without doubt the toughest mission so far and one mistake means Bhurak will melt your shields. Due to the hazardous nature of the missions, if you complete it and kill Bhurak you will receive a promotion to 1st LT and assigned to a Raptor-class heavy fighter. You only receive this accolade if your career is faultless so far.
Chronology
4 Krant
3 Salthi (inc Bhurak)

GIMLE SYSTEM

JHCYFKXCHH

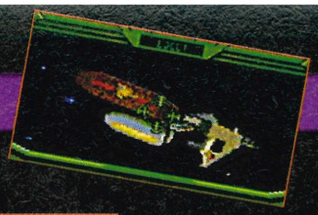
MISSION 1: Defend Exeter Destroyer
Straight into the action! The commander orders you to defend an Exeter-class destroyer from Jalthi attack. But before you can jump to the rescue, a squadron of back-stabbing Salthi descend on the Claw. The Slathi's favourite tactic is to hit the boosters, fly in, hit the Claw with everything they have and then shoot back into space before you can get a bead on them.



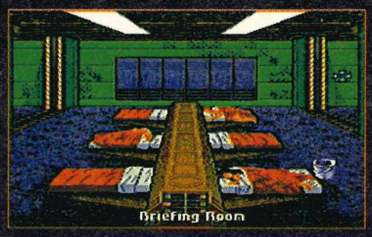
It is very easy to waste all of your retros on this mission so don't chase them, let them come to you. The best attack method is to get behind them as they attack the Claw because they will be too busy attacking the ship to notice you lining them up in your cross hairs. Complete this mission and you get the highest honour, a gold star.
Chronology
4 Salthi
4 Jalthi

MISSION 2: Patrol
The tactical division is hot to trot on the new Rapier-class high performance fighter. The Rapier has improved shields, larger weapons and is faster than any other allied





vessel but her hull is incredibly thin making her vulnerable. The commander wants you to test-pilot the prototype on a routine patrol that takes you through an asteroid field and then two encounters with the enemy. If you have performed flawlessly so far in this system, you will be promoted to Captain when you return.



Chronology
Asteroids
4 Drathi
2 Gratha

MISSION 3: Intercept
The liberation of Gimle is at hand but you have to destroy a squadron of bogies that threaten the Claw. The good news is that they are only Drathi (fast but incredibly weak) but there are loads of them and it is easy to get blasted from three sides at once. Bhurak Starkiller or Khajji the Fang (depending on whether you killed Bhurak earlier) will head the second wave and his ship is considerably tougher than the normal grunts.
Chronology
5 Drathi
4 Drathi (inc Khajji the Fang)

DAKOTA SYSTEM

XGDHFVWCRC

MISSION 1: Escort Drayman
The Dakota system is plagued by an outbreak of Watsons disease and our allies families are dying in their thousands on the affected planets. The Tiger's Claw has been brought in to protect vital medical convoys from the opportunist Kilrathi, who would love Watsons to do their job for them. This first mission is simple enough, ferry a Drayman to its jump point then escort one back with supplies.



The Kilrathi forces are out there somewhere so stay sharp Captain!
Chronology
Meet Drayman
4 Drathi
2 Krant
Pick up Drayman
4 Salthi

MISSION 2: Routine Patrol
During conversation before this mission you learn how to take out the Kilrathi base ships. It is always useful to talk with the crew whenever possible. After successfully escorting supplies to the colonists, you are dispatched on deep space patrols to find the many Kilrathi supply convoys that have been prolonging the enemy stockade. This is a very tough mission because of the sheer numbers of enemy involved. Two Gratha may be a handful, but six Krant! C'mon, play fair! Experiment with attacking the Ralari from different angles, we have found that the front is the least defended.



Chronology
Asteroids
2 Gratha
6 Krant
1 Ralari

MISSION 3: Destroy Convoy
At last, after hours of searching blank radar screens for blips, you've hit pay dirt! Tactical has discovered the main route of the enemy convoys and is even now dispatching wings to destroy every damn one of them. This is a tough mission because space is swarming with Kilrathi desperate to protect their supplies and because the Dorkirs are spaced out, you may be tempted to use up your missiles before they are all sucking vacuum. If you are brave enough to look a Dorkir right in the exhaust pipes while aiming, then you should bear in mind that Bakhtosh Redclaw is out for your blood. You get promoted to Major if you complete all the missions successfully.



Chronology
5 Krant
1 Dorkir
2 Jathi (inc Bakhtosh)
1 Dorkir
2 Jathi
1 Dorkir



ASTEROIDS & MINES



In space, no one can hear you say "look out for the mines". One touch from an asteroid or a mine will instantly end your career so if you want to survive in Wing Commander, you better find out how to get past them without a scratch.
Adjust your speed to about 2-230 KPS. This should give you enough time to avoid any incoming objects. Wait for an asteroid to appear in the cross hairs and then move away to a clear spot. If you move back, you will notice that they have miraculously disappeared. You know when the coast is clear because another object will appear in view, this is when you should return to the original position. If you move too soon then it is possible to be caught in the cockpit before you know what is going on. Keep moving back and forth between the cross hairs and open space and you should avoid any objects and pass safely through to the next part of the mission.
This same method can be used for enemy mines but you have to take more care because the mines are designed to home in on your ship. Consequently, you can get mines that are travelling very quickly and require split second timing.





KURASAMA SYSTEM

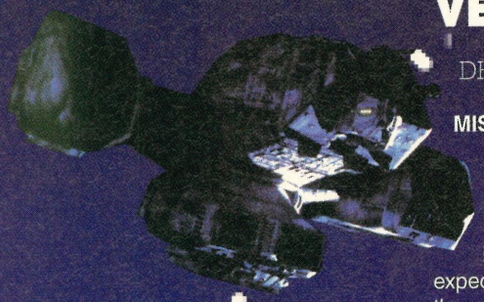
JRNFT1WLCH

MISSION 1: Intercept Dorkir

The Kilrathi advance has been halted, the allies are now on the offensive and it is here, in the Kurasama system, where the main Kilrathi bases are to be found. Bossman is your co-pilot so keep a tight lead on him or you will miss all the kills!

This mission you are up against Dorkir. The best way to send them to the scrap yard in the sky is to fly directly behind them so that their bull's-eye engines are right in your view. Loose off one missile and select 'full guns' to destroy them. You shouldn't have too much trouble but remember to save those missiles.

Chronology
4 Drathi
1 Dorkir
3 Krant
1 Dorkir (warps in)
2 Jathi
1 Dorkir



MISSION 2: Escort Ralari

If you destroyed the 'sports', the CSS Suffolk will have torched a communication station and this will weaken the enemy for the last two missions. A Ralari has been captured by the Suffolk and this mission has you and Bossman escorting it to the Claw and



preventing the Kilrathi getting it back. The only hazardous moments are when you have to navigate the Ralari through an asteroid field while fighting Salthi. Not an easy feat! However, because there are more of them than you, why not lead them into the asteroids? Or let Bossman destroy them for you?

Chronology
Asteroids with 4 Salthi
4 Gratha
Asteroids

MISSION 3: Defend CSS Formidable

This mission illustrates perfectly an unorthodox method where you can alter the waypoints for the mission to suit you. The commander orders you to rendezvous with the Exeter with all speed but a minefield is in your way. The best tactic (if you don't fancy the mines) is to select nav 2 as your first point and fly there, before locking onto the Exeter and by-passing the mines. No one seems to mind and it saves you the embarrassment of dying in a minefield without an enemy in sight! This is also an ideal mission to rack up your kill ratio with six tasty Drathi just waiting to be blown away!

Chronology
6 Drathi
Rendezvous with Exeter
4 Krant

VENICE SYSTEM

DHS2RSVM4W

MISSION 1: Patrol

If you don't like asteroids then this trip may be a bit of a downer! The crazed Aussi, Hunter is your co-pilot, so read his profile if you want to know what to expect. Try not to get too impatient in the mines section; one false move and the whole mission is wasted. At the last nav point, Bakhtosh RedClaw is waiting for you in his Krant defending a hidden Ralari. Take out the base ship and Bakhtosh and you could be in for a special commendation. This system is vital to the Kilrathi so the end of the war maybe in sight.

Chronology
Asteroids
Meet Exeter
Asteroids
Mines with 2 Jalthi
Asteroids
3 Krant (inc Bakhtosh)
1 Ralari

MISSION 2: Intercept Frathi

After the successful patrol (you did come back didn't you?) the Tiger's Claw has established the location of a number of base ships and will be working with the carrier Kyoto's fighters to destroy them. Although you are accompanied by two Rapiers from the Kyoto, they do sweet FA and it is up to you to destroy all the targets. The target this time is a Frathi which is much tougher than a Ralari and has more guns. The best way to attack it is from just below the front nose. Use full guns and missiles. The end of the Kilrathi empire is nigh!



Chronology
Asteroids
2 Gratha
2 Gratha
4 Salthi
1 Frathi
3 Krant

MISSION 3: Escort Tiger's Claw

This mission seems simple enough. Escort the Tiger's Claw to within range of the enemy Star Post so that you can lead an attack on the heart of the Kilrathi. Unfortunately, apart from the mines, there are also loads of Jalthi and Drathi about including a skulking Ralari which has sent three Grathas to destroy the Claw.

The worst part of the mission is the Gratha who take it in turns to shoot at the Claw and use their superior speed to outmanoeuvre you. Try to use turbos to get close and let them have it while they are too preoccupied with their bombing runs. Laser guns are the best although full weapons for a while are very effective. Dakhath Deathstroke rears his head in this mission; riding in a Drathi.

A useful tip when taking on a Ralari and its escort. Sometimes the fighters don't seem to be interested and almost invite you to attack the base ship. If you go in and blow the Ralari to bits, the fighters will swarm in with amazing ferocity to kill you. If you fancy a challenge, why not try it?

Chronology
Mines
Mines with 2 Jalthi
Mines
2 Drathi (inc Dakhath)
1 Ralari
4 Gratha (attacking Claw)

MISSION 4: Win the War!

This is it guys! The Kilrathi have been beaten back to their home systems and are now rallying around a huge Star Post in the Venice system. Thanks to you, we have the coordinates and can now attack it.

The commander orders you to take out a Frathi en route which is supported by a fighter escort. Move straight in for the kill, destroy the Frathi and then get the hell out of there before the Krant know what hit them.

Move on to nav 2 where the Star base is protected by Gratha. Again, go straight for the base and use all the missiles you have left. Full weapons will also help to destroy the base which explodes in the biggest fireball yet seen. Considering this is the final mission, it isn't very difficult, especially if you hit the base in the side (away from the main guns).

Chronology
Mines
2 Krant
1 Frathi
2 Gratha
1 Star Post

SUMMARY

GAME NAME: Wing Commander
TIME TO COMPLETE: 5 Days
HIGHEST SCORE: We won
NUMBER OF LEVELS: 13
CHALLENGE RATING: Medium

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



SECONDARY MISSIONS

If you fail even one of the missions in an important star system, you could be sent to one of the more prolonged battles as the war takes a turn for the worst. If you follow the guides to the five main systems, you should complete the game but what if you are catapulted to Hubble's Star or Apocalypse?
The following guide is designed to give you a brief idea of what you will be facing if you begin to loose the war.

GATEWAY SYSTEM

1GBBMGLBLW

MISSION 1: Patrol
Chronology
Asteroids
3 Slathi
2 Gratha

MISSION 2: Defend Claw
Chronology
2 Drathi
2 Drathi
2 Drathi
2 Drathi

MISSION 3: Escort Drayman
Chronology
2 Gratha
Meet Drayman
4 Salthi (inc Bhurak)

CHENGDO SYSTEM

JQBVCJLCMØ

MISSION 1: Escort Valkerie
Chronology
Rendezvous with Valkerie
6 Krant
1 Ralari



MISSION 2: Escort Exeter
Chronology
Meet Exeter
Asteroids
5 Drathi (inc Khajji)
4 Salthi

MISSION 3: Defend Claw
Chronology
6 Gratha

PORT HEDLAND SYSTEM

1RFKMFTL7C

MISSION 1: Escort Drayman
Chronology
4 Jalthi
3 Gratha

MISSION 2: Patrol
Chronology
3 Drathi
Mines
4 Gratha
1 Frathi
Mines with Asteroids

MISSION 3: Defend Exeter, Destroy Frathi
Chronology
4 Jalthi
4 Gratha
1 Frathi
4 Krant

BRIMSTONE SYSTEM

JGFHCGLB8H

MISSION 1: Patrol
Chronology
1 Salthi
3 Gratha
2 Krant
Asteroids

MISSION 2: Escort Exeter
Chronology
Asteroids
5 Drathi
Meet Exeter
4 Salthi

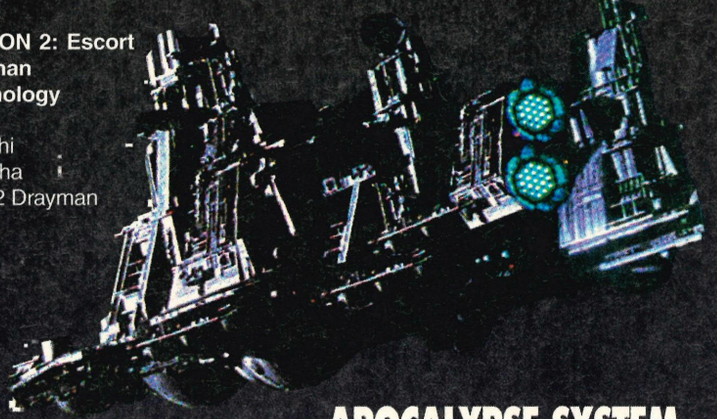
MISSION 3: Intercept Dorkir
Chronology
2 Jalthi
5 Krant (inc Bakhtosh)
1 Dorkir
2 Krant

HUBBLE'S STAR SYSTEM

DHF2PKQFGC

MISSION 1: Patrol
Chronology
4 Krant
1 Ralari
4 Drathi (Bhurak)
2 Dorkir
Mines

MISSION 2: Escort Drayman
Chronology
Mines
4 Drathi
5 Gratha
Meet 2 Drayman
Mines



MISSION 3: Intercept
Chronology
Asteroid
3 Krant
3 Gratha

ROSTOV SYSTEM

JRN2RV4CQØ

MISSION 1: Patrol
Chronology
Asteroids
Asteroids
2 Drathi (inc Dakhath)
Asteroids
2 Gratha
4 Gratha



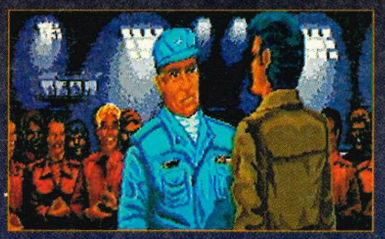
1 Dorkir
Asteroids
Asteroids

MISSION 2: Destroy Ralari
Chronology
5 Salthi
Asteroids
5 Jalthi
1 Ralari
Asteroids

MISSION 3: Intercept unknown
Chronology
Asteroids
4 Krant (inc Khajja)
1 Frathi
Asteroids

APOCALYPSE SYSTEM

SQGKPCSFQC



MISSION 1: Escort Drayman
Chronology
4 Salthi
3 Krant
3 Gratha

MISSION 2: Intercept bogies
Chronology
Mines
3 Salthi (inc Dakhath)
4 Gratha
1 Frathi

MISSION 3: Defend Exeter
Chronology
Mines
5 Salthi
4 Drathi
3 Gratha
3 Gratha

MISSION 4: Suicide mission
Chronology
2 Gratha
1 Ralari
4 Salthi (inc Dakhath)
Asteroids
4 Drathi
Mines



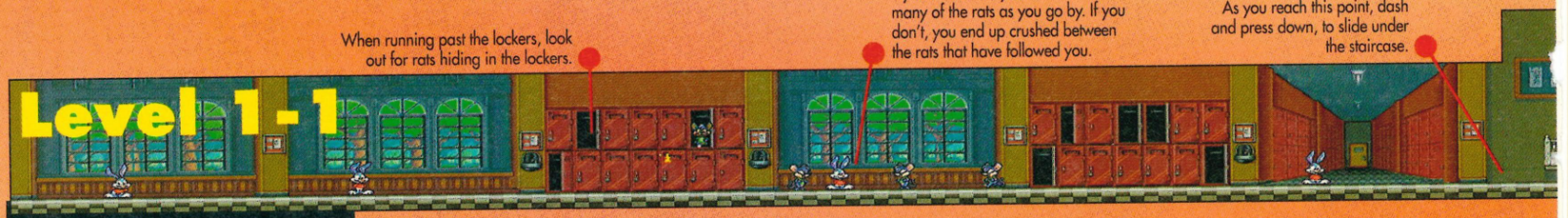
TINY TOON ADVENTURES

KONAMI ● £49.99 ● ARCADE PLATFORM

SUPER NES

We had *Tiny Toons* on the NES, so it was only a matter of time before it came out on the Super NES. The graphics are some of the best ever, with smooth animation and six cartoon levels split into many sub levels. Super NES *Tiny Toons* is just as challenging as its 8-bit companion, with even more variety in gameplay. Buster Bunny must turn his hand to football, balloon jumping and re-enacting his fave films. Chill out with this exclusive XS solution!

Level 1-1



When running past the lockers, look out for rats hiding in the lockers.

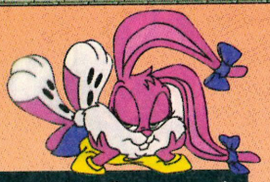
Try to make sure you take out as many of the rats as you go by. If you don't, you end up crushed between the rats that have followed you.

As you reach this point, dash and press down, to slide under the staircase.

Buster enters the game in the main corridor of his school. His aim here is to make it to the classroom without being beaten up by the school rats. Sound easy? Just try it!

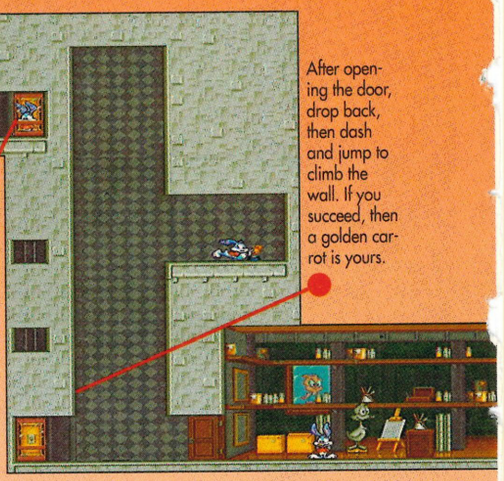
Level 1-4





When exiting from the lift, sprint to take out the first of the rats, then drop kick the rest into oblivion.

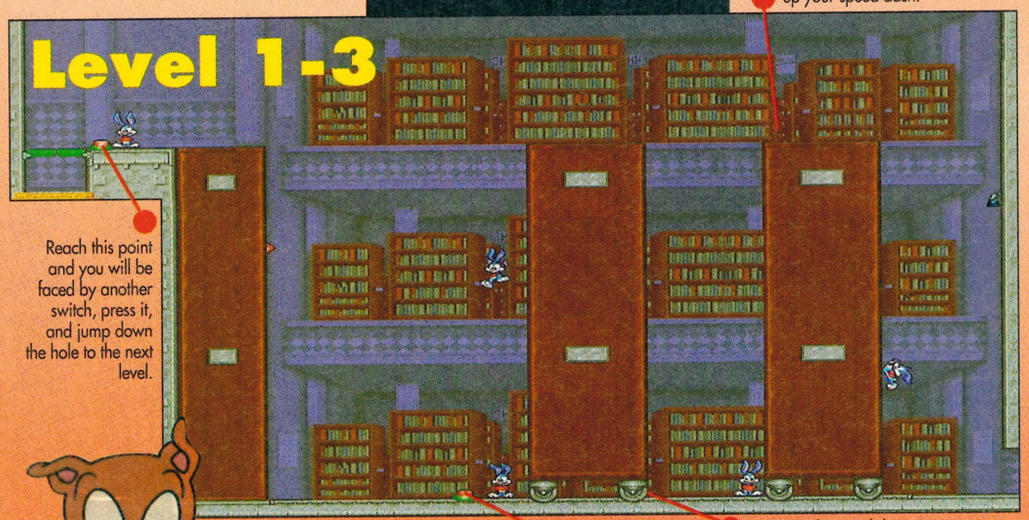
After opening the door, drop back, then dash and jump to climb the wall. If you succeed, then a golden carrot is yours.





After all that running, Buster needs a rest, where better than the library? Unfortunately, the rats have taken over the library, and are intent on disposing of our hero. To get out, Buster must climb the bookcases.

Level 1-3



As you reach the top of the bookcase, stop and boost your up your speed dash.

Reach this point and you will be faced by another switch, press it, and jump down the hole to the next level.



Well, what do you know, it's another switch! Use as before, but now, when you climb the bookcase, jump from side to side to avoid the rats throwing books.

Jump on the switch here, to advance the next bookcase so that Buster can climb up it. Remember to leap from side to side to avoid all the rats chucking books.

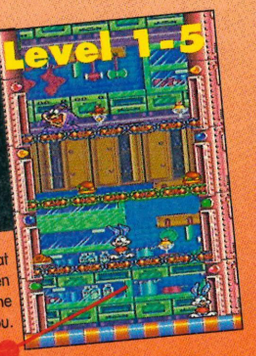
Buster must be daydreaming! This next level is a far cry from school. You find yourself in a wild west town, dodging rabid dogs, tomato-throwing thugs in windows and a game of skipping!

Level 2-1

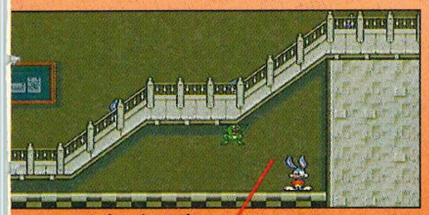


Dizzy, the tasmanian devil is hungry, it is your job to feed him before he trashes the kitchen! A perfect example of this game's many ingenious tasks and sub levels.

Level 1-5



To survive this test, stay at the bottom of the screen and feed Dizzy as he comes to you.



Apart from being free from Roland and his pals, under the stairs you will find a silver carrot which boosts your hearts from three to four.

Level 1-2

Take a rest on these platforms and recharge your dash bar. Jump as you reach the edge of the sand lip.

The easiest route to success is to read the notices on the wall. They tell you when to run and when to jump.

Fall through the floor of the library into the basement. Here you face the typical school caretaker, big, bad, and a bully!



When you land, a rather large and unpleasant bulldog will come out of the dark to bash your head in. If you jump and drop kick him four times, he will drop a key to the next zone.

Buster has his running shoes on for this level! You will need to time your jumps well, with frequent rests to charge up the old dash bar. The penalty for falling into a pit is a rapid fight with its minions, and then a hasty dash up the wall.

Jump over here to get the bonus and you will trigger a weight, quickly leap back over or you will be squashed!

Blue horses mean trouble, so avoid at all cost. Keep leaping over all the horses for the exit.



Run as far as the door and wait, then run under the second thug. As you reach the barrels, climb over and use the same method as before.

Things are peaceful in this little town and Buster has time to do a bit of skipping. Jump the rope ten times and you can continue.

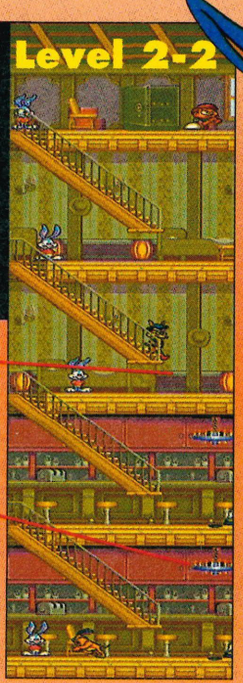


ACTION REPLAY

Unlimited energy 7E0090E03
Super dash 7E00B6A0
Unlimited lives 7E0080E04

From the street to the bar. Buster fights his way past crazed dogs and rats in cowboy hats. At the top floor he meets up with Montana Max who's just robbed the safe. You give chase.

Level 2-2



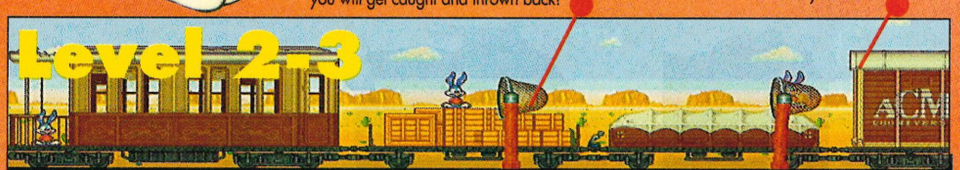
As the cowrat jumps down from the staircase, wait by the barrel and he will walk straight past you!

Wherever there are hanging lights, you can bet your bottom dollar that they will fall on you. Dash in and out to collect the carrot.

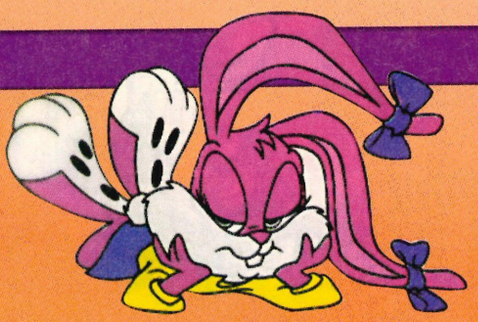
These nets are designed to catch mail, but here they will grab you. Jump over them or you will get caught and thrown back!

To get on to the top of the freight carriage, press dash and then jump. Hit the brakes as soon as you are on top, as a rat will appear to knock you back.

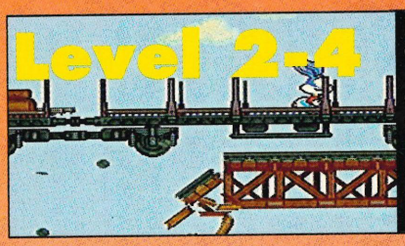
Level 2-3



After jumping out of the bar window, you crash through the roof of a passing train. The screen is scrolling fast, so keep moving! From the acme truck, you must dash and keep dashing as you go up the side of a mountain! There will be signs telling you where to jump to clear any obstacles, as you reach the end of the hills, you drop down onto the roof of the train to carry on your quest.



Level 2-4



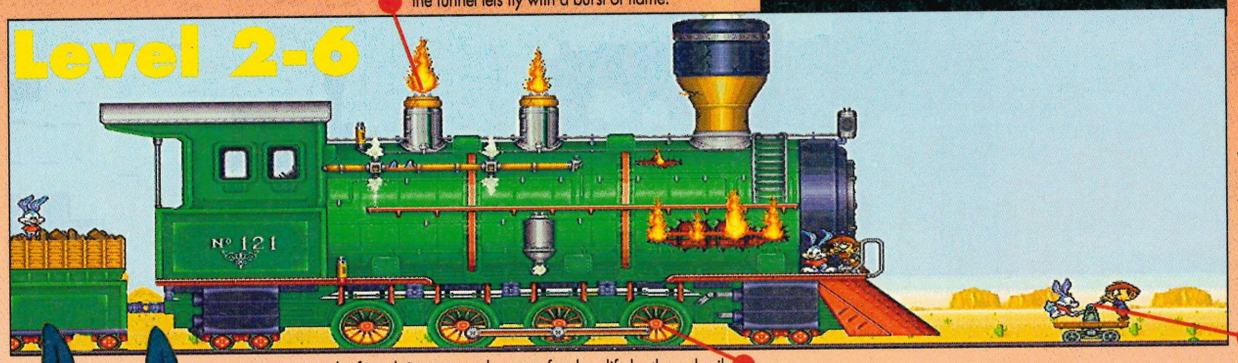
Buster now finds himself on a collapsing bridge. Your only chance of success is to stay to the right of the screen, as the train runs out of track, use a dash-jump to reach the next section.

Level 2-5

After travelling over a crippled bridge and whizzing out of control, the engine is going to blow! Your only hope is to reach the front of the engine and escape with Montana Max. To hinder your progress, there are spurts of flame and steam, all of which will kill you.

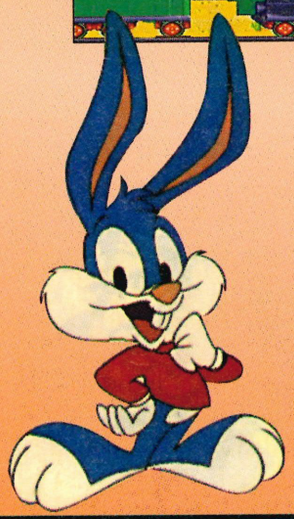
Level 2-6

Dive from the top of the cab to clear the first flame burst, then wait and jump over the second. As soon as you land, duck, as a split in the funnel lets fly with a burst of flame.



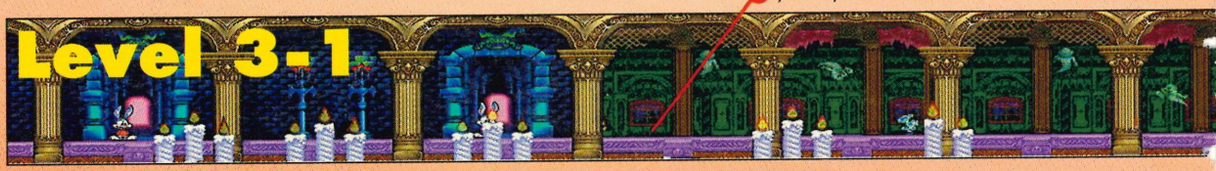
When you reach the front of the train, Max will plead to be rescued. So you save him and yourself by jumping onto a hand-powered cart. Press the B button repeatedly, to escape.

Once past the funnel, Buster must hang on for dear life by the red rail that juts out from the engine. The screen scrolls back to the left which makes it look like certain death, but just before you get crushed, you have to make a leap to the wheels. The bar that holds the wheels together, moves up and down, so Buster must avoid the steam from cracked pipes on the up strokes. Montana Max is waiting at the end.



To get through the haunted corridor, wait by a pillar, to find out where the next ghosts are. Now dash and slide your way to the end.

Level 3-1

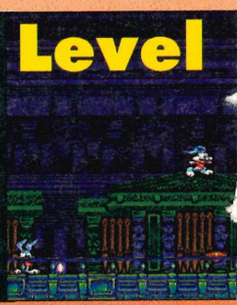




From the seesaws to the original "Hammer House of Horrors". Here, Buster must jump onto hammers and fly from seesaws. Your only enemy is timing and finding the right hammer to leap from. Sounds easy, but believe me, it's not. Make one miss-timed jump and it's hammer time!

From the corridor to the first floor. Buster must use his weight to gain entrance to many of the platforms. There are seesaws loaded with balls, but be careful, some are not what they appear to be! As soon as you approach some of the balls, they will metamorphose into smiling red demons, who will take a heart and then poke their tongues out!

Level

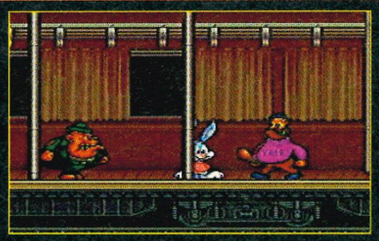


Level 3-3

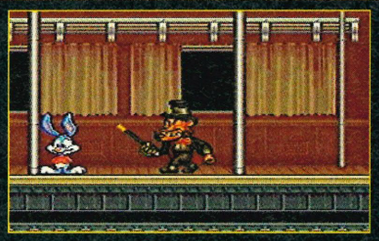
Use these hammers to carry you to the higher levels. But be careful, they can be hit from above as well as from below!

Buster's one physical foe. This strange man splits into four bats that then attack you, only the bats can be destroyed. As he changes however you can run past him.

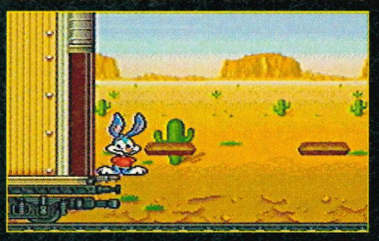




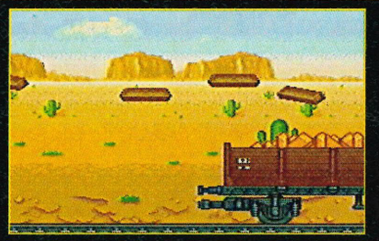
The dark carriage which is yet again scrolling fast. Your first foes are two crooks. Take out the one on the right first, and then start on his pal. Only attack the guy in green face to face, or you will scroll off screen.



The last carriage contains a crazy magician. This creep takes several blows. The best way to finish him is to jump over his cane and drop kick him several times.Watch out! The cane shoots out to hit you.



As you exit the carriage, you are faced by flying bricks. Buster must jump on these to proceed any further. You have to be fast and accurate to make it to the end. Miss one, and it's back to the start of the level.



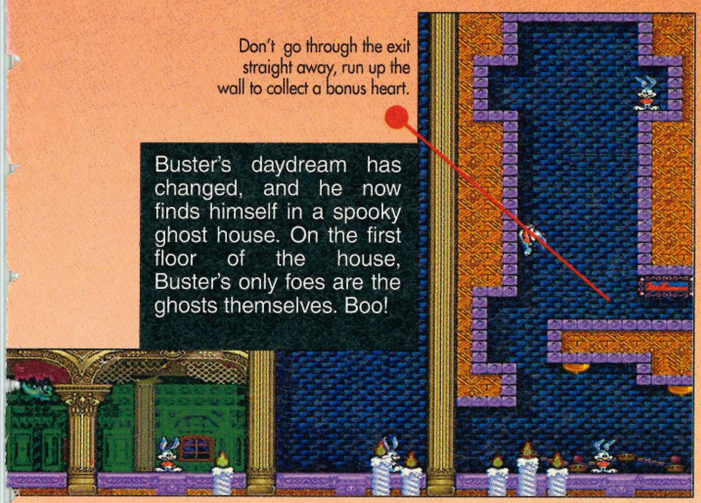
When a freight boggie appears, get as close to it as you can, then jump up and drop kick to give yourself extra distance to reach it.The last tile bricks is very hard to reach so use this method for the extra distance.

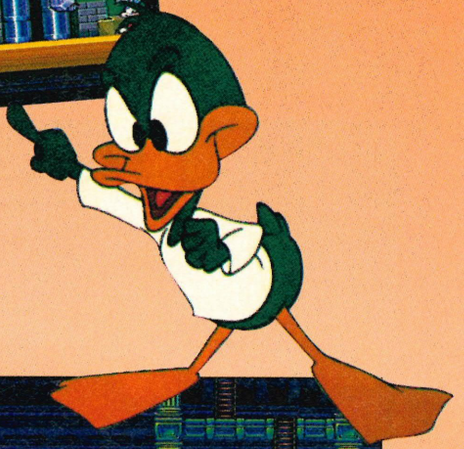
Buster fights his way through the house only to find his girl-friend has had her buddy taken by a mad scientist! If it's not much trouble could Buster please rescue him! So, like a mug, off you go. The machine in the middle of the screen is your target, and must be hit ten times. You can only cause it damage when the screen in the middle is flashing green.



Don't go through the exit straight away, run up the wall to collect a bonus heart.

Buster's daydream has changed, and he now finds himself in a spooky ghost house. On the first floor of the house, Buster's only foes are the ghosts themselves. Boo!

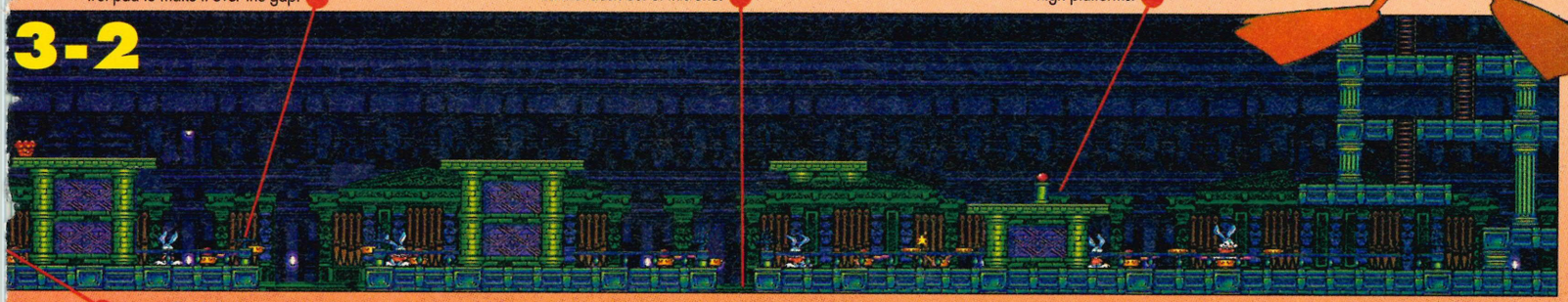




When you find a ball on top of a pillar, drop kick it in the direction you are travelling. By doing this, you will cause the ball to land on a seesaw. Now you can use it to catapult yourself to the high platforms.

When Buster reaches the top of his jump, press right on the control pad to make it over the gap.

Fall down any of these holes and it is instant death. Even Buster cannot dash out of this one!



As you fly off the seesaw, push forward and drop kick, to take out any ogres or demons waiting for you at the top.



Buster enters here. As the hammer swings over to hit the seesaw, jump on top of it, to gain a free ride over the gap.

Level 4

It's football time! Buster must score a touchdown to get out of this level. You have two choices, run or pass. Stick to running and it will be alot easier.



Touchdooooooown!!! Yes, Buster has scored, and it's onto level five and a battle with some deadly balloons.



Level 5-1



You can't stay long on the exhaust bubbles from the planes, so you will need to be quick.

As you enter this stage, you are faced by a large switch, jump on to it and a giant balloon will carry you up to the main part of the level. Here you must jump on to the bubbles produced by passing aeroplanes, and in this way work your way up to the giant blue balloon to the exit.

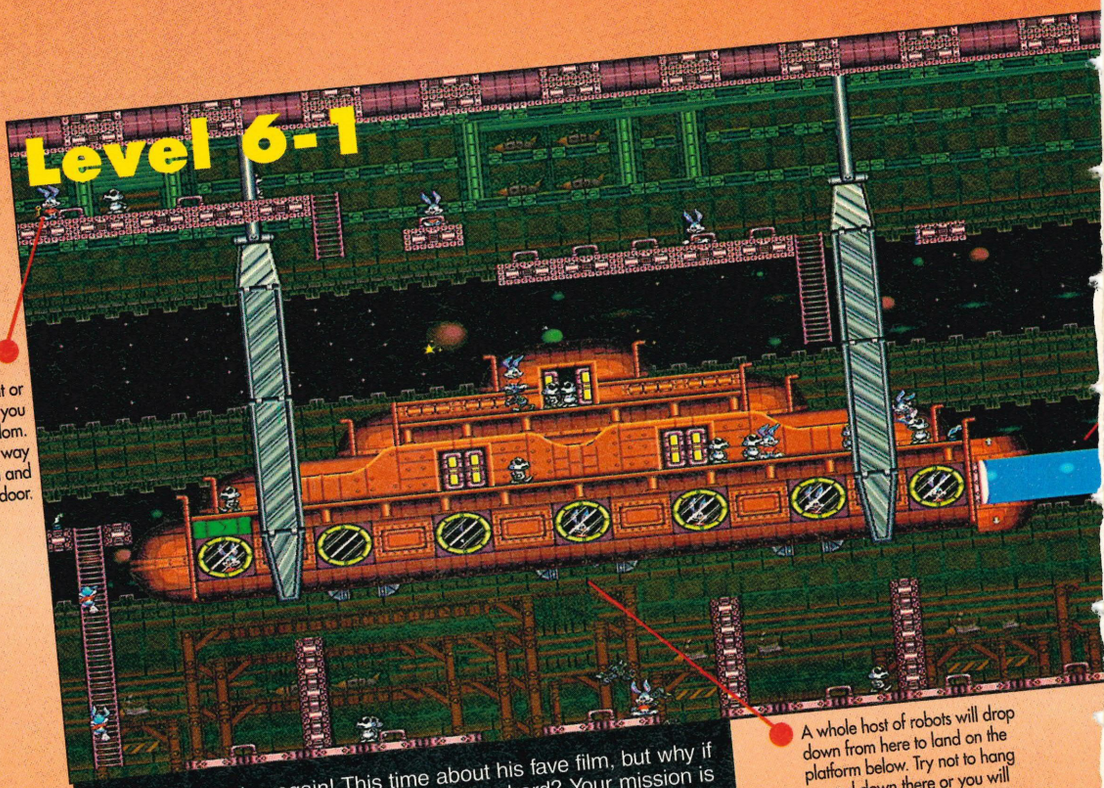


Level 5-2



When you jump off the top of the last balloon you find that you have been zapped to another balloon! Here, instead of planes and bubbles, you have to jump from small balloons rising from the ground. One mistake and it's good night Buster! Your only safe points are the large balloons.

Level 6-1



Make sure you reach this point or you will go no further. Here you will find the key to freedom. Grab it and run back the way you came, drop down and crouch over the green door.

A whole host of robots will drop down from here to land on the platform below. Try not to hang around down there or you will be swamped!

Buster's dreaming again! This time about his fave film, but why if it's his dream, does he have to make it so hard? Your mission is to reach the top of the screen, collect a key and then enter the spaceship. But before you get there, you face a barrage of flying robots and metal clad soldiers. Good luck.

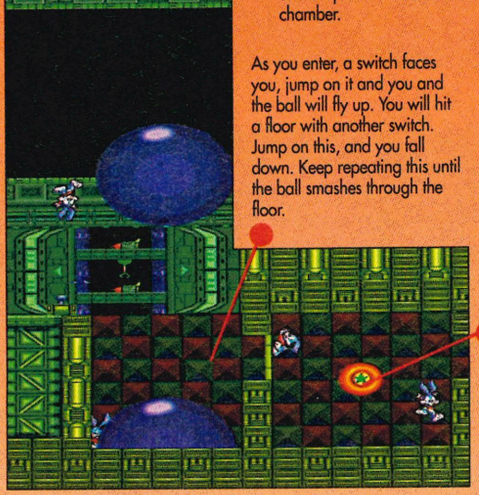
This level will turn you upside down with frustration, you enter a world of zero gravity! A huge ball blocks your way, but if you manage to move it, then there are bonus stars galore. It's just a question of jumping in the right places to gain entry. There are no nastie's here, it's just you versus gravity!

Level 6-3



This room contains stars in abundance, but to get them all, you will need to use your dash and jump. When you have had your fill, go back to the switch and drop down to the lower chamber.

As you enter, a switch faces you, jump on it and you and the ball will fly up. You will hit a floor with another switch. Jump on this, and you fall down. Keep repeating this until the ball smashes through the floor.



Make sure that your way is clear before climbing. The soldiers here, are hard and need to be kicked twice before they will go down for good.

As you enter this room, the doors shut and you are trapped. Jump up and hit the ball and it starts throwing out stars. As well as the stars, a robot will jump into view and bounce around madly, kill him, and your exit will be clear.

Level 6-4



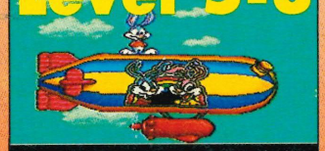
Buster has reached the final level and because of this, the entire armed forces of Duck Vader have been sent to blast you into space dust. Buster has to negotiate the perils of a stairway guarded by hordes of armour plated soldiers and giant bouncing balls, as well as a space age catapult.

After landing from your flight, keep moving to the edge of the platform and jump down. When you reach the end of the lower platform, wait for the ball to descend then jump over it.

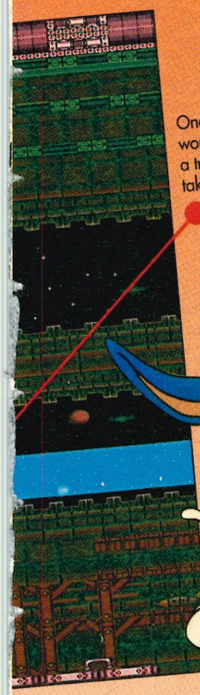




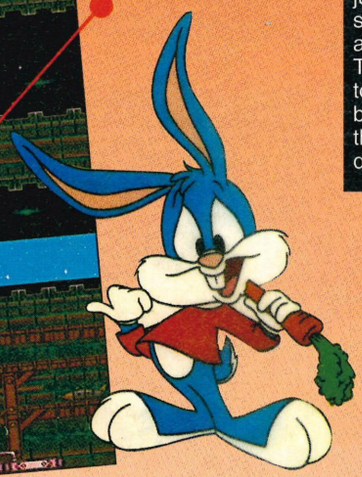
Level 5-3



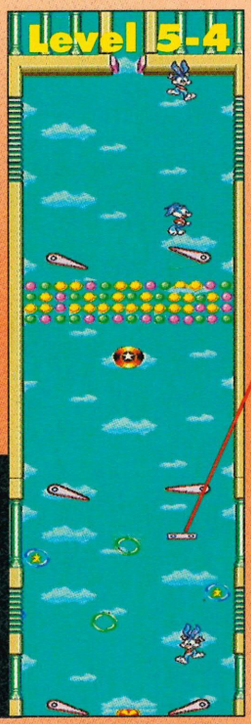
You leave the danger of the balloons for an airship, being the cool dude that you are, you ride on the top! From here you will be attacked by flocks of birds. Spin jump to win



Once inside the space ship, work your way to the end where a transport tube opens up to take you to the next level.



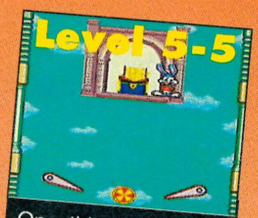
Level 5-4



A sign on the airship will tell you when to jump. You end up in a sky high pinball room, and you are the ball! The easiest way to get to the second set of bumpers is to run up the side of the wall and drop down on them.

Just below the second set of bumpers is a moving platform, useful for taking a well earned rest.

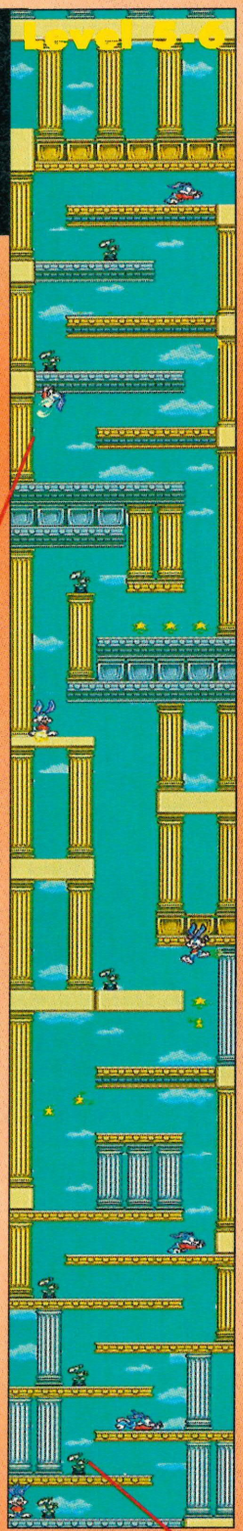
Level 5-5



On this level you must bounce yourself up onto into the door way and collect the book.

Level 5-6

This your last stage in the air and it is done at top speed. All this level is a race to the top before the scrolling gets you. Use your dash as much as you can and keep moving! Collect as many of the statues as you can but don't worry if you miss a few.

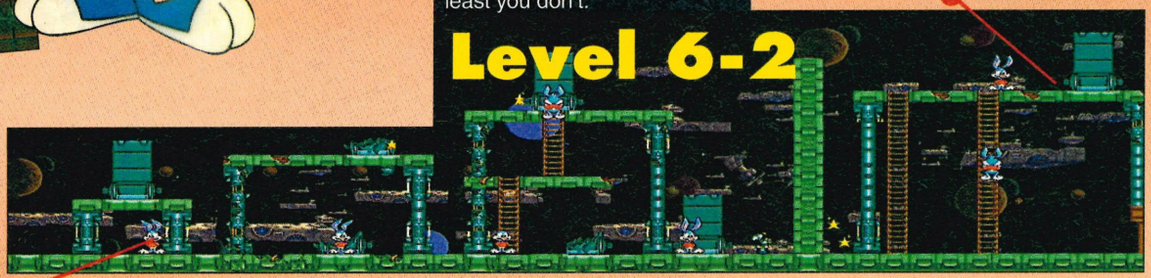


As you race up the walls jump, before you reach the top or you will get stuck and fall back down into oblivion.

This one's a real blast! Having found out about your escape, the entire fleet are out to get you. As you run, the giant ships fire lasers at you. Your only defence is to duck behind large green containers.They fall apart afterwards, but at least you don't.

Hide behind this box and wait for the blast. When it's past, walk through the wreckage to the next level.

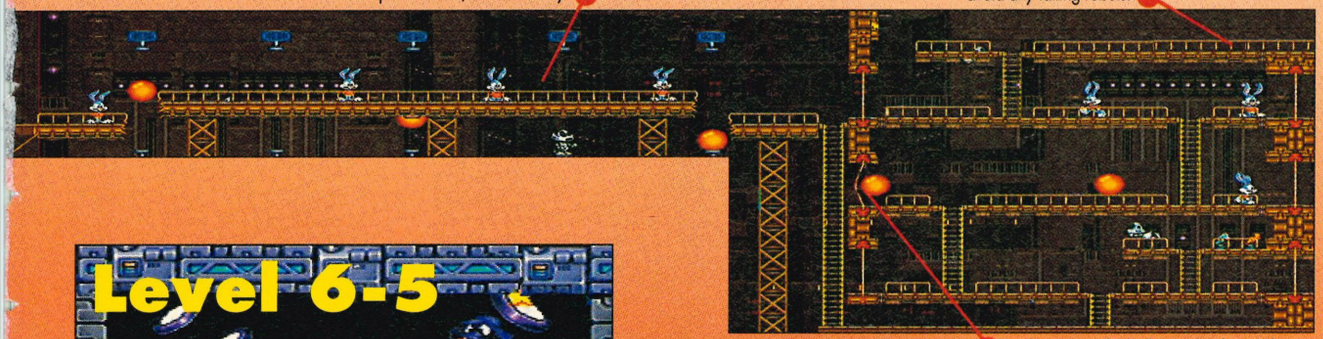
Level 6-2



These giant green crates are your only means of defence against the lasers, so use them well.

All along this walkway, huge balls float up and down, so take it easy.

Reach the top floor and press dash to avoid any falling robots.



In this section the balls ricochet from side to side. To avoid these, climb to the top of the ladders and wait for them to go over you. Now get onto the walkway and jump over the oncoming ball.

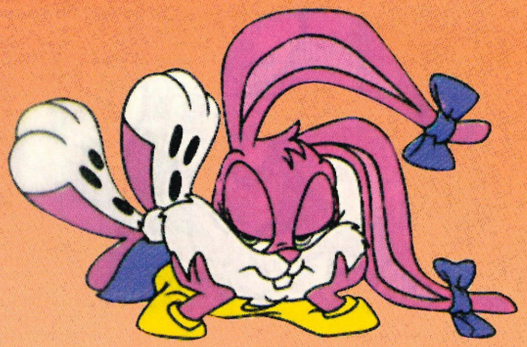
As you enter, press dash to gain yourself some room. Keep moving and press dash as soon as you can.

Level 6-5



Buster has now reached the final guardian, Duck Vader! This duck is mean and moody, bit like Patrick after finishing this game! To beat him, you must shoot him with his own gun! Jump on the end of the gun to make it spin and stop him from getting hold of it. As it spins, the gun fires and catches Duck Vader a good old wallop.



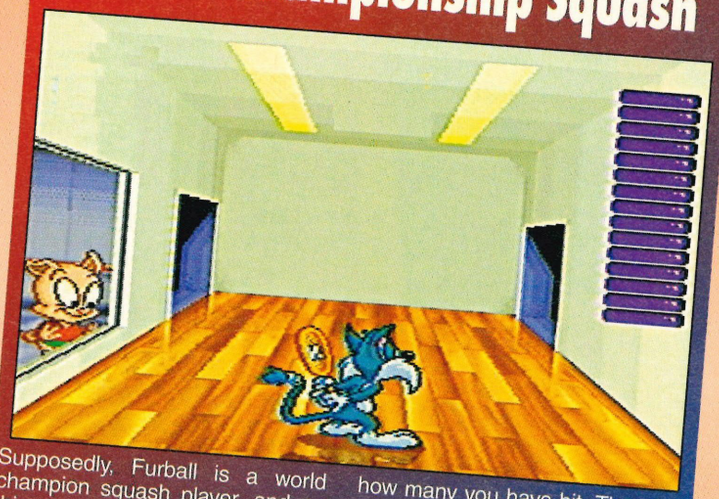


Rescue Bab's Friends

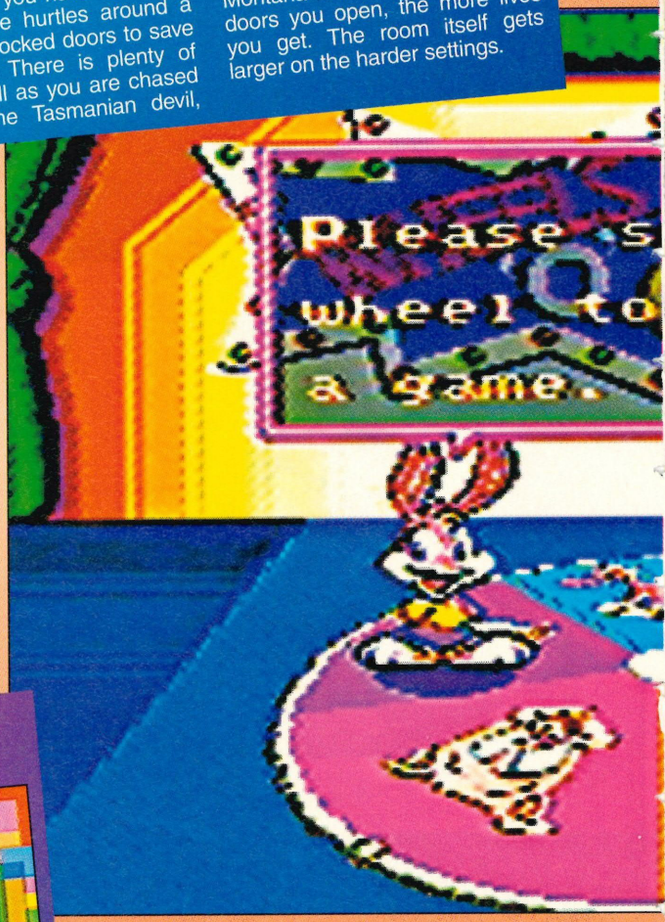


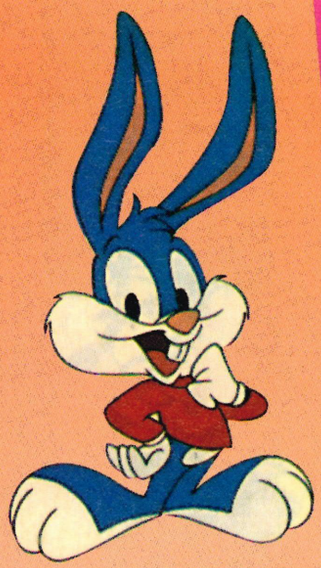
In this game you have to control Babs, as she hurtles around a room full of locked doors to save her friends. There is plenty of room for skill as you are chased by Dizzy the Tasmanian devil, Arnold the bulldog and Elmyra, Montana Max's sister. The more doors you open, the more lives you get. The room itself gets larger on the harder settings.

Furball Championship Squash

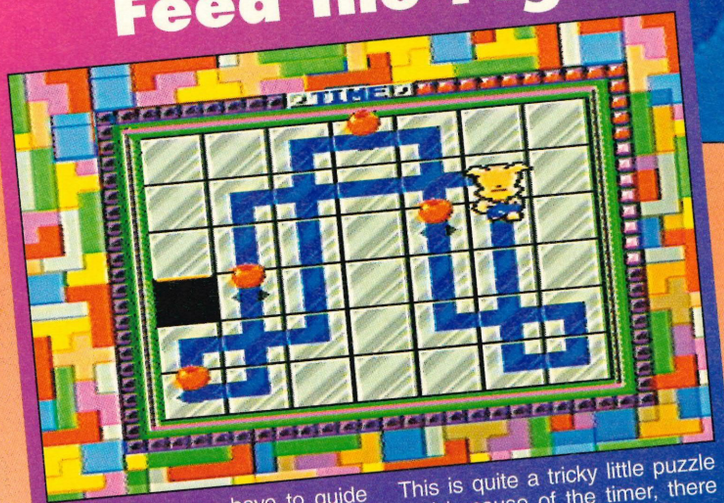


Supposedly, Furball is a world champion squash player, and on this game you must control him, because of this, there is a lot of room for skill and tactics. To gain an extra life, Furball must hit the ball 15 times consecutively. A series of bars, light up to indicate how many you have hit. The easiest way to accomplish this, is to get the ball into a corner. The whole game is set on a timer so be quick. Occasionally, Toon characters run across the court, hit them to aid your game and score points.





Feed the Pig



In this game you have to guide Hampton pig around a set course, by moving the tiles one at a time. The idea is to connect all the blue paths together so Hampton can eat all the apples. This is quite a tricky little puzzle and because of the timer, there is no room for error. The above shot is what you are aiming for and every apple that Hampton eats is an extra life.

SUMMARY

GAME NAME: Tiny Toon Adventures
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 3,450,900
NUMBER OF LEVELS: 6
CHALLENGE RATING: easy

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

Cartridge supplied by:
Video Games Centre
Tel (0202) 527314

Plucky Duck's Googo Bingo

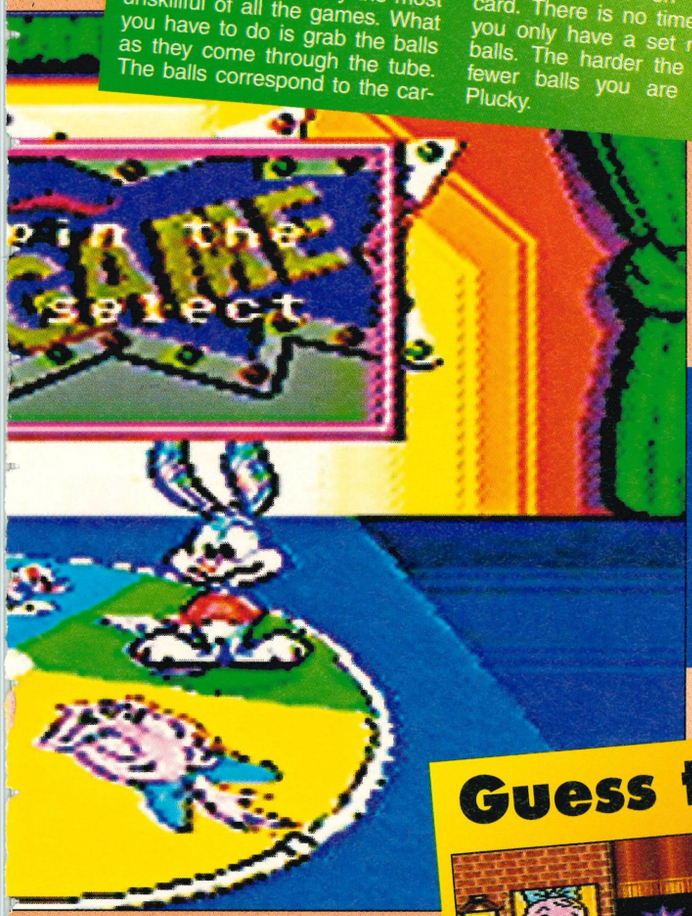


Here we go, it's Plucky Duck's Bingo! This is probably the most unskillful of all the games. What you have to do is grab the balls as they come through the tube. The balls correspond to the cartoon characters on the bingo card. There is no time limit, but you only have a set number of balls. The harder the level, the fewer balls you are given by Plucky.

End Game



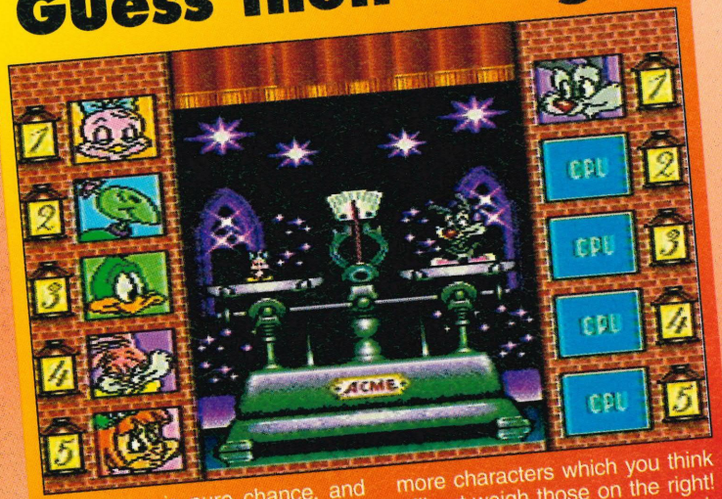
Well, you have completed the game and what greets your tired eyes? Buster Bunny, Babs Bunny and Plucky Duck. It turns out Plucky Duck played the part of Duck Vader, and the whole game was the school play!! This doesn't mean however, that Buster does not get his girl. Oh no, after all, Babs is still his bit of fur on the side!! As the stage scenery is moved, the three dudes make their way off screen until the next time. Not exactly the most inspiring ending is it? Another SUPER XS game busted!



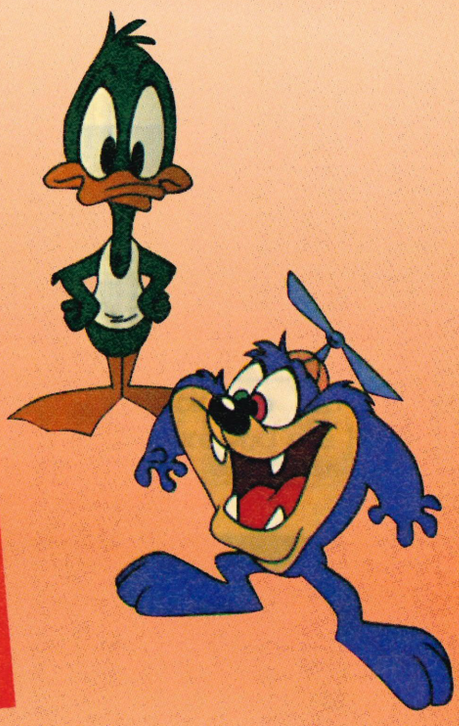
Bonus Games

At the end of every level, Buster and Babs invite you to spin the wheel. Like a cartoon "Wheel of Fortune", and there is about as much skill involved in what you end up with. There are five separate games, all requiring different amounts of skill. Each game is hosted by one of Buster's pals. Due to the effect of chance, it is possible to go through the whole game and only play one or two of the bonus games. The idea of all the games is to get extra lives, either by outweighing your opposition, playing squash, bingo, rescuing friends, or completing a puzzle in a set time. All in all, it is a novel way to gain extra lives.

Guess their Weight



This game is pure chance, and the likelihood of you getting any extra lives is slim. You are given a very brief glimpse of five cartoon characters in boxes on the right. You then have to select five more characters which you think will out-weigh those on the right! Sound easy? Well it is, in principal, but I'm sure the computer cheats!



DOCTOR M.

XS SOS

Pitiful pleas have been flodding into the SUPER XS offices over the past months but one in particular caught our eye.

Damon Harris from West Glamorgan ended his sad request for help on *Super Ghouls 'N Ghosts* with "By the way, who answers the SUPER XS SOS?"

Well, for Damon and anyone else who was wandering, the SOS problems are handled by our very own tips legend, Dr M!

The doctor is a tips whizz and spends every spare second playing console games in his gaming laboratory.

Dr M completes every game he plays (almost as many as Damian) and so there's no one who can even remotely rival his knowledge of shoot-'em-ups, RPGs and platform adventures.

If you have any questions or problems on any NIntendo games then don't delay, Dr M has the answer!

So send all your mail to *Dr M, SUPER XS SOS, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, BH1 1NF.*

CLASSIFIED

PROFILE
Full Name: Doctor M
Age: Unknown
Claim to fame: Completed *Battletoads* with one life
Currently bustin': *Wing Commander* (SNES)
Fav Games: *Zelda III* (SNES), *Micro Machines* (NES)



LEMMINGS (SNES)

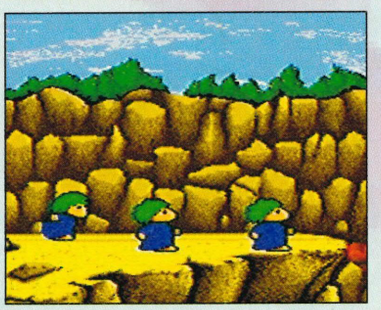
CAN I HAVE THE PASSWORDS FOR THE SUNSOFT LEVEL?
David Taylor, Arbroath.

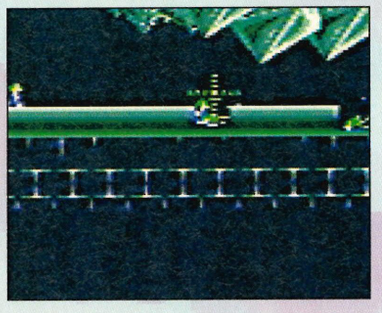
We've had loads of letters concerning this little gem because you may have noticed that we didn't print the full set of codes. This was entirely intentional, as we thought we would tease you with the codes until a later issue when everybody has had time to reach them properly. The last five levels on Sunsoft are incredibly hard so here are the codes for any distraught readers.

Your nightmare is over!

Level 1:	TPCWFMP
Level 2:	WSJCLDX
Level 3:	PVNRCMV
Level 4:	HZSQQNV

As for level five, well, you'll have to wait for that one, ha, ha, ha!
We are sworn to secrecy (unless we get enough letters).





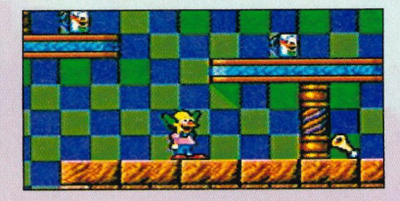
KRUSTY'S SUPER FUN HOUSE (SNES)

I CANNOT GET PAST LEVEL THREE, PLEASE HELP!
John Stacy, Stratford

Er, level three's a bit big to describe in its entirety, John. However, if you try putting the password in as SMAILLIW (Williams - the name of the programmer - backwards), all the doors will open allowing you to enter and complete any level. Not bad eh?







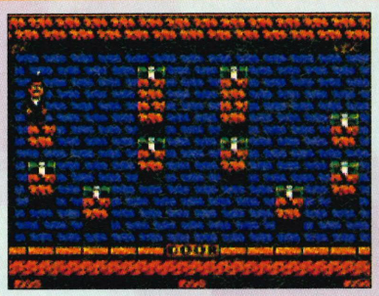
THE ADDAMS FAMILY (NES)

WHAT DO I NEED TO RELEASE PUGSLEY?

Julian Kalenuik, Birmingham

Pugsley is far too small to escape from the secret passage so you will have to collect three ingredients and concoct a shrinking potion. The first item is the blue egg which is found in the tree with the locked door. The key to the door is in Wednesday's room and you will have to avoid the killer dolls before collecting it and a bag of money. The egg is at the top of the logs inside the tree.

The second ingredient is the bone found in the crypt. Enter the door in the top right and run left where there are three ledges. Jump on the



bone and it moves, get over on the platform right in the corner of the room with the spikes on the roof and carefully jump on the bone to collect it.



The final item to complete the potion is a piece of fog from the fog machine on the roof. Grandma tells you how to fix it if you have the spanner. Find the snorkel in the toy



room and jump in the pond in the woods. If you avoid the jelly fish and continue right then you will find the spanner lurking amongst the weeds.

SPANKY'S QUEST (GB)

ARE THERE ANY CHEATS?

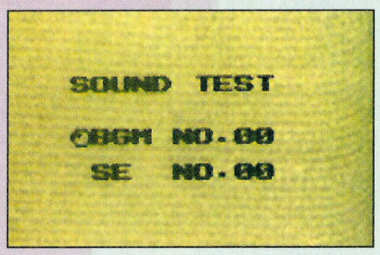
The unstoppable Bobby Hull, Cambridge

As if by magic, a cheat for this curious Japanese puzzle game flittered into the office just the other day. Many thanks to Andrea Morris from Newcastle under Lyme for sending in this cheat. Andrea receives a limited edition SUPER XS t-shirt for solving Bobby Hull's problem.

There is a level select and sound test cheat for Spanky to use.

Enter ø119 as your password for a stage select and then press up or down on the pad to change the stage.

If you enter ø117, you will be able to choose the music and sound effects.





PILOTWINGS (SNES)

HOW DO I REACH THE HELICOPTER RESCUE?

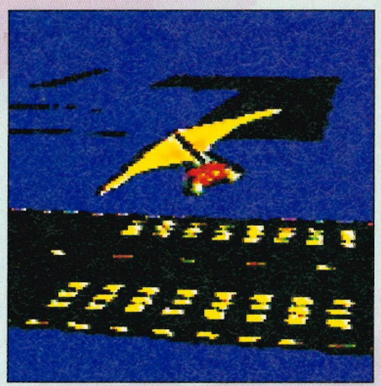
Scott Pelland, Eastleigh

To enter the special helicopter stage, pass lesson four and earn 300 points on the four objectives.

On the light plane, approach centrally and lower your speed to 60mph. Use the orange balls as a guide for the perfect flight path and landing.

During the hang-glider section, go through the ring and then use the warm air currents to rise up and go through the ring again.

When you are parachuting, make small corrections to your course and use the flare to slow you down at the last minute. Your objective is the small moving platform and you will need extreme skill to land on it safely.



Landing on the platform with the jet pack is easy because you can use the overhead view and watch the shadow for a perfect position.



WING COMMANDER (SNES)

HOW DO YOU DEFEAT THE RALORI BASE SHIPS IN VENICE?

Andy McDowell, Leeds

If you have successfully negotiated the first four systems then the Tiger's Claw will enter the Venice star system where the Kilrathi base ships are waiting. Consequently, many of the missions you face are strike missions against the Ralori cruisers.

There are many ways to defeat the enemy, Andy; some of them are suggested by Maniac and others by Iceman, but we have found the following method to be the most effective.

Destroy the fighters that are guarding the Ralori and then turbo into firing range. The ship's laser turrets will begin sending flak in your



direction so keep the ship in the top of the screen as you approach to avoid the missiles.

The best place to attack is from the rear, get in as close as possible so that it fills the entire screen. This way, the ship's defences cannot hit you and you are free to sink a few



missiles into the Ralori's exhaust pipes. A salvo of laser hits is also very effective.

If your shields are being desimated by enemy fire, turbo out of range quickly and instruct your wingman to start his attack run while you regenerate.



You can also attack the Ralori from the side and front, but we have found that the flak gets too intense, the closer you get and this usually ends in failure early on. It usually takes two missiles and some laser fire or a at least four full bursts of guns to destroy a base ship.

HOW DO I GET THROUGH ASTEROID FIELDS?

Simon Cowley, Oxford

SUPER XS will be printing the full solution to this epic battle of the planets next issue but for now, here is our tried and tested method for evading the mass of asteroids and also the enemy mines which use the same method.

Put the waypoint cursor in the centre of the screen and adjust your speed to about 2-230 KPS. This should give you enough time to avoid any incoming projectiles. Move the ship up and wait for an obstacle to appear in the cross

hairs. Now quickly push down and wait again for the next asteroid (or mine). Each time you move away, all the objects on screen miraculously disappear so that when you go back, the route will be clear.

The reason for waiting until another asteroid comes into view is that this signifies when the objects above disappear so you may go back up in complete safety. If you move too soon then it is possible to be caught in the cockpit before you know what



is going on.

This same method can be used for enemy mines but you have to take more care because the mines are



designed to home in on your ship. Consequently, you can get mines that are travelling very quickly and require split second timing.

PARODIUS (SNES)

HOW DO I GET PAST THE BELLY DANCER?

Jeff Banks, Birmingham

The huge dancing woman may look intimidating, but size isn't everything (eh, Simon?). Move your ship down as far as you can go and fly right up to her left leg as it begins to walk towards you. As it rises, fly underneath and hover in the gap between the two moving limbs. The woman moves from left to right and back again twice, and on each pass, she gets faster.

You really have to time it perfectly so that the ship gets under the leading leg, then move in tiny steps between the legs and finally out the other side. Once you have done this four



times, you fly out of the tube and into space where an even greater challenge awaits.



ACTRAISER (SNES)

WHAT'S THE DEAL WITH THIS MANTICORE GUY?

Steve Grant, Stafford

The manitcore's breath weapon is fire and it uses it in spades. Stay on the right hand side when it leaps out and jump on the top platform as it cooks the area below. The Manticore will now hop to the left, so leap to the middle platform and when it leaps to the right, shoot it loads of times. If it attacks again, return to the top and repeat the process.





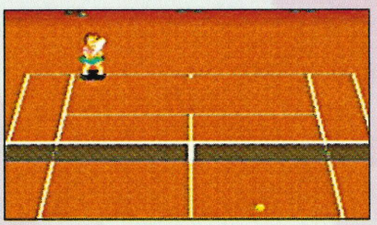
SUPER TENNIS (SNES)

PLEASE CAN I HAVE A PASSWORD FOR THE NEW YORK OPEN?

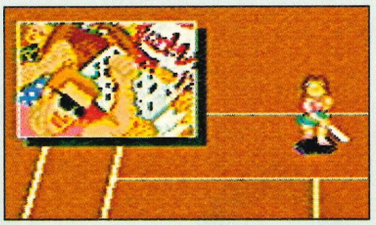
Jason Collier, Essex

Choose any character you want, Jason, and then input this code for the New York open.

Q8QMVF	RHRMSYY
RHYHGQX	JØVYQYH
4HRØCQ1	4Ø65C6P
DJSSSRL	MM8







PRINCE OF PERSIA (SNES)

TELL ME HOW TO KILL THE GRAND VIZIER!

Dave Parslow, Stoke-on-Trent

This crafty kaliph first tries to take you out with magic fireballs so deflect them with your sword and then push right while pressing the attack button. After a few hits the Vizier goes completely mad and tries to hack you into little pieces. The best way to deal with this insane onslaught is to use a combination of attack and parry to force him against one wall. As with most games, once you have the evil guy on the ropes, he shouldn't prove too much trouble.



In this case, if he is right in the corner then each successive hit from you will cause him to stab himself on your sword spelling his doom even quicker. As guardians go, this is one of the easiest so you should finish him off without a scratch.





MAGIC SWORD (SNES)

I NEED ALL THE HELP I CAN GET!

Dave Luckhurst, Copley

Help is at hand, matey, in the form of SUPER XS SOS. There is a cheat for this polished platform romp which gives you a hidden option screen.

Connect two pads to your Super NES and get to the normal option mode, move the cursor to Exit and press left and start on controller two. With these buttons pressed, tap start on controller one and you will reveal a hidden option menu with vitality and level selects. This should help you out, Dave - good luck!



Got that?



Every month SuperPro reviews more Super NES games than any other magazine.

Every month SuperPro has more pages of Super NES tips than any other magazine.

Get this...



Every month SuperPro will help you get more out of your Super NES than any other magazine.

Isn't it time you plug in to SuperPro... every month!

...regularly!

The latest edition of SuperPro is on newsagents' shelves now. But it sells out fast, so reserve your copy immediately. In case of difficulty obtaining a copy phone Paragon Publishing on 0202 299900.

SUPER XS BUSTERS A-Z

Tired of sad tips sections written by wafflers? Irritated beyond belief by tips that don't work or that you cannot understand? The SUPER XS Busters A-Z is all you will ever need! All the latest tips from around the world are colour-coded here for your machine. The best tip printed each issue wins the sender a free game. Send in all your hints, tips and game-busting ploys to SUPER XS at the usual address.



SUPER NES



NES



GAME BOY

BUSTERS



AXELAY

Infinite Lives
Pause the game, unpause then pause it again. Press Select, Up, Down, Left, Right, Y, B, A, X. Now unpause the game and if the cheat has worked it should say "Mutek" where the lives should be.

BATTLECLASH

Difficulty Setting
Go to the title screen and press the top L button and Select simultaneously. Set your aim and choose all the normal options and now a new menu will appear giving you the choice of difficulty.

DRAGON'S LAIR

Extra Lives
Locate the three extra lives available on level one, then simply return to collect them as many times as you want at any point in the game.

FACEBALL 2000

Cyberscape Mode
Go to the title screen and hold both L and R buttons at the same time, Choose one or two players while still holding these down and press Start. Let go of L and R and a new option called Cyberscape will appear. This is a completely new game and features loads of new enemies and a split screen mode.

F-ZERO

Short Cut
When you play on Port Town 2, go round one lap and just after the line you will see a jump. Actiavte the power boost and press right just as you hit the jump. You should clear the gap and land on the other side of the track.

GRADIUS 3

Weapon power-up
Pause the game and press UP, UP, DOWN, DOWN, L, R, L, R, B, A and then restart the game. You will have missiles,options and shields – use the cheat wisely as you can only use it once per stage.

Extra lives
On the title screen hold LEFT, press A three times and then start the game. This will give you 30 extra lives to play with.

HOOK

99 Peter Pans
When you are in the caves on level five, fall down the first hole on the right. Tinkerbell is waiting below, walk or fly to the right and you will see a 3-Up and a leaf. You have to go underneath the rocks to get both of these then kill yourself and they will re-appear!

JAMES BOND JR

Passwords

Level 5 –	9Ø25
Level 6 –	1813
Level 7 –	3353

JOE & MAC

Extra credits
For up to nine extra credits, rapidly press the X button on the title screen. For every tenth press of the button you will get an extra credit. However, if the title screen disappears, the number will revert back to four.the game then press start to exit it. All you have to do now is enter the level again and get the life. Repeat the procedure for as many lives as you can handle.

KRUSTY'S SUPER FUN HOUSE

Open All Doors, Extra Pies
Enter JOSHUA with a space before the first letter and after the last. Now press Start and Krusty will laugh insanely to indicate the cheat has worked. Now you can enter any door in the game and press both L and R buttons for a pie refill.

PAPERBOY 2

Passwords
Route: 5738 Week 2
Route: 6479 Week 3

PILOTWINGS

Passwords
If you cannot wait to complete the early stages of this excellent aeriel game then enter these passwords.

985206 – level 2
520771 – level 4
400718 – level 6
165411 – level 8
882943 – helicopter 2
394391 – level 3
108048 – helicopter 1
773224 – level 7
760357 – level 9

SIM CITY

Earn a million
Spend all of your money in one year. When the tax screen appears at the end of the year, hold the L button and exit the screen. While still holding L, go back to the tax screen again and increase spending to 100%. Exit again and release L. When the people start spreading the money, your funds will raise to $999,999.

SMASH TV

Stage Select
Go to the option screen and press RIGHT, RIGHT, UP , DOWN, R BUTTON, L BUTTON and you will hear "Bingo" from the host. Now choose one or two players and you will see a stage select. This gives you the chance to start on any level including all the bosses.

SPANKY'S QUEST

Passwords

354 Level 3–1
116 Level 4–1
988 Level 5–1

STREET FIGHTER 2

Get to last four bosses easily
Start the game with both 1P and 2P pads connected. Then, when the game starts, immediately choose any opponent and let him join in the fight so that you can knock him out. On the player select screen you will see a cross over the player you have just beaten showing that you have completed the stage. When your own player is getting low on energy, switch to player two. This does use up continues but you can reach the last bosses with ease.

Fight the same character
Press START when choosing a character then DOWN, RIGHT, UP, LEFT, Y, B, X, A in rapid succession with the 1P pad and you can use the same character only in a different colour. The computer player will also be in different colours. Spooky!

SUPER ADVENTURE ISLAND

Round Select
Wait for the story screens to appear and press START, so that the second title screen comes up. At this point, press diagonal top left, L, X and right on the joypad. While holding these three buttons press START to enter the round select screen.

SUPER BUSTER BROS

Level Select
Press the good old Start button on the title screen. You will be confronted with a screen saying "Select Game". Press L button, R button, R button, L button, Up and Down. A number will appear which allows you to go to any level.

SUPER DOUBLE DRAGON

Unlimited Continues
Press Start on controller one to access the mode select screen. Press Select to choose Mode A and then start the two player game. Play until there is only one continue left for each player (if one has more than the other then deliberately get him killed). When asked to continue, press Start simultaneously on both controllers and you will both be given an amazing seven continues.

SUPER FIRE PRO WRESTLING

Watch mode
Ever wish your wrestler could be secretly controlled by the computer when fighting someone else? Well, here's how you do it. While you're selecting your character from the Exhibition match screen, hold down button X. The wrestler will now be under computer control. Both players can do this. It's especially useful for tag matches.

Bleeding referee
If you run at the ref, using run or hammer throw for instance, the wrestler will occasionally bump the ref to the canvas. Sometimes the ref will even start bleeding. This can prove very useful as he is unable to take counts while on the deck.

SUPER GHOULS 'N GHOSTS

Hidden message
Defeat a boss and hold UP on the control pad for a hidden message.

Stage select
Select the option mode from the title screen and highlight the Exit selection. Hold L and START on the second controller and another option screen will appear in which you can choose the level and area on which you want to start.

SUPER MARIO KART

Change screen
Plug in two controllers, when the title screen appears, start a one player game and keep the Left and Right buttons pressed on the second controller. The upper screen will be the course map and the lower section will be your playing area.

Shrink Characters
Press and hold down Y, then press A on the character select screen to shrink all the characters in the next race.

SUPER MARIO WORLD

1-up bonanza
In the secret vanilla fortress, swim to the door before Reznor where there are two Bony Beetles. Jump on them without touching the ground. Keep treading water while they regenerate. Repeat. As long as you don't touch the floor (just keep swimming), you'll earn thousands of points and consequently 1-ups.

SUPER OFF ROAD

Unlimited continues
To continue on your own forever, select two player mode. If you play on your own, just leave truck two and you'll always come third or higher.

SUPER R-TYPE

Level select
At the title screen hold down the R button and press UP nine times. You'll here a tone. Start the game and then pause it. Hold R and A together, and press SELECT. Press UP or DOWN to choose your level.

SUPER SOCCER

Speed-Up Mode
Enter the player/skill selection screen and press LEFT, RIGHT, LEFT, UP, R button, R button. You will hear "Bingo" and then you will be able to choose your options before the speeded–up action starts.

Bendy shots
Press B (yellow) to begin your run up. Press the direction you want to shoot to aim the ball. Now press L then R the L to curl to the left and R then L then R again to curl to the right. You must press the left and right buttons before the player kicks the ball for this to work.

SUPER STAR WARS

99 Lives
In preparation for the mega solution in the next issue.
Get to the Sand People on level five and keep moving until you reach the second section of platforms where you have to clear a gap. Instead of attempting the jumps, drop down the face of the cliff and you will reach a ledge with a cave and plenty of 1-Ups to complete the game with.

Special Codes
Start on the first level of the game and press Y, B, X, A simultaneously. Now press the Start button. You will now be shown a sound test screen. Press Start to go back. If you return to the sound test, the words under the sound test will have changed. If you keep doing this, the game will give you the codes for various effects. To activate the cheats, turn the power off of the Super NES (not the reset switch) and input the code on the title screen. If you have put it in correctly you will hear a Jawa noise. Here are the codes.

5 Continues	–	X, B, B, A, Y
Light Saber	–	Y, Y, X, X, A, B, X, A

SUPER TENNIS

Super player
For a more skillful player, highlight the one that you want and press the following on the second controller: L, L, L, L, L, X, R, R, R, R, R, R, R, X.

THUNDER SPIRITS

99 Continues
Press button B rapidly on the title screen until you hear a chime (if you have turbo fire, then use it). or each tone you her, one credit will be awarded. Wait for the demo to finish to be able to try to get even more continues.

TOP GEAR

Passwords
PRO

FOUR MEG	South America	LEGEND	Japan
THEWORLD	Germany	LETSRACE	Scandinavia
ALCHEMY	France	A LOOPER	Italy
SEASONAL	UK		

CHAMP

EDUCATED	South America	OILCLOTH	Japan
WRECKAGE	Germany	CARACOLE	Scandinavia
EPYLLION	France	GLUCAGON	Italy
KEELSON	UK		

TURTLES 4: TURTLES IN TIME

Boss Select
On the title screen, use controller two and press Up, Up, Up, Down, Down, Down, B, A and B. You will hear a chime, now start the game, choose your turtle and a menu will arrive showing all 11 bosses. You can go to any one. You wil have 16 hit points and three turtles for each fight.

WINGS 2

Antique Radar
Go to the title screen and hold down the top L and R buttons at the same time. With both these pressed, hold Up and press Start. Now you will have a small radar on your bi-plane to spot the enemies with.

BUSTERS

Remember, if you want to be a part of Britain's only dedicated Nintendo tips magazine, send your sackloads of solutions, hints and cheats to us at **SUPER XS, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset, BH1 1NF**. Every issue your prized cheats will be added to this comprehensive Busters A to Z, and the best will win a free game.



ADVENTURE ISLAND 2

Island select
To start off on any island, press the following on the title screen: RIGHT, LEFT, RIGHT, LEFT, A, B, A, B.

ADVENTURES OF LINK

The Final Guardian
When fighting your shadow, move to the left hand side of the screen and continuously press the B button. Your shadow may hit you once or twice, but you should land many more strikes during that time.

Sword skills
To discover the art of the upward attack, go to Darunia and use the jump spell to leap up to the house with a chimney. Drop down this and go right to find the warrior who will teach you the skills. The downward attack is found in Mido town. Use the jump spell to reach the open door at the top of the church, and go through to find the man in the know.

ADVENTURES OF LOLO 2

Extra levels
For a greater challenge, enter any of the following codes at the password screen: PROA, PROB, PROC, PROD.

AIRWOLF

Extra lives
Look out for the gold planes – shoot one down and you will get an extra life. They don't appear often, so do keep your eyes well and truly peeled.

AMERICAN GLADIATORS

Password

Level 2 –	A, B, A, A, A, A, B, B
Level 3 –	A, B, A, A, B, A, A, A
Level 4 –	A, B, A, B, B, B, B, B

BAD DUDES

Extra lives
For 64 Bad Dudes, enter the following button sequence with the second controller on the title screen: B, A, UP, DOWN, UP, DOWN. Use the first controller to start the game.

BATMAN

Infinite power-ups
When you come across the falling drop claws, crouch next to their landing position and punch repeatedly. Each drop claw that you destroy will turn into a heart, weapon bonus or points bonus. Three normally drop one after the other and then there will be a slight pause, so rush in and grab the loot before returning to the crouching position.

BATTLETOADS

Level skip
On level one, there is warp zone at the top of the first rock. Just walk on up there and you will see a Mega Warp screen. The second warp is on the *R-Type*-like shoot-'em-up bit, the third level. It's on the second half at the bottom. Watch out, though, because it's right before the barrier, so you really have to hope you get the right one. The last one is on the second stage of level six.

Ride the dragon
You can get on the dragon that you encounter during the latter half of level one. Take the stick sword from the tool worker by beating him up. Now use the sword to kill the dragon. Now lie on the dragon and press A, and you'll be able to ride it. You can now control the dragon using B for breathing fireballs and continually pressing A to fly.

Extra lives
On the title screen push DOWN on the joypad and press A, B, START. You will hear an explosion and when you start you will have six hearts instead of three. You can also do this on the continue mode.

BIONIC COMMANDO

Easy way out
If you enter a section that you don't wish to play or cannot continue in, press the A and B buttons simultaneously and you'll return to the map screen.

BLUE SHADOW

Power shot
For a devastating lightning attack, hold the B button down for a few seconds, and you will release a bolt which will subsequently strike most of the enemies onscreen. The only problem is that it will use up about half of your energy, so use it sparingly.

BOULDER DASH

Passwords
Enter the following codes for the required world:
635870 – ice world
840137 – sand world
840967 – ocean world
225378 – relic world
752053 – volcano world

BUBBLE BOBBLE

Stage select
To be able to select any stage in the game, enter DDEFI on the password selection screen.

BUCKY O'HARE

Passwords

Deadeye Duck	–	67KIJ
Willy	–	M7Lak
Blinky	–	M7KZ3
Final Stage	–	MPW2L
Final Stage2	–	MPL65

BURAI FIGHTER

Start with full weapons
To start the game with a full complement of weapons, enter LTBB on the password screen.

CAPTAIN PLANET

Passwords
Use any of the codes here to get to later stages in the game:

763754 – level 1-2
955783 – level 2-1
637511 – level 2-2
148574 – level 3-1
786565 – level 3-2
920272 – level 4-1
799274 – level 4-2
344551 – level 5-1

CAPTAIN SKYHAWK

Safety zone
While flying through a level with mines, go the the side of the landscape, and you'll be safe from their attacks.

CASTLEVANIA

Defeating Dracula
To kill the first incarnation of Dracula, kneel on the platform on the right hand side and whip him in the head. When he dies, he will change shape – go to the left hand side and use your whip in conjunction with any weapon that you may have (the holy water and boomerang are best).

CASTLEVANIA 3

Extra power-ups
On the first level collect all of the power-up pods that you can. Use them to increase your speed and missiles. Ensure you collect the extra life near the beginning. Let the time run out, and repeat the manoeuvre – as long as you keep collecting the 1-up, you won't lose any lives and you'll be able to build up your powers.

COBRA TRIANGLE

Extra Lives
Enter "Help Me" on the name screen and you'll start with ten extra lives.

CRACK OUT

Passwords
Enter the following to get to later stages:

NOBCZ2.CW5103 – stage 4-10
NOBCZ3.DWK503 – stage 4-11

End-of-game password
Enter the password MERRY CHRISTMAS into the computer at the end of the game.

DOUBLE DRAGON

Defeating Willy
To defeat the end-of-game guardian, evade him until he starts firing. When he starts shooting, position yourself just above or below him, and move in with a jump-kick. Repeat the manoeuvre.

DOUBLE DRAGON 2

Extra lives
If you are playing alone, select the 2 Player Game B mode and beat up the other character. Each time you kill the other character, you will be rewarded with an extra life.

Continue mode: Press the following combinations to continue the game at the end of the relevant stage (use the second controller for entering the very last cheat):
UP, RIGHT, DOWN, LEFT, A, B – stages 1 to 3
UP, DOWN, LEFT, RIGHT, B, A, A – stages 4 to 6
A, A, B, B, DOWN, UP, RIGHT, LEFT – stages 7 to 9

DRAGON'S LAIR

The elevator
Take the following exits from the elevators to get to Singe:
After the hallway – second exit
After the mines – third exit
After the reaper – first exit

DUCK TALES

Infinite lives
Go to the African mines and you will be instantly transported to Transylvania. Find the two extra lives. One is found by going right, up the first rope, right to the next rope and up, and it is in the chest on the top right. The second is one screen down and to the right of the section where you ride in the mine train. Return to the mirror near the beginning of the stage, jump over the chest (so that you don't collect the key), and then return to the African Mines to repeat the procedure.

Bonus stage
If the 10,000 digit of your score is 7 (the fifth digit from the right) when you accept a lift back to Duckberg with Launchpad, you will stop off at a bonus stage on the way.

THE EMPIRE STRIKES BACK

Full Force Powers
Press start while playing to call up your force powers, then hold right on the controller (you must do this throughout), then press Select, Start, A, B, together then press B, B, Start, A, B, Start, B, B, Start.

FARIA

Extra options
Enter your name as GAOGAO to receive invincibility, unlimited gold and other great bonuses.

FAXANADU

Extra money
To get an extra 1500 gold pieces at the start of the game, visit the King to get the first lot of money, spend it all so that your money level is zero, then go back to the King and he will find an extra 1500 gold pieces for you.

Password
For just about every conceivable item you could imagine, enter the following code:
k8fPcv?,TwSYzGZQhMIQhCEA

GAUNTLET 2

Exits
To turn all of the walls into exits simply stand completely still for two to three minutes – first the doors will disappear, then the walls themselves.

GHOSTS 'N GOBLINS

Level select
To start on any level, hold RIGHT, press B three times, release B, press and release UP, then B three times, press and release LEFT, press B three times, press and release DOWN, and then B three more times, finally press START.

GOAL

Passwords
Use these codes to play in the various matches leading up to the semi finals and finals:

GTXAREZC
GZHIKUIK – semi finals, England vs Brazil
HTXAREZC
GZHIKUIL – final, England vs USSR

GODZILLA

Special passwords
Following are a number of special passwords and their effect:
DESTROY ALL MONSTERS – to fight all the monsters
MONSTER 0 – to fight monster zero
START TO END – to watch the end sequence

GOONIES 2

Password
For all Goonies and necessary equipment, enter the following password:
Z4G "!41 40" "KOK

Extra equipement code
SugNY4wT!NUU!!uF

GRADIUS

Full weapons
Pause the game, and push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. This will give you missiles, options and shield, but you can only use it once per game.

Continue mode
As soon as your last ship is destroyed, press DOWN, UP, B, A, B, A, B, A, B, A on controller one. You'll need to be on stage two or higher, and you'll also have to enter the code quickly.

GREMLINS 2

Stage codes
No matter what stage you want to get to, there's a code for it:

BVKH – level 1-2
DXNH – level 2-1
CGMW – level 2-2
NJDT – level 3-1
ZFPJ – level 3-2
SHMC – level 4-1
VLBB – level 4-2
NXRD – level 5-1

GUN*NAC

Level Select
On the title screen, enter the Config.Sys mode and set the sound test to Ø5. Now you can go to any area in the game.

GUNSMOKE

Unlimited ammo
On the title screen, press RIGHT, RIGHT, RIGHT, RIGHT, SELECT, SELECT, SELECT, SELECT, RIGHT, RIGHT and then begin the game. You'll be given a machine gun with plenty of ammo to help you rid the townships of pesky bandits.

GUNSMOKE 2

Extra weapon
To get a machine gun and 100 bullets, press A, A, A, A, right, and right.

THE HUNT FOR RED OCTOBER

Sub power-up
To power-up your sub during the game, pause the game and then press A, B, SELECT, A, B, SELECT, A, B, SELECT, A, B, SELECT, A, B, SELECT, A, B, B, A. You can only use this once per game, so use it wisely.

Jump levels
Another cheat which you can only employ once per game is this level skipping one. Pause the game and press A, B, SELECT, RIGHT, LEFT, LEFT, RIGHT, SELECT, B, A, B, B, A.

IKARI WARRIORS

Extra continues
To continue when you have lost all of your lives, press A, B, B, A before Game Over comes up.

Level select
On the title screen, press UP, DOWN, A, A, B, LEFT, RIGHT, A, B, UP, A, DOWN, RIGHT, RIGHT, LEFT, B, UP, LEFT, A, RIGHT, B, LEFT, RIGHT, A, LEFT, UP, A, DOWN, A, RIGHT, LEFT and finally B very quickly. Use A and B

IRONSWORD

Extra lives
If you have less than two extra lives recorded in your password, alter the fifth character to an N.

ISOLATED WARRIOR

Level codes
Use the following codes to progress further into this infuriatingly demanding game:
5963 – level 2 8920 – level 3
0705 – level 4 5826 – level 5
2687 – level 6

JACKIE CHAN'S ACTION KUNG FU

Level select and continues
Allow Jackie to lose all of his energy and when the title screen reappears after the game is over, press UP, UP, DOWN, DOWN, UP, DOWN, B, A and START, then press the B button on the second controller. A number will appear which you can alter with the UP and DOWN buttons to select the level you wish to attempt. Finally, press B on the second controller again and you will get 99 continues.

KABUKI QUANTUM FIGHTER

Energy increase
When you are fighting an end level guardian, pause the game then use the UP and DOWN buttons to transfer chip points to your energy level or vice versa.

THE LAST NINJA

Invincibility
Just go to the password screen and use all H's except for the fourth to last which should be Ø.

LEGEND OF ZELDA

Second quest
To be able to start on the more challenging second quest, enter ZELDA as your name on the initial screen.

LIFE FORCE

Steal a life
To steal a life on a two player game, press A and B simultaneously.

Extra lives and continues
On the title screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START for 30 lives and four continues.

LITTLE NEMO

Stage select
On the title screen, press the following buttons: UP, SELECT, LEFT, RIGHT, A, A, B. DREAM SELECT will appear, so put the arrow next to that, and press the A button once for each stage that you wish to skip. Once you have decided the number, press the START button.

LOW G MAN

Stage passwords
Get to later levels in this massive, tough game by using the following codes:
M1CH – level 2
FLLF – level 3
SCRD – level 4
MP45 – level 5

Secret Stages
Enter the following for two new stages.
Train – AMAN
Hovercraft – NAKA

MANIAC MANSION

Calling the police
To call the Meteor Police, use Bernhard to get the tube from the radio in the living room, and then put it into the socket of the radio in Dr Fred's room. Call the frequency written on the wanted poster with the Radio.

Destroying the mansion
Go up the stairs and through the security door and go to the fifth strip of wallpaper hanging down. Look for a keypad and select "Use Keypad", a number comes up and shortly after the mansion explodes.

MARBLE MADNESS

Extra time
Select a two player game when playing solo, then finish the level and you will then be granted extra time in the next stage.

MEGA MAN

Lightning trick
To increase the damage caused by a lightning shot, repeatedly press the pause button as soon as the beam connects – each time that you unpause the game, another hit will register.

MEGA MAN 2

Password
To get to Dr Wily enter the following code:
A1 B2 B4 C1 C5 D1 D3 E3 E5

MEGA MAN 3

Password
To get to the last boss, enter the following on the password screen (you may not automatically appear at the desired location; if that's the case, let yourself be killed and then continue as normal to reach the last of the areas):
T1111 11611
11111 11111
11116

METROID

Extra Weapons
Enter your name as JUSTIN BAILEY to become a woman with extra weapons.

Super Jump
To jump really high without the Rushcoil, hold Right on the second controller, then jump as usual with the A button, making Mega Man fly into the air!

MIKE TYSON'S PUNCH-OUT

Passwords
Enter any of the codes below to get to the section of your choice (for the last password to work you must press SELECT, A and B simultaneously):
005 737 5423 – WVBA minor champ
777 807 3454 – WVBA major champ
267 853 7538 – world circuit bout
007 373 5963 – versus Tyson
135 792 4680 – another world circuit

MISSION IMPOSSIBLE

Level passwords
Here are the codes for later levels:
HMPR – level 2 KMVW – level 3 XDGJ – level 4
TVJL – level 5 QBYZ – level 6

THE NEW ZEALAND STORY

Warp to an extra life
Just as in the arcade version, there are two warps in this game. The first can be found on level 1-2. Jump up to the second platform from the start, face left and fire until the warp appears. Jump into it, take the warp on the right, continue right on the new screen and grab the extra life. The second is found on 1-3. After you've been through the water near the end, jump to the top platform and shoot to the right. After you've entered the warp, press LEFT to land on the middle platform, shoot right to reveal the warp and you will reach a room with two more extra lives.

NINTENDO WORLD CUP

Passwords
Codes for every possible match follow:
10307 – second match
30707 – third match
01507 – fourth match
22007 – fifth match
72107 – sixth match
11507 – seventh match
42407 – eighth match
62607 – ninth match
60207 – tenth match
22307 – semi-finals
12807 – finals

PROBOTECTOR

Extra lives
To get 30 extra lives, press UP, UP, DOWN, DOWN, B, A, START on the title screen.

POWER BLADE

Passwords
Get to the stage of your choice with these codes:
B2712209 – stage 2
G3784JD2 – stage 3
6843D12F – stage 4
IBJ39FK4 – stage 5
J23KGBBK – stage 6
77KDIOGJ – stage 7

THE PUNISHER

25 Bazookas
At the start of the game on the wanted poster screen, enter the following code using the cursor pad of the second controller and the A and B buttons on the other one. Press as follows: A, B, B, Up, Up, Left, Down, A, then press A to start the game. If you enter it correctly a noise will sound and you will be given 25 bazookas, each with twenty five rounds.

RAD RACER

Continue
To continue on the same track you were previously racing on, press A and START simultaneously.

Stage select
To choose any level, select your car and then on the demo screen press the B button to increase the tachometer by two lights. Each time you press the button the level selected increases by one.. Once you've decided on your course, hold UP and RIGHT and press A and START.

ROBIN HOOD

Passwords
On the title screen, press A eight times and B eight times to get a password screen. Now enter any of the following to reach various parts of the game.
CATACOMB, WALL, LOCKSLEY, DUBOIS, CHONE, CATHEDRA, BOAR, WELL, CHAPEL, MASTER, TAX, POND, VILLAGE, TOWN, TOWNHANG, CASTLEIN.

ROBOCOP

Infinite continues
When your continues have been used up, you can still carry on by pressing A, B, SELECT and START on the title screen.

ROCKIN' CATS

Recharge Energy
Pause the game, hold Down, A, B, then press Start to recharge your energy. You can use this cheat as often as you like throughout the game.

Channel Select
Pause the game, then press A three times to allow you to return to the channel select screen at any time during the game.

ROCKMAN 4

Extra energy
Go left on the first stage of Doctor Kosuck and you'll find there's a hidden energy can that you'd normally miss.

Controlled bombs
Rockman can explode drill bombs whenever and wherever he likes. Firstly, discharge a bomb as usual, then press button B when you wish to explode it.

SKATE OR DIE 2

Stage Select
Start the game with two controllers and press Start, A, Select and B on controller two. Now push Right to go to the Mall, left for the Beach or Up for the Planet level.

SNAKE RATTLE AND ROLL

Warp to world 8
Try to reach the end of the first level within four seconds. If you make it, you'll come across a rocket which will allow you to warp to level eight.

Extra Continue
Make sure you are hit by the last yellow anvil on Level four and you must be standing on the square in front of the scales when it hits you.

SOLAR JETMAN

Extra lives
On the password screen, enter every letter as Q. You will start off in a bonus cyberzone with ten extra lives.

SOLSTICE

Infinite lives and magic
During the game, get the sub-screen up with the SELECT button. Press B, START, START, B, B, START, START, B, B, START, START, START, B, START, B, B, B, START, START, START, B, START, B, START, START, B, START, TART, B, B, START, B and START. If you've done it correctly the screen will flash and, the next time you look at the sub-screen, your lives will be at maximum and all of the potions will be full.

STAR TREK

Passwords

Masaba	–	R6XW MLFT ?6XD
Lekythos	–	P?RV !RZH LAQD
Romulan	–	KA55 R?XC LA4D
Shroud	–	J!3L RZX7 M?BD
Lotia	–	JH1L !XX3 K?DD

STAR WARS

Unlimited lives
In Obi-Wan Kenobi's cave you will find two extra lives hidden behind a secret wall. To find them, go right from the start of the cave section, drop down to a long platform near the end of the level, go left to the wall, fall to the platform on the right, and then fall down to the long platform directly below. On the left you will see a small platform – jump from this into the wall, and you'll find that you can walk through the wall to two extra lives. Leave the cavern and repeat the manoeuvre until you have nine extra lives. It's really that easy.

SUPER MARIO BROS

Warp to world 8
In level 4-2, find the invisible blocks just after the first lift by jumping up and down. Use these invisible blocks to punch the otherwise unreachable block. The punched block will reveal a most useful vine which, upon climbing, leads to a bonus level and the wonderful warp. It's that easy.

Continue
To continue on the last world that you were on, you just need to hold A and press START while you are on the title screen.

SUPER MARIO BROS 2

Warp from world 1-3
At the end of the first section of world 1-3, drop a potion next to the large plant pot, go in the door and down the pot to warp to world 4.

Warp from world 3-1
When you reach the waterfall, fall into it and land on the platform at the bottom. Go through the door, head right, pick up the potion from under one of the plants, drop it by the pot, go in the door and down the pot to world 5.

Warp from world 4-2
On the whale section, run to the right, pick up the potion, and continue until you reach the flower pot. Work your way around to it, drop the potion, do what's required and head off to world 6.

Warp from world 5-3
You'll need Luigi to be able to make it to this warp. After climbing the ladder into the level, super leap to the top platform, and use the potion to go in the warp door and down the pot. This leads to world 7.

Warp whistles
The first warp whistle is on world 1-3. Go to the white block surrounded by four other coloured blocks, then crouch down for five seconds on top of it. You will fall through behind the background – run to the right and you'll eventually reach a house. Toad will give you the first whistle. The second is in the first world's fortress. At the end of the first section, fly up to the roof, get on top and run to the right. When you stop, press UP – you will then enter

a door leading to the second whistle. To get to world 8, blow one whistle to get to the warp section, then blow it again once there to get to the final stage.

SUPER MARIO BROS 3

Extra Lives.
At the end of a stage, do a super run into the black area, when the whistle blows hit the card and you will get a star. Keep repeating this to get extra lives and points.

27 "P" Wings
Complete the game and press UP, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, START. This will give you 27 "P" Wings to use at will.

TEENAGE MUTANT NINJA TURTLES 2

Extra lives and level select
To begin with ten lives and have the option to choose the start level, press the following when on the title screen: B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A, START.

TETRIS

Instant completion
Hold down A, B and SELECT in B Mode Games as one of the shapes falls. When the shape stops, you will have magically completed the game.

Faster game
To add 10 levels to the one you've selected, press A and START simultaneously when the cursor is in the right place.

TOM & JERRY

99 Mice
When the screen with the drawing of Tom and Jerry on (the second title screen) appears, then press the following to start the game with 99 mice: Right, Right, Up, Left, Up, Right, Down, B, A, Select, then press Start twice.

TOTALLY RAD

Extra lives
Get to the first green soldier and position yourself so that a massive number of troops come onscreen. Now hold down the fire button and get slaying. You will receive an extra life – up to a maximum of 13 – for every 100 men.

WWF WRESTLEMANIA CHALLENGE

Tag team cheat
Press select and B in the Tag Team and Survivor series mode. Now your partner will run around the outside of the ring and beat up your opponents partner who is also outside the ring.

GAME BOY

ALLEYWAY

Bat Speed-Up
To speed your bat up, hold down A.

THE AMAZING SPIDER-MAN

Surviving level five
To successfully negotiate the first section of level five (the wall-climbing part) continuously press A to jump up, then UP to cling back on to the wall, then A again and so on. This way, Spidey will leap up the wall and be able to avoid all of the enemies who try to attack him with ease.

BATTLE UNIT ZEOTH

Level Select
When the title music ends, press Down, A, B, press them all together five times. You should now hear musical tones. After the first pressing of start will start you on level one, after the second will start you on level two and so on.

BOMBER MAN

Codes
IHOLBKMIHL
HKEFPHIDJC

BUBBLE BOBBLE

Codes
Here are the codes for the last five levels to this classic platform action adventure:
BGL3 – level 96
VLLD – level 97
VGLD – level 98
KLLD – level 99
KGLD – level 100

BURAI FIGHTER DELUXE

Passwords

Following are all the level codes you'll ever need to complete this massive game:

Eagle	Albatross	Ace	Ultimate
HGKM – level 2	HGNC – level 2	GBHC – level 2	GDCP – level 1
CPFG – level 3	BMHB – level 3	MHCB – level 3	LMCJ – level 2
JJCM – level 4	DGBF – level 4	CDMN – level 4	CCHL – level 3
DKLF – level 5	JGJH – level 5	KDPG – level 5	HFKP – level 4
			BNGN – level 5

Password
Enter this password for 1ØØ lives : **HGDM**

BURGER TIME DELUXE

Level codes

2-1	–	**EEHB**
3-1	–	**HBBP**
4-1	–	**PEEP**
5-1	–	**TTPB**
6-1	–	**PTTH**

CASTLEVANIA

Extra lives
Don't destroy the first candle in stage 1, but do whip all subsequent ones and the eleventh will reward you with an extra life.

Bonus stage
On stage one, keep climbing one of the last ropes despite the fact that there's a ceiling in your way – you'll come to a bonus room.

CASTLEVANIA 2

Extra Lives
Enter two candles then two hearts as your password and you will have nine extra lives.

Passwords
Crystal Castle - **BLANK, CANDLE, HEART, HEART**
Rock Castle - **CANDLE, HEART, HEART, CRYSTAL BALL**
Plant Castle - **CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL**
Cloud Castle- **HEART, HEART, CRYSTAL BALL, BLANK**
Final Showdown - **BALL, HEART, CANDLE, HEART**

CHOPLIFTER 2

Passwords
Use these codes to any section of the game:

SKYHPPR – stage 1-2	LKYBYSS – stage 1-3
CHPLFTR – stage 2-1	BYMSFWR – stage 2-2
RGHTHND – stage 2-3	GDGMPLY – stage 3-1
TRYHRDR – stage 3-2	SPRYSKS – stage 3-3
CMPTRWZ – stage 4-1	CHPYBYS – stage 4-2
VRYHPPY – stage 4-3	GMBYQZD – stage 5-1

DR MARIO

Quick Reset
A quick reset instead of pressing the button on the control deck - press Select, Start, A and B and the game will reset.

DYNABLASTER

Passwords
Enter the following code to go to Faria:
35NPSDJD

ELEVATOR ACTION

Items
The items given to you from the ? doors are selected by the third digit from the right of your score. The chart below shows the item you will receive.

DIGIT	ITEM
0, 1	**Shotgun**
2, 3	**Machine Gun**
4, 5	**Pistol**
6, 7	**Grenade**
8, 9	**Heart**

FOOTBALL INTERNATIONAL

Scoring
When you'e directly in line with the edge of the six yard box and just inside the penalty area, shoot to the opposite corner – invariably, you'll score.

FORTRESS OF FEAR

Extra lives
You will first need to score enough points to get on the title screen. Then enter your name as W♥W. In the next game that you start, you'll have six extra lives!

GARGOYLE'S QUEST

Last area password
Go straight to the very last area by entering KKKK KKKK as your password.

GHOSTBUSTERS 2

Guardian strategies
Who ya gonna call? Why, us, of course! When fighting the end-of-level guardians, try to position the trap buster in front of you since it is invincible and can stop their attacks, leaving you to concentrate on shooting them.

GO! GO! TANK

Invincibility
On the title screen, press LEFT, UP, RIGHT, UP, LEFT, LEFT, UP, RIGHT, UP, LEFT, UP, RIGHT, START to become invincible.

GOLF

Take A
If you play a bad shot, press A, B, SELECT and START before the ball comes to a stop. This will reset the game, yet – thanks to the Game Pak's battery – when you restart, you'll begin on the shot that you just played.

THE HUNT FOR RED OCTOBER

Stage select
On the title screen, press LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT and START. Use LEFT and RIGHT to select the level and start to begin.

HYPER LODE RUNNER

Stage select
When you start the game and the initial score screen appears, press A or B to raise or lower the stage number. You can only go up to stage 16 in this way; for anything else you need a password.

KING OF THE ZOO

Stage select
When choosing your character, move the cursor to the desired animal, hold LEFT and B, and then press A to make the round number appear. Use the UP and DOWN buttons to alter it and then use the START button to begin.

KIRBY'S DREAMLAND

Extra energy
On the title screen, press Down, Select and B simultaneously.

Change Difficulty
Also press the following buttons on the title screen to access the more difficult extra game. Press: Up, Select and A simultaneously.

LOCK 'N CHASE

Stage Select
Press A, A, B, B, A, B, B on the title screen to reach all new stages.

MEGA MAN

Battling Dr Wily
To go to Wily's fortress enter the following code:
A2 A3 B4 C2 C3

Codes
Elecman A2, 4, B3, D1, 2
Fireman A2, 3, C1, D2, 3
Iceman A1, B4, C1, D2, 3
Cutman A2, 3, B4, C2, 3

OPERATION C

Ten Lives
On the title screen press Up four times, down four times, left four times and also right four times. Follow that with A, B and finally Start to begin the game with ten lives.

MERCENARY FORCE

Level select and extra money
On the title screen, press UP, SELECT, A and B simultaneously, then press the START button. You will then have 50,000 yen to spend. Once you have chosen the characters that you want to take on the adventure, the stage number will appear – quickly alter it to the level that you want and get ready for a far easier fight!

NARC

Extra Continues
Before you start your game on the title screen, press and hold Up, Select, A, B, then press Start. When you die, you will be given two continues.

NEMESIS

Extra power-ups
For additional speed and a force field pause the game and press the buttons B, B, B, B, B, A, A, A, A, A. Unpause to continue the game.

Extra weapons
For complete weapons, pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START.

NINTENDO WORLD CUP

Following are all the codes for the various matches you can play:
22445 – England vs Japan
53045 – England vs USSR
17245 – England vs USA
56145 – England vs Holland
97145 – England vs Italy
01645 – final England vs Germany
03345 – England vs France
36345 – England vs Spain
42945 – England vs Mexico
51345 – England vs Brazil
08645 – semi England vs Argentina

Supershots
When playing as England, run with the ball for five steps and then shoot – time it just right and you'll let loose a supershot which is unstoppable.

PARODIUS

Extra Weapons
Pause the game, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A. This will give you a whole set of extra weapons!

Max Power-Ups
When flying through space press
Pause, then Up, Up, Down, Down, Left, Right, Left, Right, B and then A to obtain all of the power-ups.

PIT-FIGHTER

Continues
Upon being defeated, press DOWN and A to continue.

PIPE DREAM

Passwords
Enter the following codes to get yourself further into this frustrating puzzle game:

HAHA – level 2
REAP – level 4
GROW – level 6
YALI – level 8
GRIN – level 3
SEED – level 5
TALL – level 7

PRINCE OF PERSIA

Final Level
To reach the 13th level, enter 770 27514 on the password screen.

ROGER RABBIT

Level Codes

Stage 2 –	DLT3QYBY
Stage 3 –	GPLDMSRC
Stage 4 –	MMCFGWXJ
Stage 5 –	BGQTVKJP
Stage 6 –	RTJBWN43

SIDE POCKET

Trick shots
Trick shot 1 – Tap UP four times so that the indicator is just touching the first ball, then have one 'follow', and hit the ball at full strength.

Trick Shot 2 – Simply hold RIGHT so that the indicator is perfectly straight then shoot at full speed.

Trick Shot 3 – Aim directly at ball number 2, draw back three times and hit the cue ball at full strength.

THE SIMPSONS

Bully-boy tactics
To defeat the three tree-house bullies, fire the boomerang left, then jump over to the bully to the right. He will turn around to face you, and the boomerang will hit him in the back sending him to the ground below.

SNOOPY'S MAGIC SHOW

Passwords
Following are codes for various later stages in the game:

XQ1A – Stage 20
TTOT – Stage 35
BTND – Stage 40
V5K2 – Stage 50

SNOW BROS JR

Level skip
At the title screen, hold down UP, SELECT and B. Then press START and press UP or DOWN to select your starting stage.

SOCCERMANIA

Transparency!
Make your opponents invisible by pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A on the title screen.

SOLOMON'S CLUB

Passwords

1-5	–	RQJSJJJJ
1-1Ø	–	RYSY?JJ?
2-5	–	JZ4JSJJJ
2-1Ø	–	6ZYSYJJ?
3-1Ø	–	XZZ7SY88
4-1Ø	–	K3ZZY5Y8

SPANKY'S QUEST

Stage Select
Enter 0199 as your password and you'll find a stage select screen.

STAR TREK

Codes
Stage 1 - Ø523-4
Stage 2 - 4262-Ø
Stage 3 - 6841-2
Stage 4 - 3310-7
Stage 5 - 7Ø57-3
Stage 6 - 6Ø46-2

SUPER MARIO LAND

Bypassing guardians
If you are Super Mario when fighting a guardian, simply run into the guardian – this will cause you to turn small, but as you are invincible for a few seconds you can jump to the lever and escape.

Level select
To be able to select any level, you need to first complete the game twice (no mean feat). You are then able to select the level from the title screen.

Extra lives
On stage 2-3, you'll find MARIO spelt out in coins. Shortly after that, a 1-up heart will appear in the wall. Collect as many coins as possible, then grab the heart and let yourself be killed by the next enemy. You'll start off just before the coins – collect them all over again, as well as the heart, and repeat the manoeuvre. Since 100 coins grants you an extra life, your reserves will build up in no time!

Bonuses
On stage 1-3, on the third set of three blocks, jump up between the

second and third bricks and an elevator will appear. Leap onto it, run right once it's carried you up and drop down the pipe to a bonus screen.

TEENAGE MUTANT HERO TURTLES

Energy replenish
If your turtle is low on energy, pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START to join the action again. You can only use this once per game.

Bonus game select
On the stage select screen, press A, B and Select together, and a question mark will appear on the right hand side. Choose this and you can practice on the bonus games.

TENNIS

Winning serves
When serving, throw the ball into the air, purposely miss it, and move under it so that it goes through your head; you'll win the point.

TRACK MEET

Passwords

S. Pastrami	BHCBTWVB
K. Ninja	GXMBGWNC
I. B. Cheetin	TBRBNNQM
Jack Strop	HHTBSRLR

TURRICAN

Invincibility
Press the following buttons on the title screen and the word START will change to the word CHEAT. If you select it, you will become invincible. The buttons are as follows:
A, B, B, A, B, A, A, B, A, A, B, A, A.

WIZARDS AND WARRIORS

Extra lives
When you get on to the high score screen, enter HEART as your name and you will start the next game with six extra lives.

Extra power-ups
At the start, go left rather than right to find some rather useful items.

BUSTERS

If you want to be a part of Britain's only dedicated Nintendo tips magazine, send your sackloads of solutions, hints and cheats to us at **SUPER XS, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset, BH1 1NF**. Every issue your prized cheats will be added to our exclusive Busters A to Z, and the best will win the sender a free game.

FOR THE VERY LATEST HINTS, TIPS AND GAME-BUSTING PLOYS FOR THE GAME BOY, NES AND SUPER NES, CALL THE SUPER XS TIPS LINE ON 0891 224728.

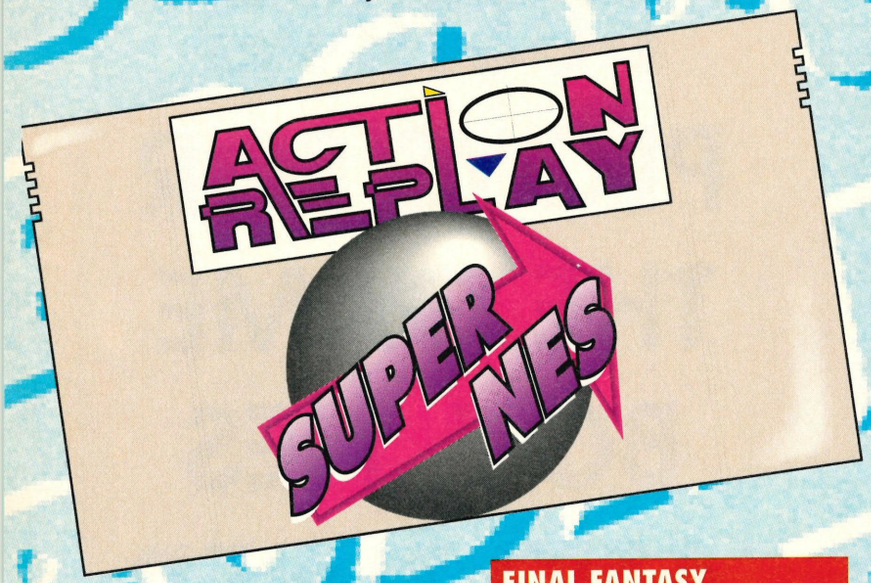
The Super XS Tips Line is updated weekly and contains the very latest game busters from around the world for all Nintendo consoles. Calls cost 36p a minute cheap rate and 48p a minute at all other times. Please get permission from the person that pays the phone bill before calling.

XS CODES

There must be thousands of console heads out there who have taken the advice of just about every magazine (SUPER XS is no exception) and bought a cheating device to aid their gamesplaying abilities. It may be just for the infinite lives and energy offered by the Datel Action Replay or the subtle changes like background colour and speed that the Hornby Hobbies Game Genie caters for. Either way, you'll want to be part of the SUPER XS complete guide to the tastiest codes available on both devices.

On Nintendo there is only a healthly Super NES Datel Action Replay (although the NES model is quickly gaining popularity) and an NES Game Genie (look to mid 1993 for a Super NES version). But you can be sure that once all versions are in place, the best codes will be found exclusively in this section.

Turn to SUPER XS every issue for the essential selection!



THE ADDAMS FAMILY

7E00AC05: Infinite Lives
7E00C302: Invincible

CASTLEVANIA IV

7E13 F410: Infinite energy
7E13 F050: Infinite time

DRAGON'S LAIR

7E0FF903: Infinite energy

F-ZERO

7E0CF301: Infinite turbo boosts.
7E00CA0B:Infinite power
7E005908: Infinite lives
7E115000: Always finish first

FACEBALL 2000

7E0BD103: Infinite lives
7E035201: Next tag opens the exit regardless of how many tags made so far.
7E03CEXX: Where XX is a level number. This is a level select.

FINAL FANTASY

7E200803: Gives Cecil large amounts of points. If you need more simply alter the 3 in the code to different number.
7E208803: Gives Kain a large amount of hit points.

FINAL FIGHT

7E0D6E05: Infinite lives
7E0D1450: Invincibility

HOOK

7EF7C103: Unlimited power.
7E1F1459: Unlimited time.
7E1F0003: Unlimited lives.

JOE AND MAC

7E081C14: Gives Joe unlimited energy
7E081A89: Joe keeps the bones to use as weapons.
7E085C14: Gives Mac unlimited energy.
7E085A89: Mac keeps the bones.
7E082202: Joe unlimited lives.
7E081A92: Gives Joe infinite boomerang weapons.
7E086202: Gives Mac infinite boomerang weapons.
7E081A93: Gives Joe infinite fire weapons.
7E085A93: Gives Mac infinite fire weapons.
7E081A94: Gives Joe infinite wheel weapons.
7E085A93: Gives Mac infinite wheel weapons.

LEGEND OF ZELDA

7EF36D50: Invincible 10 hearts.
7EF36E80: Unlimited magic energy.
7EF37746: Unlimited 70 arrows.
7EF34332: Unlimited 50 bombs.

PRINCE OF PERSIA

7E050805: Infinite energy.

ROBOCOP 3

ROBOCOP 3
7E047738: Unlimited energy.

STREET FIGHTER II

7E0C0D00: Player 1 colour.
7E0E0D00: Player 2 colour, enter both for the same colour.
7E0E2BB0: Unlimited energy for two players.
7E0BF220: Will allow two players to play the same character.
7E0C6001: Double speed.
7E0CB200: Special moves for player 1 to be done in mid air.
7E0CD002: Player 1 only needs one win to go through into the next round.
7E0ED10X: Player 1 can play any enemy all the way through the game, using the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B for X.
7E0CD10X: Same as the above but for player 2.
7E0C35B0: Throws player 1 high in the air.
7E0E35B0: As above but for player 2.
7E0C2BB0: Infinite energy.

SUPER ADVENTURE ISLAND

7E030D05: Infinite lives.
7E0D6C20: Unlimited energy.

SUPER ALESTE

7E015202: Unlimited bombs.
7E015702: Infinite lives.

SUPER BATTLE TANK

7E049E42: Unlimited 120 mm cannon.
7E04A001: Unlimited laser guided missiles.
7E006700: Switch Action Replay on, will clear players tank damage.
7E05C4FF: Unlimited fuel.
7E04A296: Unlimited machine gun.
7E00250X: Level select. Change X, will then start at X+2. If you enter 4 in place of X you will start at 6.

SUPER DOUBLE DRAGON

When entering codes codes for *Super Double Dragon* the screen will corrupt for a moment . Don't worry, be happy!
7E00DC02: Unlimited lives.

SUPER GHOULS 'N GHOSTS

7E02A402: Infinite lives.
7E02A901: Unlimited time.
7E044A01: Will give protection against most enemies and bullets.

SUPER OFF ROAD

7E061B06: Infinite nitro.
7E062706: Full complement of speed ups.
7E062306: Full complement of tyres.
7E062B06: Full complement of

shock absorbers.
7E0061F0: Full complement of accelaration.
7E056313: When switch is enabled your money accumulates at a rapid rate.

SUPER PROBOTECTOR

7E1F840X: Max power-up for player 1, weapon 1.
7E1F860X: Same as above but for Player 1, Weapon 2.
7E1FC40X: Same as above but for Player 2, Weapon 1
7E1FC60X: Same as above but for Player 2, Weapon 2
7E1F8A63: Infinite lives for Player 1
7E1FCA63: Infinite lives for Player 2
7E1F8C02: Infinite bombs for Player1
7E1FCC02: Infinite bombs for Player 2

SUPER SMASH TV

7E053105: Infinite lives.
7E189906: Once you pick up a weapon you will not lose it until you pick up another.

SUPER SOCCER

7E10F803: No opposition goal keeper for the first half!

TOP RACER

7E1E6C03: Infinite nitros for player 1
7E1E6E03: Infinite nitros for player 2

TURTLES IV

7E1AA00X: Will give player 1 X amount of lives, for unlimited lives leave switch in the up position.
7E1AE00X: Will give player 2 X amount of lives. For unlimited lives leave switch in the up position.
7E044A50: Player 1 will get health restored, when Action Replay is enabled.
7E04BA50: Player 2 will get health restored.
7E00820X: Start from any level. Use Ø in place of X for level 1, 1 for level 2 etc.

ULTRAMAN

7E039360: Unlimited energy.
7E021880: Unlimited time.

UN SQUADRON

7E00D901: Gives the player loads of money.
7E00DD31: Unlimited conventional bombs.
7E00DD02: Unlimited mega Crush weapons.
7E00DD14: Unlimited thunder lazer.
7E100808: Unlimited fuel

WRESTLEMANIA

7E06EC30: Unlimited Energy



ADVENTURE ISLAND 2

PEXVAALE: 10 Lives
SXNLØkVK: Infinite lives
SZUIGEVK: Energy never goes down
ALKXAAAZ: Faster running
ØENZTPAZ: Super brakes on skateboard

ADVENTURES OF LOLO 2

GZKPØLVG: Infinite lives
GZXZKPVG: Never lose magic

BATMAN: RETURN OF THE JOKER

EEEPOTPA: Full energy heart

BUBBLE BOBBLE

ØAUGUZLE: Infinite lives

BUGS BUNNY BIRTHDAY BLOW OUT

SZVIGKVK: Infinite lives
LAØANZTE: Mega jumping Bugs
ATNZALAL: Stunned for longer
AEØXPZGE: Two hearts on pick-up

CRACKOUT

YAEKOAIE: 15 lives
PAEKOAIE: 9 lives

FLINTSTONES

SXØEAEVK: Infinite lives
LVEALOZA: Start with 99 coins
GEEEAPAA: Start with a bomb

GHOSTBUSTERS 2

SXXKZUVK: Infinite lives
PEVGZAAA: Start on level 2
ZEVGZAAA; Start on level 3
LEVGZAAA: Start on level 4
ZESKIAGE: 9 continues

JACKIE CHAN'S ACTION KUNG FU

PESIKYYE: 9 Tornado attacks
PESIVYYE: 9 360° spin kicks
SXSKEXVK: Infinite special attacks

KICK OFF

ZTUSIPPL: Slow down game timer
APUSIPPU: Speed up game timer

LITTLE NEMO THE DREAM MASTER

SZOKSZLE: Infinite lives
SXUVYEVK: Infinite life energy
IEUKØZAA: Start on Stage 6
TEUKØZAA: Start on Stage 7
YEUKØZAA : Start on Stage 8

MEGA MAN 3

AEUKXLPA: Infinite lives
AAØØNPZE: Nine lives after continue
YEVKUTGA: Mega jump

THE NEW ZEALAND STORY

XYKTISKN: Super jump
SUSKLYVI: Infinite lives
AAEGNPZE: Nine lives after continue
PPVGYLAA: Start on level five

PUNCH OUT

ALNEVPEN: Three stars permanently
AAVETLGE: knockout with one hit
SYVALPAX: Never lose energy

RAINBOW ISLANDS

GXØUØSVS: Infinite lives
PEVZZPLE: Nine lives
AEVXZPGE: Eight continues
GØNZAPPA: Start on stage 20
PØNZAPPE: Start on stage 25

SIMPSONS: BART VS THE SPACE MUTANTS

ØPSYVUGA: Floating jump
PAXNGYAE: One life for every coin

SNAKE'S REVENGE

SZEEØUSE: Infinite Beretta ammo
SZXVUPSA: Infinite energy
SXOASKSE: Infinite shotgun ammo
SZKAKKSE: Infinite grenades

STAR WARS

AAXAGAZE: Nine lives
SZEAYXVK: Infinite lives
SLVUYNSØ: Immunity to most bullets
AAKLNGZA: Full energy on pick-up

SUPER MARIO BROS

PØEISA: Invincible, 1000pts
KILLXV: All blocks contain a coin
SIIPKK: Secret water level one
SPEPNG: Secret water level two
SIPPNG: Secret water level three

SUPER MARIO BROS 3

ØØKXGLIA: Start as raccoon
KXKXGLIA: Indestructable Mario
SXKXGLIA: Stay small all the time

TERMINATOR 2

SXØELØVK: Infinite lives
GXVTVZAX: Infinite life energy
ØZETEUPK: +

TURTLES 2

AAEAULPA: Infinite lives
PEXTNZLE: More powerful kick

WIZARDS AND WARRIORS 2

PAXXPYLE: infinite lives
SZEXEPSA: No hit damage
NNSAGGZU: Coins worth 255

SUPER NES 1993 PREVIEW

It was a tough job but somebody had to do it. The CES show in Las Vegas is the largest computer show in the world but in recent years the console section has filled most of the space. Deep in the throng, SUPER XS was there to probe the industry's inner secrets and get all the new Nintendo releases for 1993.

SUPER XS will endeavour to bring you in-depth solutions to all the top games in '93. Remember, no other magazine is totally dedicated to playing guides and no other magazine offers actual game maps and the latest cheats from all over the world.

SUPER XS is all you will ever need!

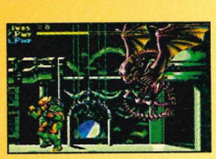
Alien3



LJN

The bitch is back! Super NES *Alien3* promises to be even better than the Mega Drive version (if that's possible) with great intros and over 15 levels of chaotic xenomorph frenzy!

Aliens Vs Predator



Activision

Preliminary glimpses of this ambitious licence betray it as nothing more than a monster beat-'em-up with you playing the Predator against hordes of aliens.

Batman Returns



Konami

Based on the hit Burton film of the same name, *Batman Returns* pits Batman (you) against the infamous penguin and his horde of circus freaks.

Battletoads In Battlemaniacs



Tradewest

Improved coin-op graphics, more moves and a huge playing area including caverns and ruined temples make this destined to be one of the top games for '93.

Bazooka Blitzkrieg



Bandai

Robots have taken over the city, only you stand in their way! Gorgeous graphics and large guardians await you in this gun-toting frenzy.

Bubsy



Accolade

Bubsy must collect as many yarnballs as possible through 16 comic levels filled with some of the best graphics ever seen on the Super NES. Hot, hot, hot!

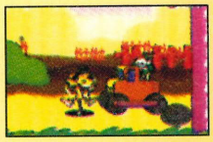
California Games II



DTMC

Five scorching events such as skateboard, jet ski, hang-gliding and surfing. "So what", you say, well check out the amazing graphics on the events and then say you're not impressed.

Chester Cheetah



Kaneko

"Too cool to fool." Chester has his first real taste of action since some sad crisp adverts last year. Gorgeous graphics make this platform game special but then, it was the same for *Road Runner*.

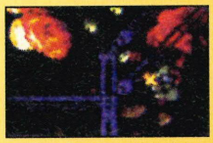
Cool World



Ocean

You play a real life dude who has been sucked into animation searching for the ultimate babe, Holli Would. Top of the range graphics but how will the playability shape up?

Cybernator



Konami

All action shoot-'em-up with *Wing Commander* overtones. *Cybernator* has quality graphics and is super fast with massive explosions and some excellent visual effects. A must for trigger happy goons!

Dominus



ASCII

Colourful graphics and a wealth of tasks like waging war and building parties make this a long-lasting Super NES epic.

Dracula



Sony Imagesoft

Bloodthirsty platform action with some dazzling Mode 7 effects and smooth *Prince of Persia*-style animation.

Dungeon Master



JVC

Classic PC entertainment courtesy of the RPG masters. *Dungeon Master* is the original and still the best Dungeons & Dragons derivative with first-person perspective and excellent digitised monsters.

Fatal Fury



Takara

You play either Andy or Terry in this blatant *Street Fighter II* clone with arcade-style graphics on a 12Mbit cart. The best part of this beat-'em-up is that you can control the bosses as well as the players.

Goal



Jaleco

With *Super Kick Off* and *Super Soccer* setting the standard for footy games on the Super NES, *Goal* takes the side-on view and improves the animation of the sprites.

Gunforce



Irem

Impressive graphics on this horizontally scrolling shoot-'em-up do not make the game, but massive guardians and super weapons may drag this standard formula from the dirt. A wait-and-see game.

Hit the Ice



Taito

Hit the Ice is certainly harder to play than overhead games like *NHLPA '93* but the full-screen fight sequences and penalties bring out the true violent atmosphere of the sport.

Incredible Crash Dummies



LJN

Guide the safety conscious crash dummies through all manner of stunts and tests while proving that plastic heads and dodgy jump suits make tangible heroes.

Jaguar XJ220



JVC

Red-line the world's fastest and most expensive sports car around various world courses at break-neck speeds.

Joe & Mac 2



Data East

Once again you get the chance to follow the lives of everyday cavemen folk in their pursuit of bashing each other's brains out. Over ten massive levels of platform- action with coin-op quality action.

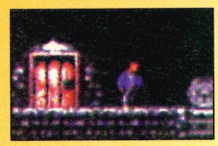
Lamborghini American Challenge



Titus

The Super NES has its fair share of first-person perspective race games and *Lamborghini* looks just like *Jaguar XJ220* as well as playing remarkably similar (ie not very realistic).

Lethal Weapon



Ocean

The graphics in *Lethal Weapon* are excellent (bearing passing resemblance to *Addams Family*) and despite being very hard, the Super NES version is extremely playable.

Mechwarrior



Activision

Man makes robot, robot rebels, man meets robot, man blows robot to bits. Simple plot, simple blast-'em-up action with some flight simulator elements. Excellent graphics and animation on god robots.

Mortal Kombat

Acclaim

Taken straight from the coin-crunching coin-op, *Mortal Kombat* is just like *Pit-*

Fighter except that the characters are larger and are actual images of real people fighting.



Outlander
Mindscape
Imagine *Roadblasters* with more animation, a side-on view so that you can shoot passers by and a horizontal section where you have to blast criminals. Sound good? Well that's basically what *Outlander* is.



Pugsley's Scavenger Hunt
Ocean
The graphics are even better than the original with even more strange happenings and super puzzles to solve. Recommended!



Sim Earth
FCI
In *Sim City* you nurtured a few measly buildings to become a sprawling metropolis, now you have to create a whole eco-friendly planet. Sound complicated? It is, don't worry. Not intended for very young players but highly enjoyable nevertheless.



Space Megaforce
Toho
One of the fastest shoot-'em-ups around (although not as good looking as *Axelay*), *Space Megaforce* has extremely powerful super weapons.



Sonic Blastman
Taito
Taken from the hot coin-op, *Sonic Blastman* can best be described as *Street Fighter II* with scrolling levels. Complex moves, excellent graphics and stereo-crunching sound turn this comic beat-'em-up into something very special.



Spindizzy Worlds
ASCII
Guide a small gyroscope through complex geometrical planets, collecting crystals in order to free the universe. Highly recommended!



Starfox
Nintendo
Fast moving filled polygons, crystal clear speech and thunderous sound will make this the game of the year for '93. No messin'.

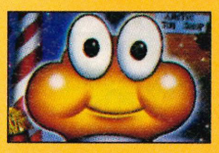
Super Bowling
American Technos
It's all here in this professional bowling sim containing great graphics and a rocking sound track. Ideal for all Fred Flintstones.



Super Empire Strikes Back
JVC
Expect the same quality graphics as *Star Wars* as you guide the rebel characters through the ice planet of Hoth, asteroids and Bespin (the sky city where Han Solo gets frozen in carbonite).



Super James Pond
American Technos
Christmas graphics and a cute tune that will send you up the wall, accompany this first class platform jape.



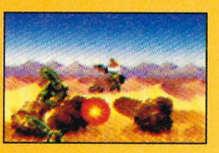
Super Mega Man
Capcom
Not previewed at the show but destined to be an immediate classic like *Zelda III*. *Super Mega Man* is what Super NES owners have been crying out for.



Super Shadow Of The Beast
IGS
You play a humble peasant who had a curse placed on him when little, turning him into a deformed monster. Now you have to find the culprit and return to human form.



Super Star Wars
JVC
Coming out officially in March, *Super Star Wars* belongs in everybody's and I mean everybody's, collection. The best sound, graphics and playability of any cart so far seen. Simply put, it's brilliant We'll have the complete solution in the next issue!



Super Strike Eagle
MicroProse
How can a PC game as complicated as this flight sim, be converted to the Super NES? Well, MicroProse have done it, and it looks and feels amazing.



Super Valis IV
Atlus
The graphics are vastly improved over the Mega Drive's counterpart and the sounds are so realistic, you'll think she's in the room with you.



T2: Judgment Day
LJN
Judgment Day concentrates on being a straight film licence with all the key elements of the film, such as the mental hospital and Cyberdyne Systems building shown in this platform adventure.



Taz-Mania
Sunsoft
Coming from the same developers as *Road Runner*, you can expect great cartoon graphics. Taz is the eat-anything spin-tastic rogue with a bad attitude, so expect mayhem this summer.



Terminator
Mindscape
With Terminator fever still in the air (how long can it last?), the Mindscape offering promises to better the superb graphics of the Mega Drive classic with more levels and hopefully a higher challenge rating.



Test Drive 2: The Duel
Accolade
Red-line a Lamborghini Diablo, spin a Ferrari or prang a Porsche. Superb engine noises, realistic inertia effects and plenty of chances to smash your car in this multi-weather test of speeding skills.



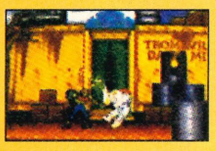
TKO - Super Champ Boxing
Sofel
The action is viewed from the side with good quality graphics and, horror of horrors, it's fast! *TKO* looks to be one of the better boxing sims.



Tom & Jerry
Hi Tech
Tom & Jerry on the NES proved that the console is the perfect media for the dynamic duo's comic capers. Plenty of smashing plates, women shouting "Thoooooomas" and slapstick face mashing. Great fun!



Toxic Crusaders
Bandai
They're lean, green and totally unclean. The Toxic Crusaders are here to avenge all polluters and despoilers of the Earth. Control any of the characters in this horizontal beat-'em-up.



Toys
Absolute
The graphics are akin to the recent Robin Williams film of the same name and as such are very detailed with some breath-taking levels using innovative new scrolling techniques.



Troddlers
Seika
Thousands of little creatures called, predictably enough, Troddlers, have to be guided through a variety of mazes and puzzles in the same vein as *Lemmings*.



Warp Speed
Accolade
Wing Commander fans will love this alternate view of the universe which features more missions, larger sprites and even huge digitised enemy ships.



Wayne's World
THQ
The "excellent" thing about this game is that the faces of Wayne and Garth are actual digitised pictures of the actors. Garth has been grabbed into the video game world of Zantar and it's up to good old Wayne to save him.



Where In Time is Carmen San Diego?
Hi Tech Expressions
Originally on the Mega Drive, this "edutainment" detective game has you following clues throughout time in the search for Carmen and her gang.



Yoshi's Cookie
Bullet Proof Soft
It's up to Mario and Yoshi to stack up the baked cookies as they fall off the ovens before they pile up. Cutesy puzzle action in this *Tetris* clone game loosely hung around Mario's neck.



NES GAME BOY



Ace Harding: Lost in Las Vegas
Kemco
As you can probably guess, this game follows the gambling exploits of Ace Harding as he acquires vast sums of money in the casinos of Vegas which, incidentally, is one of Damian's favourite hang-outs. Blackjack, poker, slot machines and roulette are included in this game.

Adventure Island III
Hudson Soft
After a rather bland adventure in the second game of this series, our hero is once again battling through level after level of complex platform action in search of the treasure.

Alien3
LJN
Well, it's been on every other system in the universe, so why not the NES? Guide Ripley through 15 levels of the prison colony as aliens and face huggers leap from all angles spitting acid. A classic platform game.

Batman Returns
Konami
The Penguin is wreaking havoc in Gotham city tonight, a mysterious creature called the Catwoman has been seen dealing instant justice with her claws and the public think Batman is a criminal. Life has never been so tough for the caped crusader.

Battletoads & Double Dragon
Rare
Who would have thought that two of the greatest console game teams would have their own game together! Choose from either the Battletoads or the martial arts guys from *Double Dragon* in this platform adventure with stunning 8- bit graphics. One to look out for!

Die Hard
Activision
John McClane was unfortunate to be caught in a skyscraper as it was taken over by terrorists. Using all your military training and a handy inifinite ammo Beretta, you must thwart the terrorist scum.

Dracula
Sony Imagesoft
Who isn't talking about the recent Coppola film adaptation of Bram Stoker's Dracula? You control Jonathan Harker and doctor Van Helsing trying to rescue your girlfriend. Bloodthirsty platform action.

The Empire Strikes Back
JVC
Without doubt one of the best games to appear on the NES, *Empire Strikes Back* follows the intrepid rebels (and R2 D2) against imperial walkers on the ice planet Hoth, through a Yoda training session, into asteroids and finally to the sky city Bespin. Awesome stuff in the nostalgia vein!

F-15 Strike Eagle
MicroProse
Anybody who thinks the humble NES cannot handle a complicated flight sim, think again! MicroProse once again prove that the impossible is possible with this polished sim.

F-117A Stealth Fighter
Microprose
Perhaps more topical than *F-15* due to the trouble in the gulf, the F-117A is able to enter enemy territory without detection, and so blowing the hell out of cities is all the more satisfying.

Final Fight
Capcom
Yes, it's here! The Super NES sensation is bravely being given to the NES for conversion. I say bravely because a key feature of the original was the coin-op graphics. The NES version has substantially smaller sprites but is very fast.

Flintstones
Taito
"Wiiiiiiiilma!" Fred's NES debut is a standard horizontal platform game with colourful, well-detailed graphics of the Bedrock houses and characters. Eight exotic levels complete with Wilma, Barney and Pebbles.

Hatris
Bullet
If ever an idea did not need expanding, it was *Tetris*. *Hatris* is, as it sounds, *Tetris* with hats. You don't need a Russian chessmaster IQ to realise this is totally boring.

Hit the Ice
Taito
Hit the Ice was a hit on the Game Boy and is basically a horizontal ice hockey game with full screen fight sequences and all the American teams to play with. Try it, you might like it!

Incredible Crash Dummies
LJN
LJN are not afraid to try out new ideas and this must be the craziest. *Crash Dummies* has you in awful dungarees, testing products, crashing cars and generally getting crushed in all manner of ways.

Jimmy Connors Pro Tennis Tour
Ubi Soft
You can count the number of tennis sims on the NES on one hand (luckily) but *Jimmy Connors* offers a fresh perspective with improved stats and superb animation.

Jurassic Park
Ocean
A prehistoric fossil of a mosquito that once sucked the blood of dinosaurs is used to extract the DNA of the beasts that once ruled the Earth and recreate them for public exhibition. But nobody thought they would escape!

Lemmings
Sunsoft
Smile if you love the little green-haired gits. *Lemmings* is gracing NES consoles soon with its special brand of madness. Love them or loathe them, Lemmings have infected every console known to man.

Lethal Weapon
Ocean
Join Riggs and Murtaugh in this all-action horizontal platform game with our heroes chasing a corrupt ex-cop with ideas of revenge. Over ten levels of cityscape to negotiate.

Mega Man 5
Capcom
Is there no end to the Mega Man series? This time you thwart the diabolical schemes of the evil Protoman as he tries to take over the world using a new generation of hyper tough robots. 16 massive levels with some of the best graphics on the NES.

Paperboy 2
Mindscape
Play boy or girl in this sideways scrolling delivery through increasingly troubled streets. Aim the rolled up papers for the letter boxes and score new subscribers. It's all about sales figures (as our publisher will tell you).

Power Blade 2
Taito
You are a government's best kept secret. Your mission is to destroy deadly cyborgs in a horizontally scrolling platform shoot-'em-up. Your weapon... an Uzi? Bazooka? Knife? No, a boomerang. Nice one!

Pugsley's Scavenger Hunt
Ocean
The kooky Addams family return once again, this time with their son Pugsley in the hot seat. The object of this game is to find objects hidden throughout the mansion. The graphics are just like *Addams Family* so expect many similarities in gameplay as well.

The Terminator
Mindscape
You are Kyle Reese, sent back in time to defend Sarah Connor from a Terminator cyborg whose mission is to destroy her. If this game is as good as *T2* by Acclaim then we should be in for a treat.

The Jetsons
Taito
Cogswell has violated alien rights for his mining colony and Jetson must gather objects needed to shut down the plant before it is too late. All the familiar characters make an appearance, even the pet dog "Dino".

Thomas The Tank Engine
THQ
There have been obscure licences before but this takes the biscuit. Good old Thomas is entering the NES scene with a puff of steam and a cheerful whistle. Don't expect anything special from this sad game.

Tiny Toons: Cartoon Workshop
Konami
Lots of Marioesque mayhem with this cheap alternative to *Mario Paint*. Change the Tiny Toons beyond recognition and create your own backgrounds.

Tiny Toons: Trouble in Wackyland
Konami
After the massive success of the first *Tiny Toons Adventure* (featured this issue), the Tiny Toons are back for more platform playroom activities. Can you stand them?

Toki
Taito
Toki used to be a handsome dude with a cute girlfriend almost as gorgeous as Karen but he was turned into an ape by an unknown force. Now Toki's on a quest for his own body with a nifty line in spitting balls.

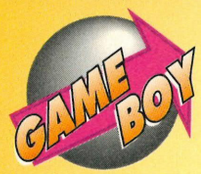
Tom & Jerry: The Movie
Hi Tech Expressions
As with *Tiny Toons*, *Tom & Jerry* has already been a hit on the NES but this improved movie version is bigger, better and even tougher (if that's possible). Watch out, Patrick!

Toxic Crusaders
Bandai
The eco-friendly version of the TMNT, the *Toxic Crusaders* are against anything that pollutes the Earth. Expect crusades against factories, nuclear power plants and fast food chains.

The Untouchables
Ocean
This standard Ocean release is actually quite playable but has been on release in the US for ages. You play all the members of the Eliot Ness team in a shooting gallery-type game against the mob.

Wayne's World
THQ
Even the NES hasn't been left out of the *Wayne's World* hype. Garth is missing and it's up to smug grinning Wayne to schwiiing the day!

Young Indy
Jaleco
Have you ever wondered how Indiana Jones first learned how to use his whip? Where he got his hat and what adventures he had? Take part in this epic quest for antiqui-



Pugsley's Scavenger Hunt
Ocean
Pugsley is bringing the kooky characters to your hand-held. Join the number one son in his hunt for objects in the mansion.

Asteroids
Accolade
At last! Someone has converted this ancient coin-op. The object of the game is to destroy as many asteroids as possible for mountains of points. That's it, simple, eh?!

Barbie
Hi Tech Exp
Barbie is the perfect woman, or so American toy producers would have us believe. Hopefully this game has Barbie being dropped into a vat of acid.

Batman – The Animated Series
Konami
Many people were surprised by the quality of this cartoon and Konami, the masters of conversion, have created a Dark Knight for your Game Boy.

Centipede
Accolade
You control a gun pod at the bottom of the screen and have to shoot the segments of numerous centipedes as they slither towards you.

Chuck Rock
Sony
Prehistoric life is just too simple for Chuck who was blessed with more brains than his fellow Neanderthals. Chuck decides to put his grey cells to work when his girlfriend is kidnapped by the terrible Gary Gritter.

Cool Ball
Takara
Takara try their hand on the Game Boy with this multi-flippered pinball game. Fast moving and loads of fun, a perfect hand-held game.

Cool World
Ocean
It may seem an impossible task to cram all the superb Super NES graphics into the Game Boy but Ocean have assured us that all the levels have been included in this fantasy adventure.

Darkwing Duck
Capcom
Ha ha! Darkwing Duck is here to bust loose of your Game Boy. This arcade platform game is at least as good as *Duck Tales* but the action can blur quite easily.

Double Dragon 3
Acclaim
Your girlfriend has been kidnapped and it is up to you (or a friend on link -up) to save her in this platform beat-'em-up. Great graphics and smooth animation on the main sprites.

Dracula
Sony
As Jonathan Harker, you must enter Dracula's castle to rescue your beloved fiancée. Van Helsing will try to drive a stake through the evil count's heart but ultimately it is up to you to beat the force of darkness.

The Empire Strikes Back
Capcom
You play various rebel characters in this superb sequel to *Star Wars*. Expect a solution very soon.

F-15 Strike Eagle
MicroProse
Pilot the world's most accomplished jet fighter through missions all over the world in *F-15 Strike Eagle*.

FaceBall 2000
Bullet-Proof
You control a craft stuck in a huge concrete maze. Your opponents attack from all sides in a desperate attempt to be the only one left in the game.

Ferrari Grand Prix Challenge
Acclaim
The perspective is from behind the car and from what we've seen, the game is super-fast and highly playable.

George Foreman's KO Boxing
Acclaim
The Game Boy has missed out on many of the boxing games currently on the market, however that's all going to change when this front-on view boxer punches its way onto the Game Boy.

Goal!
Jaleco
After *Super Kick Off,* many software developers thought that footy games on the Game Boy were off limits, not Jaleco though. *Goal!* is a horizontal format game with large player sprites and even the odd punch-up.

Hatris
Bullet-Proof
Pulses quicken as you try to match the same hats in order to complete a line and gain points as well as breathing space. Lines of four and above are needed in this *Tetris* clone oddly based on hats.

Heavyweight Championship Boxing
Activision
More boxing for fans of the blood sport. This is a side-on perspective game with players punching each other to reduce energy bars and score the one minute knockout. Gets a bit repetitive.

Humans
Gametek
Like *Lemmings*, *Humans* is the control of tiny characters around mazes of devious construction. Humans can be assigned tasks, but all have to be re-united for evolution and greater levels of sophistication.

James Pond II
American Softworks Corp
On the Mega Drive, *James Pond II* was code named Robocod. This mission has James fighting an evil doctor who has kidnapped Santa and converted his toy factories into weapons plants. Superb cartoon platform action.

Joe & Mac
Data East
This originally appeared on import on the Super NES. Joe & Mac are pretty dense cavemen who realise that their whole reason for living is to make the dinosaurs extinct. Over ten prehistoric platform levels.

Jurassic Park
Ocean
Blood from a fossilised mosquito that once sucked dinosaur blood has been used to re-create the beasts who once ruled the Earth millions of years ago.

Krusty's Fun House
Acclaim
You may remember Krusty from the Simpsons. Rats have invaded Krusty's fun house and it's up to you and Bart to squash them all.

Lethal Weapon
Ocean
A crooked cop has sworn revenge on our two heroic cops with only days before Murtaugh's retirement. Continuous shoot-'em-up action in this polished platform game.

Missile Command
Accolade
The Accolade golden oldie conversion takes another console under its wing with *Missile Command*. Intercept falling missiles before they hit your cities using all three missile bases at your disposal.

Mortal Kombat
Acclaim
No one at SUPER XS is sure how Acclaim are going to convert this huge coin-op featuring actual digitised fighters who all move as they would in real life.

R-Type II
Irem
The sequel to the best selling shoot-'em-up on the Game Boy is here. More super weapons, longer levels and even more bizarre guardians. Highly recommended.

Race Drivin'
THQ
Hard Drivin' never appeared on the Game Boy and this is probably just as well because it cannot handle the complex polygons involved in drawing the tracks quickly.

Rampart
Jaleco
As kings of two opposing castles, you and the enemy must bomb the hell out of each other with antique cannons and then re-build the walls in a *Tetris* style game.

Skate or Die
EA
Most people think this game is about ice skating. In fact, it's a skateboard simulator with half pipes, obstacle courses and slaloms to negotiate safely and prove your skills.

Spider-Man 3
LJN
Webby's back! Another sinister plot is hatched by a group of Spider-Man's arch enemies and they plan to frame the web-slinger for a crime he didn't commit.

Star Trek: The Next Generation
Absolute Entertainment Inc
Baldy captain Picard takes the fledgling crew of the refitted Enterprise into the unknown.

Talespin
Capcom
Talespin follows the aerial antics of Baloo and his cargo company. The object is to make all of your deliveries without getting shot down (check out the NES solution this issue).

Tom & Jerry
Hi Tech Expressions
Smack Tom so hard that his head looks like a frying pan in this slapstick cartoon platform game.

Toxic Crusaders
Bandai
Help the Toxic Crusaders fight against world decay and save the dolphins from toxic abuse. Like the Toxic Avenger but with teen appeal.

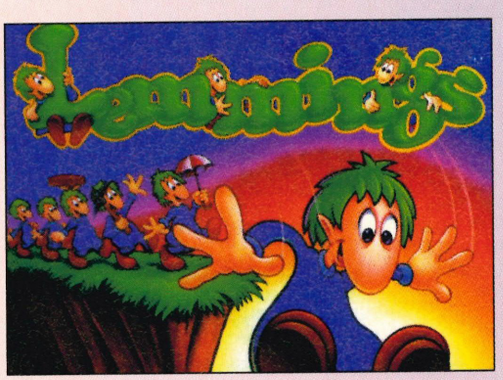
Turrican
Accolade
Standard formula platform shoot-'em-up in a techno nightmare with loads of super weapons, but a bit dated.

Universal Soldier
Accolade
Exactly the same as *Turrican* but with flashier graphics and a thin plot line based loosely on the film of the same name.

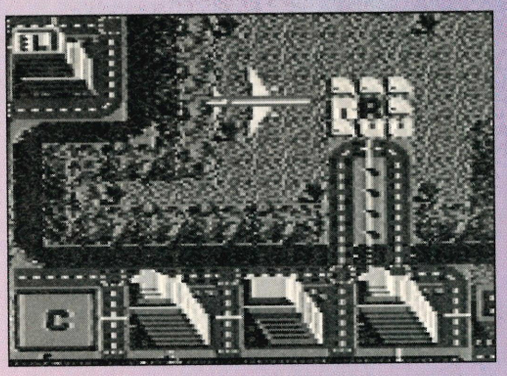
Wayne's World
THQ
Tongue in cheek humour from the masters of bathos in a platform game featuring digitised faces of our heavy metal heroes.

SUPER

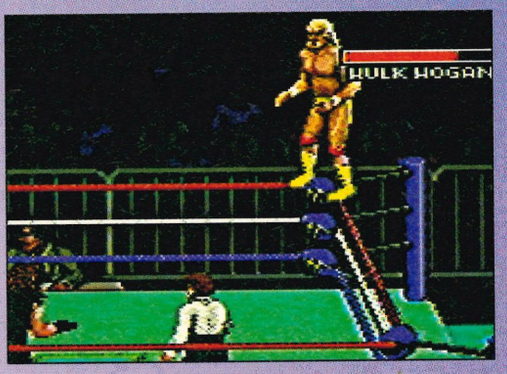
SUPER NINTENDO



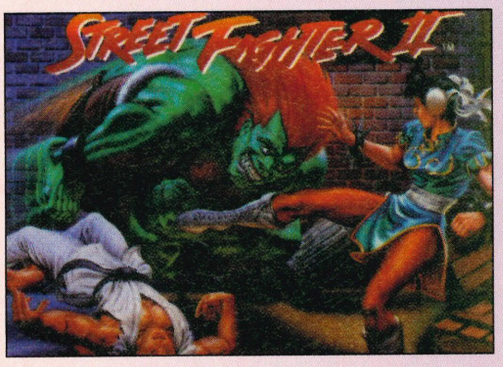
LEMMINGS 44.99



SIM CITY.....44.99



WWF WRESTLEMANIA 43.99



STREETFIGHTER 2 .....59.99



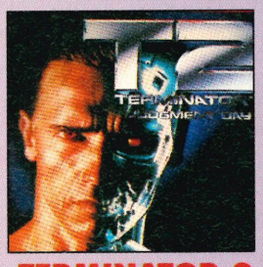
LEGEND OF ZELDA 38.99



PAPERBOY 2 .....39.99

ACTRAISER 48.99
ADDAMS FAMILY.....44.99
CASTLEVANIA 4 .....43.99
F-ZERO 39.99
KRUSTYS SUPER FUNHOUSE 44.99
POPULOUS 44.99
ROBOCOP 3 .....44.99
SUPER ADVENTURE ISLAND.44.99
SUPER GHOULS & GHOSTS..44.99
SUPER TENNIS.....41.99
SUPER R-TYPE 39.99
SUPER SMASH TV 47.99
SUPER SOCCER 39.99
TURTLES IV 44.99

NES



In this spectacular shoot-'em-up you play a terminator, model T-800 whose mission is to save John Connor from being eliminated by the T-1000. If you don't succeed it's "Hasta la vista, Baby!"

TERMINATOR 2.....35.00



It's survival of the fastest in the prehistoric land of Og. Trog the crazy, one-eyed caveman is hungry and wants *you* for dinner. Explore 50 islands in your desperate battle to stop becoming extinct.

TROG 25.00

GAMEBOY

BIONIC COMMANDO 29.99
SPIDERMAN 2.....25.99
SPY VS SPY 25.99
TURTLES 2 .....25.99

ACCESSORIES

GAME BOY CARRY ALL ..19.99
GAME BOY SOFT CARRYING CASE 14.99
GAME BOY MAGNIFIER ..8.99
GAME LIGHT 9.99
AMPLIFIER 13.99

SAVERS

ACCESSORIES



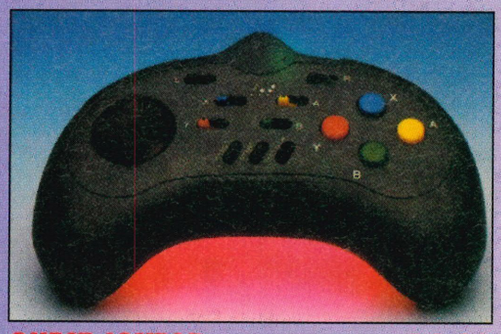
UNIVERSAL ADAPTOR.....14.99

Allows you to play American and Japanese cartridges on your UK Super Nintendo console.



TRAILBLAZER JOYSTICK.....29.99

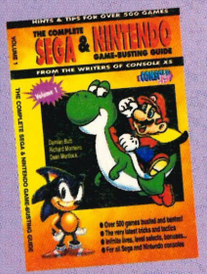
Joystick for the SNES.Includes auto fire, arcade buttons, slow motion and turbo speed.



QUEST JOYPAD 14.99

Joypad for the SNES. Includes slow motion and turbo fire

THE COMPLETE SEGA & NINTENDO GAME BUSTING GUIDE 3.99



MISC



PRO ACTION REPLAY 45.99

The ultimate intelligent hacking device for your Super Nintendo. and will find cheats for you automatically.



PRO ACTION REPLAY.....32.99

Hacking device for your NES. Also works as an adaptor - allowing you to play US software on your UK NES console.



PRO ACTION REPLAY 32.99

Cartridge - to crack the latest games on your Gameboy giving you invinite lives, unlimited energy, special effects,extra ammo, or play on any level.

ORDER FORM

I would like to order the following:

ITEM	MACHINE	PRICE

enclose a total of £

Method of payment (please circle)

Cheque • Postal Order • Access • Visa

Credit Card No

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date ☐☐ ☐☐ ☐☐

Name

Address

Postcode

Telephone

Signature

SEND THIS FORM TO:

VISA

SUPER XS Savers
Paragon Publishing
FREEPOST (BH 1255)
BOURNEMOUTH
BH1 1BR

Access

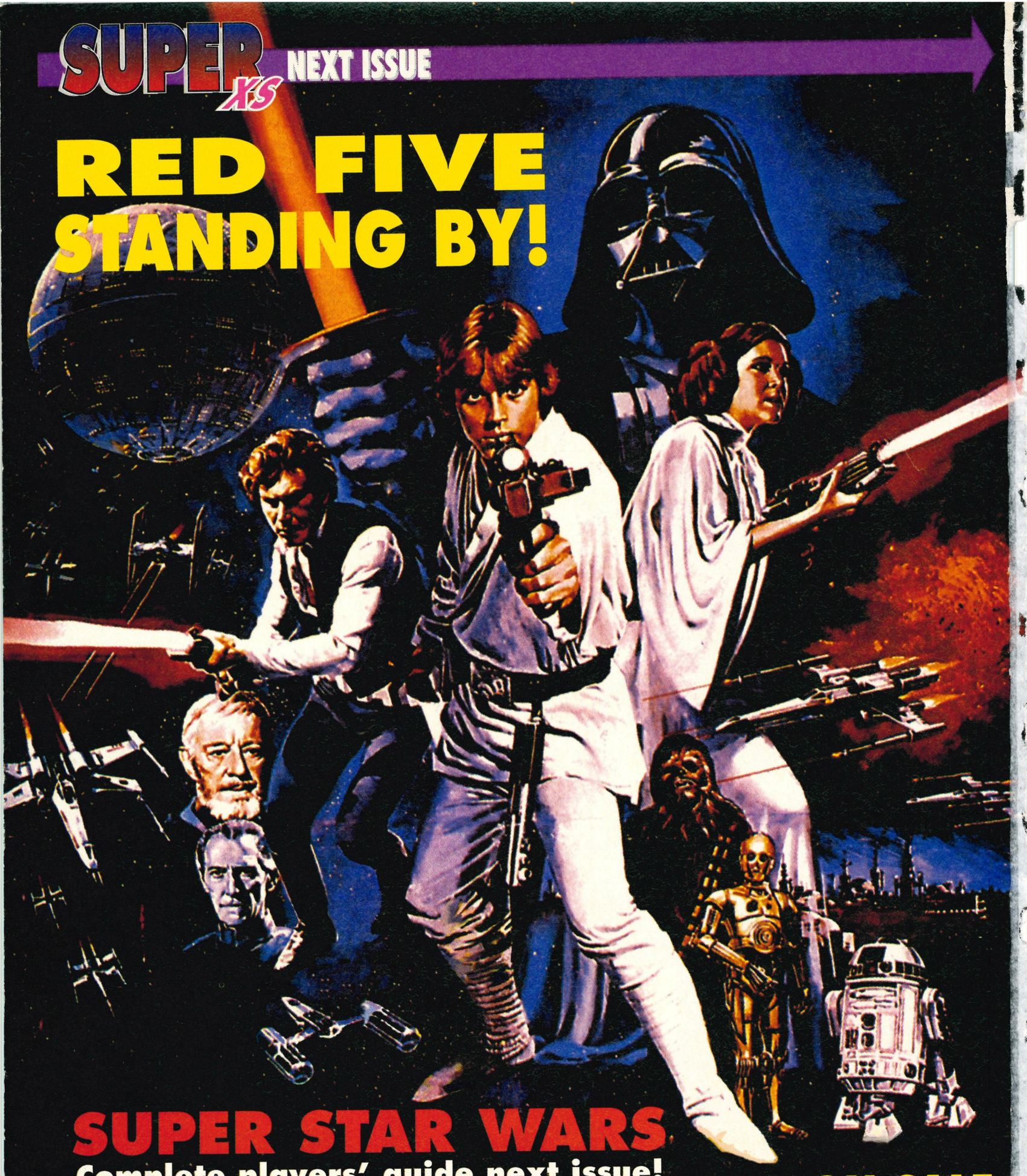
Or telephone our Mail Order Hotline on

0202 299900

Please make all cheques payable in pounds Sterling to Paragon Publishing Limited.

SUPER XS NEXT ISSUE

RED FIVE STANDING BY!



SUPER STAR WARS

Complete players' guide next issue!

PLUS *STAR FOX* (SNES), *LINK'S AWAKENING* (GAME BOY), *THE EMPIRE STRIKES BACK* (NES), *SOULBLAZER* (SNES), *SUPER TURRICAN* (NES), *SPINDIZZY WORLDS* (SNES) AND MANY MORE!

ON SALE APRIL 22ND

DC VIDEO GAMES DC

SUPER NINTENDO - LATEST USA RELEASES

AMAZING TENNIS	£42	NCAA FOOTBALL	£40
ALL STAR CHALLENGE	£44	POWER MOVES	£47
BEST OF THE BEST	£42	GOAL	£46
CASTLEVANIA IV	£41	LEMMINGS	£44
CHUCK ROCK	£44	NHLPA HOCKEY 93	£44
DESERT STRIKE	£44	KA BLOOEY	£42
DEATH VALLEY RALLY	£44	MONOPOLY	£42
F-ZERO	£39	LETHAL WEAPON	£44
GODS	£44	OUT OF THIS WORLD	£44
HOLE IN ONE GOLF	£39	WAIALAE GOLF	£40
JOHN MADDEN 93	£42	PILOT WINGS	£41
JIMMY CONNERS	£44	MUSYA JAP TALE OF HORROR	£44
GUNFORCE	£44	KRUSTYS SUPER FUNHOUSE	£44
KING OF THE MONSTERS	£44	SIM CITY	£41
LEGEND OF THE MYSTICAL NINJA	£42	GHOULS & GHOSTS	£40
MICKEY MOUSE	£48	ACT RAISER	£40
MARIO KART	£41	ZELDA	£41
ON THE BALL	£44	TURTLES IN TIME	£47
PRINCE OF PERSIA	£44	HARLEY HUMUNGOUS AD.	£47
PRO QUATERBACK	£44		
RAMPART	£42	**ADAPTORS (TOP OF THE RANGE PLAYSALL GAMES)**	**£16**
SUPER MEGA FORCE	£42	**PRO JOYPAD**	**£15**
STREETFIGHTER II	£55	**NEW GAMES ARRIVING DAILY.PLEASE CALL US FOR YOUR REQUIREMENTS!!!**	
SPIDERMAN X-MEN	£44		
WARPSPEED	£44		

All games sent 1st class recorded delivery, free postage.
Send cheque or P.O. Allow 5 days cheque clearance. Callers welcome at shop.
Bring this advert to qualify for these special prices.

254 LONDON ROAD, MITCHAM, SURREY, CR4 3HD
TEL/FAX: 081 640 8692. SALES: 081 646 8940
VAT REGISTRATION NO. 611 8353 60
TRADE & EXPORT ENQUIRIES WELCOME

Access VISA

ALL CARTS AVAILIBLE PLEASE CALL! WE SELL NINTENDO, MASTER SYSTEM, GAME GEAR & GAME BOY WE ALSO STOCK A RANGEOF ATARI AMIGA IBM CD ROM NEOGEO CD-TV

AJM SOFTWARE U.K.

VISA Access

ALL PERIPHERALS -PLEASE CALL. ASK ABOUT EXCHANGE SCHEME AND USED GAMES FOR SALE. PRICES ON U.S. GAMES SUBJECT TO CHANGE- PLEASE CALL PRIOR TO ORDER.

PROPRIETERS A&J MACHEN

SNES	UK/US PRICE FROM
ADVENTURE ISLE	£44.99
BARTS NIGHTMATRE	£45.99
BATTER UP	£46.99
BEST OF THE BEST	£47.99
BLAZE ON	£46.99
BUSTER BROS	£45.99
CAL GAMES 2	£45.99
CHUCK ROCK	£45.99
CYBERSPIN	£45.99
DESERT STRIKE	£44.99
DOUBLE DRAGON	£49.99
FINAL FIGHT	£46.99
F-ZERO	£45.99
FOREMAN BOXING	£45.99
GODS	£44.99
HOOK	£48.99
HUNT FOR RED OCTOBER	£44.99
IMPERIUM	£42.99
NICKLAUS GOLF	£45.99
JOE & MAC	£45.99
KABLOOGY	£41.99
LETHAL WEAPON	£50.99
MADDEN 93	£36.99
MAGIC SWORD	£47.99
MICKEYS QUEST	£54.99
MARIO KART	£42.99
MONOPOLY	£45.99
MUSYA	£44.99
NBA ALL STAR	£45.99
ON THE BALL	£46.99
PHALANX	£47.99
PILOT WINGS	£42.99
PLAY ACTION F/BALL	£40.99
PRO QUATERBACK	£45.99
RACE DRIVIN	£45.99
RAMPART	£46.99
ROAD RUNNER	£47.99
ROBOCOP 3	£45.99
R.CLEMENS B/BALL	£45.99
SPIDERMAN/X-MEN	£45.99
SUPER SOCCER CHAMP	£45.99
SUPER TENNIS	£40.99
STREETFIGHTER II	£55.99
SUPER MARIO WORLD	£42.99
WING COMMANDER	£52.99
ADDAMS FAMILY 2	CALL
AERO BIZ	CALL
SUPER STAR WARS	CALL
JAGUAR	CALL
DIAMOND CHALLENGE	CALL
LOST VIKINGS	CALL
OUTLANDER MAD MAX	CALL
WOLF CHILD	CALL
BUBSY BOBCAT	CALL

NES	UK/US PRICE
NES CONSOLE	FROM £99.00
RESCUE RANGERS	CALL
SUPER MARIO BROTHERS 3	CALL
W. W.F CHALLENGE	CALL
DONKEY KONG	CALL
WORLD CUP	CALL
SUPER MARIO II	CALL
TRACK & FIELD 2	CALL
T.M.H.TURTLES	CALL
CASTLEVANIA	CALL
DUCK TALES	CALL
ELITE	CALL
MICRO MACHINES	CALL
STARS WARS	CALL
TERMINATOR II	CALL
G.T.WALDO	CALL
ICE CHALLENGE	CALL
ROLLERBLADES	CALL
MICKEYS SAPARI	CALL
JOE & MAC	CALL
LETHAL WEAPON	CALL
COOL WORLD	CALL
PUGSLEYS	CALL
CASINO KID	CALL
GAME GENIE	£38.99
NES GAMES	**FROM £24.00**

1 MONTONMILL GARDENS, MONTON,ECCLES, MANCHESTER M30 8BQ
TEL/FAX: (061) 707 7230

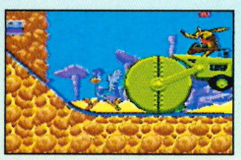
P+P £1.50 PER GAME
ORDERS OVER £50 FREE
PLEASE CALL
10AM-8PM MON-FRI
10AM-1PM SAT-SUN

GOING RETAIL IN MANCHESTER SOON!

★ KRAZY KONSOLES ★ YOU'D BE KRAZY NOT TO CALL!! ★



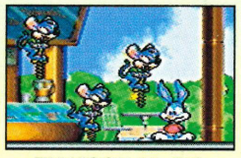
VALKEN £49



DEATH VALLEY RALLY £42



JAKI CRUSH £47



TINY TOON AD. £49



SHAD/ BEAST 2 £43

UNIVERSAL ADAPTOR

★ The Universal Adaptor will allow you to play any game on any machine.
★ Plays Mario Kart, Pilotwings, and other Scart games!
★ Play Jap/American games on your UK SNES.
★ The Universal adaptor is a Top Quality product cased, with full instructions.

Only £12.00

SUPER FAMICOM

2 JOYPADS. ALL LEADS UK POWER SUPPLY UNIT

SCART.....£149
Plus Mario + Axelay.....£209

SUPER NES (US) + MARIO

2 JOYPADS. ALL LEADS , TAKES JAP & USA CARTRIDGES.

SCART.....£155
Without Mario/1 pad.....£119

NB- SCART MACHINES ARE 17% FASTER THAN PAL

APPOLLO PRO JOY STICK £55 SN PRO PAD £18
CAPCOM STREET FIGHTER II STICK..... £69
SCART LEADS -ALL TYPES ..... ONLY £13

SUPER FAMICOM JAP SOFTWARE!

ALIENS VS PREDATOR (FIGHTING)	£49
ASSAULT SUITS VALKEN/CYBERNATOR	£49
AXELAY	£39
BATMAN RETURNS	£52
CAVEMAN NINJA 2/JOE & MAC 2	£47
COMBAT TRIBES	£47
CONTRA SPIRIT	£39
DEAD DANCE(16 MEG)	CALL
F1-EXHAUST HEAT	£42
F1- EXHAUST HEAT 2	CALL
FATAL FURY(12 MEG)-BATTLE OF DESTINY	£55
GOLDEN FIGHTER (12 MEG)	£42
HUMAN GRAND PRIX	£49
KING OF THE MONSTERS	£39
MARIO WORLD 4	£39
MICKEYS MAGICAL QUEST	£49
NORTH STAR KEN 6	£47
PARODIUS	£42
RANMA 1/2 II (12 MEG)	£59
RUSHING BEAT RUN/RIVAL TURF 2(12 M)	£55
SONIC BLASTMAN	£42
STAR FOX(FX CHIP 3D 32-BIT	£59
SUPERPINBALL-JAKI CRUSH(NAXAT)	£47
SUPER STAR WARS	£55
TINY TOON ADVENTURES	£49
TOP RACER 2	CALL
TWIN BEE	CALL

HOOK	£29
LEMMINGS	£29
MAGIC SWORD	£35
METAL JACK-CYBER POLICE	£29
PHALANX-THE ENFORCE FIGHTER	£32
SKY MISSION/WINGS 2-ACES HIGH	£35
SOUL BLADER	£29
SUPER BOWLING	£35
SUPER GHOULS N GHOSTS	£35
SUPER PANG/SUPER BUSTER BROS	£32
SUPER SMASH TV	£32
THUNDER SPIRITS	£25
TOP RACER/TOP GEAR	£29
WAIALAE COUNTRY CLUB GOLF(3D)	£35
WWF SUPER WRESTLEMANIA	£31

SNES -USA- SOFTWARE

ADDAMS FAMILY	£35
ALIEN 3	£45
BARTS NIGHTMARE (FEATURING HTE SIMPSONS)	£39
BATTLETOADS	£46
BEST OF THE BEST-CHAMPIONSHIP KARATE	£44
BULLS VS BLAZERS	£43
BUBSY THE BOBCAT	CALL
CALIFORNIA GAMES 2	£43
CHESTER CHEETAH	£45
CHUCK ROCK	£43
COMBAT TRIBES	£35

COOL WORLD	CALL
DEATH VALLEY RALLY (FEATURING ROAD RUNNER)	£42
DESERT STRIKE	£43
GODS	£44
IREM SKINS GOLF	£44
JIMMY CONNERS PRO TENNIS TOUR	£43
JOHN MADDEN 93	£44
KRUSTYS SUPER FUN HOUSE	£39
MAGICAL QUEST-STARRING MICKEY MOUSE	£55
MARIO KART	£42
MVP (US) FOOTBALL	£44
MYSTICAL NINJA	£39
NCAA BASKETBALL-SLAM DUNK	£43
NHLPA HOCKEY 93	£44
ON THE BALL/CAMELTRY-99 LEVELS!	£42
OUT OF THIS WORLD	£44
Q-BERT 3	£37
RAMPART	£37
SHADOW OF THE BEAST 2	£43
SOUL BLAZER	£44
SPANKYS QUEST	£37
SPIDERMAN AND THE X-MEN	£44
STAR FOX(FX-CHIP -32 BIT 3D)	£59
STREETFIGHTER 2 (16 MEG)	£55
SUPER NBA BASKETBALL(TECMO)	£44
SUPER STAR WARS	CALL
SUPER STRIKE EAGLE	£45
WARPSPEED	£43
WING COMMANDER	£46
ZELDA 3	£39

SUPER SPECIALS!!! -JAP

ACTRAISER	£27
AREA 88/UN SQUADRON	£29
ASTRAL BOUT-KICK BOXING	£25
CASTLEVANIA 4	£32
GRADIUS 3	£25

KRAZY KONSOLES
PO BOX 200
HALIFAX
WEST YORKSHIRE
HX1 3LY

TEL: 0422-342901
OFFICE HOURS: MON TO SAT 9-5.30PM CLOSED THURSDAY AM (STOCKTAKING)
TEL: 0422-367730
EVENINGS 5.30-10PM & ALL DAY SUNDAY

SUPER FAMICOM
2 JOYPADS ALL LEADS.
Only.....£149



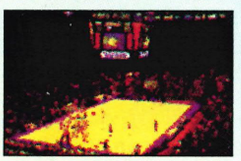
NEW GAMES ARRIVING DAILYIF YOU CAN'T SEE IT-CALL!
PLEASE NOTE: WE ONLY STOCK NEW SOFTWARE



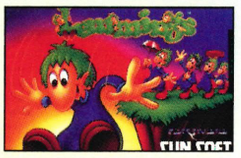
BATTLETOADS £46



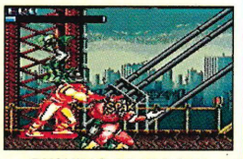
BUBSY THE BOBCAT CALL



NCAA BASKETBALL £43



LEMMINGS £29



RUSHING BEAT 2 £55

P&P ADD £1.50 PER GAME FOR NEXT DAY DELIVERY. MACHINES £10 24 HR COURIER DELIVERY.

OVER 15,000 SATISFIED CUSTOMERS!!

PLEASE CALL FOR AVAILABILITY BEFORE ORDERING!!

RHINE GAMES

The name you can trust

RHINE

MAIL ORDER DETAILS: ALL PRICES ARE MAIL ORDER ONLY.
CHEQUES OR POSTAL ORDERS TO:
RHINE GAMES, (DEPT SP) 301 EDGEWARE ROAD, LONDON W2 1BN

SALES HOTLINE
Access **071 723 5768** VISA

NINTENDO FAMICOM

SUPER NINTENDO (SCART) + PSU + MARIO WORLD (USA) £159.99
SUPER NINTENDO + PSU + SUPER MARIO WORLD (UK) £129.00
SUPER FAMICOM (JAP) SCART + PSU £149.99
SUPER NINTENDO (USA) SCART + PSU £129.99

SUPER GAME ADAPTOR (PLAYS UK + US + JAP) 15.00
GAMES 15.00
ASCII PAD 20.00
CONTROL PAD 15.00
SUPER ADVANTAGE JOYSTICK 44.99
CITY/APOLLO PRO JOYSTICK 50.00
SFC PAL BOOSTER 30.00
RGB CABLE 14.00
CAPCOM JOYSTICK (6 BUTTONS) 68.00
GAME CADDY 10.00

	USA/UK	JAP
ACTRAISER	44.99	–
AMAZING TENNIS	44.99	–
ADDAMS FAMILY	44.99	–
ARCANA	44.99	–
ADVENTURE ISLAND	44.99	–
AXELAY	46.99	44.99
BASEBALL SIMULATOR	44.99	–
BART SIMPSON	44.99	–
BATMAN RETURN OF THE JOKER	44.99	46.99
BATTLE BLAZE	–	37.99
BLUES BROS	46.99	–
BOWLING	44.99	38.99
BATTLE CLASH	44.99	–
BATTLETANK	44.99	–
BASES LOADED	44.99	–
CASTLEVANIA IV	44.99	36.99
CHESTER CHEETAH	44.99	–
CHESS MASTER	44.99	–
CONTRA SPIRIT	44.99	42.99
CYBER SPIN	44.99	–
DARIUS TWIN	44.99	–
DEATH VALLEY RALLY	44.99	–
DESERT STRIKE	44.99	–
DRAKHEN	44.99	–
DRAGONS LAIR	44.99	–
DINOSAURS	–	42.99
DOUBLE DRAGON	44.99	–
EARTH DEFENCE FORCE	44.99	–
EXTRA INNINGS	44.99	–
EXHAUST HEAT	–	43.99
F-ZERO	44.99	35.99
FACEBALL 2000	44.99	–
FATAL FURY	54.99	64.99
FINAL FANTASY 2	44.99	–
FINAL FIGHT	44.99	42.99
GEORGE FOREMAN BOXING	44.99	–
GHOULS N GHOSTS	44.99	36.99
GRADIUS III	44.99	–
GOLDEN FIGHTER	–	48.99
GUN FORCE	44.99	–
HOME ALONE	44.99	–
HOME ALONE 2	44.99	–
HOLE IN ONE GOLF	44.99	–
HYPER ZONE	44.99	33.99
HOOK	–	43.99
HUNT FOR RED OCTOBER	44.99	–
JACK NICKLAUS GOLF	44.99	–
JAMES POND JR	44.99	–
JOHN MADDEN FOOTBALL	44.99	–
JOE & MAC	44.99	–
KING OF MONSTERS	44.99	42.99
KAGLOOI	44.99	–
MYSTICAL NINJA	44.99	–
MAGICAL SWORD	44.99	42.99

	USA/UK	JAP
LAGOON	44.99	–
LEMMINGS	44.99	29.99
LOST VIKING	46.99	–
MONOPOLY	44.99	–
MUSYA	44.99	34.99
MARIO PAINT WITH MOUSE	58.99	58.99
MICKEY MOUSES MAGICAL QUEST	54.99	–
NBA CHALLENGE	44.99	–
NHLPA HOCKEY 93	44.99	–
OUT OF THIS WORLD	44.99	–
PAPERBOY 2	34.99	–
PGA TOUR GOLF	44.99	37.99
PEBBLE BEACH GOLF	44.99	–
PARODIUS	–	44.99
PILOT WINGS	44.99	–
PITFIGHER	44.99	–
PRINCE OF PERSIA	44.99	39.99
PHALANX	44.99	44.99
Q-BERT	44.99	–
R-TYPE	44.99	–
RIVAL TURF	44.99	–
ROAD RIDE	44.99	–
ROBOCOP 3	44.99	–
R CLEMENS BASEBALL	44.99	–
RAMPART	44.99	–
ROCKETEER	44.99	–
RPM RACING	44.99	34.99
ROMANCE OF THE III KINGDOM	49.99	42.99
SUPER OFF ROAD	44.99	–
SIM CITY	44.99	32.99
STG	44.99	34.99
SLIME THING	44.99	–
SMASH TV	44.99	–
SPIDERMAN & X-MEN	44.99	–
STAR WARS	44.99	–
STREETFIGHER II	59.99	–
SMART BALL	44.99	–
SUPER SOCCER	44.99	32.99
SUPER CHAMP SOCCER	44.99	–
SUPER BUSTER UP	44.99	–
SUPER BUSTER BROS	44.99	–
SUPERMAN	44.99	–
SUPER TENNIS	44.99	32.99
SUPER UNCHARTERED WATERS	59.99	–
SONIC BLAST MAN	46.99	–
SWAMP THING	44.99	–
SUPER MARIO KART	44.99	–
SUPER PANG	–	42.99
SPIDERMAN	44.99	–
THUNDER SPIRITS	44.99	–
TINY TOONS	49.99	–
TKO TECH KNOCKOUT	44.99	–
TOM & JERRY	44.99	–
TOP GEAR	44.99	35.99
TURTLES IV	44.99	–
TRUE GOLF	44.99	–
UN SQUADRON	44.99	–
ULTRA MAN	44.99	–
UNIVERSAL SOLDIER	46.99	–
WHEEL OF FORTUNE	44.99	–
WINGS II	44.99	–
WORLD LEAGUE SOCCER	44.99	–
WORLD CHAMPION	–	34.99

SNES - SPECIALS - ALL AT £29.99
BILL LAMBER BASKETBALL, D-FORCE, POPULOUS, WORLD CHAMPIONSHIP BOXING, XARDION

PRO ACTION REPLAY
SNES + MEGADRIVE - £42.99

SEGA GAME GEAR

AVAILABLE NOW GAME GEAR ADAPTOR £14.99RUN MASTER SYSTEM GAMES ON YOUR GAME GEAR

ALIEN 3	27.99
AX BATTLER	21.99
AERIAL ASSAULT	16.99
BART SIMPSON	25.99
BETTER UP	19.99
CASTLE OF ILLUSION	17.99
CRYSTAL WARRIORS	24.99
CHASE HQ	21.99
CHESS MASTER	21.99
CHUCK ROCK	27.99
DEFENDER OF OASIS	CALL
DEVILISH	23.99
DONALD DUCK	24.99
DRAGON CRYSTAL	19.99
G-LOC	21.99
INDIANA HONES	27.99
JUNCTION	24.99
JOE MONTANA FOOTBALL	19.99
FANTASY ZONE	17.99
GEORGE FOREMAN KO BOXING	19.99
MARBLE MADNESS	24.99
MOHAMMED ALI BOXING	CALL
NINJA GAIDEN	23.99
OLYMPIC GOLD	24.99
OUTRUN EUROPA	24.99
PREDATOR	27.99
PSYCHIC WORLD	19.99
PAPERBOY	24.99
POPILS	24.99
SMASH TV	27.99
SHINOBI	24.99
SHINOBI 2	27.99
SONIC 2	27.99
SPACE HARRIER	20.99
SUPER GOLF	20.99
TAZ-MANIA	27.99
TERMINATOR	CALL
WOODY POP	16.99
SUPER MONACO GP 2	24.99
FACTORY PANIC	17.99

ACCESSORIES

GAME GEAR	94.99
GAME GEAR + COLUMNS	94.99
GAME GEAR + SONIC + AC ADAPTOR	119.99
GAME GEAR + SONIC 2 + AC ADAPTOR	129.99
GAME GEAR + 2 GAMES	124.99
MASTER GEAR CONVERTOR	14.99
WIDE GEAR	10.99
POWER SUPPLY	9.99
BATTERY PACK	32.99
TWO PLAYER CABLE	9.99
GAME GEAR ATTACHE CASE	14.99
TV TUNER	54.9

PC ENGINE - ATARI LYNX - TURBO GRAPHICS
WE STOCK A LARGE VARIETY OF GAMES FOR THE ABOVE – PLEASE CALL FOR DETAILS
WHOLESALE & EXPORT ENQUIRIES WELCOME. PLEASE CALL 071 724 3822 OR FAX 071 723 3117

SEGA MEGADRIVE

MENACER + 6 GAMES £54.99
SEGA MEGA DRIVE + PSU + SONIC £119.99
SEGA MEGA DRIVE + PSU + SONIC + 2 JOYPADS(UK) £119.99
SEGA MEGA DRIVE + PSU + 2 GAMES £129.99
SEGA MEGA DRIVE + PSU + SONIC + SONIC 2(JAP) £129.99
MEGA-CD ROM (PAL) + 1 GAME + PSU £299.00

MEGA PAD SG 8 WITH THREE BUTTONS (ALSO FIRE + SLOW MOTION) 13.00
POWER CLUTCH (ARCADE JOYSTICK) 30.00
POWERBASE CONVERTOR (PLAY MASTER SYSTEM GAME ON MEGA DRIVE) 27.00
MEGA DRIVE ADAPTOR 8.00

	USA/UK	JAP
ATOMIC RUNNER	39.99	–
ALISIA DRAGOON	39.99	–
ARCH RIVAL	39.99	–
ALIEN 3	39.99	–
AMAZING TENNIS	39.99	–
ARCUS ODYSSEY	42.99	–
ATTACK SUB	43.99	–
AQUATIC GAMES	32.99	–
AFTERBURNER	–	29.99
BART SIMPSON	39.99	–
BARE KNUCKLE II	42.99	39.99
BUCK ROGERS	39.99	–
CAPTAIN AMERICA	39.99	–
CASTLE OF ILLUSION	39.99	22.99
CADASH	39.99	–
CHUCK ROCK	39.99	–
CRUE BALL	33.00	–
CRUDE DUDES	39.99	–
DRAGONS FURY	39.99	-
DOUBLE DRAGON	38.99	–
DUNGEONS AND DRAGONS	39.99	–
EA HOCKEY	39.99	–
ECCO THE DOLPHIN	39.99	–
FATAL FURY	44.99	–
F-22	29.99	–
GADGET TWINS	39.99	–
GALAHAD	39.99	–
GOLDEN AXE II	34.99	29.99
GYNOUG	–	19.99
JENNIFER CAPRIATI	35.00	–
KID CHAMELEON	34.99	29.99
KING OF THE MONSTERS	39.99	–
KRUSTYS FUNHOUSE	39.99	–
LEADERBALL GOLF	36.00	–
NEO GEO PAL (1) (FREE MEMORY CARD)	279.99	

	USA/UK	JAP
LHX ATTACK CHOPPER	36.99	–
MERCS	26.99	–
MEGA-LO-MANIA	37.99	–
MICRO MACHINES	37.99	–
MOHAMMED ALI BOXING	39.99	–
NHLPA HOCKEY 93	36.99	–
OLYMPIC GOLD	30.99	27.99
OUTLANDER	39.99	–
PGA GOLF 2	39.99	–
POPULUOS	29.99	–
PIGSKIN BRAWL	44.99	–
PREDATOR	36.99	–
QUACKSHOT	39.99	29.99
RAMPART	39.99	–
RBI BASEBALL IV	37.00	–
RISKY WOODS	35.00	–
ROAD RIOT	36.99	–
ROAD RASH II	37.99	–
ROLLING THUNDER 2	37.99	–
ROLO TO THE RESCUE	34.99	–
SIDE POCKET	37.99	–
SLIMEWORLD	36.99	–
SONIC II	–	24.99
STRIDER 2	39.99	29.99
SPORTSTALK BASEBALL	44.99	–
SPORTSTALK FOOTBALL	44.99	–
SUPER HIGH IMPACT	37.99	–
SUPER SMASH TV	36.99	–
SUPER SHINOBI 2	39.9	–
SUPER WWF WRESTLEMANIA	37.00	–
TALESPIN	37.99	–
TAZ-MANIA	34.99	–
TEAM BASKETBALL	34.99	–
T 2 ARCADE	38.99	–
THE LITTLE MERMAID	34.99	–
THUNDERFORCE IV	34.99	–
TINY TOOONS	44.99	–
TWINKLE TALE	37.99	–
UNIVERSAL SOLDIER	39.99	–
WONDERBOY 5	35.00	–

GAMEBOY DELUXE PACK (CONSOLE, TETRIS, EARPHONES, CABLE, FOUR AA BATTERIES) ... 66.99

NEO GEO

MEMORY CARD	19.99
FATAL FURY	124.99
FATAL FURY 2	159.99
MAGICIAN LORD	89.99
ART OF FIGHTING	159.99
CYBERLIP	89.99
ROBO ARMY	96.99
8-MAN	96.99
RIDING HEROES	89.99
SUPER SPY	99.99
KING OF MONSTER	104.99
KING OF MONSTER 2	119.99
CROSS SWORDS	99.99
2020 SUPER BASEBALL	69.99
NINJA COMBAT	84.99
THRASH RALLY	89.99
BLUES JOURNEY	68.99
FOOTBALL FRENZY	129.99
MUTATION NATION	102.99
WORLD HEROES	169.99
BASEBALL STARS 2	124.99
ALPHA MISSION 2	74.99
MAHJONG	69.99

NINTENDO GAMEBOY

GAMELIGHT/MAGNIFIER COMBI	14.00
MAGNIFIER	9.00
AMPLIFIER	9.00
BRITE BOY (LIGHT MAGNIFIER)	7.99
GAME KEEPER/GB BOX	21.99
PORTABLE CARRY ALL	9.99
ATTACHE CASE (NUBY)	16.99
MINI JOYSTICK	3.99
DOC'S LIGHT IT	14.00
GB ADAPTOR	8.99
UNIVERSAL BATTERY PACK	27.99
LIGHT BOY	19.99
HYPERBOY	29.99
REPLACEMENT SCREEN	4.99

LEMMINGS 39.99

ALL STAR CHALLENGE II
ADDAMS FAMILY
ADVENTURE ISLAND
ALIEN 3
AVENGING SPIIRT
BATMAN II
BARTS SIMPSON II
BEETLE JUICE
BLADES OF STEEL
BONKS
BUBBLE BOBBLE
BUGS BUNNY II
BLUES BROTHERS
CEASARS PALACE
CASTLEVANIA
CHESSMASTER
DOUBLE DRAGON I & II
DUCK TALES
FERRARI GP
FLIGHT SIMULATOR
F1 RACER
GEORGE FOREMAN BOXING
HUNT RED OCTOBER
HOOK
MEGA MAN II
KID ICARUS
KIRBYS DREAMLAND
LITTLE MERMAID
METEROIDS II
MICKEYS DANGEROUS CHASE
MONOPOLY
NINJA GAIDEN
SHADOW
NINJA TURTLES II
PACMAN
PAPERBOY II
PRICE OF PERSIA
RANMA 1/2
ROBOCOP II
ROGER CLEMENS BASEBALL
SIDE POCKET
SOLOMONS CLUB
SPUDS ADVENTURE
SPIDERMAN
SPY V SPY
SUPER HUNCH
SIMPSONS
TURN N BURN
TERMINATOR II
TOP GUN
TOXIC CRUSADERS
THE PUNISHER
TINY TOONS
TRACK N MEET
WWF 2
ROCKY BULLWINKLE
DIG DUG
THE JETS
OUT OF GAS
HOME ALONE II

ANY 1 FOR £25
ANY 2 FOR £48
ANY 3 FOR £66

GAMEBOY SPECIAL - FISH DUDE 12.99

SUPER MARIOLAND 2	£27.99
STAR WARS	£27.99
SPEEDBALL 2	£27.99

PLEASE ADD £1 FOR *EACH GAME P&P (ACCESSORIES AND CONSOLES ADD £5 FOR POSTAGE)*

RETAIL STORES

301 EDGEWARE ROAD, LONDON W2 1BN TEL: 071 723 2412
260 TOTTENHAM COURT ROAD, LONDON W1P 9AB TEL: 071 580 6397

ALLOW APPROXIMATELY 5 DAYS FOR CLEARING CHEQUES OR MONEY ORDERS.
FOLLOWING DAY DELIVERY, P&P ADD £1 FOR GAMEBOY & GAME GEAR GAMES, £1.50
FOR OTHERS, £5FOR ACCESSORIES & £10 FOR CONSOLES AND BIG ACCESSORIES.
IF PAYING BY CHEQUE PLEASE ADD CHEQUE GUARANTEE NO. AND EXPIRY DATE FOR FAST DELIVERY
WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT PRIOR NOTICE, E&OE.