BRITAIN'S ONLY DEDICATED NINTENDO TIPS GUIDE

PART 2 OF OUR JET SKI COMPO!

SUPER XS

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N°4 SEPTEMBER/OCTOBER 1993 £2.95

SUPER NES



- ACTRAISER
- PRINCE OF PERSIA

NES



- ALIEN3

GAME BOY



- ASTERIX

BATMAN RETURNS

The Dark Knight descends on your Super NES

164 PAGES!

THE LOST VIKINGS





HINTS & TIPS ● MAPPED SOLUTIONS ● GAME BUSTERS

SUPER XS

BATMAN RETURNS ● ALIEN3 ● THE LOST VIKINGS and more...

ISSUE 4 SEPTEMBER/OCTOBER 1993







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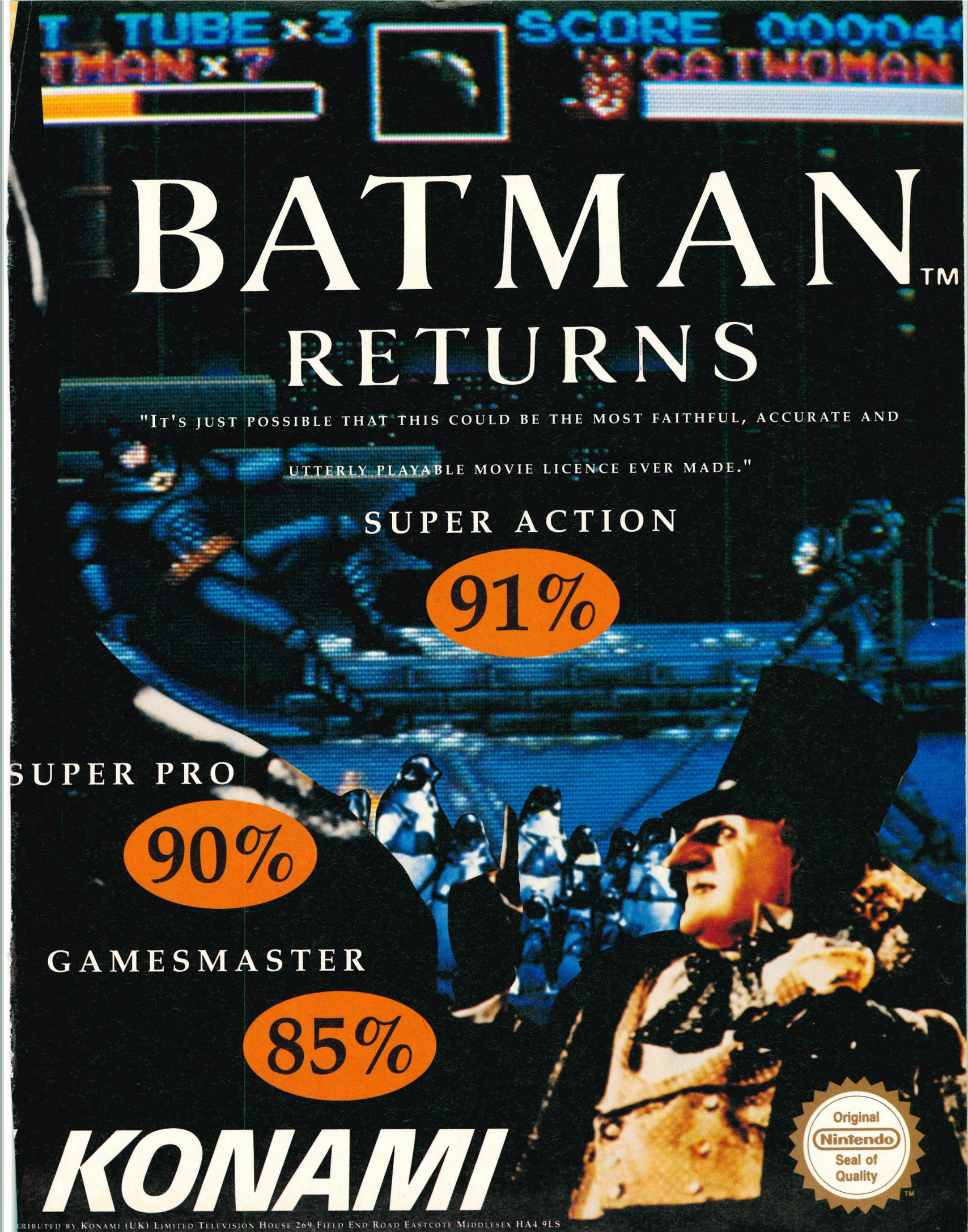
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ENTERTAINMENT SYSTEM

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SUPER XS



SEPTEMBER/OCTOBER 1993

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

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

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

Last word: Damn their oily hides!

TIPS INDEX

Batman Returns 6
The Lost Vikings 16
Alien³ 32
Actraiser 42
Asterix 56
B.O.B 64
Prince of Persia 80
Striker 94
Super James Pond 104
Street Fighter II Turbo 111

FEATURES

Konami Compo 14
Paragon Compo 54
Wet 'N' Wild Compo 62
Drop in the Ocean 98
Ocean Compo 102
Busters 125
XS Codes 148
XS SOS 154

BUSTIN' BUSINESS

Challenge is the key. This issue of SUPER XS is bursting with some of the toughest Nintendo games ever! If they cause the elite gamesplayers at XS problems, then you can bet the phones won't stop ringing when the game is released. Luckily, we are here to help you every day of the week, and we know what we are talking about. Why ask a review magazine for tips when nine times out of ten, they have only played it enough to write the review and then forget about it? SUPER XS is still the ONLY tips magazine for Nintendo. We don't rush through the games, we bust them wide open; giving you in-depth comment and full game maps – in short – we go all the way!

Lost Vikings for example (page 16-30) combines over 35 levels of ingenious puzzle-solving with superb graphics and one of the funkiest soundtracks I've ever heard. It took us well over two weeks of solid no-nonsense play to complete it. No one else has all the maps and codes to get you through. *Actraiser* has been a popular favourite for Super NES RPG fans and now it gets the XS treatment. Every level plus the guardians is explained, as well as all the hints for the simulation mode. *BOB, Prince of Persia, Alien 3* (NES) and *Super James Pond* are some of the biggest games you can possibly play – and all of them are busted this issue!

The big news however is the totally exclusive *Street Fighter II Turbo* solution (page 111-123); including all the new moves, how to execute them – plus all the hottest cheats direct from Japan!

How many other magazines can give you this level of commitment? How many other magazines actually care whether you complete your games or not? How many other magazines allow you to ring up during office hours to test their extensive knowledge? Simple answer – none!

Finally, we are proud to announce that the next two issues of SUPER XS, leading up to Christmas will both feature a FREE 100 page tips book on the cover. The first of these books will be the totally exclusive and fully comprehensive guide to *Super Mario All-Stars* which will be shortly packaged with the Super NES and is set to be one of the best games ever! Stay Tuned!

Damian Butt

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!

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!

XS BACK ISSUES

There are still copies of Britain's only dedicated Sega and Nintendo tips magazine CONSOLE XS, and hot copies of SUPER XS available, but you have to be quick – they're selling out fast! Contact Speedy Karen on (0202) 299900, 9-5.30 all week days. Each issue is £3.50 including postage and packing. Please note that CONSOLE #3 and SUPER XS #1 are permanently out of stock. Bribes will not be accepted and NO orders will be taken after hours.



COMPETITION WINNERS

The winner of the *Microprose Mach 2* compo is Kristian Davidge from Manchester. Runners up are Lap Shun Lee from Essex, Martin Purss from Ayr, Peter Keeble from London, David Tailor from Sunderland and Steven Robertson from Norfolk. The winner of the *Ye Gods* compo is John Owens from Doncaster. The two first runners up are Lisa Rae from Scotland and Simon Wilks from Dover. The 15 runners up are Jason McAlonan from County Antrim, James Luescher from Dunfriesshire, Laurie Eyers from Devon, Paul Herrington from Rotherham, Shane Silk-reeves from Trowbridge, Darren Knowles from Preston, Russel Beth from Kent, Steven Perkins from Tewkesbury, Ben Boston from Bristol, B McAllister from Bolton, Mark Struthers from Argyle, Christopher Seymor from London, David Butcher from Manchester, W Squires from Taunton and Michael Beresford from Notts. Congratulations to the winners.

THE XS POSSE!

Damian Butt



Well, what can be said about the man who keeps a bed next to his computer, so devoted is he to the magazine! When asked what he would do on his day off after finishing this magazine, he was reported to have said: "I think I'll take a Mega-CD home and get cracking on *Sewer Shark*." Is there no rest for the wicked?!!

Simon Young



Although outwardly seeming to be settling down and becoming a homely kind of chap in his new flat, with his girl, Simon is in fact still a bit of a raver on the quiet. XS undercover detectives are privy to information that Simon is soon to go on an all weekend rave... but at Milton Keynes?

Neil Armstrong



Neil's a bit of a novelist on the quiet as well as an avid Prince, or should we say, Squiggle fan. Quite apart from being a fan, Neil has fans of his own, who write to him at SUPER XS in red perfumed envelopes, and claim to have pictures of him standing on their bedside cabinet!

Brad Cooper



Pony-tailed Brad has just joined us for the summer. Although he quickly cluttered up the office with mountain bike saddles and empty pure orange juice cartons, we were all impressed by the fact that he loses utterly at every office fave game. Now, at least, there is someone who loses against Neil.

Andy McDermott



Andy, another recent homemaker, unfortunately still has not learnt to cook anything more exciting than Pot Noodles, or beans on toast. However, his Mum was down recently and thoughtfully left him some chill and garlic sauce in his cupboard, so maybe we will see a new Andy in the coming weeks!

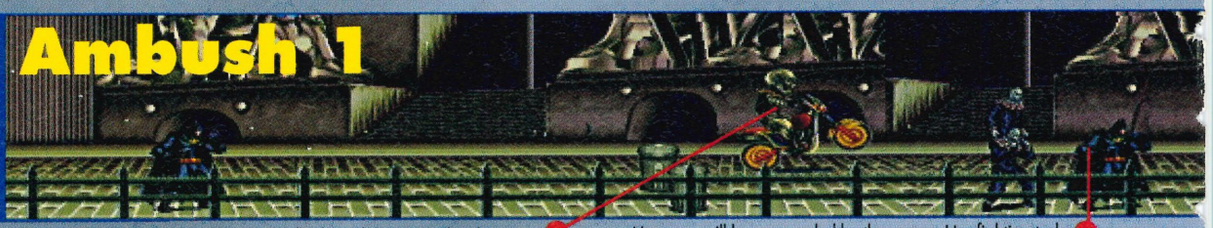
Carolyn Ratcliffe



Carolyn recently waded knee deep in mud at a festival in Germany on her week off. Apparently, she met lots of strange foreign people, and although suffering from cramp, sunburn and a sore throat, our Cazzo returned in a state of 'permanent' euphoria – but we soon changed that!

Ambush 1

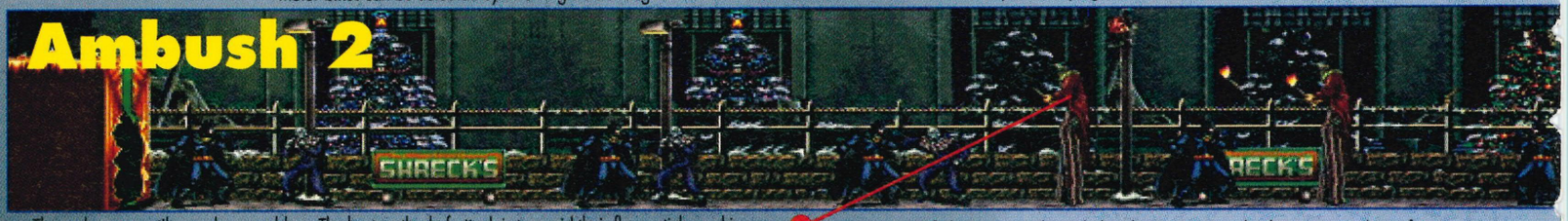
As in the movie, the first scene is set at Gotham Plaza. The Red Triangle Gang are terrorising the crowd at the Mayor's Christmas speech. You must fight your way through the Plaza; beating up the criminals and trying to restore some order in the Gotham streets.



Enemies will confront you at every opportunity as you walk along the screen. The clowns on motor bikes can be defeated by throwing a Batarang at them to knock them off the saddle.

Here you will be surrounded by the enemy. Use fighting techniques like flying kicks to defeat them; allowing you to move on.

Ambush 2



These clowns on stilts can be a problem. The best method of attack is to avoid their flame sticks and jump up just in fount of them; throwing Batarangs. Time your jumps with their fire so that you don't get hit.

As you fight your way through the plaza, try to use the throwing attack as often as you can. This gives you enough time to deal with the clowns one by one.

Battle 1

The second level is more difficult. The clowns are now coming at you in greater numbers and this level sees the introduction of the fat clowns. They need to be thrown to the ground four or five times before they fizzle out, so you must protect your energy at all times.



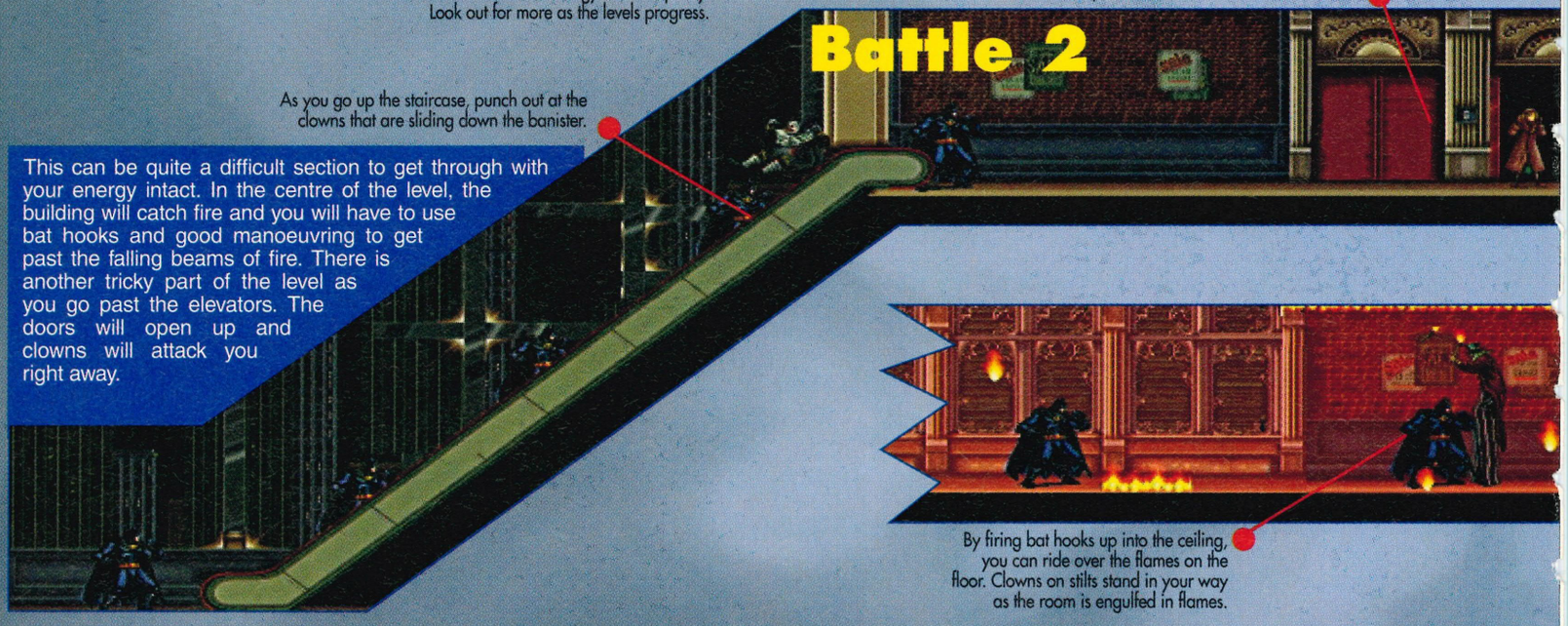
While fighting off the clowns, kick over these trash cans to reveal more energy and weaponry. Look out for more as the levels progress.

These elevator doors will open up to reveal Gotham citizens – that must be protected – and clowns to be defeated.

Battle 2

As you go up the staircase, punch out at the clowns that are sliding down the banister.

This can be quite a difficult section to get through with your energy intact. In the centre of the level, the building will catch fire and you will have to use bat hooks and good manoeuvring to get past the falling beams of fire. There is another tricky part of the level as you go past the elevators. The doors will open up and clowns will attack you right away.



By firing bat hooks up into the ceiling, you can ride over the flames on the floor. Clowns on stilts stand in your way as the room is engulfed in flames.

SUPER NES



KONAMI ● PLATFORM BEAT-'EM-UP

BATMAN RETURNS

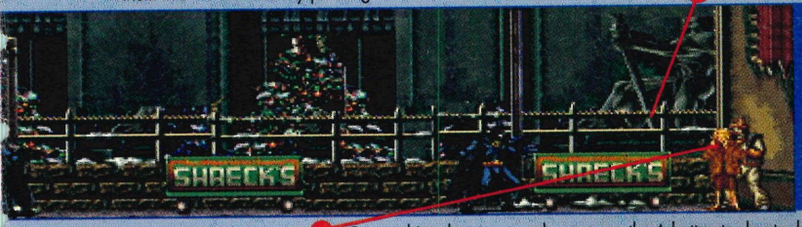
Gotham City is once again in the grips of a madman and only one crusader can stand up for justice and foil the bad guys' plans. That man is Batman – the Dark Knight. He alone must fight against the evil plans of the Penguin, and the leather-garbed violence of Catwoman. *Batman Returns* from Konami is essentially a highly polished beat-'em-up that closely ties in with the film. Take to the rooftops with SUPER XS – the urban vigilantes!

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Grab these clowns by walking up to them and pressing Up. Throw them into the windows by pressing the Y button for an excellent effect!

You can throw a test tube at the clown to finish him off, but it is better to hold onto them for later battles.



In the second part of level one you must fight through the bad guys with more urgency as there are more of them. Get to the end of the street to rescue the lovely secretary Selina Kyle from the clutches of the level guardian – the tazer clown.



On reaching the stun gun clown, press the A button to shoot a bat hook into the wall and pull it out. The clown will then come at you cannonball-style. Shoot Batarangs at him while jumping over his advances.



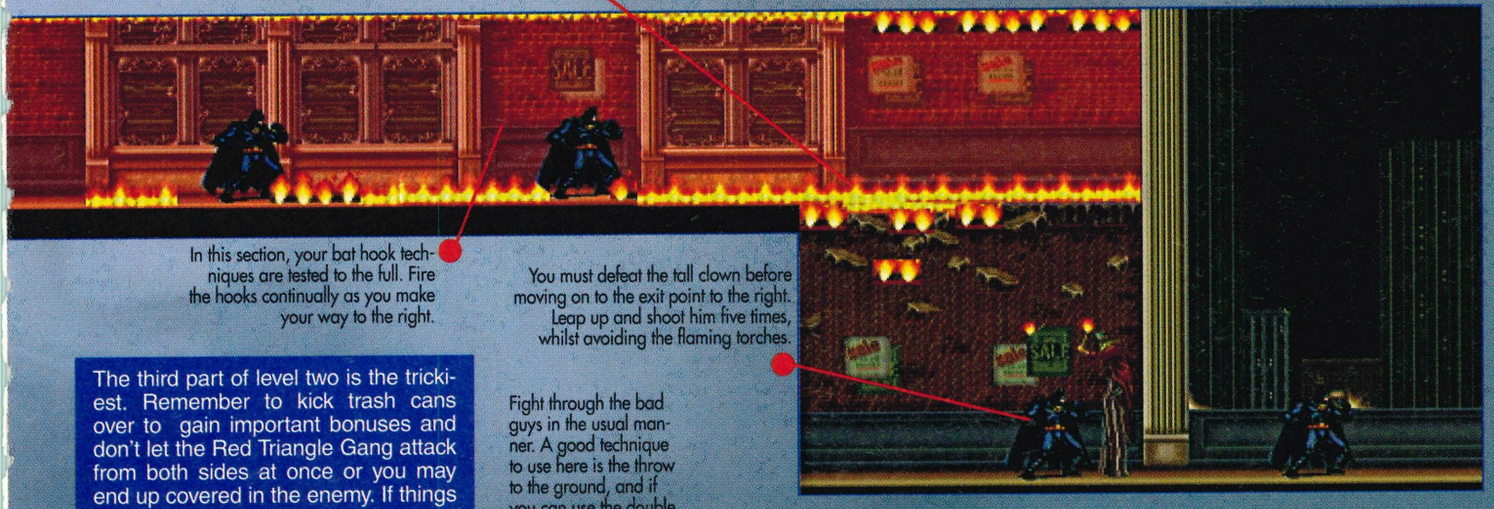
There are more trash cans hiding valuable goodies here, take stock for future use.

It is a good idea to use a test tube at this point as clowns on bikes and on foot combine to attack you. One tube will see them off.



As you walk past these windows they will break and the building will catch on fire. Tread carefully along the corridor to avoid contact with the flames.

The floor will give way at this point dropping you and a tall clown down to the section below.



In this section, your bat hook techniques are tested to the full. Fire the hooks continually as you make your way to the right.

You must defeat the tall clown before moving on to the exit point to the right. Leap up and shoot him five times, whilst avoiding the flaming torches.

The third part of level two is the trickiest. Remember to kick trash cans over to gain important bonuses and don't let the Red Triangle Gang attack from both sides at once or you may end up covered in the enemy. If things get too hot, use the swirling cape manoeuvre.

Fight through the bad guys in the usual manner. A good technique to use here is the throw to the ground, and if you can use the double whammy to take out two at the same time.

The strong man is a difficult guardian to get rid of. Using test tubes will not have too much effect, so you must try to hit him as often as you can with the cape swing. If trapped in a corner, keep moving up and down to avoid his punches.

Battle 3



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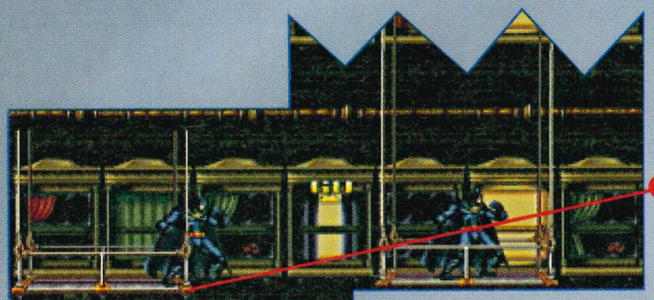


On the Prowl 1

Batman takes to the rooftops in this level, searching for the Catwoman. He starts his ascent on the lifts which go up on the outside of the building. As the lift goes up clowns will jump out of windows and try to throw you off. You must be ready to launch Batarangs or to punch them off the lift. A difficult jump to the next lift awaits at the top as you continue your way up.

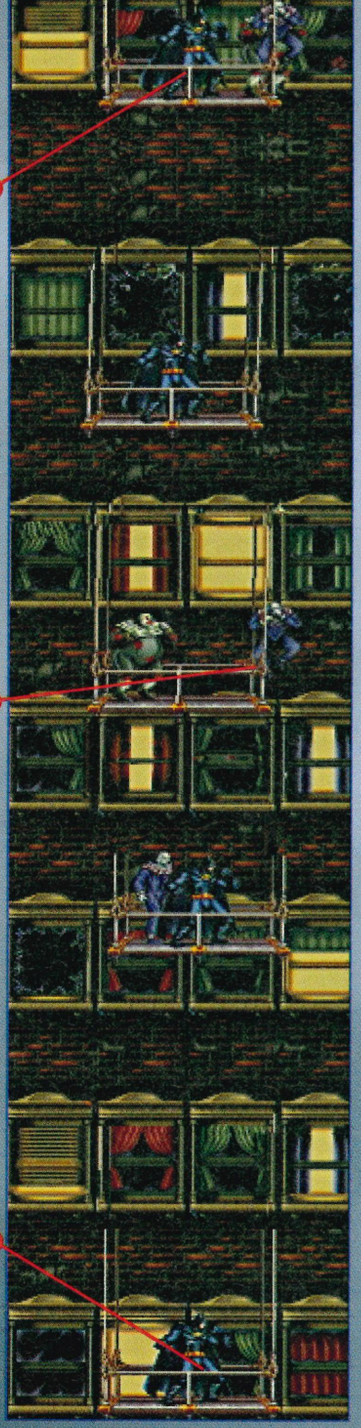


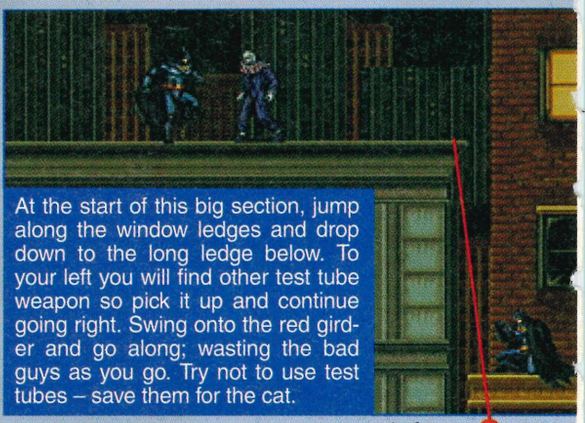
This is a tricky jump over to the second lift. You must stand on the edge of the first lift and launch a bat hook into the ceiling above. Then swing yourself over; only dropping down at the far point of your swing.





As you ascend, you will be under constant attack from clowns jumping at you from windows. Your reactions must be quick to punch them off the lift. The fat clowns are the hardest to defend against. As they jump, they will attempt to knock you off with a belly flop. If you can avoid the flop you only have to hit them only a couple of times to push them over the edge.





At the start of this big section, jump along the window ledges and drop down to the long ledge below. To your left you will find other test tube weapon so pick it up and continue going right. Swing onto the red girder and go along; wasting the bad guys as you go. Try not to use test tubes – save them for the cat.

Leap over to the first window from the edge of this roof top.

Clowns will attack from most stories of the building. Well-aimed Batarangs to the head should stun them enough to toss them off the lift.

Make another swinging leap here, over to the next girder platform. The enemy now come at you quickly so be sure to throw Batarangs before they reach you.



The best place to stand when you are waiting for more clowns is to one side of the lift. When they do jump on, you must move towards them – away from the edge – attacking as you go.

If you are unsure of when the attacks are coming you should assume the defensive position. This means if you are attacked quickly they can't push you off before you can react.



You start your journey upwards at this point. The first attack from clowns will occur on the third floor above.

CHEATS

LIVES CHEAT

On the option menu press Up, Up, Down, Down, Left, Right, Left, Right, B and A. You can now bump your lives up to nine.

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CATWOMAN



Catwoman is very agile so you will need your wits about you. As soon as this section begins, grab her and throw her to the ground. As she cartwheels, try and grab her from the side and repeat the throw. If she stops still she is about to go mad, so stand to the opposite side and dodge her as she swings in. Finish her off with test tubes and flying kicks.

Swing over to the red girders on the right from this window ledge. Remember to drop off at the far point of the swing to be safe.

On the Prowl 2

Some of these window ledges will fall away when you step on them. Just let yourself drop down to collect the extra test tube on the long ledge below.

The rising girder will come to a halt at this point, allowing you to go right and onto the next bunch of clowns. As you proceed, beware of the clowns that are carrying the explosives. Dodge them until they have off-loaded the bombs so that you can beat them up in safety.

You are now standing on a girder that will start to move up; taking you to the last part of the section. As it moves up, you will be under constant attack from all types of clowns. Use all methods of attack at your disposal, but try to avoid letting off a test tube.

Another tall clown stands in your way at this point. Use Batarangs to get past him while avoiding the flaming sticks that he is juggling.

DATEL ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS

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Infinite lives
7E00 8A63
Infinite energy

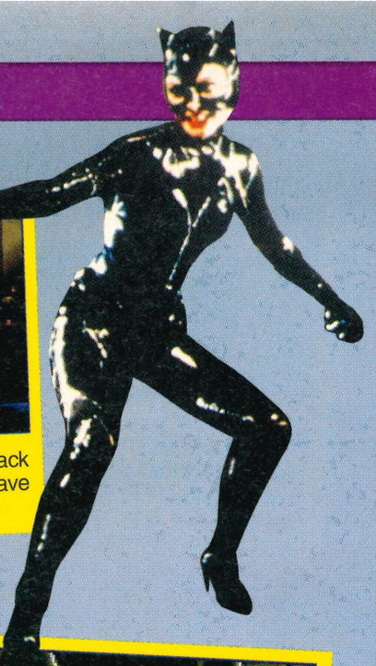
Phone the Datel Super NES hotline on (0782) 745990!

All along this section you will be attacked by enemy clowns. Use plenty of flying attacks and cape swings to get rid of them quickly.

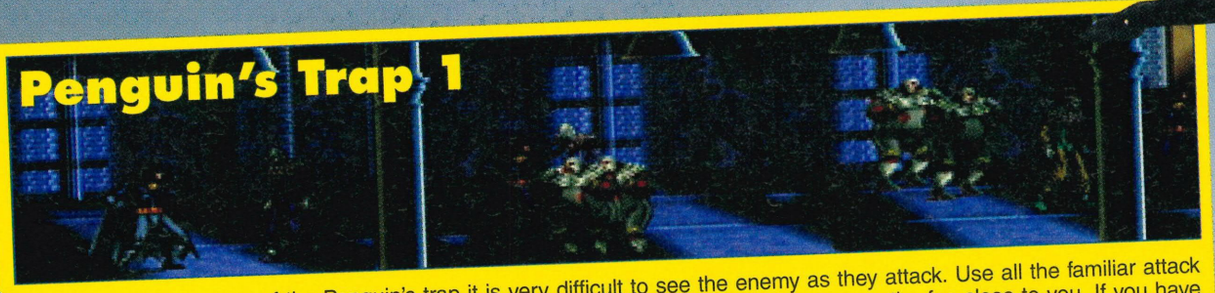
Drop down to the platform below to exit the section and go on to battle Catwoman.

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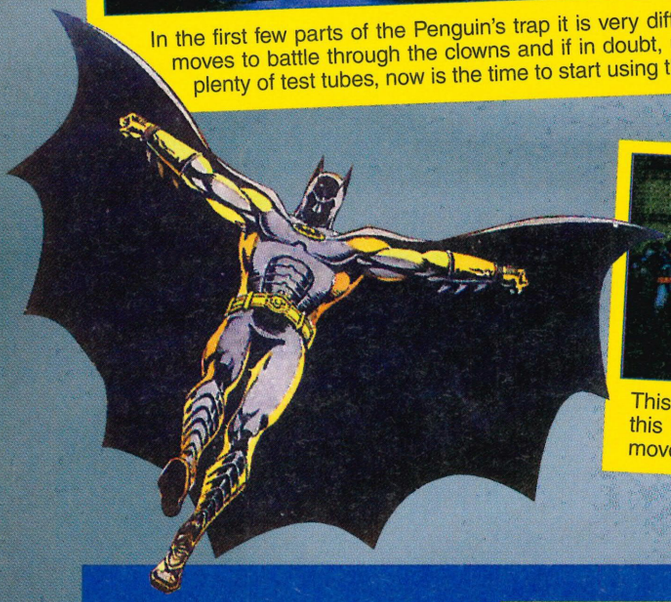




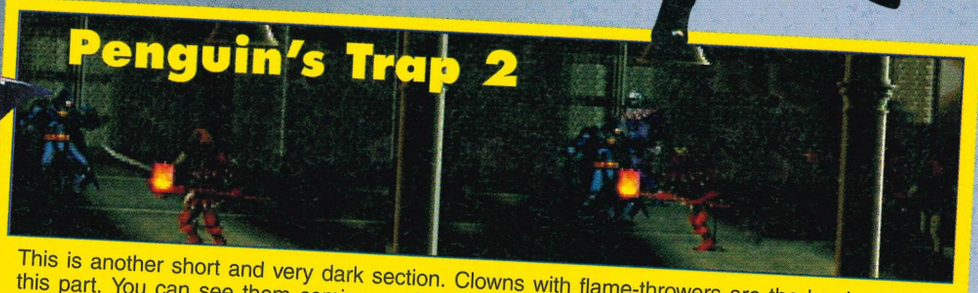
Penguin's Trap 1



In the first few parts of the Penguin's trap it is very difficult to see the enemy as they attack. Use all the familiar attack moves to battle through the clowns and if in doubt, use a cape swing to blast away the foe close to you. If you have plenty of test tubes, now is the time to start using them. This first section is short, but will test you.



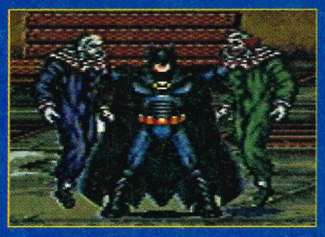
Penguin's Trap 2



This is another short and very dark section. Clowns with flame-throwers are the hardest foe in this part. You can see them coming as the flame lights up the path. To best dispose of them, move at them from one side and execute a standard attack. If things get tough, nuke them!

Batman's Moves

As you go through the levels getting set upon by the evil Red Triangle Gang you can dispose of them by using these attacking moves. When throwing clowns around, you can drive them into the ground or hurl them into windows or benches if there are any available. Using the moves in combinations will make short work of them, as well as adding to the gameplay.



The double whammy is a groovy move. Go inbetween two clowns and press the Y button to clash them together.



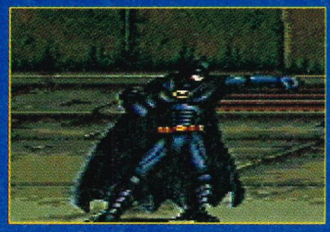
The Flying kick is very effective in battle. Get on line with the enemy and press B to jump. While in the air press Y to kick.



The Cape swing is by far the best attack. Press the B and Y buttons simultaneously to swirl around taking out clowns as you go.



You can defend yourself from attack by shielding your cape around you. Do this by pushing down when opposed.



The punch is used as the first part of a standard attack. By pressing the B button you can punch and then kick the clowns.



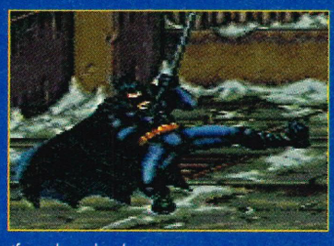
The grab will happen automatically when you walk up to foe. Press Y to slam them to the ground or into a window.



Throw Batarangs low by pressing the A button while pushing down on the direction pad.



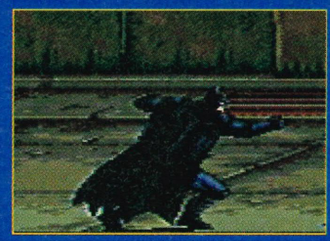
The roundhouse is the second part of a standard attack. Keep pressing B to punch them and then kick them away.



If you launch a bat rope up ,you can use it to swing a kick at the bad guys. You must have the icon selected to do this.



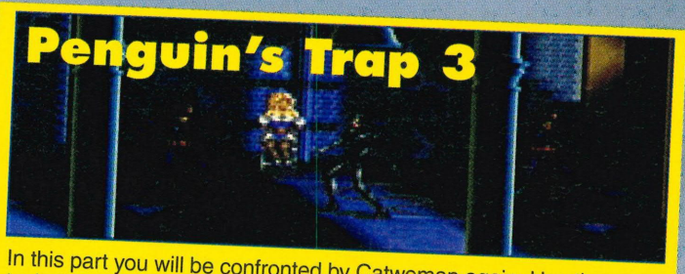
If you are in a close situation you can throw a test tube to the ground killing all the clowns on the screen. Hold L or R and X.



The normal throw will toss Batarangs at the enemy. Simply press A to throw them or to use any selected weapon.

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Penguin's Trap 3



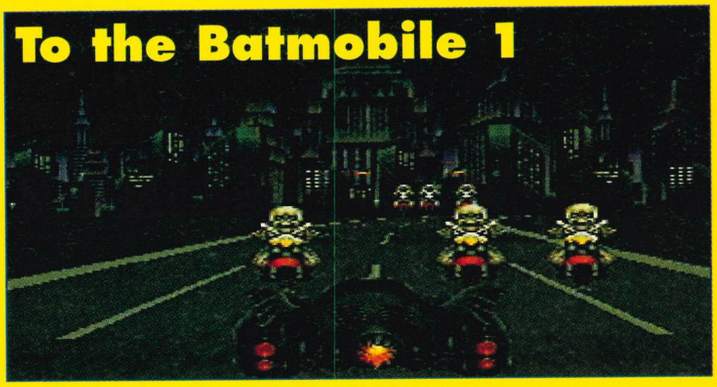
In this part you will be confronted by Catwoman again. Use the same techniques as you did before and if you can get her into a corner, keep her pinned down with cape swings and flying kicks.

Penguin's Trap 4



The Penguin shows up now with his umbrellas. He will use one to fly around and will throw down others to attack you. Avoid those umbrellas and shoot at him as he flies off screen. Wait for his return and keep shooting him as he comes towards you. Duck down as he comes in close and fire at him as he hovers away. Use cape swings and tubes to finish the him off and end the level.

To the Batmobile 1



The Batmobile level is the easiest in the game. All you can do is move the Batmobile left and right and shoot missiles at the bikers as you drive along. Shoot by pressing the Y button, but if you can it is better to avoid them all together and save your fire for the second part of the level.

To the Batmobile 2



The second part of the stage is to blow the Penguin's campaign van off the road. Do this by shooting at it constantly while dodging the bikers that will still come towards you. Move left and right trying to keep the van in the middle of the screen so that most of your bullets will hit home.

Move along the top of the circus train beating up clowns as you go. Use the double whammy if you get stuck on one carriage for too long.

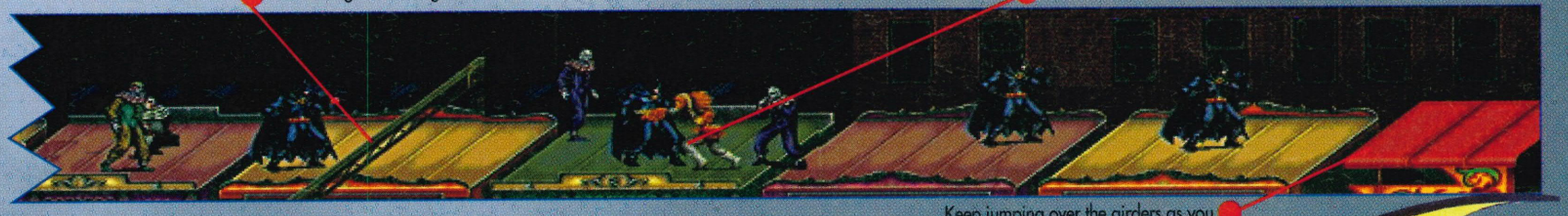
Circus Train 1



Throw clowns off the train or to the ground in order to move on up the train.

Now the level gets difficult as you have to leap over these girders that go over the track.

These Indians will throw knives at you, so always attack them from one side and never straight on.



Keep jumping over the girders as you make your way to the front of the train. This will take you to the second part.

Circus Train 2



In this part you have to battle clowns as well as the evil Organ Grinder. At first the Organ Grinder will try to bash you over the head, but later in the battle he will stop and fire a Gattling gun at you. Attack him from the side and throw him to the ground. Pin him down with cape swings and Batarangs while fighting the other clowns.



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SUPER XS SOLUTION





The last level is again straightforward, although you will need to avoid the rockets at the end. The Penguin has sent out his little seabird friends to launch missiles at you. To dodge them to must swing around with your bat hook and keep moving.

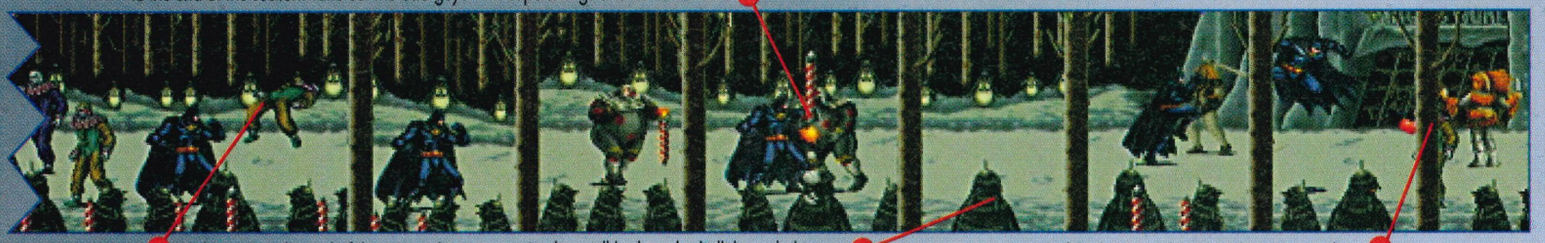
Penguin's Lair 1



Biker clowns will now be riding around much quicker so it is a good idea to take them out with a swinging kick from your bat hook. Cape swings will also plough through them.

Missiles will be launched so you must fire your bat hooks up in the sky to try and swing your way to the end of the section. Take out the bad guys with cape swings and combinations.

At this point, try double whammies to defeat two clowns at the same time. If you don't, there will be too many of them to handle.



As this is near the end of the game, the normal enemies are suddenly that much harder to defeat. Protect your energy at all costs and use test tubes to get through.

Rockets will be launched all through this section. Speedy reactions and the need to keep moving will get you through.

Get rid of the last swordsman and continue right to be transported to the final parts of the game.

SUMMARY

GAME NAME: Batman Returns
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 29,560
NUMBER OF LEVELS: 7
CHALLENGE RATING: easy

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



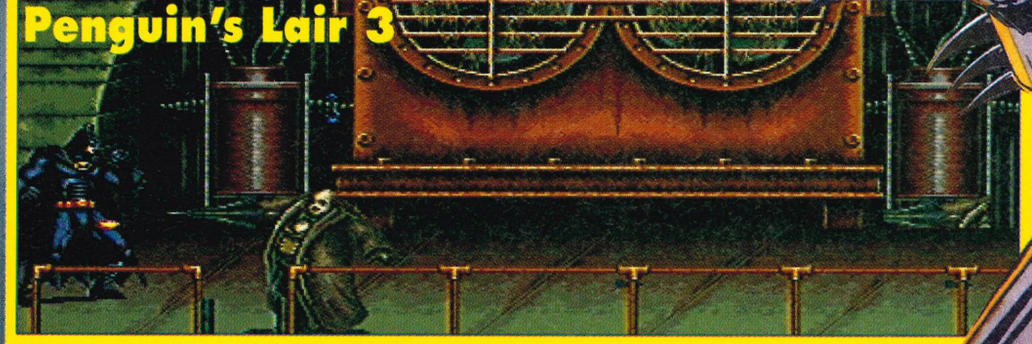
Cartridge supplied by:
Konami
Tel: (081) 4292446

Penguin's Lair 2

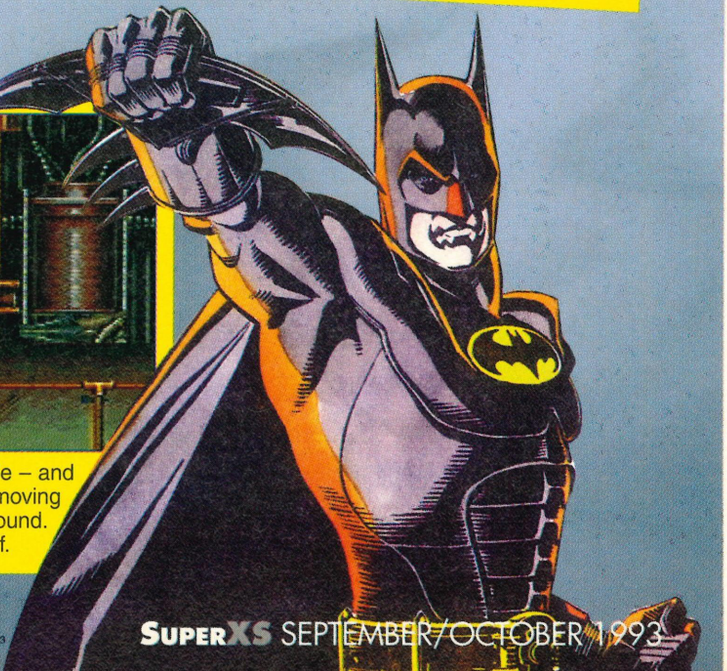


The huge duck can be a problem. It will zoom around the screen; squashing you into a corner. Shoot at its head as often as possible and keep moving around opposite to it. Get past it when it elevates up, but be quick to get through the gap.

Penguin's Lair 3



The final part of the game. Never attack the Penguin from the front, always from the side – and throw him to the ground. When he takes to the air, shoot him at every chance and keep moving around to dodge his return fire. When he stops, grab him again and slam him into the ground. Repeat this until his energy begins to flag, then activate all remaining tubes to see him off.

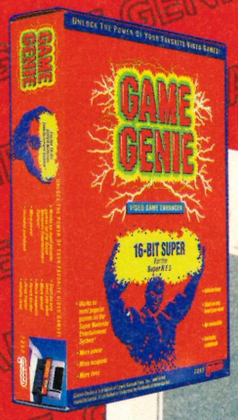


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CONTROL A BOSS

MASSIVE JUMPS

TURBO NUTTER MODE

TURN INVISIBLE

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GOTHAM CITY SUMMER SALE!

IT'S BAT-TASTIC MATES!

Konami, those lovely people who brought you *Batman Returns* and *Prince Of Persia* for your Super NES, are having a massive summer clear out and because we're Britains biggest and best, they've decided to team up with SUPER XS to give you the chance to win a whole horde of cracking prizes.

So what's up for grabs? Well for a start there's TEN free *Batman Returns* carts for the Super NES just itching for new owners. But then perhaps you haven't seen the film, so we'll also give away TEN copies of the full length video. Nothing to wear as you take on the evil Penguin and Catwoman? Why not have one of the TEN completely cool T-shirts as well!

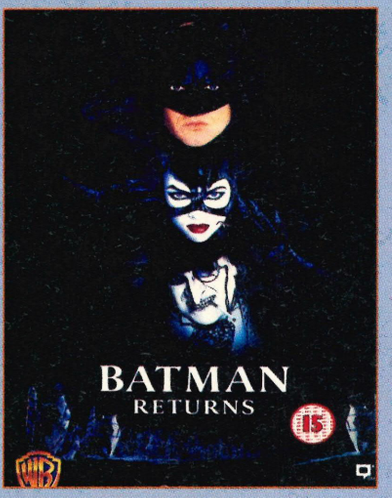
The Story So Far...

One oversized bird and one slinky cat are out to take control of this urban jungle. Only you, Batman, possess the power to stop the sinister plots of the Penguin and Catwoman! Check out this issue and discover the full solution to the seven terminally captivating stages. As the Dark Knight, you'll shriek through the high speed Batmobile chase scenes, Baterang the members of the Red Triangle circus gang, and even get intimate with the pampered pussy – Catwoman!

The object of the game is to free the local kids held hostage in the Penguin's wicked circus train, then finally catch up with that cold-blooded bird brain in his horrific Arctic World hide-out; guarded by missile-toting penguin commandos. The game has five levels of difficulty, including the Maniac Mode for the most brutal challenge. If you love the film, you'll love the game, especially if you're getting it for nowt, which you are!

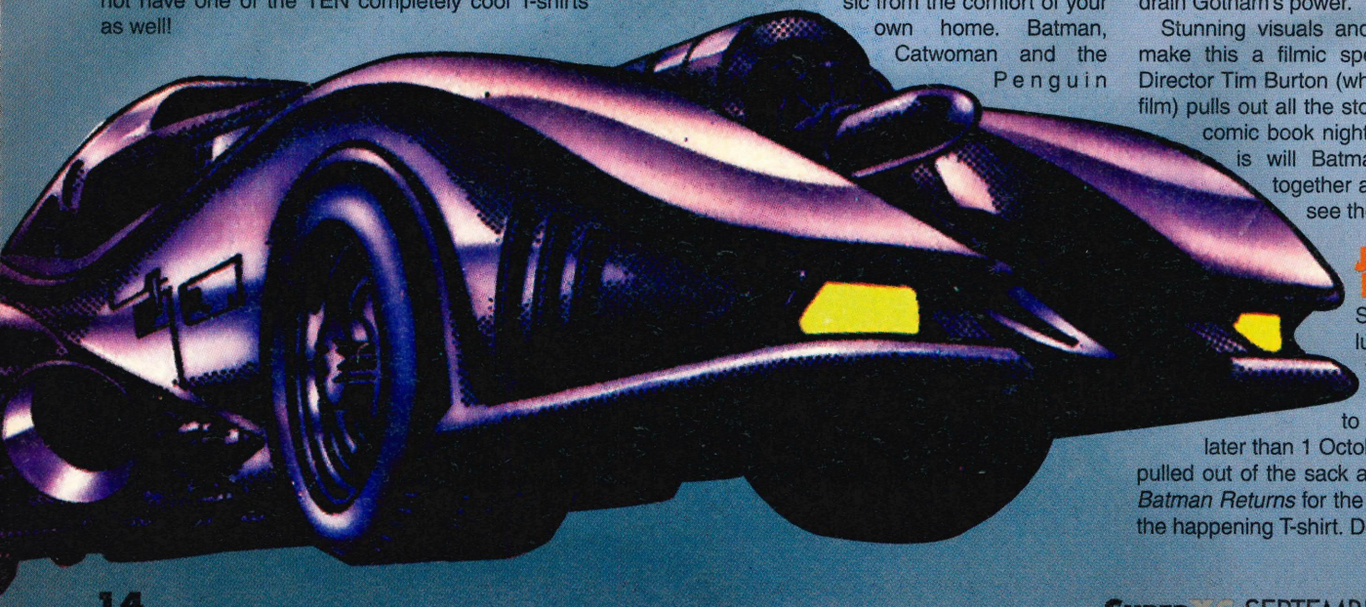
It's the realism!

Ten lucky readers will also pick up the rather fabbo video of *Batman Returns*, where the fight against evil continues. You can marvel at this Gothic classic from the comfort of your own home. Batman, Catwoman and the Penguin are having a bit of an identity crisis. Bruce Wayne can't decide between his 'fly by night' personality and his jetset lifestyle. Catwoman is striving to be anything but the 'girlie purse' secretary that she is in real life, and the Penguin is searching for his parents that cruelly discarded him when he was a nipper.



There is only one man in Gotham City that adds to all their torments, Max Shreck, who plots with the Penguin to make him Mayor Cobblepot; while all the time planning to build a huge capacitor that will drain Gotham's power.

Stunning visuals and a Wagnerian soundtrack make this a filmic spectacle – not be missed. Director Tim Burton (who directed the first Batman film) pulls out all the stops in the finale of this epic comic book nightmare, but the big question is will Batman and Catwoman get it together at the end? Win the compo, see the movie with SUPER XS.



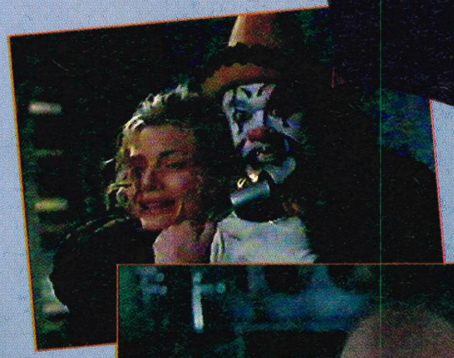
Jingle Bells, Batman Smells...

So who's going to be the lucky winner! Answer the following questions correctly and post your entry to the SUPER XS offices, no later than 1 October '93. Ten winners will be pulled out of the sack and each will win a copy of *Batman Returns* for the Super NES, the video and the happening T-shirt. Don't delay, post today!

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...EVERYTHING MUST GO!









The Questions

1. What was the name of Batman's loyal butler?

A. Mario
B. Alfred
C. Dominic Diamond

2. In the comic books, what was the name of Batman's faithful boy wonder?

A. Robin
B. Albatross
C. Jason 'Racy' Johnson

3. Konami have produced *Batman Returns* for the Super NES. Which other top Konami title is featured in this issue?

A. *Alien 3*
B. *Prince Of Persia*
C. *Street Fighter II: Turbo Edition*

KONAMI®

COMPETITION ENTRY FORM

My answers to the *It's Bat-tastic mates! 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

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Please print a solution for

.....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to, *It's Bat-tastic mates! compo*, SUPER XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must be in by 1 October.



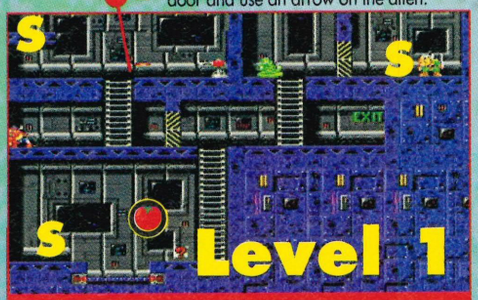
SUPER NES THE LOST VIKINGS



INTERPLAY ● PLATFORM PUZZLER

Wow what a brilliant game this really is! Captured by a passing intergalactic zoo keeper in his space ship, our three lost Vikings have to find their way home through a series of head scratching levels. The game is all about teamwork, as each individual Viking has his own special talents. There's Baleog who has the use of weapons, Erik can run and jump, while fat Olaf is the shield man. Prepare to be dazzled by the platform puzzler of the year as we reveal the full solution to the Interplay stroke of genius!

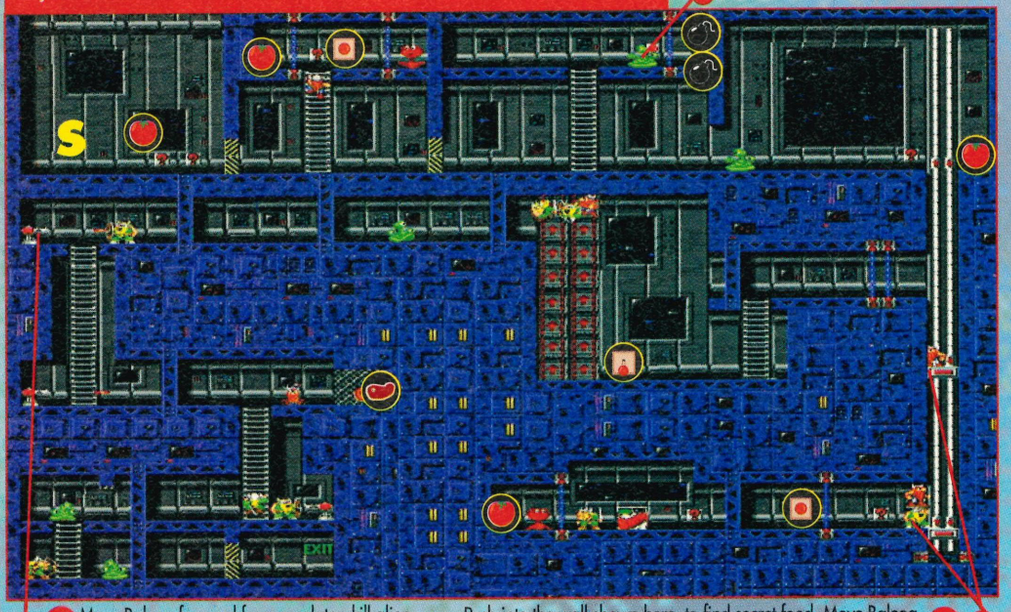
Level 1



Here's where it all began. The level is designed to give you a good feel for the actions each character can perform – so do just that. Erik is first into action. Get him to jump the laser pit and move up to the exit.

1 Drop Olaf from the platform he's on, and making sure his shield is down, block the laser bolts from the pod on the right. Just as a bolt hits his shield, scarper down the ladder to the exit. Baleog simply needs to walk through the door and use an arrow on the alien.

This level requires a bit more thought, although if you follow the map and keep an eye out for the aliens, it makes life easier. From here on in it's good to get into the habit of venturing forth with Olaf if you're not sure what lies ahead. Olaf's shield will block aliens.

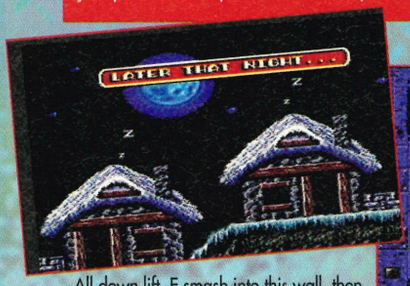


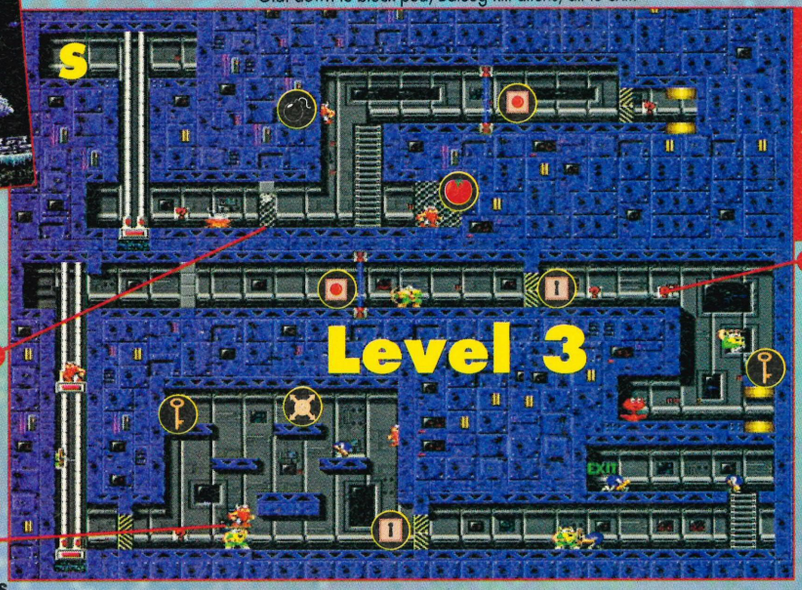
1 Get Baleog to this area, killing both aliens. Now get Erik to collect the two bombs. All three go left to the lift and down to the bottom.

2 Push into the wall shown here, to find secret food. Move Baleog forward and shoot the button. Erik forward to the computer, drop bomb and move away. After computer is blown, take the lift up to the next level, across to the arrow escalator. Shoot switch to activate it.

3 Move Baleog forward from escalator, kill alien then block laser pod with Olaf. Move others half way down ladder then block bottom pod in the same way. Erik, run right and smash wall for steak. Olaf down to block pod, Baleog kill aliens, all to exit.

Level 3



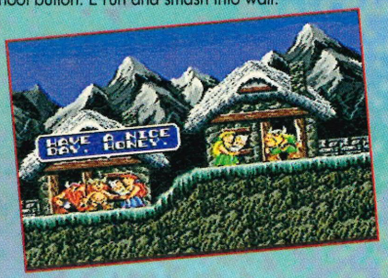


From this point, we'll name the Vikings by their first letter, so Erik will now be sybolised by E, Olaf by O and Baleog by B. Just to recap their actions, Erik can run, jump and smash into walls or enemies. Baleog fires arrows and has a sword, while Olaf uses his shield to block, float and lift his friends to higher places with the shield above his head.

1 All down lift. E smash into this wall, then along and smash into right wall for secret food. Up ladder, jump left into wall for bomb. B joins E, shoot button, all forward to teleporter.

2 O put shield above head and float right to key. Drop down and use teleporter to join others. Use key on lock. B forward and shoot button. E run and smash into wall.

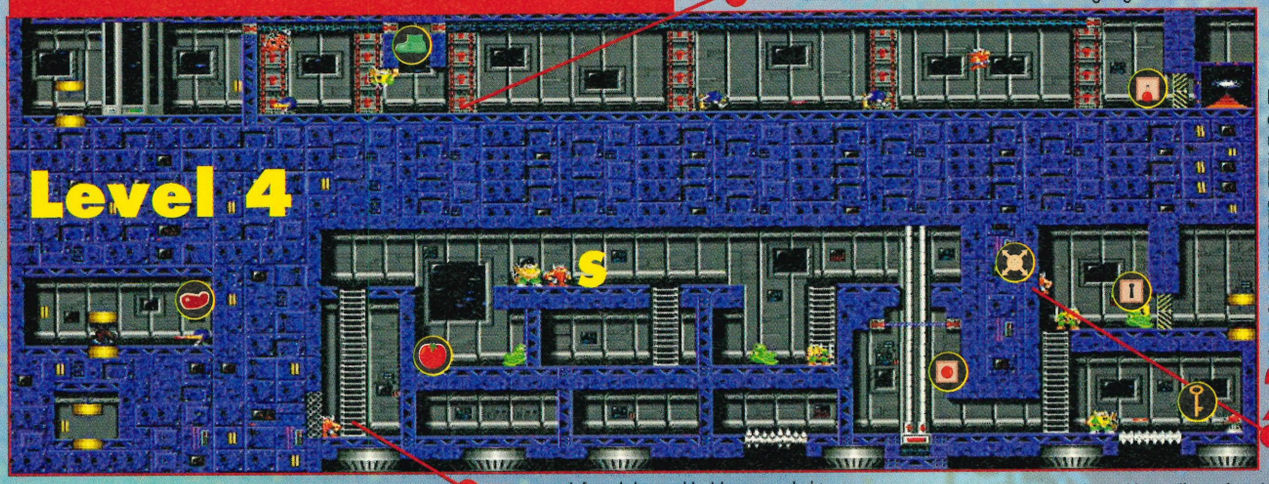
3 All Vikings down lift (ignore secret hole in wall on left of shaft). O forward, put shield above head. E jump onto shield and go up platforms to key and smart bomb. Use smart bomb on alien and drop to key hole. O block alien. B follow and kill, then move to exit and kill the others.





This is the last of the levels in this section. There are plenty of devious secret passages and items to be found along with more challenging puzzles to solve. Taking it easy is the order of the day, with teamwork and some cool Viking nerves needed if you've any chance of reaching the next dimension!

3 O move right and drop under gravity boot to block oncoming alien. B to follow and kill alien. O put shield above head. E to join O and jump onto his shield to get gravity boot. Use and go right, charging aliens to reach and flick switch. All Vikings right to black hole.



B down ladder and kill the two aliens. B and O up right ladder to now waiting lift and descend to join E. O right and block laser pod by spike bridge. E jump over O to get key and jump back; avoiding laser bolts. E up ladder and jump left into wall for secret smart bomb. E can now go back to secret rooms where the teleporters are located and get the steak, using the smart bomb on the alien guarding to upper teleporter. E use key on lock and all Vikings use teleport to arrive at the top left of the map. 2

1 E jump left and descend ladder to reach this point. Smash wall on the left and run right to jump over the spiky bridge. Go up on the lift and walk right to drop by the button and press it.

If you hadn't realised... !

1 Each of the boxes around a map have been numbered in the order they should be read. As the individual puzzles become progressively more complicated, it's important you're not confused about which action you should be performing at any given time.

O move right to this area and stand by wall, ready to block snail. E to follow, collect food above and jump left to get key. Jump right and smash wall, then get behind shield. B to join the others and kill snail. O put shield above head. E jump onto shield and get secret shield item above. 2



E run right and jump the waterfall to get the key on this ledge. Jump up into the wall to get a secret smart bomb. O up ladder and block monsters, while B follows to kill them with arrows (two hits). 1

The Vikings find themselves in another strange and far off land. New dangers await, with some wierd monsters to battle and locked doors to bypass. Erik is vital in this level to find secret items and keys which are otherwise inaccessable to the others.

3 O to go down ladder and block snail. B follow and kill snail. E use key on lock to open door. O forward to block further monsters, with B following to kill them. Open second gate. B to shoot buttons to drop bridges.



Move O up the ladder and place him in front of fire breather here, collecting red key. E to jump above fire breather to access hidden passage. Swap flaming arrow with B. 3

B and O to reach lower draw bridge and cross to join E on ladder. O to the top and trap monster to the left. B to follow and kill. O put shield over head to allow E to reach key. 4





E and B to go up the ladder to the first ledge. O use key on lock and block monster when it's to the right. Now B can go down and kill the monster. O to go right and block rolling caveman. 2

O to go up this ladder, collecting food on the way up if needed. At the top, go right and float down between the fiery ledges to reach the blue key at the bottom. (Leave the steak until later). 1



Things start to hot up as you now find yourself deep underground. There's more evidence of secret passages, but don't be tempted by items that are out of reach. As a rule, whenever you come across a flaming arrow item, immediately give it to Baleog and make him select it. It lasts the whole level and kills enemies with one hit! Watch out for rolling cavemen – they can only be hit when they're standing.

5 E give gold key to O. O open door and block caveman. B kill caveman. O to take shield item on left. O up ladder to block monsters at top with B to follow and kill. E to join and smash left wall to access secret steak. Continue to block and kill to reach exit.



Let's take to the trees guys! The Vikings must use ladders and span huge gaps to find the elusive exit here. There's also an old tree dweller to have a chat with in the top left area, although he's not the friendliest of geezers, but he does give you some help – there again you've got the maps!

B to kill caveman. O raise shield and E jump onto shield and up to this ledge.E to go up ladder, avoid caveman and jump left to smart bomb and old man in tree. **2**

E drop right back to O. Jump right from his shield, go up the ladder and smart bomb the caveman and snail. E to go right and jump over caveman and to top waterfall. Take shield item. **3**

E jump right to ledge and take blue key. Down ladder, take food and go to blue lock. Use key. O lower shield and move right. Down ladder when snail is to the right and block. B to join O and kill snail. **4**



E run right and smash wall to discover hidden steak, then move back to join the others. O up ladder and right to block snail, with B following to kill it. O to go right and block caveman. **1**

All Vikings down the ladder. O to face wall here. E smash into wall. B to kill caveman. **1** Take shield. O down ladder to block caveman. B down and kill.

Back underground for more fiendish puzzles. After reading the third info box, move Olaf right to block the lower caveman and get Baleog to kill him. Baleog can now shoot the button to drop the bridge and kill the last caveman.

O to go right and up ladder to block caveman. B to follow and kill. B and O to go right, up ladder and across bridge. O to block caveman here, B to kill. All Vikings exit at the bottom. **5**





After blocking and killing monster by lava pit, take O to block fire balls from this breather. E to smash into wall. B to shoot button to lower bridge. E down, push left into wall for food. **3**

...After taking the yellow key, use it to open the door to the blue key. All Vikings go back to bubbles and float to the right ledge. Erik jump off shield to reach food above and go down ladders to smash wall and take smart bomb, then run back before being trapped. Use smart bomb on caveman by

O and B right to block and kill snail. E right and jump on ledge above wall, take food. Smash wall, jump right for shield item. O right and block fire breather. **1**

O right from smashed wall to block monster. B follows to kill. O up ladder to block snail on left. B to follow and kill, then shoot blocks on right. Blocks fall to bridge lava pit below. **2**



All Vikings to this wall. E to smash it. All drop down the ledges. O block against bottom wall. E smash wall and B kill caveman. Take food. **3**

B and O right to lava; blocking and killing monsters. All Vikings drop into bubbles and reach left ledge. O left, block wall. E smash wall, take key, down ladder, jump right...(Continued in red box above). **4**

B to this area and take red key, then kill caveman using sword. Move right and use key to drop bridge and kill second caveman. **2**

The Lads...



Erik the Swift is just that. He's the only one of the brothers who can run. His other attributes include the ability to jump and use his particularly hard head to smash into walls and reveal secret items, rooms and passages. He can also crash headlong into enemies and kill them.



Baleog the Fierce is never one to turn down a good fight. His role is to go about and fight enemies with his sword or unlimited stash of arrows. The arrows are also invaluable for tripping switches and buttons, usually to turn off deadly force fields. He also likes to hide behind Olaf's shield!



Introducing old fatty himself – Olaf the Stout. Olaf is the shield man and can withstand any attack from the enemy if his shield is facing it. With the shield above his head, he can also float long distances and provide a handy platform for Erik to reach higher platforms.



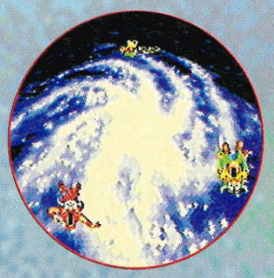
4 B to shoot arrows from here and kill pink monster on right. O up ladder and block monster on right. B to kill. E to take yellow key, drop and take smart bomb, then use it on right monster. O and E to door. O put shield above head. E jump off shield and over to open door... (Continued in red box).

3 E to jump off O's shield and right to red key. Use key and block monster, then kill. Take food. All up ladder. O up next ladder to block monster. B to kill.O and B up ladder to block and kill snail and monster. All go left.

2 O to put shield over head and float to the bubbles. Ride bubbles to the top and drop to next one to reach the right ledge. All Vikings join O.

1 O up ladder and block monsters on right. B to kill. O up next ladder and block both pink monsters on right making sure they can't reach over shield. Kill and take shield and food items.

...Reading the number boxes, Erik should now have used the yellow key to open the door, avoiding the acid from the snail. Now it's just a case of blocking and killing the monsters across the top ledge to finally reach the exit. Be careful not to block at the bottom of a hill, as the dinosaurs can reach over the shield!



SMASH AND GRAB!!



Here again, Erik must use his head of steel to crash into another secret situation. There's a dinosaur guarding the juicy steak however, with Baleog as a brother, he's dogmeat!



After lava has drained, get all Vikings to the ladder below. B to push left into secret passage and use sword from left edge here to kill cavemen and get 3

B and O go up top ladder and kill caveman, take food and then all Vikings drop from this ledge to the cage. E jump left over gap, up ladder and take food, avoiding caveman. Rejoin B and O, then drop right to move up to lava pit. Jump over pit and use red key to drain the lava. 2

A CRASH COURSE!



Erik will have to smash into this fire breather here to reveal a secret room. Get ready to block a hidden caveman before Baleog can move in for the kill. Now it's Erik's turn to grab that secret red key to advance through the level.

Move O right to here, and block fireballs. E to smash into wall here and B to kill hidden caveman. E take red key. O up ladder and right to block next breather. E smash wall. B to kill pink dinosaur and take steak. O up next ladder with shield overhead, to protect from fireballs. B to follow and go up next ladder. Shoot lock on cage to release woman. 1

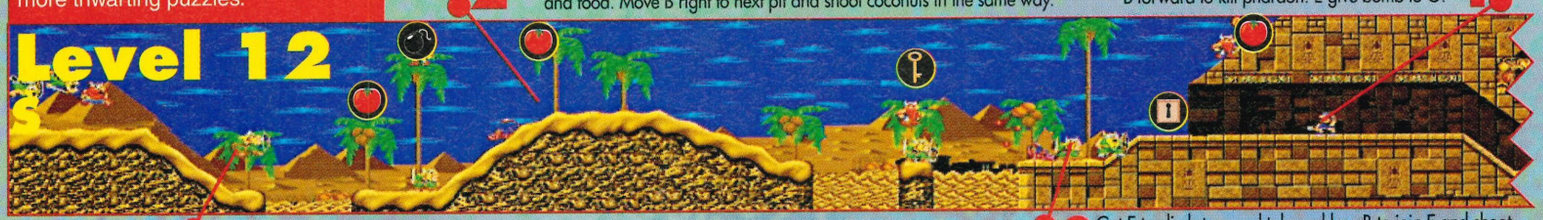
With the two cavemen dead in the secret room, get all the Vikings to the bottom of the ladder. and use Olaf to block the caveman when he's on the left. Baleog can now go down and kill him. All Vikings must now use the bubble lift and drop to the left ledge. Now get Olaf to put his shield over head to protect from falling lava and push the block into the gap. Our hero's can now reach the

4 Move Olaf forward first, with the shield over his head. Fire balls fall from the sky, so be careful not to move ahead too quickly. Push the block into the gap.

Walk like an Egyptian! The guys are now challenging the Bournemouth sun tan of the XS crew as they find themselves in sunny Egypt. This level is really an introduction to yet more thwarting puzzles.

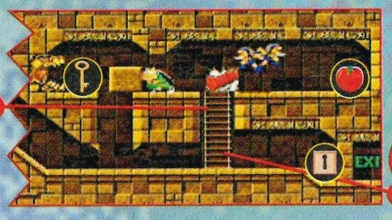
2 B to go right across bridge and attack scorpion with sword. Push forward as you fight to ensure he doesn't take any hits. E to climb trees and take bomb and food. Move B right to next pit and shoot coconuts in the same way.

E right and up to get food. O to face wall. E to open door with red key, then get behind shield. B forward to kill pharaoh. E give bomb to O. 4



1 Move B forward to climb this tree and shoot arrows to the right. Arrows will hit coconuts, which drop to fill the mud pit below and create a bridge.

3 Get E to climb tree and take red key. B to join E and shoot right to hit coconuts. Move O forward and block scorpion. B to follow and shoot. (E can jump forward to draw scorpion if it's not in view).



O to plant bomb here when pharaohs are at a distance, then down ladder. If bomb misses pharaohs, block them to the left and kill with B. O to stand at bottom of shaft with shield above head. E up ladder and jump from shield across to yellow key 5

6 E must dodge the fireballs from the breather and descend the ladder to the lock here. Use the key and all Vikings can now exit the level.

SUPER XS SOLUTION

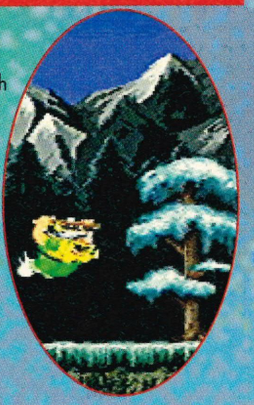


Level 13

This is a tough level unless you're in the know! Luckily we are, and you can complete it quickly by slipping through a secret passage that leads straight to the exit! Loads of buttons and switches need to be activated to progress, but make sure you're looking down or you'll become unstuck.



1 Move O up to the wall here and smash it with E. Move B to others and kill Pharaoh. Move E and O left to safe column as shown. B to join them and shoot left to flick switch.The floor will drop away either side



2 O put shield above head and float down to the left and block fire breather here. B to join O and move right to attack two soldiers. All Vikings to the right and stand by button.

3 Any Viking press button. O drop into shaft with shield above head. Others follow and land on shield. O to move left and block soldier. B to follow and kill. B and E left to pit. B to shoot button and E to quickly go through before the wall reappears.

4 E trip switch on other side of wall to create bridge across spikes,.and press button to lift wall, so the others can join him. B to push right into wall here and kill soldier, then take shield item. All Vikings to follow through secret passage to reach exit.



Level 14

There are some subtle clues to be found here, so be sure to take note of the inscriptions on stone blocks. Once Erik has the red key he can open the exit for the others. There's no real need to smash the bottom wall because we know the switch configuration!

1 O to drop left and flick switch. E jump right and press button, then right again to switch and flip. Talk to man below and jump on rising platform, then ride it to the top, jumping left to upper floor. Avoiding the falling blocks, run left and smash into wall.

2 E to go up ladder and smash into left wall to reveal red key. Ignore right wall as it conceals a huge boulder which kills instantly. Back down ladder.



3 Walk E left off the ledge, pushing right to slow fall. Smash into right wall to reveal passage to start area. Now run left and jump over soldier to grab ladder.

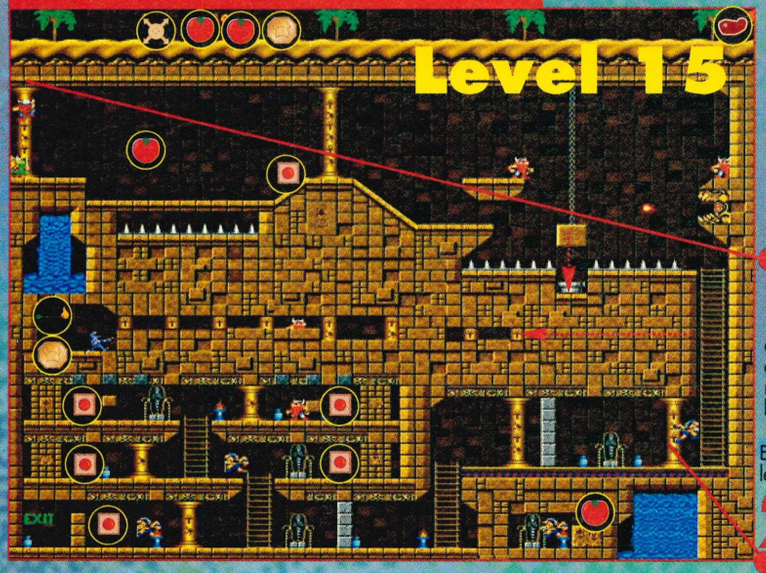
4 From the ladder, climb up into this secret passage to access the top area where you can find a steak and smart bomb. Return and kill the soldier with the smart bomb and go back to the start area. E to carry on down to man he spoke to earlier and to red keyhole.

5 Smash the wall to find out the switch positions which are left and right, "up" and centre, "down". Press button and exit.

6 Get O to this point and drop off with shield over head just as the acid drips. As he falls, flick the shield up and down to beat the acid. Now goright. B to kill soldier. All exit.

Level 15

After box two (below) get Baleog to kill the soldier and Erik to smash the wall. Smash the second wall at the bottom and kill the soldiers by the buttons. With shield above head, Olaf is to press each of the buttons to match the symbols on the stone where the soldier is trapped on the right. The top left symbol is a beetle, top right an ankh, bottom left, scales and bottom right, an eye. Press the button by the exit to drop the



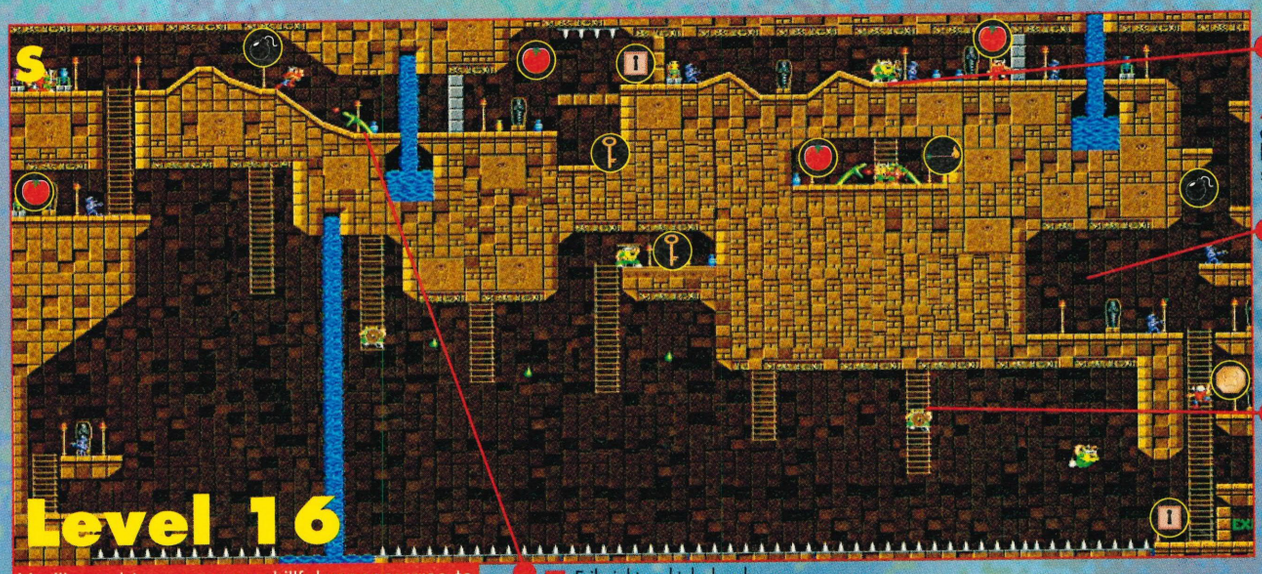
1 E to climb up this pillar to access secret level and items. Return and jump over spike pit. Press button. Jump onto chained block from highest point and avoid fireballs. As block descends, jump right onto top of breather. O right and block fireballs. B follow and shoot chain.

2 E to go down the ladder and jump left into secret passage. Go left and jump over mummy to get shield and arrow, then jump back. B down ladder.



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Level 16

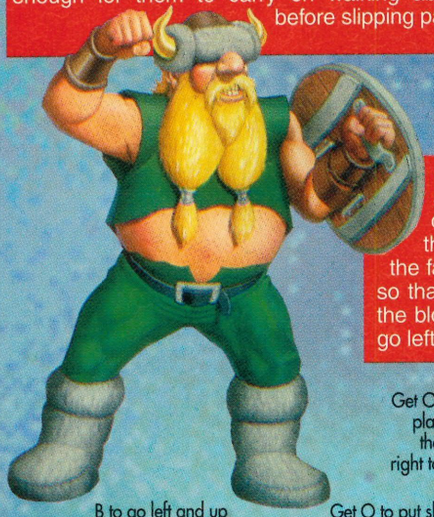
You'll need to use some skillful manoeuvres to exit this level. There's a new peril in the form of ancient mummies, which can only be killed with the sword or flaming arrow. When you're close to them, they'll home in, so move away just enough for them to carry on walking about before slipping past!

1 Erik right and take bomb. Wait for snake to retrack and drop bomb on it. Go right and smash wall and take red key. O to follow and block by lock. Use red key and O will block mummy.

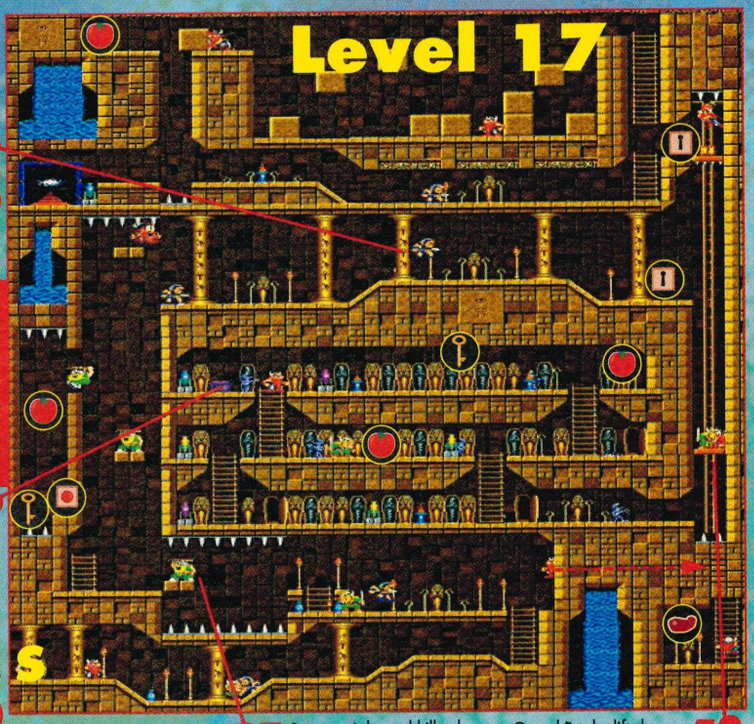
2 B down ladder and kill mummy, then right to join others. Kill mummy with sword as arrows don't work. E to push down here to find secret ladder. Avoid snakes and take arrow and food.

3 O and B to go right, blocking and killing mummies. Use the flaming arrow. E to go right and smash wall. E and B to go down ledges and ladder to reach exit area, killing the mummies on the way.

4 Send O back to start area and down the ladder. Float from the ledge to the right ladder. Go across to get the blue key, then carry on floating to the exit, pushing off from the top of each ladder just after the acid has dripped.



Level 17



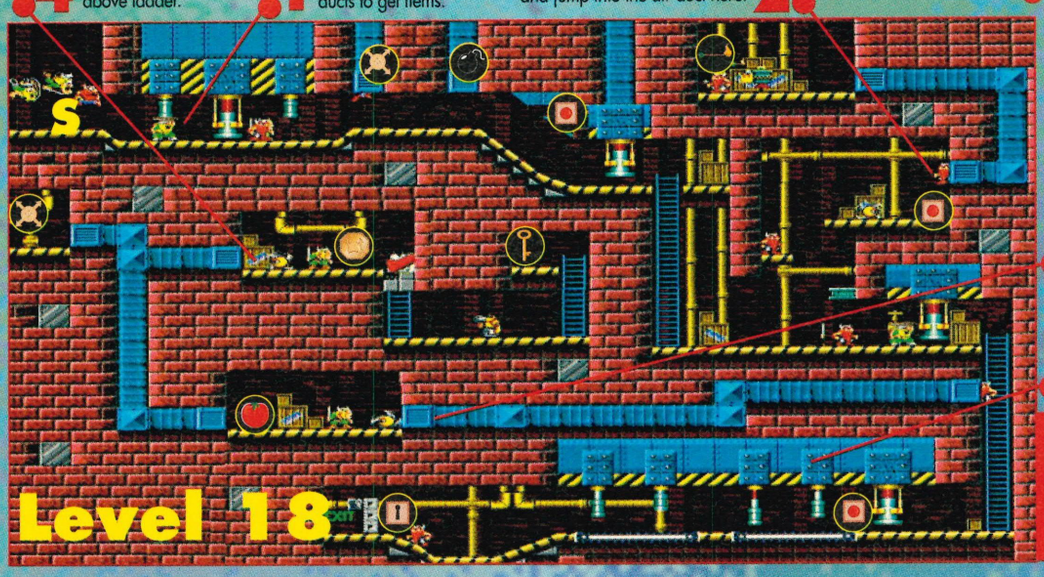
1 B to go right and kill soldier. E forward and up ladder. Jump right into secret passage, go through and down to take steak. All Vikings to revolving platform here and across to the right.

2 Get O to put shield over head and take the rising platform. On reaching the gap to the left, float though, take food and key, then quickly press right to land on ledge. Press the button to drop the wall.

3 O to take platform up again and drop off to the top right level, blocking the soldier. All Vikings follow and B to kill soldier. Block and kill second soldier and use key in lock.

4 O and B take lift down and kill all mummies in the left area. E to follow to take food and key. All Vikings take lift to the top and use key in lock.

After taking the lift to the top area and used the blue key, get Erik to climb up the ladder and drop left into the pit. Get him to the left and avoid the falling blocks. The blocks will build up so that Erik can jump up to the left. Push the block into the shaft. B and O can now go left, kill the soldier and exit.



Level 18

1 Get O to put shield over head. He can now block the smaller pounders and help E to get past all three and jump into the two air ducts to get items.

2 Get B to shoot button on right. All Vikings right and down ladder. E to jump from shield to moving platform. Smart bomb spinny thing and jump into the air duct here.

3 E to go through duct and up; avoiding alien and grab flaming arrow. B down ladder and push left into duct. Go left and kill spinny from edge of duct.

4 B to go left and up duct to reach this room. Kill spinny and take shield item. E to follow and drop bomb on blocks above ladder.

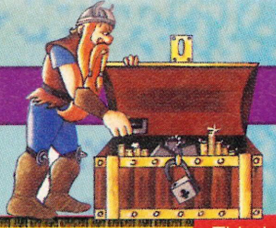
5 Go left to get smart bomb and use it on robot. Up to take key. All Vikings to this area.



When the threesome are at the bottom area, get Baleog to shoot the left button to stop the piston. All Vikings must then avoid the other pistons and ride the conveyor belts to the left lock. Use the key and discover the exit!

SUPER XS SOLUTION





Level 19

This level is fiendishly clever! A new medium is introduced here in the shape of cranes which operate magnets. With his shield overhead, the magnet can carry Olaf to inaccessible areas. Flip the shield down to drop from the magnet and up again if you need to return.

Move E and O to this crane. O put shield above head. E magnetise him and put him right to drop and quickly press button, then lift him again and drop him to the left. **2**

E into crane and lift this block, move it left and drop it on the pressure pad. Exit crane and go right to first pole. Climb pole to secret room and smart bomb. **1**

5 O to put shield above head by crane. E carry him across to left. Drop from crane and float over spikes to exit. O right and press button to turn off force field.

4 E to jump across to this duct and smart bomb the robot on the left. Take steak and continue up springs to top. Smart bomb spinny and alien. All Vikings to the top area. E left to crane.

3 All Vikings to this area. Put B on seesaw and E to jump on other end. Jump up springs to this duct and take smart bomb.

Level 20

The object of this level is to locate four objects and place them in their relative position at the start area. Olaf can protect himself from the flying robots bombs if the shield is above his head.

O up lift to the top here, with shield overhead. Left to platform and over spikes. Float over next set of spikes and press button. Left and use tools to fix machine. **4**

B to this area and take platform to shoot flying robot on the left and red furnace pipes on the right. Drop to conveyor belt and kill spinny, then right to get potion. E to follow and climb pipe to get smart bomb. E left and climb pipe to get bomb and food. O take small block from machine. All Vikings to take lift down to start area and place objects in the machines. Right to exit. **5**

E go left and slip past the blades in this room. Take battery and go back to lift. O and B join E and go back to start area. B give tools to O. **3**

B take lift down to this duct and stay inside. O right and float down shaft, take lift up and walk off in to the duct. O right and block robot. B right and up, kill spinny and take arrow. Go back and kill robot. **1**

B back to room which had arrow. Right through duct to this area. Shoot arrow and kill robot. Left and take food, then up and find tools. Take tools and rejoin O. E take lift down. **2**

On placing the block in its machine, you'll be given a set of batteries. Place them in this machine to open the gate to the exit. **6**



Level 22

From secret room, get E to jump right onto spring and smart bomb spinny on left. Take the bombs. Go back down and smash left wall to find secret food and bomb. B to take them. All Vikings to seesaw. **2**

E right and up ladder to this area. Right past piston and take bomb. Jump left and drop bomb over machine to blow it. Jump onto spring to right platform and go right into secret room. **1**

Plenty of teamwork is needed here to reach dizzy heights from a seesaw. Erik can jump on the higher end to launch a brother into the air, but you must quickly select the other Viking if he needs to go in any direction. Don't forget to put Olaf under the pistons with his shield up to keep the others free from their squashing action.

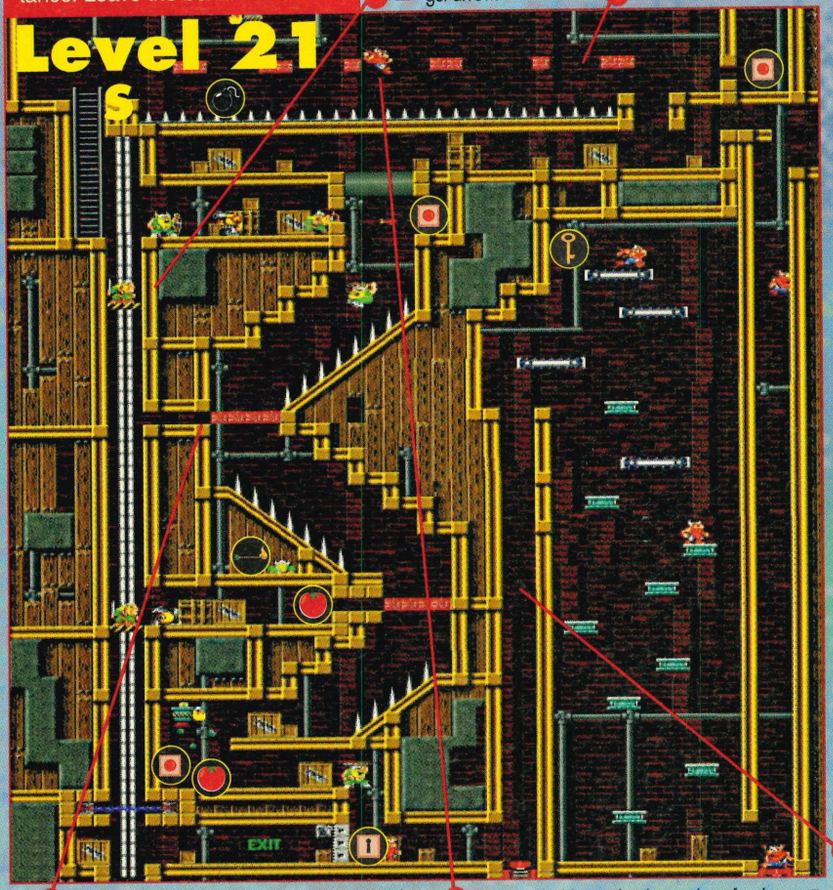
E right to get bomb. All Vikings up lift to top. E right and smash wall for secret food. All go left and E drop bomb on blocks here. Drop to cannon and use bomb. B shoot switches from left floating platform. All exit. **5**

B back to seesaw. E get onto platform and reach top right ledge. Jump over machine and drop bomb. All Vikings to seesaw. O block robot on right. E bomb robot. **4**

3 O to walk on seesaw. E jump on high end. O get on floating platform and face left. Get B onto the platform in the same way, facing right and shoot the buttons.

Level 21

This level introduces yet another little trick the Vikings can perform to advance. By shooting an arrow in the direction of another Viking, it's possible to select the direction the arrow will travel, keeping it on screen, so it'll travel a further distance. Leave the bomb for Olaf.



1 Get O down the ladder and block the robot. B down lift here to the next floor and kill spinny on right. Take food, shoot bricks through gap and climb pipe to get arrow.

2 B get back on lift and go up to gap on right and shoot all bricks. Back up to the top and shoot robot, then go right and shoot button.

3 B up ladder and right to edge of spike pit. E to jump across brick bridges to far right button. B shoot arrow, quickly press the L button to switch to E. Screen follows arrow to target.

4 E left and drop, then go right and drop to land on spring at the bottom of the shaft. Push left to go through gap. Go up platforms and conveyor belts to red key. Go left and drop into second shaft.

5 E go left to red lock and exit. O raise shield and go up ladder. Go right and drop, gliding down past spikes. Use bomb to kill flying robot. Take food and press button, then exit. B take lift to bottom of shaft and exit.

Key


The tomato indicates food items. On collecting and using them, you'll be awarded one health point.


The steak gives you two health points. Food can only be used if points have been lost by a Viking.


The shield item basically gives you a credit health point which can be stored even if your health is to the max.


Bombs can be dropped at any point and blow things up! Keep your Viking away from the blast or he'll be hit.


This is the smart bomb. It can be used to take out any enemies that are on screen at the time of its detonation.


The flaming arrow can only be used by Baleog. It will take out an enemy with one hit.


Amazingly the keyhole is where you place a key to activate it. You can only use the same colour key as the lock.


Keys of any one colour can only be used in the locks of the same colour. Simply use it near the lock you wish to open.


Gravity boots can be donned to enable a Viking to walk in a gravitational field.

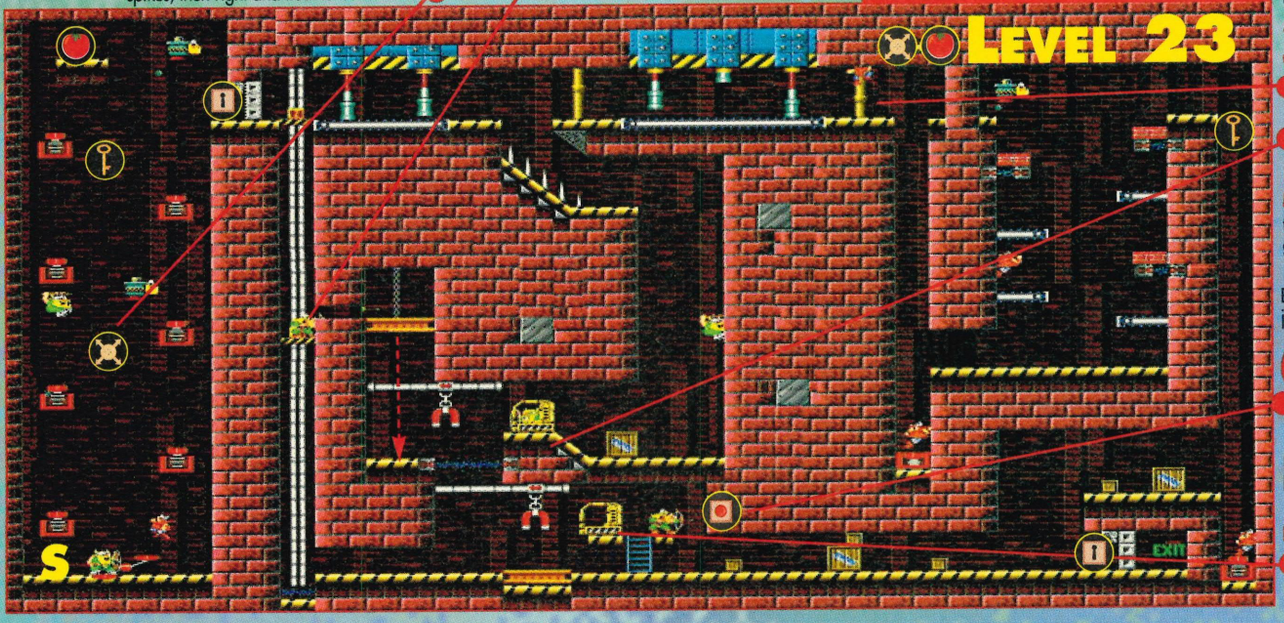

Buttons can be pressed by any Viking, or shot with an arrow from Baleog. They usually activate something


Switches act in exactly the same way as the buttons. Flip a switch to open doors and activate.


The target symbol acts like a button, but can only be activated by a shot from

Level 23

There's two cranes on this level which have to be used by Olaf and Erik to move a steel girder around. E rik will have to jump into long shafts, but there's a spring at the bottom to break his fall. Stay to the centre and ensure you hit it.



1 O walk onto seesaw. E jump onto high end. O bounce up springs to smart bomb and use it on flying robot. Bounce up to red key, then right to lock. Use key and raise shield to go past pistons. Drop right and float past spikes, then right and float to bottom.

2 Get B to bounce up the springs and right to lift. Take lift down to this point and shoot arrow through gap to break chain and drop girder. Up lift.

3 Get E to bounce up springs and reach B. E right past pistons, jump over gap, right past pistons and climb up pipe here. Right to ledge and use smart bomb to kill flying robot. Drop through gap into shaft and bounce right from spring to ledge. Jump up platforms to right ledge.

4 E to jump right into shaft and take blue key. Bounce left from spring to ledge. Left and down to lock. Use key. Now go left and enter crane here.

5 O to enter the crane here. Move magnet left and pick up girder. Drop girder through force field. E pick up girder and drop it into pit.

6 B go down lift to bottom. Go right to join E. From ladder, fire arrow right to hit button and switch off force field. O exit crane and drop left. All right and exit.



You need to use the cranes again to move girders, enabling our lost friends to access out of reach ledges. Be careful when going past the pistons as you're on a moving conveyor belt. Any rash movement will probably leave you for dead.

Level 24



1 E up ladder and jump left to girder. Jump left to spring and bounce up to crane. Smash wall on left. Move girder to right. Jump onto girder and right to ledge. Take bombs and use one against right wall.

2 E drop through hole and take steak and bomb. Bounce up off spring and make his way back to the others. Right to crane. O up ladder and left.

3 E to move girder right. O drop left to girder. E move girder left and O drop left to spring, then bounce up to top crane. Raise shield and float between electric beams, taking red key. Drop to red lock and use key.

4 E to go left and join O, then smash left wall. Take arrow and use bomb on floor above ledge. Right and give arrow to B. O drop down ledges and block robot here. B follow and kill it.

5 O raise shield and go right. Float into duct on right and take smart bomb and food. Down duct and take shield. Return and go left past pistons, then glide over spikes and smart bomb the two spinnys.

6 O left to lift and up. Press button. E and B to join O. All down lift. B shoot end of blades to knock them out, this may take several hits. B right and stand on seesaw. E jump on high end. B onto platform and shoot through gap at red valves.

From the seesaw and after Baleog has killed the flying robot at the top right, make him turn left and shoot chain through gap. He can now bounce over to smart bomb. Left to smart spinney and take blue key. All Vikings go to bottom furnace. Baleog shoot furnace and all exit.

Level 25



1 Get E to go left and up the lift to the top. Jump up into the duct and move left to take a torch. Go back to the start area and light the furnace on the right. Now go left, up ladder and across to crane here.

2 E to pick up block with magnet and drop it into the machine. Take the tools and rejoin the other Vikings. All take lift to the top.

3 Use the tools on the machine at the top of the lift shaft. B to drop through gap and move right to kill spinney with sword. Right and kill second spinney. O drop through gap and down duct, then block robot on right.

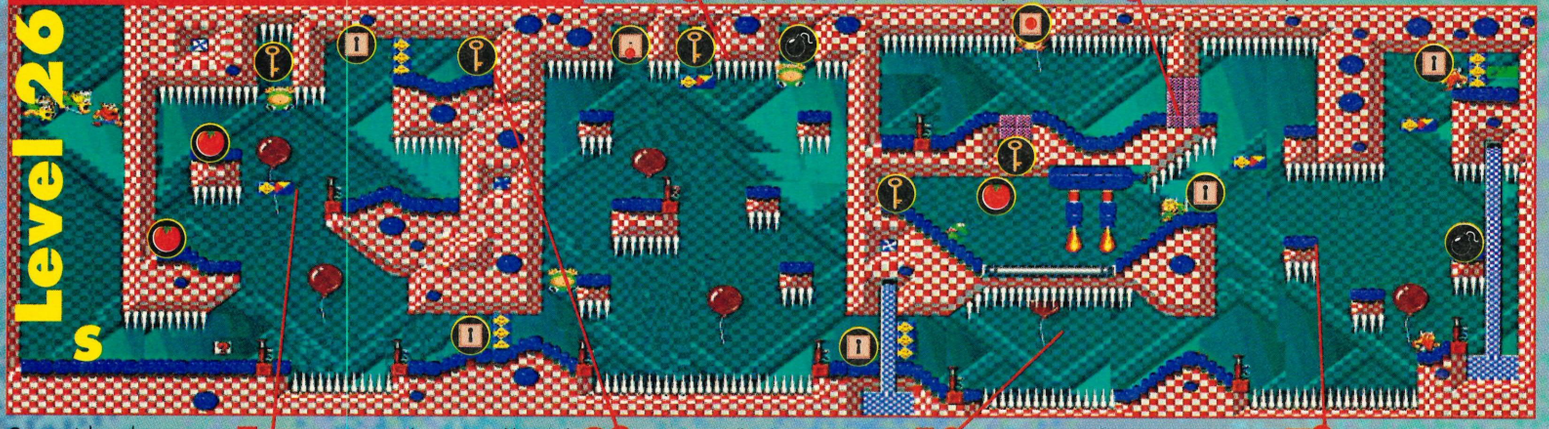
4 B to join O and go right to take and use arrow. Kill robot. O right and block robot. B to follow and kill. Take steak.

5 All Vikings up to seesaw. B stand on it and E jump on high end. B bounce up springs to floating platform, then shoot flying robot.



This level introduces a new mode of transport for the three musketeers. Move up to a pump and inflate a Viking to enable him to float about for a limited time, but beware of spikes everywhere, or he'll pop his cork instantly!

Level 26



1 O to go right and use pump to float up to the first ledge on the right and block monster. B to follow and kill. O raise shield, use pump as platform comes down.

2 Float up to red key and deflate just before he hits spikes. Float back to pump. Float up to lock and use key, then push right to take blue key.

3 O to glide left and down to blue lock at bottom. Use key and use pump to reach next pump. Float up to top switch and flip it, then quickly deflate and glide right to platform. Ride up to yellow key.

4 From yellow key, ride down to pump and float over to the right to take bomb. Glide to yellow lock at the bottom. Use pump and deflate half way through this section to glide to the right, missing the spikes.

5 E and B to use pumps and ledges and join O. B to go right, use pump and float up to lock. Shoot left at red valves of torches. Go left and kill monster, then take red key. Use key on lock. O and E join B.

6 O give bomb to E. E drop to floating platform and drop bomb by left wall here. Left to pump and float up to press button. Take blue key. All Vikings to reach bottom right pump. Float up to platform. E use blue key. All exit.

Level 27



This level is on the large side, but is reasonably quick to complete. There's three secret rooms to discover, but it's advisable to ignore the last one as it's guarded by an acid spitter!

4 E right to conveyor belts. Jump up to right ledge. Take blue key. Right and drop to secret passage. Take shield.

5 E make his way to this area. Use bubbles to reach lower right ledge. Ignore the secret room. Jump right to ledge by the ladder.

6 E jump right from ledge to ledge above exit. Drop right and use the blue key on the lock. All Vikings right to the exit.

1 O raise shield and drop into pit on right. B right, up ladder, left and drop to platform. Up and drop between first and second targets on right for secret passage. Kill monsters and take flaming arrow.

2 B left to platform, shoot all targets and drop right to ledge at top. Kill monster, take bomb and red key. Back to start and use key on lock. O glide over spikes, pushing right to reach ladder here, then right again to platform and ledge. Go to ladder, right to lock.

3 B left and drop. Use bomb, drop and shoot target. Drop, kill monster, shoot chain, drop steering right. Drop steering left. Use teleporter. Right to ladder, right to spring, right to O.

PASSWORDS

2 - GR8T	12 - QCKS	25 - V8TR
3 - TLPT	13 - PHRØ	26 - NFL8
4 - GRND	14 - C1RØ	27 - WKYY
5 - LLMØ	15 - SPKS	28 - CMBO
6 - FLØT	16 - JMNN	29 - 8BLL
7 - TRSS	17 - TTRS	30 - TRDR
8 - PRHS	18 - JLLY	31 - FNTM
9 - CVRN	19 - PLNG	32 - WRLR
10 - BBLS	20 - BTRY	33 - TRPD
11 - VLCN	21 - JNKR	34 - TFFF
	22 - CBLT	35 - FRGT
	23 - HØPP	36 - 4RN4
	24 - SMRT	37 - MSTR

Level 28

Phew! It's starting to get tough out there. This candy world level has a selection of switches which operate the position of individual platforms. The movement of these platforms can get Vikings across huge spans of spiky hell, but flip the wrong one and they'll be skewered like a Kebab!



1 E jump onto spring and bounce up to switches. B and O drop left and go right. E flip middle switch. B and O right to end of ledge. E flip left switch. B and O right to end of ledge. E flip middle switch.

2 O to glide right, take food and bombs. Block monster. B to follow and kill. E drop right on to platform, ride down and jump right and take blue key. Jump right to switches. Flip left and right switches. B and O right to edge of platform. E flip middle switch, right and jump to spring. Bounce right to ledge.

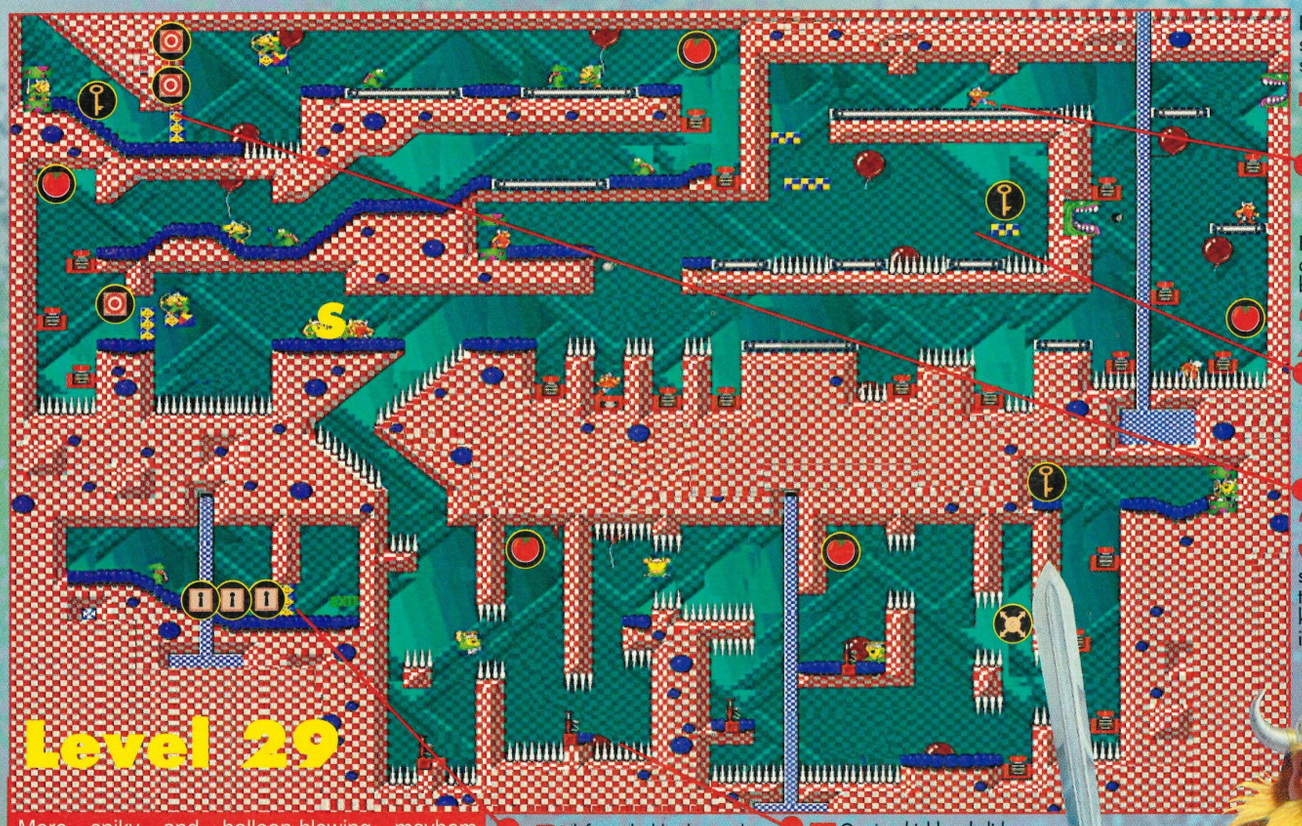
3 O and B right and drop. O use bomb on green blocks. Raise shield and drop, pressing button. Glide right over spikes. B go right to switches.

4 B flip middle and right switches. E right to end of ledge. B flip right switch. E right to end of ledge. B flip left switch. E right to lift and down one floor.

5 B right to lift and down one floor. O right and glide to lift. Up lift two floors. Right and glide through electric beams. Take red key. Press button.

6 E down lift and give blue key to O. O left and drop into bubble. Float up and use blue and red keys on locks. All Vikings to O and exit.





Level 29

E jump right over spikes to spring. Jump right across other springs to waterfall. Bounce up to highest conveyor belt, avoiding the eight balls. Jump left over spikes to the long belt here. **1**

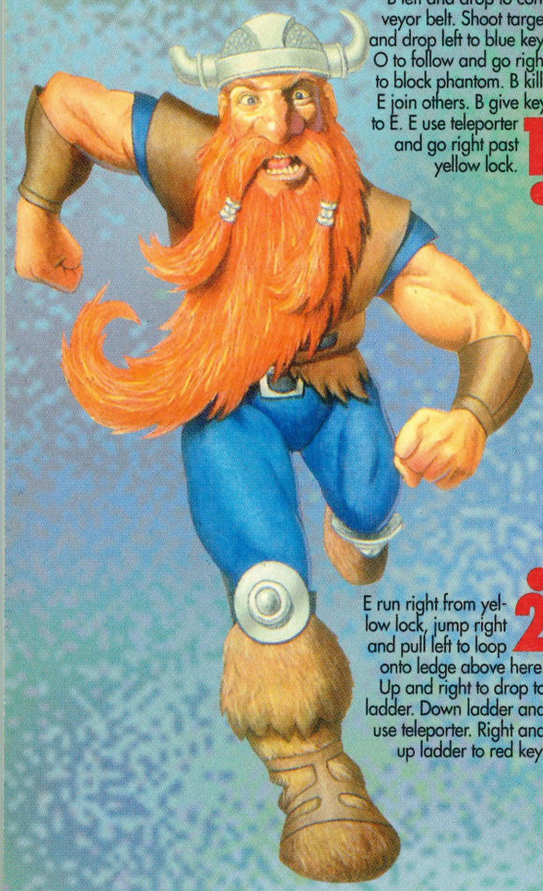
E jump left to platforms and down to conveyor belts at the bottom. Jump over spikes to red key. Jump left across belts and over large gap to teleporter here. **2**

B drop left to moving platform. Shoot target through gap. Left and bounce up springs to food, then steer right to ledge. Move right and up; killing monsters. Go left to moving platform and shoot targets. **3**

More spiky and balloon-blowing mayhem ensue. The exit is shielded by a wall which can only be dropped after each of the Vikings find a key to unlock the three locks. The teleporters all materialise the Vikings by the exit, but there's no way back. Only teleport after you've found the

B left to take blue key and use teleporter. Go right and kill monster, then use blue key on lock. Now get E to use his teleporter and use red key on lock. **4**

O raise shield and glide right over spikes. Down to this pump and use it. Float up and right, deflating just before hitting spikes. Use pumps and springs to go right and take key. Teleport and use key. All exit. **5**



B left and drop to conveyor belt. Shoot target and drop left to blue key. O to follow and go right to block phantom. B kill. E join others. B give key to E. E use teleporter and go right past yellow lock. **1**

E run right from yellow lock, jump right and pull left to loop onto ledge above here. Up and right to drop to ladder. Down ladder and use teleporter. Right and up ladder to red key. **2**



Level 30

After Baleog has shot the target by the eight ball monster, get Olaf down the ladder and block the small monster. Baleog must follow and kill it. Now Erik must go left into the long shaft, drop to the spring and jump up the platforms to the teleporter. Get Olaf down the ladder and right to wall. Give blue key to him. Now he can open the gate to the exit.

E back from red key to use teleporter. Jump onto ladder and go to top, then push left to drop to next ladder. Use the moving platfroms to reach the top left ledge. Left to teleporter and use. Right to locks. Use blue and red keys. **3**

E to take yellow key. Steer left to bounce off spring. Drop to lock. O use teleporter, right to lock and raise shield. B use teleporter, right to spring, bounce to land on shield. O carry B right to ledge. B onto ledge. E give yellow key to O. **4**

O left to lock and use key. Glide past spikes, past hand pounder and bounce off this spring to ladder. Up next ladder and face right with shield down. B right, drop to spring, on to ledge. Shoot blocks and target. **5**



Pump it up! Amongst other things, you'll need to float all over the place, avoiding spikes, chocolate lakes and phantom Baleogs! His alter ego attacks with arrows in the same way, so make sure they're blocked by Olaf before the real Baleog can move in and take out the imposter.

7 O go right and block phantom. B follow and kill it. E right to red lock and use key. All Vikings down, use pump and left to exit.

6 B shoot left at target. All Vikings use pump to spring. Deflate and bounce left to moving platform. Drop to other platform and left to ledge. O block phantom in pit, B to follow and kill. E drop and use pump to float left through spikes. Take red key. Deflate. Others, join him.

5 E to use pumps and float up to yellow lock, use key. Go left and drop to pump, use and float up to spring. Bounce to ledge. O join E and lower shield. B to follow.

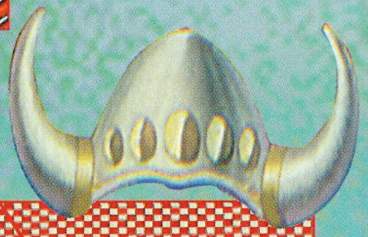
4 E use pump to float up to B. Jump up, take blue key and bomb. Use key on lock. Jump right and use pump to reach the clock here. Push block left off ledge and drop down to take yellow key.

3 O go right and glide over spikes to red key, steer left to ledge. Make your way up to red lock here and use key. E to join O here.

2 All Vikings left to this pump. Float up to next pump. B use pump. Float up and right to ledge. Right and shoot target. O float up to food and shield, deflate and glide right. Drop down to pump. Drop again.

1 O raise shield and all Vikings go left over bubbles to this spring. Bounce off wall above and press button. O lower shield and block phantom. B follow and kill. O raise shield.

Once Olaf has reached the top area and is blocking the barrage of eight balls, get Baleog to follow and smart bomb the strange arm alien on the right. Baleog can now go right to press the button, deflating halfway across to avoid getting spiked. All Vikings can now exit.



2 E to go left from ladder, down, flip switch, take bomb and go up to food. Jump left to wall and drop bomb against it. Left and drop. Jump up and flip switch. Right and drop to lower switch. Wait.

5 B and O use pump and float up and right to next pump. O drop to moving platform and block phantom. B follow, shoot target and kill phantom. O right, raise shield and use pump. Take blue key; deflating before hitting spikes.



3 O raise shield. Use pump and float left. Fan blows him down. Float left to pump. Use pumps to float up to red key, then glide down to lowest fan. E flip switch. O use pump and flip switch.

1 E and O use pump and float left to next pump. E use pump and float right against wall into secret passage. Take bombs. Drop to pump and float up to ladder above.

4 O float right to rejoin B. O go right and use pump to float up to red lock, use key. Glide right to access secret passage. Take items back to B.

6 O and B go left and back to pump above start area. O use pump with shield over head, up to lock, use blue key, float left and up springs. Block eight balls from ledge.

SUPER XS SOLUTION



Level 33

3 B shoot right at bricks through gap. Float up to conveyor belt and shoot target. Drop and kill arm bandit. Right and shoot chains.

2 O flip switch and go left to wall. E stand on seesaw, give smart bomb to B. E join O and smash wall. O stop wall falling with shield. B left to arm bandit and smart bomb. Use pump and float up to next pump here.

1 E run right and smash wall for flaming arrow. O stand on seesaw, E jump on high end and O left up to ledge, raising shield. E jump from shield to smart bomb. E and O back to seesaw. E catapult O and glide left to switch.

4 B back to seesaw and drop to button. Turn right. O to follow and press button.E flip switch and go to the bottom left area to take bomb, Use pumps to float up to blue key. Use bomb against wall.

5 E go back to where bomb was, right and up springs to red key. Up springs to lock and use key. Push block right to button. O drop shield and go right to block phantom. B follow and kill. All Vikings right to teleporter.



You'll need to perform some tricky actions as our heroes descend on the lift. Get Baleog to shoot the target on the left, then get Erik to jump right onto the ledge, quickly up to yellow key, drop to spring and left to use key in lock Drop to moving lift and get Baleog to shoot the target! Scary stuff!



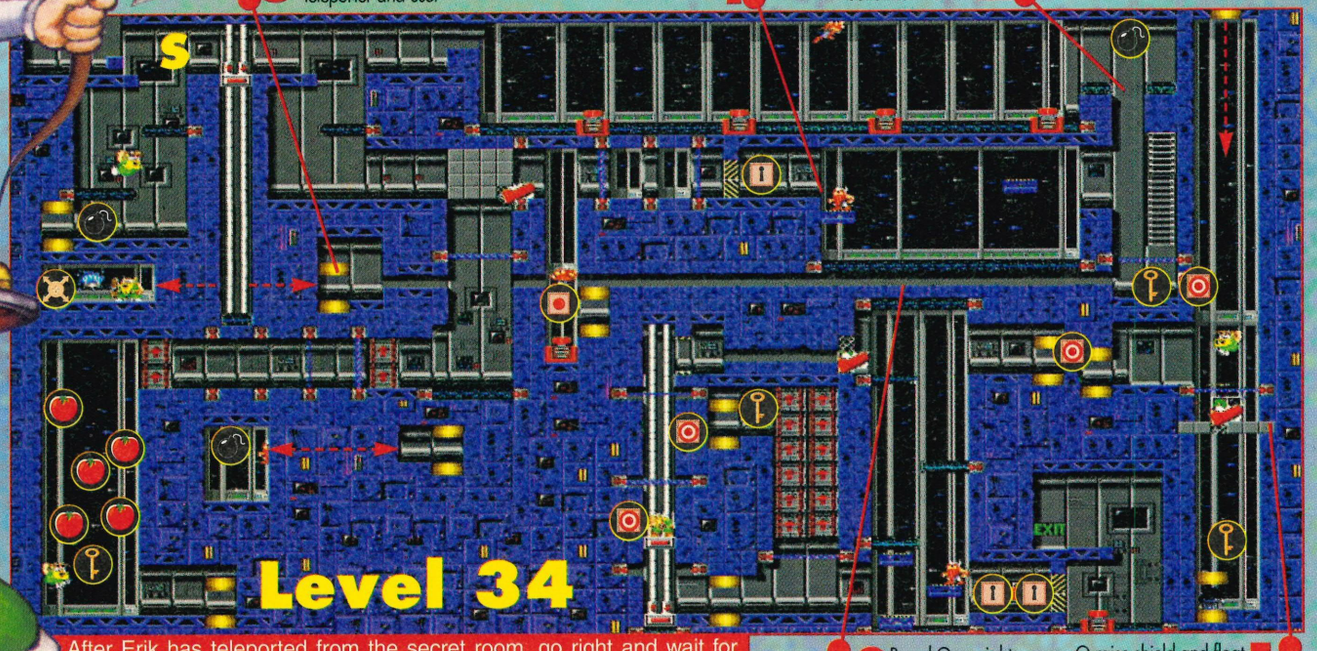
Level 34

5 E use yellow key and slip past the electric beams, pausing for them to go off. Jump to wall and use bomb. Drop left and down to press button. Bounce to teleporter and use, take bomb, go right through secret passage to teleporter and use.

4 E down ladder to yellow key. Up ladder again and jump right to this area. Use the moving platforms to reach the left lock.

2 O use teleporter and blue key, then lower shield. E jump over gap and bounce along springs to bomb on right. Drop down shaft and steer right to catch ladder. Down to bottom of ladder.

6 Use the teleporter and go right to ledge. Stand on the platform. B turn left, O raise shield and E go right to press button. Wait for platform and drop.



After Erik has teleported from the secret room, go right and wait for the floating platforms. Jump up platforms to wall on the left. Use bomb. Get to teleporter on right and wait. Now Baleog can teleport and go up the lift, shoot the targets and shoot arrow right through gap. Scan to Erik so screen follows arrow to button. Erik use teleporter. Olaf right and use teleporter, right and raise shield. Erik jump off shield to arrows. Float up to blue key then teleport. Olaf get to red key on left, avoiding food and teleport. All get to locks by exit and use keys.

3 B and O go right and down lift. O left to block alien and B kill. Take smart bomb, go right and shoot arrow through gap. Press L button to scan to E.

1 O raise shield and float down between laser beams. Take bomb and use teleporter. Glide down and drop bomb on computer, glide left. Down past blown computer, take blue key.



Level 35

O glide down to spring. Get red key and bounce to teleporter. Press button and teleport. Take blue key off B. E use teleporter below and jump to higher one. Use and jump left over beam. Use bomb which drops to wall. Use teleporter. **5**

B down ladder, left and drop to moving platform. Shoot target. Go down ladders and kill aliens. Take food, go down and take blue key. Teleport. **4**

B drop to shield and shoot target. Teleport and go left and drop to spring. Bounce to switches. Trip middle and right switches. Right to teleporter and use. **3**

Get B and O to join E, with B taking arrows. O drop and block alien. B follow and kill. O use teleporter, left and drop to ledge below teleporter. Raise shield. **2**

E use teleporter, jump over spikes to button. B follow and shoot arrow, then press the L button to scan to E. Take bombs and drop right. Smash left wall for arrow. Right past beams and use bomb on blocks. **1**

Erik must now jump up onto teleporter to get bomb. Go to arrows. Jump straight up and push down left to drop through arrows. Use bomb on computer. Back up and right. Use the same method to drop through arrows on right. At bottom go left, avoiding fireballs. Wait between beams. Up left side to yellow key. Up and teleport. Give key to O. Jump from shield to press button.

Level 36-1

B float up arrows and right to lock. Turn left. O up, arrows to first ledge on left, floating over scorpion, left to wall then turn and block. B shoot left. Press the R button to scan to O and follow arrows until scorpion is dead. **1**

4 B take and use shield. Float up and kill scorpion on right. Take yellow key and use it up on lock. All Vikings to join B and exit.

3 E join others and go right, taking blue key. Left and drop to floor. Right, bounce off spring and climb this ladder. Use blue key. B to spring across to the arrows and kill scorpion.

2 Follow the same action to kill the upper-left scorpion. O join B, taking food. B go left and take yellow key. Use it on lock and take red key. Use, block and kill scorpion here.

E run right until second robot is on screen, then dive back behind shield. B kill robot. B and O right to lock. E smash left wall of pit for food. **2**

The penultimate level is split into three parts, so be careful not to kill any Vikings as you go straight back to this part. Scorpions are all over the place and you'll have to take on the furthest one, hand to hand with Baleog. One hit from its sting takes an energy dot. Push into it as you fight with the sword.



All Vikings float up through beams to blue key on left, then across to lock. Use key. O block and B kill flying robot. **1**

O raise shield and bounce left to flying robots. B follow and climb ladder. Kill robots with sword. O use key. B down ladder when robot is on right. Up small ladder, kill robot. O follow and glide to blue key. **4**

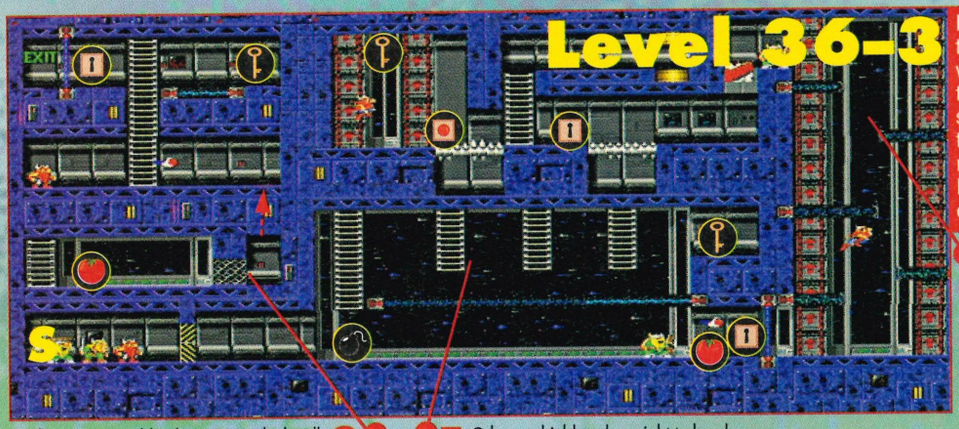
Level 36-2

Flying robots are back in force and with no smart bombs to use, you'll be taking on these guys in the same way as the scorpions. Don't forget, Olaf can protect with shield overhead.

E take yellow key and join others. O block against door. B kill flying robot. O up ladder and drop to spring. Down shaft and left to red key. **3**



Level 36-3



In this section, you're teleported to a room with apparently no way to escape. Erik must smash the wall from the other side to release his brothers. Erik can get the key to open the exit.

2 E use key and all Vikings float up here, avoiding beams, to the left ledge. O use bomb on blocks. E jump down, over spikes twice, pressing button.

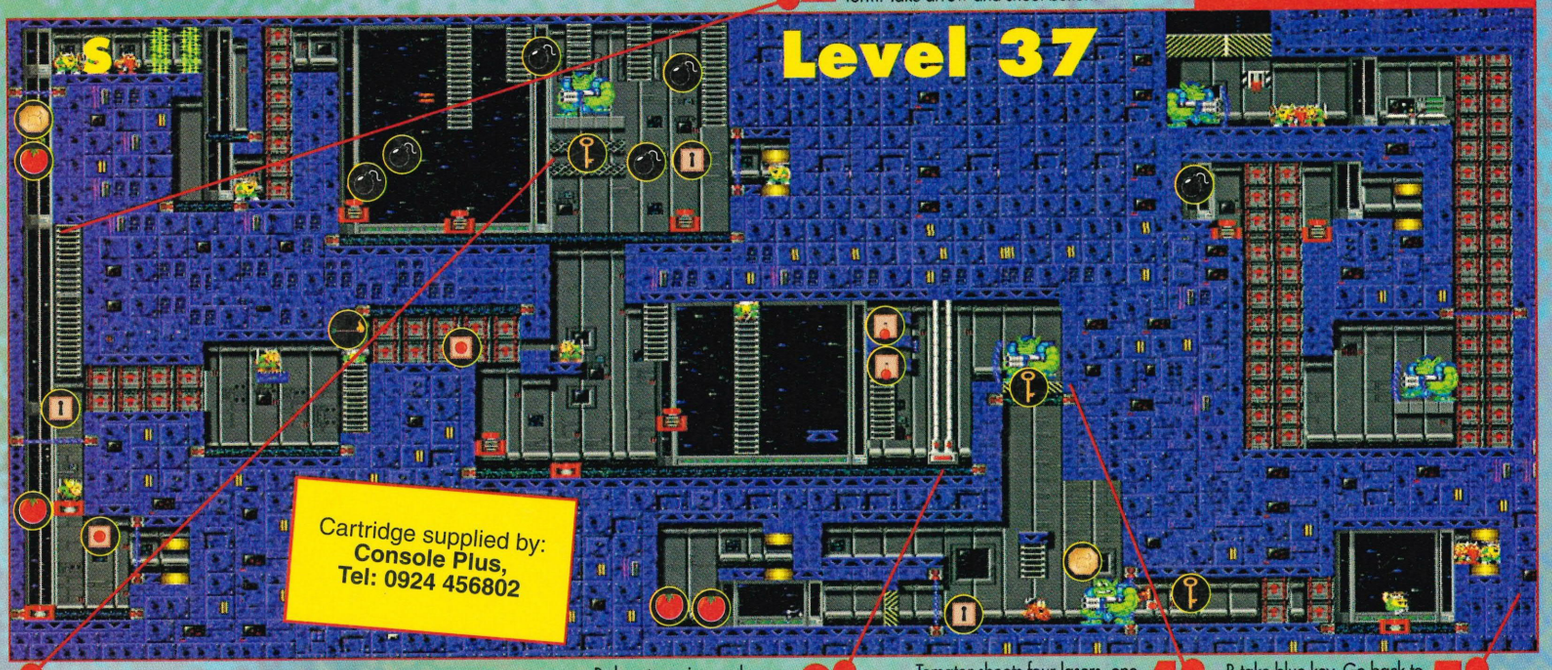
OK, are you ready? E jump off, shield up to teleporter and use. Wait for Tomator to walk right, then ram him into electric beam. Jump onto ladder to avoid lasers, then get close to him when he bombs. Continue to ram him. Take red key and use. Right to button. B shoot, Press L to follow arrow to button. All Vikings right to teleporter and use. O lower shield and get bomb on left. Down through arrows, right and up, gliding left to drop bomb on Tomator, drop and face right to block him. E and B join O. B shoot arrows to destroy shield, then E ram Tomator into arrows (takes several hits). O up arrows to left ledge, block Tomator. E and B follow. Shoot and ram Tomator. E flip switch. Tomator is sucked out!

3 E float up to get blue key. Use on lock. All Vikings up to teleporter and use. E jump up into secret passage. Jump over arm bandit and down secret ladder on left. Smash wall on right here Block and kill bandit, up to key.

1 O lower shield and go right to bomb. Block arm bandit. B follow and kill. E up ladder and jump across ladders to red key. It's best to climb to bottom of ladder, jump straight up and steer across to ladder.

2 When Tomator falls, glide down and take yellow key, right to bomb and use key. Teleport. B drop left and grab this ladder. Right and drop to moving platform. Take arrow and shoot button.

Level 37



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1 O glide down, and ride arrows up to ledge. Get bombs, then spring to ladder. Wait for lasers, then climb up, right to next ladder and drop bomb on Tomator. Quickly go right to bomb and back after lasers to drop another bomb, wait for one second and drop a third.

3 B drop to spring and across to ladders. Climb tall ladder to top and drop right to small platform. Right to ladder and up. Drop right to this lift .

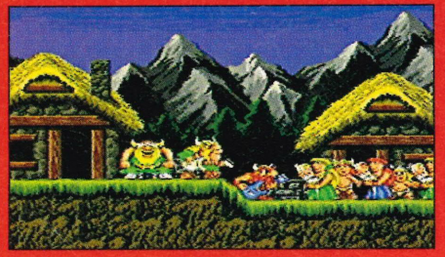
4 Tomator shoots four lasers, one bomb twice before he pauses. When this happens, use lift to shoot the two switches, then, when he drops, shoot them again to make platform.

5 B take blue key. Go back to start area and use key on lock. Drop to spring, press button and teleport. E and O follow. B give everything to E.



Game Over

Well here we are with the Found Vikings, who decide to further their singing careers with guest stars – all their enemies! We apologise for the right rivetting read you just had, but hopefully you're now reading this and sighing with relief as the final credits roll. A fine end to a fine game!





SUMMARY

GAME NAME: The Lost Vikings
TIME TO COMPLETE: 1 week
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 37
CHALLENGE RATING: tough as old boots

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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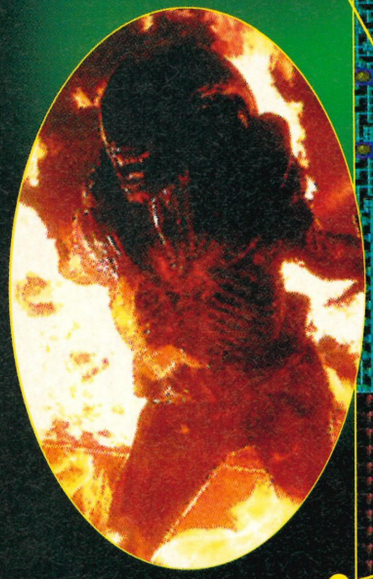
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Level 1

Leave this ladder well alone. All that you'll find at the bottom is a load of grief from a worker alien and face huggers.

Jump up the small steps here to rescue the first hostage. Remember to use platforms and steps as much as possible when moving downwards. A fall of more than a few feet will take your energy bar.

Shoot the eggs before the face huggers can leap out and latch themselves to your head.



Simply walk under this hostage to release him from his plight. Throughout the game you can pick up batteries to find the location of the hostages with your scanner. Then again, we think a map of the entire level should be slightly more helpful!

Several aliens stalk the lower areas. Use the flame-thrower if confronted on close quarters, it kills them instantly.

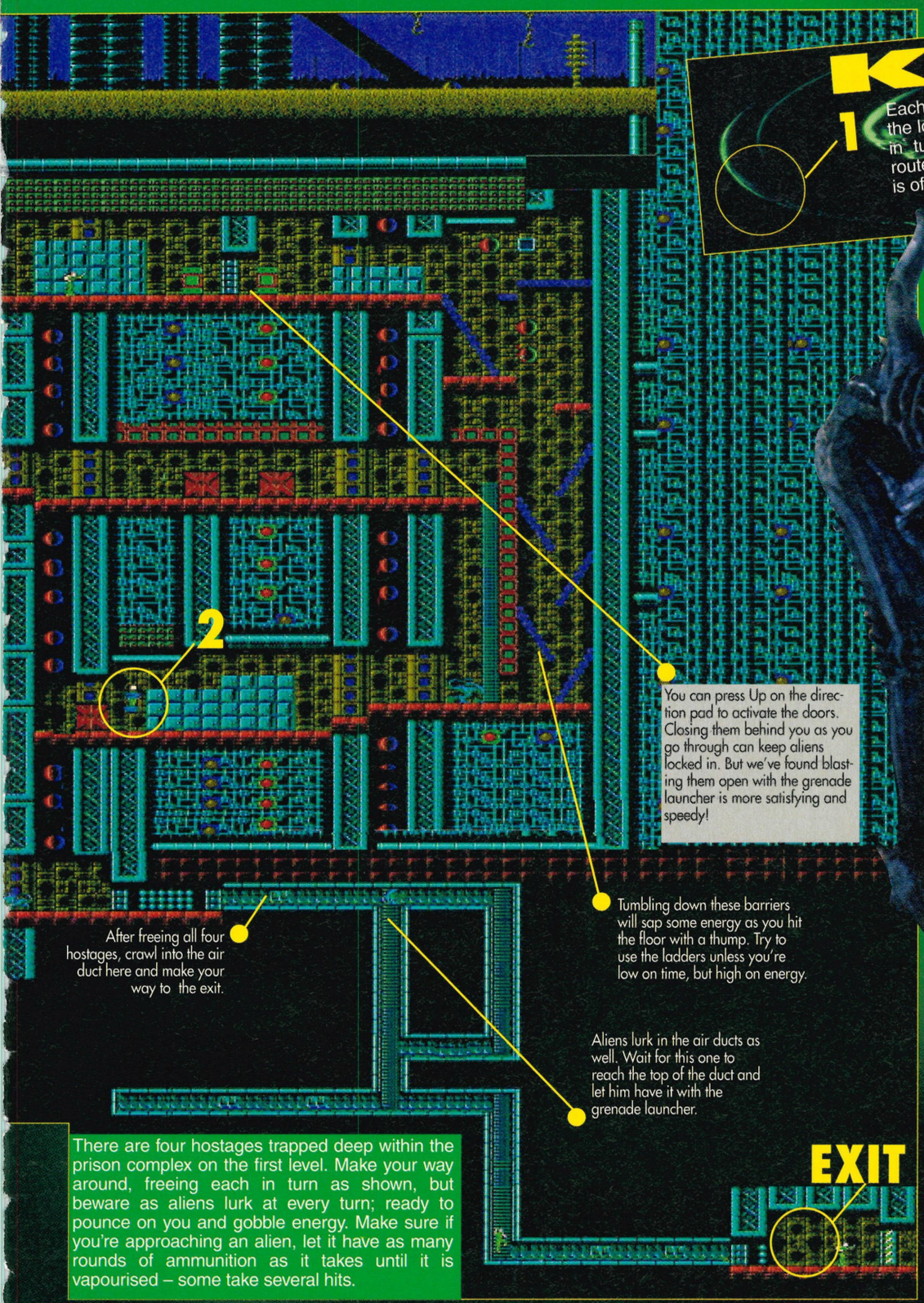
"Is this a stand up fight sir, or just another Bug hunt?" At last the classic *Alien 3* title (chest) bursts onto the NES system. Although it must be said the graphics are none too impressive, the basic element of the Mega Drive version has been adhered to. You play Ripley and must search through a maze of corridors and air ducts to save hostages cocooned in alien webs of fear. As with every other version of *Alien 3*, SUPER XS is here to get you through. "Saddle up Apone, we're going in!"

NES



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ALIEN 3



KEY

1 Each of these numbered circles will point out the location of a hostage. Follow each hostage in turn by number to discover the quickest route through each level. On later levels, time is of the essence, so a quick route is vital.

2

You can press Up on the direction pad to activate the doors. Closing them behind you as you go through can keep aliens locked in. But we've found blasting them open with the grenade launcher is more satisfying and speedy!

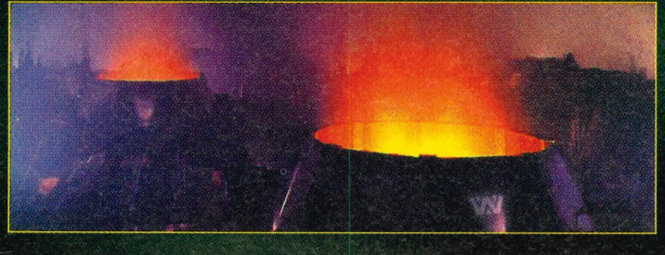
Tumbling down these barriers will sap some energy as you hit the floor with a thump. Try to use the ladders unless you're low on time, but high on energy.

After freeing all four hostages, crawl into the air duct here and make your way to the exit.

Aliens lurk in the air ducts as well. Wait for this one to reach the top of the duct and let him have it with the grenade launcher.

EXIT

There are four hostages trapped deep within the prison complex on the first level. Make your way around, freeing each in turn as shown, but beware as aliens lurk at every turn; ready to pounce on you and gobble energy. Make sure if you're approaching an alien, let it have as many rounds of ammunition as it takes until it is vapourised – some take several hits.





SUPER XS SOLUTION



Hang around for a few moments. A big health risk on two legs is coming from your left. Blow it to pieces.

Run past the first set of ladders and wait another moment. From out of the ground comes an alien.

Don't bother to look down here, there's nothing of interest. Not even an alien.

1

2

3

4

5

Level 2

Level two comes in two parts. The level proper, and the level Guardian. Beware of aliens that cling to the ceilings, if you don't notice them, they have a horrible tenancy to drop on you. All in all, to succeed and rescue the prisoners you have to run about, searching every nook and cranny; killing anything and everything that moves.



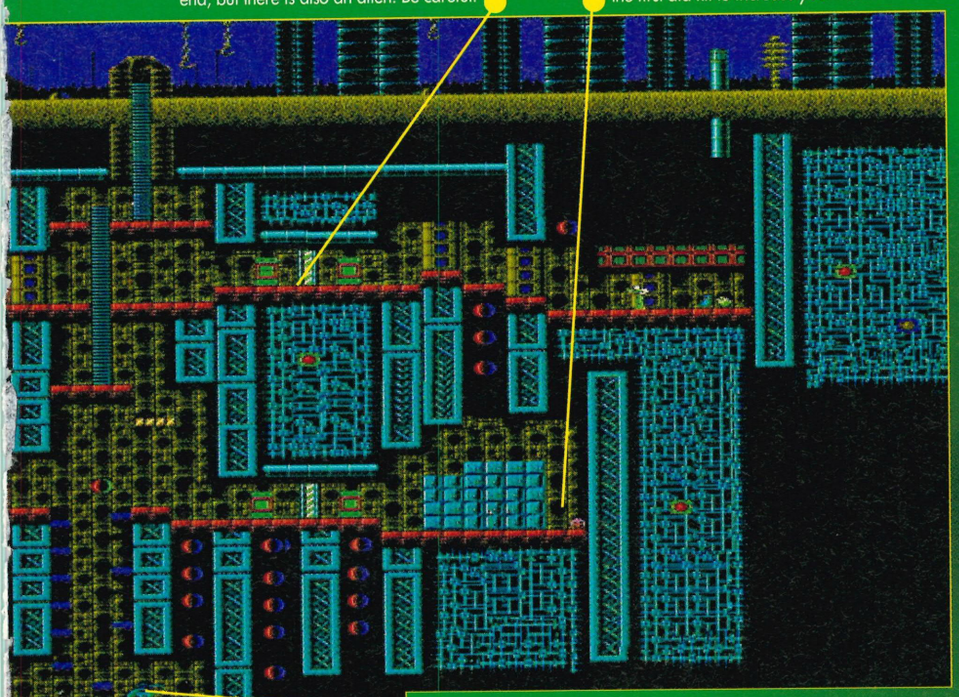
Time is running out! Once at the bottom head right, to find the exit. Don't get caught in these corridors, use the XS maps to navigate when the seconds are ticking away.

Go left here, blowing away the last remaining alien in the level.

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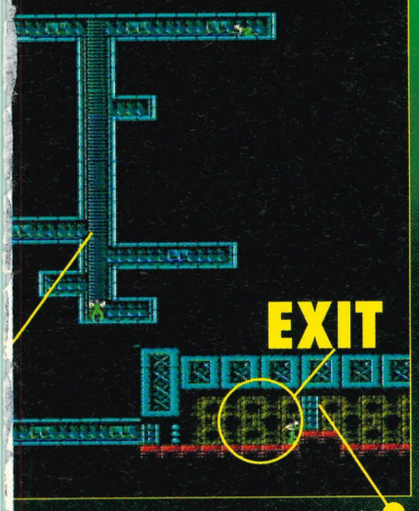
Time being of the essence, don't hang around the surface. Go down to the second platform. Go right and blow the door. There are some bits down at the far end, but there is also an alien. Be careful.

A nice surprise if you've got time, get the first aid kit to increase your health.



When you have rescued all of the prisoners, climb down. Drop a grenade from the ladders to kill the alien.

Pause until the alien sticks its head up. Now shoot it to ribbons! Go down to find the exit.



If you have all of your people, the door will be open. You can't shoot your way through. If it's locked, back up and find your man.

Weapons



Flame-thrower – this piece of hardware is especially good at clearing face huggers when kneeling down.



Grenade Launcher – always try and keep a few of these. They are the only keys to open the blast doors.



Hand Grenades – you probably won't run out of these, but they are good at clearing aliens off the ceilings.



Machine Gun – a handy item to have. Unfortunately, it overheats and stops you firing – so watch it.

Guardian



Meet your first level guardian. This thing is unlike anything you have come across so far. You will die if you go too close. The alien spits acid high into the air, so don't follow it when it walks away. Instead, kneel down and expend all of your machine gun ammo into its oily hide! Don't be surprised if it won't go down. You should have to hit it with most of your grenades as well!
Kill it, jump down, and exit the level.





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SUPER XS SOLUTION

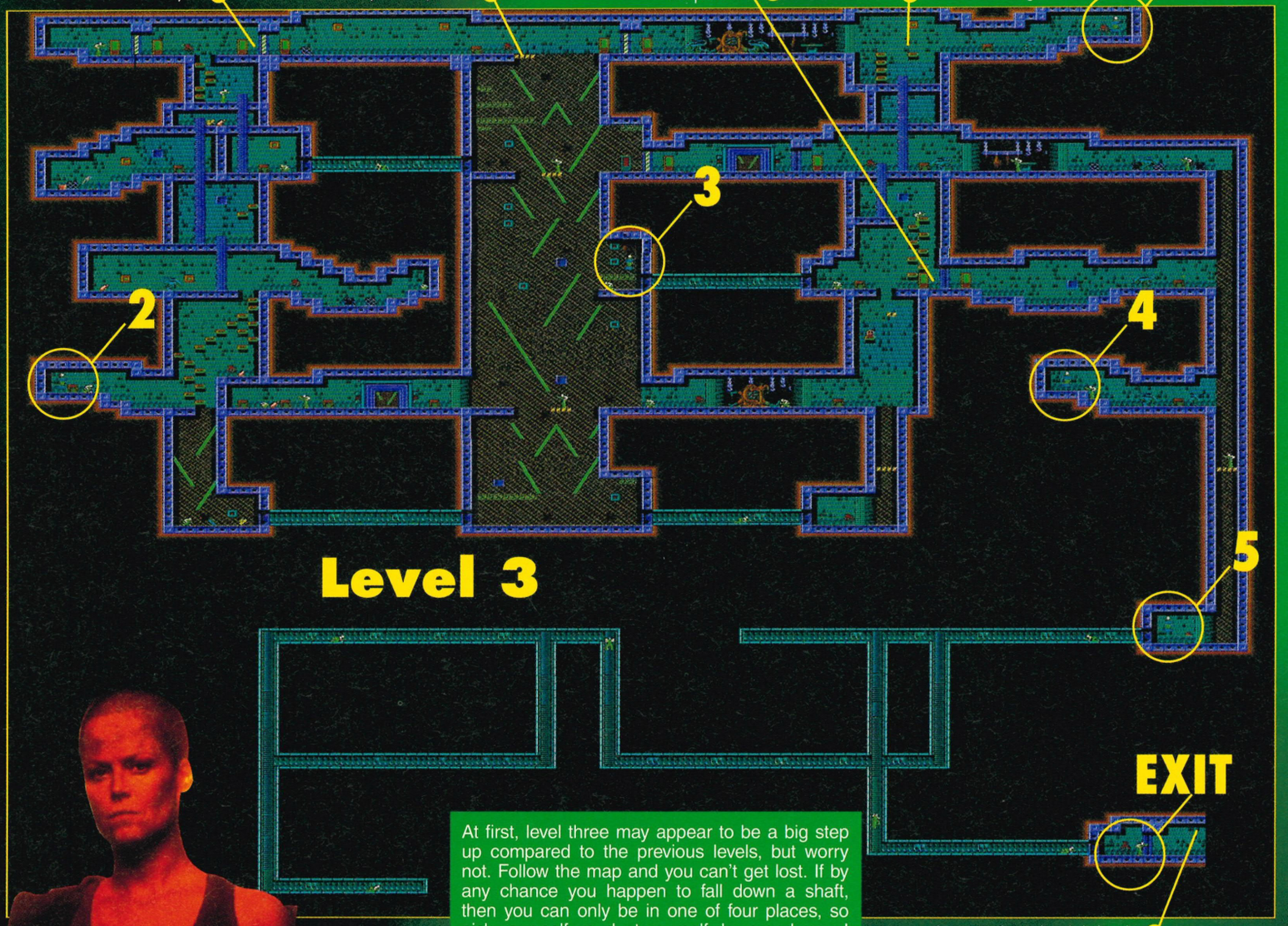


From the start, blast your way through the door and head right. Jump the steps and destroy the second door; killing the alien that comes for you.

you've seen them before, the raft moves from side to side. Jump aboard! Keep going right to reach your first prisoner

As soon as prisoner number three is reached, go back and blow the last door. Head for the raft on the far right – it's your way to the last two prisoners.

Rescued your first bloke? If so, head down and left. Prisoner number two is waiting.



Level 3



At first, level three may appear to be a big step up compared to the previous levels, but worry not. Follow the map and you can't get lost. If by any chance you happen to fall down a shaft, then you can only be in one of four places, so pick your self up, dust yourself down and move! Otherwise you just aren't going to make it. "Stay frosty marines", they will only get you if you don't pay attention.

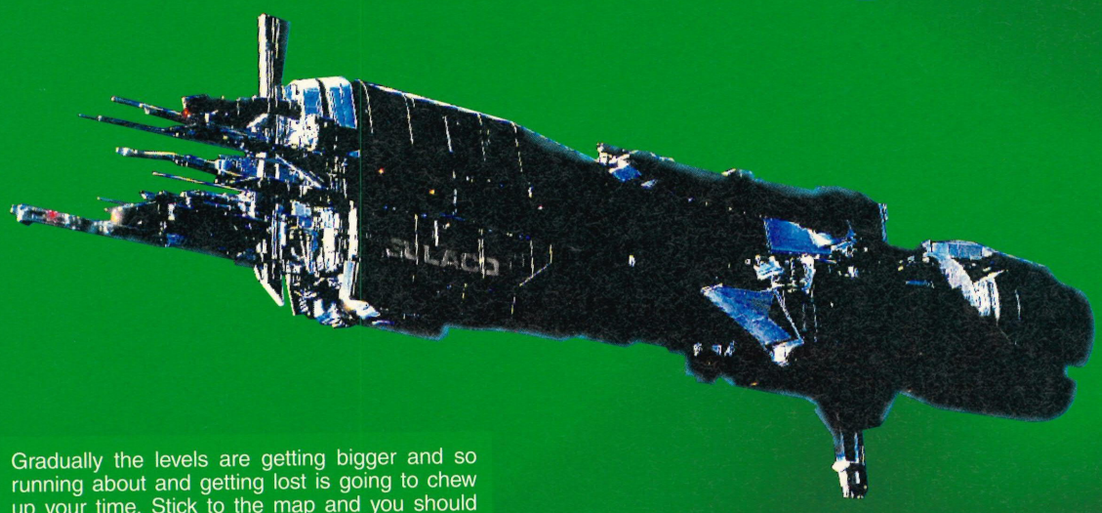
The exit is almost directly below the last prisoner. . Once again, when in the tunnels, be ready to shoot it if anything moves.

POINT VALUES

Liberate a prisoner	150
Destroy an adult alien	50
Destroy guardian alien	50
Eliminate a face hugger	30
Blow up a pod	30
Collect icon	10



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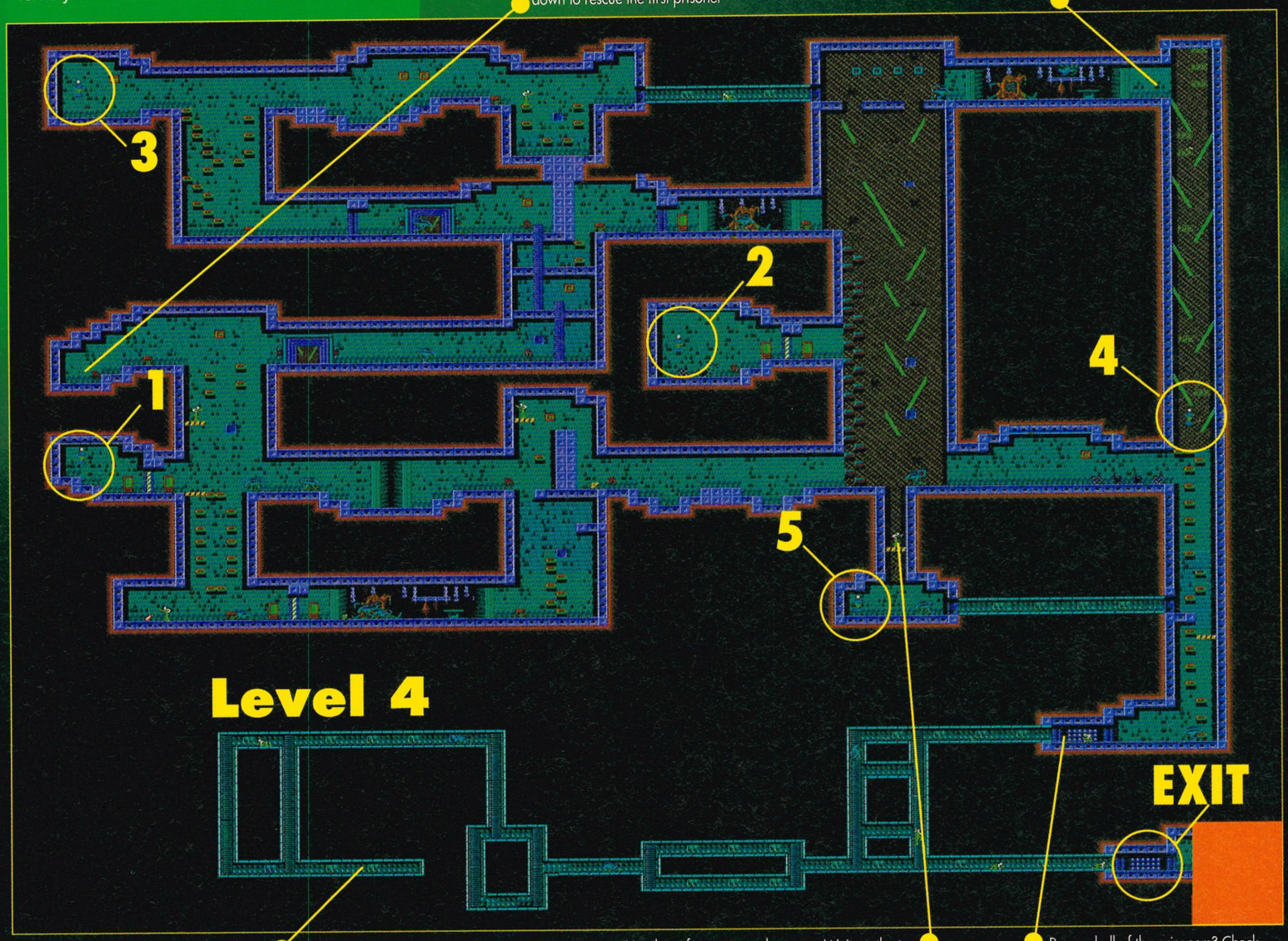




Gradually the levels are getting bigger and so running about and getting lost is going to chew up your time. Stick to the map and you should complete the level in time. Once in the tunnels, don't muck about – in and out – it's the only way to achieve success. You may notice that the aliens are getting a little faster and a little bit harder to kill, but that shouldn't create any problems you can't deal with.

This is where you start the level. Time's a wasting – head straight down to rescue the first prisoner

Jump of the edge, it will cost you a life, but it's the quickest way down, and you'll get man number four en route.



What are you doing here? There's a dead end and that's it. Get out of here or time is going to do the aliens' job!

Use the raft to get your last man. Wait at the top of the shaft to kill the alien, otherwise it will waste you. At the bottom, there is another alien – get him before he gets you.

Rescued all of the prisoners? Check your screen to find out. If so, it's just a couple of aliens and the exit. Whose going to win?

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It is advisable to pick up more ammo straight away, so head down. Immediately get back up and move right.

You can't afford to waste any time whatsoever, so don't go up here, there's nothing to find.

Head down to the next platform to locate the first prisoner.

2

4

3

1

5

6

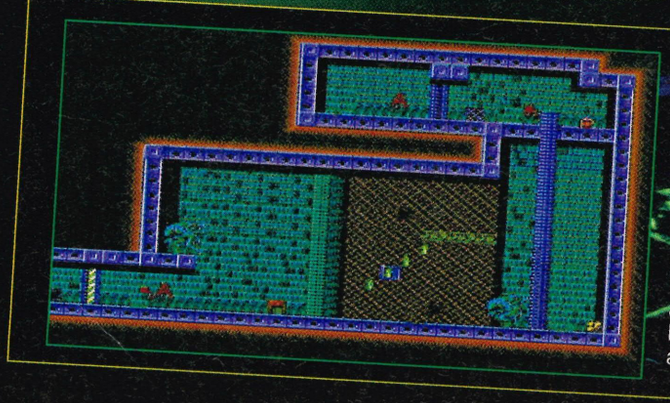
Level 5

EXIT

Success! You've found the exit. Run through to reach the next level.

Drop down to get man number one. Back up and move left. Prisoners two, three, four and five are close and straight forward to rescue. On the right is the last prisoner. After he is rescued, fight your way through the tunnels to the exit.

Level five sees the prisoners located in close proximity. The only problem is that you have to fight your way across to the right of the platform. Climb down, and then fight your way back to the left, almost to where you started. It's then a case of running about collecting people. The last man is reached by going, down, right, up and left. Got him? Follow the tunnels left to get out.



Guardian

This is not the last guardian you will face so look and learn. Remember, the key rule to facing guardians is don't get too close. From the start, go right and climb down the ladder. Stay on the right hand side of the ladder and the guardian won't get you. Empty everything you have into it, and it will eventually be defeated.



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The first prisoner to rescue is directly right of the start. Save him and head up at the first opportunity.

As soon as you break the surface, move right, wasting anything that gets in your way.

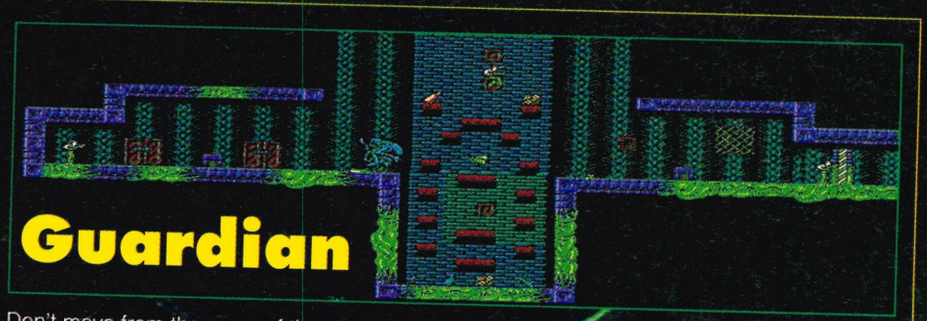
Now go down. Your tracker should be locating the second prisoner. Go down again to save man number three.

Level 6

To complete this level in time is going to be a push. You have six men to collect and one hell of a maze to work your way through. The rooms are all connected by tunnels, and you will, in some circumstances, have to fight your way across and up a platform to get down to the platform below.

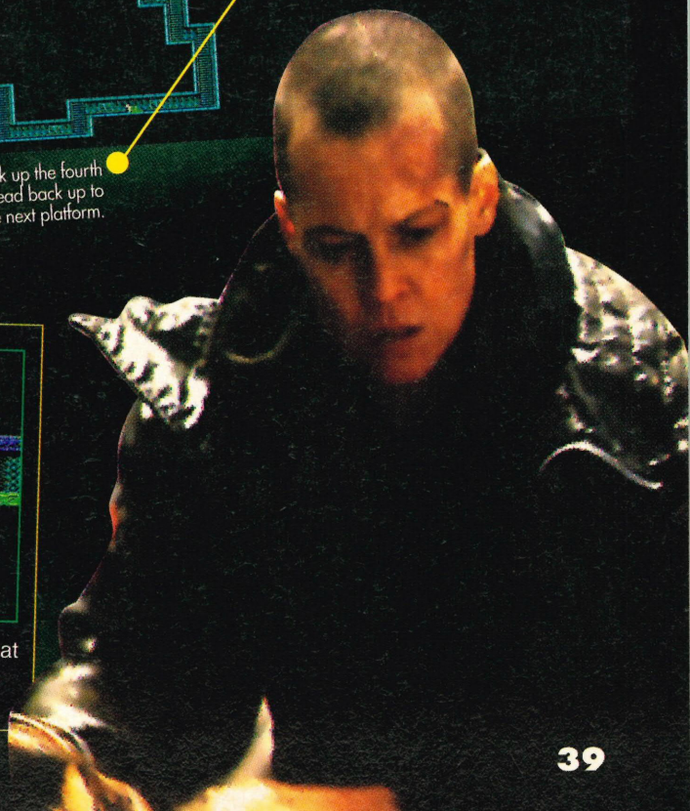
After fighting your way across the platform, your man is waiting quite happily. Once you've got him, go back to the tunnel leading down on your right. To get to the exit, go down left, down, and right taking the lower tube. Use the map. The exit is on the right of the level.

Down the tunnel, pick up the fourth prisoner, then head back up to reach the next platform.



Guardian

Don't move from the cover of the start. If you do, you'll wind up dead – not a particularly great achievement by any means. This guardian is tougher than the ones that have come before. Kneel down and keep shooting. A little tip, use your grenades before the flame-thrower.



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Even though some of the platforms are only slightly above the floor where an alien stalks, you won't be attacked; allowing you time to kill them off before they kill you!

Jump onto the moving platforms to reach otherwise inaccessible areas.

After finding the hostages, get yourself quickly to this short air duct – it leads into the second and final part of the mission.

Aliens are all over the place in this area. Make sure you use your weapons sparingly as there are plenty more to take on in the main air duct maze.



Level 7

The penultimate level throws little surprises your way. Make sure you've got the route to the hostages worked out before you set off on your mission. Speed is required to get around this complex with time on hand to get that score up! Finding the hostages with the map should be easy, but they've banked on you getting lost in the air duct labyrinth leading to the exit.

Take a look at the maze of twists and turns in this area, then take the shortest route. These dead ends are there to soak up the time, and you're so close.

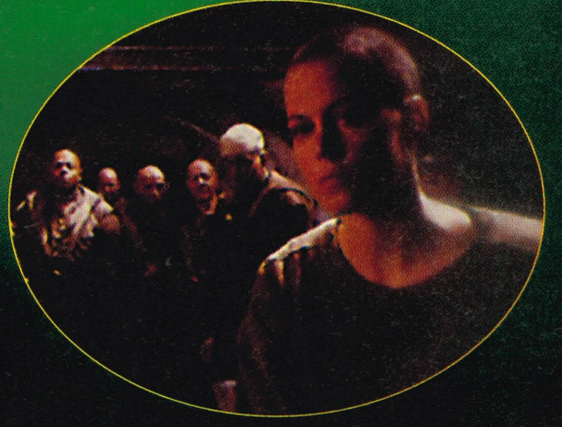
Don't get lost, take the straightest route through to the exit area.

SUMMARY

GAME NAME: Alien 3
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 169,620
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.



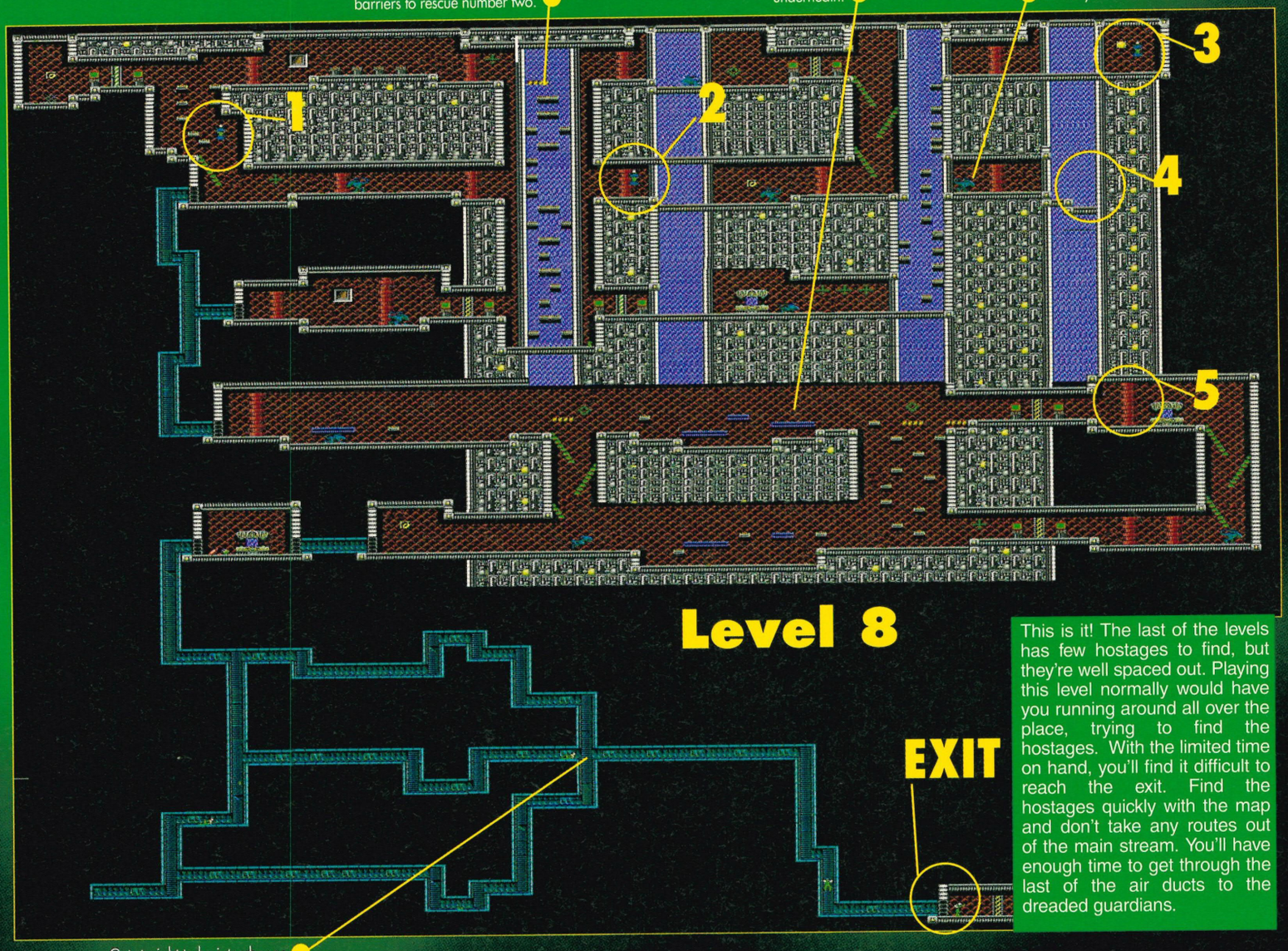


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From the first hostage, take the making platform across to the right, then drop down the sloping barriers to rescue number two.

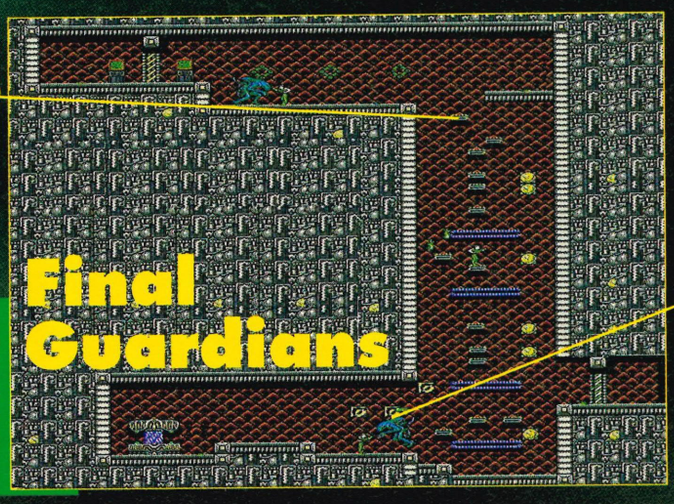
Use the conveyor belts to keep yourself off the ground. The aliens will pass harmlessly underneath.

The larger aliens will take several hits to go down, even with the grenade launcher. Make sure they're walking away from you before you attack.



This is it! The last of the levels has few hostages to find, but they're well spaced out. Playing this level normally would have you running around all over the place, trying to find the hostages. With the limited time on hand, you'll find it difficult to reach the exit. Find the hostages quickly with the map and don't take any routes out of the main stream. You'll have enough time to get through the last of the air ducts to the dreaded guardians.

Get straight to he interchange here before making a move to the right. It'll lead straight to the exit with plenty of time in hand.



The first of the alien menaces will jump from left to right, so get onto the small platform here. As she jumps across to the left, follow and unleash a few rounds of grenades. Then jump back as she turns around. Repeat the process until she's shredded cabbage!

The final guardians lay on two levels. You must put pay to the huge queen on the upper level, then make your way down to the lowest floor where a second xenomorph awaits. These babies will take a real battering, so ammunition conservation is important.

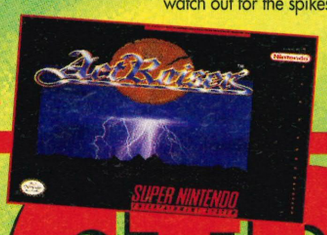


After the first guardian is splatted, move down on the conveyor belts to this area, where you'll find the second. Again, she'll jump from left to right, spitting acid. Jump between the small platforms above as she jumps, then duck in behind for the attack. Repeat the sequence, getting up on the platforms as she jumps, but use the weapons to the minimum – don't even waste one grenade. Take the exit to the right when she's dead to win the game!

ACTRAISER

ARCADE RPG ● ENIX

SUPER NES

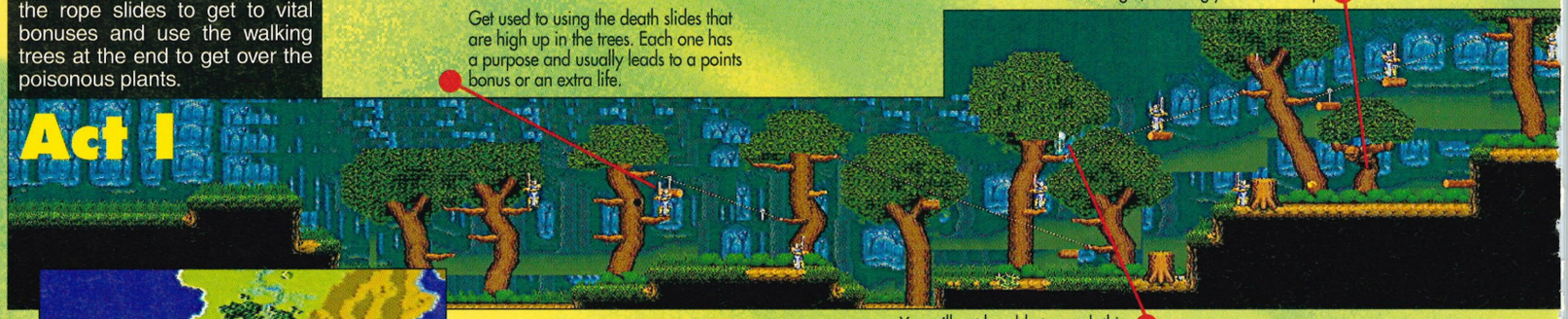


This classic Super NES RPG has somehow slipped through the net, until now. We've even covered *Soul Blazer*, which is the sequel, two issues ago! Now, for all those beguiled *Actraiser* fanatics out there, SUPER XS presents the complete solution to get you from power onto end game credits. *Actraiser* (if you were thinking of buying it) is a curious mixture of juxtapose styles such as platform, beat-'em-up and even *Sim City* simulation. Curiously, all these styles mix to form a highly enjoyable game which has enough challenge and action to keep every type of gamesplayer happy.

FILLMORE

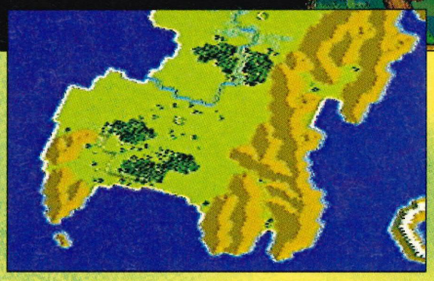
The first thing to do in *Actraiser* is select the "fight the monsters" option in Fillmore and you will transported to this map, where you must fight your way to the Centaur at the end. Use the rope slides to get to vital bonuses and use the walking trees at the end to get over the poisonous plants.

Act I



Get used to using the death slides that are high up in the trees. Each one has a purpose and usually leads to a points bonus or an extra life.

This tree will sprout a head and begin shooting fireballs at you. Run underneath it and then leap up and slash it three times with your sword. You may need to run back to the left to avoid its fire. Once you have defeated the tree guardian, a tree stump will appear on the right; allowing you to climb up.



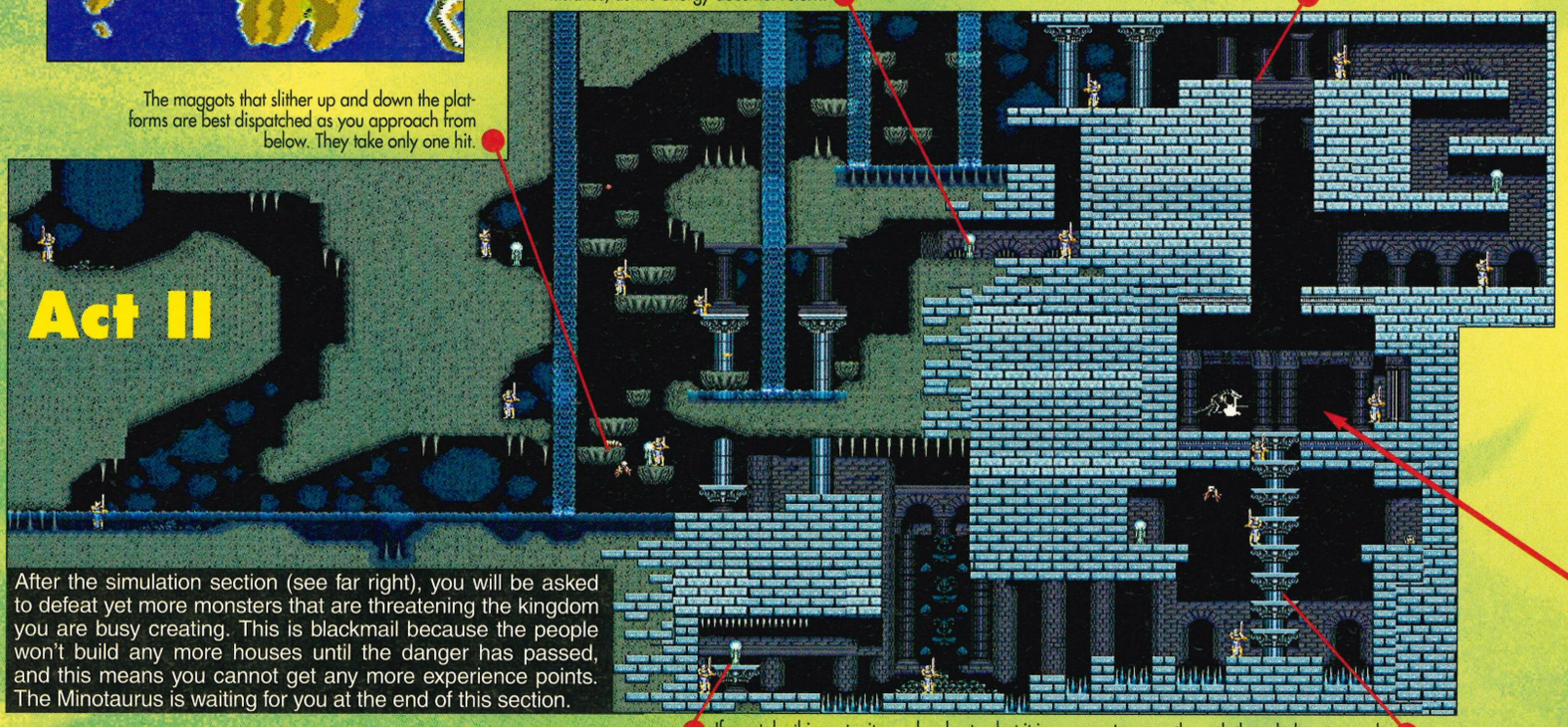
You will not be able to reach this statue in the trees until you have gone all the way to the right and taken the death slides back to the left. One false move means you lose the 1-Up at the end.

Act II

Go down into this secret passage for a full energy refill. You will note that all the enemies you killed on earlier platforms have now reappeared. So don't make the same mistakes, as the energy does not return.

You will need to be right on the edge to make the jump right here. If not, you will plunge to the guard below and lose energy from the fall as well.

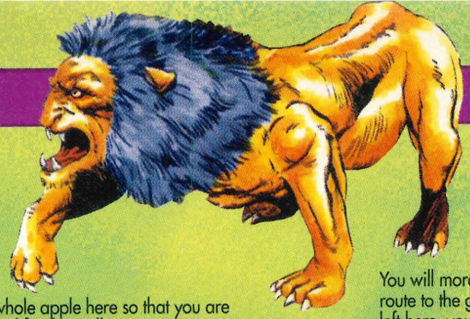
The maggots that slither up and down the platforms are best dispatched as you approach from below. They take only one hit.



After the simulation section (see far right), you will be asked to defeat yet more monsters that are threatening the kingdom you are busy creating. This is blackmail because the people won't build any more houses until the danger has passed, and this means you cannot get any more experience points. The Minotaurus is waiting for you at the end of this section.

If you take this route, it may be shorter, but it is also more dangerous. Luckily, you can get a full refill from this apple here. When you leap up, watch out for the spikes on the roof.

Leap up through these ledges to reach the guard at the exit. The ledges on either side hold a 1-Up on the left, and 1,000 points on the left. Keep slashing to get the flying devils.

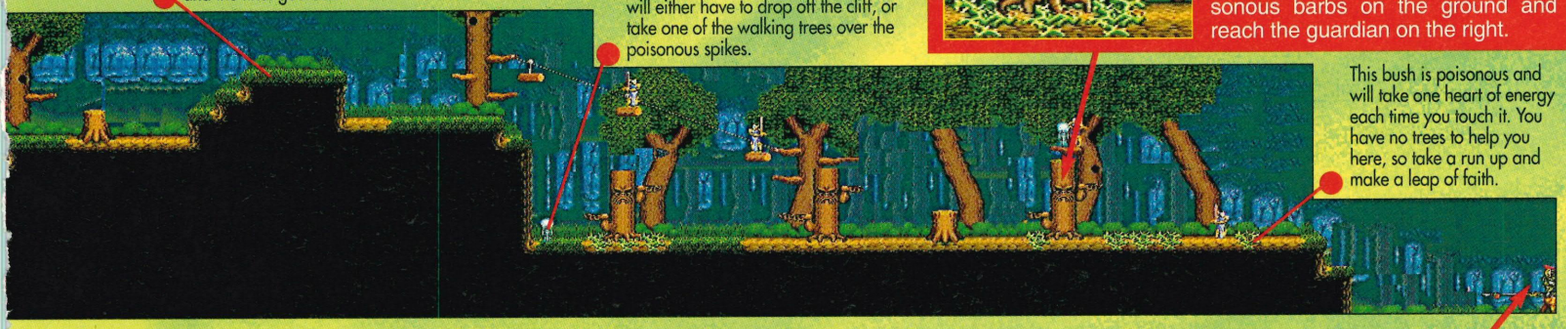


Get the whole apple here so that you are replenished for the walking trees section and the final guardian.

You will more than likely take the tree route to the guardian, but if you go left here, you will find the 1-Up. Bear in mind that to reach this section, you will either have to drop off the cliff, or take one of the walking trees over the poisonous spikes.



When you touch these two trees, they will begin to move, one to the left, one to the right. Jump onto the lower branches and then get to the top to reach the full energy bonus hidden in the tree tops. You must use the trees to get over the poisonous barbs on the ground and reach the guardian on the right.

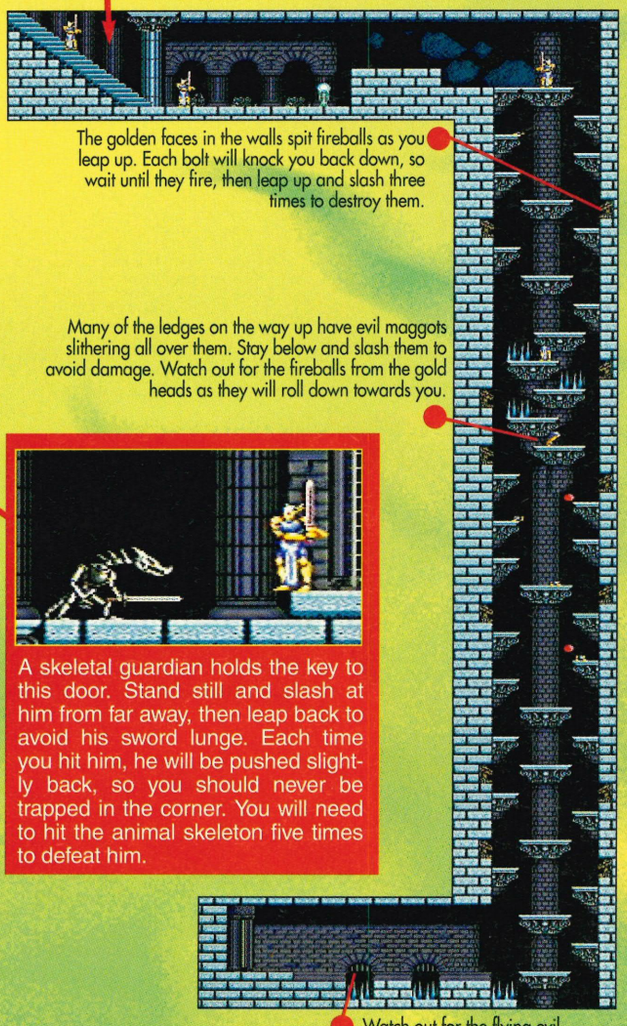


This bush is poisonous and will take one heart of energy each time you touch it. You have no trees to help you here, so take a run up and make a leap of faith.

MINOTAURUS



The Minotaurus will drop down, kneel, and then throw a large blue spinning axe in your direction. When he hits the ground, leap towards him before the axe is thrown (as it moves faster then the eye can see!). Slash at him as you fall, then leap back and run in either direction as he flies back into the air for another attack. Repeat.



The golden faces in the walls spit fireballs as you leap up. Each bolt will knock you back down, so wait until they fire, then leap up and slash three times to destroy them.

Many of the ledges on the way up have evil maggots slithering all over them. Stay below and slash them to avoid damage. Watch out for the fireballs from the gold heads as they will roll down towards you.

A skeletal guardian holds the key to this door. Stand still and slash at him from far away, then leap back to avoid his sword lunge. Each time you hit him, he will be pushed slightly back, so you should never be trapped in the corner. You will need to hit the animal skeleton five times to defeat him.

Watch out for the flying evil heads in this section, as they will cast you into the spikes if you're not careful.

CENTAUR



There is a very easy way to defeat the Centaur. Stand on the area of the ground where the earth changes to grass (see left) and wait for him to approach. Slash him three times and then leap back to avoid the lightning. Move back and repeat the process and he will never hit you.



After ages of building and nurturing, your city will eventually look like this. The large purple buildings are factories; indicating an advanced state of technology.



If you want a hidden magical item, destroy the rock here with lightning and you will get the Magical Fire. This can be used to fight the monsters in Act II.



The first thing you need to do in Fillmore is use lightning clouds to frazzle all the bushes that are in the way of the development of your town. No problem!



Every time something major happens in the city, the people will call on you to help. Listen to the people regularly so that you don't destroy the wrong bush or kill any civilians.



You may think that these monsters just fly around getting in your way, but they also snatch four or five people at a time and cart them back to their lair. Shoot them in mid flight.



Once you have built up the city to maximum population, and destroyed all four monster's lairs, you will be asked to go to Act II. In this case, it is a huge hole in the ground.



When the development of the town has reached a certain point, the people will say that they have enough confidence to hunt monsters. When this happens, lead them to the lairs.



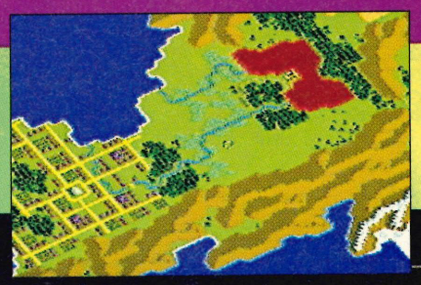
With the development of your city well under way, the gift of bridge building will be discovered. When this happens, you can reach the last monster's lair over the water.



Very early on in the simulation mode, you will be required to put out a fire that is raging in the city. Use a rain cloud to douse the flames and then get on with rebuilding.

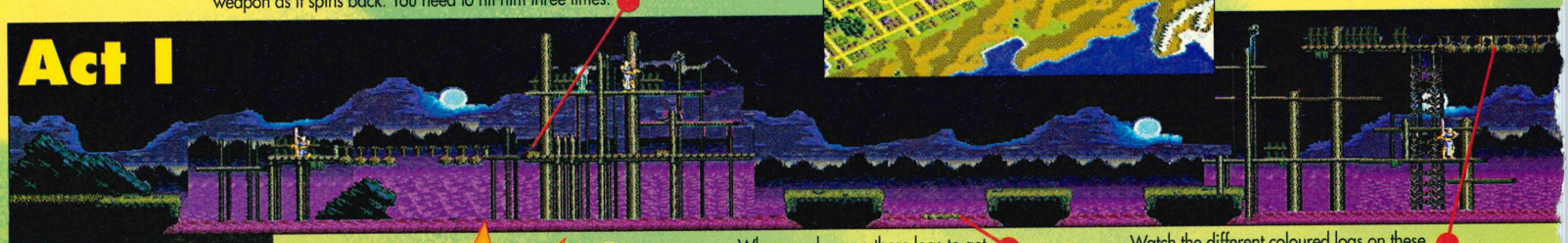
SUPER XS SOLUTION





You will be attacked by a lizardman here who uses a boomerang as a weapon. Leap over the boomerang, hit him, then crouch to avoid the weapon as it spins back. You need to hit him three times.

Act I



Although tougher than the first act of Fillmore, Bloodpool is still relatively easy to complete. You main enemies here are the boomerang-wielding lizardmen, flying devils and the lethal drops into the river of blood (Styx?). At the end you must fight the lightning fast Manticore guardian.

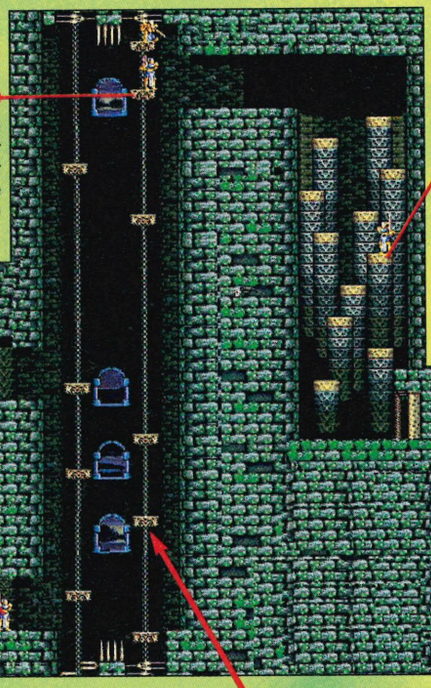
When you leap on these logs to get across the river of blood, make sure you get onto solid ground as fast as possible, as they sink almost immediately. Also, watch out for the flying devils who will try to knock you back into the water.

Watch the different coloured logs on these bridges as they will fall away and you could get dropped in hot water. In many cases on this level, you will need to fight a monster while avoiding the precarious drops all around you.

CHEATS

Extra life

Call on rain over the forest in the Northeast and the people will hand over a 1-Up.



Ride the platforms up to the exit here. When you get this high, leap to the right immediately, as there are spikes all over the roof. In short, you will die instantly.

Drop down these pillars, ending any enemy resistance with a swift slash of your steel.

The guardian of the castle is a sad gargoyle who shoots fireballs at regular intervals. Leap the balls and get close to hit it three times with your sword. If its eyes glow, get ready for a fireball attack!

Now pay attention. This room is in pitch darkness and the platforms will only illuminate fully every five seconds. We have marked all the areas you can explore, so that you can just drop in and get the full energy bonus at the end.

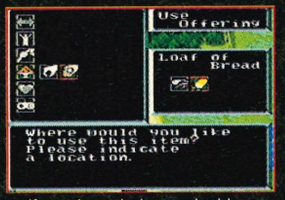
Act II

Once you've completed the simulation mode in Bloodpool, return to the sky palace, select the Magical Fire and then fight the monsters here. The castle contains many death traps, but the worst enemy by far is the werewolf guardian at the end.

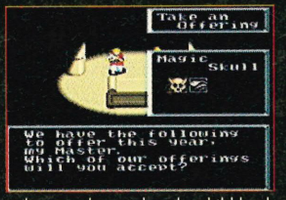
Ride the pulleys down to this secret room where you can get another magic point to save for the guardian. When you go back up, leap on the platforms as they come down and use the extra height to get over to the far right. Ride the pulleys to take you to the top. If you just make one mistake here, you will fall into the multitude of spikes and die. There's no second chances.



If you build the city to the bottom left (you must have the bridge technology from Fillmore) you will encounter a hidden monster's lair and the lake will be revived. Now you can fish.



Halfway through the city building, a child goes missing and his mother gives you this loaf of bread to tempt him back. The kid is hanging around near the dark castle.



When you have taken the child back safely, you will be given the Magic Skull. Use this to seal the monster's lair that is found to the south of the lake. You will now purify the water.



As you build the city to the right, you may be wandering what this castle is and why the lake is poisoned? Begin by developing the people and then all will become clear.



A good strategy is that if you are close to a lair, instruct the people to build until they get to the lair in one go. This will mean that they will build straight to the lair without delay.



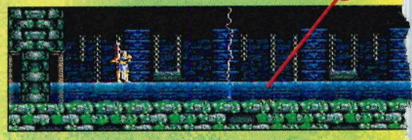
You can always tell when the people are not happy because worried bubbles appear over the houses. Use the sun to dry the marshes nearby so that you can build on them.



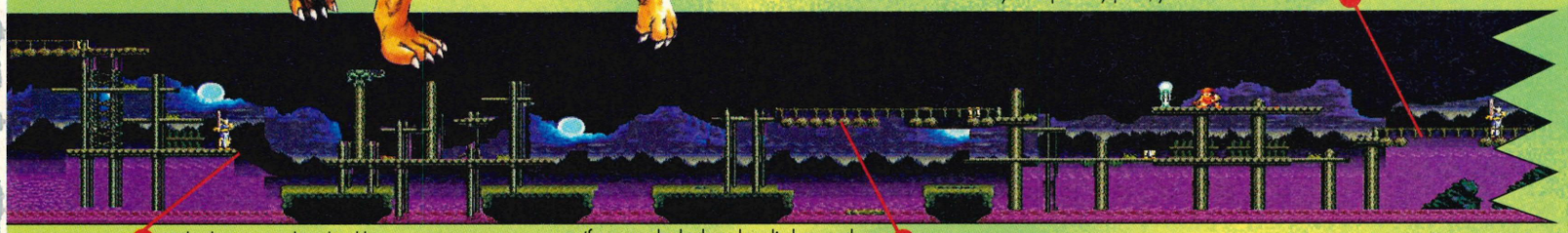
On the way up the pulley section, you will be attacked by morphic blobs that slop from wall to wall, taking your energy on the way. If you are really unlucky, they will push you off in the spikes right at the bottom. Slash them with your sword as you go up.



You will move slower in the water and it is more difficult to avoid the monsters. Leap up to the stone platforms to have a better chance of getting through.



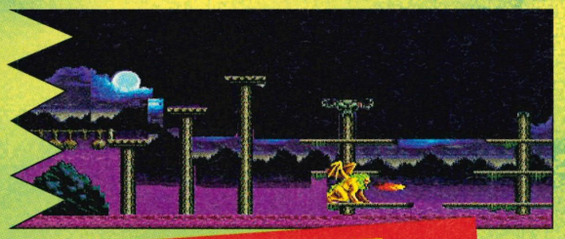




Get the full energy for the battle with the guardian and then run across this bridge as it crumbles into dust. If you stop at any point, you will fall into the river.

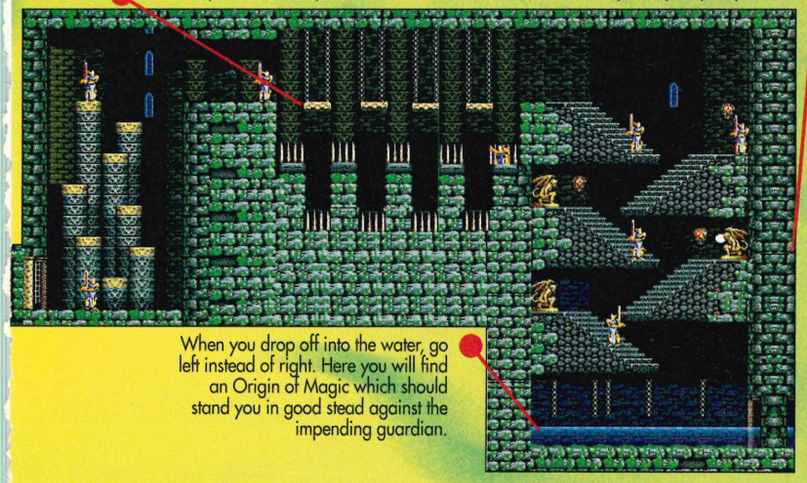
Make the jump to this island here or you will be caught between the devil and the deep blue sea. Flying harpies will always be at hand to hinder your progress, so hack with your sword at all times just in case.

If you can be bothered to climb up to these platforms and then travel back to the left, then you will be rewarded with a 1-Up. Certain logs in the bridge will also fall away, just in case you were wandering.



What a surprise! These stone jump points will drop away as soon as you touch them. You must make the five jumps in quick succession or you will be impaled. Get the point!

At each of these corners you will find a fire-ball-spitting golden gargoyle. When the eyes flash, get ready to duck. Hit them three times to defeat them, but it may be easier to just run down the steps as quickly as possible.



MANTICORE

To defeat the manticore, stand on the one below the top right platform and slash it twice as it leaps over every now and again. After leaping back to the left, it will shoot a fireball at you, leap up and then get back into position as quickly as you can.



When you drop off into the water, go left instead of right. Here you will find an Origin of Magic which should stand you in good stead against the impending guardian.

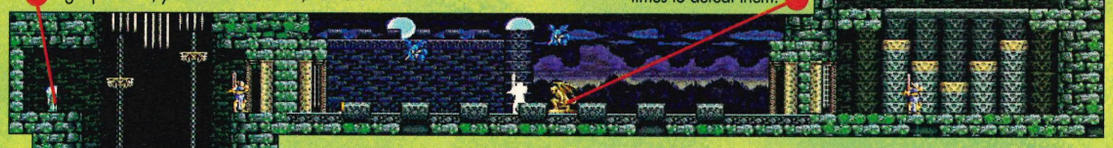


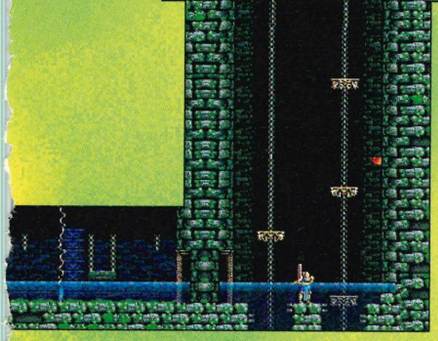
BLOODPOOL

When the two platforms nearest this ledge are at the front, leap onto them to get this full energy apple. Most of the platforms are linked and if you wait to see which ones come forward together, you should be fine.

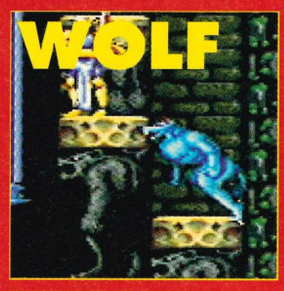
This is a very tough jump to make. Wait on the right platforms (going up) until you see one on the left at about the height of the ledge. Quickly leap across and bounce off the platform to reach the 1-Up here. If you wait too long on the right platform, you will be stabbed, so watch it!

More fireball guardians here. Leap over the missiles and stab them three times to defeat them.





WOLF





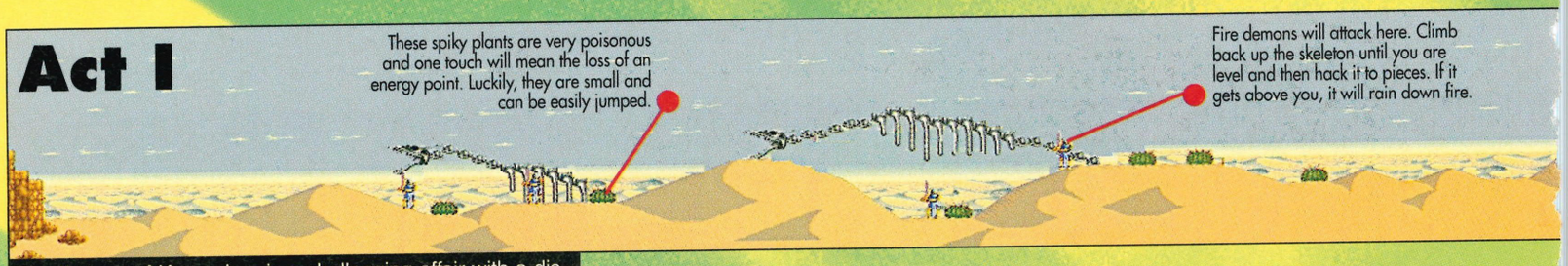
The wolf is a tough guardian. First of all, he appears in human form and will shoot three energy balls every time he appears on various platforms. Just after this, he will summon three bolts of lightning. Leap through the balls, hit him, then jump back to avoid the lightning. When the wolf appears, stay at the bottom and slash him as he drops down to howl. You should get five hits in.





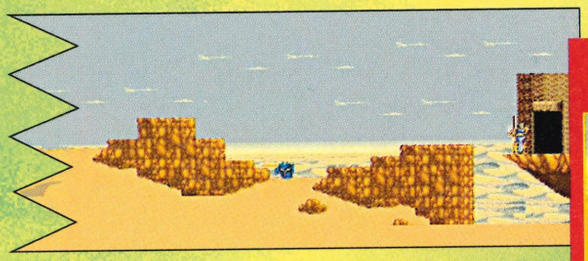
KASANDORA

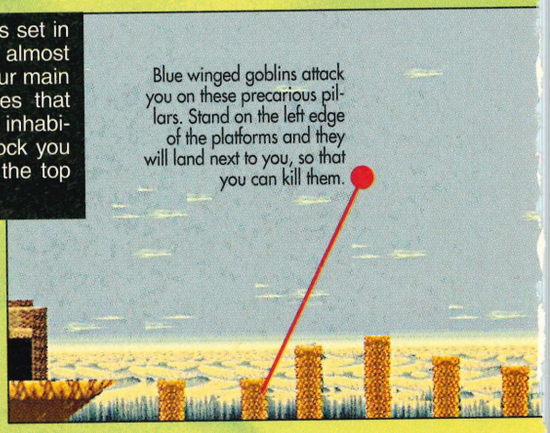
Act I



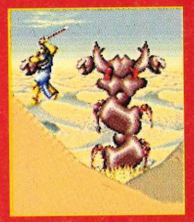
The first act of Kasandora is a challenging affair with a distinctly Egyptian feel. Apart from the relentless sun, fire monsters, sand snakes and deadly insects, there is also an extremely tough guardian at the end to defeat. But use the SUPER XS method and you should complete it easily. The most effective route is to stay on the top and only drop down to the areas of shade for bonuses and short cuts.

The second section of Kasandora Act I is set in the tall, but forgotten towers that have almost been swallowed by the sands of time. Your main foes here are the huge insect creatures that emerge from the windows (the former inhabitants?). These wily opponents try to knock you off into the abyss below. Climb right to the top for all the important bonuses.



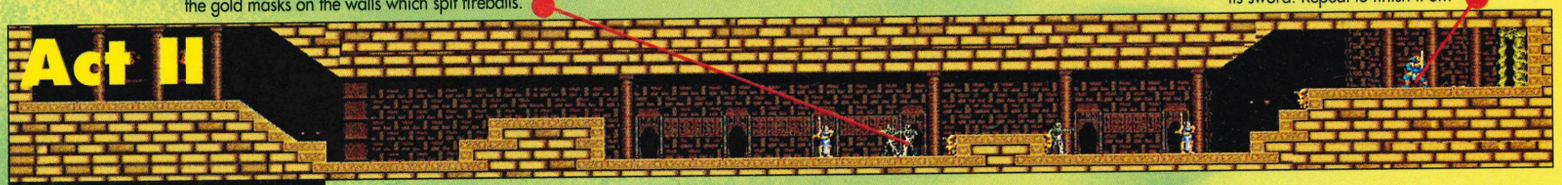


PINCER BEAST

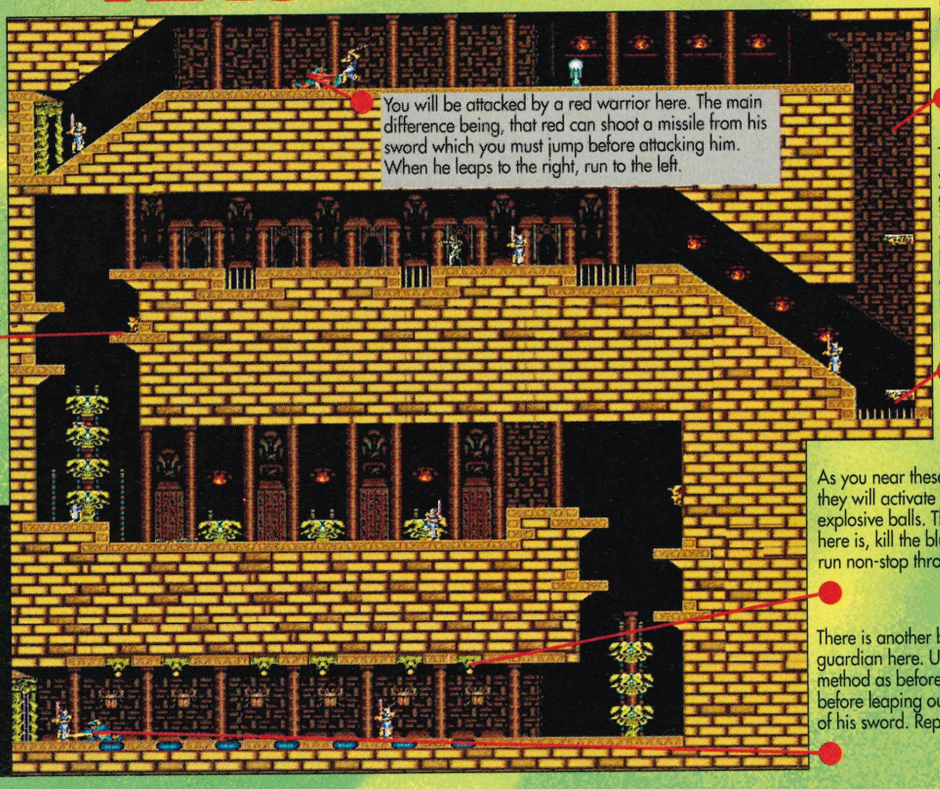


Run down the sand slope and stand right next to where the beast's head is going to appear (see left). Keep slashing and jump the claws as they rip through the sand. You will take damage, but it should die first (hopefully).

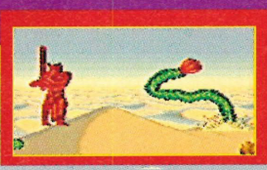
Act II



Act II is inside the mysterious pyramid which has appeared in the middle of your city. Nobody knows what's inside, but many of your loyal subjects have been disappearing since it arrived. Select the Magical Stardust magic for this level (if you have it) and this will work perfectly against the highly impressive Pharaoh guardian at the end.

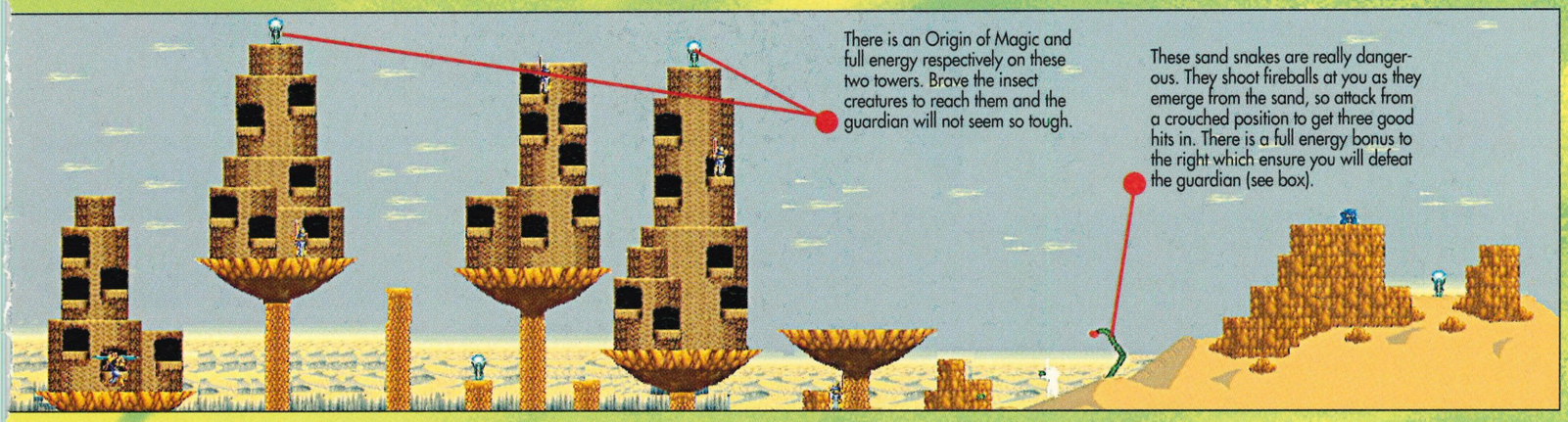


This last section of the pyramid is treacherous. Not only do you have roof traps spitting balls at you in typical *Indiana Jones* style, there are also blue and red Anubis guardians waiting for you in the dank halls. As before, the place is teeming with spitting gold masks on the walls, and near the end you must be careful not to fall into the pit trap underneath the lift. Good luck, the guardian is next.



Slide down the dunes to these sand snakes as they emerge to shoot at you. Get three hits in at the base and it will soon drop back into the sand.

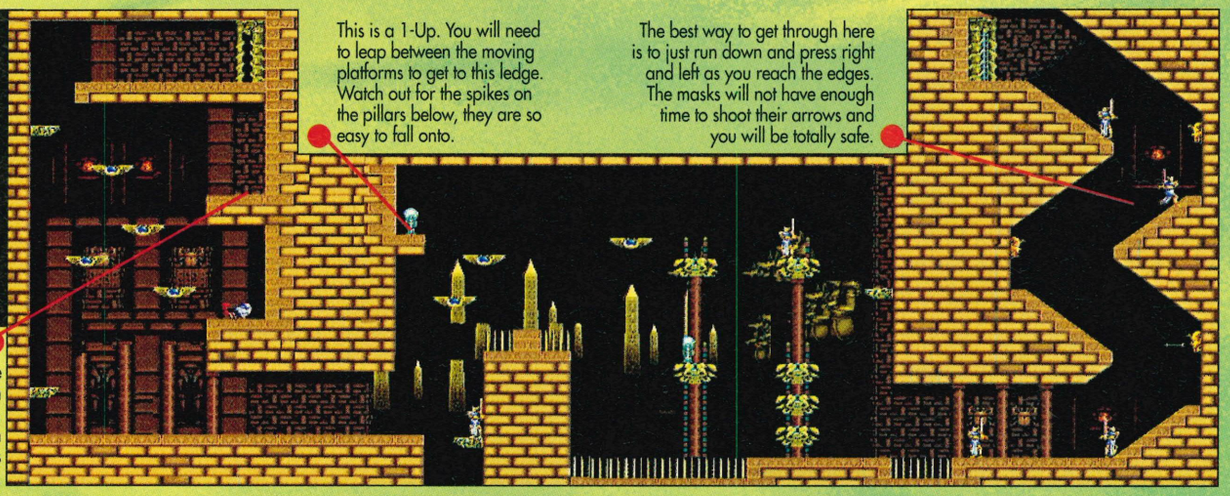
Take the lower route here to avoid the harpies in the air. It doesn't really matter if you take hits from these bushes as there is a full energy refill at the end.



There is an Origin of Magic and full energy respectively on these two towers. Brave the insect creatures to reach them and the guardian will not seem so tough.

These sand snakes are really dangerous. They shoot fireballs at you as they emerge from the sand, so attack from a crouched position to get three good hits in. There is a full energy bonus to the right which ensure you will defeat the guardian (see box).

This is a tricky little section in the pyramid because there are plenty of moving platforms (with creatures to knock you off!) and spikes underneath. Luckily, there are also plenty of bonuses such as a 1-Ups, full energy and an Origin of Magic just waiting to be collected. Lucky old you!



This is a 1-Up. You will need to leap between the moving platforms to get to this ledge. Watch out for the spikes on the pillars below, they are so easy to fall onto.

The best way to get through here is to just run down and press right and left as you reach the edges. The masks will not have enough time to shoot their arrows and you will be totally safe.

Leap between the platforms here (avoiding the enemies) and you can get this full energy refill at the top. Now you will have to drop down and get up to the left where there is lift to take you to the next section.



In your attempt to reclaim this vast wasteland, the people charge you with finding a missing person, lost in the desert. When you lead them to him, you get a Source of Magic.



More monsters than ever to contend with in Kasandora. Clear a path to the lairs as soon as you can. Remember, you do not need to wait for the people to hunt this time.



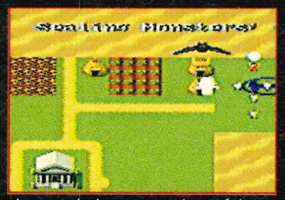
After a furious building session, your level will increase and the people of Kasandora will discover 'harmonious music'. This can be used in Bloodpool to calm the rioters.



People have been disappearing since this mysterious pyramid was unearthed under the sand. This is Act II. Leave this area until the rest of the city is totally developed.



This is what happens if you leave a fire demon to wreck havoc in the city! The red demons concentrate on burning your crops. Use rain to replenish them, and kill that demon!



The people have enough confidence after hearing of Bloodpool and Fillmore, so that they do not need to learn how to hunt before they can seal the monster's lairs.



Take the 'harmonious music' (see above) to Bloodpool and use the offering to quell the rioting and discontent that has developed there. Now everything will be cool, man.



To clear the area for building, you must first go all over the desert and send rain clouds to rejuvenate the earth. The more people you have, the greater the experience points.

PHARAOH



The Pharaoh guardian is very easy to defeat. Walk underneath it to draw it down to the ground and hit it about three or even four times before it fires an energy bolt at one of the walls. Where the bolt hits, a gold mask will appear and immediately shoot an arrow back, which you must jump. Repeat this process to finish if off. In addition you can also use all the magic you've been accumulating. The Stardust spell should take care of it.

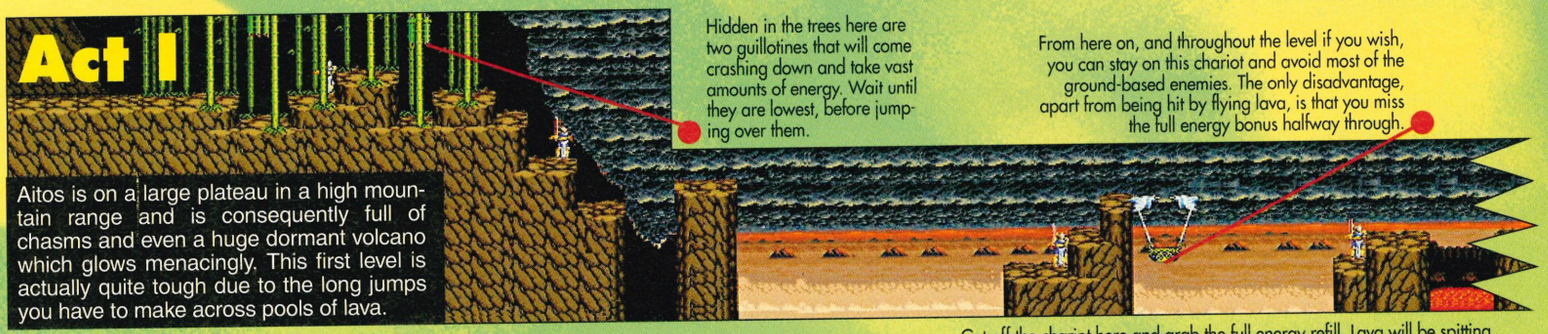


Act I

Aitos is on a large plateau in a high mountain range and is consequently full of chasms and even a huge dormant volcano which glows menacingly. This first level is actually quite tough due to the long jumps you have to make across pools of lava.

Hidden in the trees here are two guillotines that will come crashing down and take vast amounts of energy. Wait until they are lowest, before jumping over them.

From here on, and throughout the level if you wish, you can stay on this chariot and avoid most of the ground-based enemies. The only disadvantage, apart from being hit by flying lava, is that you miss the full energy bonus halfway through.

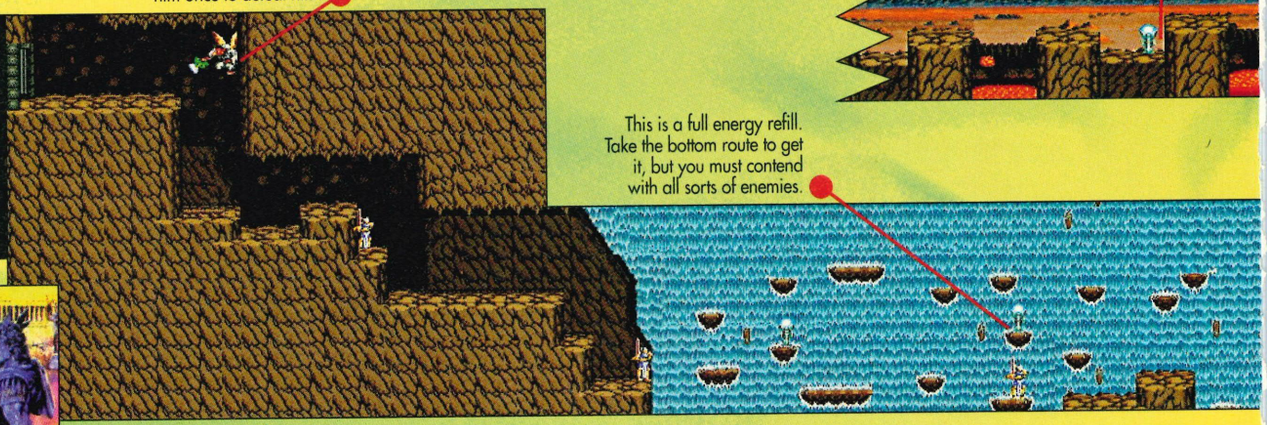


AITOS

This last section of Act I is simple to begin with but there follows a dangerous trek across slippery platforms suspended over a massive waterfall. If you can risk the dangers, there are plenty of bonuses on the higher platforms, but there are also more insects waiting to push you off. At the end is a very fast green dragon.

This huge flying insect shoots balls of energy at you. Leap over the missiles and slash at him once to defeat him.

Get off the chariot here and grab the full energy refill. Lava will be spitting everywhere, so watch your step and try to leap across this gap while stabbing the insect on the other side. This is a particularly hard jump to make and you have to time it just right. Alternatively, you can stay on the chariot.



This is a full energy refill. Take the bottom route to get it, but you must contend with all sorts of enemies.

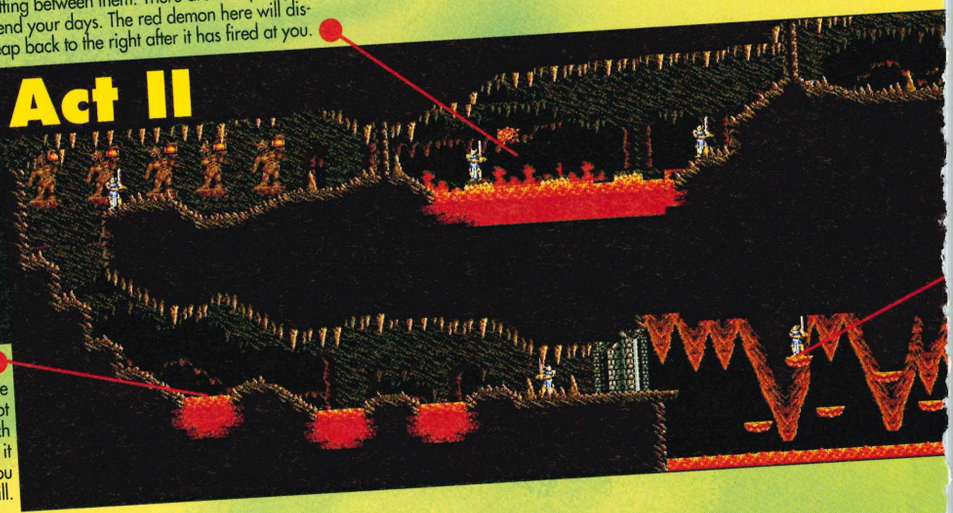


The stone slabs in the lava will not sink as expected, but there will be plenty of blobs of lava spitting between them. There are also plenty of molten creatures waiting to end your days. The red demon here will disappear if you leap back to the right after it has fired at you.

Act II

Under the volcano! The main problems you will encounter here are the pools of molten lava and some damn tricky platforms with plenty of enemies to fight at the wrong moment. Once you are past the fire creatures in the first chamber, you must leap between the falling platforms in the next area. This section is deadly if you are on the wrong slab as it sinks into the lava. Once past the hot pot, you must tackle archers on crumbling platforms and yet more hot liquid death. The fire wheel guardian is tough, but if you get the energy refill near the end, you should get him before he gets you. Use magic where possible.

Lava will spit out from these pools and hit you if you do not time your leaps properly. Each hit is one energy point, but it will be a long time before you can get a refill.







If you destroy all the boulders surrounding the temple, you can start building the town around the volcano (sounds a bit dangerous – remember Pompeii!).



Get the town built up to this mountain and the people will learn how to climb, some of the little guys will begin trekking all over the place, calling themselves Chris Bonnington.



Use the lightning clouds to destroy areas with boulders so that you can build on them. This is the first thing the people of Aitos ask you to do. Go on, it's the least you can do!

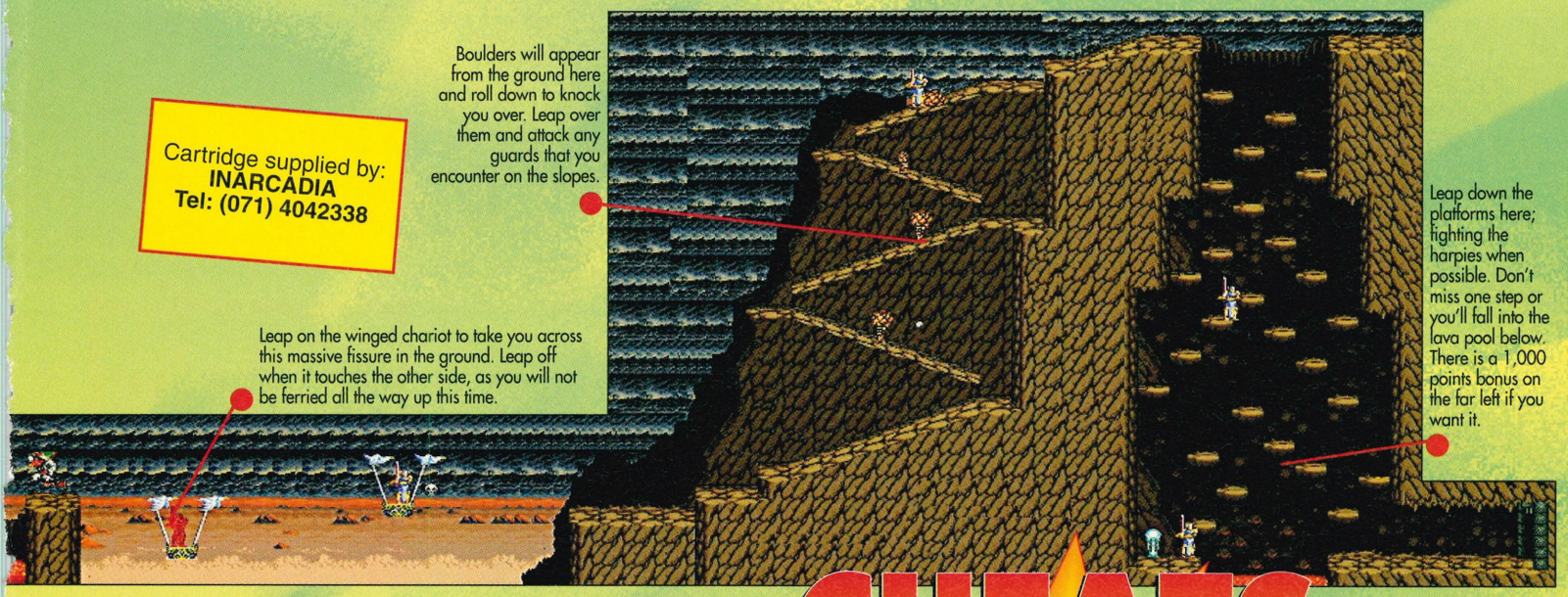


An interesting thing this. If you strike your temple with lighting, a frightened girl will surrender a Source of Magic that she was keeping from you. Burn her at the stake, I say.



The golden skull on this level is a complete pain, because it takes loads of hits and gets in your way. Make sure you seal it up first, then the one below, top right and finally top left.

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Boulders will appear from the ground here and roll down to knock you over. Leap over them and attack any guards that you encounter on the slopes.

Leap on the winged chariot to take you across this massive fissure in the ground. Leap off when it touches the other side, as you will not be ferried all the way up this time.

Leap down the platforms here; fighting the harpies when possible. Don't miss one step or you'll fall into the lava pool below. There is a 1,000 points bonus on the far left if you want it.

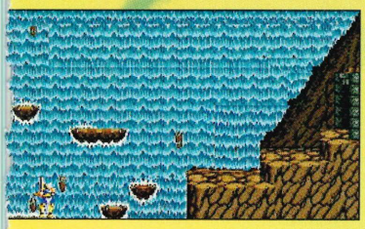
CHEATS

SPECIAL MODE
When you finish the game in normal mode, move the icon to "new game" on the title screen and this will allow you to play the game with the simulation mode. No infinite lives, I'm afraid.

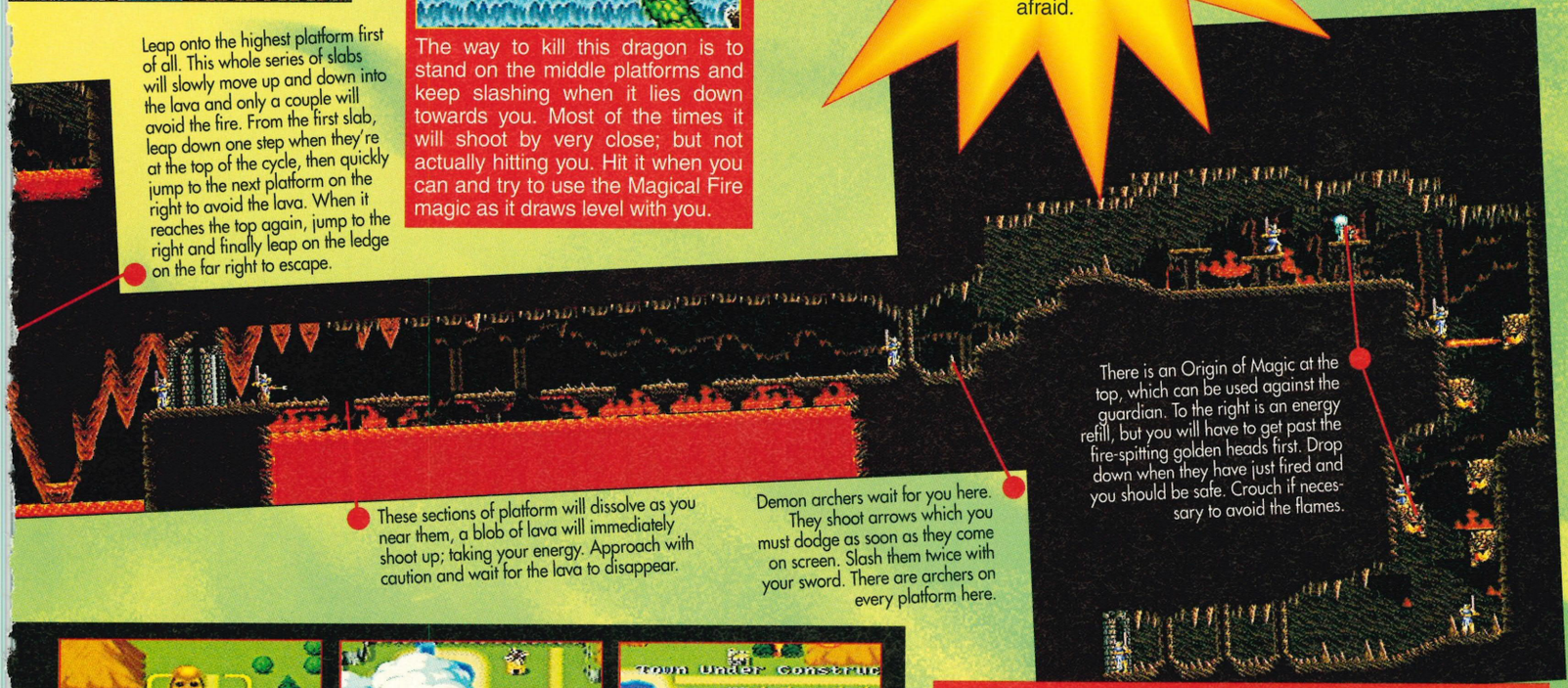
DRAGON



The way to kill this dragon is to stand on the middle platforms and keep slashing when it lies down towards you. Most of the times it will shoot by very close; but not actually hitting you. Hit it when you can and try to use the Magical Fire magic as it draws level with you.



Leap onto the highest platform first of all. This whole series of slabs will slowly move up and down into the lava and only a couple will avoid the fire. From the first slab, leap down one step when they're at the top of the cycle, then quickly jump to the next platform on the right to avoid the lava. When it reaches the top again, jump to the right and finally leap on the ledge on the far right to escape.



These sections of platform will dissolve as you near them, a blob of lava will immediately shoot up; taking your energy. Approach with caution and wait for the lava to disappear.

Demon archers wait for you here. They shoot arrows which you must dodge as soon as they come on screen. Slash them twice with your sword. There are archers on every platform here.

There is an Origin of Magic at the top, which can be used against the guardian. To the right is an energy refill, but you will have to get past the fire-spitting golden heads first. Drop down when they have just fired and you should be safe. Crouch if necessary to avoid the flames.



The main problem on this level (apart from the volcano) is the golden skull that is very difficult to destroy (use the angel arrow offering) and gets in your way when building.



At a certain stage in your development, the windmills that are peculiar to Aitos stop turning. The people call on you to send wind to get them started again. No problem.



After you have sealed all the monster's lairs, the volcano in the middle of Aitos will begin to erupt; spreading fire throughout the city. Now you must go through Act II.

FIRE WHEEL



The wheel will follow you where ever you go, so stand on the first platform on the right and slash at it as it comes below. Now it will spin up (get more hits in here) and then go to the middle of the screen where it will stop and fire missiles. Keep slogging away.

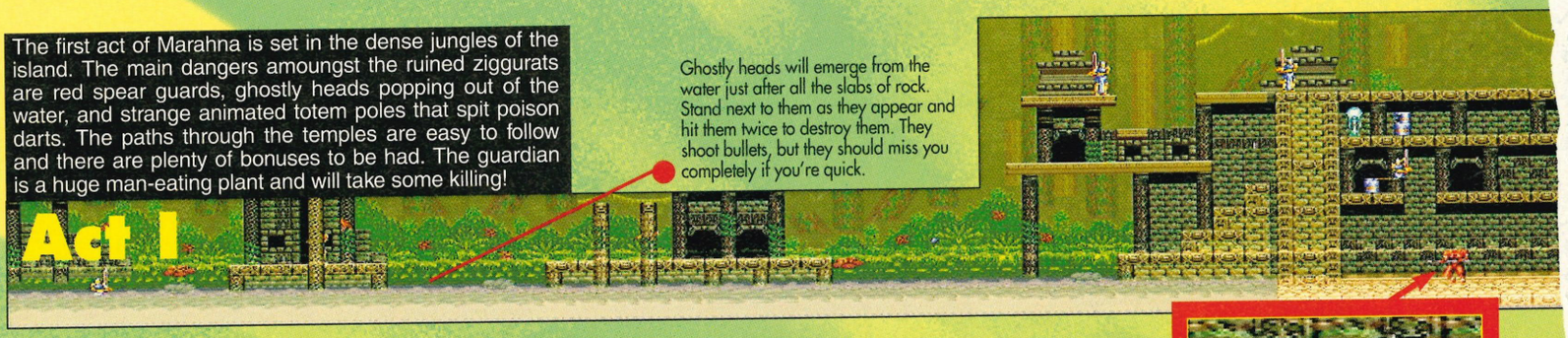
SUPER XS SOLUTION



The first act of Marahna is set in the dense jungles of the island. The main dangers amoungst the ruined ziggurats are red spear guards, ghostly heads popping out of the water, and strange animated totem poles that spit poison darts. The paths through the temples are easy to follow and there are plenty of bonuses to be had. The guardian is a huge man-eating plant and will take some killing!

Act I

Ghostly heads will emerge from the water just after all the slabs of rock. Stand next to them as they appear and hit them twice to destroy them. They shoot bullets, but they should miss you completely if you're quick.





The red spear guards here will drop into the marsh and stab you from a long distance with their long spears. When they face you, wait a second before you leap in the air to avoid the spear and land close enough to hack at them with your sword.

Act II

Stand on this section of floor and it will begin to travel down. On the walls are head carvings that shoot fireballs when their eyes glow. You will also have to contend with the blue harpies that attack from both sides and are greased lightning! As the floor descends, run left and right; depending on where the next head statue is. Slash the harpies and run in the opposite direction to the fireballs.

Each of these platforms will immediately drop when you stand on them. The penalty for not being quick enough is the multitude of spikes that line the floor below. There is some energy on the right if you need it after the harpy section (left).

To get past these heads, walk towards them and jump the bullets as they shoot from the eyes. Slash the heads three times as they float to the left. The next section (far left) is best completed by dropping down the platforms, spending as little time in the harpy's range as possible. The electric balls (below) will fire electricity between two points. Just stay out of the way!

You can go either way to get to the guardian. Both are about the same difficulty level (if you use the XS hints), but you may want to take the left route as it is considerably shorter. David, it's over to you.

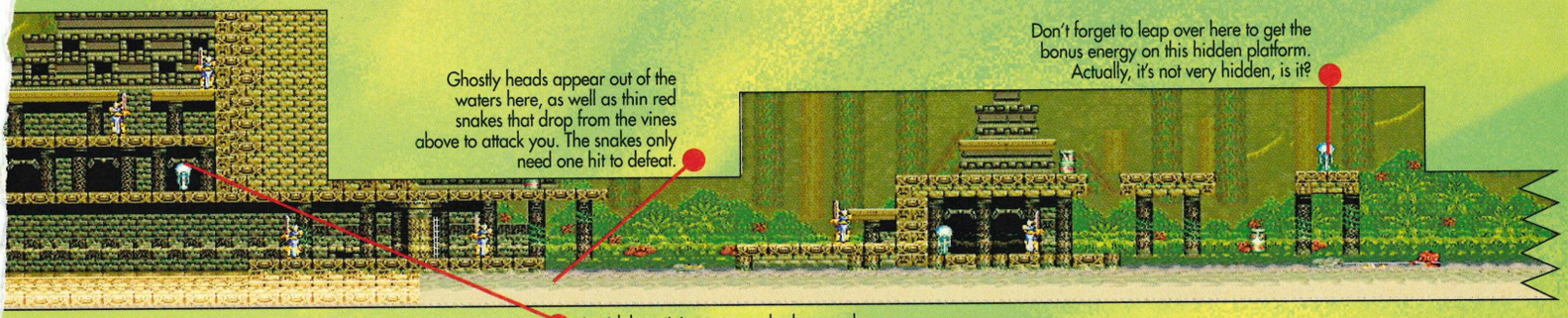
In this section, you have to leap over – or slide under – spiky blocks before they crush you. Time your jumps well or you will lose precious energy. The collision detection here is not too tough, so you should be able to scrape the spikes without getting hurt.

Act II of Marahna is a real tough nut to crack. Apart from being huge, it is also full of the fastest, meanest insect creatures you're ever likely to meet. Each of the problems you will face are described on the map, but you may also need to take the Magical Stardust to waste the guardian and the horde or harpies that inhabit the halls of the temple. There is some extra energy, but not enough. It will certainly be a Herculanian task to defeat Kalia.

This room has four platforms rotating around the outside. The aim is to jump on each slab (ducking under the spikes at the top) and make it to the right without falling into the spikes below. This would be easy, if it wasn't for the fact that there are fireballs constantly bouncing around the small chamber.

Slash your way down the platforms here, paying special attention to the wizards as they take the most energy. At the bottom, not only are there electric balls (Van De Graaff generators?), but also some insect warriors to kill, before you take the lift to the guardian. All this means, if you get held up too long, you will have less energy to tackle Kalia with.

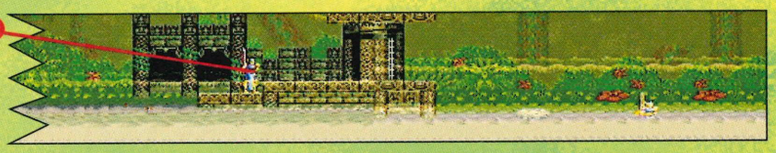
This spinning platform room is the same as the one on the left, except for the fact that there is a secret energy refill right at the bottom. However, getting the bonus is not as easy as it looks, because it is sometimes impossible to leap back up on the middle platform once you are down there.



Avoid the spitting totem poles here and you can get this energy refill, then drop down through the hole on the right to tackle the red spear guard waiting for you. Use the method outlined in the box (left) to deal with him.

MARAHNA

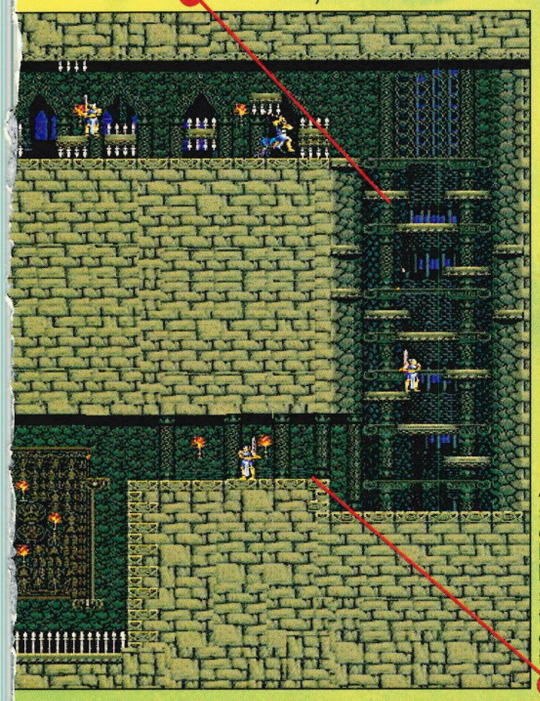
More ghostly heads and red water snakes attack you in this section. Keep slashing and leaping anything suspicious.



CHEATS

Extra life
In Kasandora, When the pyramid appears, cause an earthquake for a 1-Up to appear.

Harpies attack you in this section, so drop down as quickly as possible, slashing all the time to take any enemies out.



At the bottom of this section you will be attacked by some more harpies which should be easy to defeat. Just slash, slash, slash and then go on to face another spinning platform room.

KILLER PLANT

We've found that the best way to deal with this overgrown Venus flytrap is to draw the green tentacles and spinning vine balls out to the island on the far left, then leap over them and stand between the plant and the platform near it. Now leap up and slash it constantly to get hits in. If the tentacles approach, stand on the island near the plant to make them stop, then get two more hits in, before jumping over them and drawing them back out for another assault. The spinning balls wil disappear after a while.





SUMMARY

GAME NAME: Actraiser
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 255,110
NUMBER OF LEVELS: 6
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.

KALIA



This is the first really difficult guardian. Kalia will shoot fireballs that travel along the ground when his rods flash. You can either leap up and try to hit him, or use the platforms that he summons, to get in range. If you walk slowly underneath him, he will drop and you can get a hit in, before leaping back to avoid his wrath. Use Magical Fire or Stardust when he gets in range.



Before you begin building the city, use an earthquake to cause a massive upheavel and join the two islands in Marahna. This will mean you can seal the monster's lair in the top left.



Seal the monster's lairs as soon as possible, but leave a blue dragon lair. This is so that you can first explore the island in the top right, and build your city to full strength.



Clear the trees in Marahna with lightning, and build as quickly as possible, keeping an eye out for red dragons as they go near your crops. Plant the wheat for a better yield.



Show your people the Ancient Tablet found in Kasandora. They will explore the island to the north. Lightning the trees on the right and they will get a Magical Aura.



When the population of the city increases sufficiently, your people will discover herbs and these can be sent by Federal Express to Kasandora to cure the plague.



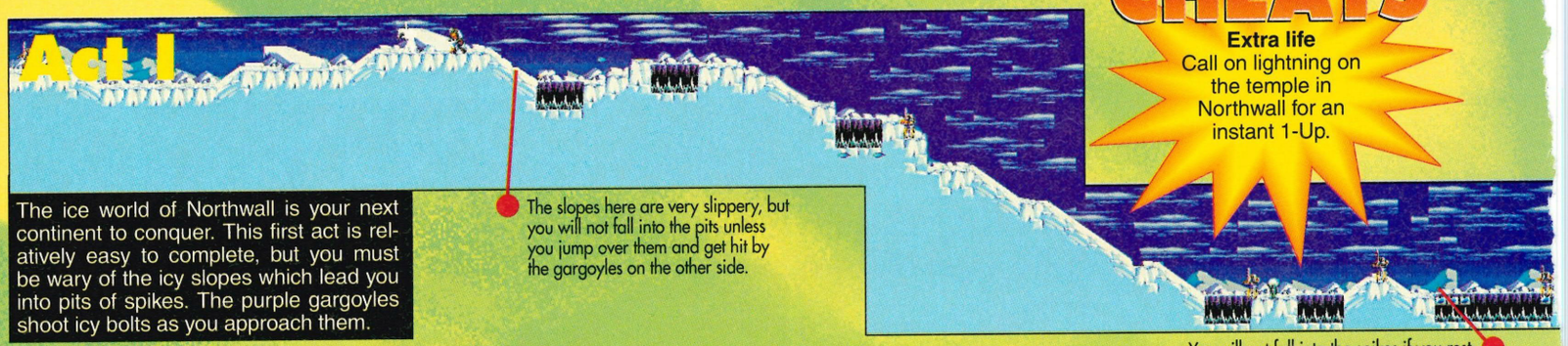
In the marshy areas of Marahna, use the sun's extreme heat to dry the land so that you can build on it. A monster's lair is located in the bottom right, underneath the marshes.



CHEATS

Extra life
Call on lightning on the temple in Northwall for an instant 1-Up.

Act I



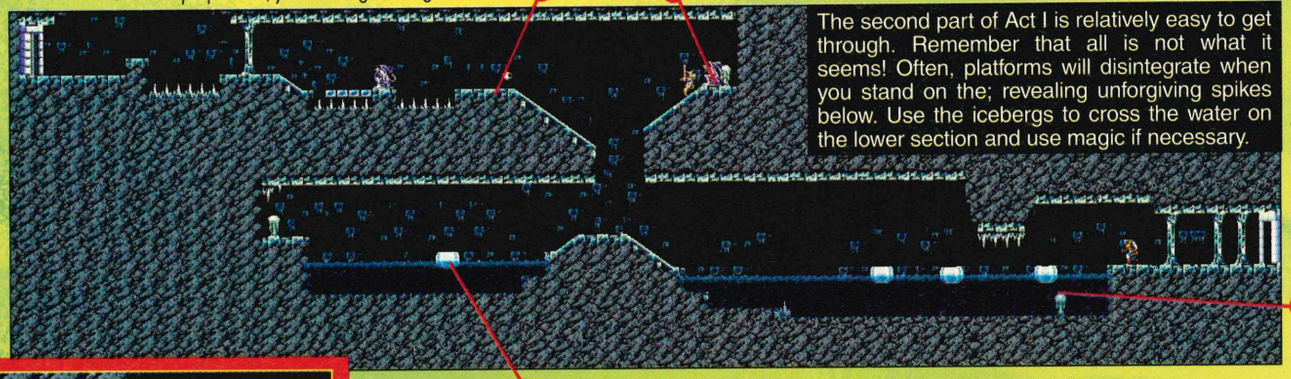
The ice world of Northwall is your next continent to conquer. This first act is relatively easy to complete, but you must be wary of the icy slopes which lead you into pits of spikes. The purple gargoyles shoot icy bolts as you approach them.

The slopes here are very slippery, but you will not fall into the pits unless you jump over them and get hit by the gargoyles on the other side.

You will not fall into the spikes if you rest gently on the edge, but you will still fall victim to the purple gargoyle's icy eye bolts. You can, however, leap the gargoyles, then attack them from behind.

These blocks disintegrate as you touch them, so don't dawdle! The purple gargoyle will try to delay you long enough to fall in, but if you wait for the bolts to be fired and then jump over it, you should get through no trouble.

Behind this gargoyle there is a tasty bonus to grab. Hold yourself on the icy slope by pushing right, and then slash at it once it has fired its weapons.



The second part of Act I is relatively easy to get through. Remember that all is not what it seems! Often, platforms will disintegrate when you stand on the; revealing unforgiving spikes below. Use the icebergs to cross the water on the lower section and use magic if necessary.

The full energy refill down here is essential if you've lost loads of energy on the top section. Unfortunately, the water makes your progress slow, and you can often get hit by missiles that move too fast for you to dodge.



We've found the best way to get past the ice troll on the right of this map is to stand on the iceberg, duck under the spikes, and then let lose with your magic – preferably the Magical Fire as it goes in a straight line.

Use the icebergs to get over to the 1-Up here. There is a purple gargoyle on the ledge, so leap up when the iceberg gets close and slash at it two or three times. You may need to do this twice before it is vanquished.

The slippery slope here, makes it difficult to get an accurate shot in. Push right on the slope until you are level, then shoot it three times to finish the stage.

Go this way instead of to the exit and you will find another bonus behind... yes, you've guessed it, a purple gargoyle.



WINGED HARPY

The harpy will swoop down from the left and then the right; taking your energy on each pass. Use the Magical Fire (left) as it gets level. Another good tactic is to stand on the far left and leap up as it attacks. This is the Harpy's main blind spot.

The last section of Northwall Act I is by far the largest. There is a tricky manoeuvre to accomplish near the start as you must leap on a moving ice block in order to reach the higher platforms. If you can take the risks (and face the purple gargoyles!) there are plenty of bonuses such as extra lives and energy to collect.

You must leap over the evil harpies and purple gargoyles to get to this bonus magic. You must then go back to the left side to be able to climb up to the top.

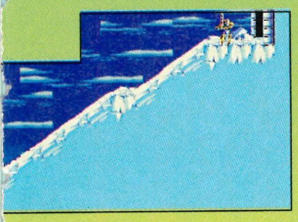
As you drop down here, watch out for the falling ice and the spikes above your head. The enemies will try to push you into them if at all possible.

An ice block will whizz down this section from this block. Stand on the block to be instantly transported onto the moving ice – where you can ride it to the hidden platforms above.

There is an extra life hidden in this passage. To reach the platforms, ride the ice block, and jump up as you go underneath. You can get onto the block at any time, if you judge your jump correctly.

Ride the ice block to this edge and leap off as it drops into the spikes. If you miss, you will be impaled. Now leap up to the ice platforms to safety.

RIDES THE BUBBLES!



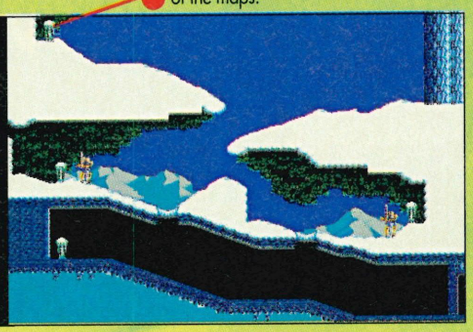


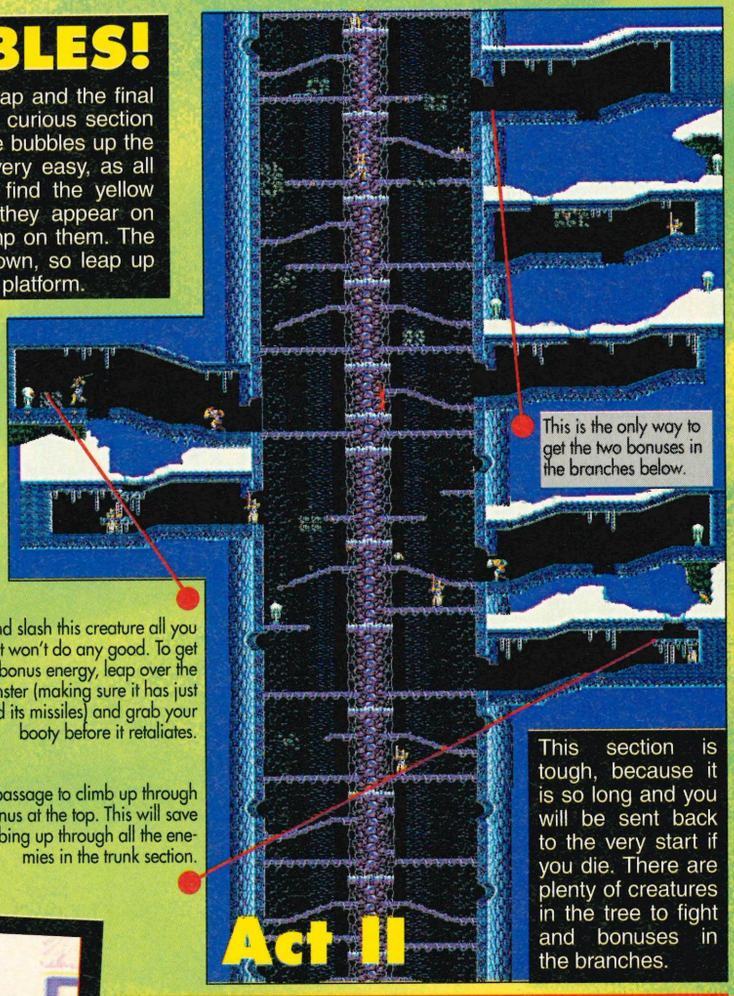
Between the tree map and the final guardian, there is a curious section where you must ride bubbles up the tree trunk. This is very easy, as all you have to do is find the yellow bubbles (wherever they appear on the screen) and jump on them. The bubbles will slow down, so leap up to the next available platform.

NORTHWALL

This hidden magic icon can easily be missed if you don't explore ever section of the maps.

Just what am I supposed to write about this section? The first Northwall Act II map is very small and consists of running left, getting the bonuses, and then dropping into the trunk itself, where you can run down to the exit.





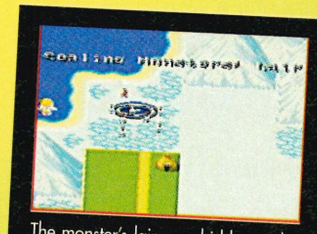
This is the only way to get the two bonuses in the branches below.

Hack and slash this creature all you want, it won't do any good. To get the bonus energy, leap over the monster (making sure it has just fired its missiles) and grab your booty before it retaliates.

Use this passage to climb up through to the bonus at the top. This will save you climbing up through all the enemies in the trunk section.

This section is tough, because it is so long and you will be sent back to the very start if you die. There are plenty of creatures in the tree to fight and bonuses in the branches.

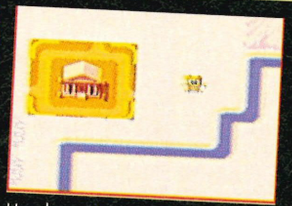
Act II



The monster's lairs are hidden under the snow in this world, so you will just have to spot where the monsters come from and build to that spot. There are two golden skulls here.



Leave the gold skulls too long and they will wreak havoc in your city by causing a huge earthquake which will destroy every building. Use the Strength of the Angel to defeat them.

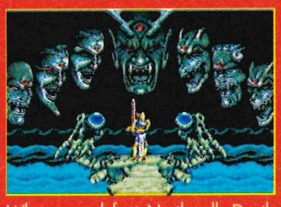


Use the sun's powerful rays to melt the snow. If you melt the area around the lake, you will find the Magical Light spell which can be used against the Crystal Wyvern.

CRYSTAL WYVERN



The only time when the wyvern is vulnerable is when it hovers to shoot at you. Get behind it and use magic, and hit it several times before it flies off. Keep running at it as it attacks, slash your sword when you get near.



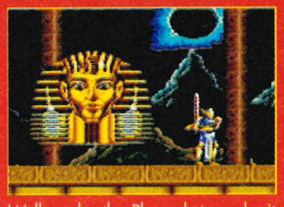
When you defeat Northwall, Death Heim will appear to the right. Enter this and you will have to fight all the guardians one by one.



The Minotaurus is harder to defeat. Leap over the spinning axe as he drops, and slash him twice before leaping away. He is much faster.



Defeat the Werewolf in the same way. Slash him on each platform, then jump back to avoid the lightning and wait for him to disappear.



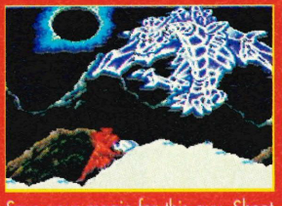
Walk under the Pharaoh to make it drop down, then slash it four times and jump the laser bolt. Now leap the arrow that appears and repeat.



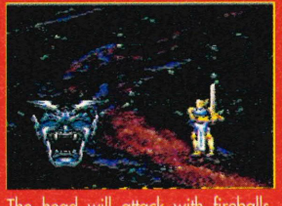
The spinning wheel is relentless. Stand on the platform to the right and keep hitting it as it moves past you. Use magic as it gets close.



Run under Kalia until spikes appear, then slash it and jump away to avoid its talons. When its rods flash, jump up to avoid the energy bolt.



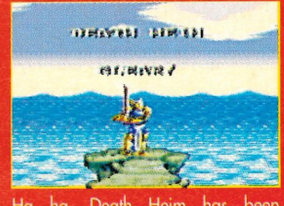
Save your magic for this guy. Shoot Magical Fire at it when it gets level, then leap up to slash your sword. Get hits in when it hovers.



The head will attack with fireballs, leap over and hit it as many times as possible before it closes its mouth and moves around the screen.



The final guardian (I can't believe I've made it!) uses rolling fireballs which you must avoid, as well as homing bolts. Hit the red crystal.

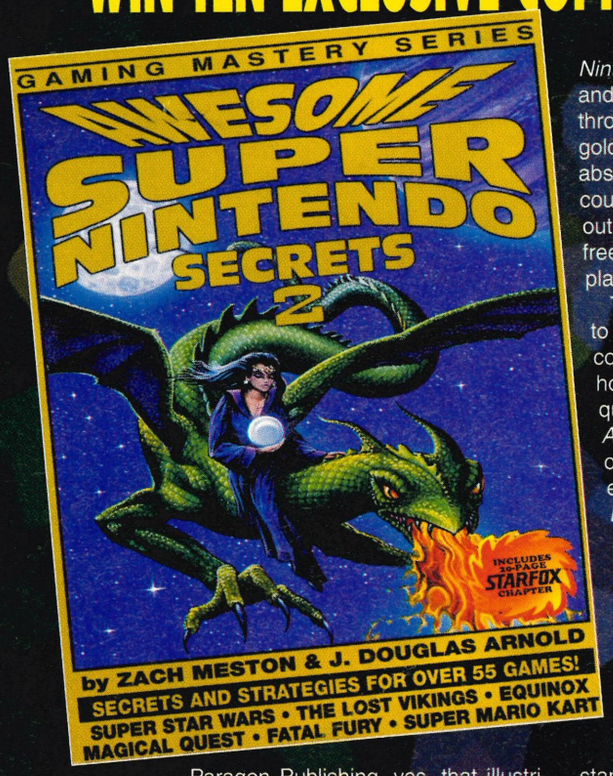


Ha ha, Death Heim has been destroyed and the Master triumphs. Now you can bring peace to the land and everything's tickety boo!



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B. Single Image Random Dot Stereograms.
C. I drive a Ferrari.

2. Who is *Awesome Super Nintendo Secrets 2* published by?

A. Paragon Publishing – the same people who bring you SUPER XS.
B. The little man in the green elf suit who reads your letters to Santa.
C. Dr M, well known and desperately sad gamesplaying addict.

3. The latest sensation to hit the Super NES is the Super FX chip, what was the first game to utilise this technology?

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B. Garry Glitter buys a sandwich bar
C. Street Fighter II Turbo

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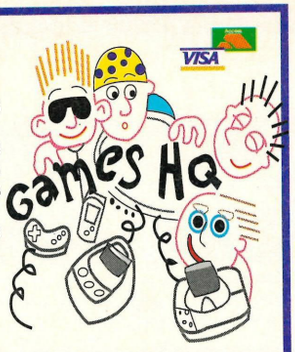
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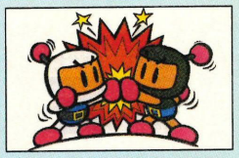
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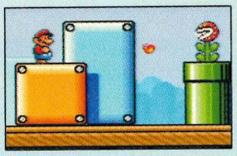
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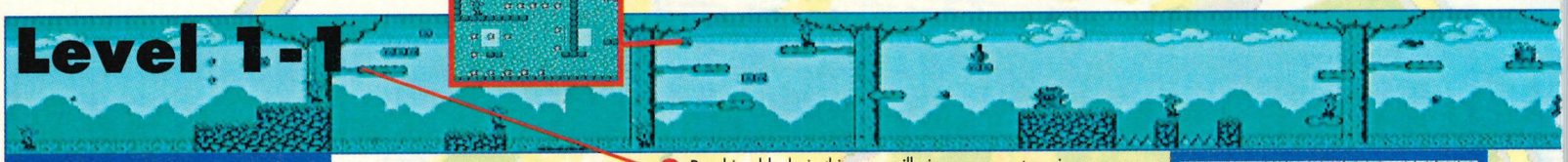
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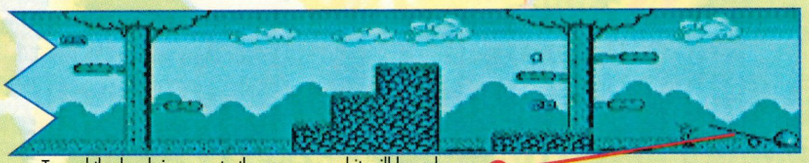
TOTAL.....

Level 1-1



Asterix begins his quest in Gaul, an area covering most of western Europe (in Roman times). As in every level, there are a number of secret rooms. You find them by punching blocks until you uncover a key. Jump into the key and enter the secret rooms to gather loads of bonus points.

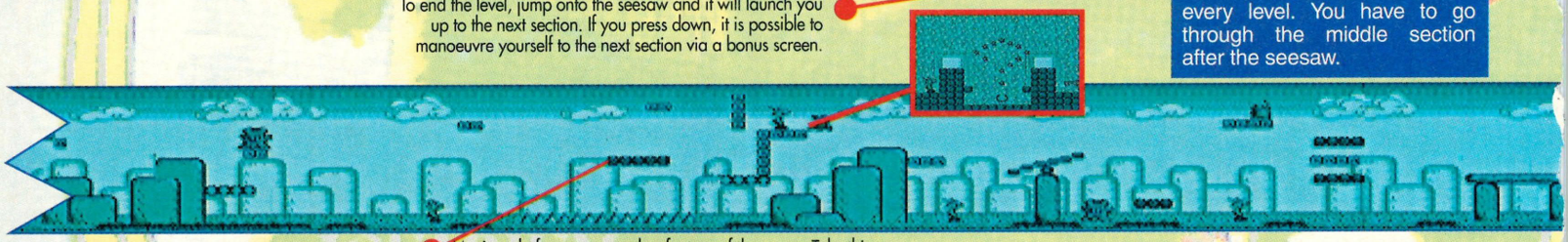
Punching blocks in this area will give you an extra wing, which is the symbol for energy. Leap along the tree top to get to the next section of solid ground.



To end the level, jump onto the seesaw and it will launch you up to the next section. If you press down, it is possible to manoeuvre yourself to the next section via a bonus screen.

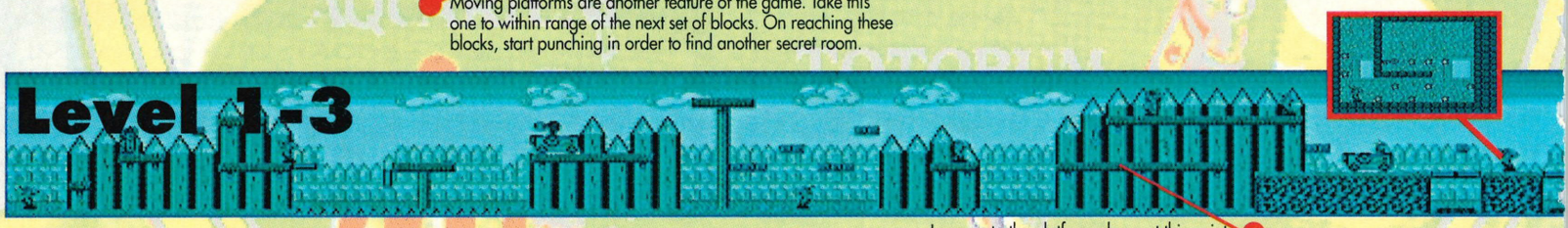


By jumping on these barrels you can gain extra energy and lives. This occurs at the end of every level. You have to go through the middle section after the seesaw.



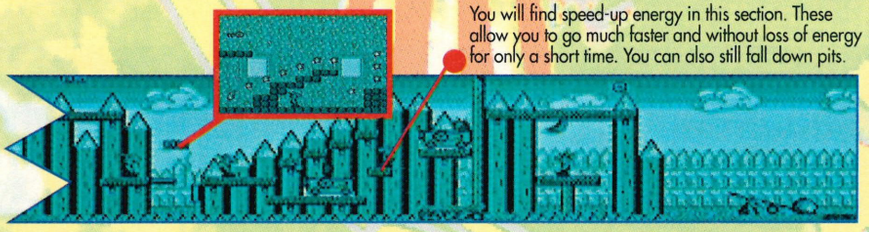
Moving platforms are another feature of the game. Take this one to within range of the next set of blocks. On reaching these blocks, start punching in order to find another secret room.

Level 1-3



You will find speed-up energy in this section. These allow you to go much faster and without loss of energy for only a short time. You can also still fall down pits.

Leap up to the platform above at this point. This will allow you to avoid the centurion and the catapult at the other end.



Level two is set in Helvetia, the Roman name for Switzerland. Scoot across the alps; fighting snowmen and once again, finding those secret rooms.

Level 2-1



Snowmen are hiding around this section, so dodge their snowballs and time your run to punch them out!

This bonus section occurs at the end of every set of three levels. You must get over to the right by hopping on the barrels to avoid the pits. When you get to the right, jump on the barrels to get to the top platform, and punch the pirate's lights out. One hit should be enough.

At this point, you must leap up to punch out a block which stands between you and the moving platform above.



INFOGRAMMES ● PLATFORM ADVENTURE

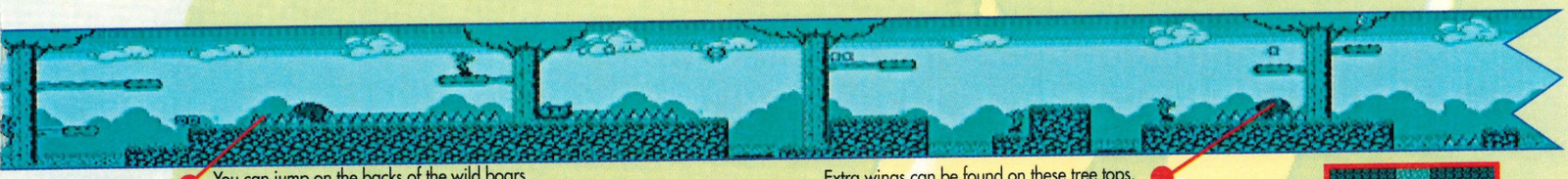
ASTERIX

GAME BOY



The evil Roman empire has plotted against Asterix and arrested his good friend Obelix; taking him to a known destination near Rome. Asterix must battle his way from his base camp in Gaul, across the northern hemisphere, via Switzerland and Egypt to locate and rescue his rotund buddy. If successful, Asterix will shame the Romans and strike a blow for the oppressed masses. Not only is *Asterix* a classic game in true *Mario* style, but it marks another quality release from French coders, Infogrammes. Look to SUPER XS for the full Super NES solution... soon!

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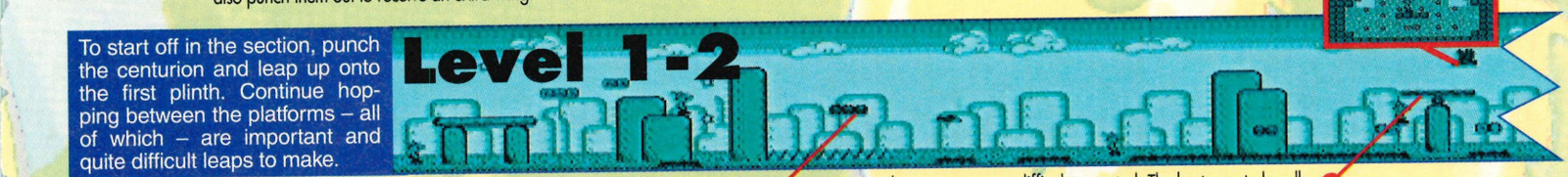


You can jump on the backs of the wild boars and ride them, thus avoiding the spikes. You can also punch them out to receive an extra wing.

Extra wings can be found on these tree tops. Use the wild boar to get up to these heights.

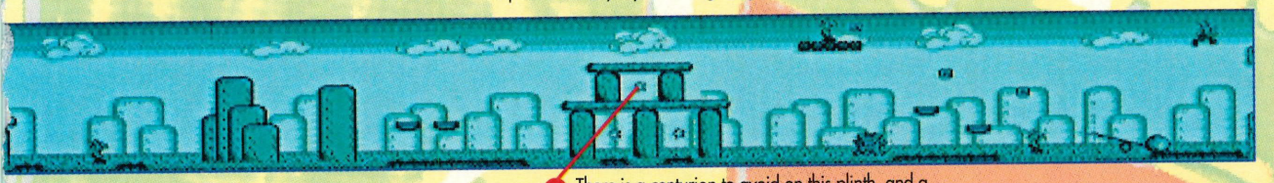
Level 1-2

To start off in the section, punch the centurion and leap up onto the first plinth. Continue hopping between the platforms – all of which – are important and quite difficult leaps to make.



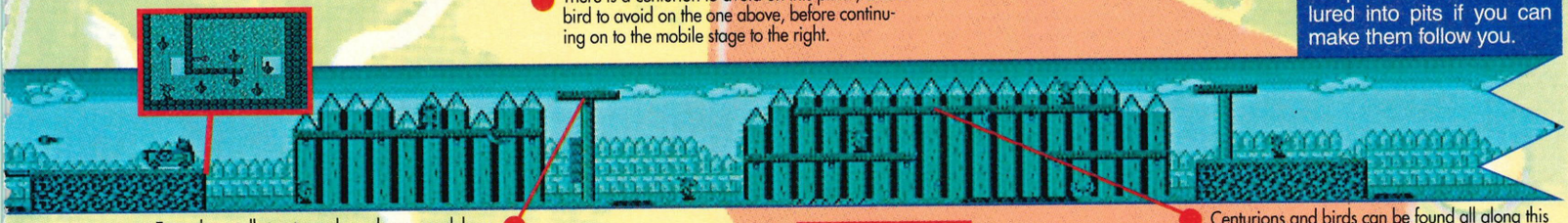
Leap far enough off this stage not to land in a pit. There is a series of pits after this point, that are protected by birds. The birds can also be punched away if your timing is right.

These seesaws are difficult to control. The best way to handle them is to leap on one end to take the weight, then quickly hop to the other side, and spring on to the next stage.



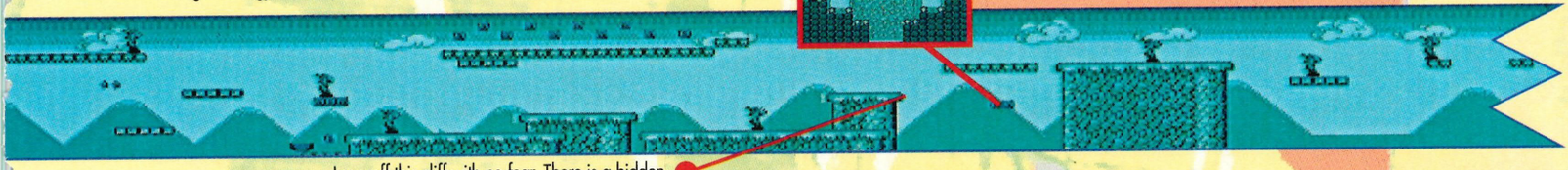
There is a centurion to avoid on this plinth, and a bird to avoid on the one above, before continuing on to the mobile stage to the right.

In this section, Asterix must make his way past a fortress. Roman soldiers and large bouncing birds are the biggest threat. The bouncing birds can be punched as well as lured into pits if you can make them follow you.



From these tall structures, hang large pendulums that swing to try and catch you. If they do, you lose a wing of energy so time your progress by them.

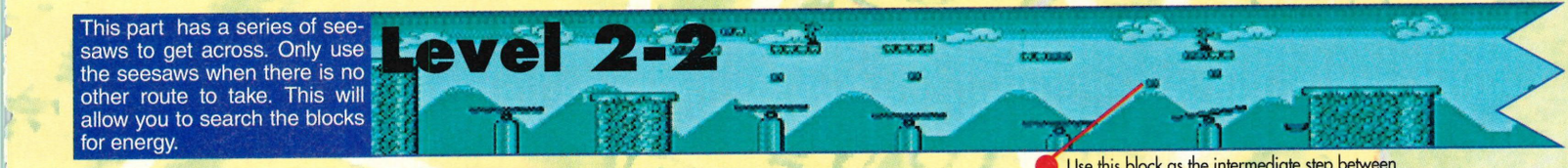
Centurions and birds can be found all along this section. Jump between the platforms to avoid them, or time a run up to punch them away.



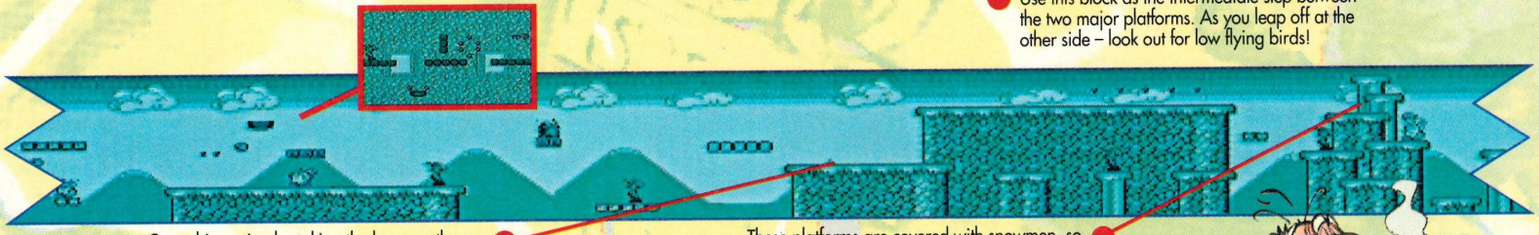
Leap off this cliff with no fear. There is a hidden floor below, so that you can walk along, punch out the blocks and find the secret room.

Level 2-2

This part has a series of seesaws to get across. Only use the seesaws when there is no other route to take. This will allow you to search the blocks for energy.



Use this block as the intermediate step between the two major platforms. As you leap off at the other side – look out for low flying birds!



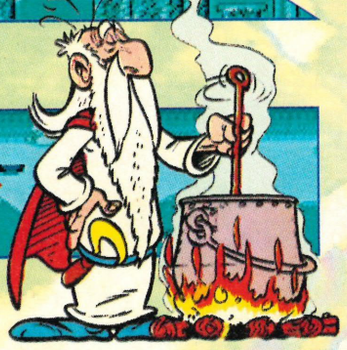
Cross this section by taking the lower pathway. This will give you an extra wing of energy as well as dodging the snowman at the top.

These platforms are covered with snowmen, so time your jumps inbetween their fire to have a chance to punch them away.



This section provides only these small pins to hop around on. While being careful with your jumps, look out for a stray bird and a snowball heading your way.

These platforms will fall away, so hop from one to the next swiftly. At the right of these platforms is the final seesaw to the next level.

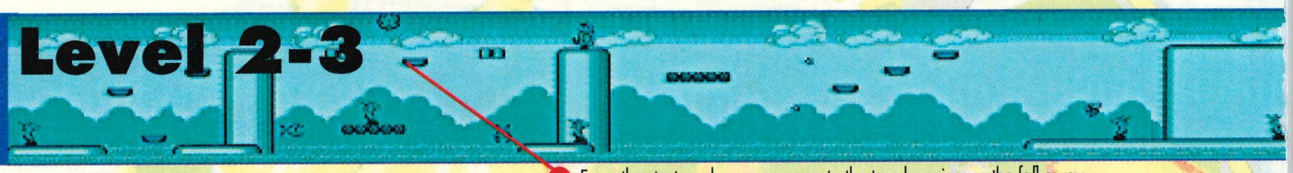


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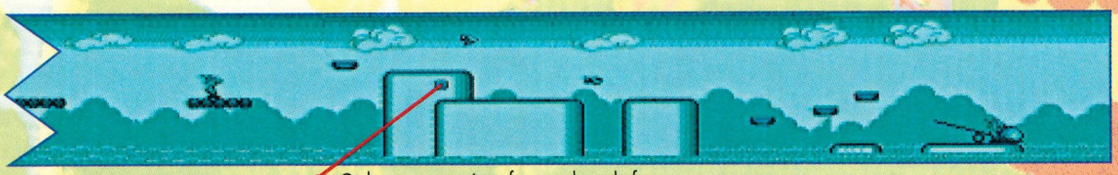
This last section in Helvetia has some quite difficult jumps in it, as well as a lot of platforms which fall away on contact. Bees can be a pest also, stinging your energy away.

Level 2-3

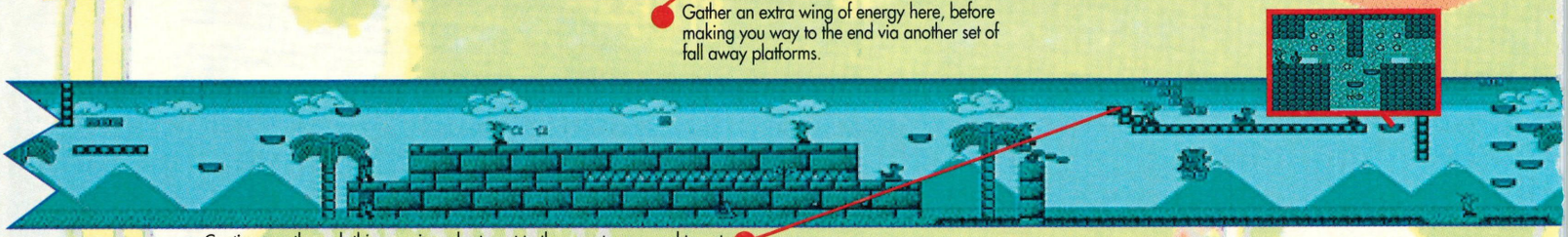


From the start, make your way up to the top, hopping on the fall away platforms. Leap across the high plinths, gaining a speed-up on this one to help you get past the Roman at the top of the next main hill.

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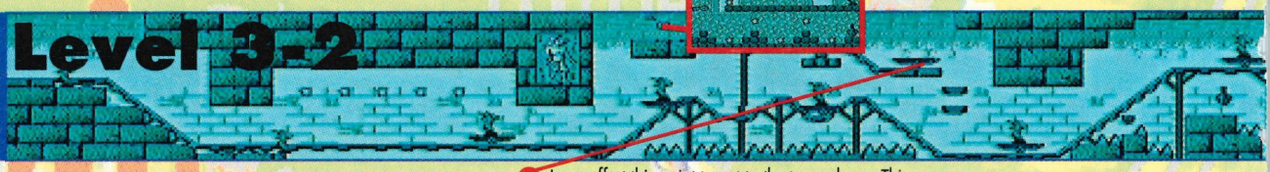
Gather an extra wing of energy here, before making you way to the end via another set of fall away platforms.



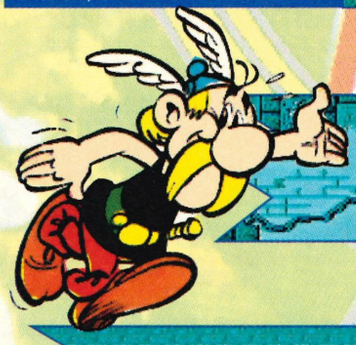
Continue on through this way, in order to get to the secret room and to get over the huge pit below. After visiting the secret room, hop on the collapsible plinth at the end. Jump up and to the right to reach it.

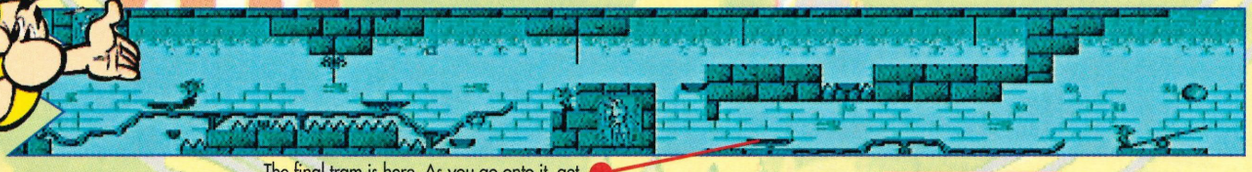
This is one of the best levels in the game. You find yourself on a trailer moving at speed down a track. In order to progress, you must leap from one trailer to another, before the tram falls off.

Level 3-2

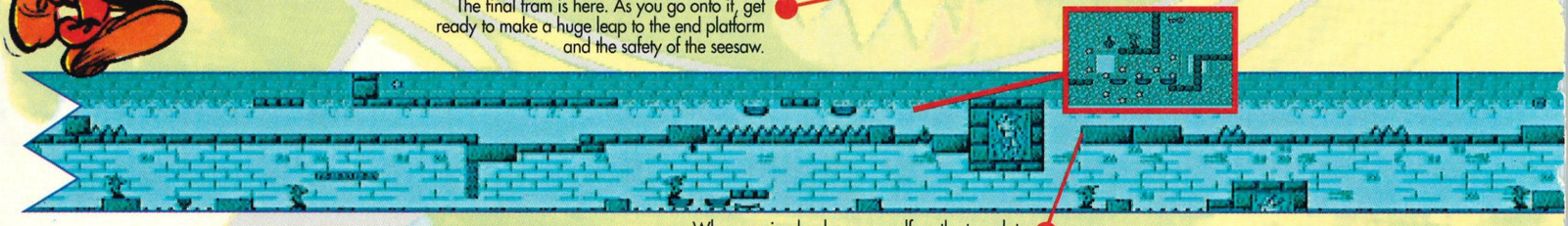


Leap off at this point to get to the tram above. This will take you to a block where you can locate a secret room.





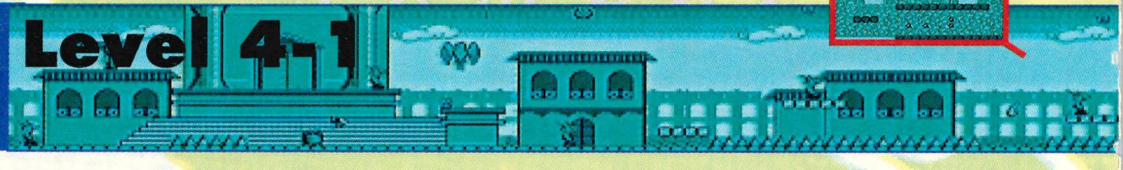
The final tram is here. As you go onto it, get ready to make a huge leap to the end platform and the safety of the seesaw.

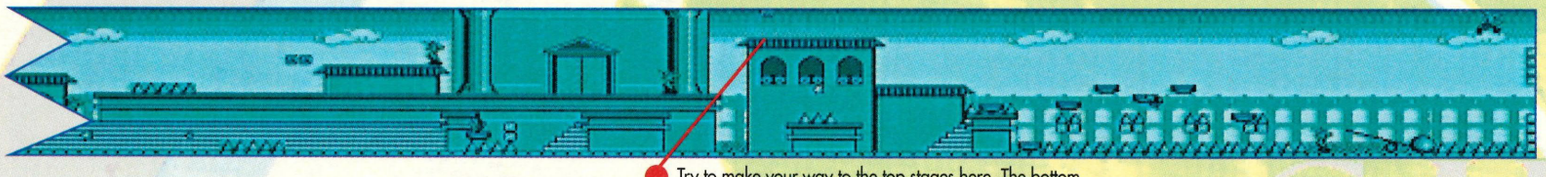


When coming back on yourself on the top platform, do not make the easy mistake of dropping down to the lower part again or it's curtains!

We have reached Rome and there are only three more stages to go! Make your way through the city which is closely guarded by an infantry of Roman centurions. Secret rooms are everywhere.

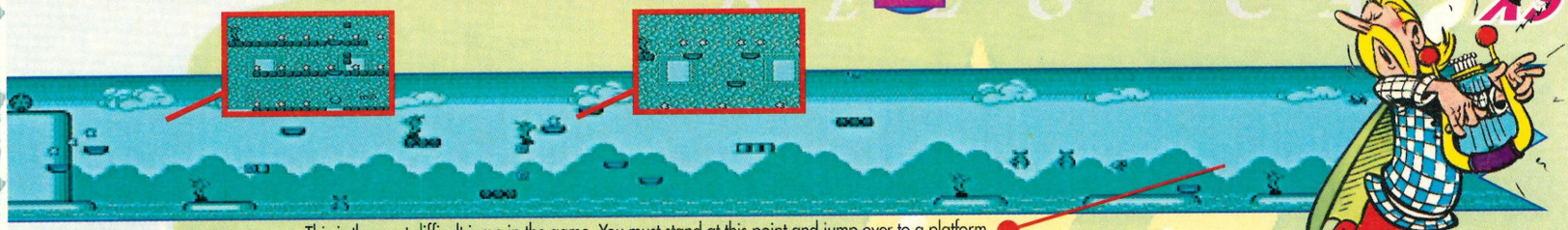
Level 4-1





Try to make your way to the top stages here. The bottom section is crawling with soldiers, and the high platforms will make it easier to get to the collapsible plinths.

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This is the most difficult jump in the game. You must stand at this point and jump over to a platform that you can't see!! The only help you have is a collapsible plinth that you can hop onto to gage where the moving platform is, before hopping back to dodge a watery end in the sea below.

Level 3-1

Welcome to Egypt. You must climb over mini pyramids and avoid the Egyptian army who are friendly with the Romans. There are some difficult sections in this level where it seems all the enemies meet to seal your doom.



Go up to this platform to collect a speed-up. Then come back down to ground level and get past as many obstacles as you can before your protecting speed-up runs out.

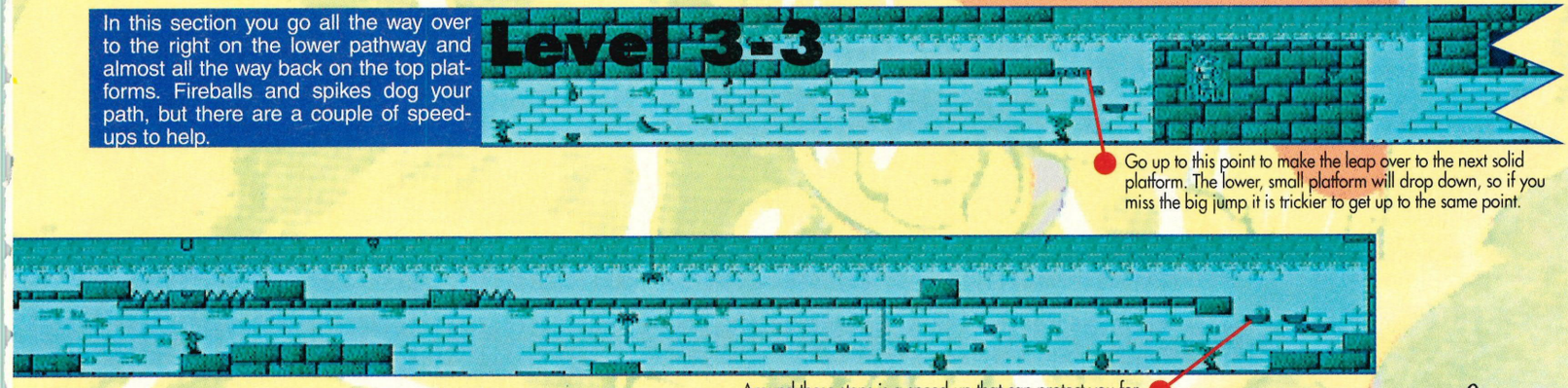
You must go forth via this hovering platform. It can be tricky to reach, as the spikes below don't give a lot of room to manoeuvre.



Change trams at this point. It will only be a short ride as you have to hop off again and land on another tram, situated just below and to the right.

Level 3-3

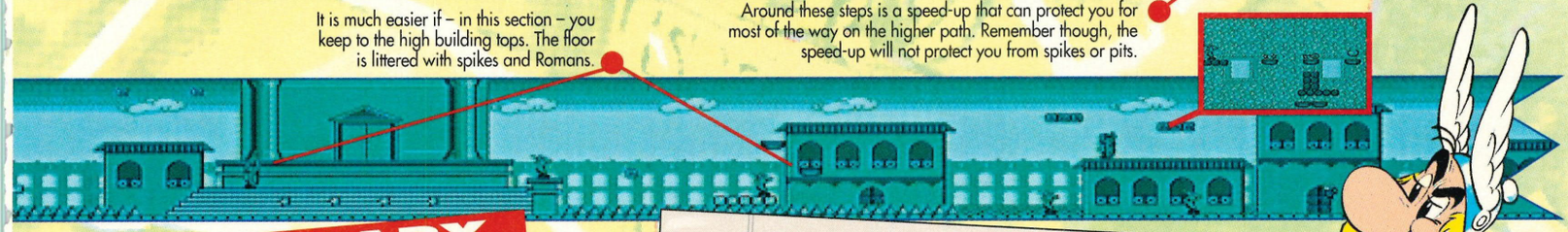
In this section you go all the way over to the right on the lower pathway and almost all the way back on the top platforms. Fireballs and spikes dog your path, but there are a couple of speed-ups to help.

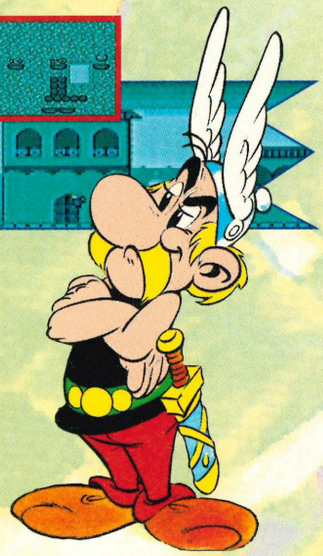


Go up to this point to make the leap over to the next solid platform. The lower, small platform will drop down, so if you miss the big jump it is trickier to get up to the same point.

Around these steps is a speed-up that can protect you for most of the way on the higher path. Remember though, the speed-up will not protect you from spikes or pits.

It is much easier if – in this section – you keep to the high building tops. The floor is littered with spikes and Romans.





SUMMARY

GAME NAME: Asterix
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 464,700
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.



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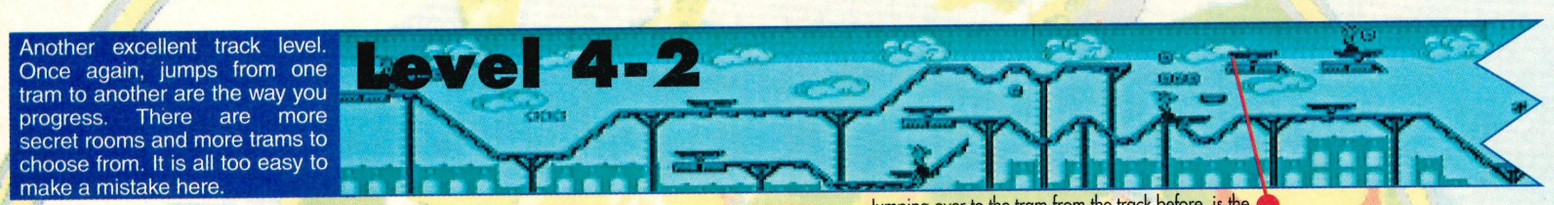
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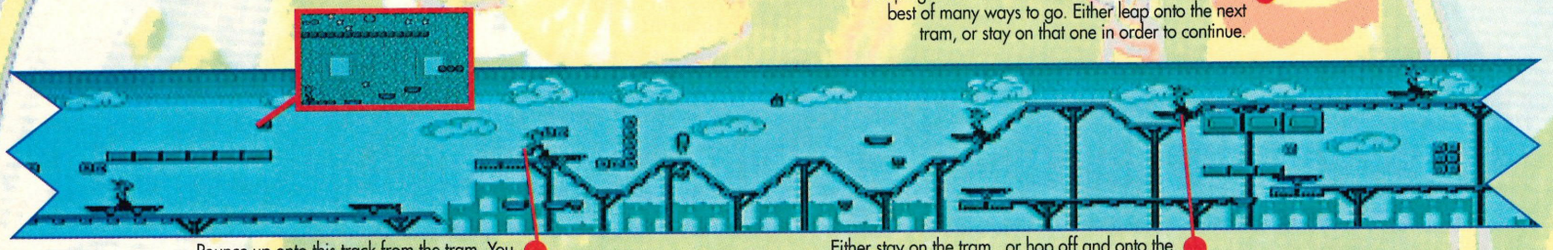


Level 4-2

Another excellent track level. Once again, jumps from one tram to another are the way you progress. There are more secret rooms and more trams to choose from. It is all too easy to make a mistake here.

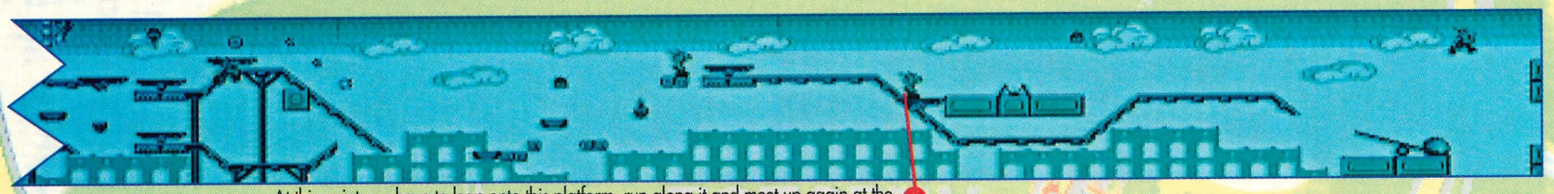


Jumping over to the tram from the track before, is the best of many ways to go. Either leap onto the next tram, or stay on that one in order to continue.



Pounce up onto this track from the tram. You will have to punch a lot of blocks out of the way to stay on the tram.

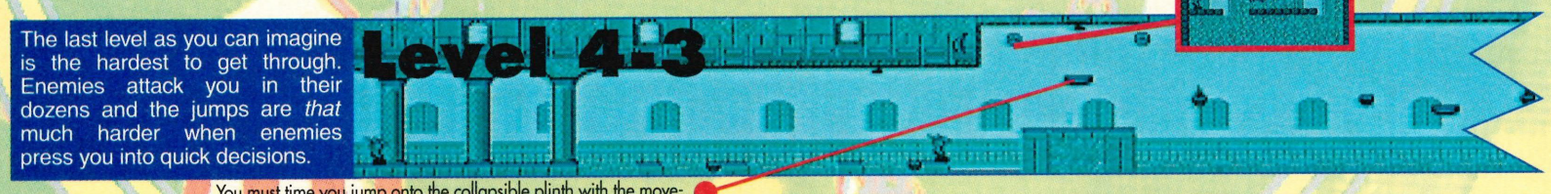
Either stay on the tram, or hop off and onto the one below. Both will take the small journey to the right and the next jump.



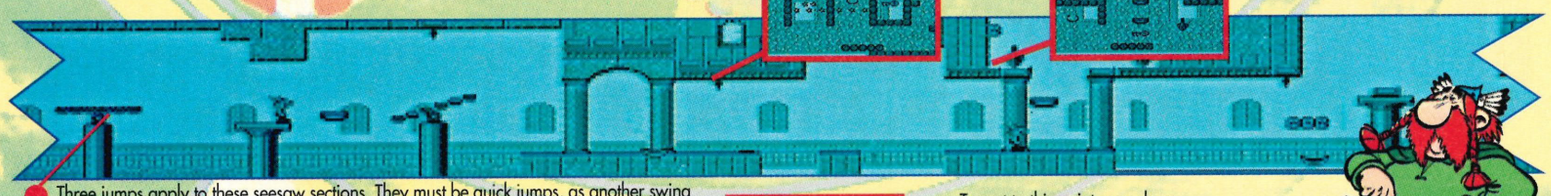
At this point you have to leap onto this platform, run along it and meet up again at the other side with the same tram. You cannot delay in getting over the platform as the tram is moving very quickly This is not the "Slow Train to Dawn", *The The* fans!

Level 4-3

The last level as you can imagine is the hardest to get through. Enemies attack you in their dozens and the jumps are *that* much harder when enemies press you into quick decisions.



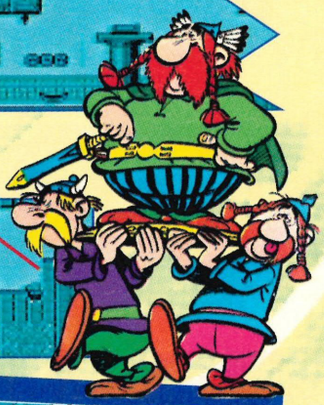
You must time you jump onto the collapsible plinth with the movement of the swing. Dodge the swing as it goes under you, and jump to the next platform before it returns.



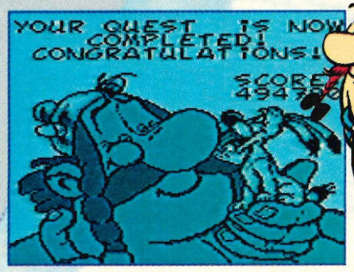
Three jumps apply to these seesaw sections. They must be quick jumps, as another swing is coming in from the right. The last jump onto the floor under the arch is the most important. You must allow yourself time to go right to the edge before making the leap.

To get to this point, pay close attention to the final collapsible plinths, they can fall on you.





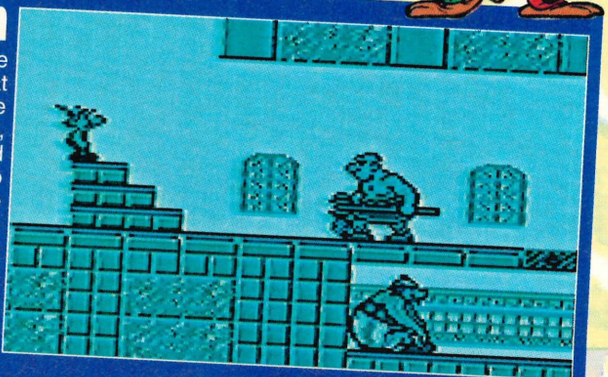






Final Guardian

The final guardian is a piece of cake compared to a lot of the jumps that you've made to get here! The guardian is a large Roman guard, armed with a pitchfork and a hard punch. The way to defeat him is to wait for him to come close to the platform you are standing on. Hop up to dodge his lunging fork and wait for him to retreat. As soon as he does, run up to him, leaping and punching as you go. A few punches will see him off and you can rescue your friend. It is time to party!



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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!



PRIZE PASSWORD



RING 0891 445955

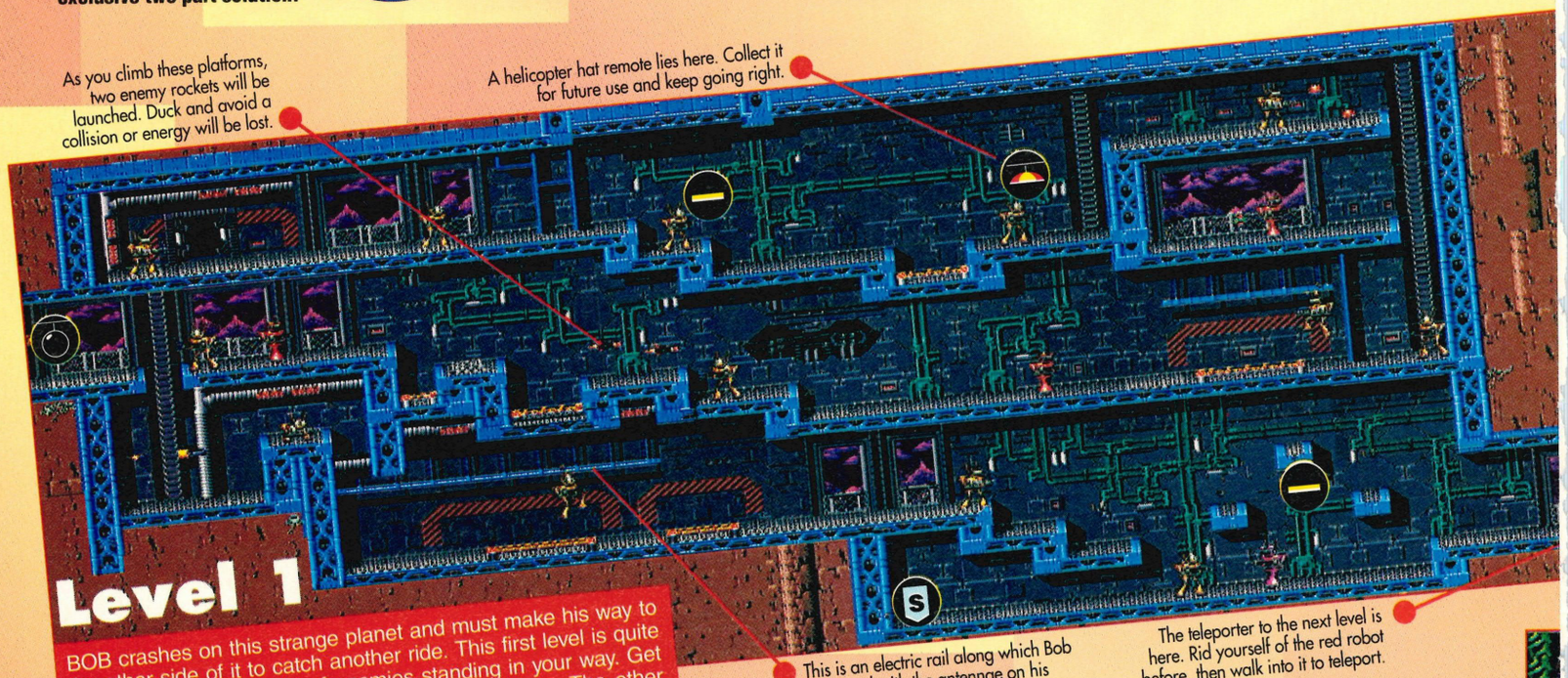
B.O.B

ELECTRONIC ARTS ● PLATFORM SHOOT-'EM-UP

BOB is a futuristic dude who knows how to have fun. Unfortunately, he gets nothing but grief from his parents as our hero likes to burn it up in his car and generally have a good time. This recent delivery from electronic Arts turns the robotic rad loose on a totally bogus journey through a humungous 45 levels! BOB is desperate to keep a hot date with his babe, but his funkadelic babemobile has been totalled! Will he make it? Only SUPER XS can save the day in this exclusive two part solution!

SUPER NES





As you climb these platforms, two enemy rockets will be launched. Duck and avoid a collision or energy will be lost.

A helicopter hat remote lies here. Collect it for future use and keep going right.

Level 1

BOB crashes on this strange planet and must make his way to the other side of it to catch another ride. This first level is quite easy with only a handful of enemies standing in your way. Get used to the jumps and the firing of your weapons. The other handy feature is the extended punch option, which can be used to dispatch the enemy, while saving ammo. As in every level, the end is a mystical starry teleport that will whisk you to the next section of you quest. There are plenty of weapons and remotes to collect as you make you way through the first level.

This is an electric rail along which Bob can travel with the antennae on his head. To use it, press up when you jump over the girders. This is a useful technique as it allows you to bypass bare electrical fields.

The teleporter to the next level is here. Rid yourself of the red robot before, then walk into it to teleport.

As you come over this ledge, you will be confronted by lava flies. They are easy to kill, but sometimes there is a temptation to just walk by them. Do not do that as they will hover around you, taking up little bits of power that you will need later in the level.

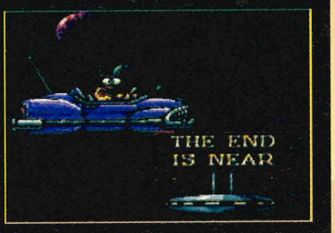
BOB'S YOUR UNCLE



BOB has borrowed his father-droid's wheels to set off on a hot date with his girlie. BOB's father warns his son that if he so much as gets a scratch on his hover car, his robotic butt will need an overhaul.



BOB sets off not feeling all together happy with his father's attitude. He calms himself by listening to some music while travelling along. "I Know it's only rock 'n' roll, I but I like it", the stereo blares.



Being a bit of a thickie (hey man, I'm too cool to stay in school!), BOB doesn't realise that when a sign says "The end is near", it usually means something bad is about to happen. Crash! BOB hits a meteor.

Level two sees BOB transported to this volcanic chamber. Lava pits and mutant creatures abound, as well as tough terrain and chasms. If it moves – shot it – otherwise your power reserves will diminish. Don't take risks in the early stages of the level as you will need all the power and weapons in the lower chambers. The electric rails that turn BOB into a dodgem are also common to this level, so use them to avoid creatures on the ground and to get past lava pits.

Take every opportunity to load up on weapons. Here you will find a single shot to add to your inventory. There are parts in the following levels when you will have to use weapons selectively in order to progress, so remember to get tooled up.

BOB: A MAN AT ARMS

Single shot
The weakest of the weapons available. Still, kept in reserve it can come in very handy.

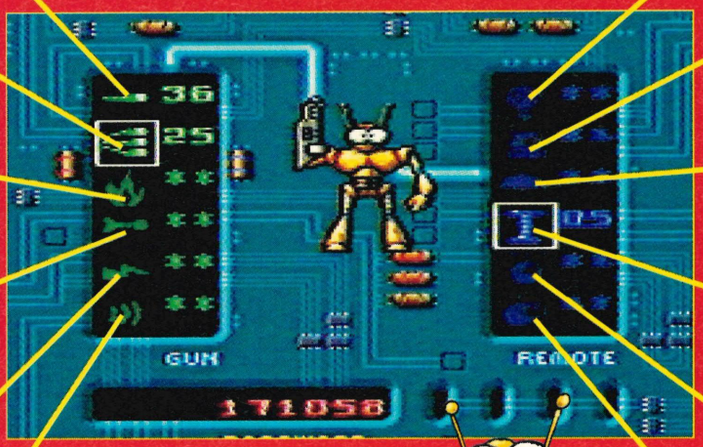
Triple shot
The three-way acton gives a good wide spread of fire, but no great power.

Flame-thrower
A powerful weapon which all to often runs out too quickly. Hold down the button for long range.

Rocket
An excellent weapon. Just fire and let it home in on the enemy. With only 20 at a time, use wisely.

Bolt
Good power that goes through enemies in one go! Again, there are not a lot of bolts available.

Wave
Excellent power with good effects. This weapon can go through more then one enemy at a time.



BOB's weapons and remotes can be seen at any time by pressing Start in the game. The weapons can be selected in the game via the L and R buttons (at the top of the pad).

Flash
Temporarily freezes the enemy in place, so that you can blast them away.

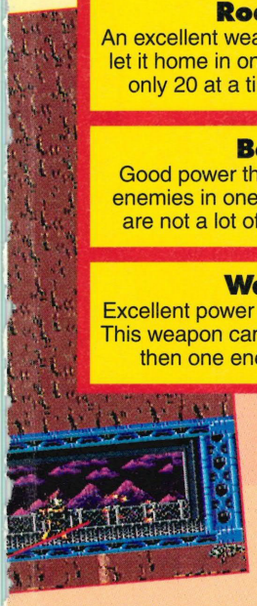
Shield
For a short time, the shield surrounds BOB; allowing him to protect himself from fire.

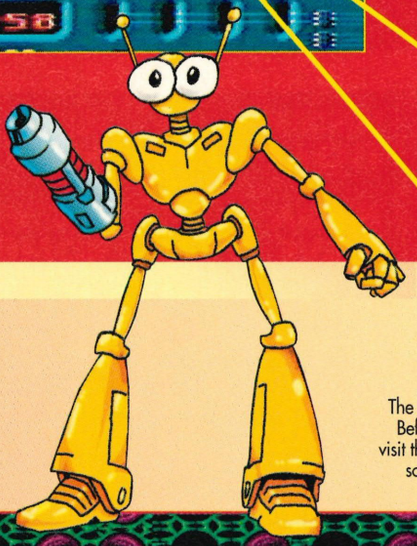
Umbrella
When BOB is falling, the umbrella can be operated, allowing him to float down safely.

Trampoline
This remote is extremely useful. It allows BOB to be hurled upwards, so he can get to high platforms.

Helicopter hat
BOB can fly around for a while, as long as he stays away from walls and ceilings.

Floating bomb
A time bomb that can be laid down in quick succession. It counts down and then blows.

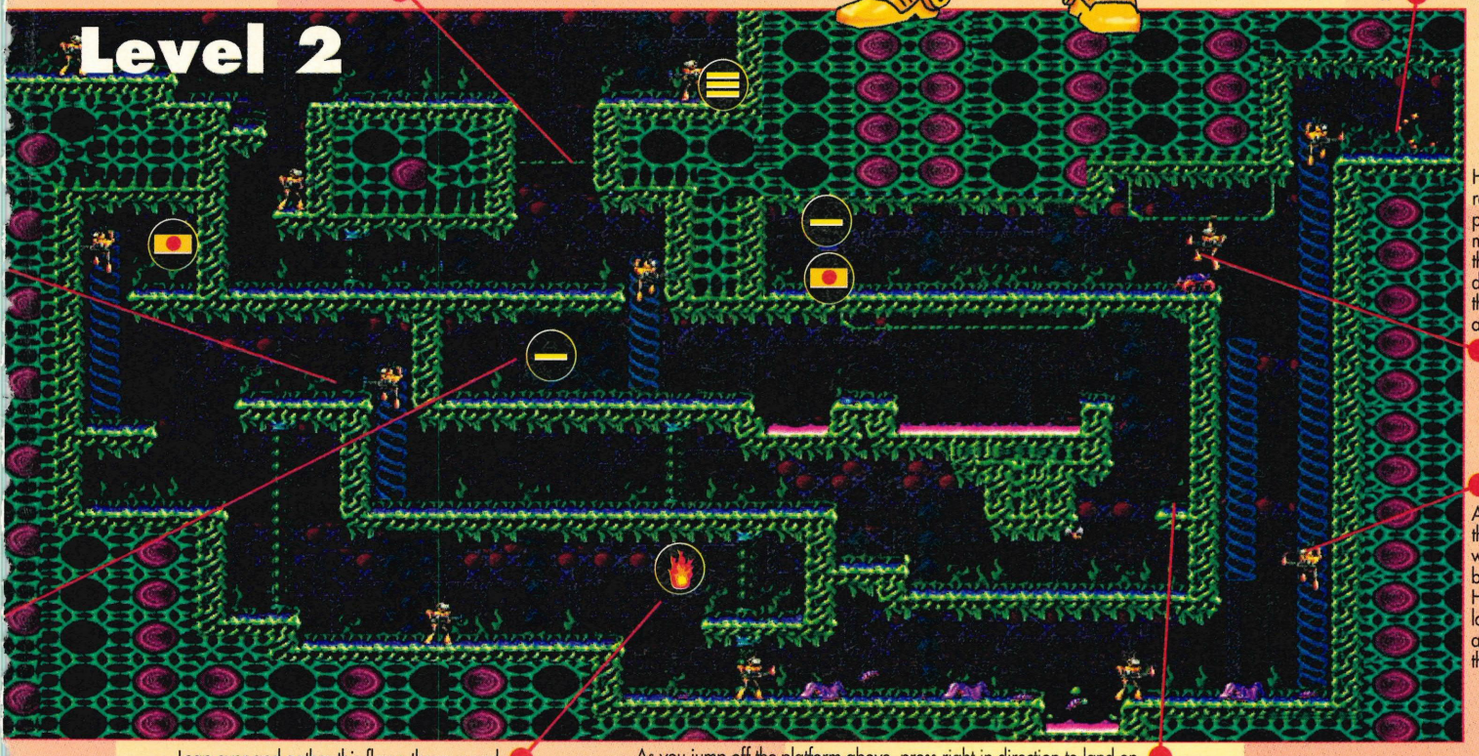




Level 2

Go past the first pit and jump over the second to collect the triple-shot. Fall down the pit, while pressing Up, to catch hold of the rail. Drop down safely and continue on down the ladder.

The teleport stars are here. Before walking into them, visit the ledge below to gain some ammo and restore your energy.



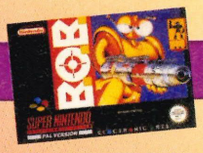
Here is another rail. Use it to get past the the mutant crab, so that you can drop down on the other side and waste him!

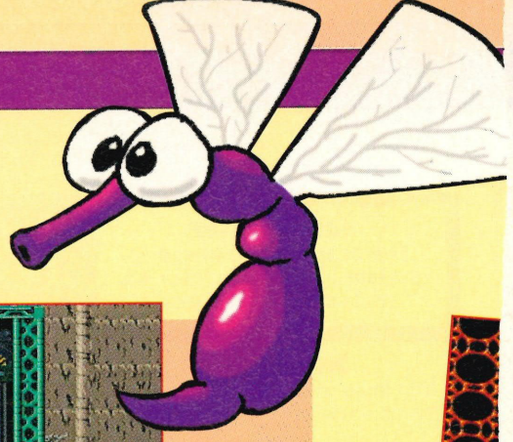
As you climb up the ladder you will be bothered by lava flies. Hop between the ladders to gain a clean shot at them.

Leap over and gather this flame-thrower and then use it to blast the cocoons below.

As you jump off the platform above, press right in direction to land on this plinth. If you don't, the drop will waste your power reserve.

SUPER XS SOLUTION



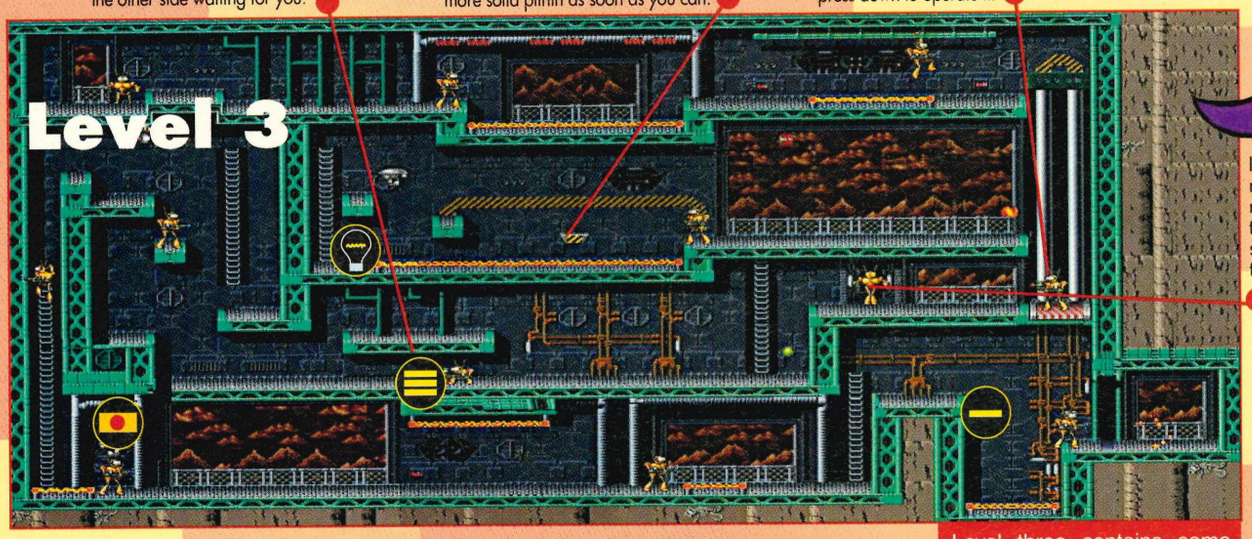


Crawl under this floor to gain a triple shot. When you come out of the other side, be prepared to use it, as there maybe a red robot at the other side waiting for you.

This small platform is all that stands between you and the bare electric field beneath. Don't dwell on it though, as it will collapse if you stay too long. Make the jump to the next – more solid plinth as soon as you can.

After you have used the rail to get across the electric field at the top, walk onto this lift and press down to operate it.

Level 3



In these types of levels you can replenish your power in these recharger chambers. Go up to them and press Up, BOB should slide between the electrodes and replenish his power.



In all of these dips lies a Womble troll; spitting fireballs at you. Use a weapon that will go through the walls, and go from one to another – shooting the troll in the next bay.

Level three contains some difficult sections where quick reactions will be needed. Some platforms fall away, and if you're not quick enough on the jumps, these platforms will drop you right in the buzzing electrical currents below. There is a recharge point halfway through the level, so energy isn't really a problem. Red robots and floating rocket launchers will need close attention.

BOB'S FULL HOUSE

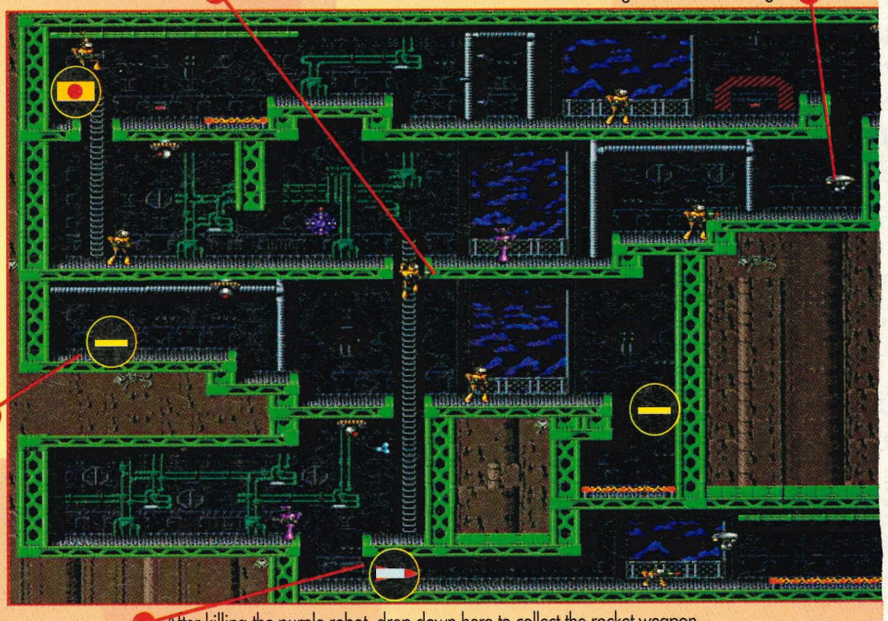
Each of these vital supplies are marked on the maps for you to use.

	LIGHTNING BOLT		HELICOPTER HAT
SINGLE SHOT	MEGA WAVE		FLOATING BOMB
TRIPLE SHOT	FREEZE FLASH		FULL ENERGY
FLAME-THROWER	POWER UMBRELLA	S	FULL SHIELD
HOMING ROCKET	TRAM-POLINE	1-UP	EXTRA LIFE



Wait at this point and fire rockets at the purple robot. From this position, the robot cannot hit you with return fire. Ha ha, fiendish!

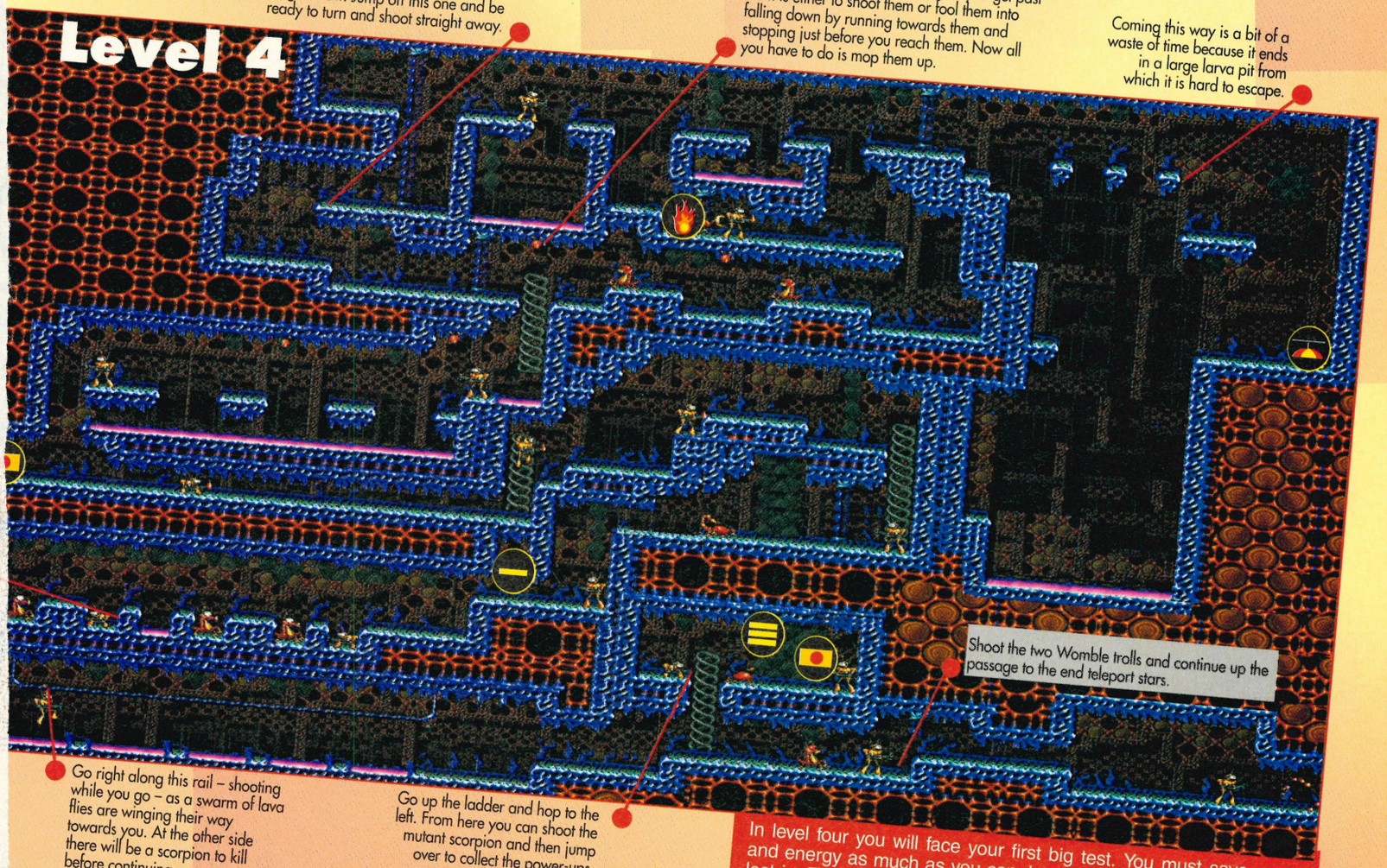
Get to this point and use a trampoline remote to launch yourself up to the platform above. On arrival, knock out the mounted gun located to the right.



Extra single shot weapons can be obtained here, before continuing on your way up the ladder.

After killing the purple robot, drop down here to collect the rocket weapon. Continue along and use the rail to get over the electric field and collect an extra life. After that, go back the way you came and start heading up the ladder.

Level 4



There are two strange Womble-like creatures on the ledge below. Jump off this one and be ready to turn and shoot straight away.

These troublesome creatures are very nasty, yet very stupid. They wait for you to go under them, then they drop, opening their big mouths and sucking on your head! The easy way to get past them is either to shoot them or fool them into falling down by running towards them and stopping just before you reach them. Now all you have to do is mop them up.

Coming this way is a bit of a waste of time because it ends in a large larva pit from which it is hard to escape.

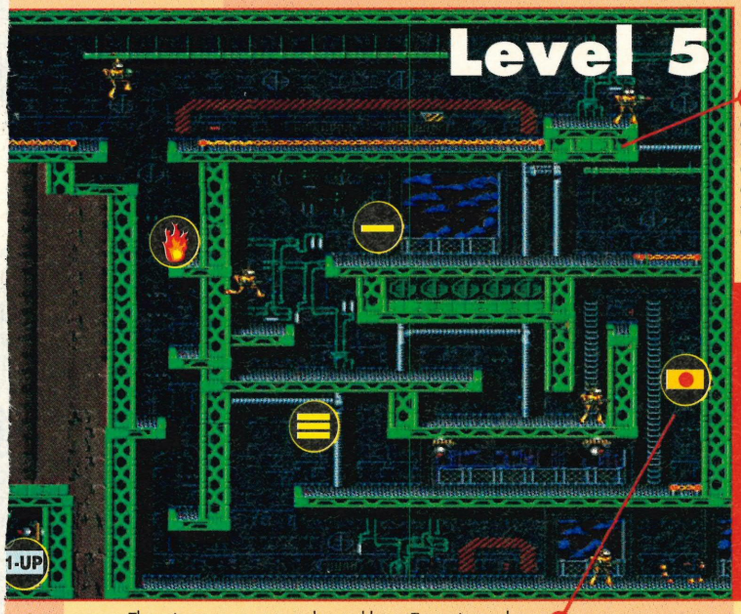
Shoot the two Womble trolls and continue up the passage to the end teleport stars.

Go right along this rail – shooting while you go – as a swarm of lava flies are winging their way towards you. At the other side there will be a scorpion to kill before continuing on.

Go up the ladder and hop to the left. From here you can shoot the mutant scorpion and then jump over to collect the power-ups.

In level four you will face your first big test. You must save ammo and energy as much as you can, because this is a big maze to get lost in. There are loads of enemies to defeat, every one of them a threat to your power levels. When you come up against a not-so-dangerous foe, like a fly or a speed turtle, try using your punch action to defeat them. This will save on ammo for the bigger baddies in the last section of the level.

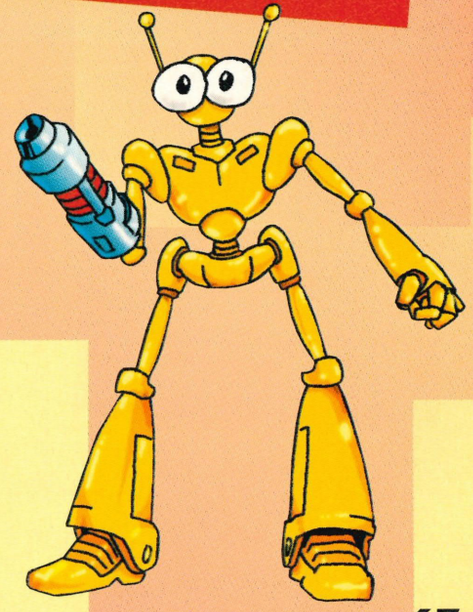
Level 5



Go off the platform while pressing up, to grab the rail. Go to the left of the rail and press left and down to avoid the current when you fall. When you are on the ground, start shooting straight away at the fire bomb which waits to the left.

Level five is another tester. In the first section, there is the excellent rocket weapon and an extra life to collect. Again, the use of rails is important as well as the first real opportunity to use the trampoline remote effectively. There is extra weaponry in the middle section to collect, although you don't have to go there to make it through the level.

There is a power restorer located here. To get it, go down the ladder to just above it, then jump right. In mid flight, angle back and press Up to hold onto the ladder again.







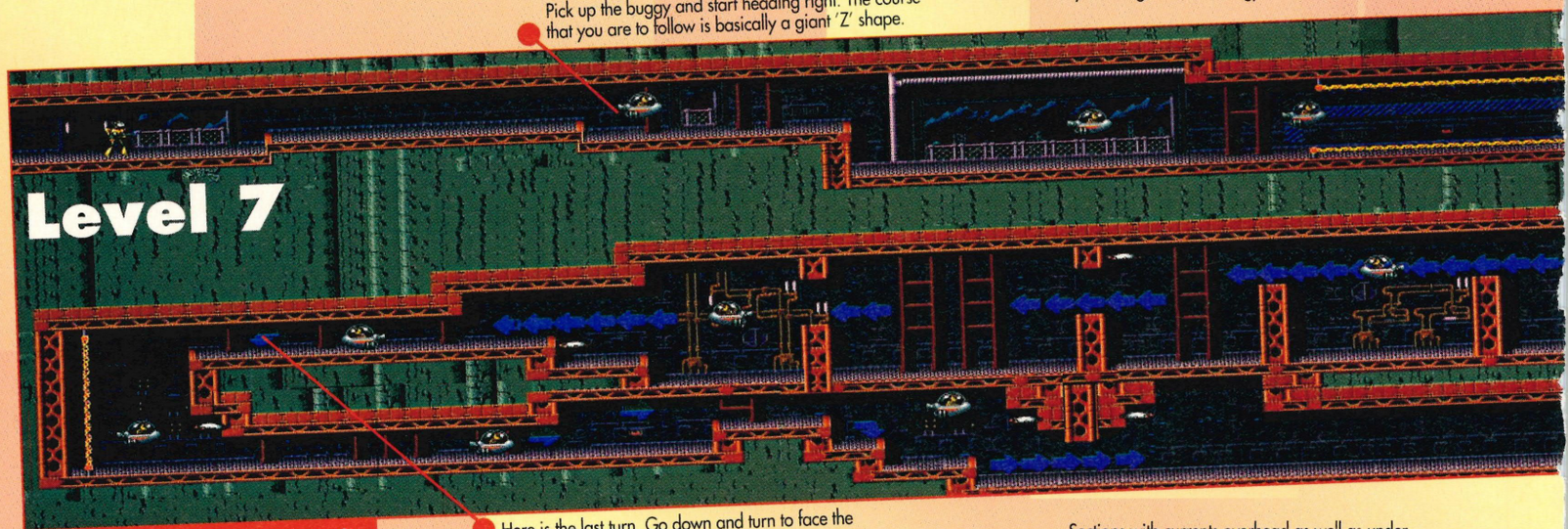
Kill the womble troll and collect the flame-thrower for use on the stairs section of the level.

A triple shot weapon can be picked up here, for use on the platform above.

Use the flame-thrower to rid yourself of the larva flies that swoop down on you all along this stairs section. At the bottom, leap up onto the system of ladders where you can gain extra energy.

Level 6

In level six it is quite difficult to hold onto your power. There are a lot of larva flies buzzing around and also some difficult jumps to attempt; with little room for manoeuvre. If you can stay sharp and hold onto as much power as you can, the second half of the level will be that much easier. Weaponry must be used sparingly once again, as enemies are around every corner. Remotes come in handy on this level as well. Trampolines are a good way to bound up to the tops of the levels without wasting time and risking power loss.



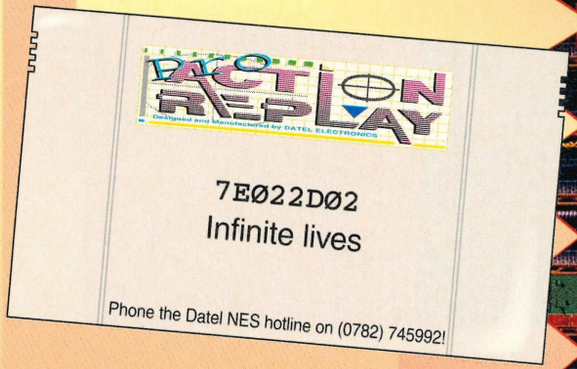
Pick up the buggy and start heading right. The course that you are to follow is basically a giant 'Z' shape.

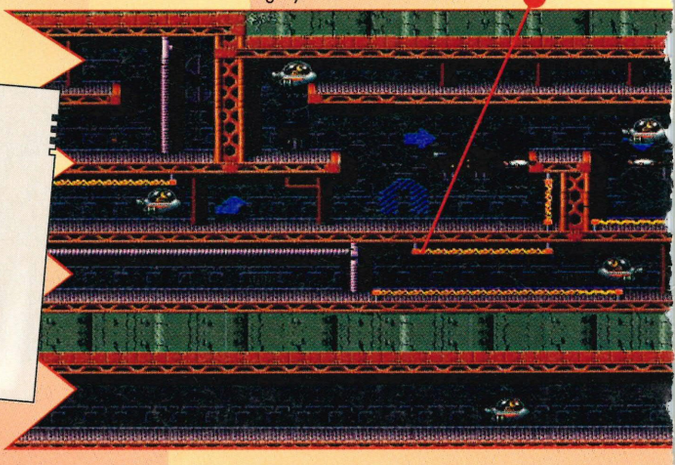
Level 7

Here is the last turn. Go down and turn to face the right. In front of you is a long straight, run to get to the teleport stars. When your time runs out, your power will be converted into extra time.

Sections with currents overhead as well as underneath, call for skill and speed to get through. Remember that the more power you have at the end – the longer you will have to finish the level.

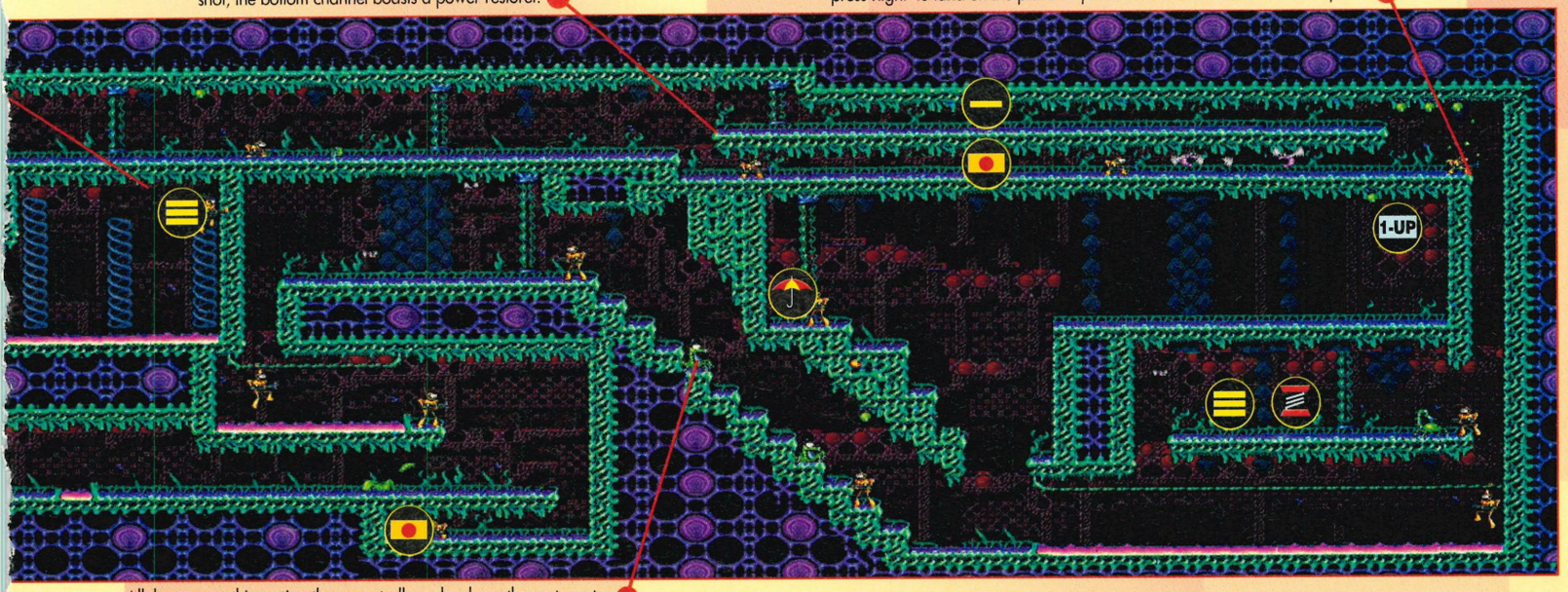
This is one of the best levels in the game. BOB has only one minute to get from the start to the teleport stars at the end. To help him on his way there is a high speed buggy. Climb into the buggy as fast as possible and go for it! There are arrows that give clues on the direction to go, but if you're going too fast, you will miss your turn off and enter a dead end. The buggy does not protect you from power loss, so you must try and avoid contact with the electric fields and all enemies.





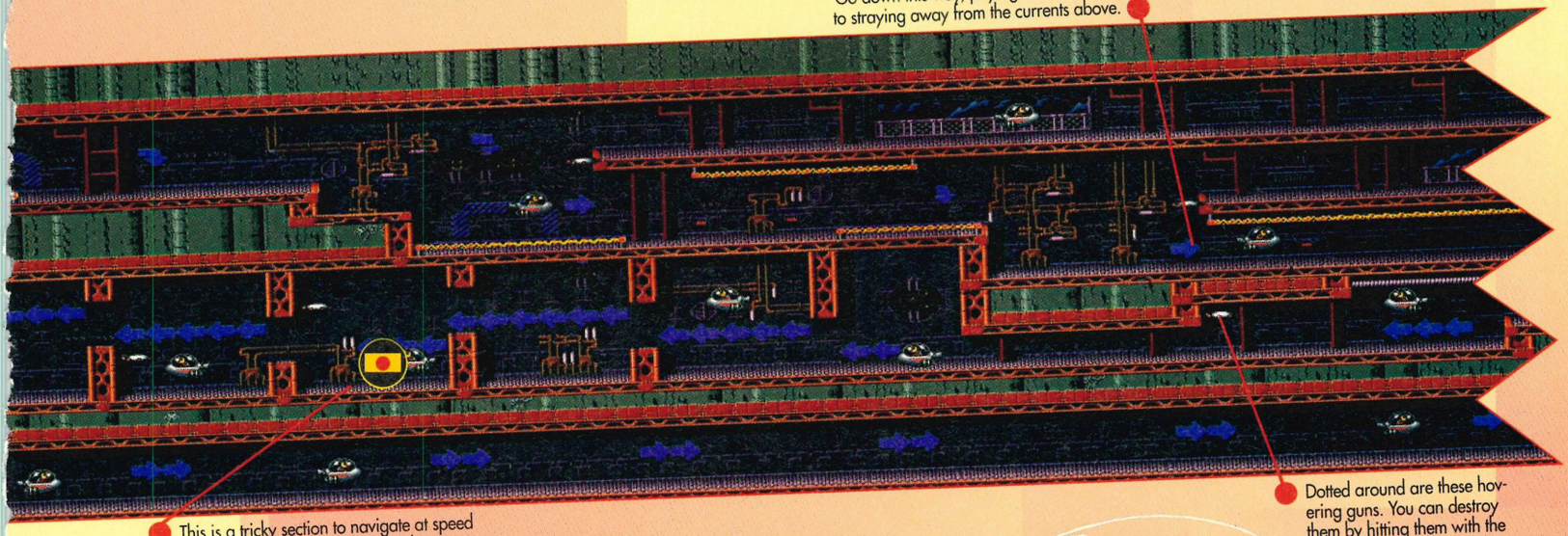
You will be attacked by a mutant crab at this intersection. If you go the top way, you will gain a triple shot, the bottom channel boasts a power restorer.

This is an extremely large fall which you can tackle in two ways. Fall straight down and press Up, to connect with the rail at the bottom, or – while you fall – press Right to land on the platform just above the rail to collect the weapons.



All the way up this section there are trolls and red mouth creatures to avoid that drop from the ceiling. The best way to kill the trolls is to stand two stairs down from them and fire when they are on the ground.

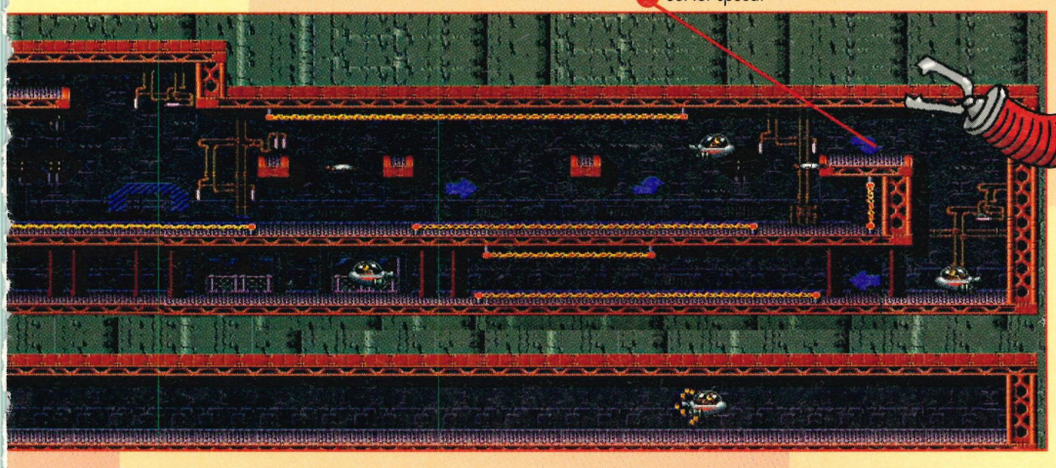
Go down this way, paying close attention to straying away from the currents above.

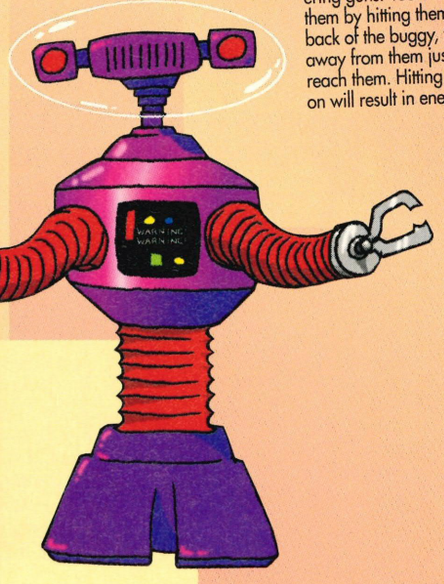


This is a tricky section to navigate at speed so slow down a tad and pick up the extra power to make up for lost time.

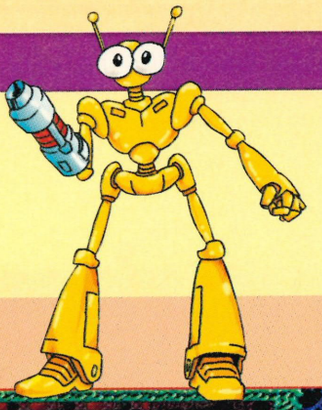
Dotted around are these hovering guns. You can destroy them by hitting them with the back of the buggy, turning away from them just as you reach them. Hitting them head on will result in energy loss.

This is the first main turn of direction. From here on in, you must really go all out for speed.



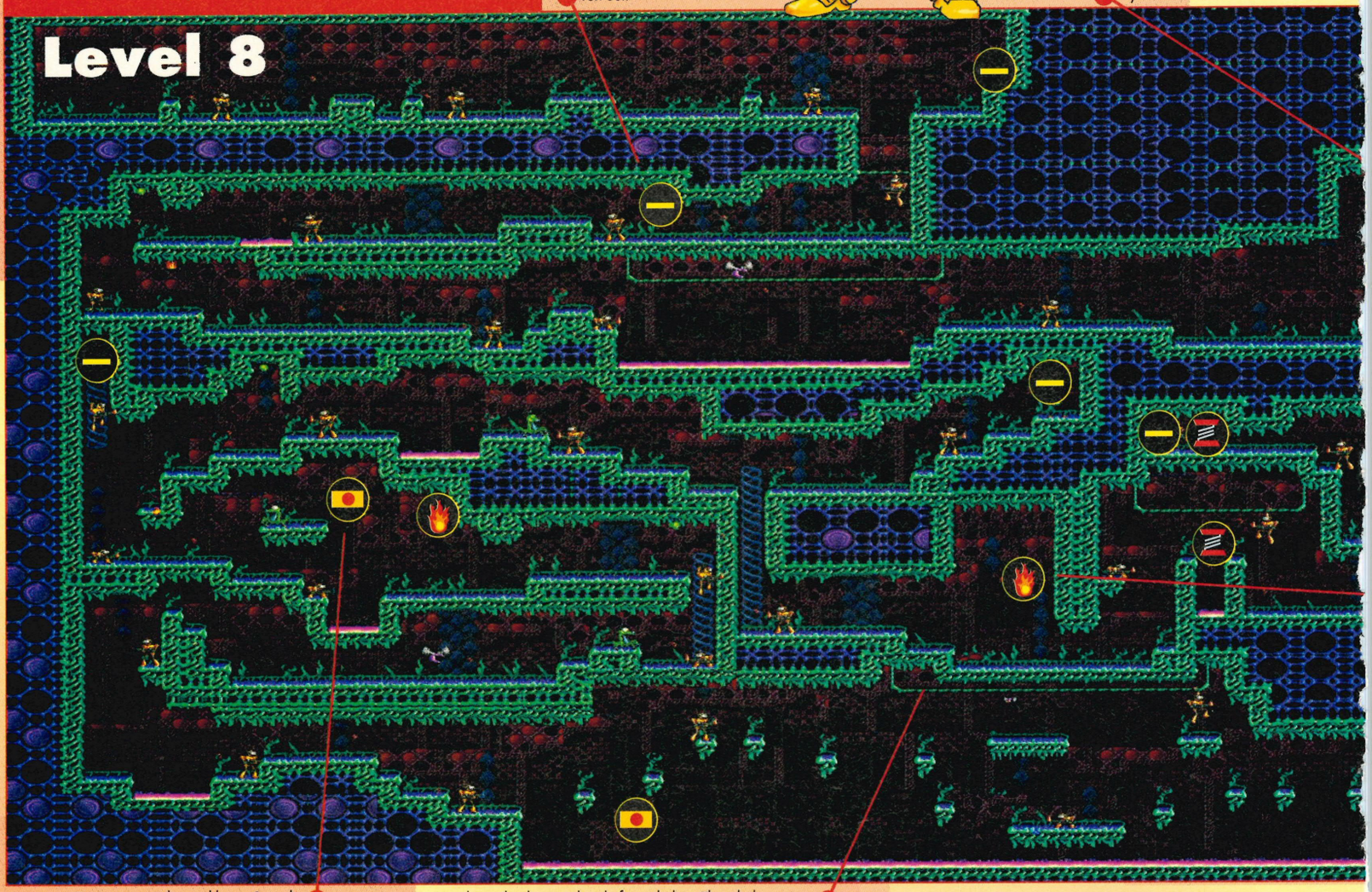






Level eight is absolutely huge, with many chambers to explore in search of more weaponry. Use rails at every opportunity to get over pits and difficult jumps. Remotes must be used in this level to make large jumps and to reach the tops of chambers which hold important power-ups. Trolls and flies are again the main foe. When going along rail sections, keep an eye out for the larva flies and any stray fire from the trolls. The large section near the end will sap your power, so don't take risks.

Level 8



As this is a huge level, the collection of weapons is a priority. Single shot weapons are the most common ammo, but even then it is all too easy to run out.

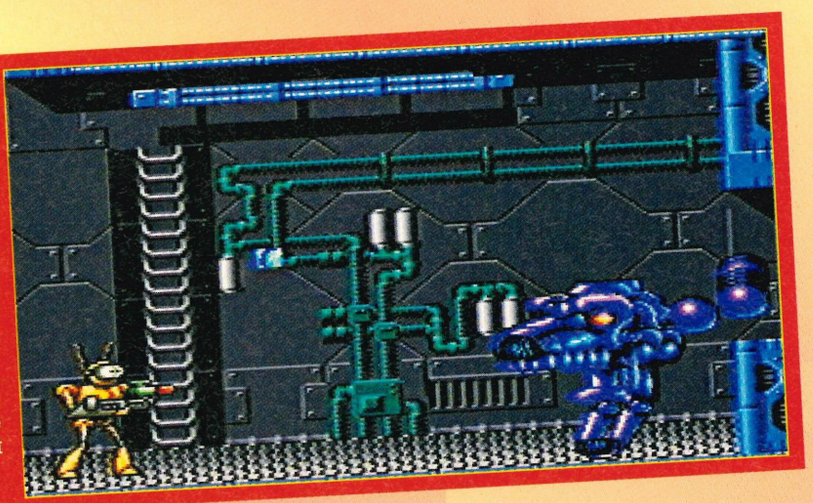
Use a trampoline remote to get up to this ledge. Flame-throwers and more remotes can be added to your armoury if you make it.

Extra power is located here. On collecting it, be careful not to miss the platform on the way back down. The lava pit below is quite a long way to fall and while BOB regains his bearings, your power will be sapped up.

Use this rail to bypass the platforms below. The whole section has a difficult system of platforms to master and should you fall, you must engage a trampoline remote without delay.

Level 9

The first of the guardian levels to overcome is level nine. The guardian is a large blue mutant dragon snake who's appearance is more daunting then his power. Weaponry is available just before you come to the showdown, so the task is made slightly easier. The best way to defeat the snake is to climb the ladder to about halfway. From here you can keep firing at the guardian and avoid the range of his reach. Your fire will cancel out his, so it is just a matter of firing continuously at his head. After defeating him, you will be transported to the next level without delay. Make sure you have plenty of ammo to defeat him – it would be very embarrassing to run out, wouldn't it?



Level 10

Level ten is a bit of a quick level with no real threat to your power. There are plenty of remotes to help your easy passage through the section. Look out for the rocket launchers which come out from their housings and then go back in.

This lift will take you to three floors. The bottom floor is the most important if you just want to go through the level.

The ending to the level involves grabbing the helicopter hat remote and using it to reach the top platform where the teleport stars are.

To get through this section, just gather the umbrella remote and use it to float down to the platforms below. At the bottom there is a recharge point if you're in need of more power.



Use a remote to reach the flame-thrower and the extra life that hide in the heights of this chamber. Explore every nook and cranny of this level for extra weapons.

A dead end awaits you if you go past this point. There is a remote available here, but you will use it to get back up, so there is no point in continuing in this direction.

Level 11

Use a remote to reach these power-ups. One of them is extra energy, the other is a triple shot.

Get to this plinth by defeating the mutant crab and crawling along. The flame-thrower can be gained for use later on in the level.

In the first section of level 11 it is important to use the rails and avoid the falling red beasties. When you make a big jump or a long fall, always be prepared to come out, blasting away. Mutant crabs and trolls are everywhere and if you fail to fire first, your power reserves will be depleted. There are a couple of dead ends in this section so study the map carefully before embarking on the level.

In the final push to the finish, do not let these falling red creatures get the better of you. If you have anything less then full power, you should shoot them before going on.

For extra remotes and weapons, explore these sections. Be quick and careful as the time has a habit of catching up with you on the level. Also, watch out for the fire of the trolls that guard these chambers.



Level 12

As you come down the ladder, these blue boxes will reveal rocket launchers. If you're quick enough, you can shoot them before they release their fire.

These platforms will fall away soon after you step on them, so you must be speedy through this section of jumps.

Save at least one remote to reach this rocket weapon. As you crawl through the section to the end, you will need it to combat the swarm of bullets coming your way.

This level can be split into three main sections. The top section is straight forward. Watch out for the rocket launchers, before making you way to the ladder on the right. The second section involves a secession of swift jumps from falling platforms. The huge electric field below awaits your every mistake. The third section contains big sections of crawling and firing at oncoming rockets and baddies. Take all opportunities to gather more weapons for the final crawl to the finish.

Fire will spurt out of these pipes as you climb down the ladder. Time your descent so that you go inbetween the fire, thus avoiding their power-sucking sting.

Leap off the ladder to connect with the rail. Go right to the end of the rail before releasing your grip to get pass the electric currents.

Level 15

These druid dudes are one of the main new enemies. They stand still and deliver a lightning bolt into the air which nine times out of ten will hit you.

Here you will find quite a freaky foe who looks like a big red potato man. If you get too close, he will punch you so hard that you will fly back until you hit something. Use normal fire to decimate this rouge renegade.

The first section of this new planet has an Aztec feel. The lava pits are still included as are the rails. The enemies are a bit stronger than before and take up different forms. As you go through the level, try once again to conserve your power and keep your use of weaponry to a minimum. Use you punch as much as you can in the early stages .

When falling down this drop, press Up to catch the rail. Drop from the rail without losing any energy.

Cartridge supplied by:
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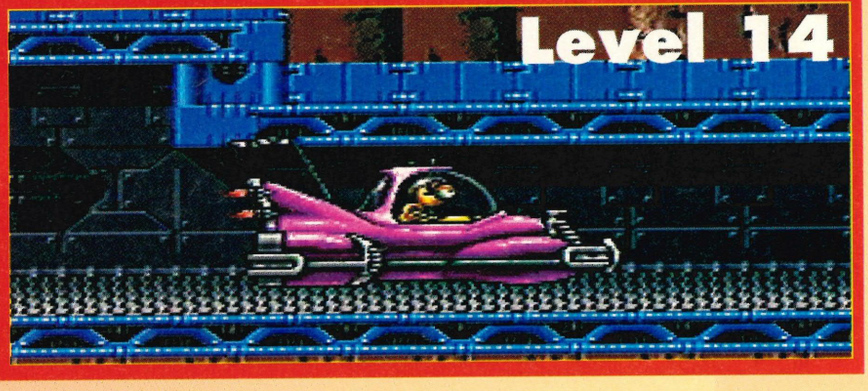


At the start of level 13 there is a chance to load up on weapons before you reach the guardian's lair. Using the rocket weapon, stand in the middle of the screen and shoot five rockets every time one of the hatches opens. The rockets should home in on the openings and complete the first part.



The head of the guardian drops down and starts running around. Fire everything you have at him and jump over when he runs towards you. He will stay at each side for only a second or two, so take these opportunities to fire at him. You must be persistent as his own fire will combat most of yours.

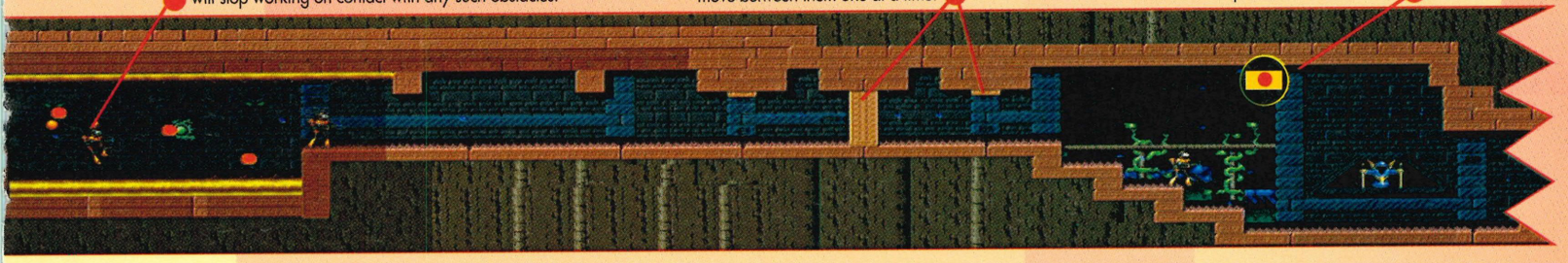
Level 14 is really the intermediate stage between the first two planets. Walk up to the car and climb on board. The car will start up and take you on your way to meet your girlfriend again. BOB gets very excited at the prospect of finally meeting his chick. In fact, BOB gets so worked up that he crashes into another meteorite and lands on another planet with another set of levels to explore (doh!). On the new planet, BOB makes his way to the first challenge, namely level 15. Another dozen or so sections stand between BOB and his date. What a bummer dude!



Use a helicopter hat remote to get over this lava pit. Shoot the device in the centre that is sending out the red bolts of power. Remember to stay clear of the ceiling, as your helicopter hat will stop working on contact with any such obstacles.

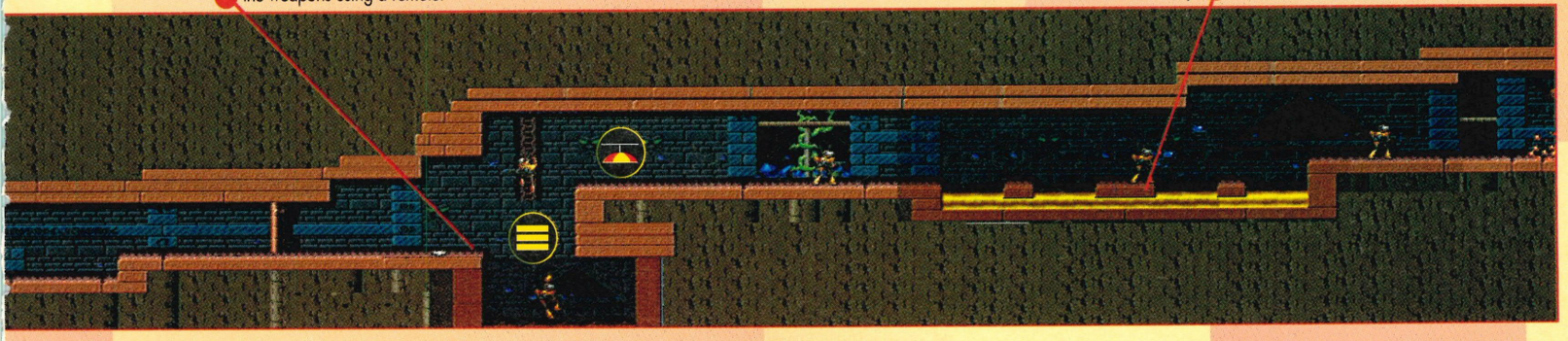
These blocks of stone will move up and down trying to keep you from passing. Watch the timing of the blocks and move between them one at a time.

Use a remote to collect this power restorer. When continuing, watch out for a revolving sphere. Duck to avoid it.



Jump from this platform to the ladder above and to the right. Below is a lava pit and some extra weaponry. Get the weapons using a remote.

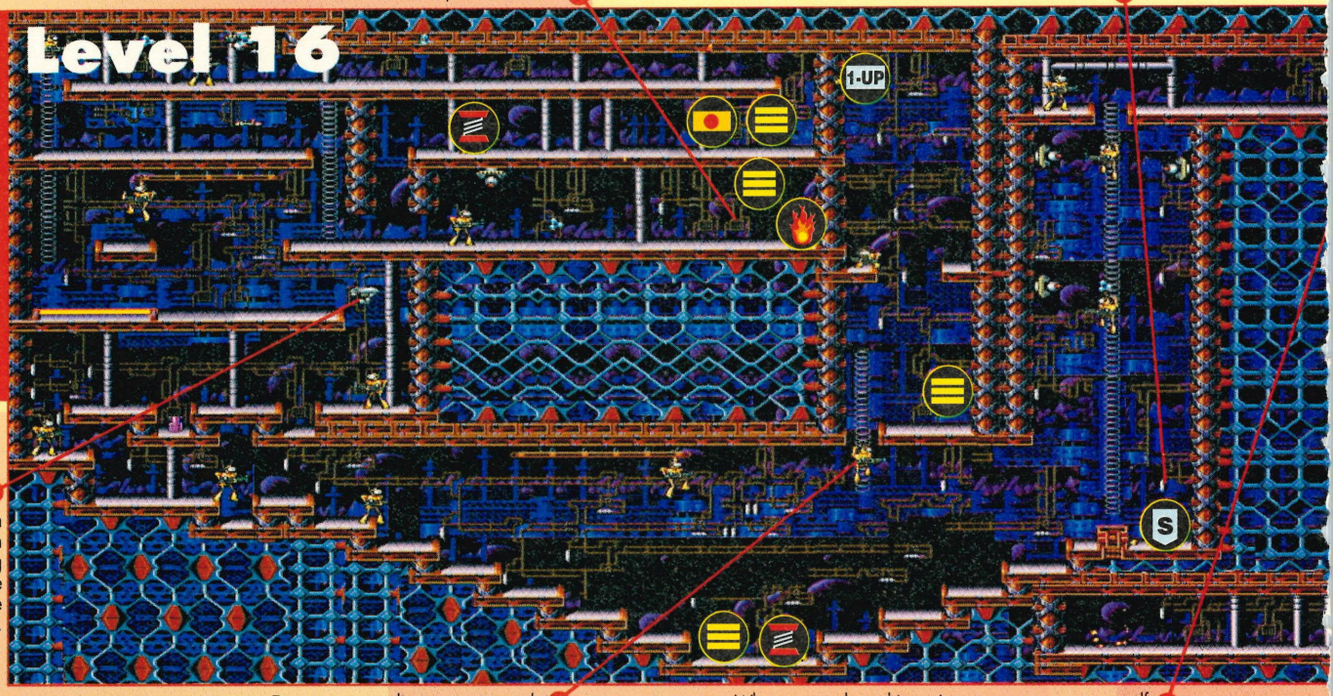
Clamber over these platforms as quickly as you can. You will be attacked by red bolts, so move swiftly.





The most important thing to remember about this section of the game is the use of remotes in the right place. BOB's whole quest depends on the correct use of remotes and the careful application of weaponry. The enemies will now become that much faster and there will be more of them to battle. The other disadvantage of this new planet is the lack of recharger units.

Level 16



Flame-throwers and triple shots can be gained here. On the platform above, it is wise to gather the remotes for use on the lower part of the level.

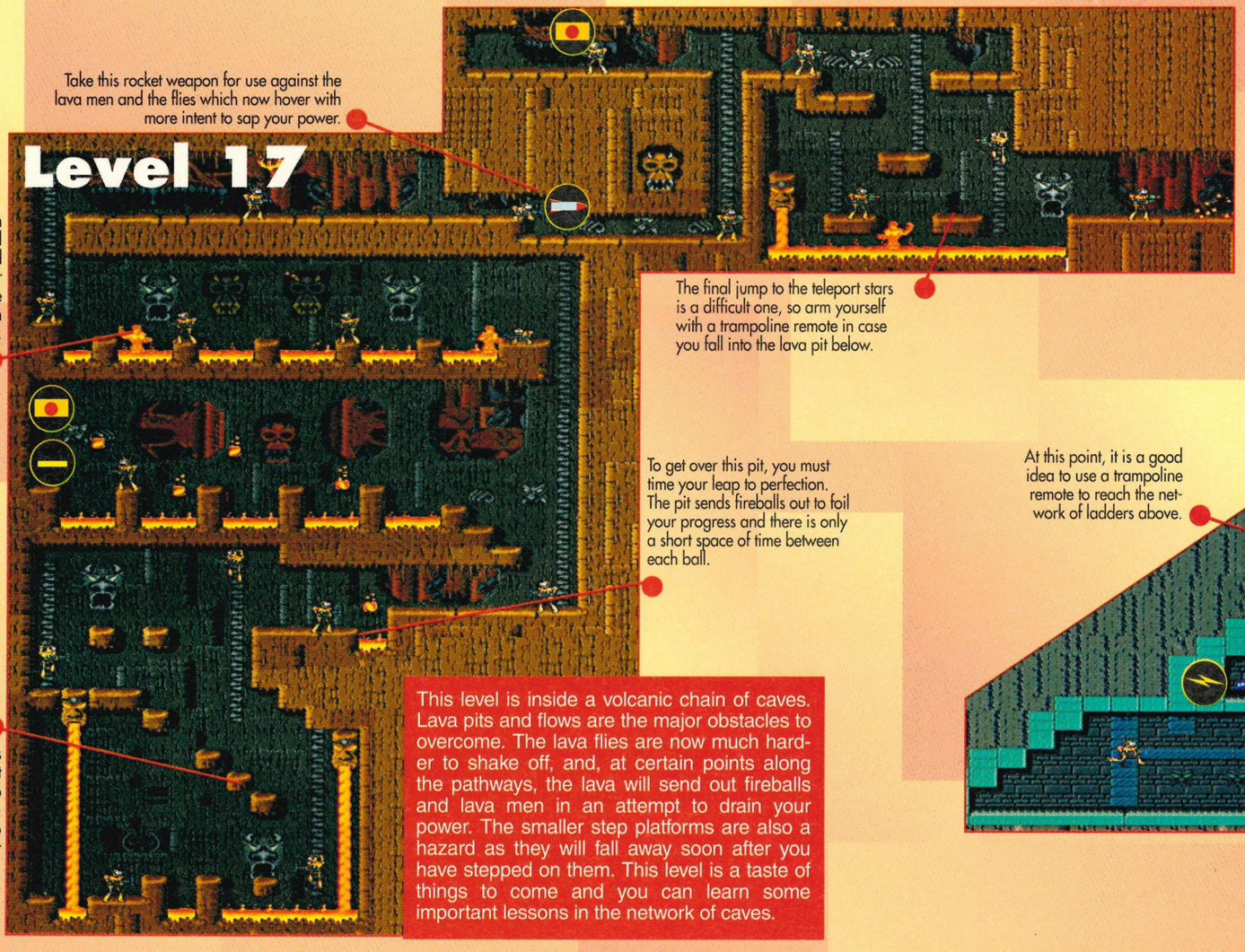
Gather this shield, but resist the temptation to use it to climb the tall ladder. Try to get up to the top, destroying the guns by fire only. The shield is needed later.

When jumping off the platform above, you must be quick to turn around and shoot the hovering rocket launcher. You will have done well if it only hits you once with its fire before you destroy it.

Engage a trampoline remote to reach this ladder. Carry on up to gain extra weaponry on the platforms above.

When you go down this section, you must protect yourself with the shield. Go from platform to platform as quickly as you can before the shields protection runs out.

Level 17



Take this rocket weapon for use against the lava men and the flies which now hover with more intent to sap your power.

As you jump between podiums, lava men will leap from the pits and throw fireballs in your direction. They can be defeated by shots from your gun.

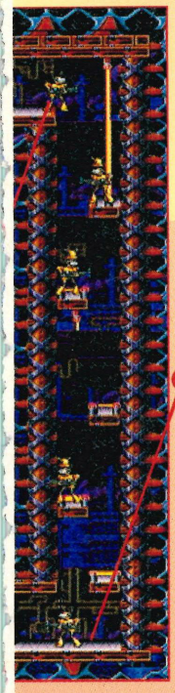
The final jump to the teleport stars is a difficult one, so arm yourself with a trampoline remote in case you fall into the lava pit below.

To get over this pit, you must time your leap to perfection. The pit sends fireballs out to foil your progress and there is only a short space of time between each ball.

At this point, it is a good idea to use a trampoline remote to reach the network of ladders above.

These stone steps look quite solid, but are not. Step between them swiftly, and leap up to grab the ladder above.

This level is inside a volcanic chain of caves. Lava pits and flows are the major obstacles to overcome. The lava flies are now much harder to shake off, and, at certain points along the pathways, the lava will send out fireballs and lava men in an attempt to drain your power. The smaller step platforms are also a hazard as they will fall away soon after you have stepped on them. This level is a taste of things to come and you can learn some important lessons in the network of caves.

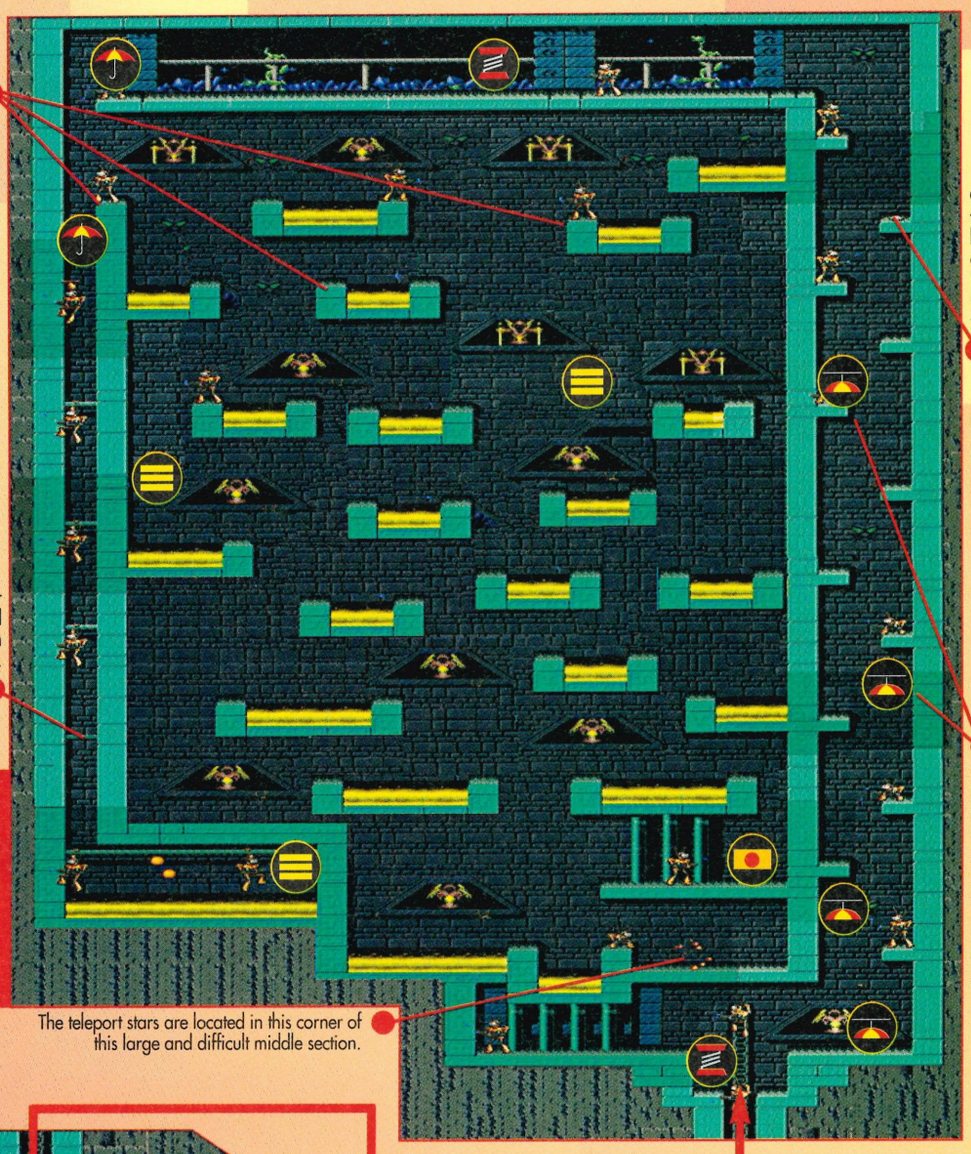


On arrival at the bottom of the plinths, simply walk to the left to locate the teleport stars.

Getting through this section is very difficult indeed. Use helicopter and umbrella remotes to get through the maze of lava-filled platforms. Land on these walls when the remote indicates that it is about to finish.

By using these rails to lower yourself down, remotes and weaponry can be gained in the lower pit.

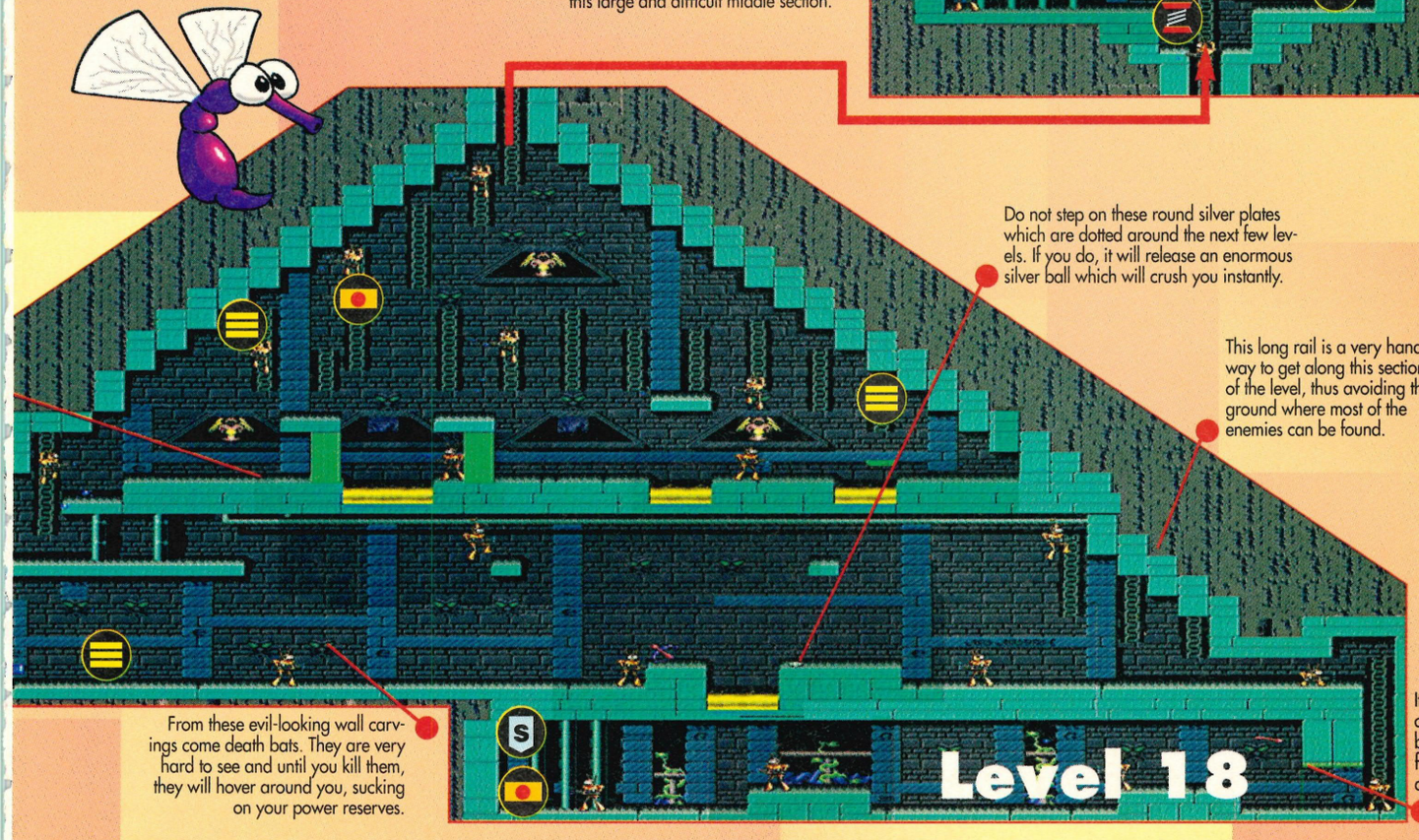
A difficult level to complete. The lower section, containing most of the enemies, and the top section, demanding excellent use of remotes in order to get to the teleport stars. Gather extra remotes wherever possible for use in this top section. Weave in and out of the lava pits in an attempt to reach the stars. Use the remotes to help you from wall to wall.



Go straight up past this platform, because on it stands a silver plate; waiting to release its huge silver friend to flatten you.

These helicopter remotes must be collected on your way up to the top of the level. Stay well clear of the platforms, using them only to land on when the helicopter hat starts to flash to an end.

The teleport stars are located in this corner of this large and difficult middle section.



Do not step on these round silver plates which are dotted around the next few levels. If you do, it will release an enormous silver ball which will crush you instantly.

This long rail is a very handy way to get along this section of the level, thus avoiding the ground where most of the enemies can be found.

From these evil-looking wall carvings come death bats. They are very hard to see and until you kill them, they will hover around you, sucking on your power reserves.

It is not important to come down this way, but if you do, you will find extra weaponry and power.

Level 18



Another lava-filled section awaits. Fire flies and molten lava men lurk in the pits, while seemingly harmless mounds of earth become volcanic nightmares as you approach. Trampoline remotes are the most important method of getting around in this level. In some places having to engage one and then fight more to bound higher in search of platforms or high ladders. Wherever you find an umbrella remote is a clue that you will have to use it straight away.

Level 20

Hop over these small mounds of earth before they start to spit out fireballs in all directions.

Grab this umbrella remote and activate it just after you have started to fall down the gap below. Float over to the right at the bottom and proceed to climb the first ladder.

There is a shield weapon to collect here, but you can't gather it without falling into the lava below. When you fall, activate the shield at once and let it protect your power. Then proceed up the ladder and try to get as far up towards the top platform as you can before the shield runs out.

Level 19

All through these sections you will be under attack by stray rockets hovering launchers and robotic baddies. Keep shooting, but be careful not exhaust your weapon supplies.

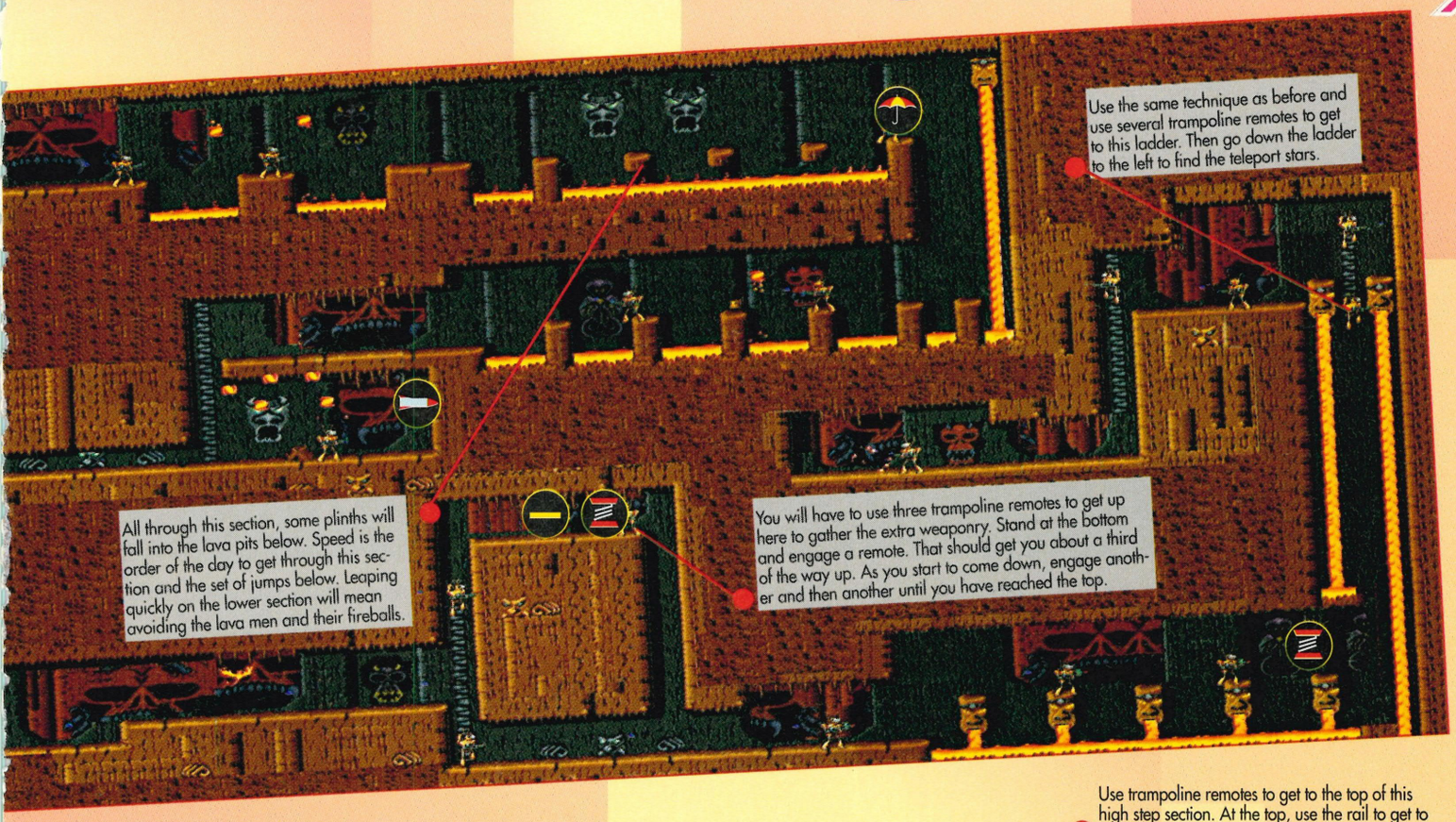
In this section, you must leap from ladder to ladder without coming into contact with the large electric field below. There are also many rockets to shoot down.

All the way around this maze of corridors and ladders you will be under attack. Enemies lie around every turn, and stray rockets fly around, ready to home in on good old BOB. You have plenty of time to explore – and if you can protect your power – there are plenty of extra weapons to collect. The top left section can be difficult if you do not knock out all the wall guns in time.

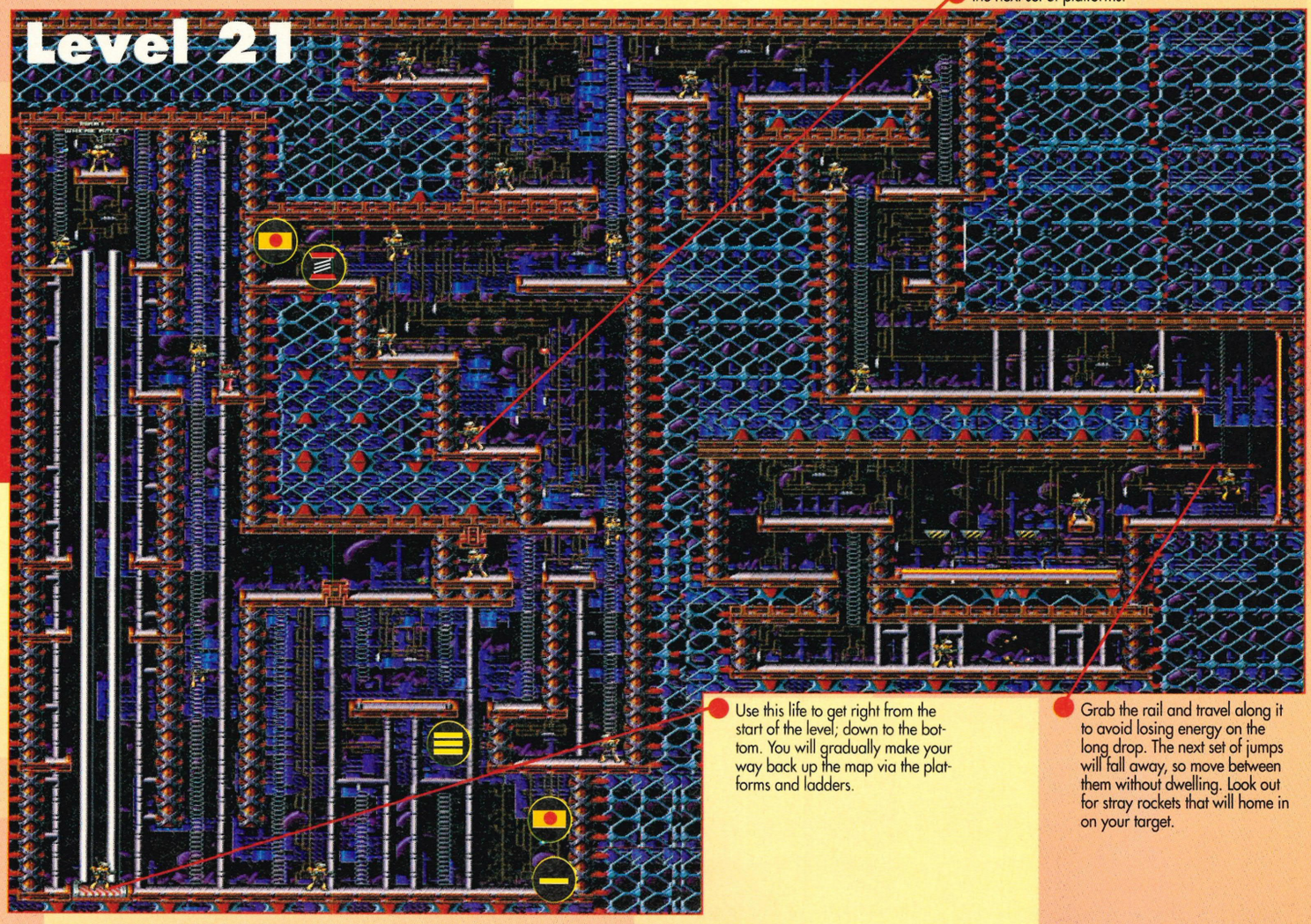
Go right to the bottom of the lift shaft before moving over to the next ladder and climbing back up to collect triple shots and flame-throwers. Go back to the bottom of the map and use a trampoline to bounce up to the middle plinth. From there, hop over to the next ladder and make your way to the centre section that requires remotes to get through.

These floating flame-throwers are hard to destroy, but even harder to avoid, so take time out to destroy them.

Step over these fall away platforms with speed. When you leap between them, keep firing as there are a lot of rockets coming your way.


Use the same technique as before and use several trampoline remotes to get to this ladder. Then go down the ladder to the left to find the teleport stars.
All through this section, some plinths will fall into the lava pits below. Speed is the order of the day to get through this section and the set of jumps below. Leaping quickly on the lower section will mean avoiding the lava men and their fireballs.
You will have to use three trampoline remotes to get up here to gather the extra weaponry. Stand at the bottom and engage a remote. That should get you about a third of the way up. As you start to come down, engage another and then another until you have reached the top.

Level 21

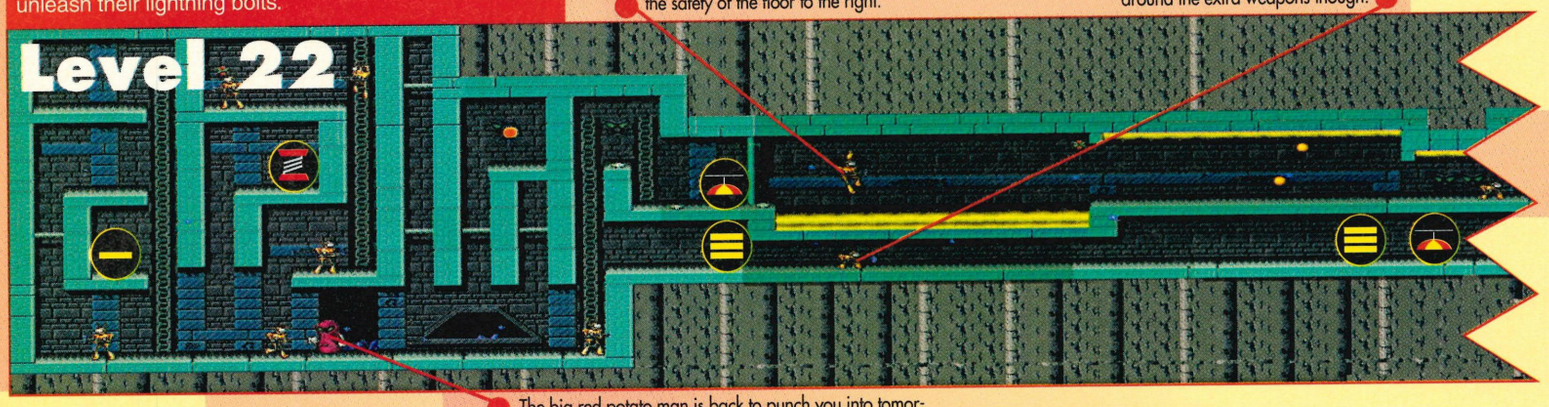

Use trampoline remotes to get to the top of this high step section. At the top, use the rail to get to the next set of platforms.
Use this life to get right from the start of the level; down to the bottom. You will gradually make your way back up the map via the platforms and ladders.
Grab the rail and travel along it to avoid losing energy on the long drop. The next set of jumps will fall away, so move between them without dwelling. Look out for stray rockets that will home in on your target.

SUPER XS SOLUTION



This is another big level to conquer. In the first section near the start, there are some flame-throwers and extra power that you should collect before going on through the corridors to the right. Remember, not to step on any silver plates and be quick to shoot the druids before they unleash their lightning bolts.

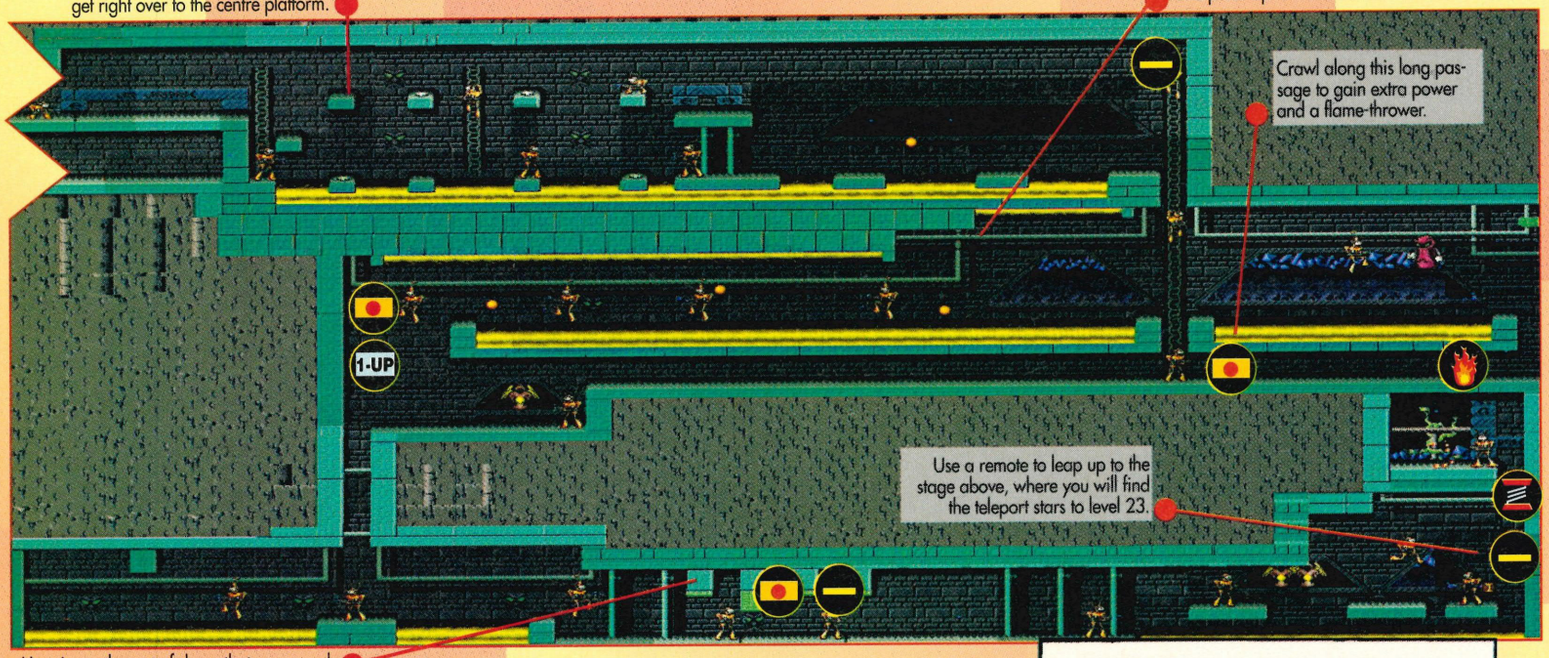
Level 22



Use the helicopter remote to fly over the lava pit. While you go, shoot the central energy source and continue to the safety of the floor to the right.

Go down this corridor first to collect more weaponry and some helicopter remotes. There is another potato man looming around the extra weapons though.

The big red potato man is back to punch you into tomorrow, so get in there first and shoot him down. After you have cut him up, carry on going right and climb halfway up the ladder and get off at the lower corridor.



Drop down off this block and activate the helicopter remote to avoid contact with the silver plate. Use the remote to get right over to the centre platform.

This network of rails will take you to more weaponry. The lava below will spit fire at you while you go. When you get to the end, drop off and press Up to make contact with lower rails.

Crawl along this long passage to gain extra power and a flame-thrower.

Use a remote to leap up to the stage above, where you will find the teleport stars to level 23.

Here is another set of doors that go up and down. Walk through them slowly and take one at a time. Extra weaponry can be found between them.

SUMMARY

GAME NAME: BOB
TIME TO COMPLETE: 8 days
HIGHEST SCORE: 6,330,100
NUMBER OF LEVELS: 45
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.

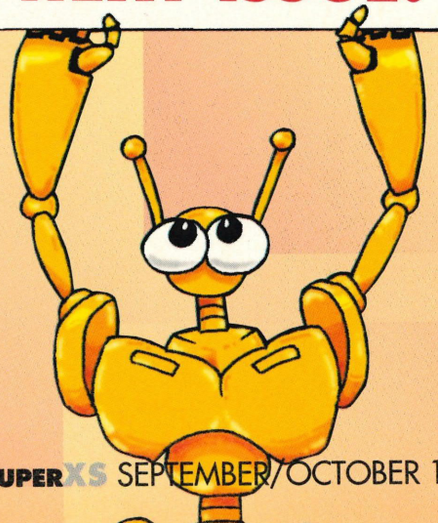


PASSWORDS

The following passwords will take you from level one to level 22. They skip blocks of four or five levels at a time.

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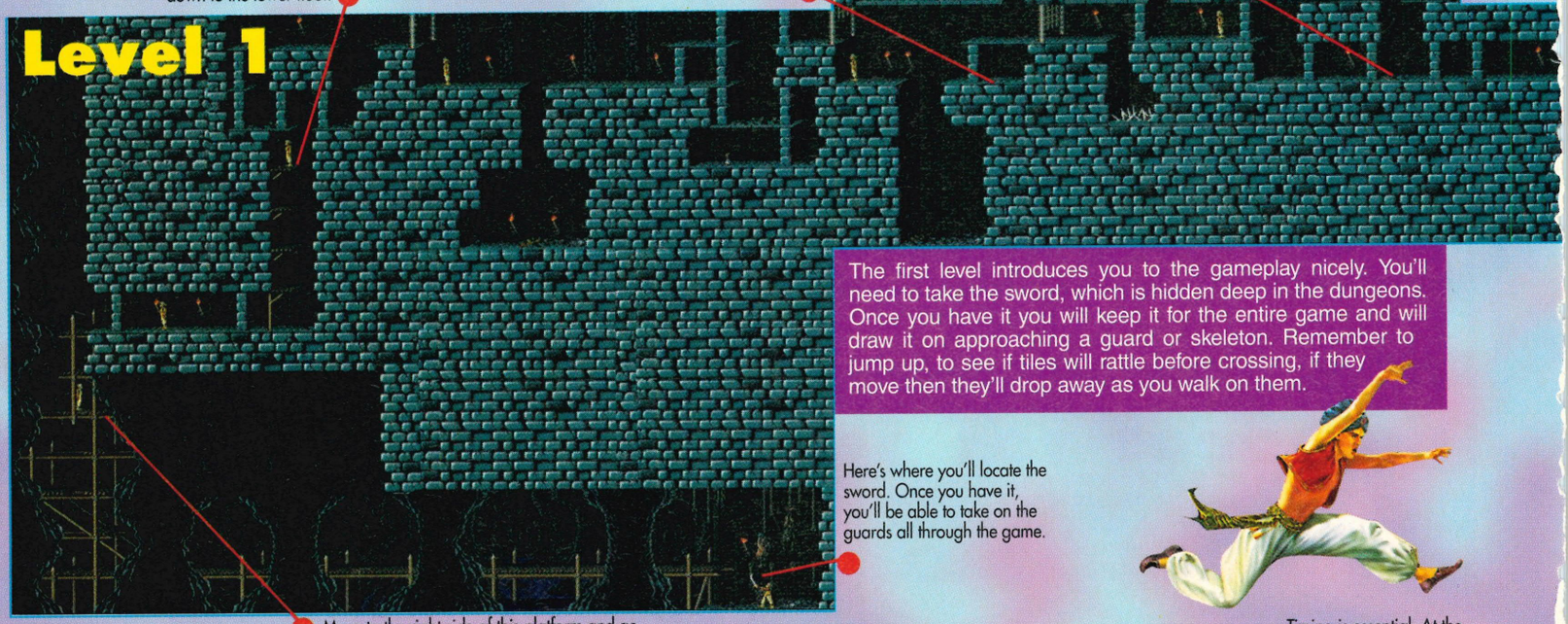
SUPER NES

KONAMI ● PLATFORM SHEIK-'EM-UP

PRINCE OF PERSIA

Swash buckling action? You got it! *Prince Of Persia* is a classic game that has graced just about every format known to man – now, the Super NES. Bigger and bolder than previous versions, with animation and graphical expertise to make your eyes pop, this is the game that every self respecting console head should add to their collection. The fiendish maze of dungeons and deadly traps will keep you scratching your head in despair, but then again, you've got the XS solution! Hang on honey, I'm coming!

Level 1



After collecting the sword, make your way back to this area. Fight the guard here and run right to the exit.

Face left when you reach the platforms here. Now keep pushing down to make the prince climb down to the lower floor.

Press the switch here to open the gate on the left. Go through and jump the gap, making your way across to the left.

The first level introduces you to the gameplay nicely. You'll need to take the sword, which is hidden deep in the dungeons. Once you have it you will keep it for the entire game and will draw it on approaching a guard or skeleton. Remember to jump up, to see if tiles will rattle before crossing, if they move then they'll drop away as you walk on them.

Here's where you'll locate the sword. Once you have it, you'll be able to take on the guards all through the game.

Move to the right side of this platform and go down to the lower bridge. Now run right to the room where the sword can be found.

From the gate, head right being wary of falling tiles. Go to the very end then drop down, not touching the top potion which takes health points. The switch to open the exit is at the end of the passage. Retrace your steps. Watch out for a skeleton who appears. Force him off the ledge.

Timing is essential. At the last moment, make the jump to the gate. Be careful, the last tile falls away.

Level 3

Level three introduces new problems. You will have to conquer a long line of running jumps in quick succession. Only practise will get you through. If you die once you have got through the gate, don't worry, you won't have to do it again – you are automatically taken beyond the gate to continue the level. In the second half, you will also face falling pendulums and bad potions.



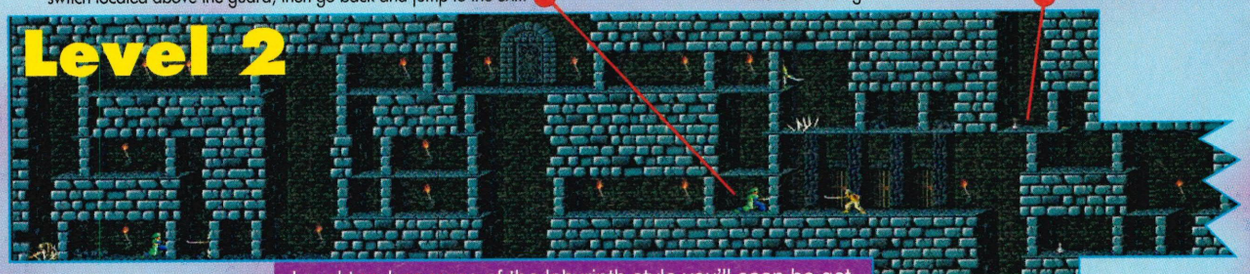
Drop down, and go left; being careful of the falling tile. Keep going left and drop down again. Now head right, jumping past the falling pendulum. Go down again, the switch to the gate is in the passage.

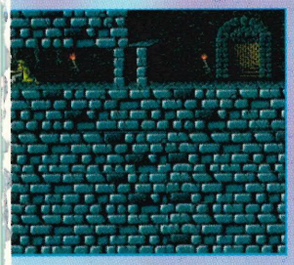
Run right from the starting gate and climb the first two levels. A standing jump will get you across to the platform on the other side. Move across the platform and again climb up.

Level 2

Kill this guard, then jump over the large gap on the left. Climb up the ledges. Then jump left at the top; grabbing the left side with your fingers. Press the tile switch located above the guard, then go back and jump to the exit.

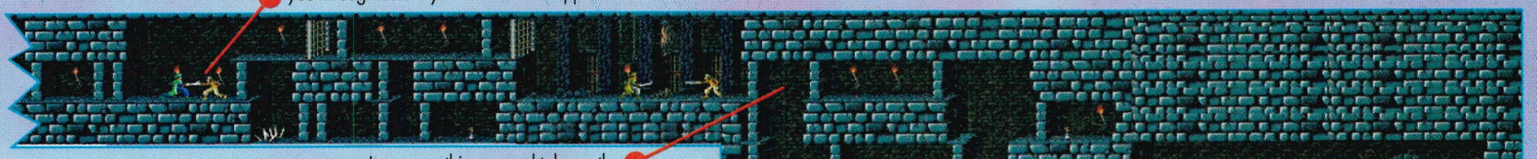
Secret potions are around, but only make use of them if you're desperate. Any deviations from the path will lose valuable seconds and this is a race against the clock after all!





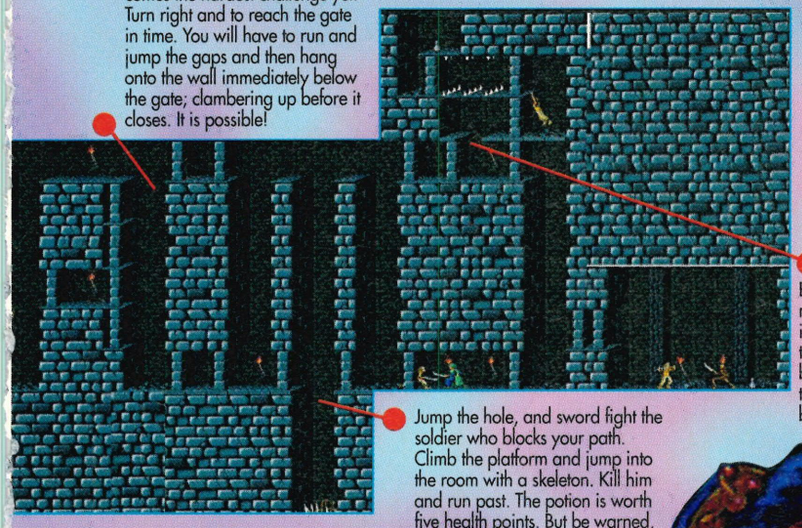
Level two has more of the labyrinth style you'll soon be getting used to. If you find a gate is closing before you reach it, crouch down and you can often slip through. When fighting guards, try to attack just as he lifts his sword.

Drop down and stay still to draw your sword in time to take on this guard. If you continue forward, he'll run you through before you know what happened!



Jump over this gap and take on the guard. Hit the switch on the right and jump up to go through the gate. Run left and jump over the falling tiles to miss the switch which closes the next gate.

Jump the gap and don't worry, the platform is there even though you can't see it. Jump right again until you find the switch on the second pillar. From the switch comes the hardest challenge yet. Turn right and to reach the gate in time. You will have to run and jump the gaps and then hang onto the wall immediately below the gate; clambering up before it closes. It is possible!



From the start, run left over the falling tiles here. Have a scrap with the guard, then drop down for some lip-smacking potion. Now go to the dead guard, jump over the gap and climb the ledges to the top.

By jumping at the roof, you will make a tile fall. Climb through into a secret room. The potion at the top is worth five health points, but first you have to get through the choppers. Do this by shuffling between them.

Jump the hole, and sword fight the soldier who blocks your path. Climb the platform and jump into the room with a skeleton. Kill him and run past. The potion is worth five health points. But be warned, the skeleton comes back to life!

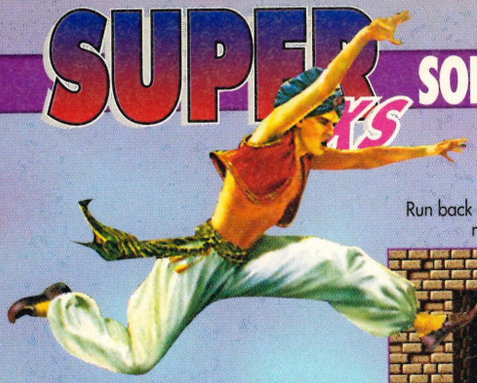


PASSWORDS

Level 2 – MRG5L2X	Level 11 – 7F39R1B
Level 3 – B6+TWNN	Level 12 – H9TZD8M
Level 4 – 9Z3NRDX	Level 13 – 7TXF+9V
Level 5 – LQHWTVR	Level 14 – H+KX3L7
Level 6 – CGKDBZ2	Level 15 – GZ9MEZJ
Level 7 – TH4Q++B	Level 16 – 84CPBC6
Level 8 – VXPNBY2	Level 17 – QQNL2PV
Level 9 – QLL!WHR	Level 18 – 4Q7TMHJ
Level 10 – HWB93WX	Level 19 – QHJG!Q7
	Level 20 – H8J12+Y

SUPER XS SOLUTION





Level 4

Run back to the exit and step on the tile to the right of the door. This opens the exit.

Jump through the guillotine and kill the guard. There's a switch directly in front of the gate which closes it, so jump over to miss it and drop to the column below. Quickly press 'X' to grab the edge as the tile falls away.



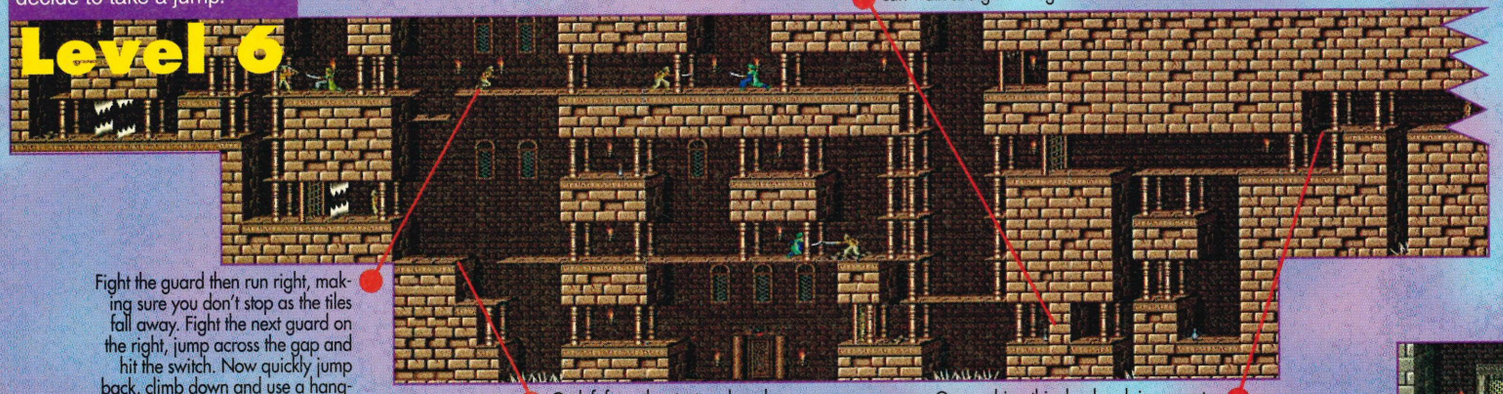
Watch out for dropping tiles on this level and don't try to climb up any ledges that aren't supported by a solid wall, you can bet they'll fall away at the touch. It's worth remembering that the slippy slide move to an edge will prevent you from falling, and also it'll reveal a possible dissolving floor before you decide to take a jump.

Step on the switch here and pull yourself up to the ledge above. Go right and run under the pounder, step on the loose tile to drop it on the switch below. The gate on the left is now open.

From the column, slippy to the edge and jump right to grab the ledge. Pull up and prepare to do battle. Jump the gap and go down.

Level 6

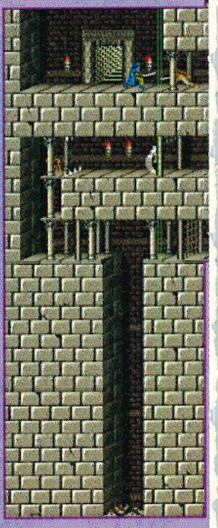
If you're in this area, push against the wall. Hey presto! It's false and you can walk straight through it.

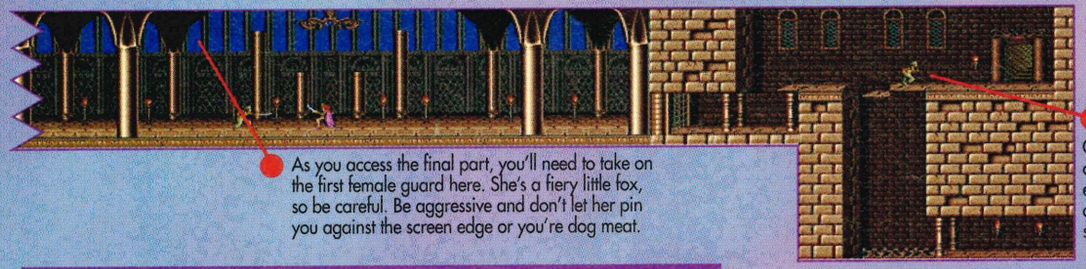


Fight the guard then run right, making sure you don't stop as the tiles fall away. Fight the next guard on the right, jump across the gap and hit the switch. Now quickly jump back, climb down and use a hanging jump to grab the right ledge and slip through the gate before it closes.

Go left from the start and work your way up to this area. Keep going up to get past the guillotine, then climb up the ledges to take on the guard.

On reaching this dead end, jump up to drop the loose tiles. Climb up and go right, shuffling through the spikes to survive.





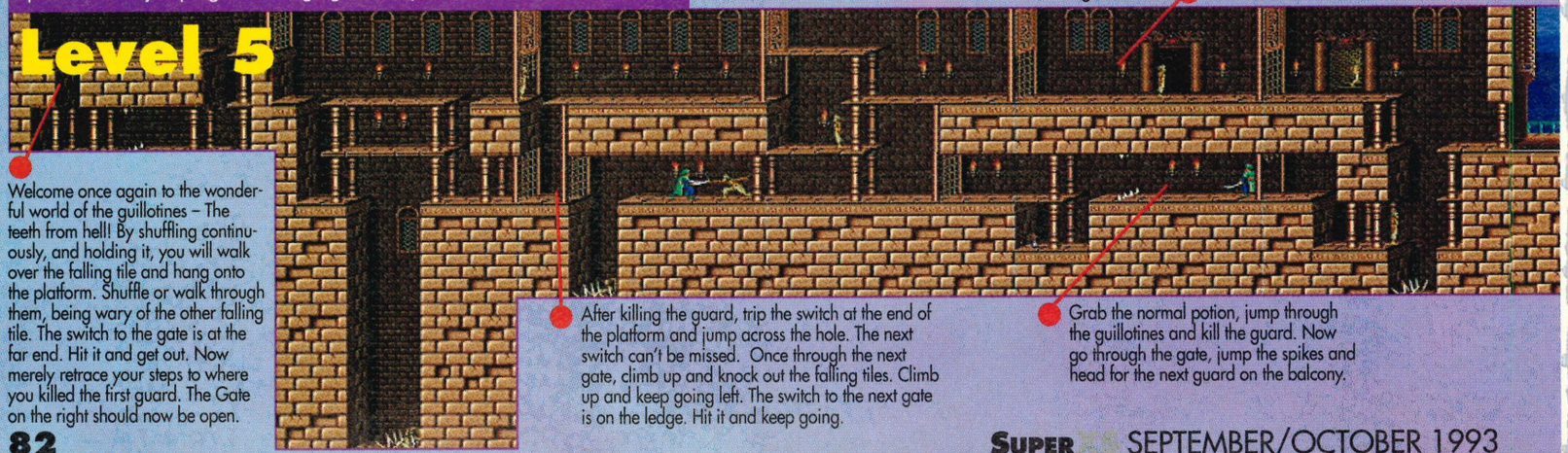
As you access the final part, you'll need to take on the first female guard here. She's a fiery little fox, so be careful. Be aggressive and don't let her pin you against the screen edge or you're dog meat.

Go through the gate and climb up to activate the exit door. Now run right over the falling tiles straight to the exit.

Level five isn't especially difficult. Gradually the numbers of guards, falling tiles and gates are increasing, but it's so gradual you should not face any great problems. By now you should have mastered the control pad, and are used to taking shuffling steps into different rooms and jumping to see if any tiles move Most importantly , you should be able to make a large number of distance jumps in quick succession, and be quite used to jumping and hanging. If not, practise on this level.

Run right to step on the switch, now run left and go through the gate. It's better not to go through the next gate, but instead to drop down and head left to meet the welcoming committee.

Level 5

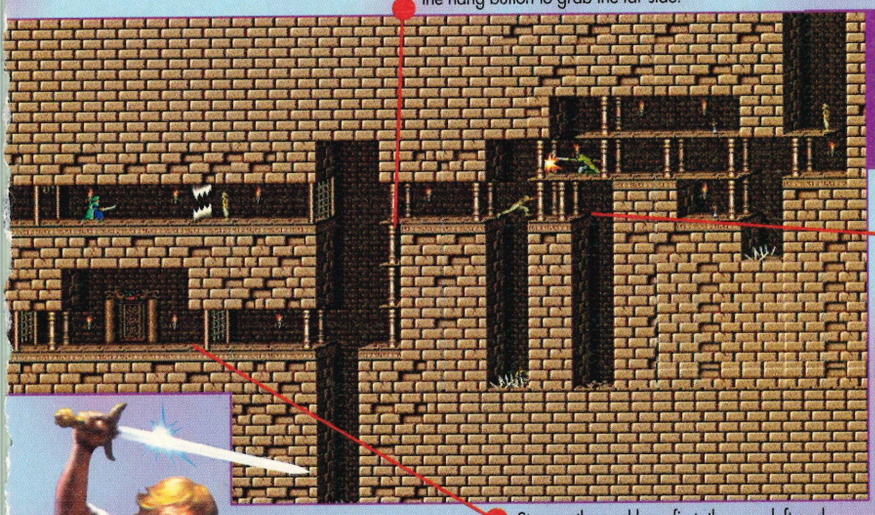


Welcome once again to the wonderful world of the guillotines – The teeth from hell! By shuffling continuously, and holding it, you will walk over the falling tile and hang onto the platform. Shuffle or walk through them, being wary of the other falling tile. The switch to the gate is at the far end. Hit it and get out. Now merely retrace your steps to where you killed the first guard. The Gate on the right should now be open.

After killing the guard, trip the switch at the end of the platform and jump across the hole. The next switch can't be missed. Once through the next gate, climb up and knock out the falling tiles. Climb up and keep going left. The switch to the next gate is on the ledge. Hit it and keep going.

Grab the normal potion, jump through the guillotines and kill the guard. Now go through the gate, jump the spikes and head for the next guard on the balcony.

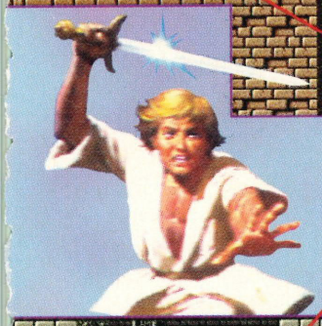
Jump across the gap and climb up the platforms here. Slippy to the right edge and jump, pressing the hang button to grab the far side.



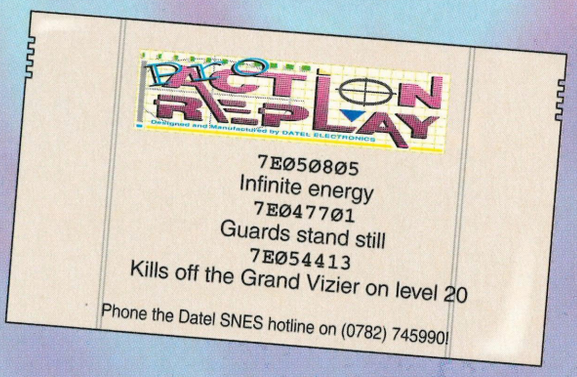
This level has plenty of spiky traps just waiting to impale our prince. If you decide to take the route on the left of the exit area, don't worry about the spikes, as crossing the higher tiles causes them drop to the spikes – making them harmless so you can drop down and move right to the exit.

Run right onto the falling platform here. As it starts to fall, quickly turn left and press the hang button to grab the left ledge and save yourself from certain death. Go and kill the guard, then jump right to the far ledge. Jump up to drop the tile on the switch.

Step on the pad here first, then run left and step on the other pad. The right gate will now be open for you to go through.



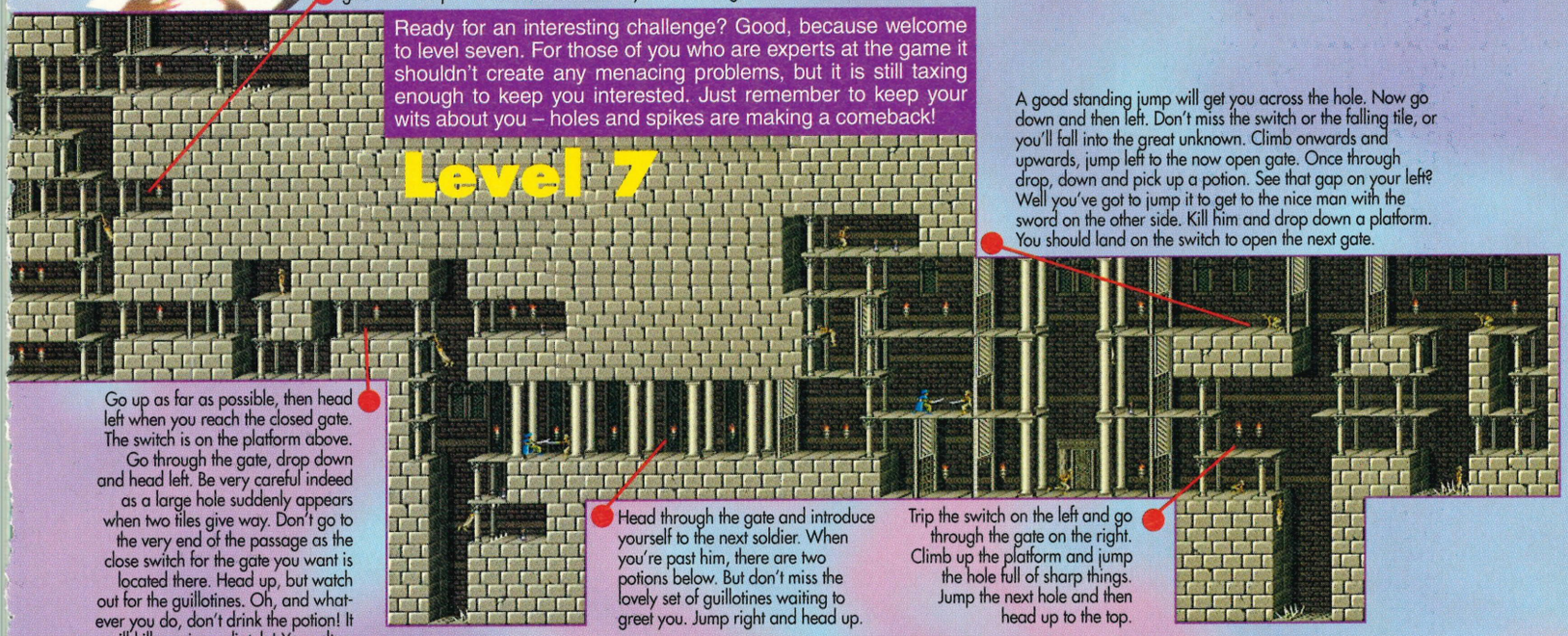
Step on the switch here. It opens both the gate and the exit . On the other side of the gate is a single guard. Try not to die because you'll only have to do the whole thing again! Above are two guillotines a gate and four potion bottles – all hidden by a trick ceiling.



Ready for an interesting challenge? Good, because welcome to level seven. For those of you who are experts at the game it shouldn't create any menacing problems, but it is still taxing enough to keep you interested. Just remember to keep your wits about you – holes and spikes are making a comeback!

Level 7

A good standing jump will get you across the hole. Now go down and then left. Don't miss the switch or the falling tile, or you'll fall into the great unknown. Climb onwards and upwards, jump left to the now open gate. Once through drop, down and pick up a potion. See that gap on your left? Well you've got to jump it to get to the nice man with the sword on the other side. Kill him and drop down a platform. You should land on the switch to open the next gate.

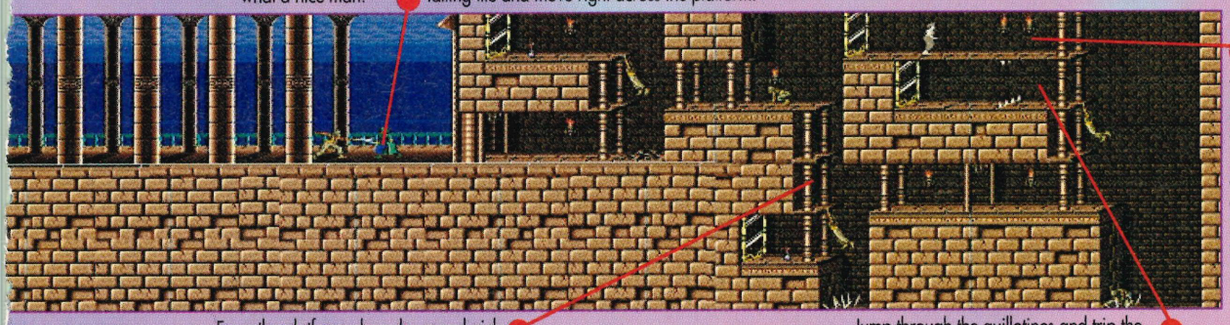


Go up as far as possible, then head left when you reach the closed gate. The switch is on the platform above. Go through the gate, drop down and head left. Be very careful indeed as a large hole suddenly appears when two tiles give way. Don't go to the very end of the passage as the close switch for the gate you want is located there. Head up, but watch out for the guillotines. Oh, and whatever you do, don't drink the potion! It will kill you immediately! Your alternate self should beat you to it though – what a nice man!

Head through the gate and introduce yourself to the next soldier. When you're past him, there are two potions below. But don't miss the lovely set of guillotines waiting to greet you. Jump right and head up.

Trip the switch on the left and go through the gate on the right. Climb up the platform and jump the hole full of sharp things. Jump the next hole and then head up to the top.

Kill the guard and keep heading right. Knock out the falling tile and move right across the platform.



After you have hit the switch, take a running jump at the mirror. This is the only one which will let you pass through. You will find that you land safely on the other side, and from out of the mirror will come a shadow man – your alternate self. Unfortunately, this will take away a couple of health points. Run left and make your way back to the exit.

From the platform, drop down and pick up the potion. Now you can go right and then up. Remember, don't fall on the spikes – they don't help at all!

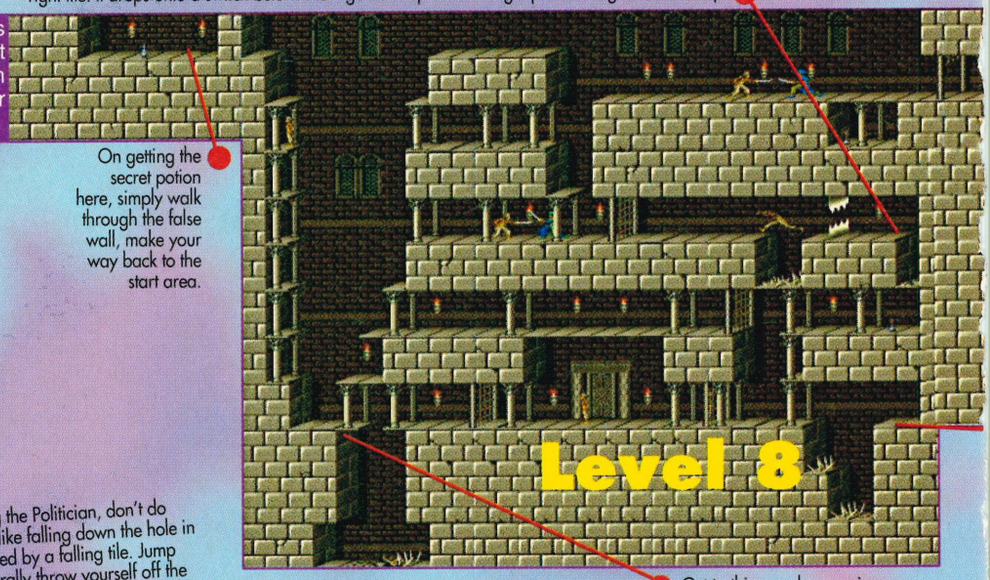
Jump through the guillotines and trip the switch near the mirror. Now you can go back and up to the top platform.



After fighting the guard below, step on the switch on the left, then go left and climb up. Fight the top guard and run over the tiles to get the one point potion hidden below. Now make your way right , press the switch and go back to the dead guard below. Go past the guillotines and walk on the far right tile. It drops onto a switch below. Now go back up and run right past dead guard at the top.

This level has a secret room, obscured by a wall. The wall is false, however and there's a full energy potion nestling there – fit for a prince. It's worth mentioning that if you're cheating with an Action Replay, turn it off before stepping onto falling tiles or they'll not drop, sometimes making it impossible to progress.

On getting the secret potion here, simply walk through the false wall, make your way back to the start area.

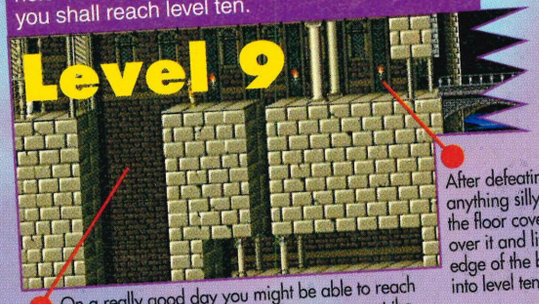


Level 8

Get to this area by pressing the switch next to the gate to open it. Run across the loose tiles, then climb up the platforms on the left to the top. Go left through false wall for a maximum energy potion. Now go back to the start and right through the gate.

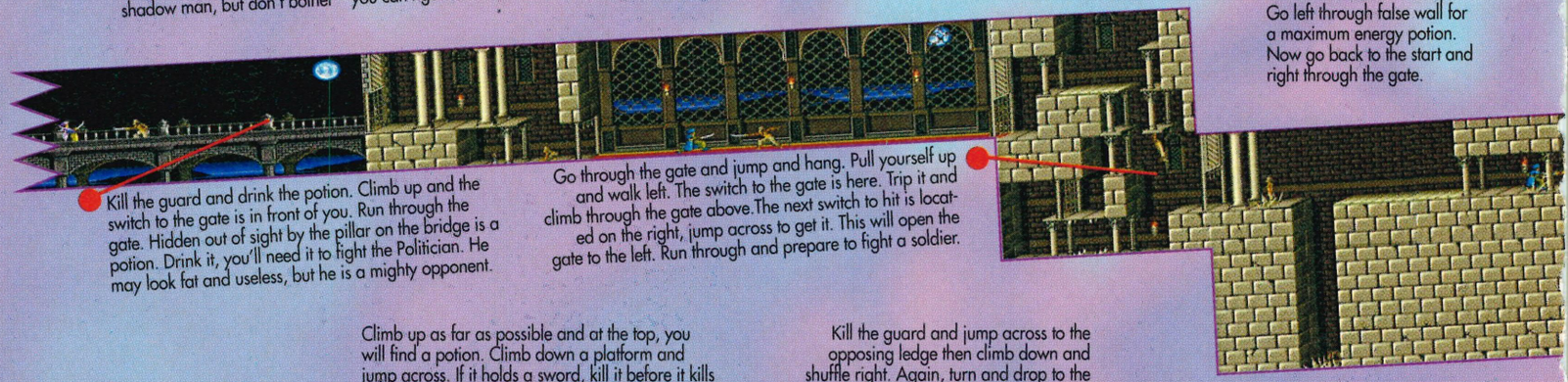
Level nine is not a big level. It will however test your sword fighting skills to the maximum. In level nine you will meet the politician, a mighty adversary. Level nine will also test your faith. Coming this far to throw yourself off the edge of hole is not easy by any means. But believe and you shall reach level ten.

Level 9



After defeating the Politician, don't do anything silly, like falling down the hole in the floor covered by a falling tile. Jump over it and literally throw yourself off the edge of the biggest hole – you'll just fall into level ten.

On a really good day you might be able to reach the other side and clamber up in time to meet the shadow man, but don't bother – you can't get out!



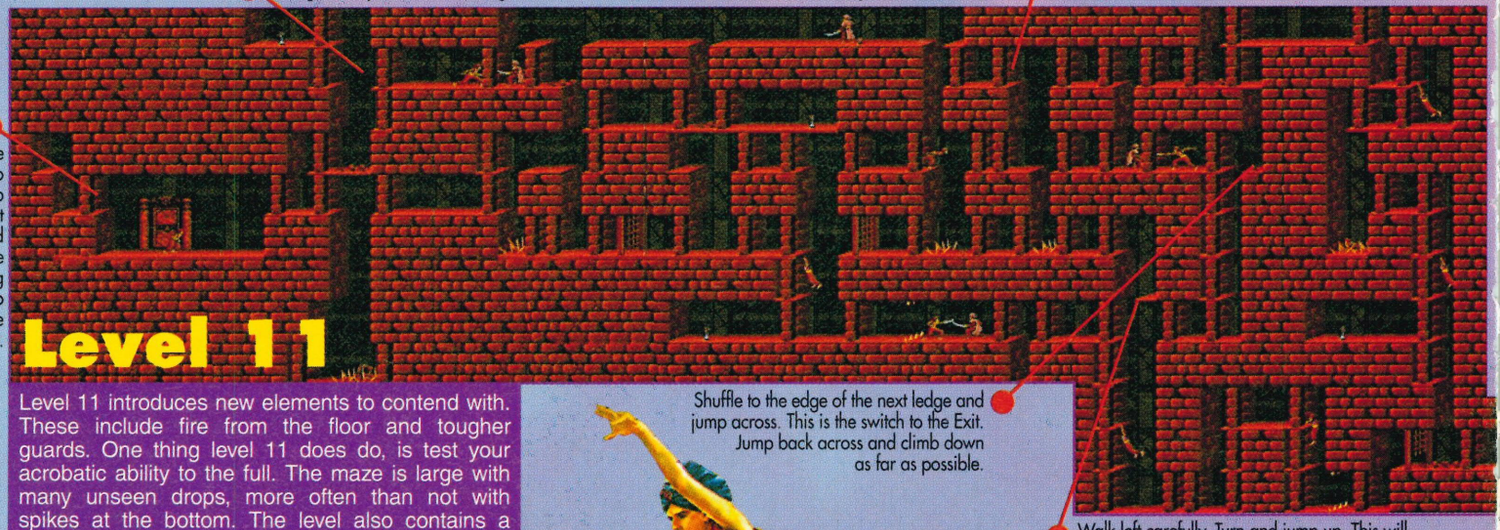
Kill the guard and drink the potion. Climb up and the switch to the gate is in front of you. Run through the gate. Hidden out of sight by the pillar on the bridge is a potion. Drink it, you'll need it to fight the Politician. He may look fat and useless, but he is a mighty opponent.

Go through the gate and jump and hang. Pull yourself up and walk left. The switch to the gate is here. Trip it and climb through the gate above.The next switch to hit is located on the right, jump across to get it. This will open the gate to the left. Run through and prepare to fight a soldier.

Climb up as far as possible and at the top, you will find a potion. Climb down a platform and jump across. If it holds a sword, kill it before it kills you! Climb up, being careful of the falling floor. Go right until you meet another guard.

Kill the guard and jump across to the opposing ledge then climb down and shuffle right. Again, turn and drop to the platform below. Jump the small gap and kill the guard who faces you.

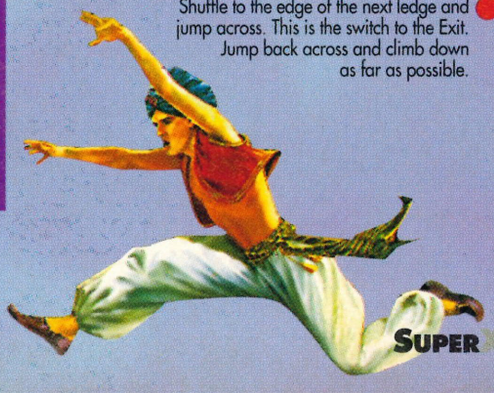
From the start, go right. Climb up to the next platform and shuffle across, being careful not to fall onto the spikes below.



Level 11

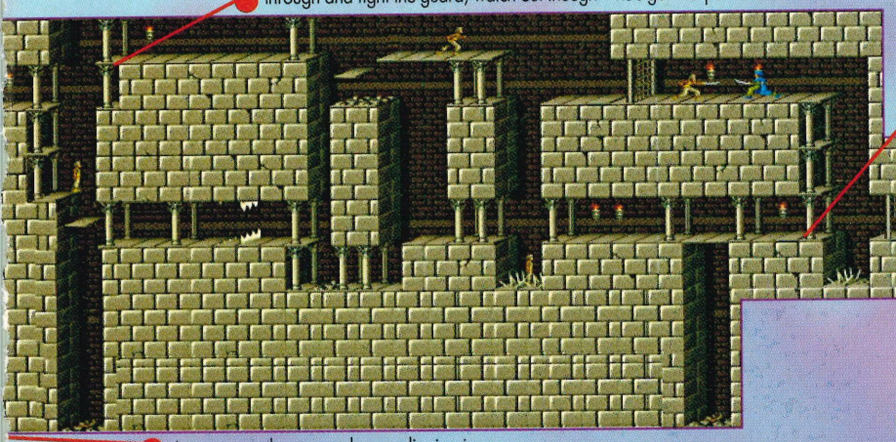
Level 11 introduces new elements to contend with. These include fire from the floor and tougher guards. One thing level 11 does do, is test your acrobatic ability to the full. The maze is large with many unseen drops, more often than not with spikes at the bottom. The level also contains a large number of potion bottles, all of which restore at least one health point.

Shuffle to the edge of the next ledge and jump across. This is the switch to the Exit. Jump back across and climb down as far as possible.

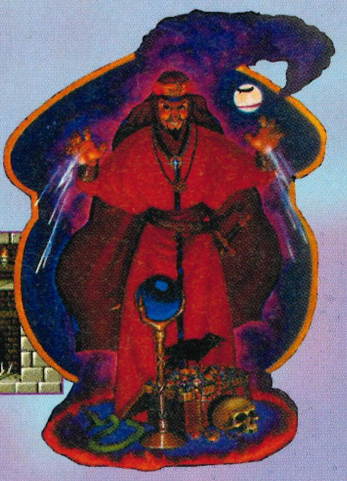


Walk left carefully. Turn and jump up. This will dislodge a loose tile. Jump across the gap and again climb down as far as possible. Once at the bottom, go right. Here in the floor is a switch. It should be covered by the fallen tile. Climb up, heading right, then climb back down. In front of you is a guillotine. This hurts! Stay away at all costs and jump across.

Jump from the left ledge and climb up to the top. Run right across the falling bridge and jump right to the gate. The switch directly before the gate opens it. Go through and fight the guard, watch out though – he's got five potions.



Hit the tile here to open the gate to the exit area. Fight the guard and go through into the next room. Climb up to activate the switch which opens the exit door.



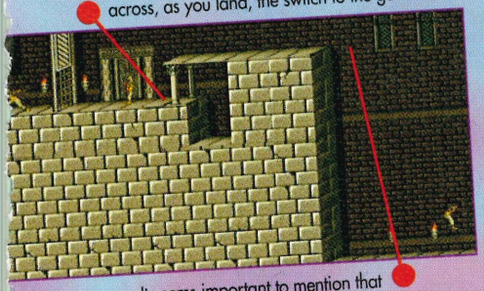
Jump across the gap and use a clinging jump to access the switch located here. This opens the gate above. Go through the gate and get to the left edge above the start area. The tiles fall away at the edge of this floor, so use the shuffle move and climb up the platform above. Now go right and fight the guard.

It's a living hell! This level is a real battle for survival as you make your way through, simply taking on the skeletons. They are, however, particularly ghost-like and can even spring back to life just when you thought it was all over. The best way to seal their doom is to keep lunging at them until they're forced off the edge of a platform, at least that way you can be sure they don't come back for more. Damn their oily hides!

Level 10

Jump from the centre of this platform to make sure you land on the smaller one to the right. Jumping from the edge will send you spiralling to your demise.

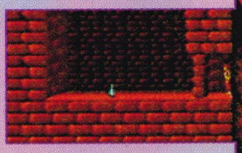
From the start walk right. The switch to the gate on the left is set in the floor. Go through the gate and draw your sword, there's a guard waiting. Kill him and head left; looking out for the hole in the floor. Jump across, as you land, the switch to the gate is there.

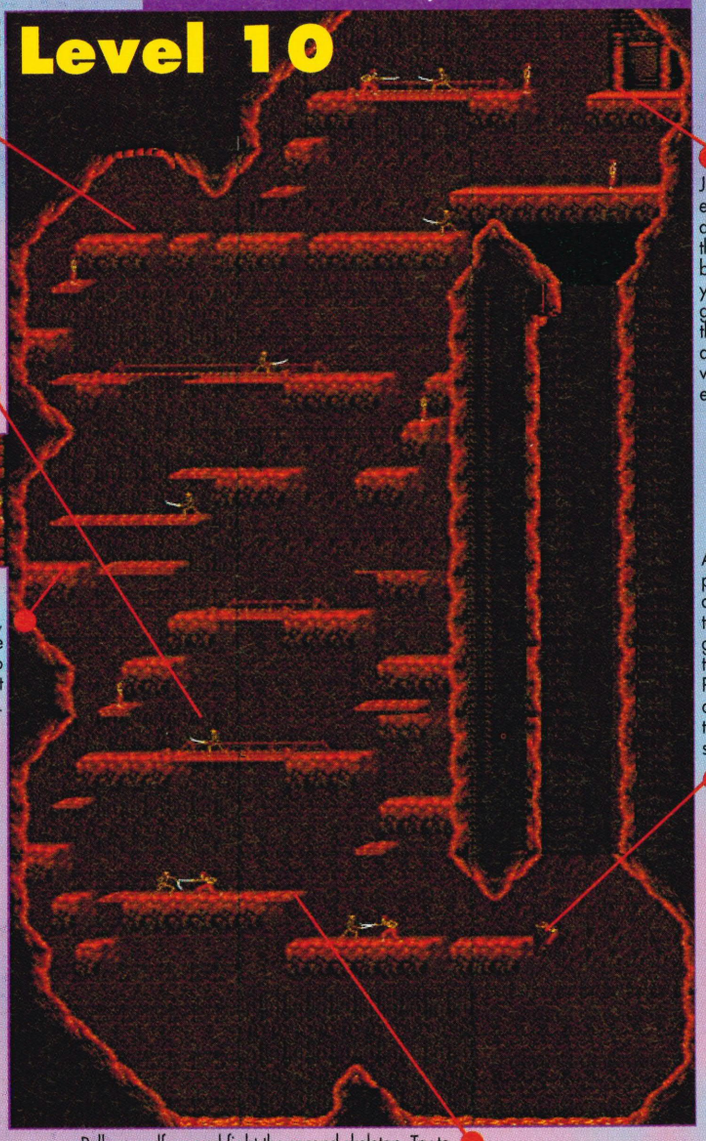


Don't relax for a second when you fight this bony menace. As you seemingly slay him with ease, get ready to climb up the next platform as quickly as possible, as after a few second he is resurrected from the dead!

Jump over to the exit door, then drop down to hit the switch tile below. Now all you have to do is go left, jump over the lower skeleton and make your way back to the exit door!

It seems important to mention that there is nothing to the right on this level. Just a great big drop.



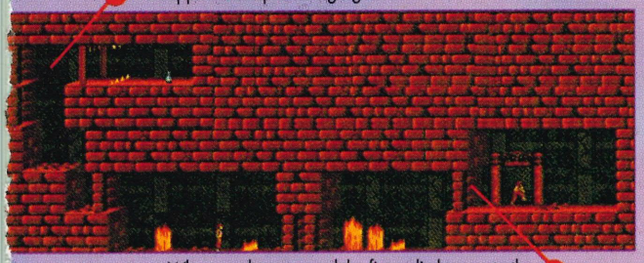


Get up to this level and walk left, don't worry you can't fall off the edge. Now keep pushing up to access the secret room on the left and guzzle that potion.

As you seemingly plummet to your doom from level ten, Push left and get ready to grab the ledge here. Pull yourself up and jump left to tackle the first skeleton.

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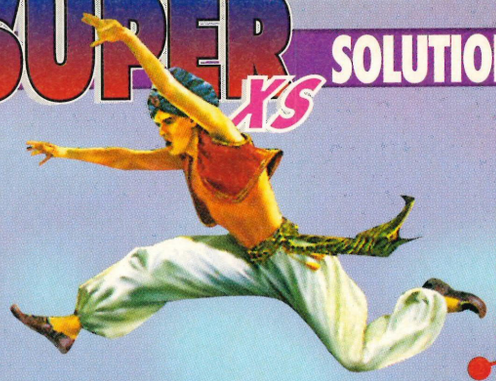
Once through the gate, keep going right; being careful of falling floor tiles. When the floor has given way, climb down, and then down again until you can see the room which has jets of fire shooting from the floor. Shuffle across the fire when it disappears. Keep heading right.



When you have passed the fires, climb up onto the platform, in front is the open exit.

Pull yourself up and fight the second skeleton. Try to push him left off the edge of the platform, then jump over and make your way up.



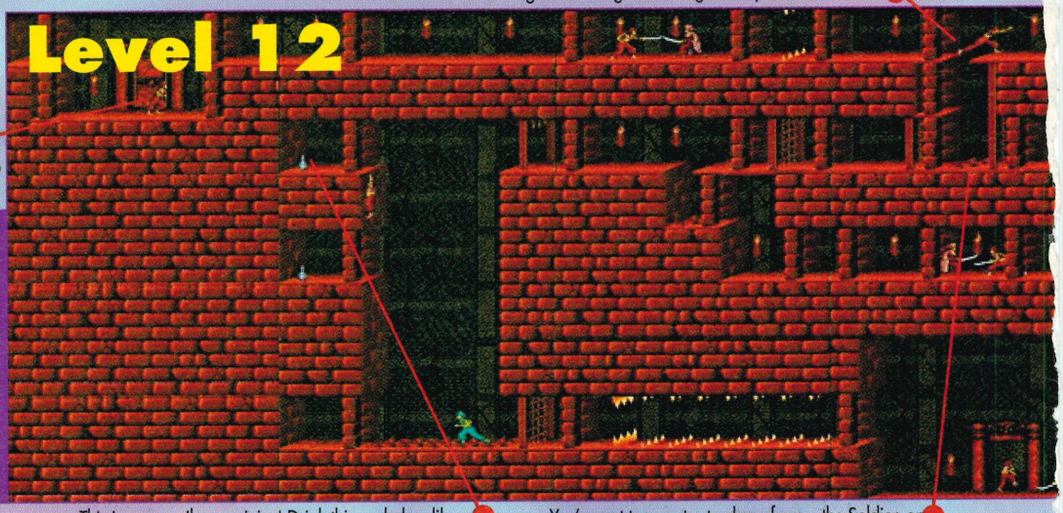


From the start, turn right and climb up a level. Keep heading right until you reach a soldier.

Welcome to level 11. You'll be sorry to know this is the last red level. Once again, the things that kill have increased in number. There are a few more guards, and a few more holes. However, the couple of surprises you wouldn't expect are the eight guillotines in a line, the five floor tiles in a row (which fall away), and the magic levitation potion. And just like the nice fairy said to Cinderella, "Move fast kid, this won't last for ever!" If you wind up on the right hand side of the level looking for a switch, then don't bother. All you have to do is kill the skeleton.

Kill the soldier and keep going right. Jump over the loose tiles in the floor – you don't want to knock them down. Now fight the next guard and get ready for some fun.

Level 12



This is some evil moon juice! Drink this and glow like a nuclear power station. This stuff is a floaty potion. Just jump into the hole and glide to the bottom quite safely. Now hit the switch on the right open the gate, negotiate the guillotines, and kill the skeleton who blocks your escape. The exit will open and you're home free!

You've got two routes to chose from – the Soldier, or the guillotines. Don't forget the switch in the floor. Hit it and the gates in front of you will close. When you're through, run like the wind to the bottle on the far left. Don't stop – the floor has this habit of disappearing!

Kill the guard and jump onto the conveyor belt. Drop into the room below. Jump left through the false wall allowing yourself to escape. Go back to the conveyor belt. You will have to run and jump to land on it and not fall off. Drop down, go left, then drop down again. Now head left towards the gate.

You think the other levels were hard? Oh boy do you have problems! However hard you try, on this level you will invariably manage to throw yourself on a set of spikes – something which doesn't increase your chances of completing the game. Be prepared to face huge chasms, false walls, secret rooms, dodgy looking potions and soldiers with an attitude. This is also an interesting introduction to conveyor belts. Don't be disheartened if you can't get through the first gate – just be glad when you do!



Once through the gate, head down and left. The last tile gives way, and has to be knocked down onto the switch below. Now go back and climb to the top platform. Jump right through the guillotines to the switch. Now go through the gate on the left which has just opened. Head left across the falling tiles towards the soldier.

Time to kill another guard. Force him off the edge onto the spikes. Now jump across onto the ledge. The switch here opens the gate to the left. From here you have to be fast and run and jump, while at the same time being very wary of the spikes and the close switch.

Level 14



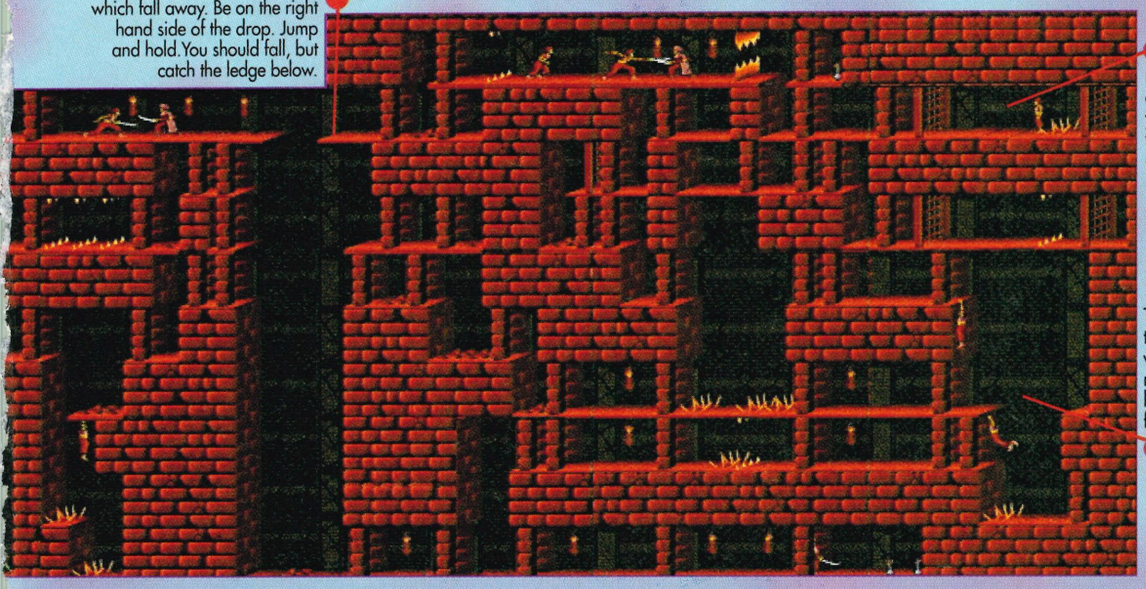
Drop down and with a standing jump to reach the falling tile, turn and grab the ledge, which is a switch itself. Go back through the gates which are all open and keep heading right. On the ledge overlooking the exit there is a switch, this opens the exit. Drop down and Leave.

From the start, head left. Almost immediately you will run into a soldier. Say goodbye and put him into the guillotine. Keep going left until you can climb up. Once up, go right, but watch out for the floor that gives way.

Keep going right, past the exit and through the guillotine. Here you have to kill another guard. When he's finished, keep going right until you reach the chasm. Now you have to climb up to the top.

Level 13

Fight and kill the guard. You can push him onto the lose tiles which fall away. Be on the right hand side of the drop. Jump and hold. You should fall, but catch the ledge below.



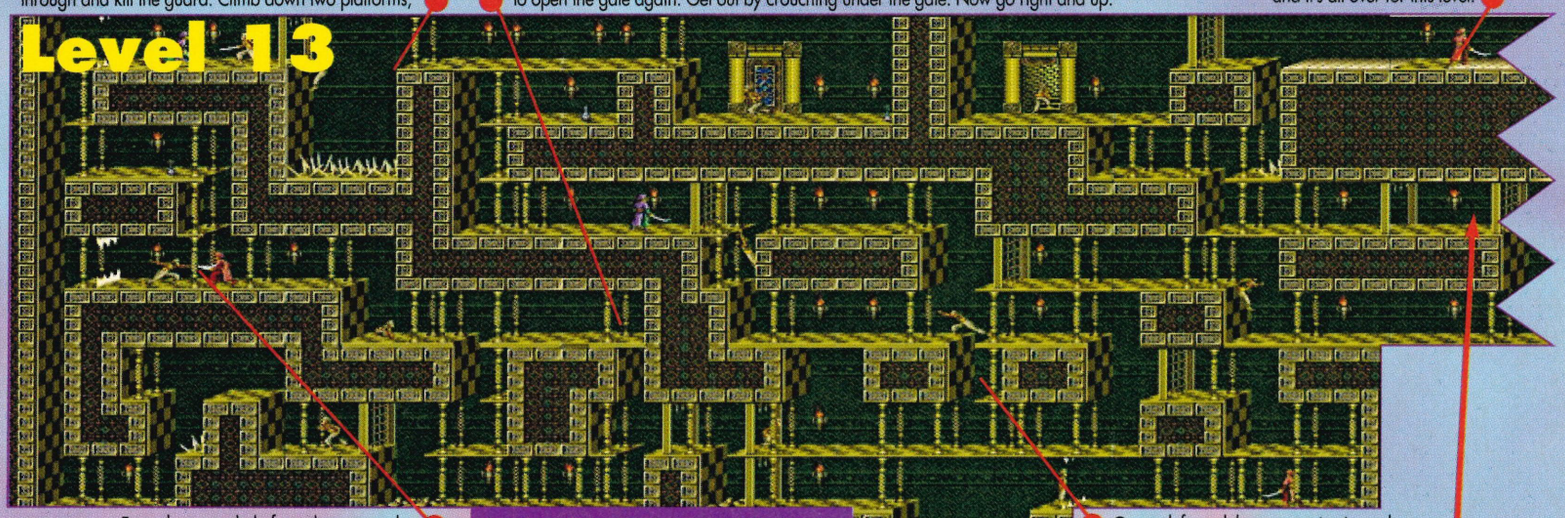
If you are here, there is only one question to ask. What the hell are you doing? Go back to the falling tiles and finish the level – time is running out at quite a steady pace.

There is no need to be on this side of the level. However, if something goes wrong crossing the falling tiles you may be able to hang on and end up here. Just make your way back to the falling tiles, jump and hang.

Not exactly the easiest start in the world. Go left and climb up to the first platform. Make a running jump across the hole and hang until the gate opens. Go through and kill the guard. Climb down two platforms,

Hit the switch, being careful of the falling tile. Go left and down. The gate on the left will be open. Jump from the centre platform to the one on the left, again, be careful of the falling tile. Drop down and the switch is in the bottom left corner. Hit the switch in the bottom right to open the gate again. Get out by crouching under the gate. Now go right and up.

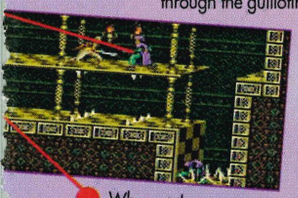
Jump through the guillotine and fight your way past the soldier, then force him into the blades. The conveyor belt should help. Jump left, hit the switch, go through the gate and it's all over for this level.



From the second platform, hang over the edge, drop and grab the platform below. Step through the guillotine and fight the guard.

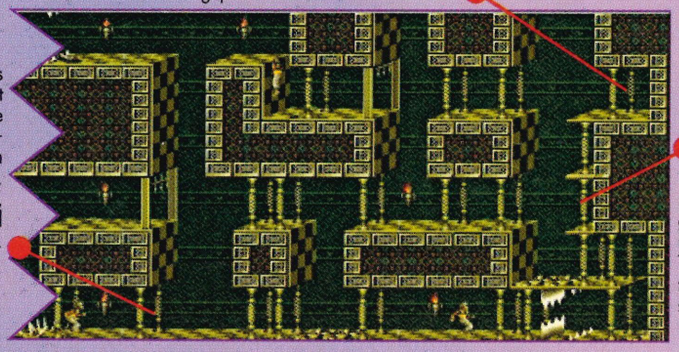
A tricky little level, you might find a few problems at first making it through the gates in time. This can often be done by using a crouching shuffle. The two visitors in this level are especially welcome, because you ain't gettin' through any gates without 'em! Watch out for the summersault the mouse does. It's a classic!

Go up, left, and then up again. Jump the gap, and trip the switch on the right. From here, jump through the gate on the right. Now keep heading right to reach the very end.



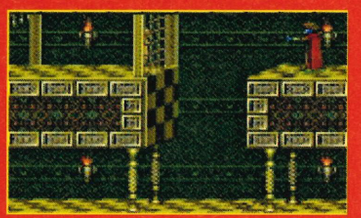
When at the top, go left and climb up again to the next level. Be careful as the floor gives way. Run across.

Trip the switch, and jump through the gate on the left. Head up and jump the gap. the next bit is damned difficult.



Go as far right as possible. Try not to die on the spikes or the guillotines, which block your path. When at the end, go onwards and upwards.

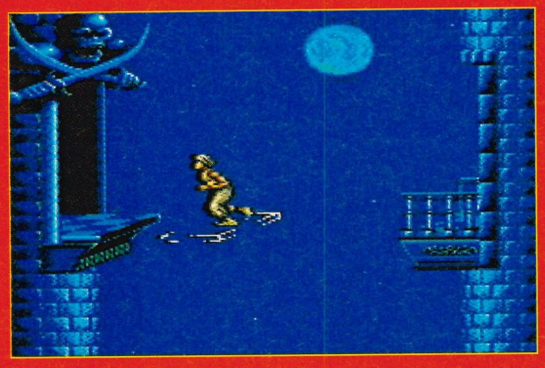
From here, go left. Hit the switch and get through the gate. Keep going left. Knock out the false roof tile. The switch to the exit is in the far left. Retrace your steps back to the gate.

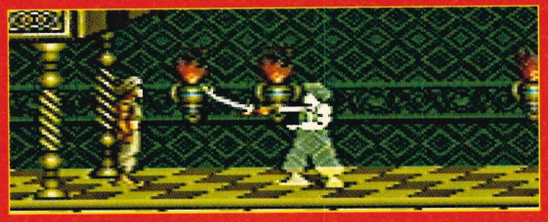


There is no way for you to open the gates. However, wait there and the nice man will come and do it for you. The mouse opens the second gate. Now all you have to do is go back to the top right platform.



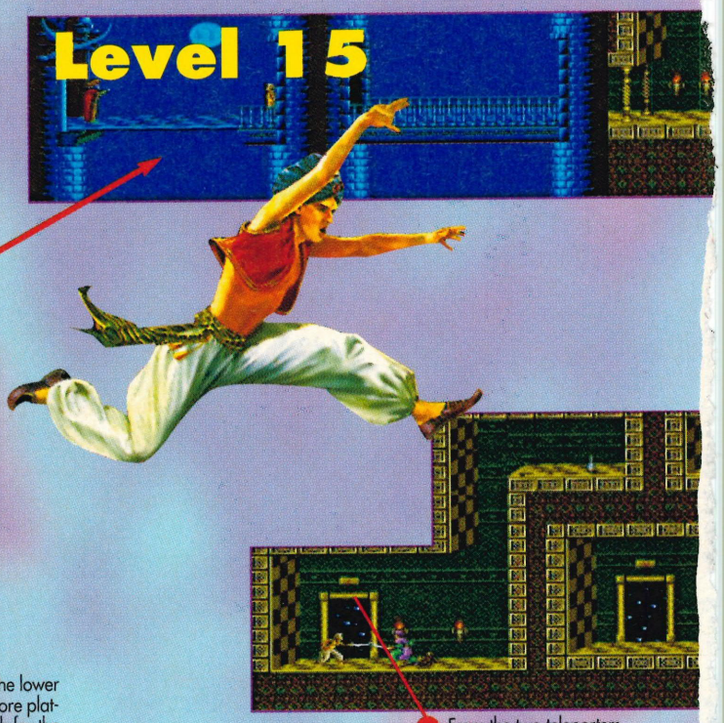






On arriving at the balcony area, run left until you come face to face the the evil Vizier himself. He'll use some of his magic to drop the bridge away so, muttering in your prince-like beard you must take an about turn and run back the way you have come. Suddenly, from nowhere, your alter ego will appear and draw his sword on you. Fear not O great prince, simply push down and sheath your sword, then jump into the ghostly figure. You'll now be able to run back into the midnight air and amazingly run across the wide gap. Ghostly stepping stones will appear to save you breaking your neck. How's that for a bit of trickery – you may just have a 'ghost' of a chance yet!

Level 15



From the two teleporters above the red guard, take the right hand one, this will leave you here to fight this guy. Kill him off and push up against the right wall. You'll climb to a secret potion.



Level 16

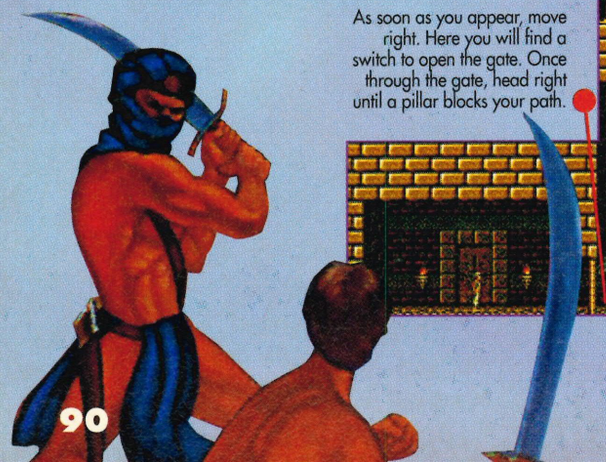
Seems like repetition? Jump left and then onto the lower left platform. Jump left once again, up one more platform. Walk to the end and drop onto the switch for the gate on the left. Climb through the gate.

Jump across to the platform on the left and climb up. The switch is on your left, but so is a falling tile with spikes at the bottom. Go down and through the gate. Don't forget the spikes in the floor!

Move carefully left. The floor does a disappearing trick. Jump and grab the platform below and left. Jump left again and climb a platform.

Welcome to a maze and a half. It's not difficult at all to get lost on this level by any means. As you can see from the XS maps, there is a path to avoid most of the guards on the right. The key part of this level is the warp potion you find in the room on the far right. This will magically transport you to the top of the map where you must get past the spikes and through the snake's head to finish the level.

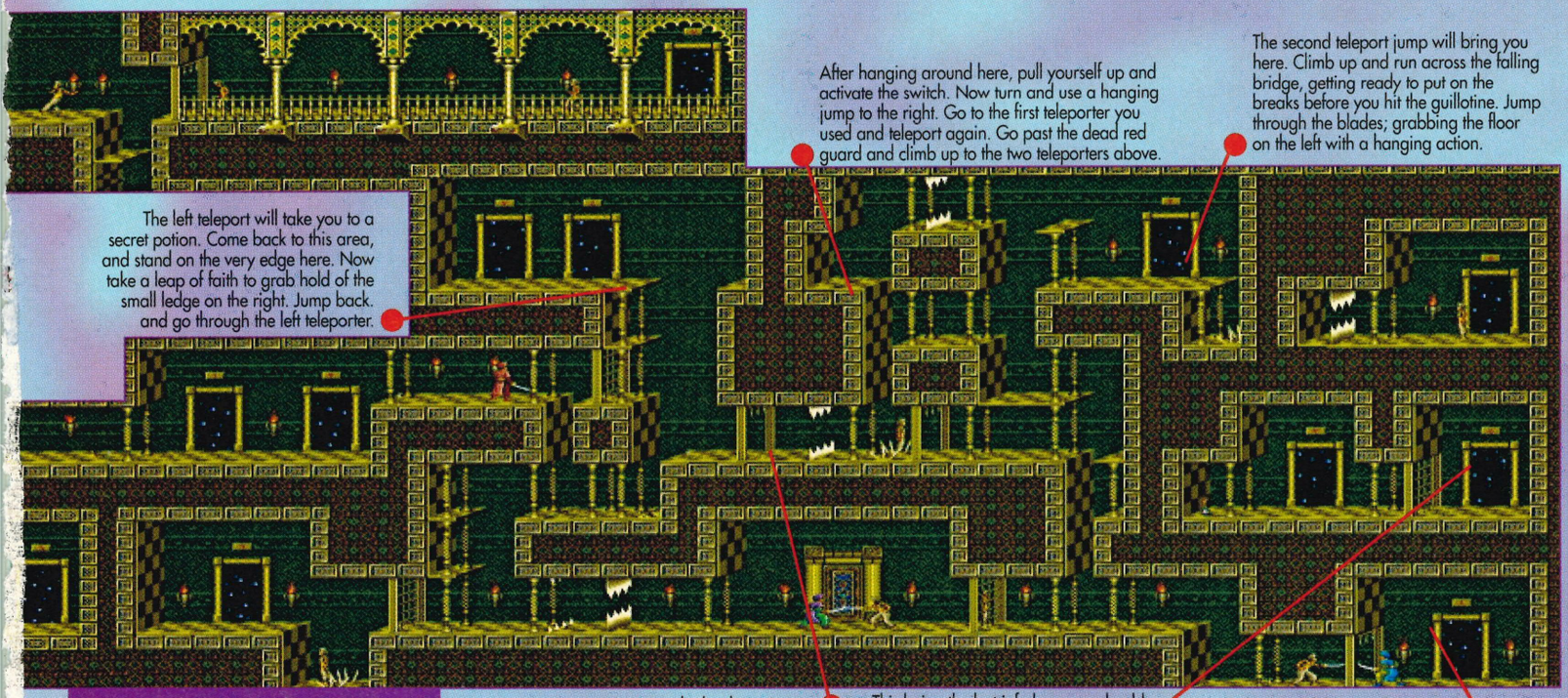
You've got to go up two platforms, jump left. Up another two platforms, jump right. Up another two platforms, and jump right again. Then go up yet two more platforms.



As soon as you appear, move right. Here you will find a switch to open the gate. Once through the gate, head right until a pillar blocks your path.

Kill the guard. Move up two platforms. Jump right and then go up another two platforms. Be wary as you go. The floor gives way about here.

Climb the pillar and jump right. Climb to the next platform. Head right until you can't go any further. Now move up and work your way left until you reach the guard.



The left teleport will take you to a secret potion. Come back to this area, and stand on the very edge here. Now take a leap of faith to grab hold of the small ledge on the right. Jump back. and go through the left teleporter.

After hanging around here, pull yourself up and activate the switch. Now turn and use a hanging jump to the right. Go to the first teleporter you used and teleport again. Go past the dead red guard and climb up to the two teleporters above.

The second teleport jump will bring you here. Climb up and run across the falling bridge, getting ready to put on the breaks before you hit the guillotine. Jump through the blades; grabbing the floor on the left with a hanging action.

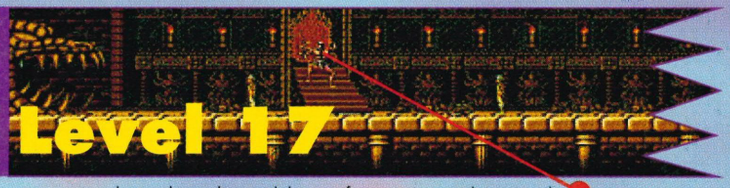
This level introduces another prince like transport system – teleporters. Simply walk into a teleporter to find yourself in another room or area, then if you wish to return, walk back into the same door. The small symbols above each door is relevant to the one you'll arrive at, but just check the maps if you're getting lost!

As soon as you enter the level, you're up against a guard. Slay him and jump through the guillotines on the left. Climb up and jump across to the right. Get to this area, and as you press the open switch, jump through the blades to land on the other side. Now shuffle right through the spikes.

This being the last info box, you should now be ready to jump through this teleporter. Arriving in the room above, jump past the guillotines and hit the switch. Now make your way back to the start, go left, shuffle through spike pit and teleport. Take the left teleport.

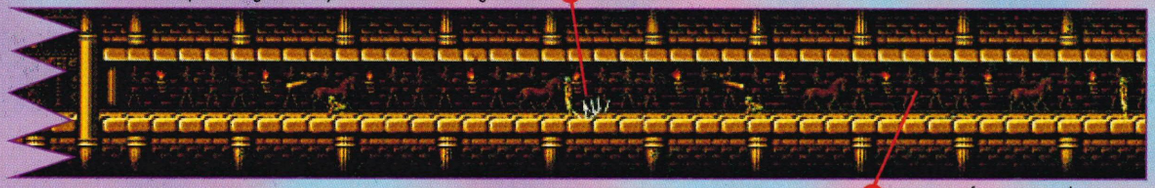
The second thing to do is get to this area. Fight the guard and take your first teleport jump. Now go left for a potion, then climb up to take on the red guard. Go back and use the right teleporter.

Hello campers and welcome to another level in *Prince of Persia*. The first thing to do is to introduce you to the swinging logs. And the second, is to introduce the six-armed guardian and his falling skulls. Both can do serious damage, but he's 'armless really!



Meet the Level guardian, with his set of six arms. More than enough to finish you. By heading right you can avoid his advances and the falling skulls. Just keep plugging away and he will eventually fall.

The spikes are well hidden, so don't run aimlessly about. If the logs don't get you the spikes will. Just keep heading left until you come across the guardian.



Meet your first swinging log. Don't worry, it won't be your last – there are two more to come. Press down on the control pad, while at the same time moving in the desired direction. Oh, and don't forget about the spikes!



GAME GENIE

6D320FA1
Freeze timer
FD3004A5
Start with 15 hit points
BAA6ADA5
Impervious to non fatal injuries
43C96D61
Non fatal falls do no damage
BA69ADA1
Enemies drop dead immediately



Just like some levels which have already gone before, this challenge comes in two parts: running and jumping (with the added twist of missing a platform to grab the gate), followed by climbing and dropping combined with some serious swordplay with a Knight and some sly looking star traps.

Level 18

Climb up and go left. Knock out the loose tile and clamber up. Go left and up again. Be fast drawing your sword, this guy is a killer. Up and right to the solitary platform, this is the gate switch. Hang-drop-catch to the bottom.

By standing just behind the lip of the platform and jumping, you will get over the star trap and miss the falling tile. A run and jump is needed to get you across the gap and on to the pillar in the centre.

Good swordsmanship will get you past the Knight. Head up and left to the exit switch. Now go to face the soldier. Kill him and the switch is in the floor just in front of the gate. Open the gate and leave the level.

If you die after getting through the gate then you will be returned to this point. From here, aim to go left, up a level, left and down to face the soldier. After he is no more, the switch to the gate is in the bottom left corner. A falling tile is just after the gate so don't stop until you are past it.

Level 20 is an achievement in itself. To get this far in under two hours is quite exceptional. Now the time has come for you to face The Grand Vizier Jaffar. It is down to you and him. You with your sword and the cunning that has got you this far, Jaffar with his magic powers and his skill with a saber.

Level 20

Start by heading left and then up. Clamber up to the third platform, move left a pace and then climb up another two platforms.The floor tiles give way so be careful.

Now all you have to do is knock the two loose floor tiles on to the star traps without getting spiked. Drop down and knock the third tile onto the switch. It's in the bottom right of the passage. Now get past the slicer and to the edge of the drop.

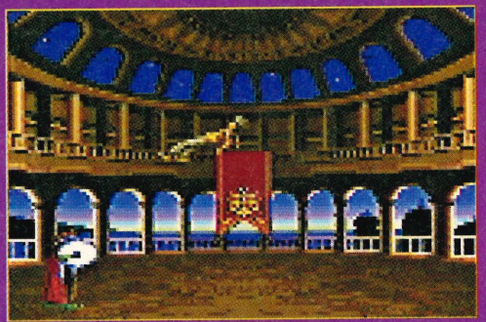
Jump from the first pillar to the second, and from there to the third. From here, make a run and jump. Beware, falling tiles are everywhere, so keep grabbing. Climb up, jump left, get through the slicer and defeat the guard.

Run the length of the corridor to find the Princess. Jaffar appears to block your path. The evil Vizier will whisk you away to his astrological laboratory.

See the woman of your dreams in the moonlit night, from a palace window. Such encouragement to continue.







Initially, The Grand Vizier Jaffar attacks using his magic. He will hurl a spell at you. If you are unable to parry it off, one of three things may happen. One situation is for you to lose a hit point. The second is for you to levitate and then to drop to the ground, for which you will lose two hit points, and the third is for you to levitate and for Jaffar to throw a bolt at you, causing you to die in a spectacular manner. You can attack Jaffar with your sword, and take his energy away from him. Using his magic powers, the Grand Vizier Jaffar can also make himself disappear and reappear on different sides. All you can do is follow him and parry away his spells, then lunge whenever possible. Quickly, you will learn

Level 19

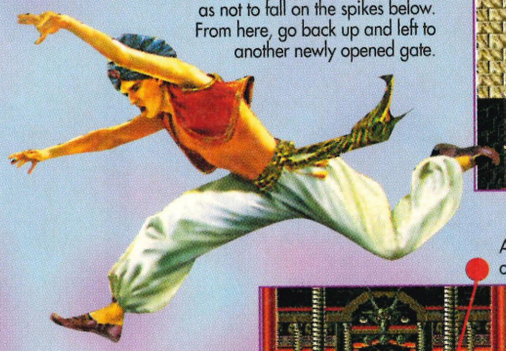
This, the penultimate level, will test both your skill to control the prince and your ability as a swordsman. After the maze of gates and switches, you are required to run through the palace and face the Vizier's most loyal servants. Some, like the Politician, you will have faced before, others you won't.

Once through this gate, trip the switch which is above your head. Drop down and through the gate. Now up and right to the next switch which opens the gate on the left.

Climb up, jumping right to trip the gate switch. Back up and head right; avoiding the falling tiles and the closing gate – a jump should get you through. Drop down and seal the next switch with the falling tile. This opens a gate on the left. Find it and go through.

See that gate on the far left. Well guess what? You've got to run and jump. The switch is after the first jump, you should run over it. Remember to jump late, don't stop and don't hang onto the gate until you've passed the falling ledge which sits above it. As soon as you're hanging onto the gate, get in as it closes.

Drop this falling tile onto the switch below. Climb through the gate and seal the other switch with the falling tile. Next, drop down the newly created hole, then hang drop and catch so as not to fall on the spikes below. From here, go back up and left to another newly opened gate.



Being careful of the spikes, go left and then drop down the hole made by the falling tile. Open the gate (the switch is on the right), and seal the switch with the falling tile. Go back through the gate and up. Go through the first open gate on the right, it's the third one.

As you enter the throne room, Jaffar produces an onslaught of opposition, one after the other.

You won't meet any opposition until you reach Jaffar sitting on his throne.



The rest of the level is easy. You drop in to a new room. The gate switch is on the right. Once through the gate, the exit switch is in front of you. Prepare for level 20.

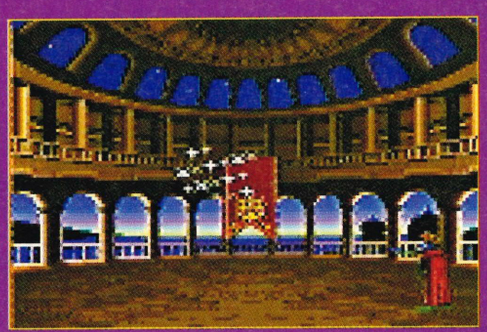
First is the soldier, this guy is a cinch compared to what's coming. To lunge and parry is your only way through.

The skeleton is much like the guard. All in all, he is probably the least challenging.

The Amazon is a fierce fighter, easily the hardest yet. Trap her in a corner, and cut her to size.

He may be big, but the Politician is an incredible swordsman. Try to parry his attacks.

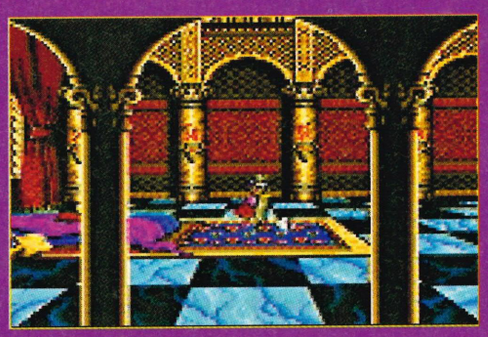
Dressed for the occasion, the Knight is hard to beat. Lunge when you hear swords meet.



that to rush into an attack is futile, and that by waiting and attacking only when Jaffar is not ready to fire, you will receive the minimum amount of hits. You will need full energy when you reach the second stage of Jaffar's defence.

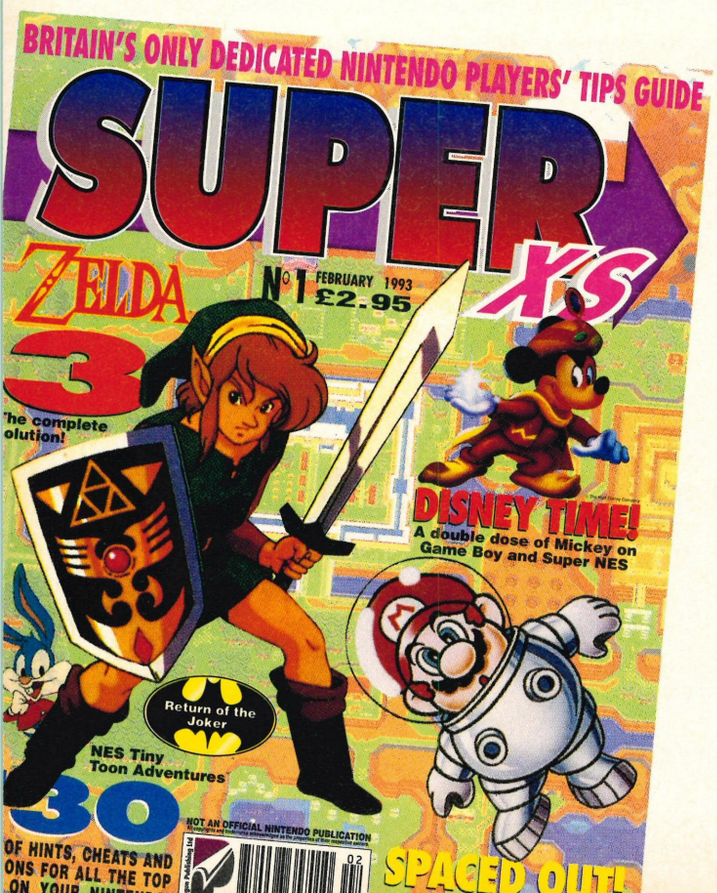


Kill him once and Jaffar returns, this time with a sword. He is the greatest sword fighting opponent you will meet. Treat him like the toughest foes you have come across. Parrying constantly and only lunging when it is certain you will score a hit



Kill Jaffar for a second time, and he is dead forever You however are transported back to the main corridor, where you are able to run forwards and find the Princess. United at last, you can marry and become the Prince of Persia!

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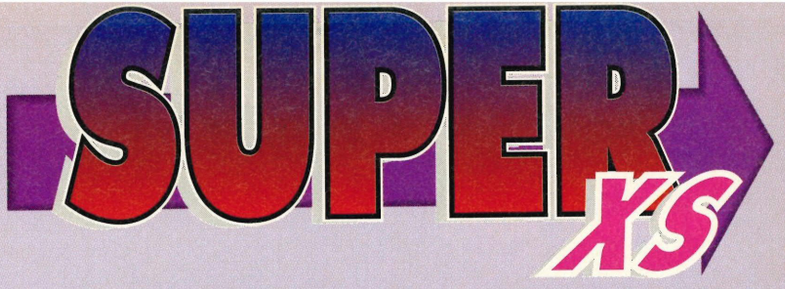
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FORM01MAY

STRIKER

ELITE ● FOOTBALL SIM

GENERAL HINTS

● In a free kick situation, the direction and height of the kick are controlled by the position of the guide line. By pushing the direction pad, the arc of the line will change. By pressing X at the same time, the screen will follow the direction, showing you where the ball would be destined to go if you kicked it at that moment. An added edge is given to the player taking the free kick by pushing the D pad while kicking to swerve the ball.

● When the opponent is coming towards you, keep pressing the Y button. If he tries to pass the ball by pressing the B button (kicking the ball over your head), you will be able to intercept and head the ball away. This works best when being attacked by a team coming down, and of course it will only work when the ball is kicked within your range.



● The player taking the throw in can be controlled by the direction pad and the player to receive the ball via the X button and the direction pad. Press B to release the ball, but make sure the opponent is not in the line of fire.

● At the kick off, the ball is best kicked by pressing B and passing the ball to the player nearest to you. From there it is better to run with the ball or pass back to your midfield – this will allow forwards to take up good positions.

● Taking a penalty is just a matter of pressing the B button when the white arrow is pointing in the required direction. Kicking while the arrow is at the extreme left or right is a bad



move. The ball will either go wide or hit the post. The best place to kick is when the arrow is coming back in from either side, before it reaches the centre.

● When facing a penalty kick you should watch the arrow like a hawk. As it goes back and forth, mimic its direction on your controller. Also watch the player taking the kick. When he moves up to take the kick, press your B button. If you have followed the direction correctly you will have a good chance of saving the shot.

SLIP SLIDING AWAY

The slippy is an XS term for a certain way to score every time and without much skill. Such slippies can be popping the ball in the bottom corner, using the tramlines to judge balls that slip through the goalie's hands, or even the dead cert shoot from the edge of the box (going down) and curling at the last minute. The breeds of slippy are many, and there are plenty of variations. The only thing that the slippies have in common is that every member of the XS team (especially Simon) will use them constantly to score loads of goals. Here is a list of all the ways to score goals every time.

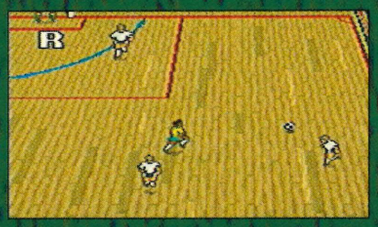
INDOOR MATCHES

The Chris Waddle cross

When attacking the goal at the top of the screen, there is a tricky, yet effective way to get rid of the goal keeper so that another player can slot the ball into an open net. Go down the far left until you get to the goal line. Run in towards goal, from the corner, along the goal line and cross the ball in after a couple of strides. The ball will fly across on the line drawing; the keeper into a high dive. The Keeper will miss the ball and fall to the ground. Meanwhile you have another player to the right of the goal who will pick the ball up and score while the keeper rolls around on the floor.

The cross field pass

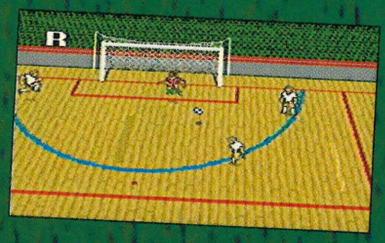
This gem is hard to master, but will always end up in a pass that will confuse the keeper; allowing the striker to simply walk the ball in. Move a few



strides past the half-way line on the right hand side attacking up. Point yourself at 11 o'clock and press the B button. This will send a high ball over to the right hand cross bar of the goal, where a player will be looming around. The ball will come quickly and the keeper will just pad it away, allowing the player next to him to walk the ball into the net. If, when kicking the ball up, you press the Y button, the striker will go into a diving header or an overhead kick resulting in the same goal. Oooooohhhhh Tony!!

The A button Classic

The last indoor slippy attacking the top goal is the classic A button. Come into the box from the right at a diagonal to the corner of the box. Go just inside the box and press the A button which would normally



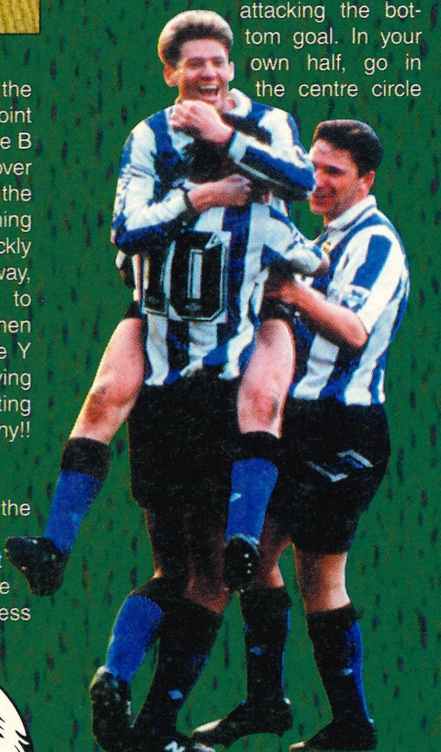
pass. Instead it will produce a low shot into the bottom left corner of the goal. The angle at which you shoot is the important thing. This can be described as inbetween ten and 11 o'clock.

Close in shot

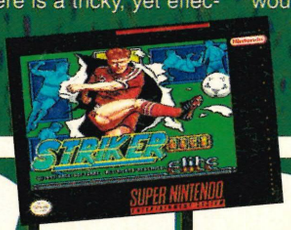
This is a very simple slippy to score, but the position must be perfect to get it in. Go down the right flank when kicking down. Go into the box close to the base line. As you go past the box just before the semi-circle, shoot at an eight o'clock angle with button B. Practise makes perfect.

Extreme curl blaster

This is the best slippy to use when attacking the bottom goal. In your own half, go in the centre circle



***Striker* is the best football game ever to be released on the Super NES – simple fact. The gameplay is unlimited, options numerous and above all, it's fun, fun, fun until daddy takes the console away! Play indoor or out, against the computer or versus a friend and you will be instantly addicted. *Striker*, like real Football, proves to be more than just a game – it's a way of life (you can tell we like this game). The top players here at Super XS have donned their kits, laced up their boots and bounded onto to the field of play to bring you this players' guide and full team challenge (see page 96-97). Ho-way, ho-way, ho-way, the lads!!**





to the right of the kick off spot. Just before you go over into the lower half, face straight down and press the B button. As you press it move straight away to curl the ball left. Do this by pushing down and to the left. The ball should scream into the net every time. If you're a little out of position, it will hit the cross bar or the keeper will push it away.

OUTDOOR MATCHES

It is generally accepted that scoring down is a lot easier than up, but the majority of goals are of a lower standard. Scoring up allows you to try out new and exciting angles and curls, but you get the real meat of the goal when going down. Here's is the XS definitive list of goal scoring positions.

The Neil Armstrong Zippy slippy

This is a brilliant angle to score from when kicking up pitch. It involves a build up from your front players using one-twos to get into position in the box. Get more or less level with one of the goal posts then dribble between the 18 yard box and the six yard box. Turn to an 11 o'clock or one o'clock angle and press the A button



(long, low pass). This will shoot the ball low into the opposite corner of the net. This move is sure to win you no friends, but victory will be yours. If the goalie gets his hands to the shot, grab the ball back and sink it into the opposite top corner.

The John Barnes envy cross

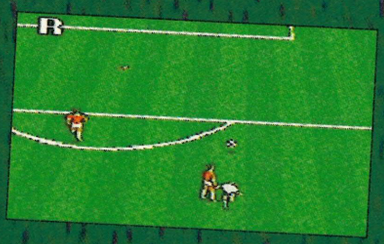
Thus called because not even John Barnes can do this type of cross. Get into position on the right wing and stand close to the corner and about a stride away from the base line. Start to run in towards goal and press the B button after about three strides. This will send over a cross to the far post that will go past the keeper and drop right on the head of the striker who will be in that position. Press the Y button to head the ball or attempt an overhead kick. You can also score from this cross with a B button tap in. With luck, the striker should plant the ball into the space on the left side.

Just outside the box

This shot is very handy when outside the box, attacking up. The position is about three strides away from the edge of the 18 yard box. Slightly to the right of centre as the small semi-circle starts to bend in. Press the B button to shoot and at the same time push up and left to curl the ball into the middle of the goal. If the position is correct the ball will go into the goal above the desperate dive of the keeper. Use the tramlines to guide you in.

The Damian cunning curl

This play works from either side of the goal attacking up. Go to a position on the wing near the corner.



About two strides away from the base line run in from the corner. Three or four strides in press the B button and push to curl the ball into the goal (if attacking from the right, push right – from the left, press left). The ball should curl into the far top corner of the goal. If you're slightly out of position, the ball will go wide or hit the post. This works especially well when playing down.

The long range curl

This is another classic shot which will work nine times out of ten. Get into position half way in between the centre line and the top goal's 18 yard box. Go slightly to the right and press the B button to shoot. As you do, push the direction pad to the left and if your position was good the ball should wing its way into the top goal on the left hand side.

The corner slippy

This is a definite way to score from a



corner when attacking up. It works from either side. When taking a corner, move the dotted directional line into the following position. From the left corner push left until the line



stops, then shoot the ball. From a right handed corner, push right until the line stops and shoot. Now press the B button to cross the ball. After you have kicked it press up and B for a man standing on the line to place the ball neatly in the net. Pressing the Y button will allow the player to head the ball in.This will annoy any player who can't do it, namely Simon Young.

Slippy Si's honest goal

This is a slippy that looks as if it's not. The play sees a winger sprint down the flank and hurl a deep cross to the far post ready for another striker to either head the ball in, or connect with an amazing overhead kick. The place to cross from is from the side of the box, about three strides away from the base line. Run in towards goal and press the B button at this point to send the cross over. The striker will be waiting in position so just press the Y button to make him crash the ball home. When these shots go in you will be doing a lap of honour around your living room.

The Damian box curl

This fine curl slippy was first found by Damian and it has been number one in his arsenal ever since. When kicking down, head for the centre of the pitch. Make your way down to the semi-circle just outside the box. As you get to it, hit the ball with the B button and curl the ball into the goal as opposed to away from it. This ball will go over the keeper and in just underneath the bar. Wonderful!

The first of many

This was the first slippy that we found here at SUPER XS and it remains a firm favourite. Run into the box at either side and hit the ball using the B button. The position you should be in is just to outside of either post, half way down the 18 yard box. Kick the ball diagonally into the far corner of the goal. This is a sure goal, but the challenge comes when trying to defend against it and you are trying to stop the opponent slipping it in.

Curling shoot from the sides

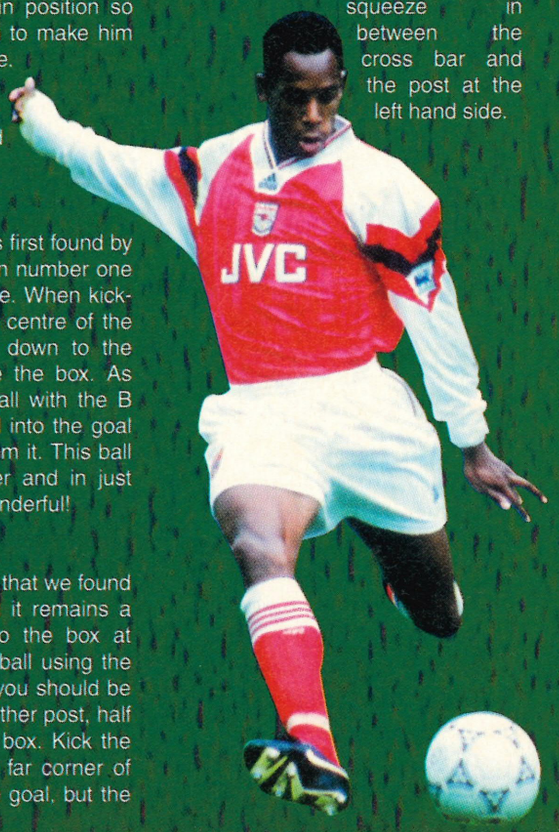
Like the one going up pitch, this is a matter of getting into the right position, shooting the ball via the B button and then curling it in towards the goal to arrive at the far top corner. The position is about two strides up from the base line just as you are going into the box. It works from either side of goal and the positions are exactly the same. When this goal is scored against you it is the most annoying thing in the world and good sportsmanship will sail out of the window.

Corner of box

This is the latest slippy to be found by the team here at SUPER XS. It involves running into the box from the left when kicking down. Run in at the



same angle as the corner of the 18 yard box at the left hand side. As soon as you get into the box press the B button to send a strong shot over to the goal. It should just squeeze in between the cross bar and the post at the left hand side.



SUPREME XS STRIKER CHALLENGE



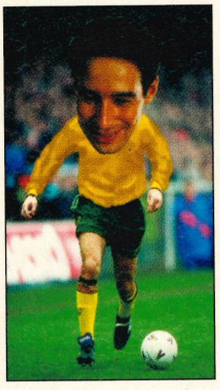
XS collect 'n' keep footy card number one. Our outdoor type designer Andy plays as Brazil due to their amazing speed and ability to fake serious injuries.



Cazzo United thinks she's top of the league. But Carolyn's lack of ability to play *Striker* in any shape or form will not stand her in good stead for the challenge.



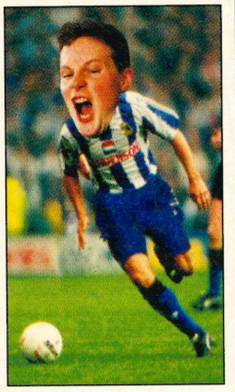
New boy Brad quickly learned the ropes (but seeing as we were playing football – it didn't matter!) and is now a firm *Striker* fan. Ho-way the Brads!



He can slice, he can dice, Slippy Simon Young is the star striker player, but not being able to score while going up is a distinct disadvantage. Goooooal!!!!!!!



Smily Neil is one of the top contenders, but his unpredictable '*Striker* wrist' means he is often out of the running in crucial matches. Neil supports Sunderland FC.



Damian is the undisputed king of the game. Having thrashed the rest of the team (his head is ten times the size now!), Dame wants to take on the programmers.

THE CONTENDERS

You join us Jimmy in the SUPER XS stadium; packed to capacity with eager fans waiting for the XS World cup challenge. In the final is Damian "it's in, it's in!" Butt, Neil "I don't believe it" Armstrong, Carolyn "unfair" Ratcliffe, Simon "slippy" Young, Brad "Cooperman" Cooper and Andy "wait a minute...goooal!" McDermott. How could we fail to pass up this chance to play *Striker* for a whole day in the name of work? Finally, here's a word from the subliminal advertising department – BUY STRIKER NOW!

MATCH 1 – Carolyn (Germany) VS Simon (Argentina)

Hopelessly outclassed from the start (Carolyn has never played *Striker*), everyone thought slippy Si would be lenient – we should have known better! Right from the whistle there was no mercy with Si, the master of the 'angle' shot, getting straight to business with two slippy goals from both sides. Highly unsporting we thought as Carolyn has yet to plug her joypad in! Argentina takes the early 2-0 lead, but hope is in the air as a vague scrabbling of buttons yields a near miss in the Argentinian six yard box. Just when things were looking up for the 22 year old female centre forward, disaster strikes in the third minute. Some confusion in German



box and OH NO!! An own goal from the desperate Germans as they try to field it out.

As the fans begin to get restless, drama in the dying seconds of the first half. A bounce from the German keeper finds Maradona who catapults a fine goal into the top left of the net, then just as the German's were reeling, another own goal! 5-0 at half-time, Carolyn disappears for the half-time orange and some serious pep talks with the players.

The success was obviously blinding Si in the second half as a terrible goal scramble ends in the unforgivable... a missed slippy! Could this be a comeback? Simple answer – no. Despite some stern defending by the young designer, and a tense moment when a foul by Si almost ended in a free kick goal by Enrique, the final whistle blows as Simon taps an easy header into an open net. Full time score 6-0 to Si – the Billy Fish of SUPER XS. Simon quickly takes the opportunity to rush over to Carolyn to exchange tops – I don't think so!

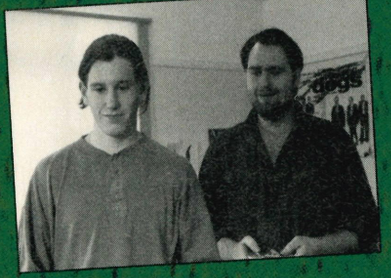
MATCH 2 – Neil (Germany) VS Brad (Argentina)

Due to a fault (a hole) in the team selection process (a paper bag), the first three games all pitted the three worst players against the best. This time the sacrificial lamb was Brad Cooper, son of Mini. As the 100-1 ranked outsider, Brad barely knew where the goal posts where – expectations were not high in the office. To a fanfare, Neil Armstrong – the Roy of the Rovers of SUPER XS strides confidently into the stadium and quickly gets his hired trainer to oil his joypad wrist.

Germany take the immediate lead, slamming the Argy post to submission after only 30 seconds, and then following it up with a quick pop into the bottom corner. The goalie didn't even see it! Hot from writing his best-selling book, "The slippy and me", Neil consolidates his lead by fooling the goalie into coming off his line and punishing the Argies with another goal, 2-0.

Brad, who up until now has hardly been playing, suddenly goes into a mad tackling frenzy; fouling everything in sight – and getting penalised for it! By the time the half-time whistle blows, Neil has craftily dodged Brad's tight defence and scored two more goals.

Early in the second half it is obvious that Neil is not having an easy time of it. Although everyone knows Cooperman is not even vaguely going to score, it takes longer for Neil to get to the slippy angles. By the time the match is nearly over, Neil takes the angle approach (top left corner) and then a classic curling goal that comes in from the right edge, totally eluding the Argy goalie. Full time score 6-0.

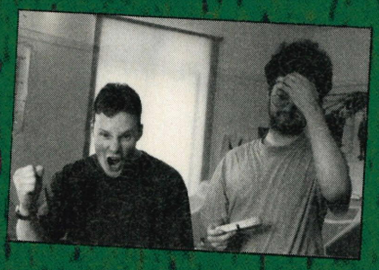


MATCH 3 – Damian (Argentina) VS Andy (Brazil)

If ever there was a grudge match, this is it. After the humiliating defeat in *Mario Kart* ("It should have been me!" cries Damian), our Ed decided that the next challenge would be on a game that Andy hasn't played before. Never let it be said that Damian is a bad loser (or if you do, make sure he never hears you!). As the first half begins, Damian takes the early lead with a tight angle shot commonly known as a slippy (but don't tell Andy) from the bottom corner.

As the goalie lies dazed, the Brazilian sponsors quickly pull out, instead signing for the other team. As if one goal wasn't enough, Damian gloats his way through a further three slippy goals – one, a beaut from Maradona – bends from the sideline and into the corner of the net. It's a funny old game innit Saint?

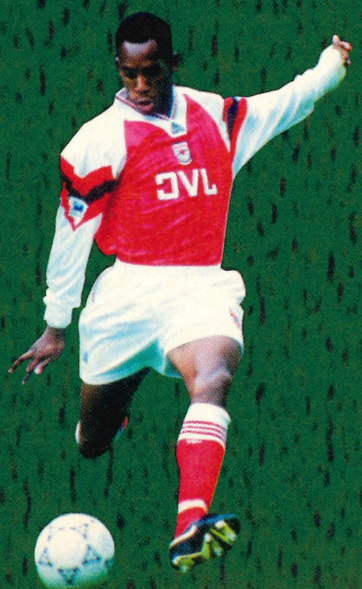
Andy begins the second half badly. "What does this button... Gooooal!, is it plugged in?... Gooooal!, wait a minute this isn't f... Goooal!" The score edges towards double figures and Andy begins thinking of elaborate excuses for



his performance (Korean war wound, trench foot, tennis elbow etc), nobody is convinced. As Damian, who has quickly become king of the slippies gets into his stride, the Brazilian defence crumbles under the onslaught. Headers, crosses followed by overhead kicks, bendy goalie confusers and even a couple of open goals, eventually leave the final score at a disappointing 10-0. Disappointing because it should have been 20! "*Mario Kart*, *Mario Kart* crumbles the fuming designer."

MATCH 4 – Damian (Argentina) VS Simon (Brazil)

Now we've entered the Semi finals and it's up to Si, Damian and Neil to thrash it out and decide the overall winner. Argentina start the kick off with a great chance that hits the bar, but is quickly recovered for a Neil-style shot into the bottom right corner. Goooooooaaaaal!

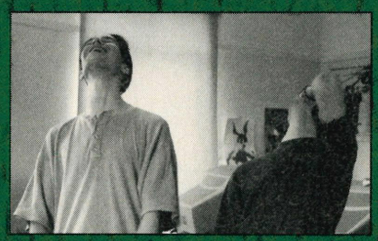


Peeved by this early goal, Simon retaliates with an angle shot down the right side – straight in, no messin'. Suddenly, Simon breaks away from Damian's defence and the race is on! As the Argies slide in for a deadly tackle, Simon curls a left angle slippy in though the netting – crowd goes wild.

Tight-lipped and in danger of denting his stadium-sized ego, Damian immediately responds with "I'll grind you into the dirt" and as if on cue, scores two straight down curly goals that leave Simon screaming protests, 3-2 to Dame.

Now we're heavily into the second half and Simon is trying desperately to score a goal going up, but failing miserably. Damian meanwhile takes advantage of someone walking in front of the monitor by hacking down Si's defender and sending a beautiful cross into the box which connects with his number 15 for a classic flying header. Magic!

With the score at 4-2, a surprise kick by Brazil inside the six yard box rips through the net to make it 4-3, with Si's hopes gaining every second. Can he possibly equalise with only 30 seconds to go? Damian certainly doesn't think so, as the triumphant Ed sends in a

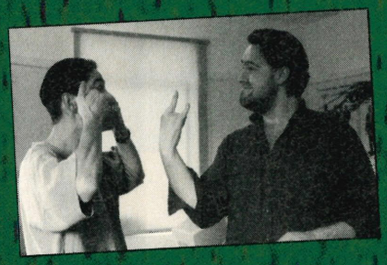


crushing slippy, followed by a quick sprint up the pitch for a Brazilian diving header, 5-4. With only five seconds on the clock and no injury time, Damian secures his victory with a run down the goal line and a quick flick into the side netting as the goalie collides with the post. The final score is 6-4, but it's still anyone's cup with two games to play.

MATCH 5– Simon (Argentina) VS Neil (Germany)

Never were two more evenly matched players on the same field. Simon claims (as he does with all games) that he is the champ, but Neil is quietly confident; having been working on his tight defence as well as the slippy scoring. The first half sees a flurry of activity as both teams lock heads; neither giving away the ball, or opening their defences. The first break comes as a freak rebound off the post enables Simon to run back down the field and score two slippies before Neil has the chance to punch him. By the time the seconds have died in the first half, Si leads 4-1 having dodged round the goalie and even feigned an injury to confuse the ref while craftily curling it in. Judging by the amount of "F" words and threatening gestures, Neil is not happy. The second half is even worse.

Early on, Neil misses an open goal which is quickly thrust away by Simon's nimble defenders, who manage to punt the ball so far down the pitch, that one



of the strikers slams the ball past the goalie with an overhead kick, 5-1.

By now both players are accusing each other of being a follower of man's most solitary pleasure and the atmosphere is getting distinctly violent. After a dirty yellow card tackle by Voller of Germany, the free kick is bodged and Germany manage to head in a perfect goal from a left cross, 5-2. By now Neil is completely crushed, the slippy king lives up to his name as two more long range shots sail home.

The final score then, 7-2 to Simon – Damian must win this last match to become the champion.



MATCH 6 – Damian (Argentina) VS Neil (Germany)

The final. Having lost badly to Simon, Neil cannot possibly steal second place, but Damian has all to play for. It doesn't help matters that Neil smokes one of Mark from SEGA XS' dodgy cigarettes and consequently loses all control of his hands before the match. And they're off, and immediately Neil sets the tone with some bad tackles in the Argentinian box, inducing a "Ref needs glasses" prompt from the electric scoreboard. It looks like one nil to the Argies from a simple cross, but NO! Damian's missed it – an open goal! As Neil presses home the attack (Simon paid him a fiver to make sure Damian loses), save after



save by the Argentinian goalie eventually yields a weak spot and before anybody knows what's going on, the ball is in the back of the net. Neil leads 1-0.

Just before half-time in this tense final, there is suddenly a break from Damian who recovers a cross from the bar and heads it straight in – goaaaaaaaaal!! By the time the whistle blows, it is 1-1.

Now the Argies are playing down and Damian knows he has to pull out all the stops and try to score every slippy, angle and cheat manoeuvre in the book. No problem. Right from the off, Damian sends his striker straight through the German defence and down the middle for a classic curling shot through the goalie's hands. It still looks like anyone's game until Damian gets a rebound off the German defenders which sets him up for an angled goal from the left, 3-1.

With Argentina taking most of the possession in the second half, a recovery from the jovial Geordie (football's in the blood, mon!) seems unlikely, especially when Damian dodges the German keeper and slams another goal in the fourth minute. Despite tough Argy defending, Neil somehow manages to get another goal using the patented 'Neil Zippy Slippy' technique (see *Striker* tactics on previous page). The full time score is 5-2, sadly not enough for Damian to win on goal difference, but seeing as he is the outright winner anyway – who cares? Victory for the smug Editor and proof that Damian is the supreme *Striker* champion. If anyone wants to argue, he will take you on ANY time, ANY place to prove it.

FINAL RESULTS

1st: Damian
2nd: Simon
3rd: Neil
4th: Carolyn and Brad tie on 6-0
5th: Andy

RISE TO THE CHALLENGE

If you think you can do better, why not send in your videos of your top *Striker* goals for us to judge. When we get enough in, we will print the hall of fame with the best goal winning a full football strip for the team of his/her choice. Send all your entries to *Goooooooal!! – Striker Goal Compo, SUPER XS, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

A DROP IN THE Ocean®

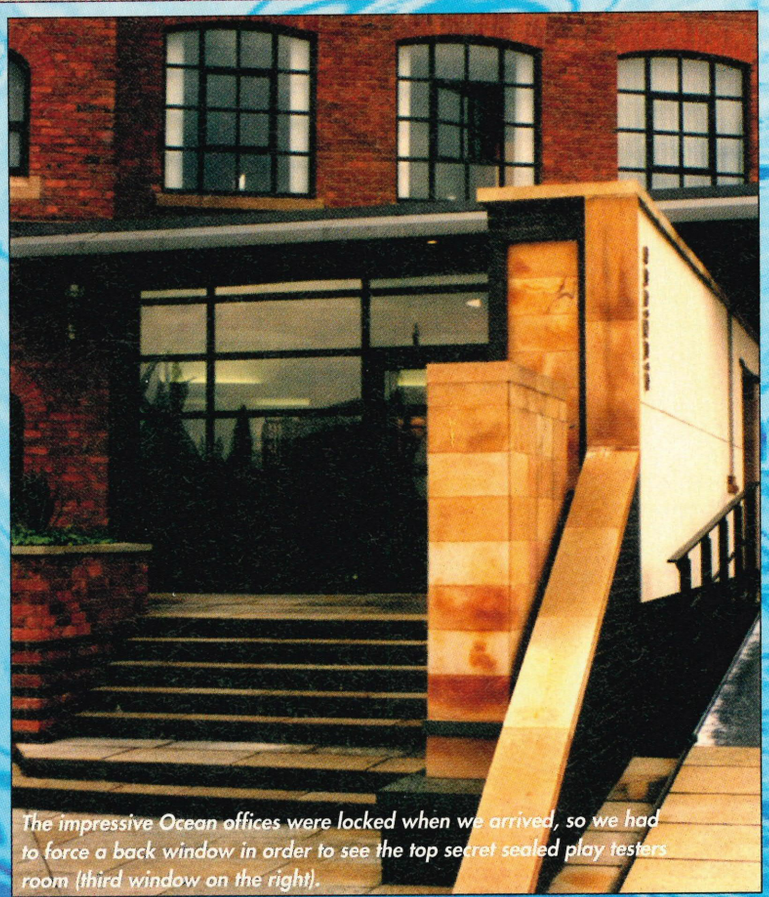
Let me introduce Ocean Software, as if they needed it. Ocean have been amongst the foremost quality software producers for some years, not only for all Nintendo formats, but also for Commodore Amiga and IBM compatable computers. Concentrating on Nintendo products, Ocean have crashed onto our consoles with classic titles such as *The Addams Family* (SNES), *Pugsley's Scavenger Hunt* (SNES),*Lethal Weapon* (SNES), *Super James Pond* (SNES), *Robocop 3* (SNES), *Push-Over* (SNES), *McDonaldland* (NES), *Lemmings* (GB), *Hook* (SNES) and of course, to come – *Jurassic Park*!

In fact, if you can think of a film title, the chances are Ocean have, or plan to have it transformed onto the small screen. So what are these Ocean people all about? Well, Simon and his band of merry staff writers decided to hit the open road, up to the Ocean nerve centre in Manchester to find out just what goes on behind the closed doors of Britain's leading software house. We meet the top dogs, ask them really interesting questions, blag some free lunch and even get a T-shirt into the bargain! It all goes something like this...

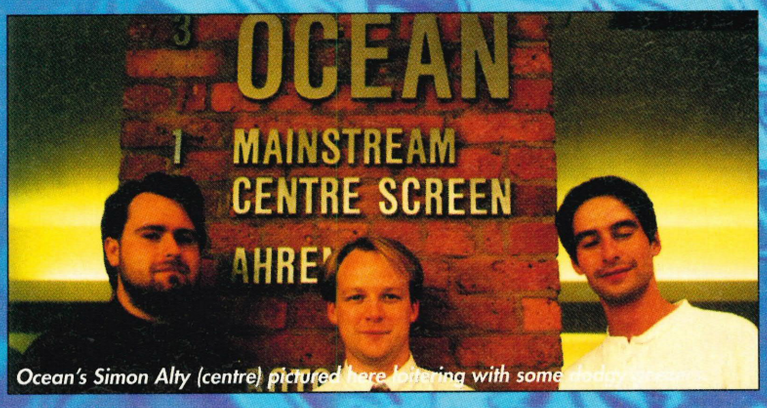
HIT THE NORTH

Picture the scene, it's another bright and sunny afternoon in SUPER XS towers. The everyday hustle and bustle of creating Britain's only dedicated tips and cheats mag was only interupted by the eerie mutterings of the world's greatest gamesplayers; furiously battling with their joypads and using such quaint expressions as "Fools, I'll destroy you all! Kill, maim, destroy, slash, huur, huur!!".

Suddenly, the piercing shrill of the telephone breaks the air. After ringing for some time, somebody actually thought it might be a good idea to answer it, "Hullo? (pause), "Yeah, this is SUPER XS, how may I help you mortal?" (another pause, then the hand is cupped over the mouth piece), "Oi, Damian, Ocean are inviting us up, alright to go?" (a scorned nod of approval from the editor displaying one his varied expressions, stern, sterner, sternest). "No problem, Where are you?... Manchester!! Won't that take about five hours each way in a car?" (complete mass panic rips through the office, staff writers hurriedly fill out blank doctors notes and plead insanity (surprisingly believable), while others deny all knowledge of ever taking a driving lesson, let alone a test. "I got a CSE in something once, does that count?" Jon cheerily declares... the rest is history.



The impressive Ocean offices were locked when we arrived, so we had to force a back window in order to see the top secret sealed play testers room (third window on the right).



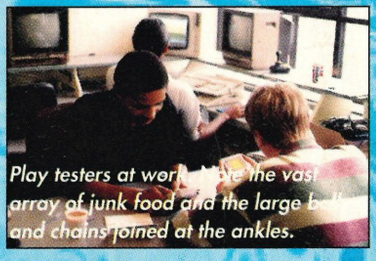
Ocean's Simon Alty (centre) pictured here loitering with some shadowy strangers.

6:00 am and the day begins. Simon is first up to greet the grey dawn, swayed by the concept of driving the gleaming Mondeo parked outside for all to see (flash git). After a quick, erm, shower and shave, it's off to drag the rest of the team kicking and screaming from their cuddly bears before we hit the road. Everyone was happy until we came to pick up Jon, who proceeded to put a complete downer on things by whinging and moaning about how late we were (OK, who told him 5:00 am? Snigger), but luckily, a Game Boy was thrust into his hands in an attempt to shut him up and it seemed to do the trick.

After stopping for plenty of coffees on the way (we highly recommend Reg's Cafe just off the M40 by the way) we finally arrived in sunny Manchester. Neil's Le Mans map reading experience is none to be

desired, hence a rather diverted route to the Ocean offices (I'm sure a tour of Moss Side wasn't on the itinerary!). After parking up the Mondeo which is by now looking like something out of *The Blues Brothers*, we were met by Ocean's newest front man and Media Relations Manager, Simon Alty. Having only been with the company some five weeks, Simon was surprisingly clued up about the Ocean phenomenon and proceeded to take us on a guided tour.

The Ocean complex is set in a totally renovated mill from the old industrial past of Manchester. Although the layout itself is of modern design, there are still signs of the original mill to be seen; with oak beams spanning the ceiling. Most of the administration side of things are layed out in glass-fronted cubicles (no skiving for that lot), whereas the programmers tended to be locked away behind security coded doors, probably only to be let out at weekends! Of course, the SUPER XS team were allowed uninhibited access to the whole show!

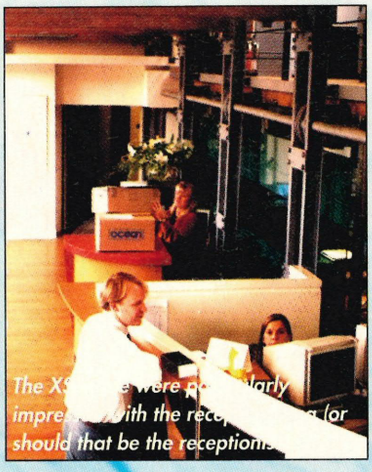


Play testers at work ... the vast array of junk food and the large ball and chains joined at the ankles.

Play testers have their own open plan area where they hold the envied job of playing every new game on all formats (including PC) to death, finding all the bugs and really annoying bits that are tweaked up before *you*, the punter, get your grubby mits on them. They're there solely to play the games through from beginning to end hundreds of times, and report back on the difficulty curve, playability etc. It's a hard life being a playtester.

OCEANOGRAPHY

So you want the world exclusive on all the new games Ocean are producing over the next year? Well as you know the XS crew are never ones to disappoint, so we were hastily gagged, blindfolded and hustled into the secret board room where we found a Super NES and a Wide Boy set up and ready to go. The Wide Boy (for those who don't know) is a technological marvel allowing Game Boy carts to be displayed in glorious technicolour on a normal TV screen. The sizzling version of Jurassic Park on the Game Boy was just being warmed up as we arrivedm so we



The XS ... were p... larly impre... With the rec... (or should that be the reception...

were allowed unparalleled access to the heart of Ocean software.

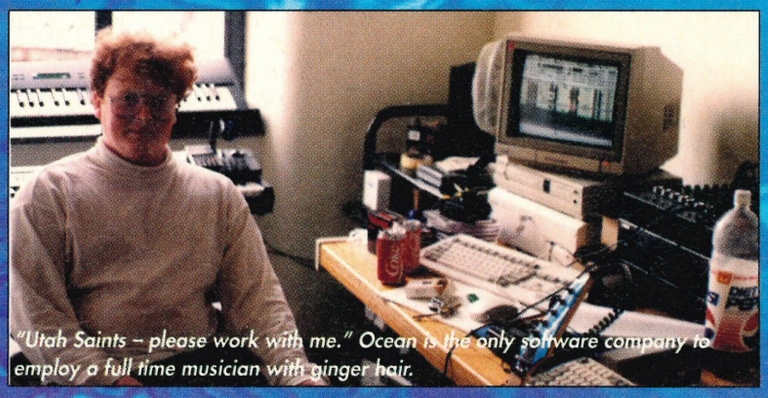
Unlike the Super NES version, the Game Boy is viewed completely from overhead and will be the same game as the NES. The game, which has been developed in Ocean's state-of-the-art studios at San Jose in California, closely follows the film's storyline and was developed in co-operation with the movie production company, Amblin Entertainment.

"With *Batman* and *Terminator* already under our belts (on the Amiga), we're hardly strangers to high profile media launches and events," says Ocean Chairman David Ward. "This is undoubtedly the biggest milestone in Ocean's history. That we are fully involved in an event of this magnitude is proof, if any were needed, that Ocean Software remains the most important independent publisher in the interactive entertainment field". But then he would say that wouldn't he?

Ocean say that all versions of the game have been designed to take full advantage of their individual hardware system's capabilities, thus the Super NES version has rather excellent 3-D action sequences intersparsed with the overhead action. "This will take computer games into the next generation," says Software Director Gary Bracey. "We've really pushed all of the machines to their limits – computer and video games will never be the same again." Brave words without the hint of an SFX chip in sight and despite an appalling reception on the Super NES version at the CES earlier this year, when an early developement of the game was hastily thrown into the fray to massed journalistic dismay.

At the recent premiere of *Jurassic Park* in London, SUPER XS Editor Damian Butt was privy to the press launch of the game. But even though he saw the biggest grossing film of all time in Britain's top cinema (UCI Empire, Lecester Square), the game was nowhere in sight and all that was shown at Planet Hollywood (stop gloating Damian) was a sad video showing PC versions. Could it be that Ocean are taking a distinctly guarded approach to *Jurassic Park* after failing to impress at the CES? Certainly, the Super NES game has been delayed to October for some fine tuning, but will it slip even further? More importantly, how will Ocean justify the fact that in the game, Sam Neill's character is a gun-toting psycho who likes nothing more than a Tyrannosaur steak. Considering the fact that only three bullets are fired in the film (and they all missed), aren't Ocean taking artistic licence a bit too far?

So how are the games produced? Most of Ocean's titles are in fact produced in the UK with a team of over 90 working soley in Manchester. The games and graphics are developed on PCs and then ported to the required system. Ocean also uniquely employ an in-house music man to compose the game soundtracks using a wide variety of instruments. The whole set-up is in fact like a fully equipped music studio (complete with mixing desks and synthesizers) with different bands like *Alien Sex Fiend* popping in for a quick sample. Barry Leitch (whose has just become a dad – congrats Barry) is Ocean's main music man and expressed hope that *Utah Saints* would come in for a jam. Expect to hear some wacky samples ripping from all new Ocean games soon!



"Utah Saints – please work with me." Ocean is the only software company to employ a full time musician with ginger hair.

OCEAN SPEAK!

Software producers have the unfortunate reputation of being unapproachable – somehow beyond the reach of us mere mortals. Ocean and companies like them are leading the way with a new sales initiative which means you can actually talk to the people who make the games *you* play. SUPER XS took the opportunity to ask some particularly probing question to Ocean's top dogs. All you ever wanted to know about Ocean... but were afraid to ask. We first of all talked to Gary Bracey – Software Director.

XS: How long have you been working on *Jurassic Park*?

GB: "18 months."

XS: Did you compete with other software companies for the licence?

GB: "Yes, but because Ocean had shown interest in Michael Crichton's book before the film was announced, we were already in a good position to secure the film rights."

XS: The preview at the CES portrayed *Jurassic Park* as 'disappointing', so is the finished product going to live up to all the hype?

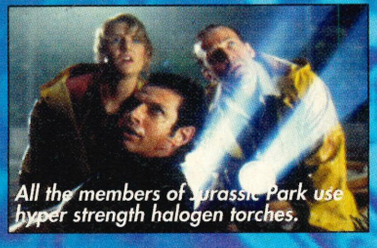
GB: "The Super NES demo shown at the CES was two months old and featured the 'test' graphics (not necessarily the finished ones). Due to the developers being on such a tight schedule, they were unable to put together a revised version without greatly compromising the completion date. Unfortunately we were unaware of this (development was done in California), so there was a great deal of disappointment when we saw it. Now it looks and sounds superb!"

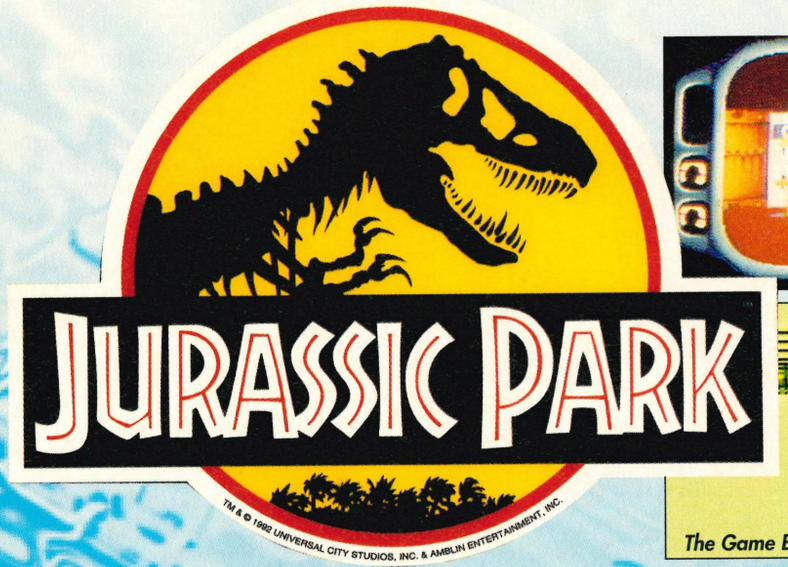
XS: Why so many film related titles?

GB: "The marketing men's answer to this involves words like 'demographics', 'parallel motivations', and 'market sectorisation'. What all this amounts to is the same sort of person who likes going to the movies often likes video games, so a link is natural. The movies is THE hype business. Licensed games benefit from this sort of publicity which elevates the title of the film beyond that of a mere celluloid treat. This anticipation can be tapped into for the game as well."

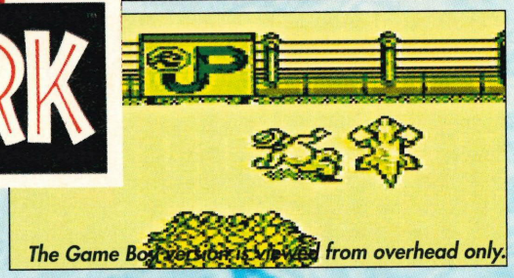
"The hype is all very good, but it will soon fall flat on its face if the product doesn't live up to it. That's why Ocean make sure that their 'games of the film' are always spot on in terms of quality – not just inferior games jumping on the films bandwagon."

XS: Do you still believe in developing NES titles?
GB: "Yes, there is still a large user base out there which Ocean will continue to support."
XS: Any plans to use the Nintendo FX chip or CD ROM in the future?
GB: "The price of the FX chip means that it impacts dramatically on the final retail price of the game. For this reason, Ocean have no immediate plans to develop software for it. As for the Nintendo CD ROM, Ocean will begin developing software as soon as Nintendo officially confirm its release (probably '94)."
XS: How are games researched and how do you know that the public will like them?
GB: "We research new game titles like one would for a new film really: lots of expensive business lunches, new company cars and holidays in the Bahamas – if only! In reality, the creation of a new game takes a lot of legwork and study. After a while, you gain an instinctive feeling for what the public will like and a lot of games are based on this gut feeling."
XS: Who thinks up game ideas and how would you go about taking your own idea through to seeing it in the shops?
GB: "Game concepts are generated from both internal and external sources. Ocean people are always on the lookout for ideas; no matter how abstract or extreme they appear. Often the most off the wall ideas lead to viable game concepts."
XS: What's your most exciting project now and for the future?
GB: "We have a game at the moment that rhymes with "Pure-attic-lark" which is a licence of a minor art house film, and that is our biggie at the moment. Seriously, *Jurassic Park* is an amazing project to work on and promises to be the most fun that a person can have on their own. For the future, the market is very exciting with the potential of the CD only just being realised. When you look at some of Ocean's first games from ten years ago (*Batman, Head Over Heels, Matchday, The Great Escape* etc) and compare them with today's – the advances in technology are obvious. If you imagine this happening with today's games, the potential is limitless."
XS: Thank you.


All the members of Jurassic Park use hyper strength halogen torches.




The first person perspective in Jurassic Park.


The Game Boy version is viewed from overhead only.

Colin Gordan is the Software Manager for Ocean. What Colin doesn't know about software and what it requires to take a raw idea and convert it into a winning game is not worth knowing. SUPER XS cornered Colin and tapped into his extensive knowledge.
XS: How do you become a games programmer?
CG: "Firstly, you have to have a general interest in computer software and hardware. It's a matter of reading the right books and magazines, and having a very analytical approach to life."
XS: Why are cheats left in the finished games?
CG: "Cheats are left in for a number of reasons. They enable quick testing to be carried out at all levels of duplicated games. They also allow us to give help to frustrated gamesplayers via our helpline number (if you're stuck, give them a call on 061 839 0999)."
XS: Do you have any comments on cheating devices such as the Game Genie, hacking into your games?
CG: "Ocean abhor any hacking that is linked to piracy at all. However, cheating is a matter of personal choice. The aim of the games is to complete them – that is the challenge. However if an individual decides to cheat to win, then it is up to them."
XS: *Robocop 3* on the Super NES was really hard, but with short levels. How do you set the difficulty curves and ensure the games are not impossibly frustrating?
CG: "All Ocean games are subject to extensive play testing to make sure that they are set at appropriate difficulty levels. Sometimes, there is a danger that the play testers become too familiar with particular games and so will demand greater difficulty. This is overcome by carefully controlling each individual tester's exposure to games."
XS: Why do Ocean develop so many platform games?
CG: "If you look at any software houses' catalogue, you will see a plethora of platform games – it just seems that Ocean produce a lot, when in reality we have a range of styles. The platform games tend to have high profiles as well and are among some of our best titles. If you look at other Ocean classics, many of them aren't platformers, for example *Robocop* and *Epic*."
XS: How many people are working on *Jurassic Park* and what roles do they play?
CG: "In all, 22 people are working on the *Jurassic Park* projects. They are working in teams with job titles ranging from musicians, artists, programmers and 3-D renderers."
XS: How long do you normally take to program from your original idea?
CG: "10-18 months."
XS: How does a game budget work and how does it affect the way games are programmed?
CG: "Budgets for all games are usually based on anticipated sales revenues. Any professional production revolves around a budget and computer games are no exception."
XS: How do you feel when a game you've helped to develop gets awful reviews?
CG: "I always feel sad when we get bad reviews – sometimes it's hard to see the faults because you're so close to the game. More often than not, bad reviews aren't justified. This may be because reviewers haven't spent the time necessary to assess the full potential of a game, or it may not be their favourite genre or type of game anyway."
XS: Thank you.

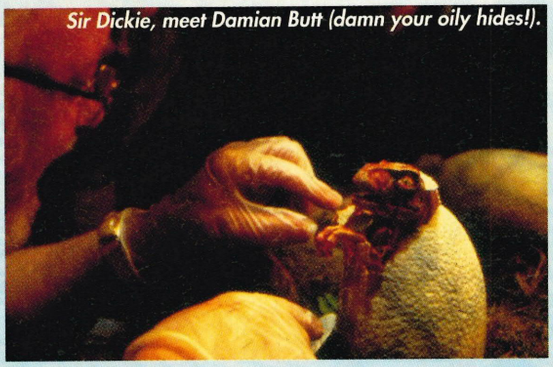
WALK IN THE PARK

For those who've not seen the film and know nothing about it, how was your trip to Mars? *Jurassic Park* has already grossed over 200 million dollars, here is a brief run down of the plot of the Ocean games.

Greed and treachery have destroyed John Hammond's dream. Jurassic Park – his incredible island theme park where biogenetically engineered dinosaurs once again live and prosper in a specially constructed environment – is threatened by technological breakdown. With the now unfettered prehistoric behemoths threatening to break free from the island, only one man (for a change) can possibly prevent the dinosaurs from once again ruling the Earth – palaeontologist Dr. Alan Grant. Taking the part of Grant (as played by Sam Neill in the movie), the player is set the task of restoring Jurassic Park's decimated security system. To complete this task, the entire island has to be explored, tasks have to be completed and, most of all, dinosaurs must be killed or avoided. An interesting fact that seems to have been ignored in the film is that all the dinosaurs were from the Cretaceous, and not the Jurassic period. Still, nothing stands in the way of a catchy title.

SCIENCE EVENTUALITY

In the Game Boy and NES versions, you're first greeted with intro screens describing each dinosaur encountered throughout the game and their attack method. Next, you're dropped right in the middle of the park, moving right to pick up your gun you must track down and either collect or destroy ten dinosaur eggs before you're given an access card to the next area. With card in hand, find the nearest computer terminal to discover your next mission and drop the


Sir Dickie, meet Damian Butt (damn your oily hides!).

electric fence so you can progress. There's neat little sequences where you can enter buildings through a variety of doors, although the view is still from overhead.

As you might of guessed, there are plenty of terrifying dinosaurs, including Tyrannosaurus Rex, spitting Dilophosaurs and quick moving Velociraptors to shoot and avoid. But with a limited ammo supply you must also find the power-ups to replenish energy and bullets. The game is really a shoot-'em-up memory game where you must remember the layout of each area if you've any chance of getting out!

The Super NES version is still in the mainstream development stage and there was no preview cart to play as such, but you can bet SUPER XS will print the definitive solution as soon as it's out. We do know that the Super NES game is the result of unparalleled collaboration between movie studio and development team, including discussions with Spielberg himself, access to the special effects department, stills, storyboard and scripts.

The game is to feature digitised dinosaur sounds sampled directly from the film soundtrack (although Nintendo weren't too happy with the bone crunching sounds when the player is eaten, and insisted on a rather wimpy squelch instead!). *Jurassic Park* is also to be Ocean's first enhanced CD game, said to feature a fully digitised soundtrack, extended gameplay and a host of exclusive extra material. There is, however, no indication of when this project will commence, so prepare for a long wait.

The Super NES version also combines two distinct game styles, an overhead exploration game for the external scenes, and a more claustrophobic 'Ultima Underworld' style 3-D dungeon game when the action moves indoors. This section is definitely straight from the PC version. However, there's more to *Jurassic Park* than just shooting and exploration. The many sub-plots include leading John Hammond's grandchildren, Tim and Lex, to safety, and curing an ailing Stegasaurus which is inadvertently blocking the escape route! For variety and added gameplay, extra dinosaurs have been used in the game that didn't feature heavily in the film because, well let's face it, a plant-eating Brachiosaurus wouldn't exactly boost the thrill levels to maximum, would it?

Super NES *Jurassic Park* is released simultaneously worldwide on 1 October. Expect to see the full solution in SUPER XS soon!



MR NUTZ (SNES)

Due for release in November this year, SUPER XS was granted another look at *Mr Nutz*. *Mr Nutz*, would you believe, is a squirrel (although he looks more like a skunk) and shock, horror, he goes about each gloriously drawn level collecting nuts, much in the same way as Mario would collect his coins.

We actually managed to have a good play on this game as it's near completion, bar play-testing and sound. It really is a fine platform game with a different approach (although you'll be hard pushed to find anything distinctive in the already saturated platform market). The graphics are excellent, with large sprites and amusing scenes to keep the player enthralled.

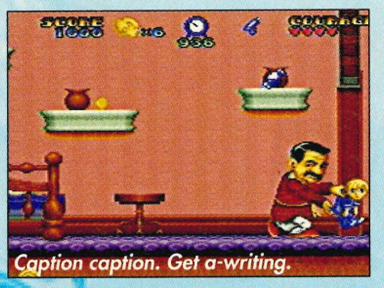
Nutz has two unique attack methods to get past the various enemies that guard the forward passage through each level, he can either collect nuts from the trees, then bombard the enemy with them, or, if at closer quarters, he can twirl his tail and give the enemy the brush off.

Programmed initially in France, *Mr Nutz* also features huge snapping plants, not unlike that vegetation we know and love from *Little Shop Of Horrors*. The character may be familiar to those of you who watch *Gamesworld* on satellite, and the game will also feature on the Amiga with a possible alternative game on that Mega Drive thingy.

DENNIS (All formats)

Take Kevin from *Home Alone* and you've basically got Dennis. Ocean would like to stress their game is to tie in with the forthcoming Warner Bros movie of the same name, and not the sad cartoon currently being shown over here featuring an angelic blonde kid who terrorises Mr wilson next door.

As far as the game goes, we were told that it originally was going to be on the same lines as *Double Dragon*, but this idea was scrapped to give way to what is basically another cutesy platform romp with plenty of cuddly animals, obviously aimed at the younger market.


Caption caption. Get a-writing.

The object of the game is simply to survive a series of the usual platform frolics you'd expect. There's some thought needed as well, with the player having to find switches to activate moving platforms, whilst finding five of Mr Wilson's stolen coins from his collection, before the level can be exited. It all sounds very easy, but after having a sneak crack at it, there's plenty of tough jumps to negotiate and although the difficulty curve isn't set for sure, it looks like you'll find a game on the same par as *Pugsley's Scavenger Hunt*.

The game itself picks up at about half an hour from the end of the film. Dennis discovers his friends have been kidnapped by the notorious Switchblade Sam. He also finds himself framed for the theft of Mr Wilson's prized coin collection. Setting off to clear his name and save his friends, Dennis races through a dark, sulphurous basement sparking with fiery boilers, treeborne passages with magic doorways, a flooded underground labyrinth and finally back to Mr Wilson's house.

***Dennis* should be released at Christmas.**

RANMA 1/2 (SNES)

Ever played *Street Fighter II*, but found it all too serious? Well *Ranma 1/2* is the game for you. Already on import, this is a one-on-one beat-'em-up with a difference. The 12 characters are based on the cult Japanese anime and manga, and the game is also two player.

The scenario is also a weird one. Apparently you drank some rather dodgy water from an equally dodgy fountain. You are instantly turned into half man – half woman. Not only that, it seems that either you or the rest of the world is up for a fight, and consequently you find yourself in the ring with all sorts of mutated beings who've obviously got fountains of their own to contend with.

The characters you must fight range from a strange Casino King character, who can pull deadly contraptions from his hat and block your attack by pulling a huge playing card from his sleeve and attacking with a white rabbit, to a giant Ninja panda who uses razor sharp claws and its immense bulk to crush you.

Ranma 1/2 is released in late November.

ROAD RASH (GB)

Most people I'm sure are familiar with the classic *Death Race 2000* motor bike race currently on its sequel on the Mega Drive. Ocean have converted the original game onto the Game Boy, and after a short spin on this illegal race track, it looks to be an excellent game.

As with the original, the player views the action from behind the bike and sets off at breakneck speeds along an undulating circuit, desperately punching and kicking the other competitors from their machines in a bid to become the world's hottest rasher.

Check out Road Rash in October.

EEK THE CAT (SNES)

Eek the Cat is based upon the hit US show, now into its second series on the Fox Children's Network, which chronicles the adventures of this kind-hearted purple feline and the surreal cast of weird support characters that screw up his day. "*Eek The Cat* is seriously funny and I promise, once he hits the TV screens over here in '94, we will have another Bart Simpson on our hands," says Simon Alty, Ocean's Media Relations Manager.

Simon had no game to show us as yet, but he's obviously addicted to *Eek the Cat* because he immediately slammed an episode from the cartoon into the video player. I've got to tell you it was hilarious.

Eek the Cat will be released next year.

All of the above games will be gracing the pages of SUPER XS soon, so keep and eye out for the full exclusive solutions. SUPER XS gives you the edge... when you're out there to win.

SUPER XS COMPETITION





TURN YOUR RIVERS INTO AN OCEAN WITH SUPER XS!!

WIN EXCLUSIVE OCEAN BEACH BAGS!!



Since our visit to the Ocean HQ (check out pages 98-101), we have become quite friendly with the canny northern lads and their welcoming receptionists (ahem). So friendly, in fact that we came away from Manchester with an excellent insight into one of the world's premier software giants and our hire car stuffed full of startling goodies for *you* to win.

As you may know, Ocean are producing the *Jurassic Park* games for all Nintendo formats and are pretty damn proud of them. It is to this end that those jolly blaggers at SUPER XS managed to force a back window and quickly load up the car with gear while the programmers spouted on about sprite definition and pixel alignment. Unfortunately, the guys at Ocean noticed that one of their warehouses was missing and promptly suggested a competition. Realising we had been rumbled, we grudgingly, agreed. If we couldn't have the goodies ourselves, at least the faithful SUPER XS readers would benefit. So the deal was struck.

So what will you lucky people win? Three star spangled readers will receive an exclusive prize indeed. Two runners-up will be in the mood to party when the postman delivers their Ocean beach bag (not available in the shops). Contained within the bag you will find the following:

- Gleaming white "Play Hard" Ocean T-shirt.
- Status symbol Ocean pin badge.
- Absolutely unique *Jurassic Park* pin badge.
- One copy of probably the best Ocean game on the SNES, *Addams Family II – Pugsley's Scavenger Hunt* (to be busted next issue).

Imagine being the envy of all your friends as you strut your funky stuff in these extremely fashionable items, with your beach bag slung over your shoulder and your copy of SUPER XS clasped closely to your chest.

Hang on a minute! What if you win the first prize? Well, not only do you win the fun-packed beech bag with all its goodies, you also get a "play anywhere" Game Boy, so that when *Jurassic Park* is released, you can be one of the first to slot it in and get bustin'!

WILD AND CRAAAZY GUY!!

What do you have to do to win these wonderful prizes? All that is necessary is to answer the following ultra hard questions, choosing the correct answer from the alternatives available. Then you have to write your selections on the entry form provided. Good luck!



ULTRA HARD QUESTIONS

1. Which of the following is not an Ocean?

A. Atlantic
B. Pacific
C. Titanic

2. Which one of the following would you NEVER find in the Ocean?

A. Fish
B. Salt water
C. A country cottage with shagpile carpeting throughout

3. Ocean are currently developing the game of one of the biggest grossing films in cinema history on all Nintendo formats. What is it called?

A. International Velvet
B. Jurassic Park (clue – it's this one!)
C. Neil's Barbie love triangle (AKA *Scandal*)



COMPETITION ENTRY FORM

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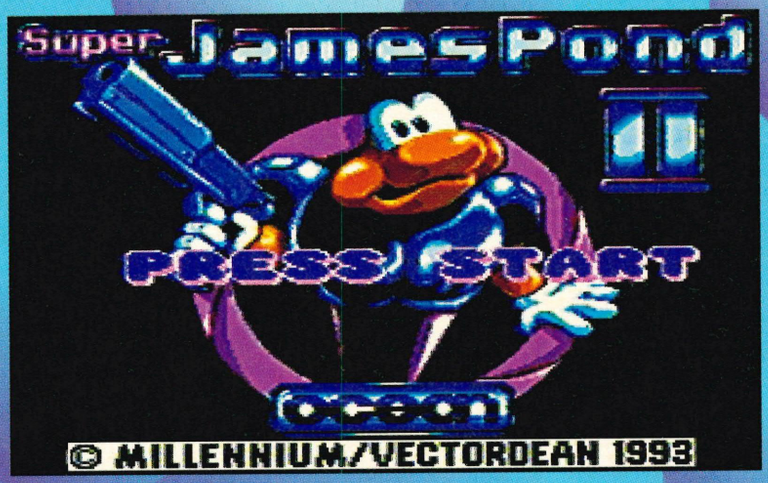
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Given his orders by FI5H, James Pond was about to begin his most difficult adventure to date. His mission: search and destroy the evil Dr Maybe. Armed with a new high tensile suit of armour and a peculiar stretching ability to reach high places, the super secret agent, now codenamed "Robocod", is ready to party! However, James Pond is not worried or scared of what lurks ahead, because he has read and destroyed this top secret solution from the master spies at SUPER XS. We advice you to do the same to have any hope of victory.

SUPER NES

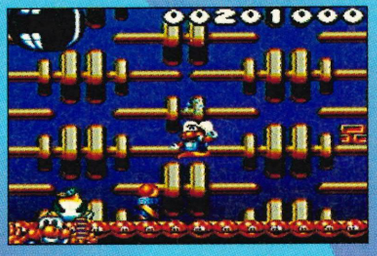


OCEAN ● PLATFORM ADVENTURE

SUPER JAMES POND

SLIPPY SPORTS

Mission one is in the sports section. Even beginner spies can make it through this one intact. There are several things to remember which should set you in good stead for later levels. Get used to the stretching and leaping techniques to gain bonus points and find hidden sections to the stages. Opening mystery boxes is another big part of the game. The small boxes can come up with point bonuses and the big boxes can supply you with useful tools like cars and planes. On the last prize block on the first section, leap off to the right and get a 50,000 points bonus from the hidden compartment at the top. On the second section, there is a rainbow TV stuck in a brick corral. Leap across from the last ping pong bat to get the switch on the right and you should now be able to reach it. At the end of the section, get the wings in the block to get the final penguin.



In the sport section there is a plane that will allow you to locate the penguins and make your exit. To get to it, go through the first part of the level and go to the right of the second part to find the exit. Go on through the third part and jump up between the dumb bells to locate the large mystery box, then open it up and a plane should fall out. Jump into the cockpit and fly over to the middle section to free the penguins and make your escape via the exit pole above. The bottom exit will not allow you to exit with the plane, so use the top exit. The third section of mission one is a simple bonus section, leaping around on golf clubs and gaining points before leaving.





CUDDLY CUTE TEDDY BEARS

On the first section of this level you will find a huge pyramid of fluffy pillow blocks, some of them look slightly different with a reddish underside. You can walk through the pyramid at these points to collect the bonuses inside. To exit the section, get to the top of the pyramid and leap up to the platform on the right as it rises. Leap over to the left when you see the next platform, and as it revolves, make a leap of faith to the next moving platform on the left. Now get over to the teddy bears and use your stretch move to reach the higher areas where you will have to leap over to the right again. Now make your way down through the teddy bears (collect the bonuses in the top right) and when you see the flashing exit, leap over to the right and collect even more special points.

During the second part of this level, go to the top platforms to find a rather angry looking car, protecting some glittering bonuses. Use this car to bound up to higher floors to collect even better bonuses. Jump up left and continue in that direction until you find a trampoline. If you bounce on the trampoline you will be able to reach the wings at the top. You can now float right, collecting prizes, and find a hidden exit. Inside, you will find a cannon which will blast you up in the air, so that you can collect loads of extra points. You will need to leap against the stripy walls in order to push your way through. The exit pole is located in the top right of this section on a platform. In order to get to it, press up while pressing the B button when the cannon fires you out – this will gain you more height.







CHEATS

Invulnerability

Go just to the right of the first small tower from the game start. Stretch up to the roof just above and gather the objects in this order: (C)ake, (H)ammer, (E)arth, (A)pple and (T)ap, spelling out the word "CHEAT". This will give you invulnerability for a short while.

CHEATS

Infinite lives

Go through the first door and go to the right of the first set of spikes. Collect the objects in this order. (L)ips, (I)ce-cream, (V)iolin, (E)arth and (S)nowman. This spells out "LIVES" and give you them infinitely.

THE CASTLE



The main castle map hides three secret rooms. The first can be found at roof level to the right of the second tower (see map). Walk into the tower and you will be transported to a corridor. Follow the corridor down to find two secret rooms. The first is a hidden train level like the one on the trains, planes and automobiles level. It is very difficult to complete as the fighter planes are a lot more plentiful. The second secret room is a hidden sweetie level. Made out of jelly and dolly mixture, this stage is fun as well as giving two bits of armour to add to your protection. Bertie Bassets follow your every move so care must be taken. Take time to investigate everywhere in this level as extra lives and wondrous bonus points can be obtained.

For the next hidden room go to the extreme right of the castle when you have opened all the doors. There you should find some secret blocks that will lift up when you stand on them. When they do go up you should leap off and go in to the entrance that they have left to collect some super points.

Next to the blocks are some gold figures. If you stand on these they will take you right up into the night sky. If they don't, it means that you have not completed the bathtub level, so go back and do it. The gold figures will stop after travelling right up into the sky, leaving you with a big jump over to the door to the left. That door will take you to the hidden secret room.



TEDDY

After you have completed the cuddly level, the next door that you will find in the castle will have a question mark on it – this denotes a guardian room. Despite its size, the giant teddy bear is quite easy to defeat. Watch where he is going to drop and go to the opposite corner. When he does drop, leap onto his head and then use the force of the blow to jump clear onto the platforms. Repeating this method four or five times should be too much for good old teddy and it should knock the stuffing right out of him!



CAKES, ICING AND OTHER SUGAR FILLED ITEMS

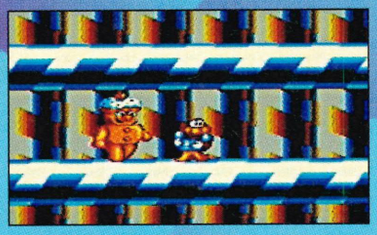
What a wonderful place this is; packed full of cakes, biscuits and other scrummy morsels that everybody loves, but refuses to indulge in for fear of being called fat bloke. You must watch out for the mutant caterpillars and half-baked Bertie Bassets that are hell bent on your destruction. In the first section, keep on climbing higher on the silver spoons, collecting the goodies and using the enemies to bolster you to higher platforms. You should find a long plate platform packed with bonuses including a set of wings.

The next part of the level contains an excellent sub-level which can be found in the large icing tin. This water-filled tin contains plenty of



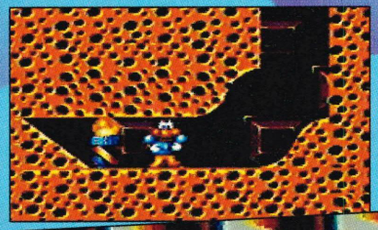
bonus prizes to collect. Go slightly to the right of the icing tin and stretch up inbetween two large cakes to grab the platform above. Go past the chocolates and up to the top rock platform (there are no enemies here) and sail down to the exit.

The next section is the crunchie level and is quite straightforward. Skip over the first few pits until you are on the up hill part. You will find a moving choc block which you must leap onto. Another block waits below and to the right, go onto that block and then make the jump onto the crunchie floor again. If you drop off



the edge of that floor, you will find another choc block leading to a bonus filled cave. Collect the goodies and bound back up. Continue on down the slope, but avoid the exit pole at the bottom as that will take you to the start of the level again. Instead, flip yourself up onto the green triangle just above it. You will be carried up on the triangle, so get ready to jump onto the first platform on the left (if you leap up when you are stopped on the triangle, you will sail up on an invisible platform and find more bonuses!).

If you go through the crunchie sections to the left and up, there is a set of spikes with some chocolate blocks to leap across on. If you persevere, there are plenty of bonuses to be found here. To get back left, take the route over the spoons at the top. The







exit is in the bottom left of here.

The third section is simple, just find the wings in the furthest cake on the right (drop off the edge and push left into the side of the cake) and fly up. Watch out for the birds at every level and get to the restart point halfway up. The exit is on a small platform in the middle of the level at the very top.

The next level is made of penguin wrappers and exit posts. Avoid all the exits; choosing instead to jump over the final pole to fall down the gap at the end and into the hidden room to finish the level. All the other exits will keep taking you back to the start again.



TRAINS, PLANES AND AUTOMOBILES

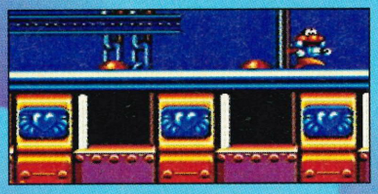
To complete the first section, keep running right, using the trains to bounce up and get the bonuses – many of the prize blocks are out of reach unless you do this. You should



be able to jump all the spikes, and don't forget to bounce up to the girders at the end where there are plenty of points to be had.

The second section is the train level. The simple thing to do is to stay to the right and avoid the scrolling screen catching up with you. You will also need to avoid the fighter planes as they zoom by. There are certain sections with tall obstacles to leap over and so it is best to stay to the far right of the screen to give yourself more time to react.

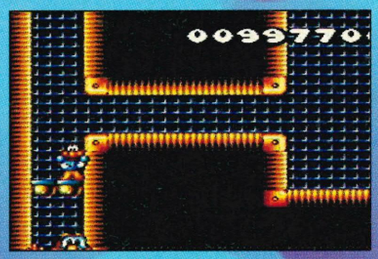
Section three involves steel girders that will crush you if they fall on you. Keep running to the right, leaping the spikes and bouncing on the Rodneys to get height. Get past the girders and jump on the trains to get higher, but watch out for the pop-up toasters on your way to the exit. Right at the end, take the top route to avoid the Rodneys and don't stand on the moving platform just after the pyramid girders. You will now find yourself facing a series of moving platforms which must be negotiated, followed by some ledges that will crush you against the ceiling if you stay on



them too long. You will need to stand on the moving platform on the far right to reach the exit, but jump off before you're crushed!

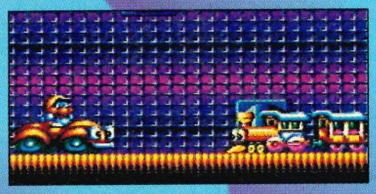
Section four is a complicated maze of steel tunnels. Stretch up the very first hole and walk right through the wall to get a power-up. On the very left you will find a lift shaft with five exits. The bottom one leads to the bonus rooms, but it is quite tricky to duck under the lift to get to it. Three of the other lift stops contain other penguins begging for freedom.

After finding the penguins, go down to the small alcove at the bottom and then stand on the lift to make it rise. When it reaches the alcove, walk off and drop immediately down the hole before the lift reappears. Follow the passage to the right and then stretch up and run back up to the left where you will be



in a sealed room. Run back to the right at full pelt and you will break through the suction tube to the bonuses on the other side. To get back up, edge yourself on the right side of the suction tube and as soon as it sucks you up, push hard right and you will fall into a room full of energy stars.

Now break through the tube at the top and continue right. This will end



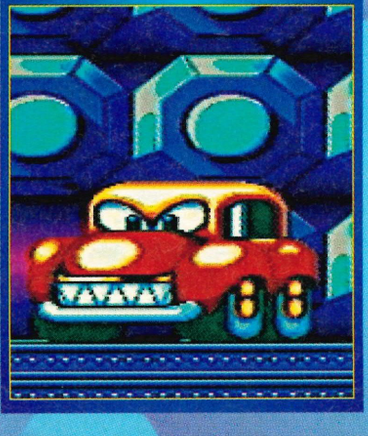
in a crossroads of tunnels. Below, is a huge room full of bonus prizes and a trampoline so that you can reach the exit, which is at the top of the crossroads.

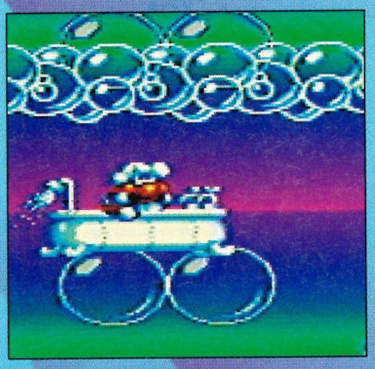
The fifth section is one continuous pipe with five dips which contain different coloured bricks. These contain big bonus secret rooms to bang up your score, if you stretch up into them. Follow the pipe along to find the exit, but instead, why not fly up into the corridor on the right, stretch to the top, and get loads of bonuses?

The final task in this level is another straightforward one. Do not open the first two boxes, as these contain enemies. Go to the ledge that leads off above the second mystery box, to find a car in a box. If you stretch up on the roof here and then go to the right, you will fall into a secret room with 20,000 points. Leap in the car, take that wheel and splat as many baddies as you can on your way to the exit, which is on the corridor that leads up to the right of the level. At the far right on the lower section there is a button to be pressed. This will open the secret room earlier and allow you to drop in and get the bonuses, but don't go down with the car or you will lose it.

CAR

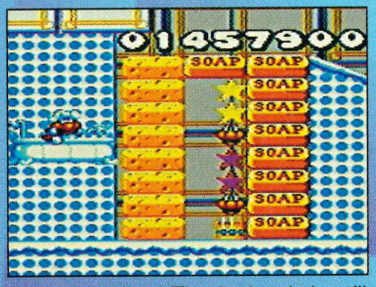
The car guardian is indeed a wacky racer! It will spit out minis every now and again to cause havoc. Above, are two platforms from which you can jump onto the car when he waits for a while before leaping up again. Use the force of that blow to get back to the top of the platform and wait there to repeat the performance. After a few times the car should be ready for the scrap yard.





BUBBLES AND BATHTUBS

The first section is easy, find the bath tub in the first mystery box and jump into it. The screen will scroll and all you have to do is collect the goodies and stay away from the left of the screen, making sure that you do not get stuck behind any obstacles. The next two parts of the level are as simple as the last. The bath tub is still available so that enemies are a pushover.



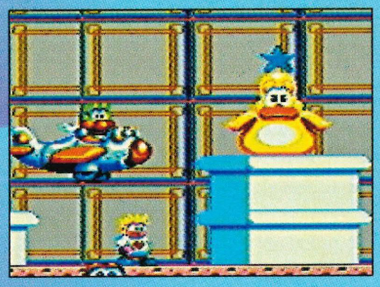
In the second section, the exit is in the big bath tub. This will take you into three underwater levels. There is a large bunch of bonuses to the top right of the big bath tub; protected by bars of soap. Approach the bonuses from below and you will gain access to them.

The underwater levels can be finished quite quickly. Penguins need to be rescued in all three sub-levels. The first room contains a few large submarines. Penguins can be found in the intersections between the subs. There are absolutely loads of bonuses to pick up if you look all around the subs, but the areas are also bulging with frog enemies, so it doesn't really pay to dwell. There is a good bonus in the watch tower of the final sub however, boosting your points total nicely.



The next water level contains many wrecks of ships and the frog enemies are joined by small subs. The decks of the sunken ships contain many bonus goodies, which should be snapped up before dropping down to the sea bed to find the next secret room inside the wreck – a triangle points the way. The rotting wood of wrecked ship makes up the maze of the third secret level. Five penguins must be found, as well as the collection of the myriad of point boosting prizes. Returning to the main mission, you will start off in the next room on a small bath tub looking to the right where there are soap bars moving up and down. Walk straight forward and stop on the last bars. They will then move along, taking you with them. You will have to jump over a rubber duck to connect again with the main flooring.

Collect the umbrella and hop slightly to the right to find a hidden lift. From the height that it takes you to, you can float with your umbrella most of the way right. You should float over to another main section of



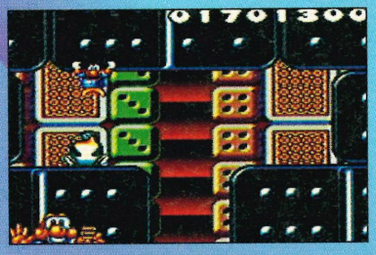
platforms. Go right and fall off the edge to find another moving bar of soap that will take you to the exit pole.

The final section is a fast scrolling screen. About halfway through you will find a section going up. Jump on to that and find the mystery box. Open it up and jump in the plane that you will find there. With the plane, it will be much easier to avoid obstructions and gain the bonus piece of robo suit.

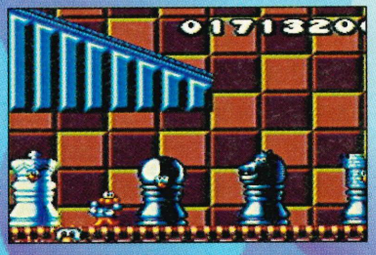
BATTY BOARD GAMES

The game factory is next on the list; vicious chess pieces and evil dominoes abound as you attempt to rescue the hostage toys. The first room has four exits at the end, three of which make you start the level again. The third one down should let you continue on your way to the next part. Take advantage of the small bonus boxes, but leave the large boxes as they reveal more enemies. Watch out for the pop-up toasters on the way to the exits.

Next is a section which uses packs of cards as platforms, and birds as the main enemy. The exit is in the usual place, on the far right of the room. Watch out that the flocks of



birds don't get the better of you. The penguins are waiting in gaps above, but they are guarded by those annoying birds. After collecting the penguins, you will come to a section of playing cards. Jump on the packs and try to dodge the birds. As you get past the house of cards you will find another penguin in another gap between the dominoes. Part three is



a world of chess, although you do not have to be a grand master to get past it.

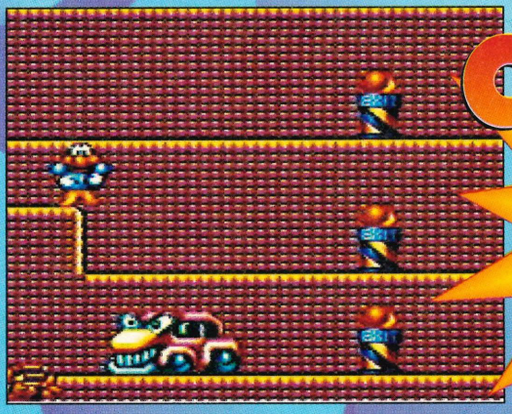
Go past the chess pieces and up onto the ledge above and to the left. Follow that passage to find another ledge above and to the right. Follow it all the way up until you come to a dead end. Use your stretch power to sneak onto a high ledge to pick up loads of bonus points. Drop off that ledge and press left to get onto another ledge that leads down hill. At the bottom, stretch up to find yet another ledge. Go along the passage until you are in a void. A platform above and to the left is calling your name, so stretch up to make contact. This will lead to the top platform guarded by snakes. Bell bonuses should be grabbed before continuing right and falling off the edge to locate a down hill section. This section will zigzag down to the exit pole. The fourth task in this mission is on a giant snakes 'n' ladders board. Basically, go up the ladders and jump over the snakes on your way to the top of the board to find the way out. Also, watch out for Dr Maybe's slippy snakes that are patrolling the platforms.

The last section to the games mission is the hardest. All along your path there are Maybe's little scientists that are programmed to track you down. They can be quite difficult to get past, as they leap at you when you try to jump past them. The best chance of passing them is a combination of timing your hop and of coming down with your body suit shields up. Once you have got about halfway through, you will find a restart point in the form of a picture of James Pond himself. This is very helpful as this level seems to go on forever!

Keep going right and make every jump with your shields up, in case you run into any enemies. Fighter planes dog your every move, so tread carefully when jumping. If you have got time, it is worth investigating the contents of the small boxes around the middle dice section. Make your way right over the dice, but be ready to put shields up, as the dice are littered with scientists. Near



the end, there is a plunger switch. Do not operate it as it will release a girder that will come down crushing you under it. Finally, jump over the end pole and walk right to find the hidden entrance to a secret bonus room.



CHEATS

Open all doors

First of all, activate the Invulnerability cheat. Go through the first door and step to the left to find an exit pole. Go into it and this will open all the doors in the castle.



QUEEN



The Queen of Hearts stands between you and the next level and she can be a bit of a serious Monarch to overthrow. To start off with, you must avoid her first four cards that she drops from a height. Then hop up onto one of the platforms at the side and go to the top. From here you can leap off onto her head when she is slightly below you. This method will take good timing, but you can use the bounce back to head for the opposite set of platforms and repeat your attack. After a few bouts of that, she will be gagging to be excused so that she can bake some tarts, but show her no mercy and finish her off.

CASTLES, SOLDIERS AND COKE CANS

There are many obstacles to overcome in this level as you bound around castle walls collecting cake bonuses and locating penguins. Toy



soldiers march up and down protecting bonuses, angry flowers fly off the handle if you get too close, and snakes slide around waiting to sap you energy.

In the first part of the first section there are plenty of extra points to be had on the lego platforms around the start point. Go to the second main block of lego to locate the first penguin. The second penguin can be found at the top of the lego enclosure on a brick to the right. The third is located below, so take the long drop and jump on the soldier before freeing our flippered friend. Stretch up from there to find a high ledge that will lead to the next penguin, and from there, the exit is only one more stretch away.

A secret room can be found in the first section of the Castle and soldier level. Complete the level as normal, but instead of going into the exit pole, jump over it in favour of the drop at the other side. This will take you to the secret room in question. Once there, you will find three mystery boxes. The car is in one, the bathtub in another and the plane in the last. Take the plane and complete the secret level. You should be able to keep the plane for the next few sections making them a stroll.

The second part to this mission is in true pantomime style. You must climb the beanstalk in search of the



exit pole. Avoid getting too close to the flowers as you climb and be careful not to take risks with the snakes that guard the exit, which is on the second cloud at the top of the beanstalk.

Next is a large castle in the sky. Make your way up and to the right, past the second tower and go to the very top. Walk along the turrets and then bound to the extreme right. Explore the clouds above the towers for extra points. Use window frames to capture extra points and then exit. If you drop through the gap next to the exit pole, you can pick up some very high scoring goodies as well as an extra life. The next part is in a similar vain.



Go to the top of the castle and climb onto the tallest flagpole in order to make your jump up to the cloud above. Explore the window ledges for extra bonus swag. Here you should find the exit to the next section. You start off the next section at the top of a tower. Go to the right of the battlements and leap off, making a bee line to the right. You should reach a second tower with some excellent booties at the bottom. To get at them, jump off the soldier patrolling by the side to find the hidden entrance four bricks up. Go to the right to discover the main castle. Jump up to the top via the window frames and dodge the two soldiers on the battlements. The exit is at the far right on top of a cloud, get up to it by hopping on the birds.



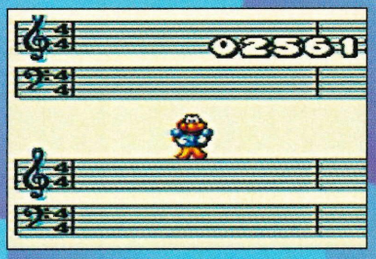
and float around as much as you can. Room three is a difficult level to negotiate, although it looks quite easy. You must go along sheets of music; balancing on the bars and avoiding the snakes. The lines of music get thin at the top as you go along, until about halfway through, when the platforms change to musical notes. Leap up on the semi-quavers and then onto the more difficult quavers until the exit is found in the usual position.

Next, is a journey through the stationary factory. Pens, pencils and typewriters make up the rostrums, but, as before, there is no real challenge in finding the finish pole. The fifth room *is* a challenge though. The next level is divided into four quarters with your start point in the middle.



MUSIC MAESTRO PLEASE

The first room is packed full of the latest state-of-the-art sound systems. Bony (ho ho) hi-fis and CD units block your path, as well as typewriters and paint brushes. Continue trav-



elling right, hopping over the beat boxes and looking out for the enemy. The exit can be found to the far right.

The second part is trickier, with some difficult terrain to cover. It is advisable to gather umbrella symbols

False walls allow you to go into these quarters to locate the penguins and set them free. The best route is to go into the bottom left quarter first, and then into all the others in an anti-clockwise direction. The exit is in the last quarter that you will visit.

Room six is a very fast scrolling section and the best method is to keep to the right and dive into the first pole that you come across. On completing that fleeting visit to the fast scroll room, there is a chance to

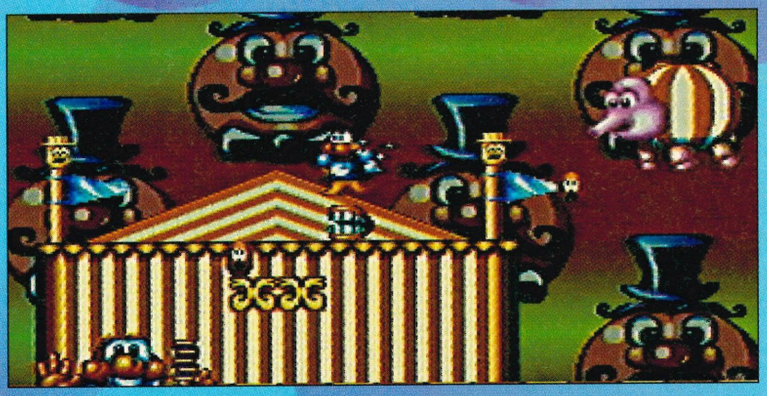




bump up your points in a pen and ink bonus room. Room eight sees the floor made out of a long piano keyboard with snake on the prowl. Go right until you come to a couple of little triangles. These are on either side of a dip inside the keyboard which you must enter, so that you can get past the ceiling of spikes above. Soon after that, the keyboard begins to go down and bits of it start to fly up as you stand on them. After a spike pit there is another pair of triangles signifying a dip. Do not go into this one as it will sap your energy. Leave the keyboard soon after and use the guitars to continue your direction right. Trumpets are the next plinths that lead to another keyboard with the end in sight. Beware of this keyboard as keys will zoom up and try to foil your escape.



The final room in this mission contains more trumpets and trombones. Stretch up from where you start and then go to the right. Land on the trumpet mouth-piece and it should take you over towards a crop of plectrums. Get onto the top platform and put your armour up while moving left. This should move the platform over to the left. Jump onto the higher trombone stems and fall down into the gap at the left end to find a hidden room in a trumpet bell. The exit is just below.

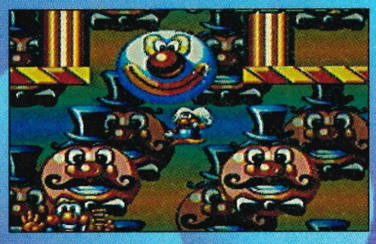


BIG TOP GRAND FINALE

The big top starts the final mission. Leap around on the tent tops jumping over hippos and elephants; making your way right. Pick up the bonus points at every opportunity as they are scattered about in great numbers. You can pick up lots of bonus points, but watch out for the spikes on the lower plinths. Near the end you will find a plunger. Press it and quickly jump on the platform which will be moving right. This will take you to more bonuses before you exit via the floor below.



In the second room, the cannon makes its return. Milk this room for all the bonus you can get before going for the exit which is located on a platform at the top to the right. By finding a platform at the top left you will gain an umbrella to make the collection of booty that much easier.



The final room in the last mission is quite difficult, although once again, it is very familiar. Go to the right hand side at the top; making your way there via the platforms. You will find a small box which contains wings. Fly up until you are under a long, thin beam. Follow it along to the left until you find a gap leading up. Take the gap and go back on yourself so you're on top of the platform you were following. Watch out for the red buses as you go along to free the penguin. Do the same on the platform at the other side of the gap and then the same again on the two platforms above. After freeing the four penguins make for the gap again and fly down to the exit pole, which is in the centre of the fluffy pyramid below.

SNOWMAN

The final guardian is the giant snowman. He stands between you and the completion of your mission. If you do not defeat him, all the children in the world will not have any presents for Christmas and Dr Maybe will have won. The snowman is a tricky block of ice, but here is how to melt his intentions. Wait until his head rolls off and comes to get you. Jump on his head using that to catapult you up to his body. Jump on his shoulders when his head is off and you will hit him where it hurts.

This method will break him down slowly but surely, and after a few minuets of repeated treatment the snowman should cave in and victory will be yours. The other thing to remember is in your race for glory – watch out for the smaller snowmen that will grind you down if you do not keep them at arms length. The victory under your belt, your mission complete, you can now go back to London and see Miss Funnyfinny. Until the release of *James Pond 3*, that is.



SUMMARY

GAME NAME: Super James Pond
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 2.810,110
NUMBER OF LEVELS: 9
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.

FAT DANCERS



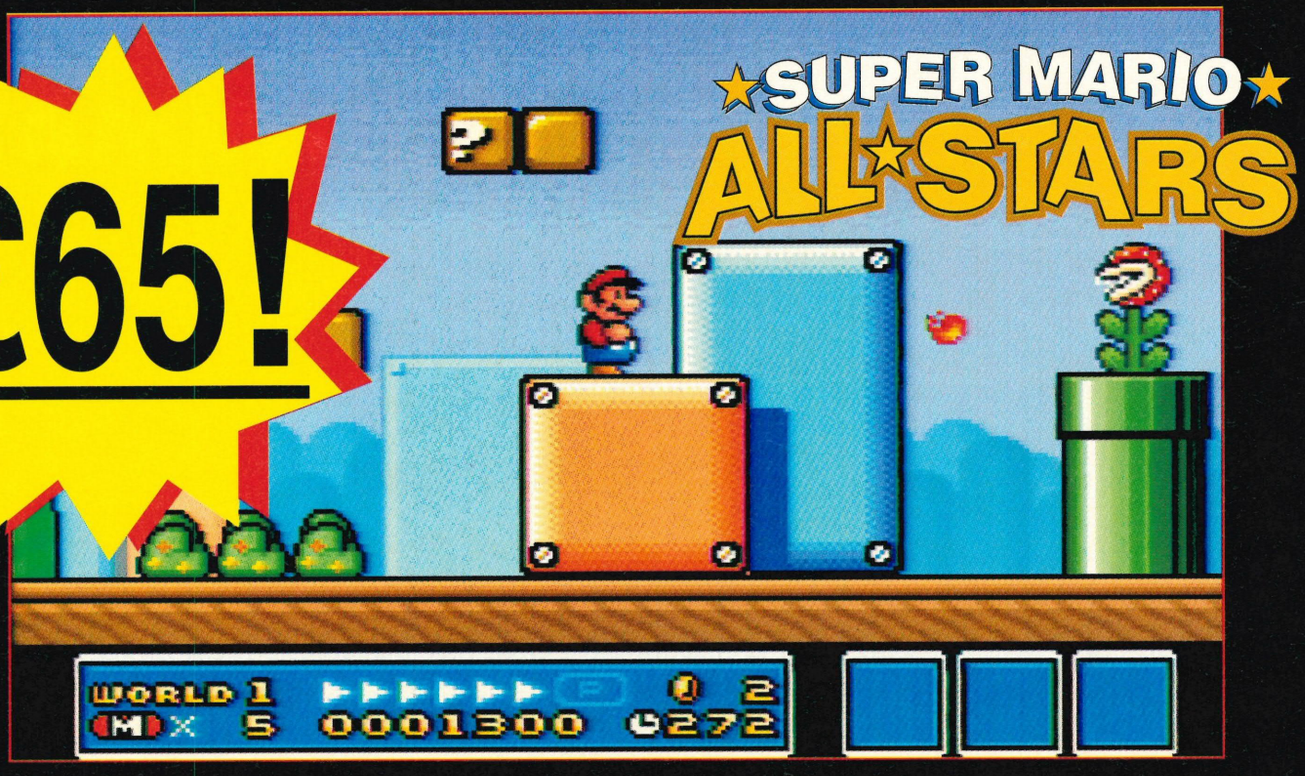
This is the penultimate guardian level and it's double trouble for Robocod. There are two fat dancers bounding about; ready to flatten anything that stops them from getting to dinner on time. There are also two Ponds, in fact the level is like a giant mirror image. The method of defeating the fat ladies is quite simple, but it is made more difficult by the direction swap. Every time you go too far one way, your mirror image takes over and therefore the controls reverse. If you can keep an eye on that, it is then easy to attack the terror twins from the platforms above. Wait until they are in the middle and then let them have it. The best tactic here is ignore one of the Robocods and view the screen from one side so that you do not get confused.

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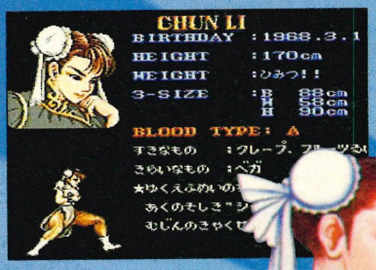
Sonic Boooom! Capcom's eagerly awaited *Street Fighter II* upgrade is by far the greatest beat-'em-up ever! Stunning super moves, perfect coin-op graphics and teeth jarring sound make *Turbo Edition* THE game to have. SUPER XS has all the exclusive moves including the hyper secret ten star cheat!

ACTION REPLAY

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CHUN LI

Chun Li has been called the strongest woman in the world – she is certainly the quickest. Her speed and agility make her one of the best characters to play and one of the hardest to defeat. In this Turbo Edition, Chun Li has another advantage, more special moves including an excellent fireball. Chunners is much quicker than before and moves with more grace in the air. Her lightning kick is more powerful and easier to use. The little China girl is out to win and let nobody stand in her way...

PLAY VS CHUN LI

Chun Li still does most of her attacking in the air, so while she is jumping – stay well back. One of the best defences against her aerial expertise is a rising Dragon punch (Ryu and Ken). Most of the characters have a similar move to this, and if timed correctly, can stop Chun Li in mid attack. Use her attempts to come forward as a chance to counterattack as she is vulnerable to well-timed roundhouses and high kicks when she's dropping back down. The other two reasons to keep your distance are her ultra quick lightning kicks and helicopter kick. Defend yourself with fireballs or similar moves in an attempt to ride out the storm, but if she stuns you, she will finish you off. When she leaps at you, always block above to avoid her head stomp move.

Lightning Kick

Continually pressing the kick button will turn ordinary kicks into Lightning kicks. Best used to stun your opponent, or finish them off.

RAPIDLY PRESSING THE KICK BUTTON.



Fireball

Used to combat other fireballs or to damage the opponent. For best results, use close in so that player two has no time to move.

LEFT, DOWN, RIGHT AND PUNCH.



Helicopter kick

Use close in so that your opponent finds it hard to escape. Best used to trap them in a corner.

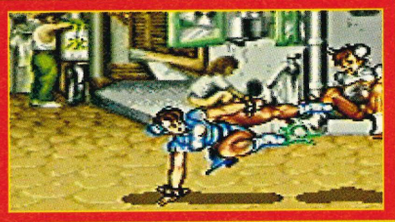
DOWN TWO SECONDS, UP AND KICK.



Hand Plant Kick

This crucial tactical move will often knock opponents off balance so you can jump in and attack.

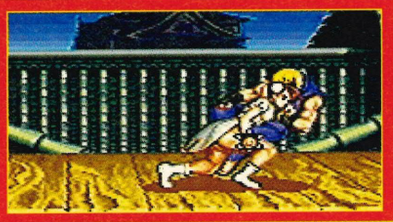
DOWN AND R.



Power Throw

A good move to use when a fighter is stunned. If you can get two or three throws in, it will finish the other fighter off quite quickly.

TOWARDS AND L.



Backflip

A good defensive move to get away from an oncoming player. Can be timed to kick while flipping back by pressing kick repeatedly.

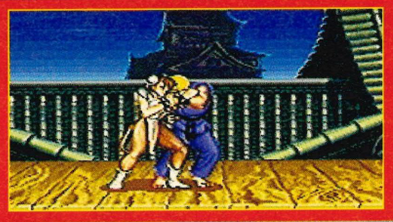
BACK, UP AND R.



Elbow

The elbow attack can be launched when close in to your opponent. Perfect for rapid sustained attacks and combinations.

ANY PUNCH (CLOSE UP).



Flying Throw

A devastating move that takes off 45% energy! Leap into your opponent in the air, before grabbing and smashing them to the ground.

TOWARDS AND L (WHEN IN AIR).



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Dragon Punch

The Dragon punch is best used to bring down a flying attack. Timing is all-important. Listen to their jaw bone crack with a power move!

RIGHT, DOWN, RIGHT DOWN AND PUNCH.



Golden Fireball

A golden fireball is more powerful than the ordinary variety. You can get one off by doing three fireballs quickly. The third one will be gold.

DOWN, DOWN RIGHT, RIGHT AND PUNCH x 3.



Fireball

The fireball is a good way of hitting the other player without getting hit yourself. The player must block to avoid it, this is when *you* attack!

DOWN, DOWN RIGHT, RIGHT AND PUNCH.



Aerial Tornado

To produce an aerial Tornado, you must jump up into the air before attempting the directions below. This combats aerial attacks!

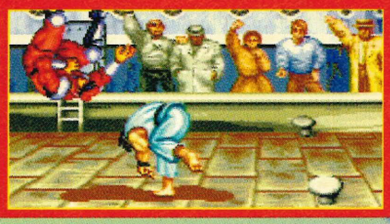
DOWN, LEFT DOWN, LEFT AND KICK.



Tornado Kick

A very fast attack that can have player two on the ropes very swiftly. Use them to stun and kill. Get in the corner for best results.

DOWN, LEFT DOWN, LEFT AND KICK.



Throw

Go right up to the opposite fighter to throw him around the screen. It is often a good move to produce when the opponent is stunned.

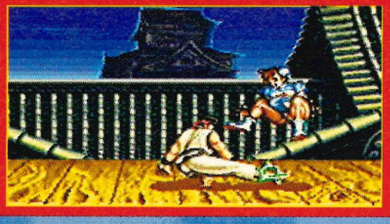
LEFT AND X (NEAR OPPONENT).



Axe Kick

An Axe kick can be implemented close or when the opponent is stunned. This move inflicts two hits, one on the up, and one down.

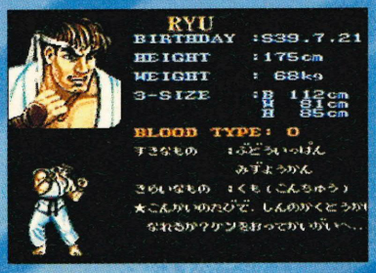
RIGHT BUTTON (WHEN CLOSE).



Leg Sweep

An ideal move for knocking opponents off balance, as well as taking plenty of energy.

DOWN AND RIGHT BUTTON.







RYU

Ryu is the most basic fighter on the circuit, but he is also one of the most focused. Ryu depends mostly on his three main moves. The first is the rising Dragon punch which is used to combat flying kicks and other aerial techniques. The second move is the Tornado kick which he can now do in the air and also in a lower position. This is a fast flowing attack which is very difficult to defend. The third main attack is the fireball. A powerful special move which can be used to stun other fighters before launching into a Tornado kick to finish them off. Ryu had the same instructor as Ken, so when the two meet there is usually a vicious grudge match. Both character's moves are very similar.

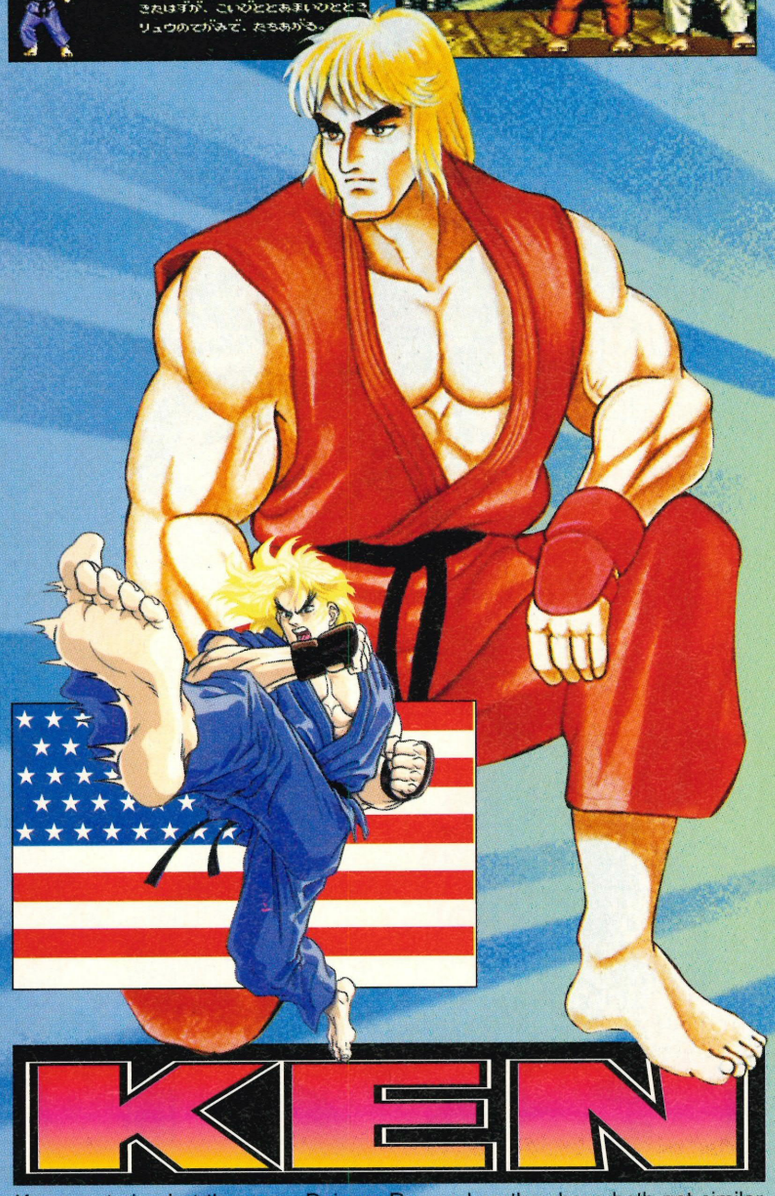
PLAY VS RYU

To defend against Ryu, timing is important as he is open to attack after attempting a rising Dragon punch, be quick to kick him in the side or to go into a special move. When Ryu comes flying towards you doing a tornado kick, it is worthwhile trying a roundhouse to catch him as he starts to come down. Watch out for his fireballs, either jumping over them or quickly sending out your own to stop his. Ryu is very good in the air as well as having good rapid jab movements, so he must be watched at all times. Several moves can be put into a combination in quick secession and when he does this, Ryu is lethal.

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KEN

Ken was trained at the same Dojo as Ryu and so they have both got similar styles. The Dragon punch and Tornado kick make Ken a dangerous opponent. As strong as an ox, Ken looks for an opening to throw you to the ground. Ken is also very quick, able to put together a number of moves quickly to create deadly combinations. This ability to think quickly together with sheer strength gives Ken the edge over Ryu and makes him a difficult customer to handle for any fighter. Ken is stronger, but Ryu is faster.

PLAY VS KEN

Like Ryu, when Ken is attempting a Dragon punch he is vulnerable to well-timed body punches or kicks. These can double him up or even stun him. His good points are his combinations and use of special moves. When unleashing a fireball, he will stand back and lean forward, giving a sign that he is about to send one. Look out for these fireballs and jump to avoid them, making sure that you clear them well. Ken is also keen on throws and in particular, getting you stuck in a corner where he will Tornado Kick and Dragon Punch you to death. Quick characters like Chun Li and Ryu are good against him, but you sometimes need the strength of Guile or Bison to defeat him. If you knock him off balance, Ken finds it hard to get back on track if you persist the attack.

Dragon Punch

Take your opponents out with this move. Timed well, it will take out any aerial attack especially if you use a power punch.

RIGHT, DOWN, RIGHT DOWN AND PUNCH.



Knee Drop

Part of an aerial combination of moves, this links kicks and punches together. You can also use this technique to avoid a low tackle.

UP RIGHT AND KICK.



Fireball

Fireballs are used by Ken in the same way as Ryu uses them. For best effects get in close. Get three off quickly for a golden fireball.

DOWN, DOWN RIGHT, RIGHT AND PUNCH.



Aerial tornado

Used to best effect to get at a player who is keeping his distance. Get across the screen swiftly with this dangerous special move.

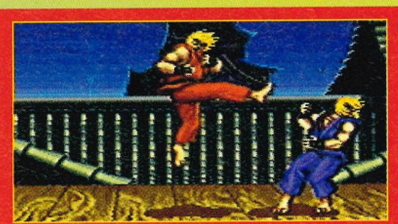
DOWN, LEFT DOWN, LEFT AND KICK.



Tornado kick

The ordinary Tornado kick is also very effective. Use it to stun your opponent before going for the kill. Be sure to be close enough to him.

DOWN, LEFT DOWN, LEFT AND KICK.



Throw

The throw can be controlled when you are close to the other player. This move is best carried out when the other player is stunned.

TOWARDS AND R.



Footsweep Kick

Footsweeps together with low punches are an excellent way to create a combination to wear the other fighter down.

DOWN AND KICK.



Roundhouse

The roundhouse is a simple and effective move. It will clip the opponent just below the chin and if followed up with sweeps, it can stun.

PRESS R.



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Sonic Boom

The sonic boom is a lethal special move. Like the fireball, it is sent straight from the hands but it covers ground much quicker.

BACK FOR 2 SECONDS, FORWARD AND PUNCH.



Flash Kick

The Flash Kick is one of Guile's best moves. It will bend any opponent over double and usually stun them into defeat.

DOWN FOR 2 SECONDS, THEN UP AND KICK.



Tumble

This move can be used as a defence as well as a way to get into a better position and avoid your opponent's attacks.

UP RIGHT OR UP LEFT.



Knee

This attack can be used either side of the victim, hitting him full force in the face. A power move when stunning a fighter will also finish him off.

LEFT AND A, OR RIGHT AND A.



Sweep Punch

A very simple, but powerful move. Use it to hit a player who falls short after an aerial attack or to knock out a stunned fighter.

PRESS L (WHEN IN RANGE).



Roundhouse

Use the roundhouse to best effect when facing an incoming flying kick. You can also use it to thwart an opponent as he gets too close.

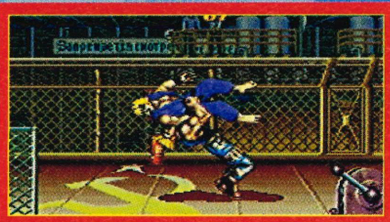
PRESS R.



Flying Kick

Guile's flying kick is a powerful tool in stunning the other player. From an aerial position, Guile can do plenty of damage.

UP LEFT AND KICK



Slammer

In this move Guile will have to get up close to the other fighter and press in the direction that he is facing together with L.

TOWARDS AND L.







GUILE

Guile is a former United States special forces Major, who takes pride in his hand-to-hand combat. Guile is deadly enemies with M Bison and is the most agile fighter on the circuit. His Sonic booms and Flash kicks are very effective against all opponents and his ability in the air is second to none. The devastating Flash kick is best defended by the Dragon punches of Ken and Ryu. Guile's other great strength is his punching – getting several jabs per second. The best tactic with Guile is to lure players in your Flash kicks.

PLAY VS GUILE

When playing against Guile it is important to jump over his Sonic booms. If you can get a few footsweeps and low punches into his mid section, it is possible to get him on the run. Guile will always try to get you closer by sending endless Sonic Booms until you are forced to leap towards him (he only stops when you are in kicking range!). Then, when you just think you are about to smash his face in, his crouch suddenly becomes a deadly Flash kick and it's all over. It is hard to attack Guile with nimble characters like Chun Li as his legs are so long and powerful that you rarely get a look in. Once you have him on the ropes, you must never stop because just one second is enough for a Flash kick or Sonic Boom, and then it's your turn to run!

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BLANKA

Blanka came to the Street Fighter circuit after learning everything he knows from the wild animals that brought him up in the Brazilian jungle. His strange electric powers come from the lightning that struck him and mutated his body into the hulk-like shape it is today. It may look like Blanka is out of control most of the time, but that is just the way he fights! Blanka is able to charge up his body like a dynamo and discharge a massive shock to anyone unlucky enough to be standing nearby. The Brazilian nightmare's long reach is perfect for attacking from a distance.

PLAY VS BLANKA

When fighting Blanka you must be on your guard. He will come at you swiftly and with power. His flashes of electric will take you out if you get to close, so you must look out for him getting in position to deliver it. This position is when Blanka crouches down with his arms in front of him so when this happens do not go near him. Blanka uses a variety of other moves to sap up your energy. The Cannonball is virtually unstoppable if you do not jump out of his path as soon as he goes into one. Another unstoppable move is the Bite. If Blanka gets a hold on you he will bite you, taking a few seconds to milk your reserves. If in this position you can only press L and R to shake him off in less time.

Cannonball

The power cannonball takes a third of energy in one hit! Use it to daze an opponent from the very start.

BACK FOR 2 SECONDS, FORWARD AND PUNCH.



Vertical Cannonball

The vertical cannonball has the same effect as above, but it is in the air and is slightly faster and harder to defend.

DOWN FOR 2 SECONDS, UP AND PUNCH



Electrification

Blanka throws an electrical force field around himself for a short time. Only Chun Li can avoid it by using her head stomp move.

HIT PUNCH REPEATEDLY.



Bite

Blanka will begin tearing at your flesh; taking loads of energy. How long he continues depends on you pressing the L and R buttons.

TOWARDS AND L.



Back Flip

The back flip is an excellent way to strike the opponent while dodging out of the way of any reprise attacks.

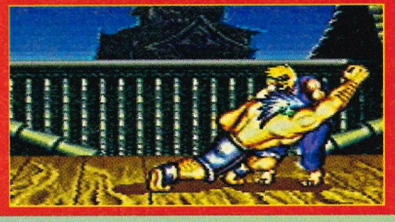
PRESS THE R BUTTON.



Uppercut

Blanka has great power in his arms and with this uppercut, he can inflict great damage . Used as part of a low attack it is very effective.

DOWN AND PUNCH.



Knee

To use the knee move effectively you must get in close to the other fighter. It can be used to quickly stun the opponent.

TOWARDS AND A.



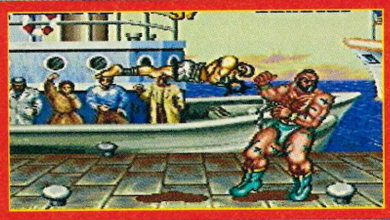
Head butt

This double hit move will soon have the opponent stunned and perfect for an electrocution finish.

TOWARDS AND X.



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Corkscrew

The corkscrew move is a fast attacking move that can catch the opponent off guard. Follow up this power move with close in attacks.

UP (AT TOP), DOWN AND PUNCH.



Vertical Corkscrew

The vertical corkscrew is slightly faster than the ordinary corkscrew and a tad move lethal. It is hard to defend and can open a rival up.

UP (AT TOP), DOWN AND KICK.



Teleport

A new special move which allows Dhalsim to disappear and appear at random. Press punch in multiples for strength.

RIGHT, DOWN, RIGHT DOWN AND PUNCH.



Headbutt

If you can get close in to the other fighter you can give him a powerful headbutt. It is best to use it when the fighter is stunned.

PRESS L WHILE CLOSE INTO OPPONENT.



Head Smash

The head smash is another useful move if you get close to the other fighter. There is no defence against it while it is being executed.

PUSH TOWARDS AND PRESS X.



Yoga Fire

Yoga power moves are what makes Dhalsim a tricky player. This Yoga Fire will turn the recipient into a burning human torch.

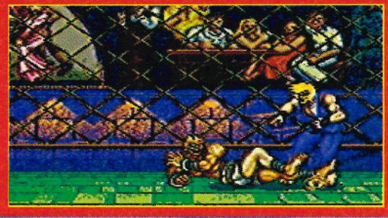
DOWN, DOWN RIGHT, RIGHT AND PUNCH.



Yoga Flame

The Yoga Flame has more power than the fire and inflicts a lot more damage to the unfortunate victim.

LEFT, LEFT DOWN, DOWN, DOWN RIGHT, RIGHT AND PUNCH.



Slide

The slide is a perfect way to attack your opponent in order to get in close. It will knock fighters off guard so that you can work in close.

DOWN AND KICK.







DHALSIM

Dhalsim is the trickiest fighter to master and one of the most difficult to beat. Although he is very slow to move, when he does, he does so using his masterful Yoga techniques. Every Dhalsim move seems to be a special move with his bendy body and fiery breath which comes from his pre fight meal of raw curry! Dhalsim is best when he is in control, so if you go for him from the start you have a good chance of defeating him.

PLAY VS DHALSIM

To fight against Dhalsim you must exploit his two big weaknesses. Firstly he has a lot of powerful moves which slows him up. If you put good combinations together and stick at him from the start of the bout you will get on top. Dhalsim's other weakness is that he leaves himself open to kicks and punches to his mid-section. Getting good shots in here will bend Dhalsim double with pain. The moves to watch out for from Dhalsim are his special moves. The Yoga flame is a real killer, turning you into dust and sapping a lot of energy. Always get ready to jump over his slides and leap up when a Yoga fire comes your way. It does pay not to get too close to Dhalsim, but where ever you are, he will have a move to reach you. Time your attacks and work in combinations of high kicks and punches to the ribs.

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ZANGIEF

Zangief is a huge mountain of a man. The Russian trains by wrestling with bears in Siberia so he is indeed a tough cookie. Zangief does most of his damage when he gets in close to the opposition so that he can throw them to the ground, or slam the energy out of them with his powerful piledrivers. Zangief's other great strength is his punches. He has perfected the power punch called the Double Lariot, and he uses that to break down the defences of his rival before sending them on their way with his power moves.

PLAY VS ZANGIEF

To defeat Zangief takes timing and practise. Zangief is most vulnerable from aerial attacks and no one does that better than Chun Li. He is also suspect when it comes to approach. If he gets close to you he will throw you to the ground or piledrive you into next week, but while he is coming towards you he leaves his mid-section wide open so if you're quick you can give him a strong kick. If this technique does not bend him over with pain, it will give you enough time to escape to a safer part of the screen. Another good move to use against Zangief is to duck down when he goes into a spinning clothesline. As he comes out of that move, Zangief is wide open for an upper cut or similar move. On the whole you must take your chances with Zangief and don't get too close.

Spinning Piledriver

The spectacular piledriver is the worst move in the entire game, but also one of the hardest to execute. Takes half an energy bar!

ROTATE D PAD WHILE PRESSING PUNCH.



Piledriver

A stunning move that takes substantial energy and is difficult to block or get away from. Use this move when in a corner.

PUSH TOWARDS OPPONENT AND X



Double Lariat

The Double Lariat is a lethal power punch. Linking three or four up in a row will stun an opponent into instant submission.

GET CLOSE IN AND PRESS L.



Chop

When working close to the opponent, the chop is a very heavy blow used in a combination of other punch moves. Good for stunning.

UP LEFT AND L.



Throw

Get close enough to your rival and execute the throw. Like the piledriver, it will slam them into the ground and inflict huge amounts of pain.

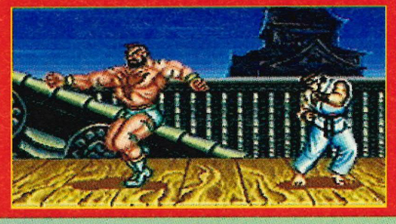
LEFT AND L.



Clothesline

Pressing all the punch moves will send Zangief into a spinning frenzy that knocks all opponents flying if they are in range. A tough move to block.

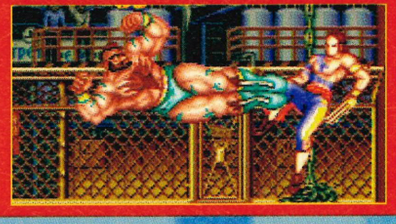
Y, X AND L.



Flying Kick

This is one of the only moves Zangief can perform successfully in the air. His two feet planted together is enough to knock any opponent off balance and reeling.

UP AND KICK.



Grab

The grab will shake the opponent down before thrashing him to the ground. Zangief's strength is his best quality so be on your guard.

RIGHT AND A.



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Hundred Hand Slap

The quickest way to stun an opponent. Honda will also move in the direction of the slap across the screen with lethal results.

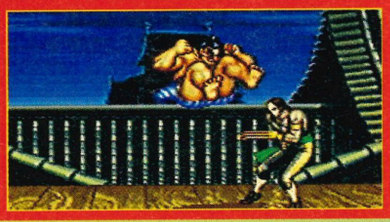
KEEP PRESSING THE PUNCH BUTTON.



Sumo Torpedo

He'll fly across the screen and charge the opponent. The punch button determines distance.

LEFT 2 SECONDS, RIGHT AND PUNCH.



Body Flop

A great move when the opponent is blocking all the time. This will crush their defences and take loads of energy.

UP LEFT AND B.



Belly Flop

The flop is excellent for keeping the opponent down to earth. As the challenger tries to jump, repeatedly use this move.

UP TOWARDS, BACK AND KICK.



Chop

The chop is a powerful move, but forget it unless you're in close quarters. Honda's arm will slash down on the challenger's head.

PRESS THE L BUTTON.



Knee

A crushing blow! This move has Honda really getting to it with a succession of bone crunching knees to the head. Nice one!

PUSH TOWARD OPPONENT AND R.



Throw

As with most characters, the throw can be used to give you some space to get your next move lined up. It also takes energy of course.

MOVE CLOSE TO OPPONENT AND X.



Crushing hold

As with the knee attack, you grab hold of the challenger and give him a right seeing to! This move is a back breaker and will sap energy.

TOWARDS OPPONENT AND L.





E HONDA

Honda is not exactly the slimmest person in the world, but you can't be slim and master of the art of Sumo. His huge body works both as an advantage and a hindrance. Honda can withstand a lot of punishment and can get up quickly if stunned, but his size means he is not the fastest fighter on the circuit. Honda's forté is his throwing and his belly flop moves as well as his amazing hundred hand slaps.

PLAY VS HONDA

Honda, as I'm sure you would have noticed, is a fat bloke. This means he has trouble keeping up with the likes of super slim Chun LI. He likes to use the Hundred Hand Slap if you're near the edge of the screen, and he'll also break out of a tight situation with a quick Torpedo. So if you see those lightning wrists going into action, quickly jump over him or you'll be stunned in no time. Chun Li can put pay to the slap move by jumping up and pressing the A button to attack with those steely stilettoes, it gets her out of the situation and takes some energy into the bargain. Characters who have missile attacks such as fireballs can send one off to stop the Torpedo move mid flight, then move up for the attack. Stay alert and leap away from those chubby fists!

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BALROG

Balrog is a hard hitting former World Boxing champ who now plies his trade on the streets. This huge man man is also a huge puncher; never feeling the need to kick his opponent. Balrog's moves are limited, but his determination is very strong so he must be watched at all times in battle. All his punching actions are good, but nothing compared to his special moves. His dash straight is his most lethal. The big disadvantage is the lack of kicking, but with a series of punches, you should catch anyone in the air.

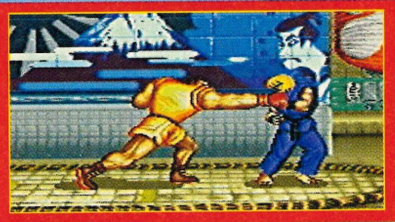
PLAY VS BALROG

Fighting Balrog is not just a case of flying kicks and other aerial moves. His uppercut and drop punches are harmful and these are the moves he will use to cut you down in attacks from the air. Balrog's real weakness is his defence. He lands punches with confidence, but does not take them too well. He is susceptible when if comes to defending low attacks as well as straightforward kicks and because he works so much at normal height – he is easy to grab and throw. In his favour, of course, are his set of punch moves. Balrog tends to dash your hopes if he gets an upper cut in, and his power punch is formidable. The boxer's other great strength is to use combinations of punch moves to knock you out.

Dash Punch

Balrog's best move will throw you off guard as he steams in a punch.

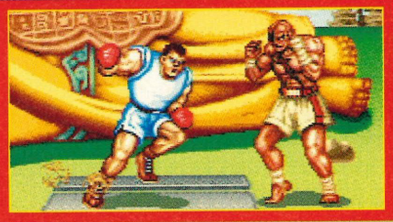
LEFT FOR A WHILE THEN RIGHT AND PUNCH.



Turn Punch

This punch becomes much more potent as you keep pressing the (power)punch button. Three times will give you the strongest hit.

KEEP PRESSING PUNCH.



Uppercut

The uppercut is a big hitting move which can stun a player out of the game. Balrog will use it at the start of big hitting combinations.

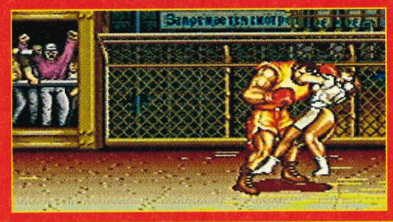
LEFT 2 SECONDS THEN RIGHT AND PUNCH.



Headbutt

The headbutt is a very costly move if you're on the receiving end. It takes up a lot of energy and is hard to shake off. You can but try to press L and R in an attempt.

RIGHT AND X.



Drop Punch

The drop punch is Balrog's only aerial move. It is used to good effect when being attacked from the air as well as open play.

UP, TOWARDS YOUR RIVAL AND PUNCH.



Right Hook

The right hook can be used again and again to link up punches in a combination. It is hard hitting, especially in large numbers.

PRESS THE R BUTTON.

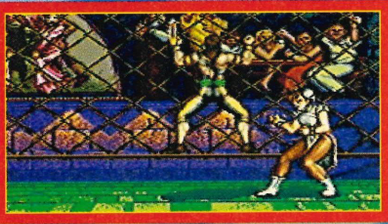


CHEATS

TEN STARS TURBO

When the "Turbo" screen scrolls at the start of the game, press the following on controller two. Down, R, Up, L, Y, B, X and A.
If the cheat has worked, you should hear the same noise which occurs when choosing a character. Now go to the title screen and move the cursor down to TURBO and push right. The stars should go up to ten; allowing you to play the game at top speed. Wild!

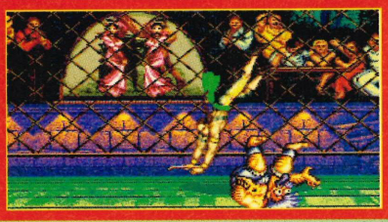
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Izna Drop

The Izna drop is one of Vega's fastest moves; darting so quick that you can't defend yourself in time to stop contact.

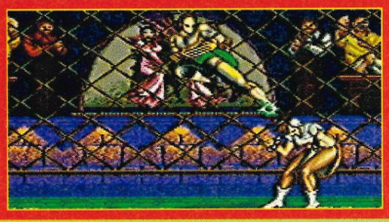
DOWN FOR A WHILE THEN UP AND KICK.



Izna Kick

The Izna kick is just as quick as the drop. Vega will fly around the screen before unleashing a huge kick and jumping clear of reprisals.

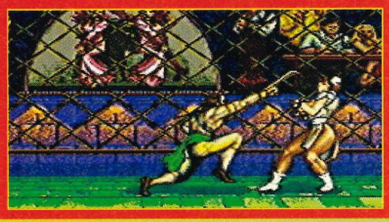
UP, TOWARDS OPPONENT AND L.



Barcelona

Vega will attack while dropping down from the top of the screen.

DOWN FOR A WHILE THEN UP, KICK AND PUNCH.



Claw Lunge

The claw lunge can be executed swiftly and in numbers. Three or four of these can be reeled off in quick succession.

TOWARDS OPPONENT AND B.



Low Lunge

Like the claw lunge, this move is best used quickly in a combination. It is quite easy to shake off with a good kick, so move with speed.

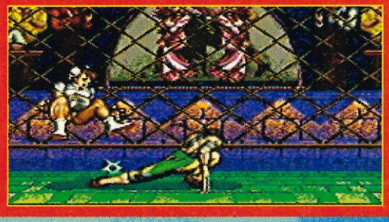
DOWN AND Y.



Crystal Roll

Crystal rolls can be used to get out of trouble as well as bombing the opponent's mid section. Like all of Vega's moves, this one is fast.

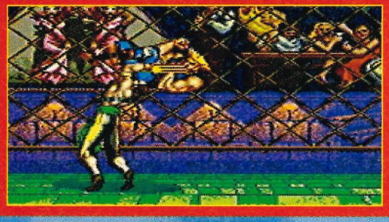
LEFT, RIGHT AND PUNCH.



Foot Sweep

The Vega ground footsweep should knock any fighter flat on his back. Use them repeatedly to win every time.

DOWN AND KICK.



Throw

Vega shows his strength with this devastating throw. Vega will grab you and throw you quickly if he can get close enough to do it.

GET CLOSE TO YOUR RIVAL AND PRESS L.







VEGA

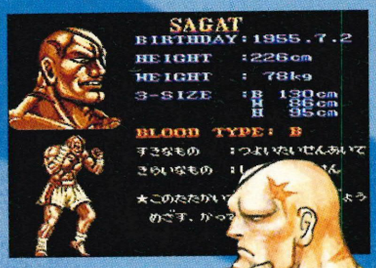
Vega is from Spain and if you are not careful he will cut you down like a Bullfighter and his prey. Vega is incredibly fit and moves like lightning before you can react. He is a very good kicker and his punches are given extra power by the steel claw that he wears. His special moves are executed with an attempt to confuse you and then punish you. Vega is a bit of a poser though, and when his vanity gets the better of him, he can relax enough for you to counterattack.

PLAY VS VEGA

Vega's speed will wear you down, but you must take your chances to attack. His weaknesses are that he leaves himself open to flying kicks and uppercut punches. Ken and Ryu's rising dragon punches will combat his aerial capabilities. If Vega can get close enough to the other fighter he will seek to grab them and slam them into the ground. This move will almost certainly stun the victim. He will then go in hard with his claw, cutting you to shreds before you can recover. If you are playing as a character with special fireball moves, this is an advantage. We've found the best way to defeat Vega is to wait until he lands from a jump, then perform constant flying kicks until he begins defending them. Then leap back and wait for another opening.

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SAGAT

Sagat is a former Street Fighter champion who is deadly enemies with Ryu. Sagat's size and reach make him hard to get close to, and he is not short on power and speed. Sagat does have one weaknesses however, when coming down from the execution of a Tiger uppercut, he can be hit for about a second with impunity. Sagat remains one of the toughest fighters to battle against and one of the hardest to ignore. The Tiger fireballs (above and below) are deadly as they come in quick succession. Sagat bears the scars of the last battle with Ryu, he waits for the return match.

PLAY VS SAGAT

Apart from Ryu, Chun Li also does very well against the size of Sagat. When Chun Li attacks with a lot of aerial kicks Sagat will use hundreds of Tiger uppercuts, so stay low. Chun Li, Guile and Ryu's long, low sweep kicks are perfect for knocking Sagat down, then you can leap up in the air and inflict a crushing blow while he is getting up. If you leave it too long, Sagat will recover and Tiger uppercut you to death. It's all a question of timing. Remember that Sagat can use his Tiger fireballs above and below, so if it's a low one, leap up to attack him. It is tough to stun Sagat, but plenty of small kicks, followed by medium ones should do the trick. Use Ryu for a real grudge match!

Tiger Shot

Sagat's main special move is his version of the fireball. Each ball takes plenty of energy, as well as leaving you very vulnerable.

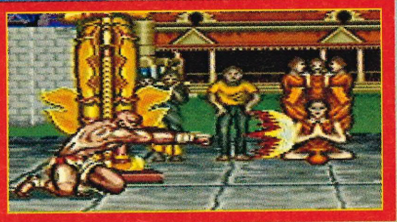
DOWN, RIGHT DOWN, RIGHT AND PUNCH.



Low Tiger Shot

The low Tiger shot is easier to jump clear of, but moves slightly quicker than the normal shot.

DOWN, RIGHT DOWN, DOWN AND KICK.



Tiger Uppercut

This is a very strong type of punch that should send you reeling to the ground. Sagat puts all his body weight into these moves.

RIGHT, DOWN, RIGHT DOWN AND PUNCH.



High Kick

Sagat is a tall fighter and thus he has a long reach. His punch is good enough, but this kick can reach the head of any fighter.

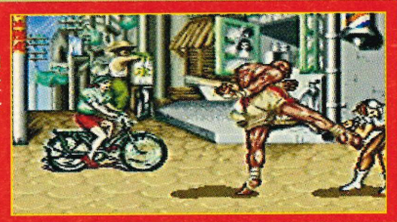
PRESS THE R BUTTON.



Low Kick

The low kick is the main kicking move that Sagat will use. Again, it has a long reach; making counter attacks difficult.

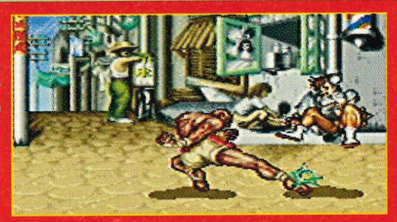
RIGHT AND B.



Foot Sweep

Sagat will often use the high kick, low kick and footsweep in one combination. With his tree trunk legs he will knock you to the ground.

DOWN AND B.



Throw

The throw is another important move to avoid when fighting Sagat. If he grabs you, he will toss you to the ground with some force.

GET CLOSE TO YOUR OPPONENT AND X.



CHEATS

DEATH STROKE MENU

On the level setting screen, press Down, R, Up, L, Y, B, X, and A on the second controller. This should bring up a death strokes menu.

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Flaming Torpedo

The most powerful move in the game will burn your rival up.

LEFT FOR A WHILE THEN RIGHT AND PUNCH.



Fiery Fist

Using these moves in a combination will stun and knock out any opponent if you're quick enough to follow up with a power move.

PRESS THE X OR Y BUTTONS.



Belly Flop

Often Bison will come down and just catch his opponent with his hand. Any contact from this move will result in loss of energy.

UP AND X.



Knee

Bison has to get in quite close to use this power move. A swift knee in the happy sacks will soon crumple any opponent.

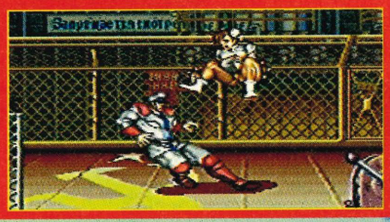
LEFT FOR A WHILE THEN RIGHT AND KICK.



Body Punch

Use this move in conjunction with the fiery fists to create a deadly combination. Bison's fists of fury will dent anyone's ego.

PRESS THE L BUTTON.



Sliding Kick

An excellent move that will either get you to your opponent quickly, or knock him off his feet. Another power-sapping move.

DOWN AND R.



Head Stomp

The head stomp is one of many alternatives when coming down from the top of the screen. Get it on target to cause lots of pain.

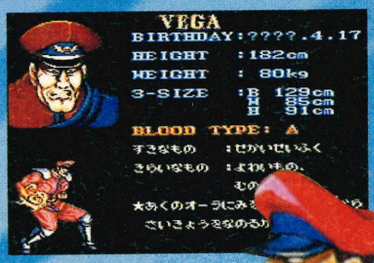
UP AND R.



Throw

Bison (as you would expect from the boss character) has the hardest throw of any Street Fighter competitor.

GET CLOSE INTO YOUR RIVAL AND L.







M BISON

Bison is the main man on the Street Fighter circuit and is the most hated and admired fighter who is certainly the biggest hitter. Bison regards himself as the King of Fighters and is not afraid to show people why. All his moves are power moves. Simply punches are turned into rock hard ones that can finish a fighter off within seconds. His head stomps and throws are lethal, and best of all is the dreaded flaming torpedo – a special move that will cut through any defence like a hot knife through butter.

PLAY VS BISON

Bison is the toughest character without a doubt. The flaming torpedo is a favourite starting move, so immediately get into a block to anticipate it. As King of the Fighters, Bison will frequently use his spinning kick and head stomp move when attacking, so you had better leap high enough to flying kick him. Leg sweeps followed by throws or lightning kicks are perfect, but always be prepared to block if you are laying into him as he is not stunned easily. Bison uses a radical haphazard mixture of moves to confuse and disorientate you, but stick to tried and tested combinations (Ryu and Ken are good for this) and you should be able to break through his defences.

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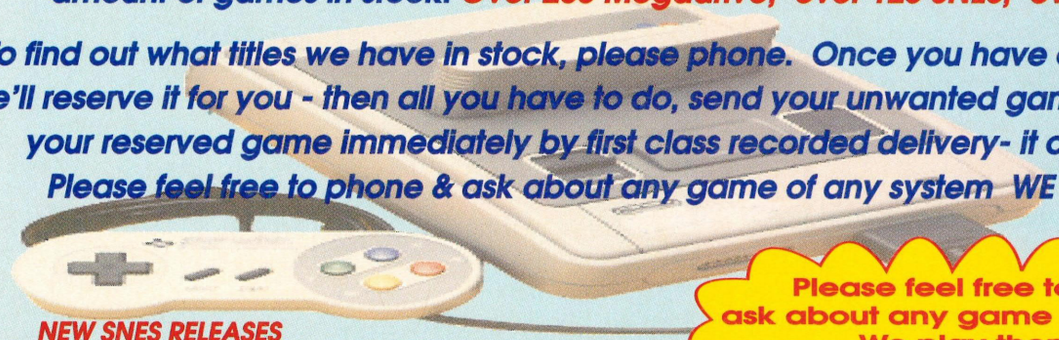
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SUPER NES — SUPER NES

NES — NES

GAME BOY — GAME BOY

BUSTERS

SUPER NES

ACTRAISER

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

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!

ADVENTURE ISLAND

NEW!

Level Select
Press Right button, Right button, X and Start on the title screen.

ALIEN^3

NEW!

Passwords
Stage 2 – `QUESTION`
Stage 3 – `MASTERED`
Stage 4 – `MOTORWAY`
Stage 5 – `CABINETS`
Stage 6 – `SQUIRREL`
End Squence – `OVERGAME`

ALIENS VS PREDATOR

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 02 – `HTDC`	Stage 03 – `CLLD`
Stage 04 – `LBKG`	Stage 05 – `XDDJ`
Stage 06 – `FXLC`	Stage 07 – `KRFK`
Stage 08 – `KLFB`	Stage 09 – `DDRX`
Stage 10 – `HRTB`	Stage 11 – `BRTD`
Stage 12 – `TFBB`	Stage 13 – `TXHF`

ARCANA

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.

BATMAN RETURNS

NEW!

Lives cheat
At the title screen, move the bat down to the options and press Start. On controller two, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Music will tell you if the cheat has worked. Using controller one, move down to the option that says "REST". You can now make your lives go up to nine.

BATTLE BLAZE

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

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

Power-up
To power-up Marcel LeBlanc to the maximum, select the "Continue Game" option and then go to "End".

BLUES BROS

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.

BUBSY THE BOBCAT



Level codes
Level 1 – JSSCTS
Level 2 – CKBGMM
Level 3 – SCTWMN
Level 4 – MKBRLN
Level 5 – LBLNRD
Level 6 – JMDKRK
Level 7 – STGRTN
Level 8 – SBBSHC
Level 9 – DBKRRB
Level 10 – MSFCTS
Level 11 – KMGRBS
Level 12 – SLJMBG
Level 13 – TGRTVN
Level 14 – CCLDSL
Level 15 – BTCLMB
Level 16 – STCJDH

CARL RIPKIN JNR



Championship game
To get to the championship game, enter the following code:
RCCJKJBDSPKDGGGFFRC

CONTRA 3 (US)

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

Character select
In two player mode, enter the code 9207. You can now match any characters against each other.

CYBERNATOR/ASSAULT SUITS VALKEN

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.

DRAGONBALL Z



Control all characters
Hold down Y, X, A, B, L, R, and rotate the D pad until you hear a shout.

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

F1 EXHAUST HEAT II



As soon as the notice screen is displayed, press the following:
Time configuration mode
Up, X, Right, Y, Down, B, Left, A, A and Start.

Car select mode
Up, Down, Left, Right, X, B, Y, A, A, A, A, A, A, A and Start.

F-1 Track Select
A, A, A, A, B (repeat 14 times) and Start.

Sound Test
L, R, L, R, L, R, L, R, L, R, L, R, R and Start.

Two player tank game
Y, Y, Y, Y, X, X and Start.

Breakout style sub-game
X, X, X, X, Y, Y and Start.

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.

FATAL FURY NEW!

Boss select
Pressing down on player two's joypad will allow him to be the guardians.

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.

GODS NEW!

Passwords
Temple – `SD1`
Labyrinth – `MGB`
Underworld – `BMH`

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

Change grid position
On the starting grid, press and hold Select and then press B. This will change the position.

JACKI CRUSH

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`

JERRY BOY NEW!

Level Select
When the game says "Push Start", press Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start for a level select.

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

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`

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

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

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

Final code
To go straight to the final between Los Angeles and Boston, enter the following code on the password screen: C42BWBG00P37LV9J

OUTLANDER



Infinite energy
Press Up, Left button, Right button, Up, B and A during the game.

PAPERBOY 2

Passwords
Route: 5738 Week 2
Route: 6479 Week 3

PARODIUS

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

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

PIPE DREAM



Lives code
Start on round D with maximum lives – 3P7DS1WSNDFPPP.

POPULOUS



Energy boost
At any point in the game, press A, B, then hold the Left button and press A and B again. Next hold Left button, Right button, A, B, X and Select. Go to swamp icon and press B.

PRINCE OF PERSIA

Passwords
Level 1 – BRNGBB9
Level 2 – MRG5L2X
Level 3 – B6+TWNN
Level 4 – 9Z3NRDX
Level 5 – LQHWTVR
Level 6 – CGKDBZ2
Level 7 – TH4Q++B
Level 8 – VXPNBY2
Level 9 – QLL!WHR
Level 10 – HWB93WX
Level 11 – 7F39R1B
Level 12 – H9TZD8N
Level 13 – 7TXF+9V
Level 14 – H+KX3L7
Level 15 – GZ9MRZJ
Level 16 – 84CPBC6
Level 17 – QQNL2PV
Level 18 – 4Q7TMHJ
Level 19 – QHJG!Q7
Level 20 – H8J12+Y

Q*BERT 3

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

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

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

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

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

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

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

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

Level select
Enter the password `MIMICHAN` to access a special test mode. You can now select your start level.

STARWING

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!

STREET FIGHTER II TURBO NEW!

Prevent special moves
When the Capcom logo appears, press Down, Right button, Up, Left button, Y, B, X and A.

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

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

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

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!

Lives cheat
When the screen is scrolling, press Up, Up, Down, Down, Left, Right, Left, Right for 13 lives.

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

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

Special Nintendo team
Select one player vs two player game then on the team select screen then press Start 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

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 STRIKE EAGLE



Mission passwords
Libya day – `066F87FH`
Libya night – `062H869D`
Gulf war day – `CGGG4724`
Gulf war night – `90B68G8C`
Korea day – `057F4902`
Korea night – `HF3H09H8`
Cuba day – `DF25449H`

SUPER SWIV



Level skip
Pause and enter the following to skip a level (L and R are both buttons on the top of your joypad).
Level 1 – R, L, R, R, L, L, R, L, R, R, L and L
Level 2 – R, L, R, R, L, L, R, R, R, L, R and R
Level 3 – L, R, L, L, R, R, L, L, L, L, R, R, R and L
Level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R and L
Level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L and L
Level 6 – L, L, L, L, L, R, L, L, L, L, L, L, L and R

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

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

Passwords
Level 1 – `Babs/Gogo/Montana Max`
Level 2 – `Plucky/Bookworm/Elmyra`
Level 3 – `Montana Max/Calamity/Shirley`
Level 4 – `Bookworm/Plucky/Babs`
Level 5 – `Gogo/Calamity/Lil' Beeper`
Level 6 – `Montana Max/Babs/Sweetie`

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

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

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

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

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

Level codes

Campaign 2	–	V63L9ØBD6
Campaign 3	–	V695FJCMJ
Campaign 4	–	V6?82P4B5

WAYNE'S WORLD



Level select
On the title screen, hold down X, Y, B, L, R, and Down. Then press Up. A level select will then appear in the bottom of the screen. Press Select to advance through the various stages.

WING COMMANDER

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

Codes

Wave 2	–	7G117
Wave 3	–	EGØ13
Wave 5	–	E4113
Wave 6	–	ZDIIX
Wave 7	–	IRIID

ABADOX

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

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

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

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

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
840967 – Ocean world
752053 – Volcano world
840137 – Sand world
225378 – Relic 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

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

Passcodes
Here's a selection of codes to get you further into the game.
Level 20 – ZTPZ
Level 40 – TX9W
Level 60 – YTKW

BURAI FIGHTER

Passwords
Stage 2 – BALL
Stage 3 – JOKE
Stage 4 – DOLL
Stage 5 – PAIL
Stage 6 – GOAL
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
955783 – level 2-1
637511 – level 2-2
148574 – level 3-1
786565 – level 3-2
920272 – level 4-1
799274 – level 4-2
344551 – level 5-1

CAPTAIN SKYHAWK NEW!

Level skip
Press A, B and up on the second controller to skip levels.

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

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 III

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

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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

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 II

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

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.

GI JOE



Passwords
Mission 1 – `PSON5XGZ4`
Mission 2 – `NSPN5DPZ`
Mission 3 – `N36HN5XGB`
Mission 4 – `5369N5XGG`
Mission 5 – `DRBJ0VD8H`
Mission 6 – `ZND39N5XF`

GOAL

Passwords
Use these codes to play in the various matches leading up to the semi finals and finals:
`GTXAREZC`
`GZHIKUIK` – Semi finals, England vs Brazil
`HTXAREZC`
`GZHIKUIL` – Final, England vs USSR

GODZILLA

Special passwords
Following are a number of special passwords and their effect:

`DESTROY ALL MONSTERS`	–	to fight all the monsters
`MONSTER Ø`	–	to fight monster zero
`START TO END`	–	to watch the end sequence

GOONIES 2

Password
For all Goonies and necessary equipment, enter the following password: `Z4G "!41 40" "KOK`

Extra equipement code
SugNY4wT!NUU!!uF

GRADIUS

Full weapons
Pause the game, and push Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. This will give you missiles, options and shield, but you can only use it once per game.

Continue mode
As soon as your last ship is destroyed, press Down, Up, B, A, B, A, B, A, B, A on controller one. You'll need to be on stage two or higher, and you'll also have to enter the code quickly.

GREMLINS 2

Stage codes
No matter what stage you want to get to, there's a code for it:
BVKH – level 1-2
DXNH – level 2-1
CGMW – level 2-2
NJDT – level 3-1
ZFPJ – level 3-2
SHMC – level 4-1
VLBB – level 4-2
NXRD – level 5-1

GUERILLA WAR

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.

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

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, 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

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

NEW!

Boost
For a power boost, enter this code: NTTMMNWLPPBDZ

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
892Ø – level 3
Ø7Ø5 – 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

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

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.

LEMMINGS

NEW!

Passwords

	Taxing level	Mayhem level
Level 1:	VSDGSJ	SJFHGD
Level 2:	HGSFDY	HDFTGS
Level 3:	WMQQDF	XCSFSD
Level 4:	PRTTMR	SHDYWR
Level 5:	RYVCTD	KRWQHJ
Level 6:	ZWKRBD	PDHJDN
Level 7:	FRRWNB	HPBFXX
Level 8:	WYPRHD	BZGSDT
Level 9:	PDKDJJ	MLYZTF
Level 10:	YPPSLG	FFDYSF
Level 11:	HWRWXQ	YYKSGS
Level 12:	DHYWKL	GLSHSL
Level 13:	VWYRTN	VLKSDH
Level 14:	XYHGXK	GTNGQQ
Level 15:	PLWJHL	JDFSDY
Level 16:	GKJXCZ	WRDFVH
Level 17:	DDBNDL	KDHGFT
Level 18:	JFGSJK	WQDTGD
Level 19:	NSDFSY	THRRSH
Level 20:	BDRMLN	LJJDJJ
Level 21:	JSDASV	KBGVXM
Level 22:	QWRTLR	SSHSJS
Level 23:	QHQLJS	LZTRYD
Level 24:	MRGHFW	VGXNFM
Level 25:	WHGXZL	ZQQPLM

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

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):

`ØØ5 737 5423`	–	WVBA minor champ
`777 8Ø7 3454`	–	WVBA major champ
`267 853 7538`	–	world circuit bout

ØØ7 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

Passcodes

Level 2	–	CnDo4Ø3sH
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:
1Ø3Ø7 – second match
3Ø7Ø7 – third match
Ø15Ø7 – fourth match
22ØØ7 – fifth match
721Ø7 – sixth match
115Ø7 – seventh match
424Ø7 – eighth match
626Ø7 – ninth match
6Ø2Ø7 – tenth match
223Ø7 – semi finals
128Ø7 – finals

POW

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.

ROLLING THUNDER



Passwords
Story 1, area 3 – 6426099
Story 1, area 5 – 1450064
Story 2, area 7 – 6609809
Story 2, area 9 – 3495242
Story 3, area 1 – 6692956
Story 3, area 2 – 4516110
Story 3, area 3 – 6396857
Story 3, area 4 – 4249741
Story 3, area 5 – 6916079

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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 warp to level 3 go to the first island and press B and A.

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



More money
LLLLLLLLLLL – $555,555
PPPPPPPPPPP – $888,888
QQQQQQQQQQQ – $999,999

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)

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

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 NEW!

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

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.

TRACK AND FIELD

Last day codes
US – `54HLPHJNI`
GB – `YAWWWHJ45`
France – `5ZHDPZJ2S`
USSR – `2M15PZJWS`

VIGILANTE

Level select
On the title screen, press, Up, Left, A and B to enter a secret level select menu.

WCW WRESTLING

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

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

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

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.

BATTLETOADS NEW!

Extra lives
Hold down A, B, Down and Start on the title screen to start with five extra lives.

BILL AND TED'S EX ADV (US)

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

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

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

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 100

BUGS BUNNY

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 100 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 II

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

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	BYMSFWR – stage 2–2
RGHTHND – stage 2–3	GDGMPLY – stage 3–1
TRYHRDR – stage 3–2	SPRYSKS – stage 3–3
CMPTRWZ – stage 4–1	CHPYBYS – stage 4–2
VRYHPPY – stage 4–3	GMBYQZD – stage 5–1

DAEDALIN OPUS

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.

DEAD HEAT SCRAMBLE



Level skip
To play any level, on the title screen, press B eight times, A eight times and B for as many levels as you would like to skip.

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.

Ø, 1	**Shotgun**	2, 3	**Machine Gun**	4, 5	**Pistol**
6, 7	**Grenade**	8, 9	**Heart**		

FACEBALL 2000

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.

GAUNTLET



Open doors
To open all the doors, stand in a safe place for 100 seconds and all the doors will open.

GHOSTBUSTERS 2

Guardian strategies
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.

HUMANS

Passwords

1 – `XXXX`	2 – `CVBM`	3 – `QWSD`	4 – `PLKP`	5 – `MNDV`
6 – `VBCD`	7 – `ZXVZ`	8 – `KJHR`	9 – `PYST`	

THE HUNT FOR RED OCTOBER

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

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

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.

MARIO TENNIS



Super service
Press A and B together for a huge rollercoaster of a serve.

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` Iceman: `A1, B4, C1, D2, 3`
Fireman: `A2, 3, 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

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

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

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

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

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

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

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

Passwords
Level 1 – WALL
Level 2 – IDEA

Level 3 – NOON

ROCKETEER

Level codes
Level 2 – 492629312
Level 3 – 435765818
Level 4 – 775545421

R-TYPE

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.

SNOW BROTHERS



Invincible
To become invincible, on the title screen press and hold Left, Down, A and B simultaneously, then press Start.

Map select
Hold Up, Select, B and then press Start.

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 – 331Ø-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

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

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

Cheat the clocks
As you play a level press and hold Select to slow down the circuit clocks.

TETRIS

Finish Quickly
To finish the game quickly, as the blocks fall press Select A and B simultaneously.

TINY TOONS

NEW!

Passwords
Level 2 – Space, Carrot, Space, Carrot
Level 3 – Melon, Space, Melon, Space
Level 4 – Pineapple, Pineapple, Melon, Melon
Level 5 – Melon, Melon, Melon, Space
Level 6 – Carrot, Carrot, Space, Space
Level 7 – Space, Melon, Space, Space
Level 8 – Space, Melon, Space, Space

Running Bonus Game – Carrot, Carrot, Carrot, Carrot
Mallet bonus game – Melon, Melon, Melon, Melon

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

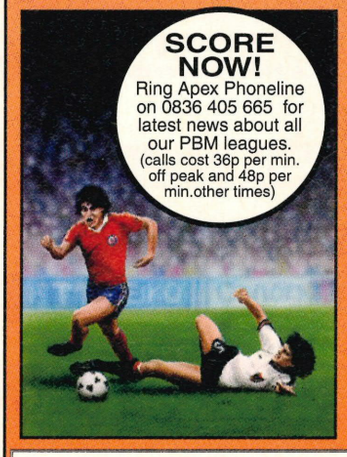
Passwords

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

HAVE YOU GOT WHAT IT TAKES?

DO YOU THINK YOU COULD DO BETTER THAN ALEX FERGUSON OR GEORGE GRAHAM? THEN TRY PLAYING THE ULTIMATE SOCCER GAME.....

THE APEX SOCCER LEAGUE -SAMPLED BY OVER 15,000 SOCCER FANATICS - FORMED IN 1987 - HAVE YOU GOT THE GUTS TO JOIN AND COMPETE?
" APEX PBM SOCCER" IS NO ORDINARY COMPUTER GAME, BECAUSE YOU DON'T EVEN NEED A COMPUTER TO PLAY IT! THAT'S RIGHT - UNLIKE NORMAL COMPUTER GAMES, YOU WILL BE PLAYING AGAINST **REAL** SOCCER FANS, LIKE YOURSELF, WEEK IN,WEEK OUT, JUST LIKE REAL LIFE SOCCER BOSSES.
AT THE MOMENT, WE OPERATE OVER 50 DIFFERENT PREMIER LEAGUES, WITH MEMBERS AS FAR AWAY AS NORWAY, AUSTRALIA AND MALAYSIA!
BUILD YOUR CLUB HOW **YOU** WANT - MAKE YOUR OWN TEAM PLAY LIKE WIMBLEDON OR A.C. MILAN - THE CHOICE IS **YOURS!**
JUST THINK FOR A MOMENT.....COULD **YOU:**
***IMPROVE RESULTS & MAKE YOUR CLUB RISE UP THE TABLE?**
*** BUY THE BEST PLAYERS FROM THE TRANSFER MARKET?**
*** LEAD YOUR CLUB TO GLORY IN THE FIRST SEASON?**
IF YOU'VE NEVER MANAGED A CLUB IN A POSTAL SOCCER LEAGUE BEFORE, YOUR'E MISSING OUT ON A WHOLE LOAD OF FUN! STILL UNCONVINCED? THEN READ WHAT OUR MEMBERS HAVE TO SAY ABOUT OUR GAME AND SERVICE.;



"Thanks for a first-class service and terrific entertainment" - **C.B. of Crew Cheshire;**
" The soccer leagues are a credit to you, keep up the good work" - **M.K. of Chelmsford, Essex;**
"Your presentation and imaginative ideas were excellent and I can't wait for the next blockbusting season" - **C.B.of Nottingham**
"Your soccer game has already cost me one night's sleep trying to figure out the best formation to play, but I guess that's really a compliment on how exciting the game is" - **I.W. of Arclic,Cheshire.**

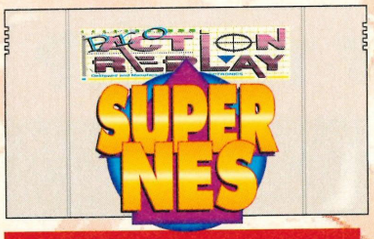
SO YOU SEE MANAGING A CLUB IN OUR LEAGUES WILL BE ONE OF THE BEST DECISIONS YOU'LL EVER MAKE. DON'T MISS OUT- TAKE PART AND EXPERIENCE THE THRILL OF SOCCER MANAGEMENT AND FIND OUT IF YOU'VE GOT WHAT IT TAKES TO BECOME A GREAT MANAGER?!

FREE OFFER- SAVE MONEY- ACT FAST!!
GET SMART -SEND OFF FOR THE STARTER PACK NOW AND SAVE £3.00 THAT WE NORMALLY CHARGE FOR MEMBERSHIP!

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XS CODES

Nowadays, it is much easier to buy a cheating device such as the Datel Action Replay or Hornby Hobbies Game Genie and enter codes, rather than waiting for push button cheats to be released. Codes are now available for almost every game on every Nintendo console – but the number of codes are growing at an incredible rate. In an effort to keep up, SUPER XS prints EVERY new code we can get our hands on. But we need your help!

If you've discovered any new codes, then let us know about it. Your code could be included in our hallowed pages with a chance to win a free cart for the best codes sent in every issue! We are also the ONLY magazine to feature the totally exclusive Datel code cards bound in the centre of this and the subsequent issue. Each card is specifically designed for you to carry around in your wallet until the time when you can whip it out and get infinite lives, weapons or energy for the hottest new games. No other magazine has the SUPER XS commitment to excellence that ensures you get the best cheats and tips as soon as they're discovered.

ACTRAISER

7E022E03: Level 3 houses for Fillmore.
7E023003: Level 3 houses for Bloodpool.
7E023203: Level 3 houses for Kasandora.
7E023403: Level 3 houses for Aitos.
7E023603: Level 3 houses for Marahna.
7E023803: Level 3 houses for Northwall.
7E028718: Maximum energy.
7E028618: Infinite energy.
7E002106: Infinite magic.
7E00E695: Infinite time.
7E001C02: Infinite lives.
7E001D08: 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.

ALIEN^3

7E15E264: Full energy on the flame-thrower.
7E10DA90: Weapon fire, but does not kill anyone.
7E10C604: Infinite flame-thrower.

AXELAY

7E0325FF: Invincibility
7E032901: Finish the level quickly.
7E005B03: 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.

BUBSY

7E0214XX: Level select, replace XX with 0-13.
7E009300: Stops the animation on the water.

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: First place 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.

FINAL FIGHT II

7E106D8D: Player one keeps energy bar at full.
7E11258D: Player two keeps energy bar at full.
7ED86399: Stops the time.
7E10A2FF: Player one starting lives.
7E115AFF: Player two starting lives.
7E105BXX: XX changes player one colours.
7E1113XX: XX changes player two colours.
7E1079FF: One hit to kill the enemy (player one).
7E1131FF: One hit to kill the enemy (player two).

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.
7E60E870: 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.

THE HUNT FOR RED OCTOBER

7E14D502: Infinite mines.
7E14E721: Unlimited stealth.

IMPERIUM

7E0AA805: Unlimited energy.
7E0A2F03: 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 Helicopter, Boat and Jet.
7E02E705: Infinite energy as James Bond Junior.
7E02E90A: Infinite grenades.
7E02E809: Infinite bullets.
7E033200: Invincibility in Helicopter, 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

7E052901: Infinite money.
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

7E0D2830: Unlimited time.
7E022606: Unlimited shields.
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

7E05080X: Change X to select your energy.
7E050A0X: Change X to select your energy bars.
7E050B0X: Change X to select your enemies energy.
7E050D0X: Change X to select your enemies energy bars.
7E062B0X: Change X to select the guard you wish to fight.
7E05190X: X alters the skill of that guard.
7E0476FF: Flick the Action Replay switch when you die to get back up again. Use with the codes below.
7E047022: Use with codes above and below.
7E05080F: Use with codes above.
7E020800: Speeds up the game.
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

7E185402: Infinite lives.
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.

STARWING

0BD2F4XX: Number of nova bombs to start with.
0BE2156B: If dead, stops and hovers.
0BE0E4D0: Full fire power.
1FD1466B: Stops all shooting.

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.

STREET FIGHTER II TURBO

7E0530B0: Infinite energy for player one.
7E0730B0: Infinite energy for player two.
7E18F399: Stops the time.
7E054C22: Player one burns when hit.
7E074C22: Player two burns when hit.
7E054515: Changes player one's colour
7E052D22: Player one has low jumps and special moves.
7E072D22: Player two has low jumps and special moves.
7E05D001: Player one needs to win one round only. Turn Action Replay on before the stage and then off before killing the opponent.
7E07D001: Player two needs to win one round only. Turn Action Replay on before the stage and then off before killing the opponent.
7E1C880E: Turbo Turbo edition!
7E05E609: Fast fireballs and sonic booms for player one.
7E07E609: Fast fireballs and sonic booms for player two.
7E05E801: Only special moves for player one.
7E07E801: Only special moves for player two.
7E05B300: Player one cannot be dazed.
7E07B300: Player two cannot be dazed.
7E05D300: Autofire for player one.
7E07D300: Autofire for player two.
7E05EA00: Allows player one to do special moves in the air.
7E07EA00: Allows player two to do special moves in the air.
7E05DC00: Player one always in Turbo colours.
7E07DC00: Player two is always in Turbo colours.

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 ALL-STARS

SUPER MARIO

7E172A05: Infinite lives for Mario.
7E173605: Infinite lives for Luigi.
7E07EB09: Unlimited time. Switch Action Replay off at the end of each level.
7E075606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO 2

7FFB02XX: Replace XX with required stage number.
7E075A05: Infinite lives for both Mario and Luigi.
7E07EB09: Unlimited time.
7E075606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO 3

7E073605: Infinite lives for Mario.
7E073705: Infinite lives for Luigi.
7E05F009: Unlimited time for both Mario and Luigi.
7E1DA263: Coins are always at 99.
7E0747XX: Replace XX with number to change Mario's image.

SUPER MARIO WORLD

7E0DC2C2: Takes Yoshi into the castle and ghosthouse.
7E0F4899: Allows you to go to the bonus stage after every level.
7E0F36FF: Maximum score.
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: Stops the timer.
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 (0=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: Invincible.

SUPER STRIKE GUNNER

7E023A03: Infinite lives.

SUPER XS CODES

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.

SUPER TURRICAN

7E04FB04: Infinite lives.
7E04FF0C: Unlimited energy.
7E05033D: Unlimited wheel time.
7E050A03: Infinite smart lines.
7E050909: Unlimited time to finish the level.

TEST DRIVE II

7E1C8619: Infinite lives.

THUNDER SPIRITS

7E1A9D03: 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.

UNIVERSAL SOLDIER

7E036403: Infinite lives.

WING COMMANDER

7E1D610F: Infinite fuel.
7E16910X: Change X for Infinite weapons. 4 – Gunfire, 5 – Heat seeker, 7 – Recognition or 9 – Friend or foe.
7E169107: Infinite missiles.
7E153D28: Infinite front shield.
7E15A964: Full weapons meter for your lasers.
7E154F28: Infinite rear shield.

WRESTLEMANIA

7E06EC30: Unlimited energy.

WWF ROYAL RUMBLE

7E06423A: Infinite energy.
7E021E07: You don't get counted out when you are out of the ring.

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: 70 Arrows.
7EF34332: 50 Bombs.
7EF36D50: 10 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: XX bombs.
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).

NES

THE ADDAMS FAMILY

01XX65C0: 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 Liquorice 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.

THE BUGS BUNNY BLOWOUT

0004280C: Unlimited energy.
00042903: Infinite lives.
00042AFF: Always have 99 carrots.

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.

GHOSTS N' GOBLINS

00071503: Infinite lives.

GODZILLA

00018C30: Infinite life energy.
00017830: Infinite power.

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 II

0006C01C: Unlimited energy.
0000A806: Infinite lives.

MEGA MAN III

0000AE03: Infinite lives.

MICRO MACHINES

00032103: Infinite lives.

OPERATION WOLF

00005009: Infinite bullets.
00005304: Infinite grenades.

PROBOTECTOR

00003203: Infinite lives player one.
00003303: Infinite lives player two.

RAD GRAVITY

00000509: Start the game with a gun.
0007900F: Infinite energy.

RUSH 'N' ATTACK

00002205: Unlimited lives for player one.
00002305: Unlimited lives for player two.

SIMON'S QUEST

00003103: Infinite lives.
00008030: Infinite energy.
00004999: Gives 9,950 credits (this should be enough to buy anything).

SMASH TV

0001CA05: Infinite lives for player one.
0001CB05: Infinite lives for player two.

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.
00075FFF: 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

00003C28: 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.
81F68C0: Unlimited energy.

Ø13FFAC1: Unlimited weapon energy.
Ø9XX69CØ: XX= Start level.

ADVENTURE ISLAND

Ø1Ø319C4: Infinite lives.
Ø87F22C4: Infinite energy.

ADVENTURES OF ROCKY & BULLWINKLE

Ø1Ø251DD: Infinite lives.
Ø1Ø357DD: Infinite energy.

ADVENTURES OF STAR SAVER

Ø2Ø3F4C5: Infinite lives.
Ø1Ø431C6: Always have the life rope.

ALIEN 3

ØAØX32C3: Start with a specific weapon. 1 – Prodder, 2 – Pistol, 3 – Pulse Rifle, 4 – Flame-thrower, 5 – Smart gun.
Ø8FF4AC3: Infinite energy.
Ø1Ø349C3: Infinite lives.
Ø43C45C3: Infinite ammo (with gun).

ALTERED SPACE

Ø4327CC2: Infinite air.

ASTEROIDS

Ø1Ø2ØBDC: Infinite lives.

BAD 'N' RAD

Ø1Ø323CD: Infinite lives.

BALLOON KID

Ø1Ø421DE: Infinite lives.

BARBIE

Ø1Ø591DD: Infinite energy.
Ø1ØX94DD: Start with X lives eg Ø1Ø494DD.

BART SIMPSON: CAMP DEADLY

Ø1Ø598C9: Float on air.
Ø1Ø292C9: Infinite lives.
Ø1Ø298C9: Infinite energy.
Ø1Ø594C9: Infinite boomerangs.

BATMAN

Ø1Ø3C7CØ: Infinite lives.
Ø1Ø4C8CØ: Infinite energy.

BATMAN: RETURN OF THE JOKER

Ø8ØA8AFF: Infinite energy.

BIONIC COMMANDO

ØØFF4BDF: Activate all protectors.
ØØFF4DDF: Activate all video receivers.
ØØFF4CDF: Activate all tools.
ØØFF4ADF: Activate all weapons.
Ø1Ø343DF: Infinite energy.
Ø2XX45DF: Start with X lives.

THE BLUES BROTHERS

Ø1Ø337C3: Infinite energy.

BONK'S ADVENTURE

Ø1Ø31ECD: Infinite lives.

BOULDER DASH

Ø4C7FØD7: Set timer to 199.
Ø1Ø362D7: Infinite lives.

BUBBLE BOBBLE

Ø1Ø9ØØC4: Gives you nine lives.
Ø1ØØC3FF: Zips to the next level when you activate the AR.

BUGS BUNNY II

Ø1Ø599C3: Infinite energy.
Ø1Ø8B8C3: Always have all the keys to complete the level.
Ø1XX99C3: Start with XX lives.

BURGER TIME

Ø1Ø246C3: Infinite lives.

CASTLEIAN

Ø1Ø316C5: Infinite lives.
Ø79912C5: Infinite time.

CASTLEVANIA II

Ø1Ø2C5C8: Unlimited lives.

CRASH DUMMIES

Ø16Ø84CØ: No time limit.
Ø1Ø58ACØ: Infinite lives.

DARKMAN

Ø1Ø38ACØ: Infinite lives.
Ø1Ø989CØ: Freeze the timer.

DIG DUG

Ø2Ø396C4: Infinite lives.

DOUBLE DRAGON II

Ø2Ø3AFC6: Infinite lives.
Ø83CB7C6: Infinite energy.

DOUBLE DRAGON III

Ø8BF27DF: Infinite energy.

DUCK TALES

Ø1Ø21ACA: Infinite lives.
Ø79611CA: Infinite time.

DYNABLASTER

Ø3Ø294FF: Infinite lives.

EMPIRE STRIKES BACK, THE

ØØØ589DA: Unlimited continues.
ØØ2Ø93DA: Unlimited energy for Luke.
ØØ2Ø94DA: Unlimited energy for Tauntaun.
ØØ2Ø95DA: Unlimited force power.
ØØØ196DA: Activate high jump.
ØØØ197DA: Activate levitate.
ØØØ198DA: Activate enhanced Light Saber power.
ØØØ199DA: Activate Graphic eye.
ØØØ19ADA: Activate fast run.
ØØØ19BDA: Activate reflect.
ØØØ19CDA: Activate enhanced Blaster power.
ØØØ19DDA: Activate force to health ability.

GHOSTBUSTERS 2

Ø1Ø4DFD9: Infinite lives for the tracker.
Ø1Ø4DED9: Infinite lives for the beamer.

GREMLINS 2

Ø1Ø2C5CØ: Infinite lives.
Ø1Ø8C6CØ: Infinite energy.
Ø1ØXA2CØ: Select level when you activate AR.

HIT THE ICE

Ø15968C6: Stop the timer.
Ø1Ø037C6: Player two's score is always zero.

HUMANS

Ø7C6EØCF: Stop the timer.
Ø1XX94CF: Level select.
Ø4ØC92CF: Always have 12 tribesmen.

INTERSTELLA ASSAULT

Ø1Ø28ØC9: Infinite lives.
ØAØ33CCC: Invulnerability.
Ø1Ø234CC: Keeps two orbs all the time.

JEEP JAMBOREE

Ø4Ø1CBC1: Always finish first.

KICK OFF

Ø731Ø4C9: Infinite time.

KID DRACULA

ØØØ4C8C8: Unlimited hearts.
ØØØ3C3C8: Infinite lives.
ØØØXC2C8: Sub-level select. Replace X with 0-4.
ØØØXC1C8: Level select. Replace X with 0-7.

KIRBY'S DREAMLAND

Ø2Ø589DØ: Infinite lives.
Ø1Ø686DØ: Infinite energy.
Ø1XX8ØDØ: Change background colour (XX is any value).
Ø1XX7EDØ: Alter fall speed (ØØ is slow – FF is fast).

KRUSTY'S FUN HOUSE

Ø1Ø3CFC4: Infinite lives (turn on during game).

KUNG-FU MASTER

Ø1Ø212DØ: Infinite lives.
Ø7Ø13CC7: Infinite time.
Ø85Ø17C7: Infinite energy.

LEMMINGS

Ø73BC3CØ: Infinite timer.
Ø1Ø31ØDD: Infinite builders.
Ø1Ø211DD: Infinite bashers.
Ø1Ø312DD: Infinite miners.
Ø1Ø313DD: Infinite diggers.
Ø1Ø3ØFDD: Infinite blockers.
Ø1Ø3ØEDD: Infinite bombers.
Ø1Ø3ØDDD: Infinite floaters.
Ø1Ø3ØCDD: 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

Ø2Ø3F9C3: Use with code below for infinite lives.
Ø1Ø22AC5: Use with code above for infinite lives.

MEGA MAN

Ø898A3DF: Unlimited energy.
Ø2Ø3Ø8C1: Unlimited lives.

MEGA MAN 2

Ø1Ø2E8CF: Infinite lives.
Ø2Ø3Ø8DD: Infinite lives.

MEGA MAN 3

ØØØ3Ø8DD: Infinite lives.
ØØØØAEØ3: Infinite lives.
Ø2Ø3Ø8DD: Infinite lives (alternative).

MICKEY'S DANGEROUS CHASE

Ø1Ø31DC6: Unlimited energy.

MISSILE COMMAND

Ø4ØF94CØ: Infinite left missiles.
Ø4ØF95CØ: Infinite right missiles.

NAVY SEALS

Ø1XXADFF: Gives you XX amount of ammo.
Ø2ØXC2C3: For X amount of lives.

NINJA GAIDEN

Ø1Ø29CCØ: Infinite lives.
Ø1Ø69BCØ: Infinite energy.

OPERATION C

Ø1Ø288C8: Infinite lives.

OUT OF GAS

Ø145DCCØ: Stop the timer.
Ø2Ø3E6CØ: Infinite lives.
Ø1Ø3F6CA: Flip poke switch to complete level.

PACMAN

Ø3Ø241D6: Infinite lives.
Ø3XX69D6: Start on XX level.

PAPERBOY

Ø1ØX25C4: Gives you X amount of lives.

PARASOL STARS

Ø1Ø46FD4: Unlimited energy.

POP-UP

Ø1XX8BFF: Level select.
Ø1XX8FFF: Start with XX lives.
Ø1XX8CFF: Start with XX waterdrops.
Ø1XX8DFF: Start with XX keys.
Ø1XX8EFF: Start with XX hammers.

PUGSLEY'S SCAVENGER HUNT

ØØØ496C1: Infinite hearts.
ØØ059AC1: Infinite lives.
ØØØ1C1C1: All boss characters only have to be hit once.
ØØFF41C1: Pugsley can always fly.
ØØFF41C1: Walk through middle door to finish game.
ØØØ141C1: Gomez is rescued.
ØØØ241C1: Mortica is rescued.
ØØØ441C1: Uncle Fester is rescued.
ØØØ841C1: Wednesday is rescued.
ØØ1Ø41C1: Granny is rescued.

Q*BERT

Ø2Ø533C5: Infinite lives.

RETURN OF THE SWAMP THING

Ø84ØC7C1: Infinite energy.

ROGER RABBIT

Ø1Ø6ØACF: Infinite energy.

ROLAND'S CURSE

Ø1XX9ØFF: Start level select, eg Ø1Ø49ØFF.
Ø1XXA8FF: Increases hit point capacity, eg Ø1Ø8A8FF.
Ø1XXA9FF: Energy level. Make the value of XX the same as the previous for full energy.

SNOW BROTHERS

Ø2Ø3EØC4: Infinite lives.

SPIDERMAN

Ø83Ø99FF: Unlimited web power.
Ø83Ø98FF: Infinite energy.

SPIDERMAN II

Ø1Ø3EØDØ: Infinite lives.
Ø8FFDFDØ: Infinite energy.

SPIDERMAN III

ØØXX79DØ: Number of muggers.
ØØØX43DØ: Replace X with the number of tries required.
ØØXX44DØ: Replace XX for extra spider power.
ØØFF41DØ: Turns bad guys into shadows.
ØØFF42DØ: Unlimited energy.
ØØFF3FDØ: Kills the enemy by simply touching them.

STAR TREK

Ø1Ø44ED1: Infinite lives.
Ø1ØX4FD1: Unlimited photons.

STAR WARS

Ø5ØAA3CA: Infinite continues.
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.
Ø10X10D0: Start with X level of shock absorber.
Ø10X11D0: Start with X level of speed.

SWAMP THING

Ø840C7C1: Infinite energy.

T2

Ø8E0BDDB: Infinite energy.

THE TERMINATOR

Ø8E0BDDB: Infinite energy.

TETRIS

Ø101A9FF: Stops the levels increasing.
Ø10XC2FF: Starts at X level.

THE FLASH

Ø103E5C0: Infinite lives.
Ø84870C1: Infinite energy.

TINY TOONS

Ø102C3C9: Infinite lives.
Ø102F0C9: Infinite energy.
Ø103F1C9: Infinite weapons for Bugs.
Ø103F2C9: Infinite weapons for Daffy.
Ø103F3C9: Infinite weapons for Porky.

TOM & JERRY

Ø1034ED5: Infinite lives.
043B1AD5: Infinite time (turn off at end of levels).

TOXIC CRUSADERS

Ø40AC3C0: Infinite energy for no-zone.
Ø40AC4C0: Infinite energy for major disaster.
Ø40AC5C0: Infinite energy for toxic.
Ø40AC6C0: Infinite energy for head banger.
Ø40AC7C0: Infinite energy for junk yard.
Ø3XXABCC: Replace XX with level number.

TURRICAN

Ø701C9C5: Infinite time.
Ø103FEC4: Infinite grenades.
Ø1030 1C5: Infinite mines.
Ø1030 4C5: Infinite power lines.
Ø103C3C5: Infinite buzz-saws.
Ø104DDC5: Infinite lives.
ØA0190C1: Constant force field.
Ø3XXACFF: Start level, where XX is the number.

TURTLES 2

Ø40CB3C7: Infinite energy.

WWF WRESTLING

Ø8A020C0: Infinite energy bar.

XENON II

Ø105D4C0: Infinite lives.
08122FC0: Infinite energy.

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, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF* and you could win a prize!



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 + C223-0DO7: 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-0DA9: 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.

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.

B9AO-AFO4: Always fight M Bison.
DDA4-A4O4 + 6DA4-A764: Always start on bonus 1.
DDA7-AFO4 + DDA7-A4A4: Always start on bonus 2.
5O3E-O4DF: Die after two hits.
893E-O4DF: 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.

BART VS THE WORLD

SZUNIPST: Infinite lives.
SXEVEKVK: Infinite energy.
OLKVNGEY: Infinite firecracker balls.

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.

CAPTAIN PLANET

EOPSZZ: Hit Select to be invincible on outside levels.
LAGKIS: Walk through walls on the inside levels.

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.

FESTER'S QUEST

OGIPEK: Invincibility.
LEGEIO: Change music.

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.

HYPER SOCCER

SZOOESSE: Infinite bonus points.

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.

KRUSTY'S FUN HOUSE

AEXIUPPA: Infinite lives.
GXKZPKVK: Infinite custard pies.

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.

PAPERBOY

AAKEZLPA: Infinite lives.
AEVPNLPA: Infinite papers.

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.

SPIDERMAN: SINISTER SIX

GXUKVVSE: Infinite energy.
GZESPKVK: Infinite web fluid.

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.
SZNOUNVK: 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.

TROG

XEPOZX: Mushrooms do not slow you down.
PEPOZX: Exit when four eggs are left.

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.

WWF WRESTLEMANIA

PESGOALE: 9 minutes in tornament.

ZELDA 2: ADVENTURES OF LINK

IAKOZIAI: Super jump.

GAME BOY

ALIEN³

FA7-68E-4C1: Almost infinite energy
ØAB-27E-E66: Start with ten lives.
FA6-92E-4C1: Infinite lives.
64A-3CA-19A: 100 shots per magazine clip.

ASTEROIDS

Ø13-15F-E66/Ø2: Start with 1/2 lives.
ØØ3-83F-3BE: Infinite lives.
Ø1C-B4D-F76 + ØØ3-9CF-3BE: Immunity to rocks.
Ø3F-19C-E62/Ø4: Start on level 3/4.
ØØA-7ED-3BA: No extra rocks on every level.

BARBIE GAME GIRL

FAA-A5C-4C1: Infinite hit points.
FAB-959-4C1: Infinite continues.

BATMAN: RETURN OF THE JOKER

ØA2-Ø7F-F7E: Nine continues.
ØØ9-96E-19E: Infinite batarangs on pick-up.

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-Ø2D-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.

TETRIS

2ØØ-65D-Ø87: Play word Tetris
24Ø-65D-Ø87: Play number Tetris.

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.

WWF SUPERSTARS

ØAA-67B-E6E: Both wrestlers have super punch.

XS SOS

DOCTOR M.

Welcome, gaming masses, to the greatest problem-solving pages in the history of popular media. Dr M has busted another collection of top titles this issue, to bring to you a share of his insight and genius. His mail bag has swelled to enormous proportions, but still he demands more tasks to keep his super intelligence busy. If you have a problem on any Super NES, NES or Game boy title, you too can write to Dr M and turn your anxiety into elation. Send your letters to Dr M at SUPER XS, *Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Don't delay, write today!

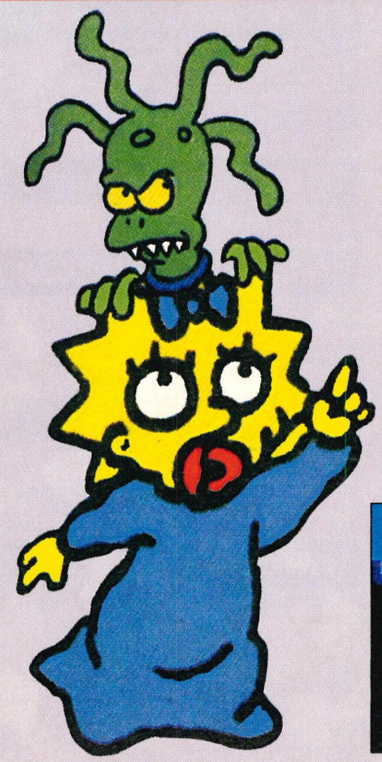
CENSORED



BART VS THE SPACE MUTANTS (NES)

APART FROM COLLECTING 15 COINS, ARE THERE ANY OTHER WAYS TO GAIN EXTRA LIVES?

E Bowens, Edlington Nr Doncaster

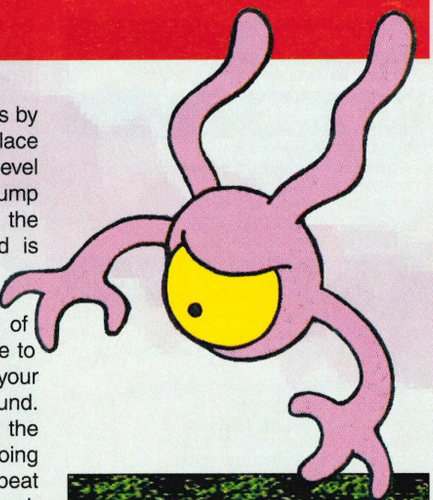


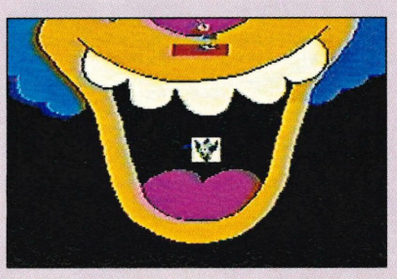
This certainly is a blast from the past. I remember busting this game while I was still in nappies, still, here is the answer to your query.

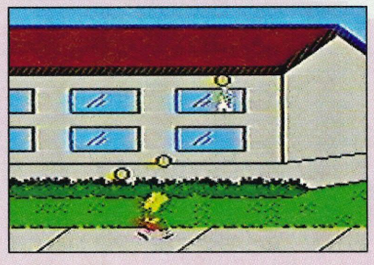
There are several other ways to gain extra lives in this classic *Simpsons* game. In level one, there are three little tricks to try.

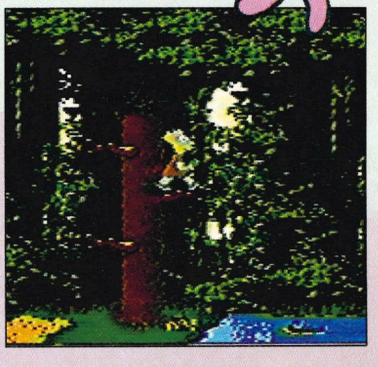
To get the first extra life, go past Moe's house and jump into the bush located just before the next house. A second extra life can be gained by jumping into the bushes on the skateboard section after you have collected the spray paint can. Jump in all the bushes until you come across the 1-Up. Another life can be gained in level one, by shooting a rocket at the "Kwik-E-Mart" sign.

It is true that you gain extra lives by collecting 15 coins, so the best place to do this is in Krusty's house in level three. Go past the big face and jump on the platforms. Stand still on the platform which the clown's head is above. After waiting for a while, coins will start to fall down; giving you the chance to gain plenty of extra lives. The other perfect place to load up on coins is at the test your strength feature in the fairground. Climb the ladder, then jump onto the ramp to make the bell ring. On doing so you will gain three coins. Repeat the move as often as you like to collect coins and boost your lives.





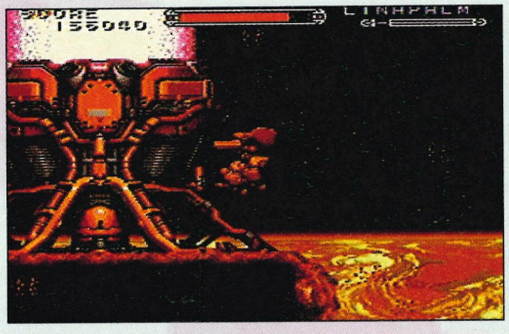




CYBERNATOR (SNES)

ON THE ATMOSPHERIC ENTRY STAGE, ONCE THE VERSIS HAS CRASH LANDED, I'M ATTACKED BY MAJOR BELDARK – BUT HOW CAN I KILL HIM?
Darren Davies, Gloucester

The simple answer is that you can't kill the Major! What you have to do however, is hold him off for a while until he can rescue his fallen comrade. Keep shooting him while he's flying around and when he launches a blue fireball at you, activate your shield to prevent any damage. Once you've hit him a few times (the best weapon to use is the Napalm Flame, obtainable by completing the first level without shooting anything except the reactor) he will fly off with the injured Rick, and you can proceed to the next level.





I'M STUCK ON THE SNOW STAGE! I CAN'T GET PAST THE WHITE AIRCRAFT... PLEASE HELP ME BEFORE I GO NUTS!
J Turner, Hebden Bridge

This is quite possibly the most difficult stage of the game. The fact that your Assault Suit is skiing makes it hard to control. The best method I have found is to stay in front of the planes while pointing back at them, jumping and using your rockets to stay above any laser bolts they throw at you. Staying behind a jet is asking for a barrage of bouncing bombs in your face! Again, the best weapon to use is the Napalm Flame, but if you don't have this, then Homing Missiles (as long as your supply lasts), the Lasers are also good alternatives. Once you have destroyed the aircraft, your suit skids to a stop and you can walk through the rest of the level as normal. I would note that this, like so many others, is an easy game. For a true genius, like me, there isn't a game invented that would tax my super brain.



MAGICAL QUEST (SNES)

I AM HAVING TROUBLE DEFEATING THE GIANT MAGGOT GUARDIAN AT THE END OF THE TREE TOPS LEVEL, CAN YOU TELL ME HOW TO DO IT?
Kirsty Taylor, Newquay



Yes Kirsty, I remember busting this game wide open many moons ago. The way to defeat the slippy maggot is quite simple. Firstly, grab the pink block and wait for the maggot to fall from the tree. As it does so, hurl the block at its head. This should send the oversized worm into a painful frenzy. Next, as it begins to lunge out at you, jump over its tail and land on its head. Every time you do this, a small section of its tail will fall off. These segments can be used as missiles if you can pick them up in time.

After the creepy maggot has lost most of his tail, it will start jumping towards you in a last ditch attempt to kill you. Defend yourself by running back and forth across the screen; grabbing a block as you go. Throwing these blocks at the maggot will inflict further pain, and after repeating this attack half a dozen times, the huge pile of fish bait will be defeated, hook, line and sinker.



PUGSLEY'S SCAVENGER HUNT (SNES)

HOW CAN I GET THROUGH THE CANNONBALL SECTION IN LURCH'S ATTIC?

Paula Ferrie, Manchester



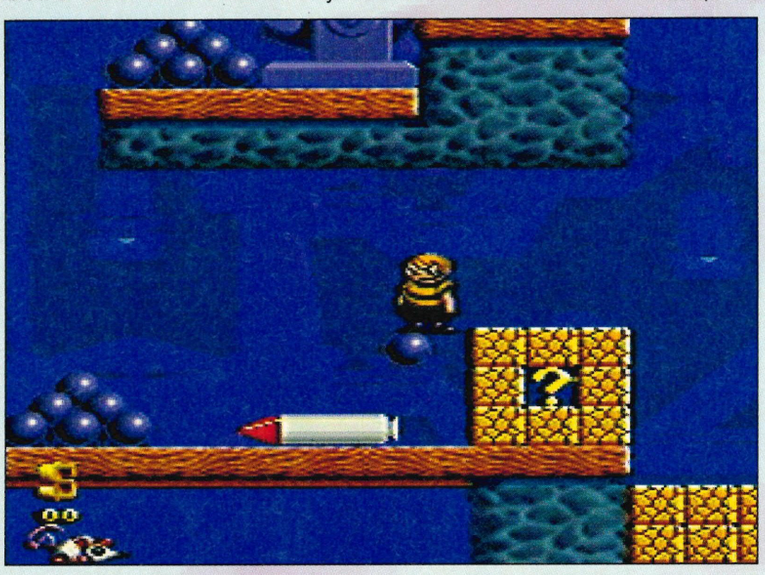
Well, Paula, this is indeed a big question, which deserves this full answer (see how hard Dr M works on your behalf?). The cannon section of *Pugsley's* is indeed a test for mere mortals such as yourself, but for Dr M this game did not expend a single brain cell (ha, ha – don't lie you old Fagin!).

At the start of the game, jump up onto the first main platform and kill the mouse. Then jump onto a cannonball and ride it to the right, to knock out one side of a square of blocks that hides a question mark within.

When you have collected the bonus, move over to the right to find a plunger. Operate it and it will blow up the set of blocks below, allowing you to go down and claim an extra life. Head back up to the main platform and leap on a missile. This will take you over to the left, where you should jump off to be on top of the cannon. Use a cannonball as it comes out of the cannon to bolster yourself up to the small ledge above. From here, you can rise up though the set of wooden beams above, treading careful to avoid the mice. On the third beam you will have to go to the extreme right, jump up and to the right to get to the top platform. Exit via the door to the left, but remember to crouch under the spikes.

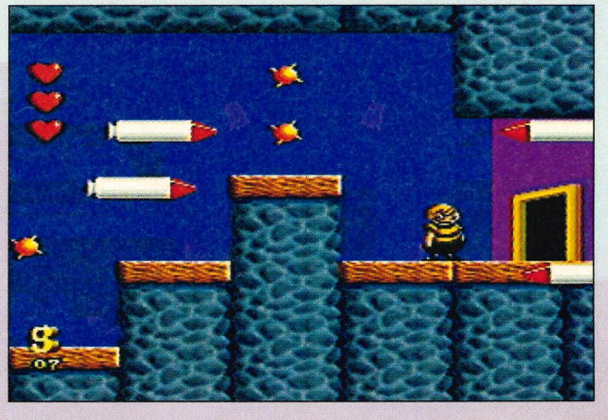
The next room contains a gap over to a plunger guarded by a mouse. Leap the gap, waste the mouse and set the plunger. This will blow up most of the blocks below, leaving only a few. Move onto those blocks and go to the far right. Walking into the wall, and pressing down will transport you two floors below. You will come out above a wall with a 1-Up behind it. To the left of the 1-Up is another cannon. Go over to it, and ride a cannonball back to knock down the wall. Only leap off the cannonball at the last second as it needs a certain amount of weight to drag it across to the wall at the right height.

On the platforms above, you will find a cannon pointing in the direction of another set of blocks. These blocks need to be blasted away in similar fashion to the others. Ride the cannonball right from the cannon, only leaping off just before the ball hits home. There are two walls to knock out at the left to get to a question mark. Once again, ride a cannonball right from the source, staying on it until it ducks under the platform above the wall. Repeat this to blast away the next wall and walk through the gap. Jump up to the platform above and onto the cannon next to a large stick of dynamite. Ride a cannonball to jump up to the gap above and to the left. From here, go left to exit to the next room. Watch out for a bouncing bomb just before the way out.



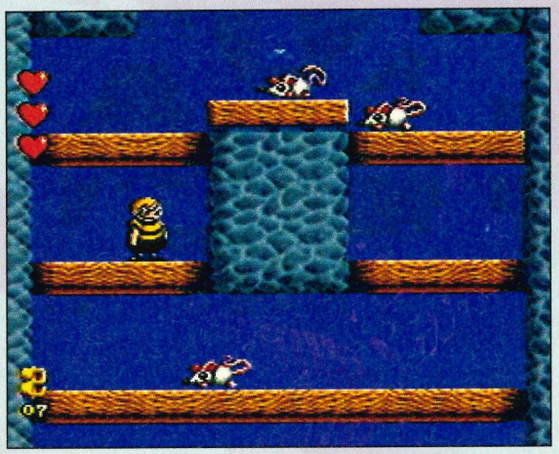
In the next room, you will start off at the bottom of the section. Go to the left and climb up the three wooden beams to find a cannon. Use a cannonball to leap up to the next platform above to find a plunger. Activate the plunger to destroy a wall on your right; allowing you to exit. The next section can be tricky. You will have to make your way right – avoiding the rockets and spiked balls – to reach the door to the next room. The best technique is to wait in the dips while missiles from the right pass overhead.

Wait for a clear opportunity and leap up, landing on a missile heading to the right. Ride the rocket and jump over spiked balls in this way, either landing back on the same rocket, or dropping down to the next dip. Continue this process until you reach the exit. Go quickly through the door as missiles will come from the exit to foil your escape.





The next section contains many enemies. Jump on the mice and dodge the exploding blobs. Make your way up past the exit on the left to climb the beams above. At the centre of these beams you will find a square platform. Walk into it from the left to collect an extra bonus. The exit is above. Go from the right of the next room, along the top beams, to find and operate the plunger. This



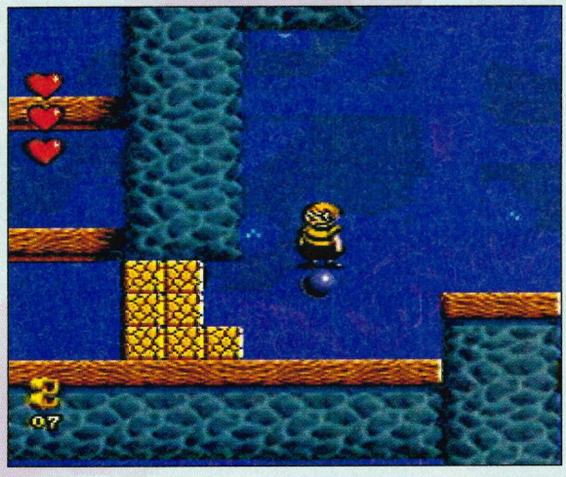
will blow up the nine blocks below, letting you go down to the cannon. Ride a ball, from its source, down to the left to knock away another block of nine bricks. You must ride three balls to demolish the blocks. Go through the gap and climb the three beams above, paying close attention to the mice and bouncing bombs as you climb. At the top, leap over to the right to collect the question mark. This will remove the blocks on the floor directly below, so that you can get to the hardest bit. Dropping through the gap, you will land on a platform standing on its own. To the left is a cannon, to the right is the blocks that need removing. In order to do this, you must ride a cannonball from the left, jump onto the centre platform from the ball and meet back up with the cannonball at the other side to continue weighing it down so that it will hit its target. On the platform halfway through, it is very important not to dwell.

When you have knocked the wall down, collect the question mark and head back to the cannon to collect the question mark there. These will remove the blocks below, letting you exit. Next, is another section with lots of rockets. Leap onto the beams above and go to the right and continue up. Here you will find a plunger to the right and a question mark on the next plinth to the left. Walk into the question mark to be thrusted up to the top beams. Drop back down to the plunger which will destroy the blocks to the left, revealing another plunger. This will remove the wall to the right; allowing you to exit. In the next section you will find a cannon near the entrance and platforms to the right that are covered by spiked balls.

Ride a cannonball to the right, leaping from it onto a clear platform to the right just before the ball hits the floor. Drop down from that platform, just to the right to collect loads of bonus dollars. Now wait for another cannonball to take you through the next section. Spiked balls are piled up from the floor up and from the ceiling down. Go through the gap; jumping onto the next platform. Take to the floor; jumping on your foe as you go, and stop at the next cannon. Stand about a beam's length to the right of the cannon and ride a ball down to blow away the floor blocks. Go down and activate the plunger, which will destroy the wall to the right. Go through and leap up onto the next cannon platform. Stand on the right edge of the beam and ride a ball. You will have to duck as you go through the centre gap between the piles of spiked balls, before hopping on to the next beam.



Jump on the enemies and find a question mark next to a huge pile of blocks. The question mark will remove most of them, leaving only a few for you to use as steps to the exit. In the next segment, ride a ball to reach the next platform. From there you will find two sets of floor blocks. Below the first are lots of dollars. The cannon to the right will help you reach these bonuses. The floor section to the right can be removed by jumping

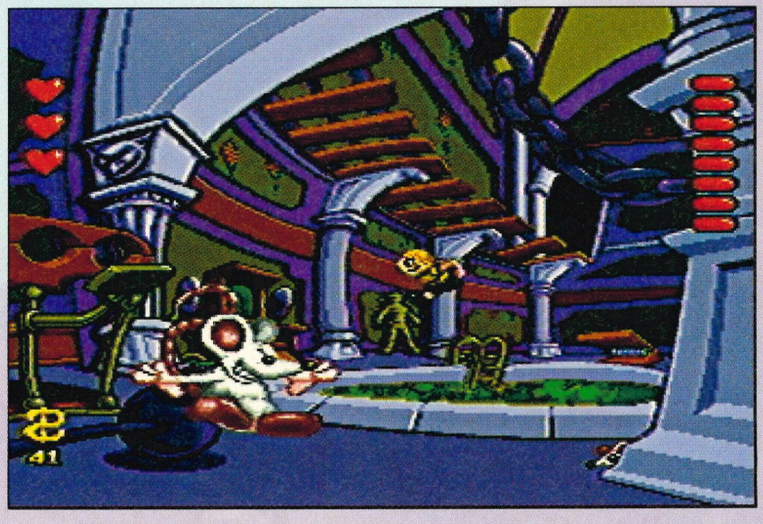


on the bouncing bombs and letting them explode on the blocks.

Through these floors you will find another cannon. Stand to the left of the small gap and ride a ball to blast through another wall to gain lots of extra bonus dollars, then exit above. We are nearly at the end of the level now. In this new room you will find a cannon below. Ride a ball to the end and jump onto the beams at the far left. The question mark above will open up the blocks below. There will be bouncing bombs, bats and mice to contend with as you follow the path right to the exit. The final room in this huge level will lead to the large mouse guardian. You must make your way over to the right fighting many enemies as you go.

Mice, bouncing bombs and missiles all come at you as quick as they can to stop you reaching the exit door. Use plenty of hopping and keep moving to reach the level guardian. The giant mouse guardian is simple to defeat. Just avoid the falling pieces of cheese and keep out of the mouse's screen leaping range. Jump on his head a few times to defeat him.





ACTRAISER (SNES)

FULL SOLUTION THIS ISSUE!

HOW CAN I GET PAST THE DEATH HEIM IN ACTRAISER

A Quigley, Newcastle-upon- Tyne



Death Heim is the final area that you will visit in the game. All you will find there are the eight final guardians. The first six bosses that you will encounter will be the final bosses of Act II in each continent. The difference is that they will be quicker and thus harder to defeat. You can fight



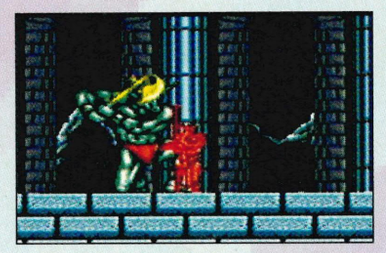
them by using the same techniques that thrashed them in Act II, but of course you will have to deliver those moves with more speed as well.

The first of the final two bosses will appear as a head floating in mid air. A storm of meteors will rain down on you from the top right. Stay in the bottom left corner of the screen and hop over any meteors that come your way. When the head starts to come down, move to one side of it and start blasting it with the projectile weapon that you will have been given. The guardian will then send out two energy bolts that will come out of its head in a rectangular pattern. If you're close enough, one of the bolts will go over you, the other will go under you. Stay in that all-important position and repeat the whole cycle until the guardian is



defeated. The final conflict with the end guardian is next.

The evil one is armed with three types of weapons. First come three sets of energy blasts. Each set will send a blast above and below. As they reach the middle of the screen they will cross. The way to dodge them is to move in front of the first set, so that



they will fall behind you. Move back so that the second set will fall in front of you, and then move forward again so that the last set drop behind you like the first. The second weapon that the boss will use against you is a single blast of energy that will fly across the middle of the screen. Simply duck to avoid contact with it.

Finally, comes the most difficult weapon to avoid. Two sets of energy bolts are sent to cut you down. The first blast will be unleashed at the bottom of the screen, while the second is sent from the top. Duck and fire the projectile weapon to knock out the the first two and then jump and fire to take out the top two. To finish the guardian off, go for the blue centre of his body. The blue orb can only be hit when his hands are down, which is the same time that the guardian releases an energy shot across the screen. Magic can be used to finish him off, although it is possible to dodge the bolt and get a shot in before his hands go back up. Either way, he will be defeated and the end titles will role. For a full solution to *Actraiser*, turn to page 42.













STREET FIGHTER II (SNES)

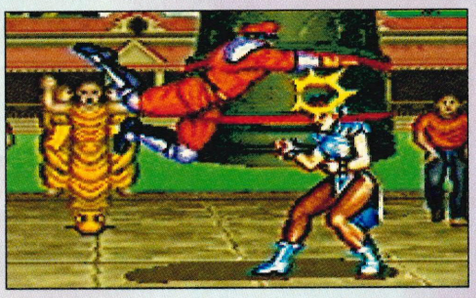
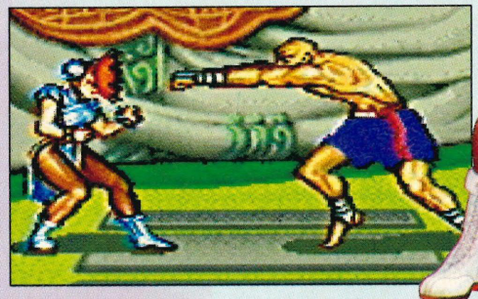
CAN YOU TELL ME HOW TO BE ONE OF THE BOSSES?
Micheal Davonport, Middlesex



Well master Davonport, that is a very interesting question, which unfortunately does not have an answer just yet. It is impossible to play as one of the bosses in *Street Fighter II* (apart from Action Replay). The only thing that I can suggest, is that you scrape together all you pennies and buy *Street Fighter II: Turbo Hyper Fighting*. It is possible on this excellent up-grade, to play as any of the familiar bosses. For the full story check out our amazing guide to the Turbo edition in this issue.

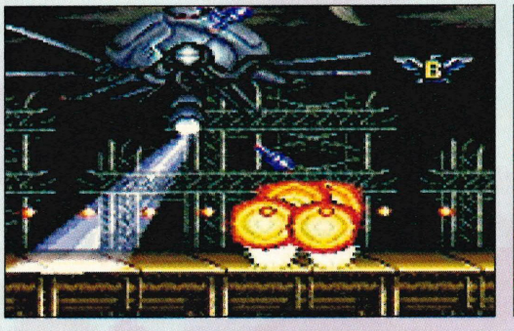




SUPER PROBOTECTOR (SNES)

FIRSTLY, MY FRIEND TONY TELLS ME THERE IS A CHEAT THAT ENSURES VICTORY IN *SUPER PROBOTECTOR*, WHAT IS IT? AND SECONDLY, HOW CAN I DEFEAT THE THIRD GUARDIAN?
Duncan Rothman, Droitwhich





Your mate Tony is absolutely right. There is a rather special cheat to guarantee a successful outcome to the game. In level three, you will have climbed to the top of a huge structure and been rewarded with a flying weapon power-up. You will then continue right when the Birdman's floating fortress appears. Position yourself as far left as possible and begin to shoot right. Find some ingenious way of holding down the fire button on your joypad, as the full affect of the cheat will only take place after a couple of hours. Perhaps you could read the rest of this wonderful issue of SUPER XS for instance, or help your mother with the housework, thus directing her attention from the console which you have left on.

When you return after two hours, you will find that your chores have not been in vain. You will have scored an absolutely obscene amount of points and will have collected a maximum of thirty continues. Amazing, eh?

I will now answer the second part of your double-edged question. Start off by jumping up to the top left part of the ceiling area and shoot the brown robot in a diagonal direction. As it begins to walk near, quickly move across to the other side of the ceiling and keep on shooting. It will only jump up when it is nearly below you. Big Fuzz shoots flames clockwise which can be dodged by running in front of them until you are above the head, then dropping down. Keep using this process and shoot the head when the flames stop. When the time bombs are planted, rush to the opposite side of the room where the flames will be unable to reach you. Finally, attack the head as Fuzz looks around and it will not take long for victory to be yours.



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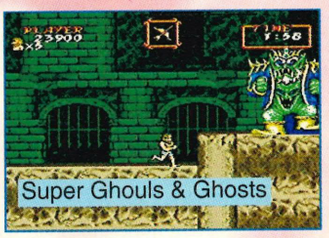


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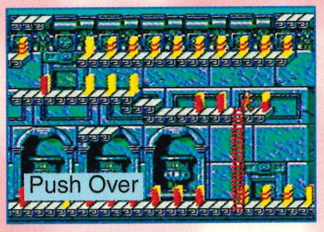


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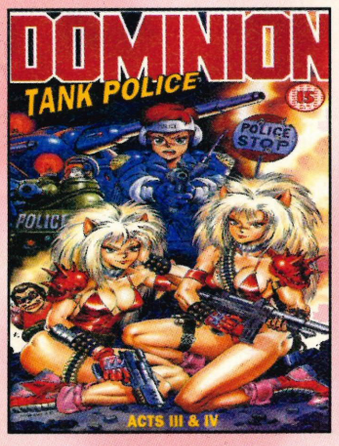


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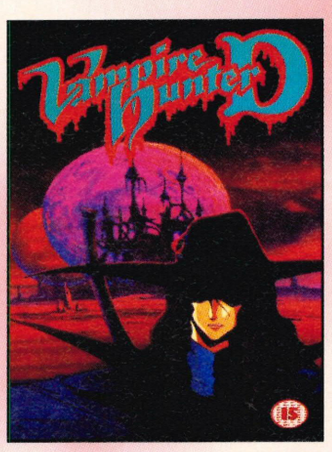


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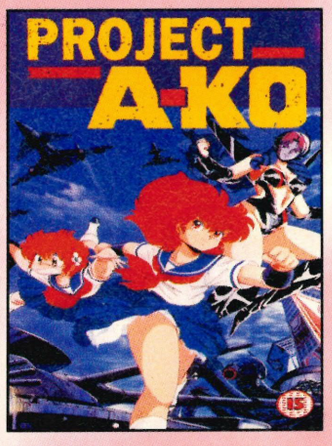
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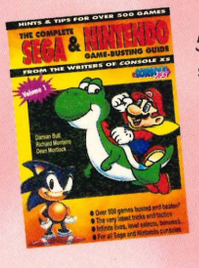
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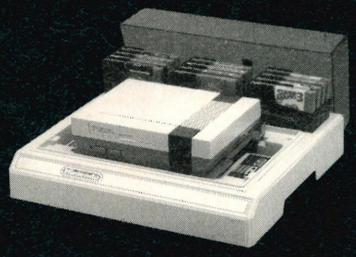
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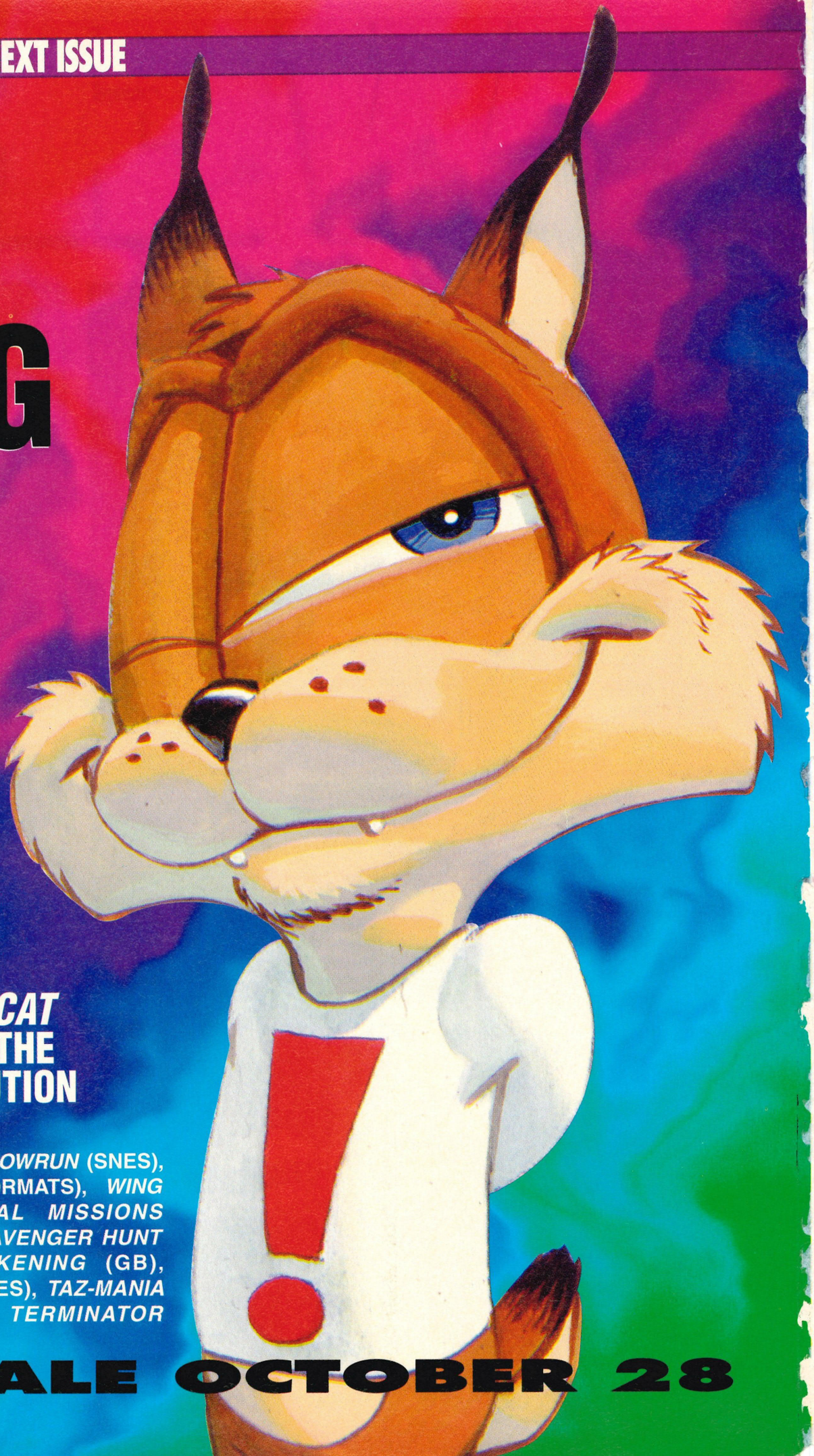
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ALSO FEATURING: *SHADOWRUN* (SNES), *JURASSIC PARK* (ALL FORMATS), *WING COMMANDER: SPECIAL MISSIONS* (SNES), *PUGSLEY'S SCAVENGER HUNT* (SNES), *LINK'S AWAKENING* (GB), *LETHAL WEAPON* (GB/NES), *TAZ-MANIA* (GB), *ROBOCOP VS TERMINATOR* (SNES)... AND MORE!

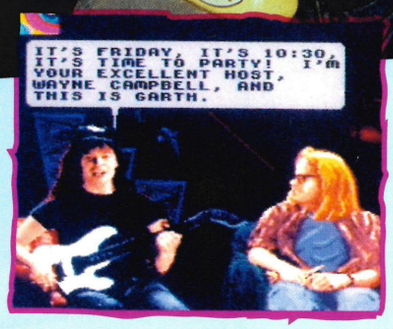
ON SALE OCTOBER 28

I'M YOUR EXCELLENT HOST, WAYNE CAMPBELL AND WITH ME, AS ALWAYS, IS GARTH...



NOT!

GARTH HAS BEEN KIDNAPPED! NO WAY, YOU SAY? **HWAY!!** AND NOW YOU, WAYNE CAMPBELL, MUST RESCUE YOUR EXCELLENT SIDEKICK FROM A FATE MOST UNBECOMING! ARMED WITH YOUR MIGHTY **GUITAR** AND THE POWER TO **SCHWING**, YOU MUST BRAVE THE PERILS OF THE MUSIC STORE, DONUT SHOP, NIGHTCLUB AND SUBURBIA. THERE YOU WILL SPAR WITH SUCH DWEEBOIDS AS MONSTER BAGPIPES, ACCORDIONS AND KAZOOS (SHYEAH RRIGHT!), DONUT DEMONS AND DEADLY DISCO BALLS (AS IF!), HAIR-WHIPPING HEADBANGER AND THE STRANGE **PSYCHO HOSE BEAST** (WAY!) ARE YOU WORTHY TO FACE THIS MEGA-CHALLENGE WITHOUT BLOWING CHUNKS THEN **PARTY ON**, MY FRIEND, TO THE MOST EXCELLENT FINISH!



THIS IS NO DREAM SEQUENCE, MY FRIEND.

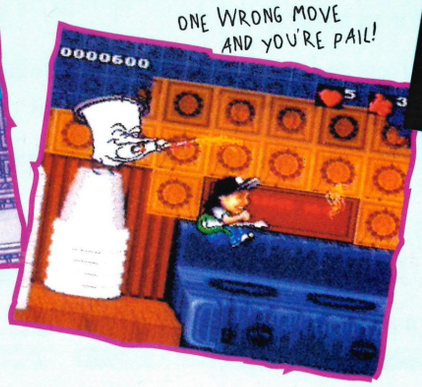
WHOOA! BARRY MANILOW FLASHBACK!

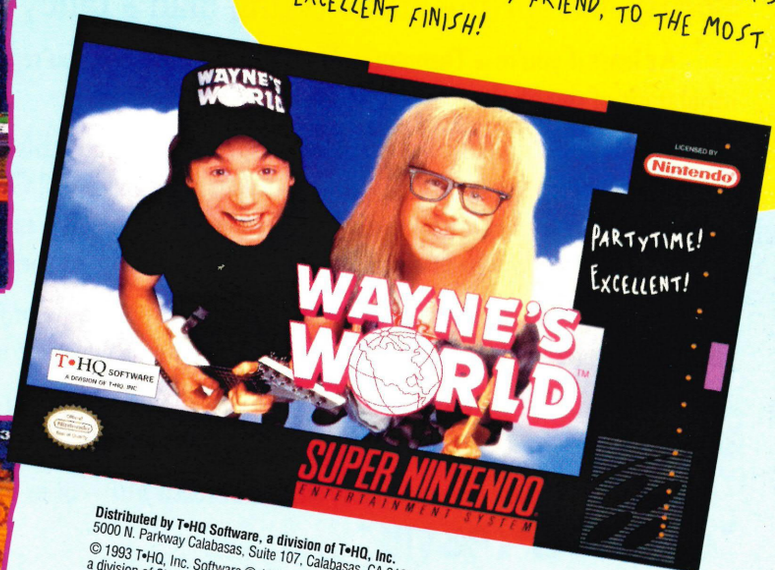


HE SHOOTS, HE SCORES!



ONE WRONG MOVE AND YOU'RE PAIL!





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Official Nintendo Seal of Quality

THE ULTIMATE PARTY ANIMAL IS HERE!



Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR/&*(%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

"A cracking racing game... a treat to look at!"
Snes Force 86%

T•HQ International

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

Coming Soon for GAME BOY

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DATEL CODE CARD

ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS



STREET FIGHTER II TURBO

Instead of different games this issue, we thought it was time to give you, the readers, the full complement of *Street Fighter II Turbo Edition* codes. With these codes you can engulf player one in flames when touched and even change the player's colour!

DATEL CODE CARD

ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS



STREET FIGHTER II TURBO

So here we go with the standard infinite energy codes for both players, as well as the highly useful time stop code for when you are in competition mode. Using these exclusive Datel Action Replay codes, you can see all the special ending screens!

DATEL CODE CARD

ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS



STREET FIGHTER II TURBO

These codes enable player one to win the match after only one round, give even faster fireballs and sonic booms, but most of all – you can play *Street Fighter II* in Turbo Turbo mode with a hyper fast code that makes it ten times faster than normal!

DATEL CODE CARD

ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS



STREET FIGHTER II TURBO

Another round of classic Datel codes. Carry this card around and you can instantly have ONLY low jumps and special moves for both players. The last code allows player one to win only one round to beat any opponent.

DATEL CODE CARD

ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS



STREET FIGHTER II TURBO

Sonic Boom! Whip out this handy Datel card and your player will never be dazed in a fight! That means no power throws to finish you off, or a face full of lightning kicks when you can do nothing about it. It also gives you autofire for player one.

DATEL CODE CARD

ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS



STREET FIGHTER II TURBO

The first code on this card allows you to have instant fast fireballs and sonic booms that will daze an opponent in seconds. Then, if you fancy a challenge, why not play the game with only special moves in operation. Are you 'ard enough?

DATEL CODE CARD

ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

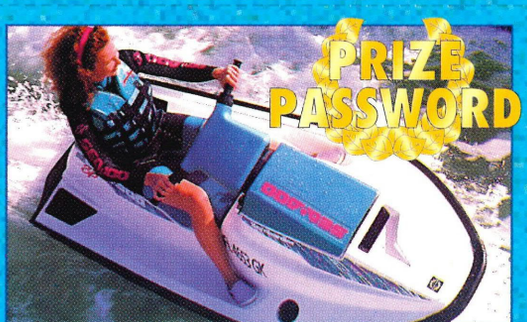


STREET FIGHTER II TURBO

Now this is really mega! The following codes will allow either player to perform any special moves (Fireballs, Dragon punches, Lightning kicks etc) in mid air! There is also the chance to play both characters in their Turbo colours for added confusion.

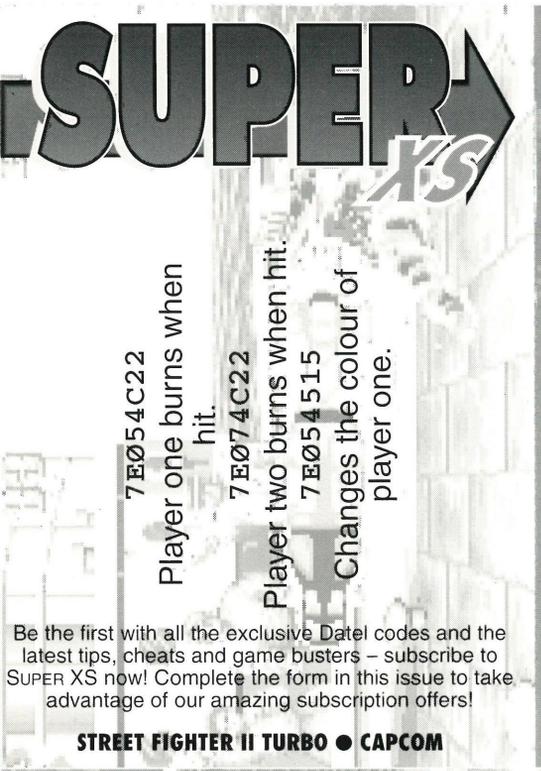
WIN A JET SKI!

SUPER XS



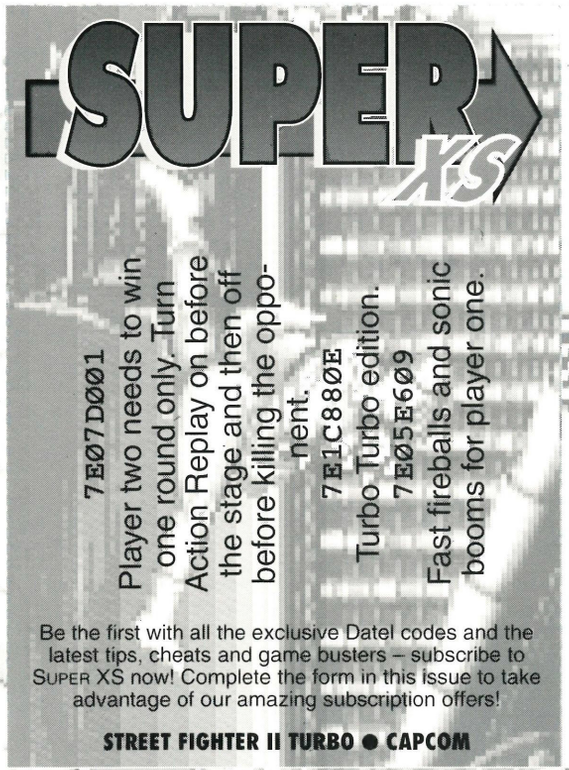
0891 445 955

Win this fabulous jet ski worth £5,000 with SUPER XS and SEGA XS in the biggest competition ever run by a console magazine! This incredible once-in-a-lifetime prize comes with a trailer and features a 580CC Bombardier-Rotax engine capable of 45MPH!



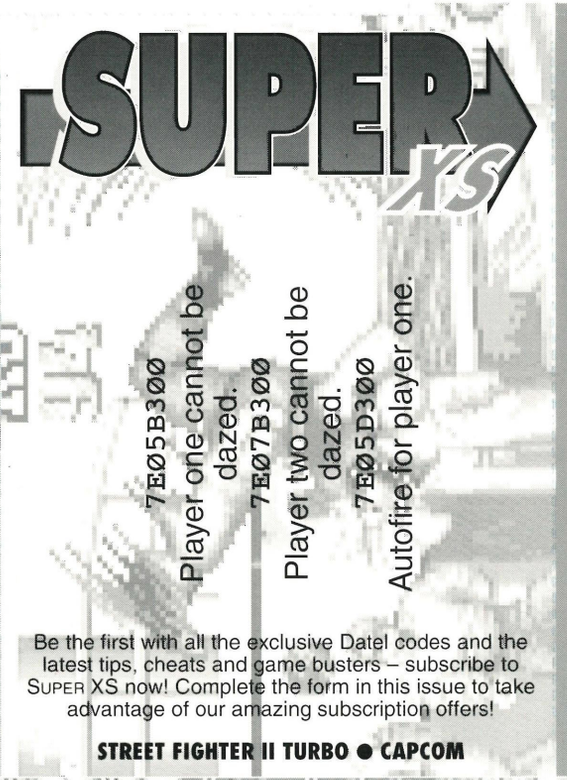
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STREET FIGHTER II TURBO ● CAPCOM



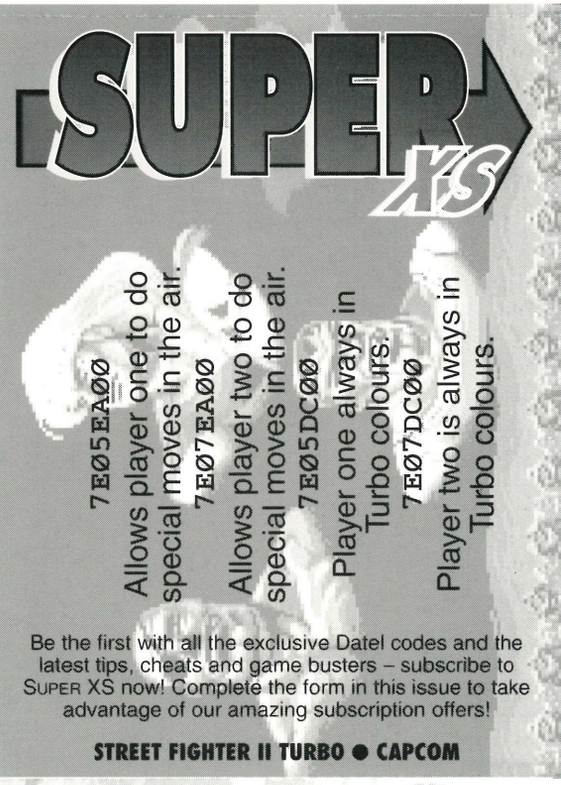
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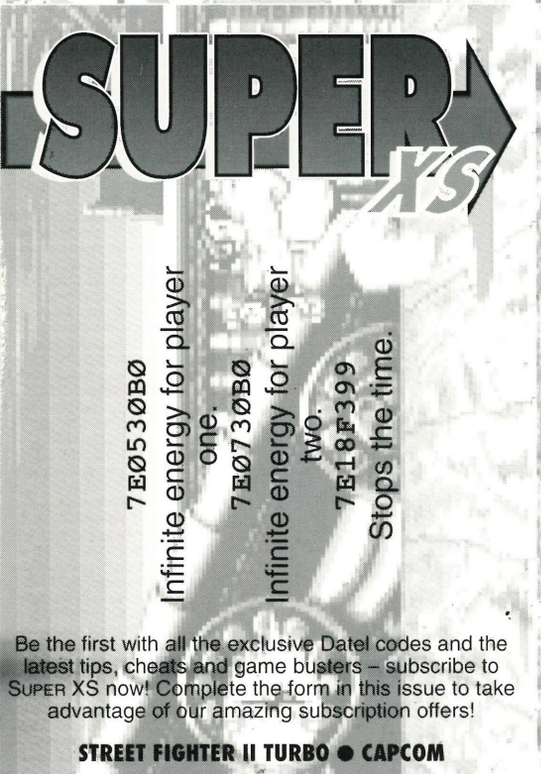
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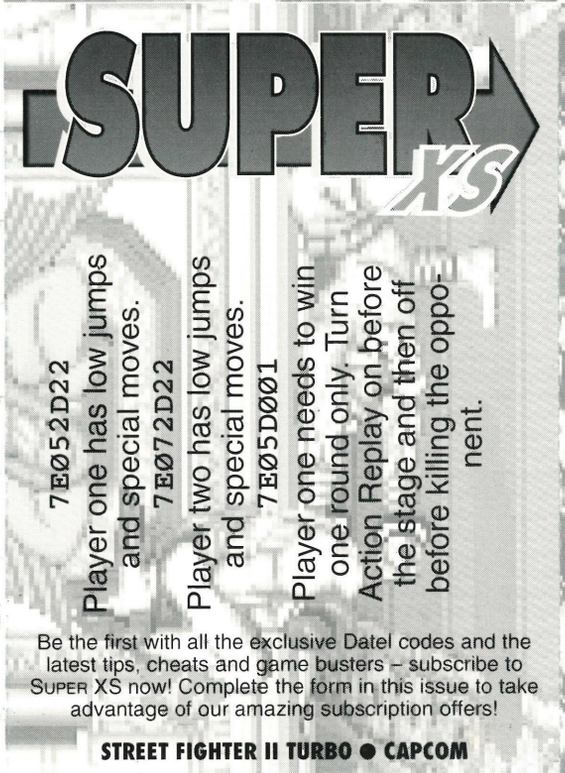
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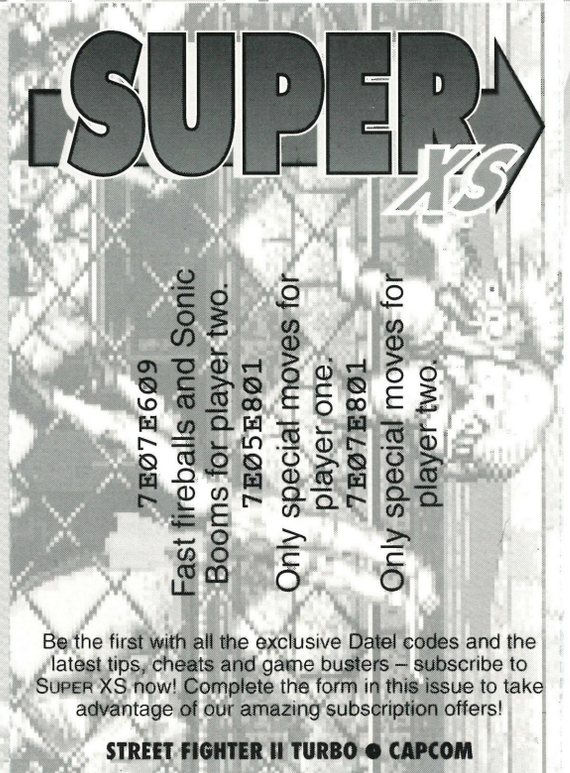
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