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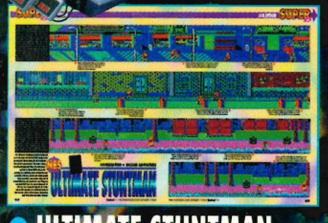

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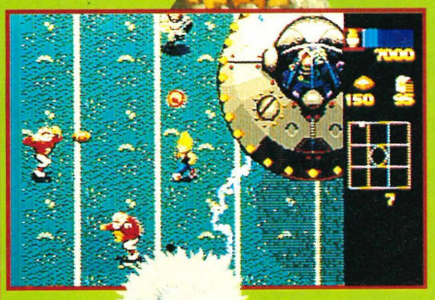





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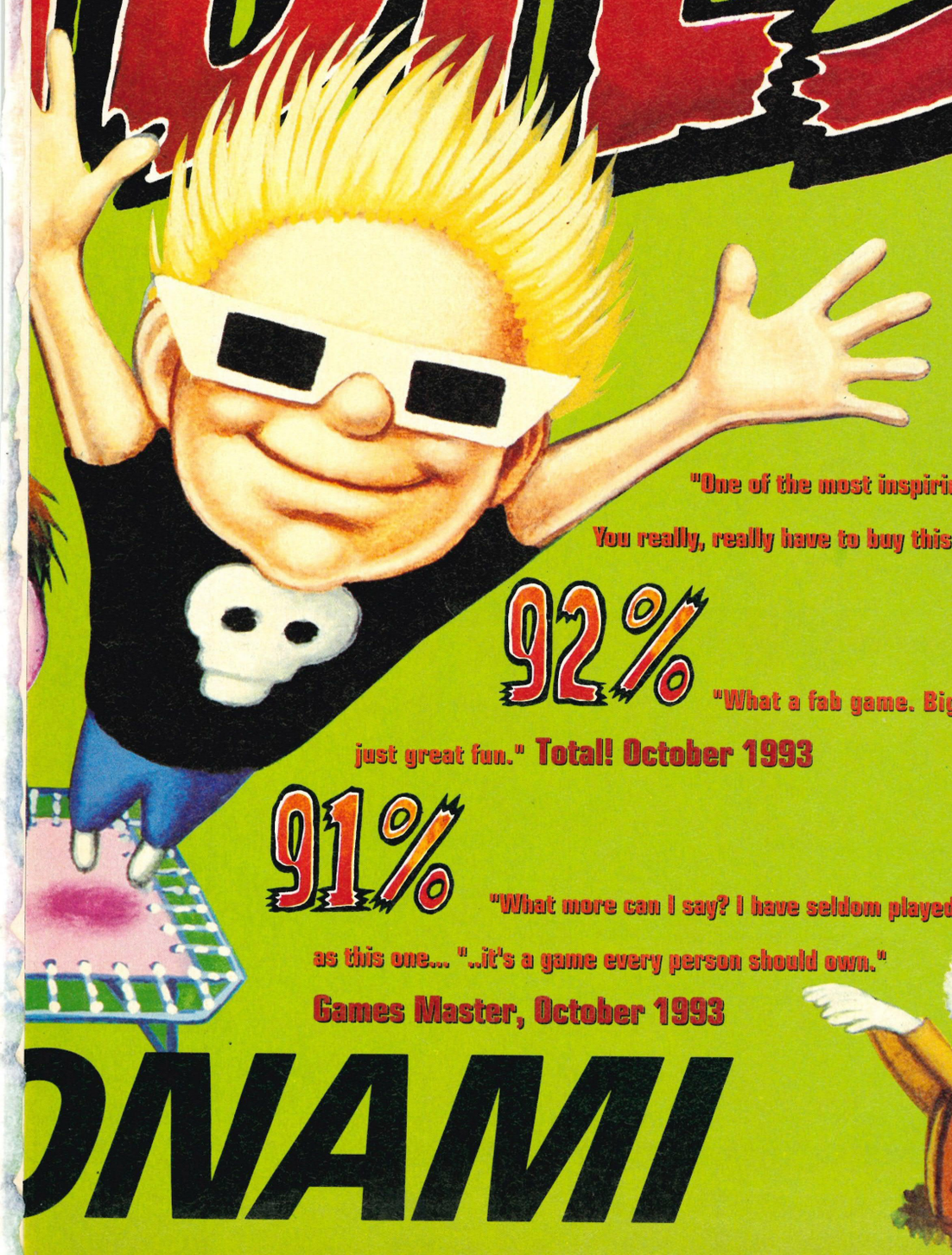



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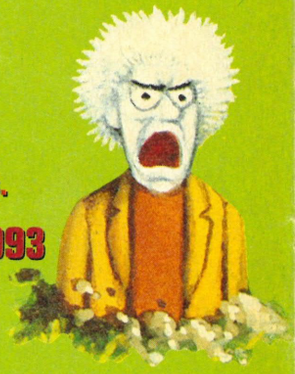

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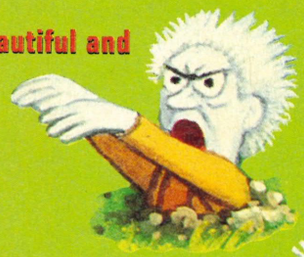

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Games Master, October 1993



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SUPER XS



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

Last word. Your arse, my face!

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DAMIAN BUTT

For a supposed "pillar of the establishment", our Dame's been remarkably slack in his civic duties of late. First there was the remarkable case of the delayed rent (he, of course, blamed his brother), followed by the amazing unpaid telephone bill (again, Ryan got the blame). Not that Damian cares – he's got a mobile phone now!



ANDY McDERMOTT

When not wittering on about *Star Trek* or Janine Turner, Mr Designer has found a new topic with which to bore the staff – his car. The leaky windscreen, the luminous Glastonbury '92 sticker, the ludicrous amount of welding that it required to get through the MoT – it never ends. The irony is that he only ever uses it to go round the corner to Asda.



CAROLYN RATCLIFFE

Cabs is on the move – after years of being a student (and acting like one) living in rented accomodation, she's putting her foot firmly on the property ladder and buying a flat. Oddly enough, it's in the same building as Andy's abode – she must want to go to Asda by car... By the way, if you want someone to blame for the rain, she's your woman.



SIMON YOUNG

A classic example of how appearances can be deceptive – innocent looking Si somehow managed to wangle his way onto a recent corporate blag at a posh hotel, where he took advantage of the free beer, told a rival publisher exactly what he thought of his latest launch and woke up in bed with SegaPro's Jason Johnson, to Si's horror (and our amusement)!



NEIL ARMSTRONG

A man of many talents, our Neil. A novelist, a songwriter, a collector of anything and everything to do with Prince... but not, mysteriously, a master of playing the non-Action Replay compatible *Ultimate Stuntman*. For a game he gave such a good review, it's weird that the phrases he uses to describe the game are so uncomplimentary!



EDGAR SMITH

Somehow managing to combine the seemingly mutually exclusive traits of being a Cambridge graduate and wearing a silly baseball hat all the time, Edgar is this issue's obligatory new face. Being a Cambridge grad means that he uses an abundance of long words. Sadly, everyone else replies with short words – usually four letters in length.

XS GETS REVIEWS!

The incredible has happened! If you turn over the page you will enter the all-new REVIEWS section where all the latest games are expertly assessed by the country's greatest gameplayers. What prompted us to make this daring move? You did. Your surveys stated that although you think the solutions are truly excellent, it would be ideal if we could also tell you what we think of all the new games so that you can think about what to buy next. We agree!

From now on, all the best games for the Super NES, NES and Game Boy will each receive a page's coverage, with one of our experts detailing the good and bad points. The emphasis in the XS Reviews is definitely on the actual written word and not how many pictures and characters you can cram onto the page. It may look good to a designer, but you try reading the review when the text has been squeezed into tiny triagular holes and carelessly chopped off at the end.

As the surveys have shown, the kind of people who read SUPER XS are older, more professional people who appreciate a well-written review rather than splashes of colour and over-excited burble. Our reviews will also concentrate on rating the games based on the actual games buyer – you. How many times have you seen a review to a hot game from Japan, only to find that it won't be in the shops until four months later? You will never find that sort of problem in XS Reviews because we only cover games which should be in the shops when you read it, or at least within the time the magazine is on the shelf.

We have also taken the controversial move of not having a percentage with the reviews, because we believe you are old and mature enough to make up your own minds, rather than being led by round like sheep. Please let me know your views on the subject.

"But what about the tips?" I hear you cry. Well don't worry, the solutions section which has earned us so many loyal readers will still be the bulk of the magazine. Remember, SUPER XS is still 164 pages and by condensing the Busters A-Z section and the codes, we can easily fit exactly the same number of solutions into each issue, as well as including the 20 page reviews section. Impressed?

SUPER XS is still primarily a tips magazine and we're proud of it, so there is no way we are going to turn our back on the thousands of readers who look to us for the latest cheats and game help. In this issue we have the complete solutions to the epic *Link's Awakening*, Ocean's soon-to-be Christmas smash *Jurassic Park*, *Mortal Kombat*, *Bubsy* and *Asterix*.

Finally, let me thank you for all your support and tell you that the special Christmas issue will contain not only all the latest solutions as usual, but also all the Christmas games will be comprehensively reviewed and there will be another FREE 100 page tips book on the front cover for you to savour. Nobody does it better!

Damian Butt



COMPETITION WINNERS

The ten winners of the **Super Awesome Books compo** are Martin Driscoll from Tayside, Gerard Glelland from Dublin, Martyn Davies from Brighton, D Mclauchlan from Clydebank, Leroy Scoltock from London, Martin Howells from Telford, Ross Cowling from Harlington, A Larder from Dorchester, Miss C Bishop from London and J Coulter in Carrickfergus.

The winners of the It's **Bat-tastic mates! compo** are Jonathan Stanger-Moore from Retford, Grant Ferguson from Glasgow, Jagjeet Dhunra from London, Adrian Smythe from Walcot, Sergio Delako from London, Richard Roylands from Stockport, David Burns from Newcastle-Upon-Tyne, C Manning from Banstead, Leon Borswikiewicz from Huddersfield and finally Luke Wilthire from Reading.

The winner of the **Turn My Rivers into an Ocean compo** is Martin Howells from Telford, and the two runners-up are Nicholas Caswell from Pudleston and Kai-Lun Siu from Chelmsford.Congratulations to all who entered, your prizes are in the post.



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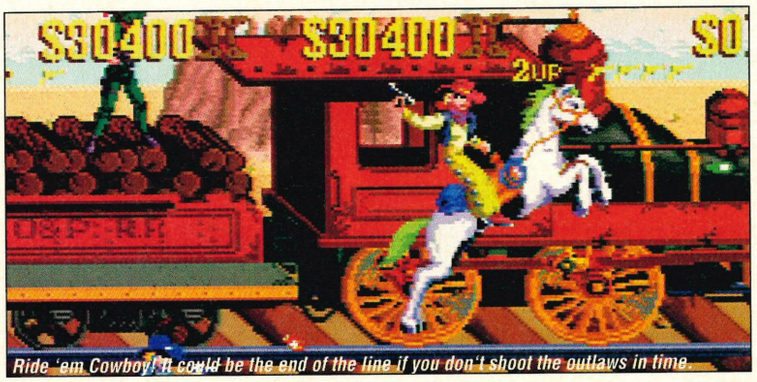
SUNSET RIDERS

SUPER NES

£49.99
8 MEG
NOV 1993

PUBLISHER: KONAMI
TEL: (081) 429 2446

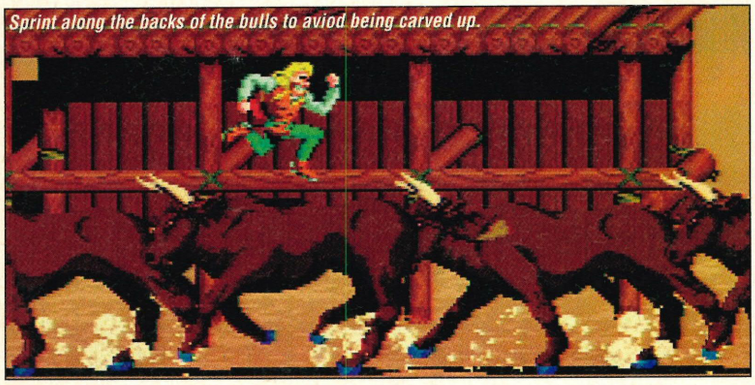
Straight from the hot two player coin-op, *Sunset Riders* on the Super NES is a perfect conversion. No sections have been left out (as in the puny Sega version) and all the speech and bonus rounds have been included. The game revolves around the gang of bounty hunters known as the Sunset Riders, who fight for truth, justice and decent drainage facilities in the old West. With money short, you and a friend decide to take on the eight most wanted men in America for hard cash. If you liked the coin-op, will you pay to have it in your own home?



Ride 'em Cowboy! It could be the end of the line if you don't shoot the outlaws in time.

At first glance *Sunset Riders* looks like an exciting, arcade shoot-'em-up with sterling gameplay and superb coin-op perfect graphics, but first impressions rarely prove accurate. *Sunset Riders* is not a bad game, far from it. Its silky scrolling and fast action can really get the heart pumping, but there is a short fall when it comes to lastability and originality.

The Game options allow the choice of one or two player simultaneously, and there are four nice guy characters to command. Steve, Billy, Bob and Cormano are the riders who all have their own identity and favourite gun. Steve and Billy handle revolvers (that shoot faster), while Bob and Carmano favour the shotgun approach to crime prevention.


Sprint along the backs of the bulls to aviod being carved up.

With a characteristic "Yahoooo!", you are thrown into the gun-slinging West full of hot liquor, hot women and hot lead! The first level pitches you against Simon Greedwell, who appears, like the remaining seven main outlaws, as an end of level guardian. To get to him you must first plough through his gang, who are scattered around a small farm. There are basically two styles of play: on the ground, or leaping from roof to roof – each requires a specific style of play.

Power-ups appear as Sheriff badges from sacks and dead bad guys, these can increase your initial guns to two, add rapid fire and more power to your weapons. The latter make it easier to pepper the enemy who appear at windows, doorways and behind barrels.

The action is basic and can be repetitive, but it is hard to fault the graphics which are perfect adaptations of the original. Sound too is rootin' tootin' good with cheers, 'ptangs', and gun shots ricocheting all over the shop.

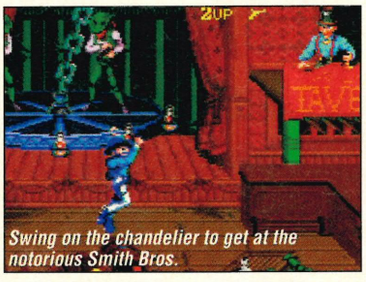
At the end of each level you get to fight the wanted man, and this can be anything from a starched British ruffian, to a huge machine gun-toting madman on a train! It will take a while to suss out the guardians' weak points in one player, but I found that when playing double, almost all of the levels could be completed with relative ease (as long as your partner's a good shot). There is of course the difficulty option which boasts three levels, but will you be tempted to return after having seen the game over? I think not, and £50 is a lot of anybody's money.

The main action of each level involves much of the same tasks. Endless gunfights, interesting scrolling sections and a fair number of buildings with balconies to leap around on. These repetitive elements are broken up with some original ideas such as on level two when you are chasing Hawkeye Hank Hatfield. The added element of having to leap onto a moving train, with bullets zinging all over the place, makes this an exciting level and the heightened atmosphere makes you realise just how dull the walking sections are.

A redeeming feature are the bonus games which involve blasting outlaws around town in a first person perspective shoot-out game. You move the cursor around, blasting the enemy whenever they poke their heads out of wagons and windows. Points and lives are won for perfect scores and high scoring percentages.

Konami have tried desperately to recreate the 'feel' of the original that they have failed to notice that even the coin-op was easy to complete. With a coin-op, you're limited by how much cash you have, now that the money slots have been replaced by infinite continues, how long do you think it will last?

The much-talked about two player element is definitely the best bit of *Sunset Riders* and probably the only reason why you would want to come back to it. In the normal game this means twice as much firepower (although you share the continues) and so the bandits and guardians are not so fearsome. There is also the added attraction of some competition in the bonus games where you are shooting for each other's points.



Swing on the chandelier to get at the notorious Smith Bros.

If there was more of this type of variety, I'm sure *Sunset Riders'* appeal would not have waned quite so quickly. As it is, I'm afraid that after only a few days play, I was quite ready to take off my spurs and hang up my six gun for good. A brilliant conversion, but definitely not worth the very high price tag.

NA

PROS

- Lightning fast action, great visuals.
- Two player option is essential.
- Excellent sampled speech and gun shots.
- Varied bonus sections add spice.
- Good conversion of the hit coin-op.

CONS

- Soon becomes repetitive.
- Levels are far too short and lack real challenge.
- Limited options offer lower gameplay.
- Few incentives to pick it up again and again.
- Not enough challenge, especially in two player.

TIPS

● There is a cheat to get through the game without having to go back to the start when your lives are up. Play the game on the one player option and when you lose your last life, press the pause button. Pick up controller two and unpause controller one. Press Start on controller two and receive another character that will take over from the one that just died. When those lives are up, repeat the process on controller one to introduce your original character back into the game.

● On the bonus section of the game, the outlaws will appear in a clockwise rotation from the right hand side of the screen. They will rotate a couple of times and then become more random so get your shots in while you can!



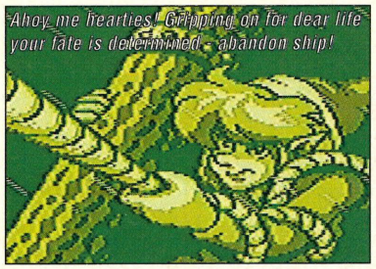
Strap on your Power Braclet and you'll be able to move obstacles in your path., the only trouble is you've got to find it first!

Link's Awakening is without doubt one the best, if not *the* best Game Boy title I've ever seen. I'm talking value for money, playability, addictiveness and all-round entertainment which has got to go a long way if you've just shelled out 25 quid, only to find a game has the life span of a hedgehog on the M25 and the memory of a goldfish. Role playing games (RPGs) wouldn't normally even turn my head, but I defy anyone who picks up this game and discards it as rubbish – *Link's Awakening* is what Game Boy owners have been waiting for, and it doesn't disappoint.

Those familiar with RPGs will know that adventures usually consist of gathering information as you roam around a mystical world, packed with mind-bending problems and puzzles. *Link's Awakening* is not original in that respect. You find yourself washed up on the beach of a strange land with nothing, but the clothes you're standing in. Gazing blearily upward, you find a woman named Marin standing over you babbling on about a wind fish that must be woken and suddenly your destiny is decided.

You must locate eight different instruments and play them to the wind fish to wake it up. Your quest entails wandering around each dungeon; furiously finding out where the instruments are hidden. In the process, plucky Link must fight huge guardians and decipher the codes and puzzles in order to progress safely. There are plenty of ways to die, believe me!

The main island is absolutely massive and just brimming with loads of strange characters and mysterious animals to converse with, and of course fight. You're only allowed to see the parts of the island already visited, so as you proceed through the adventure, you're constantly teased by huge blank areas holding all sorts of dark secrets. As each dungeon is beaten, another section


Ahoy me hearties! Gripping on for dear life your fate is determined - abandon ship!

is revealed until by the end of the game you should have uncovered every nook and cranny. If not, you've missed something crucial and you'll have to plunge once more into the fray.

Most of the problems are straightforward, such as taking a certain object to a specific character on a certain day, but there are many that will tax your brain to the limits. Who would have guessed that in the Bottle Groto, you would have to kill the rabbit, bat and then skeleton in that order to reveal the chest? If your brain doesn't think in ten different ways at once, you're in trouble as completing *Link's Awakening* will take some serious concentration.

Although very tough near the end, I found that the difficulty curve was perfect. Just enough problems to keep you stumped for a while, then the light dawns and you can move on. In this respect, I'm sure that it will appeal to all ages, from toddlers to Managing Directors (or Editors!).

Graphically *Link's Awakening* cannot be faulted. There is a superb story outline at the beginning and the sprites and backgrounds are incredibly detailed throughout – identical to the *Zelda III* on the Super NES – but drained of all colour. Link can run, jump, slash with his sword, swing across deep gullies and even use magic to stun opponents. All of our hero's movements are well animated and surprisingly fast, although you may find the dark sections of the dungeons are a strain to your eyes.

Although a totally different game, *Link's Awakening* has many of the features found in 16Mbit *Zelda III*, including plenty of secret passageways, flippers allowing you to swim, keys locked in chests, and the old faithful hook shot. The game itself however, is radically different and in my opinion, much deeper and more involved. I completed *Zelda III* in three days, but this game managed to keep me captivated for a full week – and I had the hint manual!

Luckily, *Link's Awakening* is blessed with what I reckon is an absolute must for RPGs – a save game position. There are three save slots where you can record your adventure and thus avoid restarting the whole adventure from scratch. I found this feature to be incredibly useful and it saved me hours of retracing my footsteps across the island.

As I know all XS readers are thirsting for the ultimate challenge, what about long term play? Apart from the eight dungeons you must complete, there are literally hundreds of subgames and tasks to perform in order to win the game and this should last the average gamesplayer for months. Whether you're walking someone's


As early as level two the dark mysteries of the Bottle Grotto will have you foxed.

pet dog, searching desperately for the magnifying glass, or wondering why the wind fish's egg is so huge, this game will deliver the goods. Currently, *Link's Awakening* is by far the best value cart on ANY Nintendo system, and in terms of challenge – it easily crushes Super NES *Zelda III* any day.


As if there wasn't enough to do, you've even got to take the dog for a walk.

If you've got a Game Boy, get your letter off to Santa quick, because you'll really be missing out if *Link's Awakening* isn't in your stocking this year. Also, if you buy the game on our recommendation and get stuck, why not check out for the full solution by yours truly this issue?

SPY

PROS

- Massive play area, brilliantly animated enemies.
- We guarantee it will convert most players to RPGs.
- Hundreds of tasks, fiendish puzzles and traps.
- Well defined and shaded sprites, sound is unrivalled.
- The number one cart on the Game Boy!

CONS

- Sometimes difficult to see what's going on due to screen.
- Save option always takes you right back to start of dungeon.

TIPS

- **Constantly seek out secret sea shells (the Bow Wow dog can sniff them out). Get 20 of them and visit the Sea shell Mansion. You'll be rewarded with the equivalent of the Master Sword, so watch out bad guys!**
- **Collect 200 Rupees as quickly as possible and buy the shovel from the shop in the village. Digging up the ground will reveal untold treasures!**

LINK'S AWAKENING

£24.99
4 MEG
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GAME BOY

PUBLISHER: NINTENDO
TEL: (0703) 652222

CAPTAIN AMERICA

SUPER NES

£49.99

8 MEG

OCT 1993

PUBLISHER: MINDSCAPE
TEL: (0444) 246333

***Captain America and the Avengers* on the Super NES is a scrolling beat-'em-up like its cousin in the arcade, except that it doesn't have a four player option. The Cap'n and his mates Iron Man, Vision and Hawkeye must flush out the evil Red Skull from the streets and save the day in true Marvel comics fashion. If you don't stop him, the world's toast, but when you play this game – will you really care?**



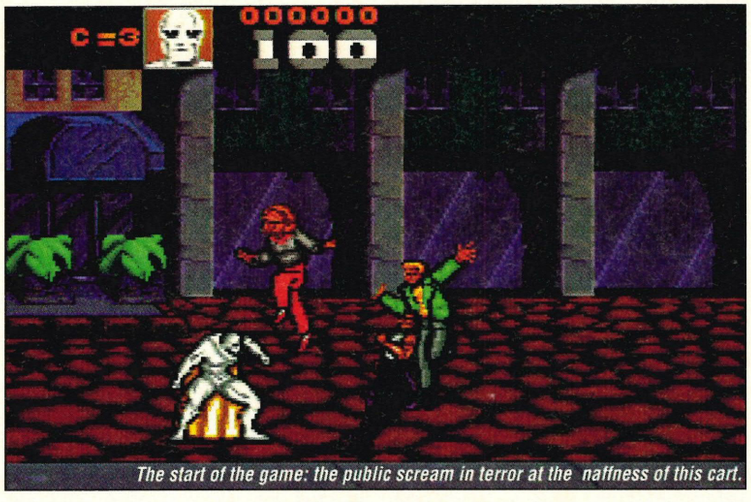
The Cap'n takes on the metallic all-in wrestling team.

I'm not a great fan of scrolling beat-'em-ups because there's a limited amount that can be done with the gameplay. Usually, all you have to do is walk along a bit and hit someone, then repeat. You continue this until the end of each level where there is a boss who is larger than all the others, and who usually has a super weapon or move that must be dodged. With *Captain America* however, as the intro screen proclaimed the title of the game in a broad American accent, and the attractive opening cartoons appeared, I was hopeful that perhaps a quality game was about to begin. I should have known better...

Captain America really takes the biscuit as the worst game I have ever seen on the Super NES (and I've played *Ultraman*!). As the game starts, it's fairly obvious this has been sloppily programmed and produced without any thought or consideration for eager gamesplayers looking for a fair adaptation of their favourite comic characters. I can't believe Marvel would endorse this!

The action is broken up into five levels with little difference between each one. Occasionally, instead of hand-to-hand combat – the action changes to a regular scrolling shoot-'em-up affair, as the Avengers take to the air or water. Unfortunately, these interludes are just as bland as the normal fighting and very easy to complete just by sitting still and constantly hammering the fire button.

The background graphics are bland and repetitive and the sprites, small and plainly coloured – they wouldn't look out of place on an NES! It's when the graphics actually move that you realise what a travesty this game really is. The scrolling is jittery; causing the screen to blur excessively, and the animation is almost non-existent, with only about three frames per sprite. Even when there is no scrolling to jerk the screen around, the characters flicker and their movement disjointed – resembling an early *Thunderbirds* out-take.



The start of the game: the public scream in terror at the naffness of this cart.

Despite there being four characters to choose from, I found no intrinsic difference in terms of gameplay to be had by varying your Superhero. Each player has three basic movements: punch, attack and jump, as well as their own special weapons. These range from Vision's laser eyes to Captain America's shield. In each case the effect is a small blob projectile being hurled at the enemy. So much more could have been done with the individual character's moves, with the comics offering huge scope for original ideas. Even my cat could've come up with a more polished game than this!


Captain America in another tight spot.

The sound likewise, is quite poor. The only saving point is a blasting soundtrack and good speech on the title screen. The game itself sports a repetitive droning dirge and naff spot effects. No heroic fanfares, 'POW'ing, 'ZAP'ing or 'KERRUNCH'ing. What a let down – come on Mindscape, what are you playing at?

With such bad graphics and sonics, *Captain America* could be excusable if there was some fantastic gameplay behind it all, but unsurprisingly, the playability is also awful. I couldn't become particularly proficient at this game because the battles are totally random. One minute you may be totally wasting a baddie with no apparent means for him to fight back, suddenly you find yourself catapulted across the room; having been struck by a third arm or something! The range of bad guys is also very limited, with almost no variation or subtlety in the way they attack. They simply move towards you in a straight line and it is very easy to bunch them all up and lead them around the screen like the Pied Piper!

In my opinion, *Captain America* offers nothing to make it worth buying. The guardians at the end of each level are initially impressive because of their size, but as soon as they start to move you realise that the same jerky movements and lack of imagination in their attack patterns applies. The game also suffers from curious pauses as if it is loading in the next part, before continuing, like a CD game.


Green Cross Man goes bad shocker!

Sorry Marvel fans, but I couldn't find any satisfaction to be had from this game – and I played it right to the end! *Captain America* is a sad attempt to get sales out of a comic licence; using shoddy programming thrown together in time for Christmas. You may think I don't like this game – and you'd be right! Avoid it at ALL costs.

ES

PROS

- Nice intro screens and sounds.

CONS

- Non-existent gameplay.
- Flickering, poorly-defined graphics.
- Naff sound effects and music.
- Costs money.
- Gives Captain America a bad name.
- Less fun than cleaning out your belly button.

TIPS

- **Don't buy it (the obvious one!).**



Aargh, they're after me, the mummies from hell! In cases like this you can use your scanner to find the nearest victim before you're Egyptian history.

You've gotta be kidding! Just when you thought the film title of the decade, *Jurassic Park*, had sewn up the market, B-movie games have arrived! Scarier than "*It! The Terror From Beyond Space*", more petrifying than "*Invasion Of The Saucer Men*" and more ghastly than "*Damian VII – First Thing in The Morning*" Konami bring you... *Zombies*. Is it the new generation of video game horror?

So just where does *Zombies* fit in? Well, originally for release in the States, the game was to be called *Zombies Ate My Neighbor*, but due to the complexity of the title and the gory undertones, European audiences have to make do with just *Zombies*. At least the game hasn't been censored!

From the off you're treated to blood-curdling sound effects and wibbly writing dripping with ooze and gore which could be straight from the Hammer House of Horror.

You play either an American kid loaded to the hilt with weapons, or an athletic female counterpart equally endowed. Your mission is to rid an amazing 55 levels from all the ancient horror characters that you can think of, whilst saving the innocent. Each of the levels are traditionally clichéd, such as the shopping mall, derelict mine and Dracula's castle. The first level however, is set in the back gardens of suburban America.

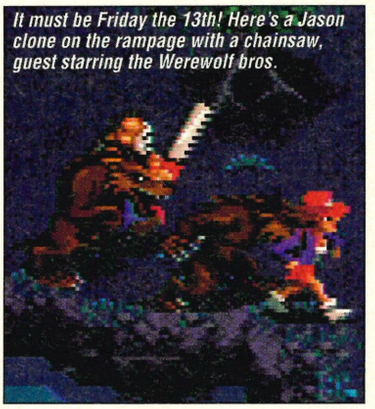
Finding yourself in unfamiliar neighbourhoods, you must search through that part of town, be it diving into swimming pools, finding keys to enter locked buildings, or simply taking the escalator in a strange shopping centre, your ultimate goal is to track down and locate a set number of residents before the dreaded Zombies get to them.

Sounds like just another platform adventure? Not exactly, and I must say I was pleasantly surprised by what can only be described as a new and fresh approach to the *Smash TV* formula. Initially the early levels lead you into thinking the only enemies you face are the excellently drawn zombies themselves, who will suddenly spew out of the ground with arms outstretched and heads wobbling. However, as you progress into the vast selection of levels, you will meet the likes of Dracula, Frankenstein, giant ants, marauding space aliens, mad scientists and even the giant worms cloned from the film *Tremors*!


God, that was a bad pint last night! Drinking the local potions in this game is not for the squeamish.

Graphically the game is sound. The medium sized sprites are detailed and a mix between cartoon style and hard image effects. Luckily, they don't detract from the equally detailed backdrops which are smooth and classy. The whole affair is shrouded with particularly eerie music – you really find yourself getting in the mood for pitching good against evil. Sharpen the stakes and smear yourself with garlic for this one!

The game is viewed from above (as you can see from the screen shots) and this allows you to see the inside of buildings without actually entering them and fighting the undead. This is the perfect format for the style of play because you can see all the enemies around the corners just like *Gauntlet*. All the graphics in game are superb with the huge baby standing out in my mind as a prime example of the funky animation. It has to be seen to be believed!


It must be Friday the 13th! Here's a Jason clone on the rampage with a chainsaw, guest starring the Werewolf bros.

Weapons come in many forms. The fire extinguisher for example has many uses. Squirt an unsuspecting Egyptian mummy in the face to stun him, or simply put out a fire in the hearth of Dracula's castle to discover an elusive secret passage to the last victim.

Other handy weapons against the evil ones include water pistols filled with holy water (of course), foaming Coke cans which are as effective as they sound, and not forgetting trainers that speed you up to a frightening pace. All the weapons cannot hope to stem the huge flow of zombies, but at least you can make a space to run through.

Zombies hits the mark where other horror titles have failed (the much-hyped *Splatterhouse III* on the Mega Drive for one). This game sees a good idea converted into a quality title that is actually very playable, with easy controls and instant appeal. This is the sort of game you can pick up and get straight into, but here's the crunch. Although there are 55 levels, after about 20 you find yourself doing much the same as before and the 'yawn element' rears its ugly head.

All that happens on later levels is the enemies multiply tenfold, the number of victims is increased and are all in different places. So much more could have been made of the horror theme – just look at all those Peter Cushing films they could have watched for inspiration!

Don't get me wrong however, *Zombies* really is well worth a look and blows most of the competition out of the water. Try before you buy and if you're a horror fan I'm sure you'll be very happy together!

SPY

PROS

- A big 55 levels to choose from, with five level break password system.
- Smooth graphics, scary sound and good screams!
- Loads of varied enemies and excellently drawn backdrops.
- Easy to control, instantly captures the imagination of the player.
- Simultaneous two player option.

CONS

- Later levels are all too familiar and the game soon becomes repetitive.
- Victims never change position, so levels are predictable and boring if they've already been completed.
- Often too many sprites on screen to be able to move.
- No blood and guts.
- Swings badly from instantly captivating to mundanely frustrating.

TIPS

- **Drop a laughing clown in a tight spot and all the zombies will attack it instead of you!**
- **Lost in the gold mine section? You need to kill the huge Tremor worms to get secret keys and open the doors deep within the mines.**

ZOMBIES

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JURASSIC PARK

SUPER NES
£54.99
16 MEG
OCT 1993
PUBLISHER: OCEAN
TEL: (061) 832 6633

Unusually for a film licence, Ocean have managed to produce a really stunning game in their arcade adventure *Jurassic Park*. The game loosely follows the plot of Michael Crichton's epic as you take control of Grant in his efforts to flee Isla Nublar from the giant dinosaur predators that want his hide. Grant must gain access to the island's central computer systems and complete a number of tasks before fleeing to the awaiting helicopter. You must also destroy the 'raptor's nest with a giant gas bomb to prevent them from entering the visitor's centre, then collect all the eggs dotted around the island before you may finally make your escape.



This is the start to the adventure. The whole island is explored in this perspective, looking over Grant's shoulder.

Wow! As the gorgeous scaled island map rotated on the introduction screen, I was stunned at the quality of the music more than anything else. Ocean have obviously taken a lot of trouble over the sound in the game – using actual speech and effects from the film. Hook up your Super NES to a decent stereo system and you get the full effect of Dolby surround sound blasting through your ears. This really helps to embellish the tense atmosphere and sets the mood for what is undoubtedly the best graphical adventure since *Legend of Zelda*, and certainly the best film tie-in ever produced! Forget dodgy platform games based loosely on the plot (Sega version), *Jurassic Park* on the Super NES IS the film!

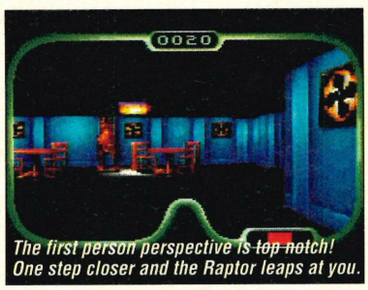

Oops, a herd of Gallimus are about to stampede over Grant.

The game is played in two distinct perspectives. The whole of the exterior of the island is seen from above, with you playing the palaeontologist Grant. Ocean has spent an inordinate amount of time designing beautifully crafted graphics and backdrops so that you really do believe you are in dense jungle or sun-scoarched plains. What really sets this game apart is that dinosaurs actually seem to inhabit the island, rather than just being sprites plastered onto a canvas. I take my hat off to the programmers at Ocean who have taken time to create a new style of game that really works!

Grant moves from giant meadows of grass; avoiding the small grazing reptiles chewing on the flowers, to thick forests with 'raptors laying in wait behind a thick leaved palm. Lush colours (making full use of the Super NES' palette) help to give *Jurassic Park* an unparalleled sense of realism. This, combined with the excellent moody sounds such as 'chirps' and 'clicks', will have you looking over your shoulder to make sure that Tyrannosaurus Rex isn't really in the room with you!

On entering a door to one of the many buildings, the view changes to a first person perspective; enabling you to view and move around the interior as if looking through Grant's eyes. The scrolling and detail on the walls are amazing and truly a breakthrough in sprite scaling. I thought the graphics in *Wolfenstein 3-D* were well drawn for the speed, but that's nothing compared to *Jurassic Park*! Each area such as the kitchens, labs and storage lockers are full of characteristic items and decoration. The walls in the underground tunnels for example, are covered in silver renditions of the *Jurassic Park* logo, covered in cobwebs.

The only disappointment in the interior views as far as I could tell, are the lame graphics on the 'raptors and spitters, but what you sacrifice in definition, you more than make up for in speed. When you surprise a 'raptor in the claustrophobic surroundings, it comes charging head on, claws and teeth bared with an accompanying roar that will send a shiver down your spine. Brown trousers time and no mistake!



The first person perspective is ~~top notch~~! One step closer and the Raptor leaps at you.

Jurassic Park is not a game that you're going to finish in a day. The island is absolutely huge, containing many buildings, each full of essential equipment such as ID cards and night vision goggles. It's vital to make notes and map out the areas so as to avoid wandering around in circles for hours on end searching for the lift that is conveniently tucked out of view.

Once the game is completed, I doubt you'll ever come back to it. However, it's going to take a long time to find out where all the items are stored, where to use them and in which order. On top of this, even if you do know exactly the whereabouts and the purpose of all the objects, you'll need to set aside a whole day to complete all the tasks. This game is gigantic and it is incredibly frustrating that there is no passwords or game save. Fortunately, there are infinite continues, and this will take you back to the last building or communication post visited, but this is still a very challenging game by any standards.

I found the gameplay somewhat simplistic, but the real attraction is in the exploration of the island and confrontations with the hostile dinosaurs. The Tyrannosaurus Rex is graphically very impressive, but it must be said that all of the creatures are well drawn and animated, as well as ruthless and cunning. I was particularly impressed with the spitters and triceratops.

To sum up, *Jurassic Park* is an extremely polished and atmospheric game that is great fun to explore and complete. It's not to everyone's taste and for hardened blaster fans with a thirst for adrenalin, it's probably not for you. However, if you like a challenge, enjoy the thrill of the hunt, and want to play the best game-of-the-film ever produced, put faith in *Jurassic Park*, you won't be disappointed.

ES

PROS

- Beautifully drawn graphics, well animated dinosaurs.
- Stupendous soundtrack and speech.
- Enormous playing area, will keep you exploring for weeks.
- Novel first person perspective creates great atmosphere.
- Wide variety of weaponry and objects to be found.
- Neat touches like Dinofacts make it educational.

CONS

- Once completed it'll be left on the shelf.
- A battery back-up option to save your game would have been really useful.

TIPS

- **Look on page 36 for the full solution to this epic game.**
- **As soon as the computer system is up and running, activate the motion sensor which is found under park controls. This way you will be able to detect the Tyrannosaurus Rex approaching and you will have time to escape.**

ILLEGAL RACING, COPS AND GAMBLING



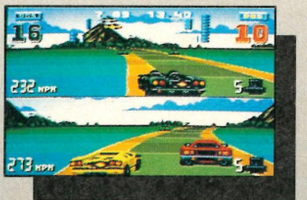




91% - TOTAL *"It's a brilliant racer..."*

90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION *"Instantly playable. Fast, furious fun"*



Also available: 'The Blues Brothers' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

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Welcome to the world of the future... a world where new technology and old magic work side by side. A world where mega-corporations have supplanted governments, and big business makes – and enforces – its own laws. A world where information is power and the Shadowrunners can get you that information – for a price. Shot and left for dead by unknown assailants, you begin the game in the morgue. Someone wants you dead! Discovering who, and *why*, is your task. Dare you jack in?

Based on an obscure RPG, *Shadowrun* begins where most other games end: with your death! Revived by a mysterious fox-like supernatural figure, you wake up on a mortuary slab to embark upon a mammoth quest of deduction, legwork and outright violence to discover your identity.

Seattle, 2050AD is a fairly grim place as you learn as soon as you leave the comparatively safe environs of the morgue. Sneering punks roam the streets, snipers guard apartment buildings with frightening zeal and high-velocity weapons – even the dogs are unfriendly! It's almost impossible to turn a corner without some hitman trying to put you back on the slab for good.



The excellent communications interface.

One of your earliest priorities is therefore to find a way to reply to these scumbags, and a quick trip down a dark and lonely alley soon gives you access to some firepower and your first crack at combat. *Shadowrun*'s fight sequences are handled simply, but effectively; the A button allows you to bring up a crosshair on screen, and from then it's a simple matter of positioning it on your target and blasting away until one of you goes down. Fights with higher-armoured enemies later in the game tend to deteriorate into nose-to-nose exchanges of gunfire as the bad guys edge closer to you – it's fast and fun, but hardly realistic. One time I had my gun to someone's head shooting constantly, and he still lasted long enough to get out of the room and escape!

Interaction with objects is achieved similarly, the B button and a hand icon enabling you to examine and collect anything you find lying around, from money to magic fetishes. This system also lets you take part in one of the highlights of the game, communicating with the many other residents of Seattle. A superbly designed interface lets you interrogate other characters without having to fumble for the correct combinations of verbs and nouns as you would in a traditional adventure. Just click on somebody and TALK to them, and anything germane to your mission appears highlighted amongst their speech. Then, you just have to select ASK ABOUT... from a short options menu, and you can quiz them on any subject you've heard mentioned earlier. I found the menu system to be very handy and cut out the laborious processes involved in most other RPGs.

The only way you're going to succeed in *Shadowrun* is by locating and employing the Shadowrunners themselves, a variety of hired hands specialising in combat, magic or computer hacking. Once hired, for sums of money ranging from the extortionate to the obscene, the 'runners tag along behind you in a lethal conga line, adding their firepower to yours in combat, and utlising their special skills on demand.

One of the few disappointments in the game is the hacking section where you can enter computers for information and money. Maybe it's just me, but I found it way too simplistic for an interpretation of cyberspace, and the blippy graphics do not enhance what is basically a simple game of *Minesweeper* for the Spectrum 48K.

Each successive piece of information gradually fills in missing parts of the plot, but raises new questions in turn. For example, it doesn't take long to find out that the person who wants you dead is called Drake, but as you try to discover more about your mysterious adversary you also begin to learn more about yourself before your untimely demise, which in turn opens up new avenues of exploration.



Villainous clichés abound as you and a Shadowrunner storm the Drake building.

The mere presence of any kind of plot beyond "rescue your girlfriend" is rare enough in console games, and when it's as multilayered and labyrinthine as *Shadowrun*'s, it really is something to be savoured. It is quite obvious to me that Beam Software has decided to make a name for itself with this masterpiece. By diverting from the mainstream formula, they have created what I belive is the best RPG on the Super NES.



My god – literally! You'll find this mysterious manifestation at the docks.

As well as a plot, *Shadowrun* also generates a genuine sense of atmosphere. The graphics and sound are functional rather than stunning, but convey an appropriately gloomy sense of oppression and decay. Little touches like the flickering streetlights and whirling extractor fans go a long way towards creating a real sense of place. The sound though is a bit substandard, with sparse spot effects and a droning tune in the game that soon had me reaching for the volume control.

Compared to *Jurassic Park*'s first-person interior sections, the isometric perspective may seem a little old-fashioned and lacking in immediacy, but Ocean's offering can't compete in terms of sheer depth of gameplay. This level of involvement is what makes *Shadowrun* stand so high above the current glut of identikit cutesy platform games and *SFII* rip-offs. It's a game that will keep you playing well into the small hours, and it lets your brain get just as much exercise as your trigger finger. What more could you want?

AM

PROS

- Absorbing, complex plot.
- Simple, but very effective control system.
- Genuine atmosphere created.
- Vital battery backup.
- A modern classic that redefines RPGs on the Super NES.

CONS

- Can be difficult to work out what you're supposed to do next.
- Hacking section is hardly virtual reality.
- Uninspired sound is best left off.

TIPS

● In the early stage of the game, build up your money and karma by constantly re-entering rooms of hoods and wiping them out. When your strength gets low, return to your apartment and use the bed to recover your energy.

● To buy your way out of the Caryards, keep on fighting in the Arena. Don't stop just because you've got the necessary 4,000 Nuyen, as this will enable you to buy better weaponry and hire Shadowrunners once you escape.

● Frogtongue and Steelflight are a very effective assault team to use when you want to break into the Drake building.

● FULL SOLUTION NEXT ISSUE!

MORTAL KOMBAT

Amazingly, recent figures show *Mortal Kombat* to be the highest selling video game ever! I say "amazingly", because it doesn't really deserve it. As is often the case these days, the hype has taken over the gameplay and over-zealous advertising agencies pushed to get the game out before the official release of its main competitor – *Street Fighter II: Turbo*. To be honest, the *MK* coin-op isn't *that* hot. The only thing that made it bearly tolerable is the blood and gore which proved controversial, but since Nintendo have censored the lot in the name of family entertainment, why should you spend the hefty £60 on a second rate beat-'em-up?



Rayden plays pat-a-cake with Johnny Cage.

If you've only played the standard *Streetfighter II* on the Super NES then you'll be surprised at how quickly the characters move around the screen (the Turbo edition however, blows it away!). Slow down is a dirty word when beat-'em-ups are concerned and thankfully *MK* never suffers from it. All the characters perform high kicks flying leaps and roundhouses with ease and fluidity – Lui Kang in particular is like greased lightening!

The large number of colours available on the Super NES have enabled the programmers to create a softer, more subtle appearance to the game, compared to the brash Mega Drive version. All the characters are very clearly drawn and apart from being slightly smaller, are identical to the arcade version, with all fighters adopting a meaningful stance in combat.

To be honest I was a bit disappointed at the animation which is generally good except for the basic moves, which are restricted to only two frames of animation. I suppose this has been done for the sake of speed, but it really doesn't feel right – one second your hands are at your waist, the next they're buried in the opponent's face.



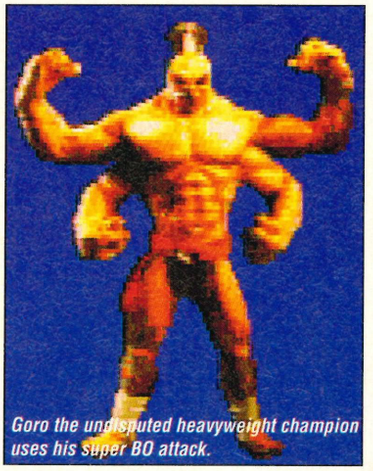
Take that! Scorpion sends Sub-Zero flying.

I was pleased however, that Acclaim have looked at the faults of the Mega Drive game and corrected most of them. The main problem in my opinion was that when you hit your opponent, it didn't feel like you were making contact. Now you get a pained scream, a vicious recoil and a splatter of sweat (which could be subtly coloured blood!).

In the coin-op, the stereo sound effects were easily the most impressive feature and the Super NES version is no different. In fact the sound is generally excellent, with more speech that you can throw a spear at, deeply atmospheric tunes and pulsing in-game music. My particular favourite is the whispered "Excellent" when you successfully execute an upper cut.

As a one player game, *MK* has to rate fairly poorly in the gameplay stakes. The computer simply doesn't fight intelligently and it's possible to sucker the opponent into falling for the same move each time. For instance, you can get as far as Goro by performing the same move over and over (even with the difficulty setting on very hard). This is particularly pertinent with Sub-Zero, because if you time your icy blasts correctly, he or she will walk face first into the next one. Switch the game to the hyper hard level and you don't even have the chance to move a muscle before the computer has strung together an orchestrated series of moves guaranteed to remove your windpipe!

The main point with *MK* is that it doesn't require much skill to get anywhere and it's just not satisfying to play. Goro is a reasonable challenge, but is also flawed by some dodgy animation and gameplay quirks, such as the inability to escape from him once he goes on the rampage. Even when you are seemingly out of reach, suddenly you are flung across the room. The main problem with Goro is that all the other characters are actual digitised people, where as the four-armed monster from hell is made up of a plasticine model that is so jerky and unrealistic – you'd think you were watching Ray Harryhausen on a bad day!



Goro the undisputed heavyweight champion uses his Super BO attack.

In two player mode the game is rather more entertaining – it's much more fun beating up your friends! The ability to handicap the better player creates fairer matches and also makes the game more enjoyable for the weaker player. *MK* can also be tweaked so that no special moves are allowed; curtailing the fun of the perpetual ice thrower, but reducing the bouts to sad normal punching matches with no spice.

It's almost impossible to review *MK* without making direct comparisons to *Streetfighter II*, but it's inevitable really. The bottom line is that *Streetfighter II: Turbo* just wipes the floor with this game. Whilst not a completely terrible game, *MK* is just totally outclassed by the opposition. The death and special moves are quite entertaining to watch for the first time, but they quickly lose their novelty and without the added attraction of the blood factor, *MK* proves to be just another beat-'em-up with little in the way of lasting challenge. Hyped it certainly has been, but Acclaim have made a fatal error by NOT including any of the special moves in the instruction manual. This is terrible news for anyone who's bought the game, but great news for us because everyone will want a copy of SUPER XS for the full playing guide (see page 46).

Would I buy *MK*? Not on your life! For the ultimate beat-'em-up, buy *Streetfighter II: Turbo*. Accept no substitute...

ES

PROS

- Excellent digitised backgrounds and sprites.
- Moody background music and devilish speech.
- Large number of options and difficulty levels.
- It'll take you quite a while to learn all the characters' moves.

CONS

- Gameplay is fairly simple.
- It'll take only a few hours to complete.
- The moves just aren't as satisfying to pull off as those in *SFII*.
- Spot sound effects as the characters are hit aren't up to much.
- Fighting is not all that realistic.

TIPS

- **In one player mode, to get as far as Goro without any effort whatsoever, simply crouch down and press kick. The opponent will walk repeatedly into your kicks until they fall over. When you reach Goro, use long range attacks as he is a formidable foe close up.**

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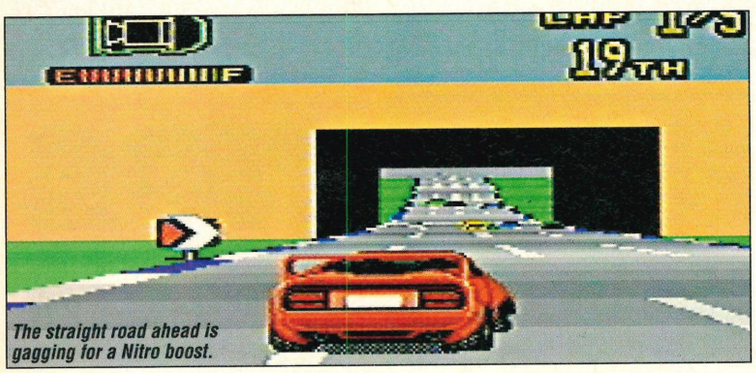
Split screen action at its best. Top Gear 2 is a high speed thrill!

Rev up the engine, slam it into gear and burn rubber! *Top Gear 2* is here. The finest high speed driving game to be seen on the Super NES so far. *Top Gear 2* is sheer class, and it takes something really special to impress me. Is it the split screen play that makes it so compelling? Perhaps the incredible illusion of speed, or the smooth colourful graphics that set my pulse racing? If you've played the original then you'll know the level of playability I'm talking about here. *Top Gear 2* is new and improved! Forget *F-Zero* and the laughable *Battle Cars*, test drive *Top Gear 2* today!

If any race game is to shine amongst the wealth of dross on the market today it has to be very special. All too often you get to wreck your favourite Lamborghinis, Ferraris and Austin Healeys on various tracks, but the basic gameplay is hit or miss. For me (a maniac driver of Transit vans), a race game has to recreate the feeling of taking corners at 200mph with sufficient G-force to push the car out. You must be able to send the car into a power slide, then pull it back out as you reach the limit. Revs have to fly, tyres must screech boy racer-style and sweat must always flow. I think you're on my wavelength now! If any of these elements is missing then the game becomes just another jerky unrealistic game like *Lamborghini American Challenge* which was highly overrated in almost all of its reviews.


Wipe out!

What surprised me initially was the amount of options that *Top Gear 2* boasts. Choose between difficulty levels, tunes, manual or automatic transmission, speedo readings, types of engine, redefinable keys and even the colour of your car! Once you have tuned your mean machine it's time to hit the track and If you've played the original, then you'll know what to expect because it's practically the same.



The straight road ahead is gagging for a Nitro boost.

The general graphics are well drawn, simple but effective. But who cares if you can see the shading on the trackside cows, what happens to the track and other cars when you're doing the ton? I'm happy to say that *Top Gear 2* is without doubt the fastest game I've ever seen on the Super NES with perhaps the exception of *F-Zero*. However the latter's speed is directly attributed to the lack of detail on the backgrounds. With *Top Gear 2* you get tunnels, bridges, chicanes, wooden barriers to crash through and a variety of adverse weather conditions to influence your style of play. I was also impressed by the excellent detail on your car when you crash spectacularly. When this happens at a silly speed, the car flips through 360° before smashing down to the tarmac. Although there is no visible damage (it might have been better to gradually dent the car depending on the number of crashes), your damage meter will tell the sorry tale at the end.

The emphasis is definitely on fun when you play *Top Gear 2* because you are never hampered with blowing up your engine, fatally crashing or even running out of fuel. This point is excellent if you're playing head-to-head and concentrating on ramming your mate off the track, but what was the point of including a little fuel warning signal if you never run out? There is no pits to refuel and I managed to get round an entire lap with no fuel at all. Why bother including it?

The turbo boost on the other hand is a worthy addition which adds considerably to the speed and control of the car. The programmers obviously wanted you to stand a chance if you crash a few times and so the nitros rocket you to ridiculous speeds where a front end shunt is inevitable.

Considering there are over 60 tracks, getting to the end of the game would be a nightmare in one day if it wasn't for the very handy password section. This feature saves the position at the beginning of the different countries and ensures you can re-enter the world championship any time you want.

The basic gameplay is instantly addictive and simple to pick up, just hit the gas button and you're off! The view is above and behind the car in the same style as the superb Lotus Turbo series on the Amiga. Unlike the computer versions, *Top Gear 2* allows you to use your winnings on upgrading your car in the engine, gearbox, tyres and nitros department, very much like *Super Off Road*.

The only fault I discovered when playing through all the levels was the annoying scrolling when you encounter an approaching tunnel. Very often if you miss the corner and plunge into the wall, the only way to get back on the track (even with the helpful reverse gear) is to smack into the bricks constantly while pressing the direction. Eventually you will scrape through the gap, but you will have lost all of your places and if it happens on every lap it can be very frustrating indeed. The only cure for this is of course practise and despite the similarity to the original, I was totally impressed with the smooth handling of the game and the long term value it represents. *Top Gear 2* will be hard to beat, perhaps only *FX Trax* stands a chance? I wait with bated breath and a lead foot.

NA

PROS

- Smooth and fast-moving graphics.
- Speaker-busting tunes play throughout.
- Long term challenge, two player is compelling.
- Vast array of options add to gameplay.
- Varied conditions ask for thought as well as skill.
- Frighteningly addictive.
- Very useful password option.

CONS

- Would have been even better with weapons.
- Petrol consumption could have been more realistic!

TIPS

- **As soon as you have enough money, start to buy extra parts. The best things to get first are a bigger engine and gear box. Later in the game it is important to get a full set of the best body armour to cut down on crash delay and improve your chances of victory.**

SUPER NES

£49.99

8 MEG

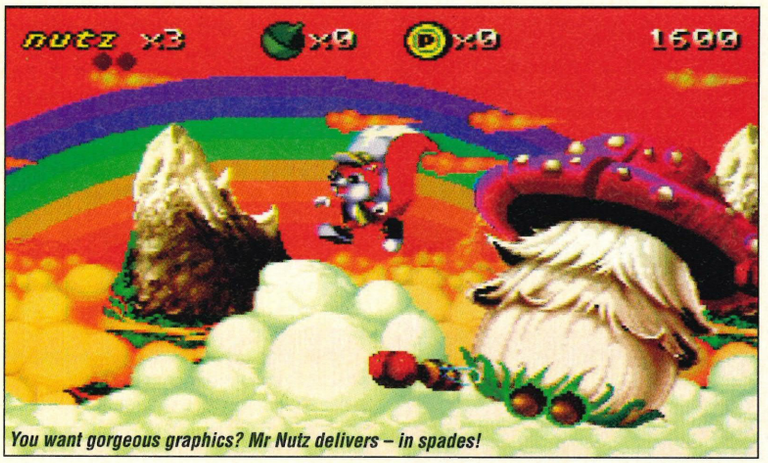
NOV 1993

PUBLISHER: MARUBENI
TEL: (071) 826 8816

TOP GEAR 2

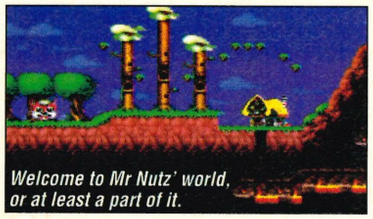
MR NUTZ

The trouble with platform titles is that all too often we've seen it all before. Games from the Mario stable created the backbone for the console market, but since then, state-of-the-art technology such as the Super FX chip has taken games to a newer dimension. Technology advances, as does our craving for more games that really get the juices tingling, but can the humble platform game still deliver the goods? *Mr Nutz* from Ocean may be the second coming!



You want gorgeous graphics? Mr Nutz delivers – in spades!

Picking up *Mr Nutz* I immediately realised that is was designed for the *Bubsy* market and therefore unoriginal, but being the open-minded sort, I decided to give it a try anyway and blimey did I have to eat my words! This game is really classy!


Welcome to Mr Nutz' world, or at least a part of it.

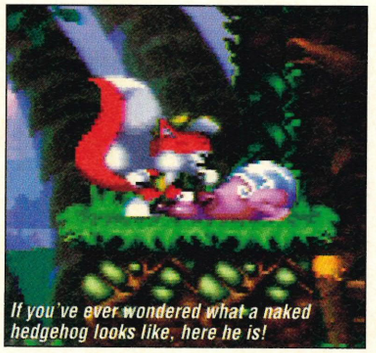
Mr Nutz is a squirrel no less! Cute and cuddly with a big bushy tail, he goes about each of the six levels collecting coins in the same way as Mario would. Jumping between moving platforms, bouncing on springs and swinging across bottomless voids with the help of handy vines is not exactly original, but *Mr Nutz* manages to blend the platform action with fiendish puzzles such as rescuing keys and uncovering hidden blocks to progress.

The central sprite, and indeed all the characters in the game, are graphically superb and can't be faulted. The cartoon style fits the tone of game perfectly, with extremely funny moments such as when you strip the hedgehogs of spines and they are left naked – except for a nappy underneath! The backgrounds and scrolling are as smooth and colourful as any I've ever seen – top marks to Ocean's artists. *Mr Nutz* is without a doubt the best game of the genre I've had the pleasure to play since *Pugsley's Scavenger Hunt* (also by Ocean).

There are plenty of varied enemies to encounter along the way – all of which must be brought to heel by the furry nut eater. This can be done by shooting a flurry of collected nuts at the assailants, or by strangely swirling his tail in a circular motion which very often defrocks 99% of woodland creatures (who also said they preferred it!).

Each level is split up into four acts followed by a guardian, and there is an infinite number of continues to gorge on, but I was dismayed to find that you are sent right back to the start of the level when you lose all your lives.

What really impressed me about this game is that as you get past the first level you suddenly find yourself having to solve more and more puzzles to continue. For instance, during level two you must find three separate switches which activate doors leading underground and eventually inside an old cottage where the adventure resumes.


If you've ever wondered what a naked hedgehog looks like, here he is!

Bringing in a purpose puzzle element to completing each level, rather than simply battling your way through to meet a guardian as you would with games like *Sonic* or *Asterix* encourages you to think hard about completing the levels, rather than simply battering the fire button.

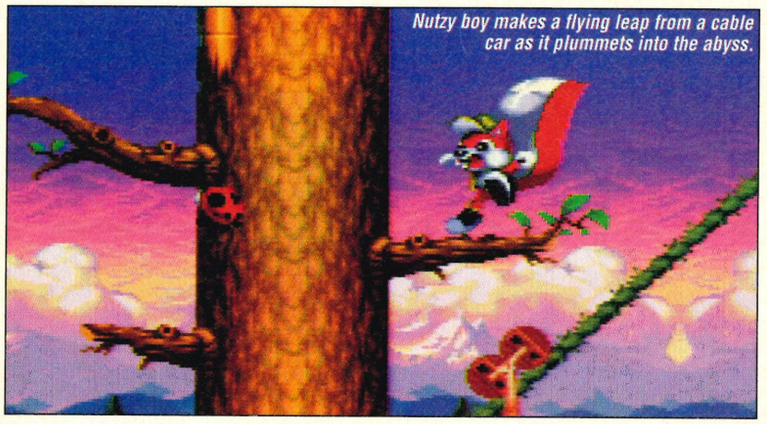
Mr Nutz incorporates another idea from the school of Mario games. You are able to complete each act if you wish without exploring the whole area entirely. However, as you reach the end of the level you're given a run down of the amount of coins collected and a percentage that was completed. So if you finish the first level with 75%, you know that spread over the four acts there's still a quarter of the game to discover. Where you can find more coins, more energy, more lives and even more fun!

Due to the huge number of secret rooms and bonuses to be found, you can easily use this percentage score to work out if you've really found them all.

If you're confident you've squirreled your way around the whole area, but you still get below 100%, you can bet there's a secret room or two yet to be unearthed. With no time limit, it's just a matter of methodically working your way over the landscape until you find them all.

Mr Nutz will run with the best of the platform genre. It looks astounding and has easy to control gameplay, with plenty of addictive content to keep you coming back for more. The sprites are varied and humorous as are the individual levels, which are challenging enough to give you value for money. Difficulty-wise there's enough challenge at the beginning of the game for you to warm to it, but as you approach later levels, the puzzles become increasingly intriguing and difficult. But even if you do finish, there are always those elusive sections that you missed!

SPY


Nutzy boy makes a flying leap from a cable car as it plummets into the abyss.

PROS

- Excellently drawn backdrops and sprites with huge guardians.
- Instantly addictive.
- Perfect difficulty curve.
- Added puzzle element sets it apart from other platformers.
- Happy bouncing background music that doesn't grate .
- Responsive and simple controls.
- Lots of secrets to discover.

CONS

- No restart points.
- No time limit.

TIPS

● Use your swishing tail attack on the ground if there are several enemies in the vicinity. Some enemies take at least two nuts to kill them and they soon run out, leaving you without your nuts (painful!) as you venture on. The tail can only be used when standing still.

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8 MEG
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PUBLISHER: OCEAN
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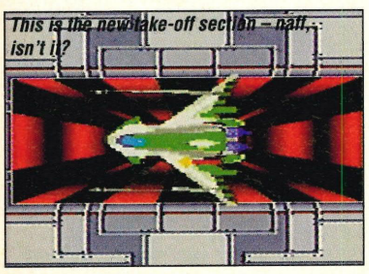
You can easily select different combinations of weapons by holding down the Left button and pressing Y.

If you've already played *Wing Commander* then you'll know exactly what to expect with *Special Missions*. The basic premise for this latest Kilrathi campaign is centred around the construction of an enemy super gun that can destroy entire colonies with a single burst. After witnessing the awesome destructive power of the weapon, the Tiger's Claw (yes, the ol' bag of bolts is still going!) races to intercept the enemy fleet and take revenge on the dastardly furballs. *Wing Commander* fans will love it, but is it really a sequel, or just the same old space opera?

Make no mistake about it, I loved the original Super NES *Wing Commander* because it was something new and exciting amongst the dirge of platformers and mind-numbingly tedious beat-'em-ups. Now I get the chance to relive all those moments in *Special Missions* and for the first time, I'm disappointed – it's too similar.


This is the new take-off section – naff, isn't it?

The graphics in the early stages are practically the same with the only differences being the absence of the sleeping quarters between the bar and the briefing room. This is no great loss, but I was left with the feeling that Mindscape have just trimmed *Wing Commander* and tacked on a new plot.


A close up of a deadly Jalthi as it shoots past the cockpit.

The general feel of the game is also identical, with the briefings, space flight, warpspace, bar and award ceremonies all resembling the original – even the flight sim coin-op in the bar has the same stickers on it!

The creators have obviously felt guilty about the lack of originality because in a stroke of genius they've removed one of the best bits – the *Battlestar Galactica* take-off sequence – and instead replaced it with a really slow section containing unconvincing blocky graphics and quaky Mode 7, which you are guaranteed to skip as soon as you've seen it once.

The sound effects and music are also completely ripped-off, with rousing anthems and grumbling danger signals alerting you to different developments. Unfortunately, there is no speech, and by today's standards, the laser blasts are now sounding flat and dated. I think the game could well do with some more atmospheric effects as well as a completely new score of in-game music. The old tunes are excellent, but that's no reason to keep playing the same record. Remember, "Everything I do, I do for you" was good the first time you heard it. Point taken?

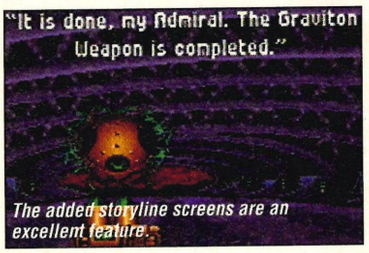
The plot of *Special Missions* is provocative enough to make you want to put on a spacesuit and duff up some Kilrathi for a second time, and I think the story screens such as the destruction of the colony and the Kilrathi response are excellent – definitely an improvement over the original, but too few and far between. As for the missions, well you may discover some diverse twists, but no new skills are required and just adding more enemy ships to is not going to win any new fans.

Did I say add more ships? Whoops, it must be my fertile imagination! There are no new ships for the allies or the Kilrathi, as well as no new weapons or even co-pilots. Yes, that's right, the same old tired faces like Paladin, Maniac, Angel and Iceman all crawl out of the woodwork for a chat. But then I've forgotten – you've already met, haven't you?

Perhaps you sense a note of sarcasm in my review, but I feel justified because I'm probably one of the only reviewers who has actually completed *both* games and therefore qualified to judge them without rebuke. *Wing Commander* is an excellent game with great graphics, sound and a rivetting plot which twists and turns more than a twisty turny thing. *Special Missions* on the other hand is more of the same so I cannot recommend it to anyone who has the first game due to the lack of originality. Why would you want to pay another £50 for a game that you already have?

It is of course impractical to lower the price (so the producer says), because of the high cost in producing the cart. But can Mindscape really claim this game took the same amount of time and money to develop when all of the graphics and gameplay were already programmed? I think not.

Perhaps the only original feature in *Special Missions* that is of any use is the difficulty option which immediately increases the challenge and alters the whole pace of the game. On the easy level for example, the asteroids and mines do not kill you first hit, and this is an excellent move because this is the most frustrating section to negotiate in both games.



The added storyline screens are an excellent feature.

The bottom line is that if you have *Wing Commander*, avoid this and wait for *Elite* to arrive. If not, then try *Special Missions* because it is still one of the best shoot-'em-ups/space RPGs around and it kept me quiet for quite a while (and that's got to be a good thing!).

DB

PROS

- Colourful graphics on interiors and briefing screens.
- Enemy ships are extremely fast and well drawn.
- Suitably heroic soundtrack fits action perfectly.
- Difficulty option increases challenge.
- All new missions and targets to attack.

CONS

- Way too similar to the original.
- Take-off and landing sequences are very naff.
- Needs vital injection of enthusiasm.
- Nothing new to shout about.

TIPS

- **When you come to face the asteroid or mine fields, the best way to get through safely is to go about 200kph and when an obstacle heads towards the centre of the screen, move away to a clear section of space and then wait for the same thing to happen. If you keep repeating this method you should get through the tough sections with ease. Remember that if you are on easy mode, it will take more hits to kill you anyway.**

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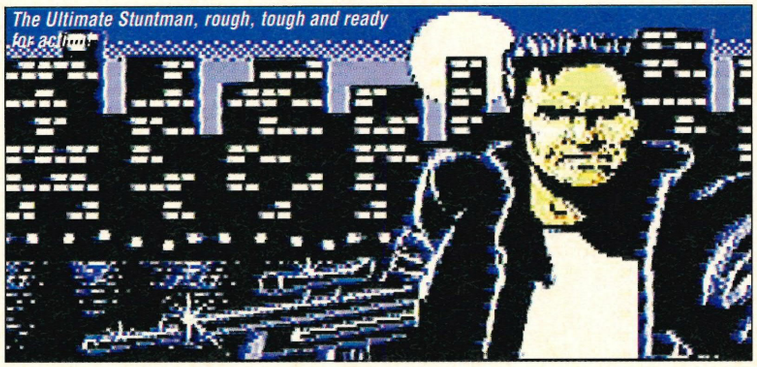
ULTIMATE STUNTMAN

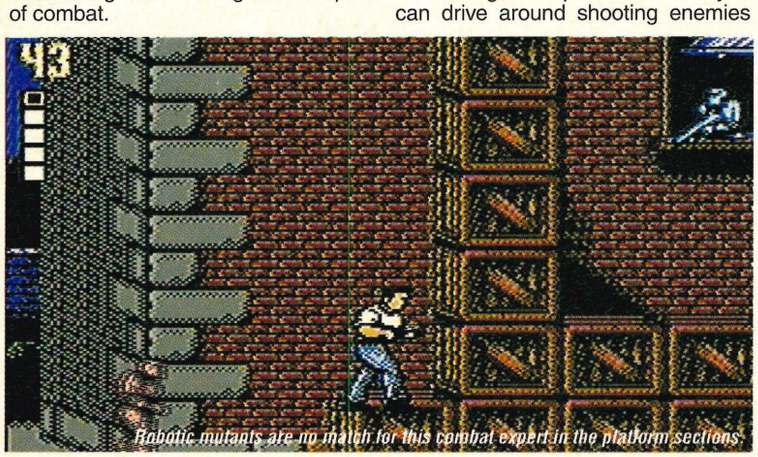
A super criminal with the unlikely name of Doctor Evil has eluded the FBI and captured America's top ballistic scientist. Evil is determined to build a mega weapon to help him to world domination and there is only one man with a hope of stopping him – the Ultimate Stuntman! The task ahead takes you through driving and flying scenes to battles with hideous synthetic bosses and combat down at street level. Extreme firepower, nerves of steel, and weasel-like cunning are required to succeed. We take a look at the latest game from Codemasters.


The Ultimate Stuntman, rough, tough and ready for action!

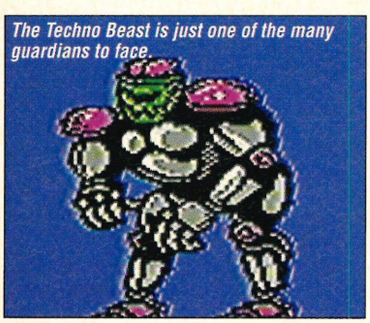
Hot on the heels of *Micro Machines*, *Ultimate Stuntman* seems to echo some of its incredible gameplay. Each section of the game is cleanly divided into various stages of pursuit such as driving, climbing up buildings, fighting in the streets and even riding in a microlight for a spot of combat.

OK, so the graphics and sound are not mind-blowing, and to be fair there is some bad flickering on some of the sprites. But the whole thing is immensely playable and the variation on styles of play (running, driving, flying etc) means you will never get bored. The different game styles are fun and challenging, but not too long that you want to scream, and not short enough to be a walk-over.

In the ground pursuit scenes you can drive around shooting enemies in cars, on motorbikes and even on foot; while adding extra weaponry to your arsenal via the assortment of power-ups that are scattered around the area.


Robotic mutants are no match for this combat expert in the platform sections.

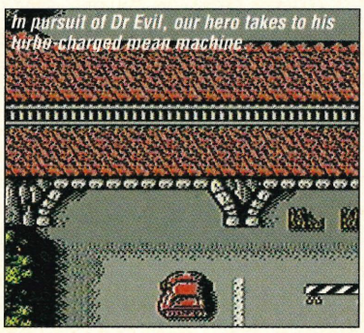
I had to admit that my feelings towards the NES were not complimentary before I had played *Ultimate Stuntman*, but now I'm a changed man!


The Techno Beast is just one of the many guardians to face.

Getting three or four triple shots going at the same time certainly makes short work of the opposition as well as the level guardians who appear in all shapes and sizes. In the car level for example, the boss is an armoured van that spits out barrels and bombs at you, and although this is a blatant rip-off of the *Spy Hunter* coin-op, it is no bad thing. By the way, why hasn't anyone converted *Spy Hunter* to the Super NES yet?

In later levels the pursuit takes to the air by way of Microlights. The going can get tough as enemy troops fly in, guns ablaze while you try to manoeuvre yourself around tall trees, bridges and ground-to-air attack missiles. Power-ups are also available to be grasped in preparation for a tussle with the level guardian which appears as a gun-toting eagle. In fact, this eagle guardian shows the worst sprite flicker in the entire game. At one point it attacks at the bottom of the screen and three quarters of it completely disappears!

I particularly liked the boat section in level three because of the smooth scrolling and a real sense of panic. Like the other pursuit sub-games, the screen scrolls from top to bottom and you have to collect as many power-ups as you can to slay the guardian at the end. The speed boat needed to be quite responsive to have a chance of entering tunnels and jumping ramps in time. Surprisingly, the controls *were* quick to react, and there is even a reverse gear option for tricky dead end situations.


In pursuit of Dr Evil, our hero takes to his turbo-charged mean machine.

Ultimate Stuntman may be a simple game in concept, but it is so hard to complete! Although extra lives are available in open play and the bonus sections, it is very easy to lose your lives and you have to perfect your technique in all aspects of the game. For instance, using turbo boosts at the wrong time will send you crashing into a tunnel instead of gliding through it.

I quickly discovered that making mistakes on the platform sections will almost always end in loss of life, and the climbing sections are sometimes unfairly cruel. It may be just me, but I'm sure some of the enemies are totally random and so an element of luck must play a part. The guardians are therefore often a relief because at least they are predictable!

Ultimate Stuntman can be a demanding and tricky game to crack. The gameplay is rich and the action grows more and more frantic the further you get into the game. It is not really a stunner with its standard graphics and non-eventful sound, but the variation in the gameplay makes it quite an entertaining shoot-'em-up/arcade adventure. I am not sure how long your interest in the game will last given the high difficulty factor, but if a challenge is what you need in your life, it is worth considering *Ultimate Stuntman* as a Christmas stocking filler.

NA

PROS

- Interesting and varied gameplay.
- Challenge is undeniable.
- Endless continues.
- Fun to play.
- Good mix of guardians to face.

CONS

- Ineffective and erratic sound.
- Dodgy graphics and spasmodic colour clash.
- Some levels may seem repetitive.

TIPS

- **Collect as many multi-shot power-ups as possible for the battles with the guardians. All the end bosses tend to move periodically, so take your time and dodge their advances, then shoot them for short periods only.**
- **One of the hardest elements of the game is that time ticks down quite quickly so it is a good idea to collect every clock icon that you come across. Some levels like the Microlight level cannot be completed unless extra time is gained. It is equally important to blast everything in sight to progress while protecting your energy.**

NES

£29.99

2 MEG

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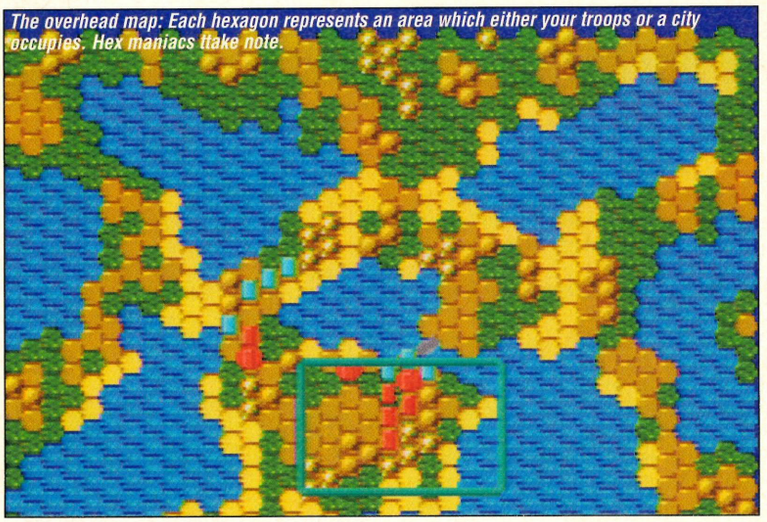
PUBLISHER: CODEMASTERS
TEL: (0926) 814132

Super Conflict is a strategy game for one or two players that combines a lot of the elements of the PC game *Capture the Flag* and the classic board game of *Risk* as you fight it out in the trenches across a variety of countries. The action takes place on a giant overhead hex map filled with a variety of terrains and the object of each campaign is to capture the opponent's flag without getting totally nuked. *Super Conflict* is definitely for hardened strategy fans only.


The overhead map: Each hexagon represents an area which either your troops or a city occupies. Hex maniacs take note.

I'm not a big fan of strategy games because with all the complexities of war, none can hope to include all the options, as well as presenting all the battles and politics involved. *Super Conflict* tries desperately to be two things. On the one hand there are the arcade sequences, but since you cannot take direct control, this spectator sport is very boring indeed. Then there is the actual troop movement phase, but again, the hexagonal zones are unconvincing and don't portray real valleys, towns and hills. This means that, for example there are no advantages to being on a hill right next to the enemy who is stuck in a marsh and the game is therefore very unrealistic.

In one player mode, you must work your way through 11 sets of five campaigns across a variety of landscapes before the game is complete – a task that should keep you occupied for quite a while because *Super Conflict* is a very involved game.

Each different land type – from desert to mountains, affects the ease with which you transport your troops, thus influencing the course you choose to take. Each unit is allocated a certain number of moves per turn, so if you come up against marshes, it is obviously a better idea to trudge through and take the enemy by surprise, rather than strutting along the open road into an obvious ambush.

The overhead map over which most of your strategy is planned out on is fairly basic, with simple icons to represent the different units in your infantry – to add flash graphics is surplus to requirements as the view is clear and it is possible to tell at a glance how the opposing sides' troops are distributed. The map itself is actually quite large, but only a limited amount of terrain is visible at any one time. To view the whole map, a much vaunted use of Mode 7 zooms back to reveal the whole campaign area. Wowee!

The sound similarly is less than stunning, with a droning background soundtrack to remind you that you are playing a war game and people are dyin' out there! Sound effects are rare and limited to a simple 'Boom' as you take out an enemy encampment.



The battle commences and the tanks face off.

Being a strategy game, it is thought rather than action that is the principal component of the gameplay. It is the way in which you plan your attacks which determines whether you win or lose. Unfortunately, the graphics you get of the actual battles are less than inspiring with some pathetic little sprites running about shooting. You have no control over the fights and so it is very much a case of who does the computer want to win. Unsurprisingly, it nearly always chooses itself, and I found it incredibly frustrating that an entire regiment of troops could be wiped out by a single tank when it was obvious to me that all the troops had to do was run underneath and drop a mine – have these guys never seen the *Dirty Dozen*?

The real strategy of the game however exists in the way in which you manoeuvre your troops – do you go in for a massive offensive right from the start; utilizing all your troops, or do you carry out your attacks using the dreaded pincer movement? Initially, I found my attacks being repelled and subsequently falling prey to a violent counter-attack. With practise, it is possible to devise a number of plans to take out the hard-core of the computer's forces every time, before homing in on its flag tank to finish it off! Once you have the plan devised, you can nearly always streak through the easier levels with the same moves.

The enforced strategy elements are further increased with a number of outposts which can be captured and controlled with your forces. Cities, bridges and airports are but some of the vital installations whose occupation may lead to a decisive advantage over your opponent. By controlling key units, you can keep your troops supplied, whilst the opposition gradually loses all its ammo and fuel and this is the first feature which actually attempts to simulate real life.

Super Conflict is best played between two players to extract maximum fun from the game. The computer is a decent opponent, but there's nothing like hunting down a friend's depleted army to bring out the Mussolini in you!

In all, *Super Conflict* is a decent war game which can become very complex on the later levels, but which fails to recreate either a sense of achievement, or an illusion of reality. Arcade players will shy away from this in their droves and rightly so


The red forces lie in wait over the bridge, awaiting the arrival of the blue troops.

because it is not uncommon for one game to take four hours! A solid base game, but far too incidental for serious strategists and lacking in the vital action needed to attract any other type of player. It would be much cheaper to buy a game of *Risk*!

ES

PROS

- Thought-provoking strategy elements.
- Will bring out the competitiveness in you in two player mode.
- Huge number of campaign scenarios will keep you fighting for months.
- Loads of in-game stats.

CONS

- Basic graphics don't exactly stretch the machine's capabilities.
- The sound likewise is limited. Background music is grating and spot effects rare.
- Unsurprisingly, it'll appeal to strategy fans only.
- Occasionally, the battles seem to be fought rather randomly so that despite bearing down on a sparse team of enemy commandoes with your toughest tank, you get blown away instead of trashing them.

TIPS

- **It seems better to attack the opponent in smaller units rather than attacking in one big unit. Separate your troops into small groups and attack the enemy on a number of fronts for ultimate victory!**

SUPER CONFLICT

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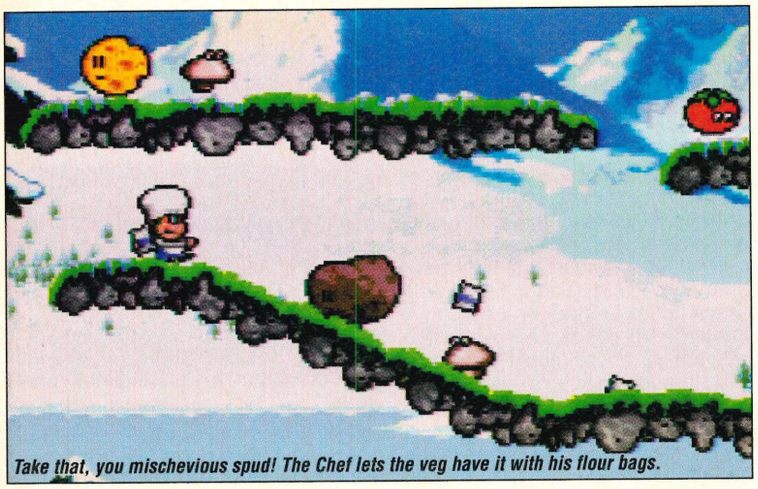
SUPER NES

PUBLISHER: VIC TOKAI
TEL: (0604) 671415



Take that, you mischevious spud! The Chef lets the veg have it with his flour bags.

Out to Lunch **has you playing the part of a Master Chef who can't control his meat and two veg! His troublesome ingredients keep running away from the fridge and frolicking around Europe – anywhere from the Swiss Alps to the Colosseum in Rome. Using his bag of flour and trusty net to recapture his naughty nosh, the chef must put all the ingredients in a cage before moving on to the next level. If he fails to do this within the time limit, the game's up and you chef's goose will be cooked. All the way through this gastronomic challenge, the chef is constantly under threat from the evil chefs, killer tomatoes and rotten potatoes! Floyd on Super NES?**

Out to Lunch reminded be strongly of the old classic game *Burger Time* and not only because of the food theme. The gameplay is very similar and since the original was such a classic, there's no reason why this game shouldn't be a lot of fun, which it is.

Although the graphics are fairly basic, they are quite charming and the cutesy food smiling in blithe ignorance as to its fate leaves you in two minds as to whether or not you should be bashing a poor innocent pancake with a bag of flower. It is the food in fact which makes the game such fun to play. As you charge around the levels and platforms searching for malevolent morsels, the ingredients see you coming and run away; fleeing for their lives and flicking their eyes left and right nervously. By picking up some of the articles left lying around the screen you can stop them in their tracks, making them easier to put in your net. A bottle of chilli sauce for example gives you roasting hot fire breath that torches all asunder. Throwing bags of flower puts stars around the food's head, and sends them stumbling drunkenly around the screen – easy pickings for Le Chef.

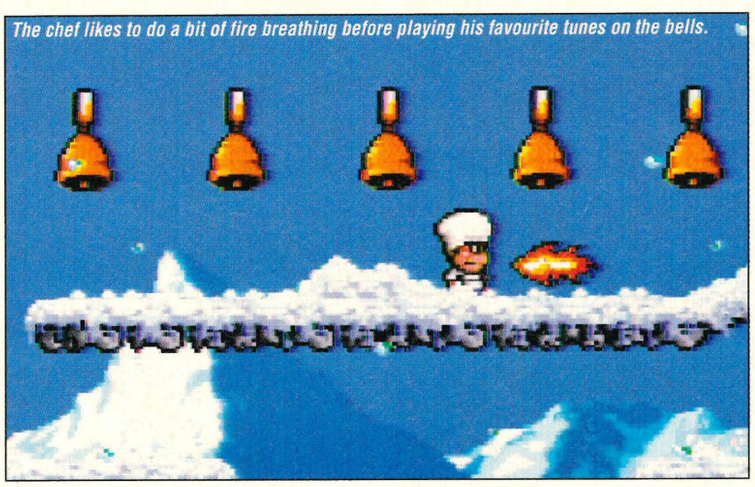
Although simple, all the graphics move very smoothly with some particularly nice mountain backdrops in the Swiss section of the game. The levels are well arranged with some tricky jumps to be made and a good deal of exploration to be done. Some of the levels contain teleports that send you into previously inaccessible areas of the game containing either the cage in which the food is stored, or the final little morsel that has been hiding from your net.

Giant springs send the Chef catapulting into the sky – occasionally too high so that he smacks his head into the ceiling. If he hits his head too hard or bumps into a bit of food that dares to come too close without getting bagged, our hero falls flat on his face in a giddy daze, another example of the fine attention to detail on the main sprite animation.

The Chef normally strolls causally around the screen, but by pressing the 'run' button you can make him sprint along the platforms in order to catch a particularly swift item of food. The strolling speed is fairly redundant, as the food items all move at a fair rate of knots. I think it would have been better if the game had been designed so that the Chef always runs, using the buttons to slow him down instead.

One major fault in the game however is the lack of a password system. Although the levels are generally good fun to play, it all gets a bit tiresome to have to work through huge number of easy levels to get onto the really tricky ones.

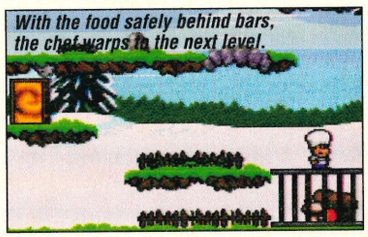
Out To Lunch is further spiced up by a large number of bonus levels and secret tasks for you to perform such as if you manage to play the tune correctly on the set of bells, you gain access into a room containing loads of 1-Ups and money. When you reach the end of a country, having completed all the levels you get to play on a fruit machine which then leads you onto a 'Supermarket Sweep' type of bonus round where you must collect as much fruit as possible and stuff it into your basket. This is excellent fun and really complements the cutesy nature of the game, as do the background tunes which will have you whistling along, infuriating everyone within range!



The chef likes to do a bit of fire breathing before playing his favourite tunes on the bells.

If there had been a password system and perhaps a bit more variation between levels this game would unreservedly receive the 'SUPER XS Recommended' approval, but it unfortunately just misses out. The game would be particularly suited to younger players because of its simple gameplay and easy initial difficulty level. As the levels progress however, things start hotting up with the evil chef appearing from his hut to come and release the food that you have already captured! The later levels also become complicated because of their size and fiendish teleport areas. Well worth considering if you love puzzle games. It's out there... somewhere!

ES



With the food safely behind bars, the chef warps to the next level.

PROS

- Really enjoyable to play and watch. The cutesy atmosphere is perfect.
- The game is very easy to get into and you'll be thirsty for more.
- Great tunes that only seem to grate the person who's not playing it!
- Sneaky bonus levels are inventive and unashamedly fun!

CONS

- Lack of password system is a real downer.
- Graphics are a bit basic.
- A simultaneous two player option would have been fantastic.

TIPS

- **The best way to avoid the evil chefs is to complete the screens as quickly as possible.**
- **Make sure that when you find the sets of bells, you ring them to enter the rooms filled with booty. Hit the bells in the correct tune by finding the correct notes.**

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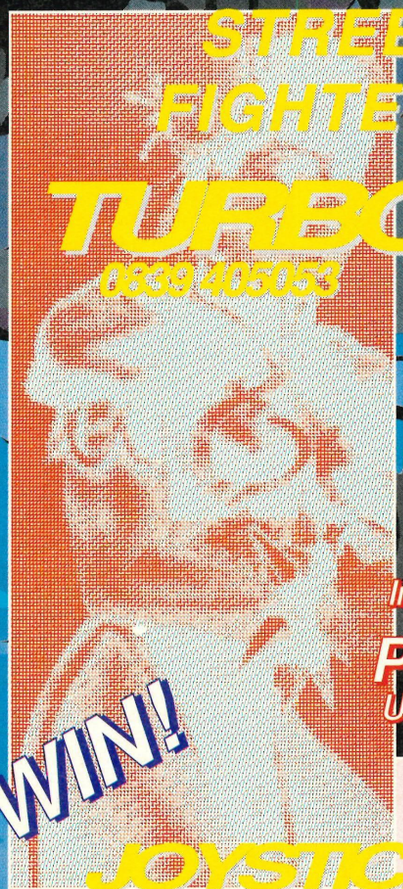

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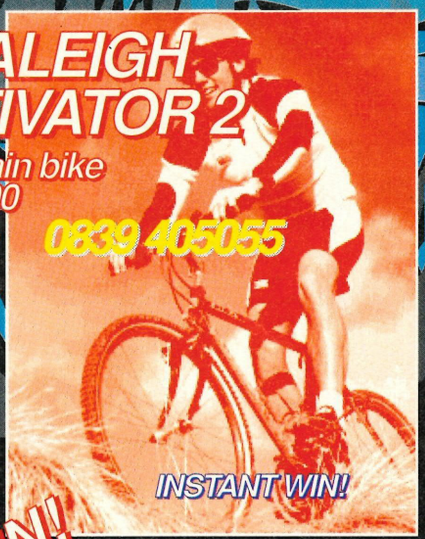

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SXS/Dec93

BATTLETOADS & DOUBLE DRAGON

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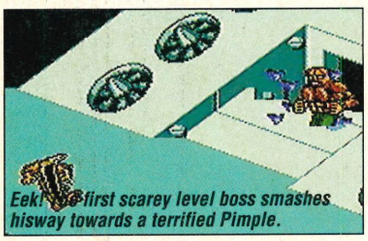
PUBLISHER: NINTENDO
TEL: (0703) 652222

Take one rather good scrolling beat-'em-up, combine it with another, rather ropey, scrolling beat-'em-up, and what do you get? A scrolling beat-'em-up! *Battletoads and Double Dragon* is another brainchild of the reliable Rare team, but you could be forgiven for wondering about the logic of combining a good game with a not-so-good game. Does the combination produce synergy – or dilution?

Battletoads and Double Dragon? Not a dream pairing that would spring to my mind as easily as, say, myself and Janine Turner (I said *my* mind). *Battletoads* was, admittedly, one of the NES' better offerings of the past couple of years, combining some smart graphics with a high level of playability, even if it did get frustratingly difficult at times – remember the snakes? But *Double Dragon* – hang on, that was a decidedly second-rate game even in the arcades and has since provided console heads and computer boffins alike with some of the worst conversions in video game history. The plot is hardly stunningly original either; the bad guys from both games have teamed up to take over the Earth, and it's up to you to board their giant space cruiser and knock this idea from their evil heads. Peter Greenaway it ain't.



Eek! The first scarey level boss smashes hisway towards a terrified Pimple.

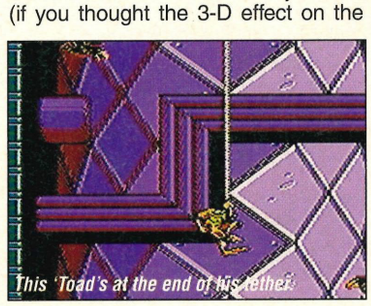
So, I certainly didn't begin *B&DD* with any great expectations. The scrolling beat-'em-up has become one of the most overused and abused genres on consoles, presumably because it's a) easy to program, and b) people seem to buy them no matter how low the quality. They follow a format so rigid – walk along a bit, punch and kick the bad guys, walk on a bit further, thump some more mindless thugs, walk on again, meet a boss *ad infinitum* – that you start to wonder if there isn't some kind of core program being passed between the software houses that they can tack their own graphics onto. *B&DD* certainly doesn't start promisingly, the first level following the above sequence of events to a tee, but even here there are signs that this game is going to be a little different.



The handsome devils you can select for the upcoming battle.

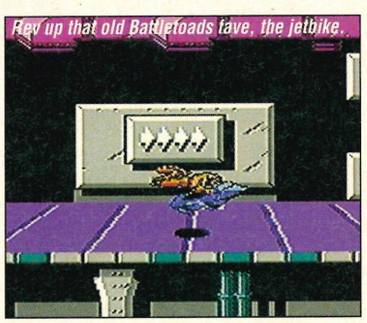
The graphics for the main characters are small but (as the cliché goes) perfectly formed, nicely animated for their size and actually possessing some character as they leap insanely about the place and dropkick enemies into eternity. There are also plenty of clever touches that set this game above the norm. For a change, the baddies don't simply evaporate into thin air once they're knocked down for good, but are sent hurtling off-screen by the various ludicrous, but amusing, power moves employed by the heroes. In fact you can even dangle from the side of the spaceship to pick off the more athletic opponents!

Once inside the ship the surprises continue as you hammer the enemies through the floor of the deck, which itself scrolls along with a very effective ersatz Mode 7 effect. There is even a quick chase with those old *Battletoads* favourites – the jetbikes! (if you thought the 3-D effect on the deck was good, wait until you see it belting across the screen when your bike hits full throttle – it'll send your eyes spinning like pinballs!)



This 'Toad's at the end of his tether.

The guardians are suitably varied as in all the *Battletoads* games with the second one defeated not by punching him repeatedly, but by snatching up the short-fused sticks of dynamite he lobs at you and hurling them back in his face!



Rev up that old Battletoads fave, the jetbike.

It's this kind of attention to detail and a willingness not to take itself too seriously that puts *B&DD* several steps above the usual run-of-the-mill humourless games on the NES. When was the last time you saw something to laugh out loud at while playing *Final Fight*? (Apart from Haggar's lousy dress sense.)

If you've played the original *Battletoads*, you'll have seen the animation of the 'toads themselves before, but it's the first time anyone's witnessed Billy and Jimmy bugging their eyes out like Roger Rabbit at the sight of a level boss! The enemies too, are given a humour injection with the fingers of giant mechanical hands glowing red and throbbing when you stomp on them, and the inevitable whip-wielding women being whirled around by their hair when the good guys get going!

The sound, on the other hand is nothing out of the ordinary with an array of unremarkable crunching spot FX and bland background tunes. For the NES it's not bad, but by no means something that you're going to want to pop in your Walkman and listen to on the bus.

So *B&DD* is playable, it's big, it looks very nice – what's the catch? Well, the catch is quite simply that it's all been seen before. The enemies are all plucked straight from the original games, the levels are far too similar to many of those from *Battletoads*, and the *Double Dragon* element is obviously just a gimmick because they hardly play any part at all (except on a two player game). If you don't have the original *Battletoads*, I'd say that *B&DD* was definitely worth considering. If you do, there's not enough here that's new. And if you've got *Double Dragon*, well, I pity you...

AM

PROS

- Two player fun at last!
- Clear, amusing graphics.
- Huge challenge.
- Plenty of variety – it's not just a standard beat-'em-up.

CONS

- Too similar to the original *Battletoads*.
- Mediocre sound.
- Can get infuriatingly difficult in later stages.

TIPS

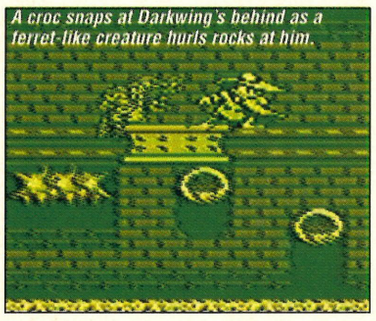
- **To despatch the hands of the first level quickly, stand still until they descend, then quickly dart to one side. While they're embedded in the deck, they're defenceless against your attacks.**
- **The security cameras are annoying, as if you're hit by their first shot, the next two also hit you while you're down on the deck. To avoid this, stay directly under them as much as possible, and keep leaping up to grab them and beat their lenses out!**

DARKWING DUCK

Darkwing Duck, self confessed winged scourge that pecks at your nightmares comes out at night to clean up town. A mysterious crime wave is sweeping the city and it is believed that a secret criminal organization, FOWL, is at the root of it all. Your mission is to hunt down all its cronies and make the world a better place. Complete the first set of three and the crimewave continues with a fresh set of henchmen to be overthrown. *Darkwing Duck* is programmed in collaboration with Disney, but is it all the better for it?



Darkwing is essentially a typical platform game, but this grossly underestimates the quality and care that has been put into this Disney license. The controls are simple, but still leave our hero with a great variety of moves at his disposal. From grappling along an overhead beam, to leaping across pools of bubbling acid, Darkwing does them all! He also has a Batfink-like 'shield of steel' that protects him from enemy fire. Pull the obligatory cape across his face and the bullets just bounce off – a nice touch!



You must perfect all of Darkwing's abilities in order to conquer the game and it does take a while to learn the correct responses to each situation. But once mastered, you'll be leaping about the platforms with gay abandon. It is this fluency with the game that allows you to explore the levels with ease and makes the game such a joy to play. It's really satisfying to pull off a rapid sequence of snazzy manoeuvres as you work your way around a room filled with hazards and evil wrong doers.

What also makes the game so interesting to play is the variety of characters and objects that fill every level. There are buzzing chain saws that once grabbed tear off with Darkwing in tow; carrying him to safety, or even directly in the path of an angry tortoise that hurls its shell at you whilst shivering in its birthday suit – hilarious!

What makes this game so special is that there is simply an enormous amount of subtle touches which all contribute to giving the game a really polished feel. Darkwing hangs from light switches to reveal a wide-eyed crows, or uses his weight to pull levers activating chains and platforms that lead to the route forwards. There's never a dull moment!

The layout of the game has obviously been carefully planned with all the elements working together to provide non-stop action. As soon as one bad guy is despatched then another one appears, or Darkwing comes to a tricky hazard that must be negotiated.

You need fast reactions and nerves of steel to confront snapping crocodiles or make giant leaps to chains hanging from the sky. There are a number of really tricky leaps to be made that not only require you to jump from the very edge of the platform, but place you in the direct line of an enraged enemy. Having just cleared a particularly nasty gap in the floor with a great deal of relief, I was knocked straight back into the gaping hole by a snowman-like character who looked particularly pleased with himself at his success! *Darkwing Duck* had me vowing vengeance against all the characters that had caused me trouble, but revenge is sweet and I was soon back for another go!



However it's not all perfect as there are a couple of annoying faults in the game that marr the playability in my opinion. One is that on reaching some areas, the route ahead is sometimes impassable because the moving platform that is supposed to take you across the gap is simply not there! Another, is that the computer fails to remember that the floor below still exists after the screen has scrolled up. I'd be holding onto a perch and suddenly slip off; expecting to land onto the floor below – but no! The floor had been cruelly been whisked away in a sick practical joke. It just seemed a little unfair.

The graphics themselves are nicely drawn with the baddie characters, and Darkwing in particular, very clearly Disney orientated. At the end of each level you get to face the big cheese who's been muscling in on the area. Each one has a different style of attack, becoming more and more complicated as the levels progress, with some even employing their sidekicks to keep you occupied.

Each guardian is larger than the other characters in the game (apart from Darkwing) and they also seem to carry a rather goofy look about them! It's no wonder that the criminals are so easily run out of town with such dopey Mafiosi at the head of it all!



The main problem with *Darkwing* is that once you have got the hang of the controls, the game is rather easy to get through – but that's not to say that it's not a great deal of fun getting there. In fact I'd go further to say that this game is far more enjoyable to play than virtually all the Super NES games I've reviewed recently.

More levels (*Bionic Commando* had over 17!) with a greater difficulty level curve would have made this game an instant classic. Even so, *Darkwing Duck* is an excellent game that is particularly suited to younger players. Heartily recommended (but not quite XS Recommended)!

ES

PROS

- Huge number of characters and objects found in the levels put the game head and shoulders above the average platformer.
- Nicely drawn Disney sprites.
- The main character is a versatile chap with a variety of moves.
- A lot of care has been put into the layout of the levels; creating a very fluent, enjoyable game.

CONS

- Too easy to complete.
- A few minor flaws marr an otherwise superb game.

TIPS

- **Learn to use Darkwing's shielding manoeuvre at a moment's notice – it's much easier than trying to jump or duck all the ammo that flies around the screen.**

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BATTLETOADS

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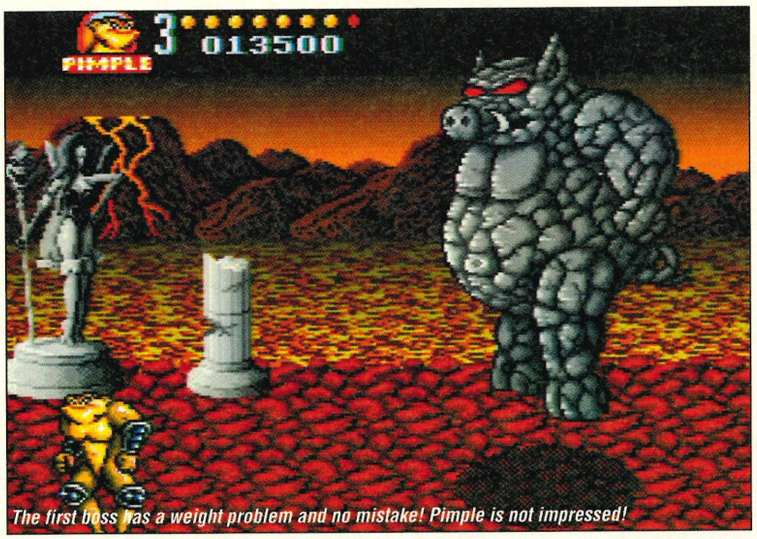
The Battletoads are here! Rash and Pimple, the swashbuckling amphibians who aren't a bit like the turtles no sirree, are here to rescue their warty chum, Zitz and Michiko, daughter of Professor T-Bird, head of the Gamescape virtual reality company. Held hostage by the evil Dark Queen and her head heel, Silas Volkmire, it's your job to guide the toads round a number of different levels; destroying the Dark Queen's blackguards as you go. With one or two player frog-hopping action, you've got to be Jack of all trades to make your way through the increasingly difficult stages as the action switches from a gravity-defying transporter to a lightning quick jet bike. Hop to it!



The first boss has a weight problem and no mistake! Pimple is not impressed!

The first stage is a scrolling beat-'em-up affair that had me thinking, "not *Captain America* again!" as some rather basic backdrops scrolled by that looked like they had been plucked straight from *Golden Axe* on the Mega Drive. However, as soon as my plucky frog Rash performed his amazing 'twin kick' manoeuvre that involved whacking two approaching baddies from either side, legs akimbo, I realised that here was a game with rather more class and humour – with a funky soundtrack to boot!


A porky viking maiden waits to belly flop your hide past the burning bridge.

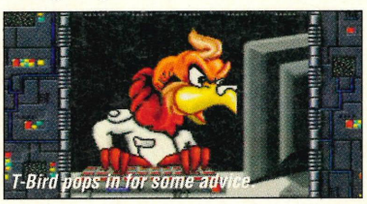
As well as cheerful gameplay, the game boasts a comical introduction and between level cartoons, helping to boost the light-hearted nature of the game as the eagle behind the scenes passes on your instructions for the upcoming level, or scolds you for previous poor performance.

Apart from the direction controller, there are only two buttons to use, but after a flurry of punches or a combination of jump and attack moves, the froggy chaps pull some really saucy moves out of the bag on their own!

When the fancy takes him (or so it seems!), Pimple produces a giant hammer from behind his back that pulverises the nearby foes unlucky enough to have their faces nearby. As a double act, Rash and Pimple are real entertainment!

The backgrounds it has to be said are a bit plain, but it is the sprites that are what you concentrate on. Obese Valkyrie pigs charge at you with their bellies at the ready, and sometimes miss you completely, only to crash into each other! Other neat touches like the skeletons' heads that bounced up and down as you whacked them in the stomach make for entertaining viewing, and it is very easy to learn the controls.

The end of the first level pits you against a giant stone pig that jumps high in the air to try and squash you flat into the pavement. After a number of thwacks with my webbed feet it crumbled into dust and I sat awaiting the next scrolling beat-'em-up section, but no – the next section is radically different! Falling down a giant shaft, giant flies and long-necked lizards do their best to knock you off their perch as you do your best to punch their lights out. The action is pretty basic, but it somehow manages to stay entertaining because of the funky toads and the variation of the fighting theme.


T-Bird pops in for some advice.

For braving the might of her forces, the dark queen rewards you surprisingly with a chance at earning bonus lives. Sliding on a draught's piece along a polished table, you've got to pick up skittles whilst avoiding the rogues sliding your way. The graphics in this section are truly excellent with playing cards and chess pieces lining the route, perfectly reflected in the table polish. It's a lot of fun and quite challenging as the obstacles really start to mount up and it certainly stretches the Super NES's capabilities to the limit. I've also seen all the other versions of *Battletoads* and none of them contain this excellent bonus section.

And so it continues! The levels get harder and harder and the action jumps around faster than a rabbit on a space hopper as it's the familiar jet bike section. The action comes in thick and fast with the froggy sprites darting around the screen at a terrific pace – the whole game is incredibly fun to play. It doesn't matter that the gameplay in each section is rather basic, it is the changing nature of the game with each successive level and the different tasks that you are having to perform, that make it very entertaining and long lasting. The jet bike level requires you to do little more than avoid approaching barriers and leap giant chasms, but it's so fast, with the walls coming at you at a cracking pace – the adrenalin really starts to flow! At the end of the day it's simply a case of memorising the route, but that doesn't stop it from being a highly polished piece of software with bags of challenge and plenty of varied levels to keep you 'gribbeting' into the wee small hours. A laugh a minute!

ES

PROS

- Fast moving beat-'em-up action.
- Fun graphics and smooth movement.
- Funky sounds
- Great cartoon interludes
- Cracking fun in two player – especially when you start laying into your fellow froggy player!
- It's pretty hard and won't be completed in a hurry.

CONS

- The background graphics are fairly basic
- The fighting action is rather simplistic, with limited moves at your disposal.
- The lack of a password system means that you have to work your way through all the early levels before making any progress.

TIPS

- **In the fighting sections, rather than slogging away at the enemy with your bare webs, kick them into the numerous pits and crevices that form in the floor to finish them off in one go!**

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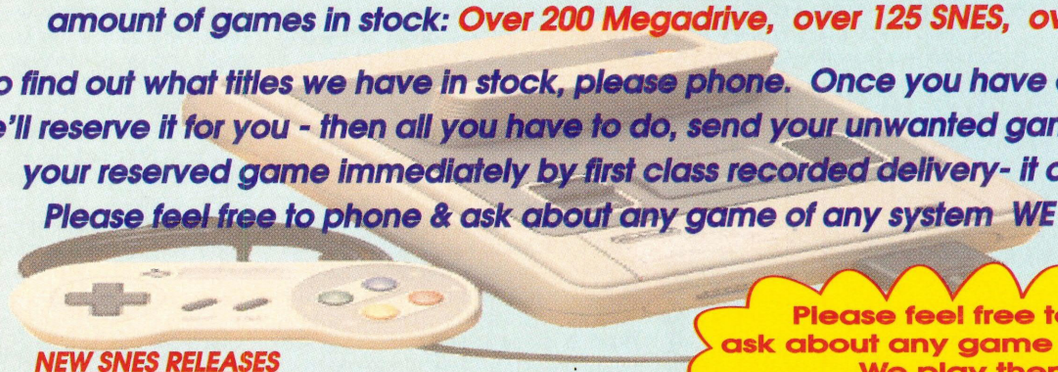

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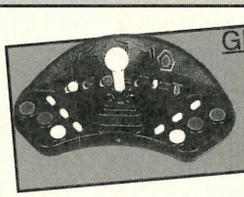

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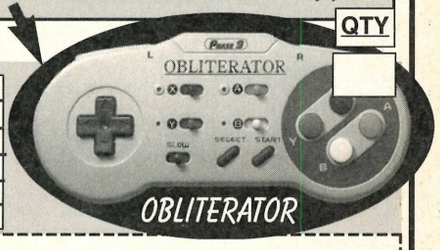

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GOOF TROOP

Nintendo's latest release for Christmas is a one or simultaneous two player arcade game called *Goof Troop*! You play Goofy (there's a surprise!) and the object is to defeat the enemy pirate who has taken over the island you are trapped on, with the last level set on his pirate ship for the final confrontation. Viewed from above, *Goof Troop* is a problem solving task on a gigantic scale with only a correct answer in each section; allowing you to carry on to the guardians at the end of the five levels. Is *Goof Troop* Disney's greatest effort yet?



This is the first level and you are just getting to realise that those grey blocks can be kicked about to activate pressure plates and defeat enemies. The hookshot device is in the bottom corner.

Goofy, eh? What kind of animal is he anyway? Is he a cow, a horse, could he possibly even be a dog? I want to know and I'm not going to play *Goof Troop* again until someone at Disney phones me up and tells me. Well, maybe just one more game...'

For this latest Disney outing, Goofy gets his own game, and what a corker it is. The graphics are almost cartoon perfect and closely resemble the mouth-watering offerings in *Magical Quest Starring Mickey Mouse*. Every sprite has been meticulously designed and coloured, with the floating suits of armour and the pot-bellied pirates being my personal favourites.

It takes a lot to impress me, but although I quickly latched onto the problems with ruthless zeal, I enjoyed the fact that the game has helpful friendly pirates to give you subtle clues if you get stuck. This is the sign of a well planned game, and it means the programmers haven't simply covered up weak gameplay by making the object of the game a mystery.

The graphics in every Disney influenced game are always something to behold (the imminent *Aladdin* is a perfect example) because that is their trademark, but I was actually surprised to find that the basic gameplay was also well conceived and easy to get into. This is a game you can pick up and play within seconds and it is therefore perfect for younger players.


Level three is set in the mountains and there are plenty of barrel-throwing minions to avoid.

You play Goofy and the idea of the game is to wander around the stages, collecting vital objects (you can only hold two at a time) and then finding out where to use them so that for example a door opens, a gap is bridged, or a guardian is vanquished. Remember, it's a Disney game so none of the baddies actually get killed, just catapulted out of the screen or down a hole.

Each of the levels is individual in its own right, with the first taking place on an the beach of an island, and gradually making your way inland to the castle which is the setting for the final tough level.


This is level four and Goofy has just used the hookshot to get across the gap.

The difficulty level is very low because I think this is very much aimed at kids rather than adults. Simple problem-solving such as pushing blocks into holes and killing all the enemies on screen to open a door will not exactly tax your brain to the limit, but it makes a refreshing change from simply relying on reactions to get past a tough platform section.

With *Goof Troop*, almost every room is an intrinsic problem which must be solved. In the later levels for example you must line up a series of blocks so that they land on the letters "OPEN" and hey presto – the gate is lifted! It is this attention to detail that made me really enjoy the game from start to finish.

The sound is extremely dramatic with rumbling tunes playing throughout and cheerful little ditties when you find crucial items and solve riddles. To be honest after a while I got very tired of the constant assault on my ears and turned it right down so that I could concentrate on the problems without a trumpet blasting out full force.


The helpful pirate tells you to dig in this patch for bonus items.

Without a doubt, *Goof Troop* owes a great deal to *Zelda* on the Super NES and I found many sections where the former was blatantly ripped-off, such as when you use the spade to dig up bonuses on level four, and also the use of pots and bricks to bash the enemies. This is no bad thing, however, as it makes the game fun to play and as the saying goes, imitation is the sincerest form of flattery.

One feature that's bound to make *Goof Troop* a firm family favourite this Christmas is the simultaneous two player option that allows you and a friend to solve the puzzles together. Now you can use one player to hold off the enemies, while the other flicks the switches to open the gate. This is an excellent addition to what is already a high polished overhead arcade adventure.

Every aspect of *Goof Troop* shines and the only problem you may experience is that it is too easy if you are really good at solving the lateral problems encountered here. After only a few goes I had easily completed the first level and I was well on the way to conquering the whole game. It may be enough for some people to have stonking good graphics and sound, but for my money (and it is £50!), it's just a little bit too simplistic.

DB

PROS

- Gorgeous cartoon graphics and backgrounds.
- Cheerful sound bounces along merrily.
- Loads of semi-tough problems to solve.
- Perfect for younger players.
- Two player option is well designed for maximum fun.
- Very similar to Zelda, but none the worse for it.

CONS

- It may be too easy for most gamesplayers.
- Not enough levels.

TIPS

- **Here are the passwords for levels two and three.**
  Level 2: Cherry, Red Crystal, Blue Crystal, Cherry, Bananas.
  Level 3: Red Crystal, Cherry, Blue Crystal, Blue Crystal, Red Crystal.

- **On the first level, use the plank to get across the stretch of water on the right path, there is a helpful pirate standing next to the gap if you cannot find it.**

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BATTLETOADS

The Game Boy is fast becoming a quality format with big and extremely playable games to its credit. *Battletoads in Ragnarok's World* is no exception. Lovingly converted from the original version on the NES, *Battletoads* has the same gameplay and feel, with the graphics being re-designed as expertly as possible for the famous monochrome green screen. The Battletoads are up against the forces of the Dark Queen, who seems to be hell bent on the destruction of the world. Our heroes must take on the likes of the Psyko Pigs, risk life and limb whilst riding the Turbo Bikes, and enter the realm of the Terra Tubes to stand any chance of success. Will *Battletoads* leave you 'toadally' mesmerised, or hopping mad?



The busty Dark Queen takes the mick out of your feeble attempts.

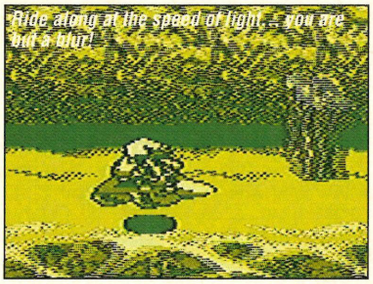
At the beginning of the game we are treated to some interesting and funky music, with snare drums and a jungle jingle while the storyline unfolds via cartoon-like screen freezes. The music throughout the game in fact is toe-tapping stuff with a number of tunes to suit the mood.

The intro sequences start off showing the 'toads receiving their instructions from HQ, with the next screen showing the map that captures the plan of action for the level ahead. Although these maps are not vital reading, they do add something to the atmosphere of the game.


What's a nice bird like you doing in a shot like this?

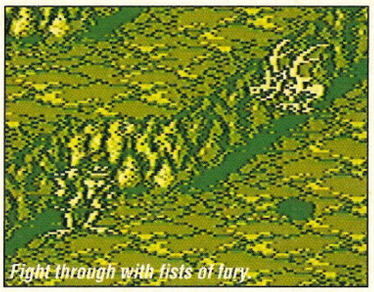
Humour plays a large part in the game, from the sarcastic comments from the Queen, to the way in which the enemy are unceremoniously booted off the screen in combat. The whole game plays at a jaunty pace – it's often hard to remember that there's some serious work to be done out there!

Although daunting at first, the fight sequences are actually controlled using just one button which carries out different combinations of attack. Hammer away at the buttons and your toad will vary his attacks randomly. In line with the humorous nature of the game, some really whacky moves emerge in the 'toad's repertoire, such as a giant foot looming out of the screen, clearing the way of enemies in one foul swoop! This is entertaining in short spells, but tends to be over-used. It's a shame that more control couldn't have been given over to the gamesplayer so that combinations of button presses produce the required move.


Ride along at the speed of light – you are but a blur!

In these early stages the game is reminiscent of the *TMNT* games as the action grows from one fight to another. In the Turtle games, each character has his own particular weapon, whereas in *Battletoads* the primary attack is centred around punches and kicks, with extra weaponry like knives and staffs having to be won from the enemy. These extra weapons are extremely useful, allowing you to wade through the masses of the Dark Queen's cronies, slashing through their ranks with wild abandon.

As the second level began I was pleased to see the style of the game completely changed. Unlike the Turtles games, which have you monotonously beating up whoever comes along, *Battletoads* improves on the format by changing the nature of the gameplay.The idea in the second section is to swing down a long Wookie Hole, kicking crows and robotic boxes Errol Flynn style! You may think that dropping down a chasm for a spot of pig-pasting was not all that original, but when you consider that entire games have consisted of less, you begin to appreciate what the programmers were trying to do. Not only do you fight through the bikes, there is also a fiendish underwater section, some tubes where you are chased feverishly by large cogs and finally a rotating tower when the idea is to leap up ledges as they spin around a huge cylinder. Buy *Battletoads* and you'll agree with me that it you don't come much bigger or weirder than this!


Fight through with fists of fury

The strength of the first game on the NES was the diversity of the situations you find yourself in. One minute you're in an open plain, the next you are parascending down a cliff face and riding bikes through dank tunnels with Psyko Pigs in hot pursuit! Luckily, the Game Boy version shares the incredible playability of the NES and indeed, nothing has been altered.

Fans of the original could hardly say that the turbo bikes were the easiest section and here they are again! Unfortunately, due to the tiny screen and the Game Boy's tendency to blur when sprites are moving fast, this section is not as playable as it is on the NES. With the screen moving at a heck of a pace, the screen completely blurs and this makes jumping the stone walls very difficult indeed.

Overall, *Battletoads* is an extremely enjoyable and playable game, following on from the winning formula of the original NES version. Whilst being initially easy to get into, the game becomes progressively harder, so that it's quite a challenge to complete. The swimming section in particular is a nightmare! The game is also refreshingly light-hearted – despite the obligatory world domination plot, the Battletoads take everything with a pinch of salt. No job too big or small, call the Battletoads and you won't be disappointed!

NA

PROS

- Good changes of pace and gameplay.
- Entertaining update screens and extra sub-games.
- Totally excellent and playable conversion from the NES.
- Fast action on the fight and race sections.
- Big levels and lots of them.

CONS

- Some graphics clash and blur excessively.
- Sometimes repetitive in the later stages.

TIPS

● On the fighting sections of the game, try to pick up weapons as you go along. These will have a greater effect on the enemy and protect your energy reserves. When two or more enemies are on screen at the same time, take them out by stunning one with punches and moving onto the next one in rotation, this will mean you will not get bogged down by several enemies attacking at once.

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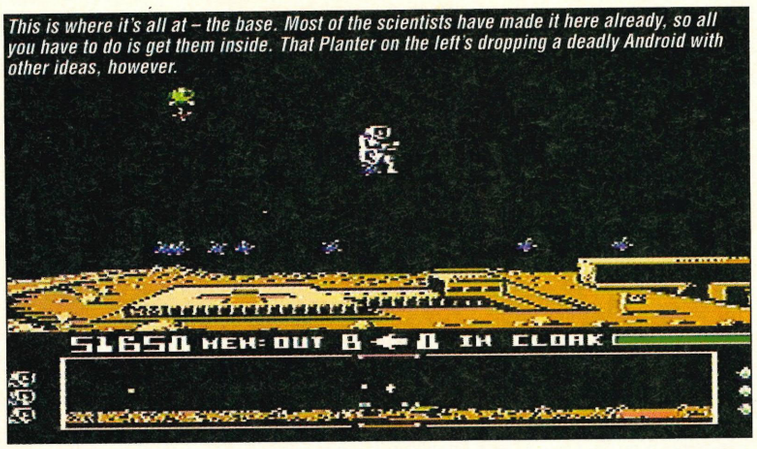
DROPZONE

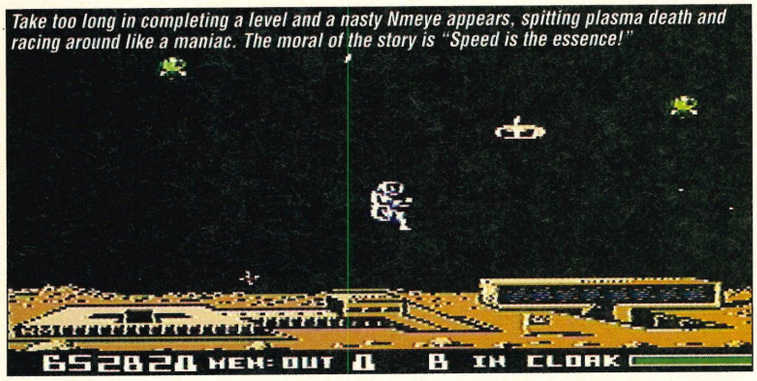
Mindscape have brought to the NES a conversion of an undeniable classic of its day – *Dropzone*. A non-stop laserfire extravaganza set on Io (one of Jupiter's moons), the game promises unlimited alien annihilating action. But, nearly ten years after its original inception, can *Dropzone* possibly hold its own against 16-bit shoot-'em-ups like *Axelay* and *Super Swiv*?

Just hearing the name *Dropzone* sends great waves of nostalgia washing over me, sending my mind back to those far-off innocent days of the Commodore 64. *Mercenary*, *Suicide Express*, *Thing On A Spring*, *Uridium*, *Ancipital*... ah, those were the days. There were also things like 30 minute waits to load a game from tape, and great fibrous thumb callouses from the not exactly ergonomic shape of the *de rigeur* Atari joystick, but what's nostalgia for if not to gloss over the less attractive aspects of the past?

Dropzone, as all game-playing oldies know, was a classic piece of software from the talented mind of Archer MacLean, one of the big names from the day when programmers *were* programmers, and not minor cogs in some anonymous corporate design team.



This is where it's all at – the base. Most of the scientists have made it here already, so all you have to do is get them inside. That Planter on the left's dropping a deadly Android with other ideas, however.



Take too long in completing a level and a nasty Nmeye appears, spitting plasma death and racing around like a maniac. The moral of the story is "Speed is the essence!"

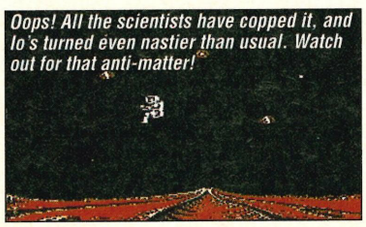
The plot, as in all the very best shoot-'em-ups, is entirely irrelevant, some nonsense about scientists on one of Jupiter's moons – all you need to know is that the game is essentially the Williams arcade classic *Defender* with a couple of minor tweaks, and that you have to annhiliate the evil aliens and save the helpless humans from their slimy attentions.

The humans wander about gormlessly over the moon's surface, heading for their underground base, and the aliens try to kill them by dropping malevolent androids in their vicinity, which pursue and detonate any unfortunate scientist they happen across. If the aliens kill all the humans before you can get them to safety, the moon erupts in spasms of volcanic activity and bombards you with anti-matter. On the other hand, if you take too long in your mission of mercy, increasingly aggressive aliens materialise and give you extreme grief if you don't blow them away in time. Rescue all the surviving scientists and you go on to the next level, which is much like the first, except faster, harder and full of even more aliens!

So, around 1984, the game was a definite classic on the C64 and the Atari 800. The big question is, can it still stand up against the competition almost a decade later? The NES version is a pixel-perfect conversion of the game as I remember it, right down to the jet-packing spaceman you control giving you the thumbs-up at the end of each completed level. The only thing missing is the squashing and expanding of the *Dropzone* logo on the tile screen, which hardly affects the gameplay, I must admit.

The sound, too, is a fairly close approximation of the C64's raucous laser blasts and thudding explosions. Even the gameplay seems to be identical – you can still do the handy trick whereby you can accelerate away from trouble, then blip the control pad back at the bad guys without actually reversing course and zap any pursuers with a rearward laser bolt. The Trailer invasions, the bouncing blobs of anti-matter, the panicked whistles for help of the scientists when they realise there's an alien descending on them, are all here.

However, no matter how accurate a conversion of the original this may be, it still has to be borne in mind that *Dropzone* is essentially a decade old and it does not date well! Even the humble NES has shown itself to be capable of much more than the ultra-simplistic aliens and landscapes on offer here – *Battletoads & Double Dragon*, reviewed elsewhere this issue, proves that point well enough. Likewise, the sound scarcely pushes the machine. Does this latest incarnation of MacLean's finest hour stand up to the competition of the Nineties?


Oops! All the scientists have copped it, and Io's turned even nastier than usual. Watch out for that anti-matter!

In my opinion, if you want a no-nonsense shoot-'em-up, the answer is yes... sort of. *Dropzone*'s playability was perfectly realised way back in the mid-Eighties, and Mindscape have chosen the sensible option in converting the program code to the NES practically byte for byte. In terms of frenetic, button-pounding action, *Dropzone* leaves the likes of *Turrican* standing. But I can't help wishing that they'd added some new graphical touches; for example, it shouldn't have been too hard to change the shape of the planet's topography, rather than just its colour, on later levels. The C64 and Atari 800 originals both fitted neatly into a mere 64K – the NES version has 256K (2MBits) to play with – four times as much! Also, it costs three times as much to buy as the original. Obviously, carts are rather more expensive to manufacture than tapes, but is a ten year old game worth this much money?

From the point of view of someone who loved the original, I enjoyed playing NES *Dropzone* a lot, and if you want an addictive shoot-'em-up that will tax your reflexes to the limit, this could be the game for you. But the games market has moved on since *Dropzone* first appeared, and there are plenty of alternatives to the traditional mindless blaster. Nostalgia's not what it used to be.

AM

PROS

- Instantly addictive gameplay.
- Non-stop action.
- A perfect conversion of a classic game.

CONS

- A lot of money for an old game.
- The action, while fast, can get very samey.
- Adds nothing to the original.

TIPS

- **You can fire backwards while accelerating by briefly tapping the pad in the oppostite direction. You will not alter course, but can destroy dangerous enemies like Nemesites and Nmeyes without having to decelerate and put yourself at risk.**

- **On Trailer Invasion levels, deal with the Spores and their cargoes of Trailers one at a time, rather than rushing headlong through the level blasting everything that moves. Once the screen fills up with Trailers, your seconds are numbered.**

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AERO THE ACROBAT

SUPER NES

£TBA

8 MEG

NOV 1993

PUBLISHER: MARUBENI
TEL: (071) 826 8816

Aero the Acrobat is the latest in the long line of loveable characters like Bubsy and Mr Nutz. Aero is a bat who happens to be well averse to acrobatics. The mad industrialist Edgar Ektor has seized control of the world of amusements with his deranged gang of fairground attendants and clowns and Aero must spring to the rescue, tackle Edgar's wicked henchmen and save the world of Amusements from certain doom. _Aero_ is billed as all the fun of the fair and more, but how much fun is that?


A crazy guardian tries to muscle in on our hero.

With a devious grin *Aero the Acrobat* dives onto your Super NES in a blaze of hype! Aero is certainly a lively and colourful character, but why does every software company have to create a 'trendy', dynamic mascot to sit next to the logo on their headed note paper and to be used on their stand at the various computer shows?


Colourful and bright graphics give the game a superb look sadly not matched by the gameplay.

The first thing you notice is the high impact title screen featuring Aero in a suitably heroic pose. This is an example of just what the Super NES can do, with simulated airbrushing on the main character; giving Aero's suit a metallic sheen. When you've got over the dazzling intro you will undoubtedly be brought back to Earth with a thump by the lack of options. This certainly didn't do anything for my enthusiasm, but I have heard a great deal about *Aero* and I was determined to get straight into the game and see what all the fuss it about.

As soon as I began to play, every cute platform game I have ever seen came straight to mind. *Aero* resembles every other game in its genre. The vibrant and colourful graphics are well drawn and scroll superbly, but the first level looks exactly like *James Pond 2*. The barber pole restart points, the items of food for power-ups and even the cannons that rocket you up to high bonuses are all lifted directly from the Pond games, and just about every other feature can also be found in other platform games of this ilk. The only section that I enjoyed in the first few levels was the unicycle which allowed me to mow down small circus clowns indiscriminately.

I liked the way that Aero himself did a little handstand to celebrate climbing a ladder and the general speed is acceptable, though hardly supersonic! However, the sound is incredibly tedious and it only took a few minutes for the headache to set in. Needless to say the volume stayed down throughout this review.

The clowns and flying bombermen look good initially, but there is hardly any animation on them, and it was repetitive to say the least as the same old enemies kept appearing for a pasting. In my opinion, the majority of the levels are too sparsely populated to offer any serious challenge and I often got the impression that I had killed everything that walk or crawled in the entire level!



The bonus section uses Mode 7 to great Pilot Wings effect.

Although colourful, the graphics on all levels are also a bit staid and certainly not as good as those of, say, *Mr Nutz* (also reviewed this issue). The circus theme obviously provides countless images to set the game to, but I think many have been overlooked in favour of the simple circus tent stripes in the backgrounds. The actual platforms are also very boring and look as if they could have come from any "Do it Yourself" graphics kit. For a game claiming to be the next big thing, I was very disappointed with Aero as it appears to be just another platform game – and one that offers almost no originality at all!

Aero's main move is the spin attack and this can be used to hit any enemies and also to fly up through tight gaps and generally gain extra height. Although a sound move for any self-respecting bat, I honesty think that for a super hero like Aero, they could have come up with something a bit more special. A dazzling, ripping, tearing spin attack with lightning streaking out all over the place would have fitted the character style and also given the game a much-needed injection of enthusiasm.

Aero has been widely acclaimed on the Mega Drive and I can only assume that it is a far superior game because on the Super NES it is a pale imitation of *Pond 2* and *Mr Nutz* and failed to get me excited in any way. Marubeni could have made this the next *Bubsy*, but unfortunately the game doesn't contain enough heart-stopping action to make you want to continue past the first couple of levels. I'm afraid I cannot recommend *Aero the Acrobat* to anyone, except maybe my enemies.

NA

PROS

- Superb colourful and clear graphics.
- Expert use of mode 7.
- Good bonus section.
- Plenty of space to explore in each level.

CONS

- Unoriginal.
- Levels are sparse and uneventful.
- Annoying music.
- Option free.

TIPS

● Explore every part of each level. Use trampolines and cannons to reach the tops of big tops or the furthest reaches of the museum. Bonuses and extra points are in abundance as are secret rooms.

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JURASSIC PARK
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SUPER XS
ocean

DINOSAUR BANDWAGON COMPO

It's compo time again and those super-fine people at Ocean have joined forces with Britain's supreme tips mag to bring you a sackful of goodies to celebrate the launch of their all-formats game, *Jurassic Park*. In preparation for the Christmas rush, Ocean are releasing a couple of crackers to get your joysticks waggling with *Jurassic Park* and *Mr Nutz* about to burst onto the scene. As a special Christmas treat, we've got a special Jurassic competition for you to get your teeth into!

For you hermits who haven't been to see the film yet, dinosaurs have been brought back to life by combining the DNA found in prehistoric mosquitos trapped in amber with that of a frog to complete their genetic sequence. This is then used to breed full sized, living dinosaurs to create the ultimate theme park. Unfortunately, the island becomes chaotic with dinosaurs loose and on the rampage, feeding on what modern day nature has to offer – mainly the human characters in the film.

The Ocean games on the Nintendo place you as Alan Grant, a palaeontologist brought onto the island to assess the safety of the enclosure. You must evade the gnashing teeth of the prehistoric monsters and save your friends before escaping the island.

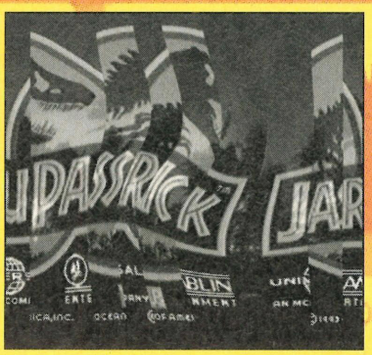
To commemorate the most successful film in history (it's official!), we've got a bevvy of dinosaur related prizes for your pleasure. Everyone knows that the reason dinosaurs became extinct was because they watched too much television, so as first prize we've got a Casio high resolution colour LCD television, small enough to slip into your pocket for one lucky winner. Five runners up, will recieve Ocean *Jurassic Park* Goodie Bags up for grabs, filled with T-shirts, badges and posters. All you have to do to win these dynamic prizes is answer three simple *Jurassic Park*-related questions. Get your entries sent to the SUPER XS offices no later than December 3 and six winners will be pulled out of the sack. The first winner will receive the awesome Casio mini tv and the other five will receive goodie bags, chock-a-block with Ocean-esque objets d'art. Get to it!

THE QUESTIONS

1. What is the name of the fearsome dinosaur featured in *Jurassic Park*?
a) Marc Bolan
b) Doyouthinkhesawus
c) Tyrannasaurus Rex

2. The film, *Jurassic Park* was based on which novel?
a) *Hollywood Wives*
b) *War and Peace*
c) *Jurassic Park*

3. Which Ocean game does this scrambled screenshot come from?
a) *Jurassic Park*
b) *Match Day*
c) *Daley Thompson's Decathlon*



DINOSAUR BANDWAGON COMPO

	ONE	TWO	THREE
A			
B			
C			

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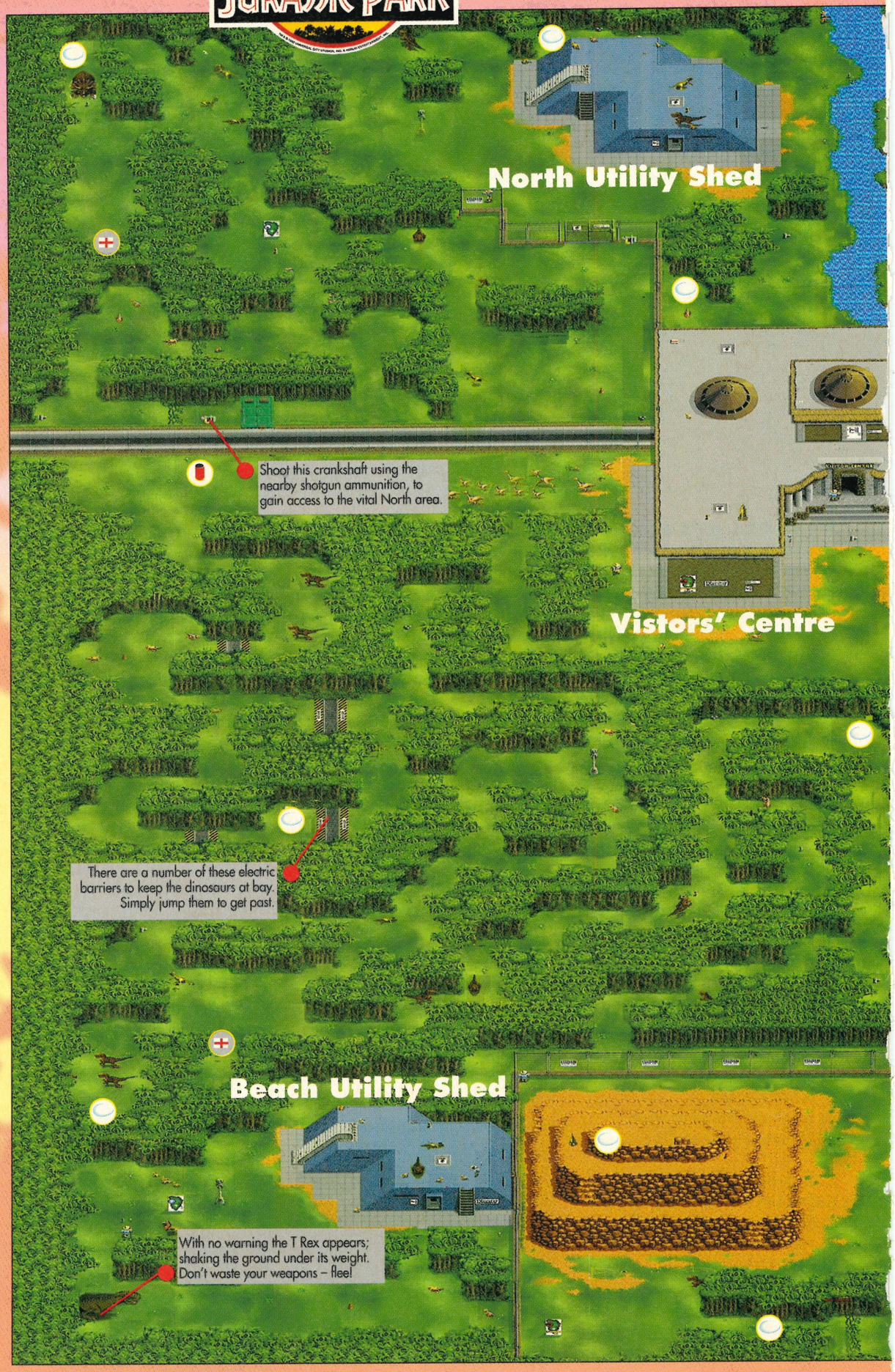
JURASSIC PARK

SUPER NES

OCEAN
ARCADE ADVENTURE

Welcome to Jurassic Park – the awesome exploration game that's as close to being in the film as you'll ever get! As Grant, it's your mission to rid the island of the deadly dinosaur presence before fleeing to safety, but it's not going to be easy. With the whole island and seven interiors to search – you've a mammoth task on your hands. Let SUPER XS take you on a tour of the island.



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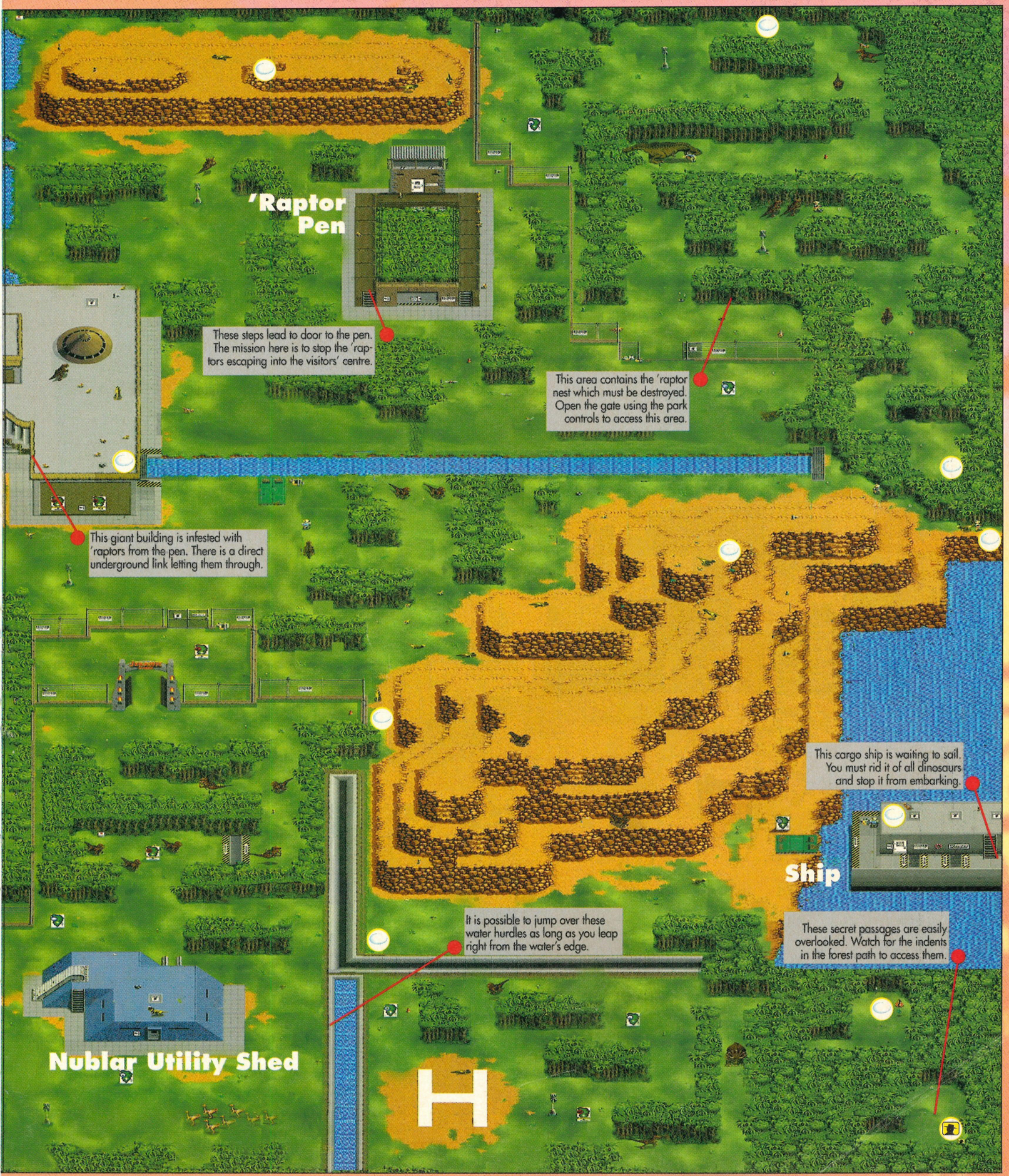

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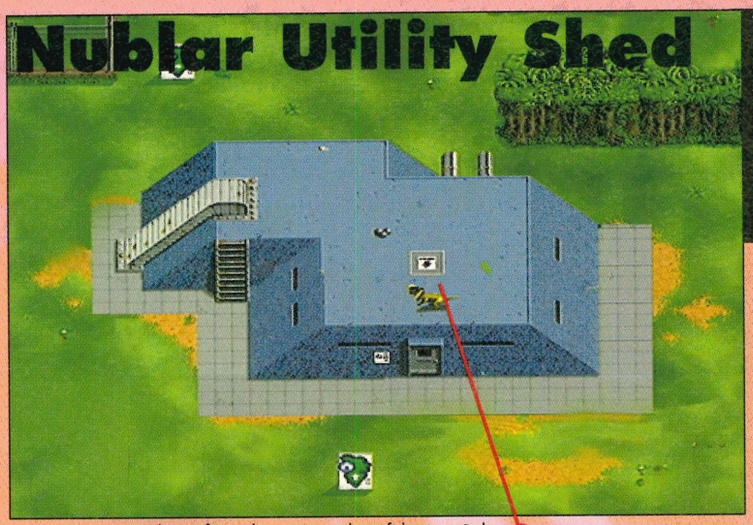
Nublar Utility Shed



This is the first building that you should enter. Activating the generator allows you to operate the lifts which take you to vital areas of the other buildings. Note that the interior maps have been labelled for the dinosaur life that stalks the quiet corridors. R='Raptor and S=Spitter so be prepared to take them out as soon as you enter a room.



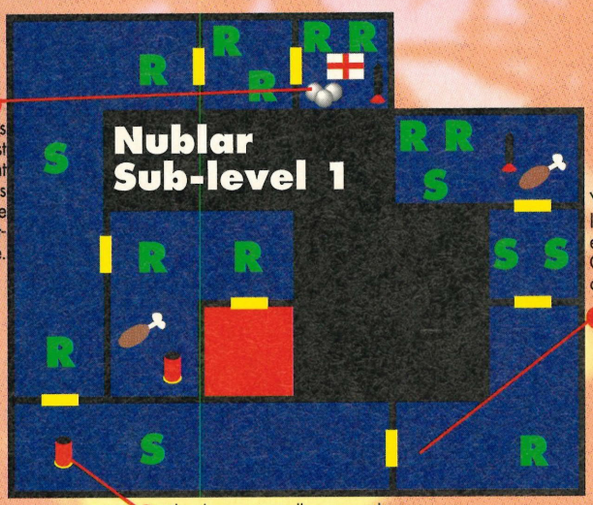
The rooftop is host to a number of dangers. Baby 'raptors crawl around – just asking to be fried. Watch out for the spitter's thick phlegm!

The generator is found in this room. Go up close to the controls to turn the power on.

Before entering this room, you must have the night vision goggles activated, otherwise a 'raptor will kill you in the dark.



To access this room you must have your night vision goggles charged up to see the predators waiting inside.



You must have Ian Malcolm's ID to enter this room. It is necessary to come here to collect Geraro's ID card in the adjacent room.

The shotgun is really a second rate weapon against the giant reptiles. Only collect this ammunition if you haven't got any rockets left.



The twisting paths of the forest finally give way to reveal the utility shed. Use the island map to find your way here and back as it's quite a labyrinth getting here. Nedry's ID card is inside; allowing you to boot up the park's computer system and giving you control over the motion sensors and the park gates.

KEY

Along his travels, Grant finds an unfeasable amount of discarded items. Rocket launchers grenades left lying around just waiting for an accident to happen. No wonder chaos reigns with security like this!



Bolas Very powerful guns.



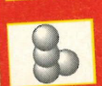
Eggs Collect to kill off all the raptors.



Extra Life Rarely found but very handy!



First Aid Restores to full health.



Gas Grenades Knocks dinos out cold.



Dart Puts all dinos to sleep.



Rocket Turns T Rexs into handbags.



Shotgun Medium firepower.

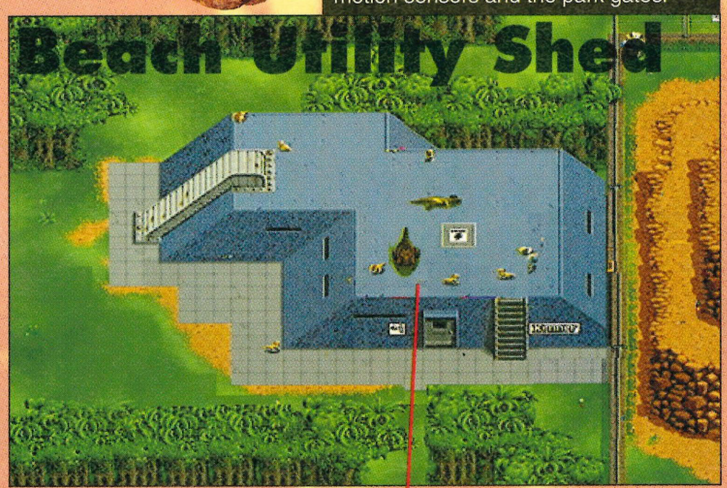


Battery Charges night vision goggles.



Food Restores full health.

Beach Utility Shed



As soon as you enter this part of the rooftop, a 'raptor will leap up from the ground and try to maul you, so be prepared with a powerful weapon to stop it in its tracks.

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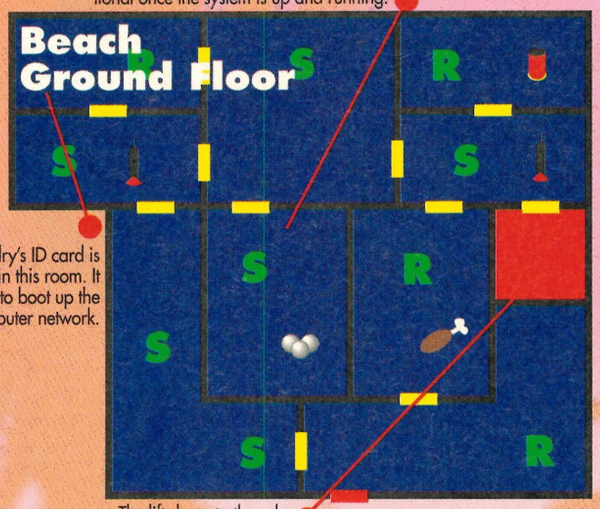
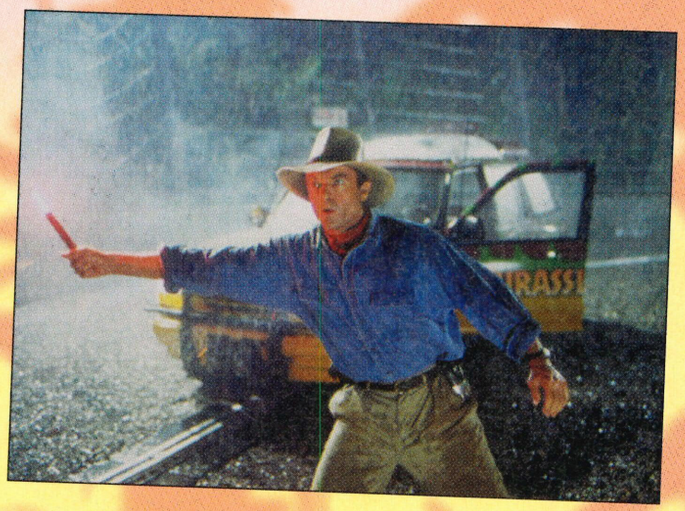
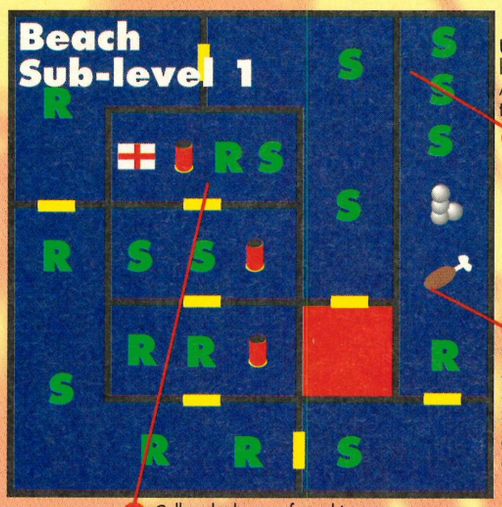


There's a computer in this room, but you may not boot up the system from it. It is only operational once the system is up and running.

Dennis Nedry's ID card is found in this room. It enables you to boot up the park computer network.

The lift down to the sub level can only be accessed if you have Donald Geraro's ID card with you.





Under the guard of the beady-eyed dinosaurs, Arnold's ID card is found in the corner of this room.

You must have your night vision goggles activated for this room. Make sure that you have a full complement of weaponry to take out the dinosaurs in this room.

Collect the battery from this room to activate the night vision goggles.

TASK LIST

This is the easy, step-by-step guide to completing *Jurassic Park*. Use the main map on page 36 to guide you to the various areas of the game, then use the detailed interior maps to find your way around the buildings. You don't have a compass, so it's very easy to get lost inside them – unless you read SUPER XS, that is!

1: Turn on the generator on the ground floor of the Nublar Utility Shed.

2: Get Nedry's ID card from the ground floor of the Beach Utility Shed.

3: Get Hammond's ID card from the roof of the Vistors' Centre.

4: Boot up the computer from the terminal on the first floor of the Vistors' Centre.

5: Get the battery from the ground floor of the Raptor Pen.

6: Get Malcolm's ID card from the upper level of the 'Raptor Pen.

7: Get Muldoon's ID card from the 'Raptor Pen sub-level one.

8: Get Geraro's ID card from the Nublar Utility Shed sub-level.

9: Get the battery from the Beach Utility Shed sub-level.

10: Get Arnold's ID card on sub-level one of the Beach Utility Shed.

11: Get the battery from sub-level one in the Visitors' Centre.

12: Get Grant's ID card from the ground floor of the Visitors' Centre.

13: Get the battery from the ground floor of the ship.

14: Get Wu's ID card from sub-level one in the Ship.

15: Push the crate found in sub-level two of the 'Raptor Pen.

16: Get security level one from floor one of the Visitors' Centre.

17: Get security level two from sub-level three in the ship.

18: Destroy all the remaining dinosaurs on the Ship.

19: Get the nerve gas bomb from the North utility Shed.

20: Put the gas bomb next to the eggs in the 'Raptor's Nest.

21: Radio for help using the terminal in sub-level four of the ship.

22: Collect any eggs that remain.

23: Go to the heli-pad where a helicopter is waiting to whisk you away.

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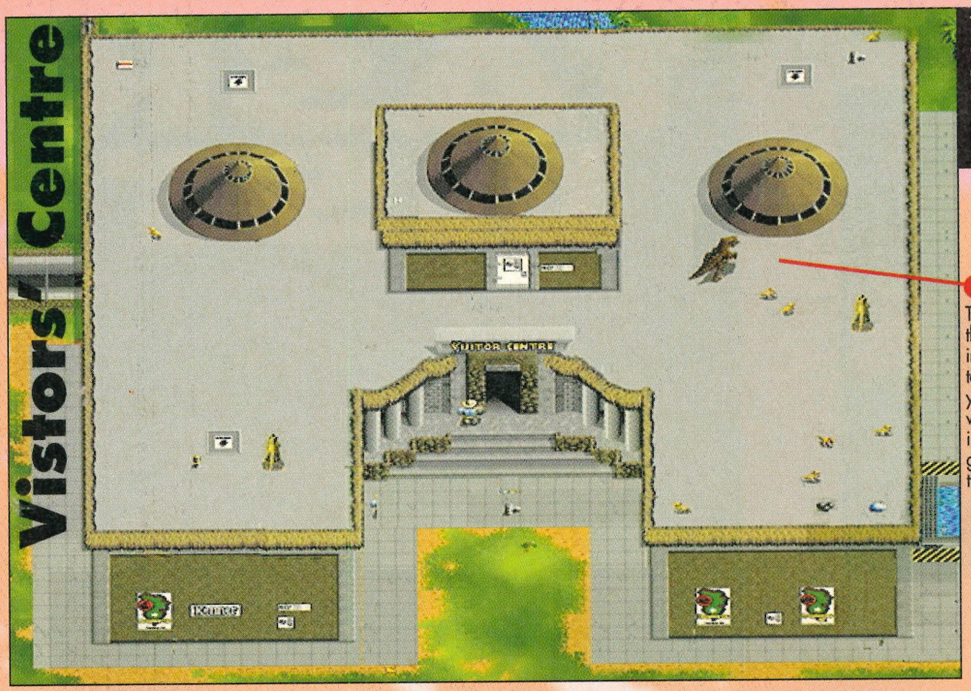
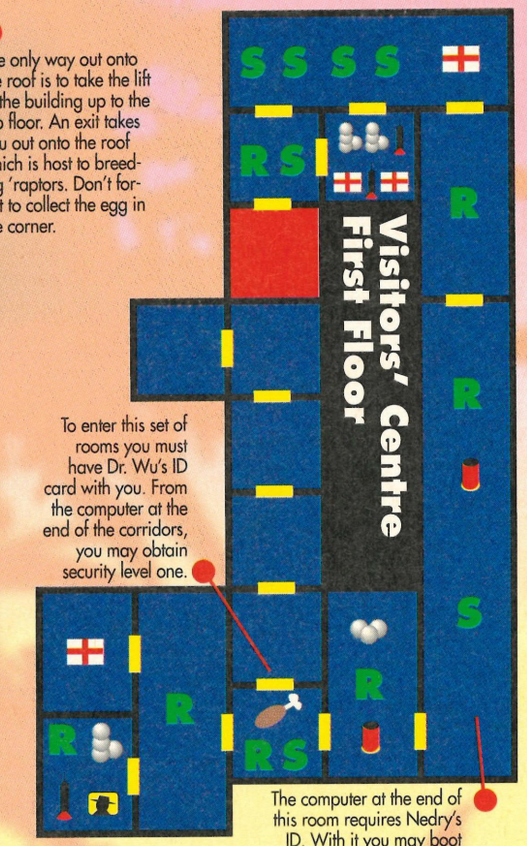


The Visitors' Centre is the centrepiece of the whole game. The main computer console is accessed in this building; allowing you to boot up the system with Nedry's ID card. From there the whole island is accessible.

The only way out onto the roof is to take the lift in the building up to the top floor. An exit takes you out onto the roof which is host to breeding 'raptors. Don't forget to collect the egg in the corner.



To enter this set of rooms you must have Dr. Wu's ID card with you. From the computer at the end of the corridors, you may obtain security level one.

The computer at the end of this room requires Nedry's ID. With it you may boot up the whole system.

You must have activated the generator to operate this lift. If you do not, you will be told that the lift is a restaurant!

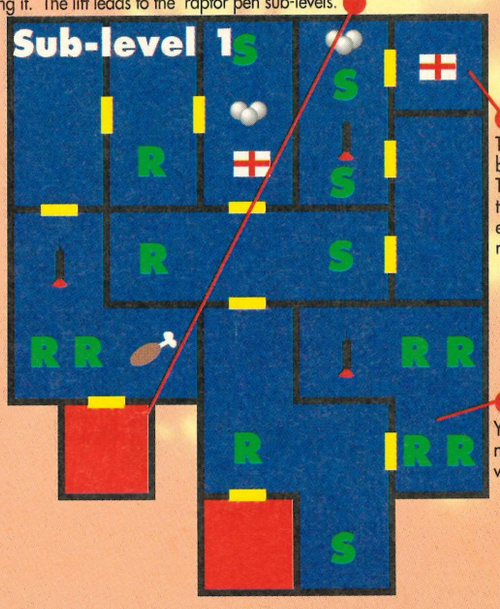


To get to this second lift, you need to have Hammond's ID card with you to get past security. This allows you to get to the sub levels of the building.

Make sure that your night vision goggles are powered-up before entering this room. Grant has rather forgetfully left his own ID card in here.

The rooms in this building are very detailed and contain more items than you may realise. Walk all around the rooms to find items hidden behind the furniture.

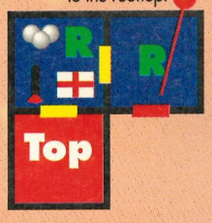
To access this lift you will need Ellie's ID card, but it's not actually worth going to the bother of finding it. The lift leads to the 'raptor pen sub-levels.



This room contains the battery for your goggles. There's enough power in the battery to let you explore all the unlit rooms in this building.

You must have your night vision goggles activated for this room.

Walk through these rooms to gain access to the rooftop.



SUMMARY

GAME NAME: Jurassic Park
TIME TO COMPLETE: 1 week
HIGHEST SCORE: 13, 420
NUMBER OF LEVELS: 7
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.

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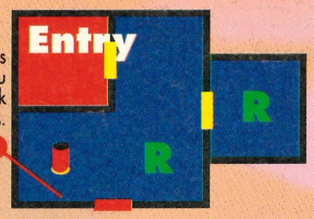
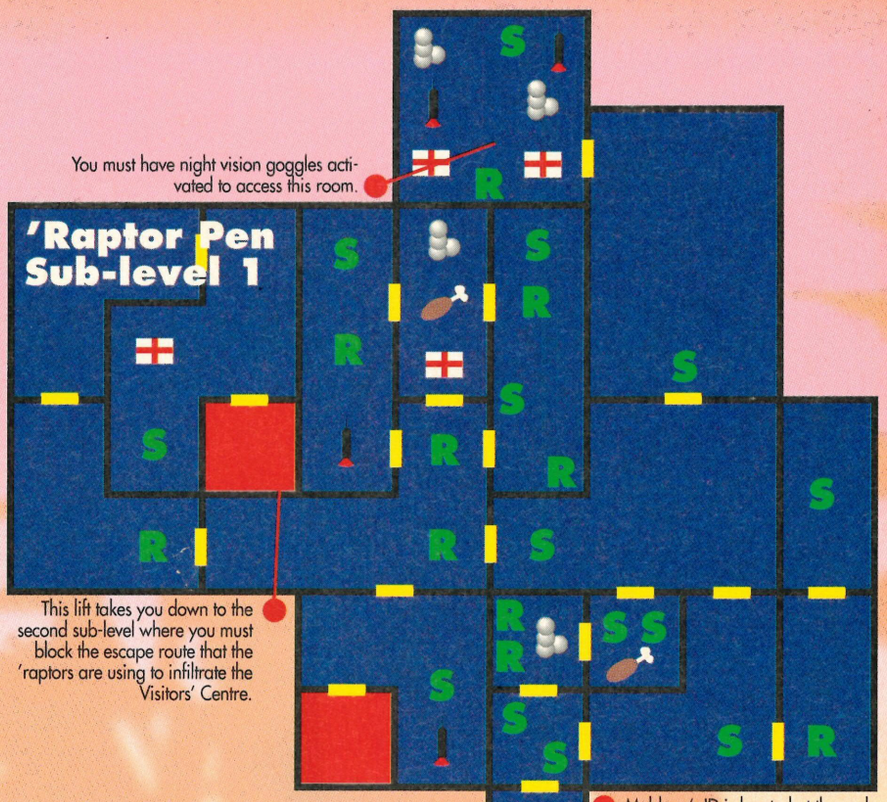
A computer in this room gives you access to the park controls.



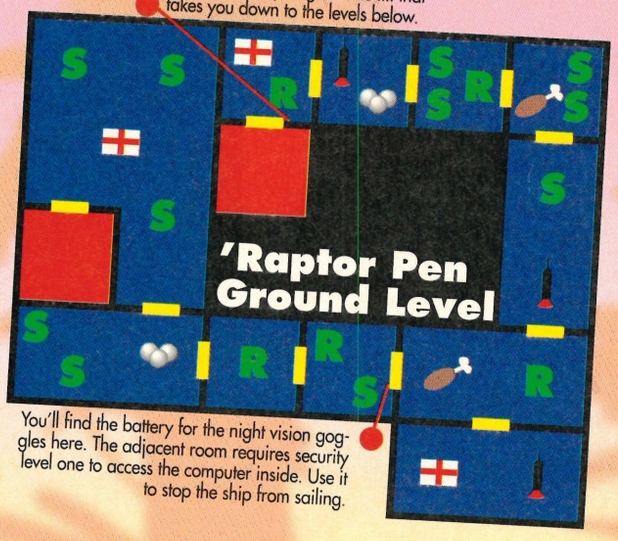
You must have night vision goggles activated to access this room.



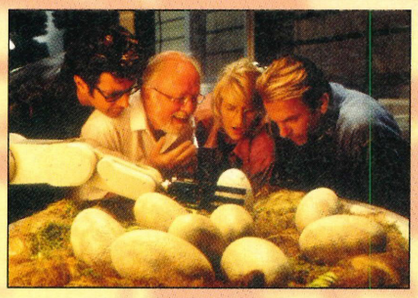
This lift takes you down to the second sub-level where you must block the escape route that the 'raptors are using to infiltrate the Visitors' Centre.

Muldoon's ID is located at the end of this maze of corridors.

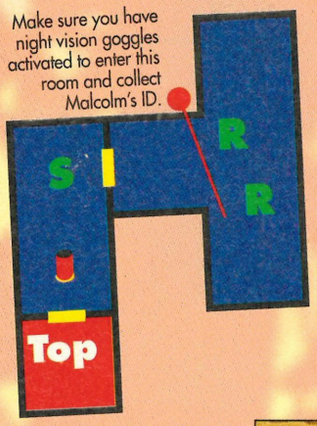
You need to have your night vision goggles charged up to get to the lift that takes you down to the levels below.



You'll find the battery for the night vision goggles here. The adjacent room requires security level one to access the computer inside. Use it to stop the ship from sailing.



Make sure you have night vision goggles activated to enter this room and collect Malcolm's ID.

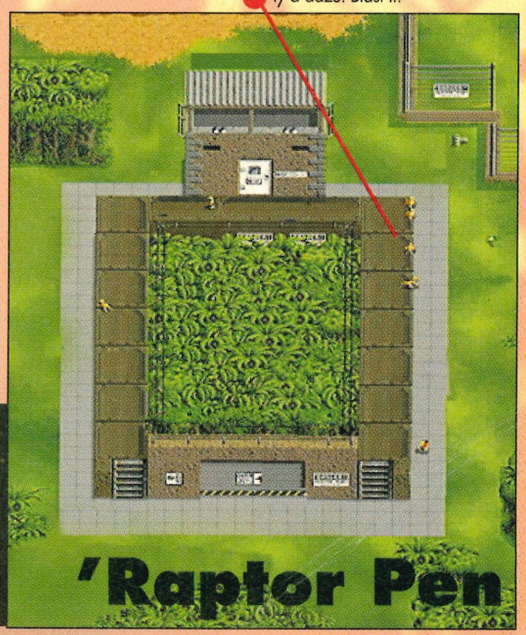


This corridor is simply stuffed to the gills with hungry 'raptors. Make sure that you are carrying a Bolas rifle as well as another weapon to get the extra life.

This lift surprisingly takes you back to the visitors' centre. Not so much a lift but a shift! Groan...

You need Grant's ID to enter this room. Push the crate against the entrance to complete the mission.

A spitter prowls the catwalks leading to the entrance. Its spit makes Grant stumble momentarily a daze. Blast it!



The 'Raptor Pen is one of the biggest and most troublesome areas of the island to explore. The raptors have found a way directly to the Visitors' Centre through the underground levels which must be blocked. Find the crate in the sub-levels to seal the entrance.

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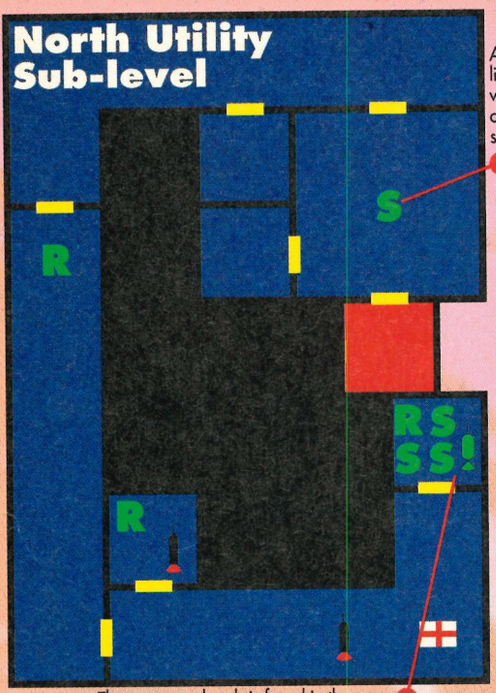
North Utility Sub-level



As soon as as you exit the lift, this spitter will be waiting to phlegm all over you, so shoot as soon as the doors open.

The nerve gas bomb is found in the centre of this room. From here, make your way to the nest near the 'Raptor Pen to destroy their lair.

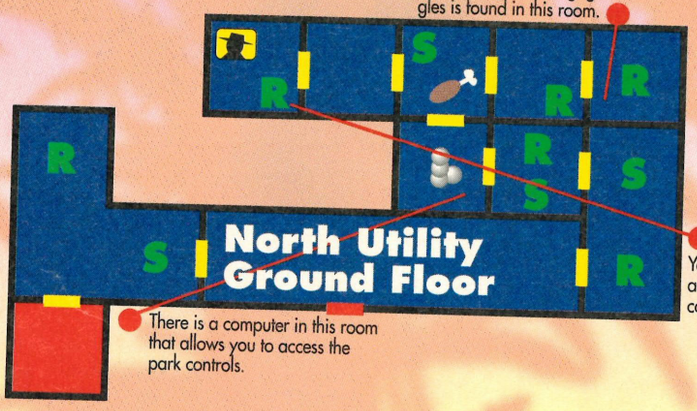


North Utility Shed

Take care when walking around this section of the root because a 'raptor will appear like lightening from nowhere .

The gate to the north must first be unlocked through the computer system before it can be opened. One of the last buildings to enter, it contains the nerve gas bomb that destroys the 'raptors breeding in their nest.

The battery for the night vision goggles is found in this room.

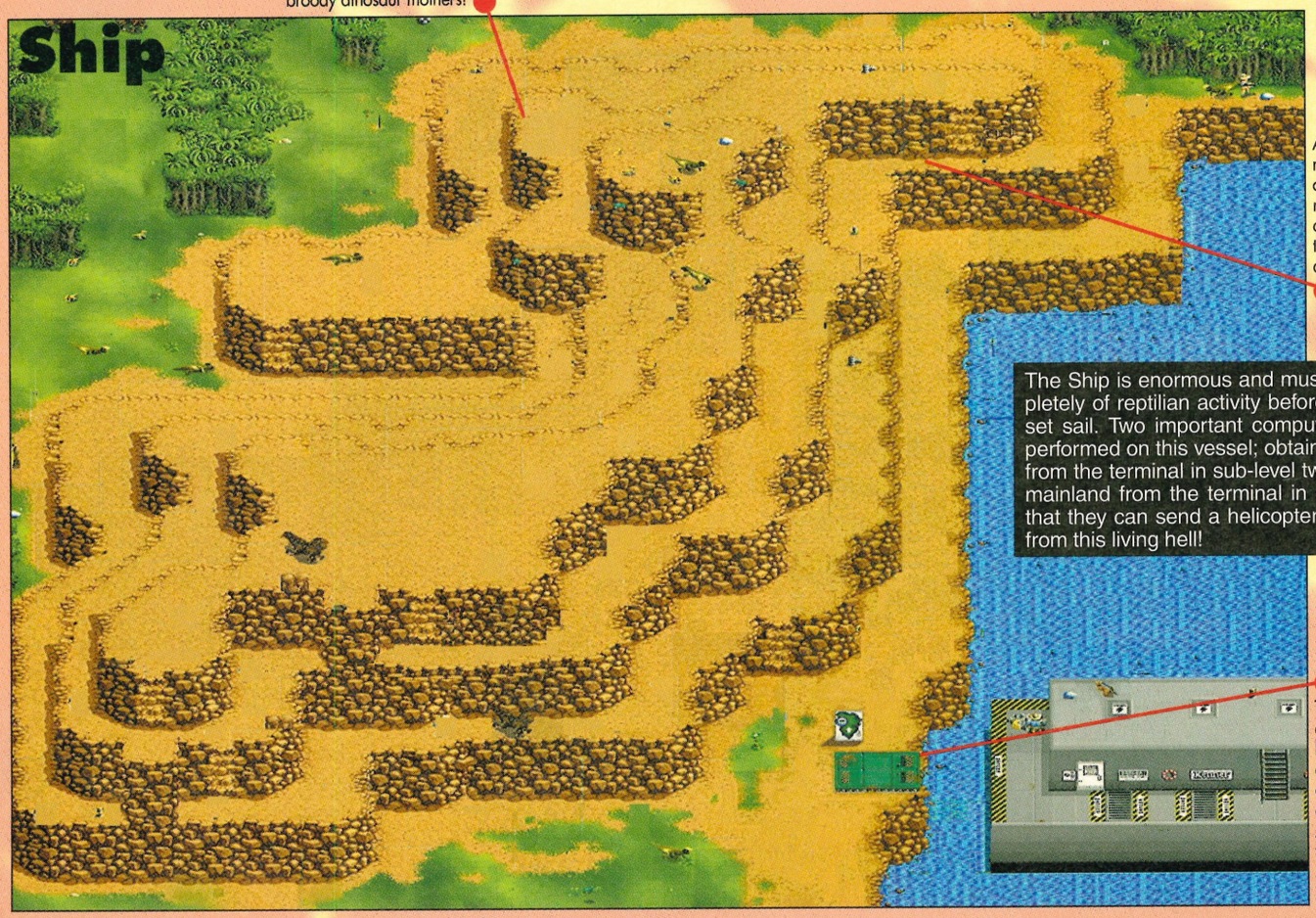


North Utility Ground Floor

You must have night vision goggles activated to enter this room and collect the extra life.

There is a computer in this room that allows you to access the park controls.

This is another maze-like section that must be explored to get to the cargo ship. Don't miss the eggs that are being watched over by broody dinosaur mothers!



Ship

As you walk along these narrow ledges you will occasionally approach rocks on the ledges above. Approach them so that they begin to move- and wait for them to drop.

The Ship is enormous and must be cleared completely of reptilian activity before it is safe for it to set sail. Two important computer tasks must be performed on this vessel; obtain security level two from the terminal in sub-level two and contact the mainland from the terminal in sub-level three so that they can send a helicopter to take you away from this living hell!

To get this bridge to extend across, you must have either shotgun ammo. or a rocket launcher to shoot the crankshaft across the water. Alternatively you can use your cattle prod, but you must jump up to hit it.

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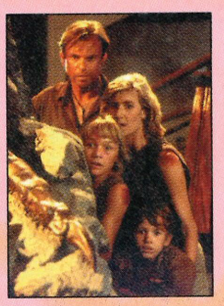

Ship Top Deck

Night vision batteries are concealed in this room.

When it comes to clearing the ship of dinosaurs, these corridors have a valuable supply of ammunition waiting at the end.

A computer is tucked neatly into this wall; allowing you to play with the park's controls.

Ship Sub-level 1

You must have night vision goggles activated to enter this room and collect Dr Wu's ID card.

Don't forget to wipe out this stash of spitters on this level.

Ship Sub-level 2

You must have security level two before using this lift. You must also have night vision activated to see around the room.

Use the computer in this room to obtain security level two. This enables you to access the lower levels of the ship.

After wasting a few dinosaurs you'll probably need some first aid. Wrap yourself in bandages with the first aid kit here.

Cartridge supplied by:
Ocean
Tel: (061) 8326633

Ship Sub-level 3

Ellie's ID card is located in this room, but it's not needed at all!

A counter will tell you exactly how many dinosaurs are left on each level . Go through all the rooms thoroughly to weed out all their scaly hides!

Night vision goggles must be worn to enter this room.

The computer in this room is the terminal which must be used to contact the mainland. You must have security level two to use the communications.

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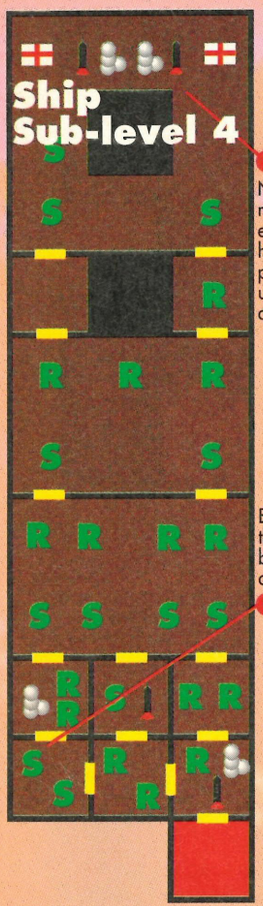
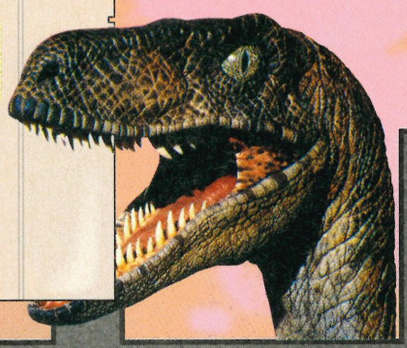


Night vision goggles must be activated to enter this room. The huge collection of supplies in this room is very useful for powering-up after dino-battling.

Enter this bottom room through this door to avoid being spat on the moment the doors open.

Pro ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS

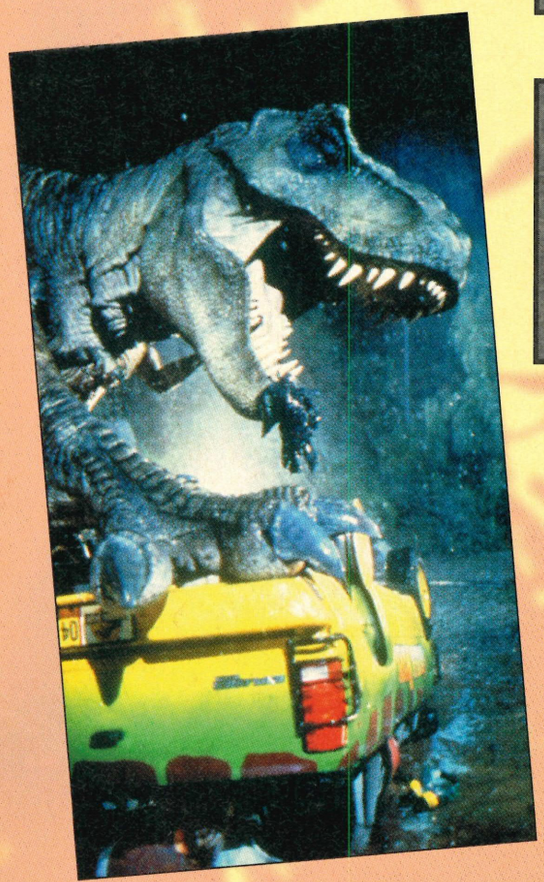
7EØ2A3Ø4
Infinite lives



The 'raptors' eggs are found in this room, kept under guard by vicious 'raptor mothers. Deposit the gas bomb by walking over the eggs and run away!

'Raptor Nest

Check out this room before heading towards the eggs. You'll need to be at full strength before taking on all the 'raptors on guard later on.



North Entrance

Taking the North Entrance is probably the best way of taking on this difficult section. It's also the best way out when fleeing from the nerve gas.

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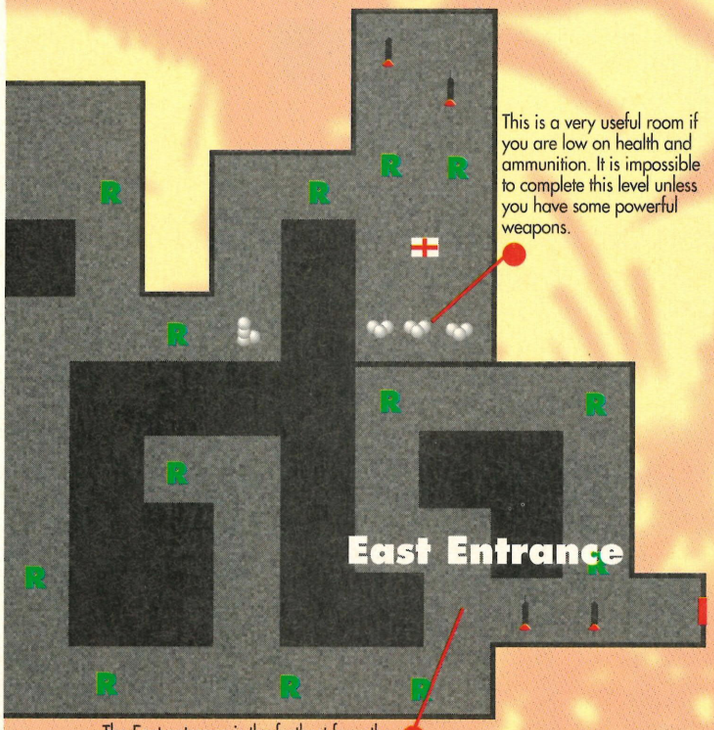
This is the second appearance of the T Rex. With your motion sensors activated, you will know that he is on his way. The ground shaking beneath your feet is another sure-fire indicator.

This area can only be accessed after opening the gate as indicated on the map in the park gate controls. It leads to the winding 'raptor lair where a huge number of eggs are incubating. Bring the nerve gas bomb to the nest and get the hell out before your brain turns to jelly!



These lamposts will tell you what you should be doing next. Move up to them and attempt to pick them up to get a message and set your restart point.



This is a very useful room if you are low on health and ammunition. It is impossible to complete this level unless you have some powerful weapons.

The East entrance is the furthest from the eggs, but has a number of rocket launchers tucked into the crevices that are handy against the huge number of dinosaurs in these underground caverns.



There's nothing like playing a game for hours when there's an end sequence as rewarding as this! Come on Ocean, you can do better than this! What about some pictures of rotting mutilated dinosaurs or at least a big chopper! Great game, terrible ending.

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MORTAL KOMBAT

ACCLAIM ● BEAT-'EM-UP

SUPER NES



Hyped beyond belief, *Mortal Kombat* is set to become a household name. All the characters are digitised from original actors and every move has been painstakingly converted into the 16Mbit cartridge that the Super NES can provide. Nintendo have, unfortunately, taken all the blood and gore out of this version, but the're plenty of special moves to get your teeth into. SUPER XS brings you the ultimate in Kombat techniques. Fight!

CHARACTER PROFILE

CAGE

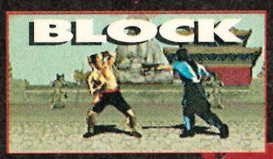
Cage reckons he's the coolest fighter on the street, sporting the most up-to-date shades for maximum ruggedness. Trained by martial arts experts from around the globe, Cage has become a glory boy and is out to prove he's the ultimate male just as he is on the big screen. Although not the most literate actor, he manages to pull the crowds; appealing to the ladies for the emotional performance in the blockbusters *Sudden Violence* and *Dragon Fist*. Jonny Cage has decided to turn to the fighting arena in an attempt to gain publicity and rescue his flagging acting career. His large ego will be the force behind his crushing Shadow Kick.



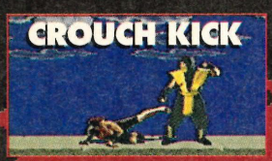
PLAY VS CAGE

A relatively fast opponent, Cage does not possess the stamina and power required in the Kombat. Jonny should not be too difficult to dispose of as his only real danger move is the Shadow Kick. The Flame Blast is a good effort, but doesn't quite have the speed needed by a winner. You can easily jump the blast and move in for some fast punches, jump back and fire a projectile followed quickly by a flying kick. This should at least leave Cage worried enough to try out the Package Check – a move that makes many a male eye water. Stay well away from Cage if he does the splits, as this is a sure fire sign of the Check. This move can't be carried out on Sonya (for obvious reasons!), Goro or himself.

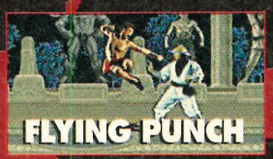
BASIC MOVES















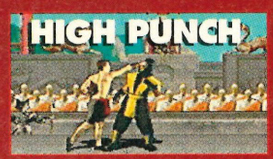
BASIC MOVES

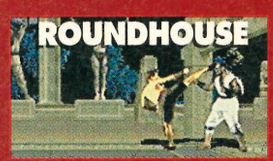














SPECIAL MOVES



ELBOW

PRESS Y WHEN CLOSE

Move in close to the opponent and perform this action to get the edge.



FLAME BLAST

PRESS AWAY, TOWARDS, B

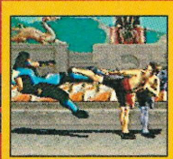
Fire off a stunning green flame blast at your dazed opponent.



PACKAGE CHECK

PRESS B AND L OR R

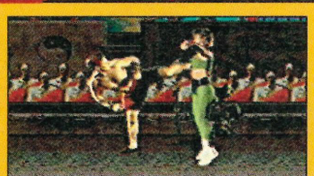
This move doesn't work on Sonya, Goro or Cage himself.



SHADOW KICK

PRESS AWAY, TOWARDS, A

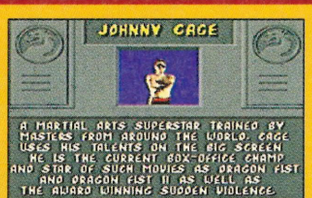
The best move from Cage. This will send your opponent reeling.



DEATH BLOW

PRESS TOWARDS, TOWARDS, TOWARDS, Y

Stand close to the opponent. Cage will kick through their spine.



FINAL SCREEN

Having proved himself, Cage has restored his image and returned to the film industry; cashing in on a victory over the world's best.



KANO

CHARACTER PROFILE

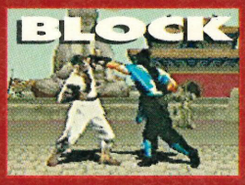
This guy is mean and extremely dangerous! Having been deported from Japan and a wanted criminal in over 30 other countries, Kano is recognised and feared in all of crime's inner circles. Kano lives a life of evil and knows no other, a mercenary, thug and extortionist, Kano searched for his identity by joining a notorious band of men: the Black Dragon. This is a group of thugs covering the whole spectrum of crime. As a devoted member, Kano vows to do all he can to keep the reputation of the gang as strong as it has always been. Having no relatives after being orphaned in Tokyo, Kano has had to fend for himself in the criminal underworld; learning a vital lesson after being beaten and left for dead. As a result Kano has an infra-red eye implant. Kano has entered the competition purely to become the best and to promote the name of the Black Dragon.

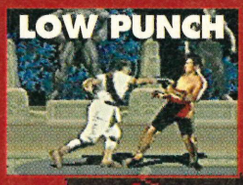
PLAY VS KANO

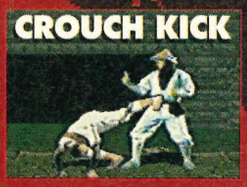
Kano has kept at the peak of fitness for some time, he is arguably the strongest character in the game. His special moves cause great damage with the Cannonball and the Spinning Blade being the worst, fortunately, he is not the most agile of characters, his main weakness being the lack of speed. Although the Cannonball is one of his strongest assets – it also leaves him vulnerable and open to an aerial assault or to a punch or kick once the Cannonball is blocked. Avoid the Spinning Blade completely as it takes a lot of energy even if it is blocked. Jump forward, then forward again with a flying punch or kick. You would be wise to keep moving forward and back; giving him less opportunity to throw you, or perform the Cannonball and Spinning Blade. Be wary if he crouches as you jump forward, as this may indicate he is about to perform a powerful uppercut.



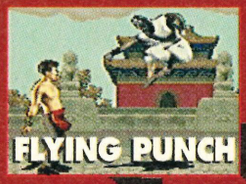
BASIC MOVES



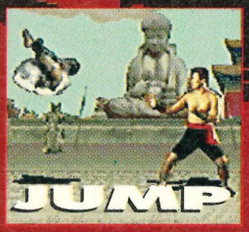








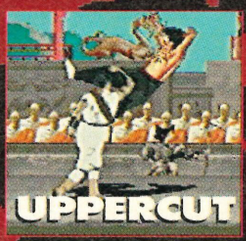




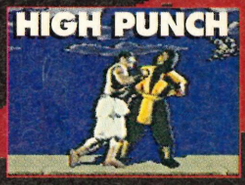
BASIC MOVES

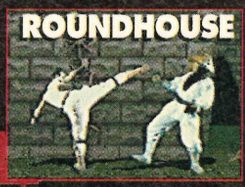


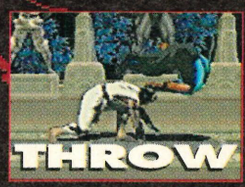




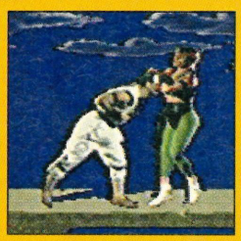








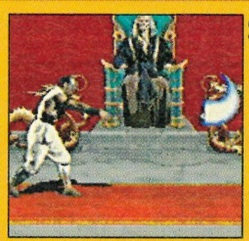
SPECIAL MOVES



HEAD BUTT

PRESS Y WHEN CLOSE

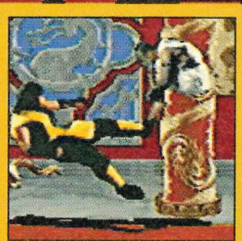
The Barnsley handshake and no mistake!



SPINNING BLADE

HOLD L or R, PRESS AWAY, TOWARDS

Takes the most energy if opponent is blocked.



SUPER SPIN

HOLD L OR R, ROTATE D-PAD TOWARDS

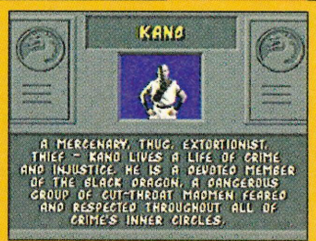
Spin for attack and release for the blow.



DEATH BLOW

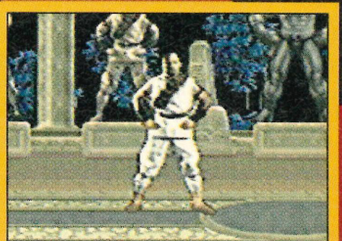
AWAY, DOWN, TOWARDS, B

Kano rips out the very soul of the opponent.



FINAL SCREEN

Having finally won the supreme tournament, Kano introduced an increasingly violent element. This didn't last long as the contest eventually crumbled into violent shambles.





RAYDEN

CHARACTER PROFILE

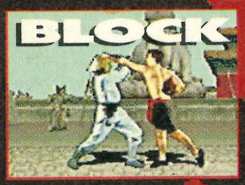
Probably the oldest man in existence (his age is eternal), many secrets lurk behind this seven foot giant. As he has no eyes so he must rely on the force to guide him to victory. Rayden is a being of pure spirit who took the guise of man so that he may enter the tournament. It is rumoured that Shang Tsung personally invited Rayden to enter the contest for reasons that are not yet known. Rayden is so called because of his God-like qualities and is seen by many as being the supreme being. A relative unknown, Rayden is capable of anything with powers like no other, he is able to utilise the forces that surround him, especially the unseen power of electricity. With no relatives or friends to consider – Rayden is free to focus all energies on the ultimate fight and he can never be killed, merely dissipated to another time where he will return to fight another battle.

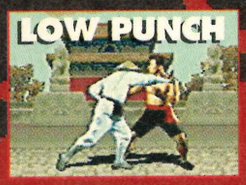


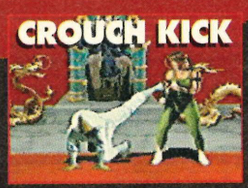
PLAY VS RAYDEN

With Rayden being such an all-round fighter, he is dangerous in both far and near assaults. The Torpedo and Raydentricity make him a difficult opponent to approach, however once you have managed to floor him, he is open to attack; regenerating as he recovers. Scorpion's spear will catch him off guard at this point. Rayden's Teleport is useful to avoid any incoming missiles, but it leaves him open to attack when resurfacing. Sub-Zero is the best contestant to take advantage of this weakness – freezing him as he reforms. Rayden, can be cornered where he won't be able to Teleport out, so use fast close combat punches or elbows to inflict maximum damage and once he blocks, move away quickly. With the quicker fighters you can use an uppercut when Rayden materialises from a Teleport. If you manage to block a Torpedo, use a long distance projectile to catch him off guard, utilise his weaknesses!

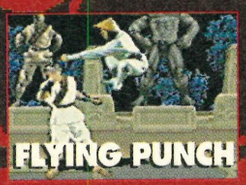
BASIC MOVES



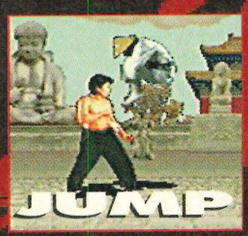








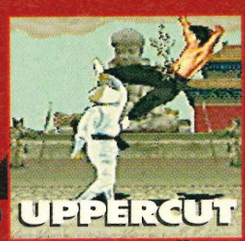




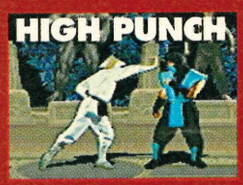
BASIC MOVES

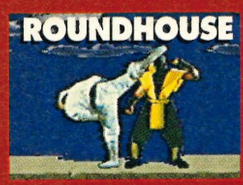














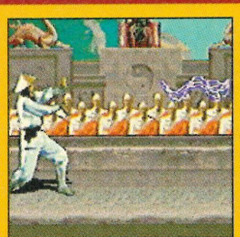
SPECIAL MOVES



TELEPORT

PRESS DOWN, DOWN, UP

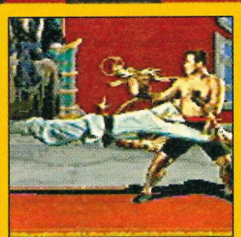
Teleport and get ready to uppercut!



RAYDENTRICITY

PRESS DOWN, TOWARDS, B

A blast of pure electric energy.



TORPEDO

PRESS AWAY, AWAY, TOWARDS

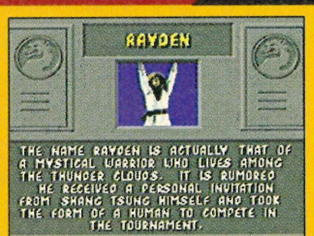
Rayden flies across the screen like lightning.



DEATH BLOW

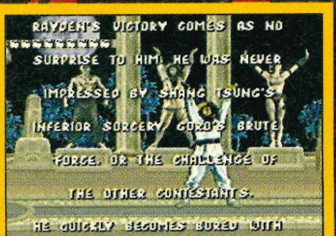
PRESS TOWARDS x3, AWAY x3, Y

Get in close and fry the opponent alive!



FINAL SCREEN

As a supreme being, it came as no surprise when Rayden won the contest. After becoming bored with mortal competition, other Gods entered; leading to violent wars globally.



LIU KANG

CHARACTER PROFILE

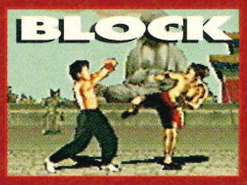
At 24, Liu Kang is the youngest contestant in *Mortal Kombat*. Liu works as a Shaolin Monk and a Fisherman in the People's Republic of China. With both his parents now deceased and a missing brother, Liu Kang feels he has nothing else to lose by entering the contest. All his hopes rest on winning the tournament and bringing back humanity to the once great contest. Liu Kang has spent almost all of his life training in the psychology and philosophies of the fighting contests that appear to dominate a high proportion of the population. With the discipline of the Shaolin Monastary Liu feels he is able to now defeat the master – Shang Tsung. Kang is now at his physical peak with the maturity of the Monks and elders that have shared with him the power of mind in defeating the power of the body. Developing the tournament into a test of skill and not brute force, Liu Kang will bring respect to the ancient sport.

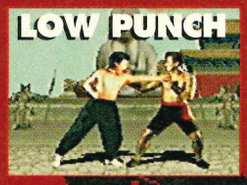


PLAY VS LIU KANG

Liu Kang is the fastest fighter with a repertoire of moves that would over-shadow the likes of Bruce Lee. Your advantage in defeating such an opponent is to keep the pressure on, not giving room for Kang to breathe. He is excellent at getting the close moves off at break-neck speed, although his special moves are long range weapons that can be easily anticipated and avoided. This gives you the chance to counteract immediately. Liu Kang's Concorde Kick is immensely damaging if you are struck unblocked, you will need to be wary of this move and defend yourself well. If you do manage to block the kick, immediately let off an uppercut; following up with a flying kick or punch. To avoid the fireballs that Kang releases: simply jump over them and kick him as he recovers from the loss of power. Once you have countered one special move, take control and attack at close range.

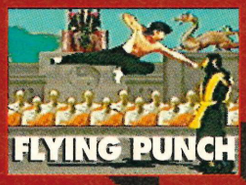
BASIC MOVES

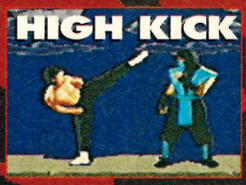


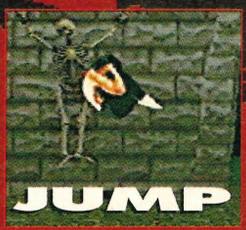




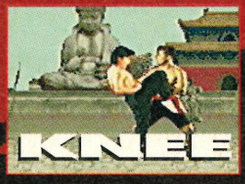


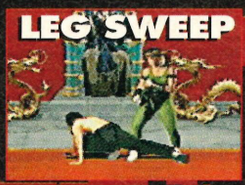


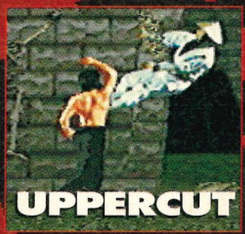


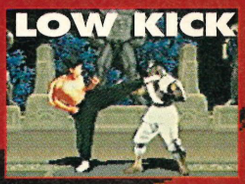


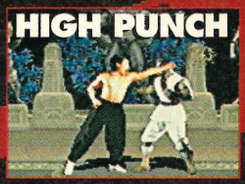
BASIC MOVES

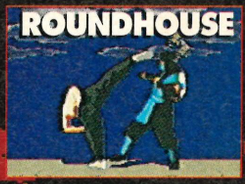


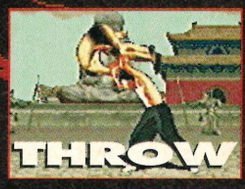












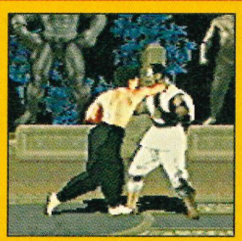
SPECIAL MOVES



CONCORDE KICK

PRESS TOWARDS, TOWARDS, X

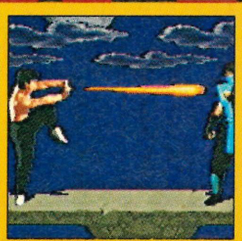
A tight move with the ultimate power.



ELBOW

GET CLOSE, PRESS Y

A close up move, weak, but will create space.



FLAME BOLT

PRESS TOWARDS, TOWARDS, Y

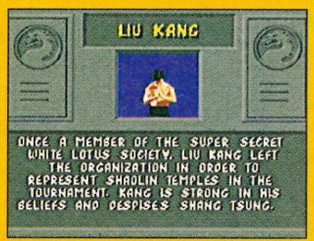
Blast the opponent in the face with this move.



DEATH BLOW

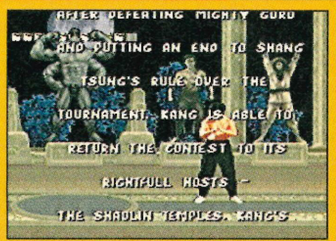
PRESS DOWN, ROTATE D-PAD TOWARDS

A spinning attack followed with a uppercut



FINAL SCREEN

Having finally defeated all the evil within the contest, Liu Kang now intends to make it a respectable contest whilst maintaining the strict traditions of the Shaolin Temple.



SCORPION

CHARACTER PROFILE

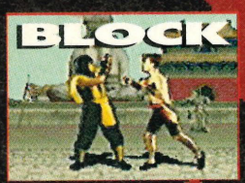
Scorpion is very much a dark horse in the contest, with no real name apparent, he was nicknamed Scorpion, most likely because of the sting-like spear he hurls at all enemies. There is no true history to this lost soul, he has taken on a physical dimension just so he may take part in the violent events that will occur in the Kombat. Scorpion is a reincarnated Spectre, a lost soul hell bent on destruction and revenge – he cannot lose or win, he can only experience! In a former life Scorpion did have a wife and a child, but knows not what happened to them or himself and feels hatred towards anyone or anything that dares cross his path. All he really needs is to find a final resting place so that he may move on to better things, concentrating on a life of good, helping people and spectres like himself. Defeating the great Shang Tsung will give him a release for his energies so he may concentrate on a better existence.

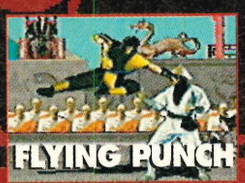


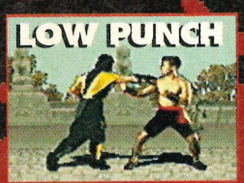
PLAY VS SCORPION

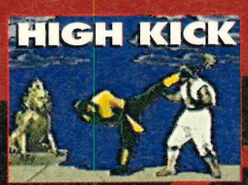
Be aware of Scorpion's flip kicks and punches, and be especially wary of his Spear attack. This can cause a double amount of damage, firstly by hitting you and dragging you towards Scorpion. Secondly, whilst you are stunned and standing in front of him, he is able and very willing to inflict further damage in the form of an uppercut. Weaknesses though can be quite easily tapped and used to your advantage as Scorpion is prone to being trapped in the corners. Once trapped he cannot execute the Teleport Punch where upon you can inflict as much close up damage as you can before retreating. Although the Spear is immensely dangerous, it can be used to your advantage, as it takes Scorpion several seconds to recover after firing it. If there is enough distance between yourself and Scorpion when he fires the Spear, you can jump over it to deliver a crushing blow before moving back.

BASIC MOVES











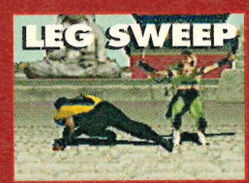




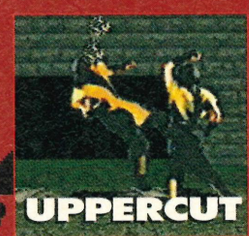
BASIC MOVES

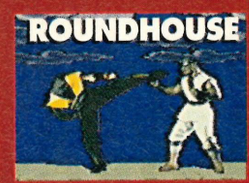


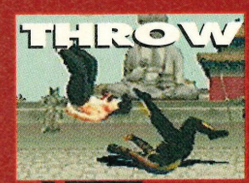




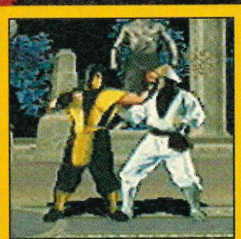








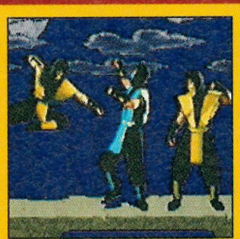
SPECIAL MOVES



BACKFIST

GET CLOSE, PRESS Y

A close up move only to be used as a last resort.



TELEPORT PUNCH

PRESS DOWN, AWAY, Y

Teleport from one side to another and punch.



WEAPON SPEAR

PRESS AWAY, AWAY, B

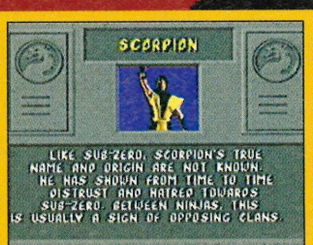
The best attack. Really reels them in!



DEATH BLOW

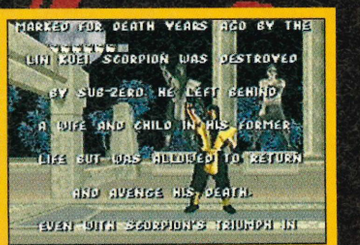
HOLD L OR R, PRESS UP, UP

Stand one pace back to perform this move.



FINAL SCREENS

When you complete the game with Scorpion, his past is at last revealed. In a previous life, Sub-Zero murdered him and he was reincarnated by the gods to take revenge.



SUB-ZERO

CHARACTER PROFILE

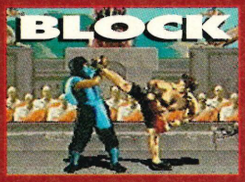
Another character in the *Mortal Kombat* line up that does not have a known name is Sub-Zero. This name derives from the terrifyingly fatal ice bolt he releases in the form of a projectile. Sub-Zero is a resident of China and has been a life-long member of the Lin Kuei. This is a rare clan of Chinese ninja warriors of which Sub-Zero is respected as being one of the most experienced and definitely one of the best. With no relatives, Sub-Zero has no regard for his own life or for anybody else's, Zero lives purely to survive from his personal strengths in the form of brute force; rather than using the intelligence he possesses. It is known that if Sub-Zero succeeds in winning the ultimate contest, he will decide on a change of life for the better, taking time out to improve his life style and spending more time on the better things in life. It is not known how he intends to do this.

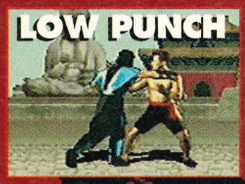


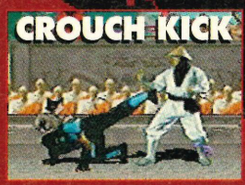
PLAY VS SUB-ZERO

Sub-Zero has many abilities that combine well, making him a hard fighter to beat. The Icy Shot can be avoided by blocking or jumping, although the Power Slide is a little more awkward to avoid as there are little, if any, signs to let you know it's about to happen. The Icy Shot though, does prove to be his weakness as it is the only projectile Sub-Zero possesses and it's also the only projectile that does no damage if hit. It is therefore an excellent opportunity if you can avoid the shot, as Sub-Zero is temporarily weakened by his attempt at freezing you. You are then able to inflict damage upon him before getting out of distance quickly afterwards. If you are frozen, you will need to instantly block as once you are unfrozen he will probably try and Power Slide you, or attempt a jump kick. Your general technique in beating the cold client will be to stay distanced; using your projectiles to damage him.

BASIC MOVES

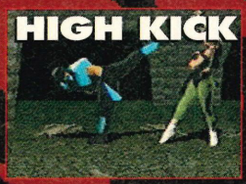


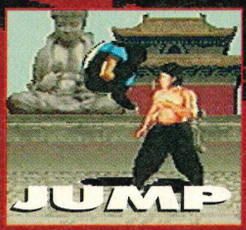








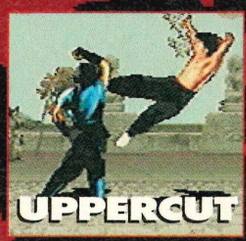




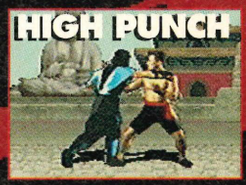
BASIC MOVES

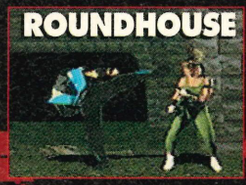


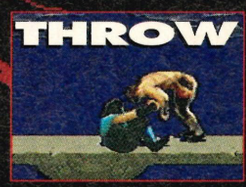




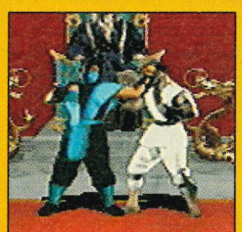








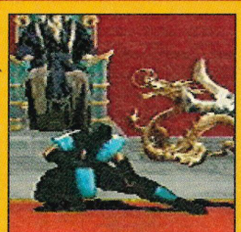
SPECIAL MOVES



BACKFIST

GET CLOSE, PRESS Y

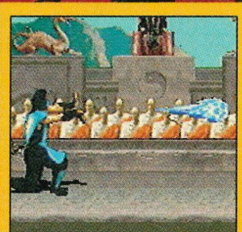
Get close and perform this move to push the opponent back and then attack.



POWER SLIDE

PRESS AWAY, A, B, L or R

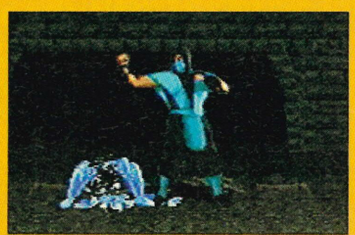
A powerful sliding attack will leave the opponent sprawling.



ICY SHOT

PRESS DOWN, TOWARDS, B

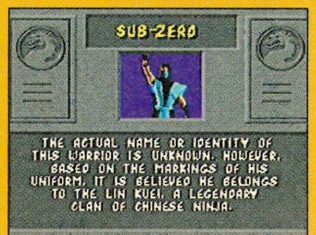
The deadliest of moves. Freeze and follow up with an uppercut.



DEATH BLOW

PRESS TOWARDS, DOWN, TOWARDS, Y

A cracking blow. Literally makes the opponent fall to pieces!



FINAL SCREENS

All became clear once Sub-Zero had won the competition. He had been paid to kill Shang Tsung by one of his enemies. Sub-Zero will now retire from fighting with the money.





SONYA

CHARACTER PROFILE

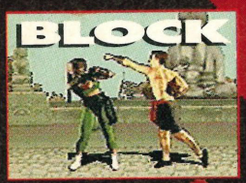
Sonya is by no means just a pretty face. She is a trained killer with the backing of the US army. With her father, Major Herman Blade, and her mother, Erica Blade, both life long devotees to the forces, Sonya was very prepared for her vocation in life. Now at the age of 26 Sonya has been commissioned to a specialist task outside the United States. With full Para-Military training recently completed, Sonya realises she has been trained especially for this mission and therefore knows she could lose more than her job if she fails. Only a few years ago her twin brother died in a mission not too dissimilar from Sonya's, an everlasting painful reminder that good does not always succeed against evil. Sonya is seeking revenge for her brother's life, be it the death of his killer or the apprehension of any villains that contemplate crossing this lady's path.

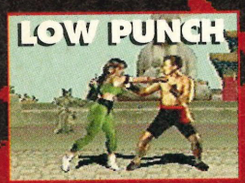


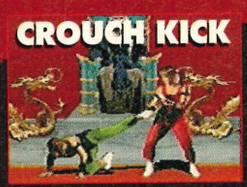
PLAY VS SONYA

A versatile lady with all the suppleness of an experienced yoga fanatic carrying out a triple salchow. Sonya won't give you much room to manoeuvre and is a real handful in the air. To give yourself the best possible chance, stay back and keep some airspace between you and the female warrior and use any special moves that utilise the projectiles of other fighters. Sonya has a leg toss which can grab any fool that dares approach. To counter attack it, crouch and block, and as she bends over to pick you up, let her feel the full power of your uppercut. As well as the feisty flip, Sonya can carry out an awesome super punch in the form of a speedy lunge across the screen – a big 'no, no' to jumping in the way. Stay down, turn around and inflict your high kick upon her. The basis in defeating Sonya is to stay low and distanced; moving in once she has committed herself to a move and inflicting the damage before getting out quick.

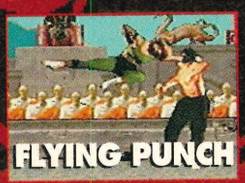
BASIC MOVES



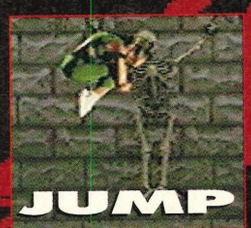








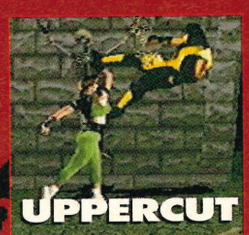


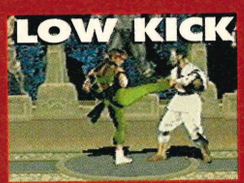


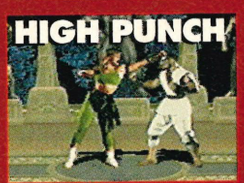
BASIC MOVES

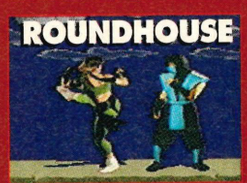


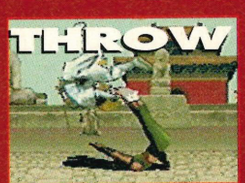




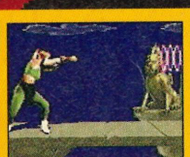








SPECIAL MOVES



ENERGY WAVE

PRESS AWAY, AWAY, B

Zap anyone in the way with this energy wave.



LEG TOSS

SIMULTANEOUSLY HOLD DOWN DOWN, B, A, L OR R

Powerful thighs will lift you from the ground.



PALM PUNCH

GET CLOSE, PRESS Y

Close up move, but weak in power.



SUPER PUNCH

PRESS TOWARDS, AWAY, Y

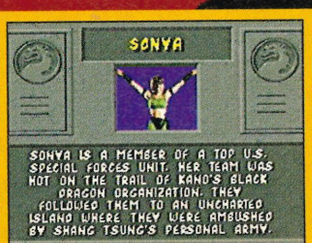
Use this move when the opponent is in the air.



DEATH BLOW

PRESS TOWARDS x2, AWAY x2, L OR R

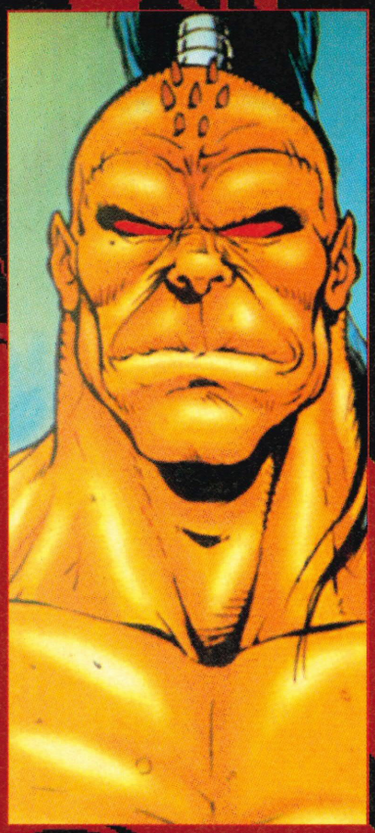
The kiss of death. No one can escape!



FINAL SCREEN

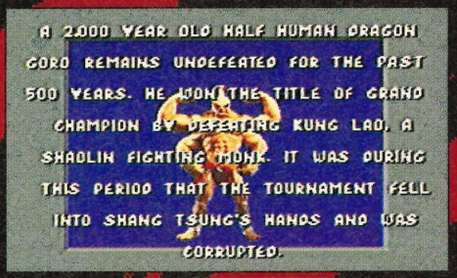
It was found that Sonya's special forces were captured by Shang Tsung. It was Sonya's job to defeat him and release her partners. Well done in completing the mission.

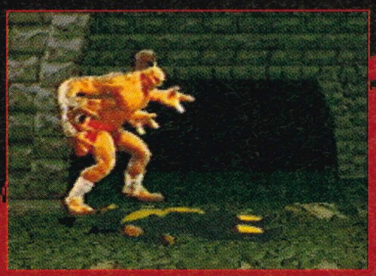
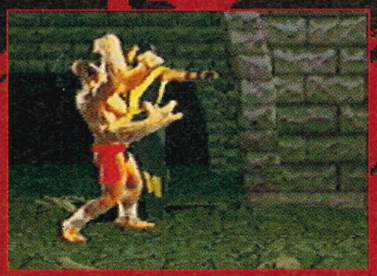
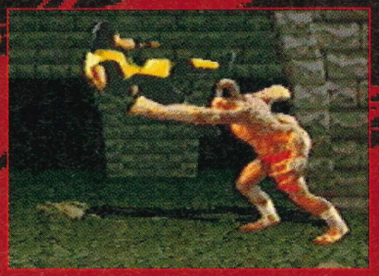




GORO

Goro is the 2000 year-old prince from Kuatan and has the unusual feature of four arms. Don't let him grab you because if he does, he'll throw you to the ground and half your energy will be sapped immediately. Goro does have a tendency to block more than he should, so it is good to try and land a few flying kicks on him. As he gets up, do a flip kick and release a projectile. Combinations will work best.






SHANG TSUNG



Shang Tsung entered the tournament 500 years ago when it a was a competition of honour and glory. Tsung won the title, ever increasing his own power. Today, the contest begins again as warriors once more compete to battle for the ultimate combat title. Shang Tsung's strength is his fireballs which he can perform at an incredible rate. His weakness is his transformation as he is open to attack during this time and cannot transform back to himself if under attack – this is the key to surviving.












GREEN REPTILE

Little is known about the Green Reptile except that defeating him will grant you the sum of ten million points. Find him on the pit level, by defeating the opponent you meet there with a double flawless and without any block moves. You must also finish off your opponent with your death blow. The Reptile is a cross between Sub-Zero and Scorpion so beware of their deadliest moves performed as one.

TO GET THERE...



Having managed to destroy your opponent with a double flawless, death move and using no blocks, the Green Reptile will make himself known. This can only be achieved in the pit level.

THE REPTILE SPEAKS!

Throughout the game the Green Reptile will descend from above and leave a clue to his whereabouts. Laughing insanly he'll then disappear without a trace. You, however, will have the last laugh because you now know how to meet him face to face. The pit level is your destiny and fatality is the key. A double flawless followed by your exclusive death move (see left) will bring the green warrior to take you on. It's a fight to the death in the pit below!







CHEATS

Exclusive Stun Cheat!

This cheat *will* work with practise. Get close enough to the opponent to perform a flying kick so that you land just to the other side. Quickly perform the same move back again before there's any retaliation and then once more. On landing the third time, instantly jump back over the opponent with a normal rolling jump. The opponent will now be stunned and unable to move. Push them up to the edge of the screen and uppercut, then follow up with a series of low punches. The opponent will be unable to fight back!

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SUMMARY

GAME NAME: Mortal Kombat
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 38,950,000
NUMBER OF LEVELS: 12
CHALLENGE RATING: variable

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.

TEST YOUR MIGHT



WOOD

The weakest of materials you must smash with your almighty power. Rapidly press A and B, then L or R.



STONE

Stone is the next might tester. Again, press A and B rapidly then as the tube fills over the line press L or R.



STEEL

Things start to get tougher! Put your jotpad down and rapidly rub your knuckles over the A and B buttons.



RUBY

Ruby can only be found on the two player mode. Real speed is required to beat the eight second timer.



DIAMOND

The ultimate stone! The tube must fill to the top, so it's imperative to use the knuckle technique!

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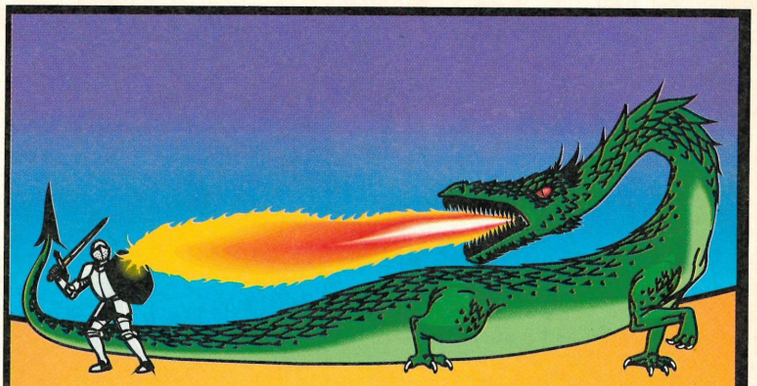

SOLVE YOUR GAME PROBLEMS!

TIPS 'N'

DIAL IN AND LEAVE A MESSAGE

CHEATS

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WRITER FOR THE OFFICIAL SEGA COMIC



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NES ULTIMATE STUNTMAN

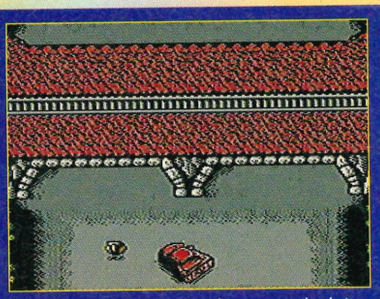


CODEMASTERS ● ARCADE ADVENTURE

Docter Evil, a mad scientist who wants to rule the world, has kidnapped the American genius Jenny Ackroyd along with the prototype of a super weapon. You have to infiltrate his defences and rescue the unfortunate girl and the important military weapon. This latest delivery from Codemasters is a rough, tough battle against the odds and a huge army of synthetic mutants. SUPER XS has taken on the ultimate challenge and has lived to tell the tale. The full solution to this mammoth game is here!

Level 1-1

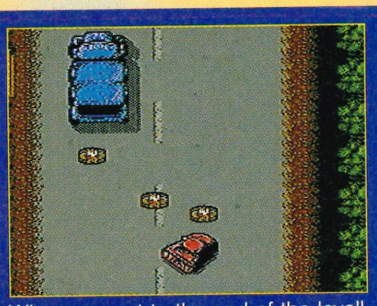
In the first level you are in pursuit of the Doctor by way of a turbo charged car. There are many roads that you can drive onto, but whatever route you take it will lead to the same place, which is a battle with the first guardian in the form of an armoured van. Along the different roads are a host of power-ups. Turbo boosts will increase your speed to get over collapsed bridges, clock icons will add to your time and multi-shot to your weaponry.



Pick up these turbo icons to bolster yourself over the rivers via the ramps. Only use them for this purpose as it can make you crash.

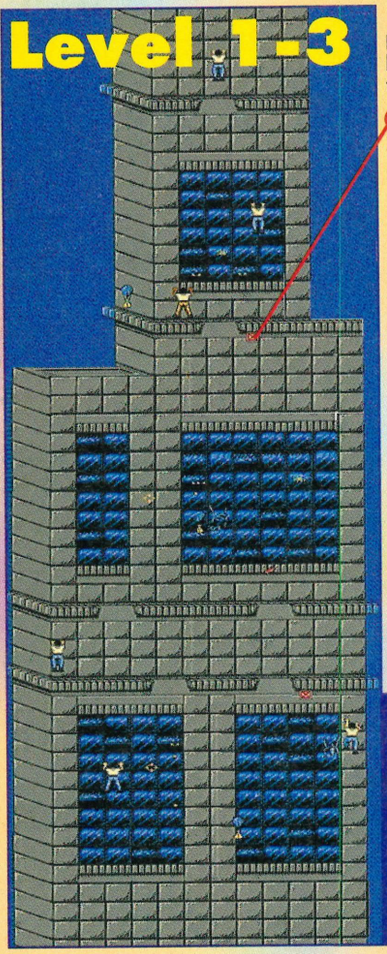


When you are jumping over a river from a ramp, keep firing as you land. There is usually a build-up of enemy cars and bikes waiting to pick you off.



When you get to the end of the levell you will have to destroy the armoured van. To do this keep firing and stay to the opposite side using angled fire.

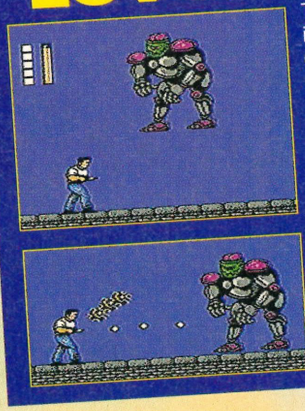
Level 1-3



Put your target to the side of these laser pods. This will soak up their fire to let you pass safely.

The climbing sections of the game follow the same set of rules every time they appear. This building in level one can be applied to all the other climbing sections. Energy is the most important thing as creatures of all shapes and sizes fly at you or fall towards you. Always keep your target close to your body to shoot things as they drop.

Level 1-4



The Techno Beast is the first level guardian. To defeat him, firstly run under him to go behind him as he jumps to crush you. When he starts firing at you, jump up to avoid the bullets and fire directly at his head. When behind him use angled fire. A few hits will finish him.

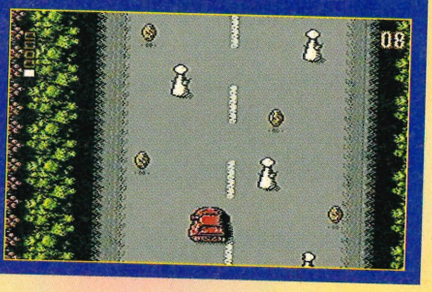
Level 1-5



To finally end level one you must defuse the bomb which has been left behind by the fleeing Doctor. The best way to get through this section is to study this picture of it and work out your route first. The circuit must pass through all the chips on the board as many times as is stated on the chip. If you go wrong, press start to reset the puzzle.

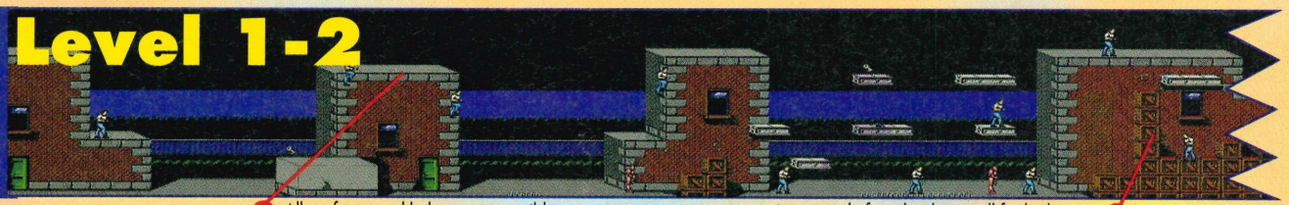
Bonus Level 1

This bonus section appears after the armoured van guardian. All you have to do is drive into ten coin icons as the screen scrolls up to gain an extra life. Avoid contact with the white cones as they will fry you up and end the stage. These bonus rounds appear in a differant sequence every time so it is a test of skill.



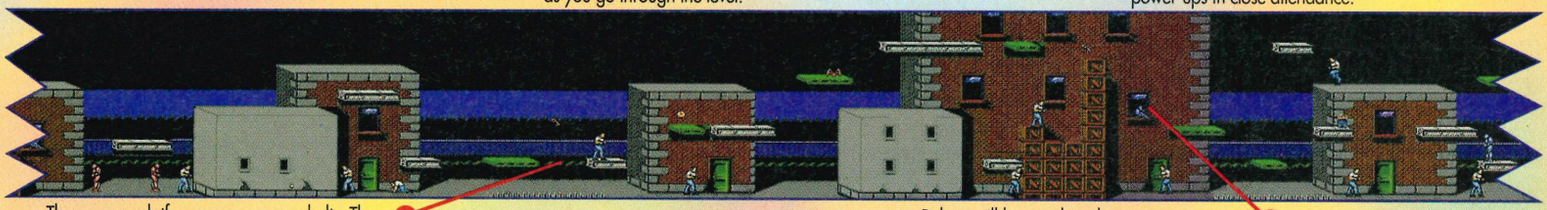
Level 1-2

Platform sections appear all through the game. You must collect enough keys to turn off the force field at the end so that you can exit. Robots are the main foe.



All roof tops and ledges are accesible, so you must explore them all to get the keys. Use constant fire as you go through the level.

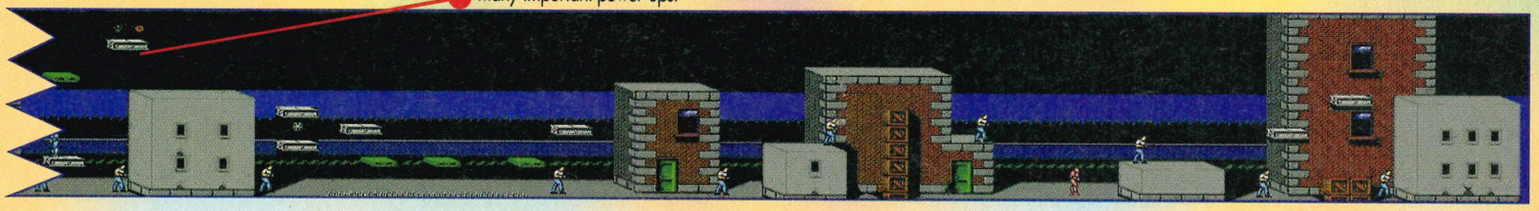
In every platform level you will find a key on one of these crate sections. You will also find power-ups in close attendance.



These green platforms are conveyer belts. They with shunt you in the opposite direction to that which you want. Use them only as quick steps.

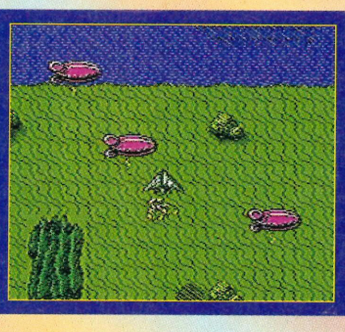
Always look to find high platforms that are normally out of sight. These hold many important power-ups.

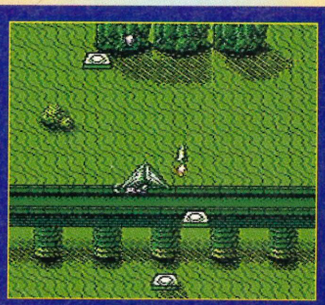
Robots will have to be taken out one at a time from these windows. You must keep moving and never get too close to avoid getting hit.



Level 2-1

There are three microlight levels in the game and they all follow the same pattern. Whichever direction you go you will end up in the same place at the end which is a battle against an eagle that flies in while dropping bombs. To get there you must stay quite low, only coming up to get over a bridge or high tree. It is very important to gain as many multi-shot weapons as you can for the end fight.

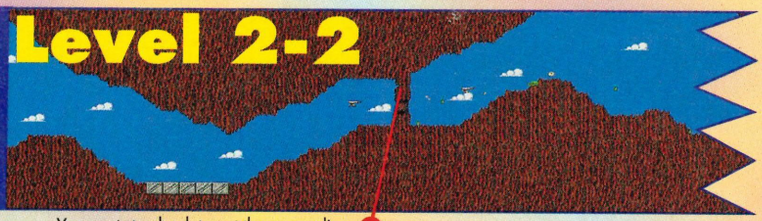






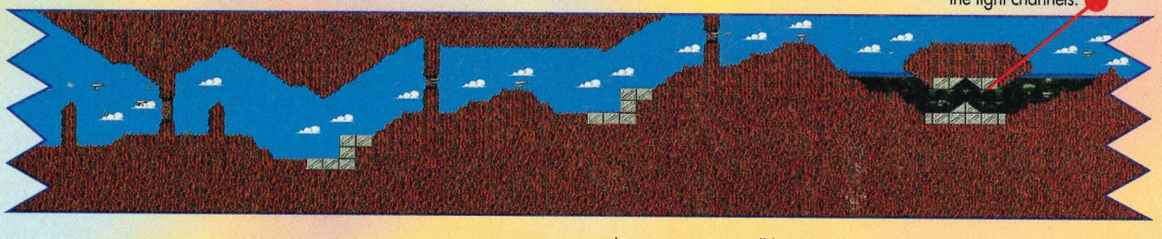
Level 2-2

There are also three of these levels in the game. The option of dropping bombs as well as firing straight ahead is available. The power-ups that you can collect the better, but the important thing is to allow yourself enough space to see what is coming so stay to the left of the screen.

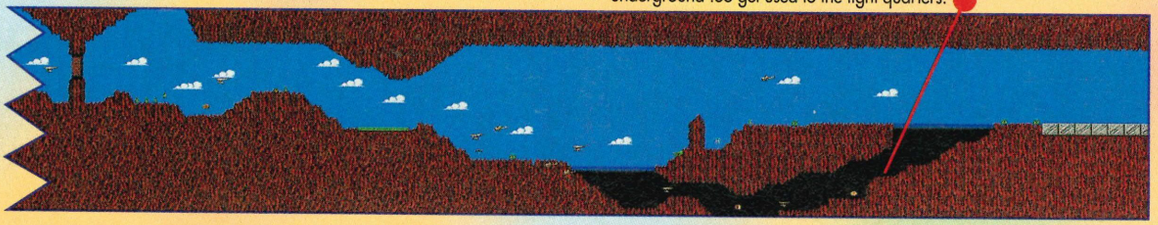


You must stay back to get the correct line through these small gaps in the rock. By pushing left in direction you can slow down.

These caverns hide a host of good bonuses as you can make it through the tight channels.

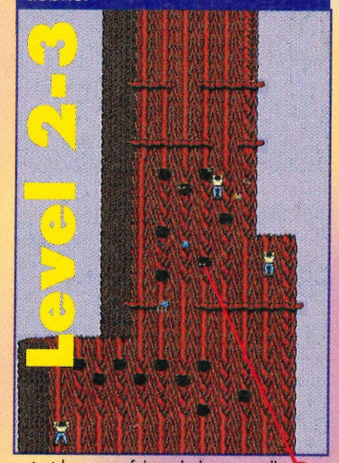


In later sections you will have no choice but to fly underground .So get used to the tight quarters.



Level 2-3

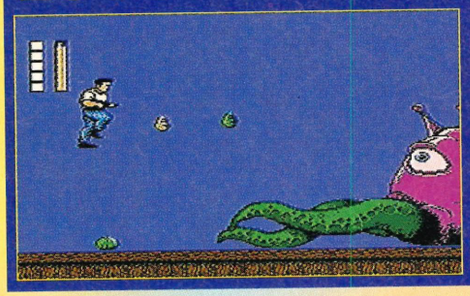
These climbing sections are the same as ascending a building. Enemies will fly in and come towards you, so keep the target close to you and grab any energy as you defend yourself from falling debris.



Inside some of these holes you will see a pair of eyes. Steer clear of them as they will drop bombs at you.



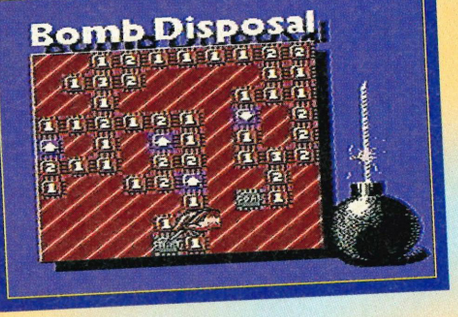
Level 2 Guardian



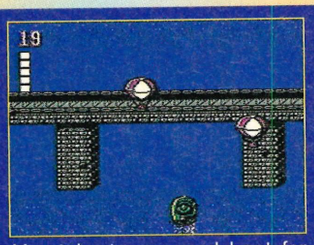
The mega slug is quite easy to thrash into shape. His soft spot is his eye, so leap up and down shooting constantly while dodging the green giblets that he is spitting from his mouth.

Level 2 Bomb Disposal

The Bomb disposal section appears at the end of the first five levels and gets more and more intricate. Study the picture to work out the route before you come to the section as you cannot pause the game whilst it is in this mode.



Level 3-1

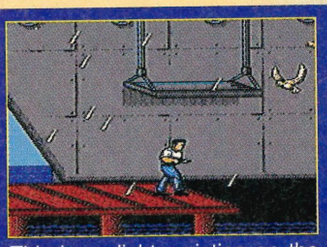


You take to a speed boat for this section. Like the car level you must use turbo boosts to get over ramps to clear land.

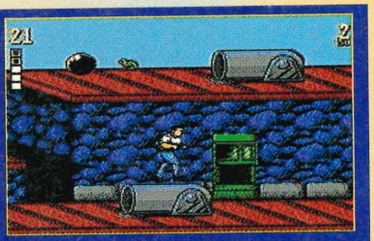


At the end of the boat section, you face the Water Dragon. Keep as far away from him as you can, using angled fire to hit him in the head.

Level 3-2



This is a slight variation on the platform section. The same things occur, but instead of a set of buildings, it is set in a dock.

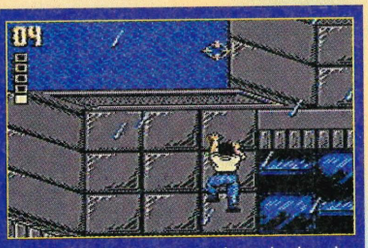


When you get to the first cannon, drop down in frount of it to find a hidden floor that leads left to the final key. Then go right to exit the level.

Level 3-3

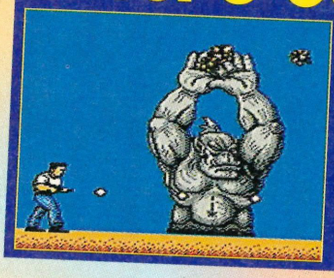


When reaching parts with a lot of windows, stay away from the open ones. These will mostly throw out bullets to knock you off the wall.



Dead ends and enemies closing in are what makes this sort of level so hard. Not only does the foe come at you quickly, but the time ebbs away.

Level 3 Guardian



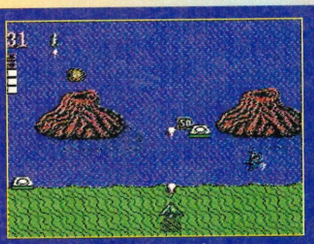
The Sandbeast guardian can be tough to defeat. Watch out for trails of smoke on the ground that tell you where he is about to come up. When he appears, rush up to him and shoot diagonally towards his head.

Level 3 Bomb Disposal

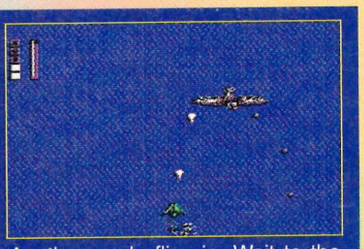
The bomb disposal screens are getting more and more difficult. Blue squares with arrows point you in the right direction and give you a clue as to which way to go. The time in which you have to defuse it grows less and less as the game progresses.



Level 4-1



There is a large volcano section to this level. Fly through low and shoot the fire balls as they spew from the mountains.



Another eagle flies in. Wait to the side while he is at the bottom of the screen and then pump him full of lead as he comes back up.

Level 4-2



In this section look out for the smaller gaps in the rock. These are easier to get through if you stay left.

Level 4-3



Climb the rock face and grab the shield symbol as soon as you can. This will get you through the next hard part.

Level 4 Guardian

The Techno Beast mark two is very similar to the first one. Dodge his jumps and hit back by jumping up to shoot him in the head as many times as you can. He will take longer to die and throw more bombs.



Level 5 Bomb Disposal

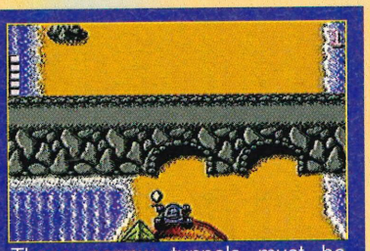
The task is the same, but more chips have to be cut out. A network of arrows show you the way to go so make sure you work towards them and follow their direction. The time will run out quickly so be swift in your decisions.



Level 5-1



The beech buggy section has some really difficult jumps in it so collect all the turbos and use them on every ramp.



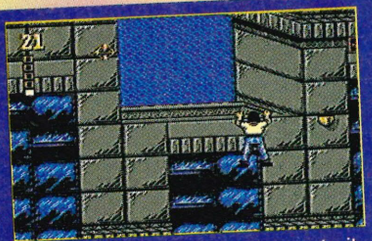
These narrow tunnels must be taken carefully as you will crash if you go into the side of them. Slow down for the clock icon just ahead.

Level 5-2



In the final platform section, prepare yourself for a long slog as enemies are harder to defeat and they take more blows.

Level 5-3



This building has two columns to it. The one on the right is a dead end, but has an extra life at the top of it. The one to the left is the way to go.



There is a shield to help you up the building to get the extra life, but more foes assemble at the bottom as you come back down.

Level 5 Guardian

The final Mega Slug is a handful. If he comes towards you move back as far as you can and keep jumping and firing. The Slug is again open to shots in the eye, but any shot makeing contact will wear him down.

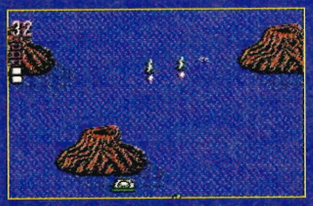


Level 5 Bomb Disposal

The last bomb disposal part of the game will take you into the final sixth level. The time is very short and you cannot afford to make any mistakes. Follow this picture for the correct route and quickly reset if you blunder.



Level 6-1



The greatest threat in this section is from missles. Fly low and slow travelling along the path of a missile that has already launched.



The final version of the eagle is extremely tough. When he is at the bottom of the screen fly up to his side, then onto his wing and shoot to grind him down.

Level 6-2



The final Microlight level is almost all underground. Collect all the time icons to complete the section.

Cartridge supplied by:
Codemasters
Tel: (0926) 814132

SUMMARY

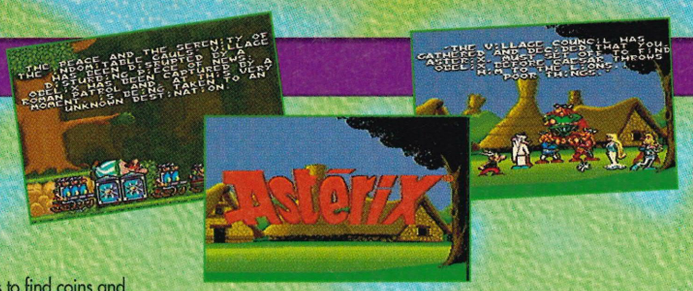
GAME NAME: The Ultimate Stuntman
TIME TO COMPLETE: 1 week
HIGHEST SCORE: 243,663
NUMBER OF LEVELS: 6
CHALLENGE RATING: hard

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

Final Guardian: Doctor Evil

You come face to face with Dr Evil in the final level. Take out the tanks on either side of him one by one. Do this by creeping up to the front of the tank to dodge its bullets. Once you have done that, attack the Doctor from the top of the tanks. Shooting with everything you have directly at him. When he dies you can rescue the girl and go for a swift half at the Spy Arms.





GAUL

The important thing to remember in all the levels is that there are two different kinds of jump. The ordinary B button jump will get you over most gaps, but for the larger leaps you will need to hold down the Y button and then press B to get a super jump.

Act 1-A

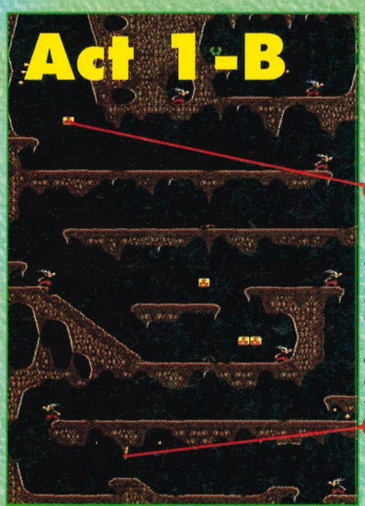
Explore these tree tops to find coins and power-ups like this magic potion which will make you invincible for a short time.

Coins can be found be exploring these top sections before continuing down to lower platforms.



Get to this plinth and and continue down. You will see an arrow of coins that point downwards. Follow the direction and enter the Grotto which is the second section of the level.

Act 1-B



As you fall down through the grotto, land on this block and jump towards the rock wall to the right. Here you will find a secret passage which will lead to an extra life.

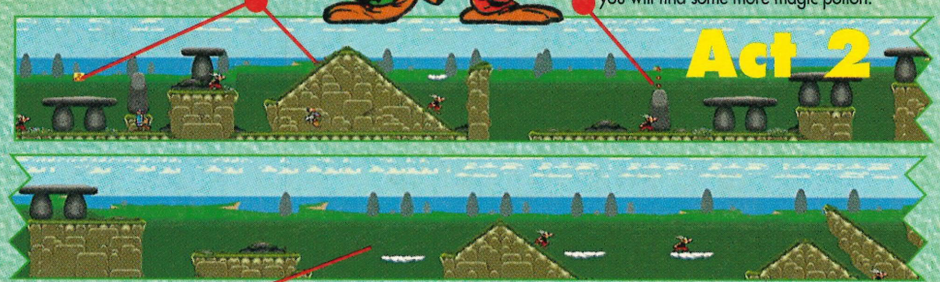
As you drop down to the lowest floor of the grotto, be careful when going through this section. A spike is moving up and down so pass it when it is at its highest point. Continue right and leap the final gap to exit the level.

This Grotto is the second part of the first level. Watch out for hedgehogs that will curl up and come rolling towards you.

Punching the blocks at this point will engage the help of Dogmatix, who will go directly for any stray Romans and bite their behinds.

Bounce up to collect these coins and then go right via the stone platforms. As you go along you will find some more magic potion.

Act 2



You can use a super jump from this point to get across the gap below without risking the cloud journey.

To get across the next part of the level you will need to time you jumps onto these floating clouds.

Punch this block to receive extra energy. In fact, why not punch every block that you come across?

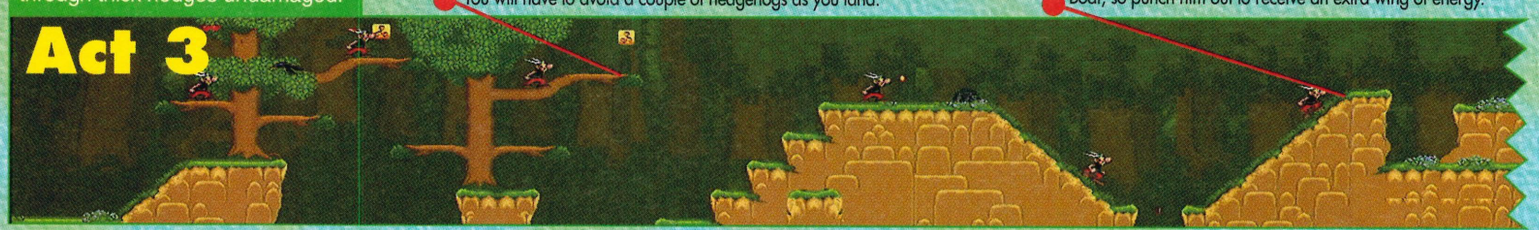


Act three has more tree tops to scrutinise. Punch all the blocks that you find to gain power-ups and coins. Later in the level you must jump on the Boar's backs to get through thick hedges undamaged.

Get to this point before leaping over to the next solid platform. You will have to avoid a couple of hedgehogs as you land.

You can get past this next small section without the help of the Boar, so punch him out to receive an extra wing of energy.

Act 3



In the last issue of SUPER XS we brought you the complete solution to *Asterix* on the Game Boy. Now Infogrammes have released this platform classic on the Super NES. Although the basic idea of the game is the same, the Super NES version offers even more gameplay and a lot more levels. SUPER XS has once again gone where other magazines fear to tread to bring you the fully mapped solution. Look out for *Smurfs* from Infogrammes soon!

SUPER NES



INFOGRAMMES ● PLATFORM ADVENTURE

ASTERIX

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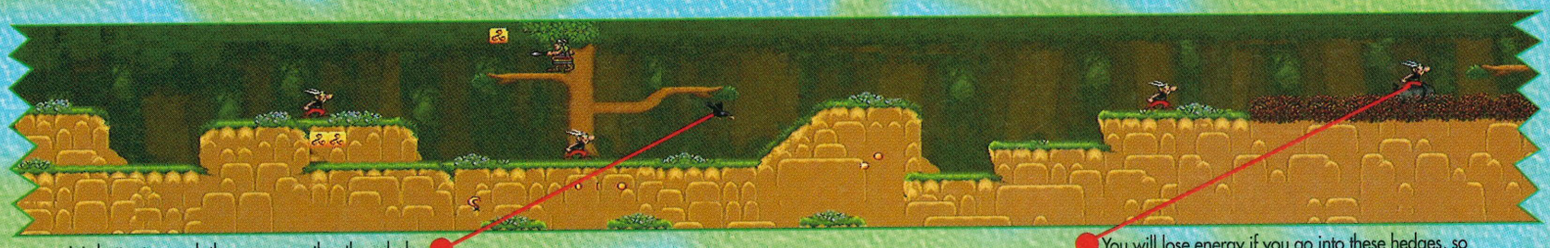
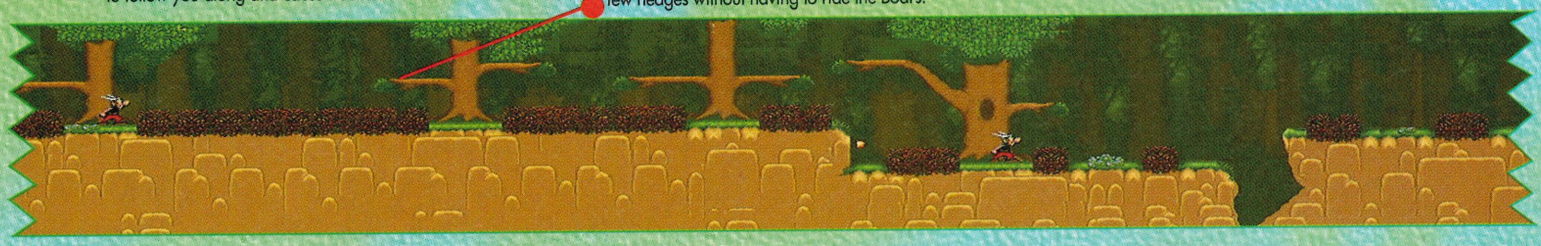


It is better to punch these crows rather then dodge them. If you try to avoid them, they have a tendency to follow you along and cause trouble later.

You will lose energy if you go into these hedges, so jump on the backs of the Boars to get across to tree tops and gaps in the hedge.

If you use super jumps you can get past the next few hedges without having to ride the Boars.





As you go through this part of the level, punch the blocks while riding the Boars. Energy and coins will be gained.

Punch these blocks out before continuing right. At the end of the act you will have to move quickly along small clouds that will fall as you step on them.



In Act four you will have to get past a series of collapsible clouds as well as time your skips on and off moving clouds. Centurions patrol the solid platforms, so punch them away as you go. You will have to use your super jump towards the end of the level.

Go to the bottom of these platform gaps to collect the coins that are there in abundance.

Act 4

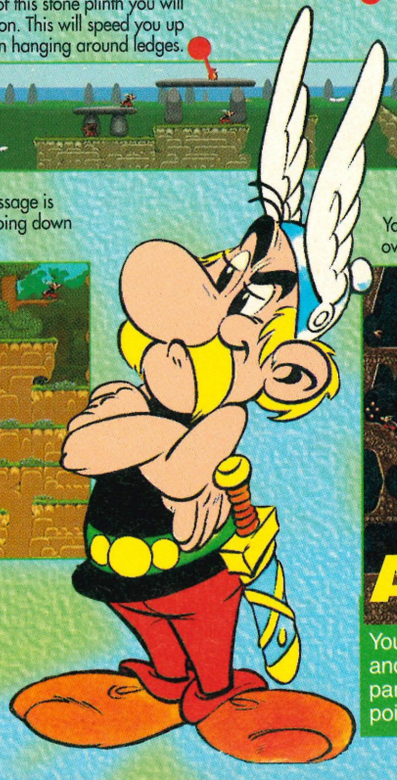


At this point you must leap from one moving cloud to another. Make sure that your timing is correct as death awaits beneath.

This enemy is an Oak tree stump that will throw acorns at you to sap your energy. Use a super jump to dodge him or punch him out just before he throws more ammunition.

If you go along the top of this stone plinth you will receive some magic potion. This will speed you up so be careful when hanging around ledges.





Climb up to this branch in order to make the leap over to the main platform safely.

The entrance to the secret passage is here. Go through it before going down to the Grotto.

You will need to use a super jump to get over the final obstacle and exit the level.

Act 5-A



In this forest you will find a secret passage full of bonuses. Go into it before going down the series of plinths that lead to the Grotto and the end of the Gaul section of the game.

These lower plinths hold a number of coins and power-ups to gather.



Act 5-B

You will need to jump onto bubbles and climb ropes to get to the top part of the Grotto. Coin arrows will point you in the right direction.

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HELVETIA

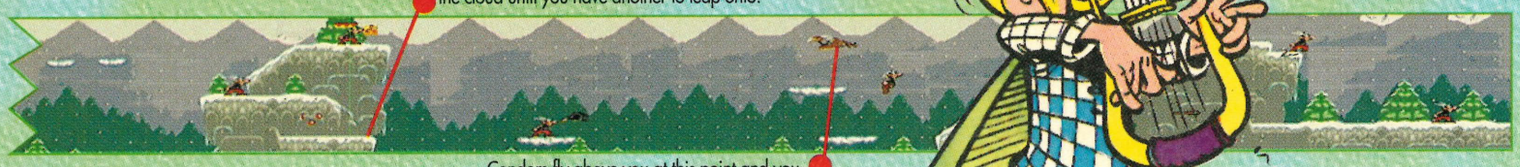
Here we are in Switzerland for the beginning of the second main level. Snow covered slopes can be tricky to get past as you will slide around on them. Romans also patrol with some of them taking three punches to kill.

Act 1



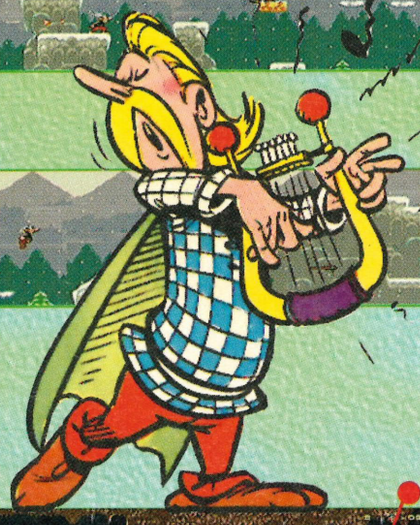
To begin the level, take the highest route along the Alps. Punch the Romans and leap across to the next summit.

In this hard section use your ordinary jump to get across the collapsible clouds. Blocks are also around to act as plinths.



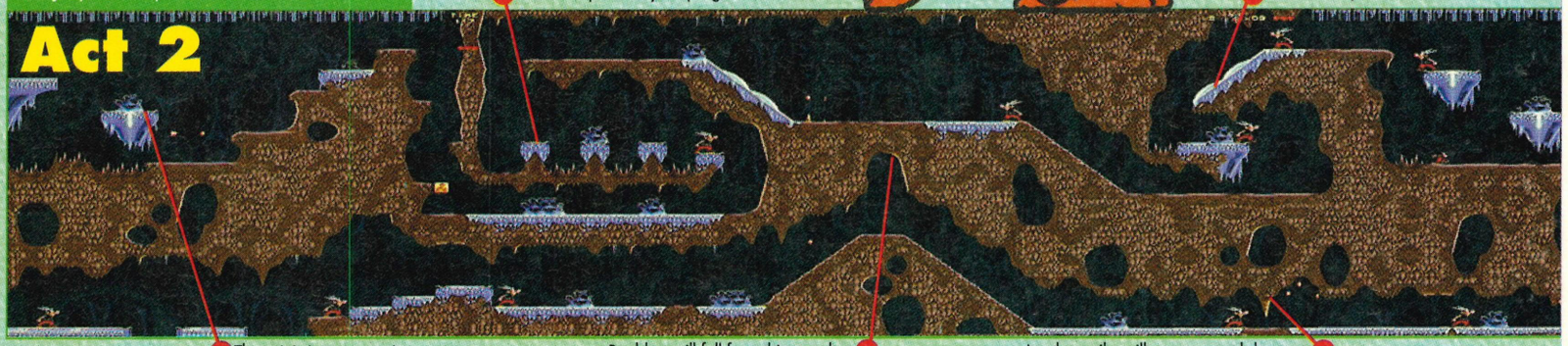
Get down to this point and wait for the moving cloud to come within jumping range. Ride the cloud until you have another to leap onto.

Condors fly above you at this point and you need to hop onto them and ride them across to the mountain on the right.



An icy Grotto is the set for the next act. Boulders will drop down from some of the high openings and you can use them to get past large sections of spikes by riding them. At the right of the Grotto you will find a magic potion which allows you to fly up to the platforms above.

Act 2



Leap carefully from plinth to plinth to avoid being cut up on the spikes below. Drop down to the floor and go left to punch the block that prevents your progress.

Slide down this slope slowly so that you can push right when you drop off the edge to miss the spikes.

The exit is just a super jump to the left from this ice covered platform.

Boulders will fall from this gap, but there is no advantage in riding them. Try to dodge them as they fall,I because they will knock your energy down.

Another spike will move up and down at this point to block your path. This spike moves quicker than the ones before so watch its speed and make a dash to get past when the path is safe.

In this act you will need to use your super jump wisely. There are more Condors to help you as well as certain blocks that, when punched, will release the harp-playing Cacophonix who will freeze all the enemies so that you can continue unhindered.

Act 3



Jump onto this seesaw and weigh it down to the left when it tilts run right and jump onto the next platform.

Ride this Condor over to the next cliff. Alternatively, you can use the trickier super jump to get over the gap.

Use ordinary jumps to get over this section of gaps. The Centurion that is marching along this section will need to be hit three times with your right hook.



Punch these blocks away to gain there power-ups, but use the next set as a stepping stone over to the moving cloud on the right.

These blocks can be punched away to reveal all manner of power-ups, or if you're running out of time, can be simply walked across.

Another two moving clouds bridge the final gap before the exit to the right.



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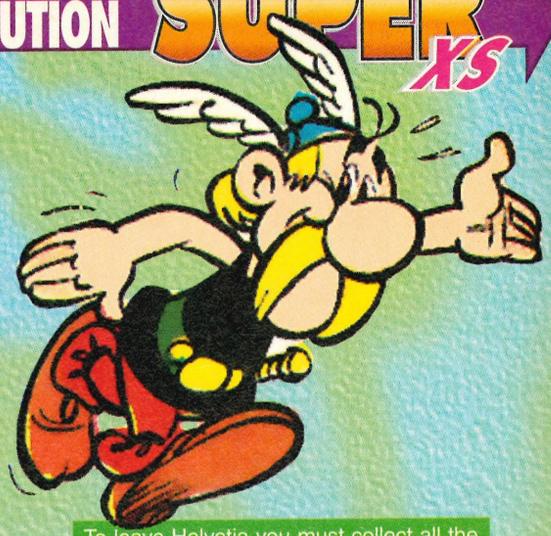
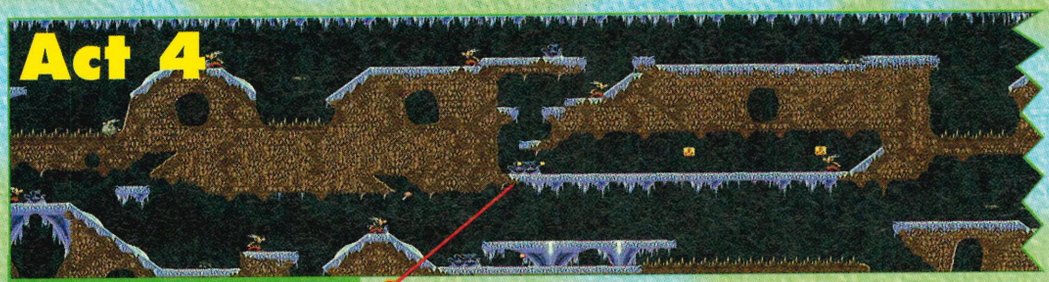


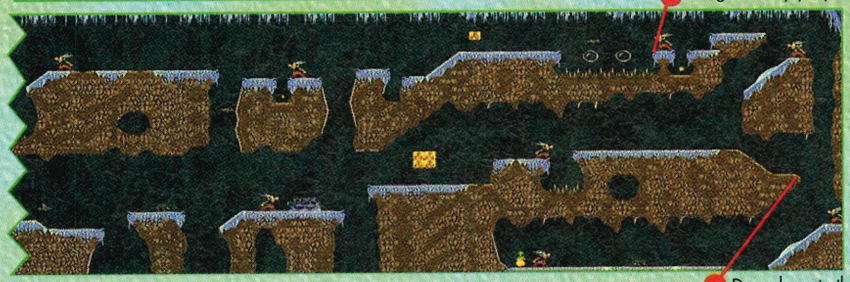
Act 4



This Grotto level is similar to the last one. You have to go right along the lower floors to get to the magic potion which allows you to fly up to the higher floors. Use bubbles and boulders to get over spikes.

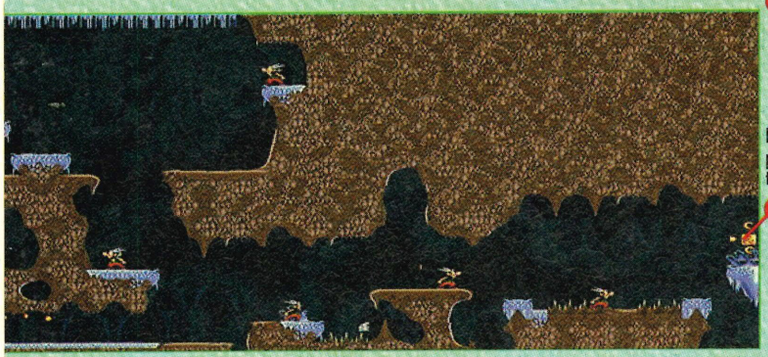
A boulder will fall from about this point. Jump onto it and ride it through the spikes to the left. At the end of the spikes, use a super jump to get over to the next platform.

Fly up to this point from the magic potion cauldron. Use the bubbles to get over the spikes and continue left using ordinary jumps.



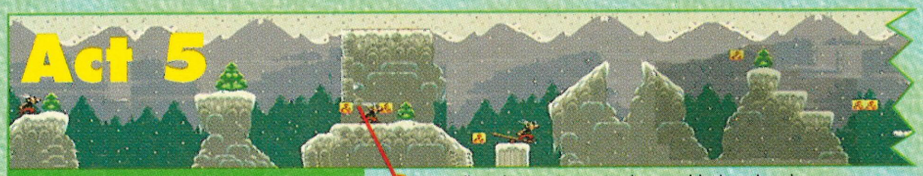
To leave Helvetia you must collect all the magic potions from this Grotto. The exit is about halfway up on the extreme right and is marked by two coins. Asterix can withstand long drops in this section.

Drop down to the slope below and use a super jump to get over the gap to gain the magic potion at the end of the passage. Fly back up to the higher floor.



Punch this block to gain some magic potion. This will allow you to fly up to the higher platforms to the left.

Act 5



This is the most difficult level yet. The jumps have to be taken with super leaps mostly be the hard thing is that the screen will scroll quite fast making you move quickly.

You will not have time to punch away blocks unless they are in your way. Come to this floor and jump onto the seesaw to the right.

Use small but swift jumps to get over these gaps safely. On the slope use a super jump about half way down your slide to get across to the next uphill slope.



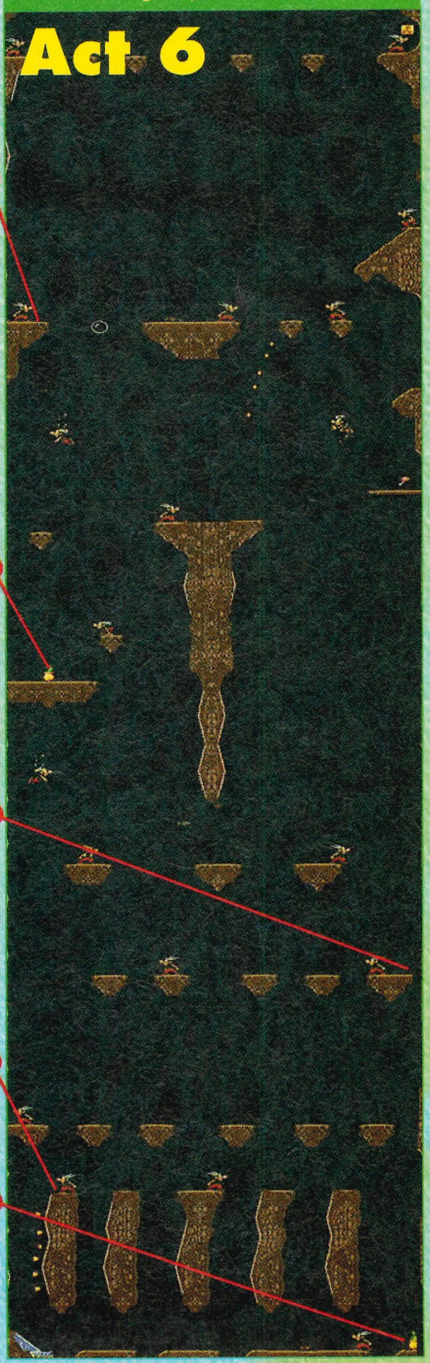
Use these blocks to get across this section quickly. You will need to use a super jump from the last block to get to the ledge on the right.



Punch these two blocks to activate the moving clouds to the right. Go down to the lowest ledge and jump onto the cloud. From there, use the smaller clouds to get over to the exit.

Drop off from the start ledge above to this point. Bound over to collect the coins and then come back. Drop down to the next ledge below.

Act 6



The first magic potion can be found here. Fly down between the rocks below to find the next potion.

The exit is just up and to the right of this plinth. It is marked by two coins.

Drop down to gain the coins and land on the ice plinth below. From there go right, leaping the gaps to locate another magic potion.

From this handy potion, fly up the right hand side of the Grotto to find the final magic potion and then the exit.

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SUPER XS SOLUTION



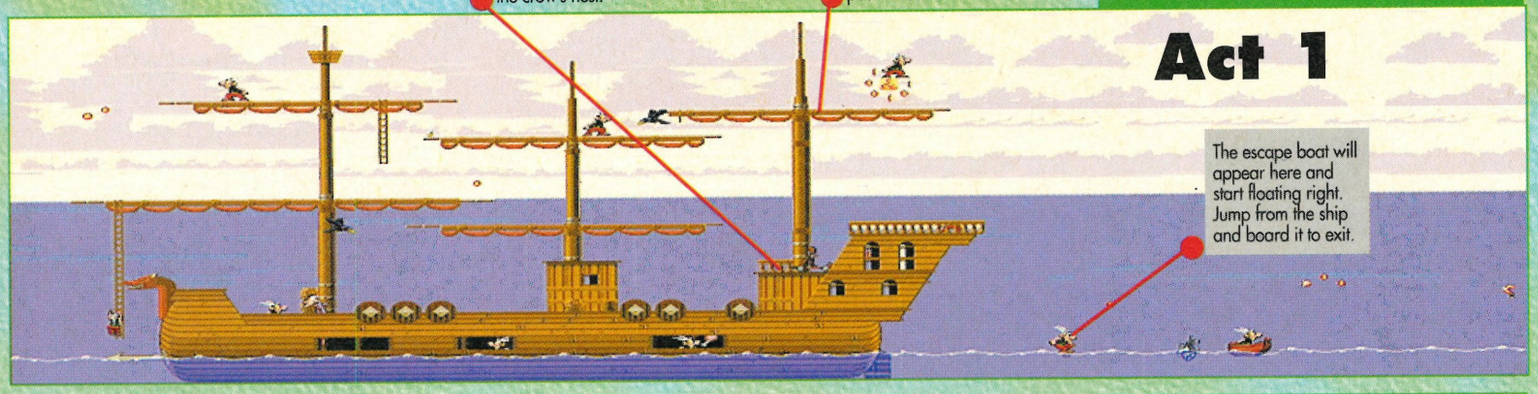
EGYPT

Act 1

Use a super jump to get up to the central mast. Collect the coins that are scattered around the tied back sails and the crow's nest.

Get to this mast and punch the block. This will release an escape boat on the water just past the stern.

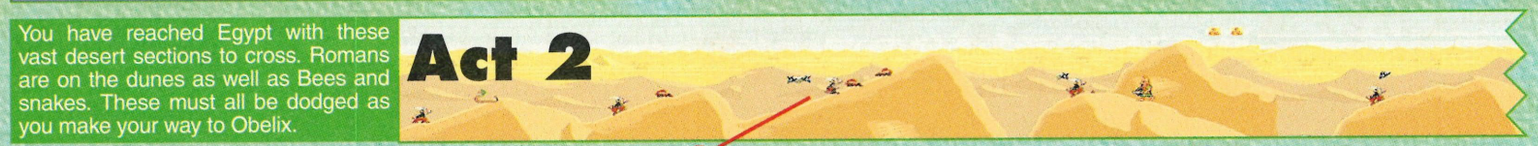
You will fall down on the left hand side of the pirate ship and into the water. Use the B button to skim along the water and onto the ladder. Climb the rope ladder and go to the hold to collect the bonuses before climbing the rigging to find a block.



The escape boat will appear here and start floating right. Jump from the ship and board it to exit.

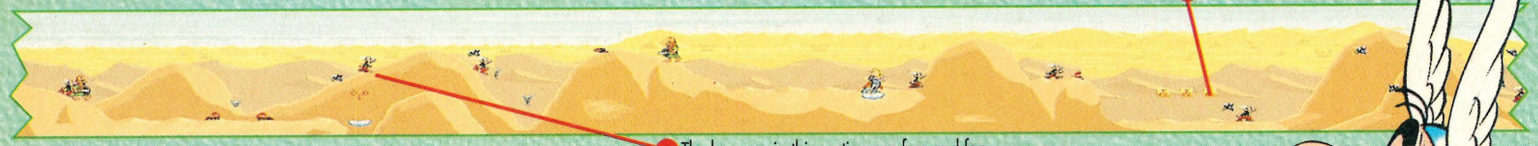
Act 2

You have reached Egypt with these vast desert sections to cross. Romans are on the dunes as well as Bees and snakes. These must all be dodged as you make your way to Obelix.



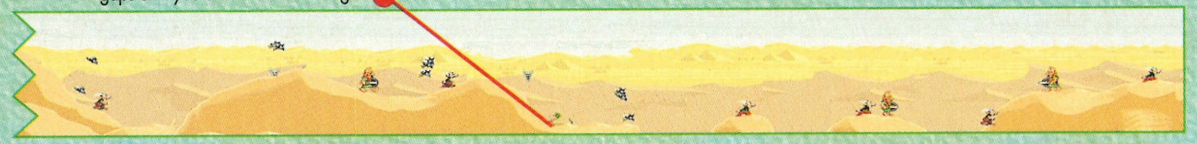
Use super jumps to get past hoards of snakes and Romans. The gaps in the dunes will end in death, so leap between the mounds of sand carefully.

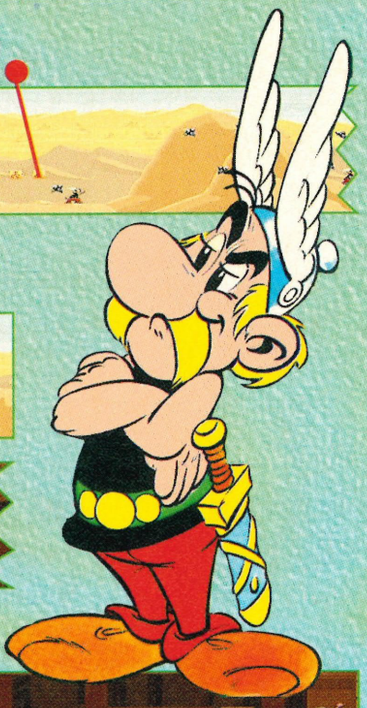
There are stepping stones here to help you across the sand banks. Bees will attack and these can be punched away.



The bonuses in this section are few and far between. Grab them swiftly when you find them as they are guarded by Romans.

From this point, use super jumps to clear the gaps until you exit further to the right.





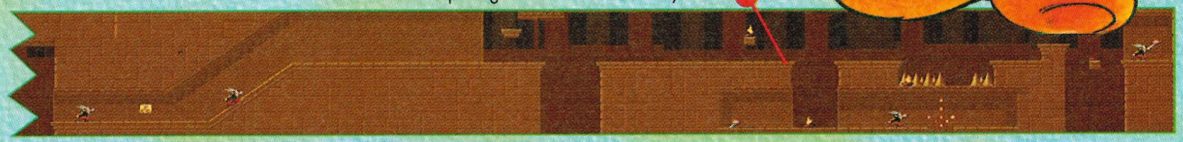
Act 3-A

The valley of Kings is the setting for the next few Pyramids. A host of creepy foes lurk in the corridors. Hands will try to grab you from walls, spitting fire will burn you up and ghosts will follow you.



These pots will spit out fire so watch the pattern before getting past.

Drop down from this ledge and push right on your D-pad. This will drop you into a passage that leads to the next Pyramid.



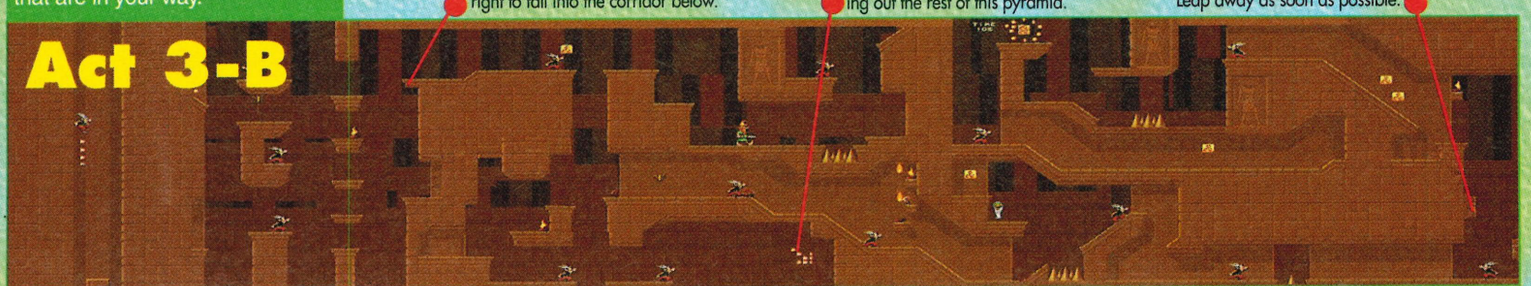
Act 3-B

Immediately jump to the right from the fall away platform at the beginning of the level. This will reveal the secret passage into the main pyramid. Some of the blocks contain phantoms that cannot be killed. Only punch blocks with coins around them or that are in your way.

Leap from wall to wall to get up to this ledge. Drop off the edge and push right to fall into the corridor below.

These coins form an arrow to point the way to the next pyramid. You can go directly down to here; missing out the rest of this pyramid.

As you climb these ledges, mummified hands will try to grab you and sap your energy. Leap away as soon as possible.



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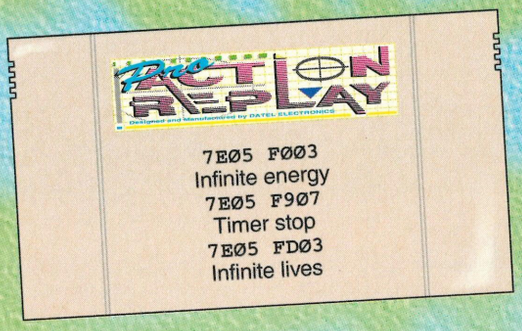

Act 3-C

You can wander around this section for ages without success and then kick yourself when you find the solution. There are plenty of bonuses to be collected in the level, but if you want to get through the section quickly, go directly to the secret passage to the next pyramid.

Go to the ledge directly under the start point. Walk left to find the secret passage which brings you to the arrow of coins. Continue left to exit.

There are two very small ledges in this opening. Take the one on the right to exit the level.

Act 3-E

To get to the exit of this pyramid you must work your way to the top right. There you will find a secret passage down to the opening below. From there, go to the right hand ledge to exit.

Just below the start point in this level you will find two blocks. These must be punched away to reveal a fall-away platform to the right of the map which allows you to get up to the higher floors and to the exit.

Go up to this corridor to collect an extra life before continuing left to punch the blocks away and go around to the exit.

Act 3-D

When you punch away the blocks at the start it will reveal these collapsible plinths to allow you to get further up the level.

Back to the desert for the next section. You must use similar tactics to those employed on the last desert level. There is a huge gap towards the end to get over which involves small clouds.

Act 4-A

Centurions and Bees are all over these dunes so punch as you walk along. Use super jumps all the time to get past gaps in the sand.

Use a super jump to make a leap of faith into the unseen gap below. Here you will find small clouds all lined up for you to walk along before they fall away. Super jump right from the last one to exit.

The next section is one of the most entertaining and tricky levels in the game. You must travel along an underground network of tram lines; leaping from tram to platform.

Act 4-B

To get your tram up steep sections of lines you must push in the direction that you want to go. This will accelerate your tram and make it harder to stop.

Jump up and to the right at this point to make it over to the next tram. Push right to get the new tram going.

The next part of the tram level is slightly harder with more leaps to make and quicker reactions needed. Punch away blocks that get in your way.

Jump up from the tram here to make it over to the platforms on the right. Walk from them to the next tram via the small blocks.

Act 4-C

Make your first change of tram here by leaping from your tram onto this fall-away plinth, then super jump up to the next tram.

After taking the top tram you will reach these blocks. Punch them away or the tram will bump into them and reverse its direction.

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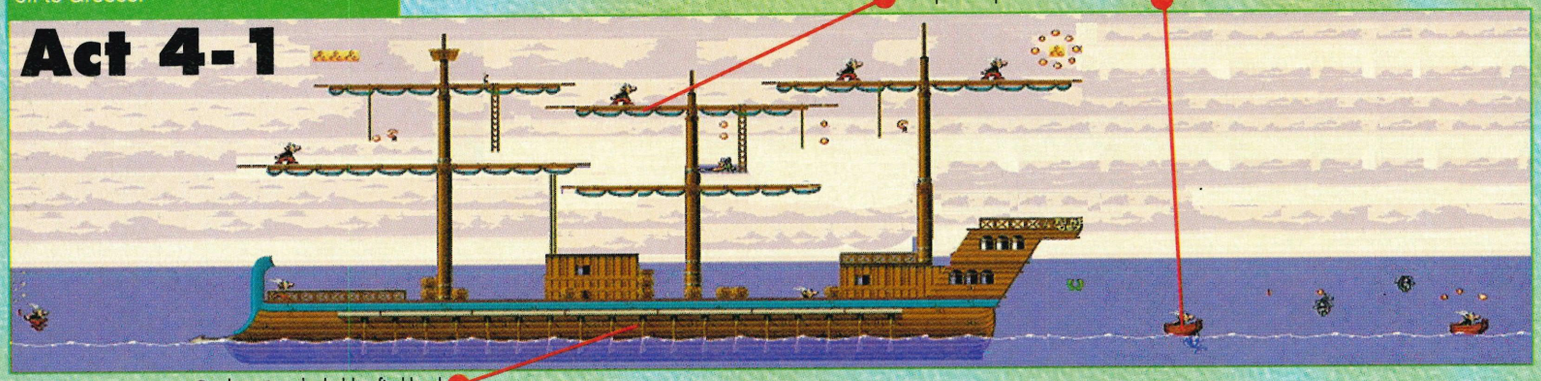
SUPER XS SOLUTION



You are on your way to Greece via this ship. The same rules apply as in the previous ship level. Get up to the top mast to punch the block that will release the escape boat and carry you off to Greece.

GREECE

Act 4-1



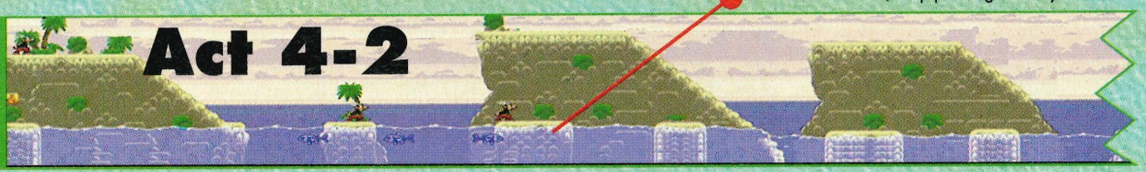
Explore every inch of the three masts in order to gain the maximum number of bonuses and power-ups.

Jump from the mast into the Mediterranean to board the boat and float to Greece.

Go down into the hold to find loads of coins before going up to the top section of the ship.

The lush blue waters of Greece contain bonuses as well as huge fish that will batter you! You can go into the water, but you must keep pressing the B button to bob along the top of the water.

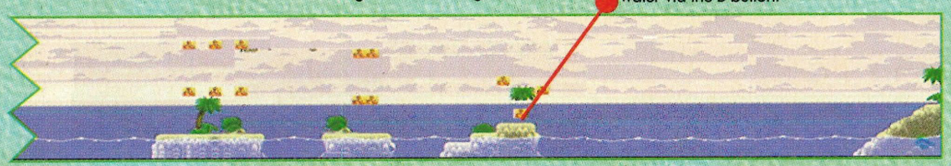
Act 4-2



You can project yourself right, via the top platforms, or the small islands just below the water. If the latter is the case, keep pressing B to stay afloat.

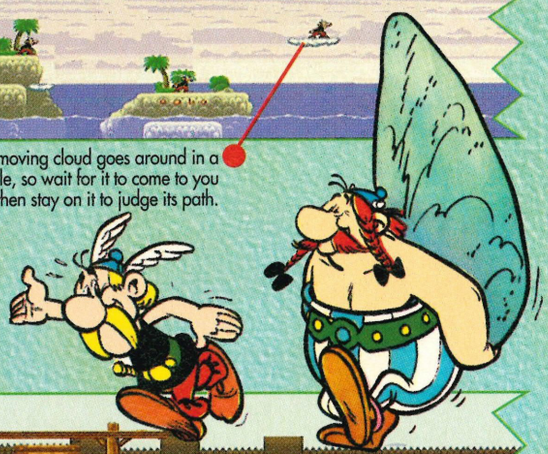


Take to the higher platforms for the next section. Dodge the Bees and super jump over to the moving clouds to the right.



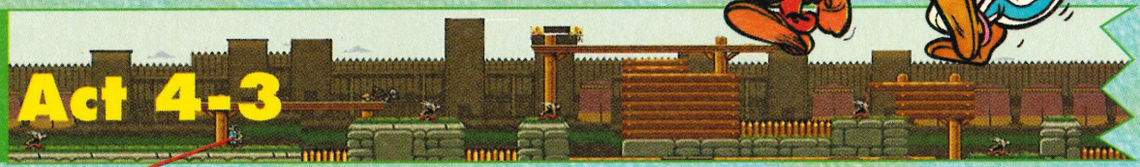
Punch these blocks to reveal a cloud to get across on, or simply bob along the water via the B button.

This moving cloud goes around in a huge circle, so wait for it to come to you and then stay on it to judge its path.



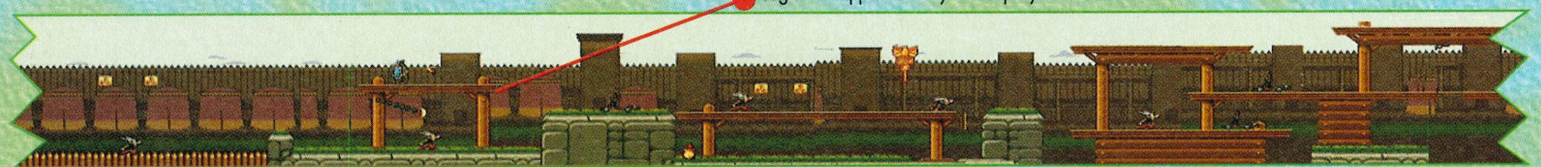
Punching blocks will reveal coins, power-ups and in this section, an extra life. Punch the block after the first three Romans to receive the 1-Up and then continue along towards the exit which is at the extreme right of the level.

Act 4-3



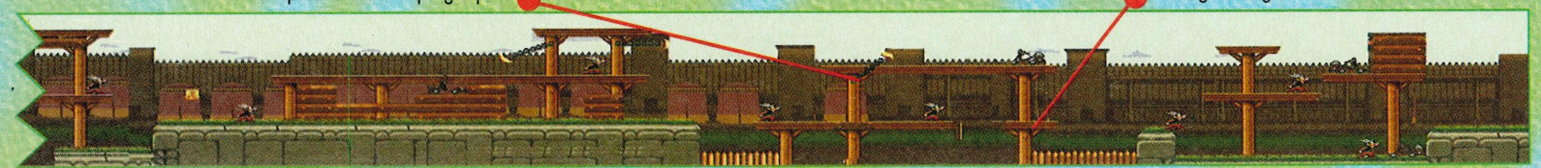
Romans can be avoided with ease in this section by simply jumping to a higher platform or dropping down to one below.

Use a super jump to get through this section quickly. If you dwell, huge golden eagles will appear and try to trample you.



These pendulums swing around to try and catch you out and milk your energy. Slow down and establish their speed before attempting to pass.

Tread carefully as the spikes below will kill you instantly. Super jump as much as you can to get through without harm.



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Act 4-4

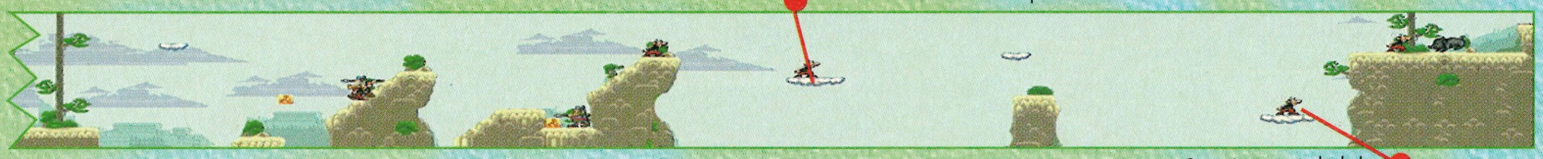
Spear-throwing Romans and difficult cloud jumps are the only problems to overcome in this section. Tunnels go through some of the mountains and most contain extra bonuses.



Go through this tunnel after super jumping from the previous cliff. At the other side, wait for the moving cloud and leap onto it.

This system of clouds must be past. On the first one you must be ready to leap to the next as it comes in at a much quicker rate.

Leap up to this ledge to continue right. Watch out for stray crows as you jump.



Act 4-5

There is a seriously difficult jump right at the start of the level and more to follow. Romans are scattered all over the level, but you can engage the help of Cacophonix again.

While sliding down this slope you must super jump onto the seesaw, tip its balance left, and then run and super jump over to the next cliff top.

These seesaws must be taken quickly and with ordinary jumps. One slip and you will fall to your death. When you're on the last seesaw, make a super jump over to the right to avoid sliding back down the slope.

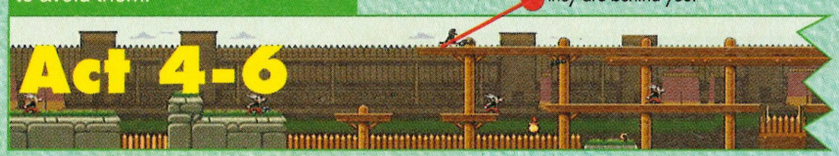
Super jump up to the ledge above and punch out the Boar to gain an extra wing of energy.



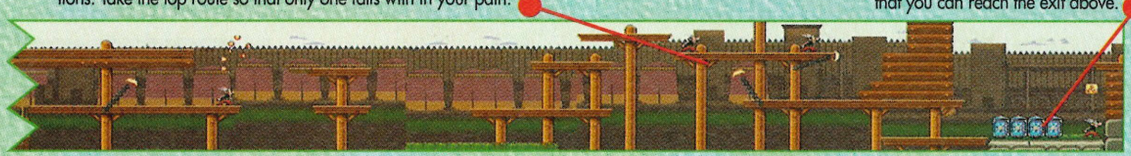
Act 4-6

All along this fortress stand Centurions that need punching several times before they are knocked out. Trap doors open up as you walk along the wooden floors, to reveal life-taking spikes. Keep moving between the floors to avoid them.

These catapults have quite a long range of fire so avoid being on the same level until they are behind you.



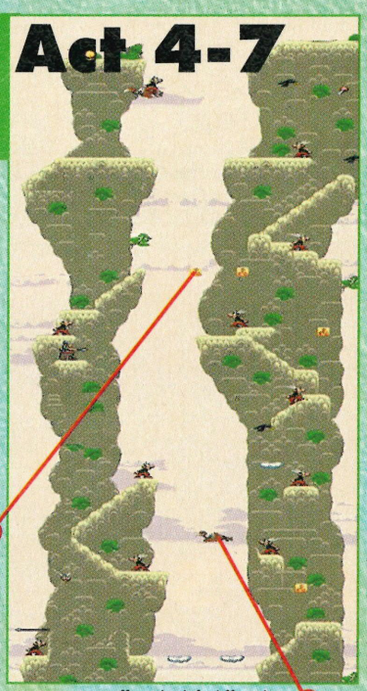
Here are two pendulums swinging at different speeds and directions. Take the top route so that only one falls with in your path.



Act 4-7

In this section you have to make your way up to the top of these mountains by leaping between them and riding clouds and Condors.

The final task in this level is to biff the Romans that hide behind their shields. One at a time they will pop their heads up and that is when to punch them as many times as you can. They will move back and forth; sticking spears out of their scrum, so move carefully. When you have socked the lot, a block will appear so that you can reach the exit above.



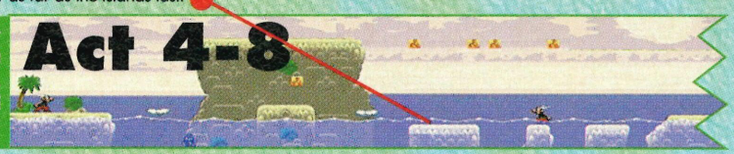
Use these blocks to get higher on the right cliff before riding another Condor across to the left. From the top of the left cliff, you must super jump right to exit.

Start off on the left cliff and get over to the right via the clouds. Hop up on the block above and onto the ledge above that. Then wait for the Condor to come close before riding him over to the left.

Act 4-8

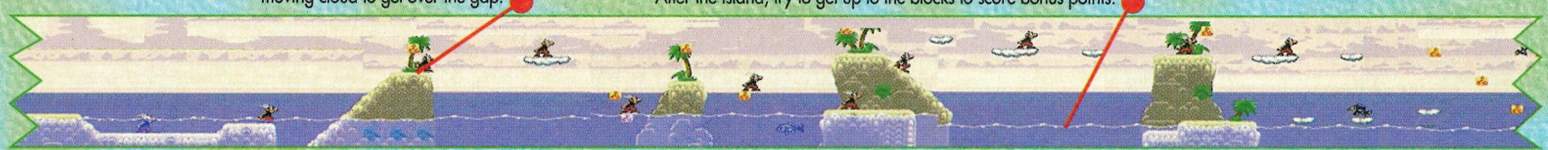
Leap along these islands that are just below the surface of the water. Do this for as far as the islands last.

This is another level in which it is easier to bob along in the water rather than take the cliff top route. As you go right, the only hazard is the fish that will cream your energy by making contact.



Come up the slope to this point and leap onto the moving cloud to get over the gap.

It is much easier to bob along the water rather than take the clouds above. After the island, try to get up to the blocks to score bonus points.



Go across land now and punch all the blocks. One of them will release Cacophonix again.

From the final cloud, jump up to claim the coins above before ending the level.



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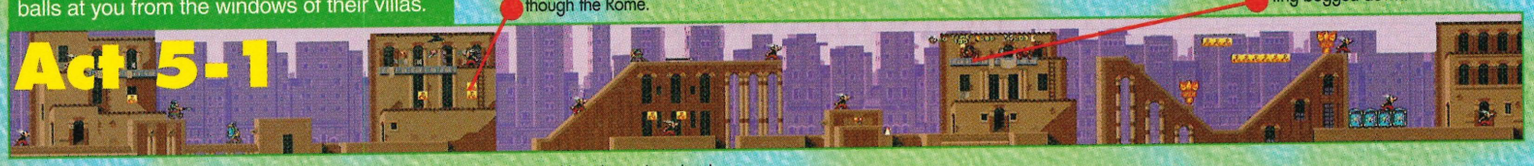
SUPER XS SOLUTION



ROME

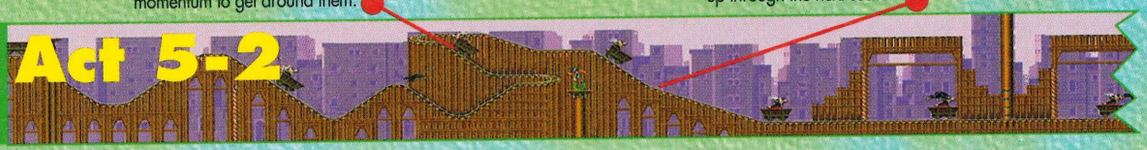
The last level is set in Rome and your task is to rescue the imprisoned Obelix. These Roman streets are heavily guarded by Centurions and Citizens that will throw fireballs at you from the windows of their villas.

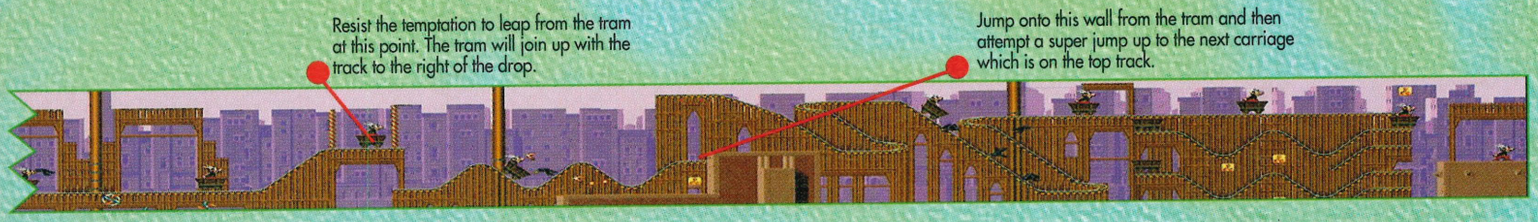
Act 5-1



Ride the trams along the rails; leaping between gaps and punching blocks that are in your way. Coming up against a blockage will reverse your direction and waste time.

Act 5-2

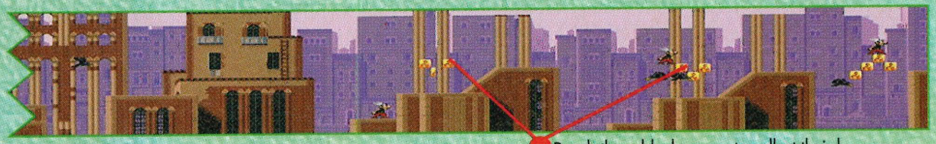




This is another city street section to get though. The first main building is packed with Romans on every floor, so to get though you must come out punching and be prepared to fight.

Act 5-3





The track sections are now getting a lot harder. You have less time to react and more obstacles in the way. Crows hover above you; trying to sap your energy, and long drops to your doom await your every slip up. Try to punch blocks while in full flow of speed.

Act 5-4



SUMMARY

GAME NAME: Asterix
TIME TO COMPLETE: 3 hours
HIGHEST SCORE: 239, 525
NUMBER OF LEVELS: 5
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.

At the end of this level you have to punch out another row of Romans with shields. On completing this task, a block will appear so that you can exit. To get to the end you must again exchange trams to get on the right track.

Act 5-5



This multi-layered track section also involves punching the huge guard at the end so that a block to the exit appears. You must change trams about four times in order to progress.

Act 5-6



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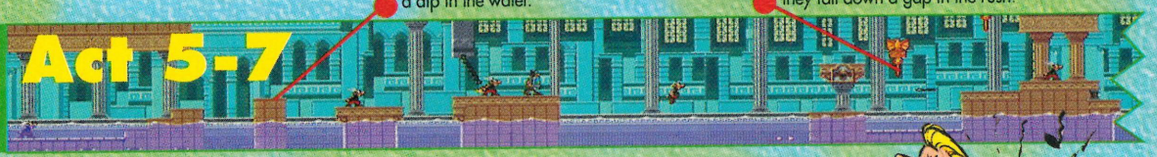
SUPER NES SOLUTION SUPER XS

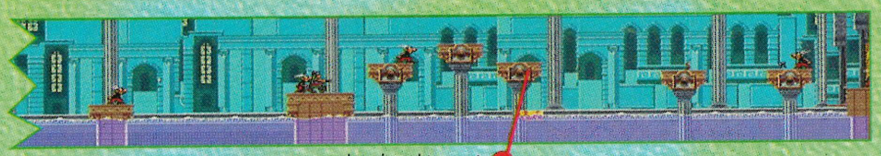
Act 5-7

The next levels are set in the Roman baths. As well as Centurions, the main obstacle are the swinging pendulums. If in the water, keep pressing the B button to bob along without dying.

Jump along the sides of the baths for as far as you can before taking a dip in the water.

Large golden eagles jump up and down at this point. To dodge them is difficult, so either punch them away or make them follow you and hope they fall down a gap in the rush.





A super jump is required to clear this gap in order to be in a good position to leap to the exit.



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Act 5-8

This level can be completed fairly quickly. Make sure you take the route along the platforms, but watch out for the swinging pendulums about halfway through. Exit via a curtain to the right.

Do not go into the water at close quarters like this. It is very difficult to get out and your super jump is ineffective in water.

Take time out in this level to punch out blocks and grab all power-ups and bonuses.



Go along this lower path and take out the Centurion. Then make a super jump over to the next wall.



Use this block as an extra step over to further walls. If you fall into the water you will have to go back to the last wall to get out.

The exit to the next level is here. Make sure you have gained full energy for the final sections.

Act 5-9



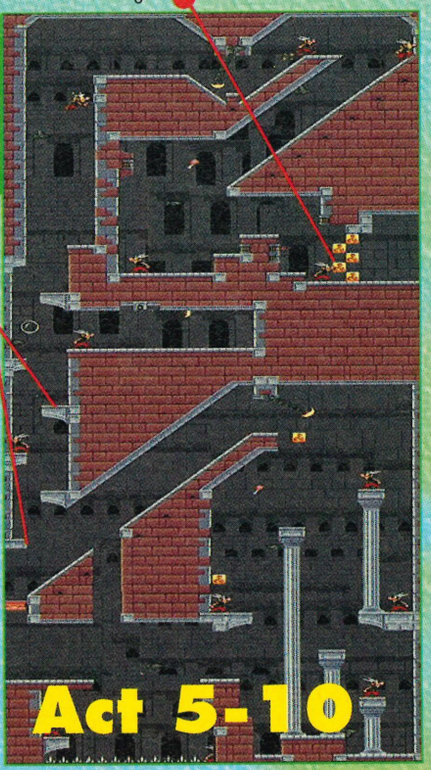
The quest is nearly over as we come into the final Roman bath section. There are many single podiums situated on top of columns. Use ordinary jumps and make sure you take your time. If you fall in the water you will have to go back to the start of the level to try again.



Punch the blocks to gain maximum energy before the final level begins.

This is the penultimate level and one of the most difficult. You must make you way up the left hand side of the map and then across to the right to punch out the blocks.

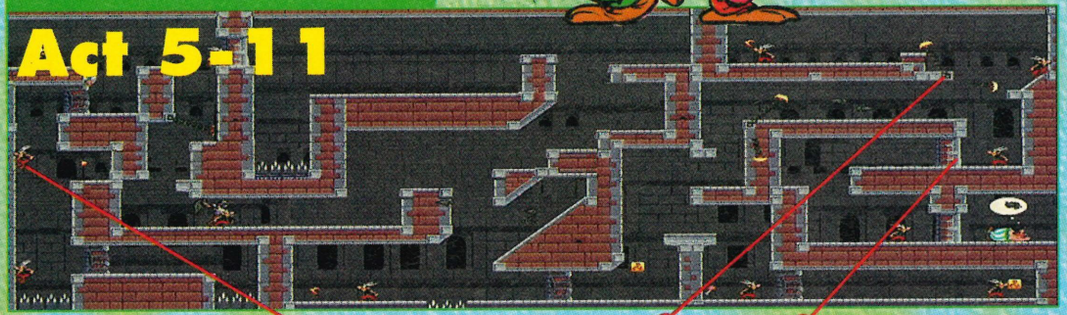
Be very careful when ascending this passage. Take the leaps from ledge to ledge slowly and make sure you don't fall.



Act 5-10

The final level. Only a few Centurions and several doors stand between you and the sleeping Obelix. Doors can be opened by simply punching them, so all you have to do is find the correct route and kill the remaining Romans. The end is so close!!

Act 5-11



As you fall, push right to try and land in the corridor below and avoid the spikes at the bottom of the fall.

This corner has two swinging pendulums that are moving very fast. If you time your run correctly you can get by without getting hit.

Punch though these last two doors to awake the dreaming Obelix and complete the game. The party is on in the final congratulations screen.

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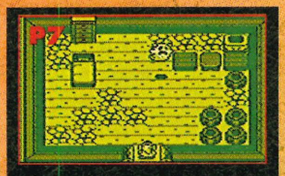
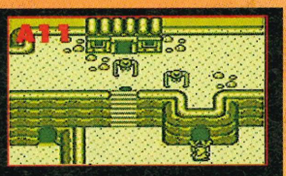
After level five come here and sing with Marin. She'll give you the Ballad of the wind fish.



After level five, come here and let the ghost look around. He'll then demand to go to his grave.



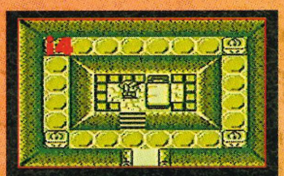
Level seven. Inside the hen house. The guy tells you that the rooster will carry you if you grab hold of it.



Leading up to level seven. You'll enter this cave to access the bird key and open the bird tower.



Crazy Tracey's house. Come here and she'll give you a lotion to replenish your hearts.



The Dream Shrine. Jump into bed and dream into another dimension.



Dropping through the hole in the ground at B15 will bring you to this cave.



Going into the cave at J 11 will bring you to this spot at K 12. Enter the Yarna Desert this way.



For hands that do dishes. Visit a fairy cave and fully replenish any life hearts that have been lost.



The frog's den. After level five come here to receive the frog song. It'll bring the dead to life.



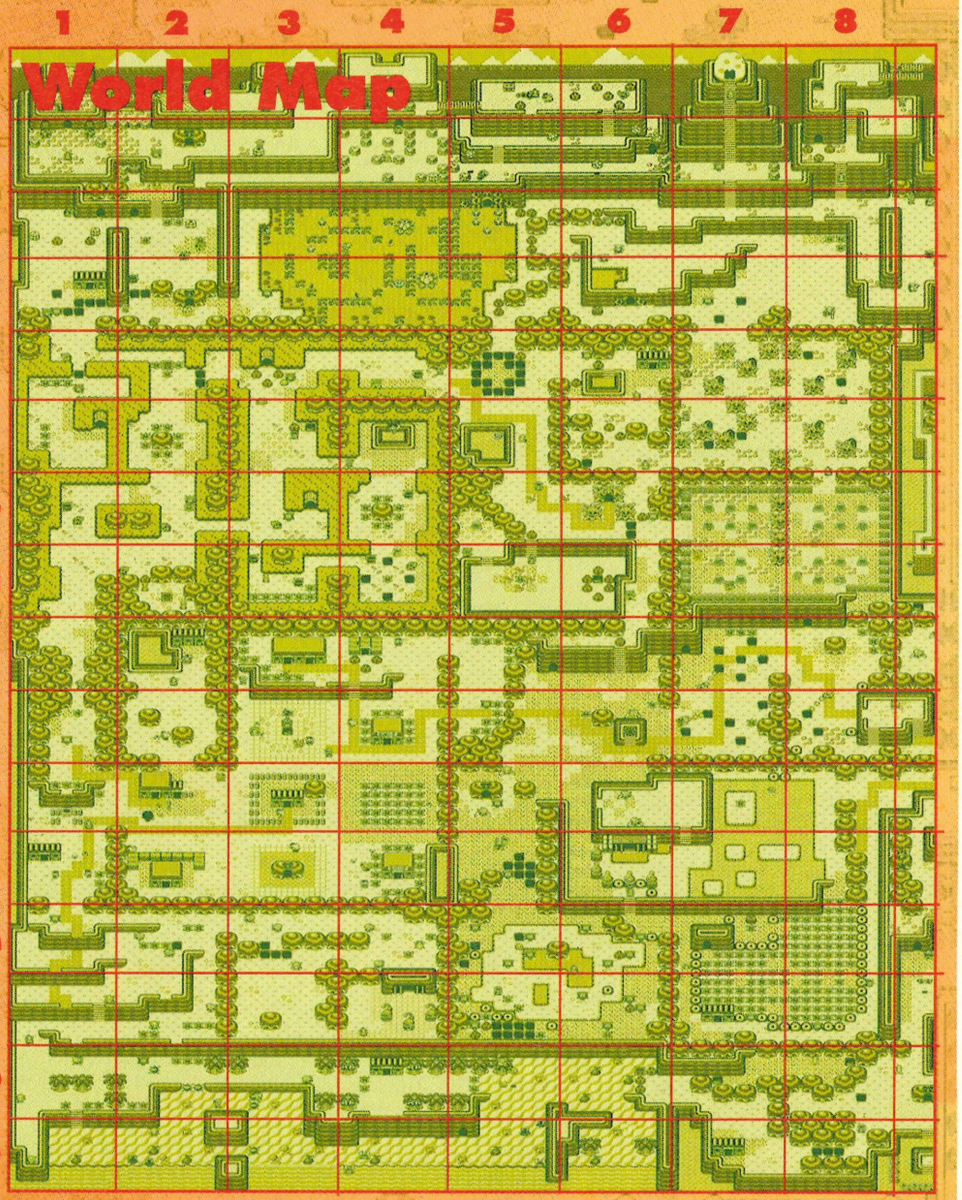
You've found a piece of power! One strike of your blade will kill off any foe instantly.



This is the Ghost's grave. He'll appear after level four. Take him here after you've visited his house.

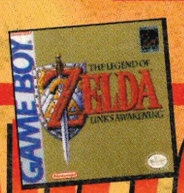


The Ghost's house. After completing level four take him here, then take him to his grave at G5.



This can't be the Game Boy I'm playing, surely? How on earth can you cram a game with this sort of depth and playability into a 4Mbit Game Boy cart? Well, Nintendo have done, and with style. *Link's Awakening* is truly the ultimate Game Boy title. Play it on the train, plane or automobile it matters not, you'll won't be able to put it down whatever the time, and time is something you'll need plenty of! Awaken and smell the coffee, Link's set to make his mark in Game Boy history!

GAME BOY



NINTENDO ● RPG

LINK'S AWAKENING

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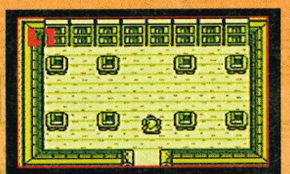
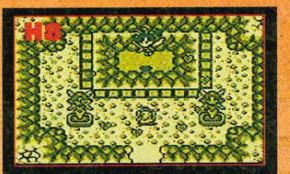


Inside the library. Read the books for information on weapon usage and other mysteries of the island.



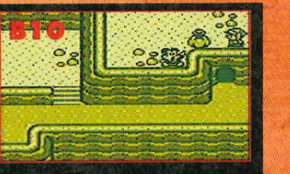
A fairy cave will refill all of your lost heart containers. Bomb a hole in the wall behind the beehive.



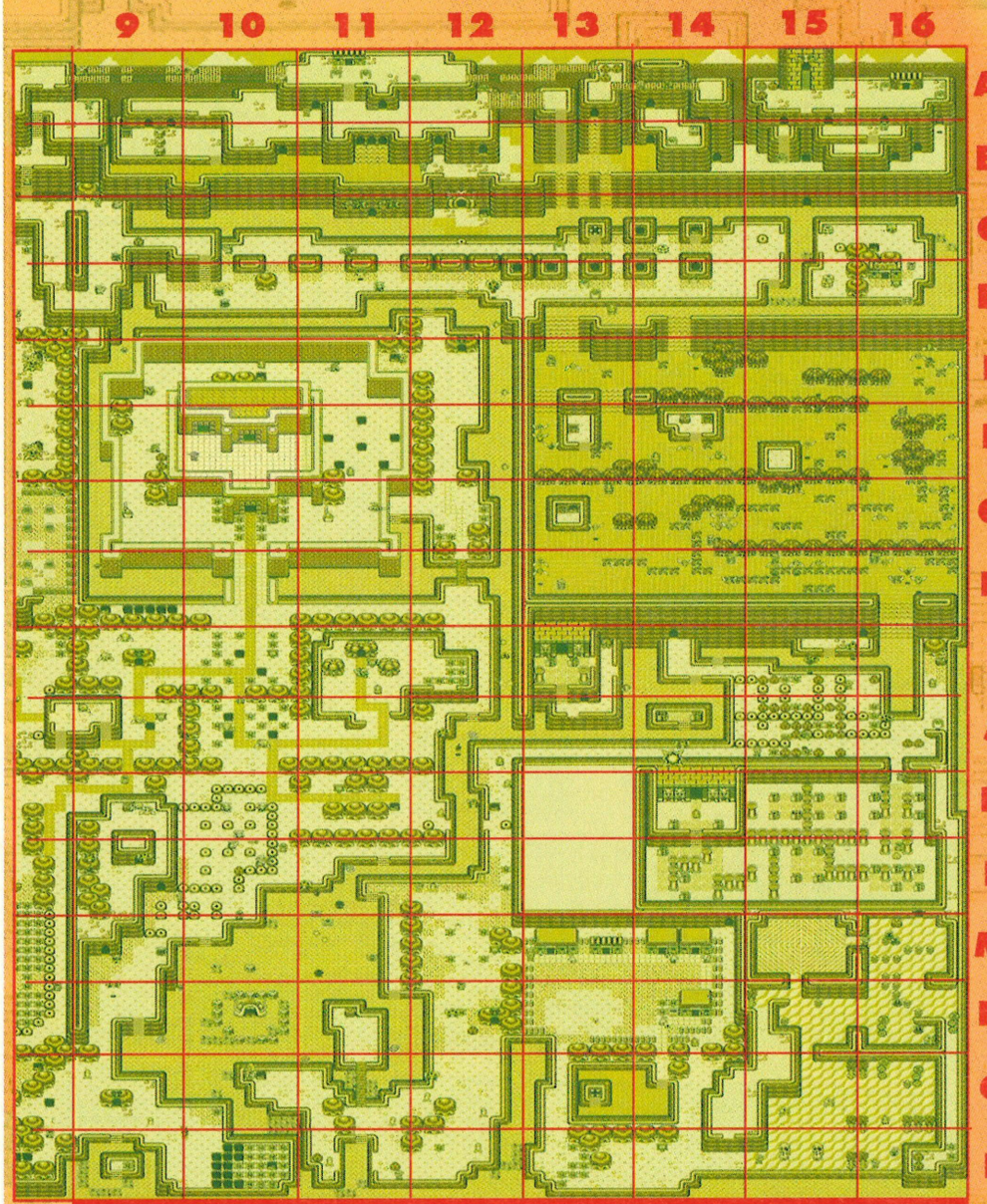
Dive under the bridge and jump onto the boat with the fish hook. You'll get a necklace in return.



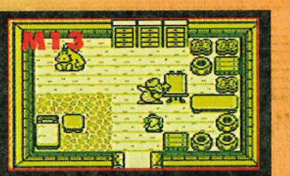
As you kill enemies you'll randomly receive a guardian acorn. Makes you invincible for a limited time.



Part of the swapping chain. Give this hungry guy your pineapple and he'll give you a flower in return.



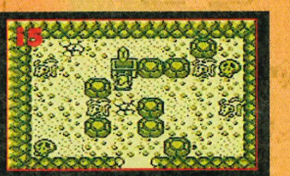
Here it is! The entire island fully mapped for your instant reference to any area at any time! Each grid square refers to the area that you can see on your Game Boy screen, so if say you were at reference N6, find N along the side of the map, then match it with the number six along the top to find the exact spot in question. The grid map is the same as you'll find on your world map by pressing start.



This is the artist's house,. he'll tell to stop looking at his model!



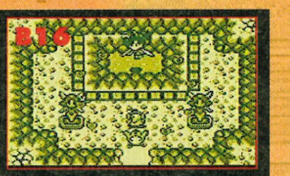
Inside the secret entrance at A5 you'll find this shrine. Throw magic powder on the fires to increase your ability to carry more magic.



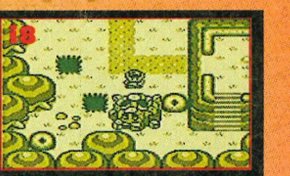
Push the rocks apart to find 50 rupees inside the chest.



Drop through the hole at K1 and you'll fall into this cave and find a piece of heart.



Blow a hole in the bottom left of B16 and you'll discover another fairy cave.



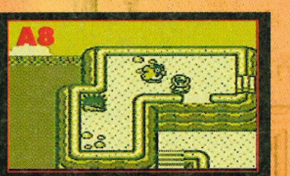
This pig's head can be blown up with a bomb. Access is now granted to the stairs and more adventures.



When you have the Power Bracelet, pick up the rock and open the chest. There's a secret seashell inside.



Leading up to level seven. Pick up the rock to discover a secret staircase here on Tal Tai mountain



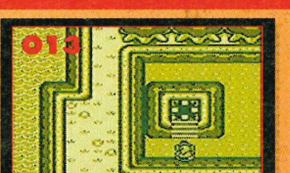
Once you have the rooster, get it to carry you across the bridge to this point. Chop the bush for stairs.



A secret entrance to a passage way leading to K12. This is how you'll initially access the Yarna Desert.



A teleporter in the chain. These provide quick transport around the island, but only go to another teleporter already discovered.



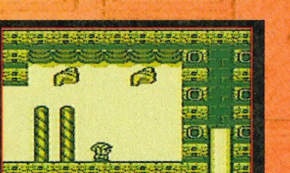
This is a teleporter. Jump in to warp to another area of the island already discovered. There's a series of four linked together.



Once you have the feather you'll be able to jump the holes and reach this piece of heart.



Using the bird key will allow you to access level seven. Push up into the key hole.



Seashell Mansion. After you've found at least 20 secret seashells, come here for the power sword.

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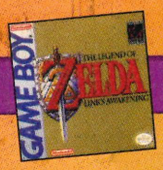
SUPER XS SOLUTION

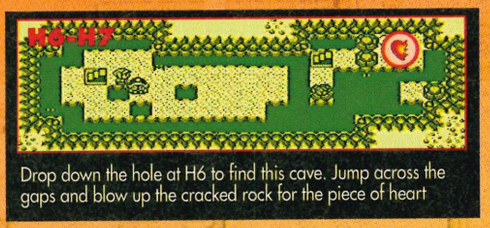




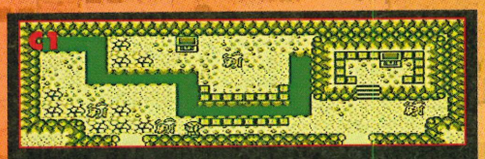
This cave can be found next to the entrance to level four. It is only used to return to this area.



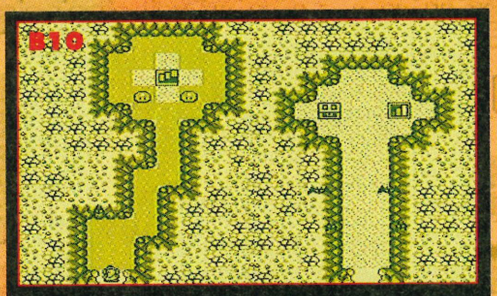
Caves such as this one can be used as a short cut to different areas. The sandy floors are packed with walking skulls so be hasty.



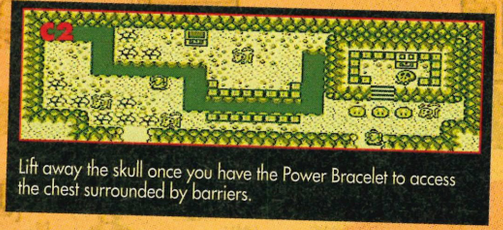
Drop down the hole at H6 to find this cave. Jump across the gaps and blow up the cracked rock for the piece of heart



This cave can be found at C1. Jump over the gap with the feather to reach the first chest.



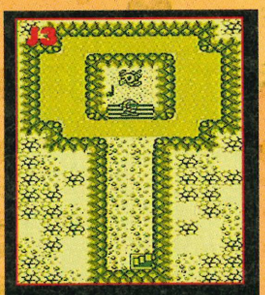
Get ready to kill a posse of blob enemies with your sword. Take the stairs to find a chest with – another blob!



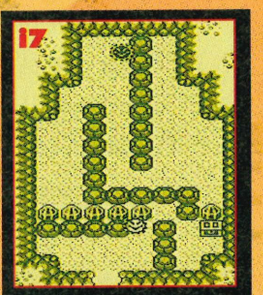
Lift away the skull once you have the Power Bracelet to access the chest surrounded by barriers.

This cave is on the right of B14. Dodge the jumping fish and take the stairs to a chest room. Move the rocks to open the chests, then exit at the top.





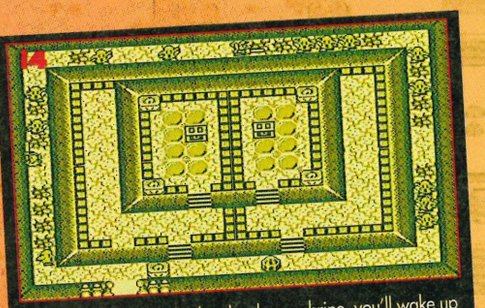
When you come to wake the rooster, play the frog song in this cave. Push the vane aside.



Use a Pegasus charge on the strange objects to get through to the chest with 50 rupees.



This is the left cave at B26. Upstairs, jump across the gap and use the hook shot to pull yourself across to the far exit.



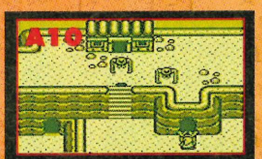
When you jump into bed at the dream shrine, you'll wake up in this dream cave. Pegasus-dash the penguins.



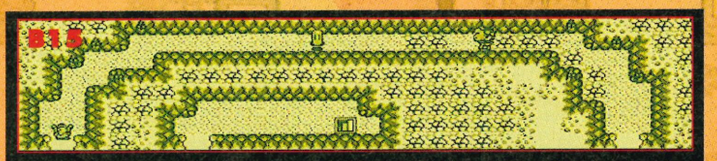
This is the inside of the Quadruplet's house. Bring the Yoshi doll here to start off the swapping chain.

Blow a hole in the weak wall as shown. Take the stairs to find several chests containing loads of rupees. The chests will empty forever if you exit the room, so you only have one chance to move the rocks.

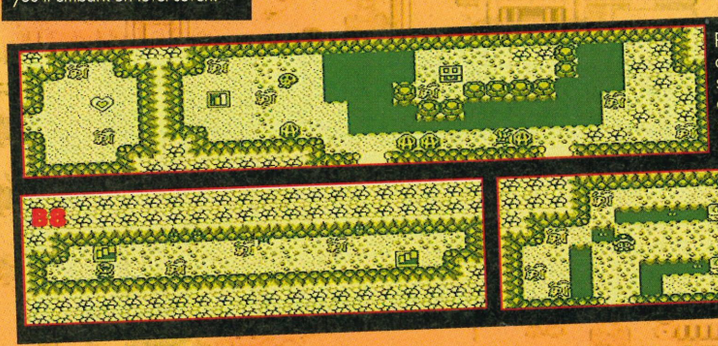




This cave must be entered to reach the Bird Tower where you'll embark on level seven.



Quickly charge through this cave to avoid the blob enemies that spring up from the ground. The cracked floors will also seal your doom if you hang around.



Push the rocks aside and slash the crystal formations to reach the stairs, but don't stand on the cracked floors for more than a second. Pegasus dash through the strange objects to reach the exit.



The dark patches of water are too deep unless you have the flippers. Pegasus-dash the strange objects to reach the stairs.



It's only possible to reach B6 through this cave with the hookshot. Latch onto the rock to pull yourself across the huge gap, as shown



Take the Ocarina here to get the Mambo song.

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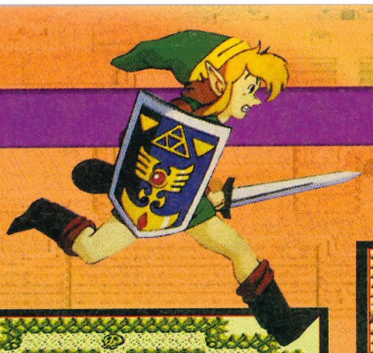
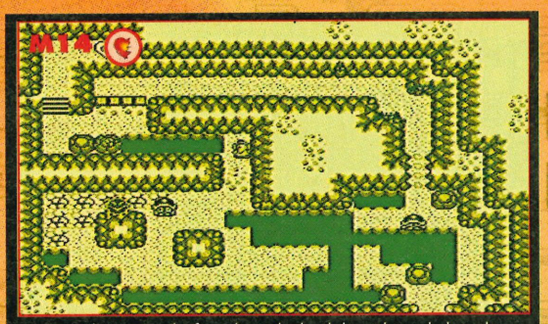




Slash and swipe at the blob enemies in the first section of the cave then take to the stairs. The enemies there can be pushed into the dark, bottomless pits by slashing your sword until they fall off the edge.



Come to this cave only if you have the hookshot. Blow a hole in the wall as shown and throw a bomb over the barrier to blow up the cracked rock. Now come back round and hookshot across to get the piece of heart at the top left.



Follow the order of signs as shown when you're told to solve this puzzle. 'X' marks the spot where the frog's den will appear. Go inside to get the frog's song!

OBJECTS KEY

Here it is! The ultimate listing to all of the equipment, items, power-ups, bonuses and all-important objects you'll ever hope to find on the island. If you find something you're not sure about, check this definitive guide for all the information. All of these items will be found on your quest at different times. Happy hunting!

Heroic Equipment

The sword is the second item you'll gain on your adventure. Slash and swipe enemies! If you see an item such as a heart or rupee, but it's out of reach, the sword will stretch a bit further.

The shield was washed up on the beach with you. Ask the guy in your house for it at the beginning of the game.

The power bracelet is used for lifting rocks and pots. It has two levels of strength, but you must find the level two bracelet later in the game.

Special Items

The Pegasus boots enable you to run across each screen. Use them with the sword to charge enemies and objects with force.

The flippers are your only means of traversing deep water.

Roc's feather is to be found in the first dungeon. It allows you to jump small gaps and holes. Used in conjunction with pegasus boots they allow you to jump amazing distances!

Important Objects

The bow can be bought from the shop in the village. It's expensive though, at 980 rupees!

The boomerang can be found by trading your shovel with a guy at P5 when the swapping chain is completed. Only do this if you have all the seashells.

The faithful bomb. Buy some as soon as possible. They are used to blow up enemies and weak walls or rocks. Look for cracks!

Prince Richard will ask you to find five gold leaves. In exchange, you'll get the Slime key.

The hookshot is really versatile. Thrust it into pots, rocks and enemies or collect items.

The magic toadstool should be picked early in the game and given to the witch for her spell. In return you'll get magic powder.

The magic powder can be sprinkled on lanterns to light dark rooms. Most dungeons will have extra powder supplies.

The magic rod will blast fireballs at enemies; instantly cremating them. It will also melt icy obstacles.

The shovel must be bought as quickly as possible from the village shop. Dig up the ground to find hidden treasures.

The Ocarina is used to play mystical songs. There are three songs to learn by meeting people during your quest.

Secret medicine can be bought from Crazy Tracy in the village. If it's in your possession, your heart containers will be restored when

Dungeon Equipment

Find the map in each dungeon by opening the relevant chest. It will show you all the rooms in the dungeon.

The compass is used to locate the dungeon's Nightmare, and the position of chests that are unopened.

The Nightmare key must be found in each dungeon before you can enter the Nightmare's lair.

Several small keys will be locked in chests throughout the dungeons. Find them to unlock doors to lost rooms.

The Angler key is imperative to attempting level four.

The Bird key. Find this to access the Bird tower, on your way to the seventh level.

The face key will come into its own as you approach the Face Shrine on level six.

The Slime key will be needed to enter the third level, the Key cavern.

The Tail key must be found before you can enter the Tail cave, which is the first level.

The stone slab can be found in each dungeon. Take the fragment to it and read the message for a hint.

A fragment of stone must be found to be able to read the stone slab. The message will be a hint on conquering a dungeon.

This is a crystal switch. Hit it with your sword, a pot, the hookshot, an arrow or the magic rod to activate it. It'll raise or lower pegs throughout the dungeon you're in.

Bonuses

Small hearts can be found almost anywhere, by killing enemies, lifting pots, chopping long grass and bushes.

Pieces of hearts can be found throughout the island. Collect four to be awarded an extra heart container.

Collect at least 20 secret seashells and take them to the seashell mansion. You'll be rewarded with something nice: the level two sword, which fires flame balls when you have full energy. Dig the ground and charge lone trees to find them.

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Entrance

This is the entrance to level one – the Tail Cave. There's always plenty to do before each level so check the introduction box for the information and tasks required before accessing a level. It's a good idea to gain as many Rupees as possible so that you can buy the shovel from the shop in the village. Chop down bushes, kill enemies and open chests to find extra rupees, then, when you get the shovel, dig around to find secret seashells, hearts and other items.



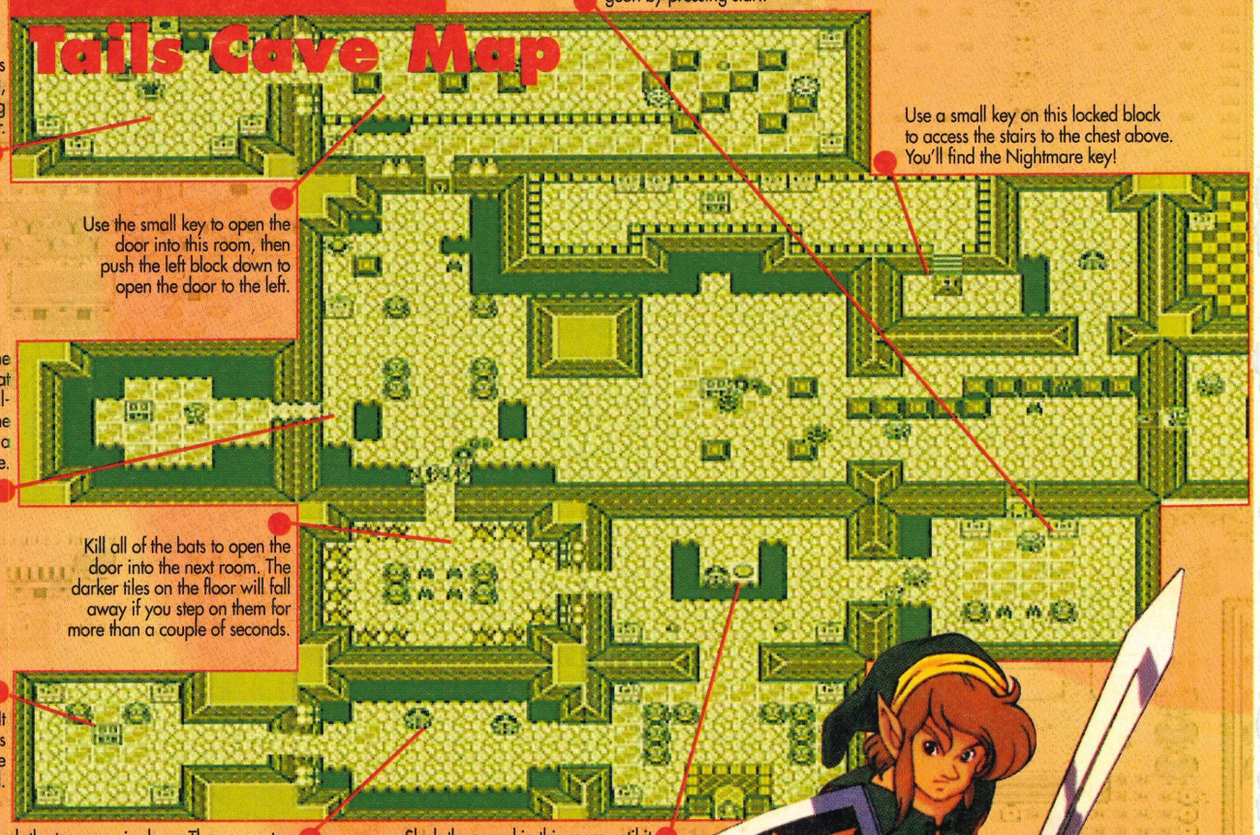
The first dungeon. From the beginning of the game, get the shield from your house, then go to P3 and get your sword. Now go through the tunnel at F1 and get the mushroom. Take it to the witch's house and get the magic powder which can be used to light fires – test it in the house on the stone lanterns. Go to F2 and throw the powder at the Raccoon, then go to E2 and open the chest there for the key to the Tail Cave.

Witches' House



After picking the toadstool in area F1, go to the witch's house. On entering she'll be cooking up a broth in her cauldron. Give her the toadstool to mix into her spell and she'll present you with some magic powder. This powder is normally used to light lanterns in dark dungeons, but there are other uses. The first you'll come across is against the Raccoon. He'll change the layout of his area until you throw the magic powder in his face.

Tails Cave Map



Use your shield to stun the enemies in this room, then slash them with your sword, either killing them or sending them spiralling into the holes. A staircase will appear.

Kill all the enemies in this room and a chest will appear with the map. You can now see every room in the dungeon by pressing start.

Use a small key on this locked block to access the stairs to the chest above. You'll find the Nightmare key!

Use the small key to open the door into this room, then push the left block down to open the door to the left.

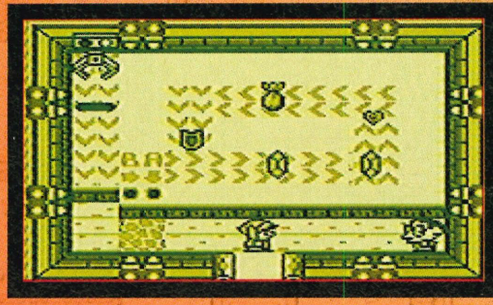
Place a bomb here where you see the cracks in the wall (the usual sign that the wall is weak).The chest has a shell-like secret! Kill the snake with the sword in the next room to reveal a chest with 20 rupees inside.

Kill all of the bats to open the door into the next room. The darker tiles on the floor will fall away if you step on them for more than a couple of seconds.

The chest in this room holds the compass. It will indicate the location of the dungeon's Nightmare and the position of treasure chests that are yet to be opened.

Slash the two enemies here. The moment they are dead, a small key will drop from above to be used later to open a door.

Slash the guard in this room until it falls into the dark void. Now press the button to reveal a small key.



Trendy Game

Inside the shop near your house you'll find the Trendy Game. Pay the guy to play, then position the grabber directly opposite the door entrance. Decide on the item you wish to grab, then just before it reaches the bottom right corner of the conveyor belt, press A. The arm will grab the item every time. The first time you come here there will be a Yoshi Doll in the centre of the room. Grab it and give it to the woman in the Quadruplet's house, who'll give you a ribbon in exchange. This is the beginning of the swapping chain! Check the Swop Shop feature later for the full run down of these trading actions.



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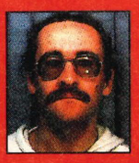
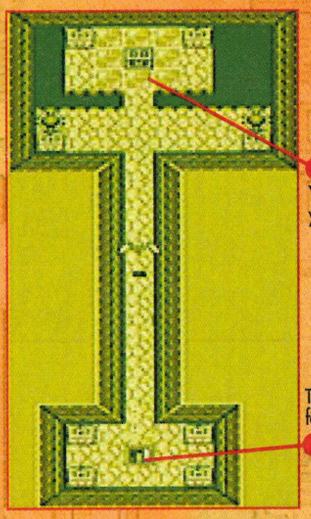
ANDREW FERENBACH

Hats off to two of our avid readers for their invaluable help in creating this massive solution. Andrew realised his talents are worthy of inclusion in the world's biggest tips magazine, so he sent us pages of tips. There's a Super NES title in the post for your efforts.

CLEVER TREVOR



A local lad offered us yet more help and advice on the Link phenomenon this issue. Trevor (second name a mystery) grabbed himself a latest game boy title for his help. If you think you're good enough to help out the XS posse why not write out the full solution to your favourite Nintendo games and post them off. For the price of a stamp you could walk away with free games.



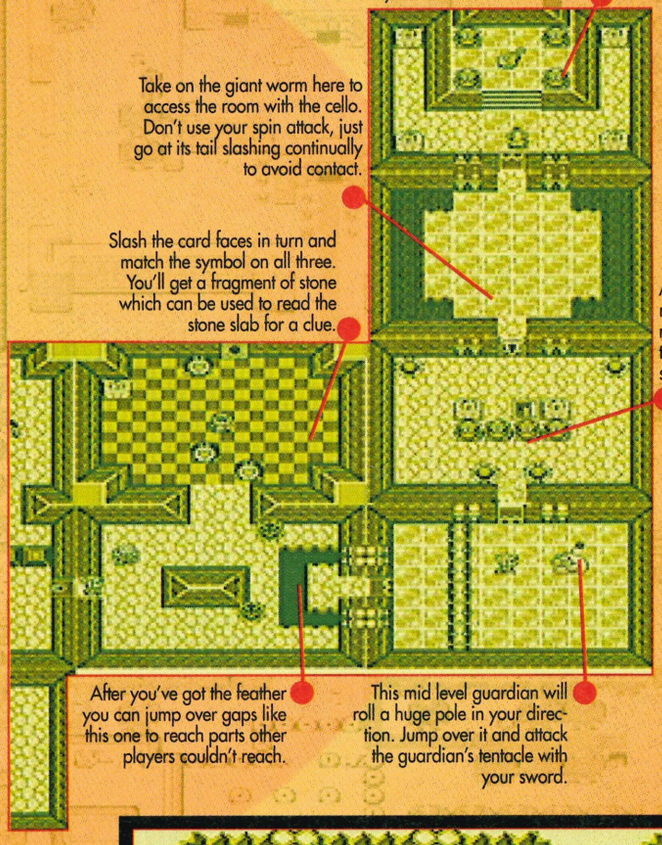
You'll find Roc's feather in this chest. This will enable you to jump over small gaps and holes.

The stairs can be used anytime to go back and forth between areas.

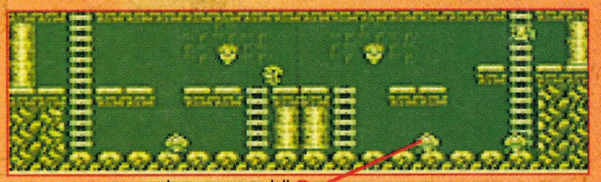
You get the Full Moon cello. This is the first of the eight instruments you'll need to collect on your adventure before you can wake the wind fish.

Take on the giant worm here to access the room with the cello. Don't use your spin attack, just go at its tail slashing continually to avoid contact.

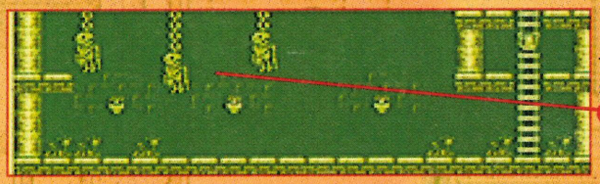
Slash the card faces in turn and match the symbol on all three. You'll get a fragment of stone which can be used to read the stone slab for a clue.



As you approach the doors in this room, beware of the sliding razor enemies. Pause for a second as they clash together, then move forward as they slowly part again.



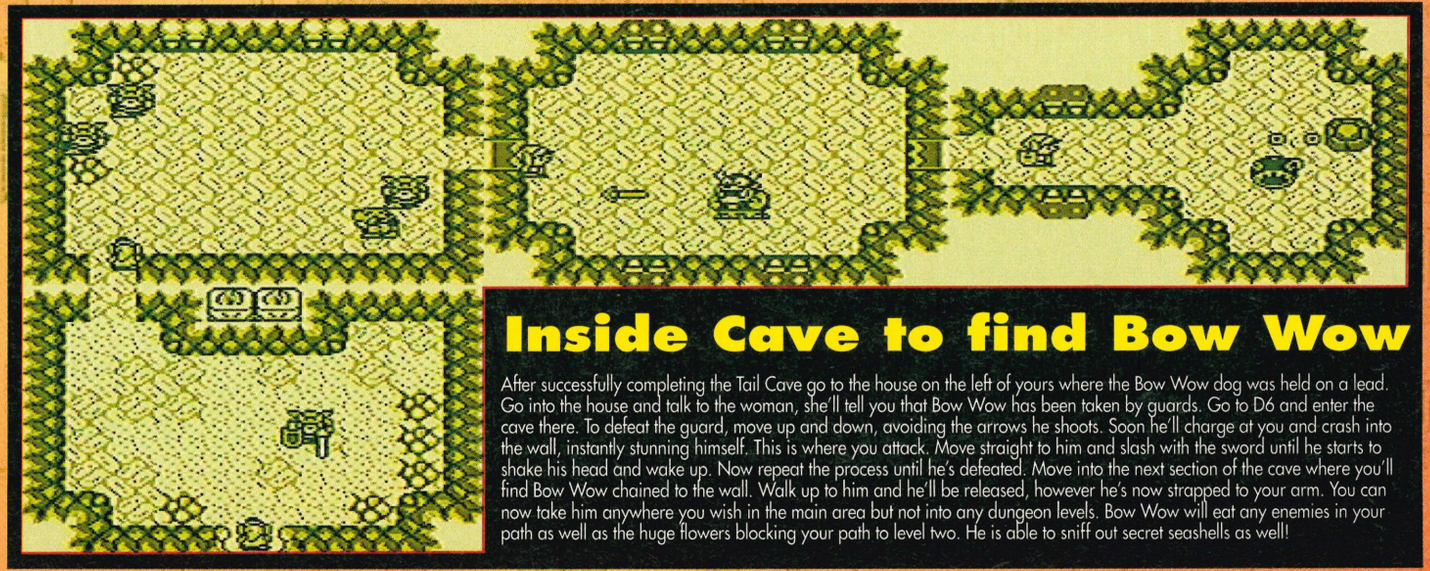
Jump onto the enemies to kill them and receive a heart. Slashing them will only give you a rupee.



There's nobody here but us skeletons hanging around!

After you've got the feather you can jump over gaps like this one to reach parts other players couldn't reach.

This mid level guardian will roll a huge pole in your direction. Jump over it and attack the guardian's tentacle with your sword.



Inside Cave to find Bow Wow

After successfully completing the Tail Cave go to the house on the left of yours where the Bow Wow dog was held on a lead. Go into the house and talk to the woman, she'll tell you that Bow Wow has been taken by guards. Go to D6 and enter the cave there. To defeat the guard, move up and down, avoiding the arrows he shoots. Soon he'll charge at you and crash into the wall, instantly stunning himself. This is where you attack. Move straight to him and slash with the sword until he starts to shake his head and wake up. Now repeat the process until he's defeated. Move into the next section of the cave where you'll find Bow Wow chained to the wall. Walk up to him and he'll be released, however he's now strapped to your arm. You can now take him anywhere you wish in the main area but not into any dungeon levels. Bow Wow will eat any enemies in your path as well as the huge flowers blocking your path to level two. He is able to sniff out secret seashells as well!

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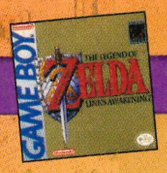
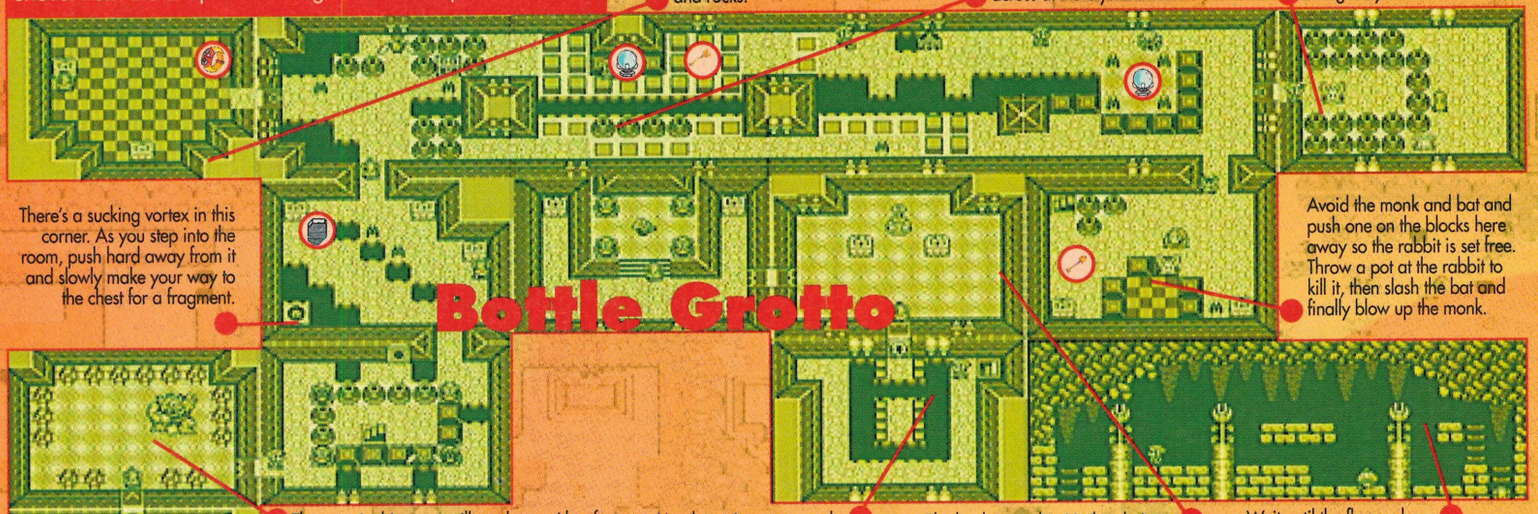


The second level can be found in Goponga swamp located at C5. With Bow Wow by your side, let him eat the huge lily flowers blocking the entrance, and enter. Sadly he can't follow and will wait outside for your return. Before you get here, buy the shovel from the shop in the village and stock up on bombs.

Bottle Grotto



Light the fires in this room to kill off the ghosts. A chest will appear containing the power bracelet! You can now lift pots and rocks.

Now that you can pick up pots, remove all of these to find hidden hearts underneath. Use one to throw across at the crystal switch.

Pick up the pots and throw them at the rabbits to kill them. A staircase will be revealed. One pot even has a life-replenishing fairy underneath!

There's a sucking vortex in this corner. As you step into the room, push hard away from it and slowly make your way to the chest for a fragment.

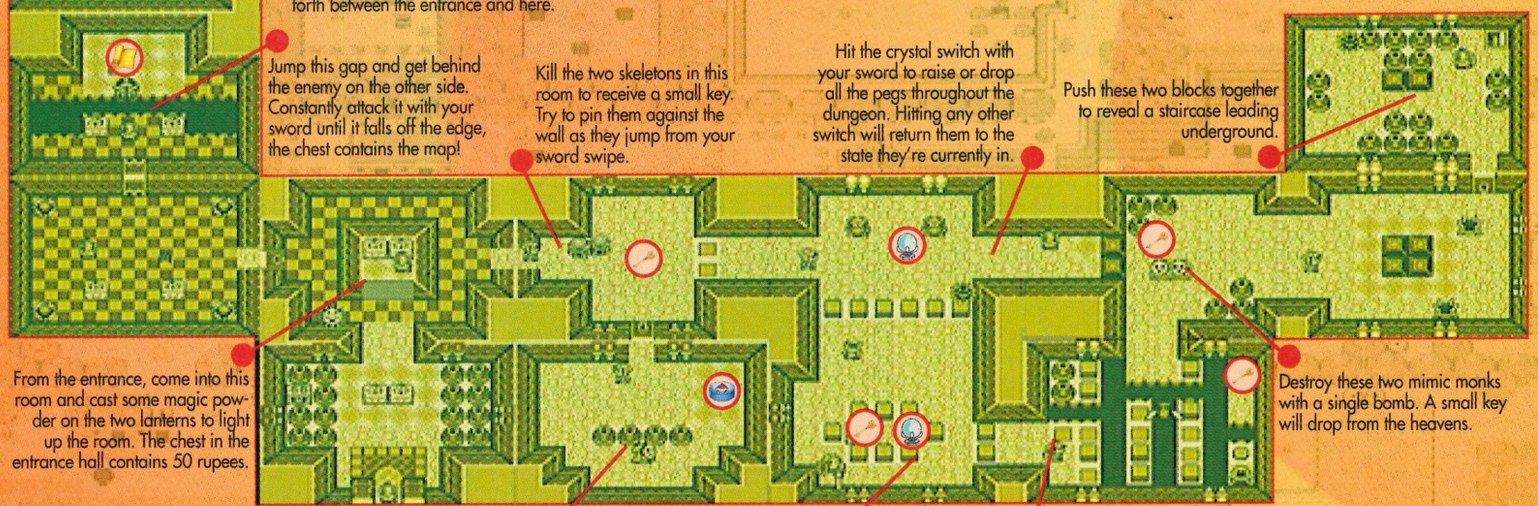
Avoid the monk and bat and push one on the blocks here away so the rabbit is set free. Throw a pot at the rabbit to kill it, then slash the bat and finally blow up the monk.

The ogre in this room will go down with a few slashes of the sword. Move towards him quickly so that he's close to the wall, and slash continually. The Ogre'll be unable to retaliate, just be careful of the cracked tiles on the floor. As he dies, a warp tile is left behind. This will stay permanently and allows you to warp back and forth between the entrance and here.

Use the staircase to reach the Nightmare lock. Jump over to the bridge and open the door with your Nightmare key.

The bottle guardian! When he's out of his bottle, move left and right along the bottom wall to dodge the fireballs. He'll then go into his bottle, so slash it and throw it at the wall. Repeat until the bottle breaks, then continuously slash the clown.

Wait until the flowers have gone into the pots before jumping over. It's possible to destroy them with your sword, however you'll probably lose vital hearts.



Jump this gap and get behind the enemy on the other side. Constantly attack it with your sword until it falls off the edge, the chest contains the map!

Kill the two skeletons in this room to receive a small key. Try to pin them against the wall as they jump from your sword swipe.

Hit the crystal switch with your sword to raise or drop all the pegs throughout the dungeon. Hitting any other switch will return them to the state they're currently in.

Push these two blocks together to reveal a staircase leading underground.

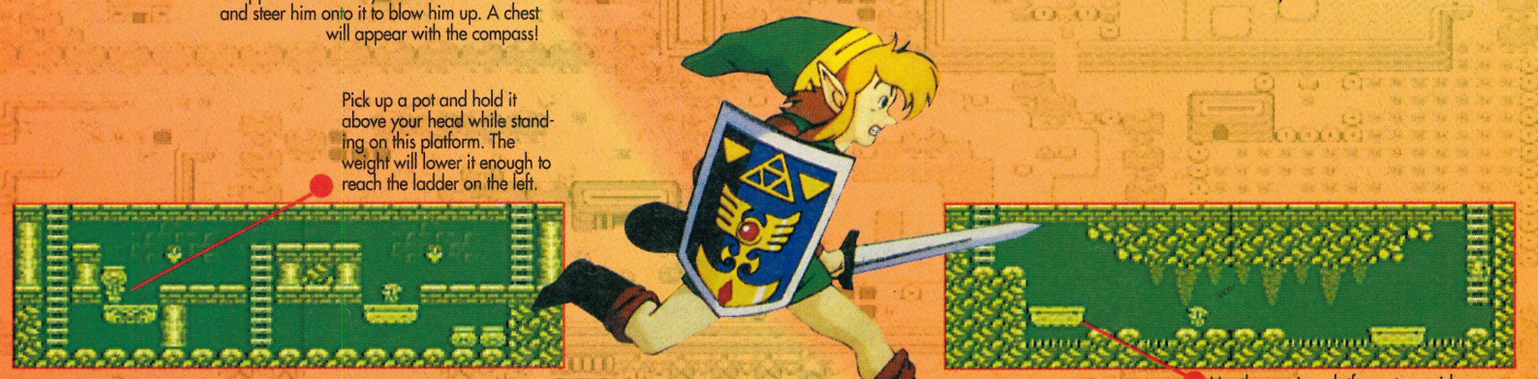
From the entrance, come into this room and cast some magic powder on the two lanterns to light up the room. The chest in the entrance hall contains 50 rupees.

Destroy these two mimic monks with a single bomb. A small key will drop from the heavens.

The monk in this room will mimic your every move. You can steer him by pushing forward and slashing your sword. He'll walk in the opposite direction you face. Place a bomb and steer him onto it to blow him up. A chest will appear with the compass!

Slash this crystal, if the pegs are up, to access the chest for a small key.

Jump across the gaps, collecting extra magic powder as you go. Step on the switch on the far side to reveal a chest with a small key.



Pick up a pot and hold it above your head while standing on this platform. The weight will lower it enough to reach the ladder on the left.

Use the moving platforms to avoid a spiky death below and to reach the ladder on the far side.

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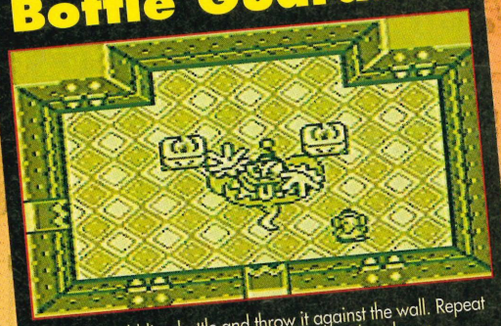
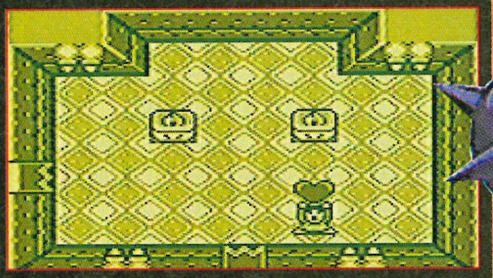
Bottle Guardian

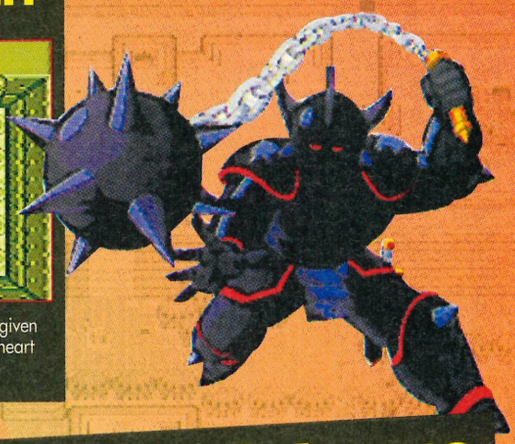


Slash the wobbling bottle and throw it against the wall. Repeat until it breaks, then the clown will appear with a decoy. Concentrate on the real clown using spin attacks. Once dead, you can go into the left room where you'll find the Conch Horn!

Bottle Guardian Heart



With the bottle clown guardian safely destroyed you'll be given an extra heart container. This means you can carry more heart energy and hence live a little longer.





Richard's Villa - N7

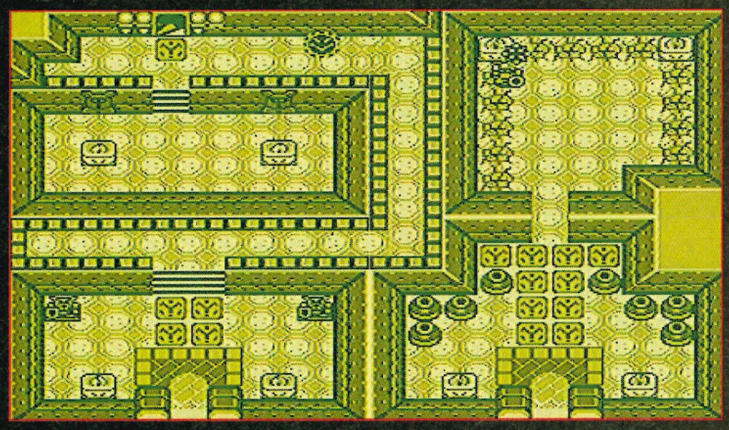
After the Bottle Grotto, take Bow Wow back to Madame Meow in the village and receive a smacker on the lips! Now make your way to Richard's Villa at location N7. He sends you on a quest to find five golden leaves. Once you have found all five come back here and push the box to find a secret staircase. Go down the stairs and slash your way through the bush maze behind his house until you reach the owl statue at the top. Dig at its base to get the Slime Key!

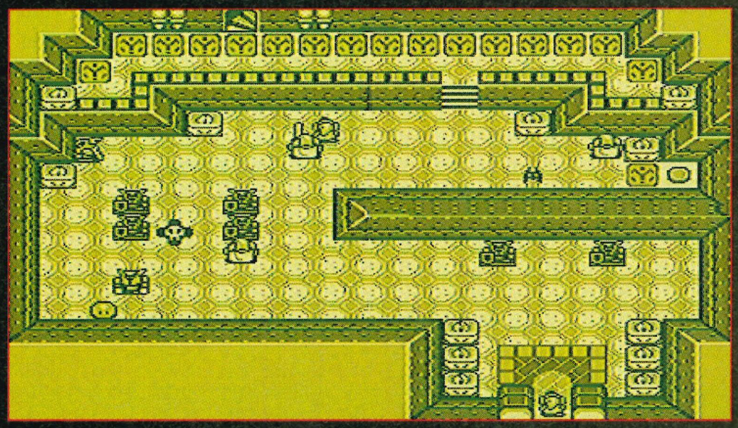
Secret Entrance



Passing through the secret underground passage way you'll surface at this point. There are guards around armed with swords, so try and avoid them rather than fighting. They can't follow into another screen.

Castle F10 - Leaf Quest



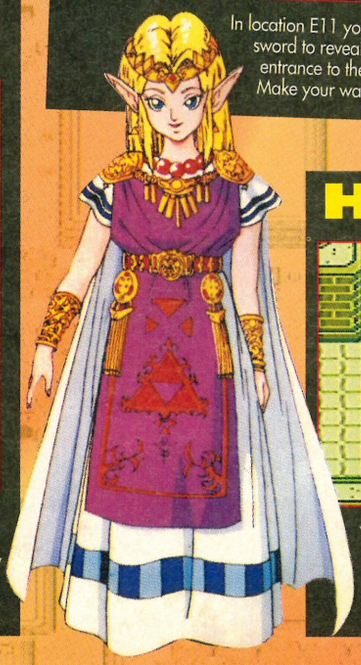


On entering the castle, turn left and slash all of the enemies in that room to get the first leaf. Move up and right to find the floor switch and step on it to open the castle gates. Go up the stairs to the room with bear faces on the wall. Bomb the left face to reveal a guard. Kill him to get the second leaf. Now go out through the exit and into the right entrance. Throw a pot at the door and kill the ball and chain guard with a bomb to get the third key. As he swings the ball, drop a bomb and throw it at

Underground Entrance



In location E11 you'll see a lone bush on the ground. Slash it with your sword to reveal a secret staircase leading underground. This is the entrance to the castle grounds where you must locate the five leaves. Make your way into the castle itself first.



Holy Moley!



You'll find this pesky mole at F11. Wait until he pops his head out of a hole and quickly slash him. He'll retaliate by throwing bombs so keep your distance after attacking him. Hit him several times until he gives up the fourth leaf.

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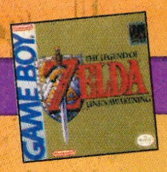
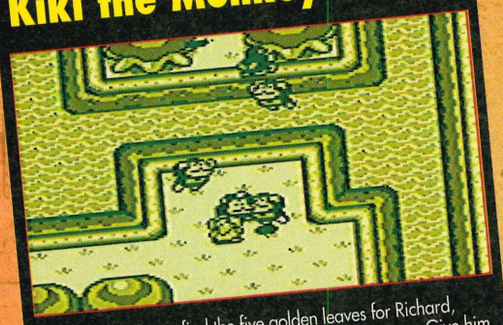




Kiki the Monkey - H12



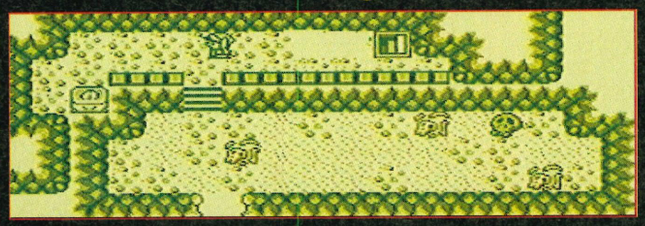
On your mission to find the five golden leaves for Richard, you'll come across Kiki the monkey by this waterway. Give him your bananas and he'll build a bridge across to the other side.

Throwing at Raven - F9

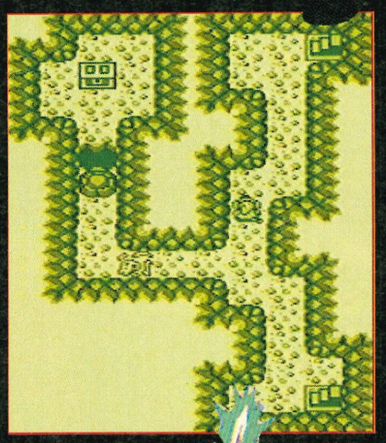


On the left of the castle, pick up a rock and throw it at the raven in the tree, from below. Quickly slash it, keeping it on screen until it's dead. You'll be given the final leaf!

Inside Cave leading to Owl - N7



After collecting the five golden leaves, return to Richard's hose and hand over the loot. He'll show you some secret underground stairs, which lead to an owl statue. The chest in this underground cave holds a secret seashell! Make your way to the owl by slashing the bushes and avoiding the holes that appear. This section is a maze and the bushes will re-appear as you move onto another screen. Move across to the right and then make your way up to the top of the area until you reach the owl statue.



SLIME KEY - M7



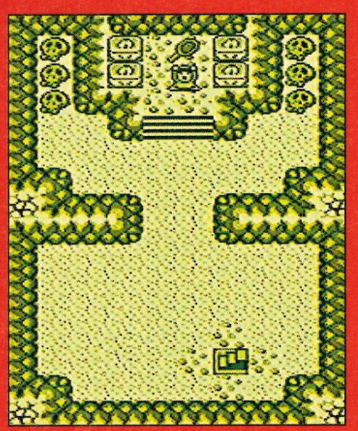
After battling your way through the bush maze, select your shovel and dig around at the base of the owl. You'll discover the Slime Key! You can now access the key cavern (level three) by using the key on the gate in the Prairie.

Swap Shop







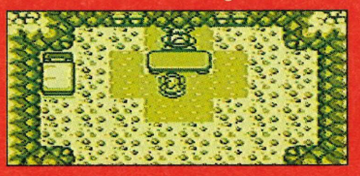


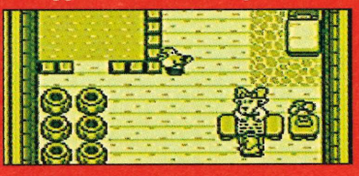
Throughout the game you'll come across plenty of sub-games. The main one is the huge swapping game that literally spans the entire adventure. These exchanges will become apparent as you progress through the game. The first item in the chain is the Yoshi doll, found in the Trendy Game. Take this to the Quadruplet's house, where you'll be given a ribbon in exchange.

2. Give the ribbon to the Yip dog in the small kennel at Bow Wow's house, exchange for dog food.
3. Give the dog food to Sale 'o Bananas in the house by the beach, exchange for bananas.
4. Give the bananas to Kiki the monkey in exchange for a stick.
5. Give the stick to Tarin (Ref H8), in exchange for the honeycomb.
6. Give the honeycomb to the bear in the Animal village (Ref N14), in exchange for a pineapple.
7. Give the pineapple to the hungry guy on the mountain (Ref B10), in exchange for a flower.
8. Give the flower to the goat in the Animal village (Ref M14), in exchange for a letter.
9. Give the letter to Mr Write (Ref D1), in exchange for a broom.
10. Give the broom to Mr Ulrira's wife in the Animal village (Ref M14), in exchange for the fish hook.
11. Give the fish hook to the fisherman on the boat under the bridge (Ref O11), in exchange for the necklace.
12. Give the necklace to the mermaid in the water nearby (Ref M10), in exchange for a scale from her tail.
13. Give the scale to the mermaid statue (Ref O10), and the statue should slide aside. Go down the stairs and get the magnifying glass in exchange.
14. Take the magnifying glass to the library and read the dark secrets book. Note down the directions given for use in the egg at the end of the game.









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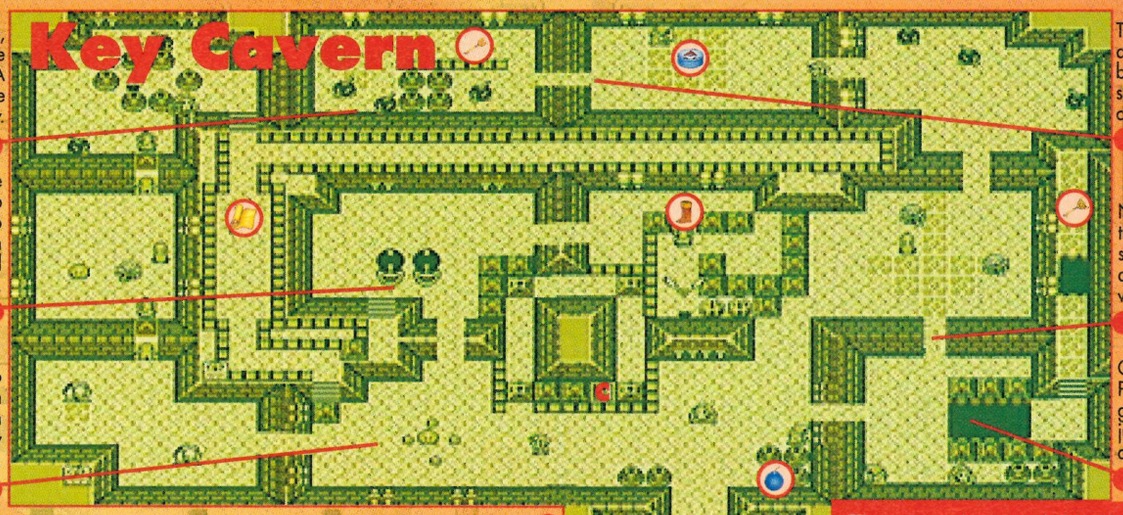
Key Cavern



Slash the bomb enemies here, getting ready to jump in the air as they race around. A small key will drop. Lift all the pots to find a fairy.

The black snakes must be killed by eating bombs. Drop one just in front of them so theyll slide onto it, taking it in the mouth. Three bombs will see each one off.

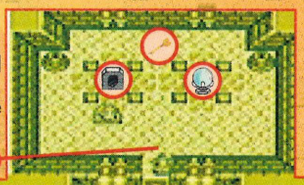
Slash the blobs in this room to open the doors. The frogs in the left room can be killed in the same way as before, by throwing bombs at them.

The bomb enemies will give a three second countdown before they blow when you slash them. After getting the compass, blow the far wall.

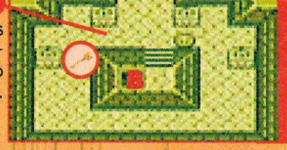
Notice the floor tiles in this room are in the shape of an arrow. Bomb at this point and the east wall in the next room.

Once you have the Pegasus boots, dash at this gap and use the feather to jump at the last moment and reach the other side.

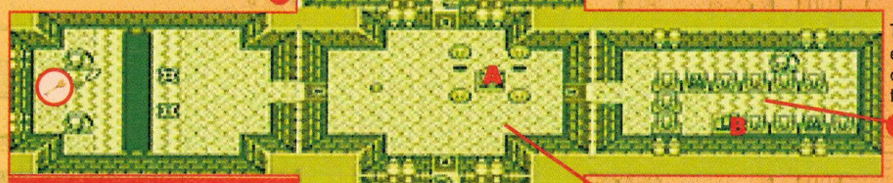
The second area of this dungeon is where the fun really starts. You must ultimately find the map, compass and of course the Nightmare key, whilst finding all of the small keys necessary to open the locked blocks guarding the stairs to the final area and guardian.



After the third room, enter this one. Use your sword on the monk and skeleton to drop another small key. Slash the switch crystal and take the stairs in the third room to the right.



Walk around in this room to reveal blob enemies. Kill five of them to drop a small key.



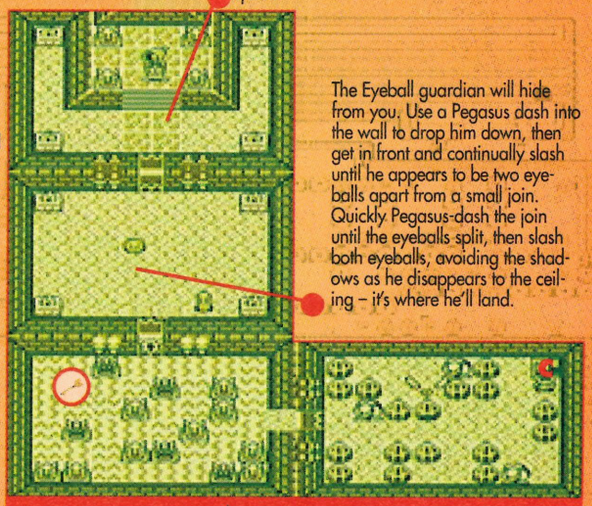
This is the third room you should enter in this four door area. Move around to reveal blobs and slash them all. A small key will drop.

At last you find the Sea Lily Bell. Prepare to embark on your next quest.

This is the third level dungeon, the Key Cavern. Now you should have the Slime Key. Jump between the islands that span between L8 and L7 to reach the entrance. Use the Slime key in the lock you'll see at L6. It's important to stock up on bombs before you enter this level, so take a trip to the village shop and spend some cash.

Taking the stairs from two rooms below will bring you here. Go through the left door first and throw bombs over the void just before you're about to fall in. If you try to jump over they'll teleport to the other side. Blowing them up gives you the next key.

After killing the teleporting frogs, come to this room. Kill all the enemies with the sword and lift all of the pots to find extra bombs. Another small key will drop. Be quick to grab the key and bomb as they'll start to be dragged into the void.

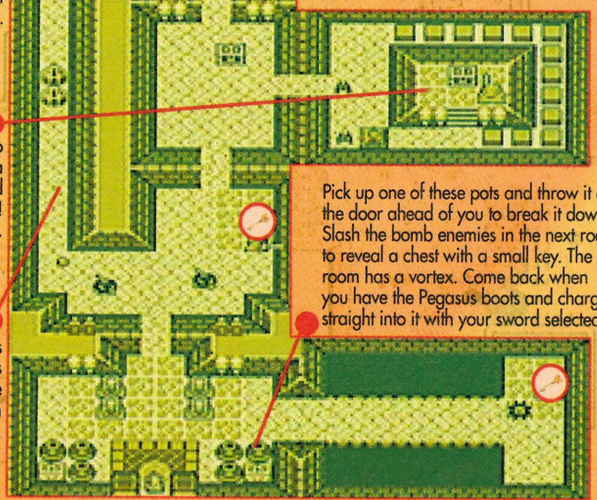


The Eyeball guardian will hide from you. Use a Pegasus dash into the wall to drop him down, then get in front and continually slash until he appears to be two eyeballs apart from a small join. Quickly Pegasus-dash the join until the eyeballs split, then slash both eyeballs, avoiding the shadows as he disappears to the ceiling – it's where he'll land.

Arriving in this area, you'll need to Pegasus-dash through the ice rocks, whilst killing the teleporting frogs simultaneously. Be careful not to dash into the stairway again, as the room will reset itself. Go into the next room and slash all the bats for a small key then go and take on the Eyeball.

This chest is best accessed from the left corridor once you have the pegasus boots. It only contains 50 rupees however. The rock next to it can be pushed from left to right.

Slash the floating skeletons by trapping them against the wall. The chest only contains a blob enemy, however, so beware if you open it.

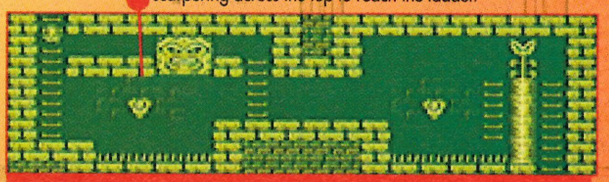


Come back to this room once to have lowered the pegs by hitting a switch crystal. Kill the monk guard and open the chest for 200 rupees! The rock can be pushed left to exit.

Pick up one of these pots and throw it at the door ahead of you to break it down. Slash the bomb enemies in the next room to reveal a chest with a small key. The left room has a vortex. Come back when you have the Pegasus boots and charge straight into it with your sword selected.

You are unable to pass through this corridor until you have the Pegasus boots. The strange objects can be destroyed by charging at them with the Pegasus boots and sword selected.

Wait until the face stone drops before quickly scarpering across the top to reach the ladder.



This is the underground passageway you'll find yourself in as you travel towards the final area. The Sea Lily bell is just around the corner!

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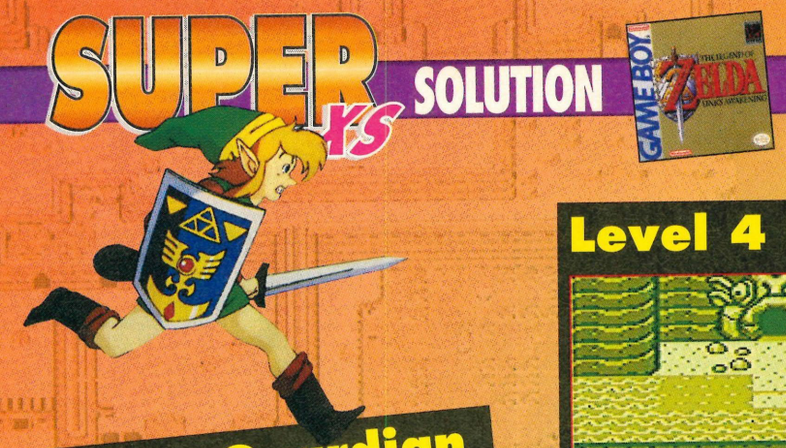


Desert Guardian

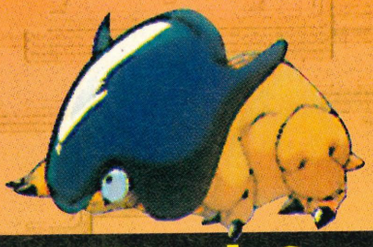


You'll find this huge snake at N15. Slash the tail several times to kill it, but be careful you're not sucked into the middle of the pit or you'll end up at M15. When it's dead you'll get the Angler key. Now fall through the middle and bomb the north wall for a piece of heart. and go to C12.

Level 4 Entrance



Once you have the Angler key, put it in the lock here at C12.Give the pineapple to the guy at B10 and jump down from B12 to the entrance to the Angler's Tunnel. Check the first pages to find the route to any area via the maze of caves.



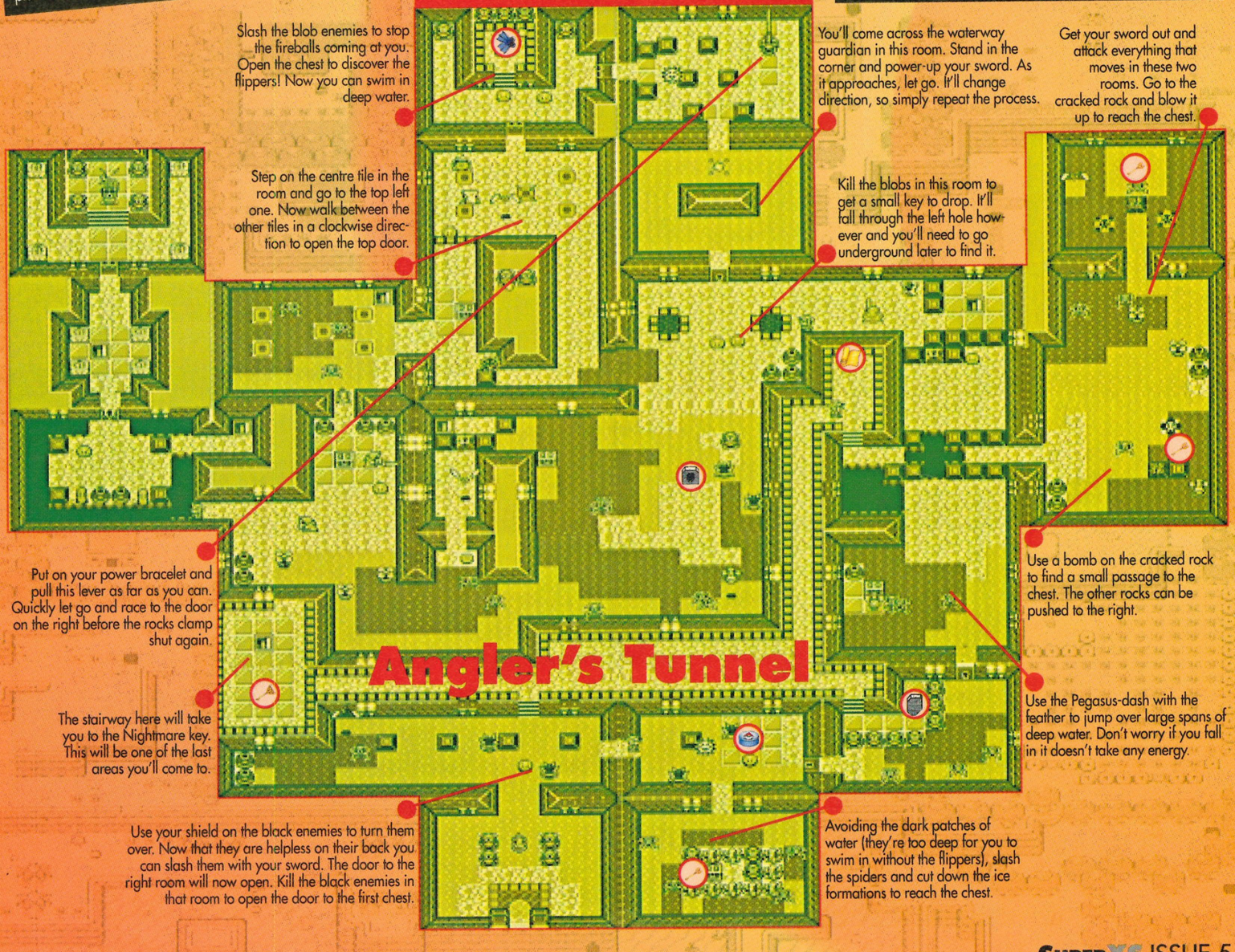
Sexy Beach Scene



Ahh. On finding Marin by the sea, go and wake up the sleeping walrus blocking your path to the Yarna desert. The stone pig at i8 can be blown up with a bomb.

The fourth level and halfway there. Before you enter the dungeon, go to the house with three rocks around the entrance at i4 and get the Ocarina. Now you'll need to go to the beehive at H8 and give the stick to the man there. Take the honeycomb to the bear at N14 and make your way to the sleeping rooster in the village at J3. Talk to the kid there and go to P6 and find Marin. Take Marin to wake up the walrus at P14 and enter the Yarna desert to take on the desert guardian.

Angler's Tunnel



Slash the blob enemies to stop the fireballs coming at you. Open the chest to discover the flippers! Now you can swim in deep water.

You'll come across the waterway guardian in this room. Stand in the corner and power-up your sword. As it approaches, let go. It'll change direction, so simply repeat the process.

Get your sword out and attack everything that moves in these two rooms. Go to the cracked rock and blow it up to reach the chest.

Step on the centre tile in the room and go to the top left one. Now walk between the other tiles in a clockwise direction to open the top door.

Kill the blobs in this room to get a small key to drop. It'll fall through the left hole however and you'll need to go underground later to find it.

Put on your power bracelet and pull this lever as far as you can. Quickly let go and race to the door on the right before the rocks clamp shut again.

Use a bomb on the cracked rock to find a small passage to the chest. The other rocks can be pushed to the right.

The stairway here will take you to the Nightmare key. This will be one of the last areas you'll come to.

Use the Pegasus-dash with the feather to jump over large spans of deep water. Don't worry if you fall in it doesn't take any energy.

Use your shield on the black enemies to turn them over. Now that they are helpless on their back you can slash them with your sword. The door to the right room will now open. Kill the black enemies in that room to open the door to the first chest.

Avoiding the dark patches of water (they're too deep for you to swim in without the flippers), slash the spiders and cut down the ice formations to reach the chest.

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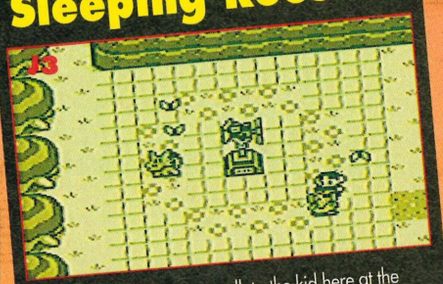
Walrus Asleep



Get Marin to sing a song to the walrus here and wake him up. Now you can set on your path to the Yarna desert.

Sleeping Rooster



Initially you'll only have to talk to the kid here at the rooster. Come back after completing the sixth dungeon and push the rooster to the side to reveal a secret staircase. Play the frog's song to the dead chicken inside. You can now get carried around the island.

Finding Marin

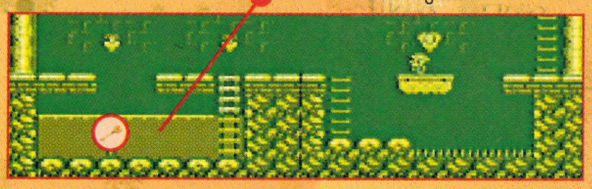


After talking to the kid at the sleeping rooster, you must come and find Marin here at the seaside. Sit down and let her waffle on about nonsense, (she'll even nag you for not listening) then set off to wake up the huge sleeping walrus.

Inside Sand Pit

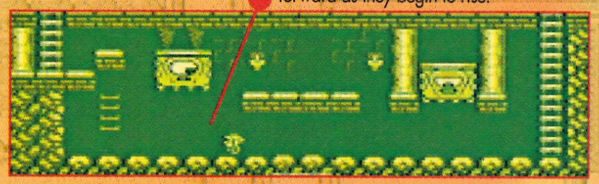


Ride across the floating platform and dive down into the water for the key. This is the key which dropped through the floor in the main dungeon!

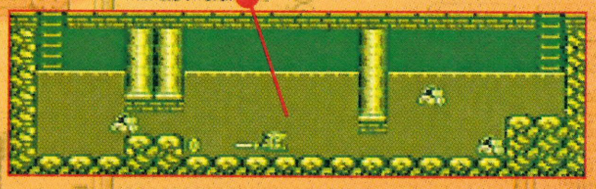




The huge blocks above your head will drop and try to squash you as you approach. Move forward and as they drop, dive back again. Now go forward as they begin to rise.



With your flippers on you can swim through this underground cave. Slash the fish with the sword.

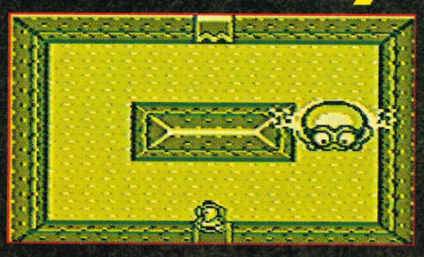


Angler Guardian



Taking the steps down from the Nightmare lock will bring you to this huge fish guardian. As soon as you see it, move in for the attack, the target being the huge tentacle on its head. The smaller fish can be taken out with one hit, but if you're quick this big fish will only get one volley off. You can now go and get the Wind Marimba.

Waterway Guardian



This beetle-like monster will circle the room in a clockwise direction until you hit it with the sword. Stand in the bottom right corner just as it passes and power-up your sword for a spin attack. As it approaches from the other side, let rip. It will now turn and retrace its steps, so instantly power-up again to hit it in the same way from the other side. A few hits later and he'll explode forever. As he dies, a warp tile will appear allowing you to warp between this room and the entrance area.



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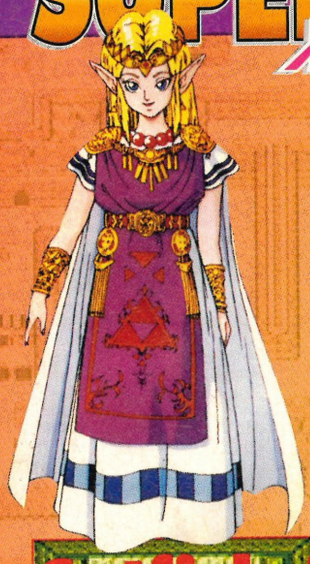
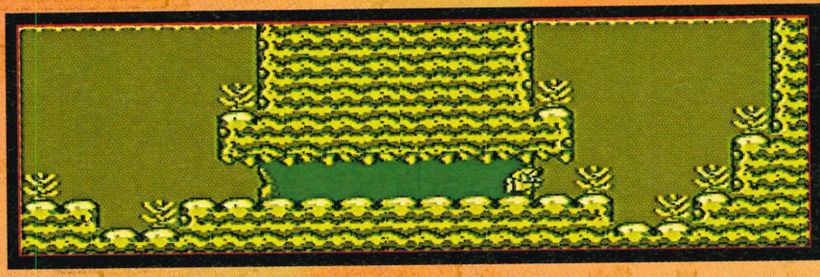




Entering Catfish Maw

Go to the Catfish Maw and dive under the rocks there to swim into this entrance area. You'll resurface on the other side of the rock barrier and be able to access level five.

Catfish Maw

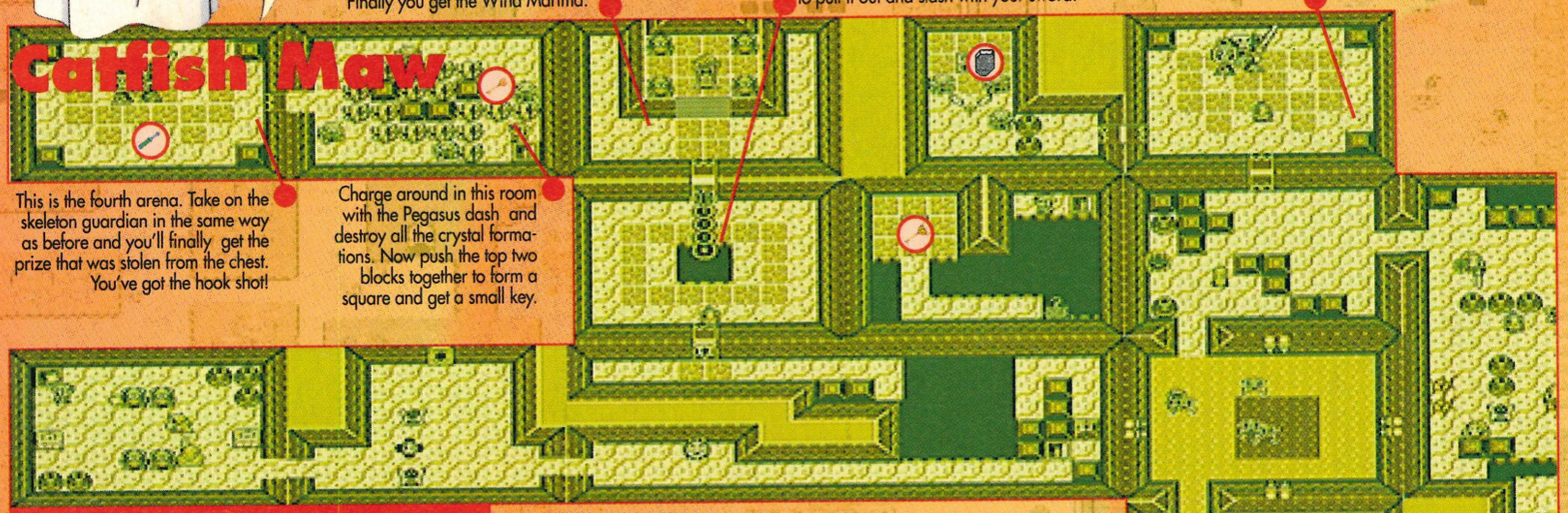
Finally you get the Wind Marima.

This huge snake guardian will punch holes in the walls with his head. Avoid the huge tail and line up with one of the holes. As the head pops out, hookshot it to pull it out and slash with your sword.

The third arena. Slash the side not protected by his shield and bomb the crumpled bones.

This is the fourth arena. Take on the skeleton guardian in the same way as before and you'll finally get the prize that was stolen from the chest. You've got the hook shot!

Charge around in this room with the Pegasus dash and destroy all the crystal formations. Now push the top two blocks together to form a square and get a small key.

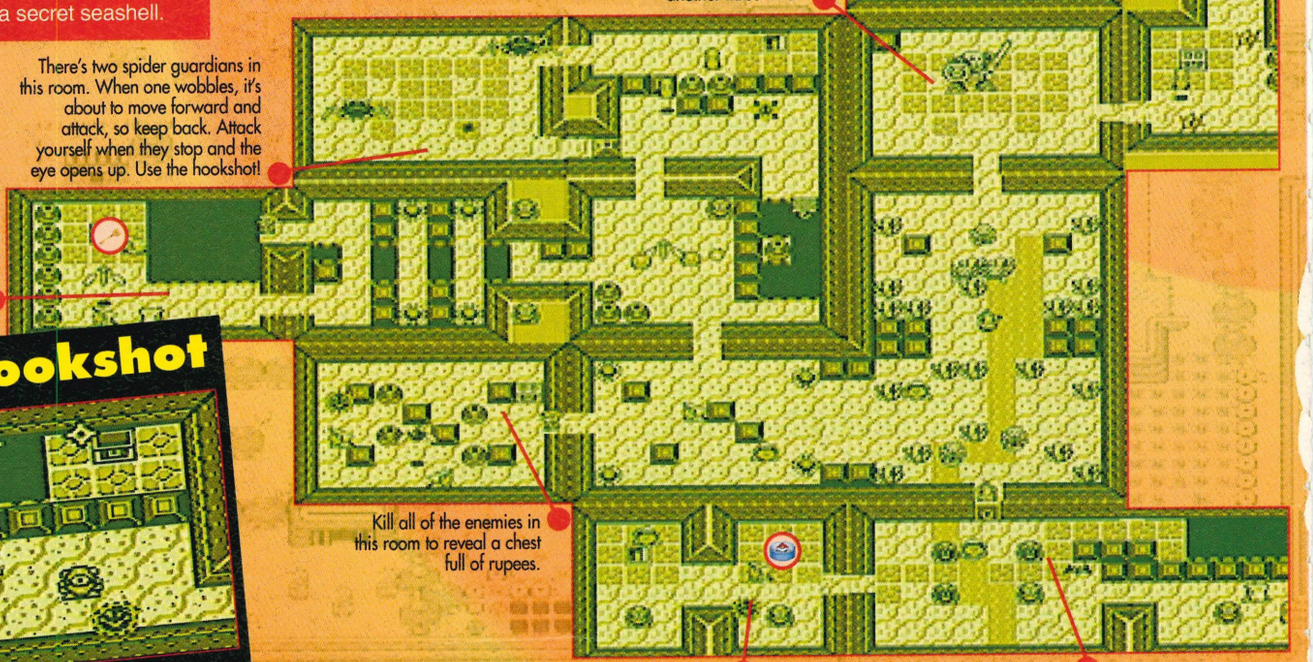


Before taking on this dungeon, go down the steps outside the Angler's tunnel and warp to the teleporter at O13. Now take the ghost that appears to the house at P7. Go back to O13 and teleport, then go to G5 where you'll find his grave. You can now return to his house and look under the pots to find a secret seashell.

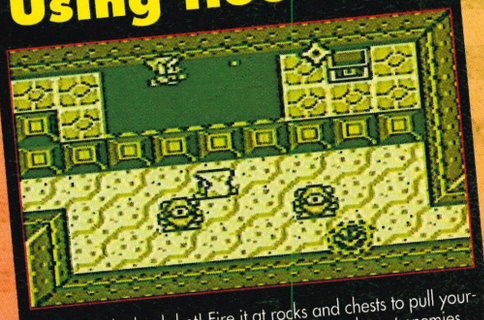
This is the first guardian arena. Slash him so that he crumples on the floor, then pace a bomb in amongst the bones. Just as he starts to come around, the bomb will explode. Repeat the process a few times until he runs off. You'll be meeting him another three times.

There's two spider guardians in this room. When one wobbles, it's about to move forward and attack, so keep back. Attack yourself when they stop and the eye opens up. Use the hookshot!

Use the feather to jump and grab flying goodies. There are arrows to be found here, but you must have bought the bow from the shop.



Using Hookshot



You've got the hookshot! Fire it at rocks and chests to pull yourself across huge gaps and voids. It will also take out enemies. Now is the time to explore caves.

Kill all of the enemies in this room to reveal a chest full of rupees.

The small enemies here have front shields. Get behind or to the side to kill them with the sword.

Slash all the enemies in this room to open the top door. Be careful as you go through doors now, the dreaded razors sliders are waiting. Open a door and wait until they move apart before going on.

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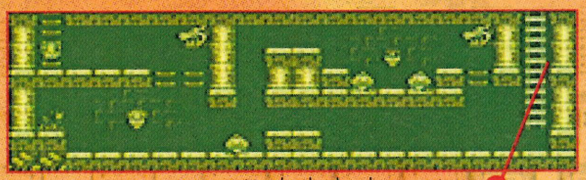
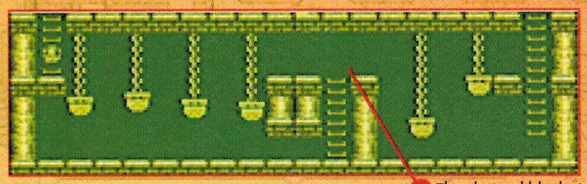


Use the dog heads as a point on which to latch the hookshot. Make sure you jump on the heads of the small enemies at the bottom to get extra heart power.



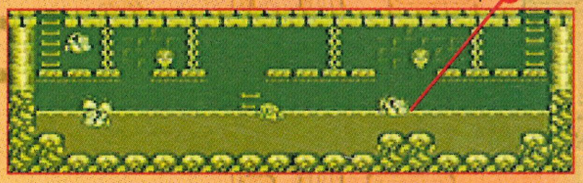
The chained blocks in this room are linked together. Jump on and let the next block lower to the level required to continue.

Hookshot after Arena 4



You would have opened a chest in the dungeon with the skelentons message, saying he had stolen the contents. Well it's in the fourth arena that you get it back. On defeating him you'll get the hook shot.

Try to get across this room by jumping between the platforms. If you do fall into the drink, kill the fish and and jump from the ladder to back up.



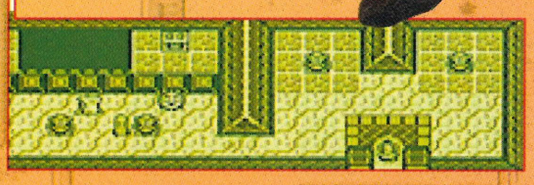


Kill all of the enemies in this room and open the chest for rupees. To get to the other chest, use the hookshot to pull the bridge across. It also contains rupees.

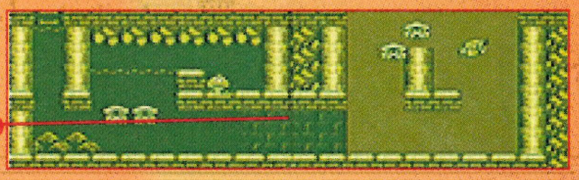
Take on the monk and the blobs in this room, then jump into the air to grab yourself some extra bombs.

This is the second guardian arena. Press the button to open the door to this room.

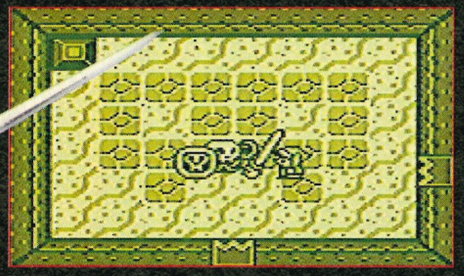
Push the middle block here and go left. If you wish to go up, simply come back to the screen and the blocks will have reset.



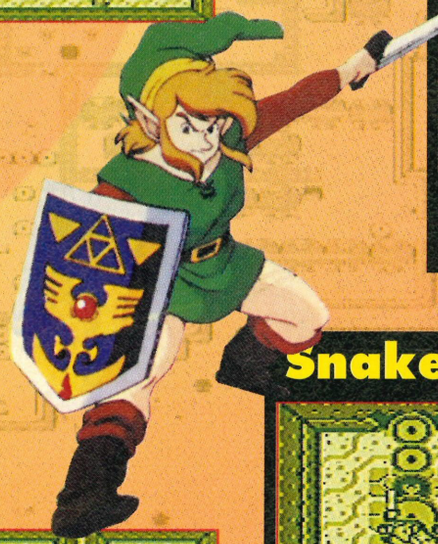
Dive into the square pool in the centre of the dungeon and swim to the stairs on the other side to get the Nightmare key!

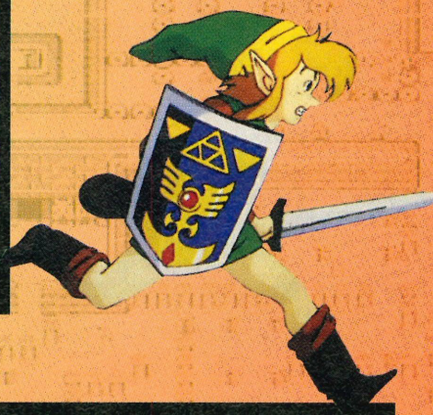


Arena Guardian

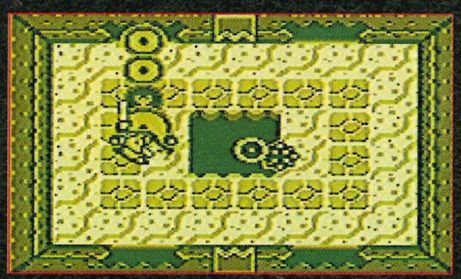


There are four arenas in the dungeon. A block in the corner of each will signify which number you're in. Slash the skeleton and bomb the bones to get rid of him.



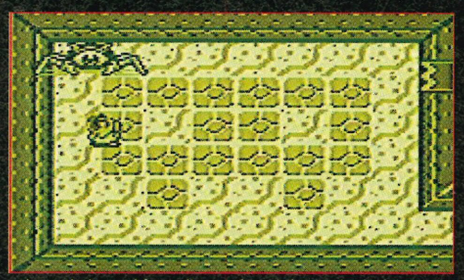


Snake Guardian



The giant worm has a tail in the middle of the floor that must be avoided. Jump over it and hookshot the head when it appears in a hole. Pull the head out and slash it.

Spider Guardian



The eight legged foe will pace from left to right, before pausing to wobble and dash forward. Keep well back and attack by firing the hookshot into the eye when they stop to take a look at you.

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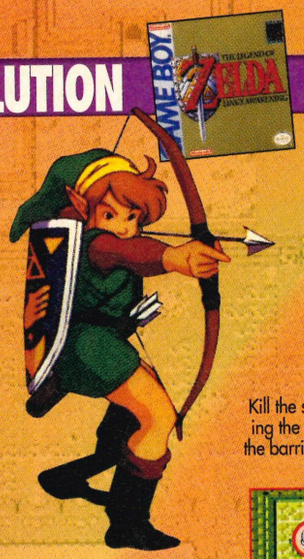
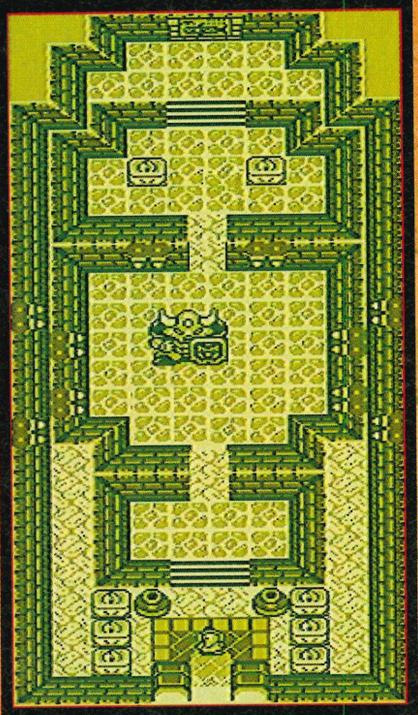


NorthFace Shrine



Make sure you've got the bow and plenty of arrows. Constantly fire arrows and avoid his attack. He'll give you the Face Key. Go to the end of the room to read the plaque by lighting the fires and walking up to it.

Plaque at Shrine



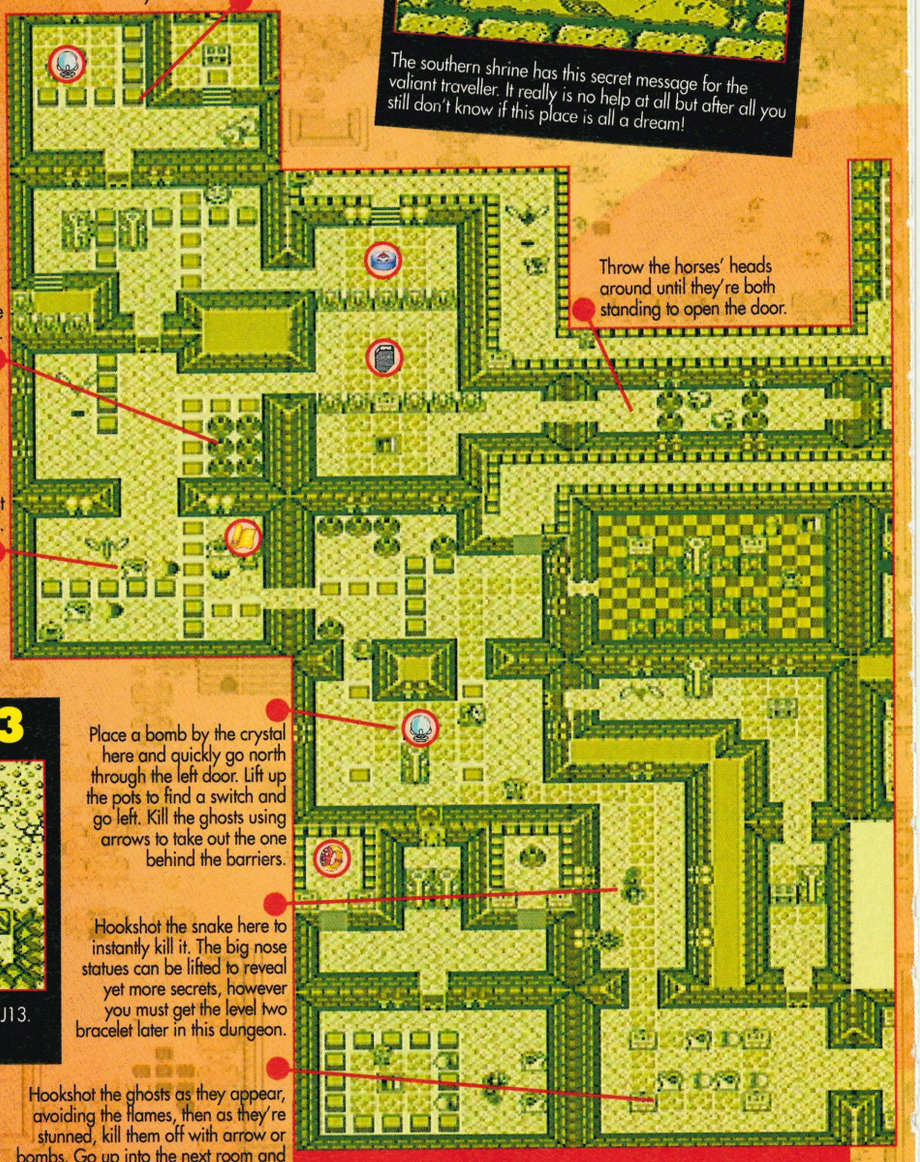
The southern shrine has this secret message for the valiant traveller. It really is no help at all but after all you still don't know if this place is all a dream!

Kill the spinning ghost by slashing the sword as it gets close to the barrier. Use arrows to hit the crystal switch.

Pick up a pot and throw it at the door to open it.

On killing these ghosts, a chest will appear with the map.

Throw the horses' heads around until they're both standing to open the door.



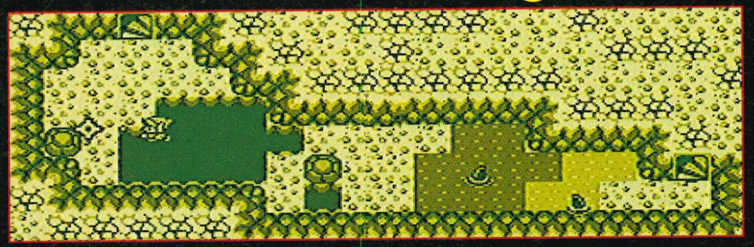
Place a bomb by the crystal here and quickly go north through the left door. Lift up the pots to find a switch and go left. Kill the ghosts using arrows to take out the one behind the barriers.

Hookshot the snake here to instantly kill it. The big nose statues can be lifted to reveal yet more secrets, however you must get the level two bracelet later in this dungeon.

Hookshot the ghosts as they appear, avoiding the flames, then as they're stunned, kill them off with arrow or bombs. Go up into the next room and walk through the right corridor to open the chest for 50 rupees.

Before going to the Face Shrine complete the signpost maze as described earlier, then complete the swapping chain until you get the magnifying glass. Now go to the north Face Shrine at K13.

Entrance Cave leading to J13

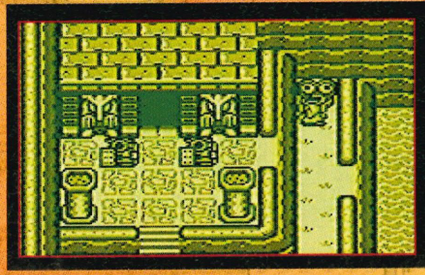


After going into the level six entrance you'll find yourself in this cave. The re-surfacing point is at J13. Go up to the lock and push up to use the face Key. Hey presto! The entrance is now open.

Entrance to Level 6



Move up to the left card guard and quickly move away. He'll come alive, allowing you to enter the secret entrance.



Using Face Key

The cave leading to J13 will bring you to the lock here. Push up to it and the entrance to the Face Shrine will be revealed. This is the opening to level six. Remember to have plenty of bombs, arrows and magic powder before you go into the Shrine. Using the teleport system is the quickest way to get back to the village if it's required to go shopping!



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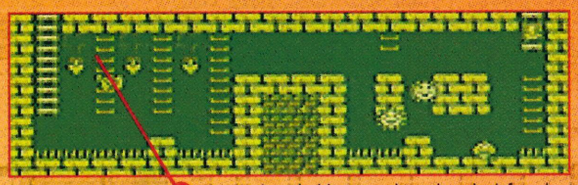


To span these ladders, simply push to the left and push up as you begin to drop. You won't not fall more than a couple of rungs.

Stairs to G13



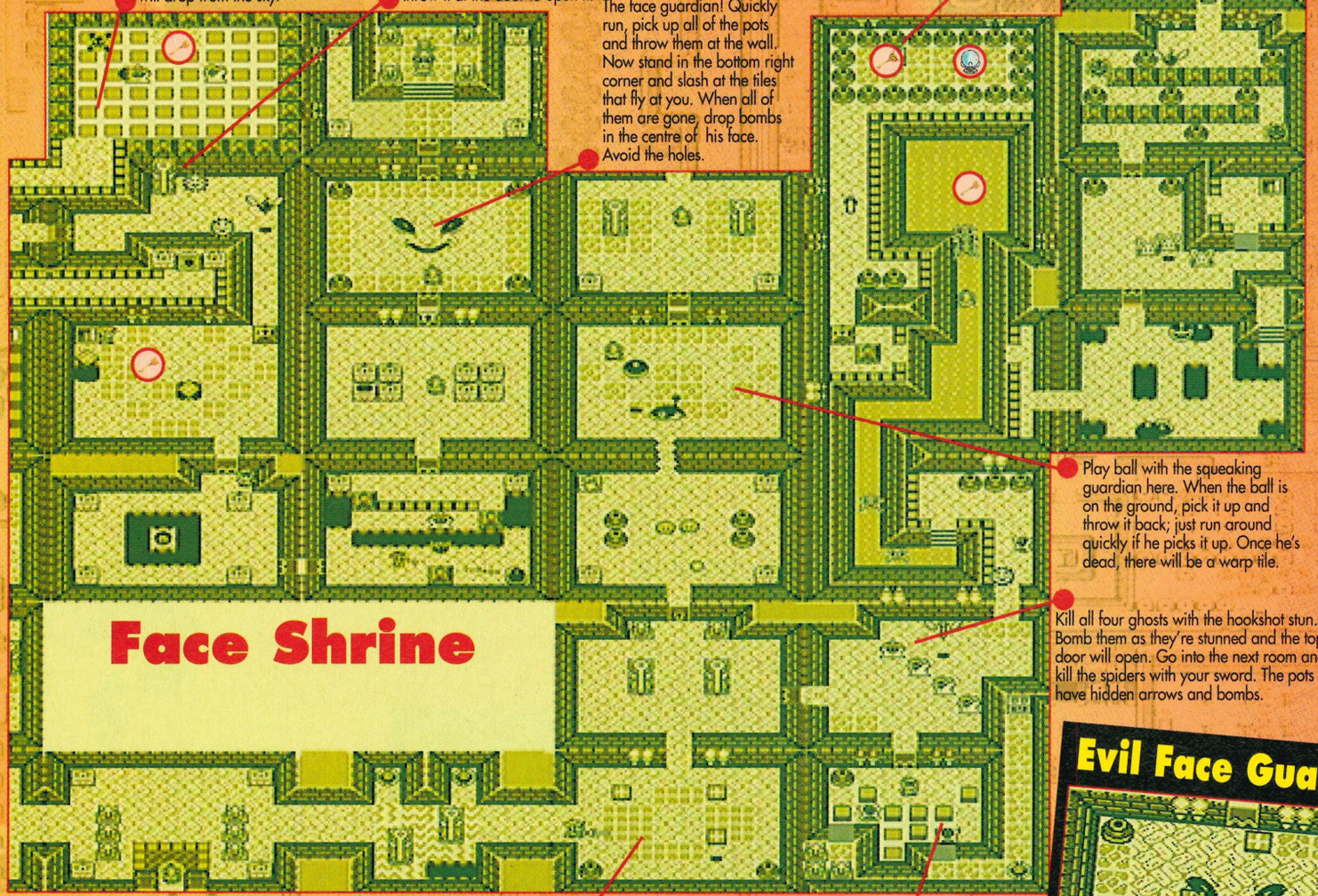
Take the stairs to the outside world where you'll find a chest containing a secret seashell. Go back down the stairs to re-enter the shrine.

To open this chest you'll need to pick up a pot and throw it at it.

Slash the spinning ghosts and a small key will drop from the sky.

Pick up the big nose statue with the power bracelet and throw it at the door to open it.

The face guardian! Quickly run, pick up all of the pots and throw them at the wall. Now stand in the bottom right corner and slash at the tiles that fly at you. When all of them are gone, drop bombs in the centre of his face. Avoid the holes.

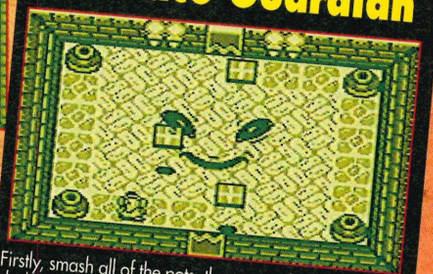


Face Shrine

Play ball with the squeaking guardian here. When the ball is on the ground, pick it up and throw it back; just run around quickly if he picks it up. Once he's dead, there will be a warp tile.

Kill all four ghosts with the hookshot stun. Bomb them as they're stunned and the top door will open. Go into the next room and kill the spiders with your sword. The pots have hidden arrows and bombs.

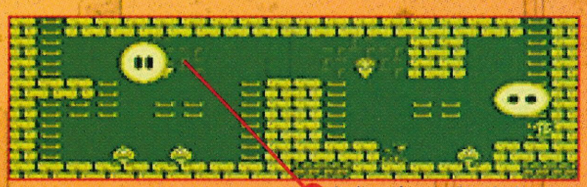
Evil Face Guardian



Firstly, smash all of the pots, then get in the corner and slash away at the tiles. When the tiles have stopped bomb the face. The shadows on the ground depict holes so avoid them.

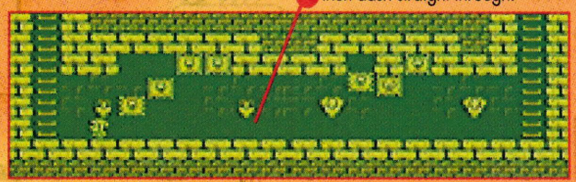
As the tiles lift up and fly towards you, get as far back into the doorway as possible and hack away with your sword. This way you won't take any hits.

Drop the pegs so that you can go up the left ladder by the statues. Now jump right so that you land on top of a peg, then jump across on of the peg by the stairs



The huge faces will circle the room, so be quick off the mark. It's really a matter of dodging them and getting across to the ladder on the left.

The blocks in this room will fall in sequence. Move forward until the first drop, then dash straight through.





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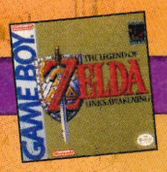




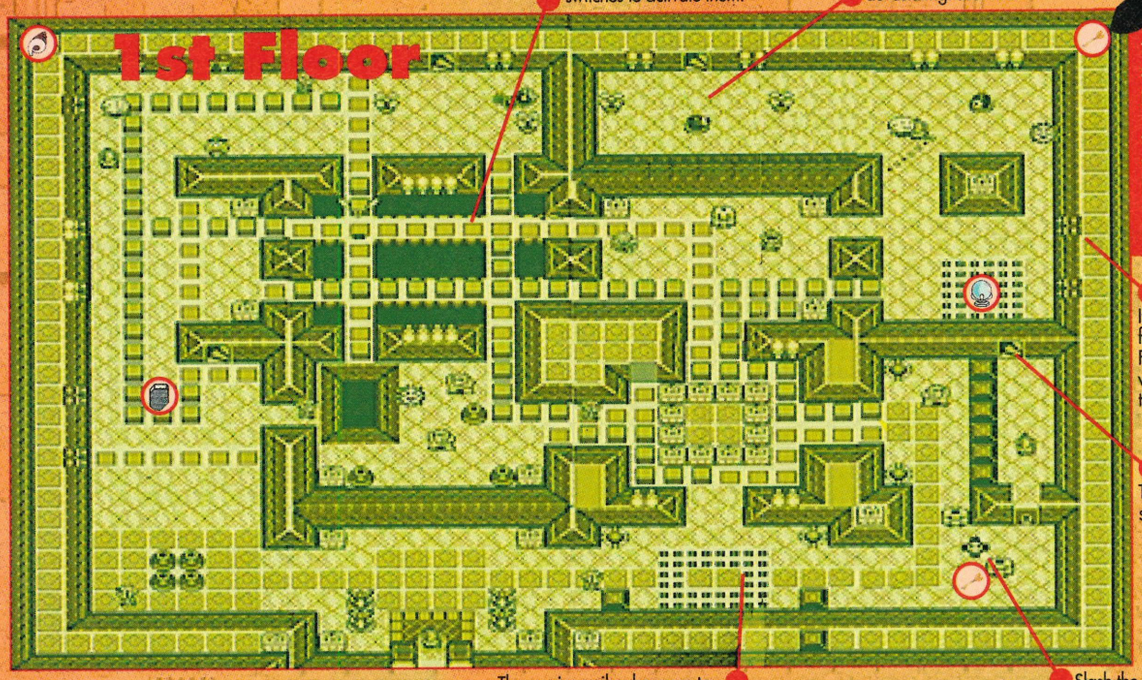
BIRD TOWER

1st Floor

The pegs can be walked on so use this to your advantage. You can get to any area this way. Stand on a lowered peg and throw a projectile at the crystal switches to activate them.

These laser turrets will home in on your location. Move quickly to avoid the devastating laser fire.

Before you tackle the Bird Tower, go to the weather vane at J3 and push it to the side. Go down the secret staircase and play the third song to the dead chicken. Miraculously it'll wake up and will be only too happy to carry you around wherever you would like to go. Use the power bracelet to grab hold of it. Now make your way to the east mountains. It's possible to cross broken bridges.



It's only possible to reach this parapet by falling through holes in the floor above. Find a room that is exactly above this area with holes near the outside wall. Jump through and you'll land here.

The stairs here lead up to the second floor.

The moving spikes here are too difficult to walk across safely. Carefully jump into the middle and again to reach the other side. Pay attention to the movements of the razor slides.

Slash the two tyre monsters here to drop a small key, then go through the next door.

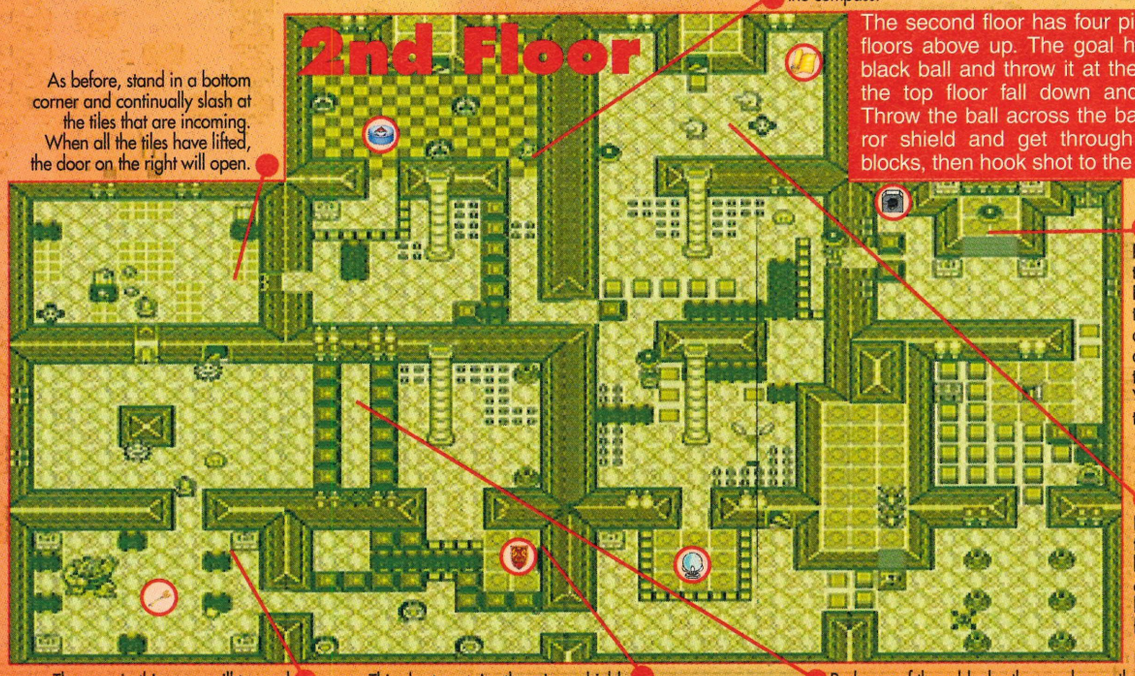
Attack the card-faced enemies in this room so all the cards match. When this is successfully done you'll get the compass.

2nd Floor

The second floor has four pillars holding the floors above up. The goal here is to take a black ball and throw it at the pillars to make the top floor fall down and join the third. Throw the ball across the barrier by the mirror shield and get through the column of blocks, then hook shot to the chest.



As before, stand in a bottom corner and continually slash at the tiles that are incoming. When all the tiles have lifted, the door on the right will open.



Pick up the black ball from here and take it to the doorway on the left. Put it down and pull the handle on the right to spread the blocks. Let go and quickly pick up the ball and dash through the door. Now go to the pillar and throw the ball at it. You must take out the other three in the same way.

Pick up the horses' heads and throw them around until they're both standing to reveal a chest containing the map. Fall down the hole to the first floor and get the fragment.

The ogre in this room will try and throw bombs at you. Stand well back and pin him against the wall with a series of hookshot attacks. He'll submit a small key.

This chest contains the mirror shield. This shield will deflect flames and feathered attacks. You'll need it to defeat the Bird Tower guardian and to access level seven.

Push one of these blocks, then push exactly in the middle of two blocks below to split them apart. Now you can get into the middle and bomb each wall to get through. Hookshot across to get the mirror shield.

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3rd Floor

In the centre of this room there 's a laser turret. Move quickly so that it can't home in on you.

Here's where you'll finally find the Organ of Evening Calm.

Throw the heads around so they stand on end at the same time. A chest will appear with 100 rupees inside.

The dark areas will be filled when the fourth floor drops down.

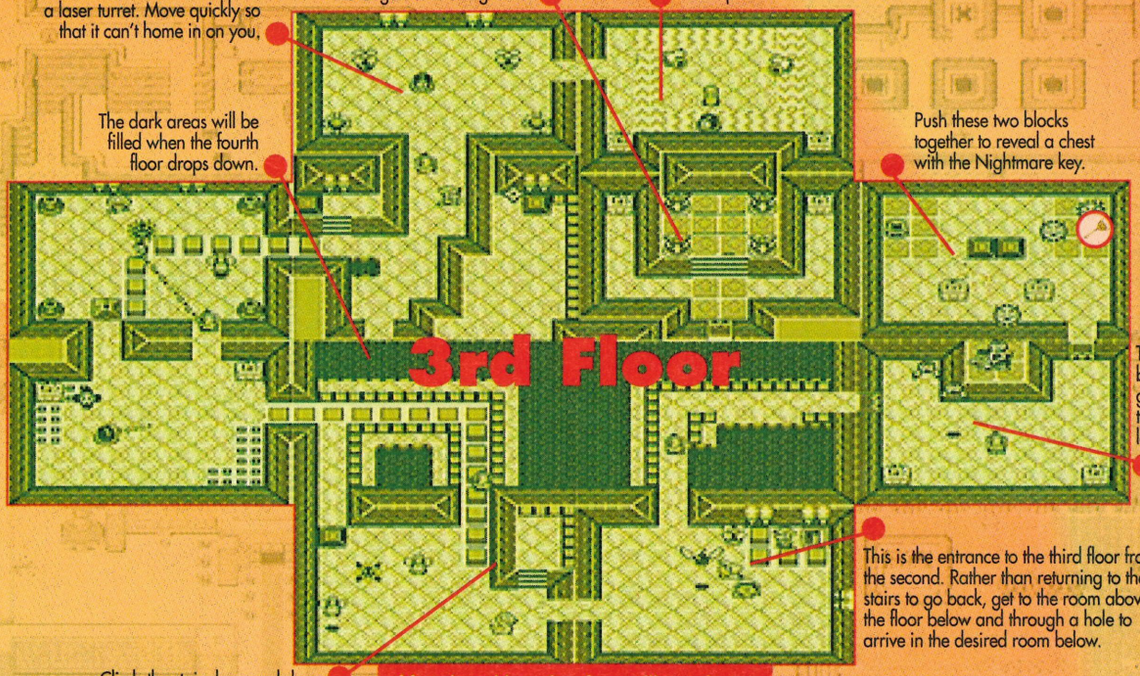
Push these two blocks together to reveal a chest with the Nightmare key.

This room is inhabited by the bat squadron. Make sure you get handy with the sword and take out all of them in one volley or they'll return.

This is the entrance to the third floor from the second. Rather than returning to the stairs to go back, get to the room above the floor below and through a hole to arrive in the desired room below.

Climb the stairs here and drop on to the pegs on the other side to advance. Now you can get into the left room.

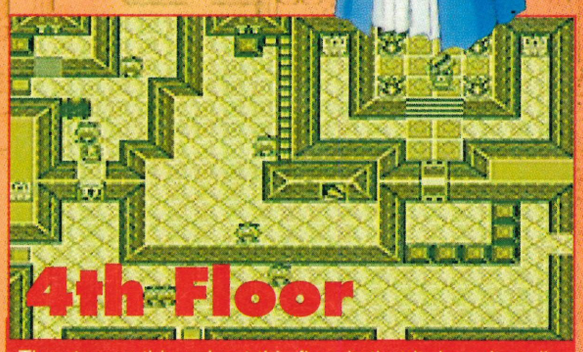
After breaking the four pillars down, the fourth floor will crash down to the third.





4th Floor

The strange thing about this floor is that it doesn't really exist. the crumbling tower drops this floor to the lower level. Once you have the Organ of Evening Calm, you'll only have one more instrument to find. Go to A9 to meet the owl and hookshot across the the broken bridge to save Marin and go to the cave at B4. Use the mirror shield and push forward against the flame to reach the elusive stairs on the far side.



Cartridge supplied by:
Toymaster
Tel: (0202) 392755

Bird and Tower Guardian



When you come to face the bird tower guardian, have your sword and mirror shield selected. Slash it normally as it flies from side to side, then if it comes from the top left or right corners and starts to hover it'll attack in one of two ways. The first is the wind attack. This means it'll try and blow you off the tower, so use your shield and push forward against the blast, making sure you're near the middle of the tower. You'll still be pushed backwards but the attack should stop in time for you to stay on top. The second attack is a barrage of feathers. Again, use your shield and push forward, deflecting the feathers. If you're toppled from the top you'll have to start again!

SUMMARY

GAME NAME: Link's Awakening
TIME TO COMPLETE: 2 weeks
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 8
CHALLENGE RATING: a real toughie

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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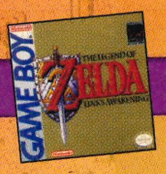
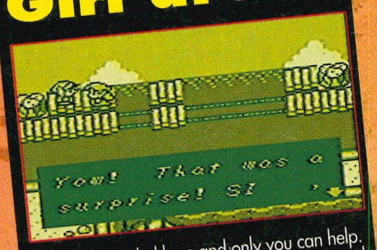


Girl at A9



Marin is stranded here and only you can help. Use the hookshot on the rock to get across and save her.

Turtle Rock Entrance



The entrance to Turtle Rock is at B1. Play the third tune to it and it'll come alive. Now you must slash the head until the entrance is revealed.

Underground



As you go underground in the dungeon, jump up onto the ladders and slide along to save yourself from dropping into the lava.



As the fire guardian leaps from the depths, line yourself up and fire a central shot with the fire rod, then follow with a barrage of flames.

The final instrument is found here. Take this Thunder Drum along with the other seven instruments to the egg.

Turtle Rock is the last real dungeon you'll encounter before making your way to finally wake the wind fish! The biggest dungeon yet, it incorporates all of the guardians that you've come across earlier in the game. A new feature is the amazing rolling floor. This strange object looks like a huge tea cosy and must be directed around certain rooms to fill the floor!

Fill the huge gaps in this room by pushing the rolling floor and steering it around the obstacles with the direction pad.

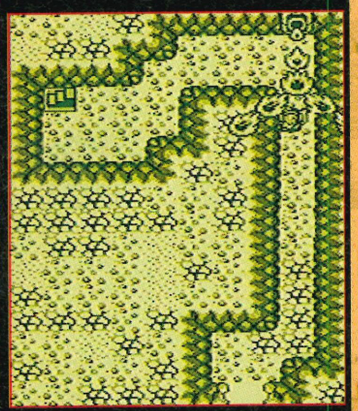
Another waterway guardian is found here. Use the same method of a spin attack as it approaches.

Push the rock aside to get the small key from this chest. Shoot the eye statue in the eye.

You can only light the lanterns in this room if you have the fire rod, which is found later. Once lit a chest will appear with a small key.

Turtle Rock

Inside Cave



This is the inside of the cave at B4. Use the mirror shield and Pegasus boots to split the flames and reach the stairs on the other side.

This rolling pin guardian is much the same as the one met previously. Jump over the huge roller and slash the tentacle on its head. When it dies you'll be given a fairy.

Push the rolling floor and use the direction pad to steer it until the entire floor is filled. A chest will appear with 20 rupees inside.

Stand well back from the ogre in this room as he'll try and pick you up and throw you. He also throws bombs. Pin him against the wall with a flurry of hookshot attacks.

Use the hookshot on the flying devil and quickly slash the two smaller bats that appear as it dies. The doors either side will now open.

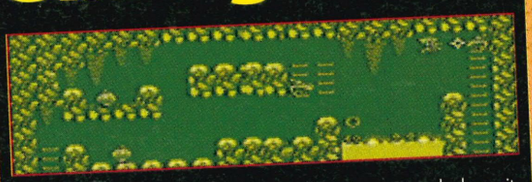
Mountain Top



In the dungeon you'll find some stairs leading to the top of the mountain. Slash the snake and the crow then grab yourself the piece of heart.

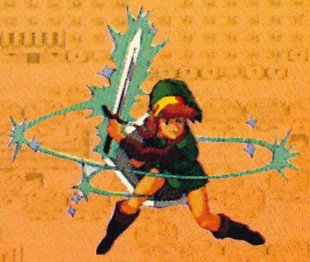
This room has a sucking vortex in the bottom corner. Push against the central barriers and edge your way to the chest which has the compass inside.

Underground



Use the hookshot to latch onto the gargoyle and get across the lava pit to the ladder on the other side.





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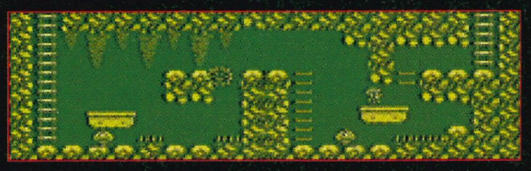
Underground



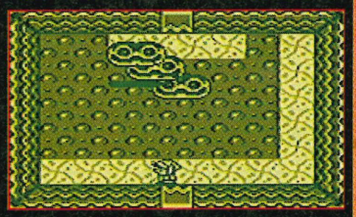
Use the moving platforms to span this area and get over the pillar in the middle. Jump onto the small enemy for a heart.

Underground

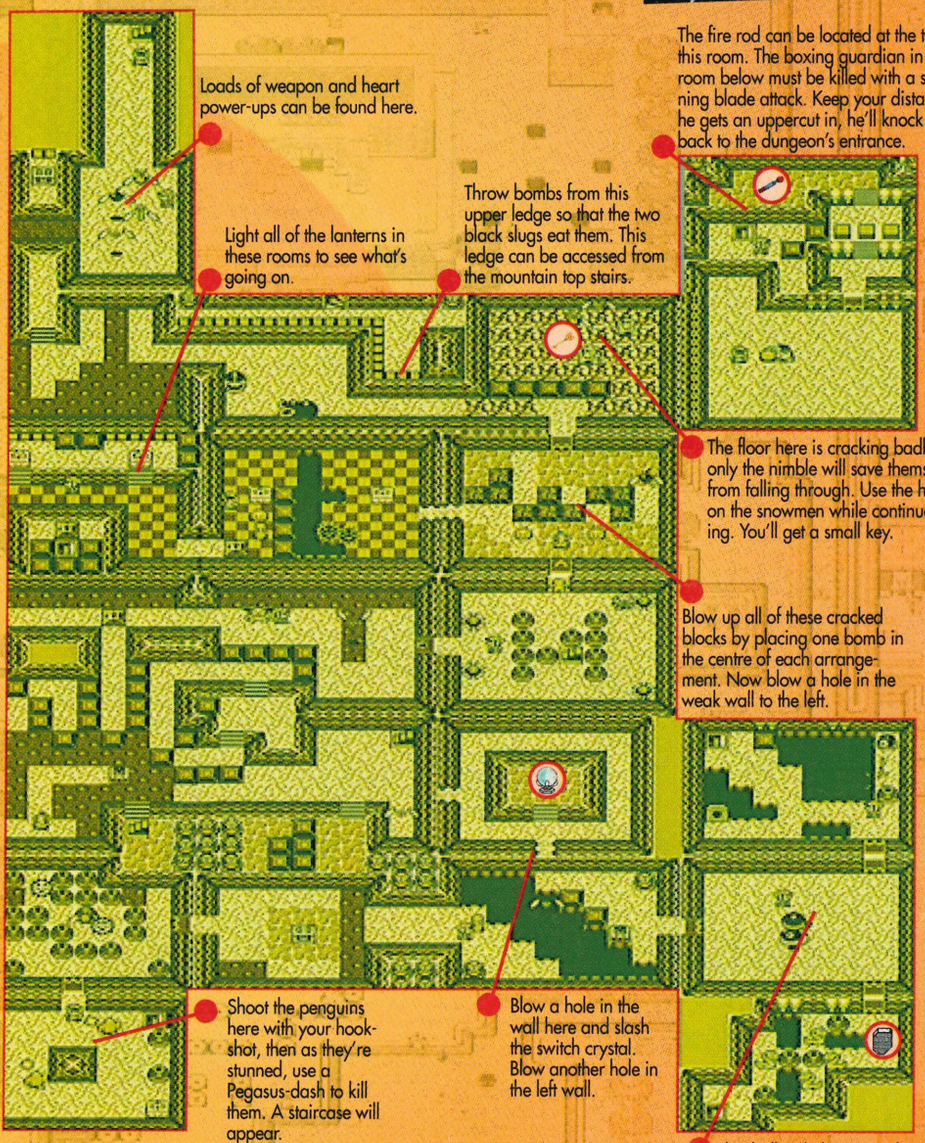


Jump between the platforms, but be cautious as flaming balls spew out of the boiling lava below. Watch the pattern and move accordingly.

Guardian



The first guardian must be killed with the fire rod. Shoot it centrally, then as it's stunned follow up with a rapid succession of shots.

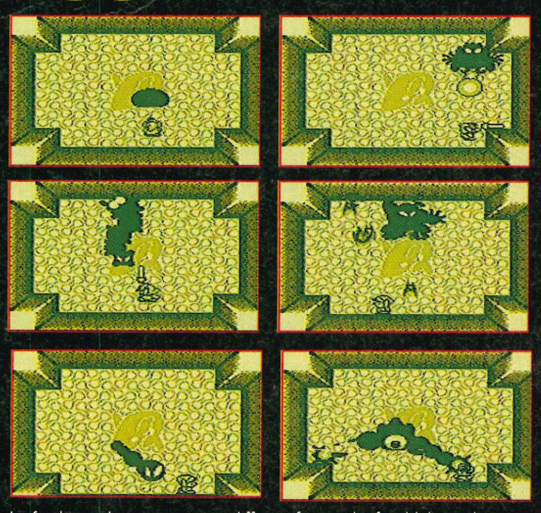


To the Egg Guardian



Go to the egg and play the Ballad of the wind fish. The egg will now open up. Go to the library and read the book of secrets to get the series of arrow directions. Note them down as they change for each game.

Egg Guardian

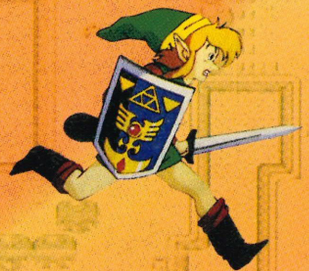


The final guardian comes in six different forms. The first blob can be killed by sprinkling three amounts of magic powder on it. The second wizard form will throw fireballs at you. Use your sword to return the ball so it hits him back! Thirdly, the large worm has a vulnerable tail. Slash it 16 times to bring it down, but avoid the head. The fifth manifestation is probably Satan himself. He'll send an army of bats to the position you're standing at, so move constantly to distract them, then as he throws his trident get in close with spin attacks. Repeat the process until he turns into a single worm. Quickly blast the worm in the face with the fire rod, it only takes one hit! The sixth and final form has groping tentacles which must be jumped when close. Lure the groper to the back wall and attack with a flurry of arrows when the eye opens. You'll be treated to a brilliant end sequence!

Underground



Burn the ice barriers with the fire rod. Use the rod to burn those that block your route, but leave others as they act as steps. Arrange as shown.



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PART 2

Level 24

In this huge maze you have to drive a buggy. The problem is that you receive hardly any time to complete it in. You must also protect your power from getting sucked up by the spinning saucers and the electric currents.

Pick up the buggy here and head down the first corridor without delay. When you get to the bottom, slow down to take the turn and avoid the whirling saucers.

As you go through the level collect all the remotes and use them sparingly, as you will need them to get up to the teleporter stars. It is possible to get up with three trampoline remotes but if your timing is slightly out you will not make it.

Level 23

Here we are, still in the second world, and straight away we hit a difficult patch. The start is in the bottom left corner of and to get up to the finish you need to collect all the remotes on offer. Fire demons will spring up from the pools of lava so you must be sharp and have your best weapon selected.

If you can't make it right to the top of the cave, get to this point and drop down to the left to grab some more remotes.

It should take two trampoline remotes to get up to this ladder, from which you can climb to the platform above. Fireflies are again in close attendance, so move quickly and be ready to fire to either side.

Firstly, hop along to this point and gather the trampoline and helicopter remotes. Go back the way you came and use them to bound up to the top of the map.

To get down this long drop, pick up the umbrella remote and fall from the tallest ledge above. While floating down be ready to shoot the fireflies that will home in to sap your energy.



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

BOB'S FULL HOUSE

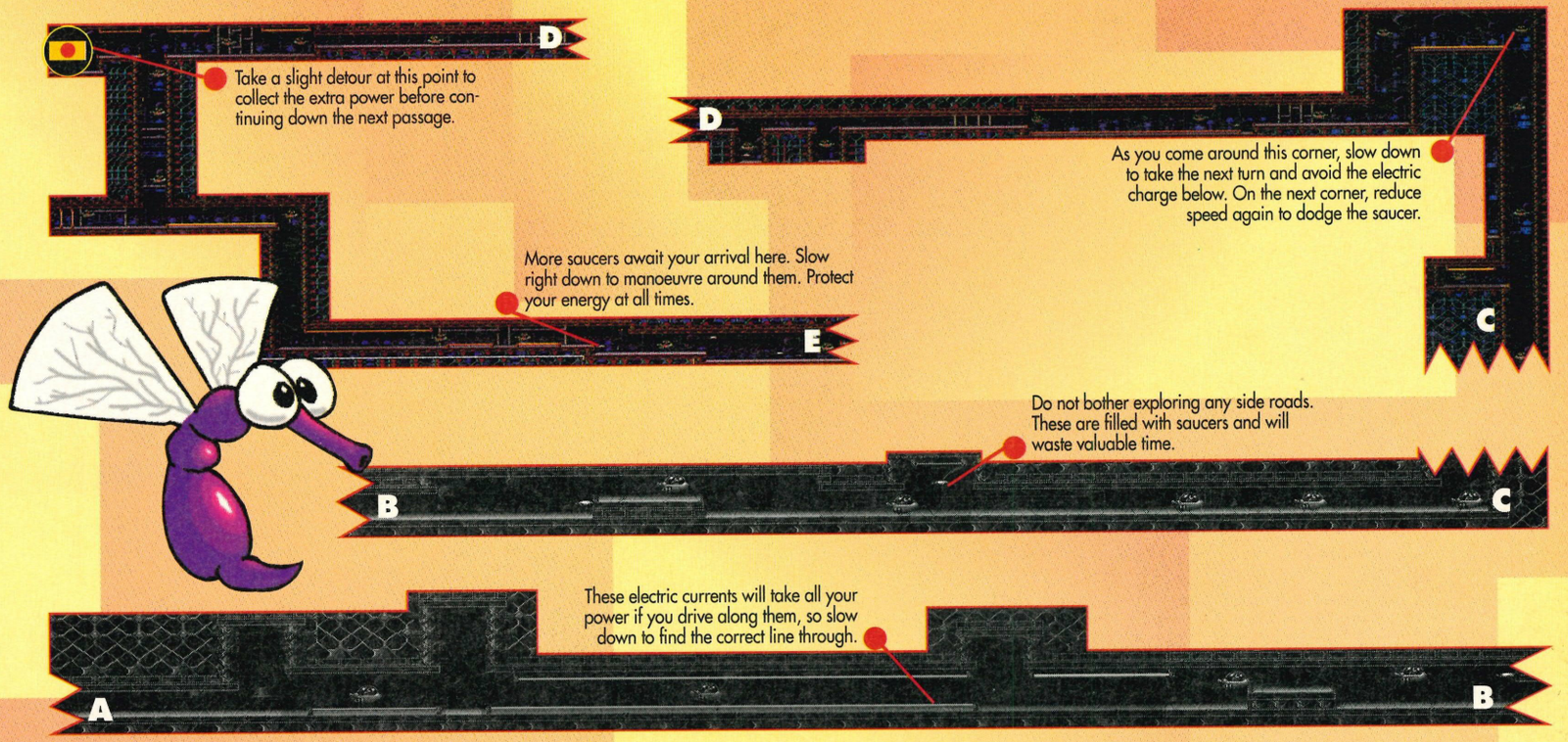
SUPER NES

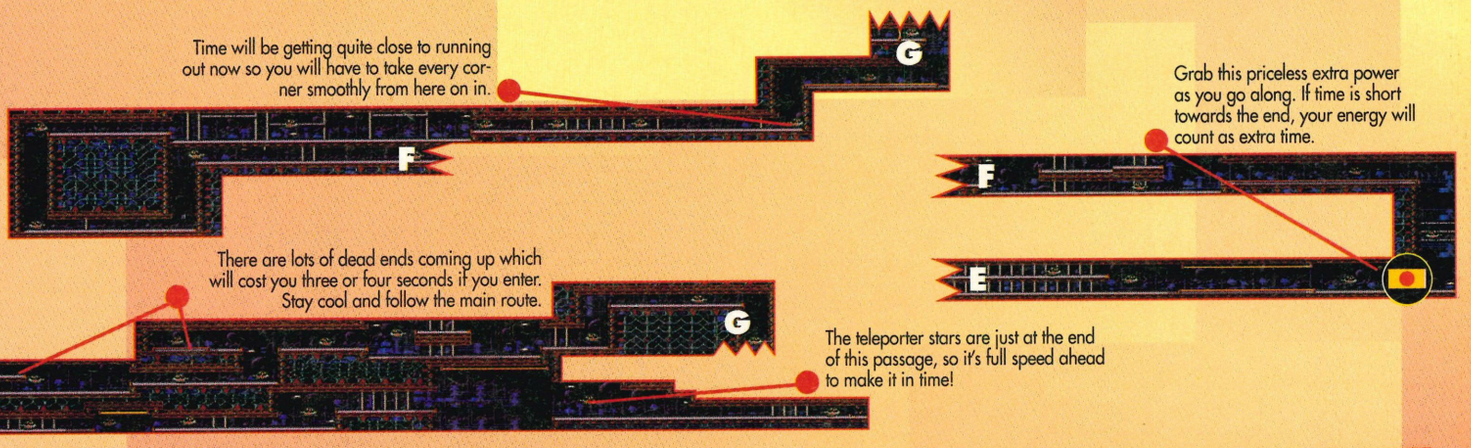


ELECTRONIC ARTS ● PLATFORM ● SHOOT-'EM-UP

B.O.B

Far out, dudes! Welcome to the second and concluding part of our massive, fully mapped BOB solution. The story so far is that BOB, our robotic radical, is on his way to a hot date with a knock-out chick. Unfortunately BOB is having a spot of bother with his wheels, and in a run of bad luck keeps having to crash-land on strange looking planets. BOB must explore and conquer these worlds in order to make it to his date. To help him, and you, along with this task SUPER XS have gone to all this trouble. Swoon!





Level 25



As you float down this section using the umbrella, do not get too close to the plinths as they have silver plates on them that release huge balls to crush you.

As you come along this section watch out for the potato man. He will punch you back and take energy if you get too close, so stop in your tracks when you see him and blast away.

Lava pits and potato men are the only hazards in this level. Do not worry about time, as there is a short cut that chops out the lower part of the map. Collect as many weapons as you can for the next level.

Get to this point along the rail and active a remote. This will allow you to get to the ladder above and take the short cut to the teleporter stars.

Level 26

In this guardian level you are faced with a mutant lizard. First, he will move back and forth along the top, dribbling and spitting acid down at you and sapping your power with his forked tongue. All you have to do is jump and crawl past him while shooting him with all you have, beginning with you rocket weapon. He will then fall down and start bouncing around, trying to grind you down. Keep dodging his movements while firing and gathering extra weapons as they appear.

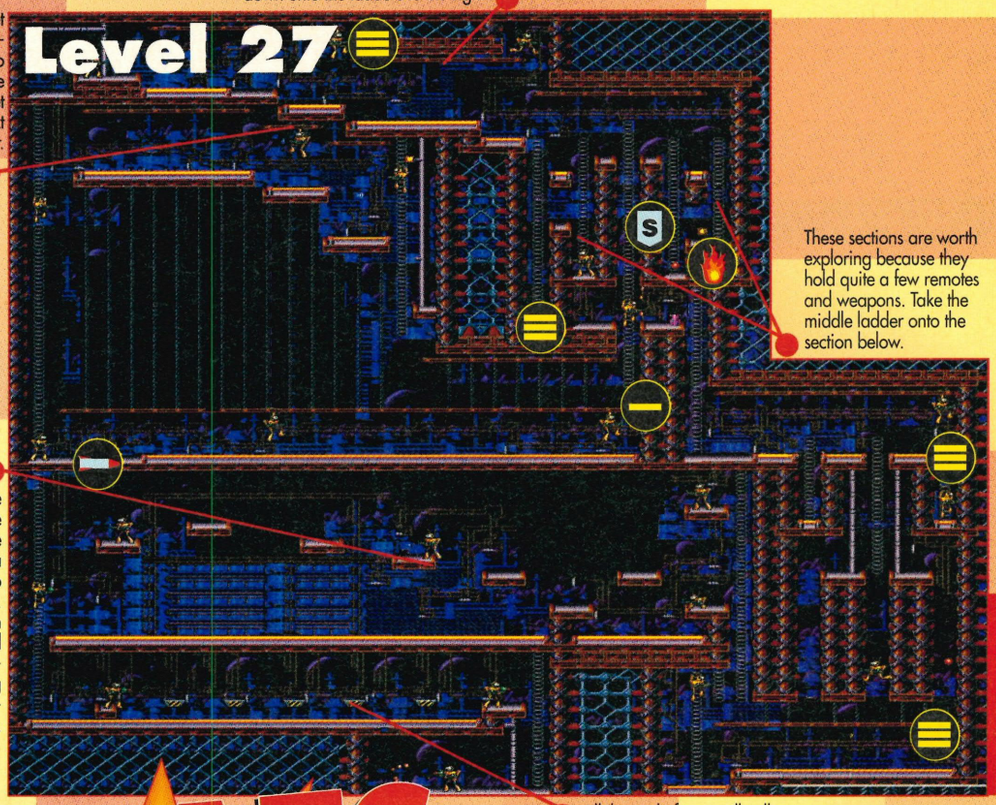




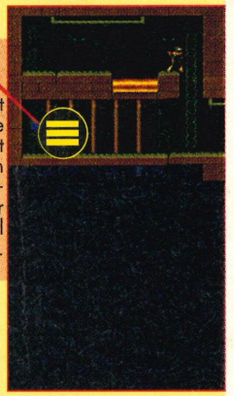
Level 27

To get started on this level use the systems of rails to get over to the end platform to the right. From there, drop down onto the ladders to the right.

Use these rails to get over to the big ladder to the left. Go down and use the next rail to get across to the next ladder.



Pick up this triple shot before going on to the right. Use the rail to get over the lava and watch out for flying spheres coming in. You can either shoot them or duck until they pass.



These sections are worth exploring because they hold quite a few remotes and weapons. Take the middle ladder onto the section below.

You will not be able to see some of these platforms from the one before, so use a trampoline remote to reach the next plinth. If you do not reach the platform ahead use another trampoline to avoid getting fried on the electricity below.

In this level there are a lot of ladders and rails to help you get around. If there is a rail then use it, because most of the platforms and floors are charged with electricity. There are a few dead drops in between the ladders, so if you fall press up and try to get another grip on the ladder.

All these platforms will callapse a split second after you step on them, so move between them quickly. When you get to the right hand side, take the ladder down to the teleporter stars.

CHEATS

There is an excellent cheat to gain infinite energy. When putting in a password change the second digit to a 9. This will give you 99 items of every weapon and 9 items of every remote. Go into the game and play as normal until you lose all your lives then you will get infinite energy to replace the infinite weapons.

Level 30

Look along this group of ladders to grab extra weaponry and a shield. Leap from ladder to ladder to get over the next lava pit and you will be rewarded with extra power.

Be ready to blast away the red head before it comes crashing down on you. The best way to do this is to wait for him to drop in front of you before letting him have it, straight in the kisser.



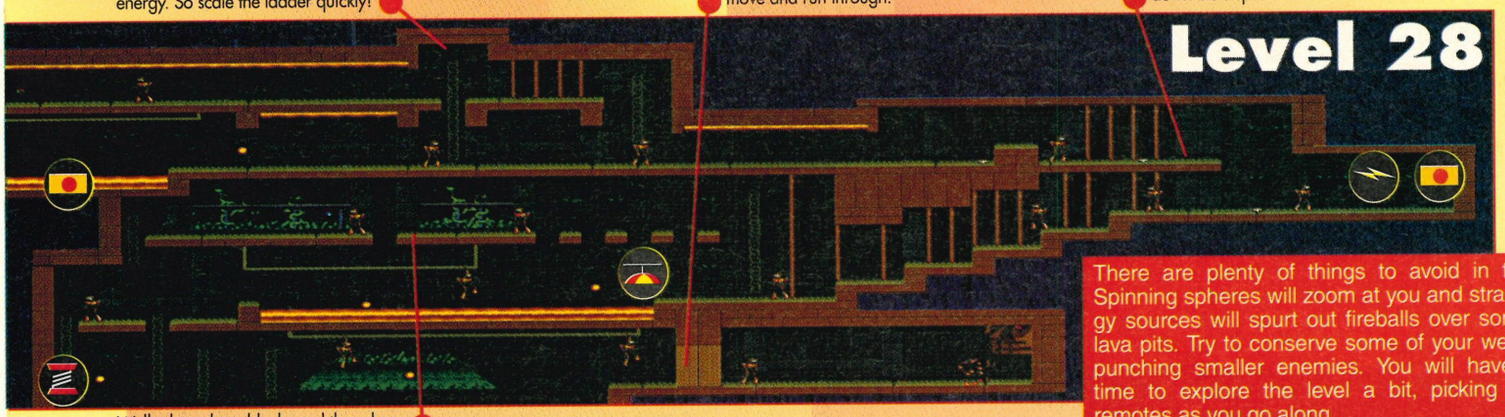
This is one of the biggest and hardest levels of the game. The maze snakes around and there is a lot of running about to be done. The main enemy is a huge red head that will drop down and crush you into the ground. There are several spinning spheres to dodge as well as some very difficult leaps from ladder to ladder. You will need to collect every remote to complete the level, so there is no short cut to the end.

As you go up these ladders blocks will fall from the ceiling to damage your energy. So scale the ladder quickly!

These blocks will move up and down to stop you reaching the teleport stars. Watch the order in which they move and run through.

Drop down to the floor below and go right to collect the extra power and weaponry. Then continue left and down the steps.

Level 28



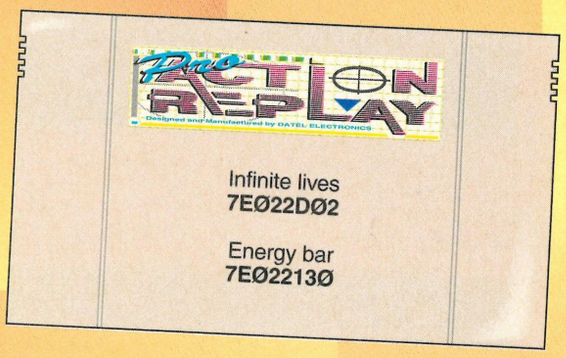
There are plenty of things to avoid in this level. Spinning spheres will zoom at you and strange energy sources will spurt out fireballs over some of the lava pits. Try to conserve some of your weapons by punching smaller enemies. You will have enough time to explore the level a bit, picking up more remotes as you go along.

Walk along these blocks and then drop down onto the rail below. Go left along the rail climb down the ladder to the far left.

Level 29

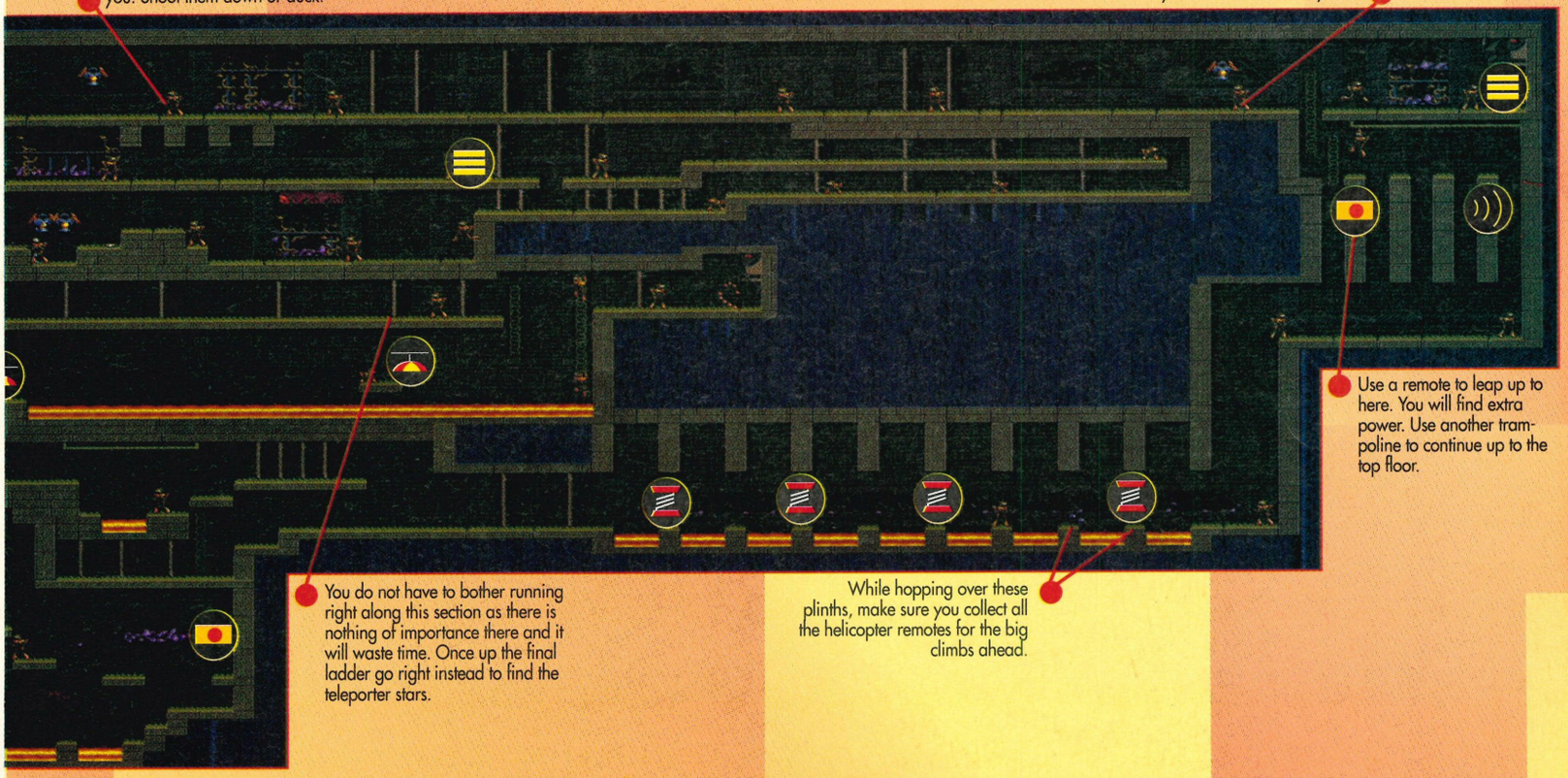


The fire beast guardian can appear unbeatable at first, but he is not – he telegraphs his movements. He will duck down into the lava and then come up elsewhere. You can tell where he will come up about a second before as the flames on his back poke through the lava. Jump to the other side and shoot him from behind. Repeat until he is defeated.



This is a long run where the only thing that happens is three spinning spheres come at you. Shoot them down or duck.

From here you must start running left. It is a long way to the other side, so you must not waste any time.



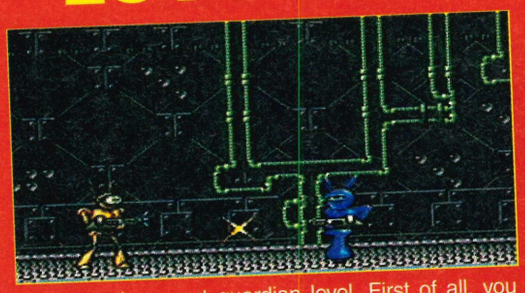
Use a remote to leap up to here. You will find extra power. Use another trampoline to continue up to the top floor.

You do not have to bother running right along this section as there is nothing of importance there and it will waste time. Once up the final ladder go right instead to find the teleporter stars.

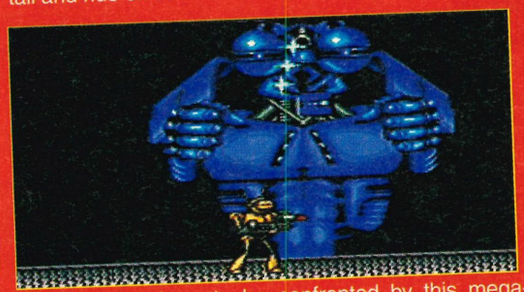
While hopping over these plinths, make sure you collect all the helicopter remotes for the big climbs ahead.



Level 31



This is a three-part guardian level. First of all, you must fire at this lone robot while leaping over his fire. Once you have hit him five or six times he will turn tail and ride off screen. Then the floor will give way.

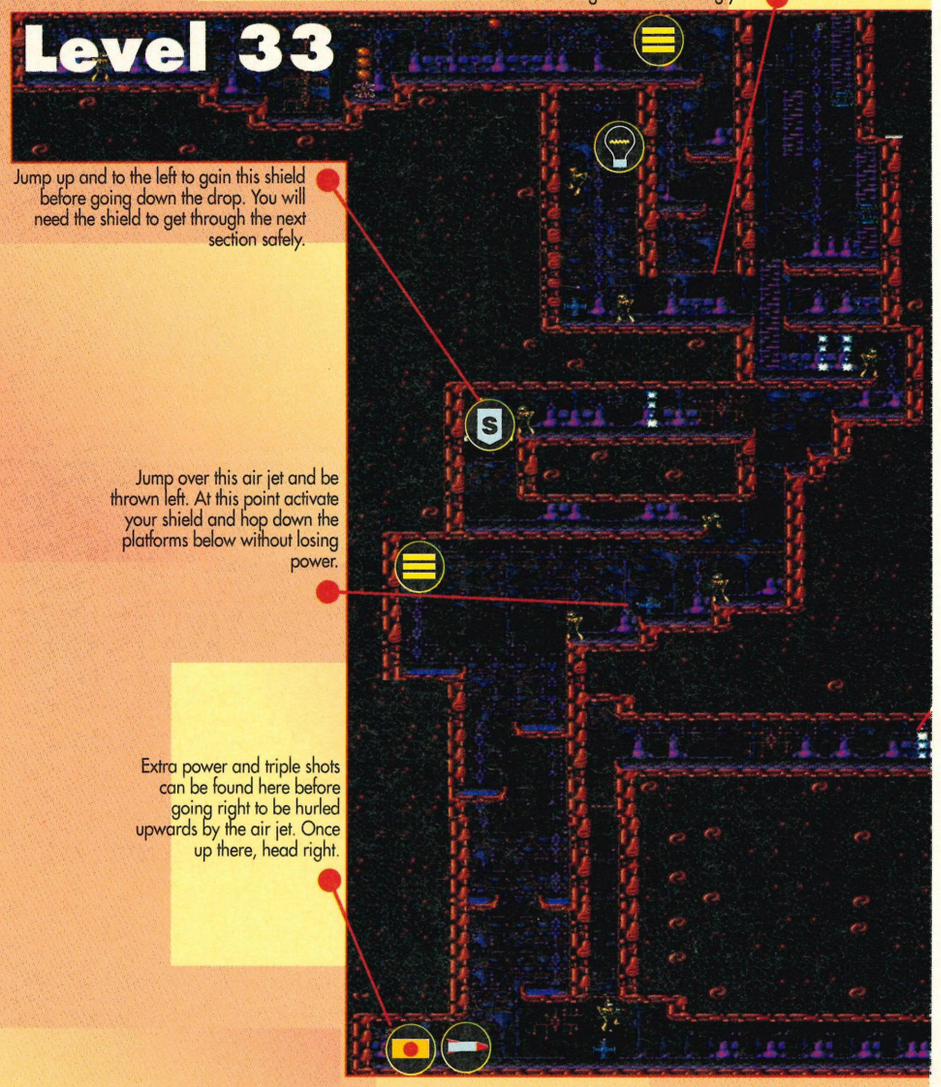


You will drop down to be confronted by this mega-robot. His hard fists will flatten you if you go too near. The way to defeat him is to stand just to the left of his right fist and follow him back and forth, maintaining that distance, while shooting up at his head.



The final stage comes after you have shot him in the head enough. His head then roars off and falls to the floor where it bounces around trying to get you. Keep jumping away and over him shooting all the time.Grab the extra weapons if you can while dodging him.

Level 33



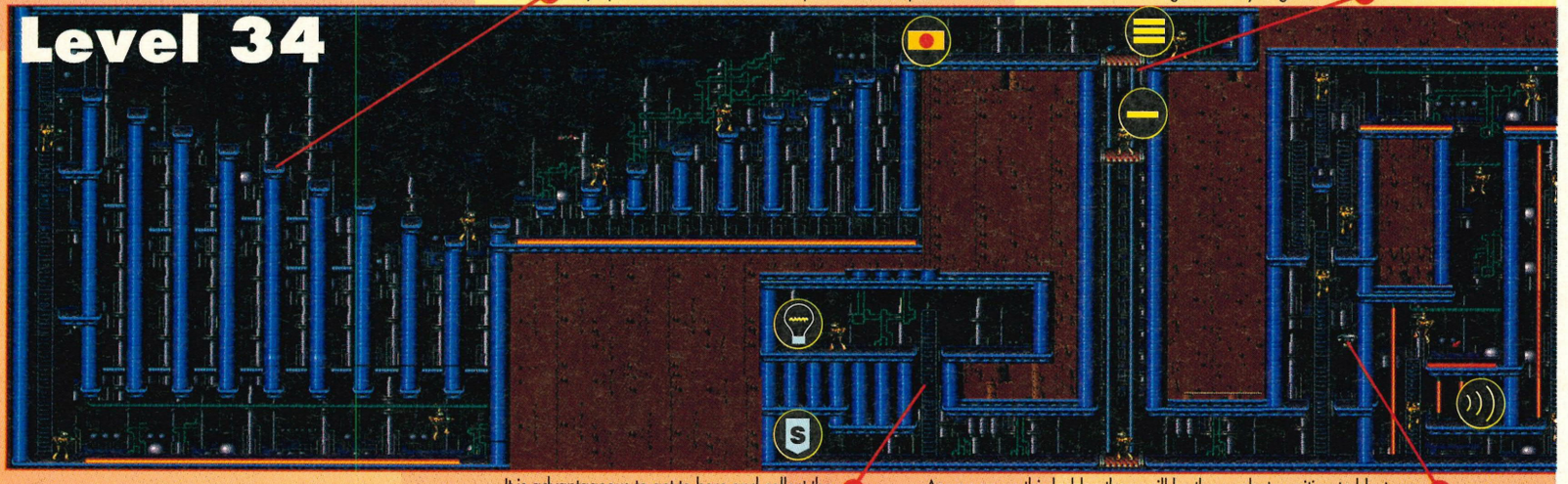
Drop down while pressing up to catch this rail. Quickly drop down to the floor, duck and shoot. This will stop the incoming shots from hitting you.

Jump up and to the left to gain this shield before going down the drop. You will need the shield to get through the next section safely.

Jump over this air jet and be thrown left. At this point activate your shield and hop down the platforms below without losing power.

Extra power and triple shots can be found here before going right to be hurled upwards by the air jet. Once up there, head right.

Level 34



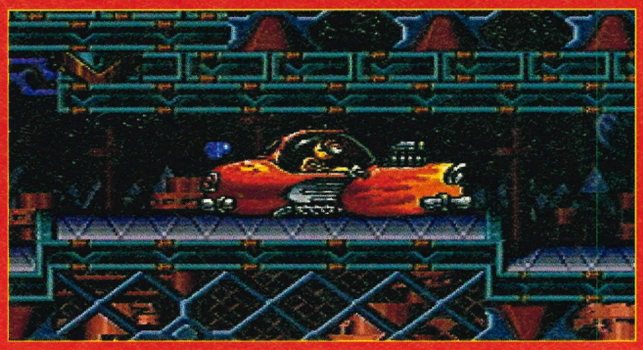
As you go along these platforms, keep shooting as high-speed rockets are coming in to seal your doom. Go carefully up the next set to claim extra power at the top.

Take the lift down to the bottom floor. Stand to the right of the lift to collect a single shot as you go down.

It is advantageous to get to here and collect the shield and the light bulb. It is a bit off the beaten track, but it will save power later.

As you go up this ladder, there will be three robots waiting to blast you away as you climb. Ascend the ladder with your triple shot selected and stop just below them so you are out of their range – then destroy them!

Level 32



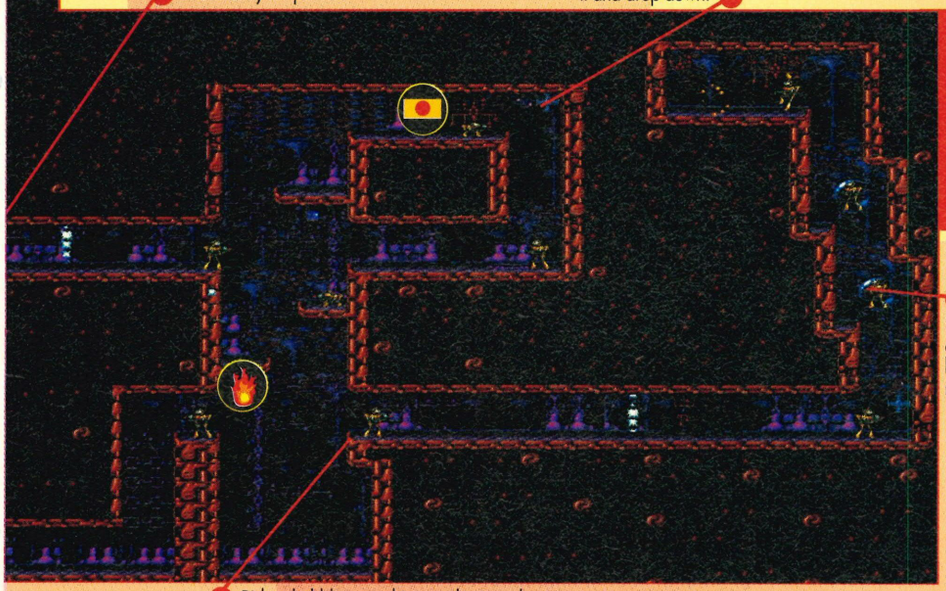
At the beginning of level 32 all you have to do is run to this rather wacky looking car. BOB will give a sigh and be filled with relief that he is going to make it to his hot date. He puts on the radio and bops around to the latest tune to hit the Galaxy hit parade. Oh joy, you shout, it's over – but is it?



BOB may think that he is home and dry but alas, it is not to be. BOB forgot to fill the car with gas and he has to go about 40 million miles to meet his babe. "Oh no!" you scream as the car plummets through the air and both you and BOB have another dozen or so levels in front of you on a new planet.

When running along this corridor watch out for these flashes. They will strike you down and drain your power.

Be careful not to get too close to this air jet as it could blow you right off course. Crawl towards it and drop down.



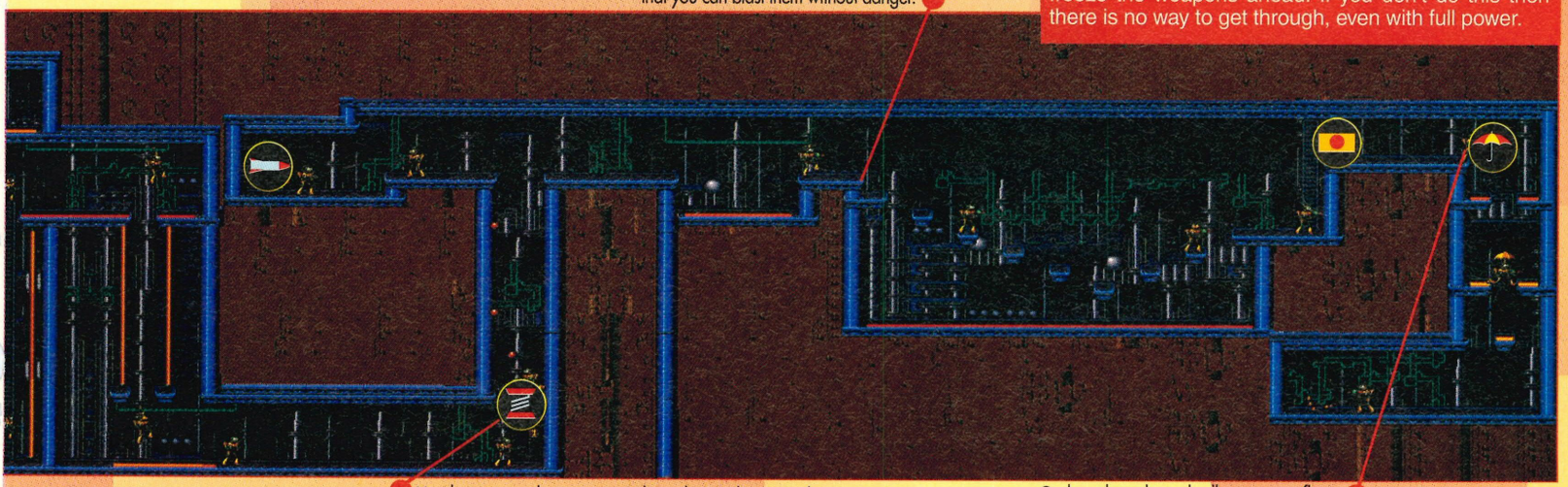
This new world is very tough and full of new enemies and hazards. There are air ducts that blow you away through the air until you hit something or you activate a remote. There is also another way to get around. In places you will notice large bubbles floating around. You can jump into these bubbles and ride them until they burst. This is the way to get up to parts that not even your remotes can reach.

Ride a bubble up to the teleporter stars above. You can alter the direction of the bubble as you rise by pushing left or right on your D-pad.

Ride a bubble up to this corridor in order to make it to the next bubble and ride to the finish.

This is a large level which demands expert use of remotes. There are loads of enemies to blast away, so this level will hit you hard in the energy department. Above all, take it steady; there is plenty of time but not a lot of extra power. Again there are rails to get you over most of the electric currents, but while riding them watch out for incoming fire. There is one section where you must use your light bulb remote to freeze the weapons ahead. If you don't do this then there is no way to get through, even with full power.

Get to this point and activate the light bulb remote. This will freeze everything for a time so that you can blast them without danger.



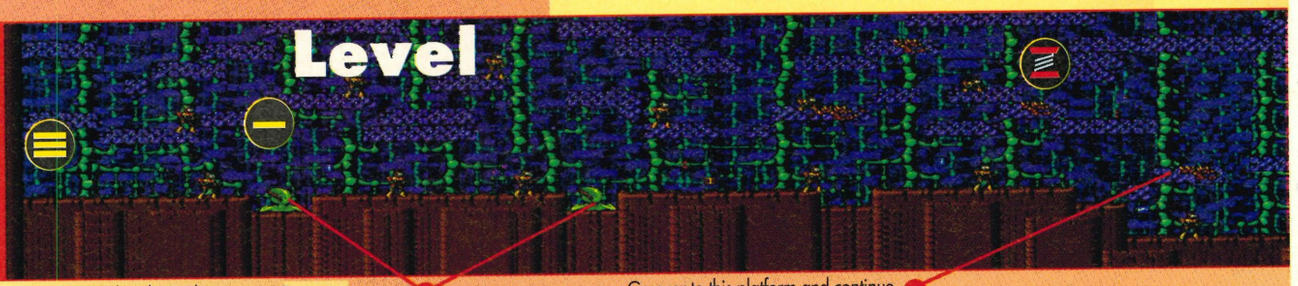
Use these trampoline remotes to bound up to the top. When you arrive, go to the right, kill the floating laser box and continue left to grab the rocket weapon. Go back the way you came and continue right.

Grab and use the umbrella remote to float down to the teleporter stars. Then it's on to the next level.



Level

Another new-look world with a host of new foes. Amongst the strange creatures lurking in the treetops are man-eating plants, Chinese dragon-like critters. and walking blob mutants. Along with the foes come a complex network of platforms and a large number of weapons and remotes.



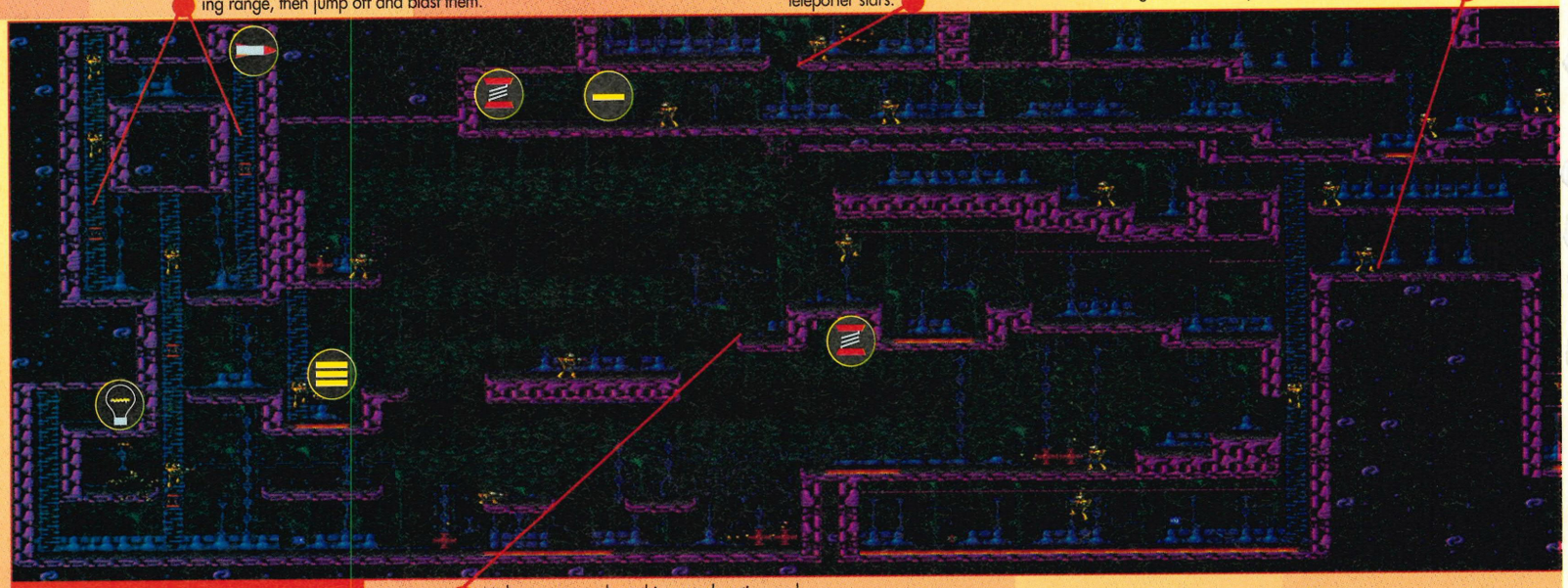
Blast these plants away! Do not attempt to leap over them as they spit out bullets that knock down your power.

Go over to this platform and continue up and to the right until you come to a dead end. Watch out for the dragon creatures as they bend around and come back for more. Shoot them down until they are completely gone.

As you go down these ladders there will be electrified sliders coming up to milk your energy. The way to get around them is to stand on the ladder until they come into firing range, then jump off and blast them.

Keep a trampoline remote in reserve in order to get up to the teleporter stars.

Continue along this way and when you get to the end of the platform, leap over to the next one. From there, activate a trampoline remote to go up through the gap above. Press up and grab the rail, then use another remote to get to the main platform. This is the short cut.

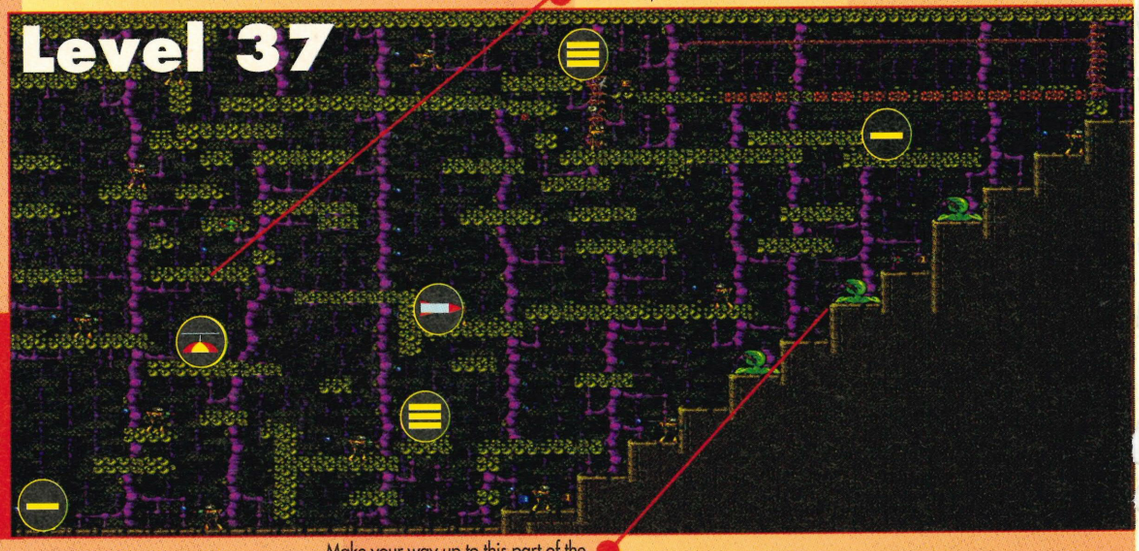


As in most of the larger levels, there is a short cut to this one. Using it will save time and weaponry. As you go through the level you will come across some more air jets. Some of these will help rather than hinder. On the final run, remember to keep a trampoline remote in reserve for the final jump up to the teleporter stars. Also keep plenty of weaponry handy as a lot of rockets will fly in towards the end.

Make your way along this central section and keep going until you get to the large ladder to the right.

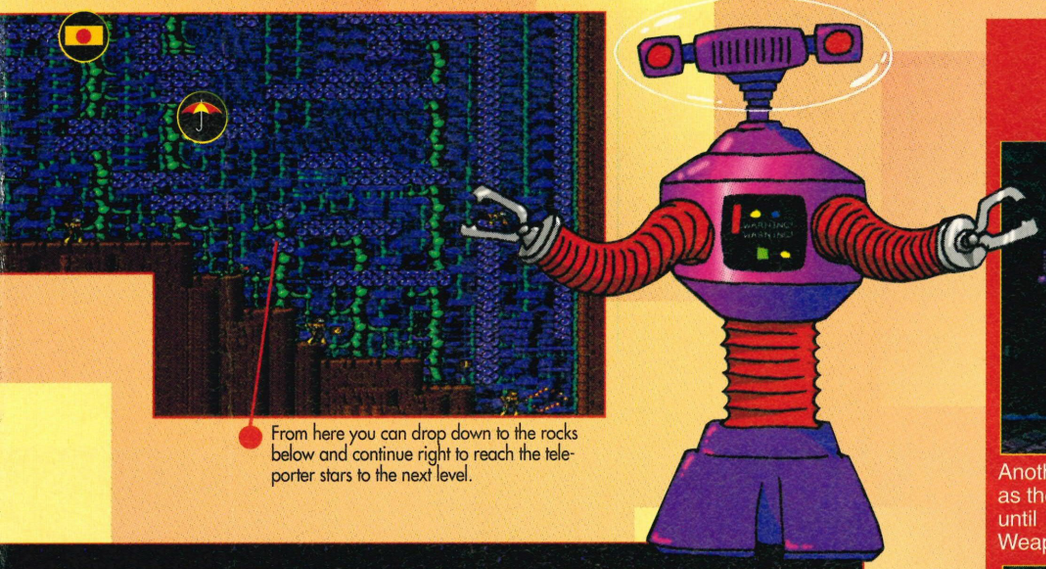
Keep moving left, hopping across the plinths, and head for the top left hand corner of the map. A dragon will creep out of the woodwork here, so cut it down to size.

Level 37

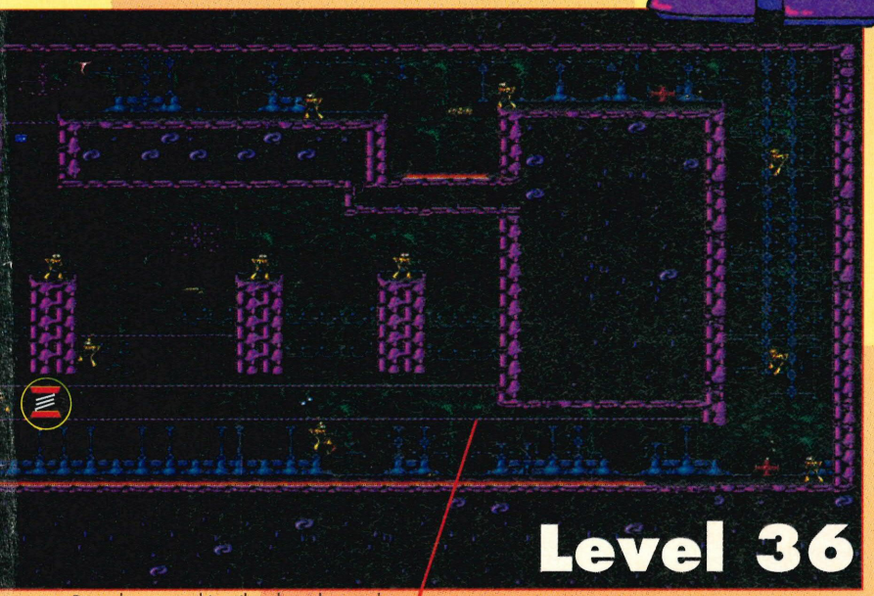


Another complex mass of platforms are the biggest problem in this level. The same enemies appear as in the last treetops level but there are fewer power-ups and less time to complete the level. Use your remotes sparingly as you will need them for the last section to get to the finish.

Make your way up to this part of the central hill, terminating the plant creatures as you go. From there, leap left onto the leafy platform



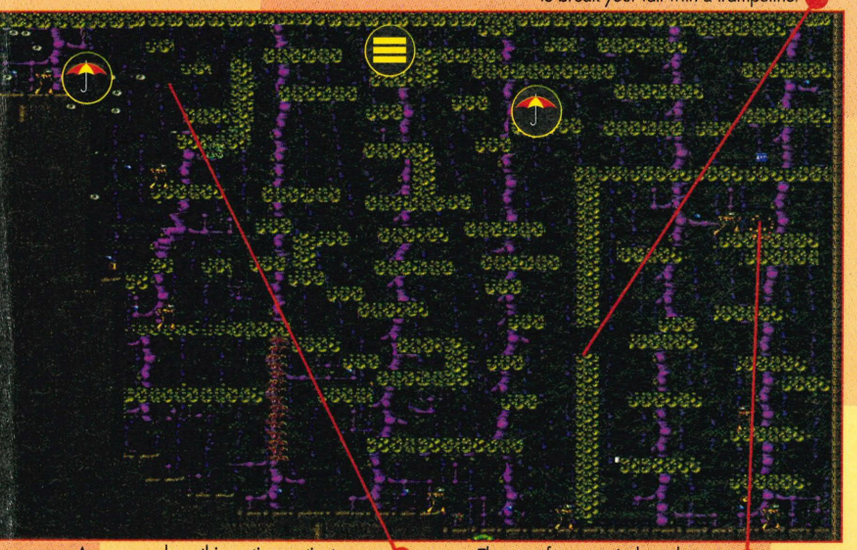
From here you can drop down to the rocks below and continue right to reach the teleporter stars to the next level.



Level 36

Drop down onto this rail and go along to the end. You will then find an air jet to throw you up to the top plinth. From there go left. Get ready to shoot as enemies fly in.

This is the only way into the section that contains the end stars. Get to it from the platform just above, but because it is a tight fit be ready to break your fall with a trampoline.



As you go along this section, activate your shield to avoid being squashed by the extremely heavy rain. Also use the umbrella remote found at this point to make it across to the stages to the right of the drop.

The use of remotes is the only way to make it up to the teleporter stars.

Level 38



Another guardian level. This is one of the hardest to complete as these skeleton mutants just keep on coming. Shoot at them until their heads fall to the ground and keep your distance. Weaponry will appear quickly so grab it.



When one of the guardians appears, another drops down to take his place. Some of them will jump at you to wear down your energy and others will shoot at you. Keep moving away.



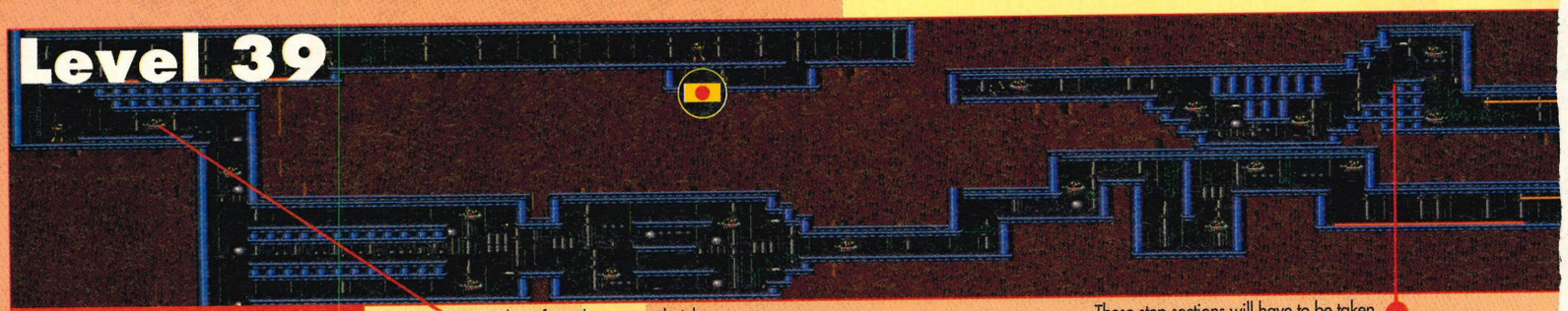
As the guardians keep on coming, so do the weapons to grab. You will notice a build-up of heads on the floor. Each head you blow off will stay there for the last section .



As you have been killing the guardians and grabbing the weapons there will have been a shield to gather. Now is the time to use it while you constantly fire at the heads that have come back to life and are flying around.



Level 39



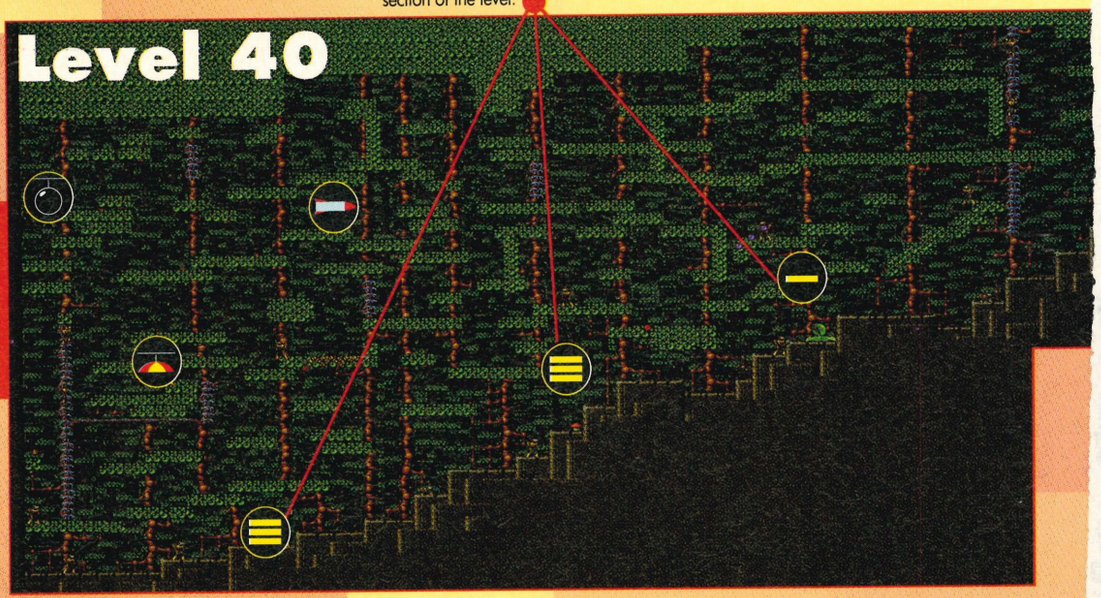
Level 39 offers another colossal buggy riding task. Time is the most important factor once again, although trying to keep your power high can get difficult. Do not waste time exploring the level – just try to get through it at top speed. The only real hazards are the spinning saucers and the currents of electricity that are scattered around.

Run along from the start and pick up the buggy here. Drop down the first corridor and take the middle channel at the bottom of the drop.

You have quite a lot of time to do some exploring so collect all these triple and single shots for the second section of the level.

These step sections will have to be taken at top speed as your time will be close to nil. The teleporter stars are just beyond the second section of steps.

Level 40

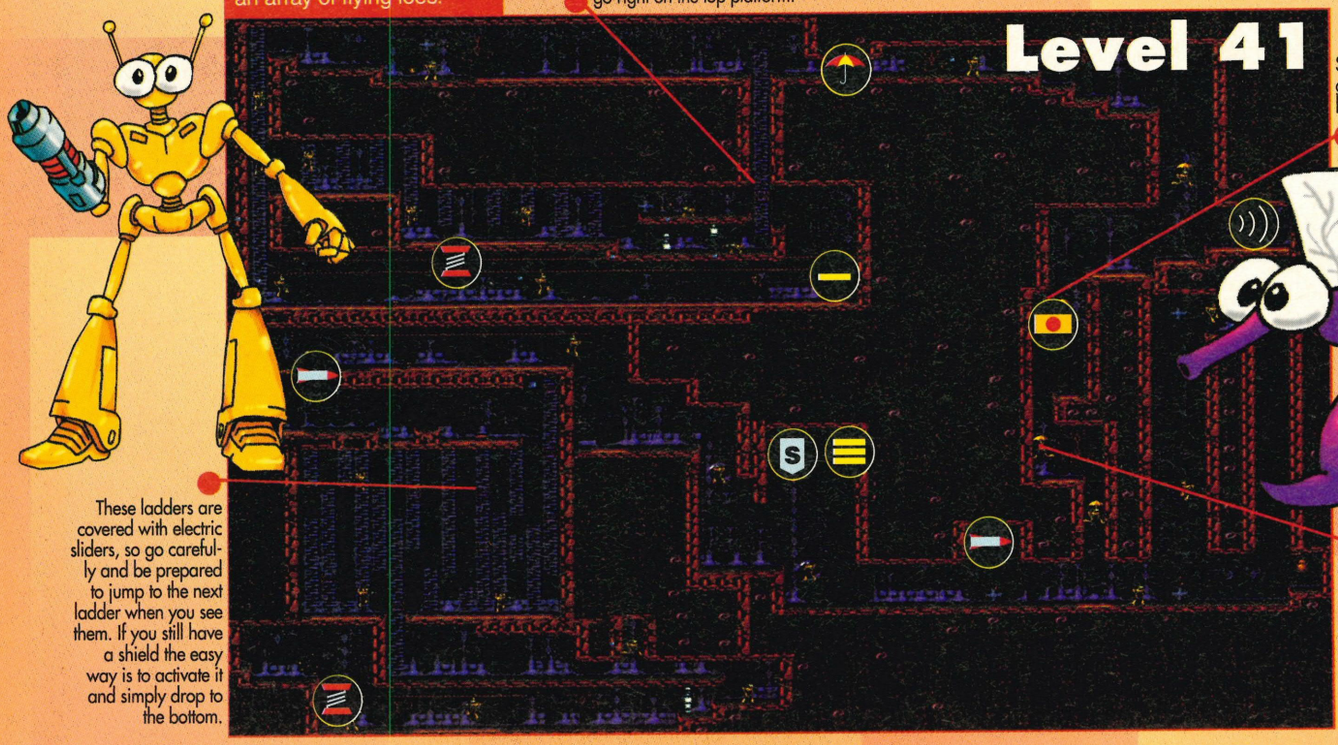


This is the largest of the treetop levels. It has a lot more rivals to deal with than in previous tree levels and requires a lot of skill when using remotes. There is a network of ladders that appear as blue plants clinging to some of the trees and between a number of them are rails to get from one to another. The collecting of shields and trampolines is very important.

The first section of this level is a dead end, so the direction from the start is right. Pick up the umbrella symbol and use it to float right down to the bottom of the map on the right hand side. The biggest threat to power reserves are the sliders on the ladders and an array of flying foes.

There is no need to go down either of the first two ladders as they loop around on each other as a dead end. Instead, go right on the top platform.

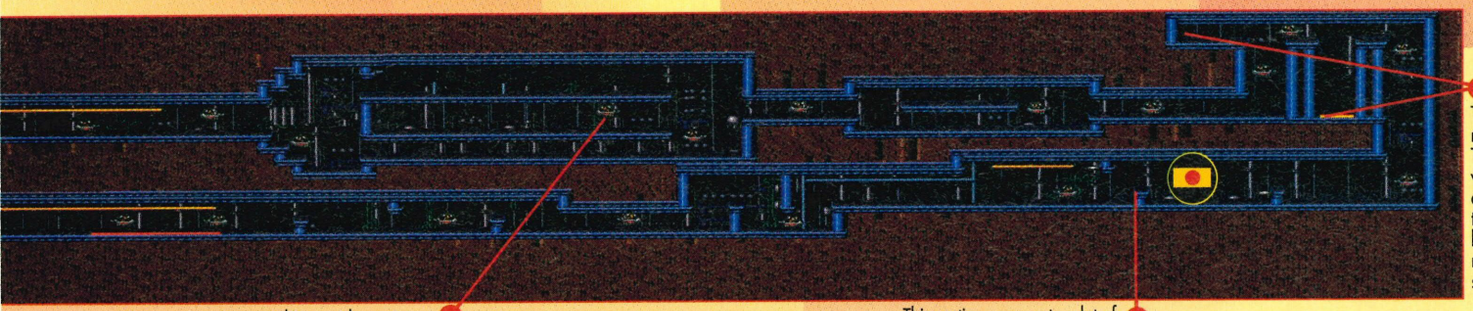
Level 41



Slide your umbrella left to grab the extra power located here.

These ladders are covered with electric sliders, so go carefully and be prepared to jump to the next ladder when you see them. If you still have a shield the easy way is to activate it and simply drop to the bottom.

Use the umbrella remote to get right down to the bottom of the maze. You can control the direction by pushing left or right to get around the lava plinths. On reaching the bottom go left.



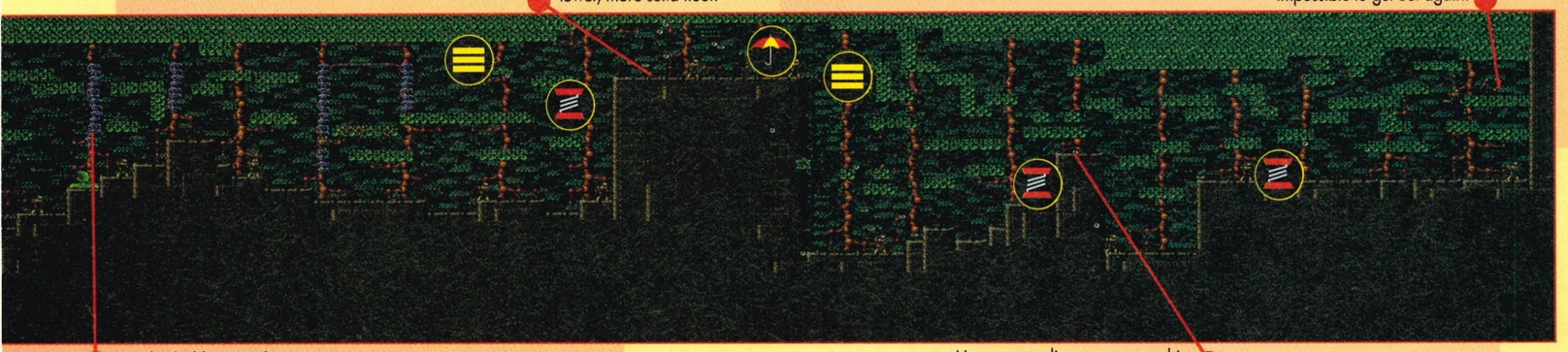
These dead ends must be avoided. The time that it wastes by doing down them and then coming back can be as much as six or seven seconds.

Do not enter this corridor as it is a dead end. It is also close to the end of the level and avoiding it may be the difference between success or failure.

Activate a shield as you run along this floor. It will start to rain acid as in the last tree level. When at the other end make your way down to the lower, more solid floor.

This section can waste a lot of time if you do not take it as smoothly as possible. Drive just above this point and you will go through a clear channel.

The teleporter stars are here and it will take two remotes to get here from the lowest level. Do not enter the platform below because it is impossible to get out again.

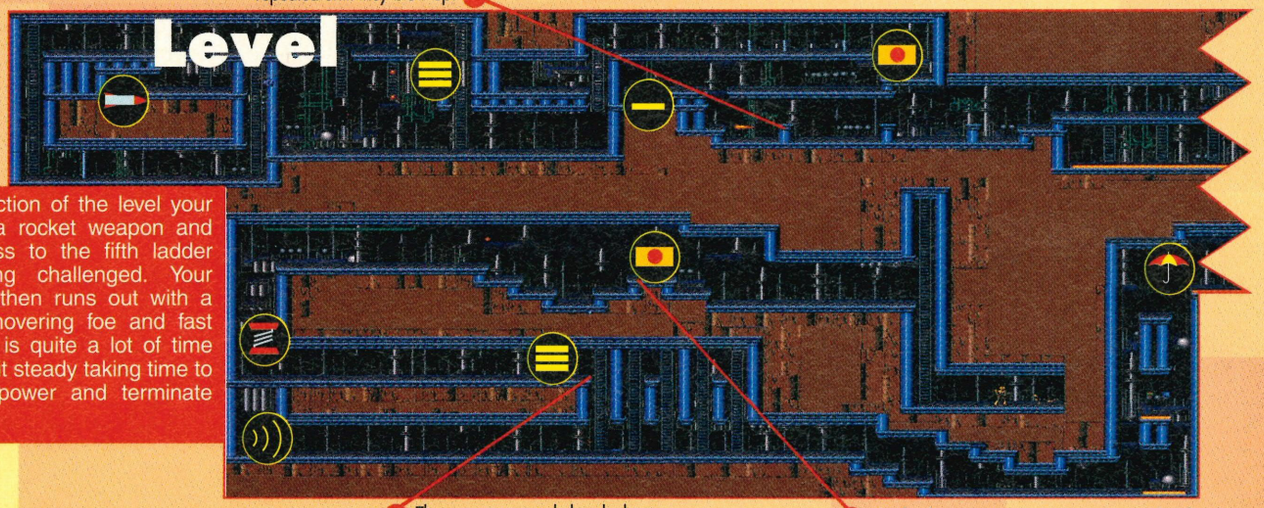


Use this ladder to make your way right on the higher platforms. There are fewer enemies if you go this way and more remotes to collect.

These blue blocks will reveal cannons as you go along. The best way to get past them is to wait until they come up, shoot and duck quickly. This should be repeated until they blow up.

Use a trampoline to get up to this section and use a further two trampolines to get as far over to the right as you can. Save some sort of remote that can elevate you for the final spring to the end stars.

Level

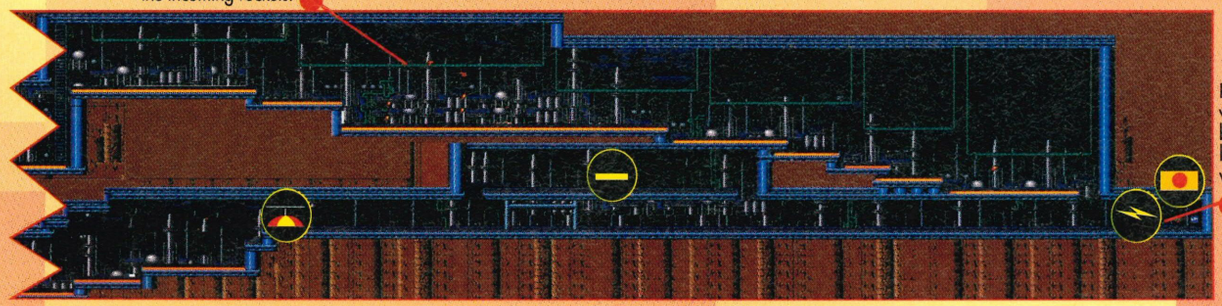


In the first section of the level your can pick up a rocket weapon and make it across to the fifth ladder without getting challenged. Your good fortune then runs out with a multitude of hovering foe and fast robots. There is quite a lot of time spare so take it steady taking time to protect your power and terminate the enemies.

There are two purple bombs here that need to be picked off before they start spitting out fire balls. Use a lightning weapon to take them out quickly and with one shot.

The final opposition to overcome is another fire-spurting bomb. Drop down to the lowest plinth and fire like mad until it dies. Then simply go right, collect the extra power and climb down the ladder to the teleporter stars.

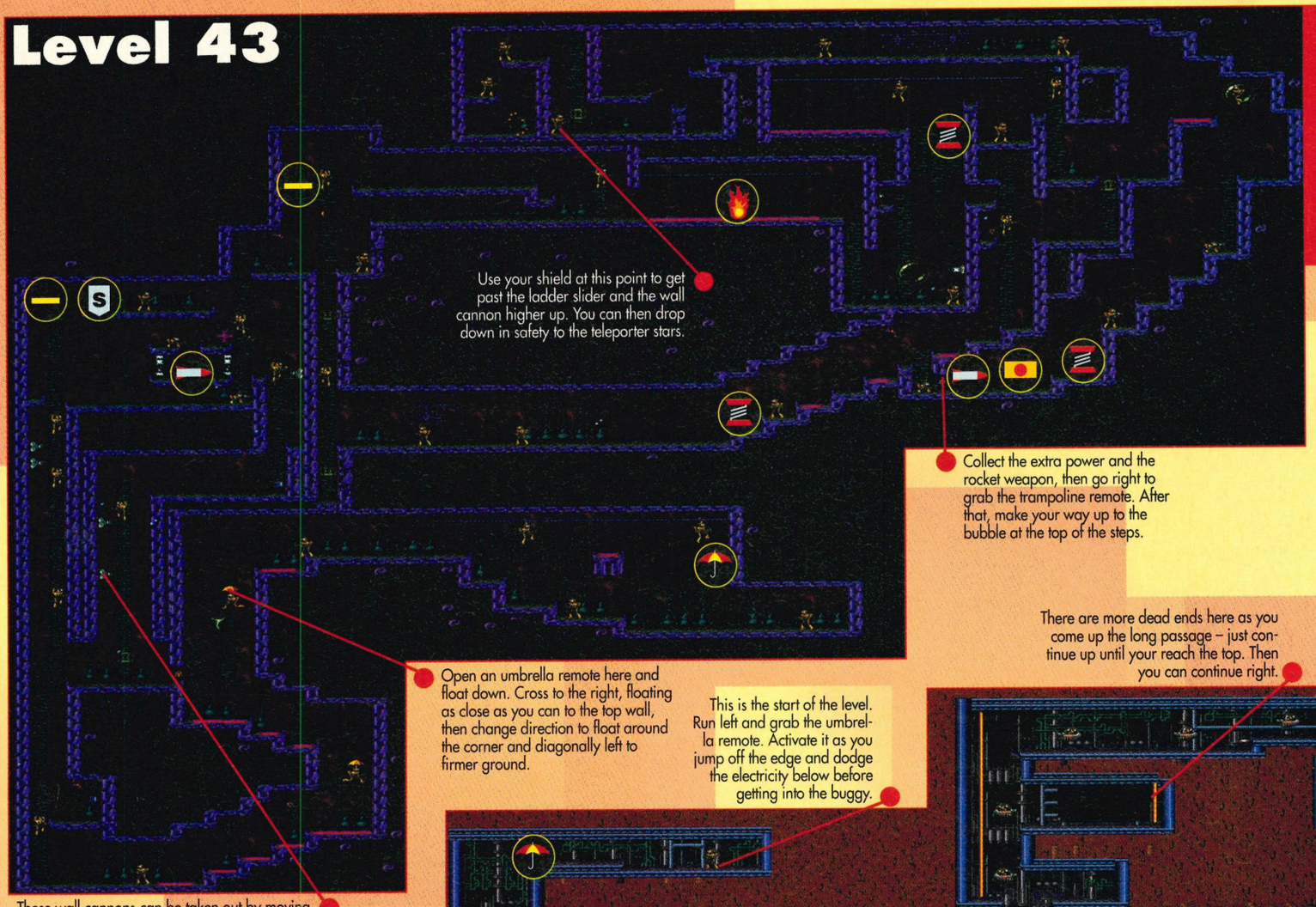
Slide down these rails to the end, drop off and push right to catch the other one. Shoot single shots all the time to defeat the incoming rockets.



Extra power and lightning weaponry can be found here before going left. As you go, look out for the two robots waiting for you.



Level 43



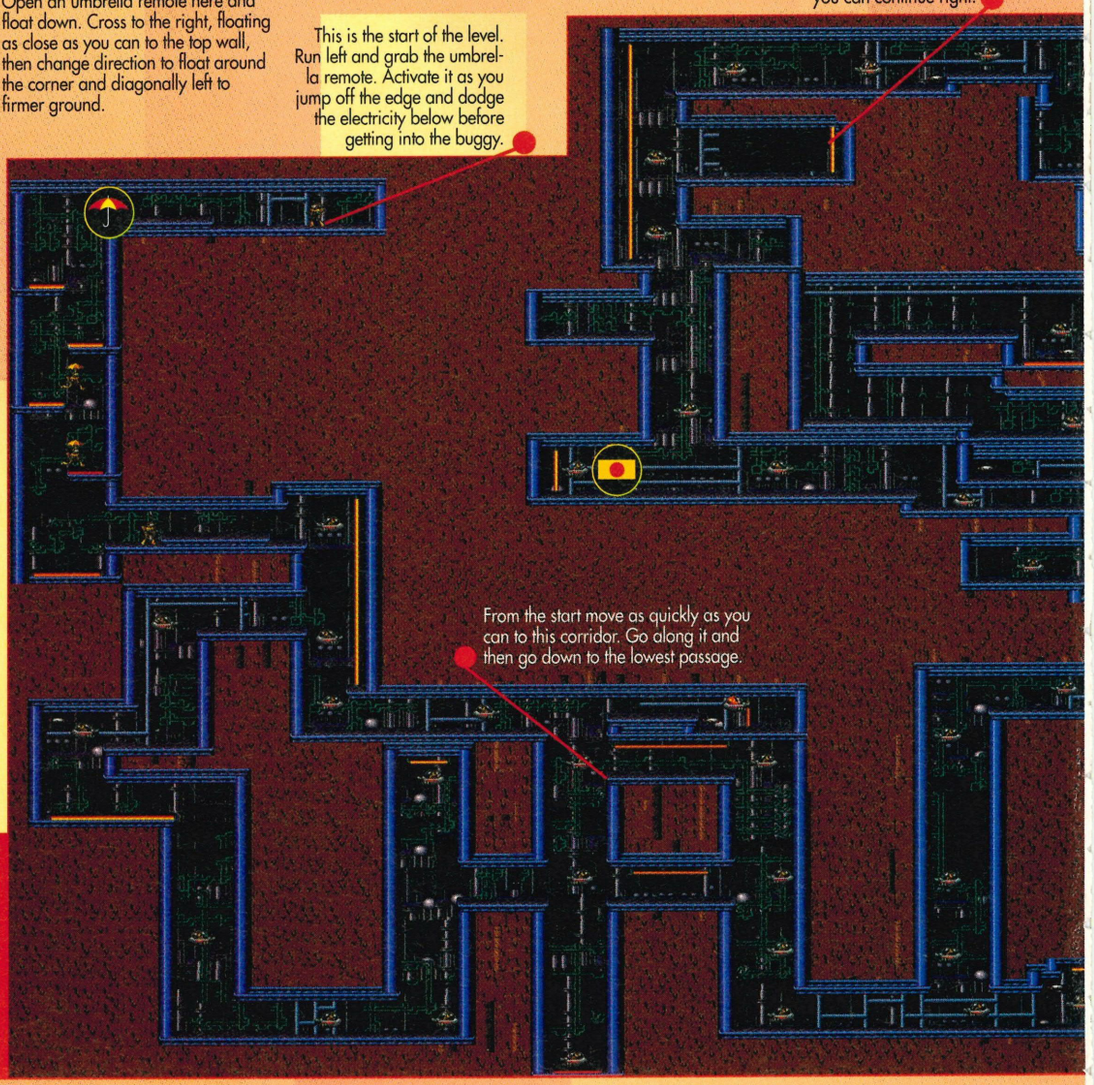
Use your shield at this point to get past the ladder slider and the wall cannon higher up. You can then drop down in safety to the teleporter stars.

Collect the extra power and the rocket weapon, then go right to grab the trampoline remote. After that, make your way up to the bubble at the top of the steps.

There are more dead ends here as you come up the long passage – just continue up until your reach the top. Then you can continue right.

Open an umbrella remote here and float down. Cross to the right, floating as close as you can to the top wall, then change direction to float around the corner and diagonally left to firmer ground.

This is the start of the level. Run left and grab the umbrella remote. Activate it as you jump off the edge and dodge the electricity below before getting into the buggy.



These wall cannons can be taken out by moving in just below them and firing in their direction with a triple shot.

From the start move as quickly as you can to this corridor. Go along it and then go down to the lowest passage.

PASSWORDS

BOB has 48 massive levels that grow in difficulty as you go. The following passwords will take you to every fourth or fifth level in the game.

171058	462893
950745	583172
472149	743690
672451	103928
272578	144895
652074	775092
265648	481376

This is the last and toughest buggy level. Time is short and the maze is huge, with plenty of wrong ways to go and dead ends. Foes await around every corner, gagging to sap your power and there are more electric fields, both horizontal and vertical, to punish anything less than perfect driving. Do not dilly dally on the long straight corridors and try to take all corners as cleanly as you can. The last thing to remember is to protect your energy as there isn't much going spare.

In this helping of BOB there are loads of extra weapons and power to collect. This makes it quite a challenging level, though, because all the remotes must be used at a certain time. There are also some difficult bubble rides to take and what seems like endless enemies flying in on the final stretch to the end stars. The main mode of transport is once again the rail system but there are parts that need superb skill with remotes, especially the umbrella section near the beginning of the level.

SUMMARY

GAME NAME: BOB
TIME TO COMPLETE: 8 days
HIGHEST SCORE: 6,330,100
NUMBER OF LEVELS: 48
CHALLENGE RATING: hard

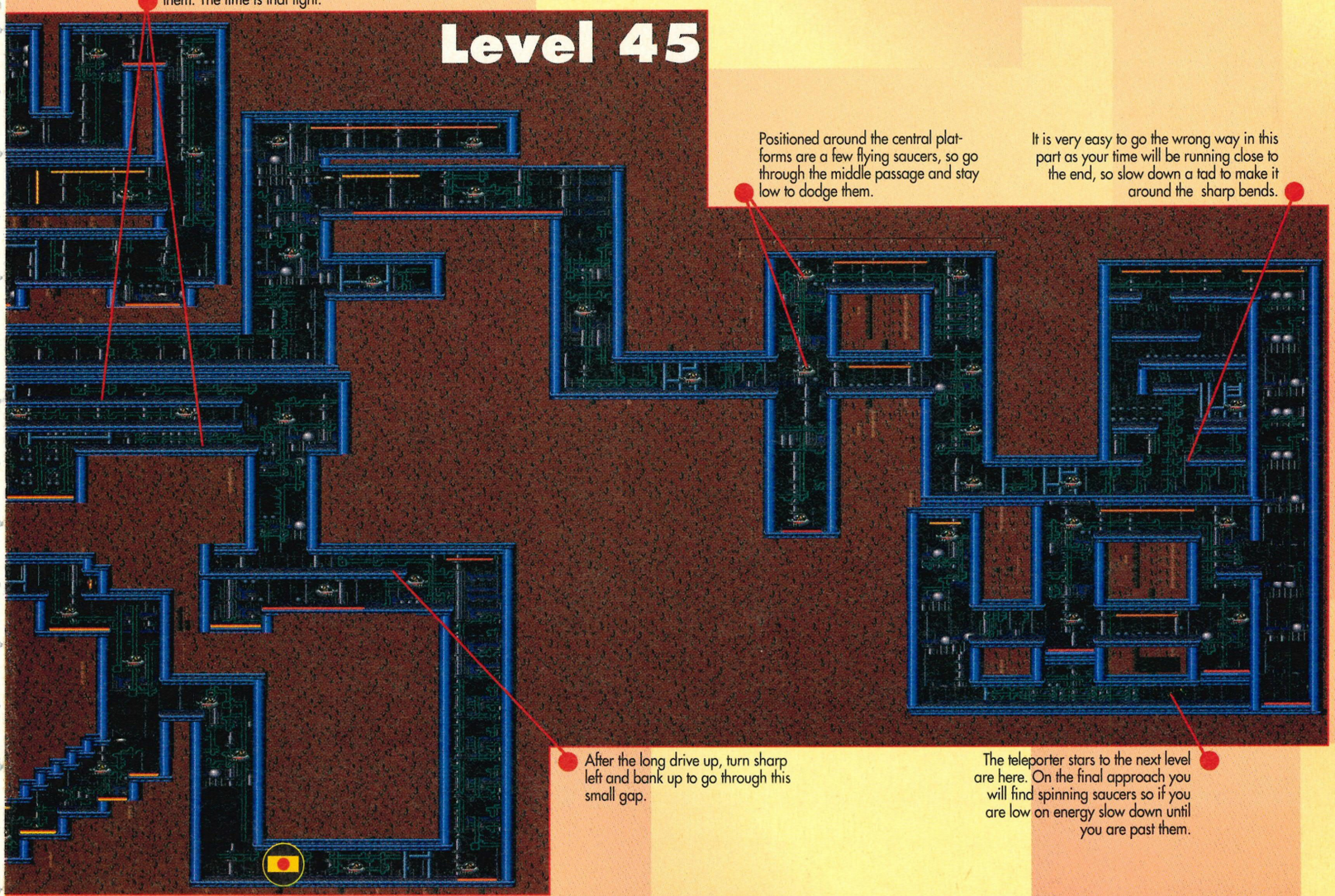
If you think you can beat the pros at SUPER XS on any of the games covered in this issue, why not send in your high score, together with proof to SUPER XS High Scores. The address is at the front of the mag.



Level 44

This guardian section is the hardest in the game. This big green skeleton is hard to dispatch at first, but with practice you will spot his weaknesses. First of all, you face the full body version who has two stumpy arms on which cannons are mounted. These need to be taken out first by shooting everything you have at his head. The skeleton will float around the screen in the same way every time. This is a near figure-eight movement from left to right. He will then float up to the top of the screen and almost disappear from view. This is the chance to grab the advantage and throw yourself up to collect extra weaponry as it appears. When you have caused him enough pain he will partly explode, leaving only his head to float around from side to side. As he moves, strange mouth creatures will appear and start to pour their chemicals down on you. All you have to do is stay in the middle and move slightly to the left and right, following the heads' direction. When you have him dead centre shoot up at him – keep on blasting until he bites the dust.

Level 45





Level 46

There are a lot of wondering rockets and wall mounted cannons in this level, so crawl along some of the corridor, firing as you go. There is plenty of time to complete the level so concentrate on protecting your power and destroying all rockets and cannons. You will need to use remotes sparingly as there are plenty of difficult jumps ahead.

Leap between these podiums with care. If you fall between them active trampoline remotes to avoid the huge electric current below.

Use the umbrella remote to float in between these power sapping platforms.

Head directly for this ladder as going up the others will simply waste time.

Cartridge supplied by:
Electronic Arts,
Tel: (0753) 549442



Take a bubble ride to this platform and fire constantly as you walk along. Rockets are flying in quickly so duck and shoot as you go.

Make your way to this point to take the teleporter stars to the final level. On the approach keep shooting because rockets will fly in to catch you out.

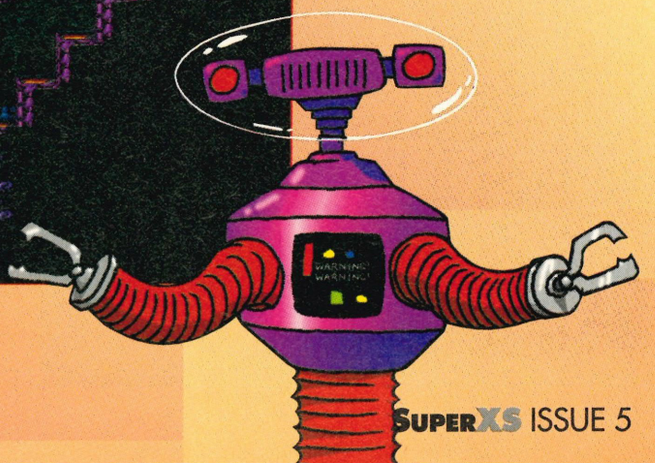
Level 47

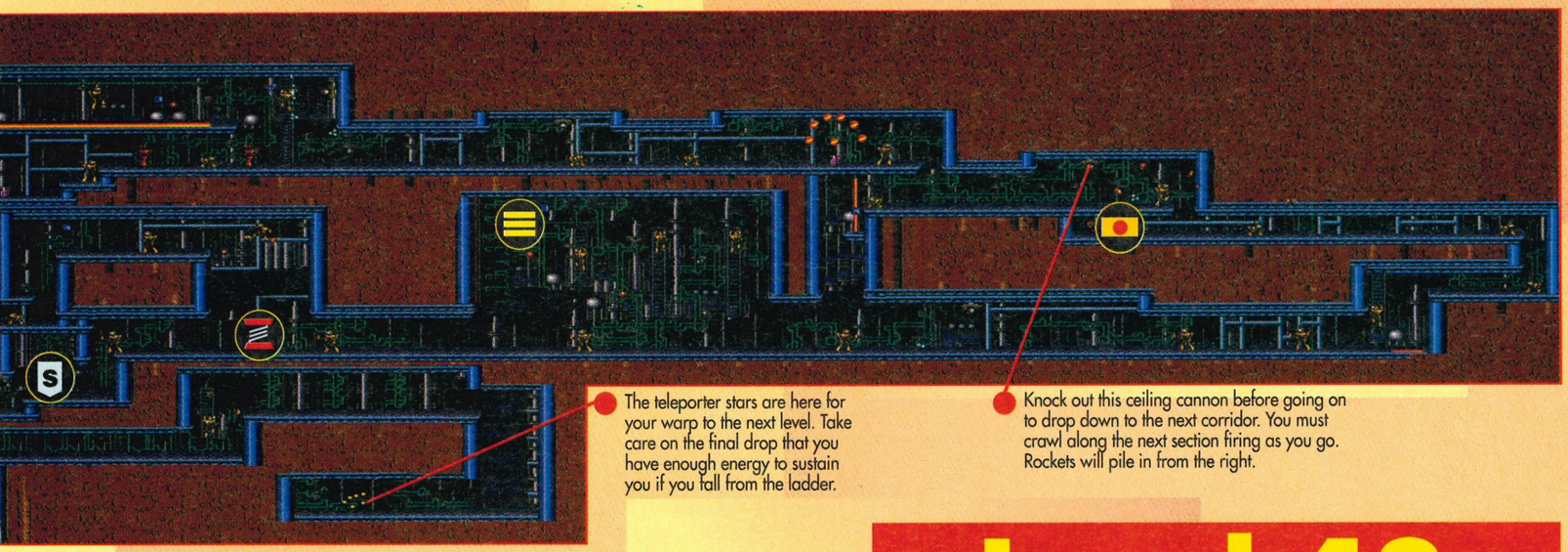
The penultimate level is the hardest of the game. Your power will be under constant attack from mutants and stray rockets, so use quick reactions to shoot and punch away the incoming fire. Ride the bubbles to higher platforms to save on remotes.

To get across this section you must hop on these collapsing plinths. Move with speed and use a remote if you fall.

Flying foes are a threat to your life at this point so grab the rail and blast them all away before continuing left.

Leap into the bubble at this point and ride it up to the next platform which is not electrically charged.

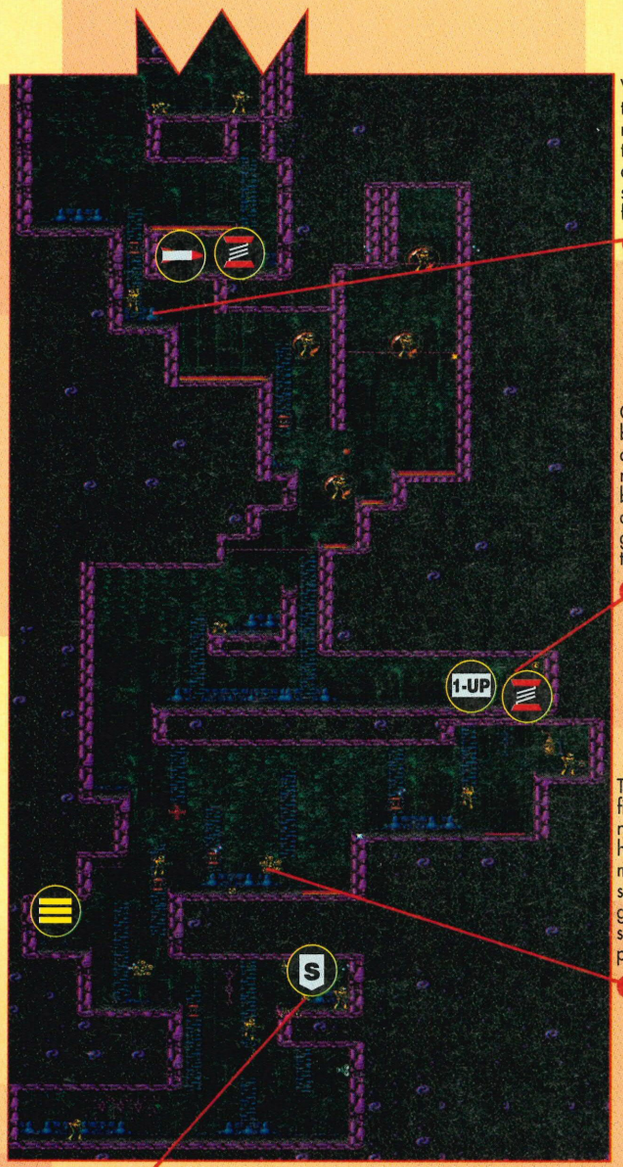




The teleporter stars are here for your warp to the next level. Take care on the final drop that you have enough energy to sustain you if you fall from the ladder.

Knock out this ceiling cannon before going on to drop down to the next corridor. You must crawl along the next section firing as you go. Rockets will pile in from the right.

Level 48



When riding the bubble try to get up to this point. It will need some quick reactions to miss the corners, but the alternative is using your shield to get of the electric field.

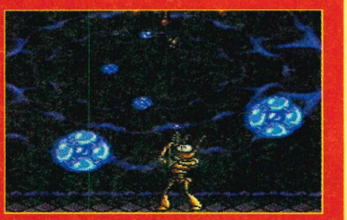
Collect these power-ups before climbing the ladder. The trampoline remote can be used later, but the more important and rarer extra life is the glittering prize for coming this far.

These are all very difficult platforms to negotiate. Rockets, hovering cannons and mutants have to be slain before you can go to the top of the section to collect extra power.

Kill the ceiling mutant that will drop down and collect the shield for later use. Carry on left via the ladder and fire off a few rounds at the hovering cannon before moving up.



We have come a long way to get here, but here we are! The final guardian begins as a spinning cross. As it spins, bombs will drop down, so you must dodge them while firing up at the centre of the wheel.



As the spinning wheel explodes large balls of energy begin to rain down on you. Dodge them and collect extra weaponry as it appears at the top of the screen. Shoot the balls if they start to bounce around you.



The extra weapons will still keep appearing and you must try to get most of them as a massive spinning ball appears. Jump around it and over it shooting as you go. Activate a shield now.



The spinning ball will turn into this elephant-like head which will dance around the screen trying to flatten you. It will also drop bombs from its trunk so shoot it directly with everything you have got while your shield still works.

The Happy Ending

BOB has made it to his date and you have completed the game. But all the woman can do is bend BOB's ear for being so late. Perhaps life in the future will not change that much after all. The end of an epic game!





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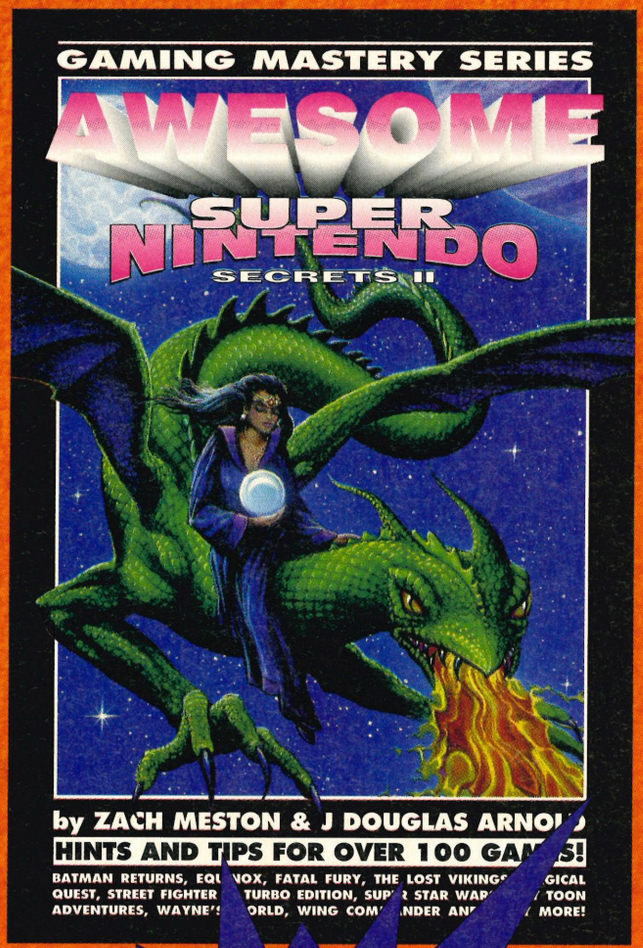

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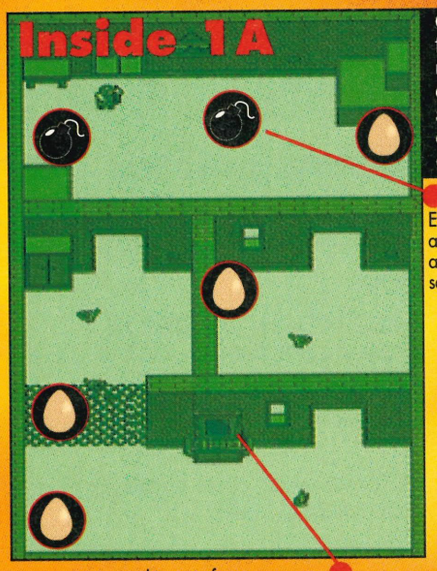
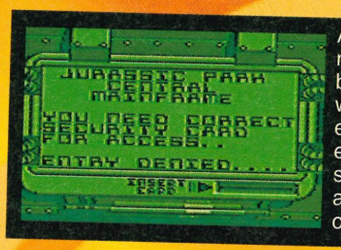


On entering the first building you'll soon find that not all the question boxes are up for grabs. Indeed the first one you come across will be activated if approached and detonate the bomb contained within. This decides instant death and the loss of one life!

Even though there are only four eggs in this area, it's better to avoid the raptors than take them on. Collect or destroy the eggs and an access card will be revealed; allowing you to enter the second building. Simply do the business and make a quick exit.

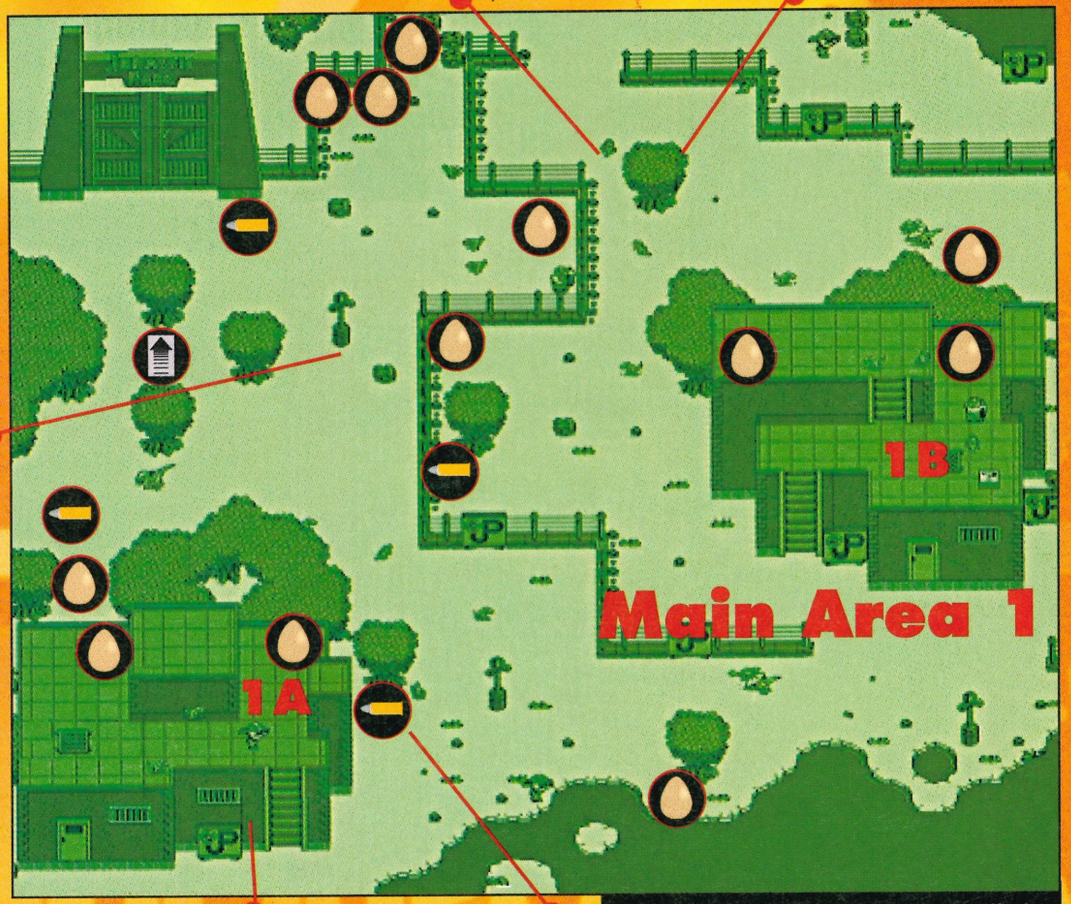


Access denied! When you move up to a terminal you'll be given a message. This will come in two forms, either you'll be given the entry signal to the next stage or you'll be blanked and told you haven't got the correct access card!

Leave this main frame computer alone. If you try to access it, you'll be denied and suddenly attacked by a spitter. Better safe than sorry, eh?

After shooting a dinosaur, hang around for a moment and collect two bullets that are left behind. You should have enough ammo to get you through if you continue to do this.

Try not to stray too close to the trees and shrubbery, you can bet there's a dinosaur lurking ready to attack your energy.



Push up against the lamp posts to get information about the tasks you need to perform. Mr DNA will pop up for a chat, or he may deny you access to the information!



After finding the access card in the main area you must enter the first building here and discover that there are even more eggs to collect or destroy.

Find the selection of weapon power-ups as you dash around. It's often better to avoid conflict with dinosaurs, rather than taking them on. Concentrate on the mission.

Right from level one you find yourself slap bang in the middle of the park with dinosaurs running amok. Quickly grab the ammo for your gun and get blasting, then seek out and destroy all 12 eggs that must be found before you can finally enable the gate control terminal and flee through those huge gates.

If it's not Jurassic – it's extinct! That's the message straight from the Ocean HQ in sunny Manchester. An Ocean of cash has been poured into developing the *Jurassic Park* titles and the Game Boy version is the second to be busted this issue! You play Grant and your mission is to rid the park and the surrounding island of all dinosaur eggs, whilst locating several access cards enable you to enter buildings and restore the power, before being airlifted to safety from a distant helipad. Frantic shoot-'em-up action ensues in the struggle. This is our most desperate hour!

GAME BOY

JURASSIC PARK

OCEAN ● ARCADE ADVENTURE

JURASSIC PARK

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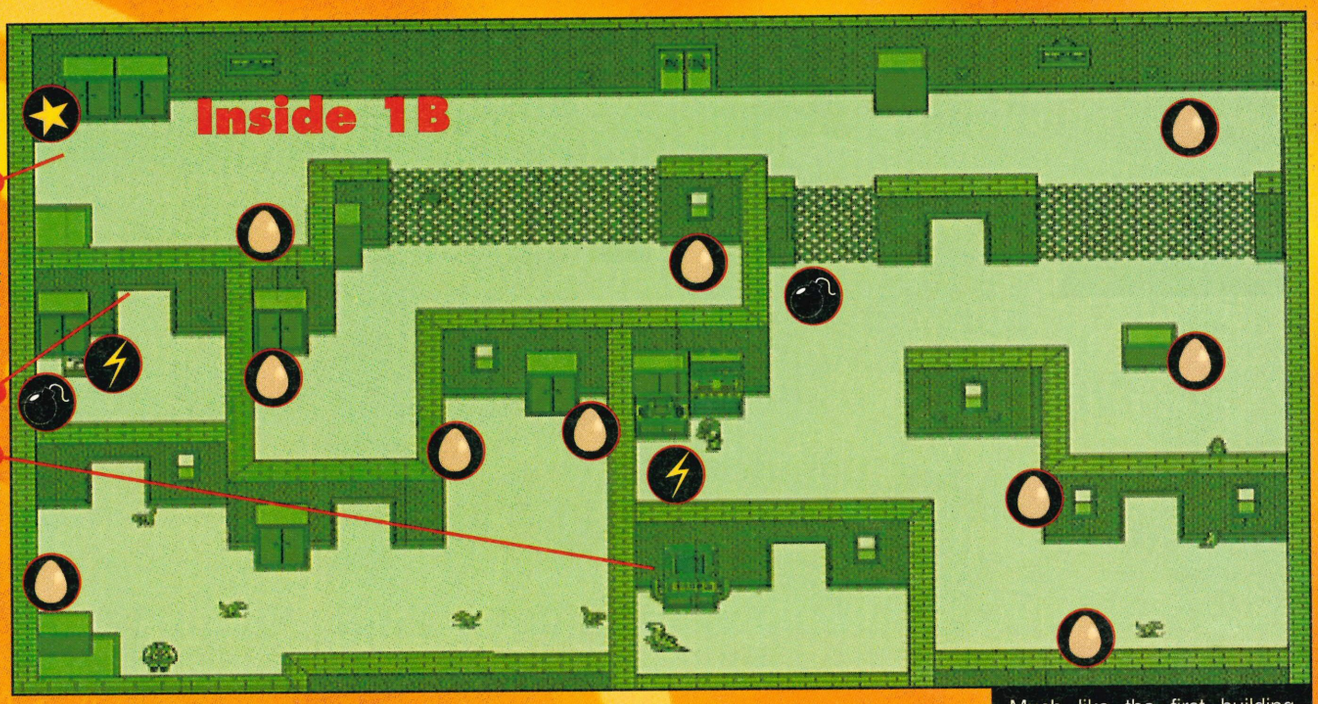
Inside 1B

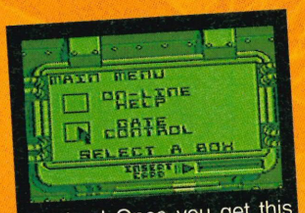
On entering this building, quickly move over to this question box to be given the cloak of invincibility. Now's the chance to take out all the dinosaurs as quickly as possible.

As you collect the eggs, your energy may be severely dented by the onslaught of dinosaur enemies. Take time out Billy, and get through this door for the energy box. Beware of the bomb however!

Once all of the ten eggs have been destroyed, get yourself to the terminal here and log on. The main gate will be opened and you can access the second level.



Much like the first building you've already explored, this has all the dinosaurs you need in one day ready to attack! Battle your way through to all the ten eggs as shown and you'll be able to make the correct access to the terminal. All of a sudden Mr DNA is most helpful.

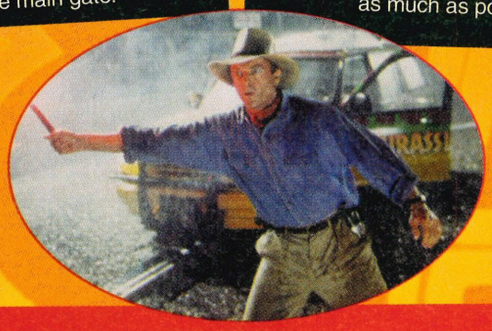


Wa-hey! Once you get this message from the main frame you have successfully completed the first level. Select the gate control menu and make your way to the main gate.

Level 1 Guardian



The triceratops are on the stampede and you must save the defenceless female from being trampled underfoot. Move straight up to her and she'll follow your every move. This means you must move between the triceratops in a way that your girl will equally be saved from the thundering hooves. Really only skill is involved. Keep facing forward as much as possible and make your move as soon as a they appear.







Key

Use this difinative guide to all the power-up's, access cards and deadly booby traps and you'll know exactly what's just around the corner. No nasty surprises!



Ammo for your weapons lie all over the park. Check the maps for their location every-time!



It's the golden star of invincibility! We all know what that means, yeah! I'm coming for ya, 'raptor-breath and your scaly ass is mine!



NRG! It's that icon that always scrapes you from the jaws of death. Off load your stress and fill up that bar.



Getting the right access card at the right time is imperative for progress Follow the icon and the text relating to it, or you'll be turned away.



Put all your eggs in one basket? Absolutely! Collect all the eggs to be sure of victory over the scaly ones.



Boom shake the room! That's just as it happens if you stray across one of these babies. Steer well clear as they damage energy or even take a life.

Many thanks to Derk Adams of the Natural History Museum Photographics Unit.
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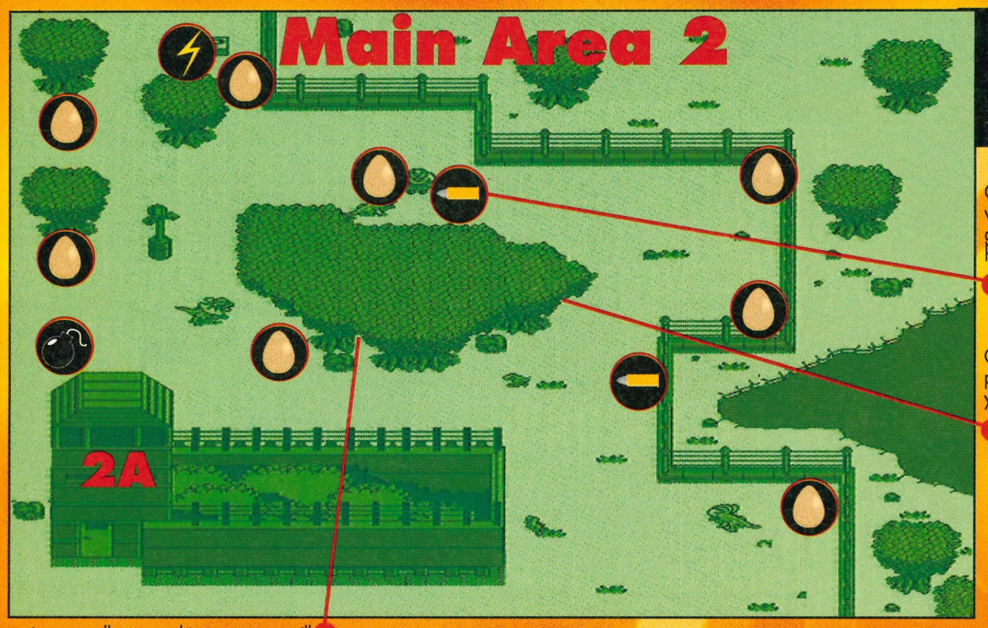


You now find yourself in another part of the park and the area's just teeming with you-know-who. Collect the necessary eight eggs here to move into the building. The access card will only be submitted if all eggs are collected!

On the second level you'll be blessed with a more powerful weapon – the grenade launcher. Pick up the bullet icon here to stock up the Rambo arsenal.

Going under the bush as it were is a dangerous occupation! There are often power-ups to be found, but you're more likely to bump into a deadly dinosaur!

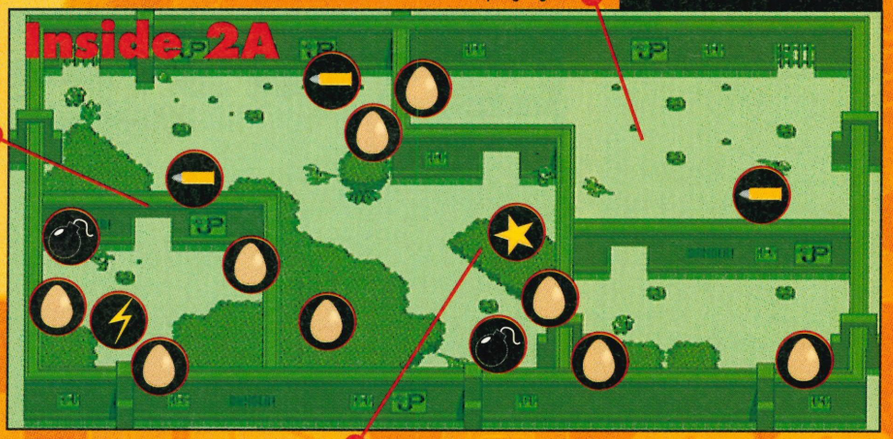
This building is infested with dinosaurs which can hide under bushes and leap on you without notice. You need to take out ten eggs in this area before you can make a quick exit through the gate on the top right.

This should be the final room where you find the last egg. Now you'll be able to leave this building via the top right gate.

As you walk near to this tree area you'll disturb a spitter, so be on your guard. Use the newly discovered grenade launcher to quickly take it out.



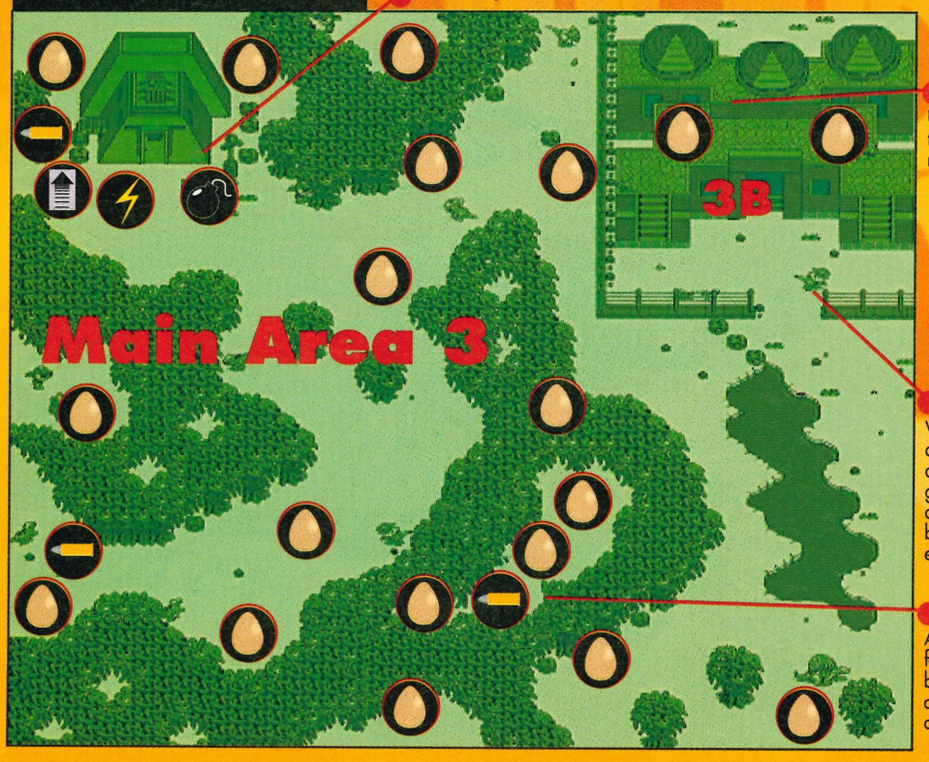
Firstly, get yourself into this room where you'll quickly find three eggs and an energy top-up.



The main area here has no fewer than 19 eggs to locate. Carry this task out first; using the map to find them all, then take the access card at the top left to enter the pyramid shaped building for the next stage.

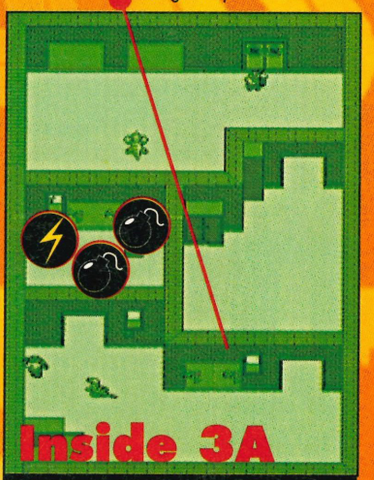
The access card found in this area will allow you to enter this building.

Be sure to look everywhere for hidden items. This clump of trees hides a secret invincibility icon.



Use the ladders to get up onto the roof, where you'll discover more eggs to destroy.

This is the second power switch panel. Simply walking closely across the front off it will throw the trip switch up and get the power on.



Walk around the stream and into this pen area. A dinosaur will be waiting, so get ready to blast it. As long as all the 19 eggs have been collected, you can enter the building.

A new type of weapon can be found here. It fires off three bullets that expand outwards and take out any unsuspecting dinosaurs in the area.

This is the inside of the pyramid building at the top of the main area. Your aim is to walk close to the two panels with on/off power switches. This act will restore power to the terminals in the next building.

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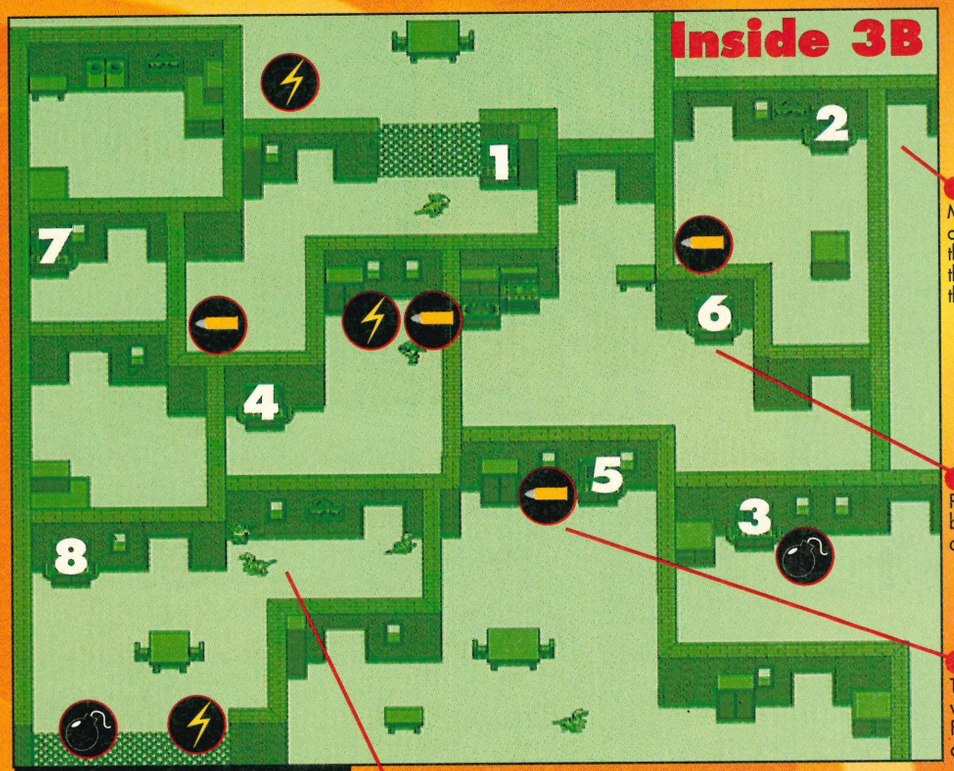


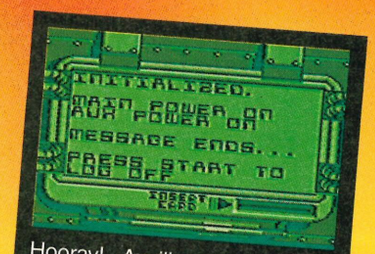
There are eight terminals in this building which have to be booted up in a specific order. Follow the route to each of the numbered terminals shown and you'll be given a message to say you're following the correct sequence.

Make your way towards this corridor from the entrance, then zig-zag your way through the doors to reach the first terminal.

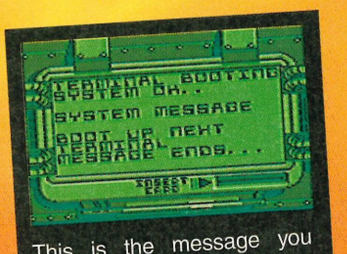
Push up into a terminal to boot it up. Mr DNA will appear with his message.

The three-way bullet icon here will give you a better advantage. Fire when close to the walls to cause the most destruction.

Small dinosaurs are the main threat here. Take advantage of the ammo to be found and keep blasting!



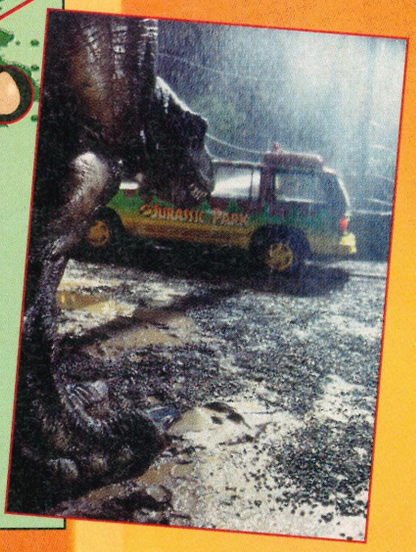
Hooray! Auxiliary power and main power is now fully restored. All the terminals in level three must now be booted up!

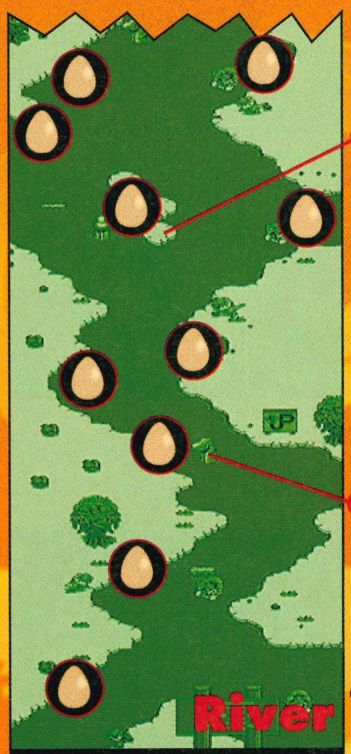


This is the message you should be getting if you power-up the terminals in the right order.



After avoiding the Nessies, make your way up to the jetty at the top of the map where you can jump out of the dingy and move into the second part of level three.





Around the small islands the current can be fierce. If you find you can't make any headway, let the current take you and approach from a different angle.

The large dinosaurs swim around in circles. Wait until it's moved past, then frantically row to the next egg.

The game takes a different angle now as you board a small dingy and attempt to row up river. Your hazards here are giant Nessie dinosaurs. Simply row around them!



Level 3 Guardian



A Tyrannosaurus Rex is on the rampage and you must save one of the film's American child-brats from being turned into lunch. Move up to her and run left. When the T Rex appears, stop dead. As a T Rex's sight is based on movement, he won't see you and slink off. Keep moving to the left and repeat the process.

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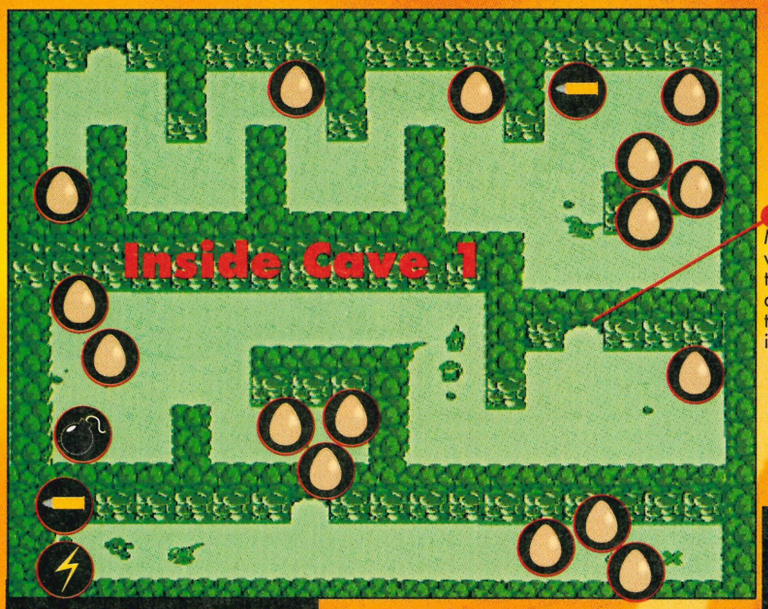
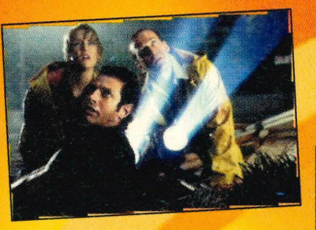
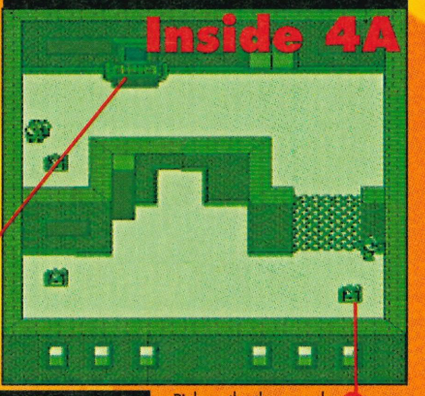


This is the biggest of the three 'raptor nests, with 16 eggs hidden within. This is really the only cave that might give you trouble when trying to leave. You'll be given 35 seconds to escape, so a direct route through the maze is vital. Use our map and it's an easy life!



Make sure you know where the doorways are when you come to leave as time is of the essence. There's little aggression shown by the 'raptors, but try to avoid them, or others tend to home in if you start to get trigger happy.

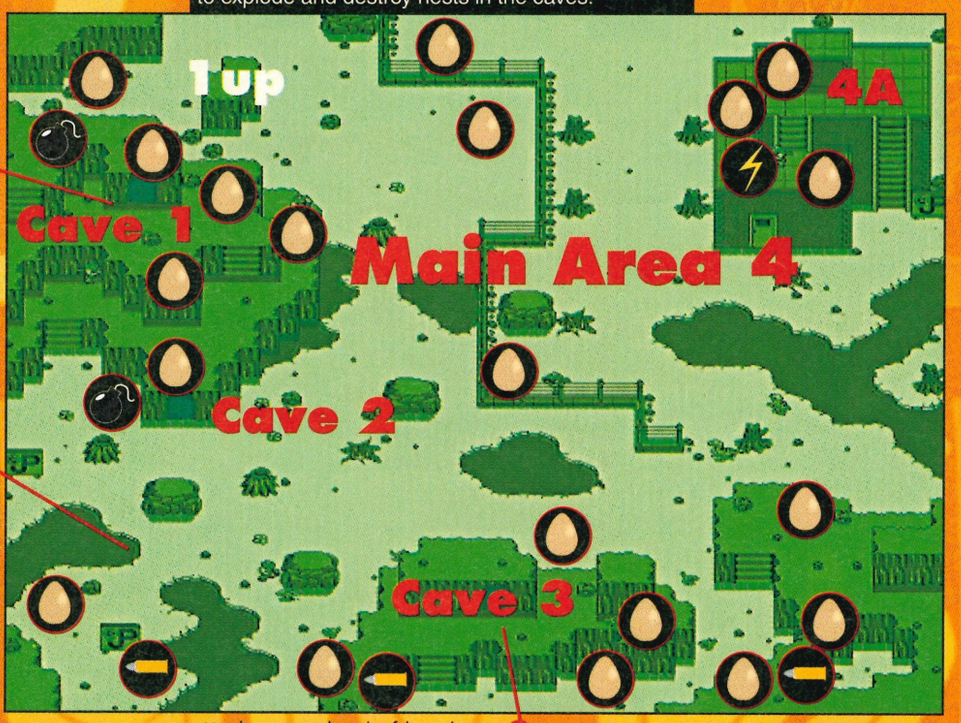
The small building has the three explosives you'll need to destroy the 'raptor nests forever. Walk over them to collect and exit to the main area.



Tap into Mr DNA here and he'll give you the information about the 'raptor nests.

Pick up the three explosives found here and set off to the three 'raptor nests located within the caves. Place one on each of the 'X' mark.

Authentic caves have been created in this next part of your mission. There's 20 eggs to find in the main area and a selection inside the caves themselves. When all the eggs are destroyed you need to access the building, grab explosives and set them to explode and destroy nests in the caves!



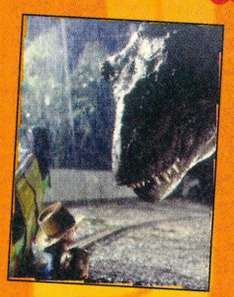
Enter the cave here last of all. There's a hidden extra life behind the large rock above this cave.

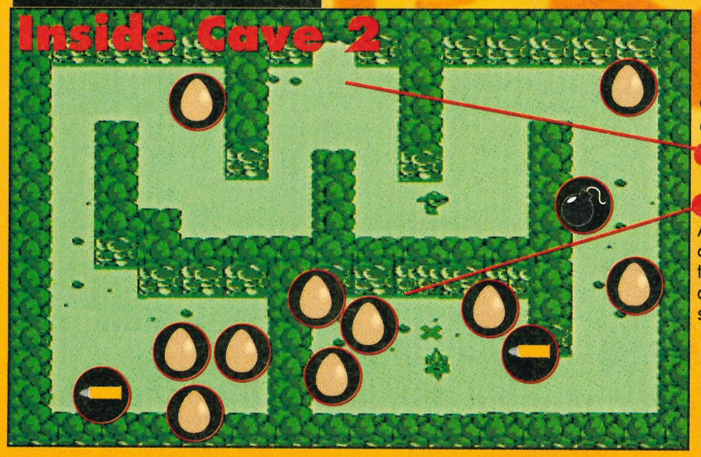
There's no way to get past the small rivers, you'll just have to walk around them.

Use the steps up the side of the rock to get into the cave entrance at the top. This is the first cave you should visit.



Collect ten eggs in this 'raptor's nest, which you'll find at the top of the cliffs. Remember the layout as you've only 20 seconds to escape once you've set the explosive devices.

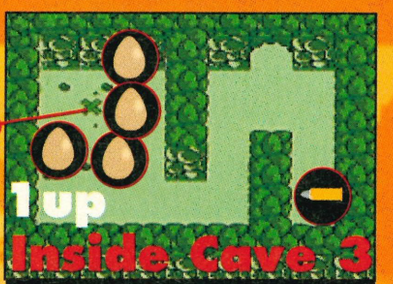




Quickly escape back through the entrance before you're blown to bits!

As with all the cave nests, find the 'X' mark and drop the explosives.

'X' marks the spot! After getting the explosives from the building, place one here. You now have ten seconds to get out of the cave!



Only four eggs to destroy here and they're all bunched together. Grab the weapon ammo and make a quick exit.

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Using the array of jettys you must meander through the swamp area. Jumping fish will leap over and try to leave your energy bar in tatters, so be careful of them if the water starts to ripple! Each island is linked by the jettys, which eventually lead to the large ship



Cartridge supplied by:
Ocean
Tel: (061) 8326633

Level 5



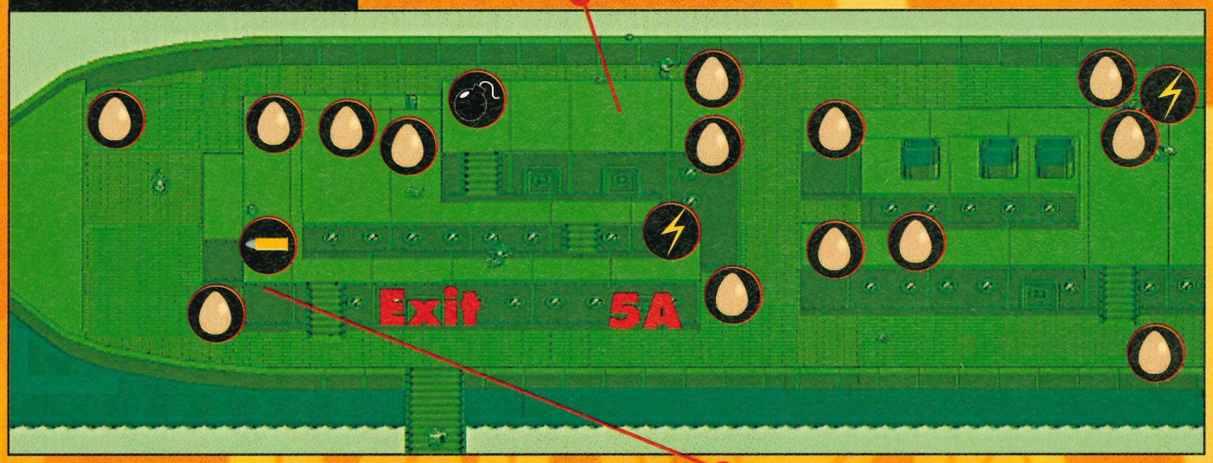
Beware of rippling waves below, you can be sure a fish will jump over the jetty as you approach. Let it jump ahead of you, then quickly move on.

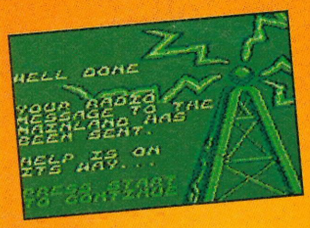
These innocent-looking gaps between the jettys are in fact electrified and will leave your hair standing on end if you touch them. Make sure you take a timely leap over them.

Keep to the edge of the islands as scrub and bushes will often conceal menacing spitters.

Up on ship deck, there are no less than 14 eggs to find, in amongst a litter of smaller dinosaurs. The steps can be used to access the higher levels. Go through the door on the right of the entrance jetty as shown once the top deck has been cleared.

The smaller dinosaurs tend to get under your feet. Give them a good hiding with your pistol to see them off.





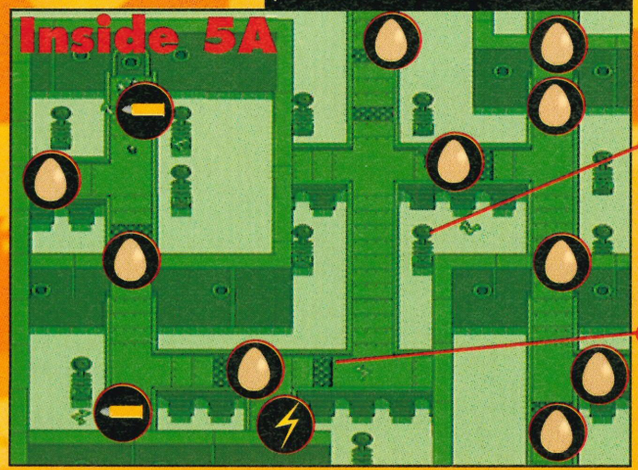
Collect the three-way shot from here, then blast away at the smaller dinosaurs when they're grouped. You'll take out several with one hit.

This room is similar to room 5A. Collect or destroy all of the ten eggs, then make your way back to the top deck. You'll need to take the door directly opposite to the gang plank that was used to board the ship. You'll now exit to the final level!

On entering the ship you'll find yourself in the electrical power room. Electric beams fly between the power terminals. Wait until a beam scorches past, before attempting to pass between the terminals!

Make your entrance to this room here, then get collecting those eggs. Use the access card to leave.

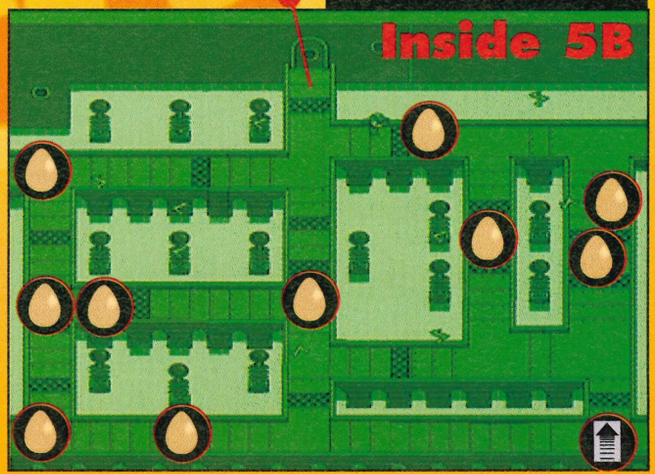
Inside 5A



Negotiate your route through the series of electrical beams and destroy all eggs. There are ten to locate.

The mesh gaps on the floor are electrified much in the same way as the jettys were. Jump over them to escape that shocking experience!

Inside 5B



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SUPER XS SOLUTION

JURASSIC PARK



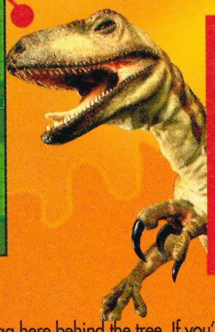
The main area is packed with 20 eggs and plenty of access cards. Follow the lettered doors to each room that needs to be explored in turn.

On finding the relevant access cards and collecting the eggs you should finally end up here. Walk onto the heli-pad to warp to the game over sequence!

You can only reach items on the same level as you. Follow our guidelines and use the lettered door relevant to the roof area which you need to visit.



This should be the last egg you'll collect before you venture into the 'raptors' nest.



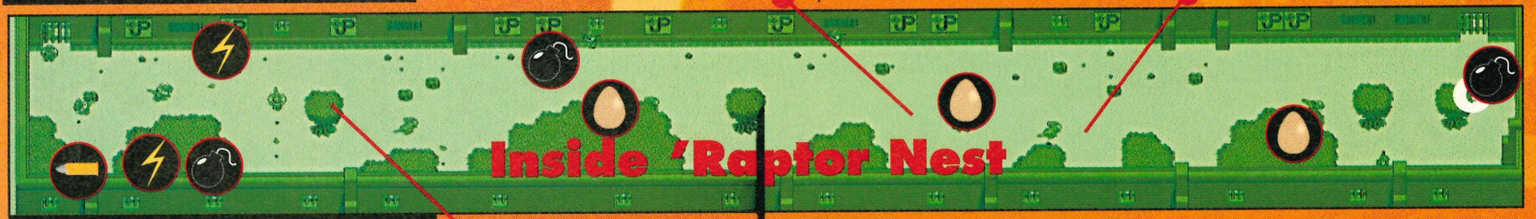
SUMMARY

GAME NAME: Jurassic Park
TIME TO COMPLETE: 6 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 6
CHALLENGE RATING: hard

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

Find an egg here behind the tree. If you've got any ammo left, use it now to survive this area.

The raptor's can be a bit of a pain. If your ammo runs out – it's a good idea to constantly jump around to avoid them.

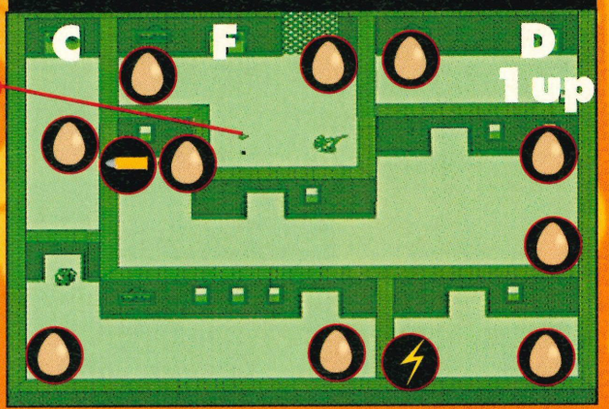


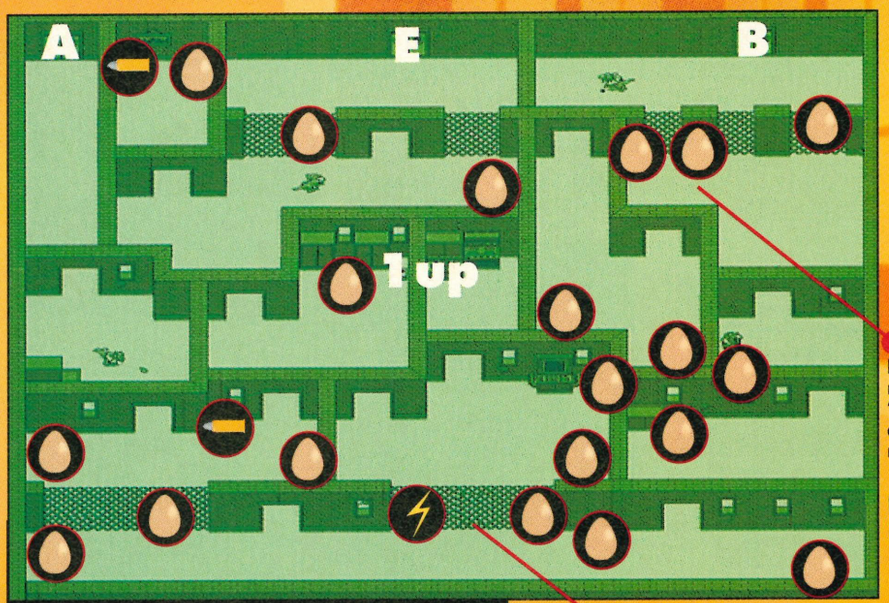
Finally the last building you should be visiting is the 'raptors' nest itself. This is a dangerous place for a lone warrior. Don't stray too closely to the smaller bushes and simply find the three eggs as shown and exit via the top gate. The nest is designed to kill you off just before you reach the end!

Keep clear of the trees that hold nothing but lurking 'raptors.

This is the second part of the building that you'll encounter. Destroy ten eggs here, then take the top right door lettered D to access the next roof section.

Come back to this room later and use the door lettered 'F'. You'll need that access card first though!

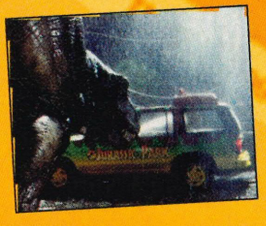




So many eggs! There are another 20 to destroy in here before you exit through the top right door lettered B. Check out the yummy extra life in the centre of the building.

The eggs are often found on the other side of mesh fences. Find the nearest door and get to them!

Be careful when getting into corners of the maze of rooms. The 'raptors will try and close in enough to make you escape more difficult.





Tralaa! Here's where the programmers really show off and plaster their names on sign posts. Walk around, then hit the exit!

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OUT NOW!



Every month SuperPro reviews more Super NES games than any other magazine.

Every month SuperPro has more pages of Super NES tips than any other magazine.

Every month SuperPro has more exclusive Super NES coverage than any other magazine.

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SuperPro comes from the publishers of Super XS and The Complete A-Z of Super NES Games, so quality, accuracy, essential editorial and value for money are guaranteed.

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Dear Newsagent

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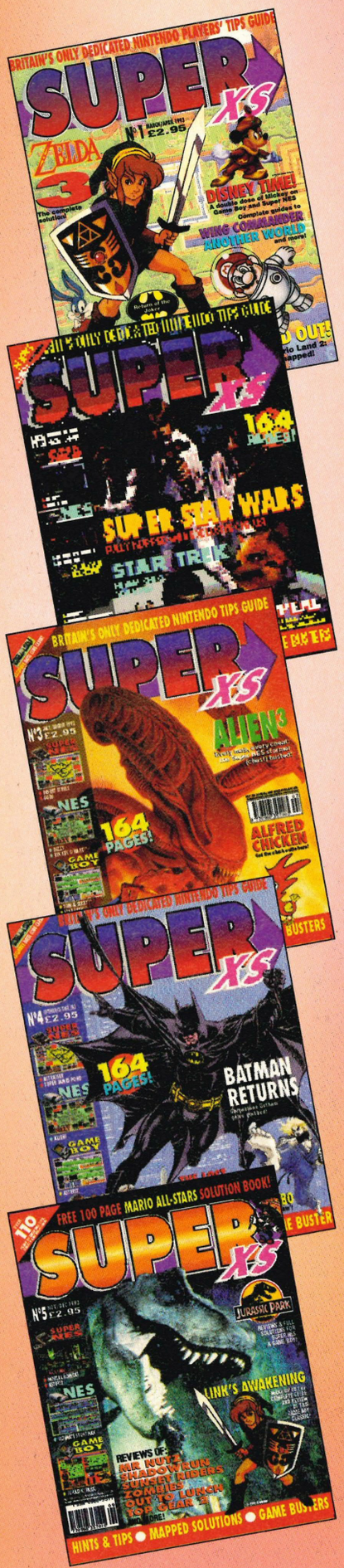
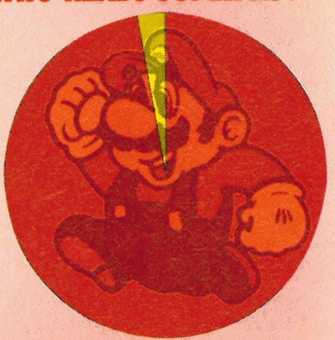


SUPER XS SURVEY RESULTS

Can you stand the wait? At last the SUPER XS survey results are in and I can tell you we've had absolutely thousands of forms sent back; all telling us what you, the loyal reader,think. As you may have noticed, this issue introduces the XS review section at the front of the magazine, but this would not have been included if it wasn't for the significant majority of readers who said it would be an excellent idea. You already have tips, cheats and maps for the games you've already bought, and you can now decide what games to get next with the help of the experts opinions. Remember, no other magazine covers games from their release right through to solution quite like SUPER XS, that's out commitment to excellence and our promise to you.

WHO READS SUPER XS?



Male: 97.3%
Female: 2.7%

Who would have guessed that the male majority would have been so great? Certainly, having already compiled the SEGA XS survey (which showed a **14%** female readership), I thought that more women would have played Nintendo and read SUPER XS, but obviously not. Could it be that our female readers are just too good to need our complete solutions, or is it only the men who realise that SUPER XS is THE essential gamesplayers guide (blowing own trumpet mode activated)?

From your answers, only a paltry **4%** of you manage to keep SUPER XS to yourselves each issue, compared to the **96%** who read it with more than one console head. This means that over 250,000 Nintendo gamesplayers regularly tune in to our fully mapped solutions, Busters section and now reviews!

Of this huge number of people, **15%** of you earn absolutely no money each week. We have a question, how do you buy any games if you have no cash? Could it be that a large number of our readers are coshing old ladies in the streets and nicking their Nintendo games, or is it just that your parents are so stingy they only give you a stale crust and a glass of dirty water every month! Over **70%** of the rest of you earn more than £200 a month and this explains the number of games you regularly buy.

We realise of course that only the best games will be exchanged for your hard-earned pennies and so SUPER XS' policy is to only cover the games we know you are buying. Since nobody buys really rubbish games (unless they're masochists!), we concentrate on all the best games such as *Jurassic Park*, *Mortal Kombat*, *Link's Awakening* and *Bubsy* in this issue for example. Of course, now with the added reviews we hope to not only allow you to get all the hottest tips and cheats for your games, we can also inform you of what games to go out and buy NOW. Our comprehensive review section covers ALL the latest games just before they are released so that if you see the review and like it, you can be sure that WH Smiths will have it ready and waiting. No other magazine stays in touch with its readers this way because they are all too busy squabbling amongst themselves.

Our reviews are designed to concentrate on the aspects important to you. Why should you trust the opinion of someone who has had the game sent in for free and probably won't touch it again? The SUPER XS reviews will concern themselves with value for money, lastability, the audience appeal and why should you buy it over all others. The SUPER XS 'Recommended' award will go only to the very best games. Classics like *Super Mario Kart*, *Street Fighter II*, *Super Mario All-Stars*, *Starwing*, *Striker* and *Lost Vikings* would all have received our accolade in their time. I think you know what I'm talking about.

Luckily for us, **97%** of you found the pages of SUPER XS to be incredibly informative, lively and generally spot-on. Only a measly **1%** thought we were vague, and a barely mentionable **2%** said there was too much waffle. Those **3%** will shortly receive a visit from Harry Traction and Ronald Bone-Splinter.

AGE RANGE

Average age: 18
Female average: 21
Male average: 17

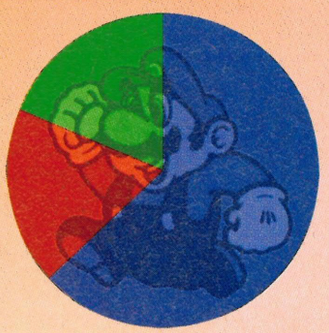
As predicted, we knew that SUPER XS was appealing to older readers due to the number of letters we receive from confused 62 year olds on *Zelda III*!

As the only tips magazine in the business, we want to give you the best possible service and that extends not just to the spotty console head, but anyone who has ever picked up a joypad and got stuck in a game.

An interesting fact is that our sister mag, SEGA XS seems to attract a slightly older readership than Nintendo. Does this mean that Nintendo in Europe is more of a youth market than Sega? Or is it just that Sega have been over here longer and so more adults have been exposed to it? Certainly, Nintendo has never had a firm hold in Europe compared to Sega, but on the other hand, Nintendo are the undisputed giants in the USA and Japan.

Now that we know exactly who are readers are, we hope to be orientating our articles and reviews so that you don't feel patronised or belittled as you would in many of the other magazines.

CONSOLE OWNERSHIP



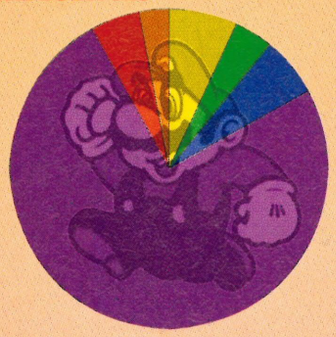
Super NES: 63.2%
NES: 18.3%
Game Boy: 18.5%

Nobody exactly knows how many Super NESs are out there because there have been many reports recently that Nintendo have been wildly over-exagerating. Some put the figure at fifty thousand, others state over a hundred. We purposely bias our coverage towards the Super NES because we believe it is the best 16-Bit console out there. The results show a clear majority for Super NES owners, but we thought it would be even higher!

Surprisingly, there are still a great number of NES owners out there who still buy software for 'My first Nintendo'. I'm afraid there is bad news for NES owners, as we've heard that many top producers will not be developing any new software for the 8-bit machine in the future, instead opting to develop CD material.

The real surprise is that Game Boy owners are only a fraction ahead of the NES when we all thought that the NES would be far outclassed by everyone's favourite hand-held. As you may have noticed in previous issues of SUPER XS, we weigh the NES and Game Boy with almost the same coverage, although Nintendo seem to release more titles for the Game Boy each month.

INFLUENCES

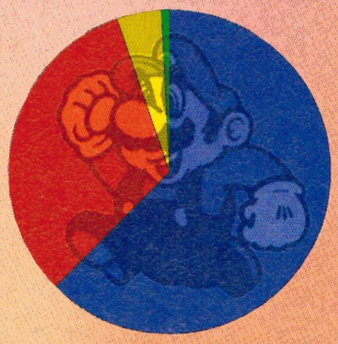


Price: 7%
Cover Gift: 4%
Cover: 6%
Contents: 75%
Title: 5%
Recommendation: 3%

We pride ourselves on the quality of the magazine and so it is extremely interesting to find out what makes you go into the newsagents and buy a copy of SUPER XS. Is it a regular buy, or are you attracted by a flashy cover? How much importance do cover gifts have? An overwhelming majority said that they always look inside the magazine to see if there is anything in there that is relevant to them before they pick up a copy.

With all the cover gifts wars currently waging among the review magazines, it is refreshing to see that so many of you think they are unimportant. Personally, I think the right sort of gift at the right time is an added bonus for the faithful readers who have bought the magazine because they want to read it, and not because they want a free CD or cart stacking system. This issue we have given away a free 100-page tips guide to the classic *Super Mario All-Stars* game just in time for Christmas when most people will find it in their stockings. This is the sort of gift that we prefer to give to our faithful readers because it is in effect an extra 100 pages of the magazine for free.

MAPPED SOLUTIONS

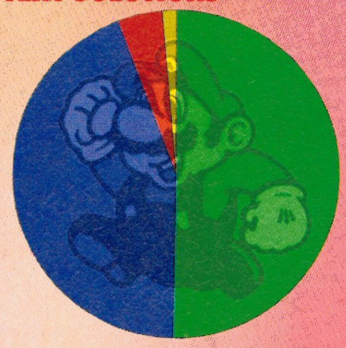


Excellent: 58%
OK: 31%
Poor: 11%
Awful: <1%

The XS magazines are still the only publications to fully map all the latest games, and a great deal of time and effort go into producing page after page of the toughest dungeons and cityscapes. You simply wouldn't believe the amount of time that goes into each issue of SUPER XS and there is a simple reason why nobody else is doing it – it's too difficult.

The results show that by and large you are extremely satisfied with the solutions that keep use working into the wee small hours and we thank you. We hope that if you ever get stuck on a game, we can help you. If not by printing the full solution, then at least by letting Dr M solve your problem in the Q & A section.

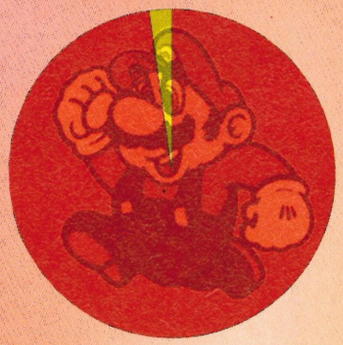
TEXT SOLUTIONS



Excellent: 47%
OK: 50%
Poor: 2%
Awful: 1%

When a game is too obscure or impossible to map due to its nature (such as a shoot-'em-up) then we bust it open in our magnificent text solutions. Your results prove that despite not being as flashy or impressive visually as the fully mapped solutions, you still appreciate us covering as many games as possible by condensing them into the text solutions.

DO YOU FIND THE BUSTERS A-Z USEFUL?

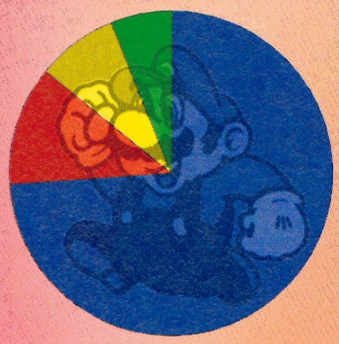


Yes: 99%
No: 1%

Aw shucks, you're embarrassing us! Yes, it's true, SUPER XS is still the ONLY magazine to print all the cheats for every game on every console each issue. The Busters A-Z is being updated all the time with cheats from all over the world as well as those sent in by XS readers. Remember, there is still the chance to win cheat books for every tip you send in that is printed. Send your cheats and codes to *SUPER XS Busters, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

Allied to the Busters question, has SUPER XS helped you to complete any games? **99%** of you said "yes!" SUPER XS is obviously created for this sole purpose and so it is heartening to find out that we're actually helping thousands of gamesplayers to complete the games that have kept them stumped. Now with the review section we can even help you decide what games to buy next, then bust then wide open in a future issue! SUPER XS offers you the complete package.

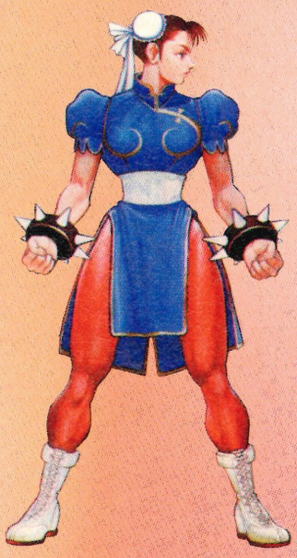
IDEAL FORMAT



Exactly like XS: 74%
Smaller monthly: 12%
Larger pull-out in review magazine: 8%
Normal tips section in review magazine: 6%

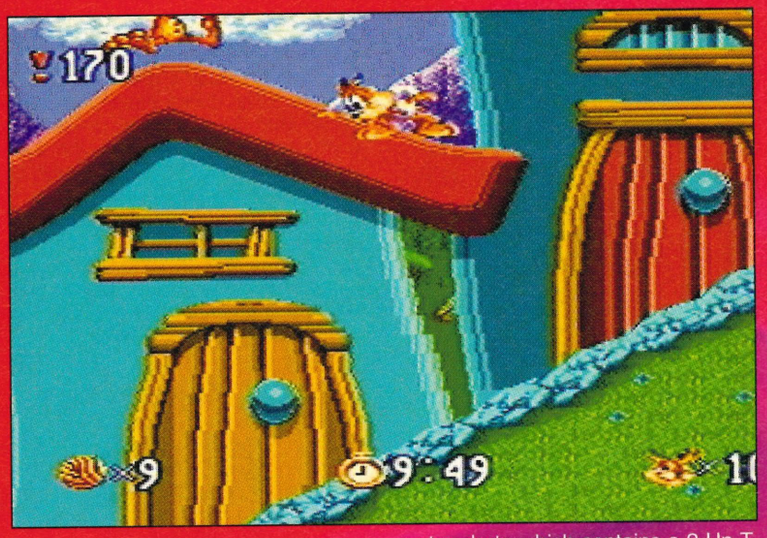
A significant majority have voted for XS to remain in the same format as you have in your hands. We feel that a prestige magazine (164 pages with a spine!) is too expensive to expect you to pay for each month, and so bimonthly seems the perfect frequency. Also, because we are slightly more expensive than the normal monthly magazines, we think you would resent paying out so much each month when a great number of you are either unemployed, or spending all your loose change on games. If you have strong views on the subject, do not hesitate to send them to the Editor at the usual address.

Finally, the winner of the copy of *Street Fighter II Turbo* is Nathan Jervis from London. This cracking game is winging its way to you now Nathan, that is unless we get the sudden urge to play it again...



So now you've given us all a laugh at your comments, we thought it would entertaining to print some of the more bizarre comments we received.

"See more pics of Carolyn, she's lush!" – Mr M Clift, Wales
"Excellent mag, you all deserve to be rich" – S Fitzpatrick, Clacton-on-Sea
"You've got everything right. Well done, have a gold star!" – Russ Perrotton, Cheshunt
"Keep up the good work lads, oh, and lady!" – Vishal Sachar, Wembley
"You should have interviews with the best gamesplayers in England" – John Hillier, Bristol
"I bought my issue in Vancouver BC, while on holiday, I've never seen it in Montreal." – Rumi Guzder, Quebec
"Add a readers' wives section, pictures of animals, etc" – David McCutchron, N Ireland
"Perhaps you could add a gardening tips section, everything else is covered!" – Darryl Morris, Hampshire
"This mag is a very good idea!" – Justin May, Cornwall
"You could make special issues at Christmas" – MoBeen Amin, Essex
"I think you are doing a stonking good job! Keep it up!" – Matthew Yates, Southampton
"SUPER XS is excellent just the way it is" – Steven Wandless, Newcastle-Upon-Tyne



CHAPTER 1: CHEESE WHEELS OF DOOM

Password: JSSCTS

The opening level is a gentle introduction to what's to come. Right at the start, jump onto the springy tree branch to catapult Bubsy to a 1-Up and a large stash of wool. Further along the ground you will meet a number of bouncing manhole covers concealing secret caves. The contents of these caves varies from great caches of wool to pools of water. Make sure you look down into the cave before leaping bravely into the murky depths, to make sure you don't dive straight to your death.

As you make your way merrily through the level you will encounter a housing area on a steep slope. Climb on the roofs to the top and you will arrive at the water slides. Take the top slide and the screen will flip around. You'll arrive at a second water chute which contains a 2-Up T-shirt. When the path on the chute splits, take a hard left to get onto the slide with the extra lives.

Concealed in the levels of *Bubsy* are caves which teleport you about the screen. One of these caves contains a bonus section which has Bubsy sliding around chutes of lava. The cave is concealed in a rock face about halfway through the level. This gives you the chance to increase the amount of wool you have collected by negotiating the slides – avoiding the exit at the bottom. A wool-gas-matron is usually found at the top of the bonus sections, so with a bit of skill you can really clean up a large amount of points.





After leaving the bonus cave, work your way back down to the bottom of the screen to a bridge that is extended by Bubsy walking over the crankshaft. Jump over the water using Bubsy's glide manoeuvre and on top of the second house you'll find a continue icon. A little further on is the end of the screen – if you're fast enough, the giant ball of wool will spew hundreds of smaller woollen balls as a bonus!



CHAPTER 2: FORBIDDEN PLUMMET

Password: CKBGMM

In this level, you start at the top of the screen. Drop first to the left and then glide down, aiming to the right. The first platform has a 1-Up T-shirt waiting on it. Drop down again and walk right onto the rotating platform. Drop off this and you will land by another 1-Up. Work your way along the platforms at the bottom and past the extending bridge until you see a cave embedded in the rockface. Entering this will take you right back to the beginning of the level. Enter the cave that you stand outside to enter the bonus section.

Take the low road as you make your way right towards the end of the level to find a giant cave full of booty. Clear it out of T-shirts and wool and return to the entrance to make your way along the level. There's a black T-shirt hidden in the cave that renders you invisible to the Woolies, which makes progress a lot easier.



CHAPTER 3: A BRIDGE TOO FUR

Password: SCTWMN

At the start, jump onto the springy branch and work your way right to the top of the level. Jump onto the log flume and at the end, glide down with the water to the bottom of the level. To the left you'll find a cave that teleports you deep into the level. Now walk left along the platforms up to a tree with a springy branch to catapult you through the mists of the waterfalls where there are a great number of 1-Ups to be found.



Go back to the cave next to the extending bridge and work your way along the bottom until you see a yellow car rumbling up the hill. Jumping onto its bonnet catapults you high

Bubsy the Bobcat **is upon us, the fitful feline with a fetish for balls of wool! Negotiate 16 giant levels to defeat the evil Woolies who have come to clean Bubsy's homeland of fluff more thoroughly than a Remington jumper shaver. Whilst being quite easy to get to the end, the game is ideal for exploring with an almighty number of secret rooms and bonus levels to find and enjoy. Have Super XS brought you the complete solution? Furr sure!**

SUPER NES



ACCOLADE ● PLATFORM GAME

BUBSY



into the air – with a bit of luck through a black T-shirt!

Use Bubsy's gliding ability to take you far into the level; avoiding all the woolies. Take the low route until you reach another cavern, containing a



cave entrance. This will take you to another cavern containing a switch. Activating it flushes out the water from the caves, enabling you to explore further where there are 1-Ups and more wool to be found. It's not far now to the end of the level and the bosses. Two spacecraft dangling giant wool balls are easily destroyed by jumping on them as the woolies heads appear. Onwards!

CHAPTER 4: FAIR CONDITIONING

Password: MKBRLN

The scene changes to a giant fairground. Many of the balls of wool are concealed into the background, so keep a sharp eye out for round objects such as basket balls which



hide them. If you cover the bottom of the level before hopping on the roller coaster, there's a pizza hut with a 1-Up inside on the far right. When you are in the roller coaster, press up and Bubsy will raise his arms to get the woolly balls above.

You'll hit a boot that sends you flying left. Go left as far as possible to find the wool-gas-matron and then work your way right along the top to the rocket cars that lead to stashes of things to pick up. Run full speed along the remaining track and leap at the end. If you use your glide you coast quickly and safely to the end of the level.

CHAPTER 5: NIGHT OF THE BOBCAT

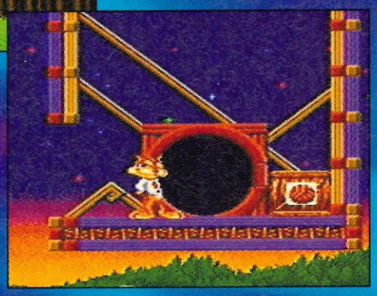
Password: LBLNRD

You have to run quickly to jump in the roller coaster at the beginning and once in, make sure you jump out before you run out of track. halfway along the track you'll see some platforms rising into the sky. Go all the way to the top for a 1-Up. Return to the cave below the platforms and it





teleport. Jump right whilst gliding to arrive in the next rollercoaster. Make sure again that you jump out before you run out of track and make your way along the stripey platforms. This



takes you to another 1-Up and to the cave that takes you to a continue icon and into the bonus level. After cleaning out the lava section for all it's worth, teleport back and drop down to the remaining rollercoaster track. Leap off the end and glide to the exit.

CHAPTER 6: OUR FURLESS LEADER

Password: JMDKRK

Test Bubsy's might on the giant strength-o-meters at the start of the screen by jumping on the bouncy platform in the middle of the two jolly green giants. Aim left to find a 1-Up T-shirt. Follow the top of the roller coaster track round past the wool-gas-matron until you reach some broken up rollercoaster track. A number of rocket cars fly above these platforms; enabling you to reach a load of wool, and the stripey moving platform takes you to an invincibility T-shirt.

Continue along the top of the tracks until you reach a very steep rightwards slope. As you go down, pull left to stop Bubsy flying down and smacking his face into the dirt. There's a restart point to collect and then you must negotiate a labyrinth of caves to work your way to the exit and to the bonus cave. In the next section, follow the colour code of the caves to get to where you want (from the restart point).



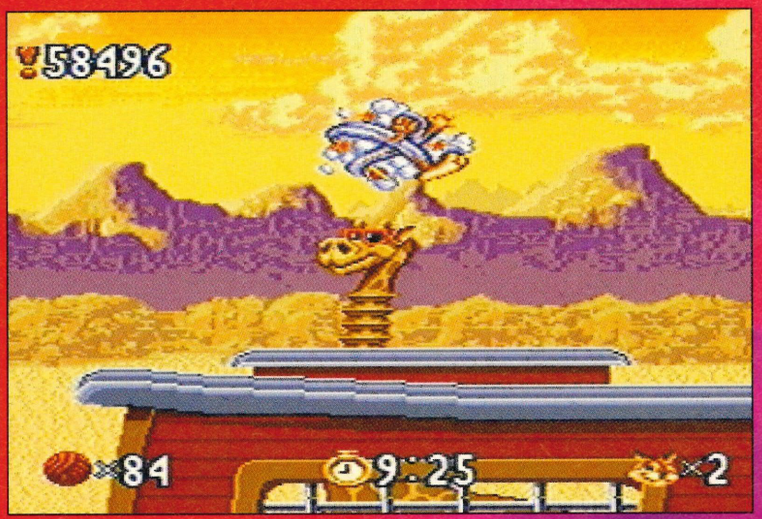
If you to get to the bonus room, go through Red, Blue, Brown, Blue Brown caves. For the exit, go through Red, Blue, Brown, Red, Brown and Yellow doors.

As you finally leave these portals, you'll end up meeting another set of Woolie bosses so attack them as before to progress to the next chapter.





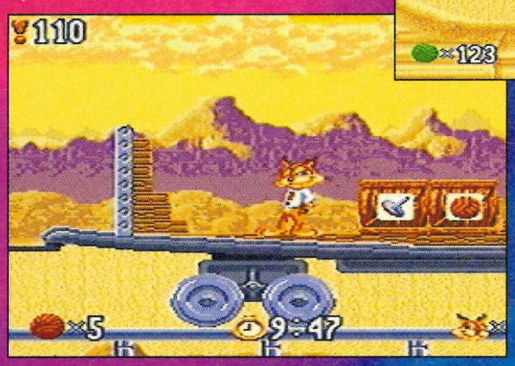




CHAPTER 7: THE GOOD, THE BAD AND THE WOOLIES

Password: SGTRTN

Bubsy takes the train across the desert in the next three chapters and must stop the train by activating the brakes in the engine compartment, then go out into the desert in search of the giant balls of wool. The train section has an unusual cargo of giraffes wearing sun glasses. Jumping on their heads sends you skywards into the waiting booty of wool and T-shirts! Watch out for the blob-like gargoyles who sit winking, just waiting for you to land on their spines.



Some of the carriages are solid wood and appear empty. If you jump off the edge down to the lower sections however, you'll find a lot of hidden items behind their wooden facades.

When the train stops, you march into the canyon. Drop immediately off the cliff, but pull left to enter the caves in the rock. There are a number of Woolies hidden behind the walls of the underground caverns so it's a good idea to jump continuously as you explore to bash anything hidden out of the way.

A quicker route is to jump off the cliff at the start to the right and follow the clifftop to the first cave. This teleports you far right. Walking right leads you to a succession of depressions containing swirling rocks, one



contains a crate of dynamite. Leap onto the crate and glide as far right as possible. A number of gun-toting moles pop out of the ground guarding underground caverns. Bash them and search their lairs for T-shirts and wool. These caverns are fraught with danger, however, for an easy life follow the route above ground that takes you to a long straight at the end.

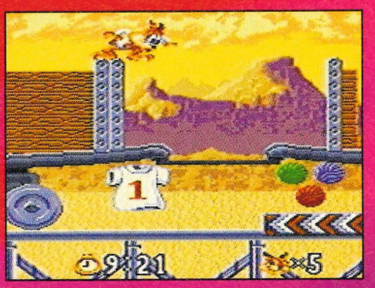
CHAPTER 8: A FISTFUL OF YARN

Password: SBBSHC

This level is very similar to the one before, but very slightly harder. The wool-gas-matron is hidden sneakily up in the air and can only be accessed by jumping across a series of wobbly platforms. Let them roll left as far as possible then, just as Bubsy is about to fall off, make a leap into the air to reach the next one. As in the previous chapter, the giraffes provide the springboard to very handy T-shirts including a black one to hide Bubsy from the numerous Morocco Moles on the train roof.

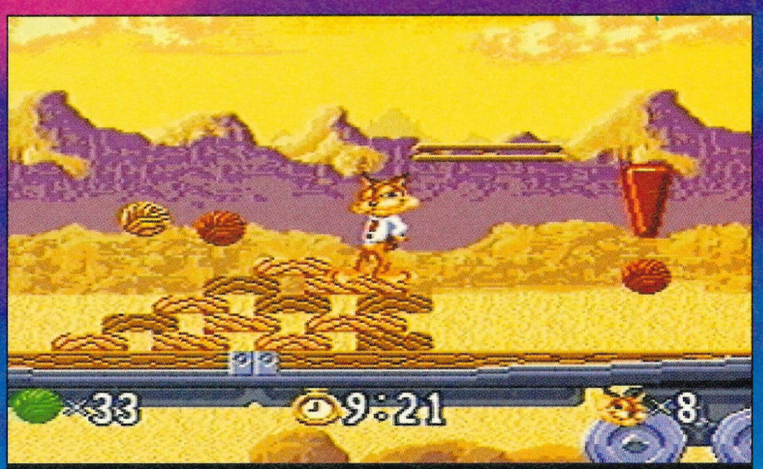
At the start of the canyon section, a cactus to the left blocks a route to a crate of wool to be collected. Get the wool before coming back and heading right. As in the previous levels, the easiest way to get through to the end is to stay above ground and avoid the tricky underground caverns, but watch out for the sand sharks that cruise around. They can be killed like all the other enemies by stomping on their heads.

The overground route requires you to make a number of leaps of faith off the edge of cliffs. Leap as far right as possible and at the peak of your jump, glide down as far right as possible. The exit lies at the top right of the screen at the top of the clifftops.



A moving platform enables you to get to it. Two carriages later, look up to find a platform that leads to the wool-gas-matron. Don't hang around when you get it because the platform plummets downwards into a set of spikes. Also watch out for the gargoyle lying in wait to the entrance to the engine of the train.

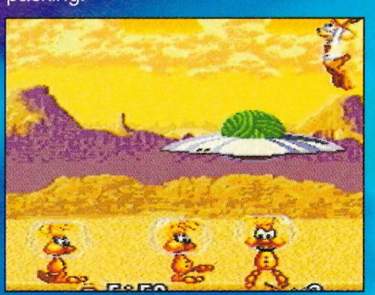
The canyon level is pretty much the same as before, but a bit more dastardly. The hardest sections to get through are the depressions with rocks hurling round them. With each new hollow, a different pattern of rocks appears, so learn their rhythm, and jump into the middle onto the platform when a gap appears. When you reach the end, the boss is a flying saucer Woolie. Simply jump onto the saucer and bounce repeatedly on his head (while gliding) to send him packing.



CHAPTER 9: DANCES WITH WOOLIES

Password: DBKRRB

This level again takes the shape of the previous two in a train section, then A canyon bit. In the train, it is often not possible to see where it is safe to jump in the next carriage. If a Woolie is visible, then aim for its head as it is always standing on an empty patch of screen. Also, watch out for the 1-Up T-shirt beneath one of the carriages halfway through the train.







CHAPTER 10: BEAVERY CAREFUL

Password: MSFCTS

Bubsy returns to the woodlands in this level of pussyfooting around. From the start, Bubsy must drop gingerly from tufts of grass protruding from the boulders behind. Use his glide move to drop across shallow gradients to get around and work



yourself to the bottom where a raft floats across the water taking you to the beach. Walk over the sand and rejoin the raft until just before the second beach where the platforms appear above.



Climb to the top for an invincibility T-shirt and bounce off the tree at the top to take you to the platforms at the top of the level. It's best to avoid the water chutes because a lot of them drop you into the water below. Use the flying platforms to transport you across, or take the raft to use the raft along the bottom of the level. If the crocodile arrives and starts to eat away at the raft, jump on it and it'll catapult you into the air and back onto the raft.

CHAPTER 11: ROCK AROUND THE CROC

Password: KMGRBS

Leap over the gap at the start of this level and bounce off the tree trunk onto the platforms above. Work your way to the very top and move right to find the Wool-gas-matron. Jump onto the flumes from here and work your way to the cave at the end of them. Teleport twice to the far right of the level and move right until you find a lever that drains all the water away. Walk back to the beach and jump over two lots of spikes to reach another cave. This transports you to the cave containing the bonus section and gives you a continue. The exit is at the bottom right and is guarded by a Woolie throwing stones at you. Kill him!



To get to the bonus section, when the crocodile comes for the raft, bounce off him and jump right. Let the moving platform take you all the way past the water chutes and waterfalls until you reach a cave. Enter it and go through all the caves until you enter the bonus level. This cave has a switch on top of it that drains all the water away letting you access the booty the was below the water level. The exit lies at the furthest top right part of the screen.





CHAPTER 12: CLAWS FOR ALARM

Password: SLJMBG

This level is very similar to the previous two and has a rather tricky boss at the end of it. At the start, jump off the tree and get on the moving platform past the spindly tree to take you to the cave. Warp twice to get to the 1-up and jump up to the grass level.





Jump off the tree to the highest flumes above and drop off to find a lever that drains away the water. This enable you to reach the bonus level which is concealed in the rock face above the beach. Walk all the way to right and get on the floating platform to get to the boss who drops doodlebugs to destroy your raft. He's tricky, but as soon as you get one hit, the others seem to come rapidly so jump at the saucer and point the joypad in its direction at all times.

CHAPTER 13: EYE OF THE BOBCAT

Password: TGRTVN

The scene changes again as Bubsy goes vine swinging up in the trees. Spiders webs that line the branches give Bubsy a spring up to the higher levels, but watch out for the spiders that wove them. The bonus section of this chapter is reached by climbing the vines on the second tree, walking past the two spiders webs and entering the cave. To get to the exit, climb up as far as possible up the vines and glide right. The exit is found at the top right of the level.



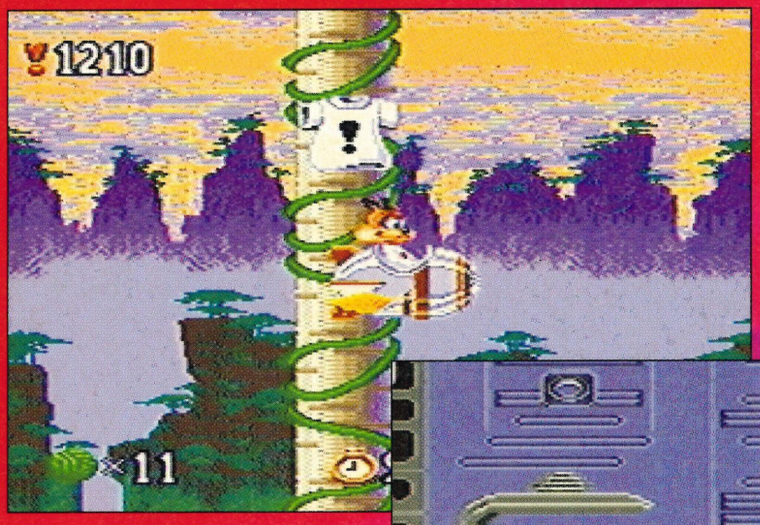


CHAPTER 14: NO TIME TO PAWS

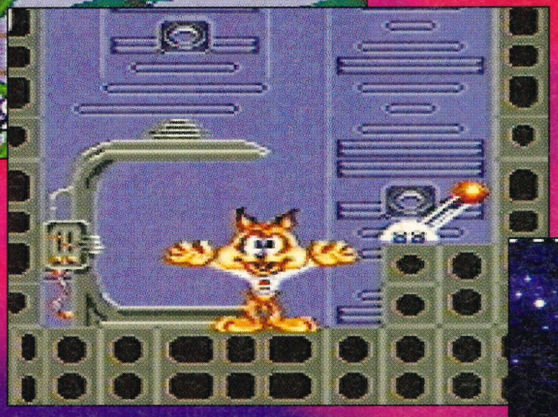
Password: CCLDSL

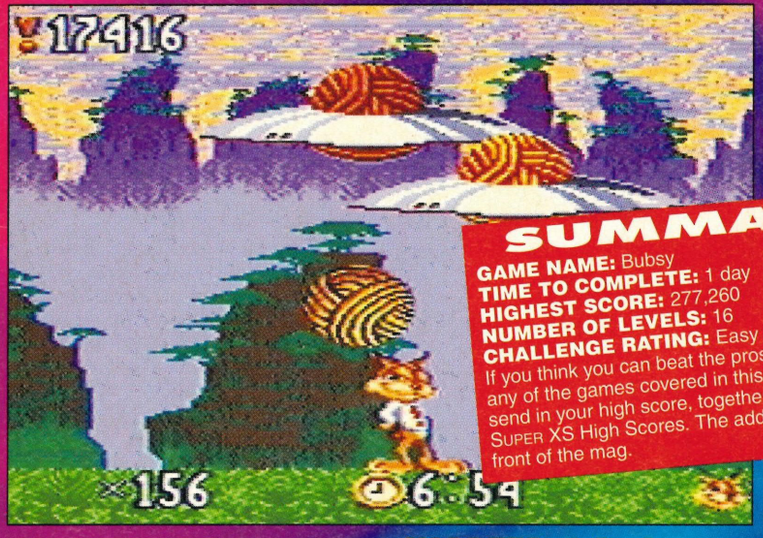
Right from the start, climb up the tree where there is a rocket car zooming around. Kick the Woolie out and hop in! This takes you to an invincibility T-shirt which enables you to dash full speed through the forest. The bonus





level is found at the bottom of the forest past a giant spider's web. To get to it, walk right from the rocket car section and keep climbing up the vines and leaping whilst gliding. You'll reach a set of four thick vines. Below these you will find the cave to the bonus level. Climb back up to the highest point and leap to get to the exit.





CHAPTER 15: LETHAL WOOLIE

Password: BTCLMB

This level hides some fiendish bosses at the end. Stay away from the bottom which leads to certain death if Bubsy should tumble down there and make your way to the top of the vines. When it seems that you have reached a dead end and no platforms are visible to the right, simply climb as high as possible and leap into the unknown; gliding all the way and you will land fortuitously on a handy platform... honest!

In this way you will arrive at the fearsome Woolie bosses who are disposed of in the usual manner. As you start to bash them they get rather frantic so try to bash them as quickly as possible. Bounce from one saucer to the other to kill them off.

CHAPTER 16: A FAREWELL TO WOOLIES

Password: STCJDH

This is the final battle. Make your way around the Woolies spacecraft and kill the head honcho. First of all, find the teleport in the top left of the first section. This takes you to the next part of the spacecraft. At the far right of this second section, teleport again.

At the next section, collect the restart point and drop down to the bottom platform and release the lever which drains the acid out of a bath up ahead. Jump the first set of springs and take the next ones, jumping left to the next lever.

Double back right and jump high over the ground onto the high ledge, landing on the unsuspecting Woolie. Drop into the depression and flick the lever that opens up an area ahead. Teleport and move left; jumping over the lightning fire of the waiting Woolies. Go up the gap in the roof and climb up all the slopes, jumping on Woolies as you go until you reach the teleport. Teleport four times and you're nearly there! At the top left of this section there's a lever that must be activated which drains an acid bath; allowing you to find the other teleport in the bottom right of the section.

Teleport once to reach the final section. Groups of Woolies line the steps so wait for their fire to become unsynchronized, then leap up two steps at a time to take out the annoying creatures.

At the top is the big bad boss. Quickly run towards him and leap up as high as you can when he first appears. If you press the glide button and keep bashing into the guardian in his head, after four or five hits, he will be completely vanquished and unable to hit you back. Congratulations! You've saved the world. Now have a nice cup of tea.



SUMMARY

GAME NAME: Bubsy
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 277,260
NUMBER OF LEVELS: 16
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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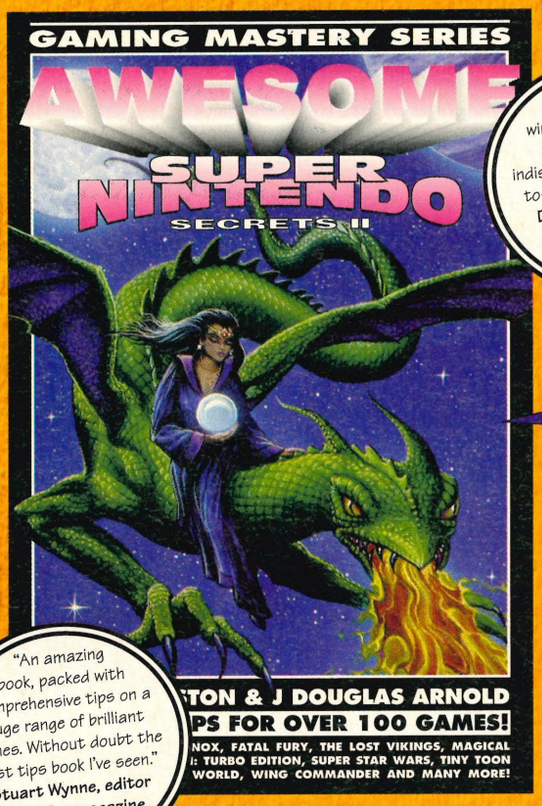

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XS SOS

DOCTOR M.

Greetings, gamers! From my console laboratory deep beneath the Earth's crust, Dr M comes to you this issue in a bit of a strop – my regular six pages cruelly slashed in half by the machinations of those evil mortals who dare to call themselves the editorial team, damn their oily hides! Mark my words, no good will come of these new-fangled "reviews"... Anyway, my minions have still managed to gather together all the relevant information pertaining to as many of your pitiful queries as I could include, and I, with my usual benevolent largesse, have answered in a way that even those so-called "Busters" in Bournemouth can understand. If you have any problems with any Nintendo game, contact my good self via *XS SOS, SUPER XS, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Hopefully next issue will see a return to the normal format for my words of wisdom – if not, there's gonna be shooting!

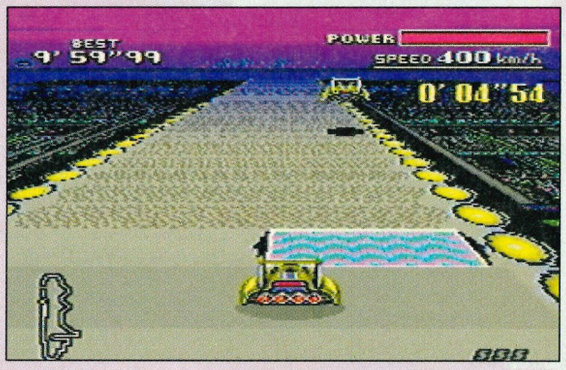
CHRISTMAS



F-ZERO (SNES)

I HAVE HEARD OF A JUMP SHORTCUT ON PORT LAND II: WHAT IS IT, PLEASE?
Alex Hudson, Kidderminster

Well Alex, I have no idea what you are doing wrong. What you describe is right. After the first lap, move into the pit-lane, and recieve a nitro-boost and energy top-up. Then it is just a case of timing and positioning. You should approach from the left, heading right. As you come up to the ramp, hit the boost and push hard right. This should provide enough force to catapult you across the course; missing out a substantial chunk. I know, *I* can do it. Might I suggest practise?

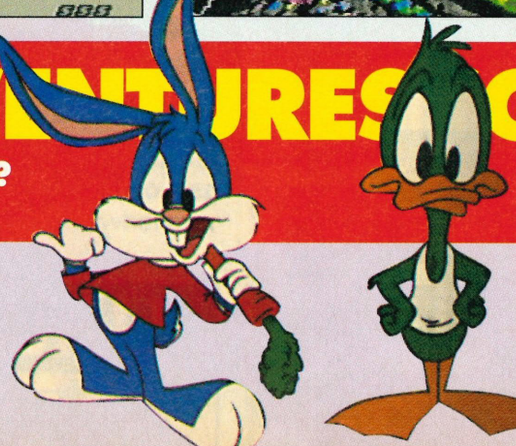




TINY TOON ADVENTURES (GB)

CAN YOU TELL ME HOW TO DEFEAT MONTY?
Siow Wenting and Johor Bahru, Malaysia

I think we can answer this one for you. As you know, Monty jumps about a lot. After his third jump, he is a little dizzy. This is the time to strike, so put on your best jumping earmuffs, and take a flying leap onto him. Land on his angelic head 12 times or so, and it's all over – Monty kicks the bucket!



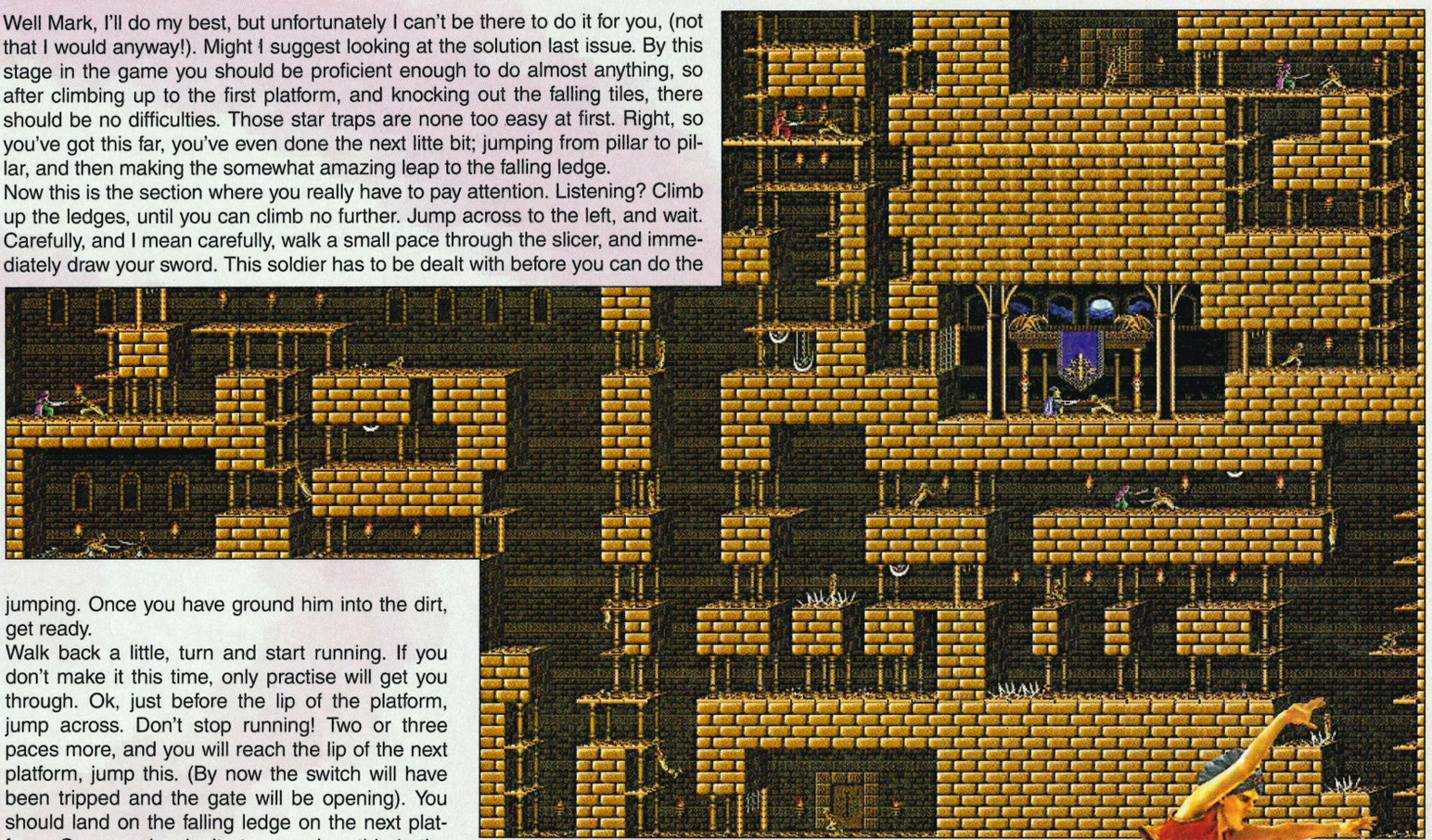
PRINCE OF PERSIA (SNES)

MY BROTHER AND I CAN'T GET PAST THE JUMP ON LEVEL 18!

Mark Carrigan, Manchester

Well Mark, I'll do my best, but unfortunately I can't be there to do it for you, (not that I would anyway!). Might I suggest looking at the solution last issue. By this stage in the game you should be proficient enough to do almost anything, so after climbing up to the first platform, and knocking out the falling tiles, there should be no difficulties. Those star traps are none too easy at first. Right, so you've got this far, you've even done the next litte bit; jumping from pillar to pillar, and then making the somewhat amazing leap to the falling ledge.

Now this is the section where you really have to pay attention. Listening? Climb up the ledges, until you can climb no further. Jump across to the left, and wait. Carefully, and I mean carefully, walk a small pace through the slicer, and immediately draw your sword. This soldier has to be dealt with before you can do the jumping. Once you have ground him into the dirt, get ready.



Walk back a little, turn and start running. If you don't make it this time, only practise will get you through. Ok, just before the lip of the platform, jump across. Don't stop running! Two or three paces more, and you will reach the lip of the next platform, jump this. (By now the switch will have been tripped and the gate will be opening). You should land on the falling ledge on the next platform. Once again, don't stop running, this is the key to success! This platform is very small, and you shouldn't take more than a step or two to get to the final platform. At only two tiles wide, the last platform is not big, it's a case of step, step and leap. Now be careful, this is where it could all end horribly.

The ledge which sits over the gate is the final piece to this troublesome quest. Watch yourself fly through the air, as soon as you are past the ledge, grab for the gate. If you grab the ledge, you'll fall to your pitiful death. However, if you grab the base of the gate, you will only have a second or two to pull yourself up. Don't worry though, if you make it through and you die beyond this point, you will be transported beyond the gate. No need to do it again.



FESTER'S QUEST (NES)

PLEASE COULD YOU TELL ME HOW TO DEFEAT THE FINAL ALIEN?

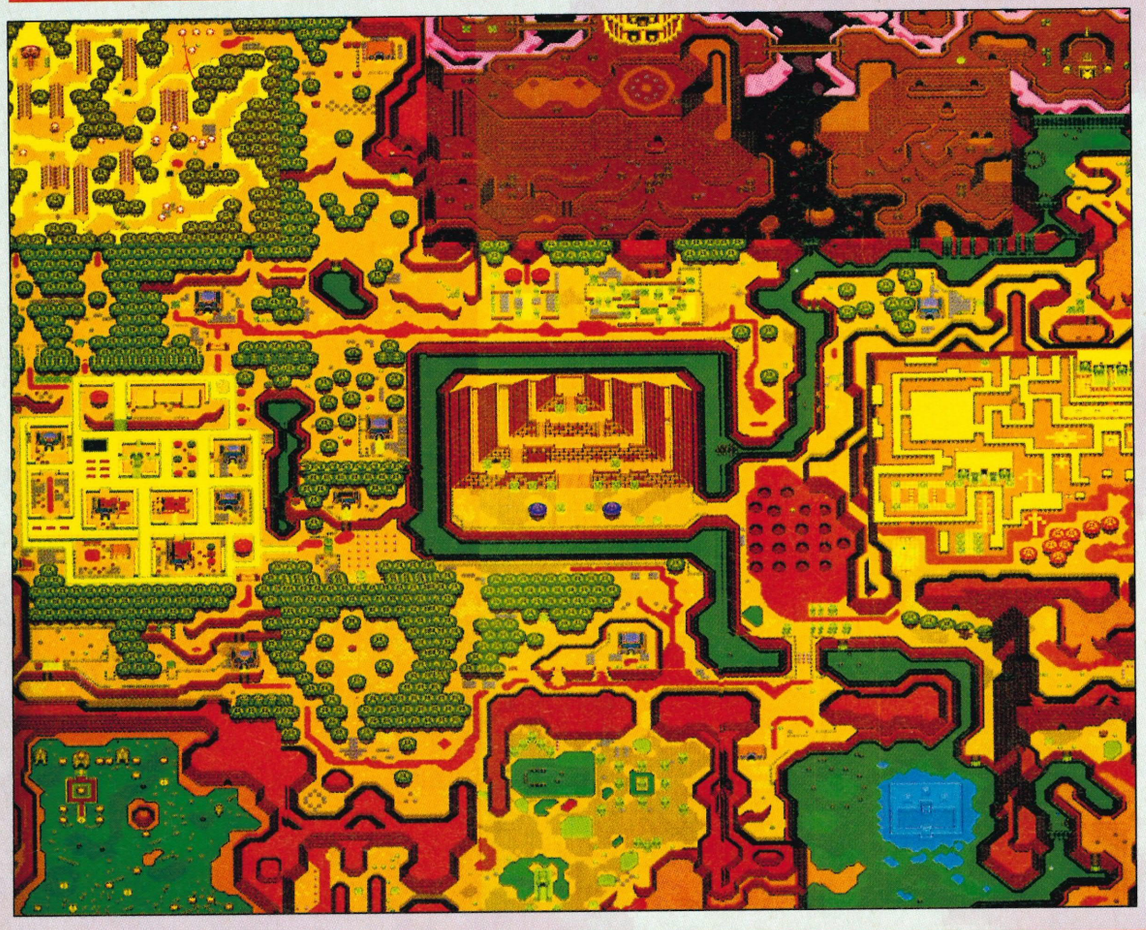
Victoria Robinson, Wolverhampton

Unfortunately Victoria, I don't know exactly where you are, but I'll do my best. When you are in the UFO (Does a space background ring any bells?), you should have four life containers. This bit is kind of a biggy, you'll need to complete it. Right, below him you'll see two cannons. Take these out before you do anything else. As soon as they are history, aim for the centre. Unfortunately, nothing but persistence will get you any further. Three hits from him and you're visible, so it's best to stay invisible and keep hacking away until you destroy him.



ZELDA III (SNES)

I KEEP TURNING INTO A BUNNY WHEN ENTERING THE DARK WORLD. HOW CAN I STOP THIS HAPPENING?
Mark Tomlinson, Southsea

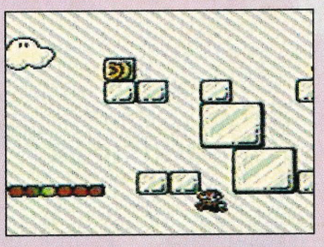


We have been receiving quite a lot of mail on the subject of our friend Zelda. Although busting this RPG is as easy as a stroll in the park for me it does seem to be the cause of a lot of mortal grief. For those of you who have written in and the thousands who are bemused by Zelda, I must remind you that we no longer have it in stock in our back issues – SUPER XS issue one contained the complete solution, but is completely sold out! So you had better write in to Doctor M if you are at a loss, just like this gaming chump here. To stop yourself turning into a white wabbit when entering the Dark World is very simple. You must gather the Moon Pearl and take that with you when going into the Dark World. The Moon Pearl can be found in the Tower of Hera in the castle, but to get to the castle you must first enter the Dark World as a Bunny. Once you are in the Dark World, look around for piece of ground which is at a higher level and resembles a figure of eight. Go to the right hand circular section of this elevation and move to the centre of it. Select the Mirror and look into it to be teleported back to the Light world where you will appear on the top of the mountain. Go into the castle to get the Moon Pearl and then head back to the portal at the top of Death Mountain to appear in the Dark World in your own form. Simple when you know how.

SUPER MARIO BROS 3 (NES)

HOW CAN I GET TO WARP 8?
Mathew Iles, Bristol

Super Mario Bros 3 is a little different to its predecessors in that you can choose when and where to warp. To do this you need to collect Warp Whistles. Now Mathew, you know what these are, don't you? Of course you do! To use these whistles, simply select them on the power screen while on the map. If you use it in world one, you are able to warp to world two, three or four? Use one on levels two, three, four, five and six and you can warp to five, six, or seven. Right, so you are all right up to this point, am I right? Use a whistle on world seven, or while in the Warp Zone, and you'll be able to go to world eight! I hope this answers your question. If not, why not check out the full *Super Mario Bros 3* solution in the exclusive *Mario All-Stars* cheat book free with this issue.





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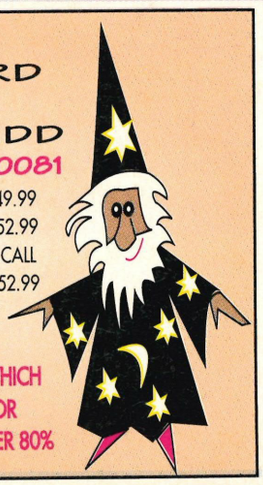

WET 'N' WILD!

PRIZE PASSWORD



SEA-DOO

WIN A £5,000 JET SKI!

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?



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 then send it in to us, along with the two other cards from issues three and four. All three cards must be from the right issue AND have the correct prize password inserted on the back. Now that you have ALL the cards, 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 has 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!

BUSTERS A-Z

Level selects, complete sets of passwords and invincibility codes are what SUPER XS thrives on — we only accept the best of the best!

Who needs cheats that every other magazine and his wife have used? Why go over old ground when there are new and exciting territories to explore?

Now, SUPER XS offers you the chance to stake your claim as the first person to find the hottest tips AND win a superb tips book for the privilege.

We also crave full solutions of every description for our extensive collection. Whether it's full guides to the new releases or crusty old maps from *Wizards & Warriors* — we want them all!

Send all your cheats to **Busters, SUPER XS, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.**

SUPER NES

NES

GAME BOY

The SUPER XS Busters A-Z is designed specifically for frustrated gamesplayers who have searched high and low for an elusive cheat or password so that they can complete their latest game.

Alphabetically sorted, the A-Z is coloured-coded for easy reference with brand new cheats clearly shown.

You will find something for all the Nintendo consoles because, unlike some narrow-minded magazines, we don't neglect the NES and Game Boy just because the Super NES has arrived.

Every effort has been made to ensure that the busters are accurate, with all the cheats being tested by the SUPER XS team in between un-blocking the sink and de-fleaing the cat!

If you have any requests for cheats, or need help on any Nintendo games, contact the Pros at SUPER XS SOS for help. Thought-provoking RPGs or mindless shoot-'em-ups, we've busted them all. No-one else even comes close.

SUPER NES

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 NEW!

19 1-Ups
First of all, go to the secret room. When in the room, go to the bottom left corner and walk up the stairs. At the top of the stairs (Up in the top left corner), you will find yet another secret room. In this room, there is a heli hat power-up. Get this and go back the way you came as fast as possible. Up the stairs, and go to the Clock room. Now push the jump button very fast so you fly. Make your way to the upper floor. Behind the door here, you will find 19, 1-Ups.

Hidden lives and bonuses
In the gallery, there is a bearskin rug on the floor. If you crawl into its mouth you will find some extra lives and some special bonuses.

100 Lives
Enter the code `11111`, and start the game. The life starts at zero, but when you die the lives roll over to 99.

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

Level Select
Press Right button, Right button, X and Start on the title screen.

ALIEN³ NEW!

Cheat mode
On controller two press A, B, Y and X. On controller one, the A, B and X buttons will activate different cheats.

Passwords
Stage 2 – QUESTION
Stage 3 – MASTERED
Stage 4 – MOTORWAY
Stage 5 – CABINETS
Stage 6 – SQUIRREL
End Squence – OVERGAME

ALIENS VS PREDATOR NEW!

Secret options
During the intro screens, wait until the girl has turned into stone, then press Start. Now press and hold L, then Right, then X and then press Start. The secret options screen will now appear.

Level select
Select configurations and enter the options menu. Press and hold Left button, Right button, X and A on controller two, then press Start on controller one. A level select will appear.

ANOTHER WORLD

Passwords

Stage 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
Stage 14 – CKJL	Stage 15 – LFCK

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) NEW!

Level select
When the start sign appears, press Up and Down repeatedly.

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

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.

BATTLETOADS IN BATTLEMANIACS NEW!

Five lives and five continues
On the title screen, hold down A and B, then press Start. When the flag blinks red the cheat has worked.

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.

BOB NEW!

Infinite lives/energy
Change the second number of the password code to nine. This will give you 99 of everything. When your 99 lives expire, they become infinite energy.

Passwords

Level 1 – 53Ø237	Level 17 – 171Ø58	Level 33 – 652Ø74
Level 2 – 462893	Level 18 – 743690	Level 34 – 614906
Level 3 – 905781	Level 19 – 901588	Level 35 – 862341
Level 4 – 583721	Level 20 – 574471	Level 36 – 605327
Level 5 – 37Ø439	Level 21 – 671255	Level 37 – Ø72251
Level 6 – 633Ø59	Level 22 – 1Ø3928	Level 38 – 635184
Level 7 – 96Ø379	Level 23 – 481773	Level 39 – 272578
Level 8 – 683349	Level 24 – 144895	Level 40 – 605463
Level 9 – 11Ø674	Level 25 – 361497	Level 41 – 672451
Level 10 – 853268	Level 26 – 574132	Level 42 – 575381
Level 11 – 95Ø745	Level 27 – 711894	Level 43 – 752790
Level 12 – 923571	Level 28 – 775895	Level 44 – 265648
Level 13 – 57Ø836	Level 29 – 362687	Level 45 – 3Ø2653
Level 14 – 1Ø3495	Level 30 – 704526	Level 46 – 845527
Level 15 – 481376	Level 31 – 472149	Level 47 – 382975
Level 16 – 713852	Level 32 – 775Ø92	Level 48 – 426081

BRAWL BROTHERS NEW!

More options
As soon as the Jaleco screen comes up, press these buttons very quickly: B, A, X, Y. The screen will become black and grey with a small white flashing dash, and a slashing noise will sound. Now press Start, a similar screen to the last should appear. Now press Down three times and press Start again. An option screen will appear with a faded title in the background. Set your options and exit. Play as normal, you will find new options to play.

BUBSY THE BOBCAT

Level codes

Level 1 – JSSCTS	Level 9 – DBKRRB
Level 2 – CKBGMM	Level 10 – MSFCTS
Level 3 – SCTWMN	Level 11 – KMGRBS
Level 4 – MKBRLN	Level 12 – SLJMBG
Level 5 – LBLNRD	Level 13 – TGRTVN
Level 6 – JMDKRK	Level 14 – CCLDSL
Level 7 – STGRTN	Level 15 – BTCLMB
Level 8 – SBBSHC	Level 16 – STCJDH

CARL RIPKIN JNR

Championship game
To get to the championship game, enter the following code:
RCCJKJBDSPKDGGGFFRC

CASTLEVANIA IV

NEW!

Invisible stairs
On the screen, just before the final confrontation of Dracula, you will see some stairs. Do not climb them, instead walk to the end of the ledge and take a large jump to the left. You will land on an invisible ledge, walk a little to the left and climb down the invisible stairs. Move as far left as possible and power-ups will start falling from the sky. Wait until you have collected 99 hearts, a triple boomerang and the best whip. Now go back the way you came and fight Dracula.

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.

DEATH VALLEY RALLY

NEW!

Start with 75 lives
On the title screen press, Left, Select, Right, Y and Start simultaneously. When the 'Zippety Splat' comes up, press X as well.

DESERT STRIKE

NEW!

Ten Lives
On password screen enter: B59JS27. You will get ten lives. When you complete a level, any lost will be restored.

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 4	–	NCDDIVWYXNXN
Stage 3	–	JCSNKEWKX4C3	Stage 5	–	DCUJJWWGXUON

DINO CITY

Level codes

Stage 2	–	1SXR1EWMXNNN	Stage 4	–	NCDDIVWYXNXN
Stage 3	–	JCSNKEWKX4C3	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.

DUCK TALES

NEW!

Save $300,000
So you don't have to pay the $300,000 to the statue in the Amazon, you have to do this with Launch pad. Crawl one screen up, and jump up onto the ledge at the right. From there you can jump into a hidden passage, it goes left and takes you direct to the statue.

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

NEW!

As soon as the notice screen is displayed, press the following:

Rank select
Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Right.

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!

More characters
Go to the 'Street Fight' mode. Player one chooses one or two players, now press Down on controller two. This will reveal more characters.

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.

FIREPOWER 2000 (US) NEW!

Level warp
Level 1 – R, L, R, R, L, L, R, L, R, R, L, L.
Level 2 – R, L, R, R, L, L, R, R, R, L, R, R.
Level 3 – L, R, L, L, R, R, L, L, L, L, R, R, R, L.
Level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R, L.
Level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L, L.

Control both Truck and Helicopter
On the title screen, press Select to get two player option. On this screen press Start and A simultaneously. Now you can start a one player game controlling both vehicles.

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

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.

THE HUNT FOR RED OCTOBER NEW!

Level select
Pause the game, then press Y eight times.

Soundless
Hold A and B down, and at the same time, press Up and Down. Now you can make yourself soundless 25 times.

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

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 NEW!

Return to last continue point
If you die when taking the last dinosaur, to get to the last continue point, Pause, X then press Select. You will go back to this point.

Extra credits
For up to nine extra credits, rapidly press the X button on the title screen. For every tenth press of the button you will get an extra credit. However, if the title screen disappears, the number will revert back to four. All you have to do now is enter the level again and get the life. Repeat the procedure for as many lives as you can handle.

JOHN MADDEN FOOTBALL

NEW!

Championship finals
Go straight to the championship finals by entering GDRFDDMC.

Super bowl
To get straight to the Super Bowl type in the code BBBB5NZ5C

KABLOOEY

NEW!

Passwords

Level 17 – DBVG	Level 24 – WPRG
Level 18 – DPLL	Level 25 – LFBG
Level 19 – DJSK	Level 26 – CVFF
Level 20 – GBTF	Level 27 – LPJC
Level 21 – JRPN	Level 28 – DBTG
Level 22 – GBMF	Level 29 – WGGD
Level 23 – PBSS	Level 30 – TJMG

KI KI KATAI

NEW!

Level select
On the Player Select screen, hold down X and Y, and press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B and then Start.

KRUSTY'S SUPER FUN HOUSE

Start at the last level with 50 lives
Hold down X, then reset four times. You should start at the last level with 50 lives.

Level codes

Level 2 – SKINNER	Level 4 – BARTDUDE
Level 3 – SCRATCHY	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

LEMMINGS

NEW!

Level codes

	FUN	TRICKY
Level 1	FWKQCJK	SUZFJVM
Level 2	TWXZKRM	BNLDXUC
Level 3	JPJXFUM	FNGWLWW
Level 4	KTJGTSK	RWTKQBK
Level 5	HGNNNPX	GGVQQDZ
Level 6	MLLBCPQ	RTWHNTC
Level 7	XBVCKLL	FBMBPFO
Level 8	JWGKQPH	GTGCDKQ
Level 9	JJGKBBH	KSRXKVK
Level 10	JJGKQPH	TBHLCRC
Level 11	GGWWFXR	XVJKXBQ
Level 12	PPTDZZG	TMRSZMF
Level 13	TPVSDSC	CVSDHLF
Level 14	QSPRKMK	WXLBGBP
Level 15	BXCHLQS	WZNFLWF
Level 16	VDGQWSX	FUMTNWW
Level 17	QGNLNFM	VVDRGWD
Level 18	DNPFNQR	SRXBPPU
Level 19	FQKKFHL	GRZHRPP
Level 20	RMHOGBX	XTMWFLP
Level 21	ZXBLWZK	FLMTVPM
Level 22	HTLDXLB	KSGVVWK
Level 23	ZDGHTWD	ZBPBXCT
Level 24	CFHXPSM	WHCHBQW
Level 25	PZBXCXB	LHDPGNN
Level 26	CWLGDBC	HVLXXTH
Level 27	WDNLSMJ	STVNDPK
Level 28	WDZWWCB	JFTQVSX
Level 29	WXBRTMV	SKKWSZZ

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.

Sunsoft passwords
1 – GNNBJWV 2 – RCQRFPZ 3 – FBJJKJB 4 – RMQMZDC
5 – DTCZVMQ

THE LOST VIKINGS

NEW!

Level select
Hold X, Y, A and B simultaneously.

Level codes

2 – GR8T	11 – VLCN	20 – BTRY	29 – 8BLL
3 – TLPT	12 – QCKS	21 – JNKR	30 – TRDR
4 – GRND	13 – PHRO	22 – CBLT	31 – FNTM
5 – LLM0	14 – C1R0	23 – H0PP	32 – WRLR
6 – FL0T	15 – SPKS	24 – SMRT	33 – TRPD
7 – TRSS	16 – JMNN	25 – V8TR	34 – TFFF
8 – PRHS	17 – TTRS	26 – NFL8	35 – FRGT
9 – CVRN	18 – JLLY	27 – WKYY	36 – 4RN4
10 – BBLS	19 – PLNG	28 – CMBO	37 – MSTR

MAGIC SWORD

Secret warp
On floor 34, destroy the two blocks and watch the pillars closely. Hit the fourth pair of pillars on the left to flick a switch and open a door straight to Hydra!

NHLPA HOCKEY '93

NEW!

Codes for the final rounds of the game
H5J3V79RM4ZVHW2P – Minnesota vs Washington
H5L19CY59FPZPT22 – Winnipeg vs New Jersey
BN7Y34ZSP46DIT4R – Buffalo vs Louis
DHYLKFDGBØB402SP – Washington vs Los Angeles
C42Z8MN44Y4YLG39 – Qubec vs Vancouver
HZ2B48N9HY55MK8W – Chicago vs New Jersey
HFPY7KLT9VXYCFV1 – Calgary vs Hartford
C4Z358NMFJG3JMKØ – New Jersey vs Toronto
FZV795XCZ344SNSM – Calgary vs Montreal
B14J9LØYLTCP9LDS – Boston vs Chicago
G75X97V9ØTØM6MNY – Vancouver vs Qubec
HFNB55PZ9WLTMZSM – Vancouver vs Boston
HL61CRJ3NX49PT3K – Edmonton vs Buffalo
B17F5MFØZG238V8F – Boston vs Minnesota
HTPTRGHGWB79VHZP – Winnipeg vs New York
FFB1LC1K1ØYZWØV2 – Detroit vs Buffalo

Final code
To go straight to the final between Los Angeles and Boston, enter the following code on the password screen: C42BWBGØØP37LV9J

NIGEL MANSELL'S WORLD RACING

NEW!

Race passwords
Mexico – LZ9ZN40LJ2541STCVL
Brazil – 6CL732YLZ3HØ7VNBR9
Spain – PZPP693R91Q7NHQ..2
San Marino – R49RGKFH.JBDSVØT79
Monaco – LØXJ.XVCH3L7GDCFOR
Canada – B7JPR46QRB.RGØ8HNL
France – LVØZB2Ø6FGØK62K2D7
Britain – TKX.B7G3VTJFS1QSKX
Germany – TQPCLTBTB7X21.JQGT
Hungary – HLL2FWG1Y2ØFL.1NG5
Belgium – YMGW4BXM3BV61JR565
Italy – 4QX4JKWXT50ZQ..K35
Portugal – 4F3MØTZ507Ø64KGC5D
Japan – R48RR9GT7JB.BZVR4D
Australia – 33DV4B,F1ZZG538GW3
End screen – PV2JTFBK4Y696H4DXY

ON THE BALL

NEW!

Access codes
Field 2 – MHWYR

Field 3 – HCCWD
Field 4 – WRJMH

OUTLANDER

Infinite energy
Press Up, Left button, Right button, Up, B and A during the game.

PAPERBOY 2

Higher level
Go to the Route Option in the Player Select screen, and enter the code 6479.

Passwords
Route: 5738 Week 2
Route: 6479 Week 3

PARODIUS NEW!

Use super bombs three times
Pause the game press X, X, X, B, B, B, Y, Y, Y, A, A, A, Left and Right.

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.

POCKY AND ROCKY NEW!

Level select
On the controller, hold down X and Y. With these held, press A, A, A, A, B, B, B, B, A, B, A , B, A, B, A and B.

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.

POWER MOVES NEW!

Fight last boss
Simply enter the code – N::XJT& $+7.

PRINCE OF PERSIA NEW!

Level skip
Enter the code SPECIAL on the password screen. When this has been rejected, start the game and enter B, Y, Up, Down, Left, Right, Left and Right buttons. If it has worked, you will hear a strange noise. Press Start and Select to enter a secret level skip screen.

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

PUSH-OVER NEW!

Passwords

1 – 00512	26 – 11782	51 – 21534	76 – 21631
2 – 01536	27 – 11270	52 – 23582	77 – 22143
3 – 01024	28 – 09222	53 – 24094	78 – 21247
4 – 03072	29 – 09734	54 – 23070	79 – 20735
5 – 03584	30 – 08718	55 – 22558	80 – 28927
6 – 02560	31 – 08206	56 – 18494	81 – 34939
7 – 02048	32 – 24590	57 – 19006	82 – 30463
8 – 06144	33 – 25614	58 – 20030	83 – 29951
9 – 06656	34 – 26126	59 – 19518	84 – 31999
10 – 07680	35 – 25614	60 – 17470	85 – 32511
11 – 07168	36 – 27662	61 – 17982	86 – 31487
12 – 05122	37 – 28174	62 – 16958	87 – 30975
13 – 05634	38 – 27150	63 – 16510	88 – 26879
14 – 04610	39 – 26638	64 – 16511	89 – 27647
15 – 04098	40 – 30734	65 – 17023	90 – 28671
16 – 12290	41 – 31246	66 – 18047	91 – 28159
17 – 12802	42 – 32270	67 – 17535	92 – 26111
18 – 13826	43 – 31758	68 – 19583	93 – 26623
19 – 13314	44 – 29726	69 – 20095	94 – 25599
20 – 15362	45 – 30238	70 – 19071	95 – 25081
21 – 15878	46 – 29214	71 – 18559	96 – 08703
22 – 14854	47 – 28702	72 – 22655	97 – 09215
23 – 14342	48 – 20510	73 – 23167	98 – 70239
24 – 10246	49 – 21022	74 – 24191	99 – 09727
25 – 10758	50 – 22046	75 – 30975	100 – 44543

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 NEW!

Transport, Police and Fire work for free
At the end of a tax year, save the game, and reload it. Transport, Fire and Police now work free for the year .

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.

SIM EARTH NEW!

Level select
On the select screen, choose the first scenario. Then press and hold L button, R button, Y, X and A.

SMART BALL NEW!

Game skip
When the title screen appears, press Up, Up, Left, Right, Left, Right, B, A, Select then Start. This will put you on stage 4–A.

Level select
Go to the options screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start. Now you can choose any level you want.

SMASH TV NEW!

Speed up mode
On the options screen: press Left, Right, Up, R button and R button again.

Extra lives and continues
At the options screen, press L button, R button, Up and you should hear "Bingo". Now you can bump up lives and continues.

Extra lives
On the player number/ difficulty screen, press Down, Left button, Right button and Up. You can now alter the number of lives and credits.

Kill all enemies
On the title screen enter Right, Right, Up, Down, Right button and Left button. Now start the game but before you enter a room, press and hold Select. When you go through now, all the enemies die and a voice will say "Let's Go!" Simply repeat this process to go straight through to the end of the game.

Circuit warp
On the player/difficulty screen, press Right, Right, Up, Down, Right button and Left button. Select the number of players and level of difficulty and you'll go onto the warp zone.

Stage select
Go to the options screen and press R button, R button, Up, Down, Right, L button and you will hear "Bingo" from the host. Now choose one or two players and you will see a stage select. This gives you the chance to start on any level including all the bosses.

SONIC BLAST MAN NEW!

Difficulty cheat
On title screen, hold Down, L button and R button simultaneously, then press start.

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 COMBAT NEW!

Secret options screen
From the title screen, opt for a two player game. After this hold down the L and R buttons together and press Start. The secret options screen will appear.

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

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 CONFLICT



Change computer's weapons
When you engage in a computer battle, you can switch his weapon before he fires it by repeatedly pressing the B button on controller two.

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

Level select
When the title screen comes up, press Up, Up, Down, Down, Right, Left, Right, Left, B, A, B, A.

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, 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 NEW!

Mega strong player
On select screen, using controller two, press L five times, X, R seven times then X.

Player editing
Press Select during a game to bring up the score. Now press R, R, Left, Down, B, A, L, and L on controller two. You will hear a round of applause. Press A or B on controller one, and four rows of eight characters will appear. These are the stats of players. From left to right, the eight characters stand for (1) Forehand; (2) Lob; (3) Left/right speed; (4) Back/forth volley speed; (5) Volley; (6) Serve; (7) Jump; (8) Backhand. Set each character by pressing X. (The lowest rating is Ø, and the highest is F) Use this to change both yours and the computer's stats.

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.

SUPER TURRICAN NEW!

Level skip
Pause the game. Now press Right, Left, Down, Right, A and Start.

SUPER VALIS IV NEW!

Level select
Press Up, Down, Left, Right, Up, Down, Left, Right, Up ,Down, Left, Right, Select, Select, Y, B and then Start when the title screen appears.

TEST DRIVE 2 NEW!

Customise your car
Start the game as normal, then before you touch the accelerator and move off, press L and R together on the second controller. You can now fine tune your car.

Jump with your car
By pressing the A button on the second controller, you can jump over oncoming traffic!

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 NEW!

Passwords for hard option
Level 1 – `Plucky/Babs/Bookworm`

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Level 2 – Lil'beeper/M.Max/Elmyra
Level 3 – Gogo/Shirley/Sweetie
Level 4 – Bookworm/Plucky/Babs
Level 5 – Gogo/Calamity/Lil'beeper
Level 6 – M.Max/Babs/Sweetie

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.

TOM AND JERRY NEW!

Infinite continues
Enter: X, Y, B, A, A, A, A, A, A, X, Y, B, A, A, A, A and A

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.

UNIVERSAL SOLDIER NEW!

Passwords
Level 1.2 – BZCXD
Level 1.3 – FWGVH
Level 2.1 – MRKSN
Level 2.2 – PRGMR
Level 2.3 – TCMCB
Level 3.1 – QWYRW
Level 3.2 – BCMVG
Level 3.3 – XVXVX
Level 4.1 – QWRTY
Level 4.2 – KBRDS

WANDERERS OF Y'S NEW!

Invincibility
Start the game, then press Reset on the Super NES. When the American Sammy logo appears, press Up, Down, Up, Down, Select then Start on controller two (you have to wait for the logo to come in completely before you key in the code, and it has to be entered before it starts to fade away). When the start/continue screen appears, use controller one to select the continue option. When you enter the saved game, press Select on controller one to call up the menu. Go to the status screen. When it appears, press Start on controller two. The word 'debug' will appear next to Status and now you are invincible.

WARP SPEED NEW!

Campaign codes
Campaign 2 – 4N3 LJO BDY
Campaign 3 – 4P? 8YJ LVP
Campaign 4 – 4P? 85? 4B?

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

Stage select
On the title screen, press the following: B, A, B, Y, B, Y, L, A, R, A then Start.

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

WORLD CUP NEW!

The final
Avoid the semi-final by entering the code – Ø1633.

YOSHI'S COOKIE NEW!

Select extra rounds
Use controller one and opt for the 'Action' option. Put the Round number on ten, the speed on high, and the music type off. Now on controller two, press and hold L, R, Select and Start. You will hear the game say "Yoshi!". You can now play up to round 99.

Access four new bosses
Select the VS mode. When you get to the VS Options screen, set the mode on **COM**. Now press and hold L , R, and X. Still holding them, press Start. The game will say "Yoshi!". Press Start again – a character selection screen should appear.

ZELDA III NEW!

Secret code
When the title screen appears, press Right, Up, B, A, Down, Up, Down, Up, B. Now you can look at the tasks in the game.

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.

ZOOL NEW!

Level select
Press Down, Left, Right, Down, Left, Up, Down, Up, Right, Up, Right, Up and A and B. On the "Get Ready" screen, hold down L and R and push Up and Right to select levels.

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.

BART VS THE SPACE MUTANTS NEW!

Bonus screen
If you go to the theatre between 2:00 and 4:00 you'll find a bonus screen.

BATMAN NEW!

Get rid of the killer moth
If you want to get rid of the killer moth. Pause the game then press B, A, B and A. It should then fly the other way.

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.

BLASTER MASTER NEW!

Instant death for guardians
Kill the bosses with one hand-grenade on levels two, four, six and seven.
Throw a grenade at the Boss. Just as it explodes, pause the game. After a couple of seconds, start the game again. The boss should be dead.

BLUE SHADOW

Power shot
For a devastating lightning attack, hold the B button down for a few seconds, and you will release a bolt which will subsequently strike most of the enemies onscreen. The only problem is that it will use up about half of your energy, so use it sparingly.

BOULDER DASH

Passwords
Enter the following codes for the required world:
635870 – Ice world
840137 – Sand world
840967 – Ocean world
225378 – Relic world
752053 – Volcano world

BOXXLE

Passwords
Level 1 – BDBD
Level 2 – DBBD
Level 3 – GBBG
Level 4 – HBBH
Level 5 – JBBJ
Level 6 – KBBK
Level 7 – LBBL
Level 8 – MBBM
Level 9 – NBBN
Level 10 – PBBP
Level 11 – QBBQ

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

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 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

NEW!

30 Lives
Enter your highest score as `BATS`. This will give you 30 lives.

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.

DYNABLASTER

NEW!

Go straight to level 50 with one life
Level 50 – `FECPIANNMJGGKOIDJABA`
Secret Level – `BACDIHCLOAFHABDNMOL`

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`

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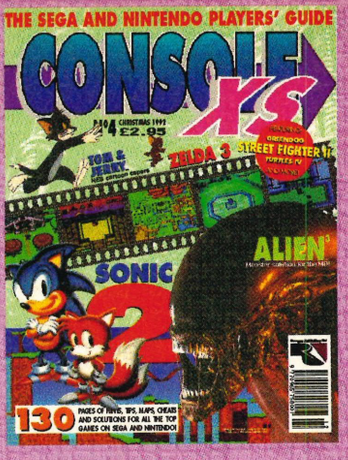

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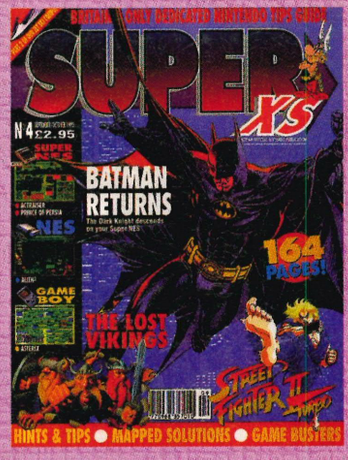

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GOAL

Passwords
Use these codes to play in the various matches leading up to the semi finals and finals:
GTXAREZC
GZHIKUIK – Semi finals, England vs Brazil
HTXAREZC
GZHIKUIL – Final, England vs USSR

GODZILLA

Special passwords
Following are a number of special passwords and their effect:

DESTR0Y ALL M0NSTERS	–	to fight all the monsters
M0NSTER Ø	–	to fight monster zero
START T0 END	–	to watch the end sequence

GOONIES 2

Password
For all Goonies and necessary equipment, enter the following password: Z4G "!41 40" "KOK

Extra equipement code
SugNY4wT!NUU!!uF

GRADIUS

Full weapons
Pause the game, and push Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. This will give you missiles, options and shield, but you can only use it once per game.

Continue mode
As soon as your last ship is destroyed, press Down, Up, B, A, B, A, B, A, B, A on controller one. You'll need to be on stage two or higher, and you'll also have to enter the code quickly.

GREMLINS 2

Stage codes
No matter what stage you want to get to, there's a code for it:

BVKH – level 1-2	ZFPJ – level 3-2
DXNH – level 2-1	SHMC – level 4-1
CGMW – level 2-2	VLBB – level 4-2
NJDT – level 3-1	NXRD – level 5-1

GUERILLA WAR

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

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

NEW!

Location of levels
Level 1 – 8E, 4S
Level 2 – 13E, 4S
Level 3 – 5E, 8S
Level 4 – 6E, 5S
Level 5 – 12E, ØS
Level 6 – 3E, 3S
Level 7 – 3E, 5S
Level 8 – 14E, 7S
Level 9 – 6E, ØS

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

Level codes
Level 1.1 – JPN1
Level 1.2 – 386V
Level 2.1 – M1CH
Level 2.2 – 31ØØ
Level 2.3 – MØ52
Level 3.1 – FLLF
Level 3.2 – HV1Ø
Level 3.3 – 8ØMB
Level 4.1 – SCRD
Level 4.2 – LV12
Level 5.1 – SØN8
Level 5.2 – 5VLB
Level 5.3 – SGJK

Start with eight lives
Code – LØBB.

Increased weapons
Code – SHOT.

Stage passwords
Get to later levels in this massive, tough game by using the following codes:
M1CH – level 2
FLLF – level 3
SCRD – level 4
MP45 – level 5

Secret Stages
Enter the following for two new stages:
Train – AMAN
Hovercraft – NAKA

MANIAC MANSION

Calling the police
To call the Meteor Police, use Bernhard to get the tube from the radio in the living room, and then put it into the socket of the radio in Dr Fred's room. Call the frequency written on the wanted poster with the Radio.

Destroying the mansion
Go up the stairs and through the security door and go to the fifth strip of wallpaper hanging down. Look for a keypad and select "Use Keypad", a number comes up and shortly after the mansion explodes.

MARBLE MADNESS

Extra time
Select a two-player game when playing solo, then finish the level and you will be granted extra time in the next stage.

MEGA MAN

Lightning trick
To increase the damage caused by a lightning shot, repeatedly press the pause button as soon as the beam connects – each time that you unpause the game, another hit will register.

MEGA MAN 2

NEW!

Level codes
Airman – A1, B5, C3, C4, C5, E1, E2, E3, E4.
Bubbleman – A1, B2, B5, C3, C4, E1, E2, E3, E4.
Quickman – A1, B2, B5, C3, C4, E2, E3, E4, E5.
Heat man – A1, B2, C3, C4, D3, E2, E3, E4, E5.
Woodman – A1, B2, C4, D1, D3, E2, E3, E4, E5.
Metalman – A2, B1, B3, C1, C4, C5, E3, E4, E5.
Flashman – A1, B2, B4, C1, D1, D3, E2, E3, E5.
Clashman – A1, B2, B4, C1, D1, D3, E2, E3, E5.
Dr Willy – A1, B2, B4, C1, C5, D1, E3, E5.

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!

MICRO MACHINES NEW!

Qualifying race
It doesn't matter what position you come, as long as when the race is over, you press Up, Select and B, holding them until the screen goes the colour of the water. Now press Start. The game should now read, "Qualify – 6 Lives."

Race 2 (Desktop Dropoff)
When you jump off the folder, pause the game. The screen should now go white. Unpause the game, and you should have got yourself an extra life, but this will not show until you finish Tuff Trax or lose a race.

Race 4 (Sandy Straights)
Go backwards until you get to the first bend, quite near to the water and pause the game. The lap counter will go down. Now go back, cross the line and you've won.

Race 7 (Handman's Curve)
Go to the bottom left of the track, leaving the other warriors and you will come to a big oil can. Go to the spout, and drive in as far as you can and pause the game a couple of times. The screen will go white, and you will have won.

Race 9 (Sahara Straights)
Follow the track around until you come to a footprint in the sand. Go to the bottom of it and Pauses the game. The screen should turn white. Unpause the game,and you will have got turbo acceleration.

Race 10 (Potted Passage)
Follow the green pipe down until it disappears into the plants. Get your chopper into the little gap, and Pause the game. The screen will go white, and you will find that you have super sticky grip.

MIKE TYSON'S PUNCH-OUT

Passwords
Enter any of the codes below to get to the section of your choice (for the last password to work you must press Select, A and B simultaneously):

005 737 5423	–	WVBA minor champ
777 807 3454	–	WVBA major champ
267 853 7538	–	world circuit bout
007 373 5963	–	versus Tyson
135 792 4680	–	another world circuit

MISSION IMPOSSIBLE

Level passwords
Here are the codes for later levels:
HMPR – level 2
KMVW – level 3
XDGJ – level 4
TVJL – level 5
QBYZ – level 6

MONSTER PARTY

Passcodes

Level 2	–	CnDo403sH
Level 3	–	RvX"HSin4
Level 4	–	tvLG-B6me
Level 5	–	1yF84O77D
Level 6	–	UtBDGC,OJ
Level 7	–	sfhsQVF9B
Level 8	–	a!BBOL?hxNARC
Final	–	DTvgs.iNT

Extra continues
To start the game with two continues in the bank press A, B, Select and Up, then press Start on the title screen.

THE NEW ZEALAND STORY

Warp to an extra life
Just as in the arcade version, there are two warps in this game. The first can be found on level 1-2. Jump up to the second platform from the start, face left and fire until the warp appears. Jump into it, take the warp on the right, continue right on the new screen and grab the extra life. The second is found on 1-3. After you've been through the water near the end, jump to the top platform and shoot to the right. After you've entered the warp, press Left to land on the middle platform, shoot right to reveal the warp and you will reach a room with two more extra lives.

NINTENDO WORLD CUP

Passwords
Codes for every possible match follow:
1030? – second match
3070? – third match
0150? – fourth match
2200? – fifth match
7210? – sixth match
1150? – seventh match
4240? – eighth match
6260? – ninth match
6020? – tenth match
2230? – semi finals
1280? – finals

PARODIUS NEW!

Full Power
Press Up, Up, Down, Down, Left, Left, Right, Right, A, B, A and B.

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 NEW!

Level codes
Level 2 – 1227
Level 3 – Ø5Ø1
Level 4 – Ø948
Level 5 – 2168
Level 6 – Ø666
Level 7 – 1192

30 Lives
At the title screen, type in the following before the music stops. Up, Up, Down, Down, Left, Right, Left, Right, B , A then Start.

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.

RESCUE RANGERS NEW!

Get back lost lives
As soon as you lose a life and are off the screen, go to the inventory screen and push A and B simultaneously. It should say "Start Again". Now click on your player again, you will not have lost a life.

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 NEW!

Level codes
Ringman – A2, A3, A6, B6, D1, E3
Diveman – A3, B3, B6, C2, E1, E3
Pharaman – A1, B4, B6, D2, E1, F3
Skullman – A1, B4, B5, E2, E6, F3
Brightman – A3, B2, B6, C2, D1, E3
Toadman – A1, A3, B6, C4, D4, E1
Dustman – A1, B4, B5, E1, E4, F3

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
Story 3, area 6 – 7236972

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

NEW!

More money
DDDDDDDDDDDD – $111,111
GGGGGGGGGGGG – $222,222
LLLLLLLLLLLL – $555,555
PPPPPPPPPPPP – $888,888
QQQQQQQQQQQQ – $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

NEW!

Level select
At the title screen, press Down five times, Right seven times, B, A then Start.

Extra lives and level select
To begin with ten lives and have the option to choose the start level, press the following when on the title screen: B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start.

TMNT (US)

NEW!

Energy replenish
When low on energy, pause the game and press Up, Down, Left, Right, A then B.

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

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.

ADVENTURES OF LOLO 2 NEW!

Final Level
Last level code – VQTD

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.

BART VS THE JUGGERNAUTS NEW!

More Money
When you play 'Captain Lance Murdock's skateboard crash and bash', jump two times higher than the Juggernaut's head and get your skateboard. Now lose two times. Now smack the waiting Juggernaut off its platform. This will give you between $7,500 and $ 8,500.

BATTLE BULL

Final level code
To get to the last level enter 4F** on the passcode screen.

BATTLE OF OLYMPUS NEW!

For every item code
Enter: BFFXVNXQNLS8K,CM2FHUX4GW5ZD

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

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

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

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return to the DX-Turbochopper and be able to select a different level.

BLADES OF STEEL

NEW!

No goalies
Hold A and B on both controllers, then start on controller one.

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

BOXXLE II

NEW!

Level Codes

Level 2 – BYNS	Level 7 – BDZB
Level 3 – YBZB	Level 8 – YZPZ
Level 4 – BYPZ	Level 9 – ZYYN
Level 5 – BDYN	Level 10 – DBNS
Level 6 – YZNS	Level 11 – ZYZB
Level 12 – DBPZ	

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

NEW!

Passwords

Level 40 – TX9W	Level 54 – 2YEX	Level 68 – Z1P2
Level 41 – PSRW	Level 55 – TP4X	Level 69 – SE32
Level 42 – PZFW	Level 56 – TY9X	Level 70 – SHE2
Level 43 – YSJW	Level 57 – P2RX	Level 71 – ZE42
Level 44 – YZKW	Level 58 – PTFX	Level 72 – ZH92
Level 45 – PWMW	Level 59 – Y2JX	Level 73 – W3R2
Level 46 – PXCW	Level 60 – YTKX	Level 74 – W1F2
Level 47 – YWAW	Level 61 – PPMX	Level 75 – X3J2
Level 48 – YXOW	Level 62 – PYCX	Level 76 – X1K2
Level 49 – 22SX	Level 63 – YPAX	Level 77 – WEM2
Level 50 – 2TWX	Level 64 – YYOX	Level 78 – WHC2
Level 51 – T22X	Level 65 – S3S2	Level 79 – XEA2
Level 52 – TTPX	Level 66 – S1W2	Level 80 – XHØ2
Level 53 – 2P3X	Level 67 – Z322	

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

CAPTAIN PLANET

NEW!

Level code
Game end – 5Ø621Ø

CAPTAIN SKYHAWK

NEW!

Level skip
When playing, press Up and B together.

To become Indestructible
Push pad Up, Right, Down, Left, then Up four times.

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.

FERRARI GP CHALLENGE NEW!

Passwords
Level 2 – `BPDFGMJLBKDHGJKT`
Level 3 – `CHDJGTJLBKDJGKLZ`
Level 4 – `CPDNGTJLCCDLGLNP`
Level 5 – `CSDPGTJXCHDLGMPS`
Level 6 – `DLDPGTKLCMDPGNQ2`
Level 7 – `DSFHGTKLCMDSGPSN`
Level 8 – `FLFLGTKLCPDSGQTN`
Level 9 – `FLFLGVKQCRDSGRTX`
Level 10 – `GPFLHKRDCDSGSWL`
Level 11 – `GJFXHQKVDCSGTXV`
Level 12 – `GJFXHSLNDCFGGVYY`
Level 13 – `GJGHHVLSDKFHGWZZ`
Level 14 – `GJGHZLSDKFKGX1P`
Level 15 – `GJGKJSLSDKFLGYJM`

THE FLASH NEW!

Passwords
Level 2 – `23 DELIVERY`
Level 3 – `DENIM BLUD`
Level 4 – `TRACK 29`
Level 5 – `99 PICASSO`
Level 6 – `INGOT LANE`
Level 7 – `7th MARKET`
Level 8 – `TRACK 12`
Level 9 – `RUE IE DAY`
Level 10 – `TIN ALLEY`
Level 11 – `GORBY WAR`
Level 12 – `TRACK 66`
Level 13 – `FUN HOUSE`

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 NEW!

Passwords
Level 1 – `K8ED HWA7`
Level 2 – `JXAH VR6Y`
Level 3 – `WPXD 4BGO`
Level 4 – `D57A GTUO`
Level 5 – `9FJA TLJA`

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.

GREMLINS NEW!

Level code
Code for level 4-2 – `VLBB`.

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 NEW!

25 Extra lives
On the Map screen, hold down Select. At the same time press Up, then Down.

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.

KICKLE CUBICLE

NEW!

Level code
Level 30 – TJBY EGCE

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

LEMMINGS

NEW!

Passwords

	FUN	TRICKY	TAXING	MAYHEM
1	XSWRHL	SFGBVH	VSDGSJ	SJFHGD
2	TVRBVD	GNRNFY	HGSFDY	HDFTGS
3	GFDRTL	PFCGSD	UQQDFR	XCSFSD
4	DFGTYN	TWYWYT	PRTTMM	SHDDYW
5	NNBGTQ	SDHSHS	RYDBNF	KRWHJS
6	TYRBNC	DFSGSH	ZWKRBD	PDHJDW
7	DGBFHY	RLYDRT	FRWNBQ	HPBXZ
8	CVRKJT	GSHGSS	WYRHDG	BZCSDS
9	JSRBSV	ZGRZNJ	PDKDJS	LZTFVG
10	FKJTYQ	CVBXSH	YPSLQW	FDYSWW
11	VSPDNQ	LKJHHG	RWQNDJ	YYSGSJ
12	GDSWBC	XCSDCX	BHYWHD	GSHSHK
13	HWQPJD	DFQRTW	VYRTNC	VKLSDH
14	KXLWYZ	VGSDTG	XYHGXK	GTGDMC
15	KSQHQS	HSDJFK	WJHFKK	JDFSDB
16	VNWSSWV	JCVWXK	GKJXCZ	WDFVHD
17	FTYMTS	VFWLSH	DNDLSH	KDHGFS
18	GSFGHH	LJDRBC	FGSKDG	DTGDJS
19	YKBLGB	CQSBNL	NSDFSW	THRTSH
20	PLSTFL	PSDHWJ	DRMLND	LJDJWR
21	JXFCBS	CHTLNX	JSDHSW	KBCVXM
22	SDFGLD	GFTTYQ	RRHRNS	SHSJSG
23	QGHSDF	BSWHTW	QHQJSD	LZTRYW
24	OKZDTS	KSSLSNF	RGHFWX	GXNFPL
25	LZDGQH	JTYRDN	WHGXZL	ZQPLMG

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
Fireman: A2, 3, C1, D2, 3
Iceman: A1, B4, C1, D2, 3
Cutma: A2, 3, B4, C2, 3

MEGA MAN 2

Passwords

Air	–	A2, B1, B3, B4, C3, D2, D4
+ Needle	–	A1, A3, A4, B3, C1, C4, D1, D2, D4
+ Clash	–	A2, B1, B3, B4, C3, D1, D2, D4
+ Metal	–	A2, A3, B1, C3, D1, D2, D4
+ Wood	–	A2, A3, B1, B4, C3, D1, D2, D4
+ Hard	–	A1, B3, C1, C2, D1, D4
+ Magnet	–	A3, A4, B1, B3, C1, C2, C4, D1, D3
+ Top	–	A1, A3, A4, B3, C1, C2, C4, D1, D3

METAL GEAR

NEW!

End of game code
Enter: T1111116111111111111111116

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.

PROBOTECTOR



Level select
On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A then Start. You will now get a music tone, use the arrows to select the level, then press Start.

Extra lives
On the title screen, press Up four times, Down four times, Left four times and Right four times. Now press Start.

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

RAGING FIGHTER



Player vs same player
At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A then B. If it has worked, it will say "command on."

ROBOCOP



See the ending
When the title screen appears, simultaneously press A, B, Select and Start. Now to see the ending without playing the game press Left on the control pad.

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.

SOLAR STRIKER



By-passing guardians
When you reach a guardian, go to the top left corner and stay there. After a few seconds, the guardian will disappear. This works well on almost all bosses.

SOLOMON'S CLUB

Passwords

1–5	–	RQJSJJJJ
1–10	–	RYSY?JJ?
2–5	–	JZ4JSJJJ
2–1Ø	–	6ZYSYJJ?
3–1Ø	–	XZZ7SY88
4–1Ø	–	K3ZZY5Y8

SPANKY'S QUEST

Stage select
Enter Ø199 as your password and you'll find a rather handy stage select screen.

STAR TREK

Codes

Stage 1 – Ø523-4	Stage 2 – 4262-Ø
Stage 3 – 6841-2	Stage 4 – 3310-7
Stage 5 – 7Ø57-3	Stage 6 – 6Ø46-2

Enterprise warp
Press Down Left and Select to warp the ship when you are in space. You can only do this once per game.

SUPER MARIO LAND

Bypassing guardians
If you are Super Mario when fighting a guardian, simply run into the guardian – this will cause you to turn small, but as you are invincible for a few seconds you can jump to the lever and escape.

Level select
To be able to select any level, you need to first complete the game twice (no mean feat). You are then able to select the level from the title screen.

Extra lives
On stage 2-3, you'll find MARIO spelt out in coins. Shortly after that, a 1-up heart will appear in the wall. Collect as many coins as possible, then grab the heart and let yourself be killed by the next enemy. You'll start off just before the coins – collect them all over again, as well as the heart, and repeat the manoeuvre. Since 100 coins grants you an extra life, your reserves will build up in no time!

Bonuses
On stage 1-3, on the third set of three blocks, jump up between the second and third bricks and an elevator will appear. Leap onto it, run right once it's carried you up and drop down the pipe to a bonus screen.

TECHMO BOWL

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



Speed
At the title screen, press and hold Down. Now press Start. When the game starts, you will see a heart next to the level number, this means that the speed has increased ten fold.

Finish Quickly
To finish the game quickly, as the blocks fall press Select A and B simultaneously.

TINY TOONS

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.

TURTLES 2



Level select
On the title screen press Up, Down, B, A, Left, Right, B, A, then Start.

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.

WORDZAP



Tour of the levels
To see all of the level screens, and go on a world tour press Select, A, Left, A, Down, B, A, Right.

WORLD CUP SOCCER

Passwords

Level 3	–	Ø3313	Level 8	–	56113
Level 5	–	36313	Level 9	–	51313
Level 6	–	17123	Level 10	–	97113
SEMI	–	Ø8613	FINAL	–	Ø1613
Level 7	–	42913			

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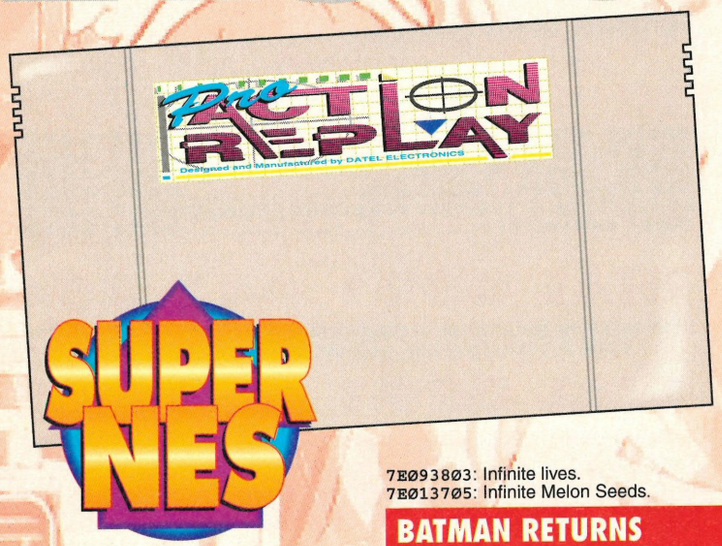


Nowadays, it is much easier to buy a cheating device such as the Datel Action Replay or Hornby Hobbies Game Genie and enter codes, rather than waiting for push button cheats to be released. Codes are now available for almost every game on every Nintendo console – but the number of codes are growing at 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.

ALIEN³

7E15E264: Full energy on the flame-thrower.
7E10DA90: Weapon fire, but does not kill anyone.
7E10C604: Infinite flame-thrower.
7E124246: 100% energy.
7E124464: Infinite energy.
7E15D463: Infinite bullets.
7E15B263: 99 bullets all of the time.

AXELAY

7E0325FF: Invincibility
7E032901: Finish the level quickly.
7E005E03: Infinite lives (last digit indicates no of lives).
7E1E620X: Start on any level (X= level).
7E033002: Keep selected weapon.

BART'S NIGHTMARE

7E013D02: Infinite bubblegum.
7E093803: Infinite lives.
7E013705: Infinite Melon Seeds.

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.

BUSTER BUSTS LOOSE

7E009E03: Unlimited energy.
7E00B6A0: Super Dash.

CASTLEVANIA IV

7E13F410: Infinite energy.
7E13F214: Unlimited extra weapons.
7E13F050: Infinite time.
7E1F840X: Player one's weapon varies with X.
7E1FC40X: Player two's weapon varies with X.
7E1F8A63: Infinite lives for player one.
7E1FCA63: Infinite lives for player two.
7E1F8C02: Player one gets infinite bombs.
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.
7E1D7A0A: Do the special move; pause the game; enable the Replay to get continuous magic.

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.
7E106D8D: Player one, infinite energy.
7E11258D: Player two, infinite energy.
7EADC515: Finish the first round, and be transported to the very end of the game.

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 Helicoptor, Boat and Jet.
7E02E705: Infinite energy as James Bond Junior.
7E02E90A: Infinite grenades.
7E02E809: Infinite bullets.
7E033200: Invincibility in Helicoptor, Boat and Jet.
7E02B100: Levitation.

JOE AND MAC

7E081C14: Gives Joe unlimited energy.
7E081A89: Joe keeps the bones to use as weapons.
7E085C14: Gives Mac unlimited energy.
7E085A89: Mac keeps the bones.
7E082202: Joe unlimited lives.
7E081A92: Gives Joe infinite boomerang weapons.
7E086202: Gives Mac infinite boomerang weapons.
7E081A93: Gives Joe infinite fire weapons.
7E085A93: Gives Mac infinite fire weapons.
7E081A94: Gives Joe infinite wheel weapons.
7E085A93: Gives Mac infinite wheel weapons.

JOE & MAC 2

7E004202: Infinite lives.

KRUSTY'S SUPER FUN HOUSE

7E11A303: Infinite Krustys.

LAGOON

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.
7E0431A0: Infinite energy.
7E042304: Captives energy.

MOLE PATROL

7E07AFAA: Infinite time (switch Action Replay off between levels).

MORTAL KOMBAT

7E04BD58
7E04C158: Use all three codes together to give Player one infinite
7E04B9A1 energy.

7E04BBA1
7E04BF58: Use all three codes together to give Player two infinite
7E0FC358 energy.

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.
7E1C6C07: When selected, next option is always shields.

PILOT WINGS

7E1ABE05: Infinite time.
7E0CD204: Infinite fuel.

PIT-FIGHTER

7E1124A0: Infinite energy.

POCKY AND ROCKY

Turn off the codes at the end of a level while the points are being counted up.
7E00680F: Infinite energy: Hearts never go below seven.
7E006609: Infinite bombs: never goes below eight.
7E0F1295: Infinite time.
7E00E601: Throws two cards all the time but still able to power-up more cards.
7E00E602: Throws fire shot all the time but still able to power-up more fire.
7E00E401: Permanent magic shield.
7E00EA01: Level 2.
7E00EA02: Level 3.
7E00EA03: Level 4.
7E00EA04: Level 5.
7E00EA05: Level 6.
7E00EA06: End of Game.

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.
7E1FA601: First flag automatically raised.

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.

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.

STARWING

0BD2F4XX: Number of nova bombs to start with.
0BE2156B: If dead, stops and hovers.
0BE0E4D0: Full fire power.
1FD1466B: Stops all shooting.
0BE712AD: Infinite lives.
0BE0E4D0: Full firepower.
1FD1466B: Stop all shooting.
1FD1466B: To change the Nova bomb to another weapon.

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.
7E0D6900: Turns sprite collision off (Touching enemies has no affect).
7E0D6F01: Always have the skateboard (Turn off the Replay at the end of a level).
7E0D7C04: Always start with three hammers, collect another to get single fire weapon.

SUPER ALESTE

7E015202: Unlimited bombs.
7E015702: Infinite lives.

7E006F06: Start with level six weapon and invincibility.
7E075E00: Easy mode.

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.
7E027602: Invincibility.
7E14BA04: Always have gold armour.

SUPER MARIO ALL-STARS

SUPER MARIO BROS
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.
7E172A05: Infinite Marios.
7E173605: Infinite Luigis.
7E07EB09: Stops the clock (turn the Replay off between levels).

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.
7E07EB09: Unlimited time.
7FFB02XX: When XX is the Level.
7E075A05: Gives both Mario and Luigi Infinite lives.

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.
7E073605: Mario Infinite lives.
7E073705: Luigi Infinite lives.
7E05F009: Unlimited time.
7E0747XX: Replace the XX with any numbers to change Mario's appearance.

SUPER MARIO USA
7E04CB3C: Infinite super jump.
7E04C33F: Unlimited energy.
7E04E130: Invincibility.
7E04EE05: Infinite lives for all characters.

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.
7E0DBA04: Permanent non-flying Yoshi that makes a loud bang when he lands.
7E0DBA06: Permanent flying Yoshi after eating a Koopa.
7E0DBA08: Permanent Red Yoshi, doesn't fly but spits out fire after eating Koopa.

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 PANG

7E013402: Infinite shields.
7E00C704: Infinite lives.

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.
7E18A901: Player one is invincible.
7E18AA01: Player two is invincible.
7E1B3C03: Infinite credits.

SUPER SOCCER

7E10F803: No opposition goal keeper for the first half!
7E075A59: Lead of 89 Goals.

SUPER STAR WARS

7E08FB03: Unlimited lives.
7E0A7920: Unlimited energy.
7E087224: Always have use of jets.
7E086E00: Need no Jawas just head for sand crawler.
7E0A7924: Unlimited health.
7E096FF1: Unlimited time (turn off at end of level).
7E087224: Unlimited landspeeder fuel.
7E09850X: X= Gun type (Ø=blaster, 1=flame, 2= seeker, 3=rapid ion and 4=plasma).
7E087664: Invincible in Death Star Trench.
7E011403: Infinite continues.
7E097702: Infinite Thermal Detonators.
7E0AA110: Character in use will remain orange/red.
7E08D8B1: Changes the graphics.
7E098358: Enables you to use the light saber from the start.
7E098888: Invincible.

SUPER STRIKE GUNNER

7E023A03: Infinite lives.

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.
7E050330: Unlimited wheel time.
7E050A03: Infinite smart lines.
7E050909: Unlimited time to finish the level.

THE TERMINATOR

7E031F08: Infinite energy.
7E031C05: Infinite lives.

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.

TOM AND JERRY

7E154804: Infinite lives.
7E128E04: Infinite energy.

TOP GEAR

7EIE6C0S: Player one constant nitros.
7EIE6E03: Player two constant nitros.
7EIE63A7: Infinite fuel.

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.
7E00820X: When X is replaced with Level required minus one.

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.

WAYNE'S WORLD

7E04AF02: 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.

WWF WRESTLEMANIA

7E06EC30: Unlimited energy.
7E052E03: No time limit outside of the ring and, as soon as an opponent is pinned, he gets counted out.

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).
7EF37709: Infinite arrows.
7EF34309: Infinite bombs.

ZOMBIES

7E1CB80A: Infinite energy.

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
00007C507: 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 HUNT
0000BA03: Infinite shots.

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.

LEGEND OF ZELDA
00067 0FF: Lessens damage.
00065809: Infinite bombs.

LOW G MAN
0006F803: Infinite lives.
00065B08: Unlimited energy.
00066EID: Infinite vehicle fuel.

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.
00079 00F: 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.
000756FF: Invulnerable.
00075A02: Infinite lives.

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.

TOP GUN 2
00005702F: Invulnerable to bullets.
0000683C: Infinite missiles.

TO THE EARTH
000I5FD0: Infinite fuel.

WRATH OF THE BLACK MANTA
00054903: Infinite lives.

WRESTLEMANIA
000077CA: Infinite energy.

WRESTLEMANIA CHALLENGE
0003D0FF: Infinite energy.

GAME BOY

THE ADDAMS FAMILY
01XX65C0: Gives you XX amount of lives.
081F68C0: Unlimited energy.
013FFAC1: Unlimited weapon energy.
09XX69C0: XX= Start level.

ADVENTURE ISLAND
010319C4: Infinite lives.
087F22C4: Infinite energy.

ADVENTURES OF ROCKY & BULLWINKLE
010251DD: Infinite lives.
010357DD: Infinite energy.

ADVENTURES OF STAR SAVER
0203F4C5: Infinite lives.
010431C6: Always have the life rope.

ALIEN 3
0A0X32C3: Start with a specific weapon. 1 – Prodder, 2 – Pistol, 3 – Pulse Rifle, 4 – Flame-thrower, 5 – Smart gun.
08FF4AC3: Infinite energy.
010349C3: Infinite lives.
043C45C3: Infinite ammo (with gun).

ALTERED SPACE
04327CC2: Infinite air.

ASTEROIDS
01020BDC: Infinite lives.

BAD 'N' RAD
010323CD: Infinite lives.

BALLOON KID
010421DE: Infinite lives.

BARBIE
010591DD: Infinite energy.
010X94DD: Start with X lives eg 010494DD.

BART SIMPSON: CAMP DEADLY
010598C9: Float on air.
010292C9: Infinite lives.
010298C9: Infinite energy.
010594C9: Infinite boomerangs.

BATMAN
0103C7C0: Infinite lives.
0104C8C0: Infinite energy.

BATMAN: RETURN OF THE JOKER
080A8AFF: Infinite energy.

BIONIC COMMANDO
00FF4BDF: Activate all protectors.
00FF4DDF: Activate all video receivers.
00FF4CDF: Activate all tools.
00FF4ADF: Activate all weapons.
010343DF: Infinite energy.
02XX45DF: Start with X lives.

THE BLUES BROTHERS
010337C3: Infinite energy.

BONK'S ADVENTURE
01031ECD: Infinite lives.

BOULDER DASH
04C7F0D7: Set timer to 199.
010362D7: Infinite lives.

BUBBLE BOBBLE
010900C4: Gives you nine lives.
0100C3FF: Zips to the next level when you activate the AR.

BUGS BUNNY II
010599C3: Infinite energy.
0108B8C3: Always have all the keys to complete the level.
01XX99C3: Start with XX lives.

BURGER TIME
010246C3: Infinite lives.

CASTLEIAN
010316C5: Infinite lives.
079912C5: Infinite time.

CASTLEVANIA II
0102C5C8: Unlimited lives.

CRASH DUMMIES
016084C0: No time limit.
01058AC0: Infinite lives.

DARKMAN
01038AC0: Infinite lives.
010989C0: Freeze the timer.

DIG DUG
020396C4: Infinite lives.

DOUBLE DRAGON II
0203AFC6: Infinite lives.
083CB7C6: Infinite energy.

DOUBLE DRAGON III
08BF27DF: Infinite energy.

DR FRANKEN
0XD02BC8: Infinite Energy.

DUCK TALES
01021ACA: Infinite lives.
079611CA: Infinite time.

DYNABLASTER
030294FF: Infinite lives.

EMPIRE STRIKES BACK, THE
000589DA: Unlimited continues.
002093DA: Unlimited energy for Luke.
002094DA: 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.
Ø1ØØ37C6: Player two's score is always zero.

HUMANS

Ø7C6E0CF: Stop the timer.
Ø1XX94CF: Level select.
Ø4ØC92CF: Always have 12 tribesmen.

INTERSTELLA ASSAULT

Ø1Ø28ØC9: Infinite lives.
ØA033CCC: 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.
ØØØØAE03: Infinite lives.
Ø2Ø3Ø8DD: Infinite lives (alternative).
Ø1Ø146D7: Levitation
Ø1ØX05DF: Infinite energy top-up tanks.
Ø1ØX08DF: Level select.1-9, A-B.

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.
ØØØ59AC1: 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

Ø2Ø3E0C4: Infinite lives.

SPIDERMAN

Ø83Ø99FF: Unlimited web power.
Ø83Ø98FF: Infinite energy.

SPIDERMAN II

Ø1Ø3E0DØ: 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: Unlim ited Nitros while Action Replay is enabled.
Ø1ØXØEDØ: Start with X level of tyres.
Ø1ØXØFDØ: Start with X level of acceleration.
Ø1ØX1ØDØ: Start with X level of shock absorber.
Ø1ØX11DØ: Start with X level of speed.

SWAMP THING

Ø84ØC7C1: Infinite energy.

T2

Ø8EØBDDB: Infinite energy.

THE TERMINATOR

Ø8EØBDDB: Infinite energy.

TETRIS

Ø1Ø1A9FF: Stops the levels increasing.
Ø1ØXC2FF: Starts at X level.
Ø1259EFF: Eternal B-Game.
Ø1ØØ95FF: Finish game when you do one line.

THE FLASH

Ø1Ø3E5CØ: Infinite lives.
Ø84870C1: Infinite energy.

TINY TOONS

Ø1Ø2C3C9: Infinite lives.
Ø1Ø2FØC9: Infinite energy.
Ø1Ø3F1C9: Infinite weapons for Bugs.
Ø1Ø3F2C9: Infinite weapons for Daffy.
Ø1Ø3F3C9: Infinite weapons for Porky.

TOM & JERRY

Ø1Ø34ED5: Infinite lives.
Ø43B1AD5: Infinite time (turn off at end of levels).

TOXIC CRUSADERS

Ø4ØAC3CØ: Infinite energy for no-zone.
Ø4ØAC4CØ: Infinite energy for major disaster.
Ø4ØAC5CØ: Infinite energy for toxic.
Ø4ØAC6CØ: Infinite energy for head banger.
Ø4ØAC7CØ: Infinite energy for junk yard.
Ø3XXABCC: Replace XX with level number.

TURRICAN

Ø7Ø1C9C5: Infinite time.
Ø1Ø3FEC4: Infinite grenades.
Ø1Ø3Ø1C5: Infinite mines.
Ø1Ø3Ø4C5: Infinite power lines.
Ø1Ø3C3C5: Infinite buzz-saws.
Ø1Ø4DDC5: Infinite lives.
ØA0190C1: Constant force field.
Ø3XXACFF: Start level, where XX is the number.

TURTLES 2

Ø4ØCB3C7: Infinite energy.

WWF WRESTLING

Ø8A02ØCØ: Infinite energy bar.

XENON II

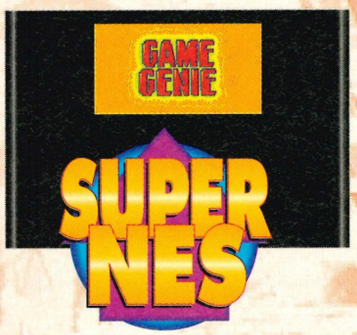
Ø1Ø5D4CØ: Infinite lives.
Ø8122FCØ: Infinite energy.
Ø1ØX95FF: Level select. X = Level number. 1-5.

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!

SUPER NES NES GAME BOY

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. 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.



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.

DRAKKHEN

8E3D696D & 8E30A408 & 8EA20113: Will grant limited protection against most physical attacks.
74336FD8: Your spell points will now regenerate at a very fast rate.
8E276D28: Infinite spell points. (Doesn't apply in the course of a battle).

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.

PUGSLEY'S SCAVENGER HUNT

C9CC44AD: Infinite energy.
DDB61FA7: Infinite lives.
49C9476D: Each dollar now worth $25.
3BA537D4 & DBA53704: High jumps.

PRINCE OF PERSIA

6D320FA1 & DC3204D1: Freeze timer.
FD3004A5: extra hit points.
6DCØ67Ø1: Invincible to spikes.
C260A7Ø1 & DF6CDFAØ: All enemies only have one health point.
BA69ADA1: All enemies die in your presence.
F7B7D46E: Warp to level 20.

SKULLJAGGER

5D66-DFA7: Slower timer.
DD68-DFO7: Infinite time.
49C2-6704: Each green emerald is worth 25 points.
DDCA-ADO4 + DDBB-6D61: Infinite lives.

SOUL BLAZER

C26E-6DA7 + C223-ODO7: Invincible.
DDE8-64BF: Gems set to 999,999 for each one.

SPINDIZZY WORLDS

4AEC-DDA4: Don't lose fuel.
DØBD-64DF: Slow Timer.
D46F-6FDD: Faster G.E.R.A.L.D.

STREET FIGHTER II

BD62-672A: 90 seconds per bout.
FD62-672A: Ten seconds per bout.
DF8O-AD64: Only one bout to win match instead of two out of three.
EDBE-OFO9: Stunned for less time.
C9BE-ODA9: Stunned for longer.
BB63-6D2A: 99 seconds for first bonus round.
4DC6-6493: Championship mode on.
6DCF-D764 + FFCF-D7A4: Advance to next level (turn off Game Genie).
CBAO-AF64 + EEAO-AFA4: Always fight Ryu.
CBAO-AF64 + DDAO-AFA4: Always fight Honda.
CBAO-AF64 + DFAO-AFA4: Always fight Blanka.
CBAO-AF64 + D4AO-AFA4: Always fight Guile.
CBAO-AF64 + D7AO-AFA4: Always fight Ken.
CBAO-AF64 + DOAO-AFA4: Always fight Chun Li.
CBAO-AF64 + D9AO-AFA4: Always fight Zangeif.
CBAO-AF64 + D1AO-AFA4: Always fight Dhalsim.
CBAO-AF64 + DBAO-AFA4: Always fight Balrog.
CBAO-AF64 + DCAO-AFA4: Always fight Vega.
CBAO-AF64 + D6AO-AFA4: Always fight Sagat.
B9AO-AFO4: Always fight M Bison.
DDA4-A4O4 + 6DA4-A764: Always start on bonus 1.
DDA7-AFO4 + DDA7-A4A4: Always start on bonus 2.
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.

STREET FIGHTER II TURBO

FØ34-74Ø5: 1st throws do more damage.
DD3F-EFAD: Players can walk through each other.
DD18-57ØD: Ist hit of any kind defeats any opponent.
DF04-5DAF: Winner of second round wins battle.
ADFC-E4ØD & F9FC-E46D: Allows you to pick up to 10 stars instead of normal 4 for turbo mode.
DØ71-E46Ø: No charging required for special moves, with the exception of Balrog's turn punch.
D675-846Ø: Hard special moves become light.
D675-8461: Hard special moves become medium.
D675-8462: Hard special moves become disabled.
8ED2-87A9: Invisible players.
C933-7DA9: Most special moves go nowhere.
D63Ø-1DAD: Ryu's hard dragon punch goes farther.
D52D-CDAF: Ken jumps backwards further.
E52E-14AF: Ken jumps forwards further.
DF3Ø-17AD: Ken's hard dragon punch doesn't go as far.
D33Ø-17AD: Ken's dragon punch goes further.
DF3O-17ØD: Ken's medium dragon punch doesn't go as far.
D63Ø-14AD: Ken's light dragon punch goes farther.
DE35-1FAD: Honda's hard sumo head butts are faster.
DF35-1FAD: Honda's hard sumo head butts are slower.



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.

BAD DUDES VS DRAGON NINJA

SZnKaSVK: Infinite lives.
APEETPEY: Invincible.

BART VS SPACE MUTANTS

SPSYVUGE: Bart floats.

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.
GOOZTZ/GOZZZZ: Battletoads and enemies change colour.
IOPTKA: The first two enemies appear in different places to normal.
GOOZPK: Spit fire from the Battletoads' feet.
IPOAIX: The background on level one is dark.
GOZZLV: When you punch an enemy to the right, the Battletoad turns around and punches in the opposite direction.
AEIOUT: Start on level 3.
IAXAALAE: Start at final fight after 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.

BLUE SHADOW

XLTIGA: Removes all enemies.

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.

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.

DOUBLE DRAGON II

OOEVOIAE: Super foul play.
ZZSUETGE: 42 lives player one.
YYSUETGE: 127 lives player two.
ZZUUSTGE: 42 lives player one.
YYUUSTGE: 127 lives player two.

DOUBLE DRAGON III

KVEPXGGS: 236 Power points.
GVEPXGGI: Extra Energy.
SZUUPAAX: Protection.
OZVLGASX: Protection.

DRAGON'S LAIR

IENSGGAA: Last level.
KENSGGAA: Level three with infinite lives + fireballs.

FLINTSTONES

SXØEAEVK: Infinite lives.
LVEALOZA: Start with 99 coins.
PEEEAPAA: Start with sling-shot.
ZEEEAPAA: Start with axe.
GEEEAPAA: Start with a bomb.
YEXVLZIA: 15 coins on pick-up.
SZKVLKVK + SXXOAOVK: Infinite energy.
VAZINA: Stuns enemies.

GHOSTBUSTERS 2

SXXKZUVK: Infinite lives.
PEVGZAAA: Start on level two.
ZEVGZAAA: Start on level three.
LEVGZAAA: Start on level four.
GEVGZAAA: Start on level five.
ZESKIAGE: Nine continues

SUPER XS BUSTERS

GREMLINS 2
XAEKXATE: Six hearts.

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 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.
GLØØZS: Secret Level.
ZXLLUN: Mega fast run.
POEISA: Invincible + 1000 points when hit.

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.

TIME LORD
OEVGUTAE/OEOKNTAE: Super long jump.

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.

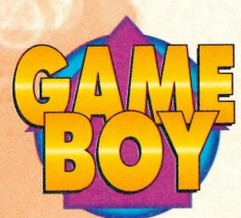
TURTLES 2
AAEAULPA: Infinite lives.
PEXVUZZE: More powerful weapons.
PEXTNZLE: More powerful kick.
EPPTNU: Invincibility.

VICE PROJECT DOOM
SZSKIOUK: Infinite lives.
SZUVXKUK: Infinite grenades.
SZKNXKUK: Infinite bullets.
SXUYUKSE: Infinite power.

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.



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.
ØØ39CF3BE: Soft rocks.

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.

SUPER MARIO LAND 2
ØØ1A9C449S: Invincibility.

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.

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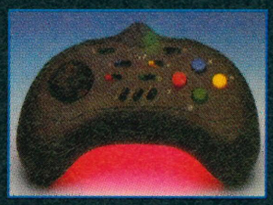

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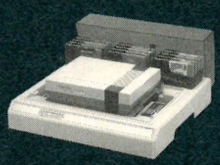

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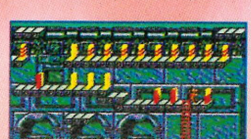

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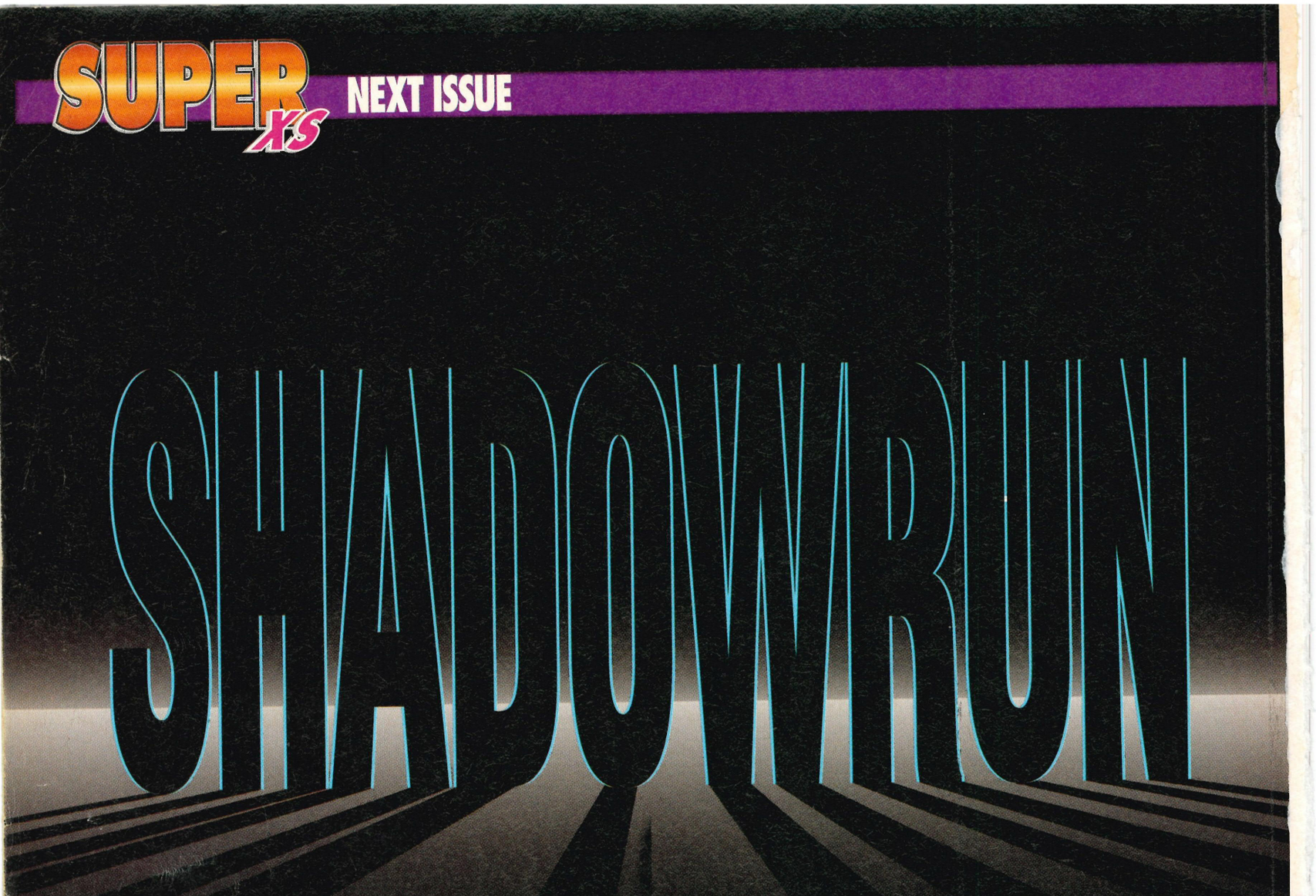

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THE ULTIMATE PARTY ANIMAL IS HERE!



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!"
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