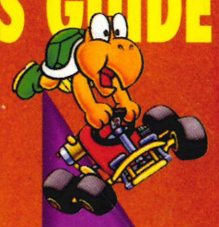
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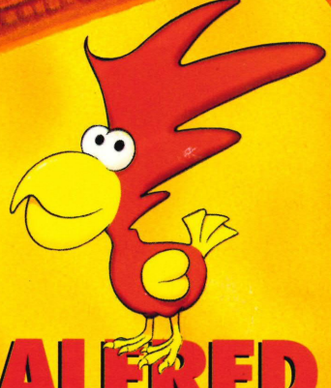
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ALIEN3

Every map, every cheat: the Super NES stormer (chest) busted!

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Every level exclusively cracked!





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The ultimate players' guide

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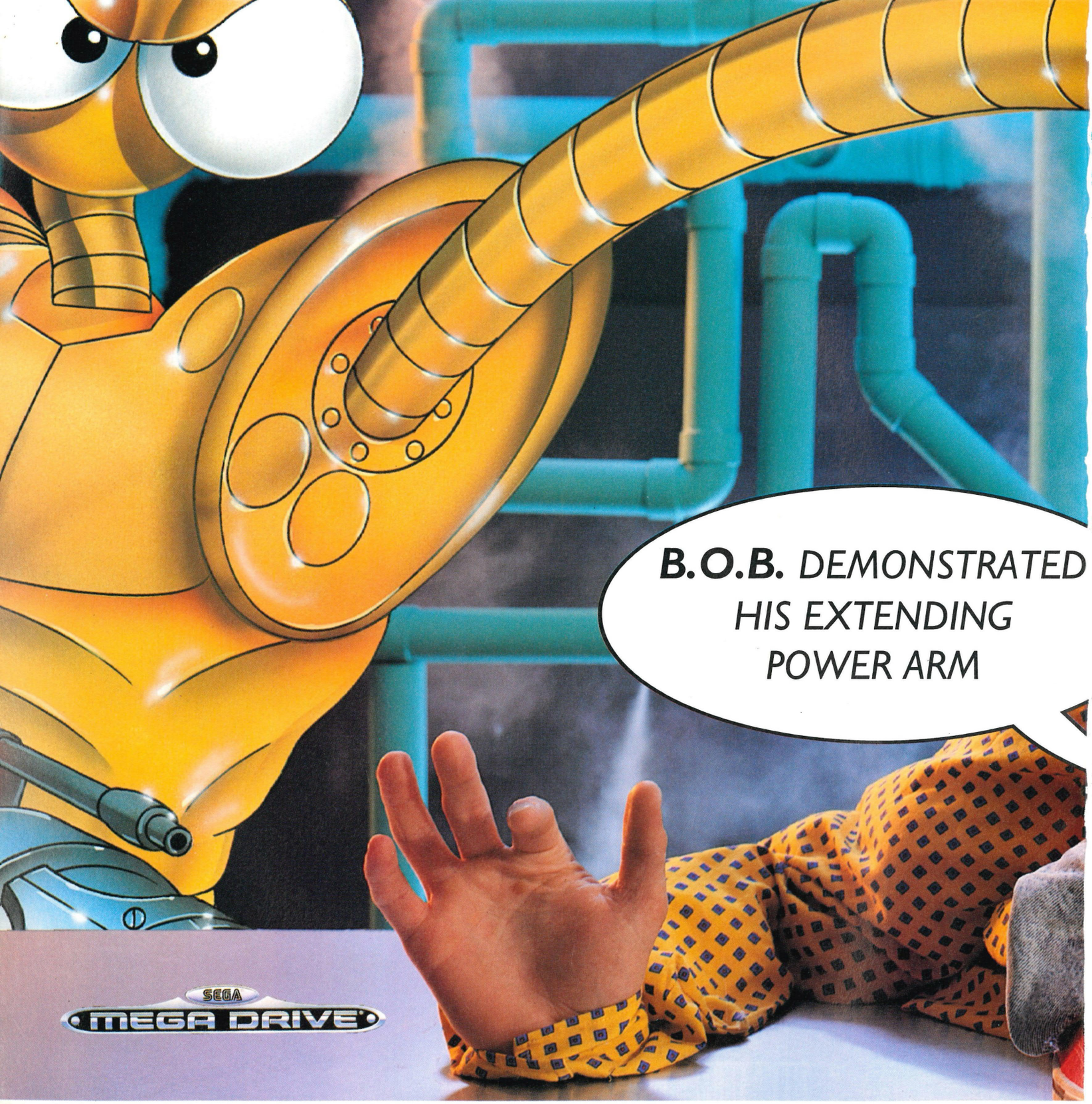
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SUPER XS ● ALIEN3 ● DIZZY ● ALFRED CHICKEN ● DESERT STRIKE and more... ISSUE 3 JULY/AUGUST 1993





Hell, was I lucky??

It could just as easily have been B. O. B. 's heat seeking rocket, flame thrower, stun bomb or electric ray.

This supreme cybernetic hero has more deadly weapons up his sleeve than NATO.

And Boy does he need them!!

On the way to an inter-galactic blind date in his Old Man's motor, B. O. B. comes a definite second in a pile up with an asteroid.

Not one to stand up a lady, he battles through three different worlds, each with

B.O.B. is by Gray Matter.

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ELECTR



Screen shots shown – MegaDrive

10 to 15 labyrinth levels. Everyone stocked to the brim with grisly guardians determined to divorce his head from his shoulders.

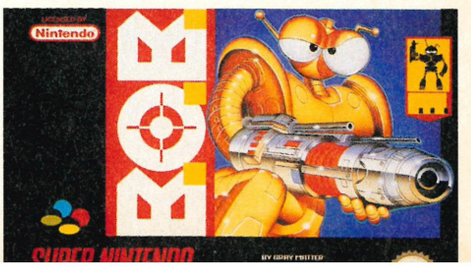
It's just as well B. O. B. has a list of secret gadgets as long as his arm – helicopter head, spring board, parachute umbrella and force field bubble to name but a few.

Through it all B. O. B. keeps his sense of humour. It's not every one who can fall several floors landing in the splits with their antennae bouncing like pinballs and still come up laughing.

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GAME GENIE

The Game Genie's remarkable reputation in the US has now extended over here! All the latest codes are printed in SUPER XS exclusively!

We cannot stress this enough: you *must* have one of the cheating devices to be able to use the codes we print. Both devices are priced at £20–£40, available at most shops and plug directly into your machine. Let's hope we have no more people angrily ranting that they cannot find the 'F' button on the joypad!

Pro ACTION REPLAY

SUPER XS gets all the latest Action Replay codes on all formats every issue. There are now Action Replays for NES, Game Boy and Super NES and only SUPER XS covers *all* the codes!

BUSTIN' BUSINESS

Welcome to SUPER XS, Britain's first and only tips, and solutions magazine based in sunny, surfing, splashing, scintillating, sexy Bournemouth. Yes, that's right, while you're all out there enjoying the glorious British summer, we're stuck behind screens playing and bustin' all the latest games on all the Nintendo consoles. But that's the sacrifice we make to bring you the biggest and best playing guides as well as all the latest cheats from all over the world. When other mags falter, we excel!

So squire, what do we 'ave for you this issue? Well, you can't have failed to spot a hint of Aliens with our dazzling Dark Horse comics cover. In fact, we have the totally exclusive *Alien*^{3} solution for the latest Super NES stormer by Acclaim. Over 12 pages of maps, cheats and in-depth comments to get you from the title screen to game over. *Alien*^{3} has received rave reviews so far and from playing the game right through, we can see no reason why this shouldn't be in everybody's collection.

This issue we are also featuring the Mega Drive hit *Desert Strike* for the SUPER NES with every mission explained in detail, as well as complete guides to the best shoot-'em-up ever, *UN Squadron*. *Castlevania IV* has been requested by loads of people in their competition entries and as we at SUPER XS never ignore our readers' pleas, *Castlevania IV* gets the full 12 page treatment on page 82. Finally for the Super NES there is the fantastic Amiga conversion *Gods*, the ultimate players' guide to *Super Mario Kart* and a little tickler for *Parodius*.

I have lost count of the number of distraught letters and begging calls down the phone for the *Fantastic Adventures of Dizzy* on the NES and at last SUPER XS has done justice to what could be the best NES platformer yet! There are also solutions to *Bucky O' Hare* and *Little Nemo: Dream Master*.

Finally, for the Game Boy this issue we bust open *Tom & Jerry*, *Final Fantasy Adventure* and, of course, the bane of Neil's life, *Alfred Chicken* – the complete and utterly comprehensive solution. Stay tuned!

Damian Butt

OOPS!

Apologies to JVC. In the *Super Star Wars* solution last issue, we quoted the price as being £64.99 (the import price). In fact, the official price will be £49.99 and is in the shops now.

COMPETITION WINNERS

The winner of the immense Infogrames competition last issue is **Kai-Lun Siu** from Chelmsford in Essex, Kai-Sun wins Infogrames software for the next six months!

The lucky winner who will be walking away with a Super NES, TV and a SpectraVideo TopFighter coin-op joypad is **D Gordan** from Putney in London. Runners up who all get SN Pro Pads are **Adam Heward** from Cleveland, **Timothy Varetto** from Poynton, **James Whiting** from Reading, **T Preston** fom Kempston Rural and **R Wilkins** from Humberside. Well done to all those who entered. Your suggestions for games to be busted are at this moment being considered by tips supremo Dr M.

THE XS POSSE!

Damian Butt



Whenever one of the hard-working XS team has a problem, they can always rely on Damian to buoy up their spirits with a cheery snarl of "I don't care about your problems, just get it done!" However, there is room for love in his life – the object of his desires being a black Lotus Turbo Esprit!

Simon Young



Newly promoted to the post of Senior Staff Writer, on the grounds that he's the oldest of them, Simon has joined the ever-increasing group of Paragon's homeowners. Now, his once rave-dominated conversations are peppered with references to a certain "Texas Tom"...

Neil Armstrong



The latest addition to the XS crew, the jovial Geordie spends much of his time telling people that, yes, that really *is* his name, frightening the other members of staff with his beloved egg sarnies and wishing for a meeting between Alfred Chicken and Colonel Saunders!

Andy McDermott



Our hirsute designer is gutted by the fact that *Northern Exposure*'s next series doesn't start until 1994, as it means the only way he can gaze lovingly into Janine Turner's eyes is by going to see *Cliffhanger* about 300 times. He's already bought his season ticket for the local Odeon...

Carolyn Ratcliffe



The multitalented Cabs recently did a bit of singing, conducting and acting at a festival, where an eye-witness reported her as "looking really happy". The "lads" at XS Towers have tried to replicate this unusual sight, but so far she's refused to sing along to the office fave, "Tribal Dance"...

ALIEN 3

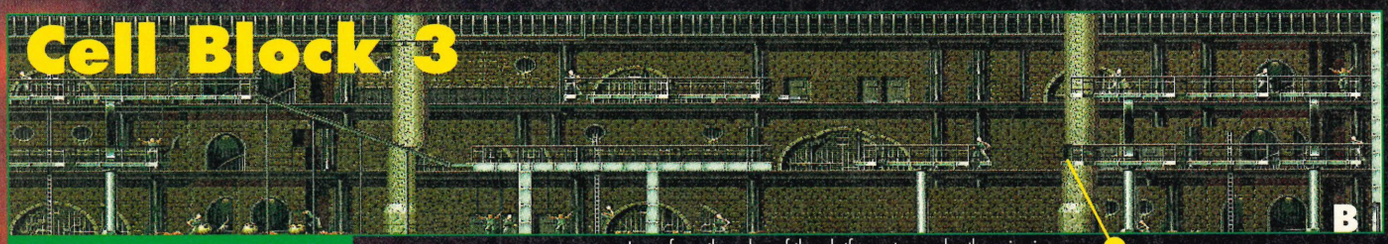
ACCLAIM ● PLATFORM SHOOT-'EM-UP

SUPER NES

"Get away from her, you bitch!" After drifting through space for decades, you're finally brought out of suspended animation only to find the aliens are at it again and your xenomorph splattering talents are once again required. Grab yourself a pulse rifle and prepare to protect the prison planet Fury 161 against the alien scourge. *Alien*³ is a graphical masterpiece, full of enthralling action and death-defying missions. *Alien*³ is without doubt one of the best Super NES games to date and worthy of anyone's collection.

LEVEL 1

Cell Block 3



Here's where you start the first mission. You must rescue the four chained prisoners before they're cocooned, then get back to the terminal to check in for the next mission. Use the map to find the quickest route and get back to the air duct.

Jump from the edge of the platforms to reach otherwise inaccessible areas. The prisoners are released by walking into them.

Assembly Hall 1

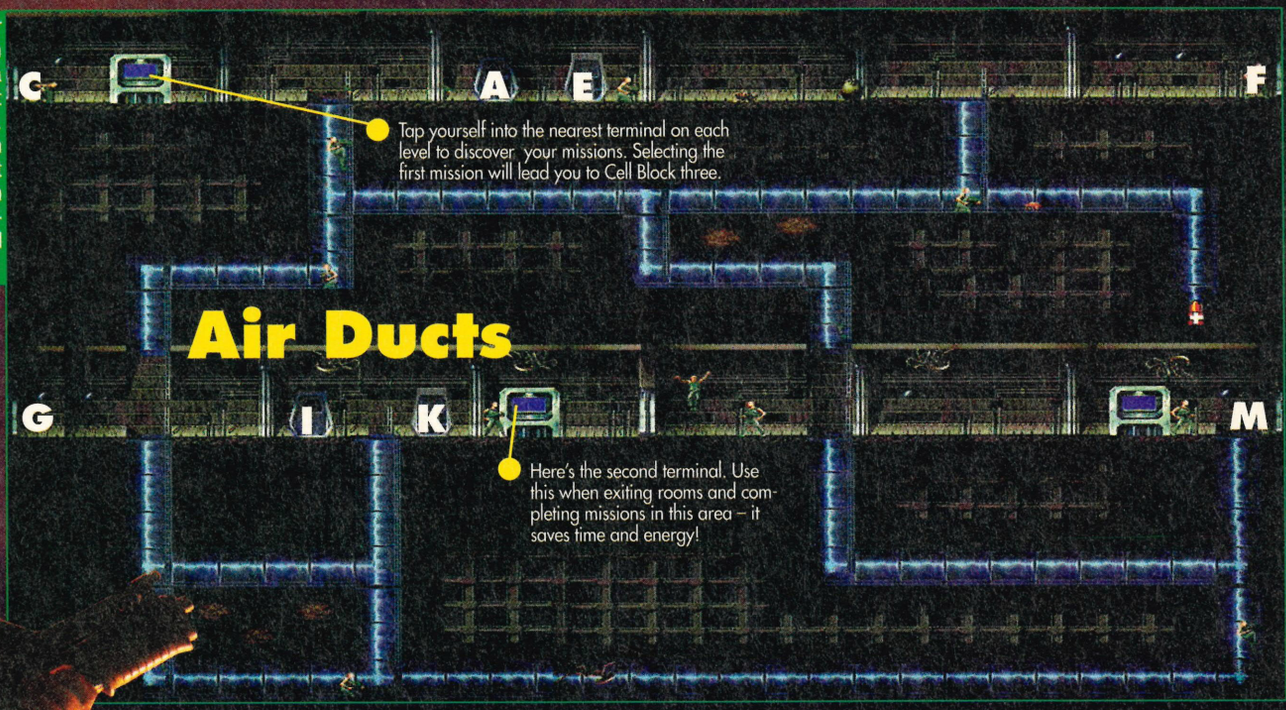
This room has a generator in it. Whilst carrying out mission four, you must bring an ignition unit here to restore the lost power. There's only one rifle magazine to find so be careful of alien attack. Remember the aliens keep coming however many you kill, so jump over them if you can to save energy.



Walk past the generator here with the ignition unit on mission four to restore power.

Air Ducts

Finding yourself in the air ducts at the start of each level, you must locate a computer terminal whilst fighting off alien attacks. The ducts are filled with doors leading to different rooms. Use the letters on each door to locate the relevant room you need to find to complete each mission.



Tap yourself into the nearest terminal on each level to discover your missions. Selecting the first mission will lead you to Cell Block three.

Here's the second terminal. Use this when exiting rooms and completing missions in this area – it saves time and energy!



The Alien Corridors have secret hand rails allowing you to shimmy across and fire down onto the eggs to avoid face hugger attack. Jump up to grab a hold.

Alien 1

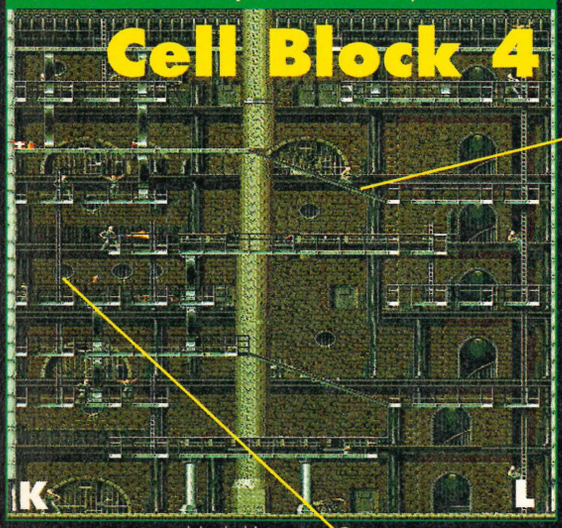


The 'Heat It Up' mission will bring you to this desolate corridor. The flame thrower will splatter the eggs with the best effect.

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In this cell block you'll find the three prisoners which require the female touch on mission one. Listen for the chime after a mission is completed before leaving a room on any level, or you'll find yourself coming back for more. You can always check the blue prints.

Cell Block 4



Run up this incline to get to the right and slip down the ladder where you'll find hostages.

Descend this ladder to rescue your first prisoner

Bugwash 12

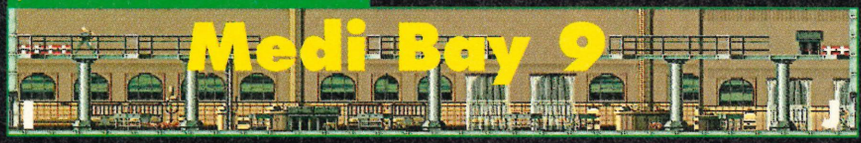


More fuse boxes need repair and you're just the woman for the job!

The Bugwash levels are an elaborate shower area. Usually inhabited by eggs and wrecked fuse boxes, you'll be up against a whole horde of the alien scum. This room is separated by a wall so you'll need to access from either end.

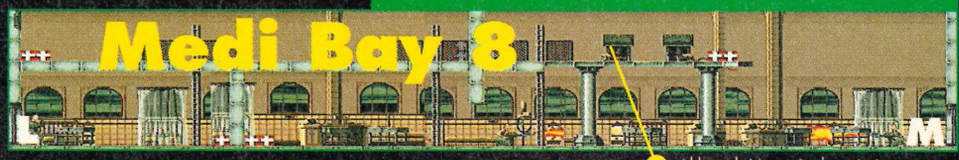
The medi bays are just that. Get into these rooms and grab a load of handy energy boxes to replenish your life force.

Medi Bay 9



This medical bay is loaded with energy boxes. Use them up before embarking on the total control mission, as you need to come here and seal the doors up; denying any further access. It's best to leave the said mission to last.

Medi Bay 8

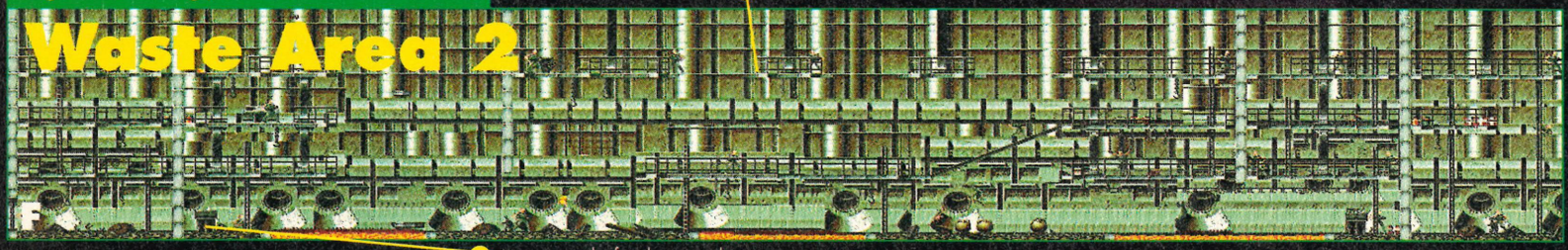


Although it's not in the mission, you can still weld up these fuse boxes if you feel the need.

There's a junction box and two fuse boxes to repair here. Aliens are everywhere so beware, especially of the larger acid-spitters, they'll knock you into the lava if you hang around too long on the moving platforms.

Leap between these platforms from the very edge to reach the left side of this room.

Waste Area 2



Move up to the fuse boxes and use the flame thrower button to start welding.

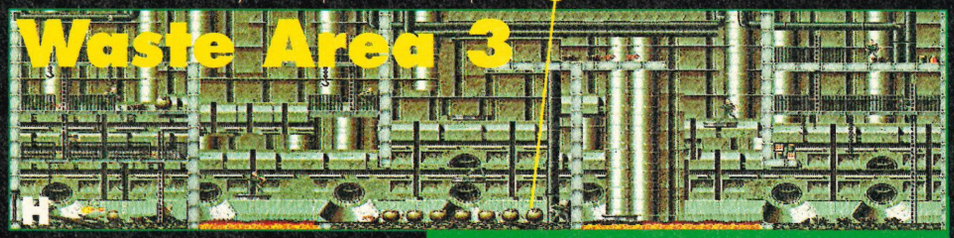
Weapon 1



The weapons room is just as it suggests – full of weapon power-ups. Although there are still aliens to contend with, you won't come to this room on a mission.

Rows of eggs litter the floor. It's here you must destroy the acid-spitters and make a quick exit.

Waste Area 3



Using the moving platforms to traverse the lava pits, get across and waste a total of 18 newly laid eggs. Alien offspring will fly from the openings as you commence the mission, so keep blasting.

YOU'RE READY TO ROCK 'N' ROLL



The standard yellow flame thrower is effective on lower levels, but useless on queens, although it last longer.

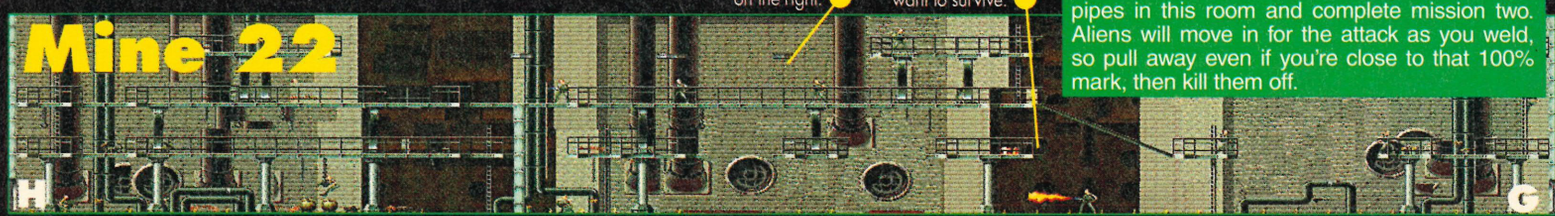
Green is more powerful, but tough aliens still get by, takes out all face-huggers but is quite thirsty and could let you down.

Now this is power! The blue flame thrower is rough, tough and dangerous to know. All aliens die instantly on contact.

Jump on the moving platform from the left to reach the higher areas on the right.

Yummy power-ups can be found on certain levels. Be sure to grab them if you want to survive.

Mine 22

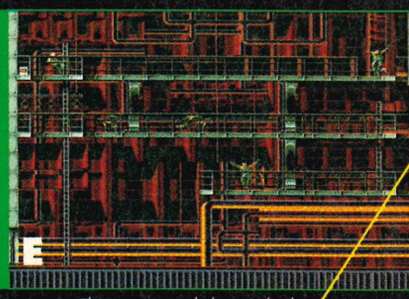


Get out your welding tool, Ripley! You'll, need to use the flame thrower to weld up the four split pipes in this room and complete mission two. Aliens will move in for the attack as you weld, so pull away even if you're close to that 100% mark, then kill them off.

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LEVEL 2

The action really heats up in the furnace areas! These rooms are always huge, leaving you scratching your head as to where you go next. Luckily, SUPER XS is here with the maps! You must rescue eight lost souls here before the mission is complete, entering the area from both doors at either end. Leap across the lava pits and keep those blasters at the ready to keep the aliens from knocking you back in. The longer stretches have moving platforms to assist your adventures.



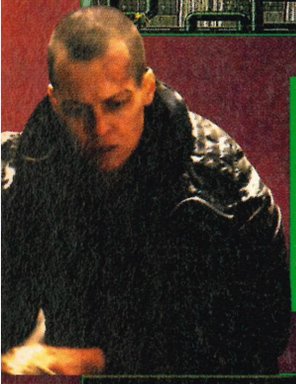
This guy can only be reached from the ladder on the right.

One of the smaller rooms, but still none too hospitable. Dripping acid from the over-head pipes is a new danger here. Beware of dark green patches of slime as they drip on your head.

Jump onto the pipes to get high enough to reach the parts other welders couldn't reach. Any yellow patches signify the need for a repair job.

Bugwash 8

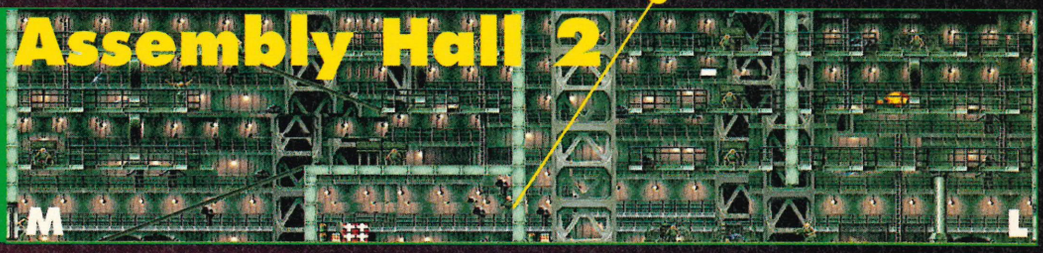


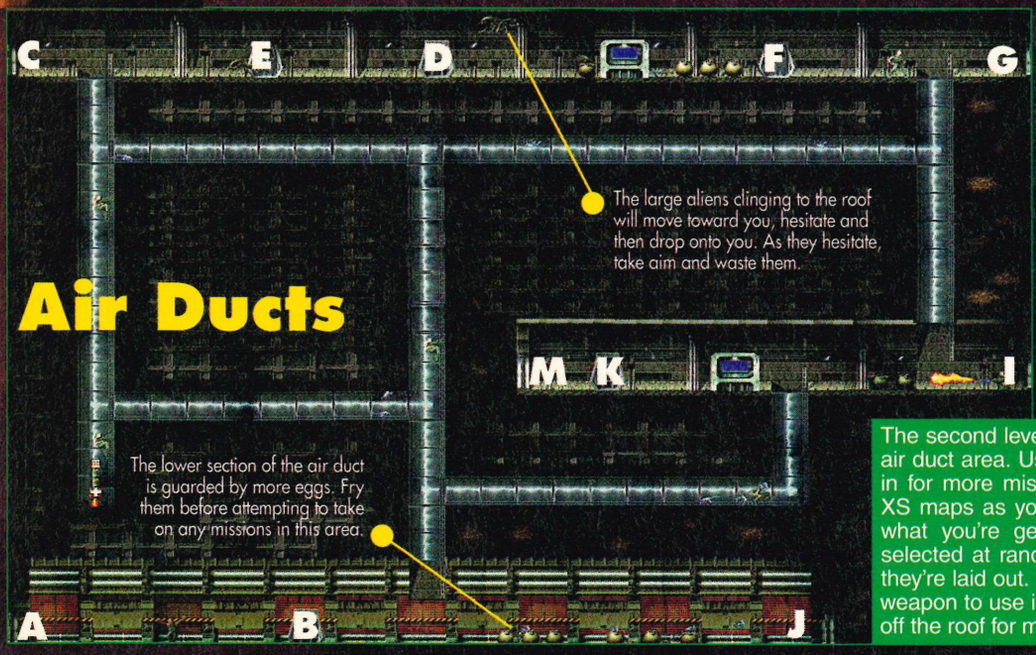


The final mission will bring you here. The mission is to locate the six fuse boxes as shown and repair them. This room has secret passage-ways through walls allowing you to reach power-ups. Jump up and push forward to find the secret holes.

Jump up into this wall here to reach those elusive goodies hidden below the beaten track.

Assembly Hall 2



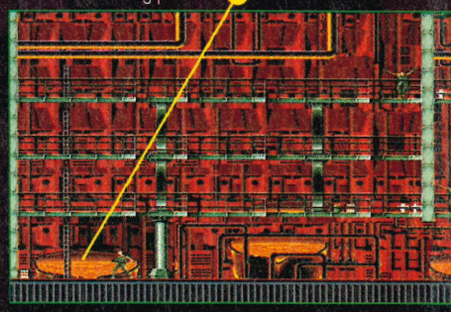


Air Ducts

The large aliens clinging to the roof will move toward you, hesitate and then drop onto you. As they hesitate, take aim and waste them.

The lower section of the air duct is guarded by more eggs. Fry them before attempting to take on any missions in this area.

Quickly climb this ladder to the top to find another waiting prisoner.



The second level will throw you into a slightly more intricate air duct area. Use the map to locate the terminals and plug in for more mission information. Don't forget to check the XS maps as you select your mission so you know exactly what you're getting yourself into! The missions can be selected at random, but it's best to take them in the order they're laid out. As you move through the air ducts, the best weapon to use is the grenade launcher. Ricochet the shells off the roof for more destructive power.



The first mission requires you to take a power pack from hanger bay four and plug it into the generator situated on the top floor of this room. Jump about to grab the weapon power-ups and exit quickly after the job is done.

Weapons Bay 8



Although there's plenty of weapon ammunition in this room, you'll also find a generator on this top level.

This medic bay has four fuse boxes to repair, in accordance with mission five. There are eggs to locate on the ground level, needing to be torched, before you get welding.

Climb up this ladder and take a leap from the very edge to reach the far right, where you'll find a fuse box in need of repair.

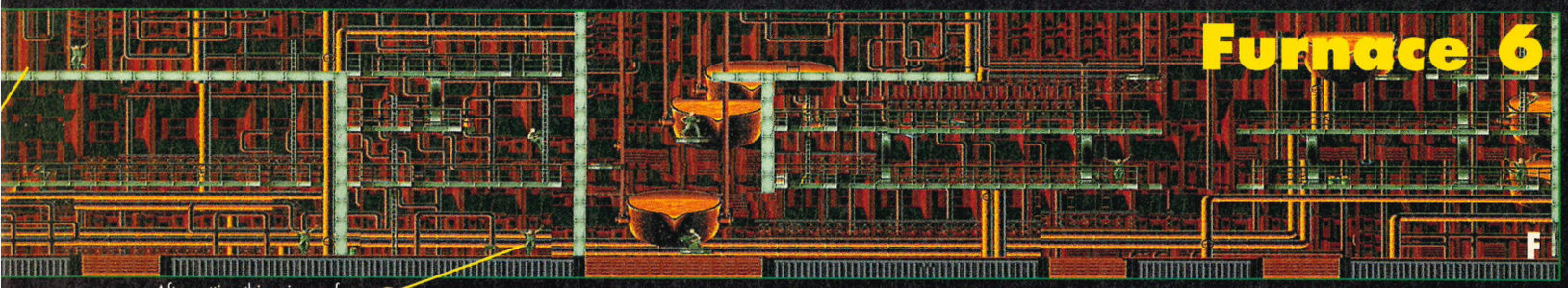
Reaching this side of the room from the left door, you'll need to jump from the left and repair a fuse box here.

Medi Bay 3



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Furnace 6

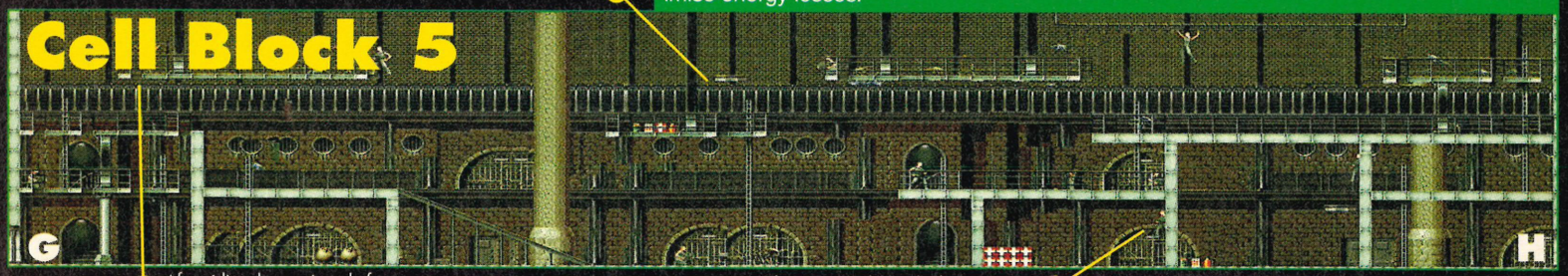


After setting this prisoner free, make your way back to the corridor and enter the room from the opposite door.

Cell block five has no purpose other than being a route through to furnace area seven. There's a prisoner to rescue although he's not actually part of a mission and of course a few power-ups to be found. Move quickly through this room using the map for the route to minimise energy losses.

Jump onto the platform here from the left.

Cell Block 5

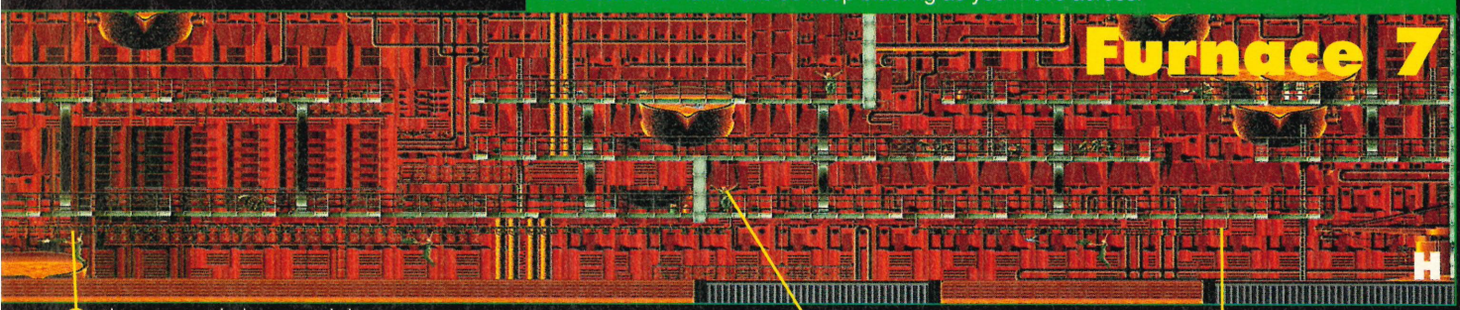


After riding the moving platform from the left you'll reach the last prisoner here.

Those energy boxes look tasty. Jump through the wall here to grab them.

Hot stuff baby! This area is full of twists and turns, each in turn leading you to one of the four trapped prisoners. The alien population is high so make sure you either visit the weapons room or grab all the available hardware left lying around at the points shown. The aliens will also scale the hand rails so keep blasting as you move across.

Furnace 7



Shimmy across the lava pits with these hand rails. Aliens will attack, so fire your weapons off as they approach.

Prisoners are scattered throughout the area, needing to be rescued.

Jump up at this point and you'll automatically grab hold of the hand rail above.

As with the other alien corridors, your task is to waste all the eggs before the place is overun. The dark and murky atmosphere hides the secret hand rails so jump about to grab a hold.

Alien 2



There are secret hand rails to grab hold of to make the exercise slightly easier. Jump up to grab hold and fry the lower eggs.

Jump back from the ramp to get over to the right side of the room.

Coming to the hanger bay should mean only one thing: grab the power pack and make a run for it. This room is part of your first mission, to collect the power pack and bring back the power after it fails.

Hangar Bay 4





Located here is the power pack that needs to be connected to the generator in Weapons Bay eight. Walk over it to collect.

The eggs should be enough to deter you from coming to this area. There's energy at the end, but you'll probably lose loads in the fight.

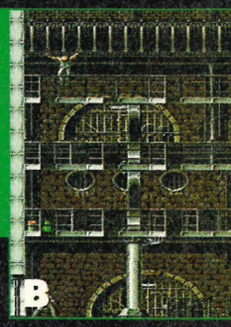
Another secret passage can be found in the upper part of this wall. Jump through to grab the power-ups below.

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LEVEL 3

This is the first time Ripley will venture to the great outdoors. You'll need to come here on the slaughter 'em high mission to fry six eggs and take on the might of a mother alien. In fact, she's no harder to kill than the medium aliens, only she'll move faster.

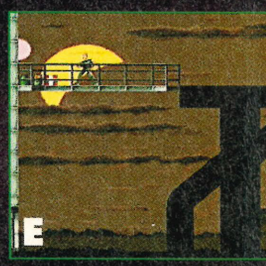
Cell block six is another prisoner rescue room. There are four trapped in here, so use the map and follow the route across each of the platforms to track them down. Don't bother using the scanner, you'll see the prisoners before the device has even picked them up!

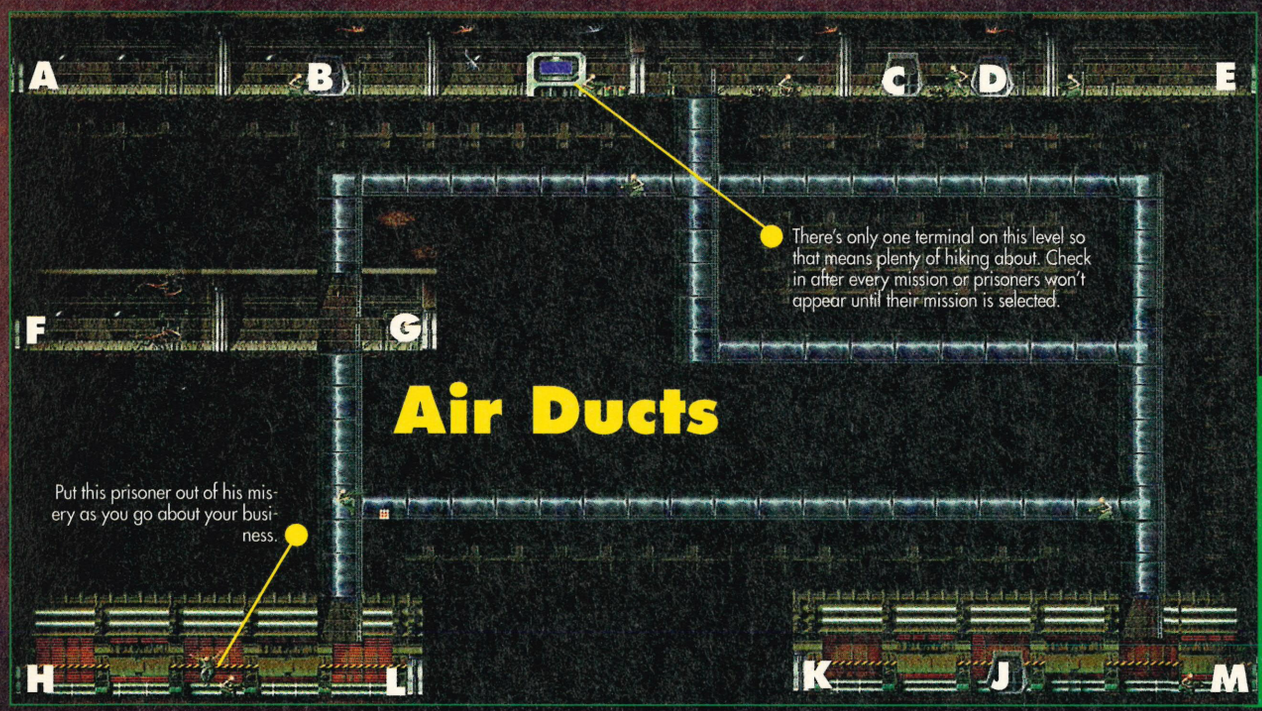


There's a broken junction box here in need of your immediate attention.



Collecting the green flame thrower fuel will give you that much more fire power. There's one to be found here.





There's only one terminal on this level so that means plenty of hiking about. Check in after every mission or prisoners won't appear until their mission is selected.

Put this prisoner out of his misery as you go about your business.



Although there's only six missions to complete on this level, most of your time is taken up getting to the terminal after each mission to log on. The level introduces the first real size mother alien, found on the surface of the planet and being part of your mission, you must destroy her eggs and take her down in the struggle.

As part of system failure mission you'll come to this room to repair three fuse boxes. Once done it's off to Bugwash 14 for the last of the electrical repairs.



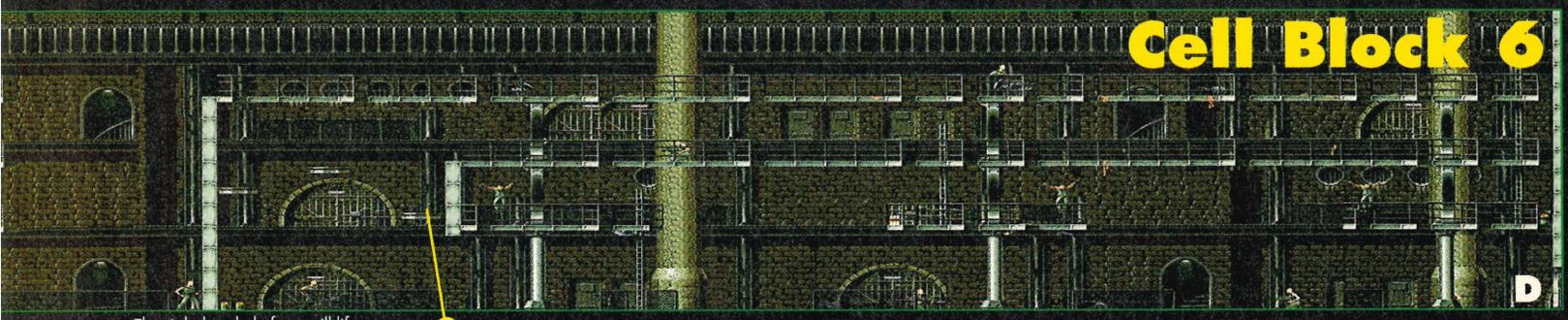
As before with the previous corridors, jump up to find the hidden hand rails and blow the living daylights out of the eggs on the ground. If face huggers latch on, shake the joypad wildly to get them off.

The aliens will skulk along the ceiling as well as the floor so be sure to fire up as well as down.



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Cell Block 6



The right-hand platform will lift you up to the higher platform on the right.

Beware the ceiling hangers! They'll wait for you to move in and grab the power-ups below, then drop on you from a great height.

Surface 2



The second surface area needs more negation. The dark and shadowy timber struts block your path in many places, forcing you to take to the ladders.

Make use of the rising platforms to reach the tops of the constructions.

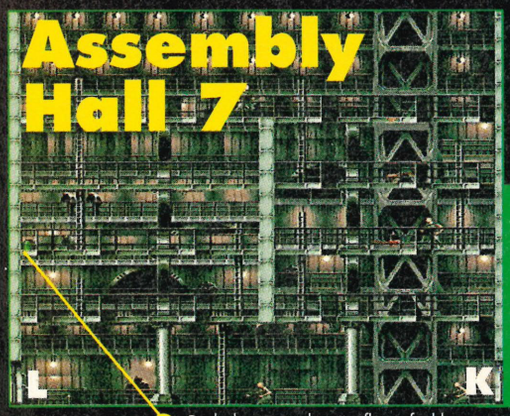
Bugwash 14



The brown patches on the metal frame found here are deadly acid. Jump over to save yourself from that burning sensation.

The fuse boxes seem to be going down everywhere. There are another four to be repaired here during the second part of the system failure mission.

Assembly Hall 7



Three prisoners to rescue here as you tap into operation rescue. Move to the left and make your way to the top of the room, then back down on the right.

Grab the coveted green flame fuel here.

Weapons 11

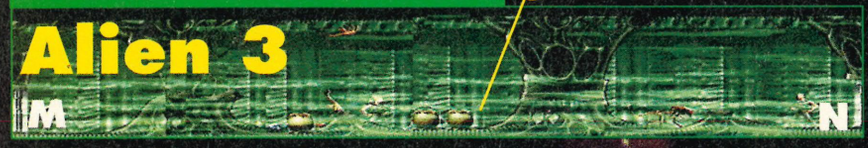


Short, sweet and to the point, that's weapons room 11. Run around and stock up on much-needed ammunition. The goods will return after the next mission is completed!

Smaller then the average corridor, but still as deadly! This is the down town mission area. Weld the end doors with the flame thrower to lock the aliens in.

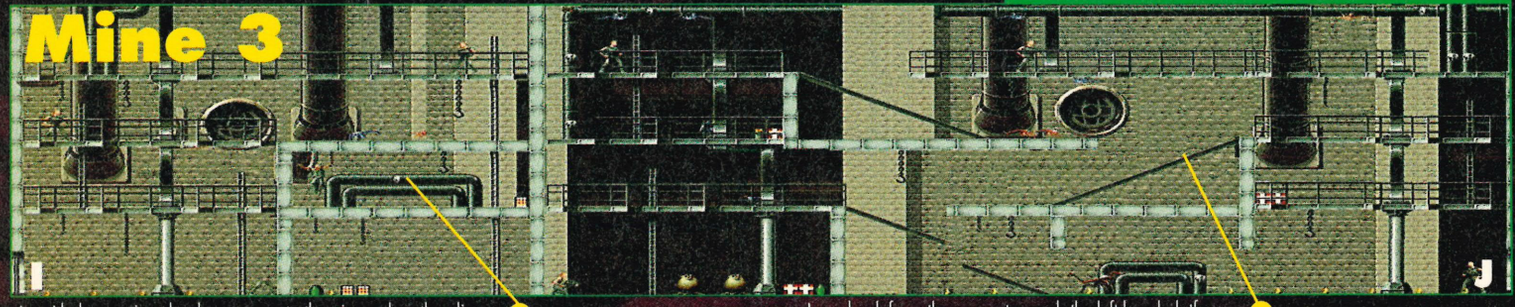
If a face hugger goes to leap on your face don't try to shoot it on the ground, fire straight ahead.

Alien 3



Ripley's plumbing services are required again here as there's four pipes to repair. Keep to the main path shown by the map and try not to wander around too much or the extra alien population here will make light work of your efforts.

Mine 3



As with the previous levels, move up to the pipes when the aliens ease off and get welding wherever you see a yellow patch.

Jump back from the ramps to reach the left hand platforms.

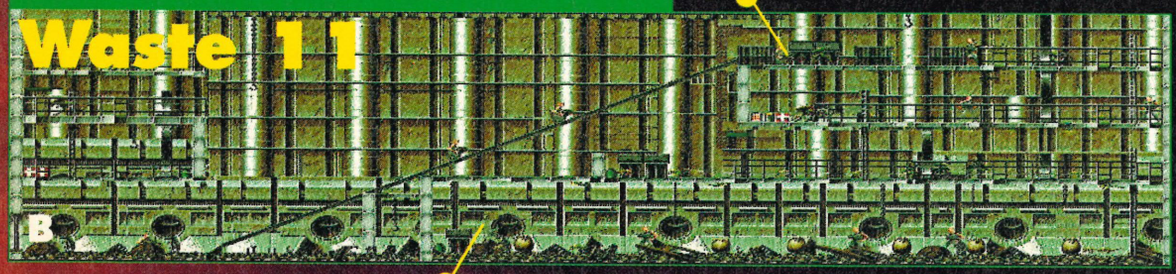
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LEVEL 4

The first mission of level four brings you to this desolate waste area. Amongst the stinging rain you must locate five fuse boxes and repair them. Clear the eggs in the immediate area of the lower box to keep the alien attack minimal, then run up the ramp to the higher faulty electrics.

Two of the fuse boxes are on this level, with two others in the middle section to the left.

Waste 11



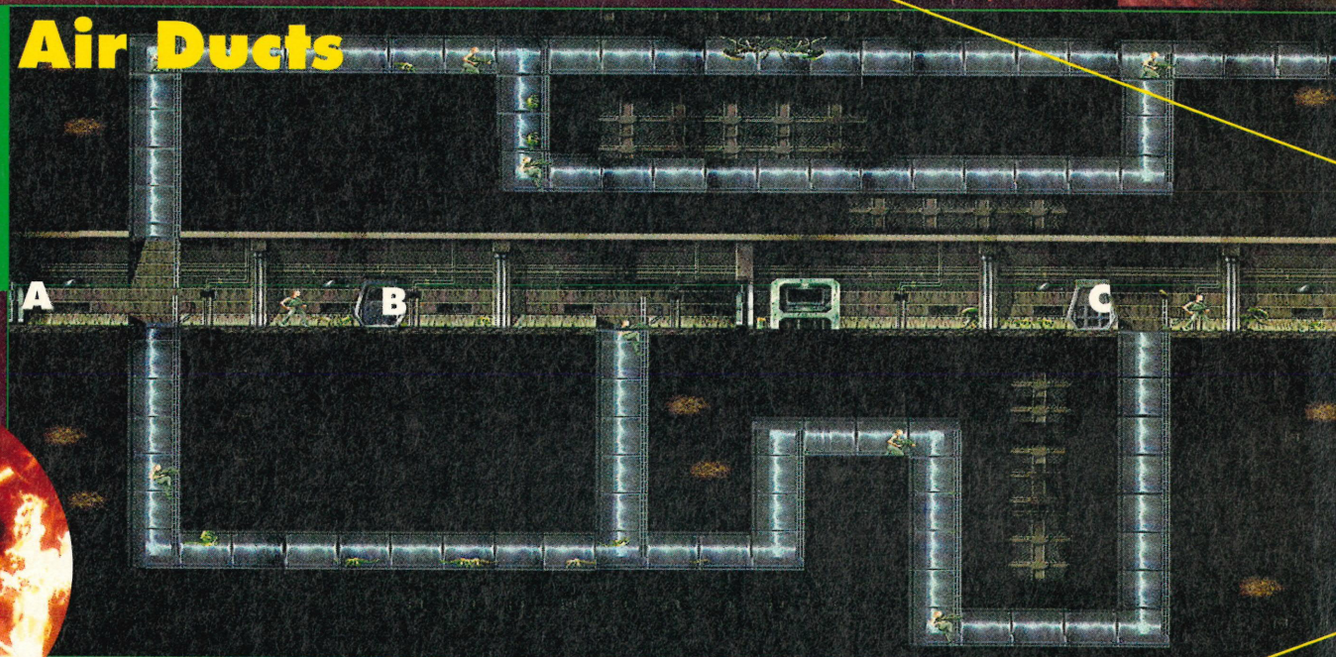
The fourth bow can be found here amongst the eggs. Use the flame thrower to clear the path of eggs and face huggers.



On starting the level, aim to appear at this point and run left to tap into the terminal.

What a downer! The first terminal is just out of reach behind a solid door in this air duct area, meaning you must go all around the outside through the ducts to access it. There are seven missions to complete, before you can move onto level five, testing Ripley to the limits.

Air Ducts

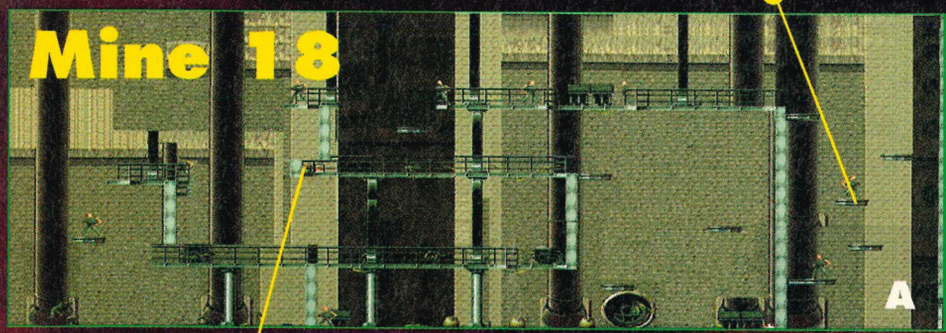




Use the mapped layout to find your way around this maze. Little red herrings like this one will keep the aliens snapping at your energy bar.

Moving platforms here will take you to the top. As they all reach different heights, you must jump between them, so be careful before leaping.

Mine 18



Mine area 18 is short with very little structure to navigate. There's an ignition unit here to be used on a later mission to restore power. Aliens are crawling all over the place now, so get into the habit of crawling around and shooting on sight. It's slow, but sure to kill the huggers before they kill you!



Collect the ignition unit from here and take it to the generator in Weapons Room 14. This will complete the Super Search mission on selection. The ignition unit won't appear unless the mission has been selected!

Eggs have been laid at the bottom of the ramp at either end. Be sure to use your flame thrower or grenades to waste them.

It's bath time again for the bugs. They seem to be thin on the ground in this room however and there are only four eggs to contend with. The fit to burst mission will bring you here to fix four pipes.

Bugwash

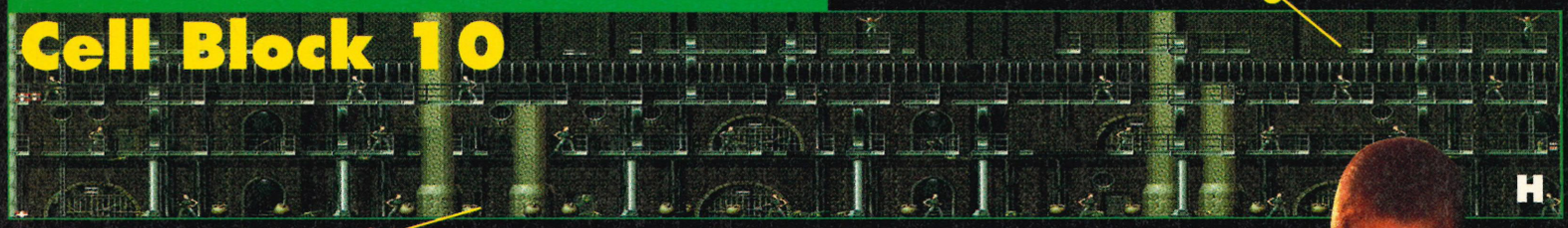


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Cell block ten has a multitude of tasks behind its walls. The Free and Fry mission will instruct you to come here and blast the 15 eggs laid along the ground, whilst rescuing three prisoners from the clutches of the alien death sentence.

Sometimes, you'll be able to access the next platform with a timely jump rather than dropping down and using the conventional ladders.

Cell Block 10



Systematically march along the ground and take out the eggs, pausing just to make sure they're reduced to dripping acid, before attacking the next. Whichever weapon you use, aim for the top to disperse the face huggers that attack on approach. The eggs can only be destroyed when they are open.

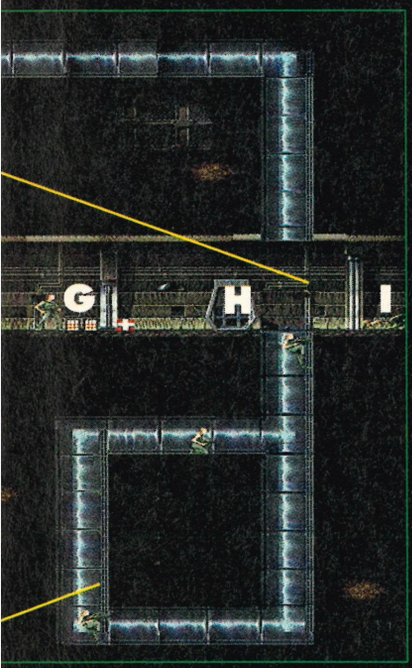


Although this corridor is not a feature of any particular mission, you'll need to pass through to reach other rooms. As usual there are plenty of eggs to splatter.

Don't forget to jump around to uncover these hidden hand rails.

Alien 5





You'll discover from the Salvage and Scorch mission that yet another generator has gone for a 'Burton'. Come to surface area two and collect the power pack here to get the electrical source required to keep on top of things.

These dark and moody graphics tend to fool you into thinking this structure is just background. Not so, it's a handy bridge to the other side.

Surface 2

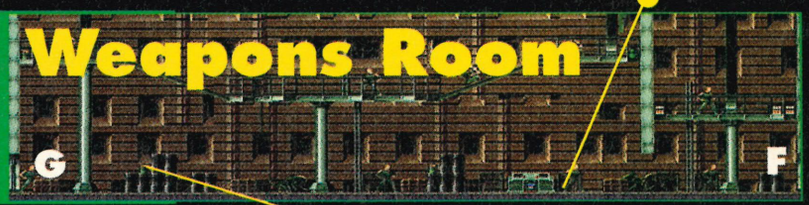


Take the power pack from here to complete the salvage mission.

The blue orb can be placed in this generator to complete the Super Search mission.

The generator in this room will go down half way through this level. Collect the power cell from mine area 18 and bring it to this weapons stash to get things moving again.

Weapons Room



Plenty of ammunition can be collected from these crates.

This medic bay is teeming with newly laid eggs. Totalling 17, you'll find yourself frying everything in sight to get through, especially as this is the mission when you select Hot Toast.

If your energy is below 20%, get yourself along to the energy boxes found here.

Medi Bay



Prisoners are strewn throughout this room. Climb up the right-hand ladder to reach this cheeky chappie.

There's nothing too exciting in this room, even the power-ups are thin on the ground. There are, however, four junction boxes in desperate need of repair.

Assembly Room

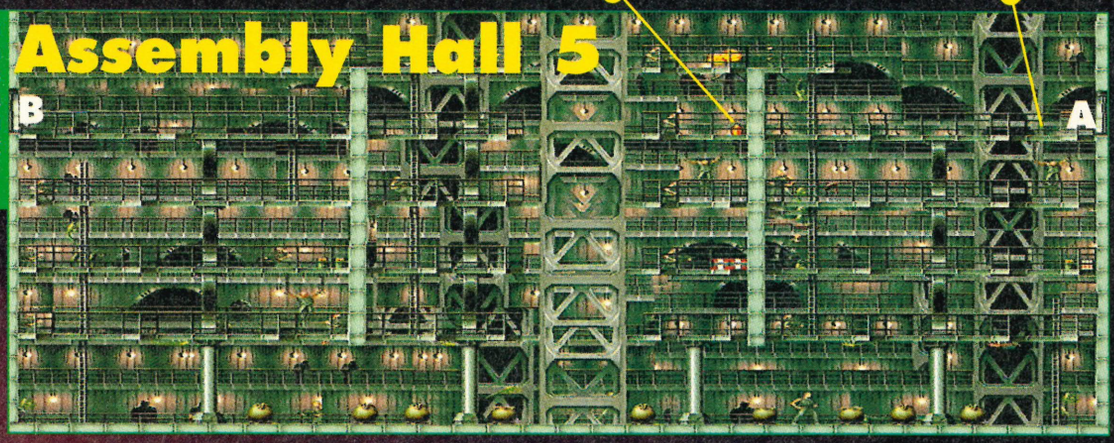


There are four junction boxes gone down in this room, leaving a mission to be completed. Select Electric Storm to sort things out.

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LEVEL 5

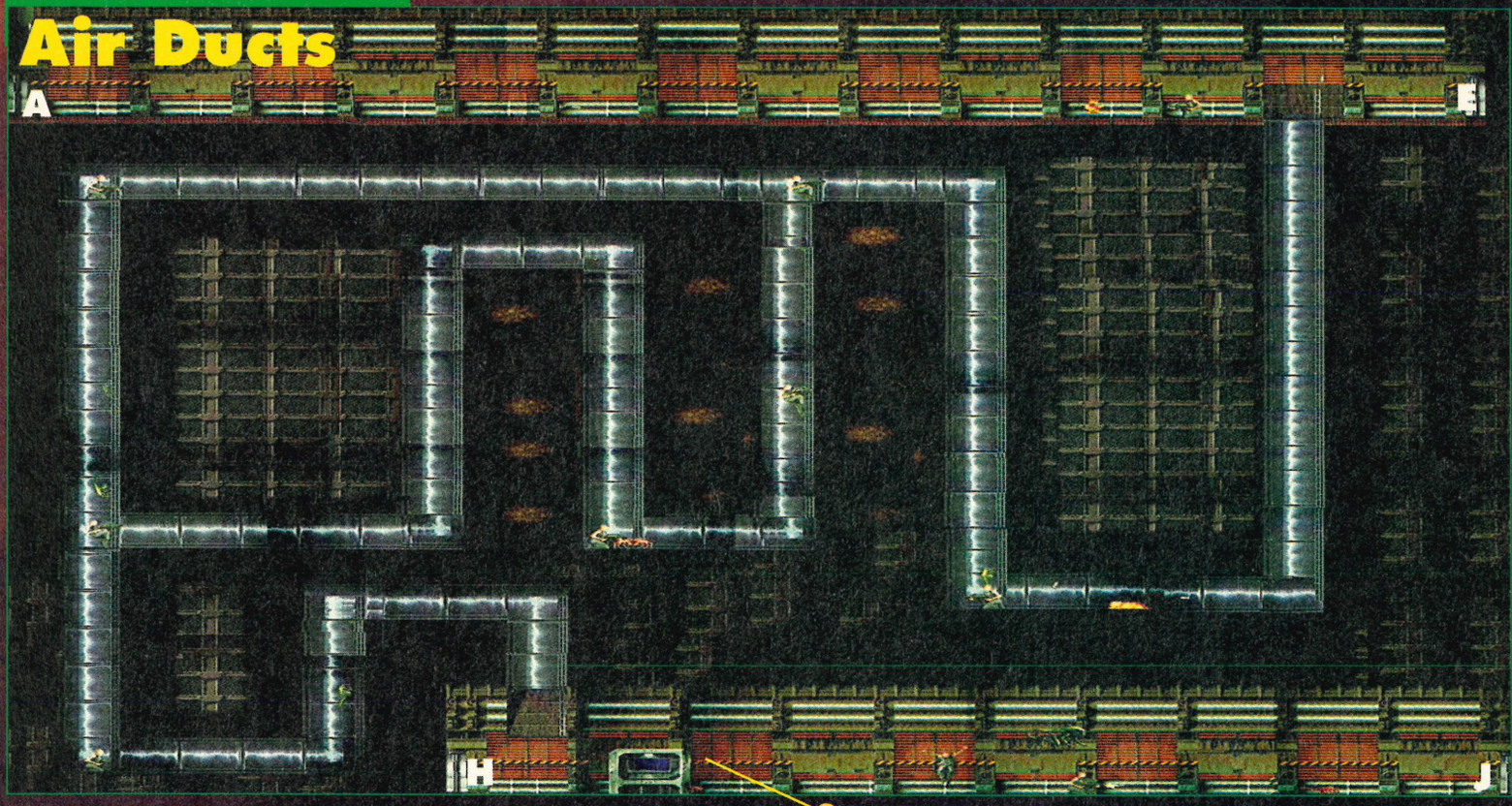
Assembly Hall 5



The multi rescue mission is two fold. You must rescue five prisoners in this room then move on to mine area two where four others are trapped. The room is split in two, with a simple jump between platforms allowing you to explore the area to the full. As you might expect the floor is covered with eggs.

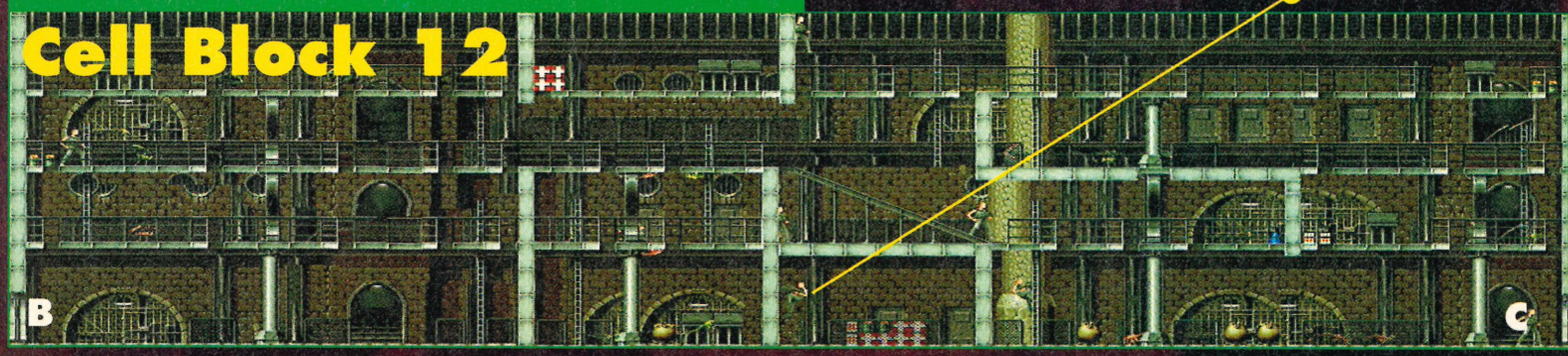
You start the level with a long run to the far end of the top corridor to reach the air duct entrance. The small chest bursters run amok through the maze of pipes, so use the flame thrower whenever possible, taking your time between short bursts forward if a gap appears in their attack.

Air Ducts



There are seven fuse boxes in this room and as if you need telling it's up to you to repair them all! Energy boxes can be found all over the place so the clinging pests shouldn't be much of a threat. In the centre of the room you'll find a blue flame thrower power-up. Grab this at all costs for amazing destructive power.

Cell Block 12



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Not another dodgy generator! This one's situated at the far side of the room to the right. Select the hunt high and low mission and bring the power pack from surface area nine here.

The final mission is amp cramp. Come to this room and simply repair a single junction box on the top level before it's on to level six! As with all the power-ups they'll reappear after a time in all rooms, so dive into the nearest one when things are tight.

Weapons Room 10



Repair the junction box here keeping the aliens at bay then grab all the booty. You can come back after passing onto other rooms to re-stock!

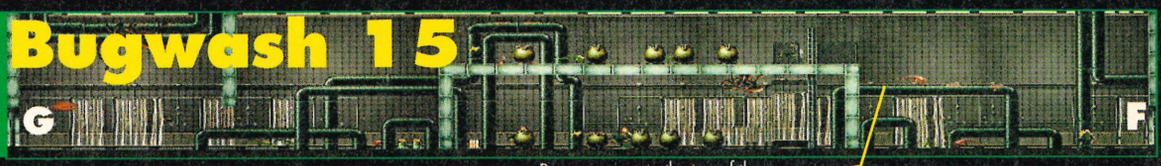
Medi Bay 15



Come down the ladder on the left and crawl under the metal framework here to reach the goodies.

The perils of this room will have to be faced when you embark on the tip toe special mission. There are ten eggs to fry on different ledges throughout the room before the mission is completed.

Bugwash 15

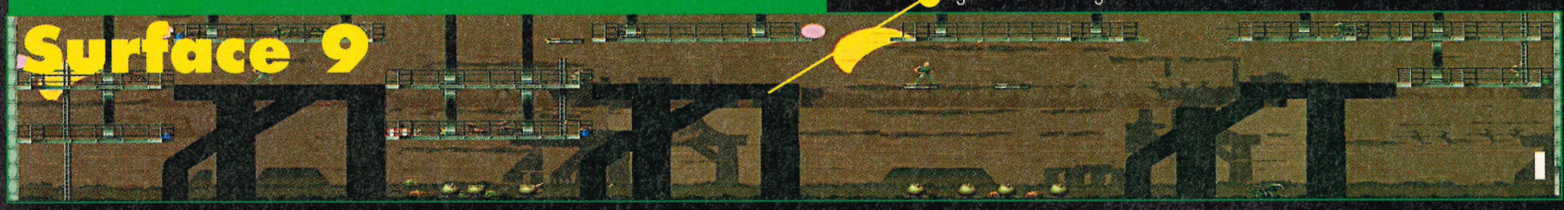


After the generator calls it a day in the medic bay, you'll have to face the outside perils again and grab the power pack from this area.

Run across on to the top of the structure here and jump on to the moving platform to reach the higher area on the right.

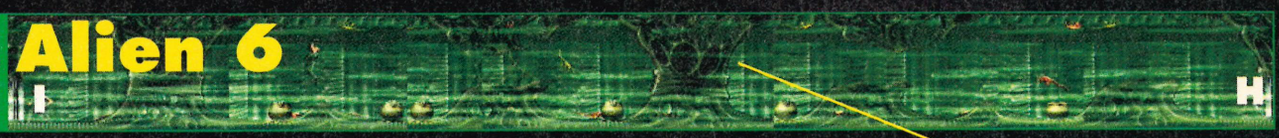
Dripping acid splays all over the pipes, so be sure to jump around and avoid the murky patches.

Surface 9



Alien corridor six is much the same as the others with plenty of eggs to fry. Hang around to get across.

Alien 6

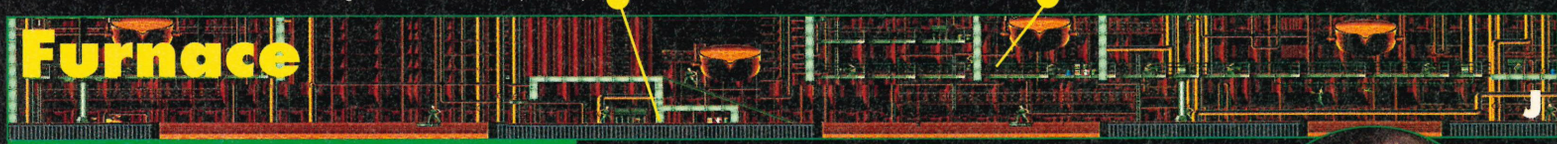


If you're on ground level, leap into the air and fire constantly as you go behind the scenery. The face huggers lurk everywhere.

Crouch down and slip under here to grab those out of reach power-ups.

Be sure to push up against the walls and jump to find the secret passages. Usually they'll lead to power-up city!

Furnace



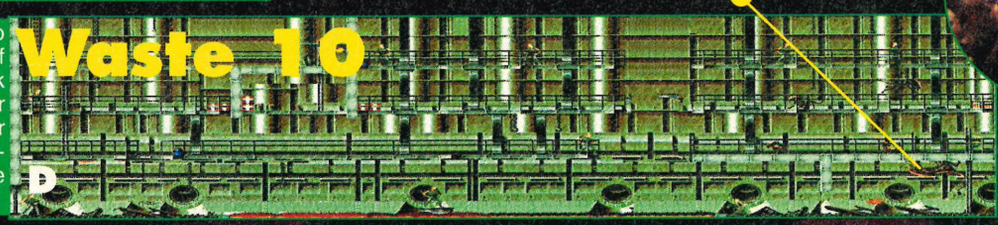
The furnace area is associated with the electro shock mission. It's time to repair another six fuse boxes, in this long room.

The big bitch is hiding in this area. Use the platforms from the left to get directly here and fire off loads of grenades in her general direction. She moves fast so keep away from that cloud



There's a big mother alien to destroy at the far right of waste area and she's quick on her feet! After taking her down, move up to the higher areas to grab some power-ups. This will complete the burning desire mission.

Waste 10



If you've squandered all of the blue stuff, grab the slightly weaker but still handy green fuel here.

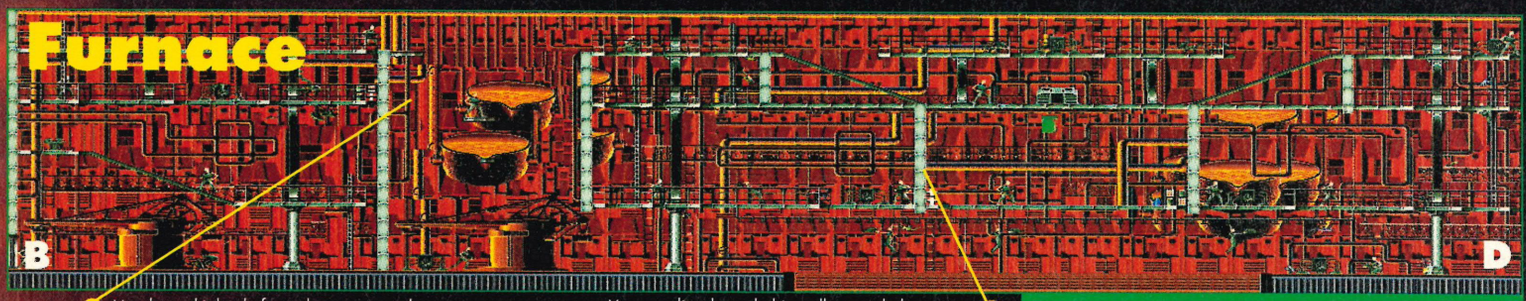
Here's where you carry on the second part of the multi rescue mission. The four prisoners in this room are well spread out and are swarming with xenomorph activity. Use more moving platforms to traverse the open space.

Mine 2



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Furnace



Use the multiple platforms here to cross the massive gap and reach the platforms on the right. You will notice there are some bonus items to the left.

You can dive through this wall to reach the ammo power-ups on the right. Always try to leap through these girders as there is often a way through.

The furnace is one of the toughest rooms in level six and certainly makes Ripley sweat (but then so did Charles Dance!). The aim of this level is to get the ignition unit from Hanger Bay two and bring it to the generator in the centre of this level. This will switch all the power back on.

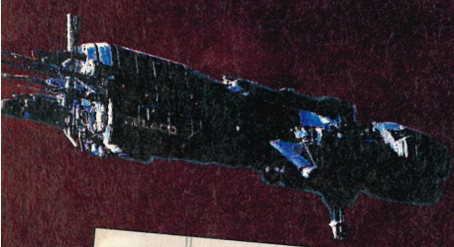
Weapons Room 20

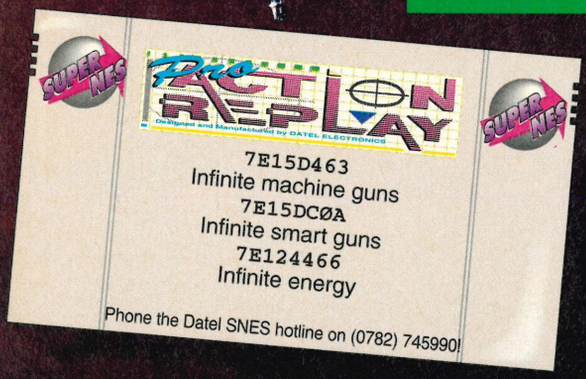


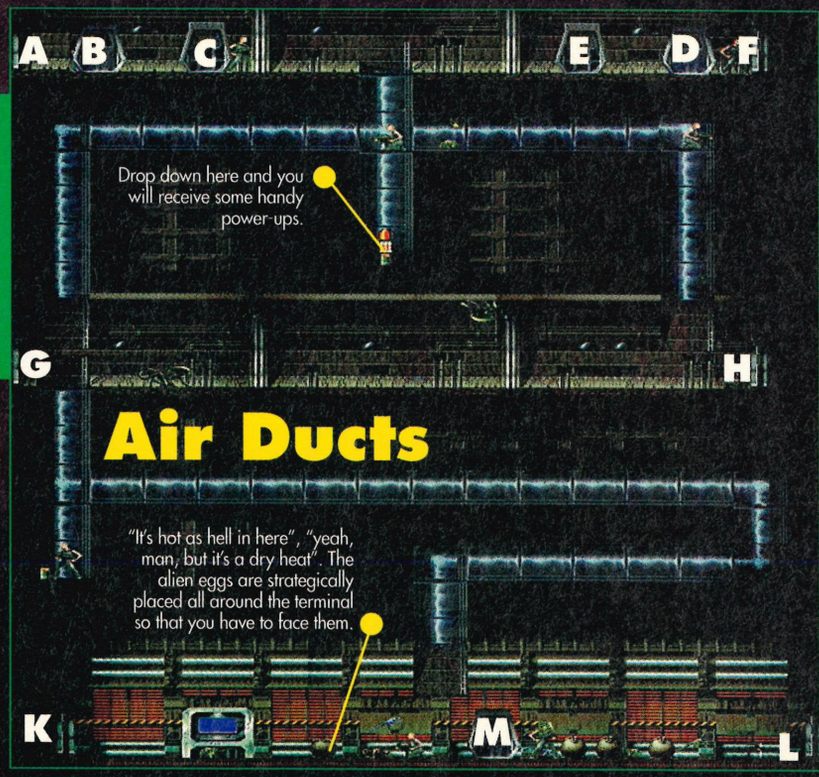
The sole purpose of these rooms (one per level) is to stock up on ammo between missions. The problem is that you will probably use up most of the ammo getting it in the first place!

You will have to crouch down and blast any fast face huggers with your flame thrower to get the bonuses in this room.

You know this is the last level because the crafty guys at Probe have put the terminal right at the bottom of the level and you will have to do a lot of backtracking to view new missions and scan the blue prints. As you would expect, the alien queen has really pulled out all the stops to prevent you from reaching her, and the place is crawling with face huggers!

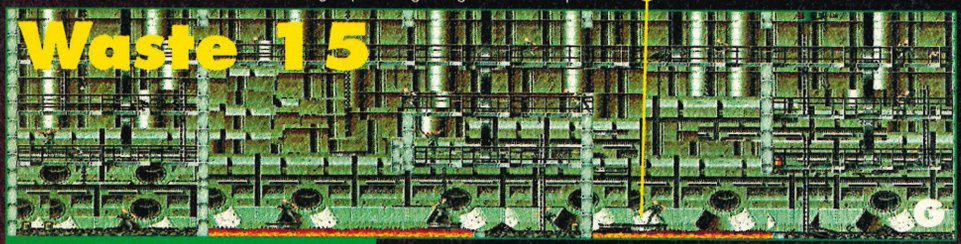






Leap onto these platforms and ride them up, then leap down on the ones on the far left and then go up and right to get the hidden prisoner.

Waste 15



The object of this room is to find three prisoners amongst all the junk! Two are blatantly obvious but you will have to niftily negotiate some platforms over fire to get to the last one. If you go to the bottom left of the map, you can drop through an invisible chain to a load of power-ups.

Mine five is the location of the Confusion mission, where you must repair five broken fuse boxes before the aliens take control of the complex. Simply crouch down and press fire on the flame thrower to begin welding the box closed. If you are disturbed, you will have to begin again.

Weld these junction boxes together for this mission by crouching down and pressing the flame thrower button.

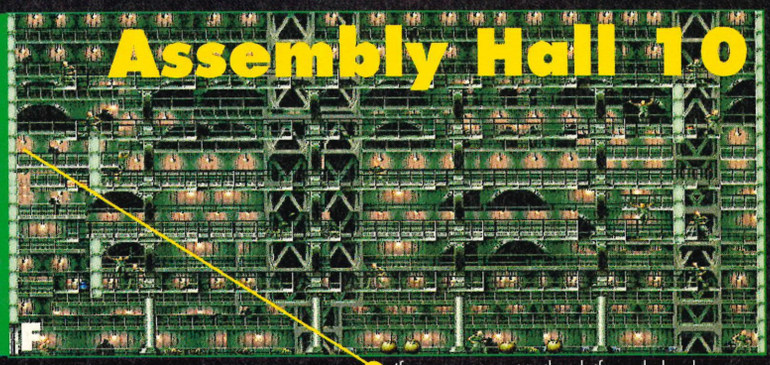
Mine 5



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LEVEL 6

The assembly hall looks difficult to climb, but if you get past the eggs on the ground, then you can go up in the lift on the right. Some of the prisoners are easily rescued but you will need to bounce off the walls on the left to reach many of the lower platforms. If you drop one level too many, you must go all the way back again.



If you want to get to the platforms below here, leap towards the wall and when you hit, press right quickly and you should just touch the next platform down. This takes practice, but it is the only way to get the prisoners on the other level.

The alien corridor is just an access route to other highly-populated alien areas. The eggs are placed all over the floor and there are full blown aliens scaling every surface. Luckily you can climb the rungs in the ceiling and swing over most of the dangers whilst letting them have it!

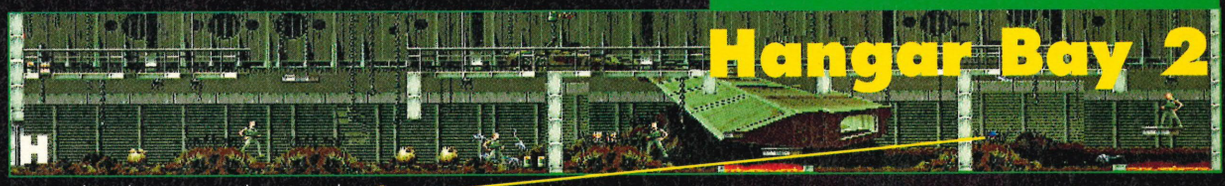


The aliens on the floor like to hide in the scenery so take these corridors on bended knee with your flame thrower on full burst.



The surface is the setting for the last mission – Red Hot – in which you have to find and defeat the huge alien queen with any weapons at your disposal. If you have completed all the other mission on this level, you will be treated to the end of game sequence.

The hanger bay is where the Sulaco's EEV capsule is being stored and it is also where the ignition device is being held by the aliens. Leap over the lava pits to reach the unit and remember to always stay alert as you never know when an alien warrior will leap out at you.



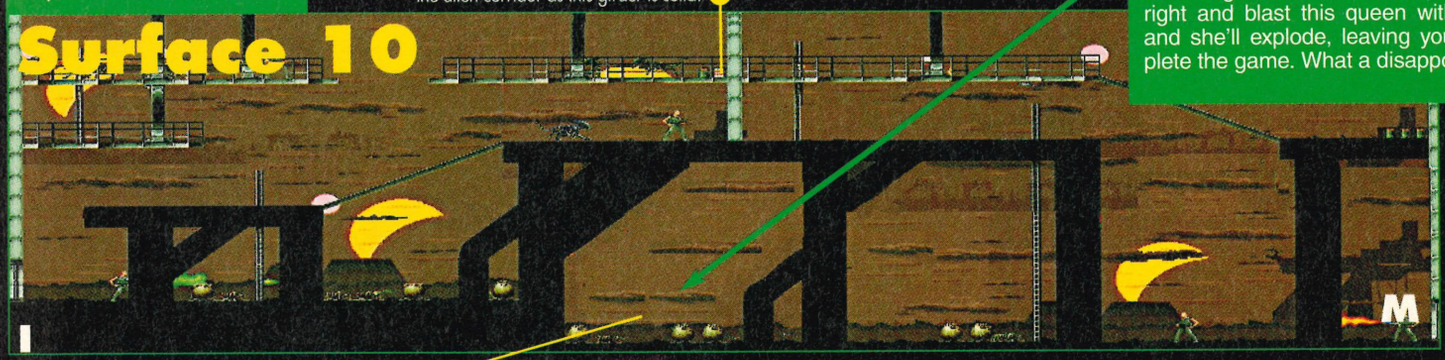
This is the ignition unit that you need to place in the furnace level. You will need to leap all the lifts with pin-point precision to make it though.

Cartridge supplied by:
Acclaim
Tel: (071) 4363633



Get the green flame thrower from the top right and blast this queen with ten hits and she'll explode, leaving you to complete the game. What a disappointment!

Get these bonuses for the battle with the queen if you need them but remember that you have to enter this room through the alien corridor as this girder is solid.



The alien queen is to be found here – leaping all about the place. You can use any weapons on her and she does not take many hits.



The other alien corridor is more of the same. Don't forget to leap onto the rails hidden in the ceiling and shoot the aliens from above.

SUMMARY

GAME NAME: Alien 3
TIME TO COMPLETE: 5 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 6 (48 stages)
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.

Rush into the medi bay when you're low on energy and find these first aid kits to restore 30% energy per box. Watch out though, even the medi bay has aliens on the prowl.



Nip into the medi bay for some much-needed medical attention. Try not to waste the boxes when you have full energy as they do not re-appear.

ALIEN™ is a trademark of Twentieth Century Fox. © 1992.

YE GODS! MINDSCAPE

WIN! A SUPER NES, A COPY OF GODS AND TWO GAME BOYS WITH ALFRED CHICKEN!!



You may have noticed the plethora of Mindscape games emerging on the Super NES and Game Boy recently. SUPER XS #1 covered the classic space fighting game *Wing Commander*, but that was just the beginning. After a delay on *Terminator* on the Super NES, Mindscape released the highly polished Amiga conversion *Gods*. Not only has *Gods* stormed the charts but it has also received rave reviews from all the major magazines. Turn to page 96 for the full solution to this epic platform game compiled by our very own Neil Armstrong.

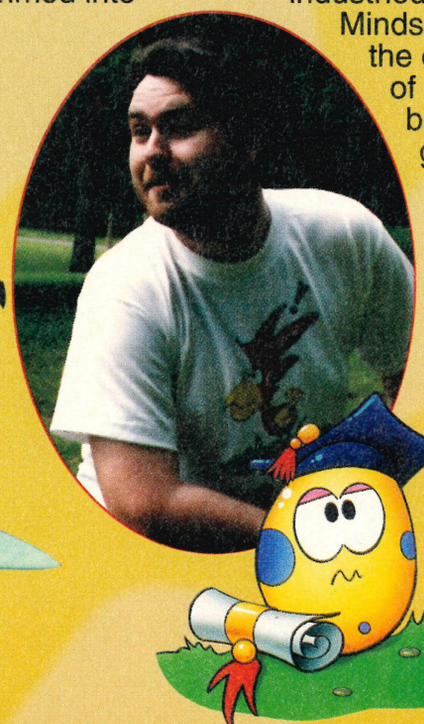
Game Boy owners have also been recently treated to the impressive debut of *Alfred Chicken* on everybody's favourite hand held. There are over 60 levels of frenetic platform action and that's not even counting the hundreds of secret levels crammed into the game. Again, SUPER XS has the exclusive solution to *Alfred* on pages 58-68 of this issue.



What's this all leading up to, I hear you cry? Well, those industrious people at Mindscape are giving *you* the chance to win some of the incredible prizes based on the hit games *Gods* and *Alfred Chicken*.

First prize is a Super NES and a copy of *Gods*, as well as a *Gods* T-shirt, polo shirt and a Mindscape T-shirt and badge. The two runners-up will both receive a Game Boy and a copy of *Alfred* each. They will also receive *Alfred* T-shirts (very chic), polo shirts,





COMPETITION







Mindscape T-shirts, egg cups and badges.

In addition to these great prizes, Mindscape are also offering fifteen runners-up the chance to walk away with *Alfred* T-shirts, Mindscape T-shirts, egg cups and badges. Phew!

All you have to do to win all these marvellous prizes is to answer all three multiple questions correctly and then send your entry to *Ye Gods! Mindscape competition, Super XS, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

THE QUESTIONS

1. *Gods* is the latest Mindscape game, but who was ruler of the ancient Greek Gods?

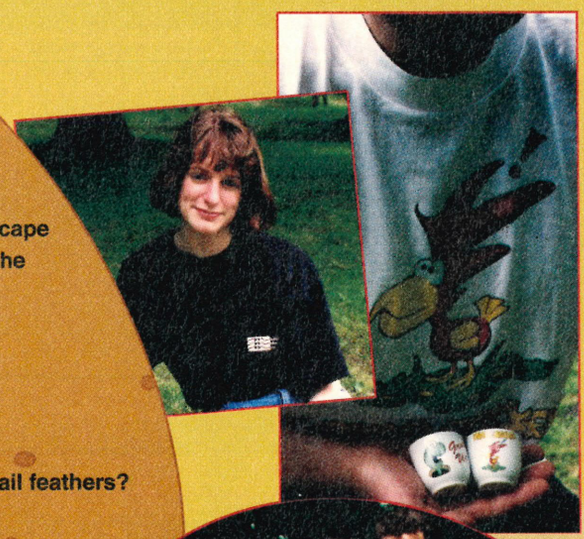
A. Simon Young
B. Zeus
C. Radion

2. What colour are Alfred Chicken's tail feathers?

A. Rainbow stripes
B. Blue
C. Yellow

3. What is the currency in Greece?

A. The Drachma
B. The Dracula
C. Your first born son





COMPETITION ENTRY FORM

My answers to the *Ye Gods! Mindscape compo* are as follows:

QUESTION 1

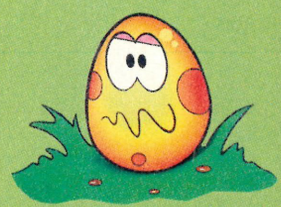
A ☐
B ☐
C ☐

QUESTION 2

A ☐
B ☐
C ☐

QUESTION 3

A ☐
B ☐
C ☐



NAME.....

ADDRESS.....

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POSTCODE.....

PHONE NUMBER.....

The console I own is.....

Please print a solution for.....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to, *Ye Gods! Mindscape competition, SUPER XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.*

All entries must be in by July 29.

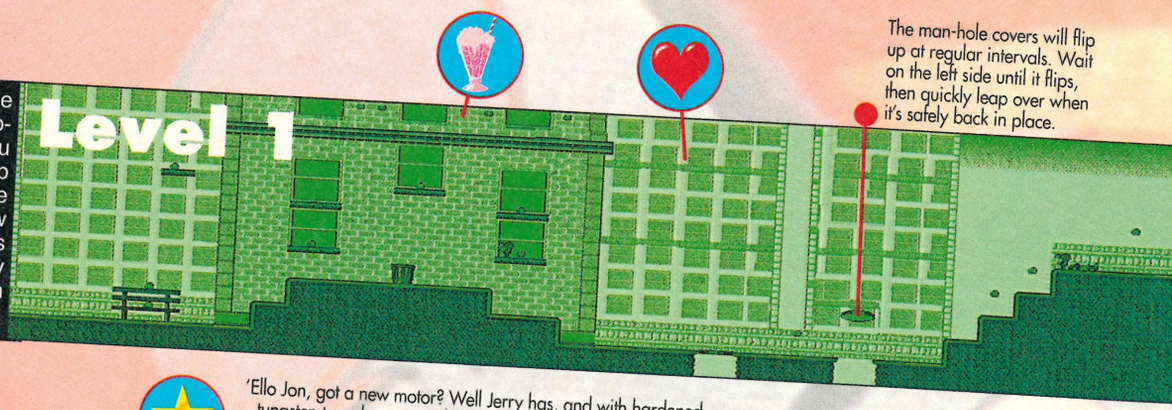
TOM & JERRY

HI TECH EXPRESSIONS ● PLATFORM ADVENTURE

Ever since I can remember, poor old Jerry has been relentlessly pursued by that bungling cartoon favourite, Tom. Although Tom must be starving by now and should have called in Rentakill long ago, he's back – and the race is on! In this latest edition from Hi Tech, you play Jerry, who, realising that his visiting cousin Tuffy should have arrived an hour ago, suspects the worst and sets off to find him. What follows is a race against the clock through ten levels of cat and mouse mayhem to reach Tuffy before Tom does! SUPER XS brought the frying pan.



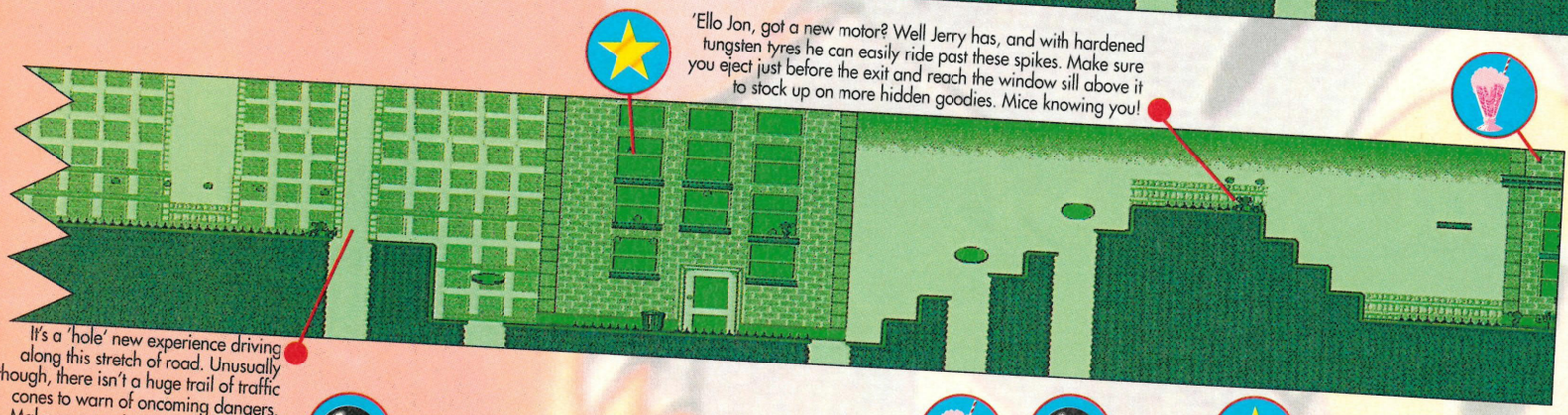
Level 1



Jerry's first hazardous terrain is out on the street. Flipping man-hole covers and snapping mouse traps litter the ground, but if you think taking to the higher ledges will keep you out of trouble, it's there you'll meet the first of many mouse-eating plant life! Now here's the good news. Luckily Jerry has learnt to drive and it just so happens a handy waiting car is there for the taking, letting him traverse the spiky perils safely. Phew!

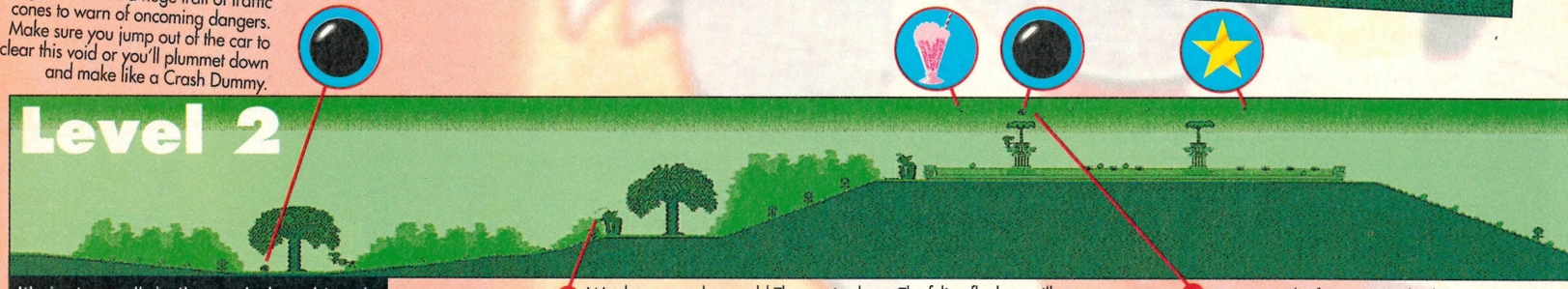
The man-hole covers will flip up at regular intervals. Wait on the left side until it flips, then quickly leap over when it's safely back in place.

'Ello Jon, got a new motor? Well Jerry has, and with hardened tungsten tyres he can easily ride past these spikes. Make sure you eject just before the exit and reach the window sill above it to stock up on more hidden goodies. Mice knowing you!



It's a 'hole' new experience driving along this stretch of road. Unusually though, there isn't a huge trail of traffic cones to warn of oncoming dangers. Make sure you jump out of the car to clear this void or you'll plummet down and make like a Crash Dummy.

Level 2



It's just a walk in the park. Level two is set in the tranquil surroundings of the local park, but there are still plenty of dangers to be found here. Jerry can run at top speed through this area, but he must watch out for mouse-eating plants, falling acorns and of course, Tom. There are still lots of secret platforms to discover, so be sure to look before you leap with the scan feature. Treacherous Tom is usually hiding behind the trash cans, so approach them cautiously.

Watch out, watch out, old Thomas is about. The feline fleabag will pop out of the trash cans as you approach, so get close enough to lure him to the top, then jump over as he pops back inside.

Jump onto the fountains and ride the crest to grab secret items. Jump left to find the first soda.

Level 3

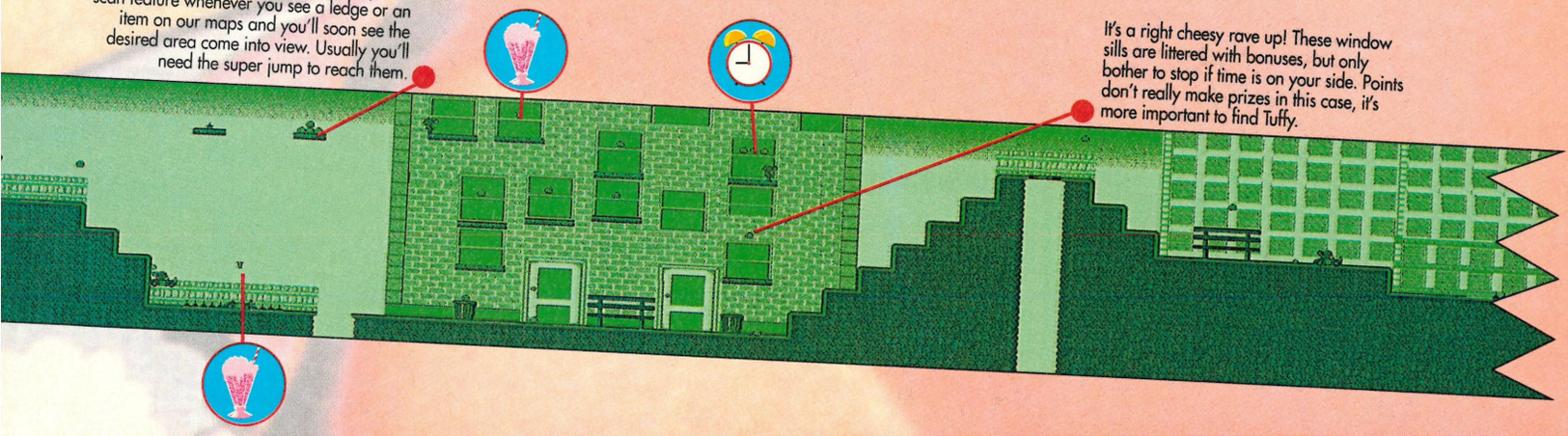


High among the roof tops is the setting for the third stage. Toy soldiers patrol the ground and window sills relentlessly and those plants are back with a vengeance! Try not to waste marbles on the pesky plant life, but jump over them instead. There's a slight delay before they lean over to chomp on your hide. Also on this level there's a funky new way to get around. Simply leaping in the general direction of a pipe opening will transport you to the other end where, either more dangers or lovely goodies await. There are plenty of items to be found on this level, so make sure you investigate all areas. Grab the clock if time is short!

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Searching out the delights found on the secret levels is all part of the fun. Use the special scan feature whenever you see a ledge or an item on our maps and you'll soon see the desired area come into view. Usually you'll need the super jump to reach them.

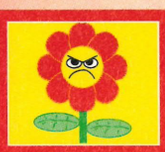
It's a right cheesy rave up! These window sills are littered with bonuses, but only bother to stop if time is on your side. Points don't really make prizes in this case, it's more important to find Tuffy.



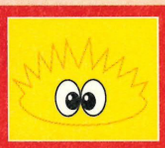
THE NASTY BITS



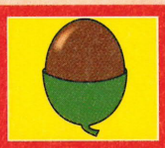
Tom Tantrums! He'll pop up from nowhere and swipe.



Flower Power! These will bend over backwards to attack.



Sea Hear! Sea urchins will really give you the needle.



Acorny Joke! They drop from the trees and bosh you.



Soldier On! Tom keeps his armies up his sleevies.



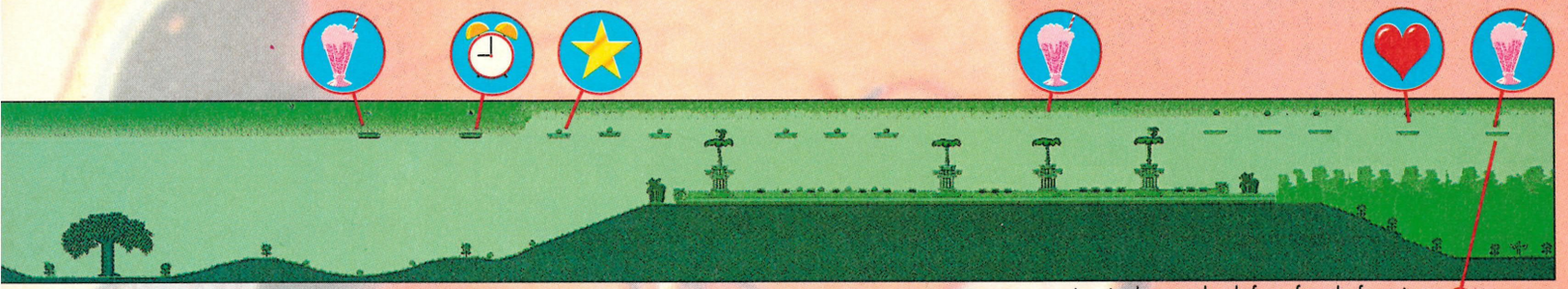
A Right Load Of Trap! These will dice mice.



Picture This! You'll be in the frame if you loiter under these.

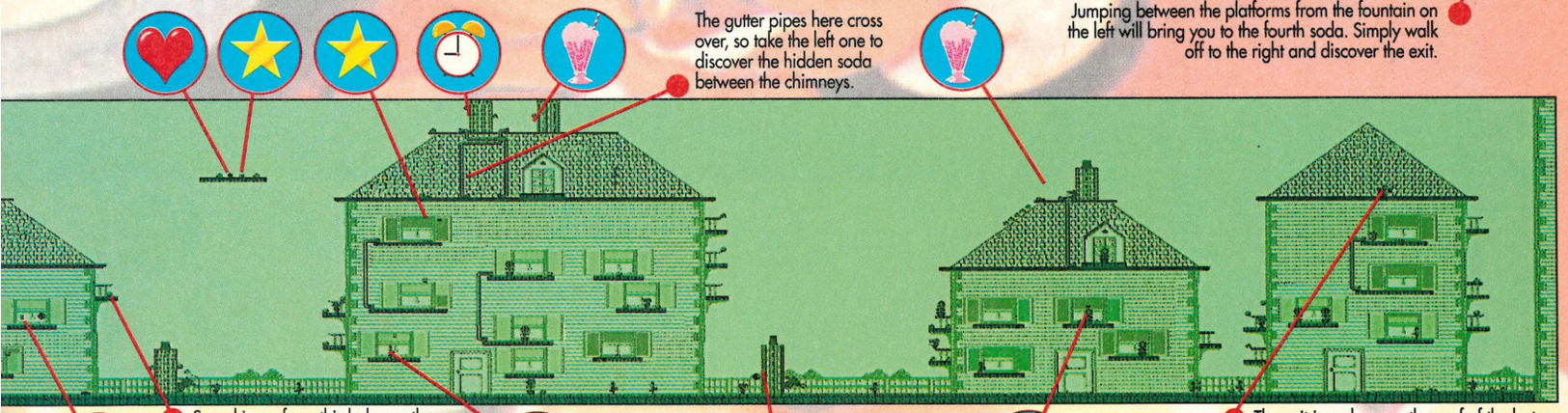


Spiked Drink! Underwater spikes drop as you swim.



The gutter pipes here cross over, so take the left one to discover the hidden soda between the chimneys.

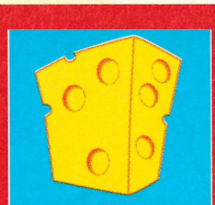
Jumping between the platforms from the fountain on the left will bring you to the fourth soda. Simply walk off to the right and discover the exit.



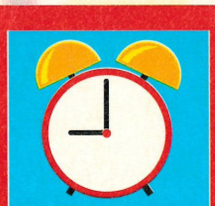
Speed jump from this ledge or the roof above to fly over the chimney below. Don't move back once you get there though, as Tom is lurking.

The exit is up here on the roof of the last house. Use the selection of window sills and pipes to reach this area, but be careful to move quickly if you're near to the plants.

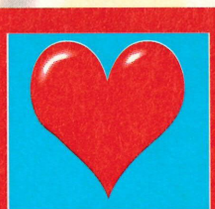
ITEMS



SAY CHEESE! Cheese can be found throughout the levels. They give you 50 points and not much else.



CLOCK THIS! Every time you find a clock, 30 seconds will be added to the timer.



HEARTY MEALS! Grab yourself a heart whenever you can and indulge in the luxury of an extra life.



MARBLE MADNESS! If you discover these big marbles, you can fire up to six small ones at Tom.



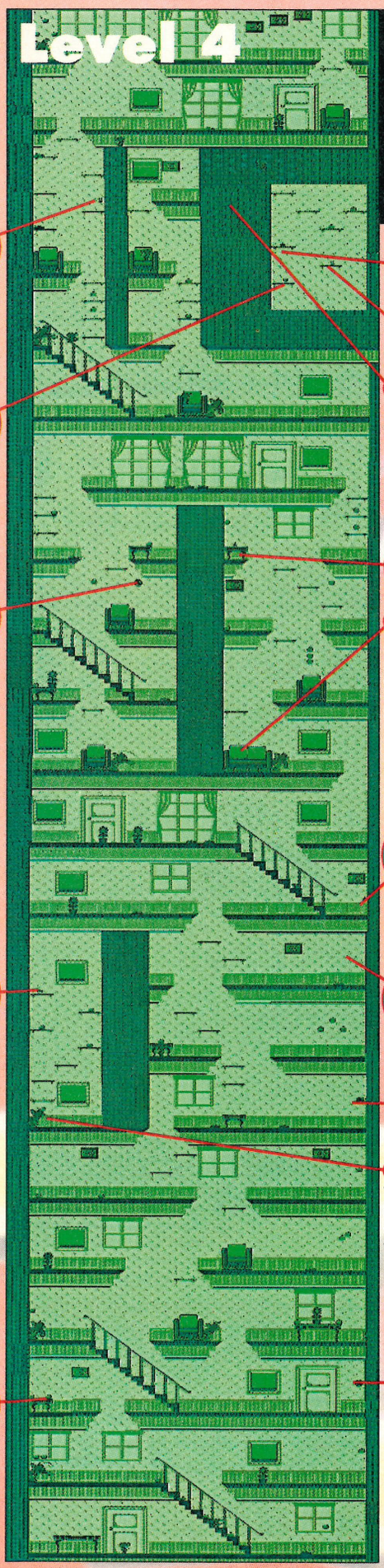
I SCREAM! Find all four ice cream sodas hidden in each level and you'll earn a life heart.



STAR QUALITY! These are usually hard to find, but when you do it'll put a smile back on your face.

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Level 4



Behind closed doors at last! Starting at the bottom, the only way is up, using traditional means of elevation such as dumb waiters (love a cuppa, Neil), bouncing chairs and even stairs (shock, horror!). Tom either hides behind the chairs or suddenly comes out of the walls, usually the ones with cheese nearby, so don't be tempted! Also, look out for the picture frames as they'll drop on your head as you pass underneath.

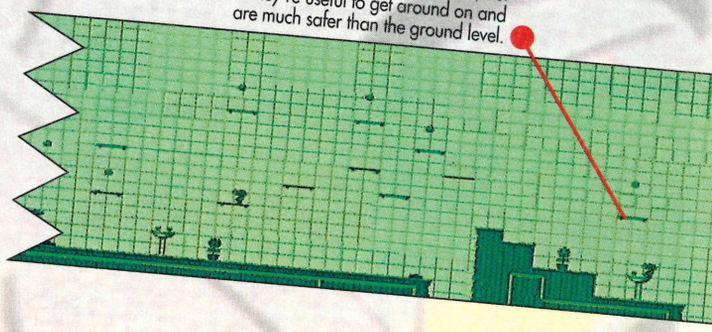
Secret room! Jump over from the left into this wall to find a secret passage through to a whole bunch of goodies. Take the same route to exit from here.

Springy chairs and sofas are the best method to get height as quickly as possible. Jump onto them and hold the jump button. After a few springs, it'll seem that Jerry won't go any higher, but hold the button for one last burst from the little fella.

Tom is lurking in every corner. Keep away from the cheese near the walls unless you're sure that Tom is elsewhere. Let's face it, it's not worth 50 points for the hassle.

After all your hard work, it's time to take a shower. This level is filled with secret ledges and bottomless pits, just itching to put our rodent hero in his grave. Sea urchins are introduced here, wobbling up and down in the baths, making your swimming escapades that much harder. Keep pressing jump to float up and to clear the water when trying to exit. Use the leaves of the strange rubber plants to gain height and reach ledges.

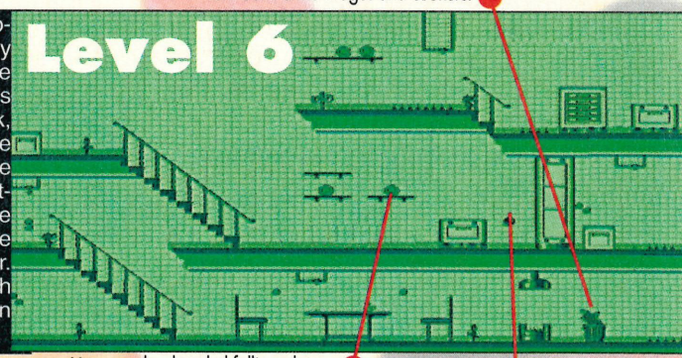
Most of the ledges throughout this level hold only portions of cheese, but they're useful to get around on and are much safer than the ground level.



They say most accidents happen in the home and especially in the kitchen – that's where you find yourself now! Tom's army of toy soldiers are back, patrolling key areas of the route through to the exit. As with the picture frames, the plates sitting on the shelves are extremely unsafe and will come crashing down if you get near. A good tactic is to approach them slowly until they fall in front, then dash past.

Tom attacks from pots on the ground, as well as from behind the fridges and cookers.

Level 6



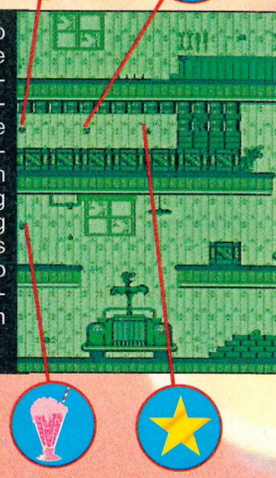
Here are the dreaded falling plates. If you let them fall in front of you, get moving or they'll re-appear almost immediately to fall again.

Password:



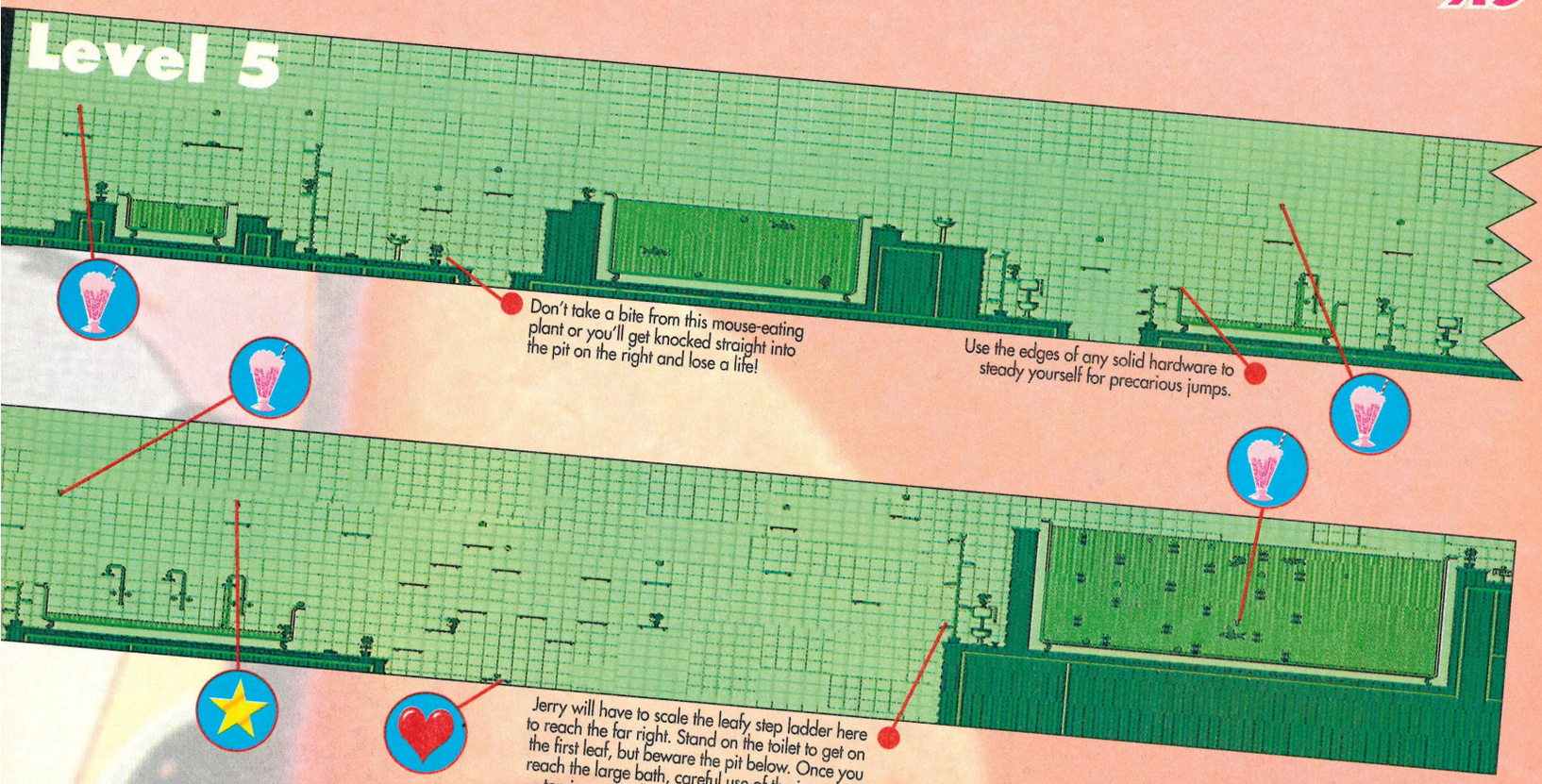
"Hang on a minute, I don't remember there being passwords for the first few levels." Well, the reason for this is that the programmers only saw fit to give you three passwords. One of level four, seven and finally ten. Does this make sense to you?

After ransacking the house, it's time to investigate the tortures of the garage level. There are loads of secret passages to find, along with neat little concepts to get Jerry further along. The bursting torrents from over-heated radiators act as a handy lift method to reach different levels. Along with everything else, you'll discover mouse-chopping guillotines with razor sharp blades requiring expert jumping techniques to avoid. Be careful of spikes on the brickwork and use ledges to get over them whenever possible.



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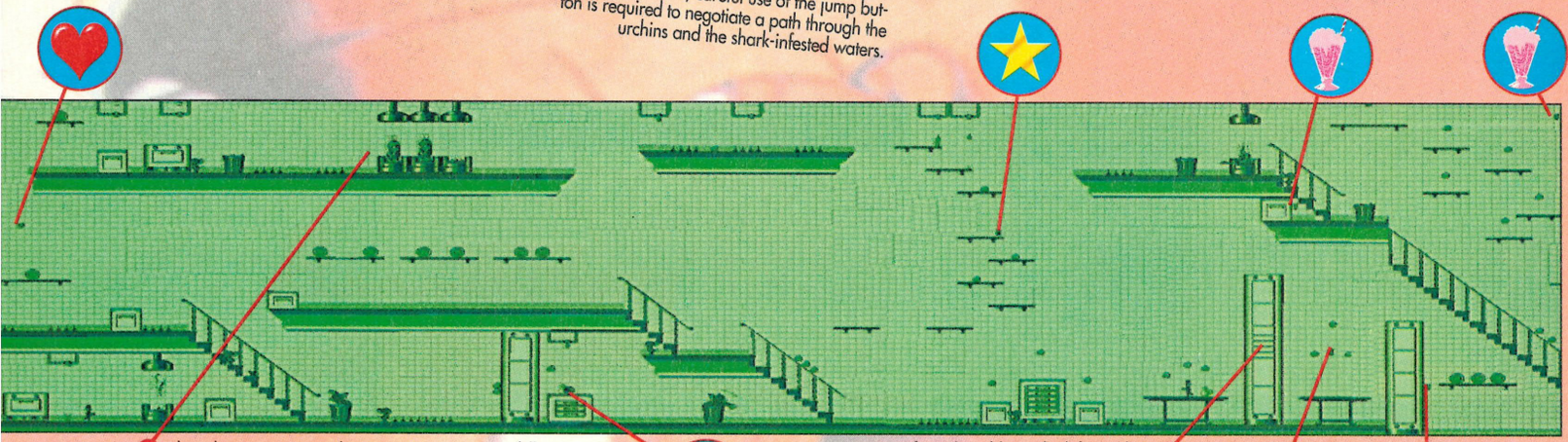
Level 5



Don't take a bite from this mouse-eating plant or you'll get knocked straight into the pit on the right and lose a life!

Use the edges of any solid hardware to steady yourself for precarious jumps.

Jerry will have to scale the leafy step ladder here to reach the far right. Stand on the toilet to get on the first leaf, but beware the pit below. Once you reach the large bath, careful use of the jump button is required to negotiate a path through the urchins and the shark-infested waters.

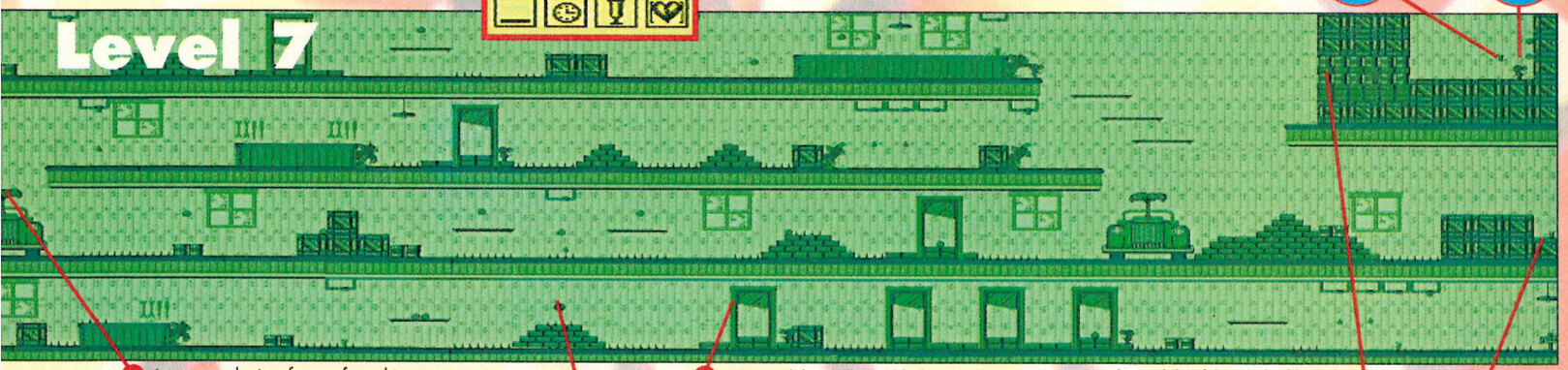


These burners are a real pain to get past successfully. There's only a short delay before they fire up again, so it's much better to take the route below, past the falling plates. Jump from the banister and use a speed run straight under them and they'll fall behind you.

Jump from the table on the left into this part of the huge freezer. You'll discover a secret route through to the ice cream soda and cheese which is otherwise inaccessible.



Level 7



Jump onto the jet of water from this overheating car, then use a speed jump to clear the waiting feline menace and land yourself in a secret passage through the barrels.

Wait until the guillotine blades reach their highest point, then jump straight up and push forward. Using this method you won't get stuck in the middle.

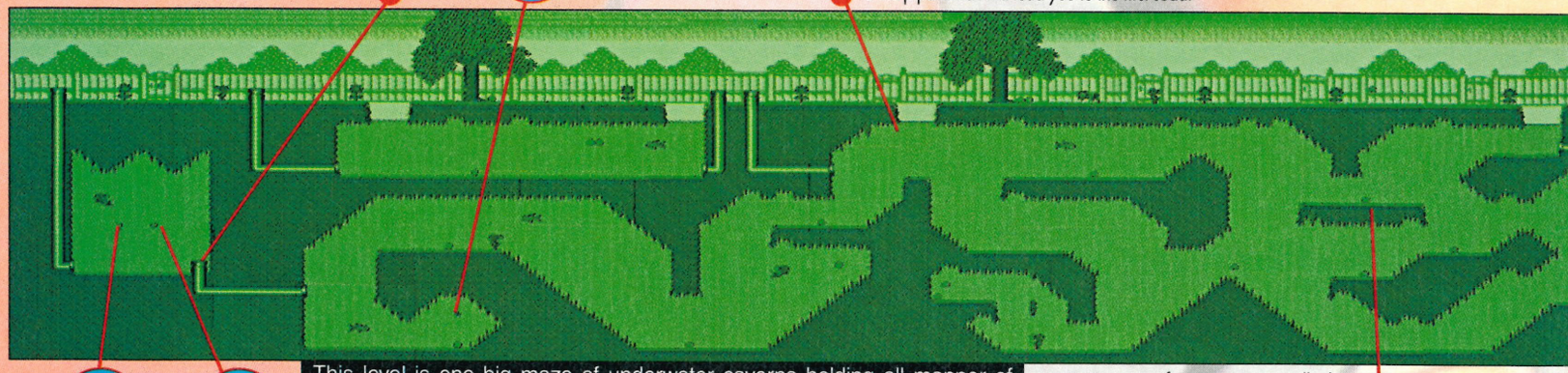
Jump into the middle of the stack of barrels to find yet another secret path. Hidden behind you'll find a soda and a vital clock to boost your time on hand.

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SUPER XS SOLUTION

Coming from the right and entering this pipe, Jerry will be hurtled straight up to the spikes on the roof of the cave. Press down and forward to slow down.

Take the plunge into the drink here and hastily swim to the left. After dodging the sharks you'll find the entrance to the pipe which will lead you to the first soda.

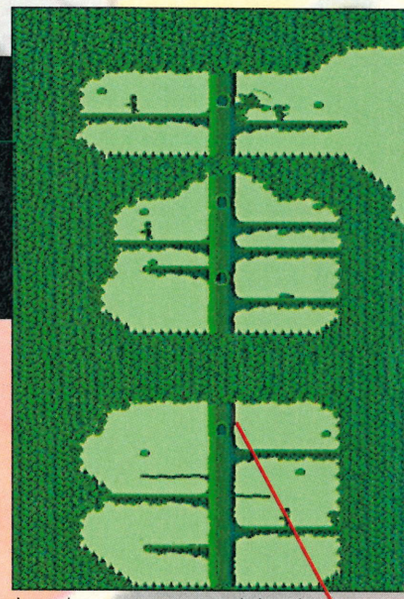


This level is one big maze of underwater caverns holding all manner of dark subterranean secrets. As you negotiate your way through, be aware of the dangers you'll face. Sharks patrol most areas, as do the sea urchins. Use light taps on the jump button to swim safely past them. Look out for slightly darker spikes on the cavern roofs, these, as you might expect, will drop on you as you swim by. As you exit pipes, you're instantly propelled at a horrifying rate – good for extra height, not so good as you career towards spikes!

If you can, try to walk along any safe stretches of the sea bed. You might make a mistake whilst swimming and touch the roof.



The penultimate level is a tree escapade like you've never seen before! More secret passages, along with loads of electric action. Once again you make your way to the exit. Tom in his usual devious way, pops out of innocent-looking tree trunks just when you don't expect it. A new mode of transport is introduced here. Just move into a hole in the trunk and you'll find yourself being transported into a new section, where it becomes even more difficult to seek out those secret rooms!



Push up when you come across a hole in the trunk and you'll be taken to the next section. Push up again when you arrive to go back.

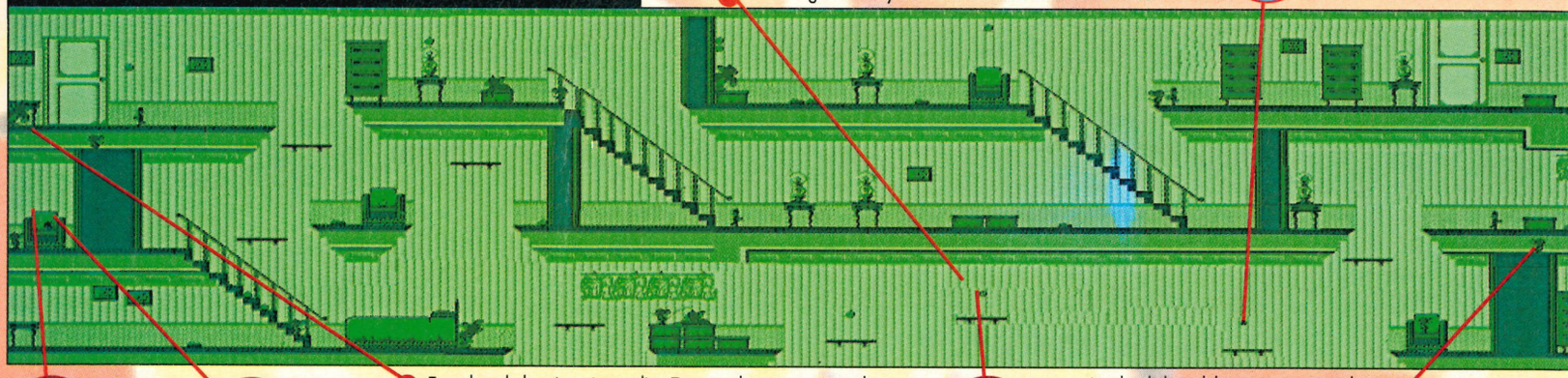
SUMMARY

GAME NAME: Tom& Jerry
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 738,290
NUMBER OF LEVELS: 10
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.

It's the last level and all hell is let loose! The secret rooms are much harder to access so you'll need to keep your wits about you. Just about everything you've come across so far will appear here. You've got the marching soldiers, falling picture frames, dropping platforms and springy sofas to contend with, along with old Tom going for the kill of course. Time is also against you here, so be sure to take the quickest route shown by the map.

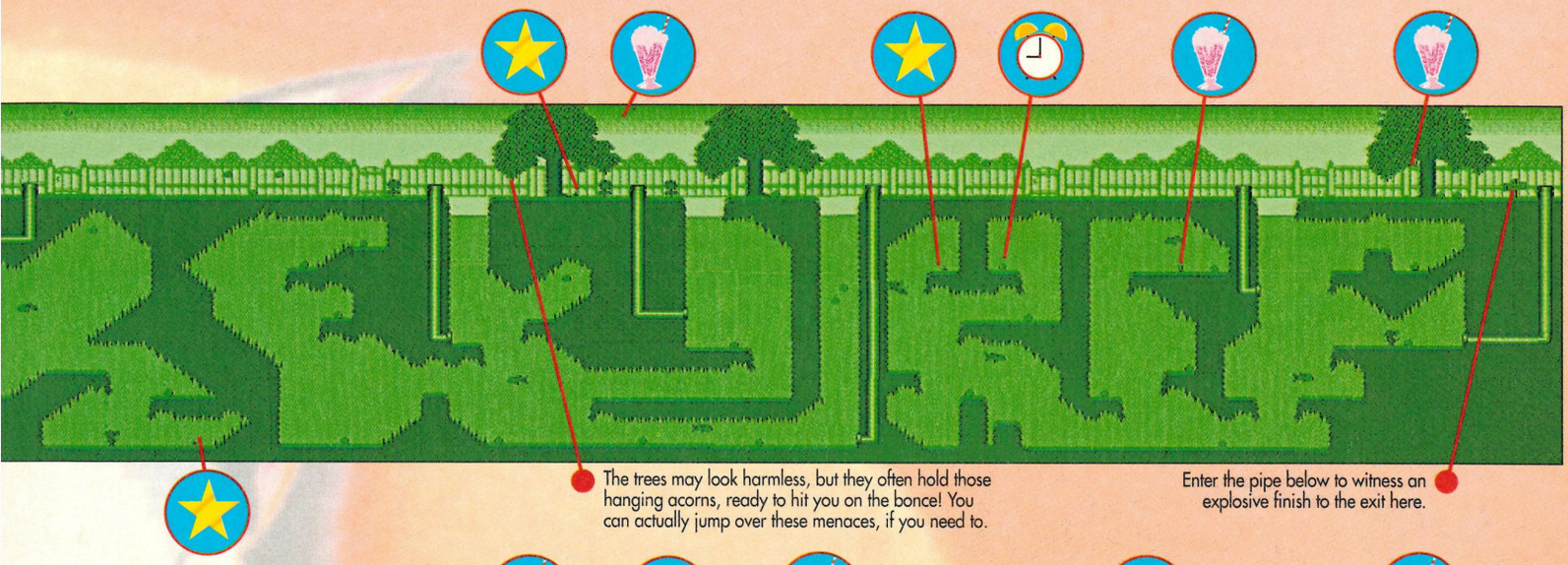
Jump between the platforms to reach the clock here, but quickly turn and jump back before the ledge falls away. The ledge on the far right can only be found from the chair in that area.



Even though there's an impending Tom attack, you must get close to this wall, it's the only way to grab the soda. Go up to the wall so you lure Tom to show his face, then, when he disappears, push down to access the secret room. The chair will spring you over the wall to the right so you can carry on the quest.

Another little trick becomes apparent here. Use the springy action of the chair below to jump onto the top of the wall. On walking through, you'll find some marble power-ups and another soda.

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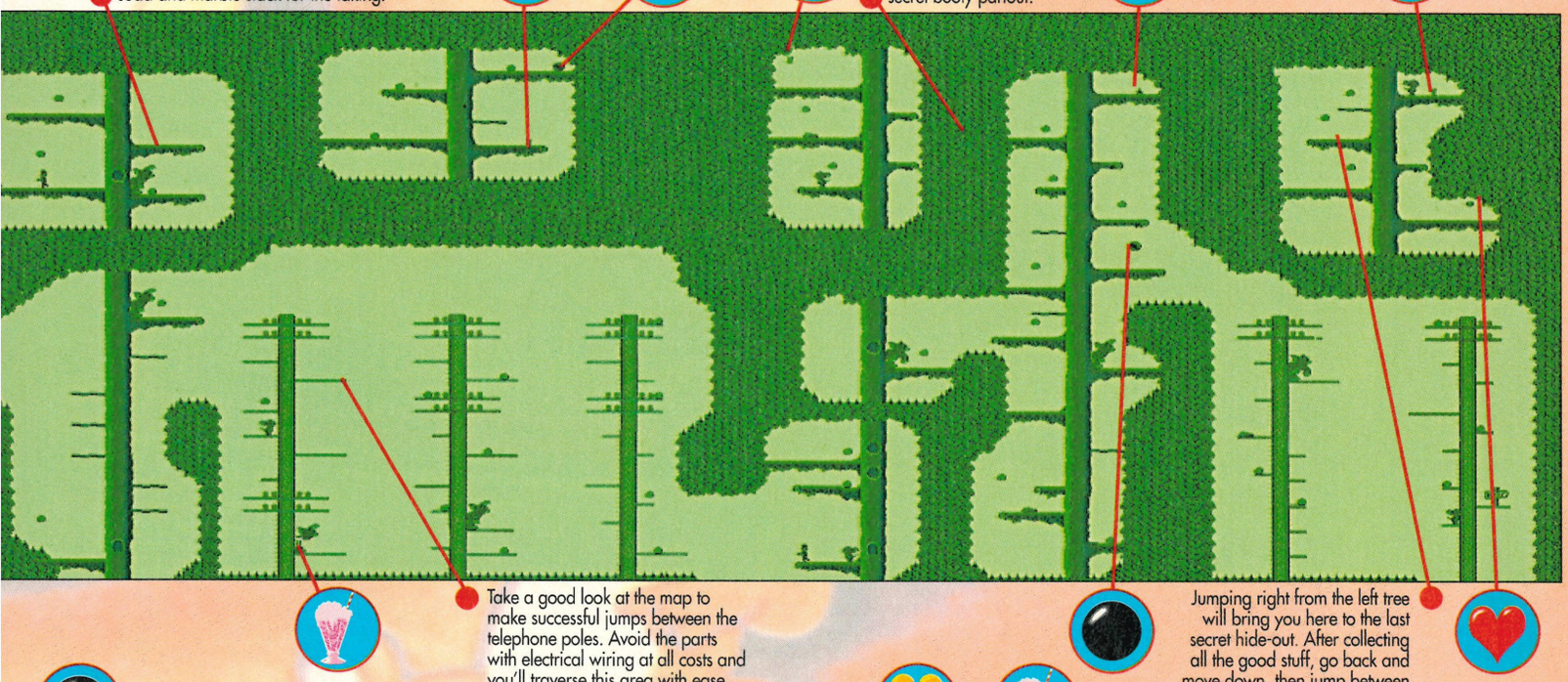


The trees may look harmless, but they often hold those hanging acorns, ready to hit you on the bonce! You can actually jump over these menaces, if you need to.

Enter the pipe below to witness an explosive finish to the exit here.

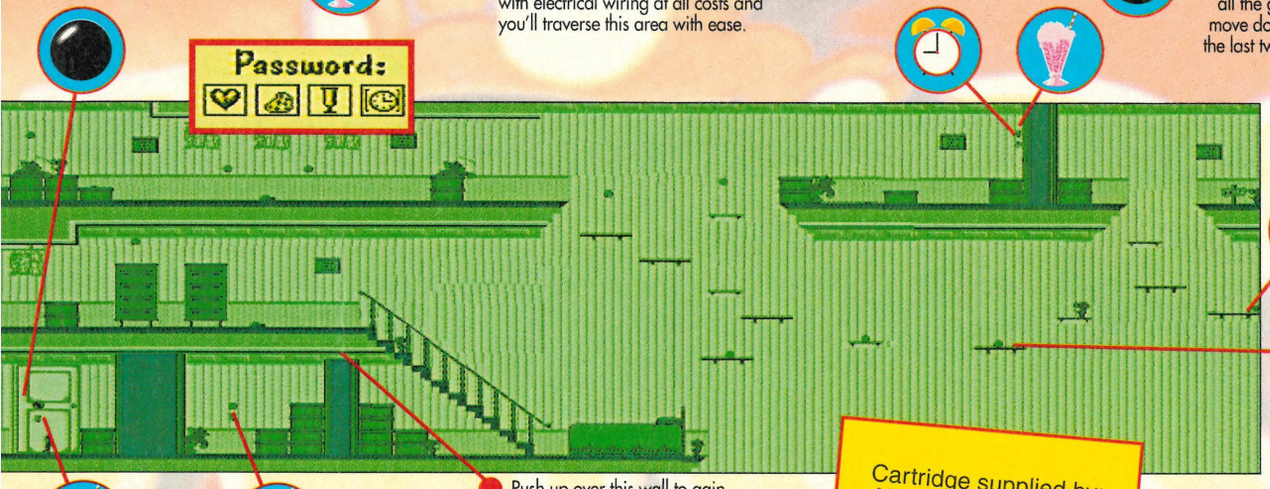
Jump right from this branch to find a secret passageway into the room on the left. There's a soda and marble stack for the taking.

Jump into the leafy glades here to access the second secret booty parlour.



Take a good look at the map to make successful jumps between the telephone poles. Avoid the parts with electrical wiring at all costs and you'll traverse this area with ease.

Jumping right from the left tree will bring you here to the last secret hide-out. After collecting all the good stuff, go back and move down, then jump between the last two poles to find the exit!



Push up over this wall to gain access to the secret soda, but beware of Tom's attack.

The falling platforms can be negotiated with ease if you know how. The smaller ones will always stay put, but the longer ones will drop at a touch. A good policy is to stand at the far right of any long platforms you come across to delay their falling antics.

Cartridge supplied by:
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GREEN PLANET

On this level you must rescue your good pal, the robot Blinky, who will prove vital on the next level and throughout the whole game.



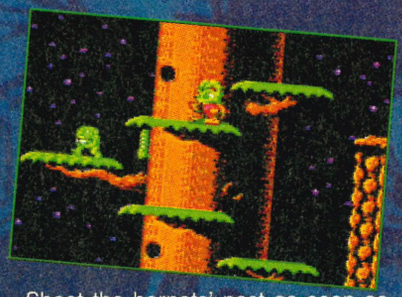
ACT 1

This part is quite simple – just keep moving to your right, shooting the toad troopers. Make sure you keep moving or the laser cannons will lock on to you and blow you away. Always take the top level as that will lead you to some handy bonus goodies.



ACT 2

This time you must jump your way up the branches of the tree. You'll find it easier to defeat the enemies if you first stand under them and shoot up. Watch out for the spiders as they explode, sending bullets in all directions. The best way to avoid this is to simply wait after you have shot them until the coast is clear.

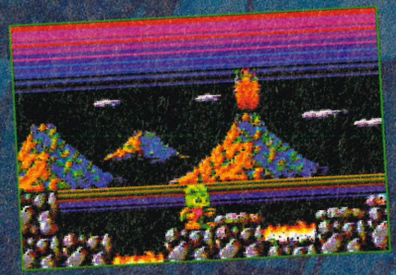


Shoot the hornets' nest as soon as it appears so it doesn't release its irritating insects. When you reach the top, jump onto the brown ledge on the right.

Now it all starts to get a little tricky! Jump your way to the right, across the branches, making sure that you don't hang around too long as many of the branches snap off. Also be careful of the two sets of logs hanging on the vines as they fall away very quickly. When you reach the logs in the water, stay on the log and drop down the water chutes, keeping low to allow you to shoot the fish as they jump up. At the end of this section it's across more branches to reach the next act.

ACT 3

At the edge of the huge waterfall, just drop down and try to grab the bonuses that whizz past. The next section involves avoiding the slimy toad battle fleet. It is possible to just keep running right, watching out for the laser bolts from the ships – only



Bucky's agility will help you here. Once past this you will have to face the boss.

To beat the guardian, you must first stand right next to him (sounds suicidal, right?). This is because he can't throw the rock from above if you are close by. When he has thrown the rock, jump over him and shoot him in the back. Repeat this and Blinky will be yours. And what a fine, sloppy reunion it is.

RED PLANET

ACT 1

Another simple first act. All that you need to do is continually move right, jumping over the fire pits and shooting toad troopers. Watch out for the volcanoes as they often launch a deadly shower of rocks – you may have to hold back momentarily to avoid these rocks.

When you enter the next part, it's



more of the same. This time you can use rocks to get across the lava, remembering that when you reach



two rocks, always push the highest one in first. When you come to the ledges with rocks and toad troopers above, don't push the rocks off, use them to gain a little extra height to allow you to access the higher platforms.

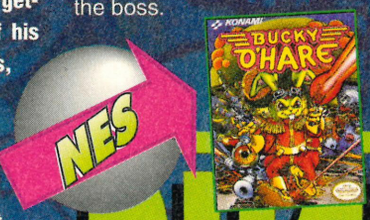
ACT 2

The first part of this act will eat up your continues like there's no tomorrow. You must drop down the ledges before the lava flows catch you. The only help here is to learn the layout of the ledges and then go for it!

After the excitement of that last part, you should be able to take it a little easier on this section. Keep moving right, shooting the troopers and avoiding the lava. To get past the jets of flame, wait until one passes, then drop onto the centre of the platform and crouch down until



Bucky O'Hare – what a hero! Wading through the scum of the galaxy with his ears flapping wildly and his teeth getting everywhere before the rest of his body. As with the Mega Man games, the order in which you tackle the planets is vitally important to completing your mission. The member of your crew you collect will aid you on the next planet. Unfortunately, Konami's *Bucky O'Hare* is one of the more difficult NES games, so the intergalactic scum invariably wade through him. But that's where Super XS come in! Once more saving the world from untold disasters with the ultimate in players' guides!



KONAMI ● PLATFORM SHOOT-'EM-UP

BUCKY O'HARE

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the next passes.

ACT 3

Walk right, shoot the rolling toads and move on to the next part. On the next stage jump up through the gaps in the moving blocks and shoot the toads. Make sure you don't touch the spikes. During the following section you must ride the rocks to travel along the spikes. On the second phase of this act you must jump the green balls that come towards you. When you reach the end of the section you will come up against the boss. The green ball you saw earlier now contains a toad – wait until it appears and then blast the toad inside. Don't forget to leap over it when it rolls at you. Beat this bad guy and Deadeye Duck will be eternally grateful!

BLUE PLANET



ACT 1

The first few parts are quite easy if you use Blinky, since he can shoot out the ice. On later sections, use the robo snakes as bridges. Watch out for their heads as they can kill you.

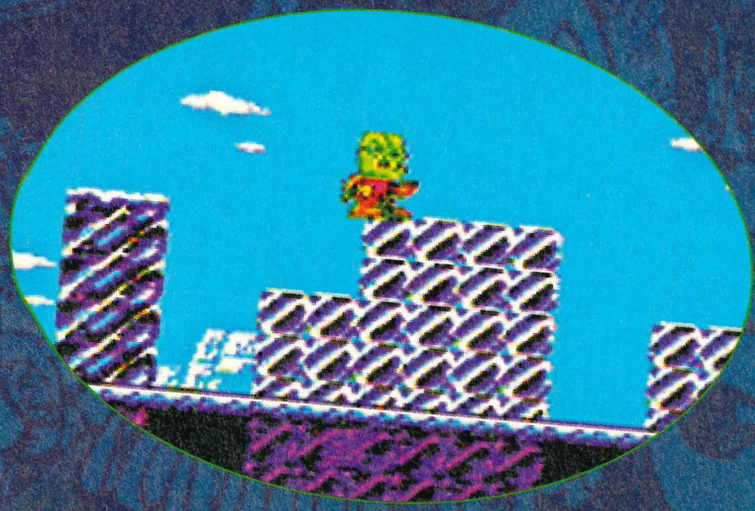
ACT 2

Use Deadeye to shoot the toads in the boats before they can melt the platforms, keep moving right across the platforms. On the next part, switch to Deadeye and stand in the middle of the ice flow and blast anything that moves.

ACT 3

Use Blinky to stand by the second pile of ice blocks and shoot them out so the bomb blows through the floor. If you do this most of the way down you should emerge unscathed. From here, you move on through a room with sliding pipes. Time your movement through them so you don't get spiked, then move through the next room; shooting the balls for bonuses. Then it's on to face the Blue Planet boss.

To defeat the guardian, jump over his laser and shoot him. Make sure you are not in the water when he



fires his freeze beam or you will be a sitting duck. Or hare. Or even robot! When you have defeated the guardian you will rescue Jenny.

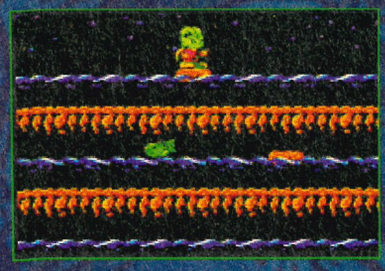
YELLOW PLANET

ACT 1

This is the last of the planets you will have to conquer. You will find that Jenny is the best character for the first act as her ball weapon is very powerful. Just keep moving to the left, keeping an eye out for the centipedes coming out of the craters. Apart from that, it's just laser turrets, toad jets and troopers to destroy, all of which you will have faced and defeated before.

ACT 2

Ride the ships to pass through the asteroid belt and shoot out any asteroids that get in your way. You will then have to use the ships to climb up to the top. All that you need



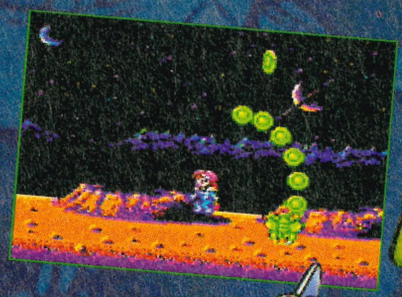
is timing and Bucky is perfect for this.

In the following part you must climb across the large meteors, jumping from one side to the other. Use the smaller asteroids to help you out. After this very tricky level it's on to a coaster car ride.

ACT 3

This level appears to be very fast, but don't worry as the car slows down when it is time to jump onto the next one. When you enter the large tunnel, duck or you will get a rather nasty spike through your head! Survive this hair-raising ride and it's on to face the toad battle tank.

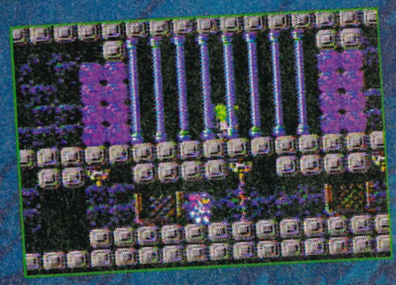
To defeat the battle tank you must first shoot out the twin guns and then go for the radar. You must now



drop into the gap to avoid the laser blasts. After this has passed, keep jumping up and shooting the tank in the mouth (do tanks have mouths?) until it blows up. You'll probably find that Jenny is the best here. Rescue Willy and it's on to the cell level.

CELL LEVEL

The team have been put in a toad cell – you must find them all and free them again. You will find that it is best to use Bucky to destroy the turrets and Blinky to destroy the walls. When you find a member of your crew, the air marshall will shoot them to make them lose their minds and attack you. You must shoot



them quite a few times to break the spell.

To defeat Jenny, stand outside and shoot her with Bucky when she comes to the top and turns her back. Use Jenny to beat the others, jumping their bullets when necessary.

To complete the room with all of the moving blocks and flashing blocks, you must use Blinky to go



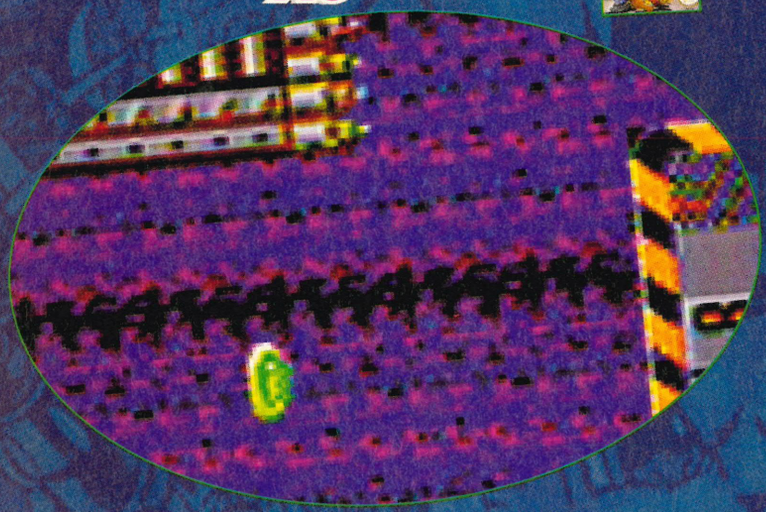
left and jump onto the pink block. Then drop off left to the green block and use your jet to fly to the green block with the arrow on it. Now continue left until you reach a passage with spikes on the top and bottom and a flashing green block. Step onto the green block, then



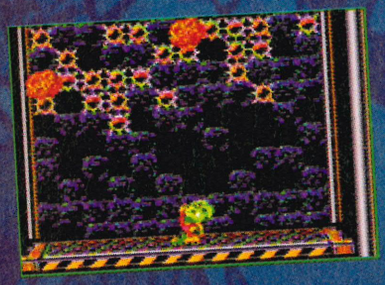
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SUPER XS SOLUTION





jump up onto the pink block, leaping up a split second before the green one goes. Go left across the pink blocks, then on across the green, back onto solid ground. Shoot out the brown floor and go to rescue Deadeye. On the last lift, use Bucky to shoot above him to clear a path,



but watch out for the falling rocks. The best place to stand is against the far left with your back to the wall.

SALVAGE CHUTE
ACT 1

This is it, almost out of danger now. You've got all of your team together so it's time to croak some toad! Keep moving to the right, using Willy to clear a path through the jumping troopers. When you reach the sliding poles with spikes on, stand on top of them so that you can drop down when they slide back. Through the next section, watch out for the huge cockroaches that fly out of the ground – it is best to choose a character with high energy and just keep moving! The next section is full of insects – keep moving up through the scaffolding and to the right, avoiding the bugs as best you can.

ACT 2

Nasty blobs make their appearance here – if one drops on your head you can shoot it off with Bucky. Don't jump a gap with a blob on you head as you'll fall every time. You can also jump into spikes to kill them. In the next room, wait for the spike poles to move up before you jump.

ACT 3

This takes place mostly in the dark so you must wait for the fireflies to pass, lighting up your path. From here it's on to a lava flow – use the floating blocks to move right, jumping over the tentacle monster otherwise you will die if you land on them. If you survive the lava flow, it's on to face the toad battle cruiser. To defeat it, use Bucky to shoot the



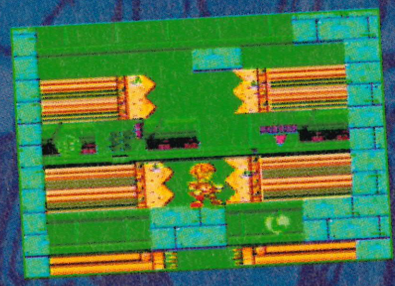
glass ball. After the ship has fired three sets of missiles it will drop down, change to Blinky and crouch down to avoid being crushed. The ship will jump and land again. When the glass is broken, keep firing until the ship explodes. Survive this and you will engage in combat in the Magma Tanker!

CENTRE OF MAGMA TANKER
ACT 1

It is now up to you and your crew to find the central power core and destroy this toad ship once and for all! You must first climb your way up through the moving floors. You will find Bucky is best on the first screen, Blinky on the second and Deadeye on the third and fourth screens. If you survive this level, it's on to more scrolling platformers with various toads to beat. You cannot beat the Guardroids so you must jump over them.

ACT 2

You must work you way right, being sure to time your jumps correctly through the electrical beams or you



could be in for a nasty shock. Also watch out for the anti-gravity fields because they can help you pass the spikes on the floor, they are represented by the rows of arrows pointing up. You'll know when you're close to the end when you reach a network of platforms with toads on them.

ACT 3

Jump over the Guardroids and continue right, then use the conveyors and lifts to take you to the right. When you reach the high wall, use Deadeye to climb it, then, when you reach the end, you will have to traverse the Wheels of Doom.

ACT 4

The Wheels of Doom are quite tricky. The best thing to do is to stand and watch first, then try to stay nearest the exit pipe of the Wheel so it turns to allow you out. Following these few wheels you will go into an open area where you must use the Robo snakes again to get across. Blinky is the best character here as he will have to use his jets a fair bit. By the way, watch out for the orange robo frogs! Get through this safely and it's on to face the boss. This is a great big robotic power core. First you must destroy the top and bottom missile launchers so they turn into laser emplacements. Stand in the gap at the bottom and jump up and shoot the laser after it fires. Climb to the middle ledge and repeat for the top laser. Now stay on the centre and shoot the glass tube until it breaks, then go for the central core. You cannot destroy the roof laser but you can destroy the toad troopers.

ESCAPE
ACT 1

This is it, your final dash for freedom before the toad ship blows! In this act you must ride a jet bike through a tunnel. Watch out for the spikes and steam jets that shoot out. Try to shoot the toads before they can grab your bike otherwise they will drag you down. If one does grab on, fly close to the spikes to knock him off.

Later in the level you will come to some green poles with glass tubes inside. Change into Willy, get next to the tubes and blast them. Make sure you fly through them as soon as the glass breaks or they will collapse and crush you. Survive all of this and it's on to face the snake boss.

The boss has two blocks, one at the top and one at the bottom. Shoot these out then the head will spin all over the screen so keep moving and shooting until you waste this sucker.

TOAD SHIP

The first thing you must do is become Bucky and sit at the front of the toad ship, shooting out any toads that pop out. As the ship rises, change to Deadeye and fly over shooting the laser turrets. The ship will drop so that Willy can blast the engines at the rear to allow Deadeye to fly underneath and take another pass at the turrets. When Deadeye reaches the front of the ship, repeat the process again.

TOAD AIR MARSHALL

The Toad Air Marshall throws bombs which explode in a shower of bullets so watch out for these. Apart from that just make sure you stay on the move and shoot at him every opportunity. Defeat this slimy sucker and you can sit back, swing your pants and have a party as you've finally done it!



Cartridge supplied by:
Konami,
Tel: (081) 429 2446

SUMMARY

GAME NAME: Buckey O'Hare
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.

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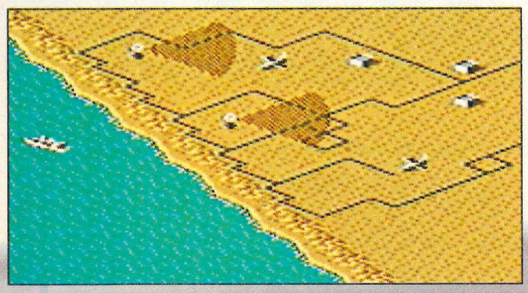
Air Superiority

ELECTRONIC ARTS ● SHOOT-'EM-UP

SUPER NES



An evil madman has spearheaded yet another attack on a poor defenceless middle-eastern country with the intention of complete world domination! Your task, as ace Apache pilot, is to fly a solo mission to thwart his dastardly plans, regain control of the country and rid the world of the madman. This top-selling game on the Mega Drive has now been converted to the Super NES and is as intense as ever – definitely not for the impatient and short tempered! With a guiding hand from our own Super XS military command base you will strike at the very heart of his evil empire. Tally-ho chaps!!



The Madman Strikes



In a blaze of bullets and armoured vehicles, the madman seizes the foreign embassy.



Instead of melting his enemies in acid, the Super NES madman has got soft and put them in cages.

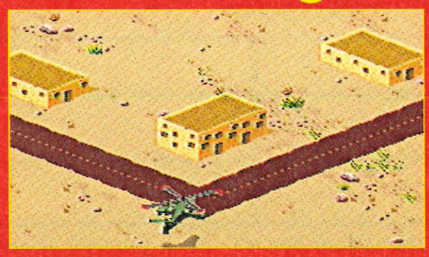


"Muammar, what do you think of my John Belushi impression?"



The Apache is quickly dispatched to the gulf for immediate duty, you are the hero.

5: Rescue Agent



This prison installation is guarded by only one tank. Fly by and knock him out. The spy is underground in the middle building; shoot it up and land the copter. Here is the panicky bit, but keep your nerve as a million (maybe just two or three then, but they are accurate) tanks descend on your copilotless Apache. Just make sure you have the ammo and the fuel to destroy the tanks and pick up your copilot and the spy when all's clear. Now return to the ship.

There is a missing MIA standing next to a crashed F-15 here. You get points for getting the man and then destroying the plane so that the enemy don't get their hands on it.

On each mission in *Desert Strike*, if you fly over the water then it doesn't use up any fuel. It is worth noting that this is perfect for missions three and four.

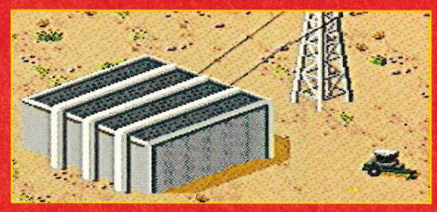
1: Radar Sites



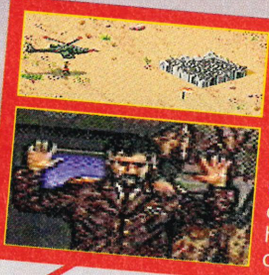
Make sure you know the exact location of the site before attacking as stumbling into the radar zone often causes massive loss of life. Approach at high speed from the opposite direction that the first armoured vehicle's gun turret is facing. Fire two or three hydra missiles into the tank, then get the hell outta there! Repeat this for the second armoured vehicle, making sure that you strike quickly and with pin point accuracy. The radar is unarmed, just use your chain gun to destroy the radar dish and the next targets will be completely vulnerable.

There is an enemy soldier about to execute a POW here. Swoop in low and strafe the whole area. Then rescue the friendly trooper.

2: Power Station



This target is guarded by three armoured vehicles, of which two can be destroyed by fast bombing fly-bys. Be careful not to destroy the civilians waiting by the fuel drums. The third vehicle will approach from behind the nearest rock outcrop, but if you attack the power station from behind you can fly away before he has time to blink. Alternatively, you can get him to destroy the power station for you.

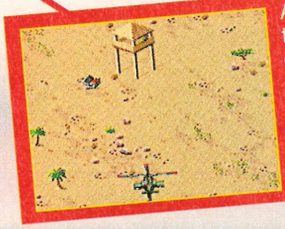


"Well," chuckled Aussie, "look what we've gone and caught. Only Alexei Sayle, ain't it?" With that, she bodily lifted the Scouse comedian and hurled him from the chopper's door.

4: Command Centres



These are easy to destroy. Just take out the gun towers by circling them at tighter and tighter angles, shooting all the time. Now take out any tanks or AAA guns that lurk in the danger zone. As with most of the targets in this game, you can usually get the enemy to shoot them for you. After this you can calmly plug your chain gun into the buildings until they collapse. A well dressed man will run from one of the buildings; catch him and he will grass up his mates and tell you where the spy is. You do not need to destroy them all to complete the mission but it all helps the points score.



Apart from completely trashing the watch towers near the command centres, you will notice an armour repair near one of them. Attack the tower from behind to miss the bonus.

3: Airbases



This is the most difficult mission of the whole campaign. There are several weapons mounted in this station but they remain easy targets for fast in 'n' out air assaults. Fly an observation mission first to check the enemy strength. Then sweep around knocking each gun out one by one. Don't bump into buildings as this throws you out of control and usually into the path of a projectile. Now destroy the buildings and planes (watching the pilots run for their lives). Inside most buildings are ammo or fuel, guarded by a gent with a bazooka. Be careful how you shoot him as you may destroy the fuel.

Throughout the game you will come across little shabby camps with one solitary new-age traveller standing in the middle. Pick up this smelly vagrant and you will receive 100 armour points for each one you drop off.

The armour repair here is tempting, but remember to only destroy the middle building to get it. All the others are civilian structures and you will lose points if you level the whole area.

If you're up for extra points, then there is an MIA in the middle building here. When you shoot down the walls, make sure you don't take out the friendly trooper inside.

KEY

AMMO
Load up and lock in. Restores all your weapons to tip top condition.

FUEL
Seeing as your Apache drinks fuel like it's going out of fashion, these are good.

ARMOUR
Instantly repairs your Apache to full 600 points of armour.

EXTRA LIFE
Extra lives are few and far between and you usually have to do something special.

MIA
Lost little Gene Hackmans who run around waving their arms a lot.



2: Jailbreak



Search the area at high speed for 'unfriendlies', making sure that the area is secure. After the enemy in the area has been annihilated, approach the area, keeping an eye open for snipers. Now launch several hydra rockets into the prison blockade; this will result in several bewildered captives sprinting for the freedom that you have granted them. Try to pick them up by hovering directly above them. This may be more difficult than it sounds as the escapees are confused and run in many different directions, sometimes even into the path of your gunfire. Airlift them to the nearest landing zone. Remember that each prisoner you rescue will restore armour.

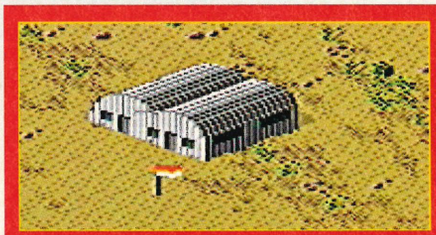
Scud Buster
3ZJMZT7

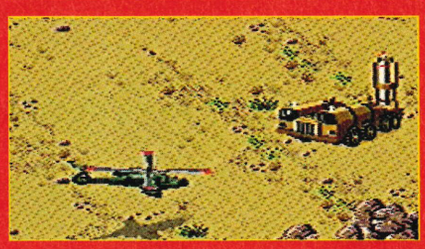
One of the buildings in this sector contains the quick ladder as well as the armour repair. This makes airlifting hostages quicker and easier.

SUMMARY

GAME NAME: Desert Strike
TIME TO COMPLETE: 1 week
HIGHEST SCORE: 1,800,500
NUMBER OF LEVELS: 4
CHALLENGE RATING: easy

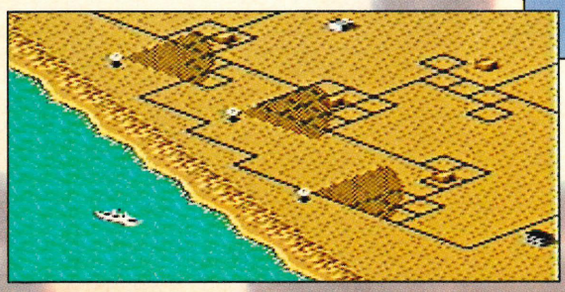
If you think you can beat the pros at SUPER XS on any of the games covered in this issue, why not send in your high score, together with proof to SUPER XS High Scores. The address is at the front of the mag.





5: Scud Launchers

This stage of the battle must be completed in sequence as the scud commanders will not come out if you attack their bunkers too soon. The bunkers are not very well defended, in fact, several of them are not defended externally at all. Just look for the enemy flag by a bunker – that is where the scud commanders direct their missiles from – then shoot it with your chain gun. When the building explodes, another snappy dresser will run from the building whilst being covered by bazooka fire. Do not shoot him as he will tell you where the scud missile launchers are stationed. When you have this information, seek out the trucks (which are now marked on the map) and hurriedly destroy them before the missile launches. These vehicles are not armed, but usually have a heavily armed escort. Speed is the key, unless you want a scud crater on the White House lawn.

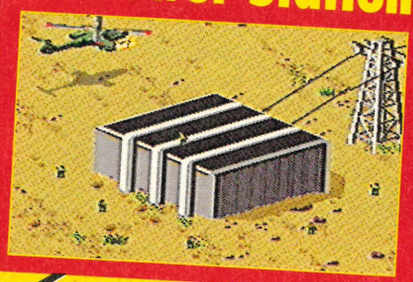


1: Radar Sites



This is much the same as the radar sites in level one, except that there is no fence around the site and the defences are sharper. Use the standard tactics, swoop in, kick some fascist ass, then fly off into the sunset smilin' and a-whoopin'. The two sites are controlled by two AAAs at the bottom, and two Crotales at the top. Circle the targets and pick them off at will, commander.

3: Power Station

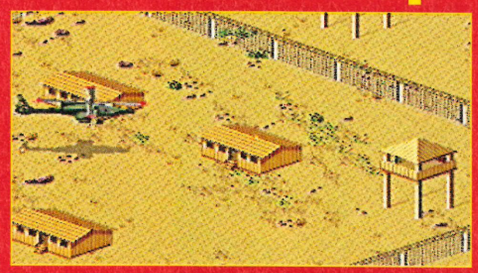


As with the first mission, fly in from the top left and take out the AAAs and crowtail before they know what's hit them. This time there are plenty of guys all over the place with bazookas and guns. Circle the power station and frag everything in sight! Inside you will find an armour repair kit. Again, watch out for the snipers because they've got a nerve. If you want to damage the enemy's power network further, also destroy all of the pylons.



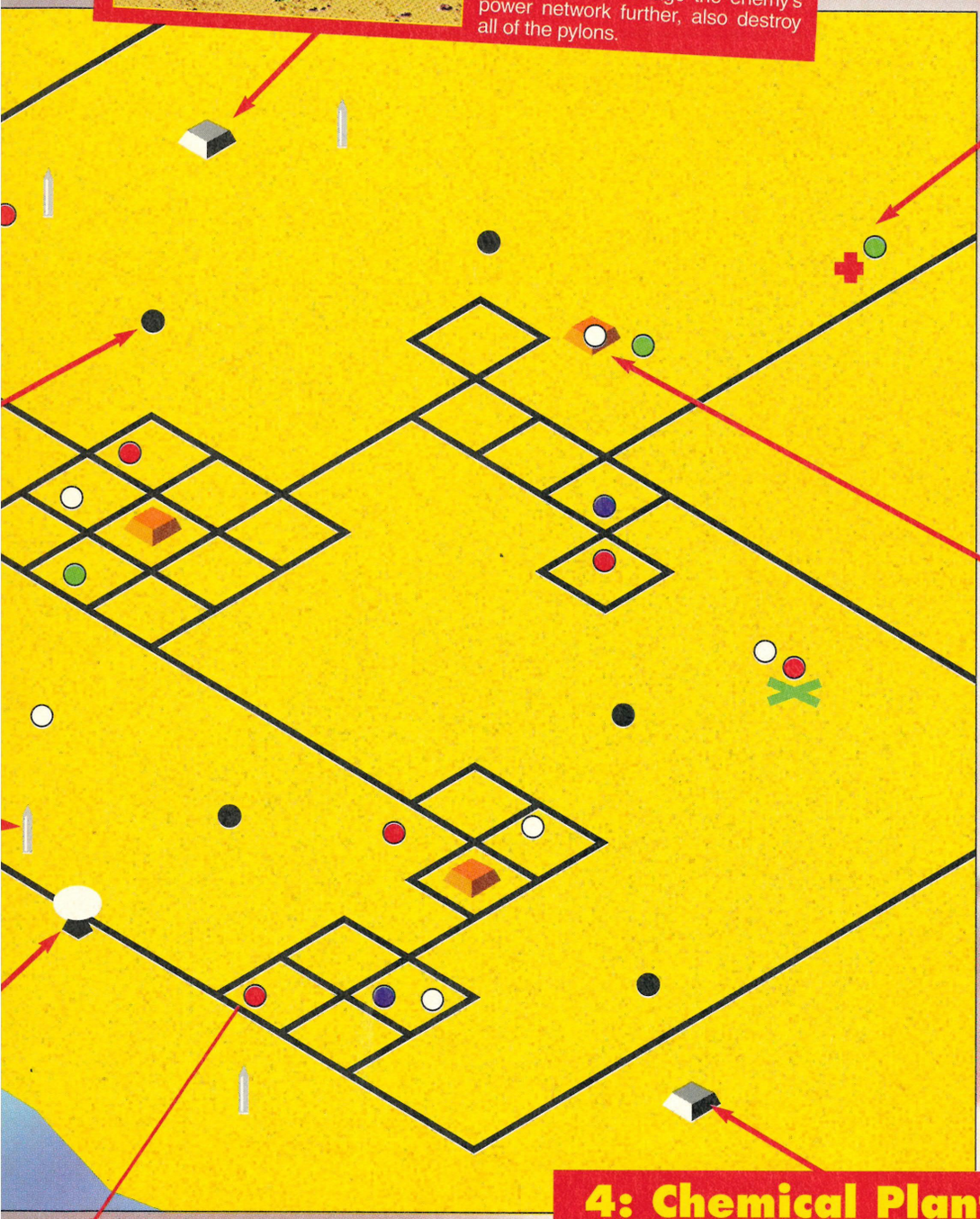
Here you will find Jake, the world's greatest copilot (but not much good as a pilot obviously). Save him, and he will assist you as much as possible with his unnerving accuracy and rate of fire. Also, if you destroy the plane you will get an extra life for not letting western technology fall into the hands of the enemy.

6: Prison Camp



This made me swear profusely as they have more weapons here than at the commander's bunkers. Try to knock out the lookout posts first as they will cause you the most damage. You cannot just fly past and launch heat-seeking missiles, you have to face them directly and shoot the soldiers out of them. You may receive some damage, but the main thing to remember is not to get caught in crossfire. If you have destroyed all the targets and radar sights, then the POW camp should only be lightly guarded. At any other time, it is suicide!

When you have taken out the towers, shoot open the huts and collect the POWs. Do not stay too long as there will constantly be a tank or two heading for the camp. Try not to shoot more than two of the POWs or it's game over. Take them back to the landing site, check your ammo and fuel, then return to the rescue. It is most important that you watch out for those tanks as they are very sneaky, so try to know where they are and destroy them each time you pick up more passengers.

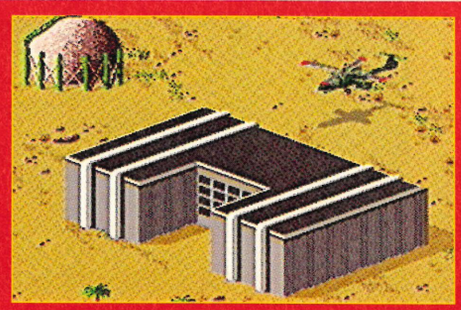


The ammo here is on the back of a truck with a guard standing nearby. Personally, we at SUPER XS like to fly in and level the entire area with a well-placed missile at the truck. You, however, might want to lift off the ammo before doing this.

Cartridge supplied by:
Software Box
Tel: (0202) 684642

4: Chemical Plant

Easy target! Approach the plant from the north west as this side of the plant is unguarded. Fire endless rounds into the main building until a great hole appears (the enemy will help because they will be firing at you from the other side of the plant, in effect destroying it themselves – ha, ha fools!). Then carefully fly around to the chemical distilleries and slam some missiles into them until all the nice chemicals evaporate into our friendly skies. The AAA gun at the top has some ammo if you destroy it.



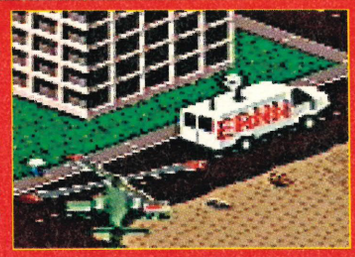


2: Biological Weapons



These are the factories where they build the weapons. Approach them from the side with the door and when you blow up the factory, a mad scientist runs out and gets scooped up by your copilot. There are a few of these factories so fly the streets in search of them, but beware as the streets are patrolled by heavy artillery. So hide behind the buildings when you see them and they will just drive away. Alternatively, you can get them to destroy any building you want by letting them track you behind them. Don't shoot the scientists or you will be recalled back to the frigate.

Even Kate Adie is getting shot at, must be a rough neighbourhood. If you wish, you can just leave these reporters to their own devices as they are more of a hindrance than a help. However, if you do decide to pick them up, they will not get out of the helicopter unless you drop them off at the landing pad at the news station in the lower suburbs of the city.



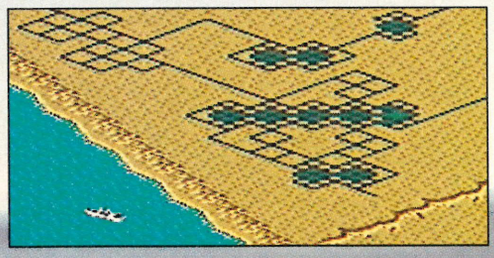


Embassy City
K32L82R



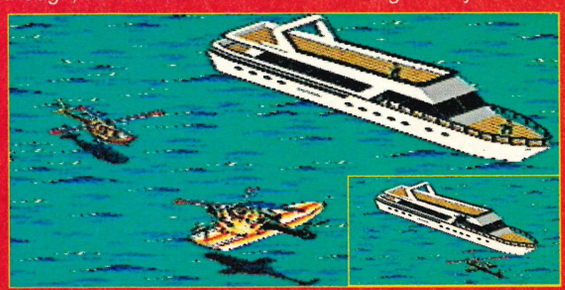
4: Rescue Pilots

A few pilots have inadvertently got themselves shot down and are now being forcibly escorted to the madman's boat. Just fly by and release a couple of guided missiles into the speedboats, making sure you don't hit the poor geezer in the rubber dinghy. Save him, and he'll tell you where the madman's yacht is. The pilots are guarded by two speed boats and to avoid hurting your man, we advise you try to draw each one away from the dinghy and then ice it in the open ocean.



6: Yacht Rescue

Defences are increasing here as you get close to the dictator. Killbaba has two speedboats, a helicopter and an array of snipers on board. Take out the helicopter first with hellfires, then swoop on the boats. Finally, blast a hole into the yacht and as the people escape, pick them up quickly as they are fatigued and cannot swim for long. You cannot get them all in one go so drop off one load and come back for the rest. Don't get your hopes up though, as the madman is the one that got away...

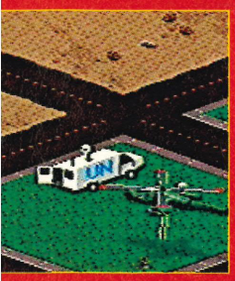




3: Missile Silos

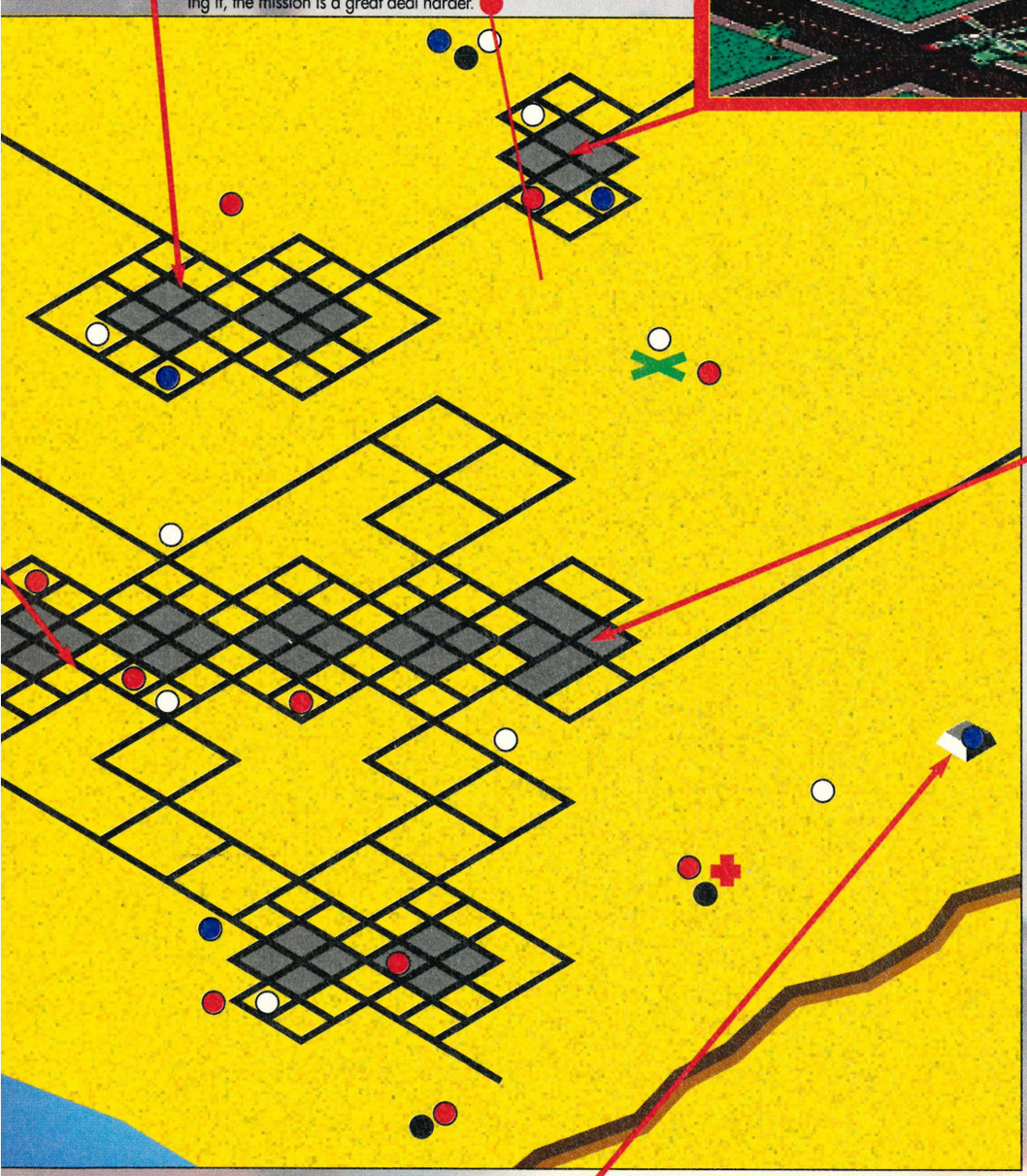
These can be difficult to find as they are well buried in the sand. Find them on the map, destroy the surrounding armoured vehicles and then, using the map, position your Apache above the marked position. Spray the dunes with bullets until you hear a metallic sound or the impact dust from your guns turns gray. Keep firing until the sand explodes and launch a couple of hydra rockets at the silo before the missile launches.

1: UN Inspectors

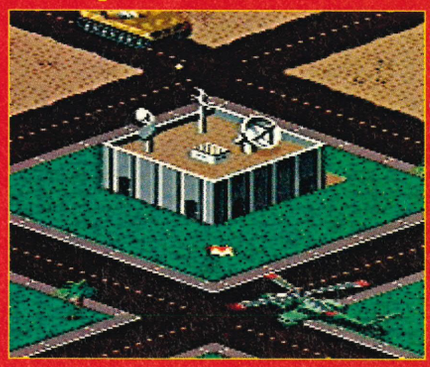


Oh dear, the mighty UN officials seem to have got themselves into a bit of a fix. Pinned down in a car park under sniper fire, the UN inspectors are panicking and running amok. Swoop in and pick off the snipers (they are hard to see, but they are hiding in bushes and given away by their gunfire) then try to round up the inspectors, keeping an eagle eye open for that inevitable BIG tank.

There is a hidden radar site here which helps to protect the command centres with information. If you attack without destroying it, the mission is a great deal harder.

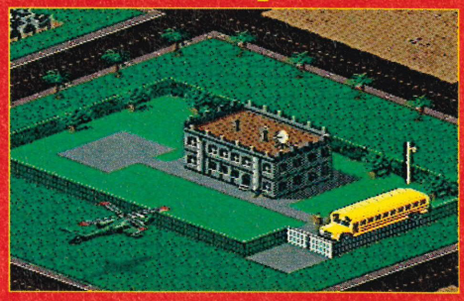


7: Capture Ambassador



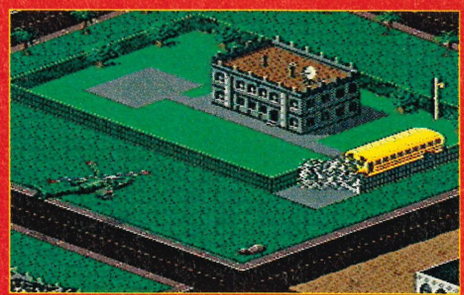
Approach this enclosure slowly, shooting every thing that comes within range. It is well patrolled, but the tanks are slow and not very good with radar. The ambassador is in the building with the flag outside so blow up this building and catch the man in the red jump suit. The commander's bodyguard has a bazooka, do not shoot the ambassador under any circumstances as you will have to return to the start. Also in the most northern building is a massive bitch of a tank, so leave this building until last, then destroy it and fly away before the tank has time to blow you away. If you take out the hidden radar (see left), this section will be easier.

8: Embassy Rescue



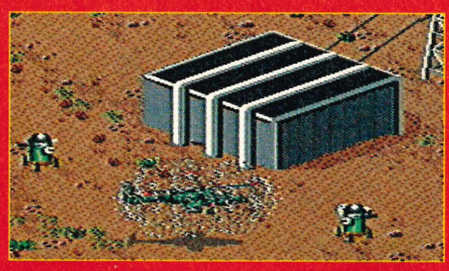


This tends to be the fun part of the mission. As you arrive at the embassy, a helicopter or two will approach to greet you with multiple hellfires. The best thing to do is shoot them first, ask questions later. Each one takes two hellfires, or a belly-full of hydras. When the helicopters are down, land and let the copilot out and then shoot all the ground guns and any other copters in the vicinity. When the bus is loaded, shoot away the gates at the front and follow it out. There should be no enemy units in the area by this time.



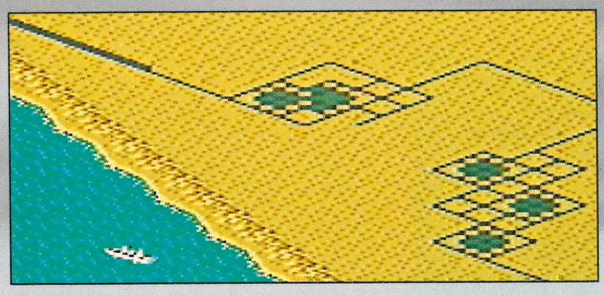
Your job now is to escort the bus to the safety of the getaway plane which is at the bottom of the map over the dry river bed. A word of warning, the armaments tend to become a bit heavy from here, so don't fly above the bus because if you get shot down you will take the bus out and your mission will be at an end. If you hover over the bus it will stop, this is very useful if you don't want the long yellow sitting duck to be ambushed between skyscrapers. You must shoot all obstacles out of its way, including the EANN news van.

5: Power Station

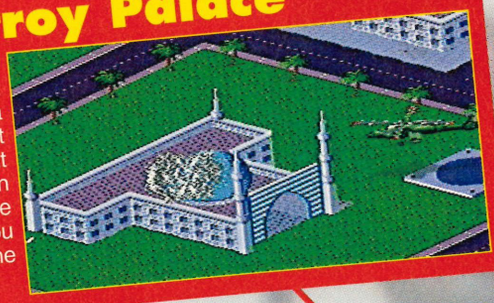


Yet another power station. This time it is well guarded so do a couple of fast reconnaissance missions first and release some rockets into the artillery. The weaponry here is mostly Crotales, so they are easy to avoid, but do serious damage to your Apache if you are hit. Inside, you will also find an armour repair case. Again, if you approach from the north, the crowtails will take out the power station for you and this gives you some breathing space. The pylons are destroyed for extra points.



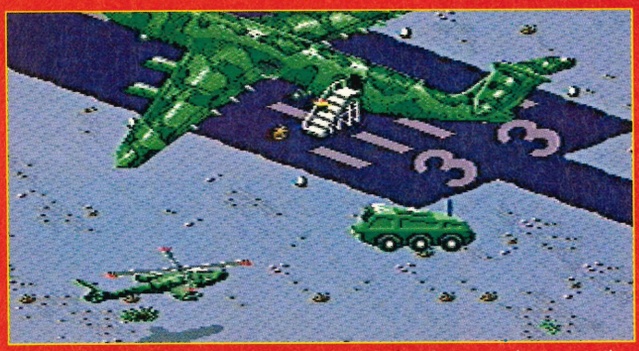


7: Destroy Palace

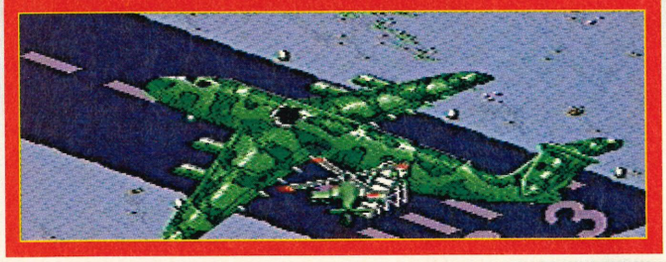


You must annihilate this wondrous dome with everything you've got because the madman is hiding in a bunker underneath and he won't come out when you ask. Well, it would be the goal if the madman wasn't as devious to go and capture your copilot when you land. Now you will have to go and get him in the bomber.

8: Nuclear Bomber

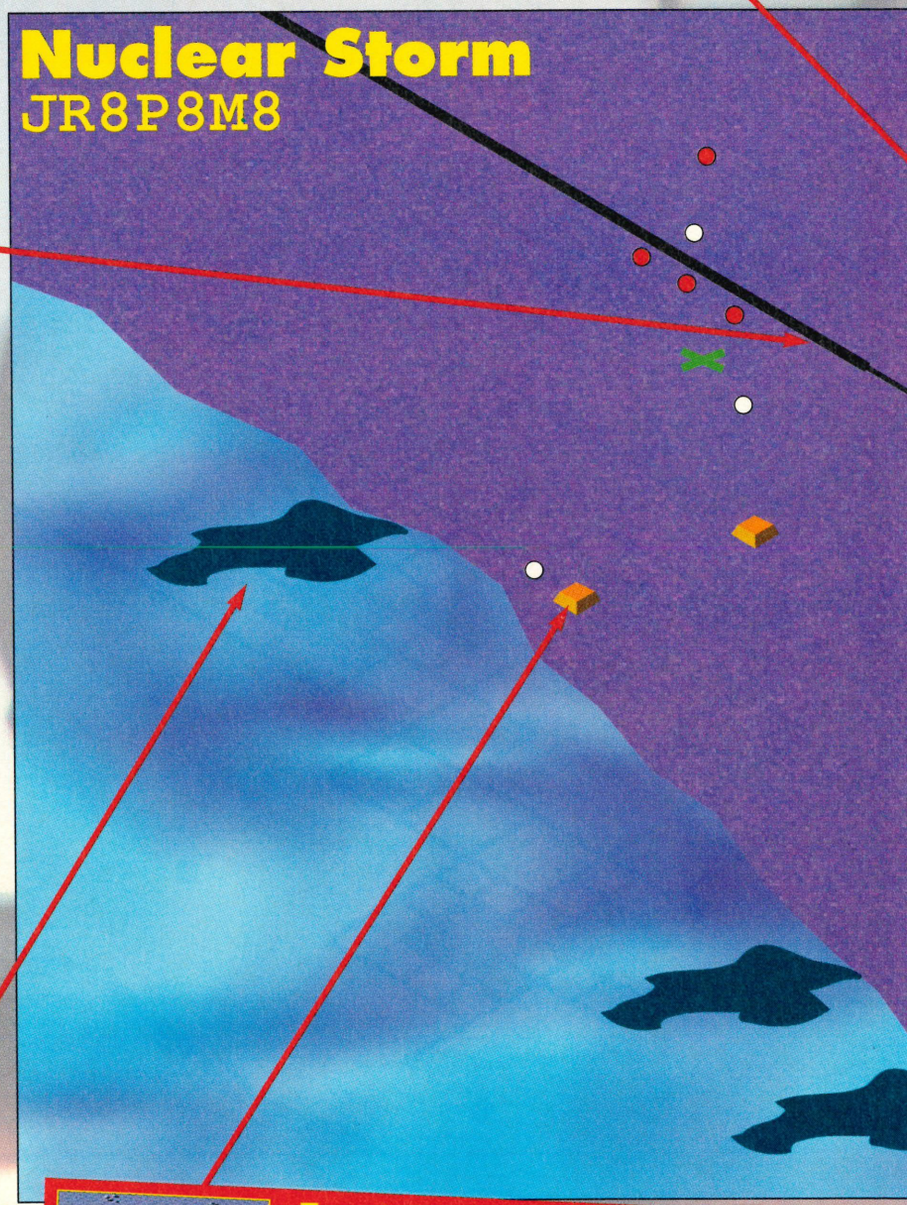


A simple task, to destroy the bomber, do not shoot at the armoured vehicle as it is everythingproof. Crawl up to the bomber by tapping the direction controls and shoot the guard and then blow a hole in the fuselage. Your copilot will appear, so move in close and pick him up. Now the bomber will begin rumbling down the runway so blast it with everything you have aboard. If you need extra ammo, there are plenty of cases on either side of the runway at regular intervals. The bomber will take at least two full complement of hellfires plus all the hydras you can muster until it finally explodes. You must complete this mission before the bomber reaches the end of the runway.



Nuclear Storm

JR8P8M8



2: Oil Spills



Swoop in and attack fast, circling the tanks, then try to hit the end of the pipe that the oil is gushing from. It is a very difficult target, but persevere because providence is always on the side of the good guys. There are three of these pollution pipes to get to grips with and each has at least three vehicles to protect it. The northern one being protected by speedboats instead of tanks. The guys at SUPER XS have found that by flying directly over the target, dropping hydras, is the best way to get rid of the enemy. You will need some peace and quiet to aim the guns at the pipe so clear the immediate area first. When the pipes explode they conveniently turn into knots.



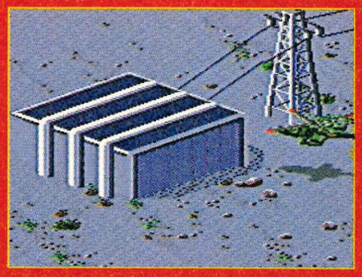


1: Save Oil Fields

Patrol the oil fields looking for those destructive forces and blowing them up. Fly northwards to find the commando base by the seaside (aaah isn't that sweet), pick them up one by one and take them to the oil field and drop them off at the point marked 'X'. There are loads of tanks to take care of in the oil fields and the key to success is to not let them destroy any of the tankers nearby. Fly directly at them and use hellfires for a quick disposal.



6: Power Plant

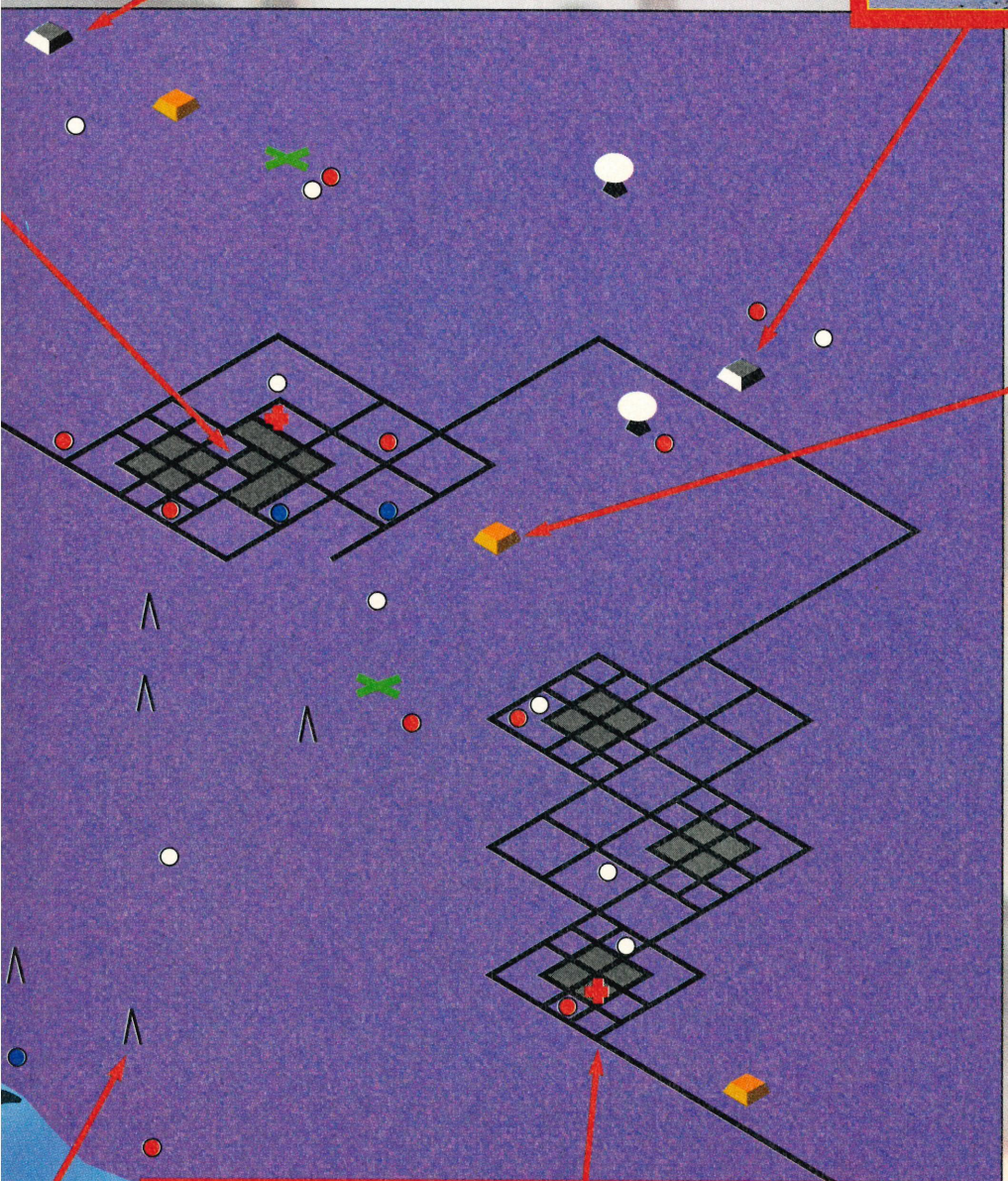


Yet again... This time, if you shoot out the plant, your radar works again and you can find the position of all the Crotales. You will also find another armour repair kit inside. Be careful though, because this is the most heavily guarded of the power plants. Just fly up to the tanks, fire and fly away. Don't do any heroics.

5: Nuclear Plant



This place is protected by some awesome firepower. It takes a barrage of missiles and patience to destroy these tanks and defences. The best plan though is to fly at them when they are facing the other way and fire on their blind side, then run away. When the building is disarmed, shoot the low building and a scientist will run out. Catch him and he will tell you where the madman is. Now shoot the hell out of the building and all the surrounding cooling towers.



3: Destroy Bunkers

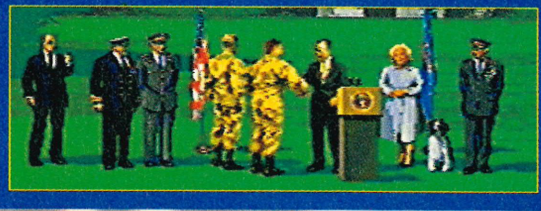


Heavily built bunkers with two buried tanks are your next objective. You must shoot the sand off the tanks before you can destroy them. Blast the entrance of the bunker until the yellow sand explosions turn into gray ones, then keep firing until there is a big explosion, followed by a menagerie of freedom seekers. Pick them up and take them to the landing site for extra armour. There are four bunkers to pillage but it is going to take a great deal of fuel to travel between them and the landing sites. Don't forget the bunker in the bottom right of the map.

The Madman Croaks

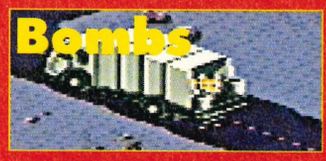


With hellfires and hydras flying up his exhaust ports, the mad dictator perishes in flames as the bomber laden with his entire nuclear arsenal goes up in smoke. Now that the threat is over, you can return to the frigate for a hero's welcome and a meeting with the (ex) President of the USA! Hopefully, the madman didn't have an equally mad son, but if the Mega Drive sequel, *Jungle Strike* (full solution in SEGA XS #2) is anything to go by, he probably has, and we are likely to see *Jungle Strike* on the Super NES pretty soon.



4: Bomb Parts

This part consumes the most fuel as you cruise the streets following garbage trucks to see if they contain the deadly bomb parts. Do not open fire on every truck as there are dummy trucks with hostages inside. The only way you can tell is by looking in the rear of the truck. You have to spend ages waiting for trucks to turn around. Make sure you know where the fuel is in this area (use the XS maps) as you will need every drop. There are not many enemies here so torch the whole area for a laugh!





STAR TREK

ULTRA GAMES ● SHOOT-'EM-UP ADVENTURE

GAME BOY



Star Trek **on the Game Boy was designed to coincide with the 25 anniversary of the TV series last year. You take command of the crew of the USS Enterprise (well, actually, only Kirk) on a dangerous mission to recover 12 pieces of a Disruptor device built to stop a huge planet killer entity destroying Earth. Each of the three planets you must visit have their own dangers and environments but you must also tackle hostile space with asteroids, Klingons, Romulans and finally the planet killer itself.**

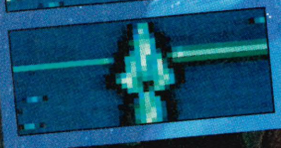
Space Enemies



Klingon warships fire one beam at you from the front. They are easy to dodge but often attack in large numbers.

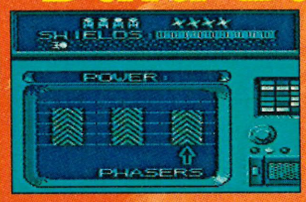


The Romulans have cloaking capabilities and are therefore hard to spot until it is too late. They have powerful lasers.



The Tholians spin webs in space and can trap the Enterprise. You can shoot the webs with photon torpedoes.

Data Banks



In the space sections of the game you can press Start and use this screen to alter the power going to the ship's functions.

Tricorder



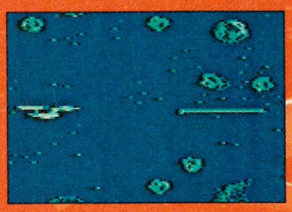
The Tricorder is used on all the planet's surfaces. The four points will light up in varying degrees, showing you which direction the next Disruptor part is located. When the whole panel is white, you are very close.

SUMMARY

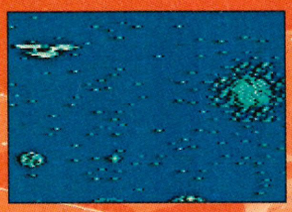
GAME NAME: Star Trek
TIME TO COMPLETE: 2 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 3
CHALLENGE RATING: easy

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.

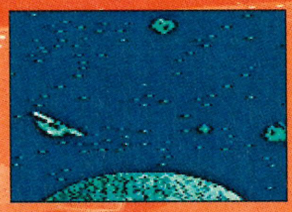
"Set course 201 mark 4, Mr Sulu!"



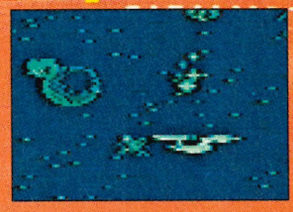
Among the dangers you must face in space are the asteroid fields. All you have to do here is shoot all the asteroids with your phasers and watch out for the high gravity near the planets.



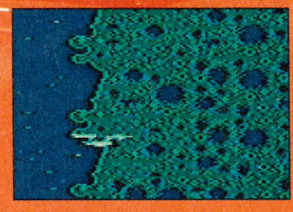
In the later asteroid sections you will come across radioactive asteroids. These will pulse regularly and you must shoot them when the dust cloud has gone to wipe them out.



Get too near to the planets surface and the gravity will drag you into orbit and instantly destroy the Enterprise. Pull up as soon as you feel it tugging on the controls and avoid them.



Every now and again a warp zone will appear (above) fly into it and you will be warped further into the level. You will also be rendered with temporary invincibility.



The amoeba sections are also very easy to negotiate. The only problem is that you become much slower and therefore it is more difficult to avoid the blobby missiles that fly at you.

PASSWORDS





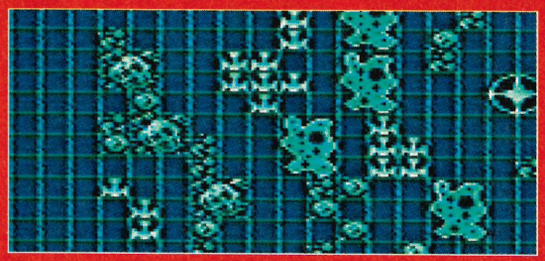
Ø523.4 – Planet Neural
7552.3 – Space 2
6541.2 – Planet Kalanda
5570.1 – Space 3
4567.Ø – Planet Triskellion
3516.7 – Final guardian

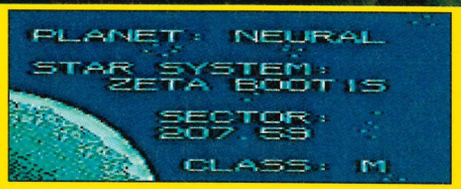
GAME GENIE

ØØ6-E8B-19E
Infinite ships
Ø07-Ø2B-19E
Infinite photon torpedoes
98Ø-9BC-8ØB
Shields begin at full power

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The route to each planet is through one of these space maps. You must pilot the Enterprise through the fields without encountering too many dangers. The main enemies you will face are Klingons, Romulans, asteroids and amoeba fields but with practice, you should be able to get through them all without damage. The dangers get longer and faster after each planet is completed.





Planet Neural is an inhospitable place, full of acid plants and the deadly Mugatas. Unfortunately, the three pieces of the Disruptor are all randomly placed and so you will have to use the Tricorder to locate them. The map below will give you an idea of the general layout, as well as showing all the possible locations of the Disruptor.

Planet Neural

Most of the flora and fauna here is deadly to the touch. Use your Tricorder to tell you what you have discovered. The weeds in particular will sap your energy, but can be blasted with your phaser on full.

These are the types of rocks that the pieces of the Disruptor are found under. To get at them, shoot them with your phaser on full.

These are Klingon defence barriers, designed to keep intruders out. They are all over the surface of the planet Neural and will emit a beam of energy every few seconds across the gap.

Unfortunately, the pieces of the Disruptor are randomly placed and so you will just have to use the Tricorder and search the whole map. This area of taller grass will slow you down considerably, allowing the Mugatas to get you.



Stand near any object of interest and the status panel at the bottom of the screen will give you a question mark. Now press Start and the Tricorder will give you information on the object. This may be telling you if it is dangerous, or if you can use it in your mission. Never ignore the Tricorder's advice as this could lead to your swift demise.

The Mugatas are a tribe of spikey reptiles that roam planet Neural looking for their mates. Unknown to them, the female Mugatas are on the planet Kalanda. Either stun or kill the Mugatas as they will quickly drain your energy.



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SUPER XS SOLUTION

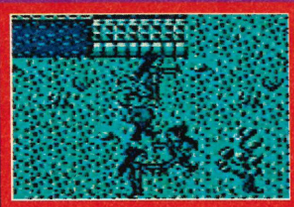


Cartridge supplied by:
Video Games Centre
Tel: (0202) 527314



Romulans appear in this section of space. The way to get past them is to remember that they can cloak in and out, and are very difficult to hit. The best route in this section is to go down the bottom where you will only encounter three danger areas.

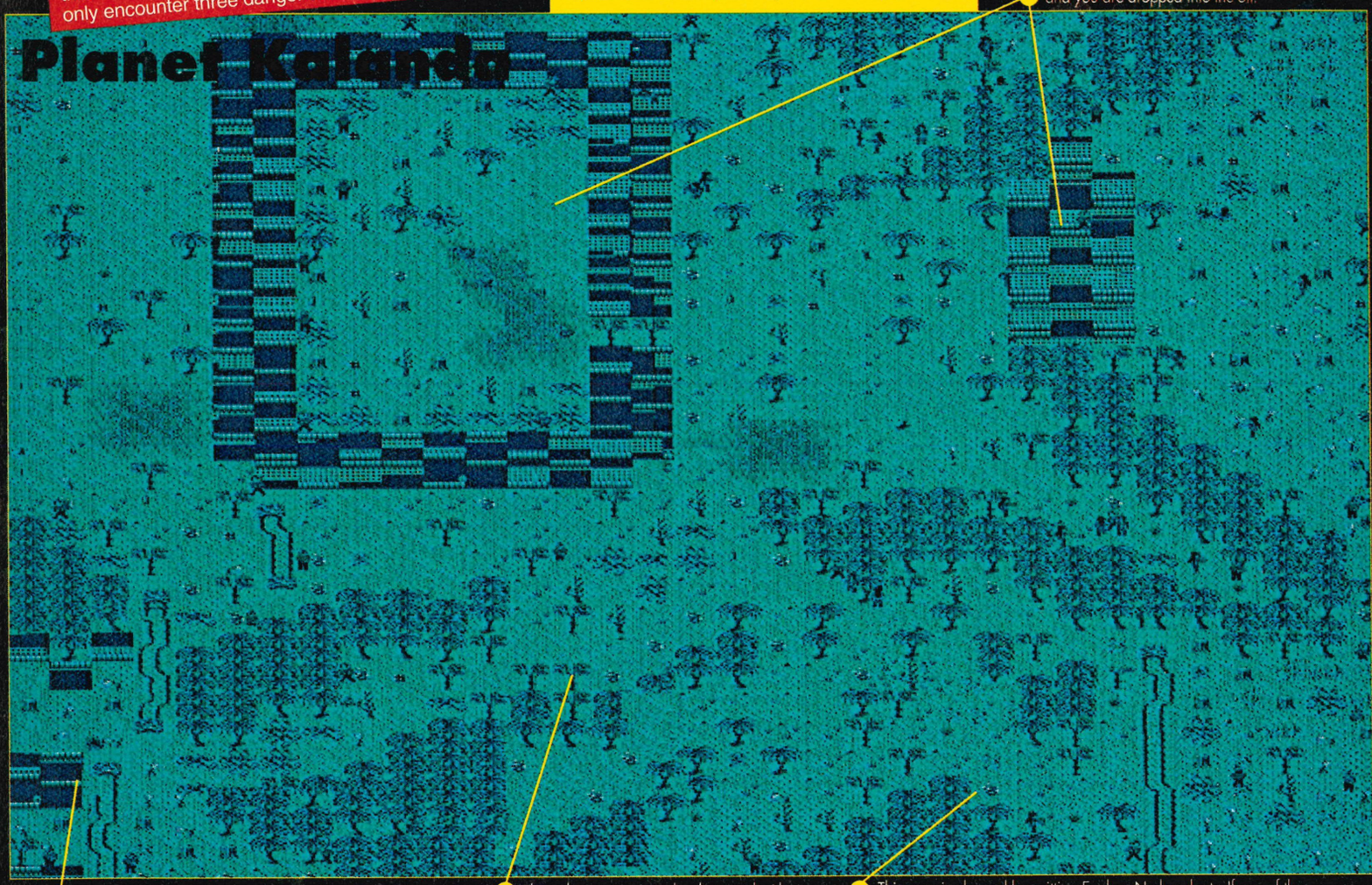
Kalanda is a complete jungle! The main dangers you will face are the female Mugatas and the infuriating spitting plants that will daze you for a few seconds. The biggest feature you will come across is the huge Kangor pit. This is a section of ground that has been filled with deadly Argan death oil and then covered with moving platforms for you to cross on. One false move and you are plunged into the black liquid from which you may never escape!



After a short warning from Spock, female Mugatas will teleport in and attack you. Like their male equivalents, it is best to stun them and escape before they wake up.

To cross the Kangor pit you must walk on the solid thin sections, then quickly walk on the sliding sections to reach the diagonal platforms before they close and you are dropped into the oil.

Planet Kalanda



The game designers have fiendishly placed some of the possible locations for the Disruptor in this complicated section of trees, plants, lakes and Kangor pits.

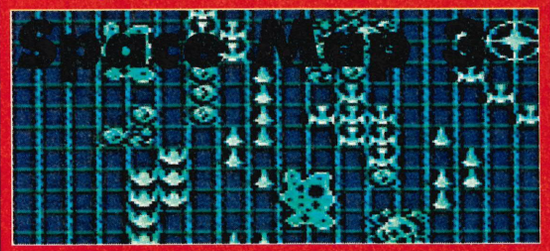
These thinner trees can be destroyed with one shot from your phaser on full. You can now explore areas that were blocked.

This area is plagued by spitting Euphea Nedex plants. If one of the Disruptor pieces is here, you will spend most of the time stunned by their intoxicating fumes. You can destroy the plants that are in your way by switching to full on the phaser and blasting them.

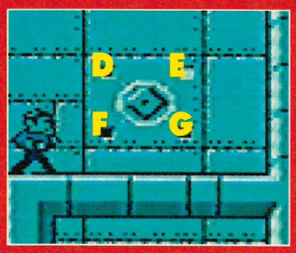


The Venus spitting plants indigenous to Kalanda are called Euphea Nedex. The spores it fires at you will instantly immobilise any human in range and cause him to wander around in a drunken static. Just blast any that get in your way with a fully powered-up laser.

Now you are faced by Klingons and Romulans as well as Tholians. The safest route is straight through the middle then up at the last minute. Now that you are nearing the end of the game, these sections are becoming longer and tougher. Phasers on kill!



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The transporter on the left is unique because it can send you to one of pods by stepping in the middle when the appropriate light is on. Here is the key to the telepods.

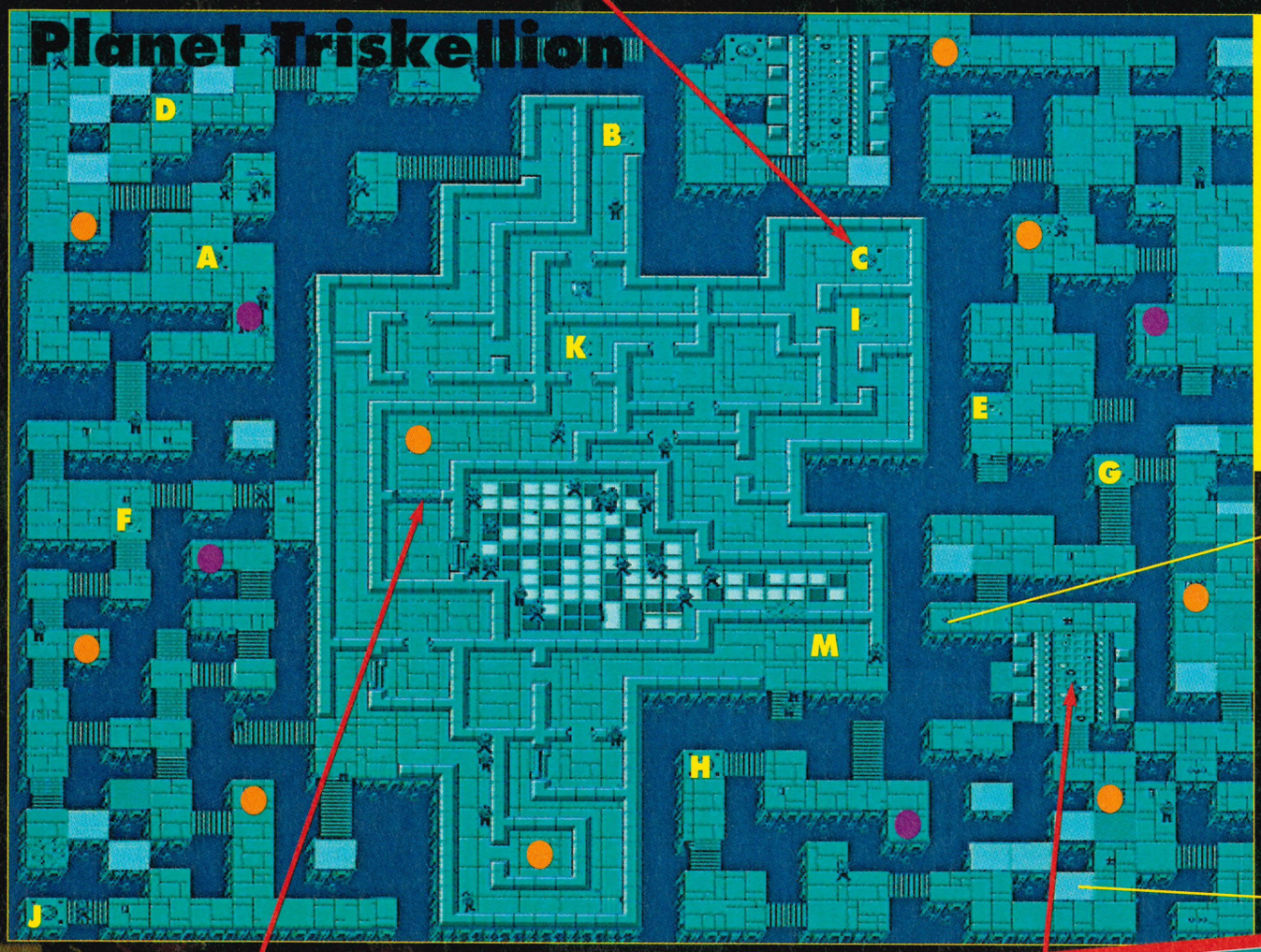
A – B C – D, E, F, G
H – I J – K
L – M

Cloning machines Telepod Activators

The only animate dangers on this level are created when Kirk goes near the cloning devices. After a short while, four or five clones of Kirk will appear all over the place at regular intervals and sap your energy. You cannot shoot these clones as you will take any energy that they do.



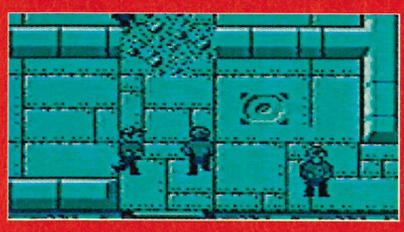
Planet Triskellion



The final planet before your confrontation with the Doomsday device. The last three pieces of the Disruptor are located somewhere on this planet but again, they are randomly placed. Use our maps to negotiate the many teleporters and pay attention to the one that can send you in one of four places. You will also have to watch out for the booby trap Disruptors as they explode on contact. Use the Tricorder to separate the dangers.

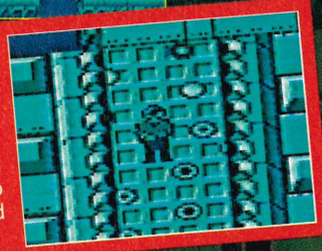
The fake Disruptor parts look just like the real McCoy but they will not show up on the Tricorder. If there are no lights on, stay well clear or it will explode in your hands taking half your energy.

These glowing patches of ground will continually sap your energy until you get off them. Sometimes you have to run across them to get to inaccessible areas.

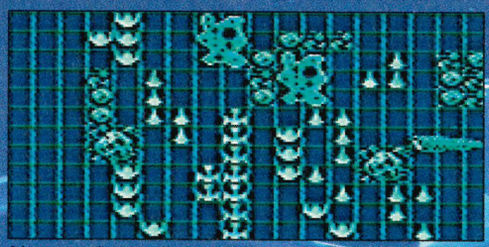


To get past the bulkhead doors, set your phasers on full and blast them constantly until it disintegrates and you can walk through. If you run out of phaser, search the surrounding area for clips as they are very close by.

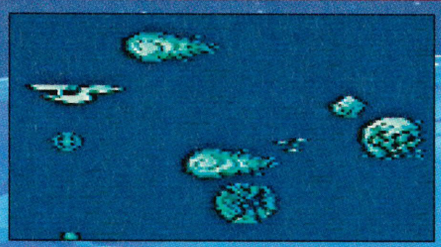
These bridges can be hard to negotiate. Step onto them and watch the first rows of energy move around. When there is a gap, run through it and then wait for the next section to open up. Don't get trapped or you will lose energy.



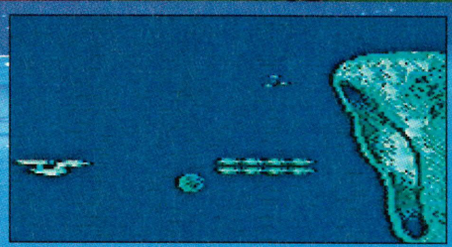
The Doomsday Machine



Now you're really up against it and no old men in unconvincing wigs and corsets can save you now! No matter which route you take in this section, you are always going to face at least five space sections and boy are they tough!

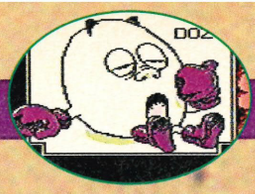


Once you have reached the alien space zone, you are attacked by hundreds of fireballs and asteroids but this section is not that difficult to overcome. Switch the ship to full speed, push right and keep firing.



Now you have the Disruptor in your possession, you can hit the Doomsday device with it. Move up and down the screen shooting at the mouth and this huge beast will gradually disintegrate into smaller and smaller bits.

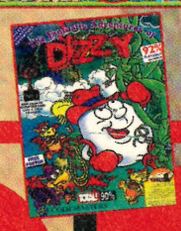
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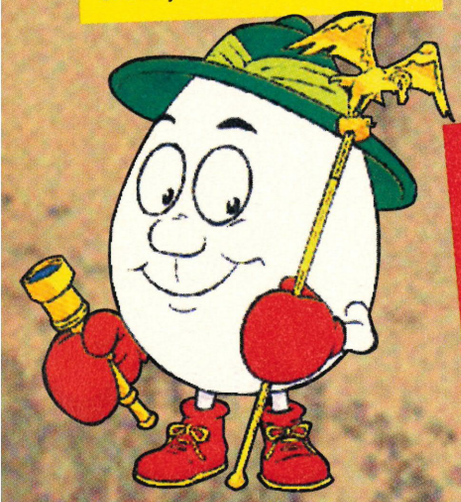
DIZZY

CODEMASTERS ● PLATFORM ADVENTURE



NES

"Dizzy, my head is spinning, like a whirlpool it never ends!" Widely acclaimed as one of the best NES games ever, we've had stacks of requests for a solution. Codemasters' classic colourful platform romp follows the adventures of our egg-headed hero as he tries to rescue Daisy, his gentile girlfriend. Featuring some of the largest maps yet seen on the NES, as well as some of the most fiendish problems, *Dizzy* is a must for all young players and fans of the NES. The gameplay is extremely challenging and the fact that you must solve over 50 problems to finish the game makes it perfect for the full SUPER XS solution complete with full game maps.



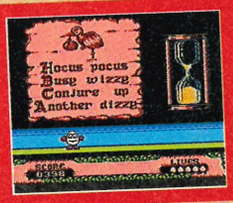
Grandpa's House







The key to Grandpa's house is found in the meeting hall above Dizzy's house. Grandpa Dizzy is very ill and needs you to make some medicine out of the mushroom, medicine bottle and the plant. Throw them into the cauldron and receive the golden dragon egg used in the mine.



Every time you come across an extra life, you will have to play this sliding game to reveal the proper picture. Use the order on the left to get it right and work from the edges first to complete the puzzle.

The secret treehouse is a game in itself! Not only do you have to find all the respective door keys and elevator keys (Americanisms 'R' us), but you must also solve each character's problems to reveal even more objects to use. It's all go when you are an oval avenger!

Dora's House



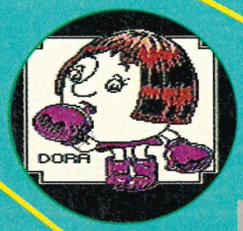
Dora has been transformed into a frog by the evil wizard Zaks. The only way you can save her is to get a kiss from a prince. Take Dora to the dopey prince on the ground for a blind date.

Dizzy's House



There is some energy fruit and Dizzy's door key here. Use the key to open the front door and escape into the wonderful world of Dizzy.

TREEHOUSE MAP



Drop down from the platforms above and make sure you have the rope from the bottom. Press fire on this platform and you will swing across and get Dylan's house key.

Looking for the key to Grandpa's lift? Well, you are going to have to go into the mine where it is waiting at the right of the entrance.



You may be wandering what this dopey guy is doing standing here. What you have to do is get Dora from her house (she has been turned into a frog) and then reunite the couple. You will get the crossbow.

To Crystal Falls



Dozy's House



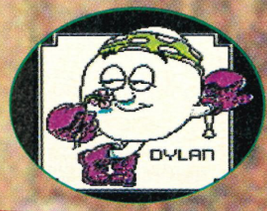


Dozy has been sent to sleep and can only be woken by clashing some cymbals near him. The cymbals are found under the bridge near the mine entrance. Look on the map for their exact location. Dozy will give you his thick rug.

Stars like this one are craftily hidden all over the game, but remember that you need to find all 250 to complete the game so don't miss any.



Collect the weight by walking off the platform to the right and then activate the item near this hook. The weight will drag down the platform allowing you to climb up.



Dylan's House



Dylan is grumpy because his pet Poogie (not unlike Simon Young's Poobie) is missing. Collect the cage from Daisy's house and drop it on Poogie when you see him walking around. Dylan will give you a pygmy cow which is exchanged for a magic bean in the market.



Denzil's House



Denzil has been hit by a freeze spell and is shaking in a block of ice. You will need the straw (found to the left of his house) and the dry match to thaw him out. Denzil will give you his flippers which allow you to swim underwater.

Leap off this point (left) and you drop through the foliage and land on the edge of a lone tree on the far right. There is an extra life hidden here.

Use the plank here (left) and a bridge will be formed over this pit of spikes. Get the weed killer from the right and then go back up to the treehouse and kill the huge plant that blocks your way.

GAME GENIE

Only one code that works so far but what a corker it is. Enter this for infinite energy.

OAOAZAZE

Meeting House



The key to Grandpa Dizzy's house is found here in the meeting house along with plenty of edible goodies. Make sure you search all of these houses for stars because they are sometimes hidden in the rafters.

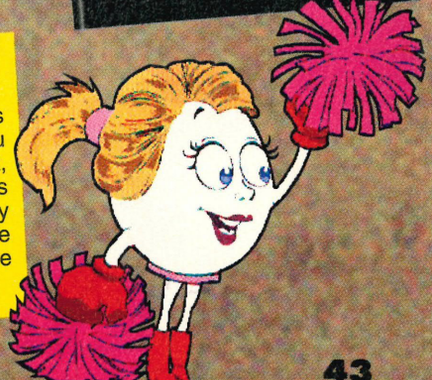


Once you have the rope in your possession, you can swing across great distances as long as there is a hook nearby.

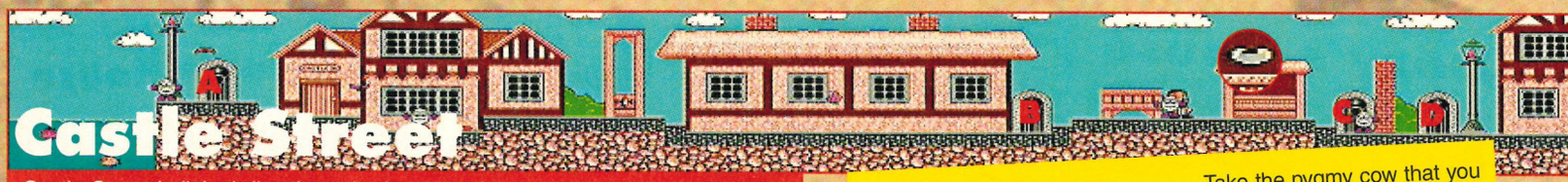
Daisy's House



Daisy's house is empty as you would expect, but she has Dozy's door key and the cage that you must capture Poogie in. There are also a couple of stars and some food.







Castle Street is linked directly to the huge castle on the hill and is full of guillotines that slash down and take at least half of your energy bar. You will also be attacked by butterflies that daze you and then reverse the playing keys. Rats and bats are also a major problem on all the levels as they blend in with the background and take little bits of energy without you realising. All the streets are labelled with letters to show the connnecting doors.

Mr Bean



Take the pygmy cow that you received from Dylan to this shopkeeper and he will exchange it for a magic bean. Now you have to take the bean to the spot where Shamus the Leprechaun was and plant it. A beanstalk will appear!

This opening is only accessible from the mine car game that you enter in the mines. You must get all the way through the tracks to the final exit at the end where you can get the gravedigger's spade.

There are absolutely loads of rats in this section to sap your energy. The only problem is that they are near invisible against the dark brick background and so you can easily miss them.

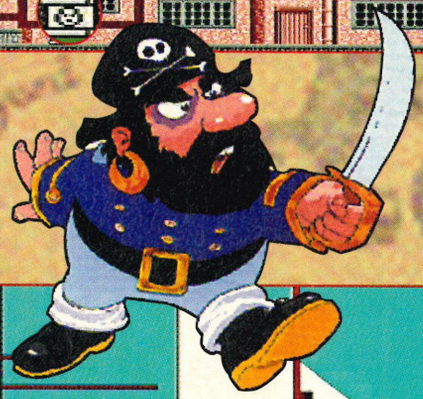




Bridge Street is an access area for the whole game. Not only is there the river game on the far right but on the left is an exit from the mine game as well as the route to the graveyard. From the graveyard you can get to the beanstalk, beach and then back to the sea which eventually links up with the treehouse again.



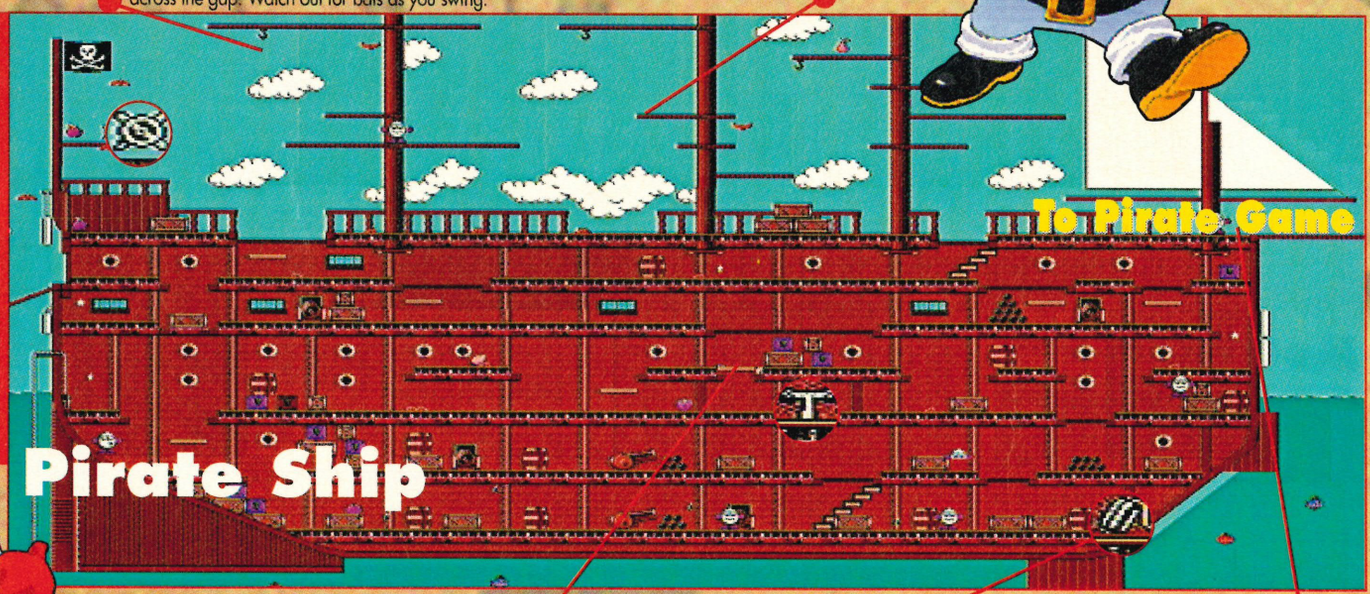
If you follow the door letters then you should be able to get through the streets without hitting dead ends. There are rats and bats all over the place, but the main destination for Dock Street is the pirate ship which is on the far right. If you play the river game you can also go off the edge of the screen when you see open water and arrive on the left edges of these street maps.



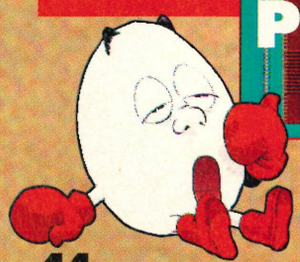
Make sure you take the rope to the ship as you will need it to collect the winch wheel found in the rigging. Stand on the masts and activate the rope to swing across the gap. Watch out for bats as you swing.

Stand here with the rope and activate it to swing across the gap to the next set of masts.

The pirate ship is a vital part of the game. To enter it you must give the pirate a barrel of rum found at the end of the river game. Inside the ship is the dynamite which has a vital use in the mines. The winch wheel is used to access the castle and there is even the winch handle locked in a room in the centre.



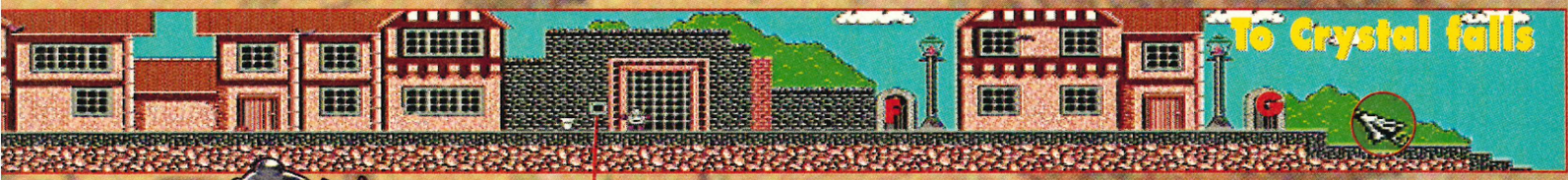
Pirate Ship



To open this trap door, you need to get the crowbar found in Bridge Street and use it here. Now you can get the winch handle.

This is the dynamite. Take this to the mine and place it near the fuse to blow up the rocks. Now you can get to the dragon.

Go here and you will be pushed off by the pirate and have to play the pirate game (see right).



This is the all-important entrance to the castle. You will first of all need the winch wheel (from the pirate ship) to open the portcullis, then you must have the crossbow from the dopey prince to shoot the palace guards from the battlements in another sub-game.



Troll Tunnel



The first tunnel in Castle Street (if you approach from the waterfall) has a troll inside who requires the bag of gold found near the falls to leave his post.

The guillotines here are very dangerous and can take at least half of Dizzy's energy bar with one hit.

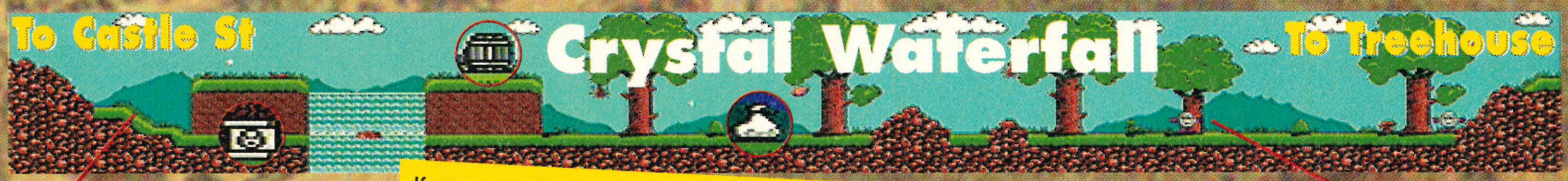


This is the crowbar. It is used in the pirate ship to open the locked trap door in the centre of the hold. Inside is the winch handle used to open the gates of the cloud castle.



You can get to the pirate ship really easily from the entrance to Castle Street, just go through the second door on the left and then right from here. This section of Dock street has many butterflies ready to reverse the controls and also an elusive star found on the far left just before the wall.





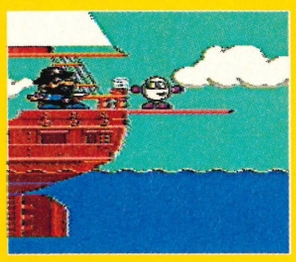
To get the star on this platform, wait until the ant has moved away from the edge and leap right from this point. If you time it right, you will not fall into the water.

If you want Dizzy to survive the waterfall (although eggs do float in water), wait for a barrel to go over the falls and then leap on it and quickly jump onto the bank.



An Armourog is running around here. To get past it, get the chicken from the left of the treehouse and drop it as the Armourog approaches. The beast will take the meat and run off allowing you to explore this area.

Pirate Game





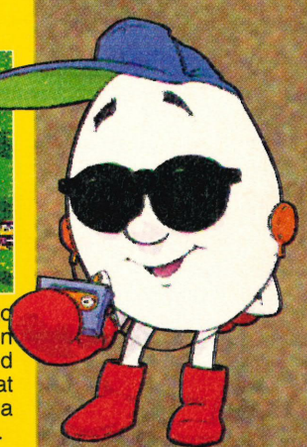
Near the edge of the pirate ship, the pirate will make you walk the plank and poor old egg-head will plunge into the drink. The way to escape (if you haven't got the aqualung, you may drown) is to walk on the bubbles as they rise. The larger the bubble, the longer it will float. Make sure you walk off the bubbles as you will drop if you let them pop.

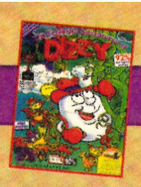
River Game





Walk off the right edge of Bridge Street and you will go to the river game. The object is to weave your way through in a barrel whilst collecting stars until you reach the end where you will collect the barrel of rum and be deposited at the Crystal Waterfall (above). You are being chased by a maniac in another barrel and there are crocodiles to avoid.







Land Map 1

To Treehouse

The treehouse is connected not only to the town, but also to the mines, beach and sea. The first land map is full of useful objects like the mushroom, spanner and pickaxe. Apart from easy access to the mines, there is also the bridge which can be axed, and you must watch out for the volcanoes in the distance. Use the umbrella to avoid any damage here.

This section of ground is littered with ash because of the constantly erupting volcanoes in the distance. Take your umbrella to this section to avoid taking any damage from the hot coals.

Axeing Bridge



Get the axe from the lower sections of the mine and then go to this bridge and activate it. You will now fall through to the water where the cymbals and more stars are hidden.

Mine Map

All the lamps in the mine cause damage if you hit them, so watch where you jump. Bats are also rife in this subterranean atmosphere as you would expect.

This ramp leads to the mine car game (see far right). You will have the chance to escape from one of four exits, but if you die, you will always come back here.

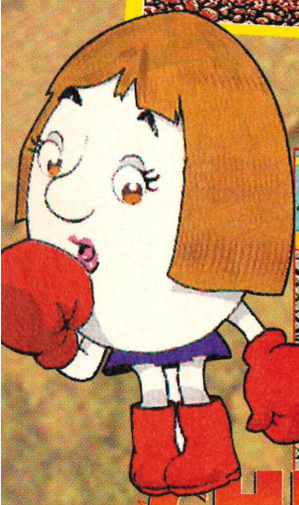
To Mine Car



Take the spanner (found on the surface) to this machine and activate it. The machine will now come alive and you will be able to use all the lifts.

The mine is very important because it not only holds a few important items, but there is also the mine car game which can transport you all over the Dizzy world! If you get the dynamite you can also visit the dragon with the golden eggs, but you will need a gold egg from Grandpa Dizzy to get near the Dragon's lair.

These two bridges are right in the firing line of some particularly nasty lava. If you take the umbrella then you will not be harmed. Otherwise, just run through, dodging the missiles.



This is where you emerge if you have successfully played the Pirate game. You will note that this is a short cut to this section.

To Land Map 1

Sea Map

Remember to swim under this rock formation when you have the flippers and aqualung because there are plenty of stars here.

CHEATS

Get to the title screen, just before the game starts and hold down Left and Select when you press Start. You will now start the game with four lives instead of three!

The sea level is where many stars are to be found and there is also a hidden wreck to explore. If you get the pickaxe then you can find a hidden cave but don't forget to romp over and below the island in the middle when you have the flippers. The aqualung (found at the start) will help you in many areas.

These fish take your energy like nobody's business and cannot be defeated. Just swim underneath them.

The second land map has a devious puzzle concerning salt and water but it is also the connecting map between the sea and the graveyard. You will also notice that this is where Shamus the Leprechaun hangs out.

Land Map 2

To Sea Map

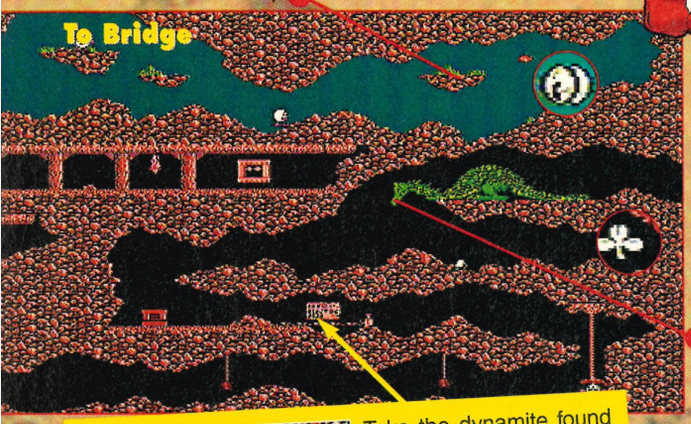
Get the chest from the ship wreck and bring it to here before putting it down so that you can reach this higher platform. There is no treasure inside if that's what you're thinking.

The key to solving this problem is knowing that in water certain objects like wood become more buoyant when you add salt. Are you getting my drift? Take the bag of salt that you found from the far left and drop it into the water here to float the log and allow you to get across. Don't jump onto the log or you will roll into the water. Instead, walk off the edge and then jump off at the other end.



You had better have the flippers and the aqualung before you visit this underwater cave. Apart from plenty of previously inaccessible stars, there is also the set of cymbals needed to wake Dozy.

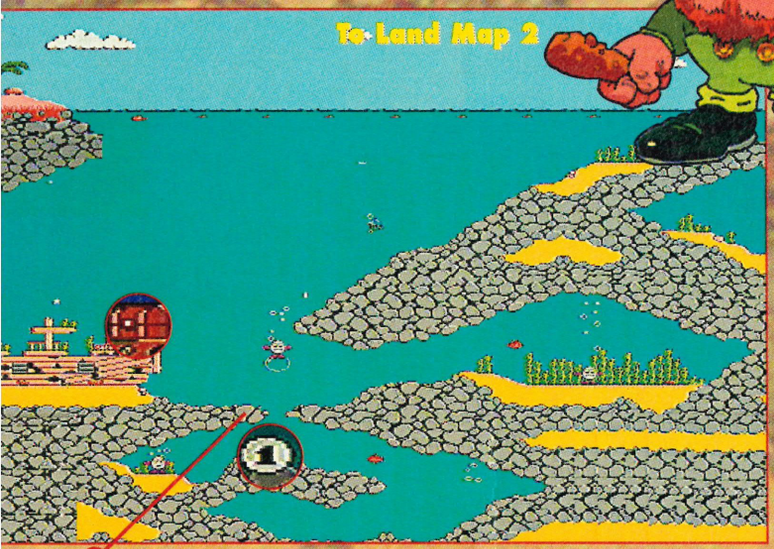
There are deadly ants all over this section of ground as well as the usual spiders hiding in the trees. Tread carefully.



To get past this fireball-spitting dragon you must have another golden dragon egg in your possession. You get the egg from grandpa Dizzy. Now you can get the golden shamrock.

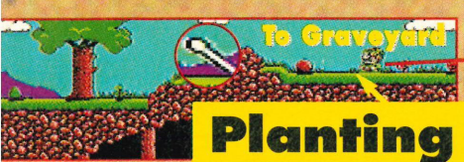


Take the dynamite found in the pirate ship to this spot and put it at the end of the fuse. Now leap on the plunger and the rocks will be blasted away.

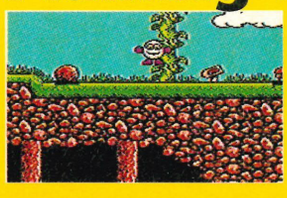


Use the pickaxe (found on the beach) to free this bubble trapped here and then ride on the bubble to the platform above. You can also go into the hidden cave below.

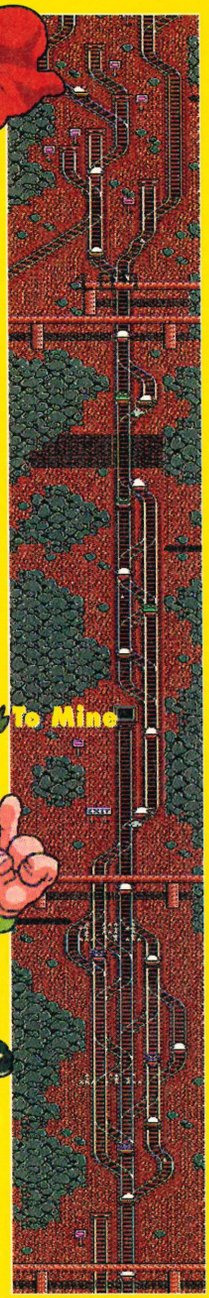
This is Shamus the Leprechaun. You cannot get past Shamus until you give him the golden shamrock found in the dragon's lair. When he has gone you can plant the magic bean where the sign points.



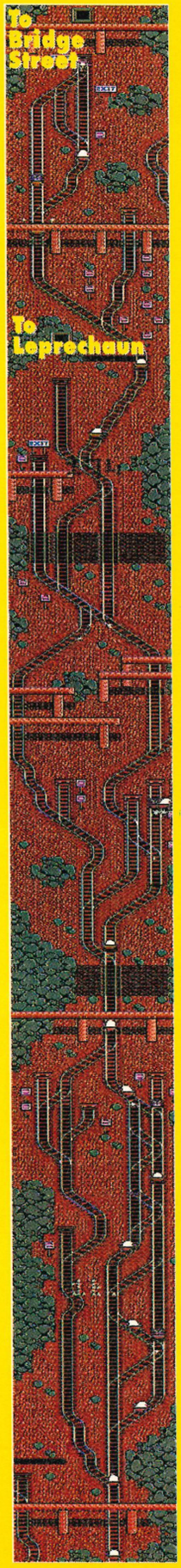
Planting The Bean



Take the magic bean from the shop keeper and drop it here. A beanstalk will grow and this can be climbed to access the cloud maps and the cloud castle.

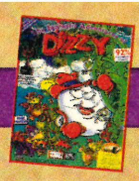






The Mine Game

Mine's a Carlsberg. Ha, only joking! When Dizzy leaps into the car he is taken to this Indiana Jones-style mine car game in which you have to guide the car through the maze of tracks and pitfalls. There are four exits marked on the map, with the last one leading to the gravedigger's spade needed in the graveyard. Press left and right at intersections to travel to different areas of the track and watch out for trolls in cars coming in the opposite direction! Dangers you need to avoid are dead ends, trolls and holes in the track. Our best advice is to pull back on the pad when you see danger as this will slow the scrolling of the screen and allow you to plan your next move carefully. If you see "Exit" or "X" signs, then avoid them if you don't want to end the game instantly.



Graveyard

The graveyard is full of clichéd dangers like bats and rats. You will need to use the gravedigger's spade and the DIY bridge building kit from the Troll castle here. Incidentally, if you were wandering how to get the extra life at the bottom, you have to go through the mine car game.

To Leprechaun

This is where the map links up with Land map 2 and the Sea map (see previous page). The Leprechaun is waiting here and this is where the beanstalk will grow.

Use the gravedigger's spade here to dig a hole in the ground and drop through to the secret cave below.

Creating Rope Bridge



To get the skeleton key on the right you will have to get the DIY rope bridge building kit from the Troll castle and use it here to bridge the gap.

To Bridge Street

The skeleton key you find here is used to activate the elevator in the cloud castle. Lucky that it is so near, eh?

Get the bucket of water here and then leap in the water to fill it (you must have a full bucket of water). Now put the trampet under the hole and bounce back up.

Use the winch handle on this gate to open it and give you access to the cloud castle and the last stage of the game.

Zaks

To complete the game, all you have to do is stand right by the mirror on the right and leap up as Zaks' lightning bolt hits the mirror and reflects back to hit him. Now leap up to Daisy for a kiss.



Cloud Map

Once you get to this point on the beanstalk, you cannot climb any further. Use the conveniently positioned clouds to get up to the cloud castle and remember to get all the stars.

To Leprechaun



The cloud castle is only accessible from the beanstalk and some deft jumping between clouds. If you stand on a cloud too long, you will fall through and it could be a long way down. Remember to have the winch handle with you to open the cloud gates.

Cloud Castle Map

This is a really hard jump to make because you keep rolling off the platforms. Use the rope to swing across this gap and then immediately press left as you land to break your fall.

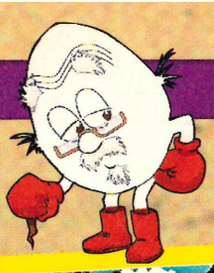
Dizzy will need the bucket of water to put out this raging fire in the fireplace. The reward are some stars.

This door will only open if you have found the 250 stars that are dotted all over the Dizzy world.

Place the thick rug from Dozy over this bed of nails to stop them harming you. Look our for the rope traps in the next room.

Well, this is it folks. The cloud castle is where the evil wizard Zaks is holding Daisy in the top tower. However, to reach Daisy you are going to need the skeleton key, the thick rug, the bucket of water, the rope and all 250 stars to open the magic door. Then you must scale the tower.

To Cloud Map





You only need to visit the Troll Castle once to get the DIY bridge kit. When you enter the portcullis in Castle Street, make sure you have the crossbow and at least one item spare. Plaster the front of the castle with arrows and hit as many men as you can. Use the other button to duck any missiles they throw back. If you hit them more times than they hit you, you can enter the castle.

SUMMARY

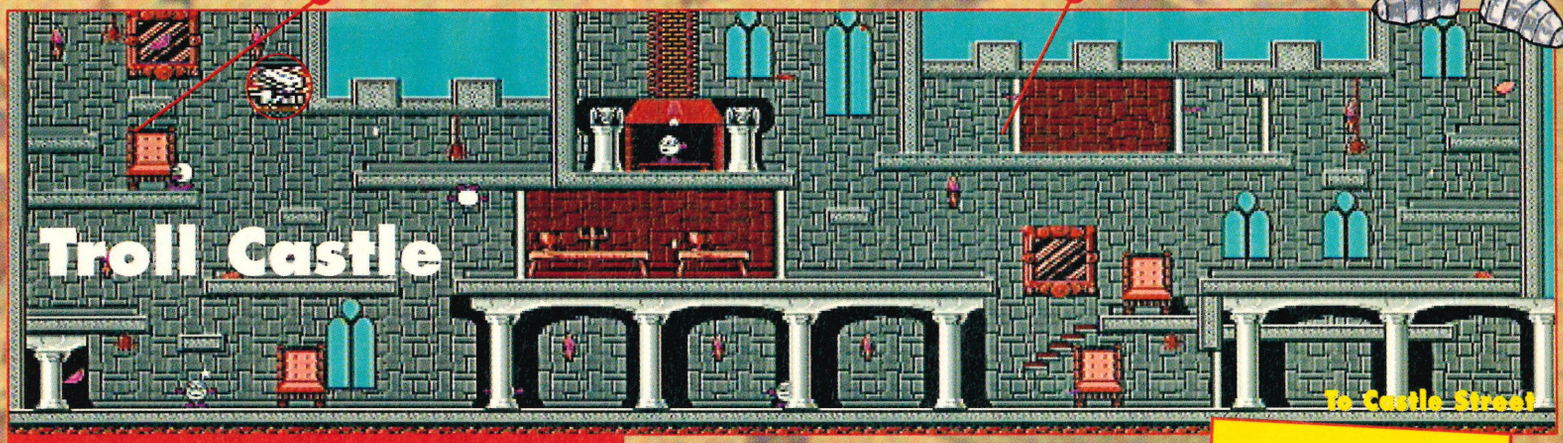
GAME NAME: Fantastic Adventures of Dizzy
TIME TO COMPLETE: 4 days
HIGHEST SCORE: 9,458
NUMBER OF LEVELS: n/a
CHALLENGE RATING: hard

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.



Use the chairs to climb about and get to higher platforms. The DIY bridge building kit is up here. This is used in the graveyard.

You should only visit the castle once, so make sure you get all the stars scattered around. There are some here, but they are not visible from the ground.



Fight your way into the castle with the crossbow by shooting the guards on the battlements and then you can enter and get the all-important DIY rope bridge kit to use in the graveyard. The castle is populated with spiders and rope traps as well as the hundreds of scuttling rats.

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Key


The aqualung is found on beach, it will let you breath underwater.


The dry match is used in conjunction with the straw to thaw out Denzil.


The axe is in the mines and used to break the bridge and get the cymbals.


The star plant in the treehouse is one of the ingredients of Grandpa's medicine.


Give this bag of gold to the troll in the tunnel in Castle Street to get rid of him.


The pickaxe is found on the beach and releases the bubble near the ship wreck.


Drop the bag of salt into the poisonous pool and the log will float to the surface.


The cymbals are found in the underwater cave, clash them near Dozy.


Play the river game and get this barrel of rum to give to the pirate on his ship.


The magic bean is traded with the pygmy cow and will create a beanstalk.


The bucket is in the graveyard. Fill it with water to put out the fire in cloud castle.


The cage is used to drop on purple poogie and trap him for Dylan.


Get the chest from the ship wreck and use it to climb to higher platforms.


Give the chicken to the charging Armourog in the Crystal waterfalls.


You get the crossbow from the prince. It allows you to attack Troll Castle.


Crowbar: in Bridge street. Use it to get the winch handle in the Pirate ship.


Get the DIY rope kit from the Troll Castle and use it in the graveyard.


Cure Grandpa Dizzy for the dragon's egg and you can visit the dragon.


Get the dynamite from the Pirate ship and blow up the rocks in the mine.


The elevator keys are found all over Dizzy World. They let you go in any lifts.


Extra lives are all over the place. You have to rearrange the puzzle to win.


The flippers come from Denzil and they allow you to swim properly.


Dora is the frog and must be given to the prince on the ground for a kiss


With all the ingredients in the cauldron, give Grandpa's medicine to him.


The coin is found in the secret sea cave and gives you extra points.


Get the golden shamrock from the dragon and give it to Shamus the Leprechaun.


Play the mine car game to get the spade and then dig up the graveyard.


There are six door keys to get into each Dizzy character's homes.


Mix the bottle with the star plant and mushroom to form grandpa's medicine.


Mix the mushroom with the bottle and plant for Grandpa's medicine.


The plank of wood is next to Dizzy's house and is used to bridge the pit.


The recipe gives you a clue about the ingredients of Grandpa's medicine.


The rope is vital and allows you to swing from hooks across big gaps.


Dozy will give you the rug which is used to cover the nails in Cloud Castle.


The skeleton key is in the graveyard and activates the lift in Cloud Castle.


Dylan gives you the pigmy cow, swap it for the magic bean in CastleStreet.

Use the spanner to fix the lifts in the mines and allow you into the depths.

Put the straw under Denzil, use the dry match to start a fire and thaw him out.

The trampet is used to bounce out of the secret cave in the graveyard.

The umbrella protects you from the acid rain spewing from the twin volcanoes.

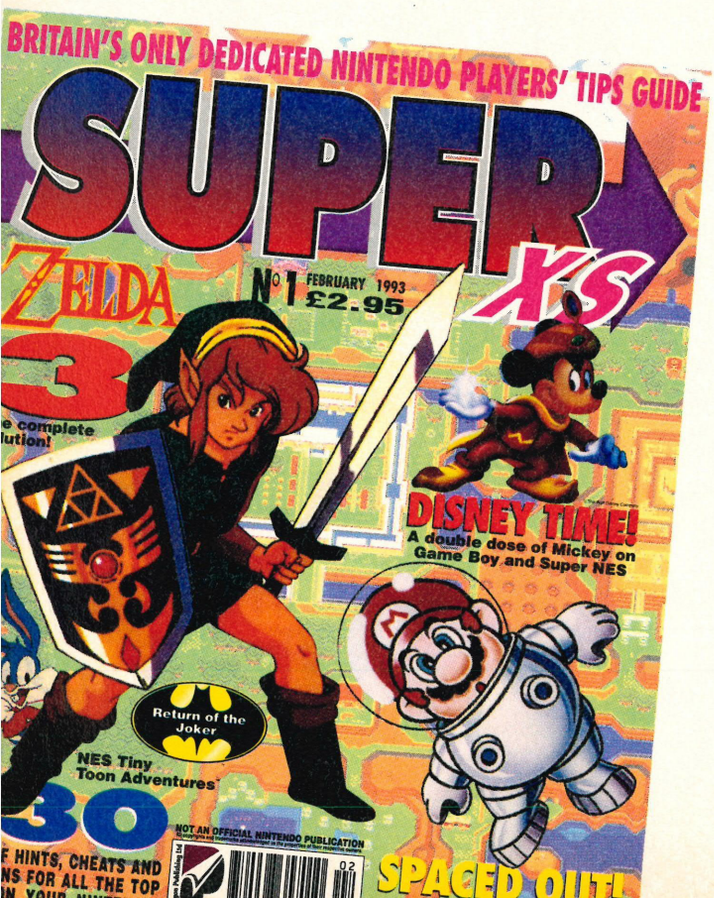
The weed killer is found near the treehouse and kills the huge killer plant.

Hang the weight on the hook in the treehouse to bend it down.

The winch handle is in a locked hold in the Pirate ship and opens Cloud Castle.

The winch wheel is found in the Pirate ship and opens the portcullis in Castle St.

Subscribe and bec a winner!



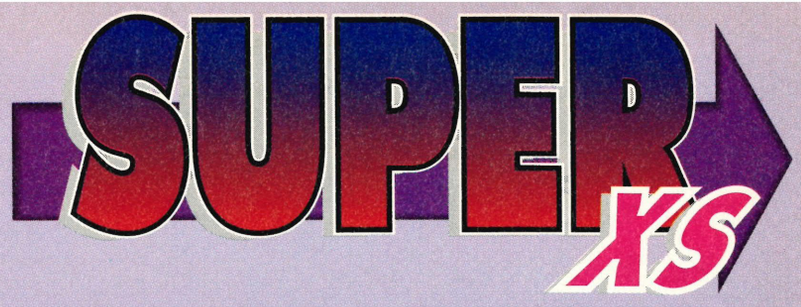
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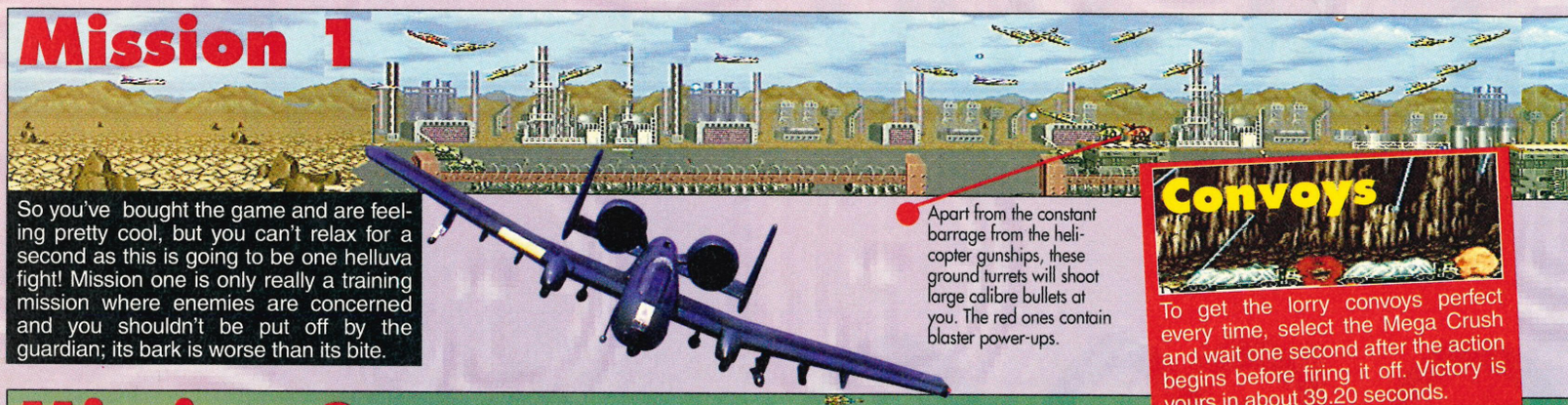
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FORM01MAY

Mission 1



So you've bought the game and are feeling pretty cool, but you can't relax for a second as this is going to be one helluva fight! Mission one is only really a training mission where enemies are concerned and you shouldn't be put off by the guardian; its bark is worse than its bite.

Apart from the constant barrage from the helicopter gunships, these ground turrets will shoot large calibre bullets at you. The red ones contain blaster power-ups.

To get the lorry convoys perfect every time, select the Mega Crush and wait one second after the action begins before firing it off. Victory is yours in about 39.20 seconds.

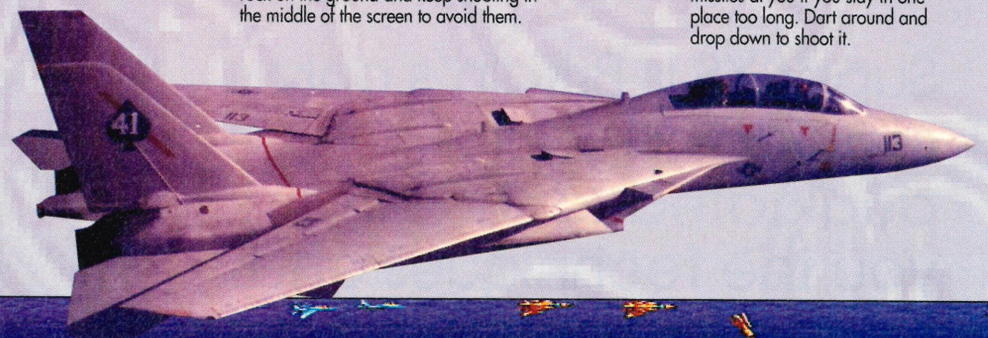
Mission 2



You can attempt the next missions in any order, but SUPER XS has put them in the advisable order. Mission two is set against a desert and the best weapons to use are homing missiles, bombs, Mega Crush and sometimes, the taser for the last guardian. Be on the look out for the hidden bonuses in the rocks.

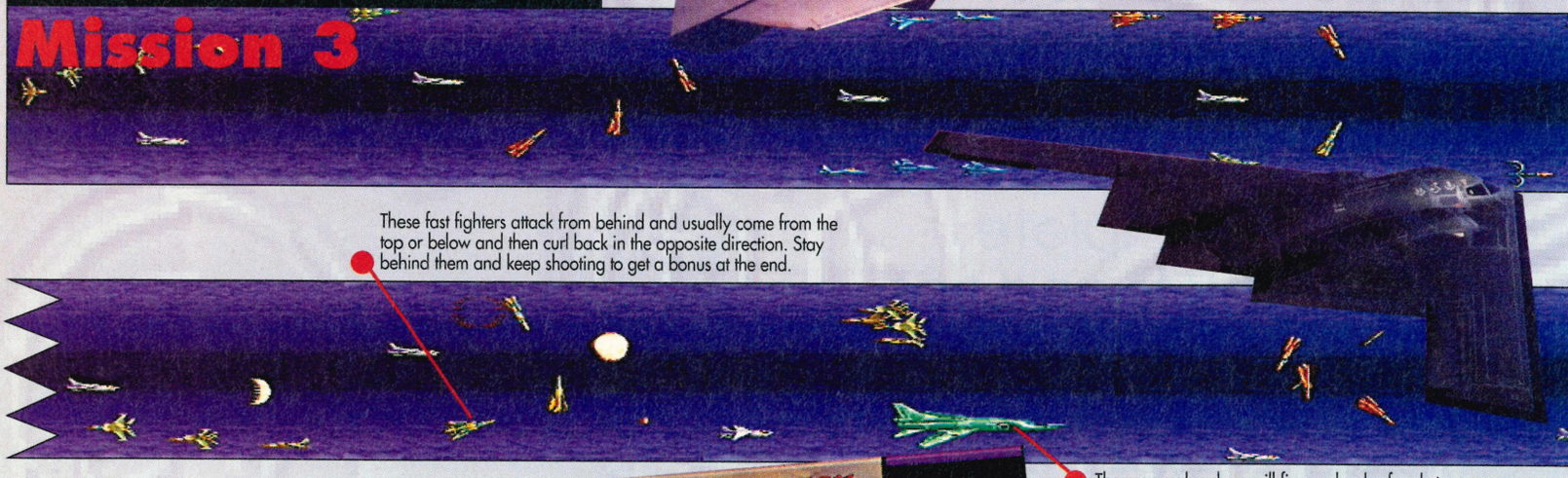
Fighters spiral in from the top of the screen here so pull back as you see the rock on the ground and keep shooting in the middle of the screen to avoid them.

These ground based rocket launchers will send wave after wave of missiles at you if you stay in one place too long. Dart around and drop down to shoot it.



The enemy air force is formidable and there are hundreds of bandits out there to test your skill. The grappling hook bombers need plenty of hits to destroy, but it is the sheer weight of numbers that you will have to deal with. The huge stealth fighter guardian can be really tough and it will take quite a bit of practice to perfect the technique.

Mission 3



These fast fighters attack from behind and usually come from the top or below and then curl back in the opposite direction. Stay behind them and keep shooting to get a bonus at the end.

These green bombers will fire payloads of rocket-propelled grappling hooks at you if you get sloppy. Stay close to its tail and keep blasting. You should destroy it before it reaches the bottom of the screen.

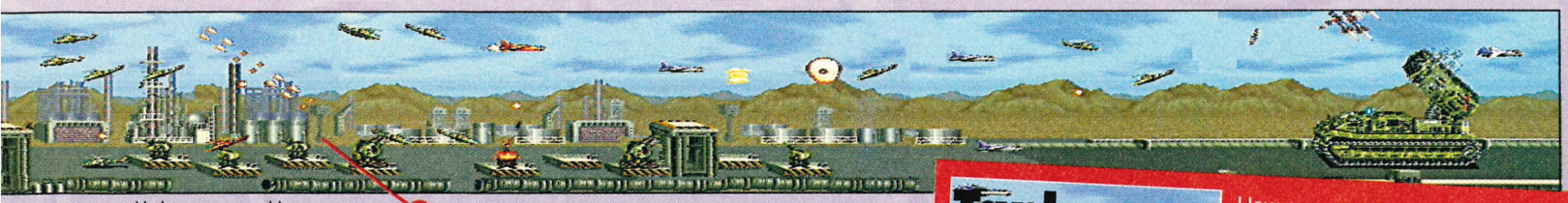
We've had so many requests for a solution to *UN Squadron* (or *Area 88* as it was known on import) that we just had to give it the XS treatment once again. *UN Squadron* is the perfect blend of slick, coin-op graphics, killer sound and more than enough levels and enemies to keep even the hardest shoot-'em-up addict happy for a long time. Many people think than *UN Squadron* is the toughest game on the Super NES, but SUPER XS laughs at such claims. No game is too tough for the pros!



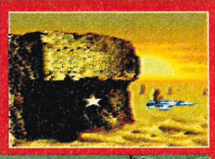
SUPER NES

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Red helicopters mean blaster power-ups and faster regeneration, but they are better pilots and harder to shoot down. The large ground guns fire constant streams of missiles. Get underneath the barrage by pushing left and then shoot them as you approach from below.

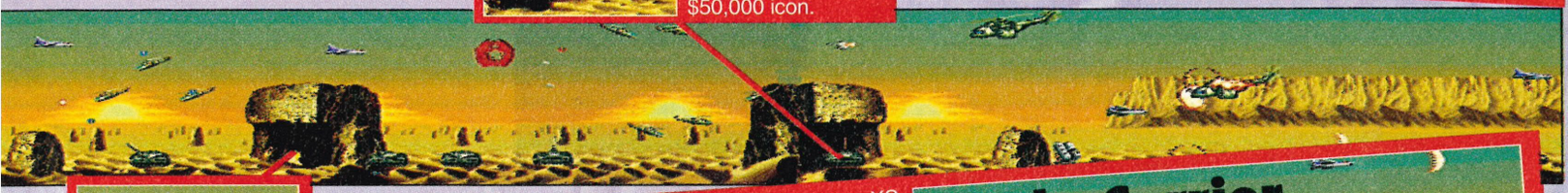


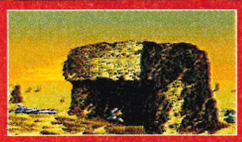
Homing missiles are perfect for destroying all the enemies and also hitting invisible bonuses like this $50,000 icon.

Tank



How can you fail this simple task? The tank may have a gun the size of Bournemouth, but if you stay below it and keep shooting, you should have no trouble. You can shoot the homing missiles and use a Mega Crush to finish it off.





If you constantly shoot the rock above, a smart bomb will appear. This is perfect for taking out the tank on the other side.

Battle Carrier



This can be a tough guardian to overcome. SUPER XS recommends flying in low, right on the surface of the deck and blasting away the fighter silos and gun turrets there. Now you will have enough breathing space to take on the main guns without any irritating disturbances. Use the Mega Crush, Super Shell and napalm if you have it, then get just below the range of the guns and keep shooting as the target appears.



The blue fighters are incredibly fast and appear in two sets of two planes from both the top and the bottom of the screen. Stay well back in the centre to avoid them.



Right before the main guardian, a group of fighters attack relentlessly with streams of missiles and the threat of a collision. Push forward to avoid them, then pull back and shoot them as they return. Save the Mega Crush for the guardian.

Stealth



The giant stealth bomber has two forms of attack. First of all it will launch shrapnel bombs from the centre which fragment and send missiles all over the screen. The second is the powerful jets which can fry you in an instant. Shoot the stealth in the rear to start off with, then wait for the first bomb and use a Mega Crush to neutralise it and get some hits in. Now go to the head of the stealth and drop normal bombs and anything else to try and penetrate the fuselage. Drop down from the front and circle the stealth, shooting all the time.

Mission 4



You will need to be equipped with homing missiles and bombs to complete this level, as well as the usual Mega Crush. Although short, this level has plenty of agile fighters to destroy, but they will all try to crash into you to prevent you attacking the stealth bombers.

Stay at the top left of the screen and wait for the fighters to appear. Now move around, shooting everything in sight and use normal bombs to drop on the heads of the fighters if they get below you. Use homing missiles to take out the majority.

Stealth Fighters



Follow these three fighters and they will shower you with chaff. Use Mega Crush and then concentrate on one stealth at a time to destroy them all. Lead one away from the pack, rather than try to take all three at once.



Remember Vietnam? This is even worse! Dense tree lines hide rocket launchers, skuds and even fighter bases. Use your guns to defoliate the areas for some breathing space. The skies are black with the enemy planes but they are well supported with ground launchers and flamethrowers. There are a couple of bonus items such as the shield to help you along but SUPER XS recommends you use homing missiles and preferably the A-10 aircraft for its ground covering ability.

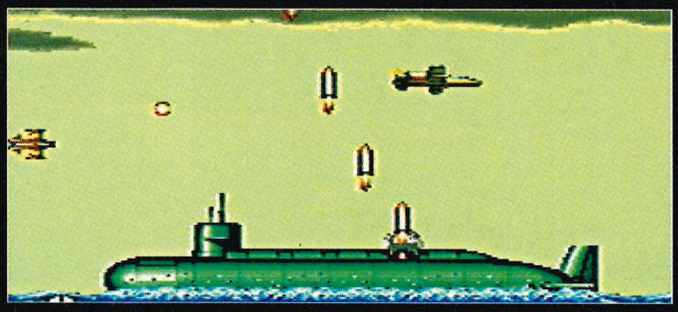
Mission 5



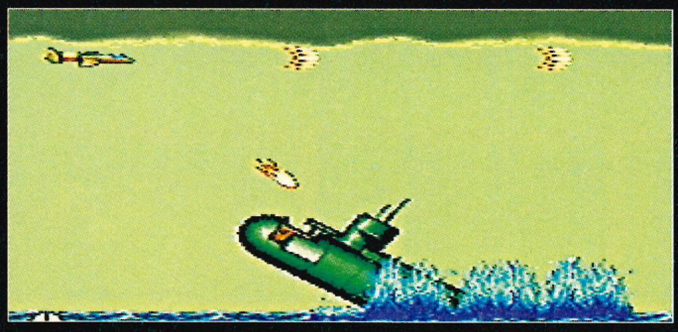
Look out for the multitude of tanks and other armoured units lurking below the tree line. You may be able to take out all the planes but how embarrassing it would be to be downed by a tiny missile launcher covered in leaves.

Mission 6

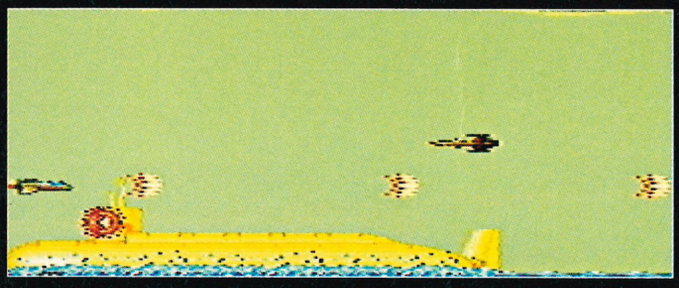
You get a chance to make a fast buck with this level. Although formidable, the submarine is really just a sitting duck and is therefore one of the easiest missions to complete. It's just a license to print money as you can also use only a few weapons and still get the same results. The submarine has a tough hide but if you stock up with normal bombs, homing missiles and of course the Mega Crush, you shouldn't have too much trouble. The only thing to watch out for is the lone kamikaze pilot who is defending the sub.



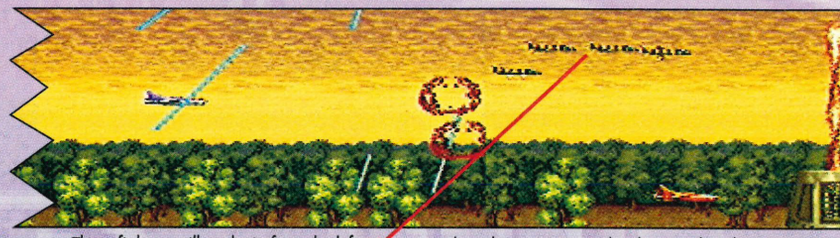
The sub's first attack is using missiles that shoot up from the hull, then the warheads drop back down on parachutes. Not only do you have to avoid the missiles, but also the warheads! Use your bullets to clear a path to safety but watch that lone pilot.



Another form of attack is the laser bolt the sub fires when it violently surfaces. This is usually aimed at the left of the screen and is easily avoided if you stay high. The way to destroy the sub is to stay above it and constantly drop normal bombs. Napalm has no effect.

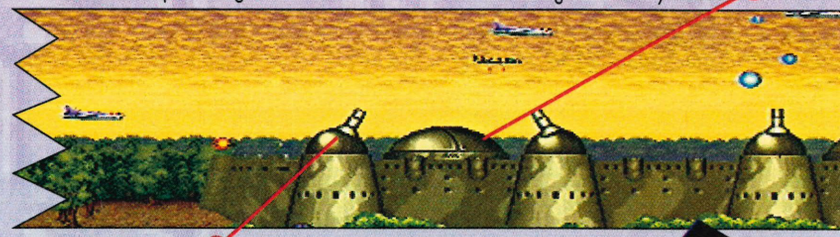


The perfect place for taking out the sub with manual guns is here at the tip. Use normal bombs and homing weapons on the sub as well as the inevitable Mega Crush. Fly higher as soon as you see the kamikaze as he will attempt to ram you.

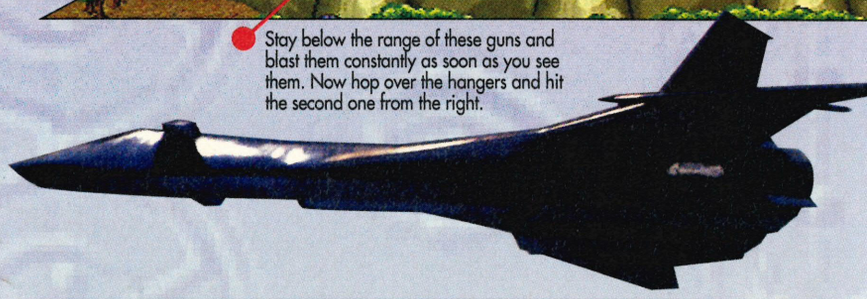


These fighters will snake in from the left and enter a step pattern so that you will have trouble hitting them. Shoot a clear path and get behind them.

These hangers cannot be destroyed and you do not need them to complete the level. Keep shooting the jets as they emerge and watch your back!

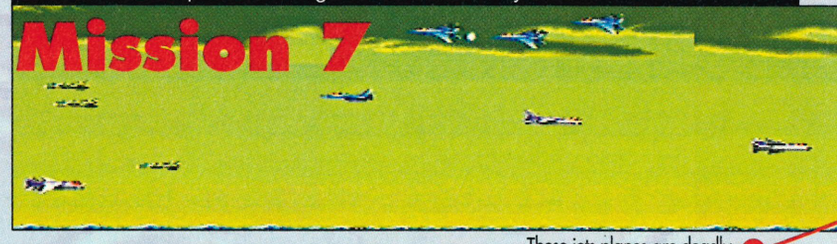


Stay below the range of these guns and blast them constantly as soon as you see them. Now hop over the hangers and hit the second one from the right.



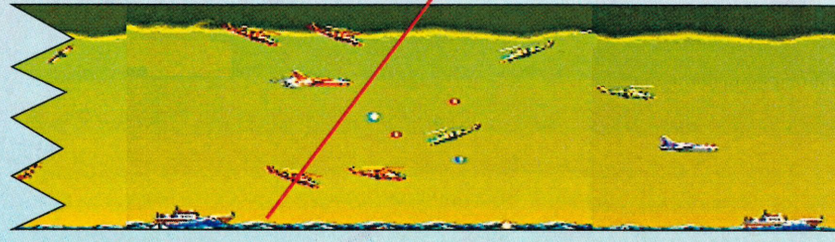
Mission seven is one of the toughest due to the awesome battleship 'Minks' that makes up the end of level guardian. Not only do you have everything but the kitchen sink thrown at you during the level, you also get another huge shoot-everything-in-sight guardian at the end. Take homing missiles and Mega Crush weapons on this mission to take care of the gun boats, but also stock up on anything that you can drop (like the napalm) because you will need to hit the battleship with everything you have. Once you complete this level, it's time to enter the next phase of the game with the enemy bases.

Mission 7



These jets planes are deadly quick, so avoid them as soon as you see them on the right.

Begin this level with phoenix homing missiles and then shoot the planes with your guns and save the missiles for these gun boats as they will catch you out from behind.





These flamethrowers are deadly if you get caught. The way to defeat them is to clear a path along the ground and blast them ten times. Avoid the tanks!

Don't get too cocky, these skud launchers love to smash you from the sky when you least expect it. Stay low and shoot them.



There is a shield to be found if you clip the trees below and shoot constantly. This will cover you during the fortress attack.

These main guns are the most difficult to destroy. Stay under the lasers and keep pumping them full of lead as you approach. When it ducks, dive over it and then duck the return fire.

The way to get past this death trap is to select normal bombs and drop them onto the missiles as you fly over the top of the screen.

This launcher spews missiles as you approach. Shoot it constantly, but only when it is open. You can also shoot the homing missiles rather than avoid them.

If you can avoid the lasers from the main turret, drop napalm on these turrets and move left and right to confuse them. Grab the bonus at the end if you shoot enough.



"Permission to buzz the tower"



F-8E CRUSADER
This is the base model that you begin the game with and is basically an all-purpose fighter with no outstanding features.



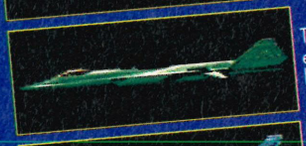
F-20 TIGERSHARK
A faster but still unremarkable fighter with a few more weapons but it is best to get the F-14 Tomcat after the Crusader.



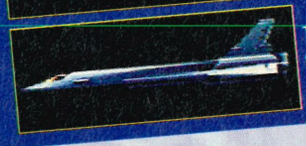
F-14 TOMCAT
This baby allows you select the Tazer and Bullup as well as the usual weapons. A good second choice.



A-10E THUNDERBOLT 2
This is an excellent fighter which allows you to shoot two streams of bullets ahead and on the ground. Also gives you two Mega Crushes.



YF-23
The Stealth Ray is invisible to some enemies and is therefore an excellent choice for the battleship level. More weapons become available.



F-200 EFREET
This is the state-of-the-art ship with all the weapons and the ability to buy twice the weapons for only a fraction of the cost.

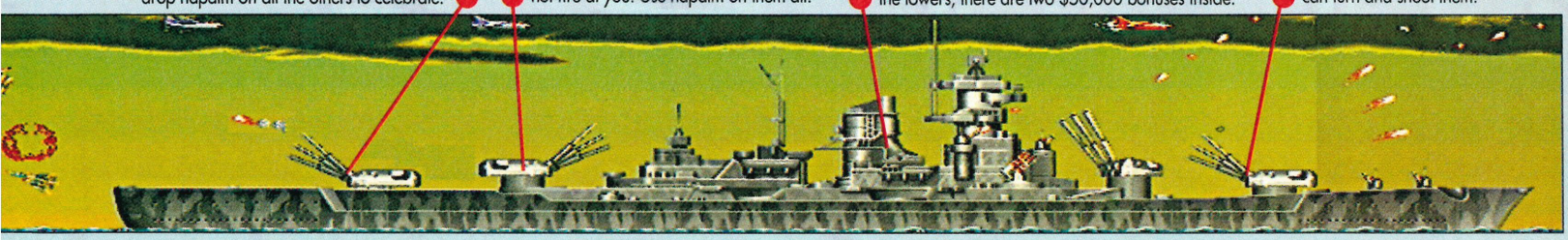


Stay below the bullets of these mighty guns and keep shooting right from the moment you first see them. You should just destroy the first gun, so drop napalm on all the others to celebrate.

The guns will swivel according to where you are so use this to your advantage. Move left and right and the guns will not fire at you. Use napalm on them all.

There are plenty of smaller guns in the towers so this would be the perfect moment for the Mega Crush to take them all out. If you continually shoot the towers, there are two $50,000 bonuses inside.

Use the left/right technique to confuse these last two guns until you can turn and shoot them.





Mission 8



Here we see one of the napalm bombers trying to waste you and hitting one of the rock towers. If the napalm hits, you can expect the area to be red hot for three seconds.

These trucks will launch one missile every few seconds if you stay in the same place. As soon as it fires, duck down and shoot the trucks with bullets. Don't bother with missiles.

Now that you have the enemy on the run, you have to push home your advantage and go for their main bases. This mission is set in the mountains and the main enemies are supersonic napalm-dropping bombers and an assortment of helicopters and ground missile launchers. If you repeatedly shoot the towers of rock then not only will you get rid of the gun posts, but also you will be rewarded with $50,000 bonuses in each one. This should give you a substantial cash boost and enable you to afford the F-200 Efreet which bestows you with twice the weaponry.



Blast all of the red helicopters in one group and you will get the usual gun power-up.



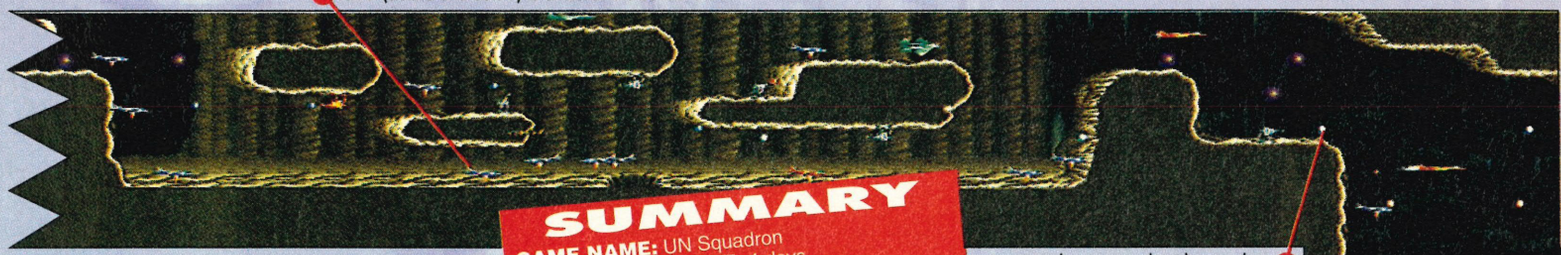
Mission 9

You have only two choices of weaponry for this mission, as the guardian requires a specific skill to destroy it. The Efreet gets around this problem with twice the firepower, but otherwise you must rely on the gun pods.



Enter this area with phoenix missiles to take out the ones behind and make sure that you shoot every gun turret (above and below) to avoid all the bullets later.

Apart from the planes attacking from the roof, then the floor, your will also have to destroy this ground gun as soon as it comes into view as it fires loads of shells at you.



SUMMARY

GAME NAME: UN Squadron
TIME TO COMPLETE: 4 days
HIGHEST SCORE: 889, 900: 39.28 in convoy
NUMBER OF LEVELS: 10
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.

Use phoenix missiles "the missiles you can trust" to take out these ground pods and all the jets following you through the caves. There will be three red jets to attack as you drop down at the end.

After the group of fighters and tanks on the surface (easy to avoid), you descend into this massive pit where you are attacked constantly. If you repeatedly shoot the right side of the pit, a smart bomb will appear and this soon rids you of all enemies as you enter the tube.

Mission 10



To defeat this VTL guardian, use the Tazer to soften its skin and keep blasting the head. It will keep dropping missiles that travel on the ground then shoot up so dodge up over the fuselage.

This is the ultimate *UN Squadron* level and as you would expect it's no picnic. Not only do you have to contend with enemies on the surface, but also underground! This level is unique in the way that there are in fact two massive guardians to defeat with re-arming. The best technique is to find the enemy's weak points and use only those weapons so that you have everything left for the final guardian which is going to be a tough one, believe me.

Hidden guns need special attention here, so push forward and blast them with phoenix missiles. You will pick up a hidden bonus.

The missiles here are proximity based. Push right on the pad as you enter this cavern and all the traps will be sprung so that they explode harmlessly behind you.

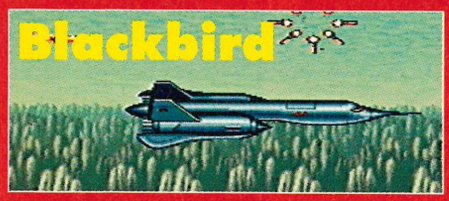
To get past this section where the fighters attack from behind, we recommend you use the ring of fire weapon. As each squadron approaches, use the three shells to wipe them out. As the last one is about to hit you, duck out of the passage and escape.





This is a dangerous cocktail of napalm bombers and rocket trucks which you can avoid by constantly dropping napalm and shooting the trucks as you strafe the ground. Remember, you can always be hit by the bombers' payload and the napalm will flare up as soon as it hits.

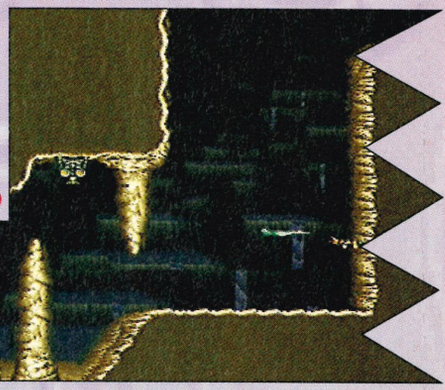
Blackbird





This bomber will attack with homing missiles, large bombs from the undercarriage and also by jetting away and catching you in the wash. The Efreet is obviously the best ship to have. Use Mega Crush and Tazer where possible, then keep shooting the homing missiles to clear the way. Don't stay underneath for too long or you will be hit by the bombs. Another method is to get above the bomber and constantly drop bombs and napalm. This guardian is very tough and takes many hits. If you see a light in the tail, get out of the way quick!

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Pull back and shoot the flamethrowers with phoenix missiles and then avoid the planes.

Use phoenix missiles all through this section as well as normal guns to take out these guns and any planes from behind. You definitely need phoenix missiles for the ground guns.



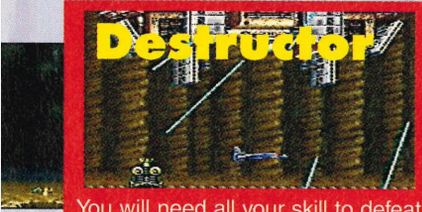
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Destructor





You will need all your skill to defeat this guardian as it is the toughest in the whole game. If you go immediately to the right side and keep shooting, a shield will appear for a limited time, so grab it fast! You must have an upward firing gun such as the gun pod or vertical missiles. The wave weapon and Mega Crush are all vital but you are going to have to avoid the missile launchers and portable force fields on the ground. Use napalm to clear the ground guns and if you get caught between force fields, use a Mega Crush or wave weapon to clear the whole area. It is best to use the Efreet here if you can.

TOP GUNS



CLUSTER
Otherwise known as the wave, this creates a ring of fire around your ship.



FALCON MISSILE
A reasonably powerful ground attack missile which hugs the surface contours.



PHOENIX MISSILE
The ultimate in homing missiles, will track all targets and seek out their weak points.



SUPER SHELL
Sends forth a front barrage of ten or more powerful fire shells at anything in your path.



BULLUP
A twisty turny ball of energy that punches through the armour of any guardian.



THUNDER LASER
The tazer is a group of three front firing electrical discharges designed to defuse any enemy.



BOMBS
Multi purpose fire and forget bombs used in great numbers to destroy ground targets.



NAPALM
Plaster innocent villages as well as guardians and ground targets with power extreme.



GUNPOD
Perfect for the level nine guardian, this sends a stream of red hot bullets at forward 45°.



SAILING MISSILE
Also useful for the nine guardian, this send a heavy missile directly up in the air.

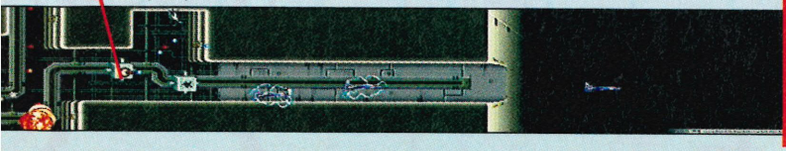


MEGA CRUSH
The pilot's best friend, useful in any situation and extremely effective full cover weapon.



Multiple groups of fighters attack here so stay at the bottom of the screen and shoot them as they roll down towards you.

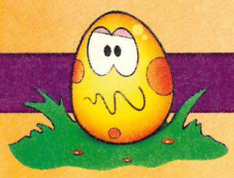
These moving gun pods are linked to the tracks so you know exactly which way they are going to turn. It is advisable to blast all the guns as they will all contribute to the shrapnel problem if left unchecked.



Commander

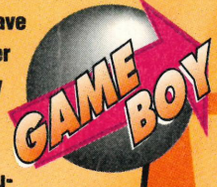


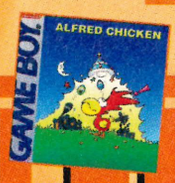
Use the Tazer on the front of this guardian and make sure you have at least one Mega Crush or you will never complete the game. Shoot each of the gun turrets to give yourself more space to move, then move slowly around the ship; shooting everything with all the weapons you have left. Now shoot the reactor in the centre which should be an exposed red spot to win the game



ALFRED CHICKEN

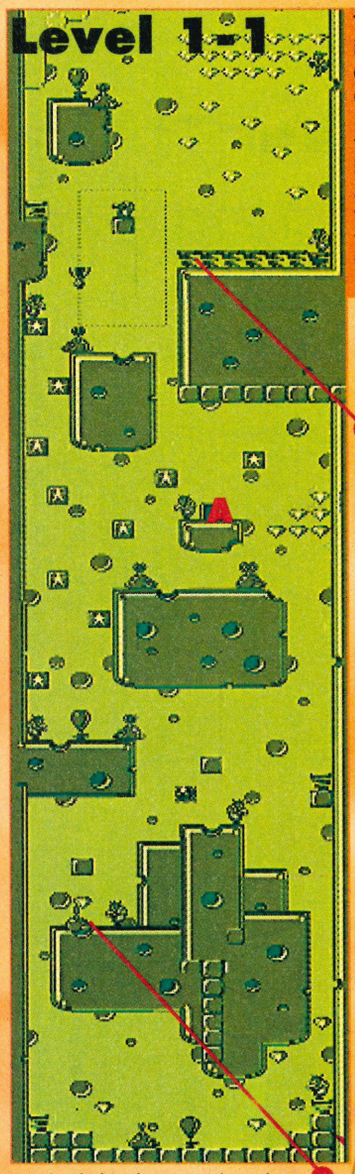
MINDSCAPE ● PLATFORM PECK-'EM-UP





Since time began, scholars and philosophers have pondered upon the question of which came first, the chicken or the egg. Who cares? I hear you cry, bring on Alfred Chicken! He is truly a bird of im'peck'able calibre. Those wonderful people at Mindscape have unleashed the fowl that never says die onto the Game Boy fraternity. Through 11 massive levels, Alfred kicks the cluck out of all manner of foes, rescuing mere chicks from certain doom and eating as much chicken feed as possible. Alfred in fact only bows down to one group of people, those chosen few here at SUPER XS. So why did the chicken cross the road? To buy his copy of the world's favourite tips magazine of course.

Level 1-1



This level is based around the idea of a world made of cheese and features some deviously placed secret rooms. As in every other level, this section can be completed by locating several balloons and pecking them, allowing them to float up. On pecking the last balloon, Alfred will float up with it.

Springing yourself up here will enable you to collect lots of gems to add to your score. Also, from these springs you can get to the balloon on the platform to the left.

The clockwork mice can be tricky to get past. They can be zapped by feed or, if you haven't got any, you can leap into the air and come down on them beak first.

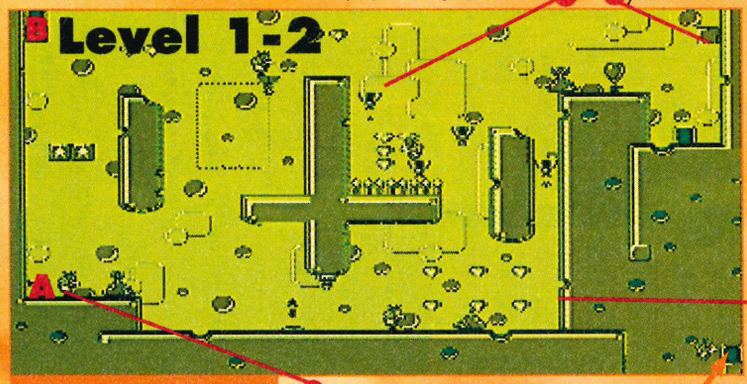
Warp Room



The warp room will take you anywhere your heart desires, as long as that is the next four levels. There is another warp room in level four that allows you to get up to level nine.

As you are coming up towards the door to the warp room, there will be a extra life in the shape of an egg shouting for help.

Level 1-2



You can get across this section by jumping on and off the lifts while collecting the gems. Alternatively, one big jump should get you across.

Here is a hidden block which you can activate by hitting it with some feed. Hop up onto it and then up and off the screen. You can now walk across the top of the screen and to the door you uncovered at the other end.

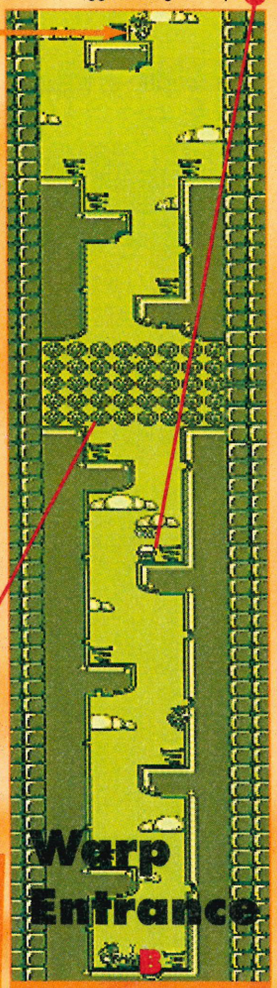
There is the hidden way to get to the secret room. Leap up while pressing right and you should walk through the wall as if it wasn't there.

These extra points should be bypassed in your mad rush to the top. Dwelling on any part of this section will result in the chainsaw plucking the feathers from your back.

In this section are two secret rooms. One will give you chicken feed to shoot at the clockwork mice and the other will take you to the warp room. Bonus points can be gained by collecting the gems which are scattered all around.

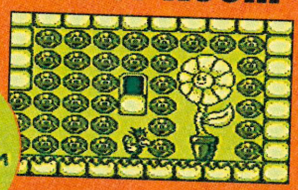
Launching Alfred up off this spring will take you right to the top of the screen. You should uncover the hidden door to the warp room if you have jumped

Warp Entrance



The entrance to the warp room is quite difficult because you have to get from the bottom right to the top in only a few seconds. If you fail, you will be torn to shreds by the huge chainsaw which is moving up the screen.

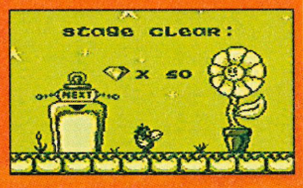
Secret Room



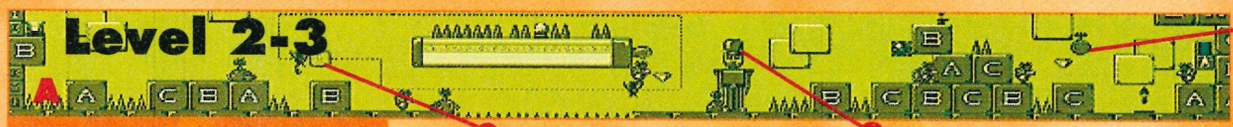
On entering the secret room, you will be greeted by a flower who wants to talk to you on the telephone. Walk into the telephone and the flower will furnish you with chicken feed. Gobble it all up and when you return to the main section you will be able to shoot at the baddies via button B.



End of Level



This screen is common to the end of every level. Once you have released the last balloon you will float up to this point via a small bonus section. All you have to do is float into as many of the gift boxes as you can. This screen will take you to the next level.

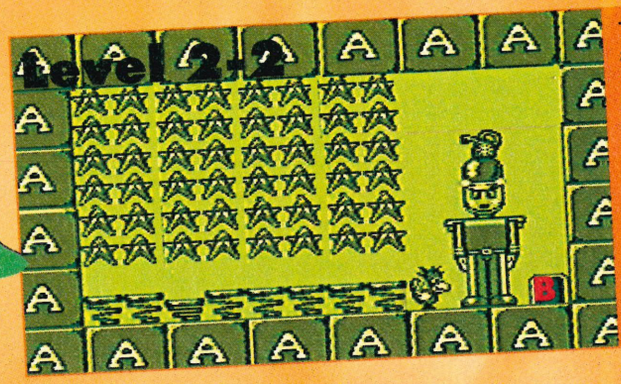


The A and B bricks at the top of the block room and the door will lead you here. Care should be taken when jumping from platform to platform. Spikes await your every wrong move and the mice should be getting on your nerves be now.

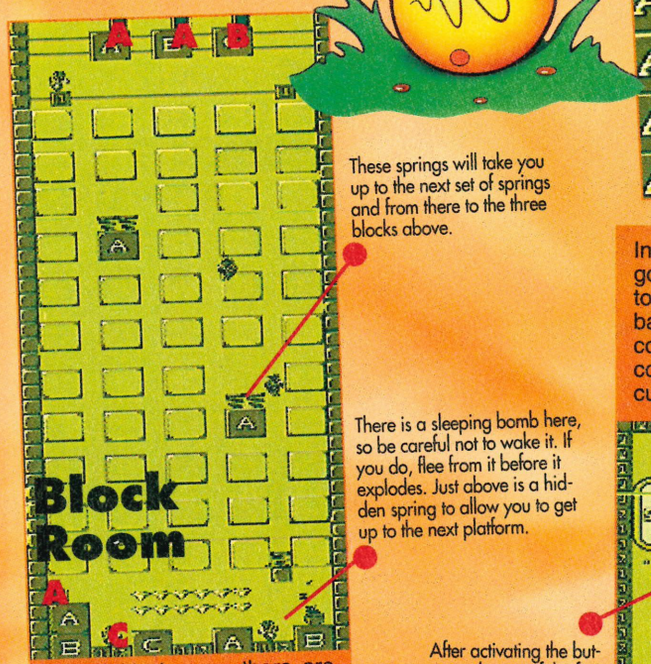
Jump onto this block and peck the block next to it, this will set the lift in motion.

Use your feed to blast the mice away before jumping onto the next platform.

Watch out here, these flying bombs will give a look of despair and then drop down on top of you. As soon as it gives this look, run quickly away from the blast area.



The third door along at the top of the block room leads here. All the stars will add points to your score. The watering can on top of the toy figure will give you an extra life when you get to the end of the level. Initially, it will give you 1,000 points.

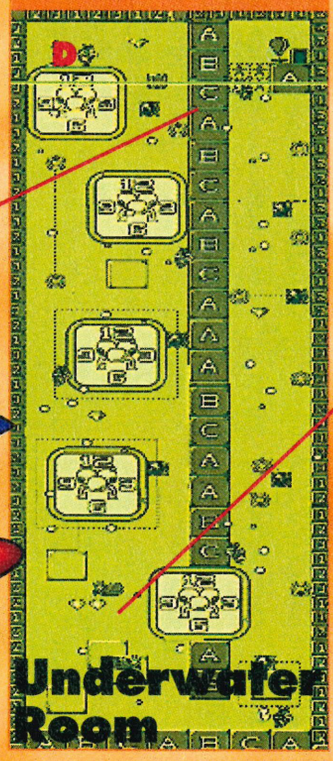


These springs will take you up to the next set of springs and from there to the three blocks above.

There is a sleeping bomb here, so be careful not to wake it. If you do, flee from it before it explodes. Just above is a hidden spring to allow you to get up to the next platform.

In the block room there are four doors. Three of them lead to the same point in level 2-3, the other one, which is at the top of the room sitting on block C, leads to level 2-2. Getting to the top of the room is achieved by finding the hidden spring and using that to propel you upwards.

In this section, Alfred has to go diving. Go right to the bottom, avoiding the spiked balls and the whales, then come up the other side. You could of course use the short cut like everybody else.

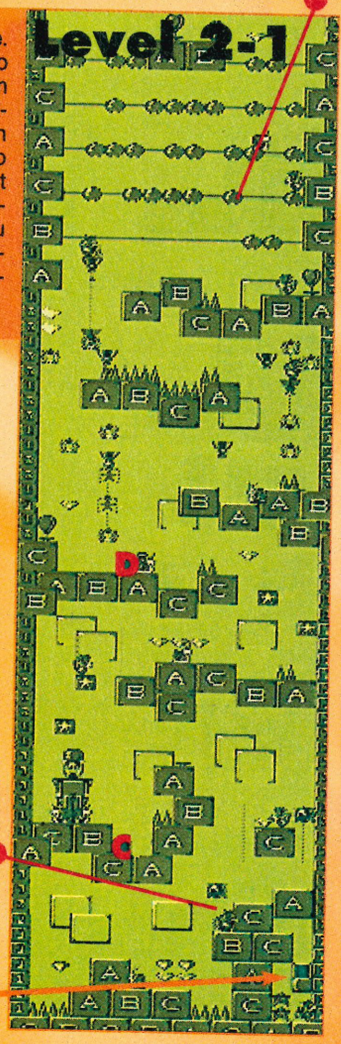


After activating the button at the top of the first clock face, dive in and swim to here. Avoid the spiked ball and swim through the false block to the other side.

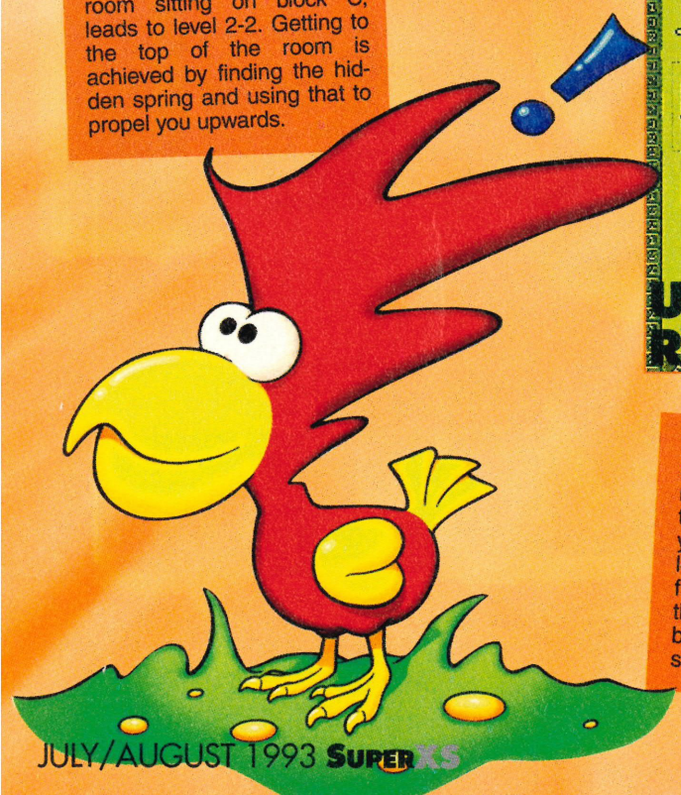
There be whales here! Swim under the blocks and up the other side. That is if you have not taken the short cut.

This abacus-like section will take you up to the final balloon. From there, you should float up to the end of level screen if you have located all the other balloons.

Level two starts here. The first job is to enter the secret room and collect the goodies. Switches turn blocks on and off, so generally if you can't go any higher via certain blocks, then you should look for another switch to turn higher blocks on.

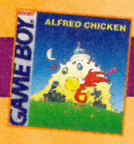


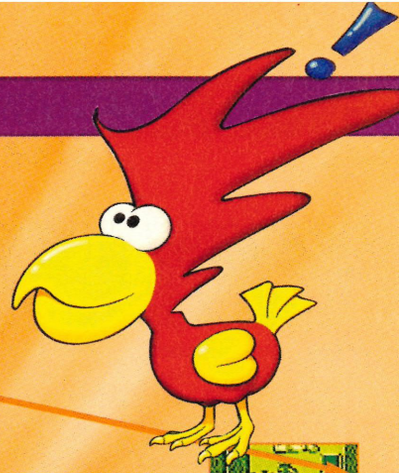
Here there are a tricky couple of jumps to make while avoiding contact with two spiked balls.



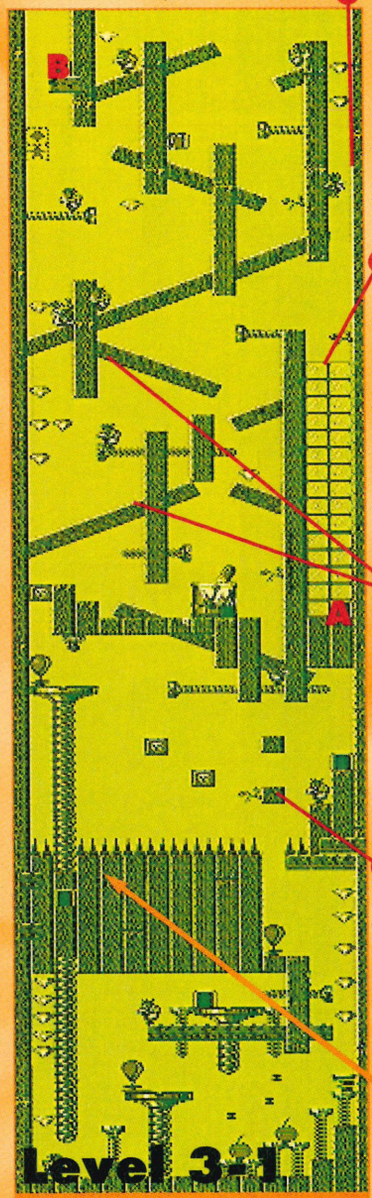
To get to the secret room you must jump off the platform that you start the level from and float right through a false block. Collect the stars and exit.







To get to the door you will have to activate the switch to turn on the block. The switches are located in 3-3 but only throw the star switch.



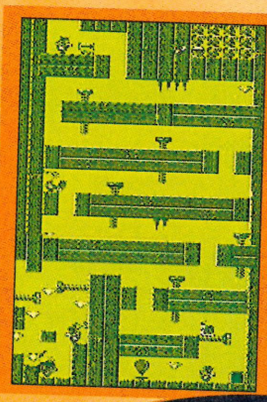
The method of getting from this point to the door at the bottom is one that you will use in later stages. Jump up and come down beak first. You will peck your way through the layers until you reach the door beneath.

All around this section are snails and cans that fire teeth balls at you. Avoid the balls and use the peck method to rid yourself of the snails.

Leap off this block onto the one just to the left. This will give way and you will appear to fall to your certain doom. But within the spikes below is a hidden passage to the first secret room.

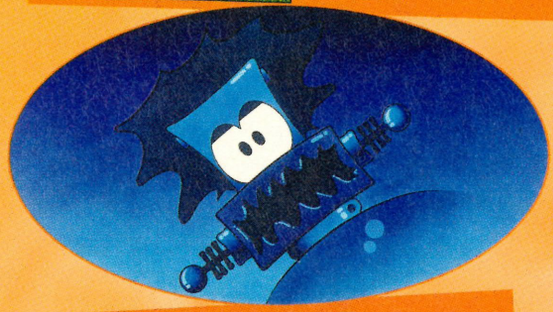
Level 3-1

Level three resembles some sort of woodwork experiment gone wrong! There are some screws and wooden beams to jump around on and some very sharp nails to avoid. Again, secret rooms are in abundance as well as nasty baddies to foil your every plan.



Secret Room 2

Make your way to the top of the screen to the platform with the arrow sign on. There are two secret passages. One is in the direction of the arrow and is a straight walk through the wooden wall. The other leads down to the section to the left of the start. To use this hidden passage, jump up and over the top of the screen and you should float down.



Extra Lives

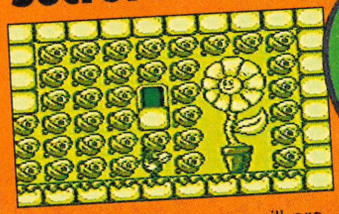


The egg needs to be rescued in order to get an extra life.

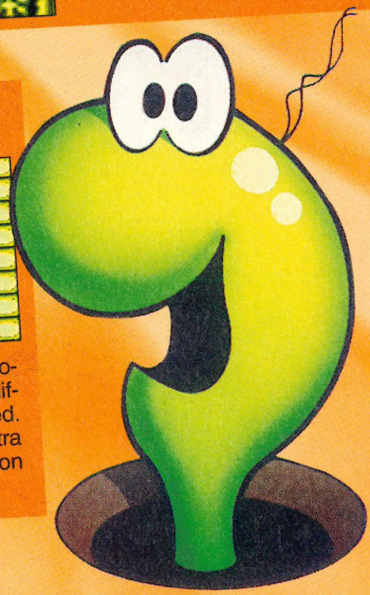


The watering can will give you a 1-up when finishing a level.

Secret Room 1

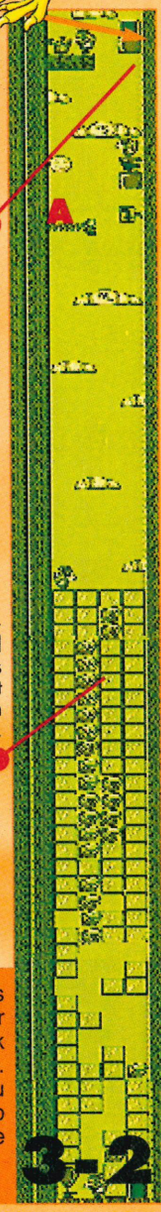


Again, the secret room will provide you with ammo via the different sorts of chicken feed. There are also hidden extra lives that you can stumble upon while hogging all the feed.



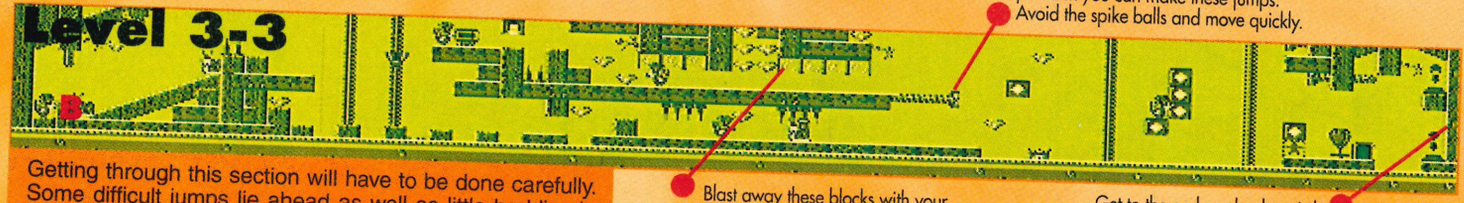
Another secret room can be found by jumping over from the start position and then going up. Alfred should hit his head on the base and the door will appear.

As you peck away this section you will find feed and extra points. The best bet is to peck down and keep it level. This way maximum points will be gained.



At the bottom of this section is a door which leads you back to the main map. From that point you can climb further up and burst a couple more balloons.

Level 3-3



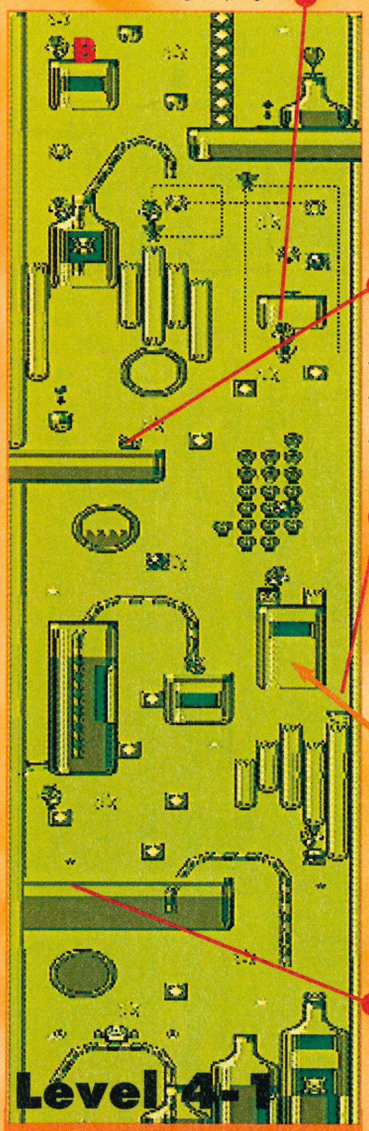
Getting through this section will have to be done carefully. Some difficult jumps lie ahead as well as little baddies in large amounts. The goal is to reach the end and operate the switches.

After enabling the switch on the lower platform you can make these jumps. Avoid the spike balls and move quickly.

Blast away these blocks with your beak of steel and collect the goodies that await you.

Get to the end and only switch on the top button. If you switch on both you will not be able to continue in the main map.

Move quickly from the point at which you halted the saw because the wood will not hold it for long. If you can get to here, the saw cannot go any higher.

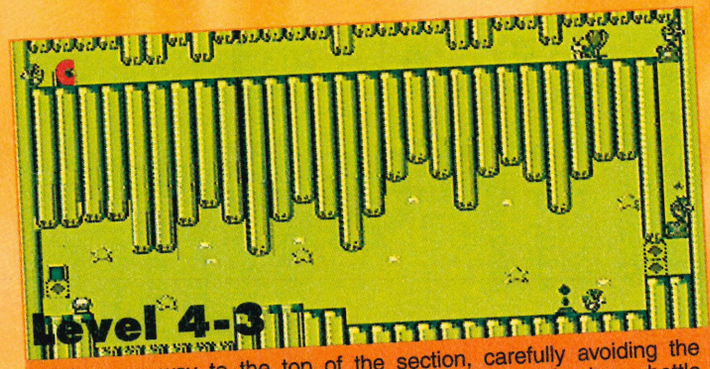


If you get to this point, you can knock the wood into the path of the chain saw. Just walk into the wood and it will stop the saw. Hooray!

Jump over the edge and a spring should appear. Push left and you will go into the centre of the box. Push up and a door will appear. Go back down to the spring and back up to the door which you should enter.

Level 4-1

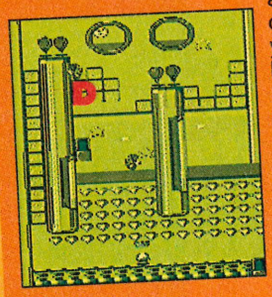
This is quite a difficult level with only a few seconds to get to the top before you are minced up by the chain saw! If you do get to a certain point you can enter a secret room. Further up you can halt the path of the saw by putting a piece of wood in its path.



Level 4-3

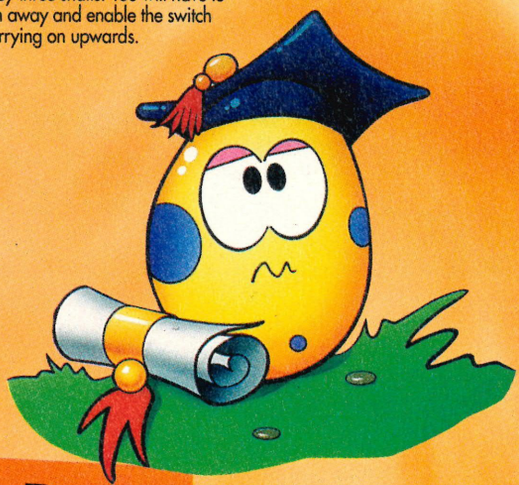
Make your way to the top of the section, carefully avoiding the snails. The door at the top will lead to the start of a large bottle where you can free fall and collect all the feed.

Secret Room



Burst the first two balloons and then peck away the second lot of blocks. This will let you gain entry to the chamber below. Jump up until you reveal a door. This is the door to the second warp room. If you burst the second set of balloons, you will be transported to the fifth level. If you go beyond the balloons and peck down, you will get to a set of springs and lots of gems. There are also two extra lives available.

The switch to turn on the blocks above is guarded by three snails. You will have to peck them away and enable the switch before carrying on upwards.



4-2



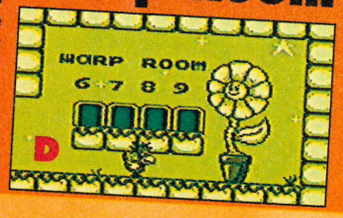
Go all the way up and then leg it for the exit door.

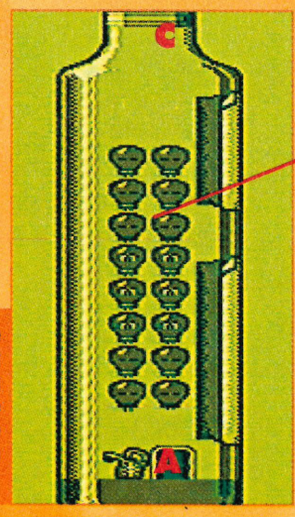
Jump up on to the pop cans and the chain saw will take you up. The pop cans will blow up, so at the first opportunity, jump onto the next one.

In this section the race is on again. That very annoying chain saw is back and it wants your carcass hanging from the highest hook in the butcher's shop.

Warp Room

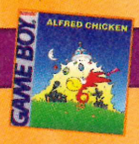
The second warp room will be able to transport you from the sixth level up to the ninth. This is a very handy option, meaning you don't have to play all the way through the levels again.

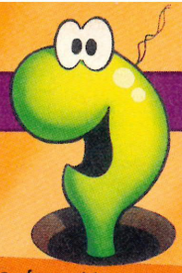




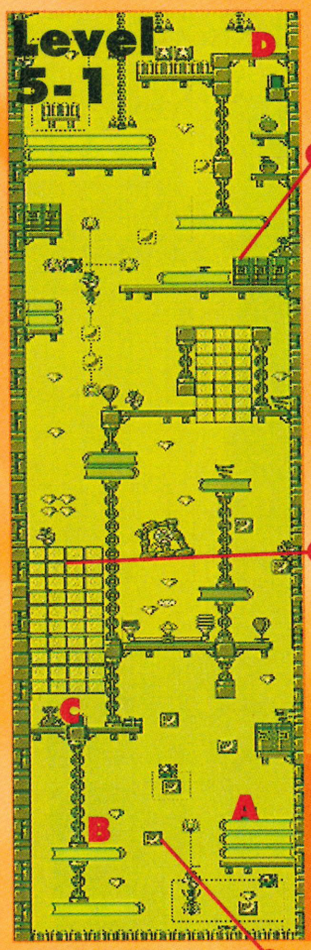
You will be in a free fall so press the B button and instead of falling like a brick you will float like all chickens should.

After collecting all the feed that you can, you can gain a watering can bonus at the base of the bottle. The exit door will take you back to the main map.





Level 5-1



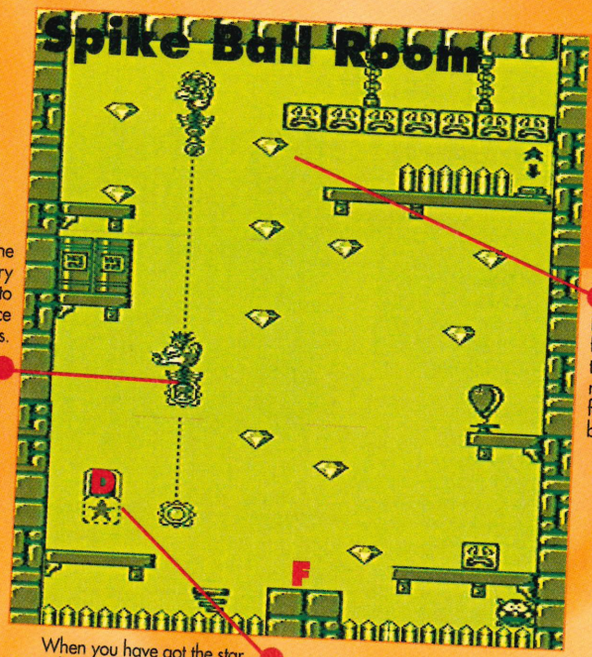
Peck up through this set of blocks via the spring below. Then continue up to locate and free the balloon.

Peck through these blocks to reach the door at the bottom. This door will take you into the big block room.

Level five is a preview of things to come. Blocks with happy and sad faces can be used as tools to activate switches and there is also plenty of pecking to be done.

Door A leads to the heart of the block room where your task is to activate the crescent-shaped blocks.

Spike Ball Room



Travel to the top of the room by this lift, then try to get the spiked ball to follow you via the face blocks.

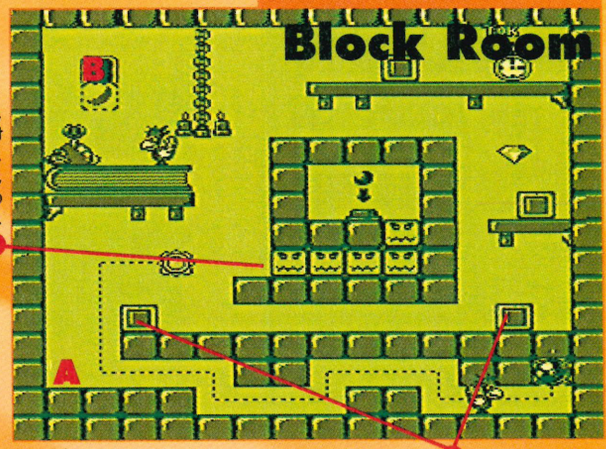
When you have got the star button switched on, come down to here and go into the door. This will take you to the top of the first room.

Pecking the face blocks will turn on the spike ball which will be attracted to you. This is the method for turning on the switch at the top right of the room. Be very careful when doing this to ensure that there is always something between you and the ball.

Bring the ball up to this point by pecking the face blocks and standing at the extreme left of the blocks. As the ball gets close, go to the right so that the ball is under the block platform. Walk along to the right and peck the blocks so that the ball falls onto the switch.

In this room there is a remote control spiked ball to get the hang of. The blocks will show arrows, navigation by them is the method to get the block from its start point into the centre to destroy the blocks and turn on the switch.

Block Room



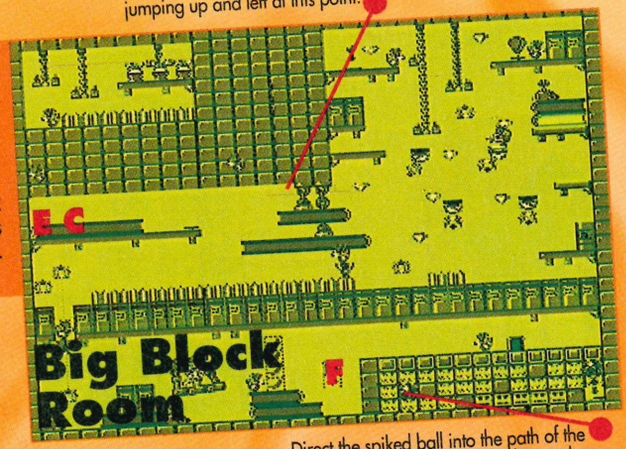
When the ball is out in the open, use the same blocks to direct it into here to get to the switch. When the ball is over the switch, do a final peck to make it drop onto the switch.

Going between these two direction blocks will allow the manoeuvre of the ball out of its confines.

There are two buttons to press in this zone, plus another remote control spiked ball to operate. There is also a secret passage that leads to three extra lives. How 'egg'citing!

The secret passage to the extra lives starts here and can be entered by jumping up and left at this point.

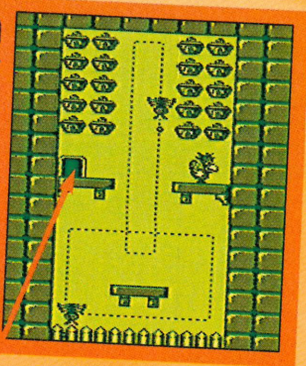
Big Block Room



Direct the spiked ball into the path of the other to make it drop down and press the diamond button. Then exit via door F.

Bonus Room

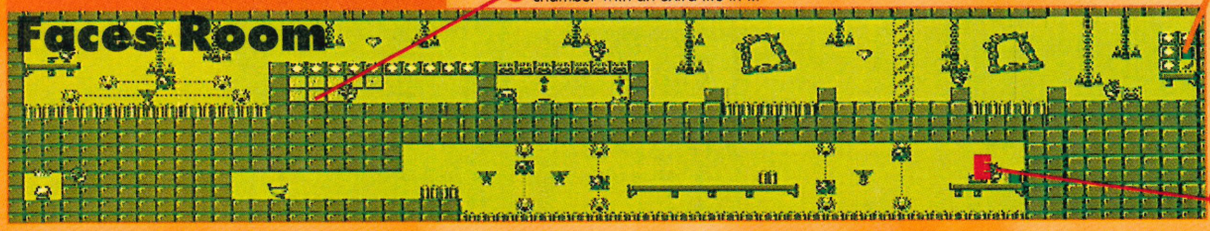
Loads of feed here for Alfred to get stuck into. Gobble it all up and rub your tum in a vain attempt to show that you are enjoying the left-overs of Foghorn Leghorn. At the same time, spare a thought for your fellow chickens who have fallen 'fowl' of that Colonel Saunders bloke.



In the faces room you must peck the faces in similar fashion to the big block room. Dropping them on switches to turn on and off a selection of blocks. There are also two secret passages that allow you to get an extra life and find another room.

Peck these blocks away to reveal a secret passage through the floor to a chamber below. A second passage can be found to the left of the spring by jumping up and left. This will take you to a small chamber with an extra life in it.

Faces Room

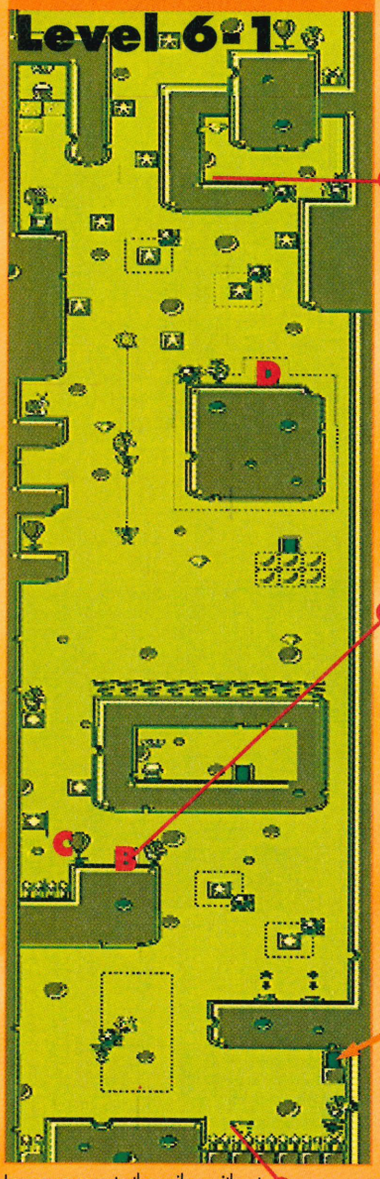


This door will take you to the big block room for more pecking and strutting behaviour.



This first room will have to be done in stages as switches have to be enabled in other sections in order to continue your travels up. There are plenty of spiked balls to look out for especially in the top half of the room.

Level 6-1

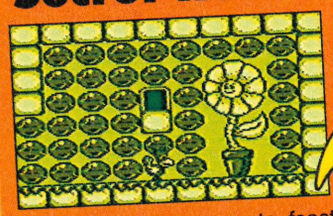


An 'eggs'tra life can be obtained on this platform. Above is the last balloon to free after returning from the other levels.

This door will take you to section 6-2. To reach this point just enable the buttons that lie on the platform below.

Leap across onto the spikes without a care in the world as hidden springs will stop you from impaling yourself on them. Bound up on the springs in order to locate the door to the secret room.

Secret Room

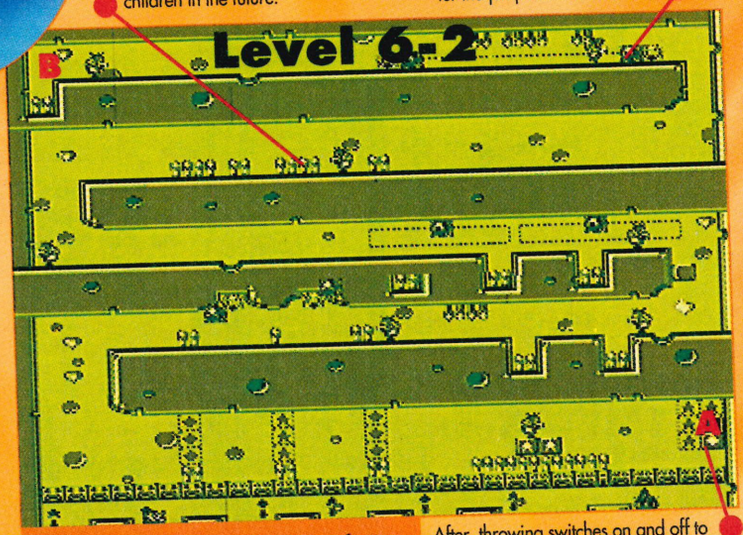


Another secret room to feast upon. Grab all that feed so that you can blast away those baddies that are getting right up your beak by now.

Be careful when jumping this section of spikes. One false move and Alfred may not be able to have children in the future.

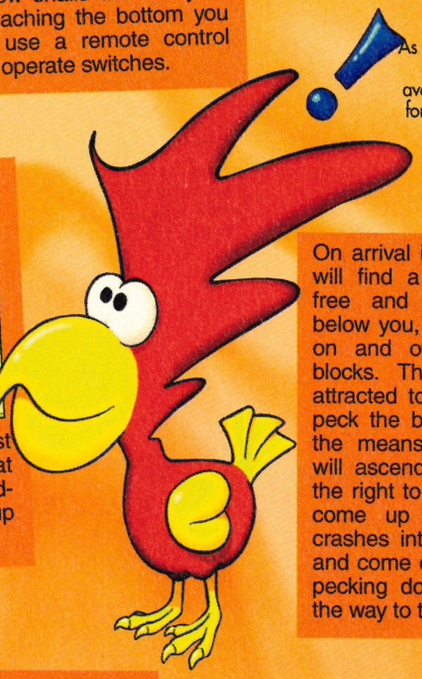
To get past the fast spiked ball wait at the left side of its path. When it reaches that point and begins to move away, follow it. The closer you are behind the ball, the easier the jump at the end will be.

Level 6-2



This zone is a combination of cautious leaping and fast reactions. Fast snails and slow snails will test your timing. On reaching the bottom you will have to use a remote control spiked ball to operate switches.

After throwing switches on and off to operate the blocks exit by this door to to the next section.

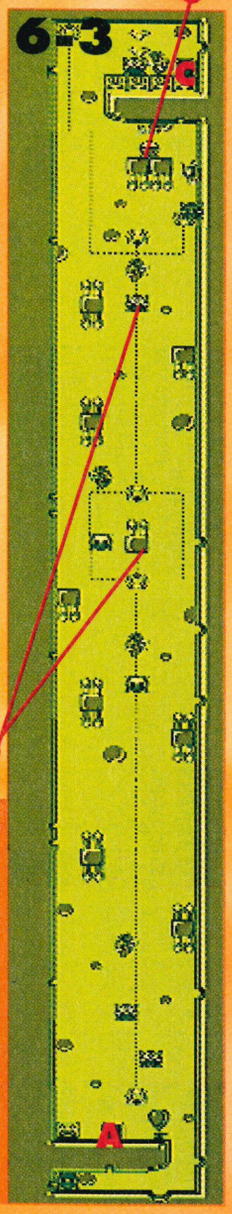


As you are moving up the room pecking the ball, avoid going into the platforms by moving left and right gradually and in plenty of time.

On arrival in this zone you will find a balloon to set free and a spiked ball below you, which is turned on and off by the face blocks. This ball will be attracted to you when you peck the block and this is the means by which you will ascend. Jump over to the right to make the block come up and, before it crashes into you, jump up and come down on it while pecking down. Do this all the way to the top.

Placed in this rather difficult position is an extra life. If you can time it right it is possible to grab it and rejoin the ball but this move is risky and it is better to exit the room as soon as you can.

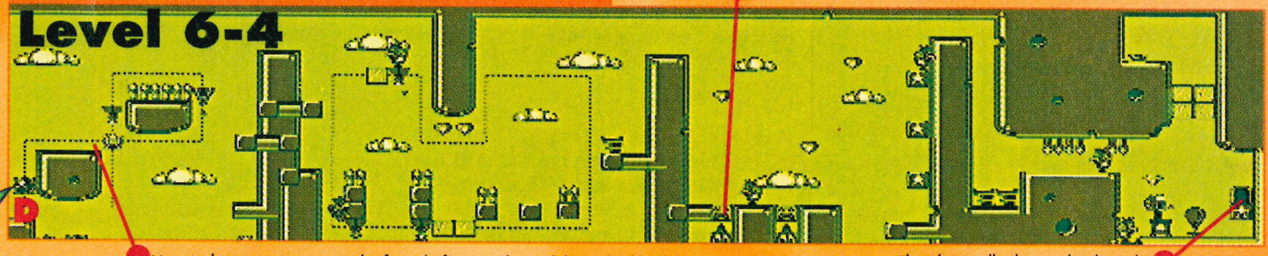
6-3



This level features one of the hardest jumps in the game. Timing is the essence of completing this and indeed all the jumps from now on. After that there is a lift section and a spring section to get stuck into.

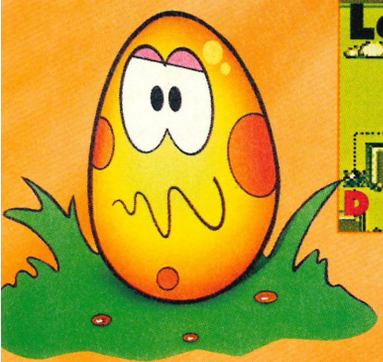
Switches located here will turn on the star blocks to the right. There are two switches with a ball each to operate them. Only turn on one of the switches .

Level 6-4

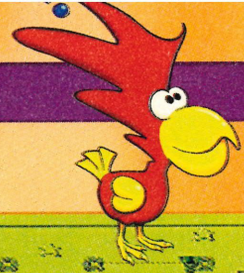


Here is the jump. Leap onto the first platform and avoid the spiked ball that is whizzing around. As you jump over it there should be a lift coming around the next platform. What you have to do is leap onto the lift and use that to launch yourself up and over the platform, over the spikes and onto a hidden spring at the other side. Simple isn't it.

This door will take you back to the first room so that you can get on and finish off the level.







Level 7-2



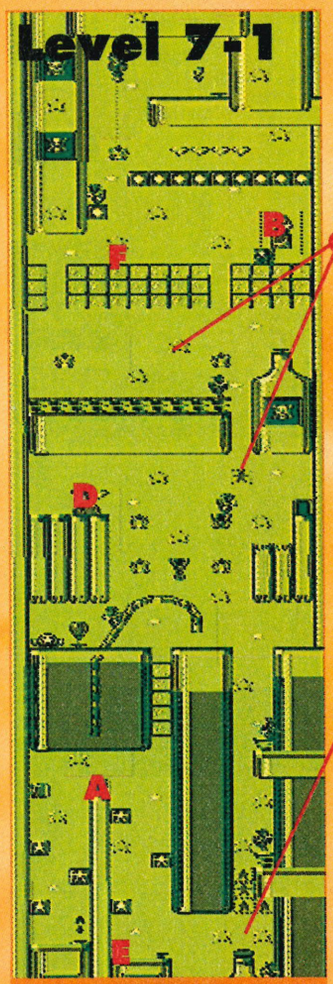
At the end of this room there is a puzzle to activate the switch. By pecking the blocks at the top of this bit you will alter the direction of the remote control spike block. Direct it to hit the other spiked ball and it will drop and press the button.

Careful and controlled jumps are required to get from lift to lift and onto platforms.

There are some hidden springs here to allow you a safer leap onto the next block.

After moving the spiked balls onto the switch, you can exit to the next zone.

Level 7-1



These blocks can be switched on by a button in section 7-5. To get to the button, go through door D.

These springs should launch you up to the top of this long glass. Although first, you will have to deactivate the blocks with a switch in the second stage.

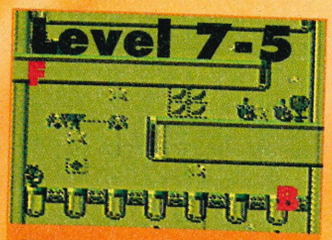
In this level you will be going to and from the first room on many occasions. Switches found in other sections with turn blocks in this stage off and on. This will enable you to continue up, locating balloons and wasting baddies.



If you jump up and come down beak first at the highest point of a slope, you will slide down killing snails as you go.

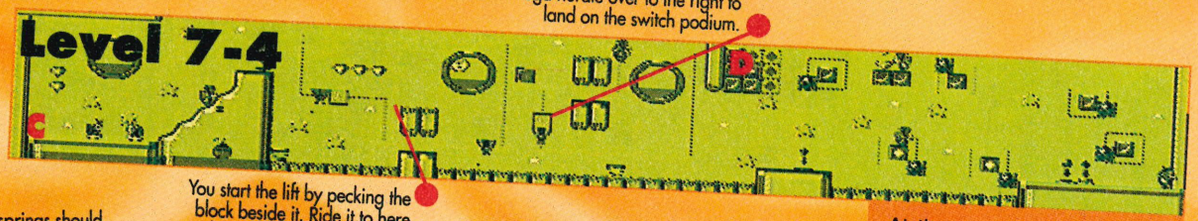
At the bottom of this stage, throw the switch to turn on the star blocks. Rise up the bendy straw – pecking your way past the snails – and the top door will lead to zone 7-4.

Level 7-5



This room leads back to the main room allowing you to continue in an upwards motion to burst the final balloon and go on to meet the level guardian.

Level 7-4



Leap from the lift again at this spot onto the second lift starter block. Then vault onto the platform to the right. Go to the edge and drop down. You will be saved by a secret spring from which you can do a mega hurdle over to the right to land on the switch podium.

You start the lift by pecking the block beside it. Ride it to here and then jump over the broken test tubes, rejoining the lift at the other side.

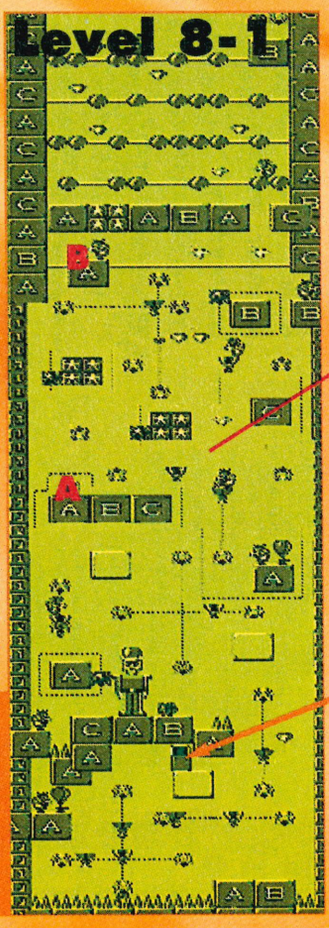
At the end of this zone you will find two switches. Turn off the diamond switch and turn on the crescent shaped button. This will let you bound up to the door at the top.

Guardian



Instead of the bonus section before the end screen, you have to defeat the guardian. This is a matter of continually hitting him with feed while manoeuvring away from him.

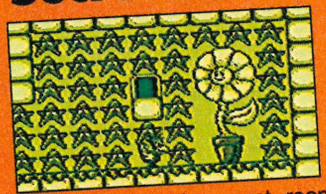
Level 8-1



Here there is a set of lifts which will take you higher. They must be jumped on carefully and be ready to jump up, landing on the same lift if a spiked ball comes your way.

This zone is the main one in this level. You will return here on several occasions after branching off into other sections. There is a secret room to locate and jumps which just keep getting harder and harder.

Secret Room



The door to this secret room can be found by leaping up from the first set of lifts in the first section. Once inside, the myriad of stars will bolster your score quite nicely.



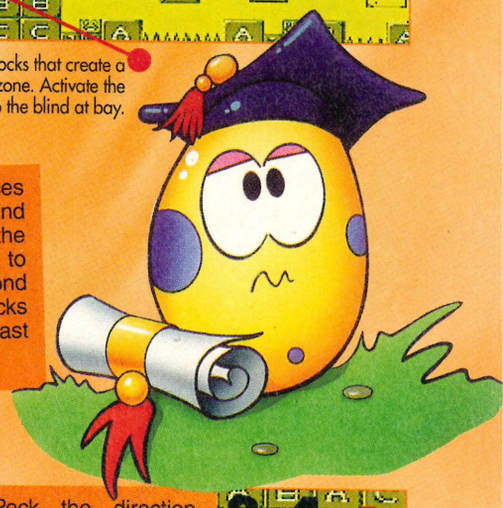
Level 8-2



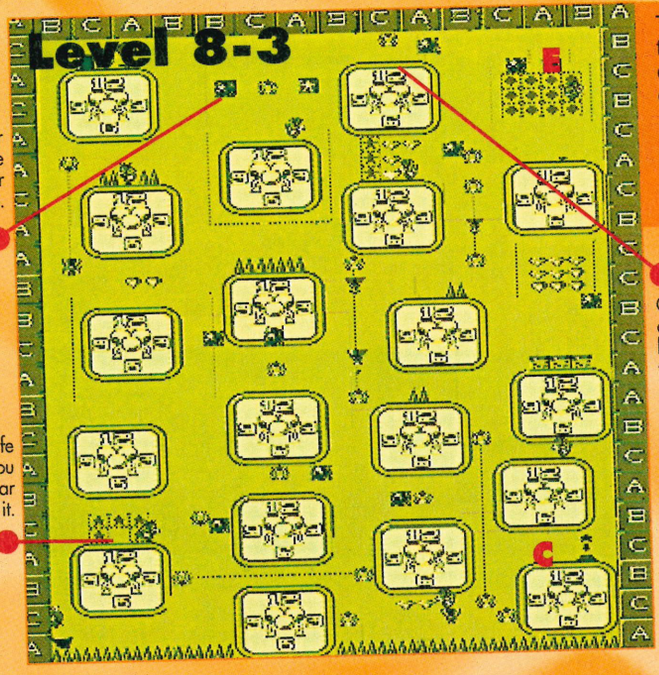
In this level there is a message written in stars at the beginning. It advises you where to go. Follow its direction and run as fast as your little chicken legs can carry you.

As you start running, a huge blind will start to come down. If you don't get to the blocks that change its path in time, it will spell curtains for you.

Here is a false line of building blocks that create a passage through to this hidden zone. Activate the blocks at either side to keep the blind at bay.



Level 8-3



This section with lots of clock faces to leap around on is quite big and difficult. By making your way to the door at the top left you can exit to room one and locate the diamond switch. This will activate the blocks at the top right and open the last set of rooms.

Make sure that the star button is on, otherwise this jump to the door cannot be made.

On returning to this section after turning the diamond blocks on, make your way to this point which is the last jump. There are some fast spiked balls whizzing around so agility is all-important.

There is an extra life available here if you can disable the star blocks to get to it.

8-4

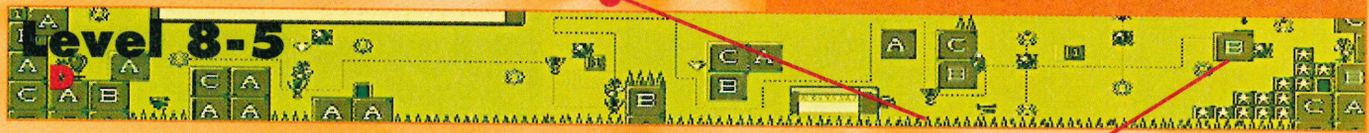


Peck the direction block to send the spiked ball up. Clear a path to the door at the top, but remember to leave some blocks alone so that you can use them as stepping stones.

A system of lifts can get you from end to end, but sometimes their path will go too close to platforms and will knock you off. There are a certain amount of secret springs, but it is safer to jump these obstacles and land back on the lift.

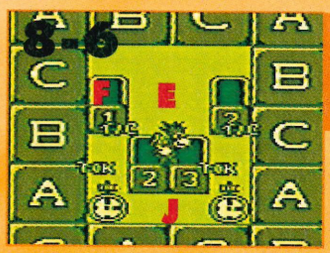
There are four secret springs here which can get you over to the block to the right.

Level 8-5



Turn the star blocks off to exit the section, but make sure you jump to a solid block because removing the star blocks will reveal spikes.

8-6



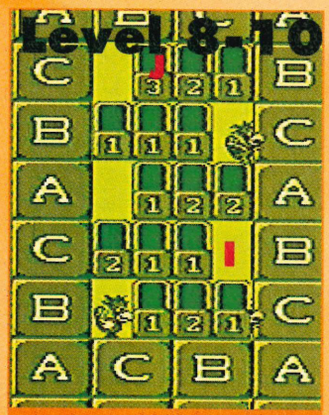
The top left door will take you to 8-7. The other doors will take you nowhere.

Level 8-8



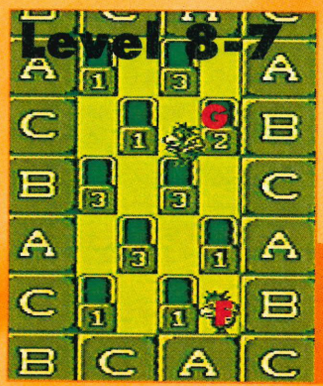
Head for the door marked with a 3, this will take you on. The other doors lead back to the bottom of the room.

Level 8-10



The door at the bottom of the bottle will lead back to here, go through the top left door to go back to the main room.

Level 8-7



Go up to the door marked 2, and that will take you on to the next section which is 8-8.

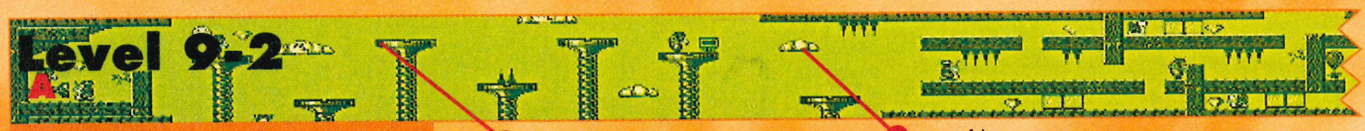
8-9



After going through door three in the previous room, you will find yourself free falling through this bottle. Feed and 1-ups can be found here.



Level 9-2



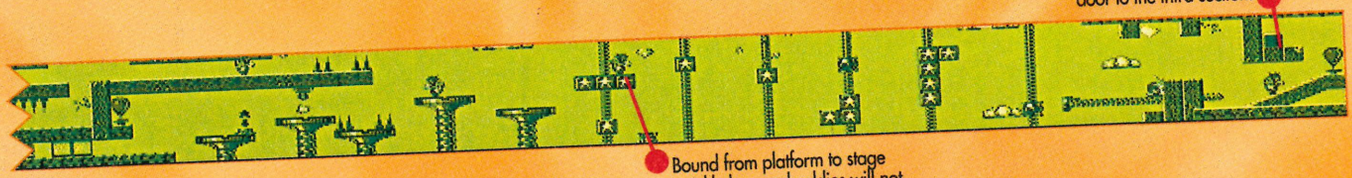
As you leap from screw to screw, be careful to make a clean jump because baddies will fly up from the bottom and try to catch you in mid-flight.

Watch out for all different types of snails as you jump across. Be quick to peck them before they go into their shells because trying to peck them in that state will result in you losing a life.

Be careful not to get cornered by the snails here as they can shoot bullets at you.



Get past the snail and burst the balloon before going on through the door to the third section.

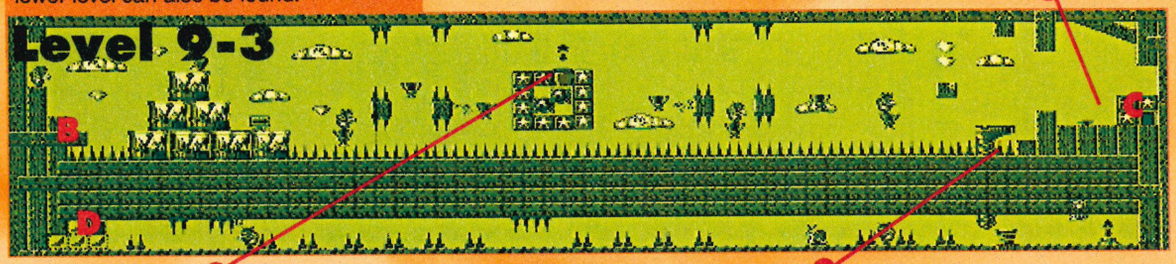


Bound from platform to stage quickly here as baddies will not only try to knock you down on the wing, but will then fire bullets to the side.

There are some difficult jumps to make in this section while avoiding the spiked balls. Another secret passage to the lower level can also be found.

Door C will take you to level 9-4, but only if you have completed the task of switching off the star blocks.

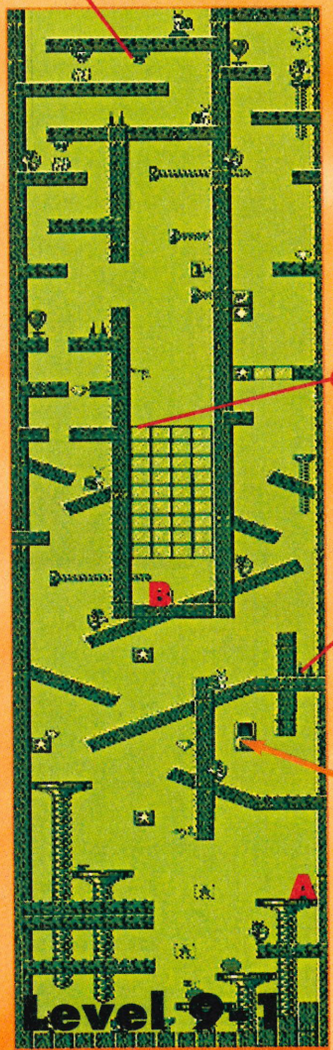
Level 9-3



Located here are some upturned bottles spurting out hot sauce. If you get too close, you will be a fried chicken, so be careful dudes.

Pressing this button will release two spiked balls. This can't be helped as you need the star blocks turned off to get to the next room.

Jump through these spikes and you should fall through a hidden passage. Heading along to the door at the end will lead you to 9-5.



Use your rock-hard, ever-sharp beak to break away these blocks to get to the door.

To get to the secret room, drop through these false spikes and jump around until Alfred heads the door in true Gazza fashion, thus locating it.

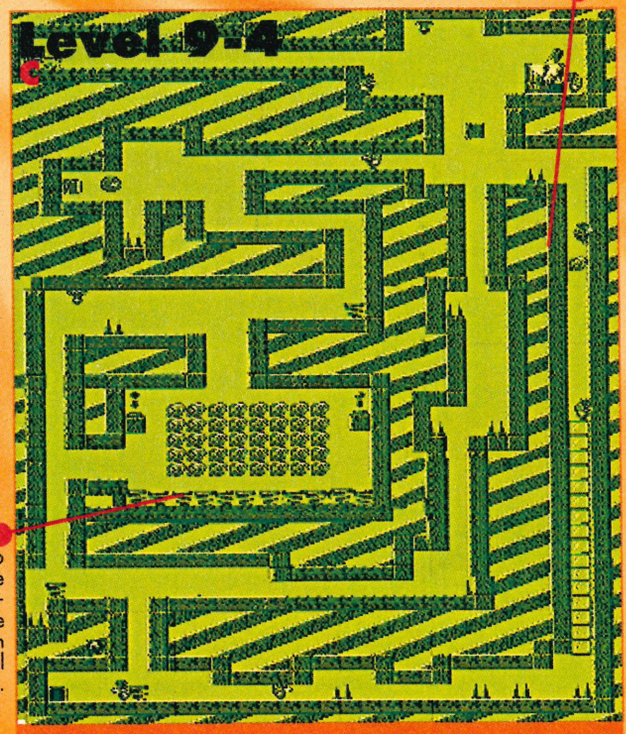
Level 9-5



Leap up onto the platform meant to resemble a fire place and hop up and down locating a hidden spring. From here, you can get the extra life and exit stage left.

If you go down this route you can peck away the blocks and sometimes find an extra life.

Level 9-4



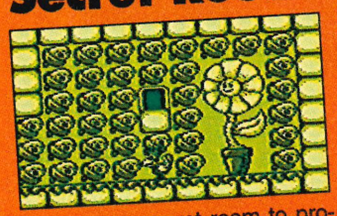
Use these springs to milk as much out of the food supply as possible. Only press the crescent-shaped button as the other button will hinder rather than help.

This wooded beam section has three ways to get down to the lower part. The easy way is to free fall down the central corridor and then go back up to the centre to collect the feed, extra lives and operate the crescent-shaped button.

Level 9-1

Contained in this level are more sleeping bombs and snails to beware of. Also, the snails are getting more advanced: some fly, some move at super speed and now there's a snail that flies above you and drops bombs!

Secret Room

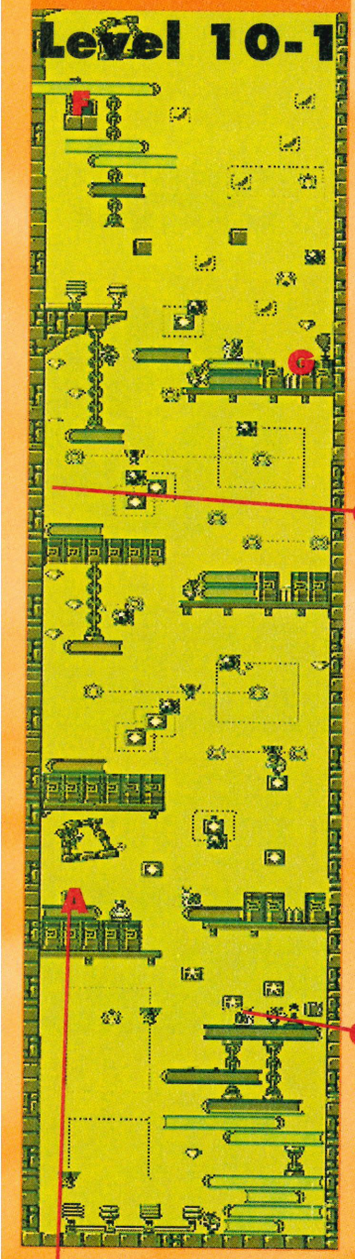


Yet another secret room to provide Alfred with his weapons. Look out for the occasional extra life.



Level ten and Alfred is still going strong. Spurred on by thoughts of his girlfriend Alfred is in a good frame of mind. You will need to be the same, for the last two levels are some of the hardest so far on the Game Boy system.

Level 10-1

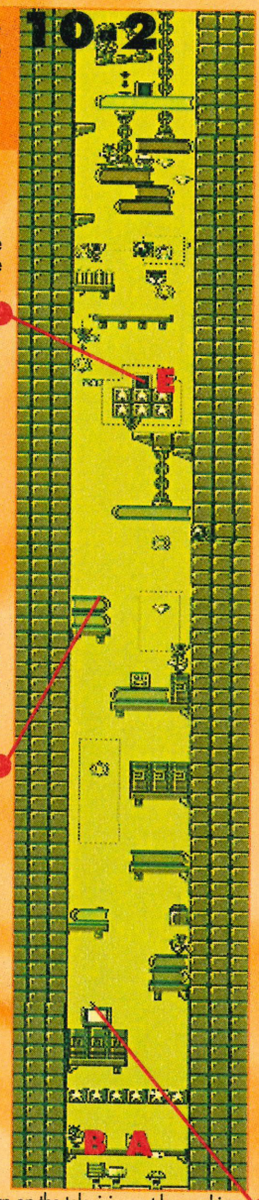


A hidden spring is located here allowing you to gather the gems above.

This door will take you to room 10-2. Be careful to avoid the bullets of the baddie that awaits outside the door.

After turning on the first television, jump onto the platform to the right and waste the snail. Jump up in the air and you should find a hidden switch that will turn the star blocks on again. Get to the top and burst the balloon before going on to 10-3.

Level 10-2



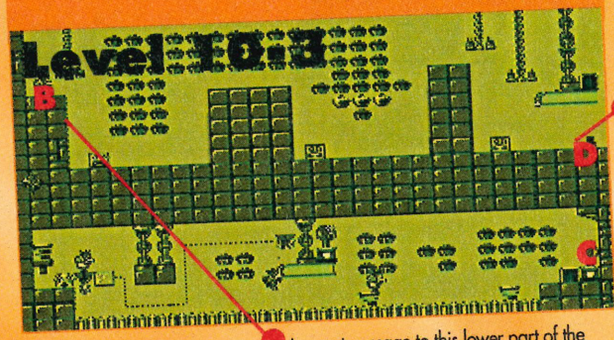
This door will take you to the top of the hi-low room where you can gain another extra life.

Kamikaze snails will try to knock you from your perch as you go up. The best way to avoid them is to jump quickly up on the words from the set.

Turn on the television set by pecking the face block below. A picture of Alfred in a top hat will come on and start squawking on about this and that. You can now travel up on the words.

To get along the top of this room is quite tricky. You must leap from the platforms when the curtain is at its highest and come down beak first onto the jug-like baddies. If you hit them at the right time in the middle of their head, you will spring up to the next platform to repeat the process.

Level 10-3

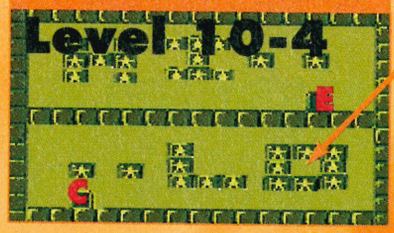


This door will lead to the underwater section of level 10-5. Remember that face blocks will control the direction of the curtain.

A secret passage to this lower part of the level can be found here. Get down there and start the lift. when it comes to a hault fall onto the spikes and walk along the hidden springs until the end. Door C will lead to the hi-low room of level 10-4.

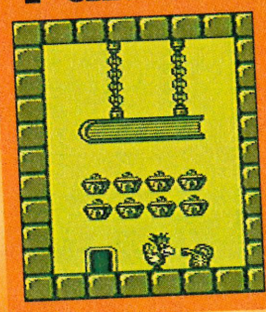
There are two extra lives in this room, one in each half. If you have turned the star blocks off you will be able to find a hidden door in the centre of the O. This will take you to the Paxo room.

Level 10-4



Do not operate the star switch to put on the star blocks. Make your way up via the the lift opposite. The star blocks need to be off for you to continue in 10-2.

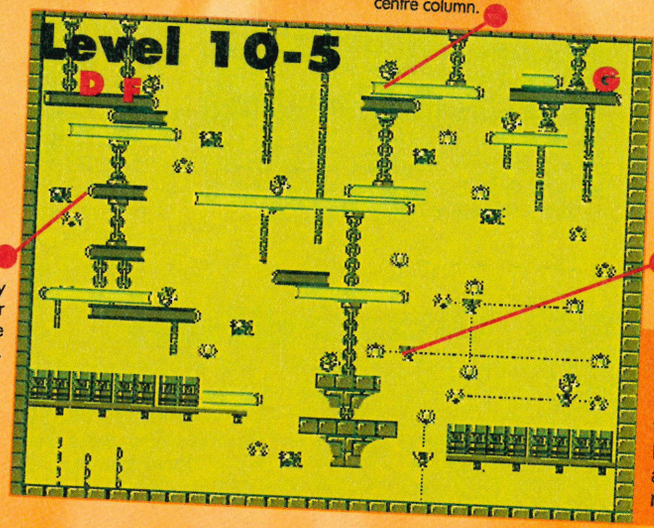
Paxo Room



The paxo room contains some chicken feed to stuff yourself with, if you'll pardon the pun. The watering can is also awaiting your pleasure.

Swim around to here first to free the balloon. Then swim down to the bottom and go around the centre column.

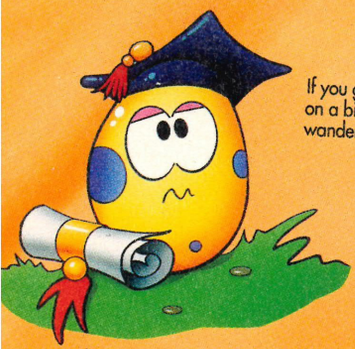
Level 10-5



Here is a set of spiked balls to get around. Not that simple when you are swimming rather slowly like Alfred.

If you go around this way on a bit of an underwater wander you should locate another extra life.

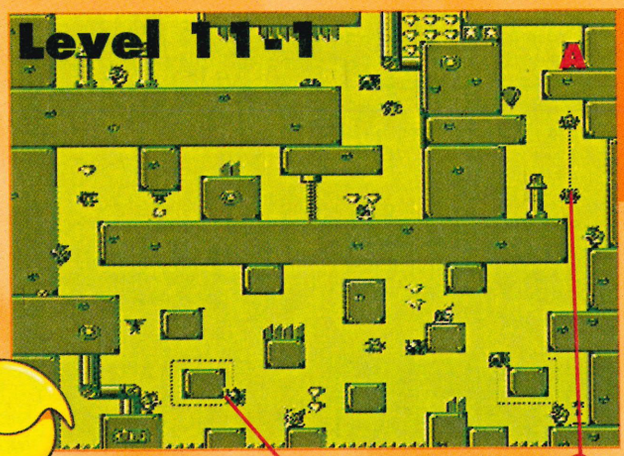
Alfred gets his swimming togs on for this level and boy is he a good swimmer for a chicken.Just like that egg head Duncan Goodhew. Do the chicken beast stroke around to door G to go back to the main room.







Level 11-1



Snails must be pecked up quickly as they do come at you thick and fast. At bottom right is the star block switch. This should be off to get the gems, but on for the next level.

Lob over the spiked balls and peck the snails. Be careful not to fall onto any spikes as you bound back after pecking.

This lift will take you up to the door and into the next part of this epic game.





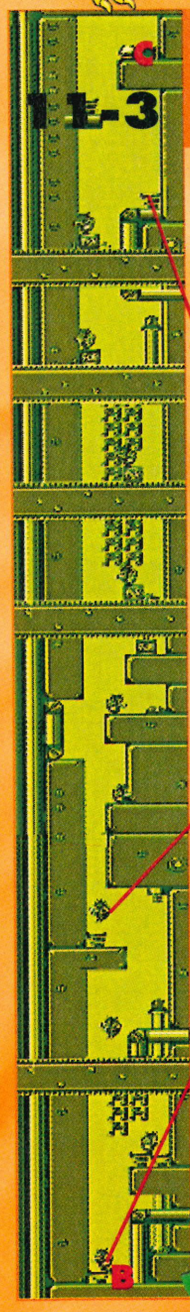
Watering Can

The watering can will not only give you extra lives or points at the end of a level but is also an essential part of the game. You can't complete the game unless you find those watering cans.

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Level 11-3



The chainsaw is back for one last go at your tail feathers. The same rules apply; get up to the top as quickly as you can via springs and cans of pop. Exit by the door at the top and go to the final screen before the showdown with the Meka man.

Jump off the pop and over onto these springs and in the same bound go up to rejoin the pop at the top of the next platform.

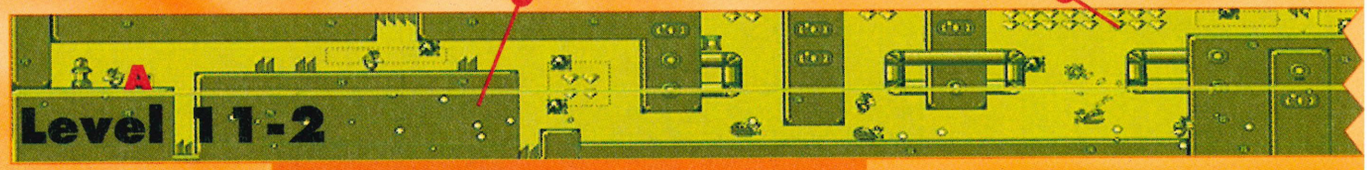
Launch yourself up from this spring to reach the pop on the next dock up.

Move quickly as the chainsaw is already on its way to carve you up and dash your hopes of getting your leg over at the end of the game.

Leap over these spikes and plunge into the water. Whales and balls will be prevalent from the start so watch out.

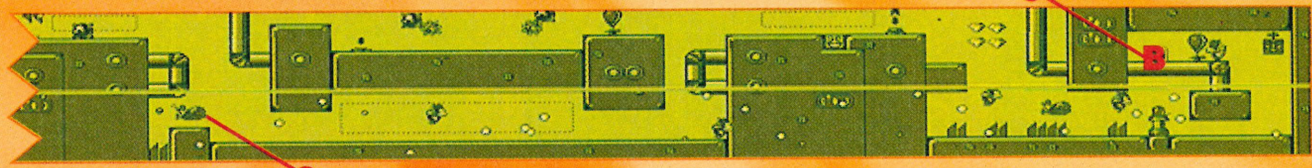
Up above these platforms are many gems to add to your score.

Level 11-2



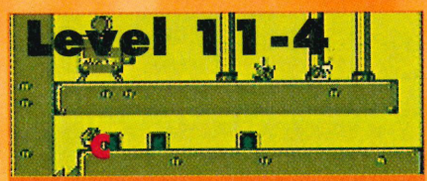
This section is half underwater and half on the blocked stages. Avoid coming into contact with the whales or the spiked balls as you put on your flippers and chill in the water again.

Get up to the door to enter the penultimate stage. Keep your eyes open for bullets coming from the face block to the right of the door.



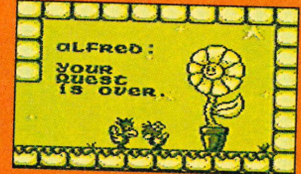
It ain't no yolk if you fall at the final hurdle so watch out for the whales and swim well clear.

Level 11-4

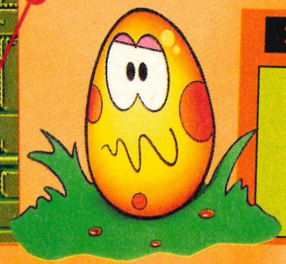


Go as quickly as you can to the top platform and onto the monster masher to free the final balloon. You will float to a bonus screen and then to free Billy the egg.

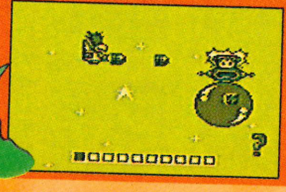
Game Over



Well, it's time for an emotional reunion with Alfred's girlfriend Floella, who will hopefully give Alfred more than a peck on the cheek for his efforts. You have rescued Billy the egg and stopped the evil Meka Chickens from ruling the hen house. Mr Alfred Chicken says "Goodbye!"



End Guardian



It ain't over until the fat bloke sings. The end guardian stands between Alfred, his girlfriend and his oats. Zap the Meka man and move away from his path. After you have blown him up you still have to blast the moon which is made from his remains.

SUMMARY

GAME NAME: Alfred Chicken
TIME TO COMPLETE: 1 Week
HIGHEST SCORE: 945620
NUMBER OF LEVELS: 11
CHALLENGE RATING: Medium\Hard

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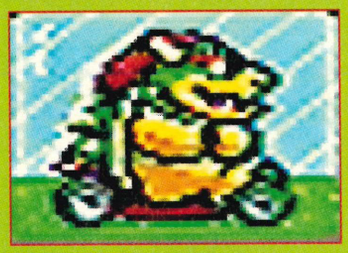
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Mario is a good choice if you're just starting out in the game. He's a pretty standard racer, cornering well, but tending to over correct.



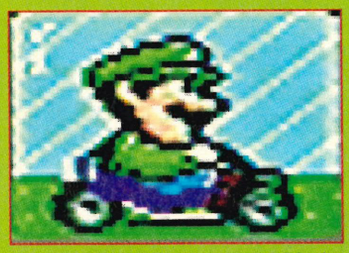
Princess has a high revving kart which is good for a speedy get-away from a messy crash. Poor top speed lets her down however.



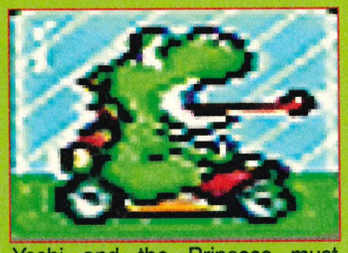
Bowser is one of the fat boys and don't you know it when accelerating! His brilliant top speed will blow past anyone if he stays on the track.



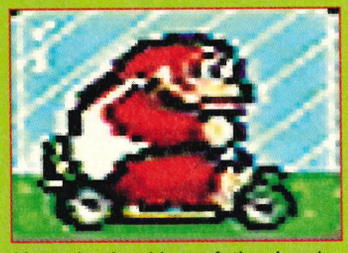
Koopa is a die hard racer. Cornering well his lack of top speed will be balanced against his road handling. Good choice!



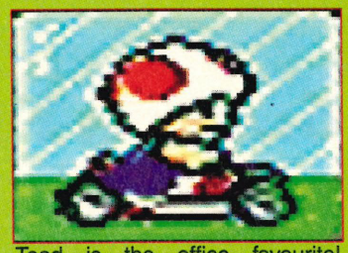
Luigi is much the same as Mario. He doesn't have the highest top speed, but he's a safe bet for the less experienced racer.



Yoshi and the Princess must have gone to kart school together because their racing abilities are hard to distinguish. Safe driver.



Kong is the king of the jungle. This original fat bloke has the fastest top speed, but like Bowser his acceleration is sad.



Toad is the office favourite! Slightly better acceleration than Koopa but with the same handling stats, he was born to win!

ITEMS



The green shell will ricochet off barriers until it hits a racer! Push down to drop it on the track instead of firing it ahead.



The red shell is like a homing missile. Fire it off and it'll seek and destroy the closest competitor.



When a kart hits a banana skin, it'll spin out of control and lose coins. Pressing up as you drop one will fire it ahead.



Use the feather to jump over barriers and reach distant short cuts. It's basically a turbo jump.



Speed up! Press the A button to use the mushroom and you'll get a burst of speed. Use on the straights



Invincibility, my favourite! Use this baby to speed up whilst taking out enemies and obstacles.



Hard to get, lightning shrinks all the other characters, allowing you to speed along and run them over!

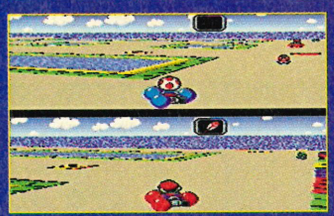


Coins give you a gradual speed advantage. If you have ten in the bank then you'll be at top speed.



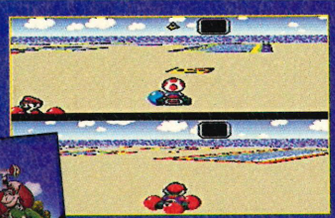
A ghost will not only make you invisible to the rest, it'll steal the other player's item.

BATTLE MODE



"It's just you and me kid!" The Battle mode is a fight to the death with a no holds barred tactical barrage of attacks from both players, head to head. The aim is to take out the other player's three balloons by collecting items for the attack. There's a choice of four different maze-like courses, each made up of open areas surrounded by coloured barriers. The best characters to use are either Koopa Trooper or Toad, as they have good cornering and acceleration, both vital to evade any incoming attacks. When racing around, try to watch the other player's screen to track him down or alternatively, see which colour the barriers are and head in that direction! The best weapon here is undoubtebly the red shell. If you pick one up, it's time to hunt down your opponent, then let fly when he's in an open area, if he is close to a barrier, the shell will often hit the barrier and be wasted. It's a good idea to sit in a corner if you're being attacked by a red shell, as the barriers will protect you. Another firm favourite is the invincibility star. Get close to your opponent, then activate the star and run straight into him to snatch a balloon. A devious tactic if you're under attack from a speeding invincible opponent and you have a feather, is to jump into the water on the outside of the course. He'll instantly lose his invincible powers!





NINTENDO ● RACING GAME

SUPER MARIO KART



SUPER NES

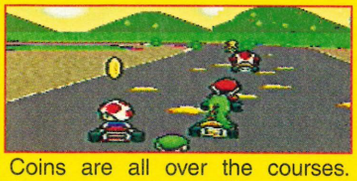
Super Mario Kart **screeched onto the Super NES and blew everyone's mind! The simultaneous split screen action with familiar Nintendo characters took racing enthusiasts by storm. This, however, is no ordinary race-'em-up: there are weapons to collect, a wide selection of characters and a choice of courses taking you from the calm of the beach to the scary heights of Ghost Valley. Here's every cheat, tip and dirty trick in the book, live and direct from SUPER XS!**

MUSHROOM CUP

BASIC TACTICS



To have a chance of beating your opponents to the finish line, you'll need to run over the '?' boxes and collect an assortment of items. If they're red, then they'll be dead. Press the A button once to select your item instantly!



Coins are all over the courses. Running over them will make your kart go faster, until you reach a top speed with ten. You'll lose one coin if you collide with an enemy kart, two if towed in by Lakitu and four from an attack item.



Cornering is the key to a speedy racer. If you go too fast into a tight bend, you'll spin out and lose valuable speed. Pressing the L or R buttons will give you a power slide, but steering skills are needed to correct the turn.



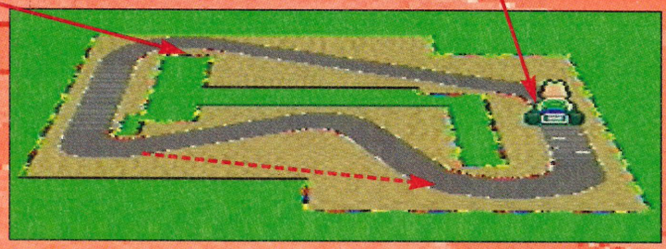
Sometimes it's difficult to find the right direction, especially on the Vanilla Lake courses. If you do start to go the wrong way, a yawning Lakitu will appear with a cross on his flag. About turn! Lakitu will also put you back on course if you fall off or drown. It'll cost four coins!



The courses are littered with obstacles designed to slow you down. Careful steering and choosing the right path will save you losing a position if you hit such delights as the flower pots!

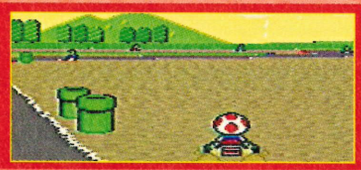
The starting grid. The amount of coins you have will be determined by your starting position. In first and second place you'll start with two coins, third and fourth has three, fifth and sixth has four and the last positions start with five.





MARIO CIRCUIT 1

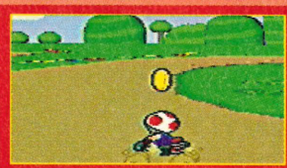
This track is the easiest to negotiate because there are no hairpin turns. Toad and Koopa will hare around the course with ease, you won't even have to slow down! Mario Circuit one is excellent for finding the character that suits your racing skills best.



There's an excellent short cut to be made here (above). Where the track bends into the centre, simply drive across the dirt. Although you are slower, it'll cut off loads of distance.

A rickety bridge has been built to withstand constant kart battering. If you pick up a banana, it's a good idea to drop it here, all the karts must cross and there's little space.





If you spin out on a corner, you may end up losing a coin and a position or two. Check the course layout and remember which type of bend is coming up.

DONUT PLAINS 1

Rocks and other debris have been strewn across the track, usually on really tight bends. Try not to go into the corner too close and skirt round the outside.



This course throws the drivers into their first hairy experiences. Loads of hairpins and loose dirt will keep most drivers on their toes. Avoid the rubble and slow down for tight cornering.





Yet another short cut can be found by going across country, through a hole in the barrier as shown here and by the dotted line on the main course map!

SUMMARY

GAME NAME: Super Mario Kart
TIME TO COMPLETE: n/a
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 20
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.

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GHOST VALLEY 1

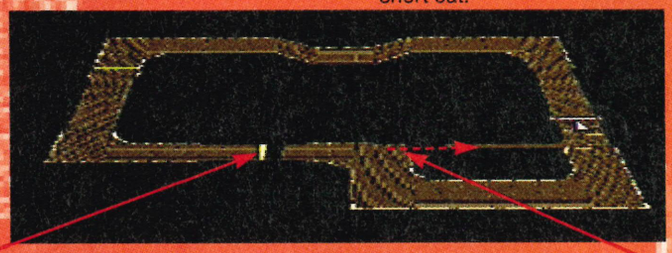


You'll lose loads of valuable seconds if you career off the edge of the track. Lakitu will pull you back, but his towing service is never free.

The haunted track at Ghost Valley holds many surprises. Use the best handling characters, and watch for the tiled edges, they drop away every time you bump into them. The main map shows an excellent short cut.



The edges of the track are barriered with small tiles in places. They will drop however at the touch, never to return. So in the final laps, be sure to take the bends tightly or you'll drop to your doom!





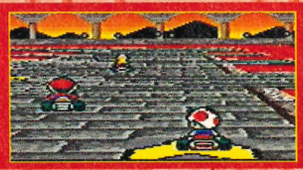
Here's a nice little short cut. If you've got a mushroom, hit the gas just before this ramp and you'll fly onto the secret ramp on the far side.

A feather is also handy to reach that secret runway. Use the feather just as you reach the edge and you'll land square, but be careful to turn at the end or you'll still go off!





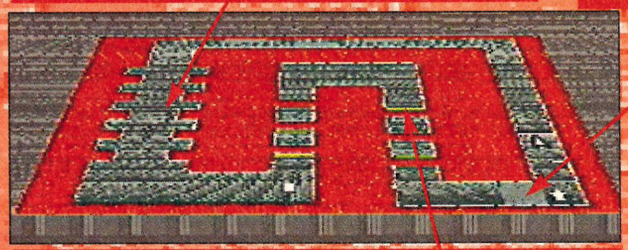
BOWSER CASTLE 1



Be sure to direct your Kart onto the Turbo Tiles to get a massive burst of speed along those straights.



The Thwomps can be a real menace! If you hit one face on, it'll only delay you for a few seconds. Watch they don't land on your head or you'll be squashed flat.



The ramps will guide your Kart over the lava with ease. Watch for Thwomps and Karts however or you could be fried in the Lava! Placing a green shell or banana skin before a ramp will often put pay to a challenger.





The lighter areas are made up of loose gravel. Use the L or R buttons for small jumps if you start to skid out. You'll be able to regain control and still keep your line. The L and R buttons are also handy if a missile is incoming. Press, and you can jump over a shell!

Boiling lava and stomping Thwomps are the main hazards here. The small jumps are easy enough to get over, but beware of hitting another kart or you'll plunge into the lava. Try to get your line sorted when approaching the Thwomps as they could lose you the race if they hold you up for too long. Slip between them.

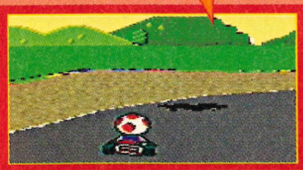


CHEATS

SHRINK CHARACTERS

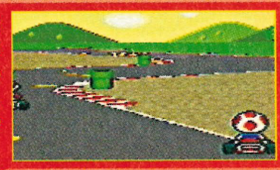
On the character select screen, you can shrink any one by highlighting the character and pressing Y and A simultaneously!

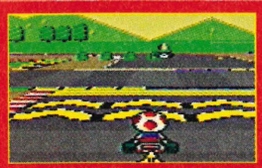
MARIO CIRCUIT 2



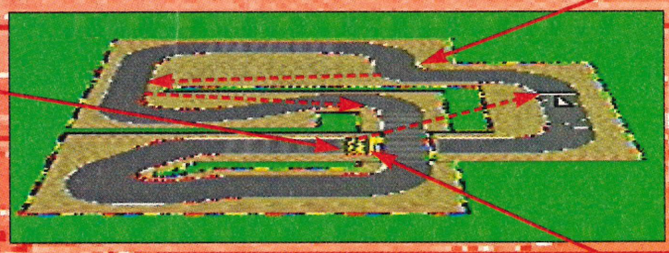
Oil on the track! Keep well away from this greasy hazard or you'll spin out and lose a coin. Keep a tight line to the middle of the track.

Try to avoid going round each bend if you can see the track ahead is on the same line as you are. Cutting corners is the essence of a speedy lap.





Dirty trick! Drop a banana skin just before the Turbo Tiles on the big jump. If a challenger is right behind you, they'll hit the banana and spin round, rendering them unable to make the jump. As they try, they'll fall onto the lower track and have to do another half lap!



Mario Circuit 2 is the final course to be found on the Mushroom Cup. It all ends here, so if you've lost lots of races, you'll need to take note of all the tips to get a first placing!

If you've got a mushroom, hit it just before the Turbo Tiles on the jump, then pull the Kart left. You'll fly through the air and land right on the finish line. How's that for an ending!





FLOWER CUP

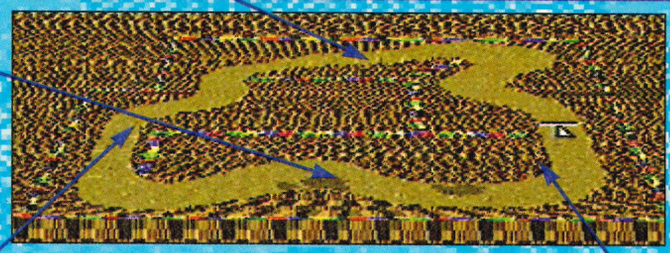
CHOCO ISLAND 1

Great lakes of sticky chocolate are all over the course. Don't worry too much about going round them, they'll not slow you down enough to warrant any swerving detours. Stay clear of the rubble on the edges.

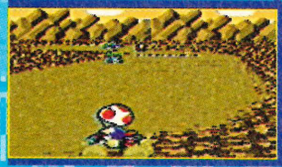




Don't forget to grab as many coins as possible as you race round. If you're playing a two-player game, the extra cash could give you the extra speed to burn off your opponent. Here's a handy tip you can use on all the courses. If you've got a banana, drop it just before a missile is about to hit you and the banana will save your skin!



Slippery, skiddy and hard to steer, that's what the Chocolate Island courses are all about. It's courses like this, where the more skillful driver will come out on top. Forget about using the fat blokes!



Experiment with your chosen Kart to find out the point at which it'll start to skid out on the S bends. Clear the bend without skidding, if you want to be a winner.

There are loads of snapping plants at key turns throughout the course. You'll only hit them if you're off course anyway, so be careful with the steering wheel or it's double trouble!



GHOST VALLEY 2

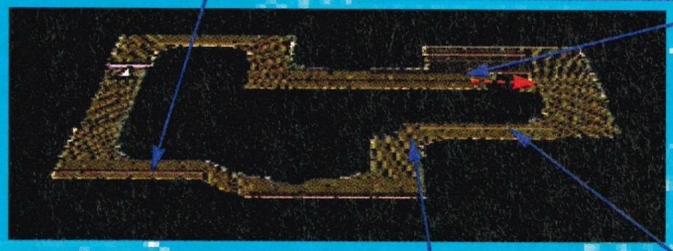


There are Turbo Tiles to be found, but use them cautiously. If you don't hit them in a straight line, you'll gain the speed boost, only to fly into the great beyond.



Kong is here with a feather in his cap. He can use the bird-like item to clear the void and land on the small runway on the far side. Be sure to launch yourself at the very last second and turn right to gain the maximum advantage.

It's creepy and it's kooky! The second of the Ghost Valley experiences takes you round a course that runs clockwise – unlike the others. The feather is really useful here, you can jump across corners and use the small short cut shown on the map to save time. The same rules apply if you fall off, so more haste, less speed!

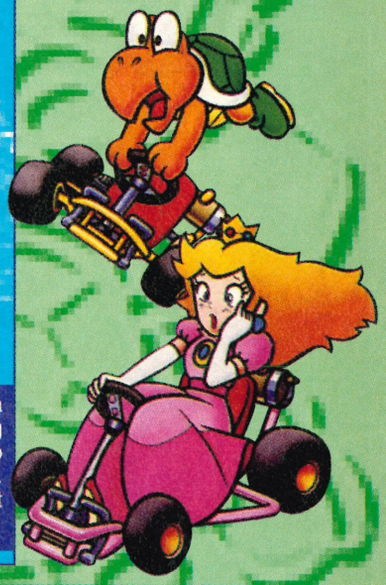


Often, you can save yourself from over-steering around the bends by approaching the bends with a good central line. You can speed along, giving yourself plenty of time to set up for the sharper turns.





If you're on the outside of a bend and a competitor is riding the inside, bash straight into him to push him off the edge. It'll cost a couple of coins, but it'll cost him the race!



DONUT PLAINS 2

Taking a dip in the pond is not advisable. You can, however, skip over the water hazard if you have a mushroom and activate it just before you reach the water's edge.





Leave the track at this point and ride across country to clip the corner. Kong here is going to leave the Princess for dust using this little number.



Donut Plains 2 is one of the slowest courses to negotiate. It's a really twisty-turny mother, with plenty of loose dirt to ensure you spin out all over the place. Yoshi and the Princess are the posse to sort this course out. Their gripping tyres and acceleration will leave them on the road while others are out of control.



Eeaak! Eeaak! Moles pop up out of their holes at the most inconvenient time to jump on the front of your kart and slow you down. Press the L and R buttons to dispel them.

Parts of the track are really rocky, which doesn't particularly slow you down but it will spin you out if you make any sudden moves. Hands off the D-pad until the surface is smoother.

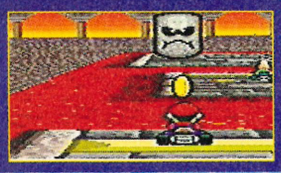






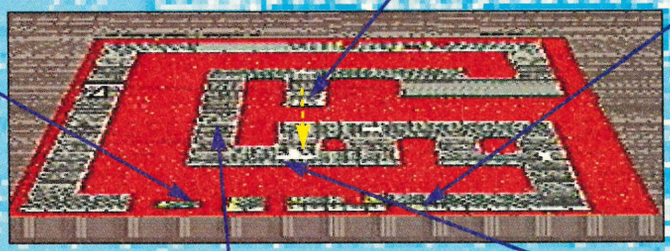
BOWSER CASTLE 2

Jumping across these ramps takes nerves of steel! Make sure you're lined up with the smaller island in the middle here, but try and keep to the right side so you can avoid any nasty encounters with old Thwompy.



Take a left turn into this little time-saving secret route. Grab yourself a feather and hurtle yourself off the edge where it says 'Stop' and you'll land on the other side well ahead of the others.





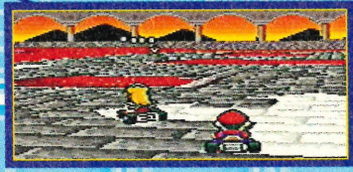
This stretch of the track is guarded by more of those troublesome Thwompers. It's best to take the right-hand line and make tidy little jumps across the pits. Taking this route will set you up for an easier wide berth to take on the next bend.



No cutting of corners here, folks, it's straight down the line racing. With each turn set at a 90° angle, take a wide berth at all times or you'll annoyingly hit the barriers every time. At two points in the course, there's a choice of direction, so take the route you're most happy with.

Be sure to use any available Turbo Tiles, but put the anchors on as you near those tight corners. Use your power slide technique with the L or R buttons to glide round.





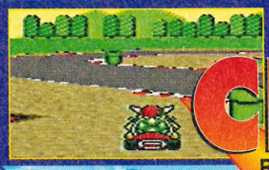
Which way now? Taking the left turn will allow you to hit a Turbo Tile, while carrying straight on gives you a more direct path. If you're a competent racer, go for the tile.

MARIO CIRCUIT 3

This part shouldn't really give you too many problems unless you're hit by another character or a missile. Getting stuck here means frantic jumping to get back on course.

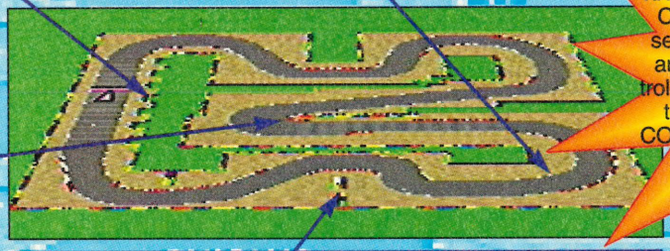


Forget the track at this point, it's likely if you're in front, the rest of the pack will be snapping at your heels. Get down in the dirt round this bend for a slight advantage.



The last course to be found on the Flower Cup is the third Mario Circuit. Not particularly hard to get around this one, but you'll notice the characters really get a move on so there's no time for mistakes! The hairpin half way round might make you tighten your seat belt, so ease off the gas and slide.

Here's that horrendous hairpin bend right in the middle of the course. You're going to have to use the power slide to get round this one, but it's best to let go of the accelerator, and rapidly press the L button to get the desired effect.







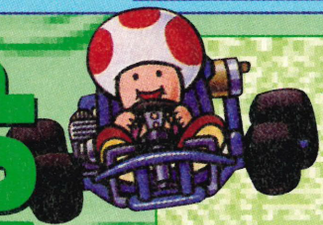
If Dastardly and Mutley were in this race, you can bet they'd use this little cheat to get ahead. Take a direct path off the track right on the previous turn and skate across country through this gap in the barrier.

CHEATS

RACE COMPUTER ON TIME TRIAL

Connect both controllers and select Time Trial. Now press Y and A simultaneously on controller 1 while pressing Y on controller 2. Instead of player 2, COM will appear, allowing you to select a computer competitor.

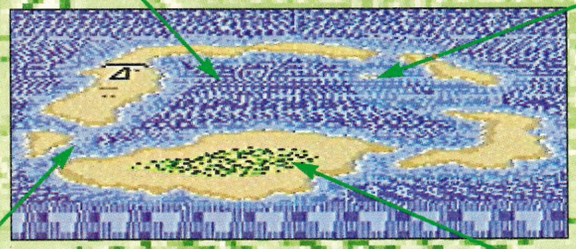
STAR CUP



Taking the inside route is all well and good as long as you don't get too close. One slip and it's a towing charge for you from your old mate Lakitu.



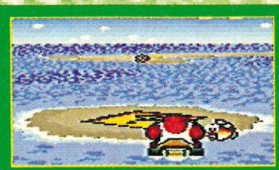
The dry land has been purposely set out to make the driver take a wide berth everytime – unless you're in the know! The short cuts are not without their charm though, little bouncing fish defy gravity to send you in a spin.





Here's a blindin' cheat to get round this course way before the rest. Simply circle as close to the darker water as possible, ignoring the wide dry land. You'll blow the rest out of the water. Use Toad.

KOOPA BEACH 1



This is the most treacherous area of the course. You'll need to know the exact layout to successfully guide your character through the maze of smaller pools. In the centre is a small island, where you can grab a handy item, if you really need it!



If you're completely mad and decide to trek across the mainland, you'll be greeted with wide plains of seaweed. Needless to say they'll slow you down.

CHOCO ISLAND 2

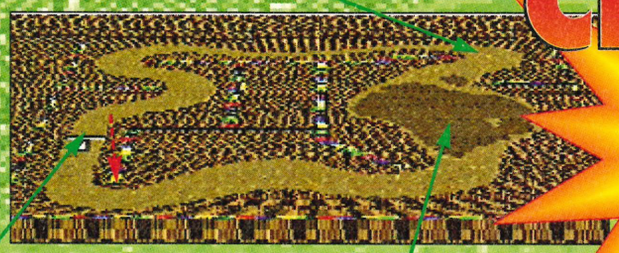
The selection of '?' boxes are well protected by Piranha Plants. Try to go for the more central boxes if there are any left, and leave your opponent the outsiders.



You really do need to keep your speed down to clear this bend. The Princess is best suited to these conditions as she can stick to the road like glue.



A huge wasteland of chocolate goo with really tight stretches of dry land make this the most challenging course so far. The Princess tends to knock out cakes like it's going out of fashion, especially on the thin straights, so beware if you're in the vicinity. If you do get caught by one of her Mr Kipling castoffs, try and steer into the next one to grow back to full size instantly. No other cakes in sight? Then get out of the way of the other racers before you're mown down!



Cheat! Get a feather and go around the track once. As soon as you pass the start line, turn right around the first Pirahna Plant on the right and go back on yourself. Ignoring Lakitu's warning, jump over the wall and trek across the rocky terrainn to rejoin the track. Now go over the start line and you've completed a lap in under ten seconds!

Head straight for the small island here in the middle of the goo. There are three coins to be found, and the small amount of traction will help.



CHEATS

SPEED START

A little tricky this one. To get a speed start from the grid, press and hold your accelerator just before the second red light comes on.



VANILLA LAKE 1

If you don't aim to get in between the blocks of ice here, it's certainly curtains for you! Hitting one block normally means bouncing on to the next. Oh joy!

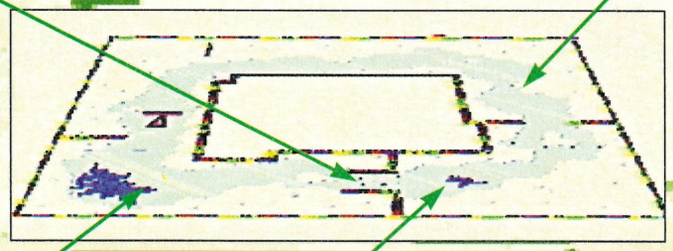




The snowy edges will slow you down a lot. You need to make a choice here. If you think you're going to skid out on the ice, the snow will be safer.

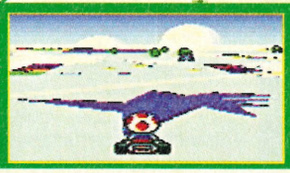
Pots of fun to be had here. If you're lucky enough to get an invincibility star, hit that button and plough straight through this little lot to take them out. If not, then line yourself up for a direct path between them. Luigi will always hit invincibility through here, so watch your back!





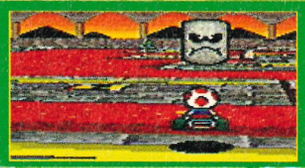
Tougher than getting a round of drinks out of Neil this one! You'll slip all over the shop, whilst having to break your way through chunks of ice blocking your path. The most difficult thing is to see where you're supposed to be going, but at least it's a shorty. Use the ice to slide around the corners.

The breaks in the ice are strategically placed to give you the plunge. Luigi will get around this course better than the rest with his good handling.



BOWSER CASTLE 3

Take the left-hand route along the jump section here. The final jump takes you further into the course and saves a bit of time.





The Turbo Tiles will give you an extra boost along this stretch. Be careful if other characters are around, as the stretch is tight and you're bound to hit them.

This course is a real test of skill. There are not as many corners to get around, but keeping your Kart in a straight line is hard enough. The Thwomps have joined forces and set themselves up in rows behind each other making it tough to decide where they'll land next. You'll need to take extra care as you make the jumps between the lava pits, if a Thwomp hits you it'll be hard to clear the jump, and you may be boiled alive! Take wide berths on the tighter corners or you'll hit the barriers.



Argghh! Splattered all over the road, eh? Should have been Sonic! On recovery, wait until the Thwomp starts to rise before moving on or you'll keep hitting it.



There are three lanes to choose from here. The inside and outside lanes have Turbo Tiles and the middle has two boxes for extra items. The choice is yours!





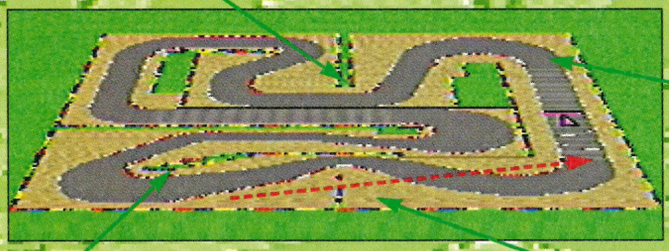
MARIO CIRCUIT 4

Skip across this open country to save some valuable seconds. Set up a direct line to reach the track on the other side and you might have a chance!





This is it! The final course of the Star Cup. Win here on the 100cc class and you can consider yourself a cool karter. The other characters really go for it now, so grab those coins and get moving!



Those pesky pipes are blocking the road in several places. Don't forget, you can run straight through them if you're lucky enough to get an invincibility star. It's a good idea to drop a green shell or banana here, one of the others is bound to hit it.

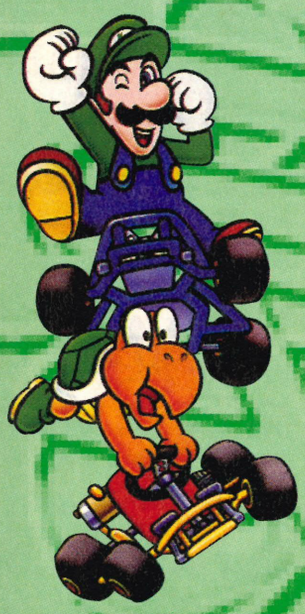


Take the pipes on the inside to avoid crash damage to your time. You'll also gain a small advantage by clipping the turn.



Sneaky! Slip through the hole in the barrier shown by the red arrow, then keep going straight to cut off the second turn ahead!





DONUT PLAINS 3

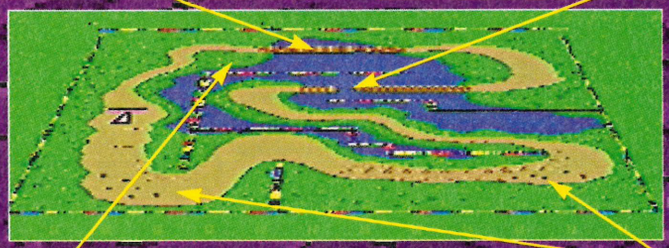
The bridge here is falling apart, so be sure to take the inside route to avoid a watery end to your driving career. You can drive underwater if you fall off.





Make sure you've got plenty of speed before you reach the bridge, there's a huge gap to get over. Press L or R to hop over the stream.

Well, here we are at the Special Cup and don't tell me you got here without cheating! If you did, you'll be a top class karter by now and be able to take on these strange courses with ease.





Oh God! I hate those pesky moles! They've infested two parts of the track here and there's really nothing you can do to avoid them. If luck is on your side you can slip through without an attack, if not, get shaking with that joypad.

Bit of a risky short cut this. Peel off to the right before the bridge but get ready to straighten up or you'll miss the bridge entrance and get soaked.

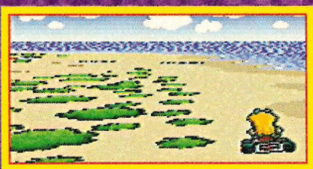


KOOPA BEACH 2



Take care to use the small islands as you cross the water here. Stay too long in the briny and your kart will be burnt up by the others.





The seaweed flats are a real kart slower. There's not much clear beach for a speedy lap so make sure you use the little that there is. Koopa or Toad are the boys to get round this course at the fastest pace, their acceleration will surpass others when you have to cross the water.



There's something fishy about this stretch! The scaly pests bob around at key turning points. Get as close as possible to them as there's always a deep lagoon nearby.

Koopa Beach 2 runs anti-clockwise, and it's sometimes difficult to work out which direction you're going in. There are no amazing short cuts to be found here, but it's important to keep off the seaweed.

SPECIAL CUP CHEATS

SPECIAL CUP

Select Time Trial or Match Race, choose your character(s), on the course selection screen, highlight the Mushroom Cup. Now press L, R, L, R, L, L, R, R and A in that order. The Special Cup menu will appear under the Star Cup. (L and R are the top two buttons on your joypad, NOT directions.)

GHOST VALLEY 3

Don't look down! Take a wide berth of these holes in the track. Even one tow from Lakitu will probably lose you the race and leave you ranked out in last place. If you're on the attack with a red shell use it here.



If you're feeling adventurous you can use the feather item to jump over some of the corners and save a small amount of time.





As with the other Ghost Valley courses, taking a direct line across many of the bends will save time and stop you from going off the edge.



Holey moley! Things seem to be falling apart all over the place on the Special Cup. Not only is this wooden track highly polished and slippery, but there are great holes to negotiate.

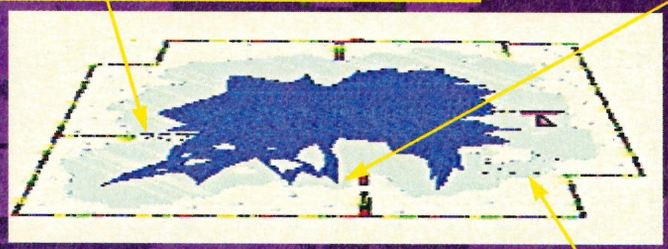


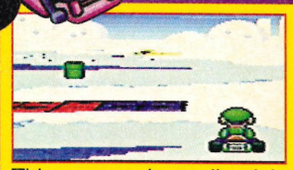
VANILLA LAKE 2



This cluster of ice blocks shouldn't pose too much of a problem. Make sure you approach in a straight line and slip through the right-hand side.







This corner is really tight and will need some expert road handling skills to successfully get through. The safe racers such as Mario and Luigi are the best bet for this course, but take it easy if you power-slide, it's hard to correct before the next hazard is upon you.

Absolute nightmare! Winning this race will sort out the men from the boys, I can tell you. Those really annoying blocks of ice are strewn all over the place and will almost always hold you back. The trouble is the other racers seem to be able to drive straight over them and leave you for dust. Pah!



"Ice knowing you!" they cry, as you're left stranded trying to get past another block. The trick is to approach them slowly and slip between. Watch for the others bashing into you though.

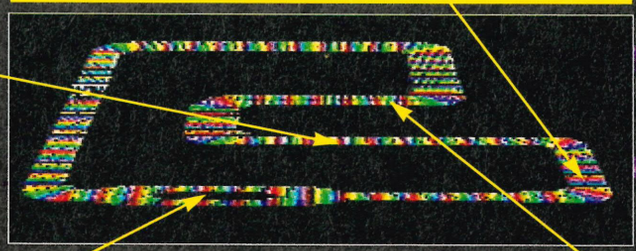
RAINBOW ROAD



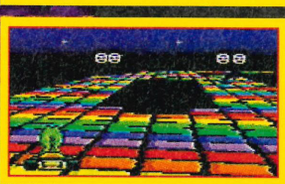
You'll pick up coins as you race round, but you can't see them until you actually hit them. This certainly makes things interesting, but speed can hamper you if you take the corners too fast. Only use speed-up mushrooms on this safe stretch if you want to stay alive.



Use your items with care on this course. Mushrooms and feathers are pretty scary if you use them in dangerous areas, but dropping a few bananas livens things up!



Hey, psychedelic man! This is the weirdest race track I've ever seen! The bright colours of the rainbow conceal coins and item boxes until you're right on top of them. Concentrate on staying on the track rather than collecting things, as there're no barriers here to save your ass! The Thwomps are electrified so don't touch.



You can take either the left or right route here, it makes no odds; both are heavily guarded by your old friends, the Thwomps.



The atmosphere is electric and so are the Thwomps! They come crashing down at an alarming rate, and will spin you out at the touch.



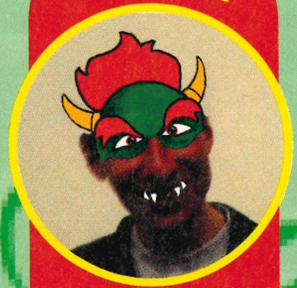
XS MARIO KART SUPREME CHALLENGE

DAMIAN



Mad mustachioed Damian plays Mario whenever possible for his excellent speed and cornering, but has been known to take the Toad for a spin. No one gloats as much as Damian when he wins (luckily, that's not very often).

SIMON



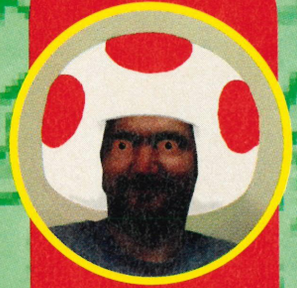
Amazingly, this King of the Koopas disguise actually improves Simon's looks! Known as the king of the cheats, Simon's party trick is to ram other players off the track on the Ghost Valley courses and then laugh insanely.

NEIL



Hang on a minute Andy, I thought you were going to alter Neil's picture, looks normal to me. Neil is always Yoshi but sadly our newest recruit is something of a sad man when it comes to *Mario Kart*. So far Neil has yet to win any games!

ANDY



After winning the tournament (hours spent playing the game rather than designing SUPER XS, I'll bet!), Andy's head swelled to enormous proportions, emulating his favourite character, the toad. Andy is known as the red shell avenger!

CAROLYN



Aaah, isn't she sweet! Carolyn is the only member of the SUPER XS team not to play *Mario Kart* every available lunchtime. The result is a complete thrashing from the rest of the team, except Neil, but then, you can't get less than zero, can you?

"And with the latest on the SUPER XS *Super Mario Kart* challenge, let's go down to the pit lane with our commentator, Barry Loathsome."

"The racers are in the cars and at the lights now, revving for the off. In the inside lane is Simon "dirty tricks" Young, next to him is Damian "red line" Butt, followed by Carolyn "fudging fudge" Ratcliffe, Neil "ohhh Tony!" Armstrong and finally on the outside lane, Andy "kart demon" McDermott.

"As the roar of the crowd becomes deafening, I would like to welcome you to the first XS challenge to be held regularly from now on. The light flashes green... and they're off!"







NEIL VS SIMON

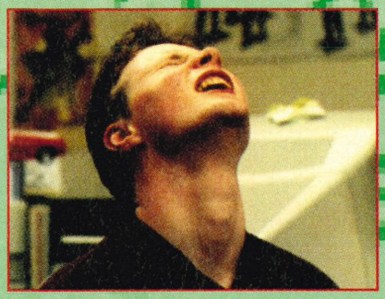
The first epic race between two cataclysmic titans was held on the first Mario course in the Mushroom Cup at 50cc. What an anti-climax! Neil shoots ahead at first with Yoshi, but Simon's mushroom speed-up soon puts paid to that. Neil looks like he's in real trouble as he hits the first stray banana and spins into the wall. In desperation, our northern jack of all trades uses his speed-up and slams into the opposite wall. What a disaster! A couple more banana collisions and Neil faces certain defeat, but, rather than compete, he decides to skid pointlessly in all directions as Simon thrashes past without breaking a sweat.

Simon wins. Mario Circuit 1. Time 1.47:32

DAMIAN VS ANDY

We go now to Ghost Valley one for the ultimate Karting challenge, the two champion players are going head-to-head. There's a screech of tyres as Damian (as Koopa) and Andy (as Toad) pull away neck and neck. But what's this, Damian rams Andy once, then again, and our unfortunate designer is smashed off the track into the black void. What a cheat! Laughing insanely, Damian veers off down the track confident of an easy win, forgetting completely about the course's short cut which Andy leaps to put him close behind. The two racers are almost touching when completelyflukeyuttercheat Andy gets a red shell and sends our Ed to Kart heaven with a satisfying "Ha!". Now the race is really on with expletives being exchanged all every corner. Damian seals his fate down a hole (where did that come from?) but Andy falls for the same trick and it's almost too close to call but... Andy

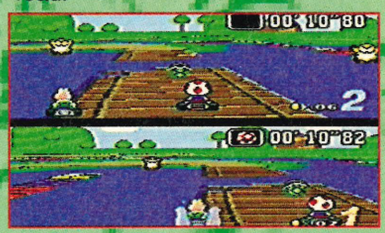




wins, a crushing defeat for the Kart supremo and his first ever defeat.
Andy wins. Ghost House 1. Time: 1.39:57

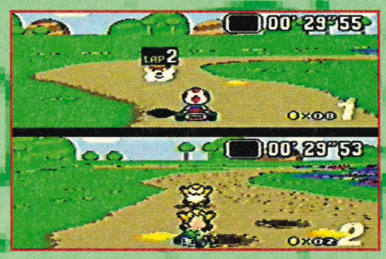
SIMON VS ANDY

So here it is, the final. Andy has knocked out Damian, Si has thrashed Neil and now it's the staff writer against the designer in this heated battle of who wears the trousers. The two face each other and jeer insults as the Karts are warmed up, no one giving an inch. "Pah, staff writer isn't a real job, all you do is play games all day, southern ponce!" snarls Andy. "All designers ever do is bung a few pictures on the page and moan about the size of their Macs, northern git!" yells Simon. The two duellists are racing on the tough Special Cup, Donut Plains three. Simon is Koopa Troopa, Andy playing his usual, Toad.



As the lights go green the two streak ahead and it looks like being an equal contest. But disaster strikes for both players at the second bridge as Andy blows Si into the water with a well-placed green shell and then careers into the drink himself. Both scramble for the land and it's Andy out first with a convincing lead as Si misses the second jump and sinks to the murky depths.

The tension is obviously affecting our over-worked writer because as soon as he's cleared the bridge, a sudden speed-up sends him pirouetting into the middle of the next lake. What a saddo! Andy meanwhile jets on around the track to howls of protest from the audience. Poor old Simon, he must be feeling like the Mario Kart equivalent of Aguri Suzuki as he hits the next bend and hits the moles head-on. Another few seconds lost and an even bigger lead for notasinglemistake McDermott. Damn!



As the laps peel by, Andy keeps up the pace, but there is a ray of hope as Simon gets a red shell and begins grass-cutting in an effort to save time. Lap five and Andy's almost in sight, but another pesky mole and some kamikaze driving sends Simon into the wall and it's all over. Andy romps past the finish line and dances around the office yelling "I am the greatest". What a sickener! Andy is awarded the honourary Mario Kart trophy and then has his head kicked in by the rest of the team. Quite remarkable!
Andy wins. Donut Plains 3. Time: 2.07:57

CAROLYN VS SIMON

To decide who goes in second place, we bring in Carolyn for the battle against Simon, and what a battle it is going to be! Well known for her extreme language, melodic grunting and inability to handle a throbbing engine, Carolyn was not the favourite to win this match against our "Bustin' is my business" dirty trickster. After a confusion of courses and driver they finally settle for the Princess and









King of the Koopas respectively and Ghost Valley one is the course.

After a wheel-spinning start, Simon soon uses the infamous short cut to cut up the Princess and push her off the track (the rotter!). But Carolyn had already lost precious seconds by hitting the sides and the King's superior top speed is paying off for Si.

Another slippy short cut and our XS writer was well in the lead as Carolyn groes horns and a tail and starts screaming at the top of her voice when a stray banana is thrown in her way by one of the crowd (we believe you, Carolyn). As the race ends, scaly Si shows no emotion as he roars past the line. And Carolyn, well, we're still waiting for her head to spin around.
Simon wins. Ghost Valley 1. Time: 1.42:02





FINAL RESULTS
1st: Andy
2nd: Damian
3rd: Simon
4th: Carolyn
5th: Neil

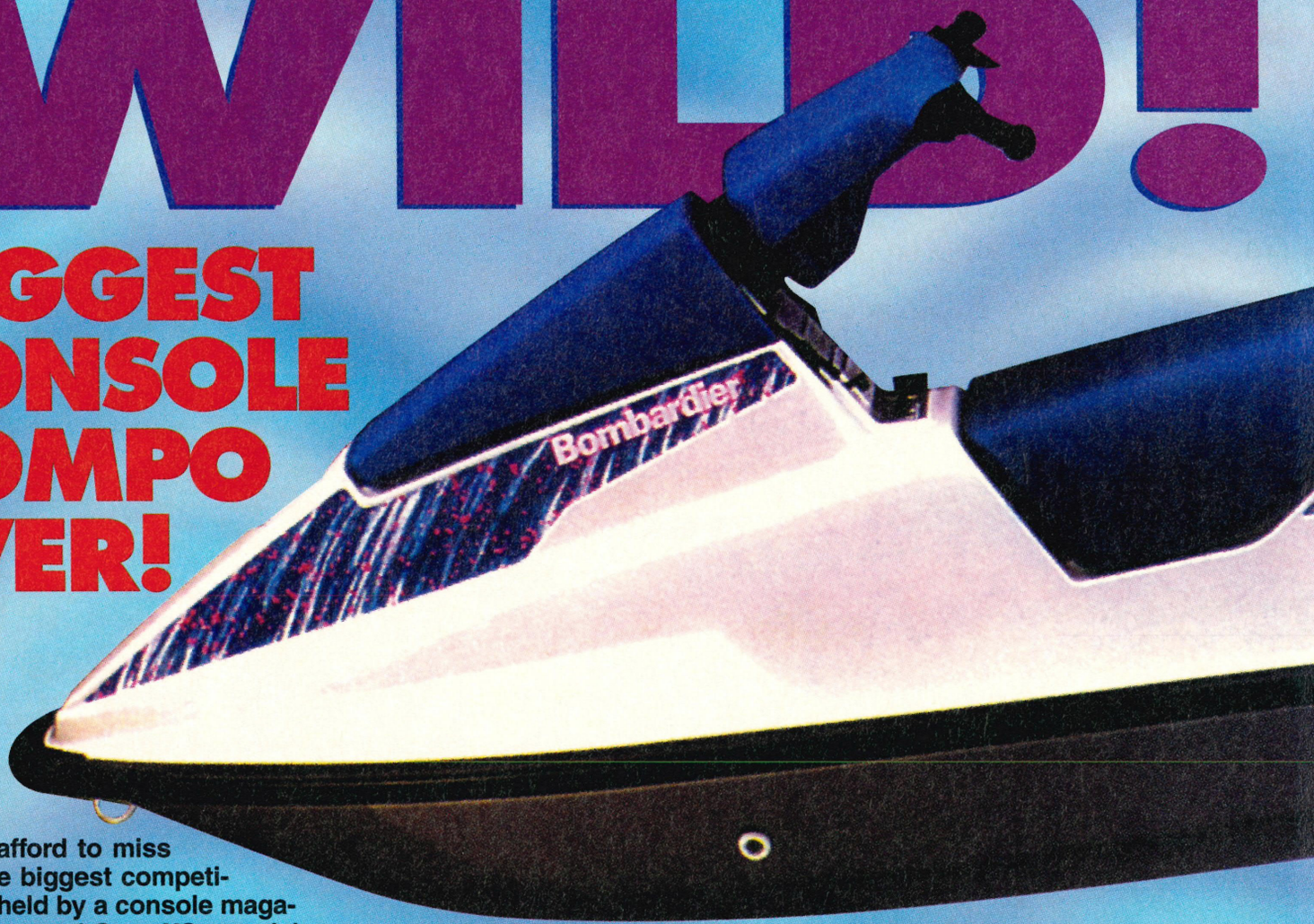
TIME TRIALS

Damian was mad and seething after his complete and utter defeat at the hands of the evil Andy, but a solution was at hand. "How about a quick time trial to see who's the fastest on the first course?" he cried. The following times were compiled on all the 50cc Mushroom Cup courses. If you can beat us (and let's face it, you should be able to) why not send us your laps times along with any other Hi-scores you have, to our up-and-coming Hi-Scores page that will appearing soon. Apart from becoming overnight celebrities, you will also get the chance to win free carts for your efforts.

COURSE	DAMIAN	SIMON	NEIL	ANDY	CAROLYN
Mario 1	1.13:45	1.14:40	1.18:00	1.14:12	1.20:09
Best Lap	0.14:35	0.14:63	0.14:72	0.14:65	0.15:88
Donut 1	1.46:06	1.45:19	1.53:35	1.46:18	2.01:39
Best Lap	0.20:50	0.20.19	0.21:45	0.19:84	0.23:62
Ghost 1	1.18:12	1.23:32	1.23:77	1.19:08	1.33:54
Best Lap	0.15:30	0.15:54	0.15:60	0.15:40	0.17:91
Bowser 1	2.05:80	1.58:86	2.15:20	1.56:91	2.19:04
Best Lap	0.22:31	0.22:85	0.24:12	0.22:29	0.25:93
Mario 2	1.41:33	1.39:32	1.49.74	1.42:56	2.00:85
Best Lap	0.19:37	0.19:36	0.21:15	0.19:44	0.22:99

WET 'N' WILD!

BIGGEST CONSOLE COMPO EVER!



Can *you* afford to miss out on the biggest competition ever held by a console magazine? SUPER and SEGA XS are giving away a 580CC Bombardier Sea Doo SP jet ski worth £5,000! Not only do you get this sleek mean machine, you are also supplied with the specially manufactured trailer used to tow it behind a car.

The Bombardier Sea Doo SP is the very latest and greatest model, available with a 580CC Bombardier-Rotax engine capable of in excess of 40MPH in the water! The jet ski is propelled by a powerful jet system that sucks in water and forces it out the back at high speed.

The engine is water cooled to ensure longer life and apart from goodies like electric start, RPM limiter, overheat warning device and a handlebar-mounted stop button, the manufacturers also claim the Bombardier is unsinkable! All this means you can have limitless fun without worrying about the technical side. The Bombardier Sea Doos are also supported by dealers all over the country so you should have no trouble servicing your machine.

What about the rest of the jet ski, I hear you cry? Well, the hull is made of fibreglass and features a reboarding platform so that you can get aboard in deeper water. The three seater Sea Doo also comes with deck pads, grab handles (for passengers), a watertight storage compartment, reserve fuel supply, and all the Sea Doo jet skis have a one year warranty and a safety booklet. Can you afford to miss out on the chance of a lifetime?



WIN A £5,000 JET SKI!

SEA-DOO

So, now you're interested, what do you have to do to win this superb machine? Well, the rules are simple. Turn immediately to the sheet of Datel cheat cards bound in the centre of this issue and check out the one at the bottom with a picture of the jet ski. This is your prize password card; treasure it, lock it away, don't lose it whatever you do because it's your ticket to our fabulous prize.

On the back of the card is a space to write the password and some rules, but to enter the competition what you really need to do is ring **0891 445955** (36p per minute cheap rate, 48p at all other times – get permission before calling). When you have the prize password from the phone message, enter it on the card and keep it safe.

I know you are dying to win the jet ski immediately, but you have to wait for issues four and five to come out, where you can get the further two prize cards. Repeat the procedure until you have the three prize passwords and then send them in to *XS Wet 'n' Wild competition, SUPER XS, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

The closing date for the competition is November 19, but you will not win anything unless you have all three cards with the correct password on each.

Remember, this exclusive competition will run over six months in order to give all existing XS readers (and any new ones) the chance to enter.

The rules also stipulate that only three cards from the same magazine will stand a chance of winning. Combinations of cards from both SUPER XS and SEGA XS will not be accepted. Good luck!



RING 0891 445955

CASTLEVANIA IV

KONAMI ● PLATFORM ADVENTURE

SUPER NES

Castlevania IV **is one of the Super NES's most popular titles. The excellent graphics, sound and fiendish challenge make it a superb game. So many people have requested this solution that we just had to do the business and give you the full 12 pages. If you want your favourite or toughest game busted by the pros, why not drop us a line at the usual address, you could win a free cart if your suggestion becomes a reality. Now, on with *Castlevania IV* and the wrath of Dracula's curse.**



Level 1-1



You begin this epic Super NES adventure in that old classic Hammer horror stage sets, the graveyard. This quickly leads on to the castle where even more horrors await. The main dangers to avoid are bottomless pits and skeletons. Dracula's power is immense but somehow help is at hand in the form of the candlesticks which you can whip for supplies. The best way to survive the many enemies is to stay well away from their decayed hands and use your whip (or steel chain) to hit them at a distance. If you press different directions as you whip, you can surround yourself.

This section will move left and right and you must anticipate the drawbridge and leap onto it before it closes and you plunge into the moat.

This is where it gets complicated. You will have noticed the fence appear, well you can actually push up on this gate and go on the other side. By doing this, you will miss the skeletons and get all the hidden bonuses.



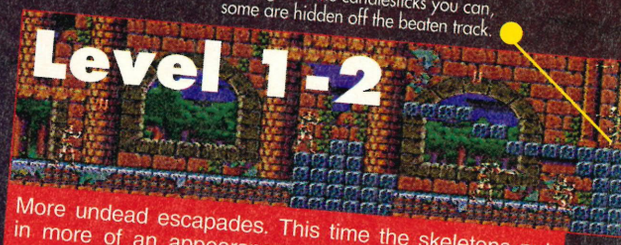
SUMMARY

GAME NAME: Castlevania IV
TIME TO COMPLETE: 5 days
HIGHEST SCORE: 4,800,550
NUMBER OF LEVELS: 10
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.

If you leap up here, you can just about whip the skeletons off the platform above. Remember to get all the candlesticks you can, some are hidden off the beaten track.

Level 1-2

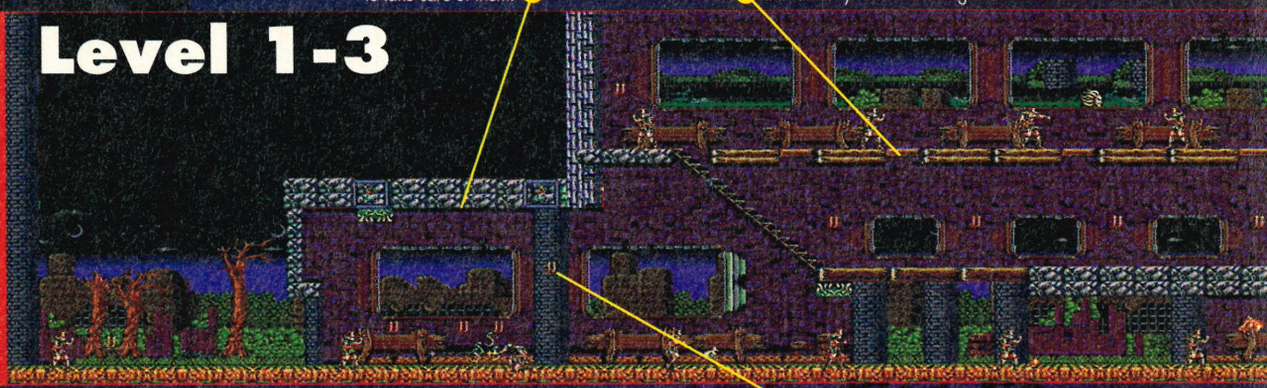


More undead escapades. This time the skeletons put in more of an appearance and you will have to get used to leaping between small platforms and whipping candlesticks in mid fall. All the the levels require split second jumping and you will often have to negotiate cruel spikes as well as animated nasties. It's all go when you're Peter Cushing's best pupil.

Nests of poisonous snakes cling to the ceilings here. When you walk underneath, they fall to the ground and crawl after you. Use your whip to take care of them.

These boards will flip over if you stay on them too long. If you have to land on them, leap immediately to avoid falling back to the start.

Level 1-3



The last part of level one is set in the crypt where the skeleton rider is waiting to suck your soul. You will have to face hundreds of snakes in this building and also there are sections of floor that rotate to drop you back to the bottom level. Severed horses' heads and other ghostly apparitions will constantly dog you in these supernatural surroundings, so use the whip in a swirling motion to give you all round protection.

This candlestick is an energy heart which will restore your flagging reserves. To get it, leap in the air just below and press up while tapping fire to lash out with your whip.



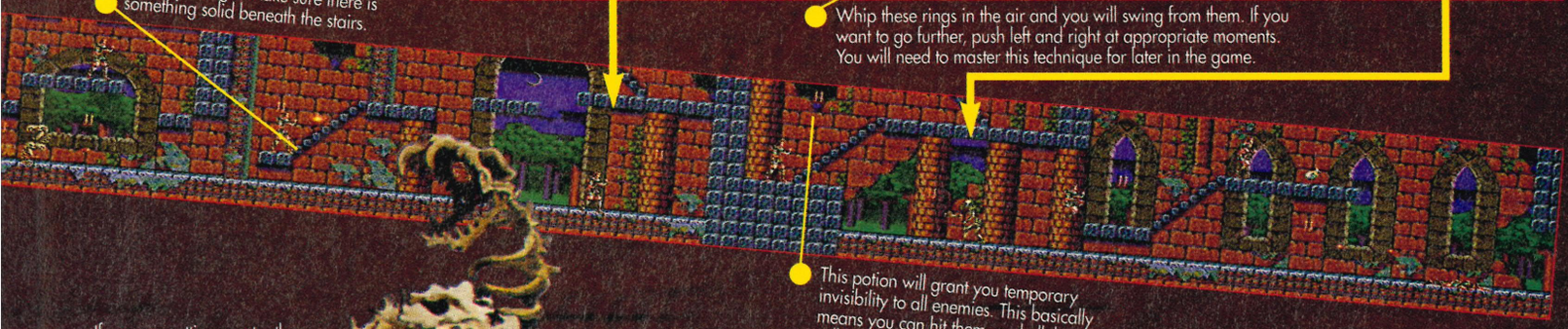
By going through the gate to the left, you will miss this huge bottomless pit. There is no way past this gap so you must retrace your steps. If you get to this point, watch out for bats coming from the right as you leave.

One slip here and you will plunge to his death in this bottomless pit. You could always take the gate and go behind the fence to get past. But maybe that's too simple.



If you want to get past these steps, jump onto them and you will fall straight through! Make sure there is something solid beneath the stairs.

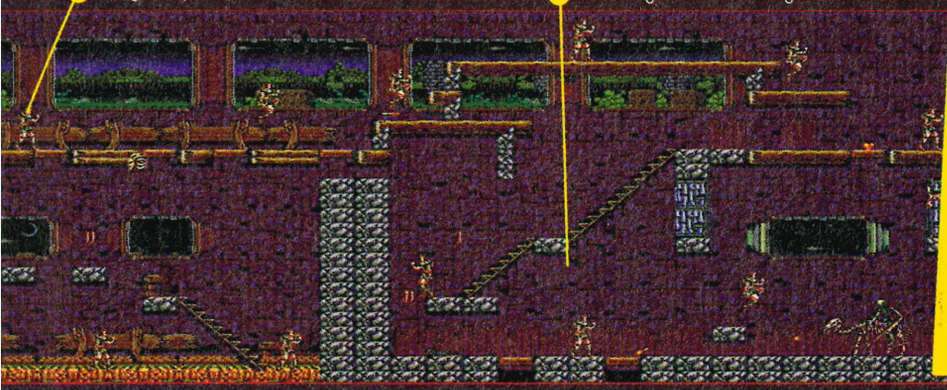
Whip these rings in the air and you will swing from them. If you want to go further, push left and right at appropriate moments. You will need to master this technique for later in the game.



This potion will grant you temporary invisibility to all enemies. This basically means you can hit them, and all they will do is look around confused.

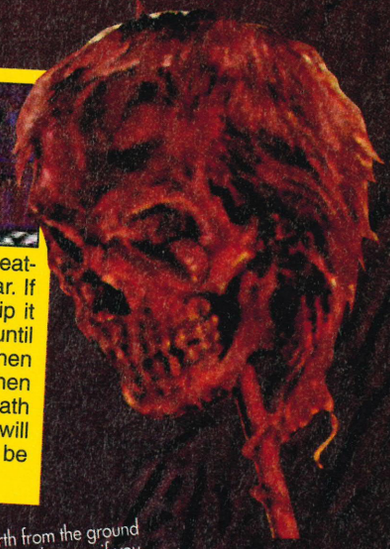
If you are getting constantly hassled by enemies on these floorboards, get the stopwatch on the far left and freeze them all. Now you can whip them without them being able to lay a finger on you.

There are plenty of vipers underneath these stairs. If you jump from the left ledge and whip down, the snakes will drop down harmlessly. You can now go left without being bitten.





Kneel on the left ledge and repeatedly hit the horse as it gets near. If the horse shoots a fireball, whip it quickly. Repeat this method until the horse disappears and then whip Rodain at floor level. When Rodain leaps up, run underneath him and hit him again. Rodain will try to fake his own death, don't be fooled. Hit him one more time.



Now the main section of the graveyard begins, there is even a section that has subsided, revealing all the undead corpses who readily attack you under Dracula's instruction. You shouldn't get too bogged down in this short section, but you may be overrun by zombies so keep that whip and chain well oiled.

Level 2-1

Get right to the edge of this hole before jumping to the other side. Watch out for zombies in front and behind as they will try to push you into the spikes.

Zombies surge forth from the ground and will do you great damage if you don't whip them quickly.



As you are climbing up this cliff, make sure you find this semi hidden secret room full of power-ups. The gaps on this section are treacherous and require careful jumping.

Go to the password entry screen and enter the password as shown to get to the end of stage two. Use the name **Quan**.



This level has you jumping from falling platforms suspended over water. The main thing to remember here is to keep moving so that the platform you are on doesn't drop into the water. There is a stopwatch halfway through the level and this will stop the onslaught of bats and zombies but only a massive amount of whipping and leaping will get you through. Curiously enough, this level has the guardian, rather than 2-3.

Take care when leaping from these platforms or you will fall into the water. There is heart here, but there are also very few enemies so it should last you until the end of the level.

Level 2-2

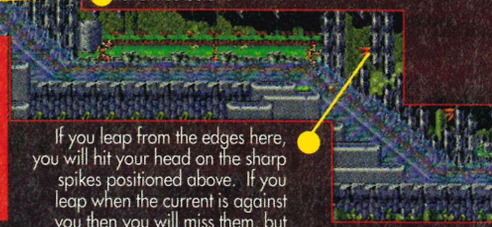


Grab the stopwatch here and you can freeze all the enemies. All around are coins and hearts.



Level 2-3

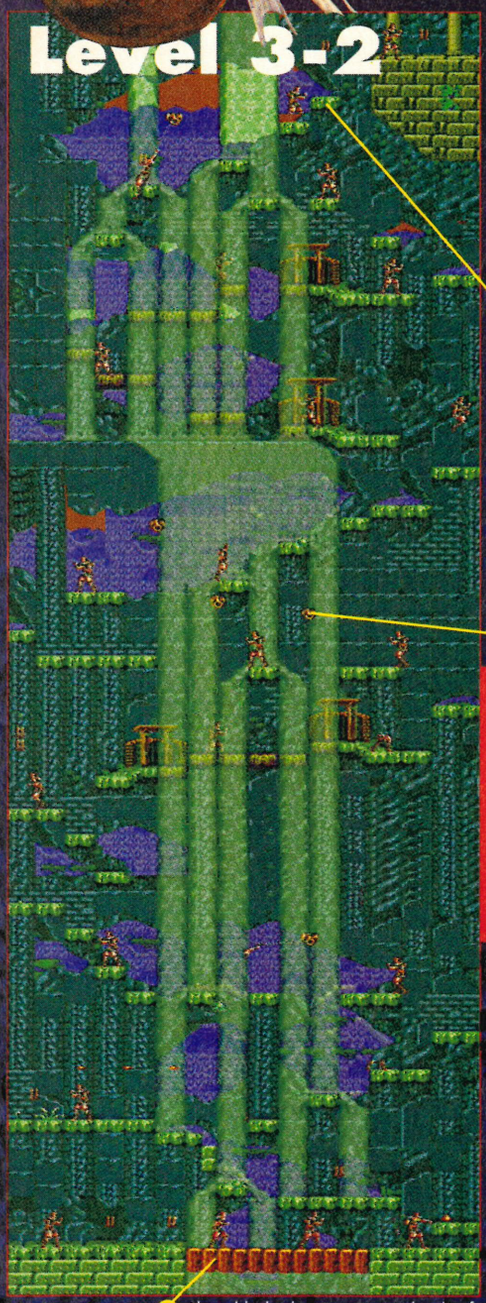
The current will change here and push you over this slope to the enemies below.



Level 2-3 is set in the river that flows down a steep, cliffed ravine to the deep subterranean caves underneath Dracula's towers of fear. You will encounter many aquatic demons here, but it is mainly a case of running down and leaping and whipping at the right time. The strong current of the water will pull SImon into danger but it changes its direction every 20 seconds so stay sharp!

If you leap from the edges here, you will hit your head on the sharp spikes positioned above. If you leap when the current is against you then you will miss them, but when it is flowing in the same direction, the additional momentum will send you into the spikes.

Level 3-2



Just one step to freedom (or rather the end of this stage). The steps here are slippery because of the waterfalls and you can easily slide right off and fall all the way down.

Use the rings dotted all over the place to swing through the waterfalls and reach the slippery platforms on the other side.

You must now climb up through the raging waterfalls by using your trusty whip to swing through the spray. There are many dangers here, such as the collapsible platforms behind some waterfalls and the general slippery condition of the surfaces. Just one fall could mean disaster and you will have to do it all again.

These blocks disappear immediately after you stand on them so don't get caught here as you cannot jump out of harm's way. Just keep running!

The spikes at the beginning and end of this level are lethal. One touch and you instantly lose a life. Also be wary of the ravens as they will push you off the platforms into the spikes.

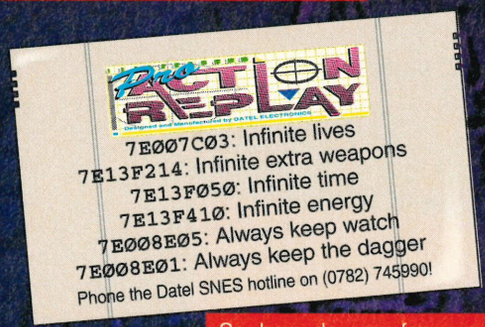
Level 3-1



On the way to Dracula's castle, you must take the back route through the dark caves. This first section has one of the game's few secret rooms with plenty of bonuses to collect. Also, due to the fact that it is set in a cave, there are plenty of stalactites to fall on your head and kill you instantly, as well as lethal spikes.



How about this secret room? Inside are more bonuses than you can possibly imagine. Just break open the wall with your whip.



So how do you fancy a quick sprint across crumbling platforms, while crazed mermen spit poison at you and the threat of a watery grave is all around? You do, well, it just so happens that I've got just the level you need.

Mermen leap from the water to spit poison at you as you runs through this section. Leap towards them and whip at long range.

Level 3-3



All of these platforms fall away as soon as you touch them so keep running and whip anything in your path before it slows you down.



The bridge on the right can only be reached by first defeating the raven that swoops down, then jumping onto the vertically moving platform here and waiting until it reaches its highest point before jumping.

Medusa has one awesome power, she can turn men to stone with just one glance. When she fires her glance spell, kneel and it will miss you. If you are caught by her eyes, you will be frozen for a few precious seconds which is when her snakes will attack. Leap forward to attack her, but remember to turn away at the last moment.



There are flying hands attacking you here and they will try to steal your hearts. Jump and slash them to avoid this.

Watch out for the spikes that are just under the surface of the water. With the strong current, it is easy to be dragged into them and lose a life.

This is the secret room. Whip the blocks here and you will be able to enter the cave and get all the goodies.



To defeat these twin dragons, stand on the middle platform and hit the heads as they move towards you. The dragons' heads shoot fireballs and jets of blue flame which are easily avoided. But when three fireballs come from below, leap up quickly.

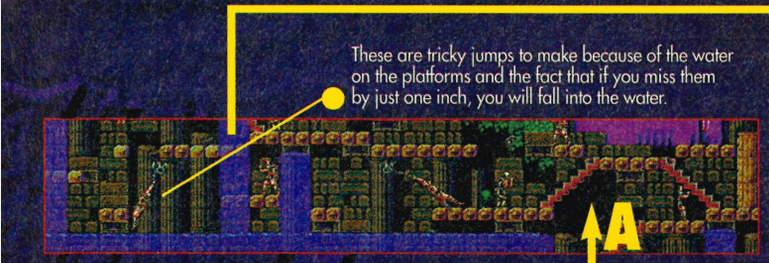




You will come under attack while trying to get across here. Instead of trying to whip the enemy, keep swinging and try to make it to the platforms on the right.

The mermen are back! As you walk on the platforms above they will leap up and spit at you. Crouch and whip them when you see them at the waterline.

A



These are tricky jumps to make because of the water on the platforms and the fact that if you miss them by just one inch, you will fall into the water.

A





As you climb up the tower of fear, you must fight even more skeletons and bone dragons on the way up. Near the top, the platforms get very small and well spaced and if you make just one mistake, you will fall all the way back down. The guardian for the level is at the very top.



Level 4-1



Level 4-1 takes you through the outer keep to some of the strangest rooms every seen on a console! Although it is a very short section, there are plenty of areas to get trapped in and most of it has a bottomless pit underneath. Finally, if you make it to the top, there is a huge grinning, maggot-ridden skull to take care of.

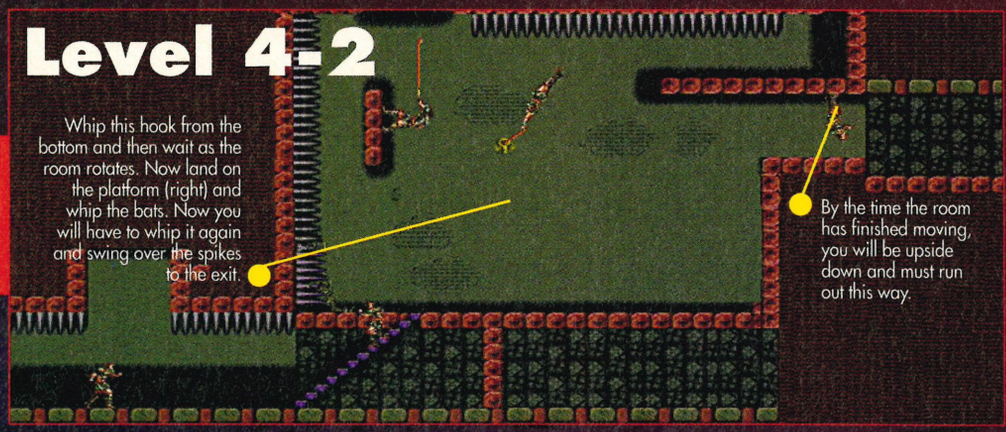
The skeletons here will try to lure you onto the green sections of floor that will fall away. The chain whip is the most effective.

One slip here and you will plunge to your doom. The jump to the stairs above it a very difficult one to achieve.



Level 4-2

This is one of the weirdest rooms ever! You begin at the bottom, and must whip the hooks in the ceiling before the whole room tilts on its axis. You may be wondering if he have make a mistake on the maps as there are Simons all over the place, but you really have to walk on the walls and ceiling to get though.



Whip this hook from the bottom and then wait as the room rotates. Now land on the platform (right) and whip the bats. Now you will have to whip it again and swing over the spikes to the exit.

By the time the room has finished moving, you will be upside down and must run out this way.

Level 4-4

Another weird level this. You must run through the gaps in the blocks when the moving stones have passed by. Not only can you be crushed against huge stone slabs, but there are also spikes to get trapped against and pits you disappear down. The key to this section is to watch the patterns before you charge through.

These stones are rapidly moving down. You will need to wait until there is a gap before you can leap through. Now you will have to watch the spikes below.

This is an extremely difficult section because just one touch from these purple spikes is enough to kill you. You must leap through the tight gaps between the two platforms so that you can then leap on each one and reach the top platforms. We've lost many-a-life here.



Level 5-1

Look out for flesh-eating creatures as well as candlesticks in these small alcoves.

Nothing is what it seems here. Leap on these platforms and some harpy will fly in from either side and try to knock you into the pit. Whip like crazy.

Evil vultures attack you all the way up these platforms. The vultures drop equally evil minions as they approach and you will have to fight both unless you whip them together.



A momentary walk in the garden is enough to revitalise your spirits and continue the adventure after the strange goings on it the fourth level. The only problem here is that there are loads of killer vultures flying around as well as some really evil harpies at the very top. You also have to watch out for flesh-eating creatures in the small alcoves on the way up. This level is very time consuming so don't hang around or you will hear the bell tolling.



If you want this meat you will have to be quick or the platform will tip you back down the level.



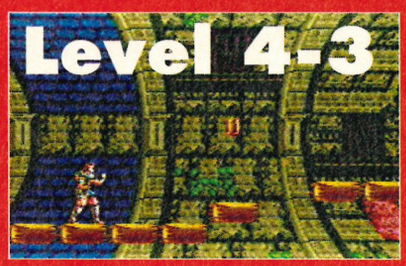
The oddly named Puweyxil is a huge grinning skeleton with maggots spewing from its mouth. Attack it from the left side with your whip and use the axe special weapon. When you hit the Puweyxil, a load of bricks will fall from the ceiling but you should have no trouble avoiding them. Don't let it move towards you or you're history!

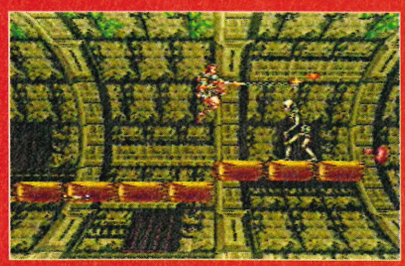


Keep leaping here to stay on the platforms. If you fall through from the top, then leap onto solid ground quick or you will continue the fall.

This is a tough section because you can only stay on these platforms for one second or they will tip.

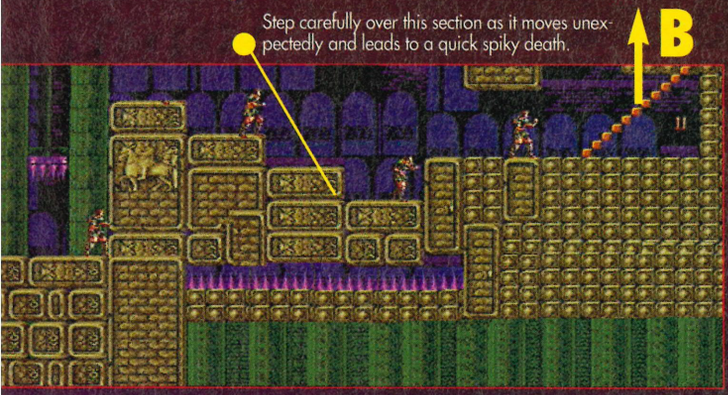
Level 4-3





This level is relatively straightforward as the platforms do not move and there are only a few skeletons to kill. The real problem is the background which rotates at a terrific rate, blurring and spinning to confuse you. There is nothing really intimidating about this level, it was just made up to show off the Super NES's capabilities.

Step carefully over this section as it moves unexpectedly and leads to a quick spiky death.





There is a larger winged harpy at the end of the stage. The best tactic is to run underneath quickly and whip towards to get rid it.



Leap off this platform and the screen will turn black and an ominous rumble signals the presence of the guardian.

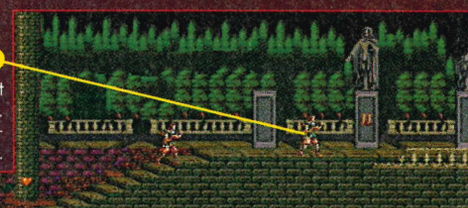


Karanot's a hug stone guardian wh brings rocks dow from the ceiling wi every footfall. Yo must avoid thes while whipping him the crouched pos tion. The best time do this is when h throws a ro because this is whe he is most vulnerabl

Every time you hit Karanot, he will shrink until he turns dust as he explodes.

Cartridge supplied by:
Console Plus
Tel: (0532) 500445





In a last ditch attempt to kill you off, before you get to Dracula, more harpies attack here in force. Remember that they are also carrying smaller enemies who must be killed if they are dropped.

Can you survive the skeletons and harpies in this section? Simply hack them with your whip or use the special weapons like the glave on the harpies.

Level 5-2

This stage is a simple walk up a long staircase. Hang on, did I say simple? Nothing in *Castlevania IV* is simple. You will be plagued by harpies on the steps and curiously, you will also be killed out right by an icy hand if you stand around too long. At the top of the stairs is the entrance to the first section of the castle.

Level 6-1



Stage 6-2 has the second of the big secret rooms, cunningly placed under a collapsible floor tile. The main things to remember here are to avoid the chandeliers which will drop on you the moment you get near. The first section of the level also features some particularly nasty spikes and crumbling blocks. Definitely the toughest level so far.

These knights carry axes and are very dangerous. Crouch and whip them to avoid their missiles. They will try to push you off the ledges to the zombies below.

Whip the bricks here and it will reveal a small alcove with a special weapon in it.

Level 6-2



Not only do you have to be careful not to fall into the spikes as you jump, you also have to leap away quickly because they collapse.

Watch out for the zombies at the edge of this platform as they will push you back into the spikes.

You've got to destroy all the coffins in this circle to get past. Stand on the bottom step on the left and slash constantly to destroy them.



Hands will regularly pop out of the walls. If you're in the vicinity, they'll will hold onto you, and allow other ghouls to get you.



Level 7-1

Many of the enemies in this section will hide behind the pillars although this section is mainly useful for stocking up on supplies.

Level 6-3



As you make your way into Dracula's castle, you may need to stock up on whips and special weapons. The only enemies you face on this level are zombies and spinning coffins. The guardian at the end is a ghostly dancing couple who seem peaceful but soon turn into raging banshees!



The first section of six is deceptive because there is a luxurious hall followed by some manic swinging chandeliers. You are introduced to devil dogs for the first time in the hall, but you should have no trouble hacking them to bits with your chain.

Devil dogs race towards you all the way through this level. Crouch and whip them three times in quick succession.

This is a quite tough section because the chandeliers move a quite a pace and you have to jump just as they reach their highest point.



Time your jumps onto these chandeliers as they swing over to their highest point. Aim to leap on the closest platform, then jump onto the middle ones when the chandelier is moving back to the right to avoid hitting the roof. Now leap off at the left when the chandelier swings back.







Whip the floor here with your metal whip and you can access this cracking secret room crammed with goodies. This should prepare you for the guardians ahead. Good luck!



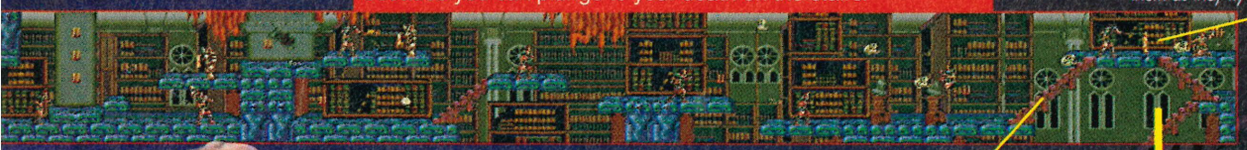
These ghostly dancers move randomly so you cannot form a proper strategy. Leap between the platforms as they fade out and keep them at bay with your whip and special weapon. After a while they will attack with swords, so stay in the middle of the room.

Ghost dancers attack here, they look transparent but can still hurt you. This is a premonition of the future.



You know you are getting closer to Dracula because the scenery is becoming more personal. The library has plenty of undead creatures to attack you as well as flying books and bottomless pits. The library leads to the picture gallery and finally to the guardian. You will need to be careful of where you jump, because you can plunge to your death on the stairs.

Beware of the book shelf, the books will fly out and attack. Duck and whip them as they fly out.



Don't leap onto these stairs or you will fall straight through. Get to the bottom and press up diagonal.



Watch out for the poltergeists in this section, they will try to push you off.



These platforms constantly move so catch a ride on them to reach the thin towers on the right.





Now you are in the picture room and you have to worry about demons emerging from the pictures and grabbing you. After the library, this level is pretty simple because there are no pits to fall down and only a few jolly zombies. The only area where you might find difficulty is the spiked roof at the end where you have to resist the temptation to leap over the enemy or you will be spiked.

Whip this piece of wall here to get a massive energy boost from some meat. It is advisable from now on to whip any areas of brickwork that are two bricks thick. There are quite a few of these hidden bonuses later on.



Get caught up in this fire worm and you can kiss your life goodbye. Wait for the worm to snake around you, then hit it rapidly and continue.

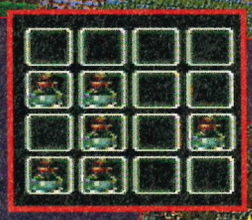
Level 7-2



Level 8-1

You will need to hit the spiders before you leap onto these platforms or they will knock you off.

After your battle through Dracula's castle, you learn that the dark lord is in the highest tower, through the clock workings. In order to reach this section you must go through the basement, then up the stairs. Level eight is definitely the hardest level of the whole game with its combinations of spikes and ghouls.



You will not have much time to get under here. Jump up onto the step and wait on the very edge to avoid the first falling spikes.



Don't take too long going down these steps as the middle sections will fall away and you with them if you're careless.

You are really in trouble now! Apart from the rickety stairs on the way down, there are plenty of spear traps and pools of slime to end your quest. The best advice to give here is to take your time and remember where the dangers are.

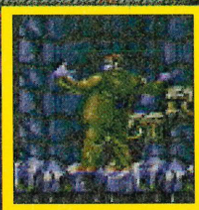
Long spears will thrust from the ground here. Wait until they retract so that you can leap over as fast as you can. Watch out for the spiked moving blocks on the left and right and time your approach carefully. There are also pendulum spikes which have to be avoided. Simply wait underneath them, then leap to the right as they swing out of the way. This requires crackerjack timing.

A

Crouch and walk on your haunches to get past these forbidding spikes. You can leap through the stairs on the other side.

Level 8-2





Leap up onto the nearby platforms to hit Frankenstein in the face with your whip and any special weapons you might have. Frankie will throw firebombs at you so leap out of the way.

Level 9-1



If you can make the jumps between treasure chests, there are plenty of points bonuses to collect in the vaults.



Slash the candlestick here and you will get a glave to use against the Zapf bat at the end of this level.

To avoid the masses of skeletons on the ground, use the two rings here to swing across to the platform on the right.

The vaults are crammed with gold and coins but you have no time to collect treasure as Dracula is waiting. Unluckily for you, the vaults are also full of zombies, skeletons and bats. The massive Zapf bat at the end uses gold as camouflage and also as armour so you will need all the weapons you can collect on this level such as the glave.





These paintings hold the souls of demons who will try to grab you as you go past. Get underneath it and whip upwards to destroy the demon.



Sir Grakul is a huge axe-wielding knight. The axe doubles up as a boomerang so duck or jump to avoid it, then hit him. Grakul also uses a stream of fire along the floor.



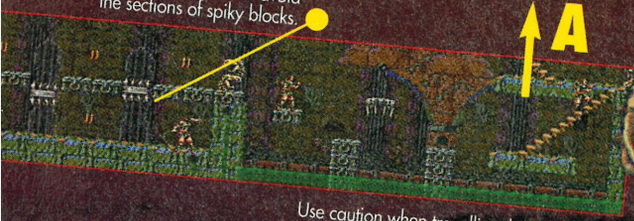
This is the tough bit due to the spiky roof. You must crouch and whip any enemies but remember not to leap up or you will get a painful headache.



The Zapf bat is covered in jewels from the vaults and this makes it hard to hit. Apart from the three smaller Zapf bats that will sour down to attack you, you must hit the bat without getting hit by its scales.



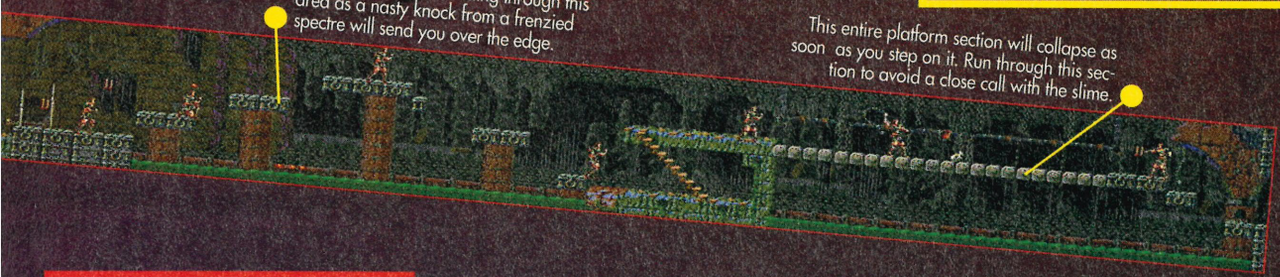
To get to the bonus weapon here, you must take your time and avoid the sections of spiky blocks.



A



Use caution when travelling through this area as a nasty knock from a frenzied spectre will send you over the edge.



This entire platform section will collapse as soon as you step on it. Run through this section to avoid a close call with the slime.

The second section of the vaults contains another secret room in one of the treasure chests and of course, the Zapf bat which is waiting at the top of the heap. The only difference between this and the first vault section is the amount of skeletons which increases ten fold.



Inside this secret room are plenty of special weapons and food power-ups for the battle against the Zapf bat. Who said we don't look after you?



Level 9-2



Skeletons emerge from these coffins and attack. If the lid moves when you approach, wait for a second, then whip anything that comes out.

Bats swarm over your head here so keep whipping the chain in a circular motion to defend yourself.

The stairs here are easily climbed but don't you get worried by the fact that there are so many power-ups. Kinda makes you wonder why you need to have so many weapons, doesn't it?



This bit is pretty tough because you can easily get pushed off these precarious platforms by the ghouls just inches from your goal.



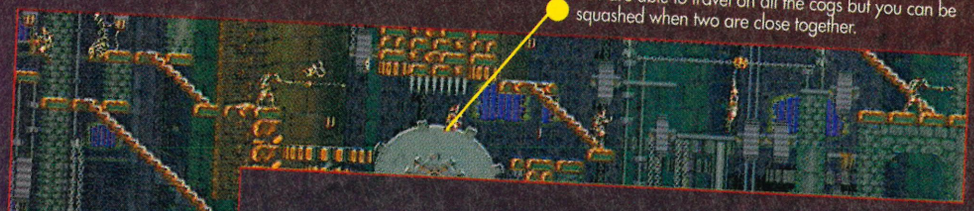
Instead of getting bogged down in the gold with the skeletons, why not use these rings to swing across and save the hassle.

Stand on this chest and press down once you have whipped the coffin above to reach the secret room (above).

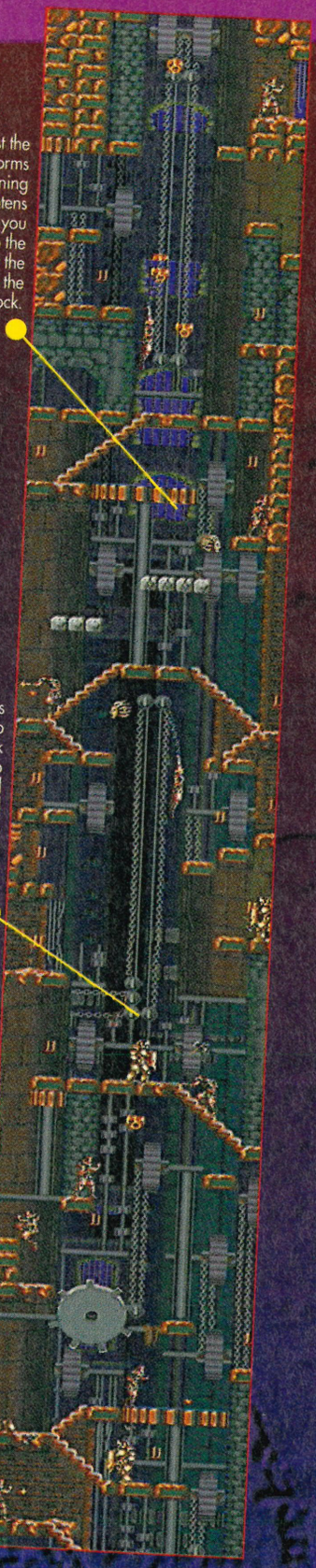




The trick to getting past this section is to duck on the cog to avoid the spikes, then leap off before you get crushed. You are able to travel on all the cogs but you can be squashed when two are close together.



After getting past the crumbling platforms and the spinning cog which threatens to tip you off, you must now whip the chains again for the final stint up to the summit of the clock.



Stand on these horizontal cogs and they will push you to the right, whip any bats, then leap onto the main cog and quickly leap over to the platform. If you want the candlestick on the right, you can jump through the stairs.

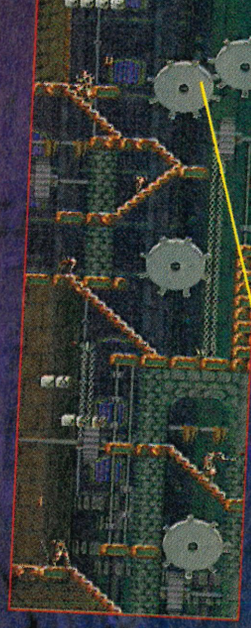


Level A-1

The oddly named A-1 level is set deep in the working of the clock tower and is crammed with moving parts. You must leap between cogs and chains in an effort to reach the clock face and a run-in with the mad mummy. The cogs are harmless enough on their own, but when you have to leap between huge steel tumblers *and* avoid bats, well, this stuff isn't funny any more.



This is an ingenious way of getting up through the clock tower quickly. Whip the chain here and you will be carried right up to the top where you must swing off onto the platform.



You will need to plan your route here carefully. Each of the cogs is moving in a different direction so you must leap onto one, keep jumping to stay in one place, then dive onto the next one and quickly leap up onto the platform on the left. Watch out for collapsible grey platforms.



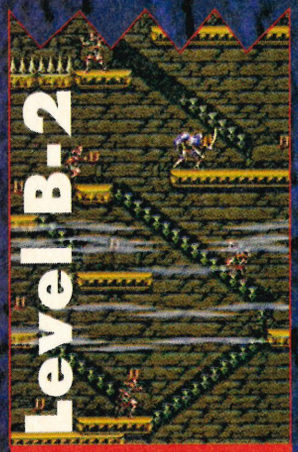
This is a really tough bit. You must leap onto each of these rapidly moving blocks as they fly down diagonally and gradually jump up until you reach the top platform. Diving from each block is hard enough, but you must also watch where you go because there are spikes on the roofs above and you can easily be killed.

This section is against the clock. Run and leap up the collapsing stairs before the killer buzz saw gets you.



Hack the bats and skeletons as you climb up the stairs here. The only way you could possibly fail now is to leap through the staircase and drop right back down to the bottom. You don't want to do that!

Just after that mammoth block jumping section, here is another one, this time, less fraught. You should easily make it up this final section as there are hardly any enemies and the worst is all behind you.



Level B-2

This is a tough level to complete because for the first time you're up against a genuine time limit. Not set by a dusty old grandfather clock, but by a gleaming killer buzz saw that threatens to dice you if you don't scale the crumbling battlements in time. The only piece of advice is don't make a mistake.

This final section is just a simple jump down to the entrance to the main tower, and a chance to stock up on supplies.



Level A-2

This level holds only the mad mummy guardian. All you have to do is walk along the edge of the clock tower; whipping any enemies, then climb onto the hands of the clock and do battle. The mummy guards the final tower where Dracula is waiting to crush you. Dare you go on?

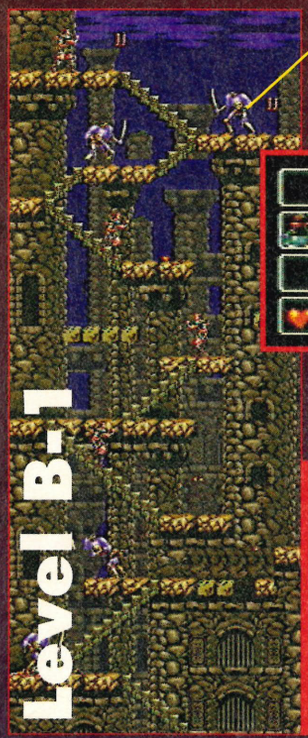




The mummy will hurl thing at you but they are relatively easy to dodge. Get close on the hands and keep whipping the mummy as it approaches you.

Level B-1

These strange torso creatures attack you on these steps and will try to push you off. Two hits from your whip will send them back to the grave for good.



Apart from the thousands of bats that attack you here, you must also keep moving as the bridge gives way under your feet.

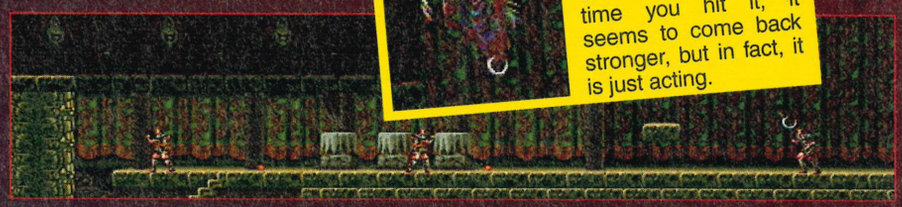




You may have made it past the deadly ravine but can you get rid of these pesky bats?



It's hardly a stage on its own, is it? B-1 is basically the smaller tower that links up with the main castle. You must fight your way past strange torso creatures that you haven't encountered before and then across the frail bridges that have not seen a heavy foot in thousands of years.



The reaper is a tough one to defeat. Every time you hit it, it seems to come back stronger, but in fact, it is just acting.

You can tell Dracula's scared because A) he knows you are a mate of Peter Cushing, B) you have a big pointy stick called "Drac killer" and C) because he has sent all the rest of his demon chums to face you in the anti-chambers. All the demons are killed in the same way and you shouldn't have any trouble if you use the simple power-up cheat.



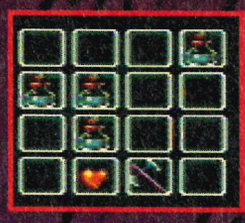
The bulbous blue creature hops all over the place but if you stay to one side and whip it when it's in range, you should have no trouble.

Level B-3





Run underneath this green monster and whip it from below. It will try to fly around, but you should be able to corner it and finish it off.



Level B-4





Dracula is not your average sort of guy. For a start, he doesn't die when you throw a big axe into his face, in fact, he doesn't even flinch, oh dear! Use the glave weapon to kill him and leap up and make sure it hits him in the face or he will not be affected. Dracula will use his cloak to shield your hits so you will have to time your attempts until just after he has attacked you. Dracula fires lots of blue magic balls which you can whip and leap over and also some thunderous lightning which is easy to avoid. Drac is not an easy opponent, but patience pays off.

This is the final level and what a game it's been. It hardly seems four years since we started playing, my how time flies. The final section, impersonally called B-4, has an excellent cheat (see below) for getting loads of power-ups and just as well because in the main chamber is Dracula.

Leap down here on an invisible staircase and collect loads of power-ups on the far left. Ha ha!



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GODS

MINDSCAPE ● PLATFORM PUZZLE

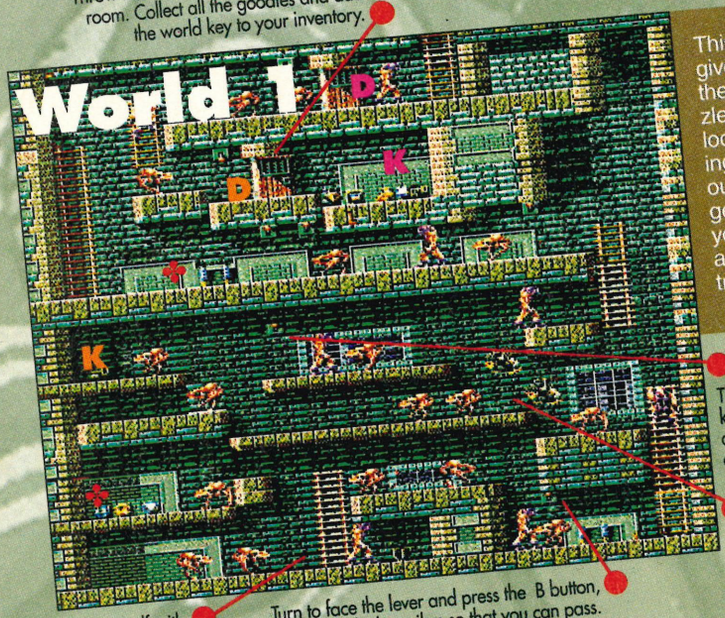
Greetings one and all and welcome to Ancient Greece via this latest stormer from Mindscape. The task at hand is to bravely battle against the odds, through four levels containing three challenging worlds in each. The prize is a chance to join the gods themselves in immortality, eating Ambrosia and sipping nectar in a lap of luxury. Only the quickest and strongest warriors can succeed in the footsteps of Zeus and Hercules to claim their glittering accolade. But don't despair mortals, you can prevent *Gods* becoming a Greek tragedy with this fully mapped solution from the living legends here at SUPER XS.

SUPER NES





THE CITY



Throw this switch and enter the treasure room. Collect all the goodies and add the world key to your inventory.

This world is basically designed to give you a little time to get used to the controls and solving the puzzles. There are some things to look out for though, like the swooping flier beasties that can, throughout the game, test your trigger finger. In order to complete this world you need to find the treasure key and collect the world key from the treasure room.

Level 1 Object



This ceramic pot is the item to look out for in world two. Taking it to the stores will gain you the world key, and then it should be plain sailing.

Throw this switch before collecting the treasure key. On returning the switch to the up position, a section of floor should open up below you enabling you to enter the bonus room.

At this point you will be attacked by lots of fliers, so stay alert and keep shooting.

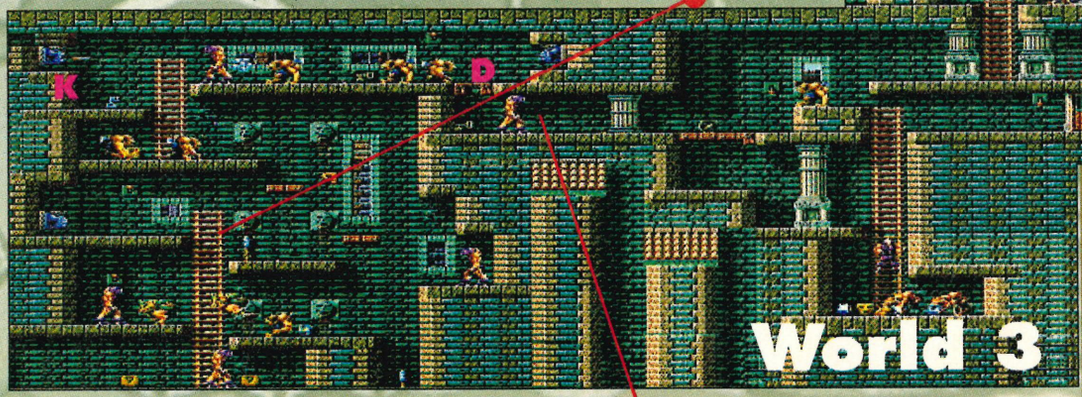
Arm yourself with this dagger and let 'em taste your steel.

Turn to face the lever and press the B button, this will disable the spikes so that you can pass. Before going on, return the lever to the up position in order to gain entry to the bonus room.

The teleport room will bring you to this point. Here you will find the trap door key that you will need to go down to the guardian's lair.



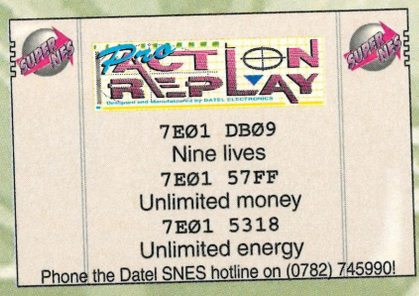
After walking around this part of the level, killing baddies and experimenting with levers, you should find that a teleport stone will appear. This will take you up two floors so that you can collect the trap door key.



Throw the switch and go down through the trap door. Kill the thieves as you go through and the treasure key should fall from one of them.

There are many ways to complete this world but common to all solutions are the need to collect the teleport key, the treasure key and the world key. In the world there is a lightning bolt weapon which will make it much easier to defeat the level guardian. If you can kill the guardian without collecting the lightning bolt, you will receive a treasure chest bonus.

To get through this level you will need to perform the task of collecting a ceramic pot and taking to the stores. At several points along the way you will be under a barrage of fire from endless numbers of beasties. Stay alert and keep firing, but remember that if left alone, thieves can help. Better to kill a thief when he has got something that you can pick up and use.



Teleport Room



Move the lever to the right of the ladder back and forth, this should release the teleport stone. Walk into it and be transported to the teleport room. Collect the extra pot therein and add bonus points to your score. The stone in the teleport room will take you back to the main world.

Add the pot to your inventory and head for the stores to deposit it.



Go this way first in order to collect the trap door key.

Shoot the two creatures and gather the invincibility that will fall from one of them. Now you can walk through the spikes in front of you without energy loss.

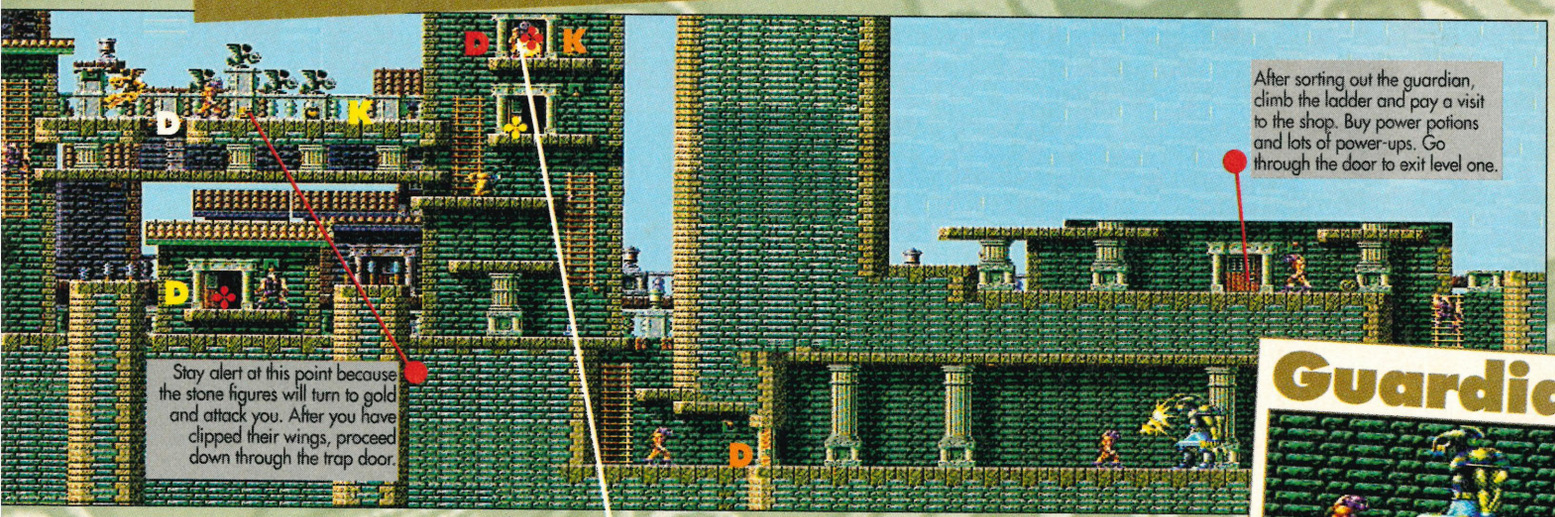
World 2

Jump down while pressing left, directing to land on the floor outside the treasure room. Go inside and collect the store's key.

Throw this switch to exit the world. As you walk through there will be a flashing gem, this calls out the shopkeeper. He will have an array of power-ups and weapons for you to purchase.

The Stores

Go to the right of the stores and, as if by magic, the world key should drop down. Pick it up and the pot which you collected earlier will be returned to its home. Exit the room and head for the end door, flick the old switch and that is world two completed.



After sorting out the guardian, climb the ladder and pay a visit to the shop. Buy power potions and lots of power-ups. Go through the door to exit level one.

Stay alert at this point because the stone figures will turn to gold and attack you. After you have clipped their wings, proceed down through the trap door.

Treasure Room



There are some nice power-ups to be had in the treasure room, as well as extra weapons for the final battle with the level guardian. On exiting the room you should find the world key. Collect it and head for the trap door three floors below.

Guardian



The centurion guardian is big and quite tough, although he is the easiest guardian to defeat. Note where his fireballs bounce the highest and stand there. Move backwards and forwards with him firing all the time. Don't get too close because one swipe of his huge sword and you'll be mincemeat.



THE TEMPLE

SD1

The world key is located in the gem room on a high platform. Bring the three gems to the room, this will lower the platform so that you can reach it. Energy is very important in this world so stock yourself up in the shop beforehand and take any opportunity in the game to capture power-ups. In order to save energy, climb down even the shortest of ladders instead of jumping.

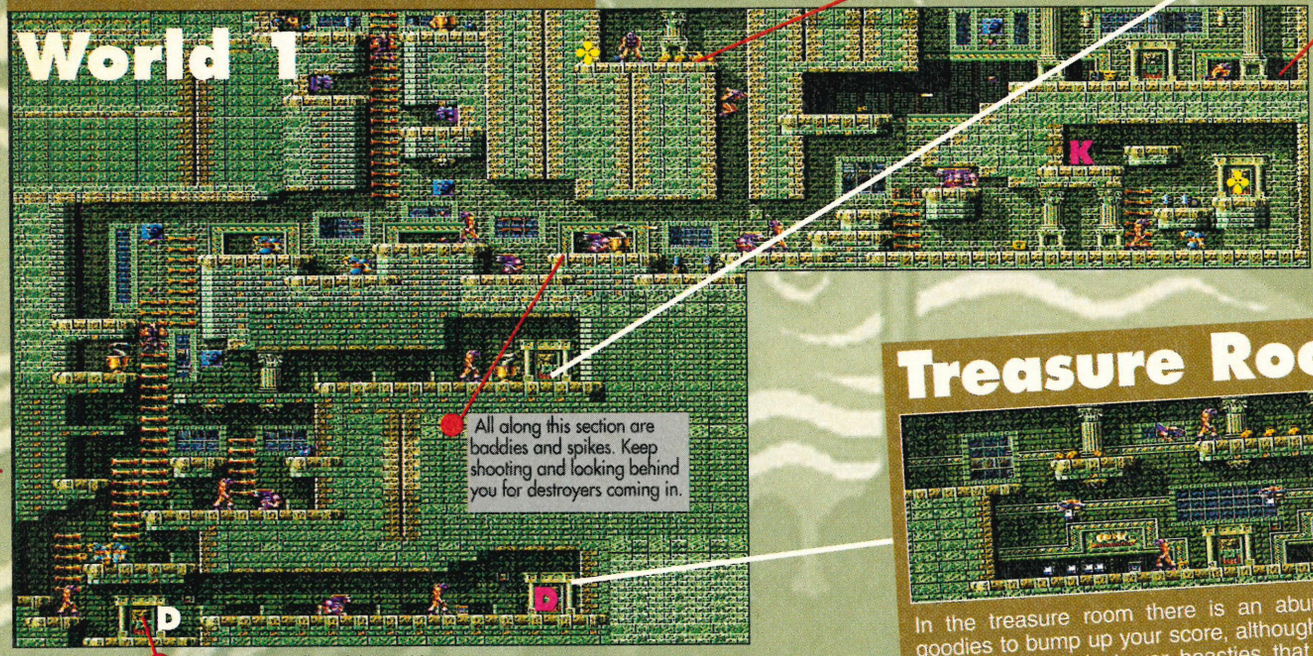
Gem and Bonus Rooms



Dotted around the main map are three gems that must be brought to the gem room, one at a time, in order to gain the world key. Two of the gems can be found in the lower part of the map, being carried around by thief beasties. The other can be found at the top of the first ladder. In the gem room there is a teleport stone held up by a trap door. Switching the lever up and down a couple of times will bring the stone down, taking you to the bonus room.

The teleport room will bring you out here. Collect the treasure and add the trap door key to your inventory. Make sure that you have plenty of energy before you attempt the jump down, if you haven't, you will lose a life.

World 1



Turn to face the wall at this point and press the B button as if you were switching a lever. This will activate a hidden switch which will open the first trap door in the world, enabling you to get to the teleport room and also collect the treasure key.

All along this section are baddies and spikes. Keep shooting and looking behind you for destroyers coming in.

Treasure Room

In the treasure room there is an abundance of goodies to bump up your score, although there are some flier and destroyer beasties that will try to throw a spanner in the works. Work your way around in a clockwise direction and exit by the door at the bottom.

After you have collected the world key from the gem room, make your way back down to this point and enter the world door. This will take you to the next level.

In this section there are two question mark icons which will give you clues as to what to do in this world. You can also find one of the chalices here.

World 2



In order to get down to the bottom of this pit you must engage this lever which will close a trap door below. When you jump onto the trap door, engage the lever just above that and another trap door will close below you. Repeat this process until you reach the bottom of the pit.

Outside the door to the ship room you will find another chalice.

There is a hidden puzzle in this level to get to the treasure room. There are three chalices lying around the world that must be taken to the ship room. When you deposit them there, you will be rewarded with the treasure key. You can ignore this puzzle and head straight for the ship room to collect the world key and head directly for the finish.

Treasure Room



After collecting the chalices and taking them to the ship room, you can enter the treasure room where you will find point-boosting treasure.

The third chalice is situated here.

Ship Room



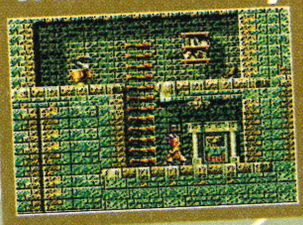
The world key can be picked up here, as well as the treasure room key. The teleport room will bring you back up to here, thus avoiding a difficult climb.

Entrance



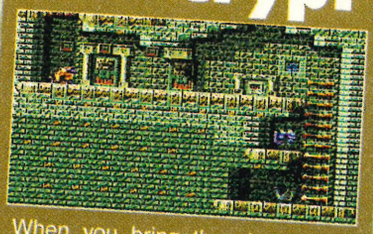
This is the intersection between world two and world three. Here you visit the shop before you continue through the door to level three.

Wizard's Study

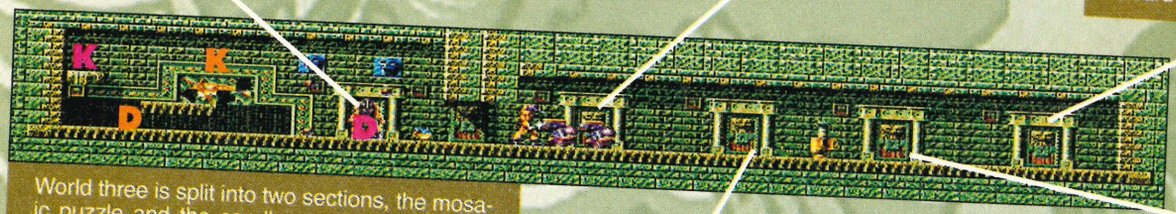


This is where to return the globe that you will find in the apothecary. It should fit nicely into the globe stand at the top of the room. When you return the globe, a piece of mosaic will appear, so take it to the mosaic room at the end of the corridor.

The Crypt



When you bring the skull to the crypt, you should find a jar of herbs. Pick them up and take them to the apothecary. Don't forget to pick up the piece of mosaic as a reward for returning the skull.



World three is split into two sections, the mosaic puzzle and the candle puzzle. The mosaic puzzle is so called because you have to locate four pieces of mosaic and return them to their original state, which is part of a bigger mosaic of a lobster. One of the pieces is in the mosaic room, so pick it up and walk over to the mosaic on the wall. Pull the first lever and return it, this should move a block to the right. Then pull the second lever and replace it to move the block up so that you can get to the corridor. Lever one should also reveal a rising block to enable you to get the door key.

The Armoury



In the armoury you find the skull, although you will have to kill a thief to get it. Take the skull to the crypt to gain another piece of mosaic.

The Apothecary



You will find the globe in the apothecary, through the door to the left of the room. That door will close behind you so in order to get back out, you must climb the ladder, kill the thief and shoot down the blue gunners that are mounted on the wall. At the top of the ladder is a lever to open up the door again.

The candle puzzle is part two of world three. The task is to find the candle and take it to the study at the end of the world.

World 3



Jump onto the moving block to collect the candle.

The trap door key should enable you to pull this lever and close the trap door to the left. Jump on that and repeat until you reach solid platforms.

Another moving block is the obstacle here. Leap on board and walk with it before jumping to the safety of the platform at the other side.

Walk all the way along the corridor, killing monsters until a trap door key is revealed. Come all the way back and throw the switch. A rising block will come up so that you can get up to collect another trap door key.

Placing the candle here will light up the study and produce the world key. Take the world key and head for the Dragon's pad. Engage him in battle and show him who's the boss.

Guardian

To tame the dragon, move forward when he moves up and when he drifts down, you retreat. Avoid his fiery breath and keep on shooting and ducking if need be.

Level 2 Objects

The skull can be found in the armoury in the mosaic puzzle.

The globe stand is located at the top of the wizard's study, ready to be filled by the globe.

The globe is situated in the apothecary.

Three similar looking chalices to this can be collected in world two.



The herbs can be found in the crypt.



The dragon's gem can be found at the end of the candle puzzle in the chapel.



A piece of mosaic that is the reward for relocating the above items.



The candle must be taken to light up the study in the candle puzzle.



THE LABYRINTH

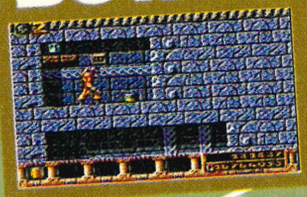
MGB

Mace Room



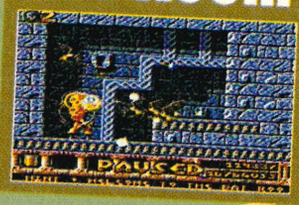
As the name suggests there are some maces to add to your inventory here. Walk into the teleport stone and on to the next room.

Bowl Room



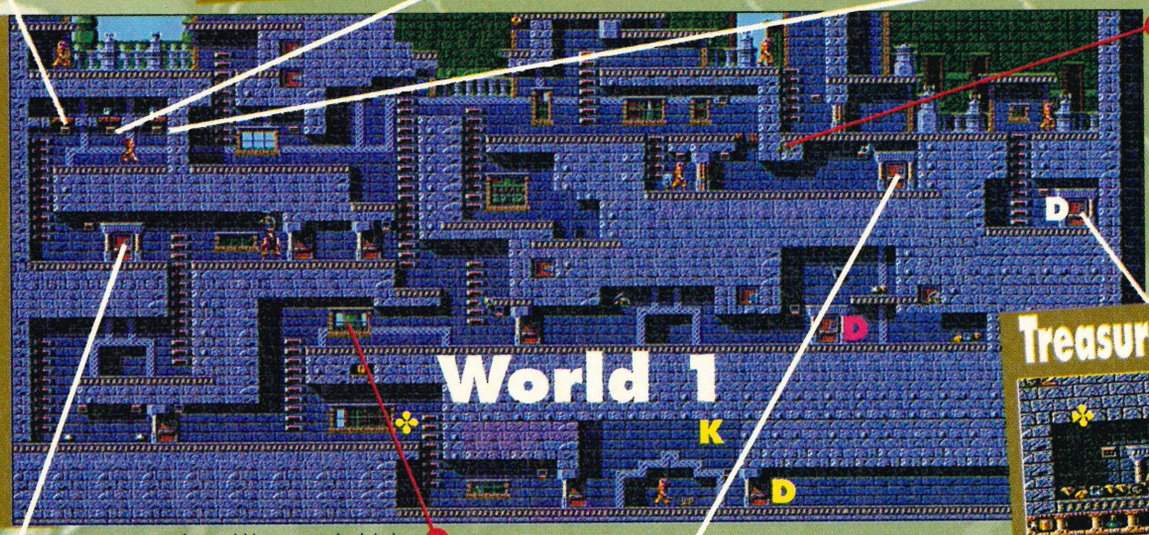
On arriving in this room you will find the gold bowl. Take it with you before exiting via another teleport stone.

Bat Room



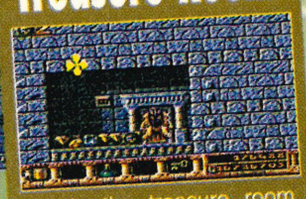
In the bat room you will be attacked by lots of the flying mice creatures. Start shooting them while they are on the ceiling and then make a quick get-away.

Again, there are many ways to complete the level, including a sneaky short cut. Go just beyond lever one and return to the start. You should collect a trap door key. Go to below the second block, and the trap key should move it. This will allow you to go to the lever outside the treasure room and collect the maces, treasure key and the wide arc. Now you can go to the final room and receive a power-up.



Around about here there is an alien attract potion. Take it down to near the bee room and release it. This should keep a few creatures out of your way while you make your way to the treasure room.

Treasure Room



Inside the treasure room with the many goodies there is a teleport stone. This will take you down to the ladder just before the end door.

The world key is on a high ledge just waiting to be shot down so that you can exit the world.

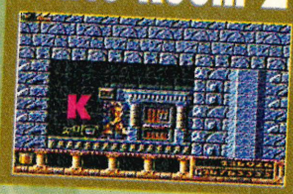
Bee Room



In the bee room lies the treasure key and a power-up. So snap them both up before moving on.



Mace Room 2



The second mace room contains more weapons and the teleport key. Take them and make your way down to the bee room to collect the treasure room key.

Level 3 Objects



The alien attract potion can be used to bring thieves to wit in shooting distance or distract their attentions from you.



Ceramic pot. The important pots have this blue strip around them.



The flask. One of the tasks in world three is to take it to the final door.



The water gem. Together with the ice gem and the fire gem it is a tool to solve puzzles.



The fire gem. In level two they have to be taken from the ship room in level three to the light room.



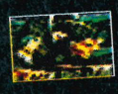
The ice gem. Sometimes this is the hardest gem to acquire in level three needing a combination of levers to release it.

Beasties

There are basically three different types of beasties. The way they look will change throughout the game, but their basic characters and habits will remain the same. The different types of alien beasties are outlined briefly below.



The Destroyer. These beasts are quite intelligent. Their purpose is to pursue throughout the level and destroy you.



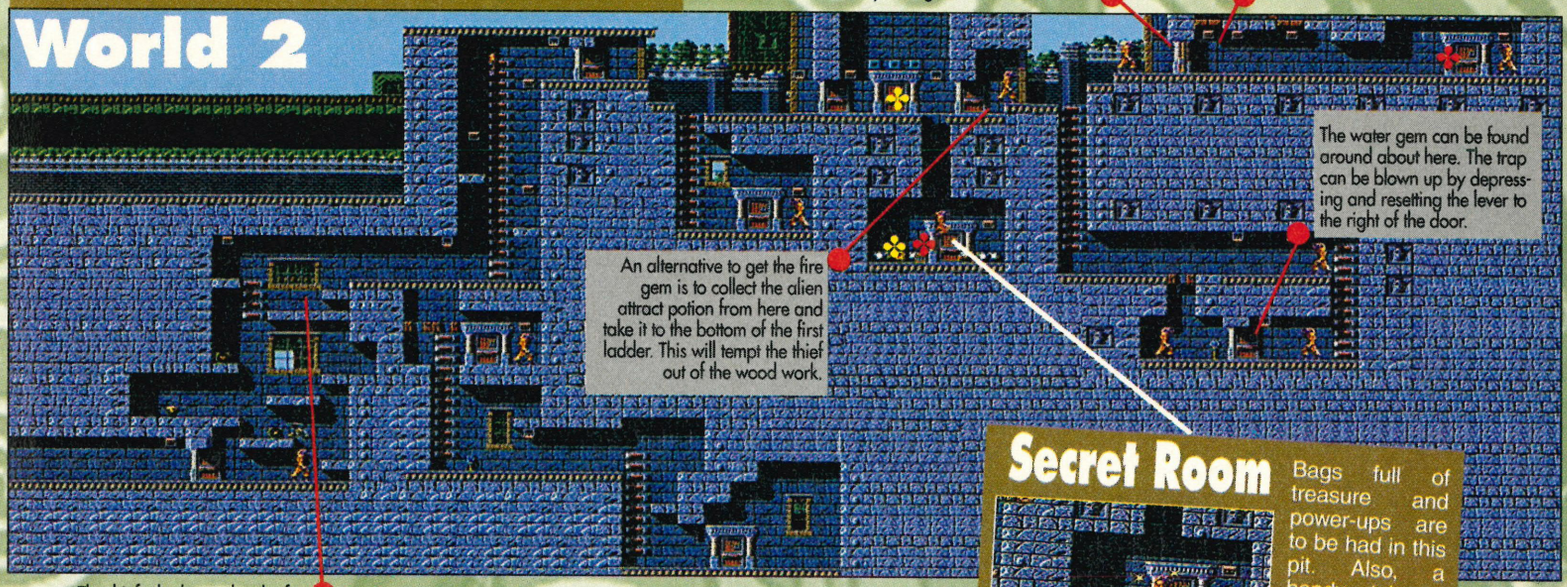
The Flier. Like the destroyers, these winged creatures will try to get you at all costs. They can also avoid your shots and at times prove to be quite elusive.



The Thief. These baddies will try to steal things from you as well as prevent you obtaining vital pieces of treasure. They can help you though by getting difficult items for you.

The puzzle in world two is to acquire the fire, ice and water gems to illuminate the lights in the central room. The fire gem will be stolen by the thief at the top of the second ladder. Don't worry, you can beat him up later and extract the gem.

World 2



The treasure room can be visited via these three levers. Pull the first one to open the door, the third one to collect the shield and the middle one to move the block allowing you to go to the treasure room.

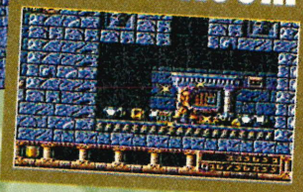
The ice gem is here. You can get to it by pulling and returning the far left lever. These three levers will also reveal the way to the treasure room.

The water gem can be found around about here. The trap can be blown up by depressing and resetting the lever to the right of the door.

An alternative to get the fire gem is to collect the alien attract potion from here and take it to the bottom of the first ladder. This will tempt the thief out of the wood work.

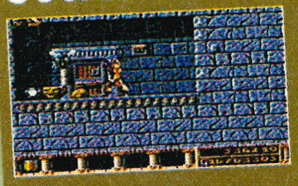
The thief who has stolen the fire gem will be looming around with nothing better to do than surrender his life and his swag.

Secret Room



Bags full of treasure and power-ups are to be had in this pit. Also, a handy teleport stone to take you up to the right room.

Secret Room



If you read the on-screen scrolling messages, they will not only guide you through to the guardian, but will also take you to this treasure filled secret room. A warning though, is don't activate any levers unless you are told to do so.

The first part of this puzzle is to find and collect two vessels and take them to the end door. After locating the world key, the next big test is to face the end-of-level guardian. Take advantage of any extra power-ups and weapons in order to defeat the nasty minotaur.

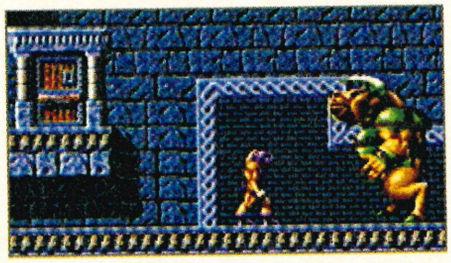
World 3



The pot, which is one of the vessels that you must locate, can be found here. The flask, which is the other, can be found further down in the bottom pit.

The all-important world key can be grabbed here. Look out for a swarm of fliers as you reach this point.

Guardian



The minotaur is along similar lines to the centurion in level one. The added difficulty being that this awesome foe can jump on your head. To combat this, when he jumps, run behind him and continue the slaughter. When he jumps back, return to your original position until you have completely carved him up.

Power-ups

The following power-ups can be obtained from the shop or through the game. The advantage of the latter is that it doesn't cost you any money. Greece at this time was quite economically stable so some expenditure won't hurt the purse strings too much.



Bread. It isn't exactly Kingsmill, but it does return lost energy.



Chicken. The tasty snack will restore flagging energy and add 650 points to your score.



Extra life. This is a welcome sight that you should grab with both hands.



Gold mask. This doesn't turn up that often but when it does, it is worth 800 points.



Large health. Double the strength of the small health.



Small health. This restores lost energy, so take them when you can.



Apple. My old gran used to say, an apple a day keeps the doctor away, and that's true.

Teleport ✤

All levels have a certain amount of teleport stones and teleport rooms. To make it easy to see where each will take you, we have marked the above sign on to the maps. Signs of the same colour illustrate the journey taken. Most of the teleports just go one way.



THE UNDERWORLD

BMH

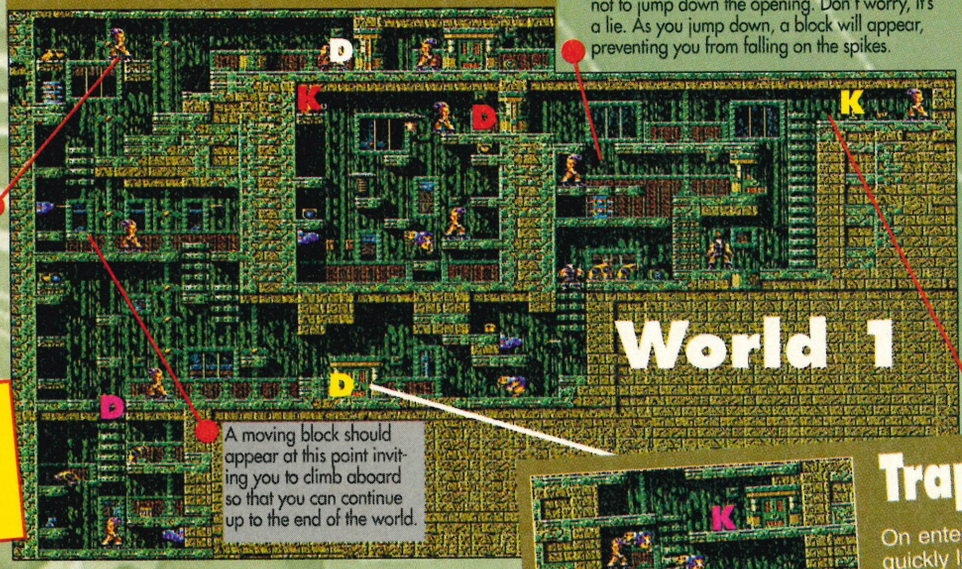
SUMMARY

GAME NAME: Gods
TIME TO COMPLETE: 1 Week
HIGHEST SCORE: 1,560,887
NUMBER OF LEVELS: 4
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.

World one contains some false walls and platforms that you will have to shoot away so that you can pass or so you can bring something down to a level at which you can reach them.

At this point, a screen message will advise you not to jump down the opening. Don't worry, it's a lie. As you jump down, a block will appear, preventing you from falling on the spikes.

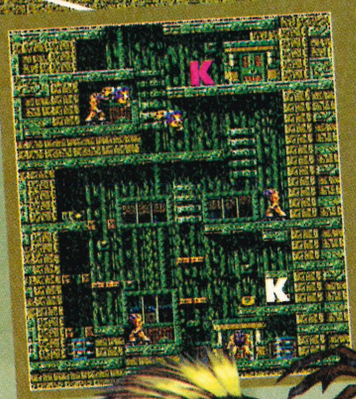


The door here leads out of the world, if you have grabbed the world key from the trap room.

The key to the trap room is hidden here, behind a false door. To open it, go down the ladder, destroy the blocks and engage the two levers. One of the levers will move the false block and the other will reveal a starburst which will help rid you of the beasties coming in behind you.

A moving block should appear at this point inviting you to climb aboard so that you can continue up to the end of the world.

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Trap Room

On entering the trap room quickly leap to the left and pull the lever. This will stop a moving block above from knocking the world key into the traps. If you fail you will have to the trap door key to get the bomb and destroy all the traps.

Weapons

The following weapons can be obtained in the game for free and in the shop at a cost. The value of each weapon or the cost in the shop are contained in the short descripions beneath.


The axe will cost you 10,000 in the shop and is quite effective in the early levels.


The mace costs 75,000, four or five maces at the same time are extremly handy.


The knife costs 25,000, and is the most basic of weapons. It will tide you over until something better comes along.


Magic axe. Costs 15,000. They bounce around and home in on the beasties.


Power potion has a value to your score of 60,000 and will increase your weapon power.


The spear. Costs 17,500. One of the better weapons available, can go through two or three aliens at once.


Throwing star. Costs 50,000. Has only a short range capacity.

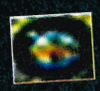

The standard weapon arc will give good service in the early levels.


Familiar. Value 30,000, this gives you a feathered friend to dive in and kill beasties for you.


Lightning bolt. Costs 30,000. This lovely weapon will go through anything.


The Hunter. Costs 15,000. This will hunt down the baddies on a radius of about half a screen.


Magic wings have a score value of 50,000 and it affects the familiar (above).


Sheild. Value 20,000, reduces damage for a short spell.


Starburst. Value 10,000. Will go direct to beasties and kill them, but only for a short time.


The direct weapon arc is good in situations that require precise aiming.


The intense weapon arc takes your weapons and spreads their fire.



Level 4 Objects


This is the alien attract potion, used in the right way it can trap thieves with objects.


Find this gold bowl in world two and take it to the alchemist's room.


Collect the lamp and pull the fourth lever in world two and receive a free familiar.


Together with the lamp and the gold bowl, this pestle and mortar need to be taken to the alchemist's room.

The puzzle in this world is to find the alchemist's tools and take them to his room. The tools consist of a lamp, a gold bowl and a pestal and mortar. They are around the map, as are several keys to collect.

This door will close behind you, so if you want to visit the bonus room you had better do it before passing this point.

These blocks will be shot away by baddies, releasing destroyers hell bent on claiming your scalp. So pass quickly along and down the ladder at the other side to collect the gold bowl.

World 2

Bonus Room



In the bonus room you will have to be swift collecting your prize as the platforms will be shot away by a strange mutation of the flier beasties.

Keys K D

To make life a little easier we have made the following key system. On the maps you may have noticed different coloured Ks and Ds. These stand for key and door, The same coloured key opening is its colour match door.

Shoot these blocks away and grab the key. Go back up the ladder and through to the left. The room at the end contains the lamp.

Collect all the items and rush to put them in the alchemist's room. The key to the door should fall down as you get up to the door.

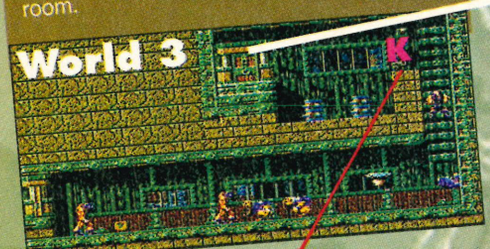
Potion Room

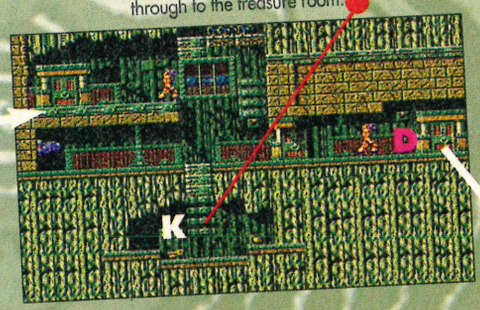


The pestal and mortar are up for grabs in this room. Go to the top lever and blow up the spikes. Then collect the alien attract potion, take it to the bottom lever and release it. This should bring out the robotic thief carrying the pestal and mortar. Shoot him when he is in a good place for you to pick your prize and then exit.

The final world is quite simple to complete. All you have to do is locate and collect the world key and then escape to the boss room.

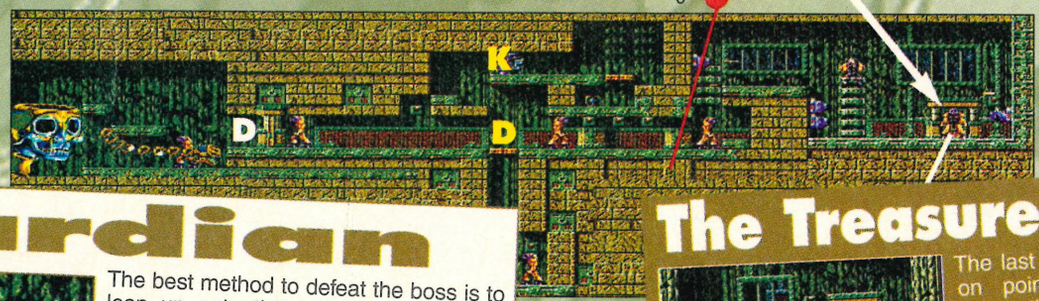
Here lies the world key that you can only get once you have gone through to the treasure room.



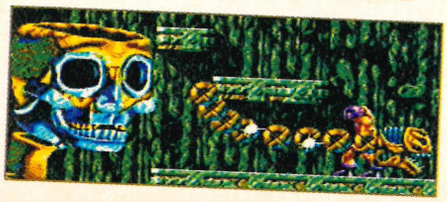


Kill all the creatures that lurk around the bottom of the ladder, then up you go to the top. Stop at the top and wait for the thief to bring the door key to you. As he does shoot him and steal his cargo.

The key to the trap door can be brought down from its heights by throwing the three skitches until the theif can come down and bring it.



Guardian



The best method to defeat the boss is to leap up onto the middle platform and start shooting when the yellow chinese dragon bursts out of the guardian's head. The dragon will go underneath you and right around you. If you have followed him all the way with your fire, he should die; if not, you're dead.

The Treasure Room



The last chance to load up on points and weapons before the final battle with the big boss man. When you come out of the treasure room, go back to get the world key and then head for the big showdown with the huge end guardian.

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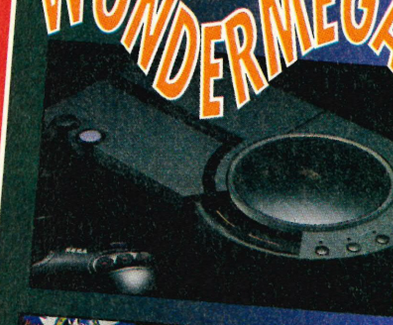
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Calls cost 36p a minute cheap rate, and 48p a minute at all other times, and can be made from any phone. Ask permission of the person who pays the bills before calling.
Closing date for all competitions, 31 Jan 1994. One winner will be selected at random from all correct entries for each prize. All entrants have an equal chance of winning a prize.

SUPER XS SURVEY



WIN! STREET FIGHTER II TURBO!

SUPER XS is Britain's only dedicated tips magazine, bringing you 164 pages of tips, cheats and fully mapped solutions every two months. But we want your comments to make it even better!

We want to know what you think of the mag. Do you like the layouts? Is it informative enough? Can you complete more games with our help?

Simply fill in the form below with all your comments and constructive criticisms and you'll have a chance to win a copy of the awesome *Street Fighter II Turbo: Hyper Fighting*, and an amazing TopFighter coin-op style programmable joystick! The first person pulled out of the bag next issue will win the prize, so get your forms in now! If you don't want to rip up your copy of SUPER XS, send us a photocopy instead.



YOUR DETAILS

1. ARE YOU:

1 ☐ Male 2 ☐ Female

2. HOW OLD ARE YOU?

.....

3. ARE YOU:

3 ☐ At school
4 ☐ At college
5 ☐ Unemployed
6 ☐ Employed (job title)

.....

7 ☐ Self employed (business)

.....

4. MY WEEKLY EARNINGS ARE:

8 ☐ Zero
9 ☐ Under £20
10 ☐ £20-£50
11 ☐ £51-£100
12 ☐ £101-£200
13 ☐ £201-£350
14 ☐ £351-£500
15 ☐ Over £500

5. HOW MUCH, ON AVERAGE DO YOU SPEND ON SOFTWARE EACH MONTH?

16 ☐ Under £20
17 ☐ £20-£40
18 ☐ £41-£50
19 ☐ £51-£60
20 ☐ £61-£100
21 ☐ Over £100

6. WHERE DO YOU BUY YOUR GAMES?

22 ☐ Mail order
23 ☐ High street (Virgin etc)
24 ☐ Importer
25 ☐ Second hand
26 ☐ Other

.....

7. HAVE YOU CONSIDERED, OR DO YOU CURRENTLY RENT SOFTWARE ON A REGULAR BASIS?

27 ☐ No
28 ☐ Yes, from a registered dealer
29 ☐ Yes, from an unofficial dealer

8. IF SO, PLEASE SUPPLY DETAILS OF YOUR DEALER

Shop name .....

.....

Address .....

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(Shop details will be treated with the strictest confidence.)

9. APART FROM PLAYING WITH YOUR NINTENDO CONSOLE, WHAT ARE YOUR OTHER INTERESTS?

.....

.....

.....

.....

10. WHAT MOST INFLUENCES YOUR DECISION TO BUY A MAGAZINE?

30 ☐ Cover price
31 ☐ Cover gift
32 ☐ Front cover
33 ☐ Contents
34 ☐ Title of mag
35 ☐ Friend's recommendation

11. DO YOU BUY SUPER XS BEFORE ANY OTHER MAGAZINE?

36 ☐ Yes
37 ☐ No

SUPER XS QUESTIONNAIRE

12. WHAT OTHER MAGAZINES DO YOU READ REGULARLY?

38 ☐ SuperPro
39 ☐ NMS
40 ☐ Super Play
41 ☐ N-Force
42 ☐ Super Action
43 ☐ Total
44 ☐ CVG
45 ☐ Super Control
☐ GamesMaster
46 ☐ Nintendo Game Zone
47 ☐ Other

.....

13. WHICH OTHER TYPES OF MAGAZINES OTHER THAN SUPER XS DO YOU READ (IF ANY):

48 ☐ Sport
49 ☐ Children's Comic
50 ☐ Adult Comic
51 ☐ Music
52 ☐ Video/Hi-Fi
53 ☐ Youth Culture
54 ☐ Motorcycle/Car
55 ☐ Movie
56 ☐ DIY
57 ☐ Gardening
58 ☐ Puzzle
59 ☐ Lifestyle

14. WHICH MACHINE DO YOU OWN OR INTEND TO BUY OVER THE NEXT YEAR?

	OWN	Within 3 MNTHS	Within 6 MNTHS	Within NEXT YEAR
Super NES	60 ☐	73 ☐	86 ☐	99 ☐
NES	61 ☐	74 ☐	87 ☐	100 ☐
Game Boy	62 ☐	75 ☐	88 ☐	101 ☐
Mega Drive	63 ☐	76 ☐	89 ☐	102 ☐
Mega-CD	64 ☐	77 ☐	90 ☐	103 ☐
Master System	65 ☐	78 ☐	91 ☐	104 ☐
Gane Gear	66 ☐	79 ☐	92 ☐	105 ☐
Lynx	67 ☐	80 ☐	93 ☐	106 ☐
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Neo-Geo	69 ☐	82 ☐	95 ☐	108 ☐
Amiga	70 ☐	83 ☐	96 ☐	109 ☐
IBM	71 ☐	84 ☐	97 ☐	110 ☐
CDTV	72 ☐	85 ☐	98 ☐	111 ☐

ABOUT SUPER XS

15. PLEASE RATE THE FOLLOWING FEATURES OF SUPER XS AND TELL US IF YOU'D LIKE MORE OR LESS OF THEM.

	RATING (%)	MORE	SAME	LESS
Mapped solutions	112 ☐	118 ☐	125 ☐	131 ☐
Text solutions	113 ☐	119 ☐	126 ☐	132 ☐
Competitions	114 ☐	120 ☐	127 ☐	133 ☐
Busters A-Z	115 ☐	121 ☐	128 ☐	134 ☐
XS SOS	116 ☐	123 ☐	129 ☐	135 ☐
Super Savers	117 ☐	124 ☐	130 ☐	136 ☐

16. WHAT DO YOU THINK OF OUR FULLY MAPPED SOLUTIONS?

	EXCELLENT	OKAY	POOR	AWFUL
Accuracy	137 ☐	142 ☐	147 ☐	152 ☐
Information	138 ☐	143 ☐	148 ☐	153 ☐
Maps	139 ☐	144 ☐	149 ☐	154 ☐
Length	140 ☐	145 ☐	150 ☐	155 ☐
Cheats	141 ☐	146 ☐	151 ☐	156 ☐

17. WHAT DO YOU THINK OF OUR TEXT SOLUTIONS?

	EXCELLENT	OKAY	POOR	AWFUL
Accuracy	157 ☐	162 ☐	167 ☐	172 ☐
Information	158 ☐	163 ☐	168 ☐	173 ☐
Maps	159 ☐	164 ☐	169 ☐	174 ☐
Length	160 ☐	165 ☐	170 ☐	175 ☐
Cheats	161 ☐	166 ☐	171 ☐	176 ☐

18. DO YOU FIND THE BUSTERS A-Z SECTION HELPFUL?

177 ☐ Yes
178 ☐ No

19. HOW FREQUENTLY DO YOU INTEND YOU BUY SUPER XS IN THE FUTURE?

179 ☐ Through a subscription
180 ☐ Every issue
181 ☐ Occasional issues
182 ☐ Never again

20. HAVE YOU EXPERIENCED DIFFICULTY IN OBTAINING YOUR COPY OF SUPER XS?

183 ☐ Yes
184 ☐ No

21. IF SO, WHAT IS THE NAME AND ADDRESS OF YOUR NEWSAGENT WHERE YOU HAD DIFFICULTY?

NAME
.....
ADDRESS
.....
.....
.....
.....

22. HOW DO YOU RATE THE GENERAL CONTENT OF SUPER XS?

185 ☐ Informative
186 ☐ Lively
187 ☐ Vague
188 ☐ Boring
189 ☐ Spot on
190 ☐ Too much waffle

23. HOW MANY PEOPLE ON AVERAGE READ YOUR COPY OF SUPER XS?

.....

24. HOW DO YOU RATE THE DESIGN OF SUPER XS?

191 ☐ Excellent
192 ☐ Confusing
193 ☐ Okay
194 ☐ Poor

25. PLEASE MENTION ANY IMPROVEMENTS/NEW FEATURES YOU WOULD LIKE TO SEE, PLUS ANY GENERAL COMMENTS YOU HAVE ON SUPER XS.

.....
.....
.....
.....
.....

26. WHAT WOULD BE THE IDEAL FORMAT FOR ALL YOUR TIPS AND CHEATS?

195 ☐ Exactly like SUPER XS (164 pages, bimonthly)
196 ☐ A smaller, but monthly tips magazine
197 ☐ Larger pull-out section in a review magazine
198 ☐ Tips sections already found in review magazines

27. ON AVERAGE, HOW MUCH OF SUPER XS IS RELEVANT AND INTERESTING TO YOU OR YOUR CONSOLE?

199 ☐ All of it
200 ☐ 50-100 pages
201 ☐ 20-49 pages
202 ☐ Less than 20 pages

28. HAS SUPER XS HELPED YOU TO COMPLETE ANY GAMES?

203 ☐ Yes
204 ☐ No

29. WHAT ARE YOUR TOP THREE FAVOURITE NINTENDO GAMES?

1.....
2.....
3.....

THE OBSCURE

30. DO YOU SHAVE?

205 ☐ No
206 ☐ Yes, please state:

207 ☐ Wet razor
208 ☐ Electric razor

BRAND

.....

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ADDRESS.....
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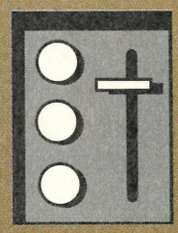
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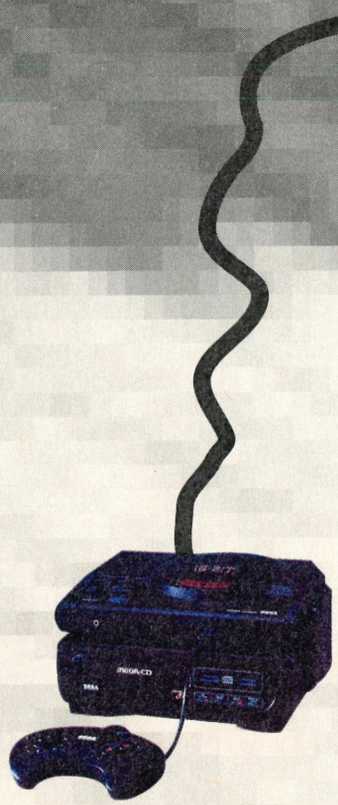
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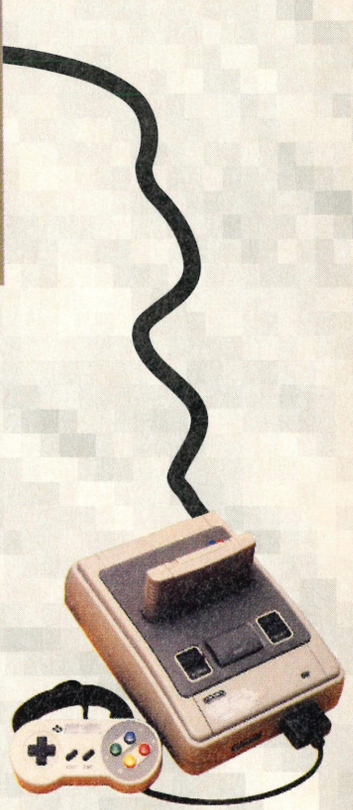


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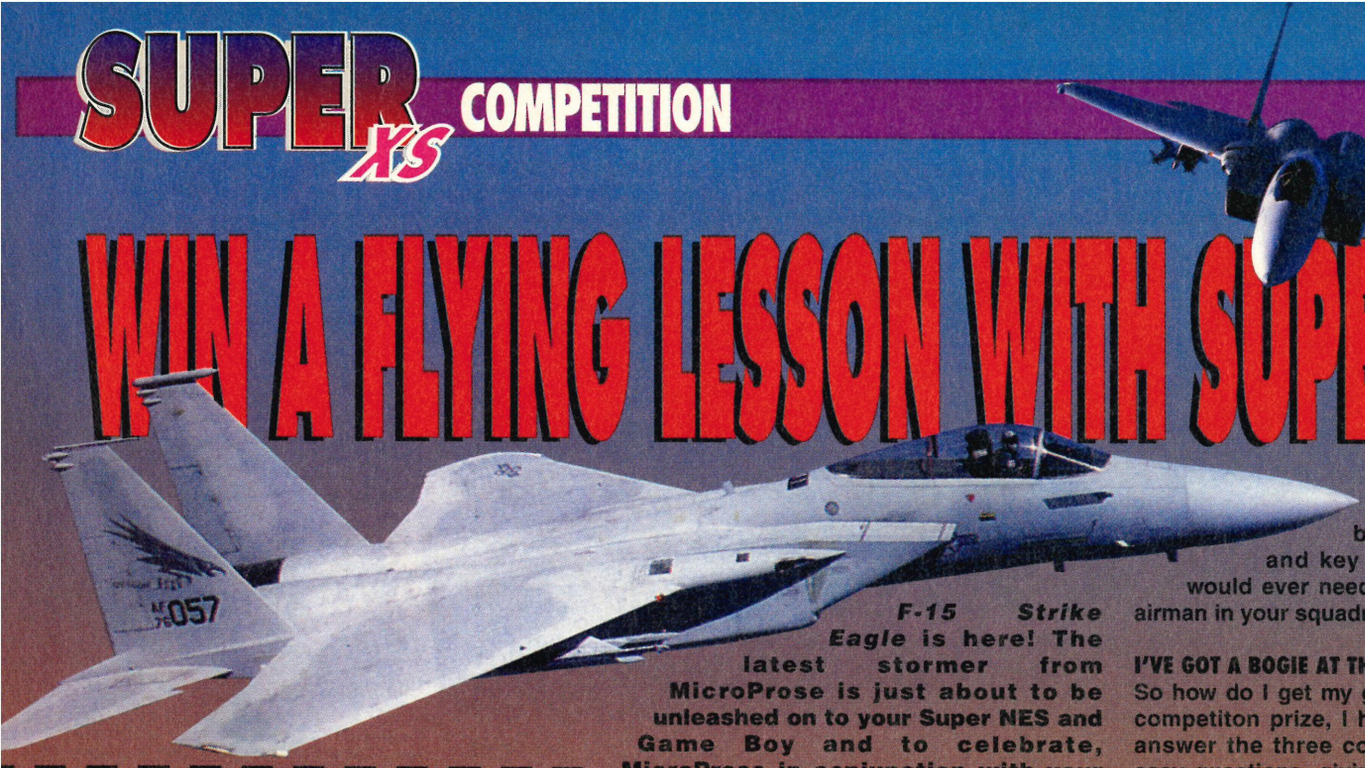






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WIN A FLYING LESSON WITH SUPER XS!!



F-15 Strike Eagle is here! The latest stormer from MicroProse is just about to be unleashed on to your Super NES and Game Boy and to celebrate, MicroProse in conjunction with your ever generous SUPER XS, are having a great giveaway, so prepare for take off and chocks away for another great XS compo!

Strap yourself into the cockpit of the world's hottest jetfighter, the F-15 Strike Eagle! Fly action packed missions behind enemy lines in seven hazardous areas of the world. Using real dogfighting tactics and ground attack techniques, your mission is to seek and destroy the enemy with your awesome firepower. Get behind the ultra-realistic controls, banking, turning and rolling at breathtaking speed and it's guaranteed to bring out the true pilot in you! There are also plenty of features to keep you coming back for more:

- Choose from three skill levels – airman, pilot and ace.
- Save your games with special mission codes.
- Rewards, promotions and medals can be earnt from high scoring missions.

YEE-HA, JESTER'S DEAD!

Well if that wasn't enough, MicroProse have decided to give a lucky reader the chance to get behind the cockpit of a real plane and take a flying lesson! Yes! You could be up there with the the likes of *Top Gun* hero Tom Cruise, locking onto MiGs and bombing munitions plants for real! (Well, not quite.) If you are the lucky winner, MicroProse will arrange a free flying lesson in your area and lavishly throw a goodie bag into the bargain. Can't be bad, eh? Not only that, they've gone to Mach two and thrown in some more excellent goodie bags as runner-ups prizes. In the bags, you'll find a limited edition *F-15* MicroProse sweatshirt, T-shirt, baseball cap, clipboard and key rings. Everything you would ever need to be the most stylish airman in your squadron.

I'VE GOT A BOGIE AT THREE O'CLOCK

So how do I get my grubby mits on this wild competiton prize, I hear you cry? Well, just answer the three completely and blatently easy questions, giving an A, B or C answer. Then whisk your entry into the little red box on your street with our address on it. Get your entry here before July 29 (this year!) and leave the rest to us. Oh and by the way, huge great, pink day-glo envelopes never get picked so don't bother even trying to sway our decision with that old chestnut. Crispy tenners sellotaped to a roll of fifties and sent directly to Simon Young, now that's a different matter!

Le Questions

1. SUPER XS is Britain's only dedicated Nintendo tips guide and it's much better than Gardener's World for bustin' games. True or False?

A. You're not wrong, squire. True!

B. Ummmm. Tough one that, Super what? Don't know!

C. False! Gardener's World is a fabbo read and got me past many a daffodil guardian!

2. MicroProse are about to release their latest flight simulator, *F-15 Strike Eagle*. It's all about a demonic bald eagle invading Outer Mongolia and has absolutely nothing to do with a certain aircraft of the same name. True or False?

A. It's got to be true, the baldies got *me* only last week! Wibble! Tweet!

B. This is the wrong answer, so don't pick it.

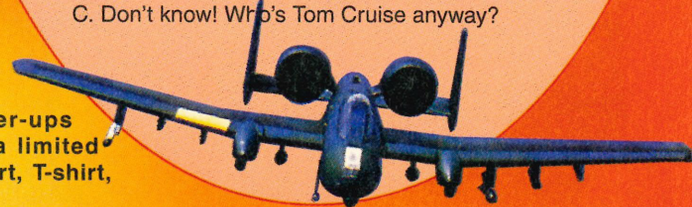
C. False. It's about a really cool jetfighter taking on MiGs and dodging surface to air missiles. Doh!

3. In the film *Top Gun* , Tom Cruise complained he had bogies all over him at one point. This was in reference to attacking enemy aircraft. True or False?

A. True! Tom had about 20 MiGs attacking him and single handedly took them all out while counting his huge wadge of cash at the same time.

B. False! His co-pilot had a really bad cold and left all his hankies at home.

C. Don't know! Who's Tom Cruise anyway?



COMPETITION ENTRY FORM

My answers to the *MicroProse Mach 2 MiG* compo are as follows:

QUESTION 1

A ☐
B ☐
C ☐

QUESTION 2

A ☐
B ☐
C ☐

QUESTION 3

A ☐
B ☐
C ☐

NAME.....

ADDRESS .....

.....

.....

.....

POSTCODE.....

PHONE NUMBER.....

The console I own is .....

Please print a solution for .....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to, *MicroProse Mach 2 MiG compo, SUPER XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.* All entries must be in by July 29.

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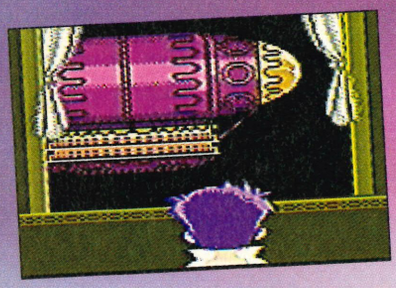
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NINTENDO ● PLATFORM ADVENTURE

LITTLE NEMO THE DREAM MASTER



DREAM ONE: MUSHROOM FOREST

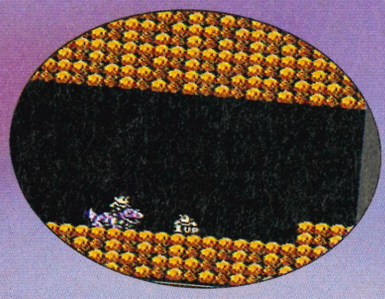
Nemo will enter the Mushroom Forest with the same gusto as Jamie and his magic torch. Upon reaching the fabled land you'll speak to a snappily dressed creature going by the name of Flip. He'll lecture to you, so be a good student and listen carefully – great way to start a dream!

Once you've begun to run to the right and jumped onto the red mushroom so you are able to run over it, a snail will promptly fall down onto the blue mushroom. Go under it and you'll be able to see a frog peacefully sitting on a small red mushroom. Feed the sweet-toothed frog three pieces of candy. Once the slippery friend has digested the candy he'll blow you a bubble to enable you to take on the same slippy guise. Touch the frog and hey presto!



Using the same capabilities as the frog, you will be able to jump up the small mushrooms until you reach the large mushroom at the top. Spring over the blue mushroom and crawl to the top, jump up from here to grasp your first key! Once you've recovered from your first major achievement, continue to the right and you will encounter an army ant and a snail which you must jump on, alternatively you can avoid all this by simply jumping over them!

You'll now reach a grassy ledge, hop up the ledge whilst at the same time hitting a few snails. Leap onto the blue mushroom at the top and you will find yourself your second key, grab it and move to the right. Fall down to the next ledge, and you'll confront a snail guarding a first aid kit. Clout the snail and touch the kit to use it, now leap onto the huge red mushroom and start hopping up. Jump up at the top and get the third key, then go down the other side.



Once you've reached the bottom, hit Select and you'll change Nemo back to his old self. Now that you are at the bottom, move right. You will see a mole in the ground, let the evil frogs fall from the ledge above the Mole, then feed him. Once you have fed him, you will once more take on the body of another of Mother Nature's quirky creatures. You will now be able to dig down which is what you must do if you wish to gain the company of the fourth key. Dig left, until you have reached the far left side of the tunnel. Digging down from here will take you to the fifth key – only one more to go!

Continue digging down until you fall into a passage, and transform yourself back to being Nemo. You will encounter a Lizard which needs to be fed with your favourite assortment of sweets, touch this new friend of yours and you'll find yourself ridin' him. Take the 1-up that comes your way and run out of the passage. You'll reappear at the top of the huge red mushroom.

Take a stroll down the right side of the mushroom, get off the lizard, and feed the mole again. Touch the furry animal once again. Dig down and right, don't however, enter the tunnel straight away, stay near the top and continue to dig right. A fiendish bat will appear and fly to the left, you'll be okay though because you're not in the tunnel. Now dig though to the tunnel and change to Nemo, also use the first aid kit.

At the end of the tunnel you will find a frog, change again to the amphibian, and jump from ledge to ledge on the waterfall. Army ants will swarm at you from the right, you can knock them out if your timing is right. After three ledges you'll reach the other side of the waterfall, keep going right until you meet up with the lizard, de-frog yourself and ride once more up the scales of the Lizard. Whilst on the lizard climb to the ledge above you, it will take you up and left to a Healing Potion and the final key!

After gathering these goodies, climb back down and walk right until you reach a door which unfortunately has six locks. Fortunately though, you have six keys, how about that! Now you have completed the first Dream, wakey, wakey...

DREAM TWO: FLOWER GARDEN

Walk to the right and you will find a pond, anyone for a swim? Jump in and doggy paddle down until you fall into Oompi's hidden tunnel. Have a chat with him and he'll tell you about the lizard. Walk to the right and you'll exit the tunnel and appear on the opposite side of the pond. Next, walk to the right just a bit until a snake jumps out of the ground. Now run back to the left and tread water out of reach of the snake. The snake will now fall to its demise, avoiding you that is. It will now be safe, temporarily, to get back onto dry land.



Walk right, jumping onto the ledge to avoid the second snake and you'll find a Nemo-friendly gorilla. Feed him some of Nemo's endless supply of candy, touch him and you will find yourself riding bareback! Jump onto the ledge and move to the right. You can rid yourself of any unwanted guests by pressing A, enabling the Gorilla to throw an almighty punch!

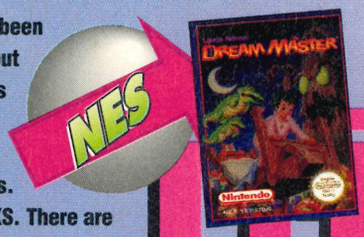
Jump over the small passage and you'll reach the tree. There you will find a hanging porcupine bouncing up and down. Don't punch his rope unless you want him to attack you. Instead, punch the porcupine twice from the other side of the tree, and climb all the way off the screen. A Healing Potion is found next to the tree limb, jump on the limb quickly, watching out for the Float Fiend! This crafty creature zig-

CHEATS

LEVEL SELECT

On the title screen, press Up, Select, Left, Right, A, A and B. A Dream Select will appear. Press A to select the dream.

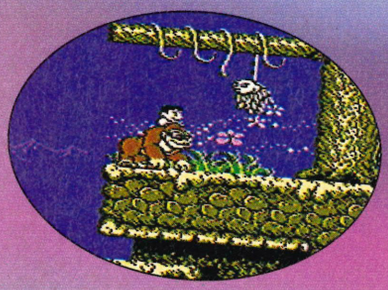
Little known *Little Nemo* has been on the NES for quite a while but as far as we know, no one has gone through the whole game, collecting all the keys and beating all the guardians. No one, that is, until SUPER XS. There are eight levels to beat, but Nemo must get the hang of changing into any number of animal guises to exploit their unqique abilities (the frog for example, can jump higher than anyone else). We've tried to cram in as much detail as possible so that this guide is perfect for those who really know the game. No waffle, no flashy gimmicks, just hard facts, useful advice and the full solution. SUPER XS fills the gap!



zags backwards and forwards for a short while and then dive-bombs straight at you. The best way to avoid it is to wait until it starts falling straight down – and then run away.

Climb up to the next limb for another Healing Potion, then scale the full height of the tree, here you will find the lizard. Dismount from the gorilla and sweet the lizard up so that you can ride him. Walk along the top of the tree and leap to grab the key. Now climb down the tree until you reach the hanging porcupines again.

Sprint to the left past the porcupines until you reach the small passage. Now that you're on the lizard, go inside. Crawl to the right being careful to avoid the spikes. Soon you will reach a new friend, the hornet. Get off the lizard, feed the hornet, touch him (carefully!) and you'll become a hornet yourself – weeeird!



Hit the A button as fast as you can to fly, but you can't fly forever. After a while you'll run out of energy and have to land before you are able to become airborne again. It is best to only fly in short bursts, otherwise if you stay in the air too long you may fall into something deadly, like a rolled-up newspaper!

On to collect the next key, which is tricky. Fall off the ledge and begin flying immediately. You should touch the key and start going up again before you fall off the bottom of the screen and lose a life. Land on the ledge and wait a moment, then fly up and right. Land on the ledge with the Healing Potion, chill out, take five and all that, then take to the air again to collect the next key and fly to the right.

Enormous birds will fly at you from the right side of the screen, so hit the B button and you will fire stingers at them, but be careful as they will try and drop giant eggs on you. Once you have reached the water, change back to the impressive physique of Nemo and jump into the cool clear water. Swim to the right and you'll reach a waterway that goes down; follow it until you reach the hidden tunnel.

Keep the D-pad held to the right as you fall into the tunnel, thus avoiding the Stumper. Go to the right and jump over the pits. Here to your glee you will find a 1-up and a key! Jump to get them both and keep going to the right; you will meet two huge rocks falling into the next two pits. Avoid jumping over a pit until just after a rock has fallen. Once you've cleared both pits you will reach the source of light at the end of the tunnel.

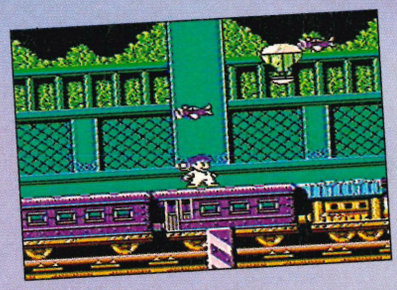
You will now appear back in the land of the living, above ground. Jump into the drink and swim to the left. You will find a bee on the left edge of the pond, do the feeding – touching thing and you will be able to fly again. Fly to the right, landing on the three flowers to rest in between flights.

The fifth key is high in the air between the second and third flowers. Grab it and continue to the right, whereupon you will come to a wall big enough only for a lizard.

You will now have to change back to Nemo and jump into the water next to the wall. Swim down and right and watch out for the evil fish, luckily there is a first aid kit just before you start swimming up. At the end of the water you will find a lizard waiting patiently for just this moment. Feed him and climb aboard. Walk right and jump into the tree to get the last key, then leap right and march forward until you reach the doorway out of the Dream. Yawn, the start of another great day!

DREAM THREE: HOUSE OF TOYS

Another restless night for Nemo as he strives to defeat the King of Nightmares. This time Nemo begins by having to leap onto the girder to the left. Follow this up with a jump to the top platform and leap across to the keys. Bound onto the roof of the house and walk to the right, then hurl yourself onto the platform to get the third key. Leap across to the next platform and hurdle the wall.



You'll land on a train. Walk to the right and the train will begin moving. Head for the middle of the train and watch the toy planes as they begin to soar from the right side of the screen to attack you. They will dive into the ground randomly so get ready to run.

The walls start coming just after the planes. Jump over them before they squash you. If they push you all the way to the left side of the screen you will lose a life, it's as simple as that really.

The planes will soon be joined by balloons, which will drop bombs on you. Avoid the bombs unless you'd like your dream to become a nightmare.

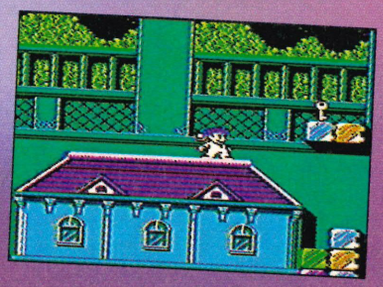
Another two platforms with a 1-up and first aid kit will appear, but they're tough to get, and one of the platforms can trap you so that you're pushed off the left side of the screen. I would suggest that they're best avoided, unless you really need them or you're just plain suicidal!

Now the train takes you under some huge weights. Run past the these when they're rising upward, or they'll squash you as they fall downward. Once you have cleared the last weight, run to the right of the screen. There you will be attacked by a flying squirrel, now duck quickly and you'll go under some spikes. Stand up and leap over the next squirrel that attacks you, as before duck again to get clear the second group of spikes.

The walls will now return. There will be a few keys in the air, but you don't need to grab them as you will see later, just for now concentrate on the planes and the walls.

Soon, you will find yourself under a roof of spikes – duck! The roof will come down at you, trying to shatter your dreams. There are two parts of the roof that will get you even if you are ducked. You'll need to run past these to survive. There are more spikes ahead, but none can get you whilst you stay low, so get down. You may want to jump up to get the first aid kit.

The train will start travelling up, dodge the plane's and balloon's waves of attack, then jump over the last few walls. The train pulls to a stop next to the door leading out of the Dream, there you will find three keys and should have at least four others so you are as good as through, I told you so!

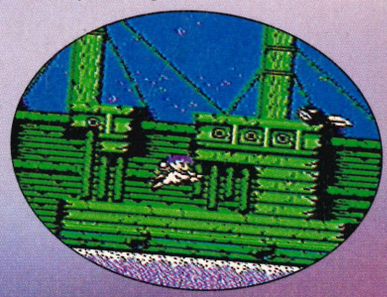


DREAM FOUR: NIGHT SEA

You will meet a friendly dog at the beginning of the dream who tells you about the hermit crabs. Walk to the right and jump into the sea. Collect the key as you swim to the right; there you'll see a hermit crab perched on a deep ledge. Swim down and throw him some candy, touch him and you'll be able to ride him. Press B to jump into the air, the crab will bounce up and then fall pointfirst into the sand. Now you can burrow through the sand by holding the direction you want to burrow and pressing B.

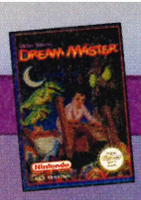
Dig straight down and you'll find a Healing Potion, which will fully charge up the crab!

Dig to the surface again, then crawl right and dig back into the sand on the left side of the ship, then dig right and up into the hole in the bottom of the ship. Change back into Nemo and swim up and right.



I hope you got all that because in there you will find a big pink fish floating in the water. Feed him candy and touch him, the fish swims quickly through the water, and you'll need his speed. Swim to the left to take the Healing Potion next to the mast.

You will be able to see two tunnels in the wall to the right. You will have to swim into the lower of the two tunnels

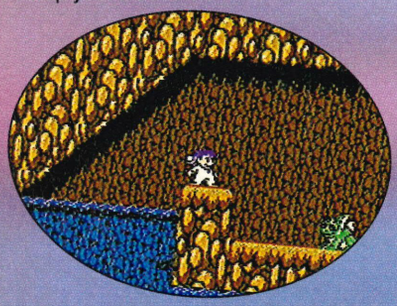


GAME GENIE

SZOKSLVG: Infinite lives
TOKZKNZA: Mega jumps
ZEXLLPPA + SYEUPOVN: Super speed
SXUVYEVK: Infinite energy

which will in turn branch into two further tunnels. Swim into the upper tunnel and watch in amazement as you disappear. You will reappear in a new tunnel which goes down. Follow it and collect the 1-up and the key. You will have to be careful of the mean and fast porcupine fish and the spear shells.

Once you have swum the full length of this tunnel you will reappear at the two branch tunnel. Turn to the left this time and swim out into the water, go up and right into the high tunnel until you reach the edge of the water next to the potion. Once there, turn into Nemo and jump onto the ledge and over the potion. After feeding and touching the frog, grab the potion and fill up your life meter.



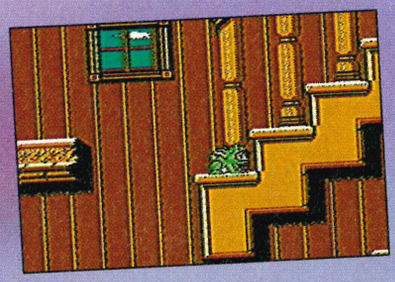
The next key can be obtained once you have jumped right, you can then get the first aid kit by jumping in the water. Once in the water, swim right past the tunnel going down and follow the ledge as it angles downwards.

At the bottom there is a crab waiting to be fed. Turn into Nemo and feed him. Touch him and burrow into the sand below him to get the fifth key, and promptly burrow out of the sand and turn into Nemo. Paddle up and right, jump out of the water, continue right and you'll reach the door.

DREAM FIVE: NEMO'S HOUSE

The first guy you talk to is no Mensa candidate, this is Nemo's house! To begin with, jump onto the ledge and leap to the last ledge before the stairs. Take a short breather as a putrid snail crawls by, then jump onto the staircase. Jump to the ledge on the left and walk left until you find the frog, do the do, hop to the right and back to the staircase. Now hop up the grey bricked tunnel, keeping an eye out for snails. There are also two bats in the tunnel, do a couple of small hops to get rid of them, the first key is at the end of the tunnel.

Crawl right and out of the tunnel, jump over to the stairs and climb them until you've reached the top. Once there walk to the right and you will see a hole leading down, above this is a first aid kit which you can get before you descend. When you fall into the tunnel, go left and fall down a level, then jump to the ledge above the plate-spinning monkey. You'll be attacked by more bats during the walk, jump to the kit, then fall off the ledge to the right and enter the hole between the monkeys.



Once landed, shed your frog skin and walk left. Fall down the pit and you'll find your fall is broken by a first aid kit. Now travel right, running past the two weights to the lizard. Feed the lizard and take him past the weights to the left. Keep going left and jump onto the brown wall that you will meet, crawl up until you reach the ledge with the 1-up. Jump off the wall to get the 1-up, then climb up the next wall to get the key.

You're going to have to read carefully now as things are getting a little complicated. Climb down, around and up the pit you fell down, stay on the left side of the pit. At the top, hang a left until you reach the hornet. Get rid of the lizard, fling candy at the hornet and fly to the right, over the pit and out of this area. Phew!

Fly up through the monkeys and bats and to the grey tunnel, use your stinger against the bats, they hate it. Exit the grey tunnel and fly up the chandalier, fly up and get the key which is situated above and left of the marvellous glass construction.



You will now have to fly-hop from ledge to ledge as you move left, don't forget to rest. Lastly you will reach a huge green door, the next key is to the left of this door.

Fly up above the door and enter the grey tunnel. Zip to the right until you reach a tunnel leading up. Nip up there then right, past the weights to meet your newest friend, the mouse. De-hornetise and feed the mouse some candy, touch him and ride him!

Move to the left and exit the tunnel, falling down the brown ledge, upon which you'll encounter the hardest part of this level. Start to move right using the mouse's hammer to smash the eggs of the evil eagles that fly above.

With skill, and maybe a little bit of luck, you'll make it to a wall of small grey blocks which can be breached by a swift swing of the hammer. Jump upward and swing the hammer to get all the blocks out of the way. Pass under the key, you'll be back, and smash the next pile of blocks until a hole is revealed that leads down through the ledge. Fling yourself through the hole and move to the left, quit the mouse and feed the hornet. Chocks away!

Fly back up through the hole and grab the key at the left, then fly to the right, past the hole where a monkey is guarding the last key. Shoot him with your stinger until he runs scared. Take the last key and go through the hole again, turning right you will see the door next to Nemo's bed!

DREAM SIX: CLOUD RUINS

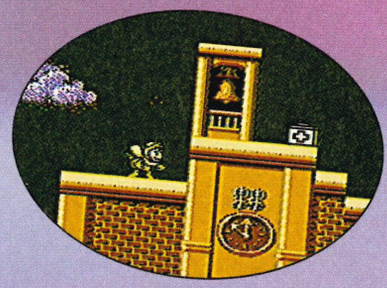
Start by travelling right being wary of the Float-Fiends, you will then be confronted by some erratically moving clouds. Make your way via the clouds



to the houses on the other side, one of them has a hornet, sweet him up and gain the powers of flight. Then zoom over to the right until you see a stationary cloud platform. Once you have flown to the platform the screen will scroll upwards, you will now have to skilfully negotiate your way to the cloud ruins. You will have the added distraction of egg dropping vultures.

Once you've reached the long cloud, which denotes the Cloud Ruins, the screen will stop scrolling and you'll be able to fly right to meet a frog. Become the frog and leap left and upwards until you're on top of the grey building. Crawl right to find the lizard and take on its appearance as well as its powers. Gripping stuff!

Fall through one of the holes in the pink building's roof and begin jumping to the right. You will come to a tight squeeze that only the lizard can pass through, which is lucky as you're riding it. Return to the original Nemo's form after you go through the passage and jump up, walk right and leap onto the cloud platform.



Now the screen will start to scroll back down, and again you will have to jump from cloud to cloud. Stay as high as you can on the screen to allow yourself as much time as possible when making the jumps. The Float-Fiends may get you once or twice but I'm afraid that it's inevitable as a mortal.

Once the screen has stopped scrolling you're almost home free. Jump to the right, over a few clouds and houses, and lo and behold you see a line of keys. Walk down the ledges collecting the keys as you go, move into the door and you have finished!

DREAM SEVEN: TOPSY-TURVY

Start by jumping to the right. Keep going past the green ledges leading up, and you'll find a key on the final brick ledge. Now jump left back to the green ledges and jump up.

Go to the left and feed the frog, when you become the frog, leap up and left to get the second key. Then hop along the top ledges until you reach the brown area, jump onto the slanting ledge and walk down until you get to the ledge with the hornet. Feed him, touch him then fly to the right until you reach the two monkeys – See No and Hear No. The lower one guards the Healing Potion, while the upper one guards a key, sting them both and steal their goodies.

Fly to the roof, using the left of the two holes leading up, when you enter the next screen you will see a mouse on the ledge but don't go to him yet. Instead fly straight and get the key, then drop down to the mouse. Metamorphose from hornet to Nemo, and from Nemo to mouse and leap over the wall on the right.

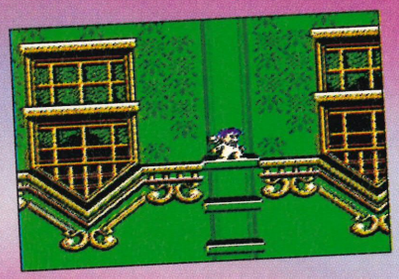
You're almost certain to be hit by one of the Float-Fiends as you go up, but I'm afraid this just can't be avoided at such a crucial stage. Keep climbing until you reach a wall of small brown blocks. Use your hammer to break through the barrier. You will have to be as quick as possible as you will be constantly bothered by the Float-



Fiends. The quicker the better as Confucius would say!

Pass through the wall and drop down through the hole, you'll fall a long way and land conveniently near a frog. Make the change and hop to the left under the ledge and jump quickly up to get the key.

Crawl to the right until you reach a bubbly-looking wall. Do a small jump onto the wall and crawl right to fall into the tunnel behind it. Go right and take the well earned 1-up and first aid kit. Excellent! Jump out of the tunnel and return to the ledge where you first found the frog, now jump up and up and right and right from ledge to ledge until you reach the hornet. Use the sweets, Candyman!



Stay at the top of the screen and fly right until you find two holes close together. Go up into the left one first for a 1-up and up the second for a key. Soar to the right and wind through the twisty passage. Keep flying to the right, near the roof, until you reach the door, as you would! You will need one more key. This I can tell you is just below the ledge upon which the door is situated. Fall off the ledge and don't start flying until you are just below the ledge. Buzz to the right, get the key, and fly left again up to the ledge... quickly. With the last key you will make it to Slumberland!

DREAM EIGHT: NIGHTMARE LAND

Section One

Feed and mount the lizard, continue to slither to the right, up the cliff and through the spike-riddled tunnel. There are three small platforms here, don't jump off the last tall platform, just walk off of it, keeping the D-pad held right to land on the ledge.

Walk up and over the lizard to the lava pits. The lava plumes aren't deadly, merely dangerous to Nemo's health; try to time your run past them. Once negotiated you will find a tree to climb. Move from branch to branch quickly, avoiding falling frogs. When you have reached the summit leap to the ledge on the right.

Jump to the next lava pit, changing back to Nemo once at the other side. Select the morning star and run to the middle of the screen. Face right and hold the A button down charging the star. The Nightmare King will send his first Nightmare guardian – a huge penguin? It doesn't sound too frightening I know, but he'll have to be disposed of nevertheless. As soon as he flies down from the top of the screen let him have the full force of your Morning Star. He'll reply by firing little penguins at you while bubbles will fall from the top of the screen. Dodge the bubbles and club the little peguins. Stand in the middle of the screen and get ready to repeat the attack. It will take six full-power Morning Stars to defeat the penguin.

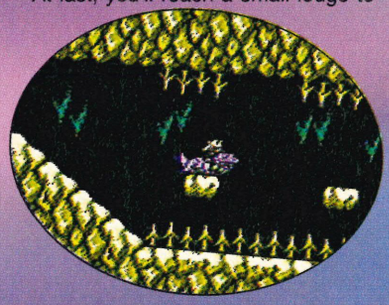
Section Two

Whoa! Check out the size of that alligator! Don't fall in the water, It's too early for lunch. Jump above him onto the small ledges, then leap left over to the ledge going up hill. Start jumping right from ledge to ledge until you reach the lizard – feed him because you need him!

Steer the lizard to the left and towards the brown wall. There you will see five plumes along the length of the wall. Watch where the plumes come so you can find safe places to cower in between fire blasts.

When you are ready, jump to the wall and climb over it and to the left. There's a frog above you, but you won't get to him for a while yet! Ride the lizard to the right along the ledges. They will lead up and around through more fire plumes; timing is absolutely critical!

At last, you'll reach a small ledge to



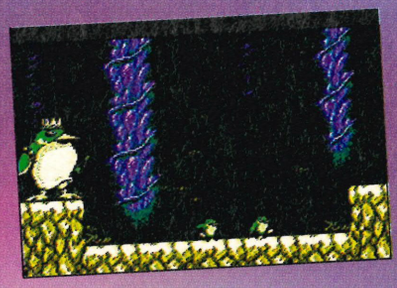
the right of the large brown wall and to the left of the small brown ledge. Stand on the left side of the ledge and leap to the left as high as you can. Assuming you have jumped accurately you'll land on a small ledge below the frog. Turn into Nemo and feed the frog. Once the change is made, crawl to the right to fall onto the blue ledge.

Now you'll have to retrace the path you took as the lizard, going right, up and left, all the way back to the ledge where you leaped to the frog. When you reach the ledge this time, don't jump to the left. Instead jump up and right onto the brown ledge, change back to Nemo and walk right past the spikes and to the next section.

Section Three

When you reach the pond, don't bother jumping on the blue ledges, try jumping in the water and swimming down and off the screen! You can still swim left and right without being eaten by the alligator, good eh! You will have to jump onto the blue ledge to get out of the water, so wait until the gator goes to the left before swimming up to do this.

There will be another dry section



and another pond before you pass all the spikes and move onto the chamber of the second Nightmare guardian! Stay directly in the middle of the screen and get ready to react instantly. The guardian will fly onto the screen. It's a huge manta ray! Once again use the star to shoot it as it floats around the screen, but stay away from its fiery bombs. If it leaves the screen, be prepared for another of its rapid attacks.

The manta will fly at you either diagonally or horizontally. If it attacks diagonally, walk quickly to the opposite side to which its attacking. If it attacks horizontally, jump over it as it flies at you and be sure to return to the middle of the screen to dodge the next attack. If the manta flies onto the screen slowly, you'll have time to shoot it again. Just keep dodging and getting the shots in and the manta will be nothing but a bad dream...

Section Four

Start by moving to the right, jumping across the ledges. They're widely spaced, so jump for distance! When you're attacked by an army ant you're near the entrance to the tunnel. Go inside and get past the weights and lava pits. Follow the tunnel down and you'll find the lizard. Get on the beast and go back left and jump up to the high part of the tunnel. You won't be able to make it without the lizard's gripping power.

Cartridge supplied by:
Software Box
Tel: (0202) 684642

At the end of the tunnel you'll find a hornet, so become the bee and fly left until you exit the tunnel back outside. Fly up to ledge next to the wall, above which will be the mouse. Wait until he moves to the left side of the ledge, then quickly fly to the right side of the ledge. Change into Nemo and slip on the mouse's outfit.

When you're riding the mouse, jump to the right and onto the wall. Climb all the way up and start walking to the right. There you will have to leap past a plethora of putrid plumes of lava. The best technique to administer is to wait until both plumes in a pit go off at the same time, and then leap over the suckers. If they aren't going off at the same time, leap just after the left plume goes off. Soon you'll pass the pits into...

Section Five

Search all the blue edges. You should find three 1-ups and two first aid kits – my hero! Once you have all these goodies, go down and right until you reach the pond next to the brown ledge leading off the right side of the screen. When the mouse falls into the water, change into Nemo straight away as mice can't swim – at least this one can't. Jump up to the ledge and walk to the right.

Jump up the stair-like ledges and fall off to the right. Time to do your stuff, because the Nightmare King is coming!

Defeating The Nightmare King

The King has two attacks. The first is a red blob of jelly that floats around the screen. As soon as you destroy it the King spits out another one: shoot it if it gets too close, otherwise avoid it.

The King's more powerful attack is his laser fire. When the King stops moving left and right, it's your cue to start to panic as the King is winding up to let rip the laser. Run to the left side of the screen and get ready to jump over the first beam he shoots. The other beams should miss you unless the King is unfeasibly close.

Keep firing full power shots, hold nothing back, let the King pay for your bad dreams!

SUMMARY

GAME NAME: Little Nemo: The Dream Master
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.

FINAL FANTASY ADVENTURE

NINTENDO ● RPG

With the *Final Fantasy Adventure*, Game Boy owners need no longer search for their very own Zelda game. FFA has it all, from an enormous playing area to items and characters galore. It goes without saying that this is also one tough game and even with the saved game feature, it throws up the sort of problems that stump adventurers for weeks. But there's yet to be a game to beat the SUPER XS crew, so, after much play, both alone and through teamwork, we present the only *Final Fantasy Adventure* solution that you'll ever need!

GAME BOY

FINAL FANTASY ADVENTURE

STARTING OFF

Your quest starts in the dungeons of the Dark Lord. You will first need to defeat a guardian – simply use your sword with a swing attack – and then you need to follow the corridors through to the next battle, stopping off on the way for a chat with a dying friend (soon to be ex-friend!). Once you have defeated the second monster, achieved in a similar fashion to the first, you can escape from the dungeon. Go right to find the Dark Lord; he will chase you away and push you off the edge



of a cliff. However, this isn't the end, it's a very dramatic beginning...

FIRST STOP: TOPPLE

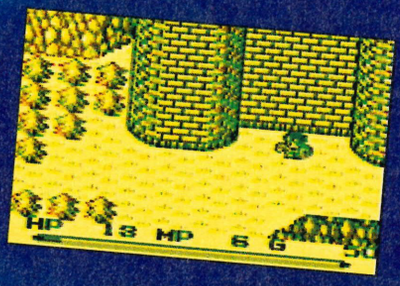
From your landing spot, you should start looking for the girl that you need to rescue. First though, pop over to Topple which is located two screens right, a screen down, and another right, then up. Purchase the Iron Helmet, a few keys and as many of the pures that you can, then walk around until you have spoken to all of the townsfolk. From the entrance to Topple, go one screen right and one screen



down to find the girl. Defeat a few monsters and she will join you on your travels. Whenever the girl is following you around select the Ask command and she will cure you of all damage.

SEARCH DOWN BOGARD

Not so much a famous film star, more a grumpy old git who no



doubt writes to his MP, grumbling about the horrors of video games.

Bogard can help you out by giving you some information and the all-important Mattock



weapon. To find him, go one screen right from the girl's original screen, one up, one left, across the bridge, another screen left, one up, across the bridge, a further screen left and across the bridge. Go up the vine, left via the vine, work your way left across the vines then down one screen. Head left and take the vine up to get the Bogard. You'll need to talk to him a few times before he'll open up to you.

EAST CAVE

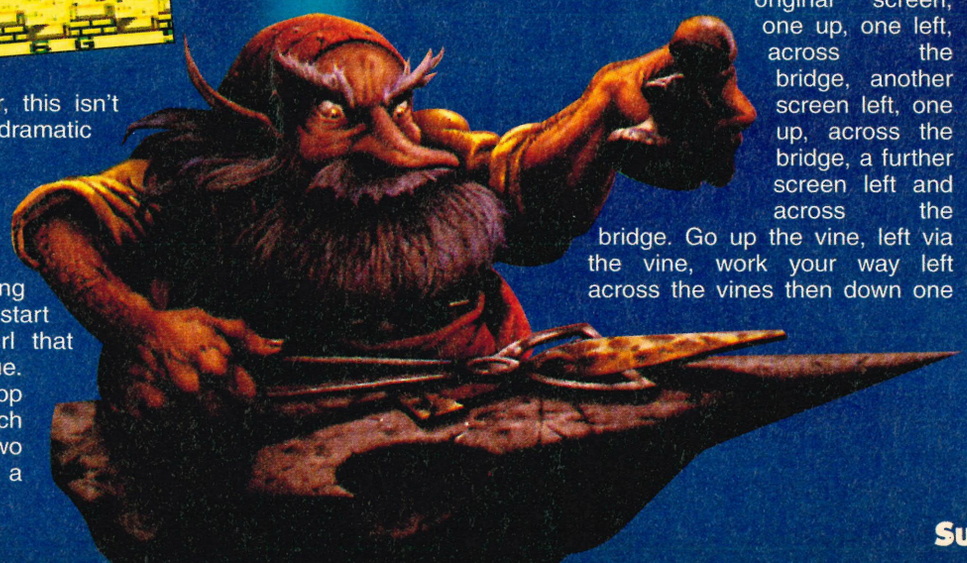
Your next task is to search for the home of Wendel, but first you need to go to the East Cave, located one screen down, one left, one up, head to the right via the vines, two right and then down the vine. Use the Mattock to break through the rocks, then go down two rooms and go up the stairs. You will then be out in the open again.



AXE

Your next task involves finding the Axe which can be done by heading two screens right, one down and another right. The shop you arrive at also sells a few regular items. It's very important that you buy this axe; if you can't afford it, defeat a few enemies until you do have enough.

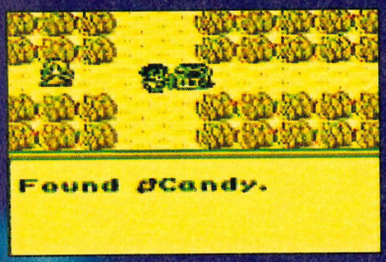




COMBAT

When fighting the regular enemies, it's best to find a safe spot – near the top or bottom of a room works well – and then keep the monsters at bay by using the swing attack. If you find yourself being attacked from both sides, use the faster stabbing technique to gain space.

With many of the guardians, the trick is to figure out their limitations – how far they come on screen, in which directions they shoot and so on – so that you can act accordingly. For example, if a boss can only fire forwards then attacking from the side or from below is most effective.



CATCHING UP WITH KETT

A mysterious castle lies to the west and this is your next destination. From the shop go one screen right, one down, another right, one down and two right. Enter the castle and go to the top room to glean information concerning the key to the cave and the mystic mirror which you will have to use here later. Return to the main area, chat to the man and then go to the room on the left.

Unfortunately you will lose the girl during the night – in fact, she has been kidnapped by the people in Kett's castle and to get her back you have to go to the cave on the east side. You have gained the cure magic spell now, which allows you to cure yourself if you have enough magic.





ITEMS TO CLEAR PATHS

There are numerous weapons and items in *FFA*. Some of which have special uses. When you come to a dead end you should try to use one of these items to clear a path.

Mattock/Morning Star: Break down weak walls and rocks (use another weapon on a suspect wall to see if it sounds different).
Axe: Destroys trees.
Sickle: Cuts certain bushes
Chain: Loop the chain onto a pole and it will allow you to travel across deep chasms.

THE LIZARDMEN'S NEST

To find the key, go three screens left, one down and destroy all of the lizards to find the bronze key.

THE EAST CAVE TO THE MIRROR

Go one room up, one right and one up – this is the easy part! Once inside, recruit the help of the man, then head one screen up and one right then step on the pressure pad and go down the stairs. Now you are outside. Cross to the right, go down the vine then travel left to the cave at the bottom. Go one room right, break the wall at the bottom with the Mattock and then go down and get the sickle from the chest. Use this to get out of this room then return to the original starting position.

From here, go down a further screen and break the wall on the right with another Mattock. Go left one screen and then use a key to open the top door and go through. Place the chest on the pressure pad and go down the stairs. Here you'll find a lake that will replenish your energy whenever you want.

Go back up the stairs, back down one room and then two screens right, one up and use a key to go right. Defeat all of the monsters to earn the iron shield.

Return left, use the sickle to cut through the bushes and go up. Head right and use the Mattock to go down a set of stairs. Again, you are outside, so head left across the vines, then down and finally to the right so that you can go down one screen. Use the vines to reach the bridge and then go left and through the cave entrance.

Now go across the bridge, through the left door, down again and then use a key to go right. Go along the top of the room, use the Mattock to get through the rock and then bash the bottom rock so that you can get to the pressure pad and make the stairs appear. Pop down these, then go right once and you will come face to face with a large sea serpent!

To beat it, go to the top of the screen and use the axe whenever he gets near. It will take a few hits, so be patient. Use your shield to deflect any unavoidable fireballs. Once he is defeated you will get the mirror and the fire magic. You will also be transported outside of the cave – from here, return to Kett's castle.



ATTRIBUTES

There are four different attributes and you will get the chance to increase one when your level raises. Concentrate on keeping your power and stamina equal (and higher) – wisdom and will, will also rise from upping the other powers.

BACK AT CASTLE KETT

Once here, select the mirror from the Items and talk to the guard who will subsequently turn into a horrible monster. A few fireballs will deal with him. Head right twice, then up and left and finally down the stairs. Go down, then use the Mattock to break through the right wall. Now go right, up and right again before going down twice. Go left and use the Mattock to get through the jars to a pressure pad, revealing a new set of stairs. Go down these, then head right and up twice, using a key to get through the second door. You will now find the chain.







To get out of the trap, use the chain to loop hold of the stump on the right hand side.

Return to the stairs, go up and then up the stairs in the next room. You will now find yourself on the top of the castle walls. Head left, use the chain to cross the gap and then go left again. Use the steps to return to the castle.

From here, travel left and up, waiting for your weapon power to fill right up before crossing the pit. Should you fall, simply travel up to find the staircase returning you to the right level. Now go right twice, up once and left, pushing the chest on the pressure pad to find the stairs. Go down these, break the bottom right jar and travel down this new set of stairs. Head right and down and you'll find yourself in



some sort of crypt. Go to the bottom coffin and touch the second from the right to find the girl! Now all you have to do is get out of here. Don't forget that the girl can heal your wounds while she is with you.

Once you return to the entrance room, you'll have to fight Lee. Keep asking the girl to heal you, then, when the demon opens his cape, let him have it with the chain and fireball. Once he dies, you'll get the sleep spell. Now it's on to Wendel.

WANDERING TO WENDEL

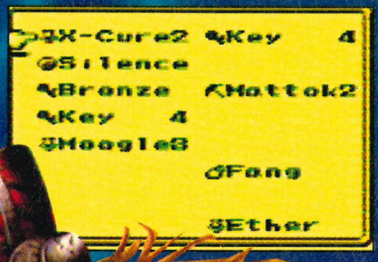
To get to Wendel, head right three times from the castle. Then down into the Lizardmen's lair and left. Use your sickle to cut through the bushes and go down once. Work your way left and up then use your chain to cross the river. Now head down on the left side, following the river around to the right. Go down twice and right once and Wendel is right above you!



IN WENDEL

Once in Wendel, head first to the item shop and stock up on keys, Mattocks and eyedrops. You can also buy an Iron Helmet and Iron Armour if you wish for extra protection.

Now go to the temple above the town where you will find Cibba. After a little animated sequence where the girl sees her mom (who just happens to be your mother too!), the girl is nicked again, this time by the guy who helped you out before in the cave. He is, in fact, the dastardly Julius who whisks the girl off to his airship. Once Julius defeats you, you will learn the heal spell





from the old man in the temple. Now you must search out the airship, but first you need to get the Silver armour.

TO DWARF CAVE

Leave Wendel and go left twice. Use your axe to cut through the trees, then go up and left and go down. Head down again, then left and you will find the dwarf cave. Go inside and then left to glean information concerning the mine, then go out again and head up. Use your chain to get across the river, go down, right and down again and you will come to the store. Buy the oil then leave in search for the mine.

INSIDE THE MINE

To get to the mine, go up from the store, across the river, up again and then cut through the trees to go up then left, and you're there!

Once inside, select the oil and your sickle and then get on the train. Let it carry you to the left, down and right then use the sickle to change the lever, thus altering the track. Do this again with the next lever and you will find yourself going left, eventually landing in a big pit. Once there, you will



meet Watts who will help you look for the necessary silver. He will also sell you various items if you ask him, including the all important Mattocks.

Now go up, then right and down, using the Mattock to get by the rocks. Recharge your energy at the lake. Now go back up and break through the right wall with the Mattock. Get to the pressure pad via the jars then go down the new set of stairs.

Once outside, head left twice and enter the cave. Travel left, then up and go up the stairs. Go left through the door, down the stairs and down the vine where you will meet a giant centipede!

To defeat this guardian, try to stay in the corners of the room and use the chain and the fire magic to see him off, aiming for his head. Watts will lend a hand to, so you shouldn't have too much difficulty beating it. Once



you have defeated it, you will be transported outside, where Watts will take the silver back to the dwarf cave. You can buy the silver armour, shield and sword.

PASSING THROUGH GAIA

From the dwarf cave, travel north until you come to a cave. Enter this and then head left, down twice and up the stairs – you will now be outside again. Here, Bogard will join you in your search for the airship.

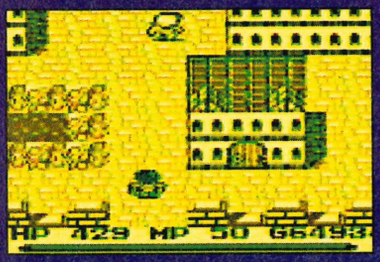


TO THE AIRSHIP

Go down twice, then left and up three times. If necessary, use the Inn to recover energy. Now go left through the trees and across the bridge. Head left again, up, across the bridge and into a

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store. Purchase the silver helmet, and Mattocks, then leave and go right and right again. Follow the path up, then right through the trees and use your chain to cross the river. Go up and right, get onto the top of the upper ledge with the chain and go left. Go down the vine then left, down, left, up and up again and you will come to the airship! Climb the side and you will arrive on deck.



ON BOARD THE AIRSHIP

Take the left side up, then go left and down. Go through the door, go left three times, up once, right and down the stairs. Again, go left, then down, use the pressure pads to reveal the stairway and go down this. Head left twice, then go down and you will find the girl. However, to rescue her, you must go back to the stairs, go up these then up, left, up the stairs, down, left three times, down left, down the stairs and up twice. Go up the stairs again in the next room and you will be outside. Go right once, up, left twice, down, right and down again. You'll now be outside the



ship – on the right is the window leading to the girl. She will give you the pendent then, suddenly, Julius appears and pushes you off the airship!

BEYOND MENOS

Unfortunately for you, you land in the town of Menos and some wench named Amanda steals the pendent! You'll need to find her quick, but first, try the wind attack (nice!) then speak to the other villagers to learn about Amanda's brother. Head south from the town, cross the bridge, go north then right, cross the bridge now travel north and take the north-west passage followed by the passage to your east, continue travelling north then take the path to the west. Head south followed by west then use the chain to cross the river, now walk up to the egg so it cracks. Now return to the village and go through the west passage.

IN THE DESERT

Travel north for three screens until you can go no further, then head west for two screens followed by north to arrive at the town of Jadd.

IN JADD

Head to the far north of the town and enter the mansion and speak to Davias Leius Travis. Now give the bag of Fang that you



retrieved from one of the monsters to the lad in the top right of the village. He will now give you a clue to the Oasis cave. To find the oasis screen, leave Jadd and travel south for one screen, then east for one screen followed by south for two screens. Now go west to a pool and palm trees. Walk around the two palm trees in a figure of eight shape to open the cave in the wall (ingenious, Dr M). Enter the cave to find Amanda.

MEDUSA'S CAVE

When you're in Medusa's cave, head south one room, then west one room, and use the Mattock to break the bottom wall. Now travel west three screens and south once. Continue west for two more screens followed by north for four screens. Step on the bottom of the slippery floor and activate the first switch. Use the chain to grab the post to get off. Go into the room to the east to get the ice magic. If you go south for three screens from the slippery room and enter the room to the west, you will see a pool in the ground; walk round this in an anti-clockwise direction to restore your energy.

From here, move east followed by south then east. Break the top wall with the Mattock. In this room, push the snowman onto the switch to open the door to continue north. Freeze one of the spiders and push it onto the switch then continue north and go down the steps. Continue north and down the next set of steps to face Medusa.

MEDUSA

To beat Medusa, use your chain and stay on the move, using your cure spell whenever your energy gets low. When you beat Medusa, the fun part begins! Now you must kill Amanda using the same method.



DAVIAS' MANSION

If you have completed this successfully, you will be outside the cave. Return to the village of Jadd and take the tears to Davias. Now 'USE' the jar named Amanda on the parrot.

Now take Amanda's brother down the stairs and through the door to the west. Continue to the west followed by a doorway to the south. Now use your key to enter the door in the west wall, then move north followed by a trip up the stairs. Continue north until you can go no further, then travel west.

When you reach the room with the statues and switches, stand by the wire fence and walk round in an anti-clockwise direction to reveal some stairs.

Go down the stairs and travel north for one screen followed by west for one screen, then south for four.



Now use your ice magic to turn the flame monster into a snowman so you can push it onto the switch and exit to the east. Destroy all the enemies in this room to receive the Were Axe. Travel back north for one screen and smash the wall to the east with the Mattock. Enter this room and head south and up the stairs. Open the door to the north and climb the stairs onto the roof. Travel west to fight Davias.

DAVIAS

To beat Davias, stand at the top of the screen and beat him with your chain. When your energy begins to drop, use your cure spell to boost it up. If you beat this big fella, you will be able to pass through the poison gas to the north safely. You will also receive the magic of mute.

JOURNEY TO MT ROCKS

When you leave Jadd, travel south for one screen followed by east, then north and then east



again. Continue north and use the Were Axe to kill the wolves and clear your pathway through the trees to the east. Following your trek east, move north then use the bridge to travel east across the waterfall. From here, climb the steps to the north. At the top of the steps, enter the cave to the west.

SUMMARY

GAME NAME: Final Fantasy Adventure
TIME TO COMPLETE: 2 weeks
HIGHEST SCORE: n/a
NUMBER OF LEVELS: n/a
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.



MOUNTAIN CAVE

In the cave, head west and use the Were Axe to remove the branches in the way. Now travel north and use your axe again to cross the room to the west. Continue west, then head south followed by west again to face the Metal Crab.

To beat the Metal Crab you must hit him in the body from either the front or the back with your chain. Don't let him trap you in the corner because it will take you quite a few hits to beat it. When you kill the crab, go down the steps that appear magically.

MOUNTAIN CAVE 2

Continue your travels west until you come to another set of stairs which you must travel up to get outside. Once outside, travel west followed by south, then take the passageway in the west wall. Now travel south for one screen and head west and finally take the steps to the north. Here you will find an item shop.

If you travel south until you can go no further, then move east and walk around the pool in an anti-clockwise direction, you will restore your energy.

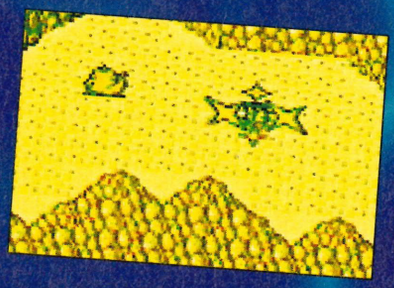
Now travel north then east and climb the steps to the north. At the top of the stairs, travel east. If you take the right-hand vine you can enter an item shop, however, you must climb the left-hand vine to reach to top of the mountain. Hack your way through the trees to the west then move north and hack your way east to gain access to the northern pathway. Travel all the way north until you reach the river.

Work your way all the way east until you can go no further, then travel south followed by west. Hack your way through the trees to move south. Walk west and climb the steps to the north to enter another cave.

SMALL CAVE

This cave contains a lot of loops which will warp you back to the start if you're not careful. From the starting room, travel north one room then east for two rooms. Now use your Mattock to break the top wall and exit the next room by travelling east.

After you have defeated the wolves, walk over the switches in an anti-clockwise direction to open the north door. Travel north into this



room and exit by the east door in the next room and unlock the door in the east wall. Use the axe in this room to continue east past the branches and turn south in the next room. Head in this direction for three rooms. Move east across the bridge in the next room until you climb the steps in the room to the east. Once outside, head east to face the Cyclops.

CYCLOPS

To defeat the Cyclops, use the chain and magical cure technique. As he moves up the screen, hit him from below and as he moves down, hit him from above. Watch out for his morning star as one touch is fatal. Defeat him and that morning star is yours for the taking.

Once you've beaten old one eye, retrace your steps back into the dungeon. Once inside, head east for three screens then take the exit in the east wall to be transported back to the entrance. Now move north and unlock the door in the north wall to come up against Golem.



GOLEM

If you want to beat this big beast, you must use the morning star to hit him, but remember to stay on the move while you try to hit him and top up your energy with your magic if you need to. Defeat this guy and grab the lightning spell, then head north and destroy the rocks surrounding the stairs which will lead you out to the mountain top.

MOUNTAIN PEAK

Head east across the bridge and enter the cave to re-appear back at the start. This actually means that you are nearing the end of your quest!

THE CASTLE

To get to the castle, travel west until you reach a wall and then head north, entering the small door. When inside the castle, go north across the first bridge and take the small bridge on the left side and then continue north. At the top, head to the right across the south bridge and then continue east, taking the first bridge that leads north.

Carry on to the right and then go across the bridge and down until you come to some steps. Use these and then climb the vine to the top of the tower, heading down the steps. Go down the next set of steps and then go left. Make sure that you are stocked up on magic since you will have to face Chimera on the next screen.

CHIMERA

The Chimera is very easy to defeat. Stand in the bottom/middle of the screen and attack it with fireballs and the morning star. Dodge between the fireballs that it fires and be careful of its swooping attacks. When it is defeated, climb up the stairway to the Dark Lord.

DARK LORD'S LAIR



Go down the steps to enter a room with another set of steps. Climb these to re-appear back on the battlements of the castle. Go down the steps in the lower corner of the screen and then head left, entering the item shop that you come to. Buy any provisions necessary and then go back on to the battlements, heading left and then down. Make sure that you have full energy before entering the next door. Once inside, dash across the spikes, then recharge your energy again. Unlock the top door and go through it, then head right.

INSIDE THE CASTLE

Once inside, head north, then east and use the Mattock on the north wall. Go up and exit by the left door. Use your chain to pull you onto the pad which will, in turn, reveal a set of stairs. Mattock the north wall and go through the gap.

Once at the top of the stairs, go up and then right and finally down two screens. Now go left, using only fireballs to kill the wolves and not moving any chests, otherwise the stairs will disappear. Exit the next room on the right side and keep going right until you come to a dead end. Break through the wall with the Mattock, then carry on right until you can go no further, at which stage you should travel up and use the stairs.

At the peak of the stairs, head down and then right. Defeat all of the enemies to receive the Blood sword. Head left and climb the stairs, then go south, left, left again and then use your ice spell to freeze the two knights, allowing you to push them onto the switches which reveal a stairway. Go down these, then walk left, up and climb the stairs. At the top of these go up, then left to another set of stairs. At the top of these waits the Dark Lord.

THE DARK LORD

To defeat this maniac and rescue your girlie you must use the Blood sword and stay on the move at all times. You will find it best if you wait for the sword to reach full power before you hit him with it.

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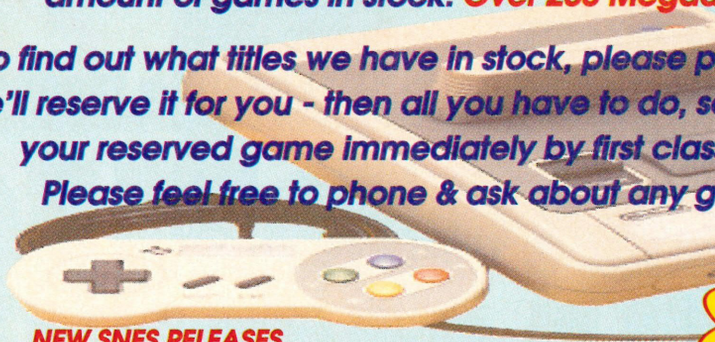
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SUPER NES



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LEVEL 1

It really makes no difference as to which character you choose in this fun-packed game; they all have their own selection of weapons shown on the character select screen. As you commence level one, move to the top of the screen where you'll meet the first set of enemies – the Five Heads. Shoot them as they're still in a row and move forward over the icon left in their wake (it's a speed-up capsule). You can collect up to five of these to gain maximum speed, but control of the ship becomes less managable. Now move to the bottom of the screen and shoot the next row of heads for the next icon. From now on, "Speed Up" will be highlighted at the bottom of the screen and it's up to you to select it. Other power-ups will automatically select if you have the auto power-up option selected.



Next on the attack are the Kyoo Kyoos. Shoot them down and a bell will appear. These can be shot to change their colour and power-up capabilities. Blue being Superbomb (to wipe out any enemies on screen), white will produce a megaphone letting out a stream of weird sentences to kill off the enemy. Plain old gold bells simply increase your score, while the greenies blow you out of proportion and make you temporarily invincible! Lastly, the red mum crest bell will produce a force field wall to tackle the bad guys. Press the bell power button to activate them and you can store up to five at a time.



As the dark of night clears to day, continue to kill off the heads and Tweeter birds to collect icons and gain as many power-ups as possible in these early stages. The ground attacks will be taken care of by the missiles, so make sure they're activated. Take care to take out the treasure chests or a swarm of bees will pour out and attack continually! Keeping an eye on the penguins sneaking around on the ceiling, you'll come to a small opening guarded by more of their counterparts. Shoot quickly to clear the space and shoot the bell that appears to attack the chests and enemies on the other side. The green bell is better for the invincible powers!

CAT BATTLER

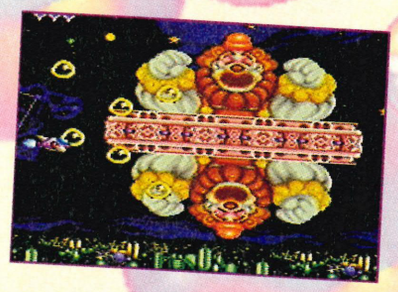
This weird and wonderful creature is half cat, half ship with a small penguin at the helm. Shoot quickly at its head until it meows, letting you know you're scoring hits! After only a few hits with your weakest fire power, it'll burn up. There's no real counter attack, so take out the other penguins for maximum score and move on from this 'cat'astrophe.

PIRATE BIRD GUARDIAN

The Treasure Island cast off has a single point in which you must attack – the glowing jewel in the centre of his stomach. Old 'pieces of eight' will use small birds to surround himself and ward off your fire power. Rather than trying to move and slip your return fire past these little pests, line up for the jewel and they'll swoop around him. As they fly towards you, move up and down continually to draw them into the wrong positions, then attack the jewel again. The eye-popping action is soon over as the attack remains the same.

LEVEL 2

As there's no actual stops between levels, you'll simply move straight on to the second space stage. Heads



appear again so power-up before you reach the candy area. Move up to avoid the first clowns, shooting the higher ones flashing hats to make them drop. While taking out the general nasties flying around, get into the habit of taking a straight path rather than moving up and down through the next section. More clowns appear so shoot their heads as before and blow up the gift boxes to cut down the relentless enemy onslaught.

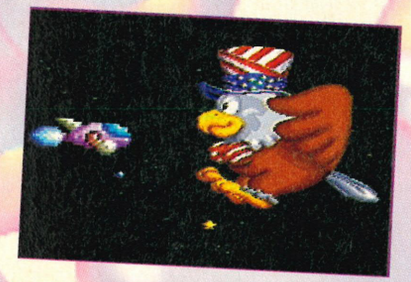


CHEATS

Full Power Up
Pause the game and press B, B, X, X, A, Y, A, Up, Left button and Start. You'll be armed to the teeth.

BELLY DANCER

This being one of the sexiest guardians ever seen on your console, it's nice to know you don't have to kill her for a change! However, don't be fooled by her charms, she can be a real pain. As she approaches from behind (ooer), wait until her right leg is halfway across the screen, then slip under that foot as soon as it rises. Now in the middle, move up so you're in line with her knee caps and keep a steady distance from her anatomy across the screen. She'll scream as she's about to move back, so get ready to reverse. Keep with the flow of movement and slip under her right foot as soon as possible to escape. After a few passes, she'll simply walk off and leave you to it!

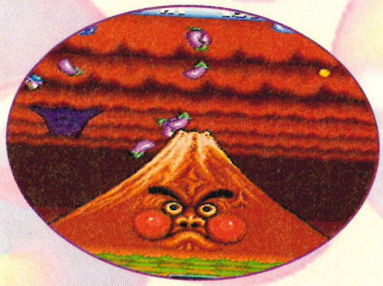


AMERICAN EAGLE GUARDIAN

Shoot him in the beak then move as he slips back and let fly with a stream of laser ripples. You can only get hits in when he's in the forward position. Feathers will fly in the next attack, so be sure to move to the bottom of the screen as he moves back, then push up to return fire. Use this method religiously and you'll have him prepared for Sunday roast in no time!

LEVEL 3

The level starts with the heads again, so use the power-ups to take on the different smaller enemies. As you move towards the cake buildings, shoot the cups to knock out the coin attack, then prepare for some quick reactions to negotiate a path through. It's best to keep moving up, slipping through the small gaps and keeping well forward.



When you reach the curtain of coloured sweets, stay absolutely straight and fire feverishly to clear a path. No mean feat if you're not powered up! Keeping well forward and ignoring the pumpkins, you'll reach a short clearing. Make a quick



move down to escape being trapped by the solid pillar ahead and continue to move down whenever possible, shooting a path through more sweets to advance. Speed is imperative so don't hesitate on direction changes, just move downwards!

Keeping your wits about you, you'll soon see another solid pillar. It's time to quickly move upwards, through the small pillar gap, then down past two levels to the final corridor and clearing. Phew!

LIP SMACKING GOOD

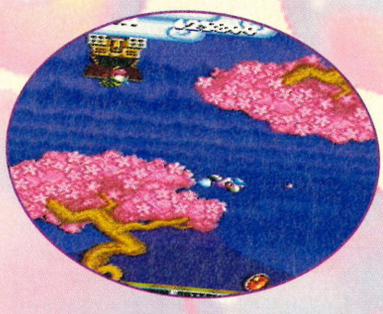
Soon you will be attacked by dancing mouths! Line yourself up with a space between them as they skate across the screen towards you. Now move to the top right mouth and attack it until it's destroyed, then move to the one below and so on. The teeth from the left will start to move in so avoid



them if your weapons are weak and continue the lip barrage. After the fourth mouth bites the dust, the others will move across the screen, so be in line with a gap. They'll continue to move back and forth so keep a good distance and aim for the middle ones first, giving you more space to manoeuvre. Immediately shoot the teeth when they appear and it's time to really mouth off!

LEVEL 4

Power-up and prepare for the Cupid pig attack! They'll fire off homing arrows if you don't manage to take them down quickly, so use circular movement to confuse them. As you reach the green, green grass of the next stage, kill as many birds as possible for bell power and destroy the house chests containing bees. Sumo wrestlers are on the attack and will shoot out a ribbon when they bare their bottoms so beware of this strange ritual! The lower pink tree decides to join in the fun here and promptly picks up its roots and walks forwards to close the gap. You can't shoot it so be sure to give yourself space as it creeps up. You'll now see another pink tree on the



roof. Stay behind this until the last moment because the lower tree shoots forward to crush you against the screen edge.

The mountainous terrain will turn red now, so avoid the volcano tops as beans will fly out. Move quickly down to take out more sumos and stay low until the next volcano appears. Then, staying level with the volcano top, shoot it to put pay to another bean attack and jet forward as soon as possible.

SUMO WRESTLER

As the scene darkens the original 'fat bloke' will appear! Use the bell in its green state and fly onto his medallion as you grow. Stay in this position to get a constant attack, then slip back as you shrink again. His arm will protrude just before he lets out a ribbon, so move to the top of the screen. Now get down and attack the medallion, taking care to look to the roof when he stamps his feet to dodge the falling debris. When his face is bright red, keep well away from the Konami sign – it'll fall down when you defeat him.

Back to the safety of open space, the head creatures have grown ears now and move up and down for a change. Attack, keeping in a straight line as usual for power-ups as you'll probably miss if you try to move with them.

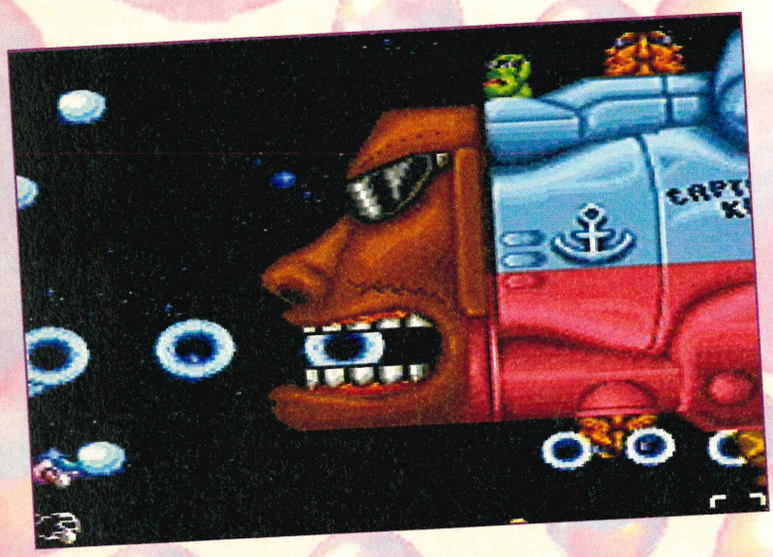


CAPTAIN KEBAB GUARDIAN

With his shades on he looks dead cool, but knocking his teeth out first will soon send the Kebab groupies running! Dodging the ripple laser from his mouth, move up and take out the top turrets, then shoot the radar on top of the head at the end. Move down slightly and attack his mouth to bring the ship back so you can come face to face with Mr Cool again. If his teeth are still in place, have another go whilst attacking his

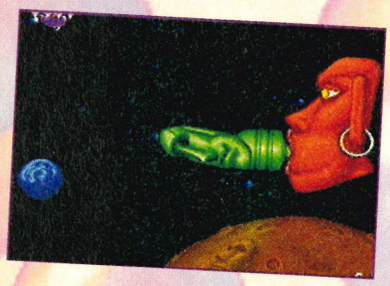






nose, then slip downwards to take on the lower turrets. Firing all the time and keeping close to the main ship you can destroy their laser weapons whilst also hitting the heads.

After knocking out the head nearest to the heart of the ship, move closely to the space it occupied as the ship moves down to squash you against the bottom of the screen. It's really tight so move



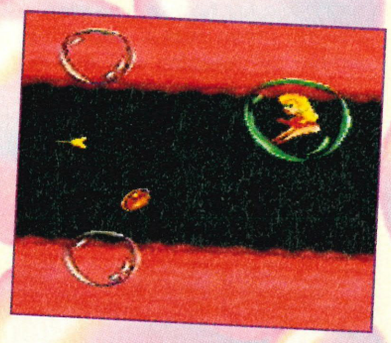
carefully until the ship starts to go up, then ignore the next brown and green heads and get quickly to the rear of the ship and to a short safety breather. Now a giant stone head attacks. Aiming for the eyes, keep well left to draw the statue attack towards you, then move forward to the rear end. As they get close they move up and down, so this drawing-in action will give you plenty of time to get past before they crush you. Continually attacking the eyes and using the method as described will bring the stony one to his knees.

LEVEL 5

Move accordingly to dodge the glowing orbs and move through the space in between the pin-ball flippers. You're now entering the scariest pinball game of your life – and you're in it! The initial part is down to skill and timing, so be quick to shoot and out-manoeuvre the small enemies flying around. Try to get the megaphone power-up here for the best destructive force and keep back from the blue icons that cluster to take them down. Pressing B will activate the megaphone and its use is limited, so use it only when you know you're going to get a hit!

PIN-BALL GUARDIAN

The aim is to attack the centre to kill off this oddity. The swinging arms will pose no threat if you keep well to the left and continually aim for the centre; you'll score hits to the arms anyway in the crossfire. The other attack is from laser fire emitted from the mouth, so move up or down as the pink death rays appear, then resume the attack position. If you managed to grab a green bell and have grown, sit on the central area and you'll soon finish it off.



LEVEL 6

This next level is just bubblicious! The cutesy mayhem continues, with an attack from fair maidens floating in bubble cars. Shoot the habitated bubbles, avoiding the others and the girlies will drop to their doom. After the orange flying fish have been dealt with, move forward as the bubbles appear above and below to avoid a soapy end and attack the girls as before, moving centrally back and forth as things get congested; it's the clearest path.

HONEYGIRL

Finally you come to the fairest maiden of them all. If you've stashed a red bell, use it here to set up a shield just by her hand as this is where she fronts the attack. If not, shoot the hand, then move up to hit the head whenever possible. After



four or five cries of despair, she'll shed a tear and you can go on your merry way, moving up to avoid the scrolling head of course!

Another general barrage of flying enemies in open space ensues.



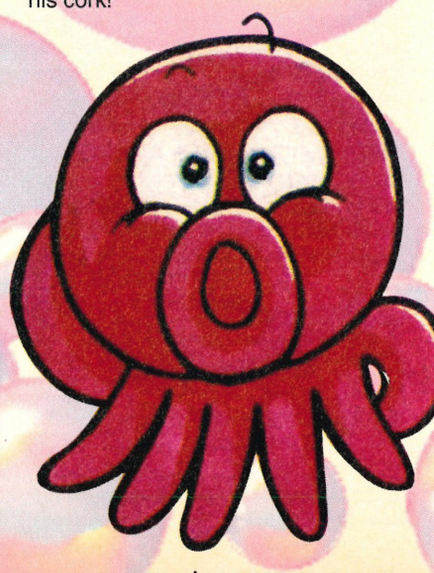
As you reach the icy crags of the next section get ready for a heated battle. Fish will attack from all directions, so keep moving around to create maximum fire damage. Make sure you destroy any chests and sea urchins en route to reduce the amount of enemies on screen, then get ready to move up as the ground inclines. Eventually, you'll reach a corridor where you'll have the pleasure of meeting Mr Puffer Fish.

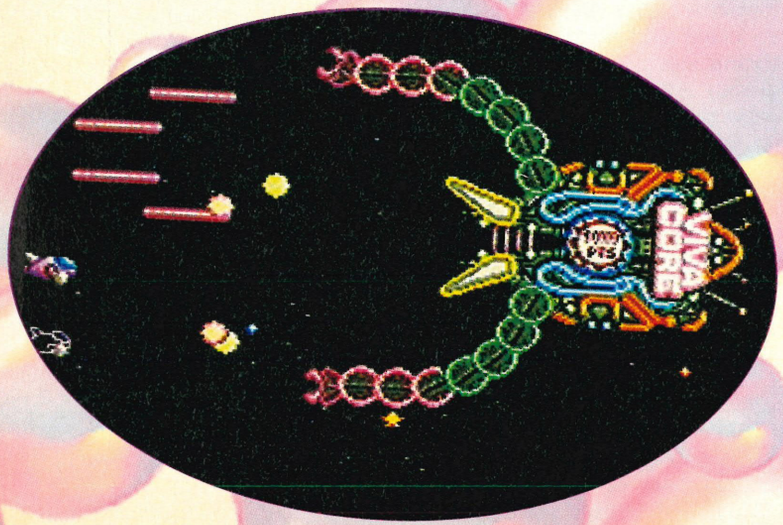
PUFFER FISH

Move straight ahead for the attack and get as many hits in as possible in the quickest time, that's the way to get past this spiny menace. As you fire away, he'll grow bigger by the second so move back but still stay



as close as possible to the mouth for maximum hits scored. In this position, the spines will miss you so don't worry and concentrate on keeping minimal distance between you and him, before he finally pops his cork!







LEVEL 8

It's time for a bit of shower power in this the final frontier. As you check out the mental graphics, keep your eye on the road as a central toilet area will divert the path. Take the lower route and shoot the ground pigs on sight. Then, as you near the bath area, wipe out the poor devil running along the ground on fire just before he reaches the water for a laugh, then kill the hanging Sumos above. Keeping high to avoid the down, but you'll need to fire quickly to get past safely. That done, shoot the few birds that appear and grab the power-ups – you'll need them to take on.

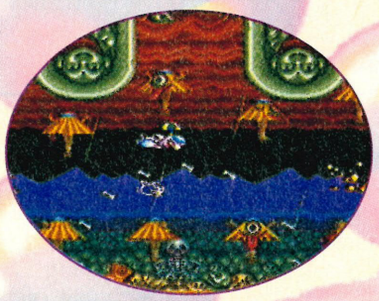


LEVEL 7

It's power-up time again folks! Avoid the token attack from the Kyoo Kyoo and take out those heads. As the asteroids come into view, move down to take out the Penkichi penguin at the bottom, collect the power-up and attack the head of the first Bone fish as soon as it comes into view. There are plenty more and they'll take a few hits to bring down. The spurts of blue flame can be shot to extinguish them and the skeletons will fling their bony parts all about from a single hit so be careful of their spare ribs!



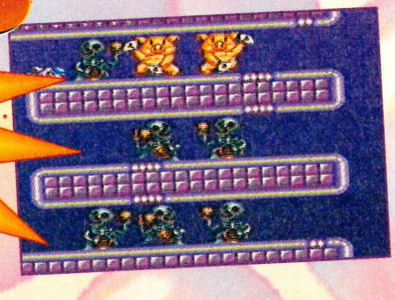
As the rain pours and you bring out your brolly, a cluster of flames appear in front, so shoot directly ahead to clear a path and move through, then clear all the ground skeletons before the dancing umbrellas appear on the scene. Stay in the centre of the screen and move back when one gets in your path. Other than that, don't move from this area and you'll soon have enough space to take the remaining



ones down. As the screen begins to scroll again you'll see a strange blue cloud on the horizon, meaning only one thing: it's time to take on the might of Ukiyoe Dame, the Chinese temptress!

UKIYOE DAME

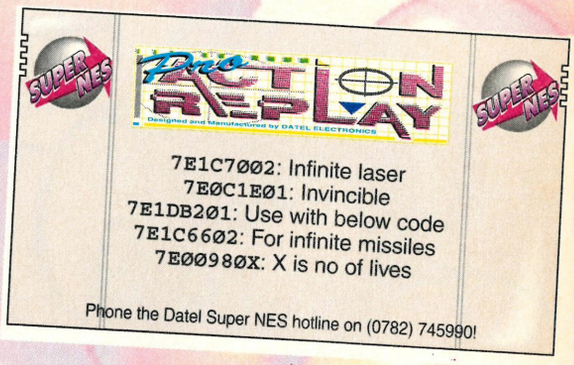
After skating around the blue smog wondering what's supposed to be happening, the Chinese head will appear and devour the cloud, only to blow out flames in your general direction. Concentrate on dodging and shooting the flames and you'll find you'll hit her broach anyway, which is the weak point. As the cloud re-forms, skirt around it again, then attack as before when her skelly head is back on!



CHEATS

Invincibility

Input the stage select cheat and highlight the bottom entry 'Mutek'. Push right to change the numer to Ø1 and press Start. You'll be completly invincible and can even fly behind the background!



jumping fish, stay on this path and kill the upper crabbers to collect power-ups. Try to collect a red bell in this area if you're all out of them (they'll come in dead handy later).

Next up is a selection of three paths you can take. Forget about the top two: they've got unfriendly residents. Slip into the lower one, fire madly ahead then move into the middle path as the next structure appears.

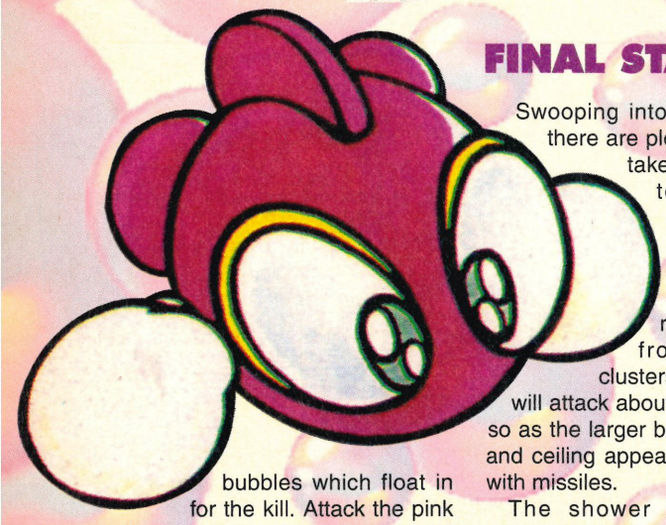
Kill the two pigs there as they go down quicker than skeletons. Then go to the lower position again and shoot the pigs you'll find there. Next move to the highest position where there's only one skelly to bring

PINK OCTOPUS

Firstly, if you've got the red bell shield handy, use it now or never. The eight-legged fiend will try to wash you out of his hair, creating





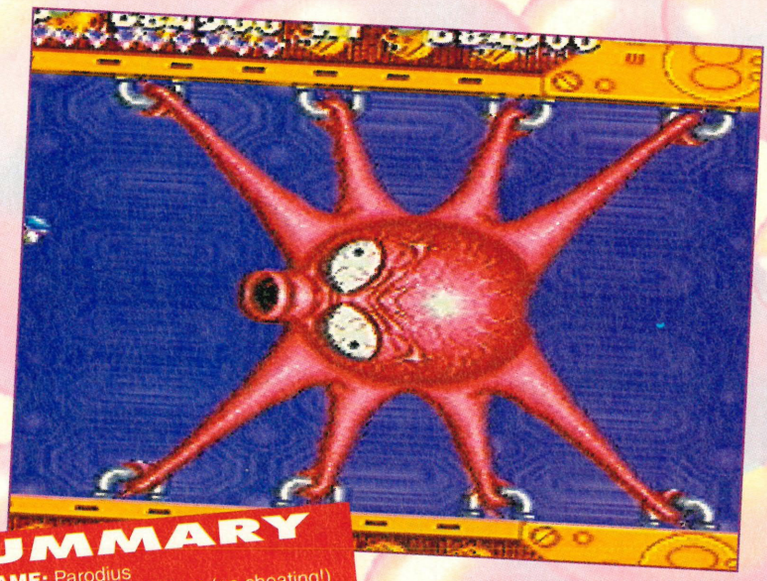


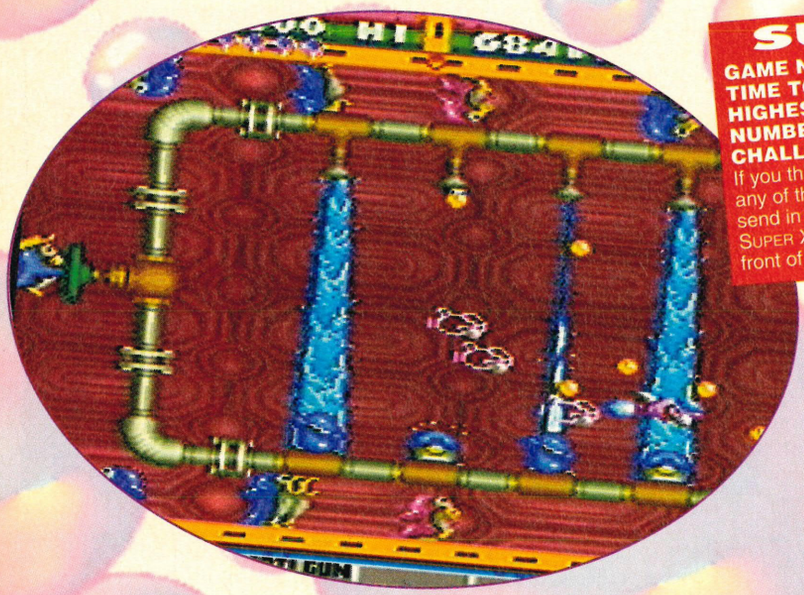
FINAL STAGE

Swooping into the final stages, there are plenty of enemies to take care of. Be sure to take care of sneaky ground and ceiling dwellers and then keep well back to resist the attack from the blue clusters. Swarms of bees will attack about half way through, so as the larger birds on the ground and ceiling appear, take them down with missiles.

The shower complex is the greatest challenge here and will summon all your skill to slip between the floods of water and tiny drips. It's best to quickly move to the top of the screen just as you see it move towards you from the left. If you do get caught by it, get between the nozzles and move as close to the top of the frame as possible, that way the water will miss and you'll survive!

Moving on, ignore the flaying tentacles protruding from the two pink blobs ahead and slip through the gap before the iron teeth of the gate clamp shut. Once past this hazard you'll find yourself in the clutches of the Great Octopus himself!





bubbles which float in for the kill. Attack the pink pest! Then, if the shield force is not with you, move up to take the different coloured bubbles. There's plenty of time to have a go at him between bubble attacks, so don't leave any un-popped! As he turns for the second attack, he'll try to blow bubbles directly at you from his snout. Stay on target with his huge trumpet and you'll burst his bubble before he gets a look in.

SUMMARY

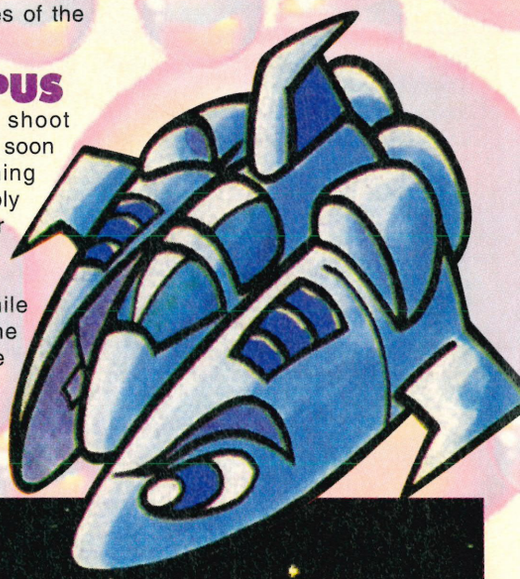
GAME NAME: Parodius
TIME TO COMPLETE: 2 hours (no cheating!)
HIGHEST SCORE: 7,840,200
NUMBER OF LEVELS: 8
CHALLENGE RATING: easy

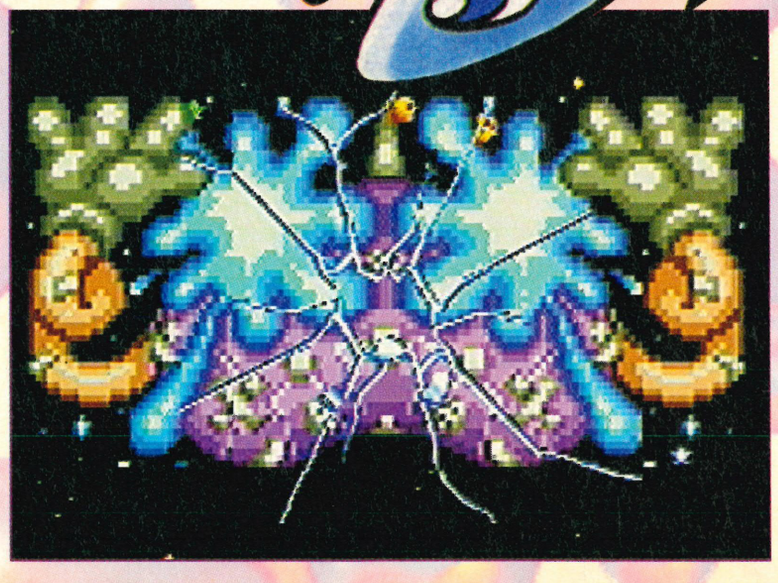
If you think you can beat the pros at SUPER XS on any of the games covered in this issue, why not send in your high score, together with proof to SUPER XS High Scores. The address is at the front of the mag.

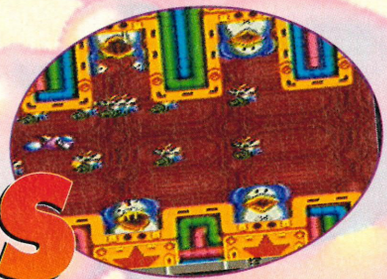
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GREAT OCTOPUS

In his slumbering state, shoot away at his legs and he'll soon wake up and say something unintelligible. He's probably the easiest guardian so far which is strange, but still, who's complaining? Keep attacking the top legs while letting missiles drop to the ground to take care of the lower limbs. After very few hits, he lets go of the hooks and it's game over man!







CHEATS

Stage Select

On the character select screen, choose the Octopus or Viper and press Up, L button and X simultaneously. Hold them down for about 15 seconds until a stage select screen appears. Go back to the character select screen if you wish to change it.

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Title: SegaPro
Price: £2.25
Frequency: monthly

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We also crave full solutions of every description for our extensive collection. Whether it's full guides to the new releases or crusty old maps from *Wizards & Warriors* — we want them all!

Send all your cheats to *Busters, SUPER XS, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

HOW TO USE THE BUSTERS A-Z

The SUPER XS Busters A-Z is designed specifically for frustrated gamesplayers who have searched high and low for an elusive cheat or password so that they can complete their latest game.

Alphabetically sorted, the A-Z is coloured-coded for easy reference with brand new cheats clearly shown.

You will find something for all the Nintendo consoles because, unlike some narrow-minded magazines, we don't neglect the NES and Game Boy just because the Super NES has arrived.

Every effort has been made to ensure that the busters are accurate, with all the cheats being tested by the SUPER XS team in between un-blocking the sink and de-fleaing the cat!

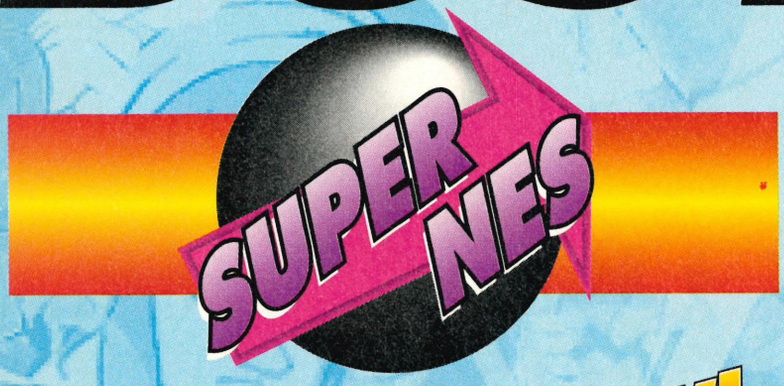
If you have any requests for cheats, or need help on any Nintendo games, contact the Pros at SUPER XS SOS for help. Thought-provoking RPGs or mindless shoot-'em-ups, we've busted them all. No-one else even comes close.

SUPER NES

NES

GAME BOY

BUSTERS



ACTRAISER

NEW!

Special mode
After finishing the game in regular mode, it's possible to select a special mode. On the title screen, move the icon below "New Game". You'll be able to continue without going into the creation mode.

THE ADDAMS FAMILY

NEW!

Extra Hearts
Enter the password `BLRRR`. You'll start with five hearts, 36 lives and only have Morticia to find.

Extra item
When the game enters the demo screens, wait until Gomez picks up the power-up and press Start to go into the game. You'll now have the item he picked up!

ALIENS VS PREDATOR

NEW!

Secret options
During the intro screens, wait until the girl has turned into stone, then press Start. Now press and hold L, then Right, then X and then press Start. The secret options screen will now appear.

Level select
Select configurations and enter the options menu. Press and hold Left button, Right button, X and A on controller two, then press Start on controller one. A level select will appear.

ANOTHER WORLD

Passwords

Stage Ø2 – `HTDC`	Stage Ø3 – `CLLD`
Stage Ø4 – `LBKG`	Stage Ø5 – `XDDJ`
Stage Ø6 – `FXLC`	Stage Ø7 – `KRFK`
Stage Ø8 – `KLFB`	Stage Ø9 – `DDRX`
Stage 1Ø – `HRTB`	Stage 11 – `BRTD`
Stage 12 – `TFBB`	Stage 13 – `TXHF`

ARCANA

NEW!

Level skip
On the title screen press Down, Select, Select, X, Y, Select, Select, Left button, Right button, Select, Select, Left, Right, Up. Now press the following buttons to select any level.

Chapter 2 –	Press A
Chapter 3 –	Press B
Chapter 4 –	Press X
Chapter 5 –	Press Y

AXELAY (JAP)

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.

BATTLE BLAZE

NEW!

Infinite credits
From the title screen, press Start and Select to access the options screen. Now press and hold the Left button then press Up and X at the same time. Then press Left and Y simultaneously, followed by Down, B, Right and A.

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.

BEST OF THE BEST

NEW!

Super fighter
For a score of 99-99-99, type in the code: `RHT255SZ7G`.

Access the Kumate screen
This code will not only give you the score of 63-71-42, but if you beat the next fighter, you'll bring up a special screen putting you up with the top ten fighters. Take on the next fighter, Chan Lee, and you'll be invited to fight on the Kumate screen. Enter the code: `V9HHØ66Ø89`.

BLAZING SKIES

NEW!

Power-up
To power-up Marcel LeBlanc to the maximum, select the "Continue Game" option and then go to "End".

BLUES BROS

NEW!

99 lives
Collect the 11 extra lives at the Denver concert then kill yourself. Repeat the process until you've achieved the 99 lives limit.

CONTRA 3 (US)

NEW!

Level select
On the title screen, press Down, Down Left, Left and Start.

30 lives
On the player select screen, press Right, Down, Down Right, Right and Start.

COMBAT TRIBES

NEW!

Character select

In two player mode, enter the code 9207. You can now match any characters against each other.

CYBERNATOR

Infinite continues
On the title screen, press and hold Up, Right button, Left button and Start. You can now select "Free Play" and continue indefinitely.

Unlimited Napalm Flame
Play the whole of level one without shooting anything, then kill the end of level guardian. Now on the next level you can choose a Napalm Flame Thrower and hang on to it throughout the game.

D-FORCE

Different demo
Grab yourself at least 100,000 points, then enter your name in the hall of fame as ZTT. The demo will run without any enemies.

DARIUS

49 lives
Go to the options screen and plug in controller two. Hold down the Left and Right buttons and press Select and Start on controller one.

DESERT STRIKE

Game over code
Enter this code to see the final screens without playing any levels.
99P55LM.

Passwords
Mission 1 – 3ZJMZT7
Mission 2 – K32L82R
Mission 3 – JR8P8M8
Mission 4 – F9N5CJ8

DINOSAURS

Level codes
Stage 2 – 1SXR1EWMXNNN
Stage 3 – JCSNKEWKX4C3
Stage 4 – NCDDIVWYXNXN
Stage 5 – DCUJJWWGXUON

DINO CITY

Level codes
Stage 2 – 1SXR1EWMXNNN
Stage 3 – JCSNKEWKX4C3
Stage 4 – NCDDIVWYXNXN
Stage 5 – DCUJJWWGXUON

DRAGON'S LAIR

Passwords (easy level)
Level 1 – 2A, 4B, 6D, 7C
Level 2 – 3B, 5C, 7D, 8A
Level 3 – 2C, 3D, 6A, 8B
Level 4 – 1C, 2D, 3B, 8A

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.

F1 EXHAUST HEAT

Music select
When you come to register your name input OTO as the first three letters. A selection of different back ground music is yours.

Turbo boost
During any part of the game, press Left button and Right button simultaneously to accelerate immediately to 400kph.

Loads of cash
On the password screen, enter your name as SETAUSA to earn yourself a handy £10,000

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.

FINAL FIGHT

Hidden options menu
On the title screen, press and hold the Left button and Right button and press Start. You can now select number of lives as well as difficulty level.

Extra energy
When the policeman comes on screen and drops his gum, pick it up and chew it. This will replenish lost energy.

FLYING HERO

Level select, Extra continues, Extra lives
On the title screen, press Select to access the option screen. Now, on the second controller press Select and Start simultaneously to bring up a further secret screen allowing you to select any level and set the amount of continues and lives you want.

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. Activate 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

Extra continues
On the title screen, press the X button repeatedly to gain extra credits. Each time it is pressed ten times you'll be rewarded one continue, so you can keep pressing for up to nine credits. Make sure you start the game before the title screen disappears or the number of credits reverts back to four.

Extra Arcade level
This cheat will not only make the game harder but also add an entirely new level! On the options screen repeatedly press the A button as quickly as possible. The word ARCADE should appear where the level of play is shown.

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.

HOLE IN ONE

Special clubs
Enter METALPLAY as your name and you'll receive a special set of clubs.

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!

HUMAN GP

NEW!

Change grid position
On the starting grid, press and hold Select and then press B. This will change the position.

JACKI CRUSH

NEW!

Loads of balls
On the password screen, type in as many fives as possible in a row. Now go into the game and you'll find yourself with 840 million points and more balls than you know what to do with.

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. 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.

JOHN MADDEN FOOTBALL

NEW!

Super bowl
To get straight to the Super Bowl type in the code BBBB5NZ5C

KRUSTY'S SUPER FUN HOUSE

Level codes
Level 2 – SKINNER
Level 3 – SCRATCHY
Level 4 – BARTDUDE
Level 5 – BOUVIER

NEW!

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.

LEGEND OF THE MYSTICAL NINJA

Password
Level 9 – Z+LHd H

LEGEND OF ZELDA 3

NEW!

Rupee loop
In the Light World, go to the Desert of Mystery and find two large rocks just down from the old man. Pick up the bottom one and keep going in to get fifty Rupees. You can repeat the process for up to 999 Rupees and also go back to stock up later.

Extra lives
When you come across a fairy, capture her in a jar. Now when you lose a life she'll revive you. You can only use a particular fairy once, but there are plenty scattered throughout the game.

LEMMINGS

NEW!

Hidden options
On the title screen, press and hold Select and press Start. A hidden options screen will appear, allowing you to adjust the controls.

Passwords
Sunsoft 1 – GNNBJWV
Sunsoft 2 – RCQRFPZ
Sunsoft 3 – FBJJKJB
Sunsoft 4 – RMQMZDC
Sunsoft 5 – DTCZVMQ

MAGIC SWORD

Secret warp
On floor 34, destroy the two blocks and watch the pillars closely. Hit the fourth pair of pillars on the left to flick a switch and open a door straight to Hydra!

NHLPA HOCKEY '93

NEW!

Final code
To go straight to the final between Los Angeles and Boston, enter the following code on the password screen: C42BWBGØØP37LV9J

PAPERBOY 2

Passwords
Route: 5738 Week 2
Route: 6479 Week 3

PARODIUS

NEW!

Level select
On the ship select screen, choose the Octopus ship which is below Vic Viper and press Up, Left button and X simultaneously. Continue to hold the buttons down until the level select screen appears.

Secret level
Go to the bottom of the water beds on level three to access a secret level.

Full power-up
Pause the game, press B, B, X, X, A, Y, A, Up, Left button and Start. This gives you full power and weapons.

Invinicibility
Pause the game, press Left button, Right button, Up, X, Right button, A, Left button, Y, Down, B, A, Y, A, Y, Right button and Start.

Stage select
Move the cursor to the Big Viper on the player select screen and press Up, Left button and X together. Hold them for 15 seconds and a stage select screen appears.

PILOTWINGS

NEW!

Extra difficulty
If you're up for a real challenge enter the code 882943 on the passcode screen. You'll be treated to some rather different aerial antics.

Passwords
If you cannot wait to complete the early stages of this excellent aerial 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

PRINCE OF PERSIA

NEW!

Level select
Enter SPECIAL on the password screen. The game will reject this as a password, so cancel it and go into the game. Now pause and press B, Y, Up, Down, Left, Right, Left button and Right button. You'll hear a sound if successful. Now hold down Start and press Select to enter a level select menu.

Passwords
Level 1 – BRNGBB9
Level 2 – MRG5L2X
Level 3 – B6+TWNN
Level 4 – 9Z3NRDX
Level 5 – LQHWTVR
Level 6 – CGKDBZ2
Level 11 – 7F39R1B
Level 12 – H9TZD8N
Level 13 – 7TXF+9V
Level 14 – H+KX3L7
Level 15 – GZ9MRZJ
Level 16 – 84CPBC6

Level 7 – TH4Q++B
Level 8 – VXPNBY2
Level 9 – QLL!WHR
Level 1Ø – HWB93WX
Level 17 – QQNL2PV
Level 18 – 4Q7TMHJ
Level 19 – QHJG!Q7
Level 2Ø – H8J12+Y

Q*BERT 3

NEW!

Level warp
On the title screen, highlight the Game Options menu and press Start. As soon as you're in the options mode, press the B button eight times. If successful you'll hear a sound. Start a one or two-player game and you'll warp straight to level eleven.

Alter backgrounds
Go to the options screen and press the Left and Right buttons simultaneously. When you release them, a programmer's screen will appear. Press Select to change the background (keep pressing it to flick through all of the different ones). Press Start to return to the options screen.

RANMA 1/2

NEW!

Fight with the same characters
To fight with the same characters, hold Left button, Right button and Up then press Start.

Select all characters
Hold down the Left and Right buttons, then select a two-player game. A second menu will appear allowing you to select all characters as well as the two bonus level fighters. Also press Select to alter the backgrounds.

Extra characters
On a one-player game, hold down the Left and Right buttons during the character select screen. You'll now have more characters at your disposal.

ROBOCOP 3

NEW!

Restore power
At any point in the game, press Start and then Select three times. This will restore your energy bar to the maximum and can be repeated any time your energy is low, which will probably be most of the time!

ROCKETEER

NEW!

Player/round select
On the title screen, press Left button, Right button, Left button, Right button and Down, then press Start on the credits screen to reach a player select screen. Select the number you want and you'll access a strange round select screen!

SIM CITY

NEW!

More maps
Select "Start New City" and choose any map from 1–999. Go to the map and select the "Goto Menu" icon. Instead of saving your map, select "Start New City" again. You'll now have access to 1,998 different maps.

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.

SMART BALL

NEW!

Level select
Go to the options screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start. Now you can choose any level you want.

SMASH TV

NEW!

Extra lives
On the player number/ difficulty screen, press Down, Left button, Right button and Up. You can now alter the number of lives and credits.

Kill all enemies
On the title screen enter Right, Right, Up, Down, Right button and Left button. Now start the game but before you enter a room, press and hold Select. When you go through now, all the enemies die and a voice will say "Let's Go!" Simply repeat this process to go straight through to the end of the game.

Circuit warp
On the player/difficulty screen, press Right, Right, Up, Down, Right button and Left button. Select the number of players and level of difficulty and you'll go onto the warp zone.

Stage select
Go to the options screen and press R button, R button, Up, Down, Right, 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.

SONIC BLAST MAN

NEW!

Punch round warp
On the option screen, go to music select and select 10 HIT. Now hold down Select and press Left button, Right button, Right button, Left button and Start. You can now warp to the bonus punching rounds without having to complete the various scrolling levels.

SPANKY'S QUEST

Passwords

354	Level 3-1
116	Level 4-1
988	Level 5-1

SPINDIZZY WORLDS

NEW!

Level select
Enter the password MIMICHAN to access a special test mode. You can now select your start level.

STARWING

NEW!

Secret fruit machine level
There's a secret fruit machine level to be found on level 3-2. Go into the level and shoot the second large indestructible asteroid you come across (they're a slightly darker grey than the others). Attack it until it explodes to reveal a Star Bird. Carefully guide the your ship into its mouth to access the secret level. Play the fruit machine by shooting the arm to spin the reels and shooting the buttons when flashing to hold. Get three sevens and you'll see the game over sequence!

Secret black hole level
The secret black hole level is to be found on level 1-2 in the asteroid field. Shoot the first three spinning columns of asteroids with the orange asteroid in the centre. You must take them out just before you crash into them for the cheat to work. A grey asteroid will appear with a smiling face. Crash straight into it and you'll warp to the black hole. This cheat is extremely difficult to activate so if at first you don't succeed, try try again! If you stay in the black hole long enough you will appear on many later levels including Venom.

Sprite change
On the continue screen, plug in the second controller and press Y and B to change your spinning Arwing into any sprite within the game. Also with the first controller press A and X for some funky FX. The Left and Right buttons will zoom the image back and forth.

STREET FIGHTER II

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!

View endings
To view the character endings on *Street Fighter II* without having to slog it out on the higher difficulty levels, change the game to Championship Mode by pressing

Down, Left button, Up, Right button, Y, B, X, A on the Capcom screen. Set the difficulty setting to two. After you've cruised through the game and beaten M Bison, simultaneously press Start and the Right button before the screen fades away to view the character ending.

Sound FX
To hear some new sound effects in *Street Fighter II*, go to the options screen and press the R button rapidly on sounds 25, 26 or 27. You'll hear new sounds on 1 through to 23.

Honda blob
If you own an Action Replay cart, there is a way of turning E Honda into a lump of lime coloured jelly (so what's new!). Simply put in the code for turbo speed (7EØC6Ø1Ø) and back E Honda into a corner. When he can't go back any further and becomes stuck, wait a few seconds and watch Honda melt into a disgusting blob!

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, Left, 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 EDF NEW!

Invincibility
Start to play level one, then pause and press A, B, X, Y, L, R, Up, Down, Left and Right. Unpause and hoorah! Invincibility.

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 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 Left and Start on the second controller and another options screen will appear in which you can choose the level and area on which you want to start.

SUPER MARIO KART NEW!

End screens
On the title screen, use controller two and press X, Y, B, A, UP, Left, Down, Right, Right button and Left button. If the cheat is successful you'll hear a sound. Now press start on controller one and begin the game by choosing your character. The end screens will begin.

Race computer on time trial
Select time trial and go to the character select screen. Press Y and A on controller one and Y on controller two. You can now select a computer character to race against you.

Special Cup
Select match race or time trial and highlight Mushroom Cup. Press left on the controller to highlight the left hand side selections, then press Left button, Right button, Left button, Right button, Left button, Left button, Right button, Right button and A. The Special Cup can now be selected and raced.

Drive in the dark
During a two player battle mode, when one player is down to their last balloon, get them to hold down the B button. Keep this pressed, then when the last balloon is burst that player can still drive in the dark even though they've lost.

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 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 PANG NEW!

Level select
Access the game select screen and press Left button, Right button, Right button, Left button, Up and Down. A stage select screen will appear.

SUPER PROBOTECTOR NEW!

Extra lives
To start the game with 30 extra lives, on the title screen press, Right, Down, Down, Right, Right and Start.

Level select
Grab yourself a handy level select with this cheat. Press Left, Down, Down, Left, Left and Start on the title screen.

SUPER R-TYPE NEW!

Weapon select
Go to the title screen and press Down, Right button, Right, Down, Right, Right, Down, Right, Down, Down and Start. As soon as the game starts press Pause then press the Right button, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right and Right. Now you can choose your weapons by pressing:
A for air to air laser
B for air to ground laser
X for reflective laser
Y for split laser
R for shooting gun laser.
Now press A for a homing missile or alternatively X for an air to ground missile.

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 the R button and A together, and press Select. Press Up or Down to choose your level.

SUPER SOCCER NEW!

Special Nintendo team
Select one player vs two player game then on the team select screen then press Start

Got that?



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and B on the second controller (player two). You can now play with the excellent Nintendo team. Game on!

Same teams
Get player two to select the team he wants to be, then press Start and B to select the Nintendo team. Now get player one to select the previous player two team and press Y on player two's controller. This will cancel the Nintendo selection allowing him to select the same team as player one. Player two will play in the away strip!

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 to begin your run up. Press the direction you want to shoot to aim the ball. Now press L then R then 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 NEW!

Debug menus
Switch the Super NES off and on, then on the game start/ options screen press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y and B. If successful you'll hear a Jawa yell. Enter the game and press Left and Right buttons simultaneously on the second controller to access the debug menu screen. You can now select lives, stage, character, health sword and weapon. At any point in the game, if you wish to skip the level you're playing, simply press Start on controller two. To re-access the Debug menu press the Left and Right buttons on controller two simultaneously.

Invincibility
To become invincible, press and hold A, B, Y, X and Select on controller two on any of the side-scrolling levels. Let go of the buttons to reveal X and Y co-ordinates by your character. You'll now be invincible and even be able to walk through walls!

99 lives
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 on 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.

Five continues	–	X, B, B, A, Y
Light Saber	–	Y, Y, X, X, A, B, X, A

SUPER TENNIS

Super player
For a more skilful 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 and X.

THUNDERPRINTS NEW!

Secret options
On the title screen press Start and Select on both controllers on the title screen. A option screen will reveal itself.

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 hear, one credit will be awarded. Wait for the demo to finish to get even more continues.

TINY TOONS NEW!

Sub-game select
On the password screen enter ELMYRA, Shirley and Calamite Coyote. A secret option screen will appear enabling you to select and play any of the bonus rounds.

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		

TOP RACER NEW!

Double placement
To get two positions on the score board, simply crash head on at high speed into one of the posts as you pass the finish line. You must hit it square on. You'll now have two placings on the results chart.

TUFF E NUFF NEW!

Stage codes

Stage 2	–	427011
Stage 3	–	537071
Stage 4	–	430700
Stage 5	–	500760
Stage 6	–	401637
Stage 7	–	511617
Stage 8	–	412526
Stage 9	–	562506
Final	–	463455

TURTLES IV: TURTLES IN TIME NEW!

Ten lives
On the title screen use the second controller and press Up, Up, Down, Down, Left, Right B and A. Now use controller one to select your lives up to ten.

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 will have 16 hit points and three turtles for each fight.

ULTRAMAN NEW!

Hidden option screen
On the title screen press Select and Start simultaneously to uncover a hidden options screen.

UN SQUADRON

Gamer level
Go to the options mode, highlight the game level and plug in controller two. On controller two, hold A and X. With these held down, go through the difficulty levels until you reach "Gamer". This is incredibly hard.

WARP SPEED NEW!

Level codes

Campaign 2	–	V63L90BD6
Campaign 3	–	V695FJCMJ
Campaign 4	–	V6?82P4B5

WING COMMANDER NEW!

Secret options
Go to the option screen that allows you to choose the start and continue options. On this screen press, B, A, B, Y, B, Y, L, A, R, A and Start. A secret options screen will

appear allowing you to select your series and mission, become invincible and make use of a sound test!

WINGS 2 (US)

Antique Radar
Go to the title screen and hold 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.

Passwords

Bombing run	FGXHMBQ!nG!xF
Strafe	r5xKNJH2pg!3
Dogfight	HMdMJ6C!brG!v!
Dogfight	LV!xv!HLPQBCP
Bombing run	T!BRLQ!wC7IBF!
Dogfight	X2TBGnkGC!w
Strafe	sZG7ØwW6HBF
Dogfight	!4!FIGCwPQk8Y
Bombing run	hVYØ9Gs4BG!Z
Dogfight	7YW2yn!R7Hzh
Strafe	LHxPFCb!4!!BsG!
Dogfight	S!!dNpG9BwH96
Bombing run	6m!CQG!NCGGL8
Dogfight	DvkbP4T!dXwb
Strafe	B!HdPBB!gQLTB!
Dogfight	zq5gPNL8Hq!B
Dogfight	!c!LIKGsKQFXj
Bombing & dogfight	7dzI2G8MwR!Z
Final stage	BBHnwLL1CB!r

NES

1943 NEW!

Codes

Wave 2	–	7G117
Wave 3	–	EGØ13
Wave 5	–	E4113
Wave 6	–	ZDIIX
Wave 7	–	IRIID

ABADOX NEW!

Invincibility
On the title screen press A, A, Up, B, B, Down, A, B and Start and hey presto! You're invincible.

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

BACK TO THE FUTURE II & III NEW!

1875
To start the game in 1875, hold down A and B on the title screen to access the password screen. Now enter FLUXCAPACITORISTHEPOWER as the password and press Select, then Start.

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 NEW!

Infinite continues
On the title screen press, Up, Up, Down, Down, Left, Right, Left, Right then A and B simultaneously. You can now continue the game indefinitely.

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.

BATMAN: RETURN OF THE JOKER

Passwords
Check out these passwords to later levels:

Stage 4-2	–	KHCN
Stage 5-1	–	QGVN
Stage 5-2	–	WBZT
Stage 6-1	–	FFHG
Stage 6-2	–	CKQG
Stage 7-1	–	GPZT

NEW!

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.

Infinite continues
Press A when the game over appears for infinite continues.

BLACKBASS FISHING NEW!

Password
Enter the following password to get yourself into the wonderful world of class B: TSVWDEDODIBPUYGC.

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	

BOXXLE

Passwords

Level 1	–	BDBD
Level 2	–	DBBD
Level 3	–	GBBG
Level 4	–	HBBH
Level 5	–	JBBJ
Level 6	–	KBBK
Level 7	–	LBBL
Level 8	–	MBBM
Level 9	–	NBBN
Level 10	–	PBBP
Level 11	–	QBBQ
Level 20	–	ZTPZ
Level 40	–	TX9W
Level 60	–	YTKW

BUBBLE BOBBLE

Stage select
To be able to select any stage, enter DDFFI on the password selection screen.

BUCKY O'HARE

Passwords

Deadeye Duck	–	67KIJ
Willy	–	M7Lak
Blinky	–	M7KZ3
Final Stage	–	MPW2L
Final Stage 2	–	MPL65

BUGS BUNNY NEW!

Passcodes
Here's a selection of codes to get you further into the game.

BURAI FIGHTER NEW!

Passwords

Stage 2	–	BALL	Stage 5	–	PAIL
Stage 3	–	JOKE	Stage 6	–	GOAL
Stage 4	–	DOLL	Stage 7	–	GAME

Extra difficulty
If it's all too easy enter GOOD on the password screen to make the game more difficult!

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	786565 – level 3-2
955783 – level 2-1	920272 – level 4-1
637511 – level 2-2	799274 – level 4-2
148574 – level 3-1	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 NEW!

Different endings
After you've finished off Dracula, enter these codes for alternative end sequences.
For the second ending enter: CTMV W26K R5KN SIBK.
For the third ending enter: C1DF Ø26D L1KN SWJK.

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.

DIRTY HARRY NEW!

Infinite lives
On the password screen, enter CLYDE. Dirty Harry is now immortal!

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 two 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:	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 Launch pad, 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, then press Select, Start, A, B, together then 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.

GHOSTBUSTERS

NEW!

Loads of money
Fancy starting the game with just under $2 million. Enter `AA` on the first stage, then and `1173468723`. Now press A and the dosh is yours!

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:

`DESTR0Y ALL M0NSTERS`	–	to fight all the monsters
`M0NSTER Ø`	–	to fight monster zero
`START T0 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	`ZFPJ` – level 3-2
`DXNH` – level 2-1	`SHMC` – level 4-1
`CGMW` – level 2-2	`VLBB` – level 4-2
`NJDT` – level 3-1	`NXRD` – level 5-1

GUERILLA WAR

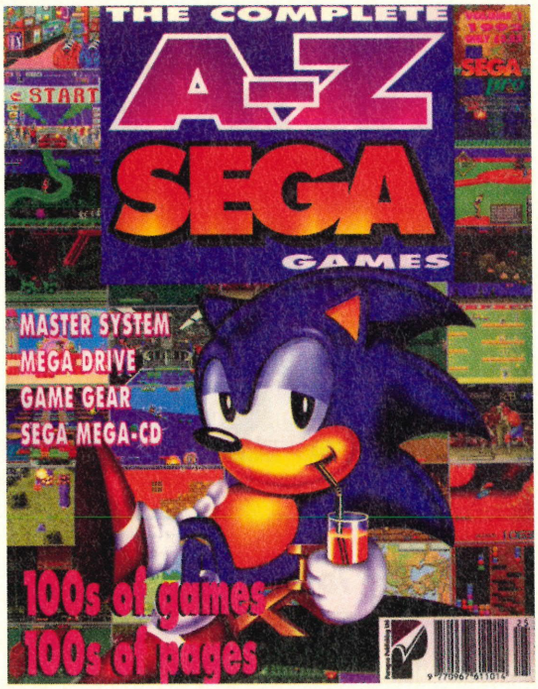
NEW!

Level and Difficulty select
When the title screen appears press A, B and Start. A separate menu will reveal itself allowing you to choose your start level and game difficulty.

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.

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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
For a machine gun and 100 bullets, press A, A, A, A, Right and Right.

HOOPS

NEW!

Final match
Enter LUXLRZTLR on the password screen to play the final match. Win and you'll be treated to the brill end sequence.

THE HUNT FOR RED OCTOBER

Submarine 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 3

NEW!

Infinite continues
To continue when you've lost all your lives, press Up, Right and A when you die.

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
Ø705 – 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.

KID ICARUS

NEW!

Hidden continues
Quickly before the title screen appears press B, A, B. Those elusive continues will now be accessible.

Infinite lives
This passcode will not only grace you with infinite lives but also dish out 640 hearts.
Enter 8UUUUU UUUUUU UUUUUU UUUUUU

KING OF THE BEACH

NEW!

Passwords
Stage 2 – San Diego Side Out
Stage 3 – Waikiki Gekko
Stage 4 – Copacabana Topflite
Stage 5 – Australia Sundevil

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 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

NEW!

No guardians
To play the game without having to take on the end of level guardians, enter the following codes:
Airman A1, C145, D135, E13
Woodman A1, C34, D235, E12

Weapon codes
Enter these codes for weapon selection:

Flash guns	1C	No Crash	2E
Bubble guns	1D	No metal guns	1E
Heat guns	2B	No air guns	2D
Wood shield	3D	No boomerang	4C
Air guns	3E	No bubble guns	3C
Boomerang	4B	No wood	5B
Metal gun	5E	No heat guns	5D
Crash	5C	No flash guns	4E

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

Passwords
Jonathan Branney from Dundee wins a free cart for a cornucopia of tips this month. Well done, Jonathan!

Top man	A3, C5
Hardman	A3, C5, E6
Snakeman	A3, C1, C4
Geminiman	A3, B5, C7
Magnetman	A3, B5, C5, D6, F5
Needleman	D3, A3, B5, D6, F2
4 special	A3, B5, D3, F4, F2
Dr Wiley	A1, A3, D3, F4

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

MONSTER PARTY

NEW!

Passcodes

Level 2	–	CnDo403sH
Level 3	–	RvX"HSin4
Level 4	–	tvLG-B6me
Level 5	–	1yF84O77D
Level 6	–	UtBDGC,OJ
Level 7	–	sfhsQVF9B
Level 8	–	a!BBOL?hxNARC
Final	–	DTvgs.iNT

Extra continues
To start the game with two continues in the bank press A, B, Select and Up, then press Start on the title screen.

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:
1030? – second match
3070? – third match
0150? – fourth match
2200? – fifth match
7210? – sixth match
1150? – seventh match
4240? – eighth match
6260? – ninth match
6020? – tenth match
2230? – semi finals
1280? – finals

POW

NEW!

Extra lives
On the title screen press A, B, B, Up, Up, Down, Left and Start for extra lastibility.

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

PROBOTECTOR

Extra lives
To get 30 extra lives, press Up, Up, Down, Down, B, A, Start on the title screen.

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 25 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, CATHEDRAL, 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.

SILVER SURFER



Passwords
To access the cheat screen, press Up on both control pads and enter these codes.

Extra continues	– `J8SCL9`	Invincibility	– `KJTTJK`
Infinite continues	– `SJM333`	Full power	– `CKWJT4`

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.

SMASH TV

Secret warp
Go to the title screen, on controller two, hold Down and the B button. With these held, press Start on controller one and then choose all of the normal options for a circuit select.

SNAKE RATTLE AND ROLL

Warp to world eight
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. You must be standing on the square in front of the scales when it hits you.

SOLAR JETMAN



Secret level
Enter the following code to enter a secret level: `BKKBKKHMBHMB`

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, Start, 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.

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 four.

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 five.

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 six.

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 seven.

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.

SWORD MASTER

Infinite continues
On the title screen, hold Down and press Select. Now press Start for infinite continues.

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 and Start.

TMNT (US) NEW!

Stage select
On the title screen press, Down, Down, Down, Down, Down, Right, Right, Right, Right, Right, Right, Right, B, A and Start. A stage select screen will present itself.

Two player game
For extra two player fun, press Select and Start on the title screen.

Ten lives player one
If you're playing a one player game, press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left, B, A and Start on the title screen. You can now play with ten lives.

Ten lives both players
Both players on a two player game can have ten lives with this cheat. Again on the title screen press, B, A, Up, Down, B, A, Left, Right, B, A and 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 ten levels to the one you've selected, press A and Start simultaneously when the cursor is in the right place.

THUNDERBIRDS NEW!

Level select
To select any level, on the title screen press and hold Up Left diagonal and press Reset. Now when the title screen reappears, press A, B and Select to choose any stage.

TINY TOON ADVENTURES

3-up Duck Vader
Complete any level with multiples of 11 carrots such as 33, 55, 66 etc, and then return to the main map (see SUPER XS#1) and you will warp to Duck Vader's ship. Hit Vader three times to get three extra lives.

TOM & JERRY

99 mice
When the screen with the drawing of Tom and Jerry on (the second title screen) appears, press the following to start the game with 99 mice: Right, Right, Up, Left, Up, Right, Down, B, A, Select, then press Start twice.

TOTAL RECALL NEW!

Extra life
Simply sit through the cinema credits to earn yourself and extra life.

TOTALLY RAD

Extra lives
Get to the first green soldier and position yourself so that a massive number of troops come onscreen. Now hold the fire button and get slaying. You will receive an extra life – up to a maximum of 13 – for every 100 men.

VIGILANTE NEW!

Level select
On the title screen, press, Up, Left, A and B to enter a secret level select menu.

WCW WRESTLING NEW!

Championship code
Here's a handy code to get you to the championship as ANIMAL with only two bouts to go. Enter H5YT1YQ7OHNZ on the passcode screen.

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 opponent's partner who is also outside the ring.

GAME BOY

ADDAMS FAMILY NEW!

Restore All Energy
On losing a life, immediately hold down A, B and Select simultaneously, then press Start to restore all your energy.

ADVENTURE ISLAND

NEW!

Level select
On the title screen press Right, Left, Right, Left, A, B, A and B. The level select is yours for the taking.

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 press 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 BULL

NEW!

Final level code
To get to the last level enter `4F**` on the passcode screen.

BATTLE UNIT ZEOTH

Level select
When the title music ends, press Down, A, B all together five times. You should now hear musical tones. After the first pressing of Start, you will start on level one, after the second, you will start on level two and so on.

BILL AND TED'S EX ADV (US)

NEW!

Passwords

Level 2	–	555 4239	Level 3	–	555 6767
Level 4	–	555 8942	Level 5	–	555 4118
Level 6	–	555 8471	Level 7	–	555 2989
Level 8	–	555 6737	Level 9	–	555 6429
Level 10	–	555 1881			

BIONIC COMMANDO

NEW!

Level skip
Whilst playing any level, press and hold Start then press A and B simultaneously. You'll return to the DX-Turbochopper and be able to select a different level.

BLADES OF STEEL

NEW!

Sound test
On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and Start. You can now access the sound test.

BLAST MASTER BOY

Level select
On the title screen, highlight the continue option and hold A and press Start.

BOMBER MAN

Codes
`IHOLBKMIHL`
`HKEFPHIDJC`

BUBBLE BOBBLE

NEW!

Harder game
Enter `VLT1` on the password screen to get a much harder game.

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 1ØØ

BUGS BUNNY

NEW!

Final Level Codes

Level 75	–	`X3J2`
Level 76	–	`X1K2`
Level 77	–	`WEM2`
Level 78	–	`WHC2`
Level 79	–	`XEA2`
Level 80	–	`XHO2`

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 one, but do whip all subsequent ones and the 11th 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`

CAT TRAP

NEW!

Level skip
This cheat will complete any level you're playing and is in effect a level skip. Press Start, Select, A and B at any point in any level to activate the cheat.

CHOPLIFTER 2

Passwords
Use these codes to any section of the game:
`SKYHPPR` – stage 1–2 `LKYBYSS` – stage 1–3

CHPLFTR – stage 2–1
RGHTHND – stage 2–3
TRYHRDR – stage 3–2
CMPTRWZ – stage 4–1
VRYHPPY – stage 4–3
BYMSFWR – stage 2–2
GDGMPLY – stage 3–1
SPRYSKS – stage 3–3
CHPYBYS – stage 4–2
GMBYQZD – stage 5–1

DAEDALIN OPUS NEW!

Level select
Type in ZEAL on the password screen for a level select.

Final level
Type in FINE on the password screen to access the last level.

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
Ø, 1	**Shotgun**
2, 3	**Machine Gun**
4, 5	**Pistol**
6, 7	**Grenade**
8, 9	**Heart**

FACEBALL 2000 NEW!

Level Warp
At the end of level one, turn and face the opposite wall. Shoot it to reveal a secret door with an orb behind it. Activate the orb to find yourself warped to level ten.

FOOTBALL INTERNATIONAL

Scoring
When you're 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 and Start to become invincible.

GOLF

Reset shot
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 NEW!

Extra missiles
On the screen showing you the map, press A and B simultaneously then Up and Down. You'll start the game with 25 missiles.

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 Up and Down 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: Up, Select and A simultaneously.

KLAX NEW!

Duplicate block
Wait until you get a block you're happy with and press Select if you want to duplicate it.

KRUSTY'S FUN HOUSE NEW!

Passwords
Level 2 – MCBAIN
Level 3 – MILHOUSE

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
Cutma: A2, 3, B4, C2, 3

MEGA MAN 2

Passwords
Air – A2, B1, B3, B4, C3, D2, D4

+ Needle – A1, A3, A4, B3, C1, C4, D1, D2, D4
+ Clash – A2, B1, B3, B4, C3, D1, D2, D4
+ Metal – A2, A3, B1, C3, D1, D2, D4
+ Wood – A2, A3, B1, B4, C3, D1, D2, D4
+ Hard – A1, B3, C1, C2, D1, D4
+ Magnet – A3, A4, B1, B3, C1, C2, C4, D1, D3
+ Top – A1, A3, A4, B3, C1, C2, C4, D1, D3

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!

MICKEY MOUSE

NEW!

Level skip cheats
Press Up, Select, A, B and Start to reach the Pirateship.
Press Down, Select, A, B and Start to reach the Castle.
Press Right, Select, A, B and Start to reach the Ocean.
Press Left, Select, A, B and Start to reach the Woods.

MYSTERIUM

NEW!

Super power
When the map appears press A, B, Start and Left to grab a pass key. Drop it into the pool to get the down level then drop that to get the up level. Now drop that to get the super power.

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. When you unpause to continue the game you will be equipped with the extra power-ups.

Extra weapons
For complete weapons, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

NINJA BOY

NEW!

Extra Continue
On losing your last life, press A, B and Start. You can now continue from where you left off.

NINTENDO WORLD CUP

Passwords
Following are all the codes for the various matches you can play:
22445 – England vs Japan
Ø3345 – England vs France
53Ø45 – England vs USSR
36345 – England vs Spain
17245 – England vs USA
42945 – England vs Mexico
56145 – England vs Holland
51345 – England vs Brazil
97145 – England vs Italy
Ø8645 – semi, England vs Argentina
Ø1645 – final, England vs Germany

Supershots
When playing as England, try running with the ball for five steps and then shooting. If you time it just right you will let loose a supershot which is unstoppable.

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.

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
While you're 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.

PENGUIN WARS

NEW!

Stage select
On the title screen hold down Left, then press B then A. A number will appear in the corner of the screen. Push Up or Down to select your starting level.

PIT-FIGHTER

Continues
Upon being defeated, press Down and A to continue.

PIT-MAN

NEW!

Level codes
Here's a selection of codes to get further into the game:
Level 50 – C75X
Level 80 – LGHQ
Level 95 – Q2ZH
Level 100 – RGIH

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 level 13, enter 77Ø 27514 on the password screen.

PUZZNIC

NEW!

Level codes
Use these codes to get further into the game. All the full stops and spaces are to be entered for some of the codes to work.

Level 5 –	DON.	DOKO
Level 10 –	TAKA	MINE
Level 15 –	YUVA	NISI
Level 20 –	HORI	MOTO
Level 25 –	SEXY	ITOM
Level 30 –	SANT	O.OB
Level 35 –	GAME	BOY.
Level 40 –	HATT	ORI.
Level 45 –	TENT	SUKI

Q* BERT

NEW!

Special movie
On the title screen press, Right, Up, B, A, Down, Up and B. Now sit back and watch a special *Q*Bert* movie!

Q BULLION

NEW!

Passwords

Level 1	–	WALL
Level 2	–	IDEA
Level 3	–	NOON

ROCKETEER

NEW!

Level codes

Level 2	–	492629312
Level 3	–	435765818
Level 4	–	775545421

R-TYPE

NEW!

Drawing Program
When you see "Push Start" come on screen, wait for a few seconds then press Down, Left, A and B simultaneously. You'll now be able to access a hidden drawing program.

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 on 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
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
1–10	–	RYSY?JJ?
2–5	–	JZ4JSJJJ
2–10	–	6ZYSYJJ?
3–10	–	XZZ7SY88
4–10	–	K3ZZY5Y8

SPANKY'S QUEST

Stage select
Enter Ø199 as your password and you'll find a rather handy 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

Enterprise warp
Press Down Left and Select to warp the ship when you are in space. You can only do this once per game.

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.

TECHMO BOWL

NEW!

Final level
Enter the code 94BFFDAI on the password screen to reach the last level.

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 practise on the bonus games.

TENNIS

NEW!

Super serve
Press A and B together on a serve to smash the ball at an incredible rate.

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.

TERMINATOR 2

NEW!

Cheat the clocks
As you play a level press and hold Select to slow down the circuit clocks.

TETRIS

NEW!

Finish Quickly
To finish the game quickly, as the blocks fall press Select A and B simultaneously.

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 A, B, B, A, B, A, A, B, A, A, B, A, A.

WWF SUPERSTARS

Extra energy
Dropkick at the ring, then go back in again and climb up to the top rope. Wait there and your energy bar will be topped up.

WHO FRAMED ROGER RABBIT?

Passwords
Stage 2 – DLT3QYBY
Stage 3 – GPLDMSRC
Stage 4 – MMCFGWXJ
Stage 5 – BGQTVKJP
Stage 6 – RTJBWN34

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 useful items.

WORLD CUP SOCCER

NEW!

Passwords

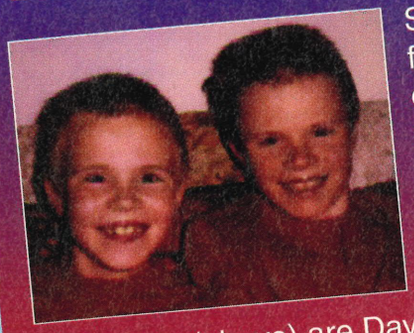
Level 3	–	Ø3313
Level 5	–	36313
Level 6	–	17123
SEMI	–	Ø8613
Level 7	–	42913
Level 8	–	56113
Level 9	–	51313
Level 10	–	97113
FINAL	–	Ø1613

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 **Busters, 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-Z, and the best will win the sender a free game.

XS HALL OF FAME

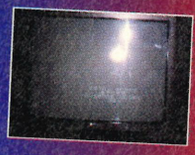
THE WINNING TEAM!

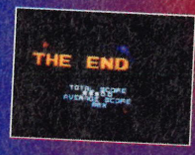


Since we offered free carts for every original tip that we print in Busters, SUPER XS has been inundated with mail. These two grinning skinheads (above) are David and Jonathan Walker from Mid Glamorgan (AKA, the Game Genius's). David and Jonathan sent us the biggest collection of totally obscure cheats ever! For their troubles, they win a copy of *Tiny Toons* on the Super NES. Well done!

RISE TO THE CHALLENGE!







It seems that some people actually read the Summary boxes in each solution and have sent in their hi-scores. Lorretta Newton from Burford claims 559,383 on *Soul Blazer* (top) and Martyn bailey from Bournemtouth and Matthew Dean from Newton-Willows both sent in top *Starwing* scores (57,300 and 59,900 respectively). Can you beat them? SUPER XS will be including a hi-scores page in the near future so get all your scores in. Everyone featured here, tell us what games you want.

XS CODES



SUPER XS features the biggest selection of Datel codes for every Nintendo console ever assembled in a single magazine! We have just finished updating the mammoth *Street Fighter II*, *Super Star Wars* and *Zelda III* sections to include ever wacky code you can think of. It almost makes you want to be able to put 50 codes in at once!

Not only have we compiled all the codes so for the Pro Action Replay, we are also constantly adding to this vast codes bible and you also have the exclusive Datel cheat cards bound in the centre of each issue where we print the best codes so that you can keep them in your wallet and are easily to hand. If you have any codes you have found on all the latest games, send us your letters and you could win a free cart if we print them. Now, on with the largest concentration of codes ever printed by ANY magazine. SUPER XS is all you ever need!

ACTRAISER

7E00**1**C02: Infinite lives.
7E00**1**D08: Unlimited energy.
7E0282FF: Keep 255 SP.

THE ADDAMS FAMILY

7E00AC05: Infinite lives.
7E00C302: Invincible.
7E007902: Gomez floats.
7E00AB99: Extra life when you pick up a dollar.
7E010B01: Uncle Fester rescued.
7E010901: Wednesday rescued.
7E010701: Grandma's rescued.
7E010501: Pugsley rescued.

AXELAY

7E005E03: Infinite lives (last digit indicates no of lives).
7E1E620X: Start on any level (X= level).
7E033002: Keep selected weapon.

BART'S NIGHTMARE

7E013D02: Infinite bubblegum.

BATMAN RETURNS

7E008C03: Infinite lives.
7E008A63: Infinite energy.

BATTLECLASH

7E15C080: Life meter never goes down.

BEST OF THE BEST

7E0221FF: Unlimited energy.

BLAZEON

7E0E1A03: Infinite special attacks.
7E1C0004: Invincible when small and invincible after one hit in a Bio Unit.

CASTLEVANIA IV

7E13F410: Infinite energy.
7E13F214: Unlimited extra weapons.
7E13F050: Infinite time.
7E1F840X: Player one weapon varies with X.
7E1FC40X: Same as above for player two.
7E1F8A63: Infinite lives for player one.
7E1FCA63: Infinite lives for player two.
7E1F8C02: Infinite bombs for player one.
7E1FCC02: Infinite bombs for player two.

COOL WORLD

7E021B03: Infinite lives.
7E02C001: Invincible.
7E00ED09: Infinite money.

DIMENSION FORCE

7E021504: Infinite lives.
7E020F0C: Full power.

DINOSAURS

7E17310X: Player one X amount of lives.

DRAGON'S LAIR

7E0FEB02: Infinite lives.
7E0FF605: Infinite time.
7E0FF903: Infinite energy.

F-ZERO

7E0CF301: Infinite turbo boosts.
7E00CA0B: Infinite power.
7E005908: Infinite lives.
7E115000: Always finish first.

F1 EXHAUST HEAT 2

7E042100: Infinite timer.
7E045301: 1st everytime.

FACEBALL 2000

7E0BD103: Infinite lives.
7E035201: Next tag opens all the exits.
7E03CEXX: XX= level number.

FATAL FURY

7E06135F: Infinite energy.

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 FANTASY 2

7E200803: Tons of HP for player one.
7E208803 : Tons of HP for player two.

FINAL FIGHT

7E0D6E05: Infinite lives.
7E0D1450: Invincibility.

FIRE POWER 2000

7E609A63: Infinite lives for the Jeep.
7E60D607: Level seven power-up for bullets for the Jeep.
7E60DA07: Level seven power-up for FlameThrower for the Jeep.
7E60DE07: Level seven power-up for Plasma for the Jeep.
7E60E207: Level seven power-up for Laser for the Jeep.
7E60E607: Level seven power-up for Ionic for the Jeep.
7E60DF07: Level seven power-up for Super Weapon for the Jeep.
7E609C63: Infinite lives for the Helicopter.
7E60D807: Level seven power-up for bullets for the Helicopter.
7E60DC07: Level seven power-up for FlameThrower for the Helicopter.
7E60E007: Level seven power-up for Plasma for the Helicopter.
7E60E407: Level seven power-up for Laser for the Helicopter.
7E60E807: Level seven power-up for Ionic for the Helicopter.
7E60E807: Level seven power-up for Super Weapon for the Helicopter.

FLYING HERO

7E005903: Infinite lives.
7E005A03: Infinite bombs.

GODS

7E00B40D: Gives you X amount of lives.
7E0156FF: Over 65,000 money.
7E015318: Unlimited energy.

GRADIUS III

7E00B40D: Two-way missiles at any time.
7E00B006: Shield when AR is enabled.
7E007C03: Infinite lives.

HOLE IN ONE GOLF

7E10A102: You get a hole in one every time.

HOOK

7EF7C103: Unlimited power.
7E1F1459: Unlimited time.
7E1F0003: Unlimited lives.

IMPERIUM

7E00AA05: Unlimited energy.
7E00A2F03: Unlimited smarts.

JAKI CRUSH

7E1C62XX: Replace XX for the number of lives that you want.
7E1C6202: Infinite balls.
7E007800: Invisible enemies.

JAMES BOND JUNIOR

7E02E605: Infinite lives as James Bond Junior.
7E110D05: Infinite lives as Helicoptor, Boat and Jet.
7E02E705: Infinite energy as James Bond Junior.
7E02E90A: Infinite grenades.
7E02E809: Infinite bullets.
7E033200: Invincibility in Helicoptor, Boat and Jet.
7E02B100: Levitation.

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.

JOE & MAC 2

7E004202: Infinite lives.

KRUSTY'S SUPER FUN HOUSE

7E11A303: Infinite Krustys.

LAGOON

7E052099: Infinite energy.
7E05229F: Infinite magic.

LEGEND OF ZELDA

7EF36D50: Invincible ten hearts.
7EF36E80: Infinite magic energy.
7EF37746: Infinite 70 arrows.
7EF34332: Infinite 50 Bombs.

LEMMINGS

7E00950X: Start level with X number of climbers.
7E00960X: Same as above for floaters.
7E00970X: Same as above for exploding Lemmings.
7E00980X: Same as above for blockers.
7E00990X: Same as above for builders.
7E009A0X: Same as above for tunnelers.
7E009B0X: Same as above for miners.
7E009C0X: Same as above for diggers.

LETHAL WEAPON

7E021E66: Infinite ammo.
7E022606: Unlimited men.
7E022203: Unlimited clips.

MAGICAL QUEST

7E02B104: Unlimited energy.
7E037202: Unlimited lives.
7E02B102: Infinite lives.
7E035F05: Infinite time.
7E02C101: Magic costume from start.
7E02C201: Fireman from start.
7E02C301: Choice of Fireman, Magic or Climbing gear from the start.
7E02B920: Infinite water energy.
7E02B720: Infinite magic energy.
7E02B501: Magic costume that uses half power.
7E02B601: Fireman costume that uses half power.
7E02A909: Gives 90 coins at the start.
7E02AB0X: Use zero in place of X for level one, one for level two etc.
7E02AC00: Start from sub level.
7E02AC01: Start from sub level.
7E02AC02: Start from sub level.
7E02AC03: Start from sub level.
7E02AC04: Start from hidden treasure boxes.
7E02AC05: Start from hidden general stores.
7E02AC06: Start from where Mickey picks up his Magic Cape.

MAGIC SWORD

7E040C05: Never lose magic.

MOLE PATROL

7E07AFAA: Infinite time (switch Action Replay off between levels).

MYSTICAL NINJA

7E1B6002: Infinite lives for player one.
7E1AB002: Infinite lives for player two.
7E1AAD99: Loads of money for player one.
7E1B5D99: Loads of money for player two.

NHLPA ICE HOCKEY

7E13DA59: Player up field how many goals you have got.
7E13DC59: Player down field how many goals you have got.

PARODIUS

7E00980X: X= number of lives.
7E1DB201: Use with below code for unlimited missiles.
7E1C6602: Use with above code for unlimited missiles.

PILOT WINGS

7E1ABE05: Infinite time.
7E0CD204: Infinite fuel.

PIT-FIGHTER

7E1124A0: Infinite energy.

POWER MOVES

7E08EB20: Unlimited energy.

PRINCE OF PERSIA

7E050805: Infinite energy.

PUGSLEY'S SCAVENGER HUNT

7E009503: Infinite energy.
7E004D05: Infinite lives.
7E008449: Moon Jump.
7E014001: Spiders venom.
7E014101: Dragons fire.
7E014201: Underwear.
7E014301: Magic Gloves.

ROAD RUNNER

7E1F1E06: Unlimited energy.
7E1F2001: Unlimited lives.
7E1F1D20: Unlimited turbo.
7E1F1B7F: Invulnerable.
7E1F8459: Unlimited time.

ROBOCOP 3

7E047738: Unlimited energy.

SIM CITY

7E03F50X: Replace X with 1-F for permanent gifts.
7E0B9DF9: Free industrial, commercial, residential, park, road and rail.
7E0B9E4E: Infinite money.

SKULLJAGGER

7E17C305: Unlimited lives.
7E0AE50X: Replace X to give you loads of red crystals.
7E17C20X: Replace X to give you loads of green crystals.

SKULLJAGGER

7E1B8810: 16 life points when you reach 1000 EP.

SOUL BLAZER

7E1B8810: For 16 life points once you reach 1,000 experience points.

SPACE MEGAFORCE

7E015202: Infinite bombs.
7E015702: Infinite lives.

SPIDER-MAN AND THE X-MEN

7E10F880: Infinite energy.
7E010003: Infinite lives.
7E063600: Spider-Man will jump higher.
7E119EE8: Gives Gambit infinite lives.
7E11A034: Gives Gambit infinite cards.
7E0B297F: Gives Wolverine infinite energy.
7E10F880: Gives Spider-Man, Cyclops and Wolverine unlimited energy bar.
7E0B297F: Gives Storm infinite bubbles.
7E11A202: Gives Gambit infinite Jokers.
7E119E68: Gives Gambit infinite energy bar.
7E11A202: Gives Storm infinite whirlwinds on the last level.
7E119E68: Gives Storm infinite energy bar on the last level.
7E0118FF: This level code makes each Spider-Man come up as a win.

STREET FIGHTER II

7E0C2BB0: Infinite energy player one.
7E1AC899: Infinite time.
7E0C0D00: Player one colour.
7E0E0D00: Player two colour.
7E0E2BB0: Infinite energy player two.
7E0BF220: Same characters.
7E0C6001: Doubles the speed.
7E0CB200: All special moves can be performed in air (player one).
7E0EB200: All special moves can be performed in air (player two).
7E0ED000: Player two never wins.
7E0CD000: Player one never wins.
7E0CD002: Player one only needs one round to win.
7E0ED002: Player two only needs one round to win.
7E0ED10X: X= Ø,1, 2, 3,4, 5, 6, 7, 8, 9, A, B to fight any enemy.
7E0CD10X: Same as above for player two.
7E0C35B0: Throws player one into the air!
7E0E35B0: Throws player two into the air!
7E0D8000: Fireballs at every super move.
7E0D1D10: No fireballs.
7E0CB201: No super moves for player one.
7E0C030C: Auto fireballs.
7E0C0010: No collisions (only throws and fireballs have effect).
7E04B3XX: Change XX to alter the colour of Ryu's fireball.
7E0C5600: Super-fast moves for player one.
7E0E5600: Super-fast moves for player two.
7E0C3680: Super-quick walk for player one.
7E0E3680: Super-quick walk for player two.
7E0C3080: Super side-to-side jump for player one.
7E0E3080: Super side-to-side jump for player two.
7E0CB909: Super-fast fireballs/slide for player one.
7E0EB909: Super-fast fireballs/slide for player two.
7E0C3210: Low gravity and hyper dragon punch for player one.
7E0E3210: Low gravity and hyper dragon punch for player two.
7E0C3220: Low gravity for player one.
7E0E3220: Low gravity for player two.
7E0C3249: Hyper dragon punch for player one.
7E0E3249: Hyper dragon punch for player two.
7E0C2BB0: Invincibility for player one.
7E0E2BB0: Invincibility for player two.
7E0C5F10: Invisibility for player one.
7E0E5F10: Invisibility for player two.
7E0C4E10: Levitation one for player one.
7E0E4E10: Levitation one for player two.
7E0C5810: Freezes player one.
7E0E5810: Freezes player two.
7E0C50F0: Stops player one being thrown sideways.
7E0E50F0: Stops player two being thrown sideways.
7E0C3480: Turns player one upside-down when hit.
7E0E3480: Turn player two upside-down when hit.
7E048300: Bloody characters.
7E049100: Bloody clothes for Ryu/Ken.
7E049BF0: Electric Ryu/Ken.
7E048F0F: Stripy headband for Ryu/Ken.
7E049E0F: Red belt for Ryu/Ken.
7E049F05: Green belt for Ryu/Ken.
7E049FF5: Blue belt for Ryu/Ken.
7E049DF0: Pink hair for Ken.
7E049DFF: White hair for Ken.
7E0C4C10: Player one can't be dazed.
7E0E4C10: Player two can't be dazed.
7E0C08F0: Traps player one in corner.
7E0C2F00: When you leave the floor in any way you will float up slowly.
7E0C0300: Computer can block but can't move or fight back.
7E0D02FF: Total invincibility for player one.
7E0F02FF: Total invincibility for player two.
7E1A5B0X: Starting number of enemies defeated (X = Ø – A).
7E1A68FF: Win the game after the first match is won.
7E1AC1A0: Both fighters fight upside down.
7E1AC7FF: Stops the timer.
7E1ADFFF: Earthquake effect.
7E1AE701: Slow-motion fighting.
7E0D8000: Perform two special moves at once (player one).
7E0D8001: Disappearing dragon punch.
7E1A20B4: Moves are upside down.
7E048300: Player one is covered in blood.
7E0C23A0: Lethal dragon punch.
7E0C23B0: Player one gets nine million points for a dragon punch.
7E0E23B0: Player two gets nine million points for a dragon punch.
7E0B06F3: No music.
7E0ED10X: Allows you to challenge the same character. 9 – Sagat, B – Vega, A – Balrog, 8 – Bison. Then enter the following code.
7E0CC102: Press start and turn the codes on.
7E0C8900: No stunning for player one.
7E0E8900: No stunning for player two.
7E1AC709: This stops the timer at 99 seconds.
7E0C1317: Player one automatically blocks when the joypad is released.
7E0E1317: Player two automatically blocks when the joypad is released.
7E049DF8: Purple headband for Ryu.
7E049DF7: Light Blue headband.
7E0C6000: Magic throws player one.
7E0E6000: Magic throws player two.
7E0C2E00: Good Dragon Punch, player one.
7E0E2E00: Good Dragon Punch player two.
7E0C030E: Player one gets hit without being touched.
7E0E030E: Player two gets hit without being touched.
7E0C30F6: Gravity pulls left (jump only) player one.
7E0E30F6: Gravity pulls left (jump only) player two.
7E0C2B00: Player one loses all his energy then becomes invincible.
7E0E2B00: Player two loses all his energy then becomes invincible.
7E0C2BB8: Player one gets a perfect.
7E0E2BB8: Player two gets a perfect.
7E0C030E: Stunning flame death player one.
7E0E030E: Stunning flame death player two.
7E0C23A0: Dragon Punch kills with one hit (player one).
7E0E23A0: Dragon Punch kills with one hit (player two).
7E0C5600: Faster moves for player one.
7E0E5600: Faster moves for player two.
7E0CB90D: When Ken/Ryu do a super move, they turn into a fireball (player one).
7E0D9B6A: When Ken/Ryu do any move it turns into a super move (player one).
7E0E9B6A: When Ken/Ryu do any move it turns into a super move (player two).
7E1A5A0D: Can fight all the time in the bonus stage.
7E0C092B: Cannot get cornered.
7E0D12B0: Full energy.
7E0C4C12: A small hit knocks player one down.
7E0E4C12: A small hit knocks player two down.
7E0E030E: Infinite stuns.
7E000C18: Changes the colour of the screen.
7E0C329E: Player one small jump and wide dragon punch.
7E0C341E: Player one turns blue when hit and bounces around.
7E0C323E: Low height, wide arc Dragon punch.
7E0C3210: Player one quick dragon punch and very very high jumps.
7E0D12BA: Fake invincibility bar.
7E0C1440: Gives the player the shakes.
7E0E5900: Extra strong power.
7E030D05: Makes energy bars.
7E0C2E00: Low jumps.
7E0C2CB8: Long jumps.
7E0CF58C: You're a ghost.

STRIKE GUNNER STG

7E023A09: Infinite lives for player one.
7E024409: Infinite lives for player two.

7E023F03: Infinite special shots for player one.
7E024903: Infinite special shots for player two.

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

7E00DC02: Unlimited lives.

SUPER GHOULS 'N GHOSTS

7E02A402: Infinite lives.
7E02A901: Unlimited time.
7E044A01: Will give protection against most enemies and bullets.

SUPER MARIO WORLD

7E0DB405: Infinite lives for Mario.
7E0DBE05: Infinite lives for Luigi.
7E0DBF63: Gives 99 coins each time the enable switch is activated.
7E027799: Gives 99 coins each time the enable switch is activated.
7E0F3303: Gives you infinite time to do a level.
7E001901: Gives Mario the mushroom indefinitely.
7E001902: Gives Mario cape indefinitely.
7E001903: Allows Mario to shoot indefinitely.
7E0DC101: Infinite Yoshis.
7E0DCA01: Takes you to the bonus stage straight away.
7E001904: Makes Mario invincible.
7E001003: Indefinite fire for Mario.

SUPER OFF ROAD

7E061B06: Infinite nitros.
7E062706: Full complement of speed-ups.
7E062306: Full complement of tyres.
7E062B06: Full complement of shock absorbers.
7E061F06: Full complement of acceleration.
7E061F06: Increases money at an alarming rate.

SUPER PROBOTECTOR

7E1F840X: Max power-up for player one, weapon one.
7E1F860X: Same as above but for Player one, Weapon two.
7E1FC40X: Same as above but for Player two, Weapon one.
7E1FC60X: Same as above but for Player two, Weapon two.
7E1F8A63: Infinite lives for Player one.
7E1FCA63: Infinite lives for Player two.
7E1F8C02: Infinite bombs for Player one.
7E1FCC02: Infinite bombs for Player two.

SUPER R-TYPE

7E16E102: Infinite lives.
7E16E381: Infinite time.

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!

SUPER STAR WARS

7E08FB03: Unlimited lives.
7E0A7920: Unlimited energy.
7E087224: Always have use of jets.
7E086E00: Need no Jawas just head for sand crawler.
7E0A7924: Unlimited health.
7E096FF1: Unlimited time (turn off at end of level).
7E087224: Unlimited landspeeder fuel.
7E09850X: X= Gun type (Ø=blaster, 1=flame, 2= seeker, 3=rapid ion and 4=plasma).
7E087664: Invincible in Death Star Trench.
7E011403: Infinite continues.
7E097702: Infinite Thermal Detonators.
7E0AA110: Character in use will remain orange/red.
7E08D8B1: Changes the graphics.
7E098358: Enables you to use the light saber from the start.
7E098888: Immune to the baddies (even falling in lava).

SUPER SWIV

7E609C03: Infinite lives for player one.
7E609A03: Infinite lives for player two.
7E60B102: When your Helicopter cannot die.
7E612AF0: When your Jeep cannot die and is also invisible, although you can still see the bullets so you can still work out where you are.

SUPER TENNIS

7E028400: Use with below code for no points.
7E010F00: Use with above code for no points.

TEST DRIVE II

7E1C8619: Infinite lives.

TINY TOONS

7E009E03: Unlimited energy.
7E00B6A0: Super dash is always available.
7E008E04: Unlimited lives.

TOP RACER

7E1E6C03: Infinite nitros for player one.
7E1E6E03: Infinite nitros for player two.

TOYS

7E168E05: Infinite energy.
7E168C05: Infinite lives.

TURTLES IV

7E1AA00X: X amount of lives for player one.
7E1AE00X: X amount of lives for player two.
7E044A50: Infinite energy for player one.
7E04BA50: Infinite energy for player two.
7E00820X: Choose any level with X.

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.

WING COMMANDER

7E169107: Infinite missiles.
7E153D28: Infinite front shield.
7E15A964: Full weapons meter for your lasers.
7E154F28: Infinite rear shield.

WRESTLEMANIA

7E06EC30: Unlimited energy.

XARDION

7E0D2E04: Gives characters level 12 shortly after activating the Action Replay.

X-ZONE

7E10051E: Infinite shield.

Y'S III

7E12EE16: Infinite ring points.
7E1294E6: Infinite hit points.

ZELDA III

7EF36E80: Unlimited magic energy.
7EF37746: 7Ø Arrows.
7EF34332: 5Ø Bombs.
7EF36D50: 1Ø Hearts.
7EF37447: All Pendants.
7EF36DA0: Infinite energy with 20 hearts. Allows you to shoot with Master Sword.
7EF34001: Gives you the bow.
7EF34101: Gives you the boomerang.
7EF34201: Gives you the hookshot.
7EF343XX: Bombs, replace XX with amount.
7EF34401: Magic dust.
7EF34501: Fire rod.
7EF34601: Ice rod.
7EF34701: Bombos medallion.
7EF34801: Ether medallion.
7EF34901: Quake medallion.
7EF34A01: Magic lamp.
7EF34B01: Magic hammer.
7EF34C0X: Flute or shovel (1, 2).
7EF34E01: Book of Mundora.
7EF34F01: Bottle.
7EF35001: Cane of Somaria.
7EF35101: Cane of Byrna.
7EF35201: Magic cape.
7EF35301: Magic mirror.
7EF3540X: Glove level (1–3).
7EF35501: Pegasus boots.
7EF35601: Zora's flippers.
7EF35701: Moon pearl.
7EF3590X: Sword level (1–3).
7EF35A0X: Shield level (1–3).
7EF35B0X: Armour level (1–2).
7EF37201: Tops up hearts to maximum number available.
7EF37301: Tops up magic to maximum.
7EF37B0X: Makes magic last X times longer (1–2).
7EF37A7F: Gives you a total of seven crystals.
7EF377XX: Replace XX with amount of arrows you want (Ø–FF).



THE ADDAMS FAMILY

Ø1XX65C0: Gives you XX amount of lives.

BART VS THE SPACE MUTANTS

00066403: Infinite lives.
0004B202: Bart becomes invulnerable.

BAYOU BILLY

0007C507: Infinite lives.

BIONIC COMMANDO

00004A02: Infinite lives.

A BOY AND HIS BLOB

0002BF72: Infinite Licquorice Jellybeans.
0002C115: Infinite Strawberry Jellybeans.
0002C306: Infinite Coconut Jellybeans.
0002C518: Infinite Cola Jellybeans.

BUBBLE BOBBLE

00002E03: Infinite lives for Bub.
00004203: Infinite lives for Bob.

BUGS BUNNY

00042903: Infinite lives.
0004280C: Infinite energy.

CHIP 'N' DALE: RESCUE RANGERS

00021018: Invulnerable to attack.
0005B682: Infinite lives.

COBRA TRIANGLE

00073802: Infinite lives.
0005F50C: Infinite energy.

DOUBLE DRAGON 2

00043203: Infinite lives.

DUCK TALES

00036102: Unlimited lives.
00015905: Unlimited time.

FLINTSTONES RESCUE OF D & H

00030803: Unlimited energy for Fred.
00030502: Unlimited lives for Fred.
00030BFF: Unlimited coins for Fred.

GHOSTBUSTERS II

00053B05: Infinite lives.

GOONIES

00050320: Infinite energy.
00002203: Infinite lives.

GREMLINS II

0000AD06: Infinite energy.
00056CFF: 255 Crystal balls.
00050C01: Infinite balloons.

HOOK

00037F02: Infinite lives.
00037D4F: Infinite energy.

MEGA MAN

0006C01C: Infinite energy.
0000A803: Infinite lives.

MEGA MAN 3

0000AE03: Infinite lives.

OPERATION WOLF

00005009: Infinite bullets.
00005304: Infinite grenades.

PROBOTECTOR

00003203: Infinite lives player one.
00003303: Infinite lives player two.

RAD GRAVITY

00079000F: Infinite energy.

SIMON'S QUEST

00003103: Infinite lives.
00008030: Infinite energy.
00004999: Gives 9,950 credits (this should

be enough to buy anything).

STAR TREK

00079007: Infinite energy.

STAR WARS

0006DF03: Infinite lives.

STREET GANGS

7E04BF3F: Infinite energy.

SUPER MARIO 2

0004ED03: Infinite lives.

SUPER MARIO 3

00073605: Unlimited lives.
0005F005: Unlimited time.
0000ED01: Mario is super all the time.
0000ED03: Racoon Mario all the time.
0000ED02: Mario can fire all the time.
0000ED04: Mario is frogged up constantly.
0000ED05: Tanooki Mario indefinitely.
0000ED06: Mario keeps hammer.

SUPER MARIO BROS

0007EEXX: Gives Mario XX amount of coins.
0007FA04: Freeze time.
000756FF: Invulnerable.

TEENAGE MUTANT HERO TURTLES

000077C8: Infinite energy for Leonardo.
0000A809: Unlimited weapon for Leonardo.
00007880: Unlimited energy for Raphael.
00007980: Unlimited energy for Michaelangelo.
00007A80: Unlimited energy for Donatello.
0000A909: Unlimited weapon for Rapheal.
0000AA09: Unlimited weapon for Michaelangelo.
0000AB09: Unlimited weapon for Donatello.

T2

00071C38: Unlimited energy.
00071D04: Infinite lives.

TIME LORD

00061503: Infinite lives.

TOP GUN

0003C28: Infinite missiles.

WRATH OF THE BLACK MANTA

00054903: Infinite lives.

WRESTLEMANIA

000077CA: Infinite energy.

WRESTLEMANIA CHALLENGE

0003D0FF: Infinite energy.

GAME BOY

THE ADDAMS FAMILY

01XX65C0: Gives you XX amount of lives.
081F68C0: Unlimited energy.
013FFAC1: Unlimited weapon energy.
09XX69C0: XX= Start level.

ADVENTURE ISLAND

010319C4: Infinite lives.
087F22C4: Infinite energy.

ADVENTURES OF ROCKY & BULLWINKLE

010251DD: Infinite lives.
010357DD: Infinite energy.

ADVENTURES OF STAR SAVER

0203F4C5: Infinite lives.
010431C6: Always have the life rope.

ALIEN 3

08FF4AC3: Infinite energy.
010349C3: Infinite lives.
043C45C3: Infinite ammo (with gun).

ALTERED SPACE

04327CC2: Infinite air.

ASTEROIDS

01020BDC: Infinite lives.

BAD 'N' RAD

010323CD: Infinite lives.

BALLOON KID

010421DE: Infinite lives.

BARBIE

010591DD: Infinite energy.
010X94DD: Start with X lives eg 010494DD.

BART SIMPSON: CAMP DEADLY

010292C9: Infinite lives.
010298C9: Infinite energy.
010594C9: Infinite boomerangs.

BATMAN

0103C7C0: Infinite lives.
0104C8C0: Infinite energy.

BIONIC COMMANDO

010343DF: Infinite energy.
02XX45DF: Start with X lives.

THE BLUES BROTHERS

010337C3: Infinite energy.

BONK'S ADVENTURE

01031ECD: Infinite lives.

BOULDER DASH

04C7F0D7: Set timer to 199.
010362D7: Infinite lives.

BUBBLE BOBBLE

010900C4: Gives you nine lives.
0100C3FF: Zips to the next level when you activate the AR.

BUGS BUNNY II

010599C3: Infinite energy.
0108B8C3: Always have all the keys to complete the level.
01XX99C3: Start with XX lives, eg 010999C3 for nine lives.

BURGER TIME

010246C3: Infinite lives.

CASTLEIAN

010316C5: Infinite lives.
079912C5: Infinite time.

CASTLEVANIA II

0102C5C8: Unlimited lives.

CRASH DUMMIES

016084C0: No time limit.
01058AC0: Infinite lives.

DARKMAN

01038AC0: Infinite lives.
010989C0: Freeze the timer.

DIG DUG

020396C4: Infinite lives.

DOUBLE DRAGON II

0203AFC6: Infinite lives.
083CB7C6: Infinite energy.

DUCK TALES

01021ACA: Infinite lives.
079611CA: Infinite time.

DYNABLASTER

030294FF: Infinite lives.

GHOSTBUSTERS 2

0104DFD9: Infinite lives for the tracker.
0104DED9: Infinite lives for the beamer.

GREMLINS 2

0102C5C0: Infinite lives.
0108C6C0: Infinite energy.
010XA2C0: Select level when you activate AR.

HIT THE ICE

015968C6: Stop the timer.
010037C6: Player two's score is always zero.

HUMANS

07C6E0CF: Stop the timer.
01XX94CF: Level select.
040C92CF: Always have 12 tribesmen.

INTERSTELLA ASSAULT

010280C9: Infinite lives.
0A033CCC: Invulnerability.
010234CC: Keeps two orbs all the time.

JEEP JAMBOREE

0401CBC1: Always finish first.

KICK OFF

073104C9: Infinite time.

KIRBY'S DREAMLAND

020589D0: Infinite lives.
010686D0: Infinite energy.
01XX80D0: Change background colour (XX is any value).
01XX7ED0: Alter fall speed (ØØ is slow – FF is fast).

KRUSTY'S FUN HOUSE

0103CFC4: Infinite lives (turn on during game).

KUNG-FU MASTER

010212D0: Infinite lives.
07013CC7: Infinite time.
085017C7: Infinite energy.

LEMMINGS

073BC3C0: Infinite timer.
010310DD: Infinite builders.
010211DD: Infinite bashers.
010312DD: Infinite miners.
010313DD: Infinite diggers.
01030FDD: Infinite blockers.
01030EDD: Infinite bombers.
01030DDD: Infinite floaters.
01030CDD: Infinite climbers.
Always complete a level (by pressing Select). You have to knock the poke switch off when going onto the level to let the Lemmings pour on down, then put the switch back on.

LOONEY TUNES

0203F9C3: Use with code below for infinite lives.
01022AC5: Use with code above for infinite lives.

MEGA MAN

020308C1: Unlimited lives.

MEGA MAN 2

0102E8CF: Infinite lives.
020308DD: Infinite lives.

MEGA MAN 3

0000AE03: Infinite lives.
020308DD: Infinite lives (alternative).

MICKEY'S DANGEROUS CHASE

01031DC6: Unlimited energy.

MISSILE COMMAND

040F94C0: Infinite left missiles.
040F95C0: Infinite right missiles.

NAVY SEALS

01XXADFF: Gives you XX amount of ammo.
020XC2C3: For X amount of lives.

NINJA GAIDEN

01029CC0: Infinite lives.
01069BC0: Infinite energy.

OPERATION C

010288C8: Infinite lives.

OUT OF GAS

0145DCC0: Stop the timer.
0203E6C0: Infinite lives.
0103F6CA: Flip poke switch to complete level.

PACMAN

030241D6: Infinite lives.
03XX69D6: Start on XX level.

PAPERBOY

010X25C4: Gives you X amount of lives.

POP-UP

01XX8BFF: Level select.
01XX8FFF: Start with XX lives.
01XX8CFF: Start with XX waterdrops.
01XX8DFF: Start with XX keys.
01XX8EFF: Start with XX hammers.

Q*BERT

020533C5: Infinite lives.

RETURN OF THE SWAMP THING

840C7C1: Infinite energy.

ROGER RABBIT

01060ACF: Infinite energy.

ROLAND'S CURSE

01XX90FF: Start level select, eg 010490FF.
01XXA8FF: Increases hit point capacity, eg 0108A8FF.
01XXA9FF: Energy level. Make the value of XX the same as the previous for full energy.

SUPER XS CODES



The Game Genie is rapidly gaining in popularity and in keep with the times, the SUPER XS Game Genie codes section is currently being updated to include every code every devised by the crazed Game Genie team. You may think that there are loads here already, but that's nothing compared to the hordes we have on file. The official Super NES Game Genie is with us soon and with it comes a whole new section for SUPER XS to exploit. If you need any of the latest codes for any game, SUPER XS should have it, if not, tell us about it or better still, send us your codes by the sackload and you could win free carts. Send your codes to the usual address.

SNOW BROTHERS

Ø2Ø3EØC4: Infinite lives.

SPIDERMAN

Ø83Ø99FF: Unlimited web power.
Ø83Ø98FF: Infinite energy.

STAR TREK

Ø1Ø44ED1: Infinite lives.
Ø1ØX4FD1: Unlimited photons.

STAR WARS

Ø1Ø392FF: Infinite lives.
Ø1Ø85BCA: Infinite energy.

SUPER MARIO LAND

Ø1Ø215DA: Infinite lives.
Ø79Ø1DA: Infinite time.

SUPER OFF ROAD

Ø1Ø8Ø7C7: Unlimited credits while Action Replay is enabled.
Ø1Ø812DØ: Unlimited Nitros while Action Replay is enabled.
Ø1ØXØEDØ: Start with X level of tyres.
Ø1ØXØFDØ: Start with X level of acceleration.
Ø1ØX1ØDØ: Start with X level of shock absorber.
Ø1ØX11DØ: Start with X level of speed.

T2

Ø8EØBDDB: Infinite energy.

THE TERMINATOR

Ø8EØBDDB: Infinite energy.

TETRIS

Ø1Ø1A9FF: Stops the levels increasing.
Ø1ØXC2FF: Starts at X level.

THE FLASH

Ø1Ø3E5CØ: Infinite lives.
Ø84870C1: Infinite energy.

TINY TOONS

Ø1Ø2C3C9: Infinite lives.
Ø1Ø2FØC9: Infinite energy.
Ø1Ø3F1C9: Infinite weapons for Bugs.
Ø1Ø3F2C9: Infinite weapons for Daffy.
Ø1Ø3F3C9: Infinite weapons for Porky.

TOM & JERRY

Ø1Ø34ED5: Infinite lives.
Ø43B1AD5: Infinite time (turn off at end of levels).

TOXIC CRUSADERS

Ø4ØAC3CØ: Infinite energy for no-zone.
Ø4ØAC4CØ: Infinite energy for major disaster.
Ø4ØAC5CØ: Infinite energy for toxic.
Ø4ØAC6CØ: Infinite energy for head banger.
Ø4ØAC7CØ: Infinite energy for junk yard.
Ø3XXABCC: Replace XX with level number.

TURRICAN

Ø7Ø1C9C5: Infinite time.
Ø1Ø3FEC4: Infinite grenades.
Ø1Ø3Ø1C5: Infinite mines.
Ø1Ø3Ø4C5: Infinite power lines.
Ø1Ø3C3C5: Infinite buzz-saws.
Ø1Ø4DDC5: Infinite lives.
ØAØ19ØC1: Constant force field.
Ø3XXACFF: Start level, where XX is the number.

TURTLES 2

Ø4ØCB3C7: Infinite energy.

XENON II

Ø1Ø5D4CØ: Infinite lives.
Ø8122FCØ: Infinite energy.



AXELAY

D866-D7A7: Start with nine credits.
C2C5-DDDF: Infinite credits.
1721-AD04: Start with 99 lives.
C2AE-DF6D + C28F-04D7: Infinite lives.
CBB7-AFA7 + DFB7-DDB7 + DDB7-A407: Stage two.
CBB7-AFA7 + D4B7-A4D7 + DDB7-A407: Stage three.
CBB7-AFA7 + D7B7-A4D7 + DDB7-A407: Stage four.
CBB7-AFA7 + DOB7-A4D7 + DDB7-A407: Stage five.
CBB7-AFA7 + D9B7-A4D7 + DDB7-A407: Stage six.

HOME ALONE 2

C22E-AF9D: Infinite power.
17B5-6FA7: Start with 99 lives.
C264-D464: Infinite lives.
3CB7-6DA4: Infinite ammo.

HOOK

3CA5-D7OF: Infinite power.
A268-6FO3: Stop the timer.

JAMES BOND JR

C2EO-6FOD: Infinite lives.

SKULLJAGGER

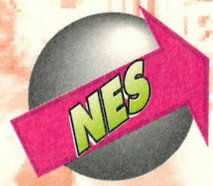
5D66-DFA7: Slower timer.
DD68-DFO7: Infinite time.
49C2-6704: Each green emerald is worth 25 points.
DDCA-AD04 + DDBB-6D61: Infinite lives.

SOUL BLAZER

C26E-6DA7 + C223-0D07: Invincible.
DDE8-64BF: Gems set to 999,999 for each one.

STREET FIGHTER II

BD62-672A: 90 seconds per bout.
FD62-672A: Ten seconds per bout.
DF8O-AD64: Only one bout to win match instead of two out of three.
EDBE-OFO9: Stunned for less time.
C9BE-ODA9: Stunned for longer.
BB63-6D2A: 99 seconds for first bonus round.
4DC6-6493: Championship mode on.
6DCF-D764 + FFCF-D7A4: Advance to next level (turn off Game Genie).
CBAO-AF64 + EEAO-AFA4: Always fight Ryu.
CBAO-AF64 + DDAO-AFA4: Always fight Honda.
CBAO-AF64 + DFAO-AFA4: Always fight Blanka.
CBAO-AF64 + D4AO-AFA4: Always fight Guile.
CBAO-AF64 + D7AO-AFA4: Always fight Ken.
CBAO-AF64 + DOAO-AFA4: Always fight Chun Li.
CBAO-AF64 + D9AO-AFA4: Always fight Zangeif.
CBAO-AF64 + D1AO-AFA4: Always fight Dhalsim.
CBAO-AF64 + DBAO-AFA4: Always fight Balrog.
CBAO-AF64 + DCAO-AFA4: Always fight Vega.
CBAO-AF64 + D6AO-AFA4: Always fight Sagat.
B9AO-AFO4: Always fight M Bison.
DDA4-A4O4 + 6DA4-A764: Always start on bonus 1.
DDA7-AFO4 + DDA7-A4A4: Always start on bonus 2.
503E-04DF: Die after two hits.
893E-04DF: Most hits do no damage.
C4A4-6767: Perform mid-air special moves.
72A6-AF64: Same player cheat.



ADVENTURE ISLAND 2

PEXVAALE: Ten Lives.
SXNLØkVK: Infinite lives.
SZUIGEVK: Energy never goes down.
AENZTPAZ: Reversable skateboard.
ALKXAAAZ: Faster running.
ØENZTPAZ: Super brakes on skateboard.

ADVENTURES OF LOLO 2

GZKPOLVG: Infinite lives.
ZEVOSPIE: Start with ten lives.
GZXZKPVG: Never lose magic shots.
GEKONPAA: World five.
PEKONPAE: World ten.
TEKONPAE: World 15.
LOKONPAA: World 20.
AOKONPAE: World 25.
IOKONPAE: World 30.

BATMAN

EXGOTO: Enemies freeze when hit.
EEEPOTPA: Full energy heart.
EGGPPA: Exploding mines.
TOTPTO: Some enemies disappear.
SOPZEA: One shot kills guardian.

BATMAN: RETURN OF THE JOKER

SZXZONSE: Protection from enemy bullets.
SZSZKXSE: Invulnerability.
SXSATXSE: Protection from electric grids.
OZVXVLZE: Full energy capsules.
AXTXEL: Ball & chain don't fall.

BATTLETOADS

GXXXLLVI: Infinite lives.
EYKEVVEI: Mega jump.
AEKZGTPA: Faster punching.
AOUKENAA: Double energy from flies.
IAXAALAA: Start on level five.
TAXAALAA: Start on level six.
YAXAALAA: Start on level seven.
AAXAALAE: Start on level eight.
PAXAALAE: Start on level nine.
ZAXAALAE: Start on level ten.
LAXAALAE: Start on level 11.
GAXAALAE: Start on level 12.

BLADES OF STEEL

EAOSSAAX: Super fast players.

BLASTER MASTER

SZSKLIVG: Infinite lives.
AAKGILZE: Start with nine lives.
GXEONEVK: Infinite homing missiles.
GXNPNOVK: Infinite thunderbreaks.
GZOPSUVK: Infinite mutil-warheads.

BUBBLE BOBBLE

ØAUGUZLE: Infinite lives.

BUGS BUNNY BIRTHDAY BLOW OUT

SZVIGKVK: Infinite lives.
LAØANZTE: Mega jumping Bugs.
ATNZALAL: Stunned for longer.
IPNZALAL: Stunned for less time.
AEØXPZGE: Two hearts on pick-up.

CASTELIAN

SLXGGLVI: Infinite lives.
AAOKTZZE: Eight continues.
PEOLVTLE: Nine lives after continue.
ZKOZPALG: Infinite time.
XVOLKTAX + XVOLUTVS: Infinite continues.

CASTLEVANIA 2

OASGLILA: Infinite lives.

CRACKOUT

YAEKOAIE: 15 lives
PAEKOAIE: Nine lives
ZEOLVIAA: Area three.
LEOLVIAA: Area four.

DOUBLE DRAGON

SZUUPAAX: Protection for all the characters.
AAELIGPA + GZXUPUVS: Infinite special weapons.
OZVLGASX: More powerful move.
KVEPXGGS: Start with 236 HPs.

DRAGON'S LAIR

IENSGGAA: Last level.
KENSGGAA: Level three with infinite lives + fireballs.

FLINTSTONES

SXØEAEVK: Infinite lives.
LVEALOZA: Start with 99 coins.
PEEEAPAA: Start with sling-shot.
ZEEEAPAA: Start with axe.
GEEEAPAA: Start with a bomb.
YEXVLZIA: 15 coins on pick-up.
SZKVLKVK + SXXOAOVK: Infinite energy.
VAZINA: Stuns enemies.

GHOSTBUSTERS 2

SXXKZUVK: Infinite lives.
PEVGZAAA: Start on level two.
ZEVGZAAA: Start on level three.
LEVGZAAA: Start on level four.
GEVGZAAA: Start on level five.
ZESKIAGE: Nine continues

HOOK

SZNYAEVK: Infinite lives for player one.
SZNNIEVK: Infinite lives for player two.
GXKSOIST: Infinite energy for player one.
GXVIKIST: Infinite energy for player two.

JACKIE CHAN'S ACTION KUNG FU

PESIKYYE: Nine Tornado attacks.
PESIVYYE: Nine 360° spin kicks.
SXSKEXVK: Infinite special attacks.
PESINYYE: Nine sky attacks.
TAVGXZZA: Full energy from bowl.

KICK OFF

ZTUSIPPL: Slow down game timer.
APUSIPPU: Speed up game timer.

THE LEGEND OF ZELDA

EVVLAUSZ: Reduced damage.

LITTLE NEMO THE DREAM MASTER

SZOKSLVG: Infinite lives.
TOKZKNZA: Larger jumps.
ZEXLLPPA + SYEUPOVN: Super speed.
SXUVYEVK: Infinite energy.
LEUKOZAA: Start on level four.
GEUKOZAA: Start on level five.
IEUKOZAA: Start on level six.
TEUKOZAA: Start on level seven.
YEUKOZAA: Start on level eight.

LUNAR POOL

IIIIIG: Balls bounce wrong way!

MEGA MAN 3

AEUKXLPA: Infinite lives.
AAOONPZE: Nine lives after continue.
YEVKUTGA: Huge jumps.
ASSILLGP: Longer slides.
NYNKXSGK: Speedy Mega Man!
GXVAAASA: Infinite energy.

THE NEW ZEALAND STORY

SUSKLYVI: Infinite lives.
XYKTISKN: Super jump.
AANGLLZE: Start with nine lives and nine continues.
AAEGNPZE: Nine lives and continues.
GZEKXPVS: Infinite continues.
GAVGYLAA: Start on level two.
AAVGYLAE: Start on level three.
GAVGYLAE: Start on level four.

OPERATION WOLF

IEVUNSPA: Infinite continues.
AESKNLTL: Invulnerability.
AANGOTPA: Infinite magazines.
AAEGKYPA: Infinite grenades.
NNEKVPLE: Totally healed after level.

PROBOTECTOR

EKGGGG: Extra life after enemy is killed.

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.

RESCUE RANGERS

AOEITEEN: Infinite energy.
ZEXKNPTE: Mega jump.

ROAD FIGHTER

AOKNOOAE: More fuel on pick-up.
GASSGIPA + GAVIGIPA: Super acceleration.

SIMPSONS: BART VS THE SPACE MUTANTS

ØPSYVUGA: Floating jump.
PAXNGYAE: One life for every coin.
PAUYZNTA: 87 coins + 1-up for coin coin grabbed.

SNAKE'S REVENGE

SZEEOUSE: Infinite beretta ammo.
SXOASKSE: Infinite shotgun ammo.
SZKAKKSE: Infinite grenades.
SXVEOKSE: Infinite missiles.
XVKTGVEE: Infinite ammo (all).
SZXVUPSA: Infinite energy.

SOLAR JETMAN

GAKIUPAA: Level five.
IAKIUPAA: Level six.
TAKIUPAA: Level seven.
YAKIUPAA: Level eight.
AAKIUPAE: Level nine.
PAKIUPAE: Level ten.
ZAKIUPAE: Level 11.
LAKIUPAE: Level 12.
GAKIUPAE: Level 13.

STAR WARS

SZEAYXVK: Infinite lives.
GZLNLS: Immunity to spikes.
SLVUYNSO: Immunity to most bullets.
SLKLYVSO: Immunity to most collisions.
AAKLNGZA: Full energy on pick-up.
IOAIOA: Most enemies gone.

SUPER MARIO BROS

POESIA: Invincible Mario.
PIGNAX: Invisible Mario.
YZXLNX: Lightning Mario.
KILLXV: All blocks contain coins.
SIIPKK: Secret water level.
IOAULT: Exploding fireballs.
SAGOZK: Background disappears.
APOIGU: 30 lives at end of level.

SUPER MARIO BROS 2

LEGOIO: All plants are coins.
TEAPOT: Enemies stunned.
EAXAOIAA: Princess floats longer.
AESEGLGA: Mega jump for Mario.

SUPER MARIO BROS 3

OEPZXZ: All blocks become a 1-up.
OOKXGLIA: Start as raccoon.
OOKXGLIE: Start as frog.
YEUXKGAA: Become a cloud on the map.
PGTIPS: Enemies cannot attack.
KXKXGLIA: Indestructable Mario.
AAPSSZ: Invincible.
AOZXXL: Negative world.
TZILYU: Ice world.

TALESPIN

ZGAEPO: No music or cannonballs.

TERMINATOR 2

SXOELOVK: Infinite lives.
GXVTVZAX: Infinite energy.
LESOOGZA + LEVPSGZA: Jump further.
XNNPXOKN: Super jump.
LAXPUZZA + LAUONZZA: Faster running.

TINY TOON ADVENTURES

AEXZNZZE: Nine lives after continue.
YYNSKXLU: Slow down timer.
SZNQUNVK: Infinite lives.
IEEKXYPA: Start on level two.
ZEEKXYPE: Start on level three.
YEEKXYPE: Start on level four.
GOEKXYPE: Start on level five.

TOM & JERRY

SXSNZEVK: Infinite lives.
AEONGAPA: Infinite energy.
AESNNPAE: World two.
AOSNNPAA: World three.
AOSNNPAE: World four.
AXSNNPAA: World five.

TOTALLY RAD

SZSEYXVK: Infinite lives.
AEUZKTZE: Start with nine lives.
GXXAPKSN: Infinite magic.
AOOAYGAO: Super jump.
SZVAYIVG: Immune to fire and water.

TURTLES 2

AAEAULPA: Infinite lives.
PEXVUZZE: More powerful weapons.
PEXTNZLE: More powerful kick.

WIZARDS AND WARRIORS 2

POYTZL: Infinite lives.
PAXXPYLE: Infinite lives (alt).
SZEXEPSA: Invulnerability.
NNSAGGZU: Coins worth 255.
NNSAZKZE: Bags worth 255.
ELEIYGOL + EUVILLPA: Infinite money.
ELKZGYEA: More energy.

ZELDA 2: ADVENTURES OF LINK

IAKOZIAI: Super jump.

GAME BOY

ASTEROIDS

Ø13-15F-E66/ Ø2: Start with 1/ 2 lives.
Ø03-83F-3BE: Infinite lives.
01C-B4D-F76 + Ø03-9CF-3BE: Immunity to rocks.
Ø3F-19C-E62/ Ø4: Start on level 3/ 4.
ØØA-7ED-3BA: No extra rocks on every level.

BATTLETOADS

ØØ7-ED8-E66: No extra lives!
Ø57-ED8-E66: Start with six lives.
ØØ7-C2E-3BE: Infinite continues.
ØA7-F28-E66: Ten continue options.
FAC-CAF-4C1: Infinite energy.
FAD-918-4C1: Keep axe when you die.
ØØ7-BØE-F71: Infinite lives.

BIONIC COMMANDO

FAE-6EB-4C1: Infinite energy.
ØØ6-ØAE-915: Infinite lives.
Ø64-818-E66: Six continues.
845-EØE-5D4: Start with eight energy.

CRASH DUMMIES

Ø82-A9F-F7E: Start with eight lives.
ØØ1-3EC-E6E: Infinite timer.
ØØB-ØØA-195: Immune to fire.
851-49C-E64: More cash per hit.

DYNABLASTER

Game A
FAC-89C-4C1: Infinite timer.
FAF-ØØD-4C1: Infinite gold.
Game B
Ø9Ø-85B-E62: Start with nine lives.
Ø2Ø-71B-E6E: Start on level two.
Ø4Ø-71B-E6E: Start on level three.
Ø9Ø-71B-E6E: Start on level nine.
ØØA-B7B-19A: Plant two bombs at once.
FA3-519-4C1: Infinite timer.

LOONEY TUNES

ØØ8-9CF-E6E: Infinite timer.
Ø28-9CF-E6E: Faster timer.
ØØB-Ø2E-E6E: Infinite lives.
Ø91-ECF-E62: Start with nine lives.

MEGA MAN 2

ØØ8-C4D-E6E: Infinite lives.
Ø9B-F8F-E62: Start with ten lives.
A75-FDC-B3Ø: Infinite energy.
A7A-14C-A28: Full power-ups.

T2: THE ARCADE GAME

FØC-9DD-6E9: Infinite energy.
Ø83-46F-F7E: Start with eight lives.
FØC-ABD-6E9: Infinite lives.
FA4-B8E-4C1: Infinite rockets.
FAD-5CE-4C1: Infinite continues.
Ø88-1CF-E66: Eight continues.

TMHT: FALL OF THE FOOT CLAN

FAC-C9C-4C1: Infinite lives.
Ø17-B6F-E6A: Turtle never captured.
Ø27-AAF-C4A: Energy.
ØØC-F9C-F7E: Pizza slice restores full energy.

TRACK AND FIELD

3E7-7FD-4CA + ØØ7-8ØD-E6E: 100% power.
45D-999-E68: Perfect angle on long jump.
45A-1EA-E68: Perfect angle for javelin.
454-D1A-E68: Perfect angle for triple jump.

XS CODES

Hornby Hobbies, distributors of the Game Genie, are offering free carts for the weirdest and wackiest Game Genie codes that we print, and SUPER XS are also giving away free T-shirts for the best Datel Action Replay codes we receive. Send your codes to *XS Codes, SUPER XS, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF* and you could win a prize.

XS SOS

DOCTOR M.

Greetings, console mortals, what problems do you have to test the great knowledge of Dr M this issue? Currently, Dr M is bustin' *Shadowrun*, *Pugsley's Scavenger Hunt*, *F-15 Strike Eagle* and *BOB* on the Super NES and *Alien 3* on the NES.

Are you tired of other magazines ignoring your pleas for help? If you have a Nintendo and you are stuck on any part of any game, Dr M has the answer and we guarantee an answer in the next issue. Send your problems to Dr M at *SUPER XS SOS, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

CLASSIFIED



LEMMINGS (SNES)

I'VE GOT THE PASSWORD FOR SUNSOFT 5 (DTCZVMQ). CAN'T GET THROUGH IT, THOUGH!

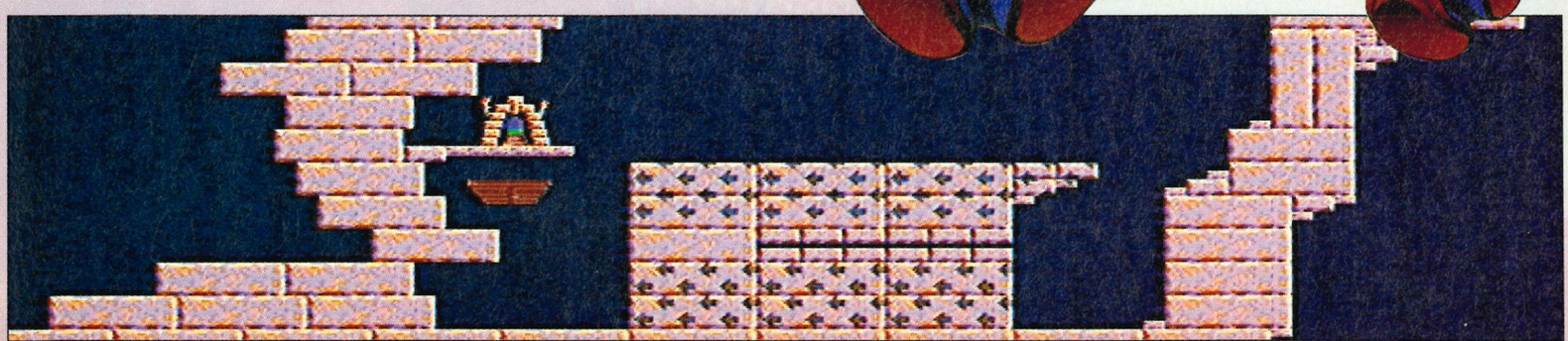
Daniel Winrow, Isle of Man

Is there no peace from this mind-bending game? I know the level of which you speak Daniel, I did it in my sleep only last week! After dusting off my notes buried deep within my lab, I find the answer you seek is a lengthy one, so pay attention!

Turn your first Lemming into a climber and ascend the wall. When he reaches the top left corner, turn him into a digger, making sure there's no wall to the left. Soon, he'll be between two walls and it's at this point you must turn him into a basher and bash to the right. Just before he's about to appear from the wall, turn your next Lemming into a climber. The first climber will keep on going, so, when he reaches the left edge, get him to build to access the top of the one-way wall.

When he's at the top, turn him into a miner and build over the hole once the second climber is about two steps down the miner's path. Okay so far? At the left edge of the hill, build up to the exit. When the miner drops into the middle section, take one step and mine again, then as he's mining away, turn a Lemming under the trap door into a climber. Let him reach the two paths of the miners and build across to link them. Gawd bless the Queen Mother's smile, all the Lemmings should now be able to reach the exit!





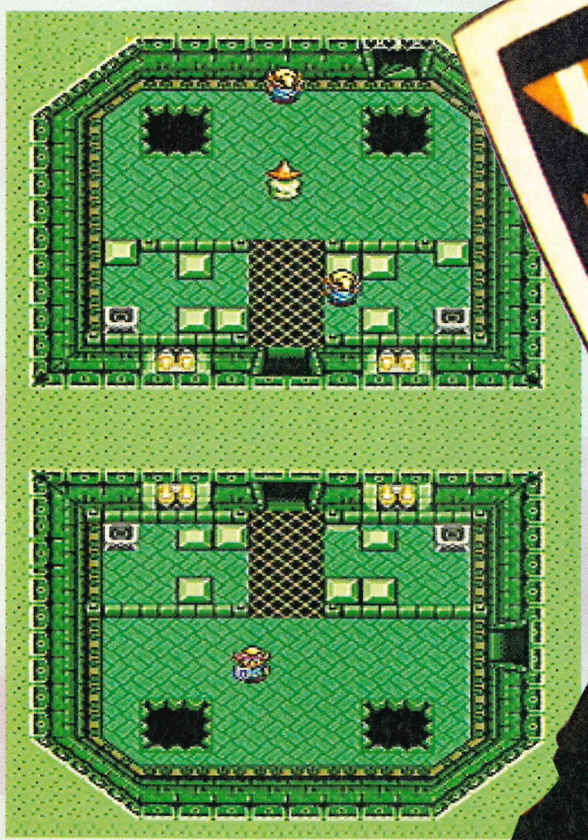
LEGEND OF ZELDA (SNES)

HOW DO I GET THE BIG KEY IN THE DUNGEONS OF THE MISERY MAZE?

Grahame Roberts, London

I see from your letter Grahame that you've sensibly purchased SUPER XS #1, which amongst others holds the complete solution to this fabbo RPG. Sadly however, you appear to be completely blind because there, on page 104, it tells you exactly how to get the key. Doh! Anyway, for the benefit of those out there who were either stranded on a desert island or just simply too tight to buy issue one (and we know who you are!) here's the answer.

On lighting the four lamps in the adjoining rooms you should start an earthquake. Quickly move right and fling yourself into the gaping pit to find yourself next to a chest. Open it up with the small key and peek inside to find the elusive Big Key. Easy life!



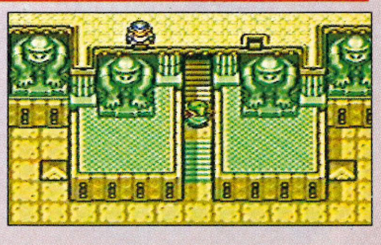


HOW DO I MAKE MY SWORD MORE POWERFUL AND GET SUPER BOMBS?

Jason Hansen, London

Zelda, Zelda – the bane of my life! The problem you're up against, Jason, is that you must find the Blacksmith's partner who is at the bottom of the Village of Outcasts in the Dark World. Take him along to the Blacksmith's house in the Light World and your sword will be powered-up after they have reunited. The Blacksmiths will temper your sword so that it is more powerful. You will now be able to go to the bomb shop (which is in the same place as Link's house, in the Dark World) and grab a handful of Super Bombs. Now you can go to the pyramid and blow a hole in the wall where there are big cracks and get the Silver Arrows. Hooray!





BATMAN RETURNS (SNES)

HOW DO I GET PAST THE FLAMING ROOMS?

Bredan O'Donnell, Fife

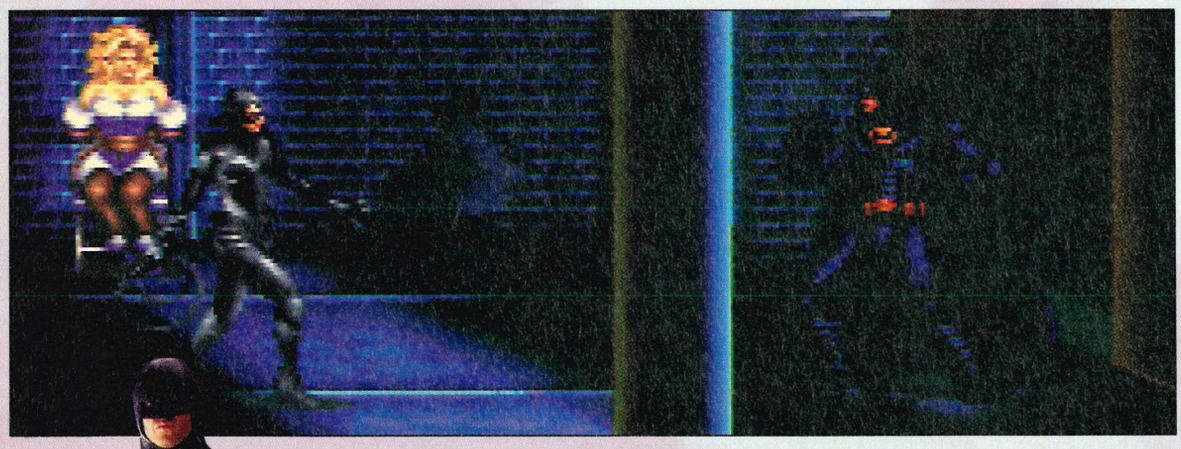
The solution to this section is simple, Brendan. When you reach the room and it turns red hot, switch to your Batarang and fire it directly up into the roof, swing across to the right using small jumps and gripping with the Batarang as you fall back into the fire. This progress is jerky but effective. Now all you have to worry about is the sections of roof that give way. Swing towards them, then immediately swing away from the danger zone and the wreckage will fall to the ground. Keep swinging to the right and you will come across a clown on stilts. Stand on the ground just far enough away so that his torches miss you. Leap up and shoot the clown in the face five times with your Batarang and he will be defeated. All you have to do now is keep swinging to the right and you will eventually fall through the floor and get away from the fire.



FULL SOLUTION NEXT ISSUE!

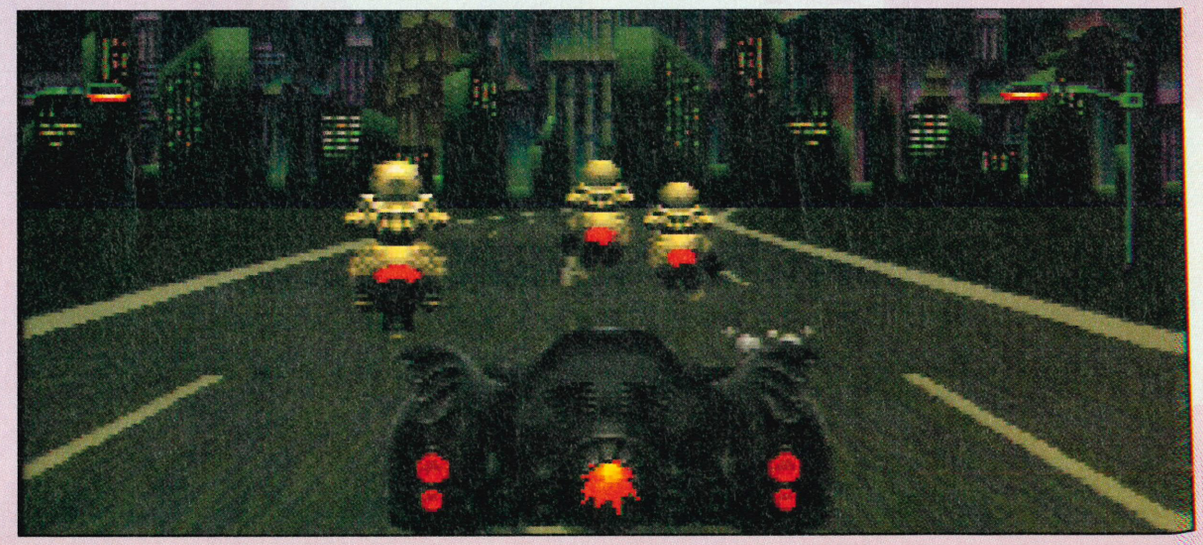
I KNOW YOU SHOULDN'T HIT A WOMAN, BUT HOW DO I DEFEAT CATWOMAN?

Stuart Stimpson, Peterborough



The Catwoman is a very tough guardian. The main problem is that if you hit her, she nearly always retaliates with a spinning backflip kick that takes more than half your energy. The best method is to trap her against the rooftops and keep punching her to gradually knock down her energy. If you hit her and she escapes, keep leaping around to avoid her kicks and then trying flying kicks to subdue her. Although the flying kicks don't take too much energy, they are enough to stun her momentarily, then you can get the punches in. Don't forget to use any test tubes you have to make things hot for her, as well as your special move if she gets wild.



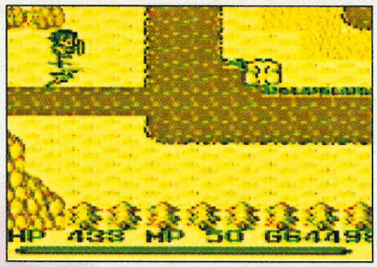


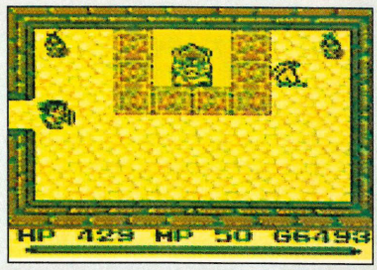
FINAL FANTASY ADVENTURE (GB)

I CAN'T FIND THE ICE SPELL OR GET INTO MEDUSA'S CAVE. HELP!
Guy Wilmot, London

Let's start with the Ice Spell, Guy. Right at the beginning of the game you should have already discovered the Gold Armour. Well grab that and then move up, right and up. Low and behold there's the Spell! As for the Medusa's cave, things are slightly more complicated.

Firstly in the town of Jadd, make sure you've got yourself a Jadd Fang Bag which is a random item. In the town you would have probably been given the message "Figure Eight Trees". This refers to the palm trees in the West Desert. Get yourself along to them and walk in a figure of eight around them twice. Suddenly before your very eyes, an opening will appear allowing you to enter the Medusa cave! Oh, by the way, use the Fang Bag I mentioned earlier to kill off the bad guys who will attack within.





McDONALDLAND (NES)

PLEASE TELL ME HOW TO GET THE M-CARD AT THE END OF LEVEL SIX.
Michael Andrews, Portsmouth

The M-card you are after, Michael, is at the end of the waterfall on Grimace's Highlands next to the 1-up, am I right? Okay, here we go then! Obviously you would have already got to the area with that fiendishly clever instrument known as a boat. All you need to do is pick it up and drop it on the waterfall. This will miraculously lift you up to the dizzy heights of the tree where the M-card nestles. While you're there, grab yourself another M under the exit.



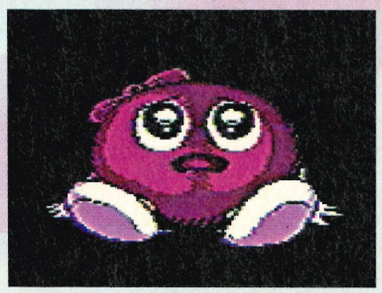


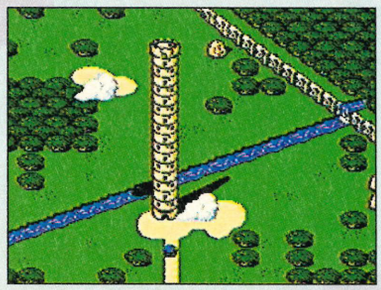


ADVENTURES OF LOLO 2 (NES)

MY GAME MUST BE FAULTY! WE CAN'T GET PAST LEVEL 2-3!
Joanne and Graham Pearly, Lancaster

In your letter you say the main problem is that you can't get to the two heart frames on either side of the Jewel Box. Well here's how you go about it. Collect the thinner heart frames in the centre of the room, which will give you two egg shots. Use these to block the top left and top right Snakey. Now you can use the Snakey's eggs to block the top left and top right skulls. Emerald Frames will block the rest of the nasties, allowing you to reach the Jewel Box unhindered!







MISSION POSSIBLE (NES)

HELP! HELP! LEVEL SIX IS GAME OVER, MAN! WIBBLE, I'M GOING MAD!
H Stewart, Tyne and Wear

Calm down H, Dr M's secret lab has received your pitiful SOS and I feel merciful! The place you describe in your message sounds as if you're on the Coast of Cyprus. When you reach the room with a gate that cannot be opened, take the stairway on the upper left. Move right and take out the enemy soldiers, using Max as your character because he's 'ard like.

Go into the passageway and travel right along the pier, killing the enemies as you go. On reaching the guys with the fire bombs, switch your character to Nicholas in disguise, keeping to the right. Go through the lower right passageway and venture on down into the basement. Keep on truckin' into the next room and select Grant as your new character.

This is now the room with the robotic arms which you couldn't get past. Using Grant, make him run all the way through the room without stopping and you'll find the arms won't catch him. In the next room, go to the bottom, down the stairs, than back up to the top. Hey presto! There's the switch allowing you to turn off the Iron Claws and open the gate. You want a solution to *Dizzy* on the NES you say? Consider it done! Check out page 42-49 of this issue.

ROCK MAN 4 (NES)

WHERE ARE THE WIRE AND BALLOON ADAPTOR? ALSO, ARE THERE ANY CHEATS FOR *CONTRA III*?

Lee Robertson, Chester



Ah yes, that old classic *Rock Man 4*. Right, Lee, let's start with the balloon, shall we? In the Pharoman's cage, you would normally fall into the pit to continue your journey. Instead, get your springy dog to catapult you over the pit and I'm sure you'll be delighted to discover the balloon adapter.

As for the Wire, well that can be found in the Dive Man stage. When you come across the large whales, kill the second one and fall into the pit, where you'll find that much-sought after wire adapter.

As for *Contra III*, try this little chestnut for ten extra lives. When the title screen appears press Down, Up, Right, Left, A, B and start.

T2 (NES)

I'M STUCK ON THE T-1000, PLEASE HELP!

Richard Whyburd, Swindon

There is a very simple way to kill the T-1000 in the steel mill in level six and you don't need to have an infinite power cheat (although if you want one, buy an Action Replay or Game Genie as there are plenty of codes). As you already know, Richard, level six is a beat-'em-up section with the final guardian. At the start, wait for a hidden weapon to drop from the roof and then use this against the terminator. Keep plugging away at him and try to get him near the molten steel in the mill. If you run out of ammo halfway, though, keep hitting the enemy with your fists to push him along. Watch out because after a couple of hits, the T-1000 will try to stab you with his spiked arms. Eventually you will push the T-1000 into the steel and win the game. At present there are no push button cheats, but if you follow this guide, you should have no trouble in completing the game.





STARWING (SNES)

I'VE TRIED YOUR BLACK HOLE CHEAT, BUT IT DOESN'T WORK!

Andrew Eddy, London

Oops! Although the full solution last issue did contain guides to all the levels and we did get the exclusive cheat for the fruit machine level, we did miss something out of the Black Hole level. If you want to get there every time, get to the three sets of spinning asteroids as described in the guides and fly right up to them and shoot at the last possible second. You must do this for all three sets, then an asteroid with a grinning face will appear just before the power-up ring and you must crash into it to enter the Black Hole.

Once inside the void, you must get all the power-ups but what a lot of people don't realise is that you can extend the time you spend in there by missing the warp gates which flash as you go past. If you fly into the corners of the screen as you approach a warp gate then you will miss it and stay in longer. By doing this you can reach Venom on the last stay with full lives!



THE ADDAMS FAMILY (SNES)

HOW DO I GET TO MORTICIA?

Darren Evans, Bridgeport

The route to your wife is fraught with danger and you must have rescued all the other family members and have them in the study, singing to Lurch's piano playing. When the tune has finished playing, the door on the right will open and you can go down deeper. Run through the catacombs, leaping on any bats and avoiding the huge spiky pendulum balls. Go through the door at the bottom and you will enter the sections known as Amazing Chains, Hall of Chains, Amazing Chains 2 and the Chain of Coins. The key to getting through here is to leap on the chains and climb up them before leaping onto the next one. All these sections have loads of spikes underneath so you cannot afford to make a mistake. The rooms with the chains all have switches which you must get to and activate so that certain doors can be entered. You also have to watch out for collapsing floors and moving spiky walls. When you get to the Chain of Coins, take the right door to get to the big cavern where you will need to run underneath pendulums and over spiky areas. There are plenty of speedy enemies to overcome here.







Each of the caves leads to yet more caves but the strategy is just the same. Many of the catacombs levels have stone balls that roll all over the place and these must be avoided if you want to keep your energy. There are also loads of purple cannons which fire balls that you can jump on to avoid the spikes below.

If you make it to the river, Gomez must ride the gondola and leap to avoid oncoming spikes and razor blades. The underwater is probably easier to negotiate. After the Gondola are family vaults where all the cash is held. This section is very easy to get through because there are very few enemies. Once through the open vault doors you must face the judge to rescue Morticia.





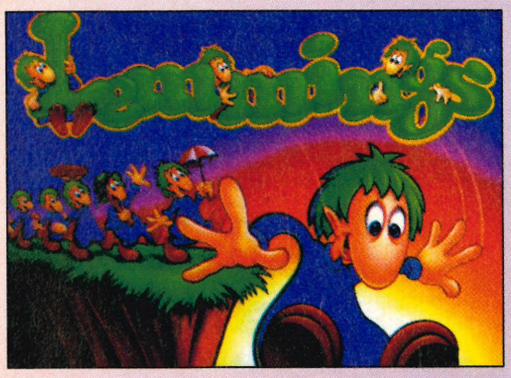




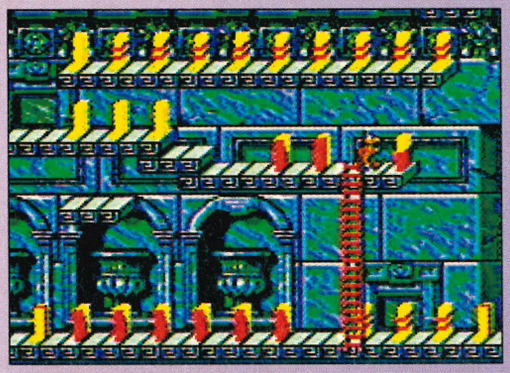
To defeat the judge, stand in the middle of the screen and avoid the first set of hammers that he throws at you. The judge will leap first to the left, then the right and finally in the centre. To hit the judge, leap onto the platform and jump on his head once before returning to the centre. You just have to hit the judge ten times and Morticia is yours once again. Hopes that helps you out, Darren.

SUPER

SUPER NINTENDO



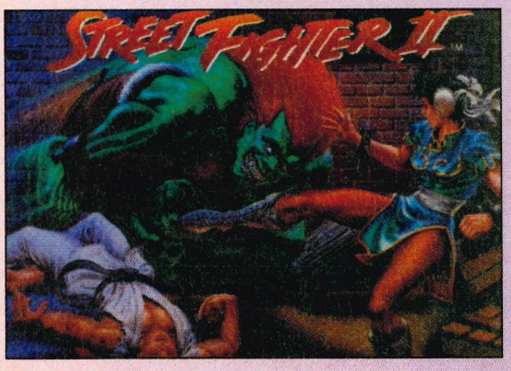
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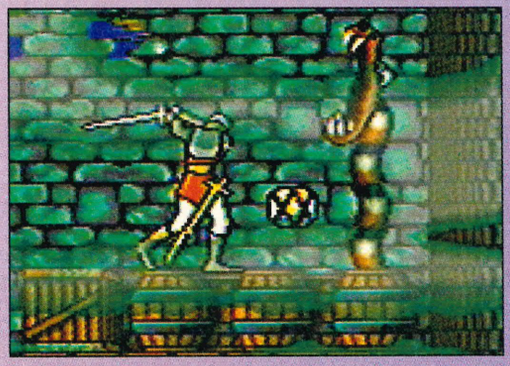
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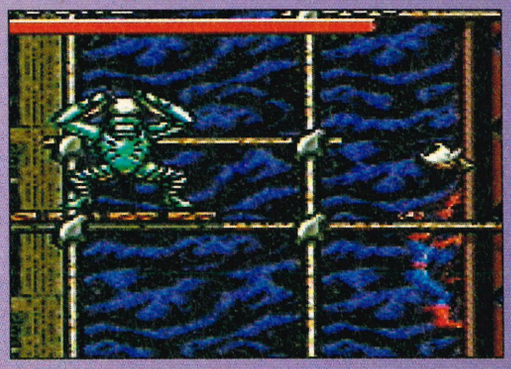
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NES



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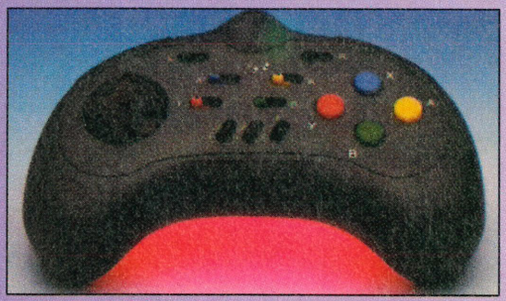
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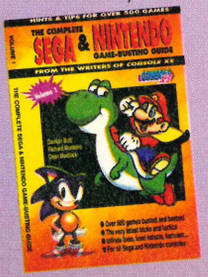


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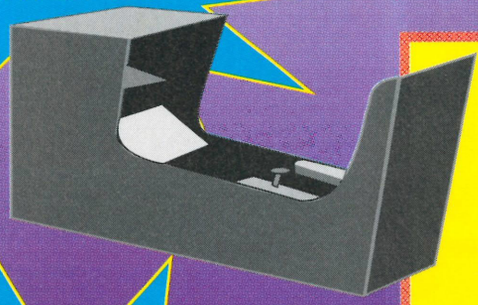
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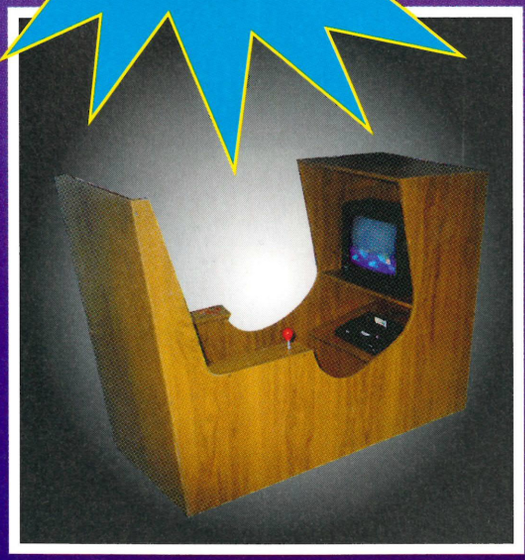
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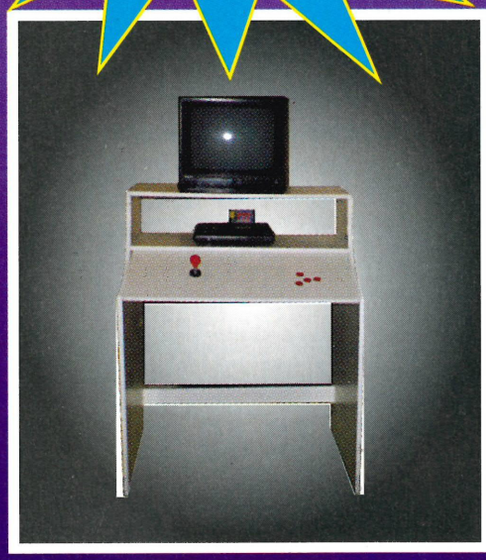
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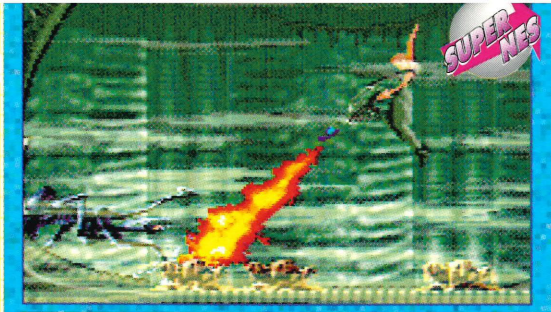
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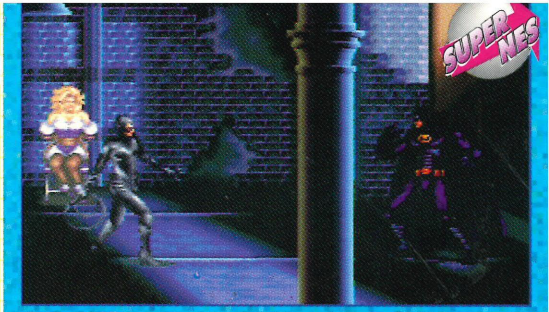
ALIEN3

Undoubtedly one of the best games available for the Super NES, *Alien 3* features incredibly smooth graphics and hissing sound direct from the film. You still have to defeat the alien queen, but this time you get some heavy hardware to finish the job.

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"You don't really think you can win, do you?" Well, yes, you can if you slap in your Datel cart and pump up Batman's muscles in this hit game of the film. Superb film-faithful graphics and some of the best music ever to emanate from a console.

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PUGSLEY'S SCAVENGER HUNT

Addams Family is still one of the best platform games on the Super NES, rivalling even *Super Mario World* – and this sequel is ever better! Action Replay gives you the chance to see every level, every guardian – the whole game!

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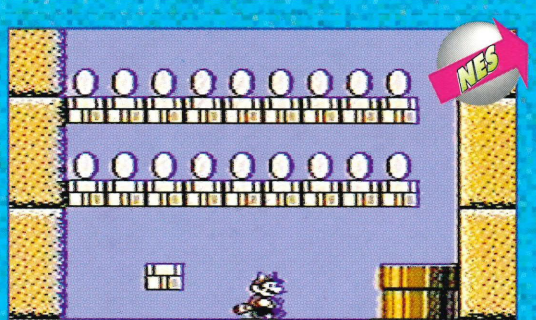
STAR WARS

Still one of the best games on the NES, *Star Wars* is also one of the toughest. Guide Luke Skywalker through ten levels ranging from the desert planet Tatooine to the dreaded Death Star and a confrontation with Darth Vader.

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SUPER MARIO BROS 3

We know you would always want the best codes for this ground-breaking platform epic close to hand so here they are! Definitely the ultimate NES platform games, *Super Mario Bros 3* has become synonomous with Nintendo's biggest selling machine.

DATEL CODE CARD

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ALIEN3

SUPER XS printed the full solution to this highly polished game last issue and it is still a firm favourite with the team. These codes should make the game a lot easier but you will still have to deal with the queen as she is totally impervious.

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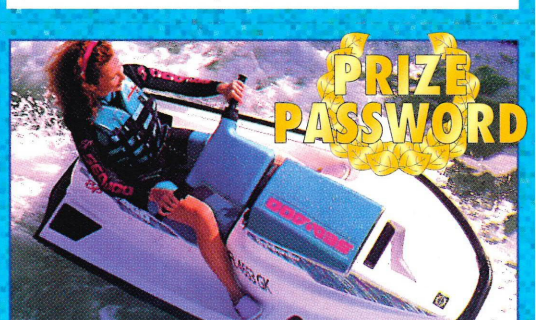


SUPER MARIO LAND

To kick off the SUPER XS code cards for the Game Boy, how about a set of classic codes for the all-time classic game. *Super Mario Land* is still one of the best games for the Game Boy and Datel made sure that they were the first with all the best codes.

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SUPER XS



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SUPER XS

7E15D463
Infinite machine gun ammo

7E15DC0A
Infinite grenade launcher ammo

7E124466
Infinite energy

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ALIEN³ ● ACCLAIM

SUPER XS

7E009503
Infinite energy

7E004D05
Infinite lives

7E008449
Moon Jump

7E014001
Spider's Venom

7E014101
Dragon's Fire

7E014201
Underwear

7E014301
Magic Gloves

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PUGSLEY'S SCAVENGER HUNT ● OCEAN

SUPER XS

00073605
Infinite lives

0005F005
Infinite time

0000ED01
Mario is always super

0000ED03
Mario always has the racoon suit

0000ED02
Mario can always fire

0000ED04
Mario always has the frog suit

0000ED05
Mario is always Tanooki Mario

0000ED06
Mario always has the hammer

0000ED07
Mario can fly by repeatedly pressing A

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SUPER MARIO BROS 3 ● NINTENDO

SUPER XS

00C02103
Infinite lives

00C1590A
Infinite energy

00C01F02
Infinite specials

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SUPER MARIO LAND ● NINTENDO

SUPER XS

7E008C03
Infinite lives

7E008A63
Infinite energy

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BATMAN RETURNS ● KONAMI

SUPER XS

0006DF03
Unlimited lives

00073708
Infinite shields

00072908
Infinite life meter (except for falls)

00075208
Double continues

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STAR WARS ● CAPCOM

SUPER XS

01034 9C3
Infinite lives

08FF4AC3
Infinite energy

043C45C3
Infinite ammo (with gun)

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ALIEN³ ● ACCLAIM

SUPER XS

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