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SHADOWRUN

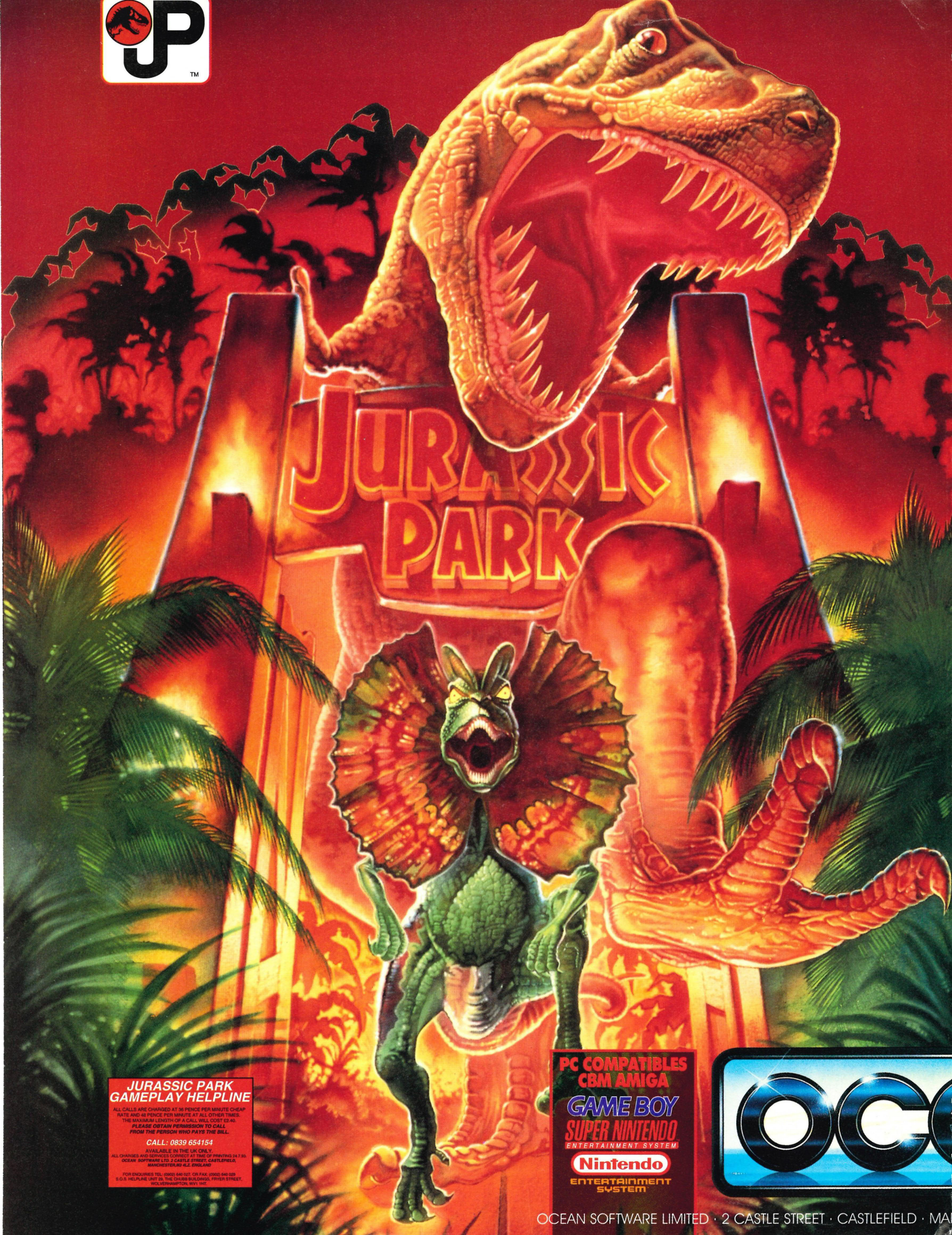
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SUPER XS

Merry Christmas and a Happy New Year to all our readers!



ISSUE 6

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

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DAMIAN BUTT

Typical, isn't it? Damian took his first holiday since communism fell, and what happened? He missed out on the most exciting thing to happen in Bournemouth since the IRA tried to blow up the pier. An armed robbery took place right outside our office, and he wasn't there to see it. No wonder he's been scowling more than usual.



ANDY McDERMOTT

Someone who *did* witness the robbery was Andy, who acted with skill and initiative, using his drawing talents to present the police with instant portraits of the villains. Unfortunately, as they were all wearing black ski-masks, this wasn't too helpful to the boys in blue, but nevertheless they still issued an APB on the Flumps.



CAROLYN RATCLIFFE

Carolyn managed to make herself rather more useful in the heat of the action, by sensibly going to another window to get the car's number. The only problem was, her copy of the *I-Spy Car Guide* got lost in the post, so she was less than helpful in identifying the particular type of vehicle. "A blue car," was her description, and Andy's Orion was promptly impounded.



SIMON YOUNG

Si, naturally, identified the car instantly – a former boy racer, prone to cruising round London in his jacked-up bright orange Cortina 2000E, he spotted it as a Sierra Cosworth in the blink of an eye. He then followed that up by telling everyone how the owner could have saved up to £500 on the insurance by claiming to give money to the RNLI.



NEIL ARMSTRONG

Neil, of course, related the story of the robbery in his usual manner – full of exaggeration, hyperbole and outright lies. With his skills in kick-boxing and karate, he took on the 17 Uzi-toting maniacs single-handed, leapt aboard their helicopter, seized the controls and crashed it into a blazing oil rig, swimming the 50 miles back to shore without a scratch.



EDGAR SMITH

Edgar, however, remembers the event somewhat differently – as he recalls, Neil peered out of the window and said "Oh look, there's a robbery," which sounds rather more likely. He was also the only one, apart from Carolyn, with the presence of mind (and the eyesight) to get the make and number of the car as it sped away. A hero is born!

SUPER XS EDITORIAL

It's that time of the year again, when your house is invaded by crazed gin-swigging relatives with insultingly small presents, and an insane octogenarian who forces everyone, even uncle Barry, to play endless games of sadly obvious charades. It's the time when you feverishly dash out to Woolworths at 5.30 on Christmas Eve to buy the last chocolate orange in the shop, and then quickly wrap up a bike for your younger brother and try to make it look like a combine harvester (ooh, they'll never guess what it is!) by Sellotaping toilet rolls to the side and patching up the family dog.

Who can forget the Christmas chaos that comes but once a year? All the XS team are looking forward to slinking off into the shadows and spending the big day at the bottom of a bottle somewhere, but they will be back to bring you the terrific New Year edition of SUPER XS, which will contain solutions for all the Crimbo releases.

What a year it's been for SUPER XS! Right from the start it's been go, go, go! Every new game has been busted and beaten by our (varying) team of experts. Over the past six issues we've busted over 60 games for all Nintendo formats, including *Super Star Wars*, *Zelda 3*, *Jurassic Park*, *Alien³*, *Batman*, *Super Marioland 2*, *Super Probotector*, *Super Ghouls 'N Ghosts*, *King Arthur's World*, *Soul Blazer*, *Star Trek*, *Starwing*, *Alfred Chicken*, *Castlevania IV*, *Mortal Kombat* and *Bionic Commando*!

SUPER XS has also printed all the latest cheats and tips from all over the world before anyone else, and our tips supremo Dr M has been kept busy answering all your game queries. How many other magazines can boast so much activity?

It has taken nearly a year for software companies to respect the fact that no other magazine can give them what XS can. Reviews may stretch to four or even six pages depending on the hype, but only SUPER XS can spend 20 pages showing every single facet of each new game.

Imagine the advertising revenue it would take to display that much information, when a full page of colour can cost anything from £500-5,000! The way we see it, once we have reviewed the game (and it is in the shops), the hype dries up. The game will stay on the shelves for countless months to come, but unless you saw those original adverts – you've missed out. That is, unless you buy the next issue of SUPER XS where the game will be busted wide open with unbiased coverage.

Ask yourself, what's more enticing – seeing a review with a few screen shots and a final percentage, or flicking through up to 20 pages of prime solutions with every part of the game laid bare? Instead of just reading about the 'countless alien levels' you can see them all in glorious technicolour! Now that SUPER XS also offers a buyers' guide reviews section every issue, more and more people are waking up to Britain's tips bible.

Many companies such as Ocean, Sales Curve (SCI), Codemasters, Mindscape and JVC are now supporting the XS mags because they respect our influence on the market. We would like to thank all those PR people and companies who have supported us over the past year and helped to make SUPER XS a success.

Of course, where would we be without our loyal readers? It is *you* who buy the magazine, swamp the office with letters, tips and competition entries, and generally make the magazine what it is. We hope that you continue to read SUPER XS and that you find the combination of reviews and solutions a right rivetting read.

If you have any comments to make on the magazine in general, now's the time to write in and tell us. Once Christmas is over, it will be out with the old and in with the new! We have a few tricks and surprises up our sleeves for the New Year, so make sure you join us and have a great Christmas.

Damian Butt

DINOSAUR BANDWAGON COMPO

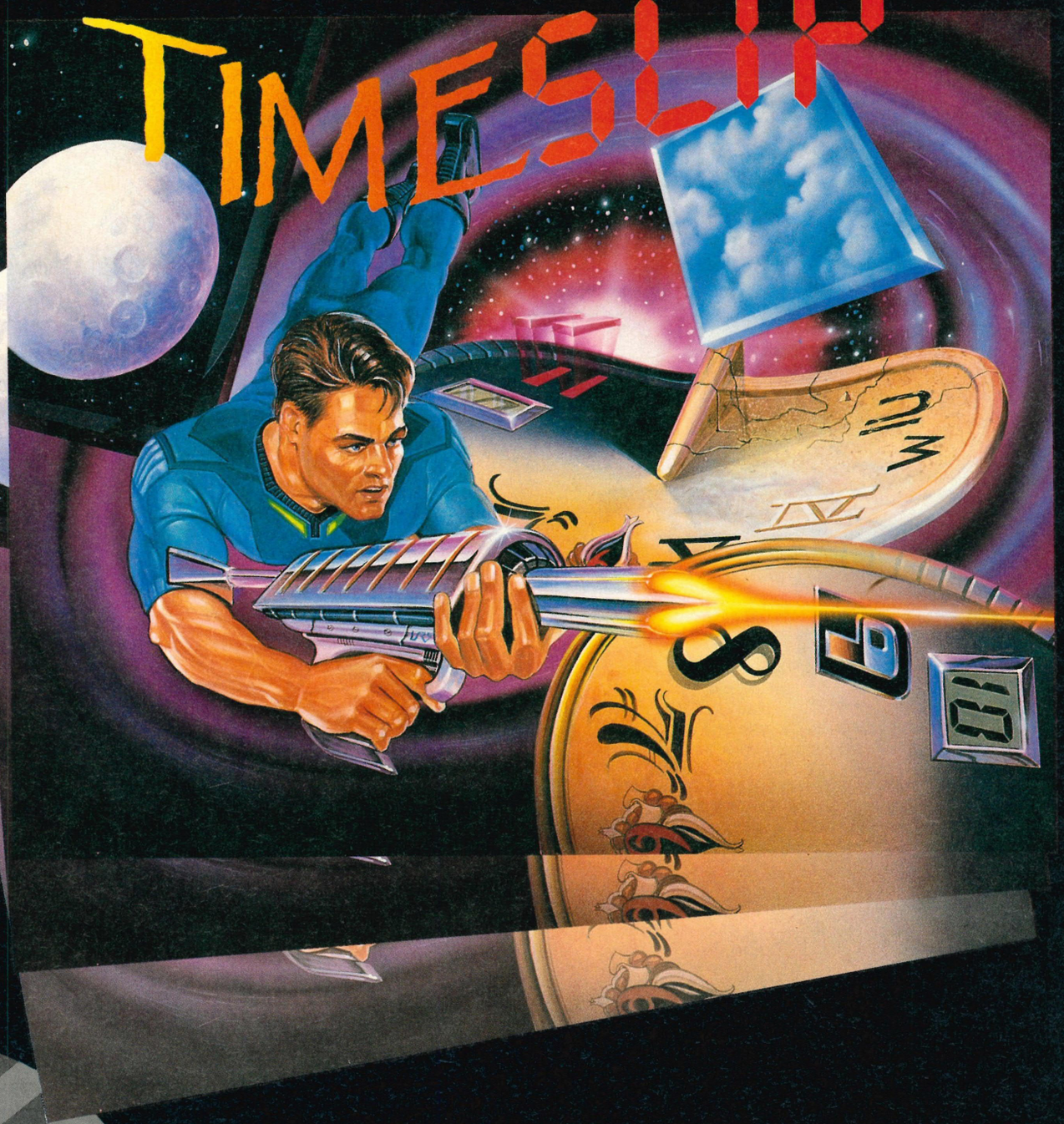
The winner of the LCD colour television is Chris Harpen from Hollywood. The five runners up are Grahame West from Newcastle, JM Carroll from Dorset, Jane Theaker from Sheffield, Mark Hawes from Leicester and Bhrya Mahmood from London. Congratulations!

APOLOGIES

Extreme apologies to Vic Tokai. In the *Super Conflict* review, we incorrectly quoted the price. In fact, *Super Conflict* is available for £44.99!

MERRY CHRISTMAS FROM THE XS CREW!

TIMESLIP



VIC TOKAI

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SHADOWRUN

BANDAI ● RPG

SUPER NES



This fantastic RPG, developed by Beam Software, stands head and shoulders above all others in terms of originality, atmosphere and playability. Destined to become one of the all- time classic RPGs, *Shadowrun* has it all – fiendish puzzles, an arcade shoot-'em-up element and a huge number of great characters. SUPER XS bring you the definitive solution. Nothing has been omitted in this completely comprehensive guide.

Tenth Street

It's not easy starting life not knowing who you are, where you are or what the hell you are supposed to be doing! By exploring the roads of the town and talking to all the characters, you gradually wean information about your identity and your mission. Ask everyone about all your keywords to get the maximum info.

To get into the crypts, use the scalpel from the morgue on the locks to prise them open.

Opening these crypts may reveal some money or perhaps a ghoul to be killed. Take pot luck!

The cries of help are from this crypt. Force open the lock with the scalpel to find the Shaman inside.

Blast all the ghouls that emerge from the ground and one will leave a ghoul's bone behind.

This is Chrome Coyote – use the slap patch to heal him and he will give you a magical fetish.

Grim Reaper Club

Lots to do here! Talk to the barman and get an iced tea to give to the tired patron whom you should interrogate to get the word tickets. Question him further to find out about Grinder. Talk to the busy man to get the **street docs** keyword and the word **heal**.

This dodgy dealer can supply you with grenades and also a Lone Star badge. Ask him about hiring to get the **negotiation** and **shadowrunners** keywords.

A cyberdeck sits on this desk, but cannot be used until your datajack is working. Once repaired, return to this room and jack into the computer.

A pair of eyes appear in this corner. The dog spirit appears and informs you of your mission.

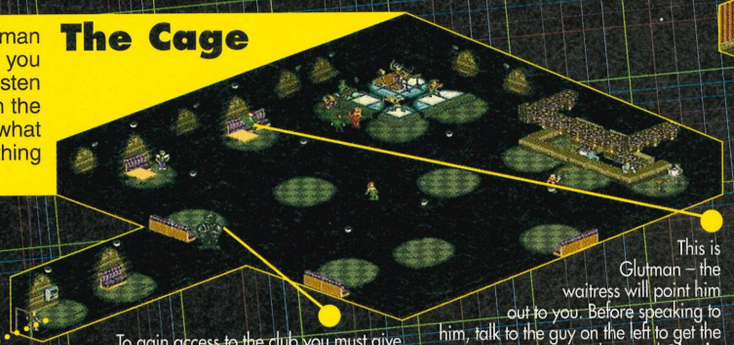
Collect the Beretta pistol and hide round the corner to install it in your abilities. Come back and blast the orc to get a leather jacket for more armour.

Hidden on this desk is a meteoric iron paperweight. This is used in conjunction with other items (see magic section) for a powerball spell.

Once inside, check the videophone for any messages. Collect and wear the shades so that you can return to the morgue without being recognized.

The Cage

The Cage is where Glutman hangs out – he's waiting for you to bring you undercover. Listen to the groovy rock concert in the background to discover what music is like in 2050! Nothing changes....



This is a loyal citizen on the way to the concert at the Wastelands club. Talk to her – she's very friendly!

To gain access to the club you must give the bouncer the tickets found in the filing cabinet in the morgue.

This is Glutman – the waitress will point him out to you. Before speaking to him, talk to the guy on the left to get the keyword **Ghouls**.

Jake's Office

You may only enter this office once you have obtained the key from the dead man in the office nearby. Inside, get the shades and the ripped note for Sassie's number.

The station does not open until you have been to the caryards. Read the sign to find out why.

Open this gate and the doggie inside will run out, leaving its collar behind. Use the blue and green bottles later to store water from the fountain.

This is one of the many rooms that contain nothing but enemy scum. Use them as a means of building up money and karma.

Collect the scalpel from this table and go to the fridge nearest the door. Open it up and collect the slap patch which heals the wearer.

The Morgue

You start the game here, dazed and confused. You basically need to get the hell out and start discovering your mission. Later on in the game you must return to talk to the doctors in order to search their records for the recently dead Grinder.

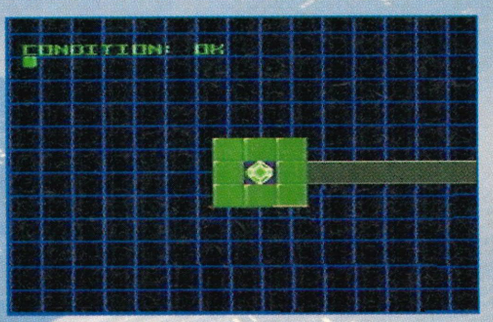
When you have the shades and the Lone Star badge, interrogate the doctors and search the filing cabinets.

Examine the dead man to find a a key to your apartment and a memo. This informs you of your courier run to Matrix Systems.

Jack In!



Once your datajack is working, you can enter the Matrix by using your cyberdeck on the computers. Once inside, you're effectively playing *Minesweeper*. A good basic strategy is to hug the outer wall – this cuts the number of possible locations for ICE in half. If you receive a warning about ICE being detected, blast a square in front of you. If there is nothing there, the ICE must be in the next row in. In this way you can conserve a lot of stamina points, but be wary of blasting too many empty.squares – this will *cost* you energy!





SEQUENCE OF EVENTS, PART 1

Collect and examine the piece of **torn paper** that drops from the slab, the **scalpel** and the **slap patch** in the morgue. Exit the morgue. On the street, talk to the young punk. Walk to the underground area and pick up the **Beretta pistol** which is lying next to the dead man. Kill the orc and examine the body to find a **leather jacket.** Go into the corner of this area to speak to the dog. Go back to the dog in the park outside the morgue and go in the broken gate. Release the dog and collect its **dog collar**. Go towards the monorail station and into the office containing a dead man. Pick up the **memo** in the room and examine the man to find a **key**. The dead man is in fact you. Having been killed by an assassin, the dog spirit ordered a mage, Kitsune, to bring you back to life for reasons which become clear later. The key opens up your apartment. Go to your apartment and put on the **shades**. Examine the video phone to listen to the recorded call. Now you need to get hold of more money.

Money is obtained by shooting people and taking the cash that falls out of their pockets. The room next door to apartment six is full of would-be assassins and fills up every time you leave, allowing you to build up your reserves relatively quickly. When you have a few hundred Nuyen, walk back past the morgue and into the building at the bottom corner. Go into the office and pick up the **cyberdeck** and the **paperweight**. Leave and go to the Grim Reaper club. Talk to the barman who will give you an **iced tea**. Give this to the tired patron who will moan about **tickets**. Ask about tickets and all subsequent keywords that he gives you. Now go to the barman and ask him about **shadowrunners**, **cyberdeck** and **deckers**. This will give you the keyword **hiring** which enables you to hire shadowrunners to fight for you. Go to the busy man in the bar and question him to get more keywords. Now go to the business man who has his own office next door. Ask him about **firearms** and he will offer you grenades. Ask about **Lone Star** and he will offer you a **fake ID badge** for 150 Nuyen. Buy this and wear it. Go back to the morgue and ask about **Grinder**. The mortician will unlock the filing cabinet and let you rummage around. Inside you will find **tickets** for the Maria Mercurial concert and a **Universal Credstick**.

Go back to Apartment 6 and use the **credstick** on the video phone. Call Sassie and question her. Use Glutman's telephone number that she gives you and speak to his secretary. Question her to get the **Cage** as a keyword. Go to the Cage and give the **tickets** to the bouncer. On the left is a heavy dude who gives you the keyword **Ghouls**. Ask the waitress about Glutman and she will point you to him. Go and talk to him and you will end up in the caryard.

SPELLS

Jake is really a shaman, and has to re-learn all his old skills. By bringing the correct items to the dog spirit at the docks, you will be rewarded with an increase in your powers. Do not visit the spirit 'til you have the heal spell ingredients.

ARMOUR



With the mermaid scales found at the docks and the serpent's scales from the Naga, you will receive this powerful protection spell that keeps you from harm.

FREEZE



Collect the incubus ink from the octopus in the black bottle and this, in combination with the mermaid scales, will give you the power to freeze enemies cold.

HEAL



Get the leaves from Kitsune and the dog spirit will grant you access to him and this spell. It provides five lost hit points per level of skill.

INVISIBILITY



Collect the clean fountain water and the toxic water from the ship in the blue and green potion bottles to render yourself invisible and undetectable to enemies.

POWERBALL

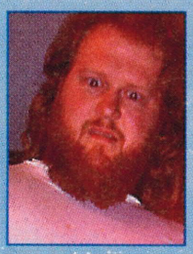


Collect the ghoul's bone from the graveyard, the paperweight from the room adjacent to Glutman's office for this damaging blasting spell.

SUMMON SPIRIT



A very useful skill! Collect the dog collar from the dog outside the morgue and the dog tag from the ship for this spell that ravages all the enemies on screen.



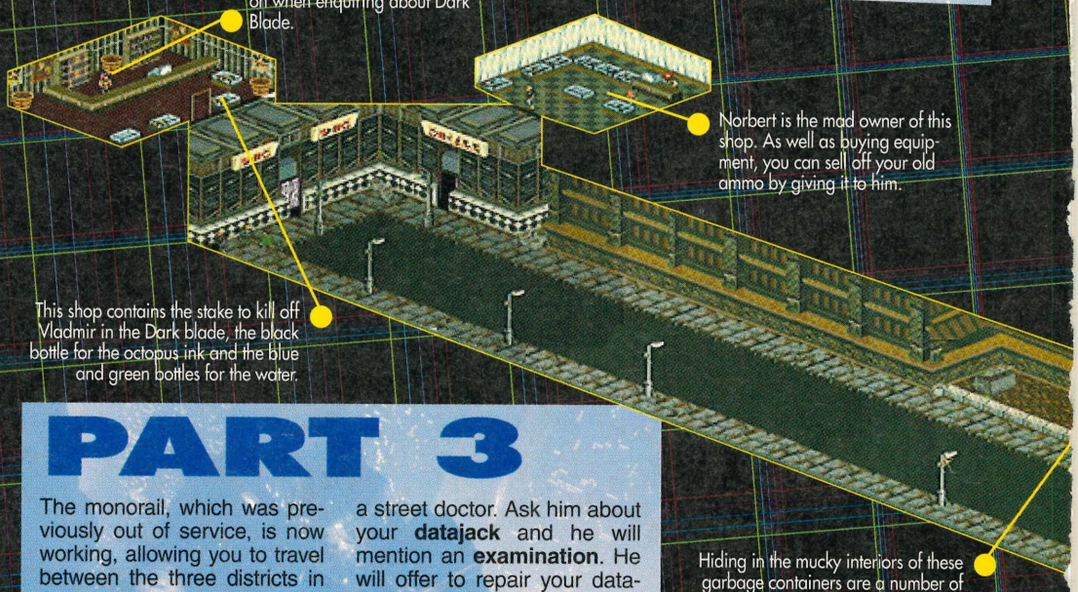
DEREK RICHARDSON

Hats off to this splendid chap who gave us an enormous amount of help in bringing you this solution. Derek earned himself a new Super NES title for his trouble. If you think you are good enough to help out the XS posse, drop us a line!

This Is The Age of the Train



After waiting on the platform of the monorail station for a while, a train appears. Hop inside when the doors open to be whisked off to your next destination.



PART 3

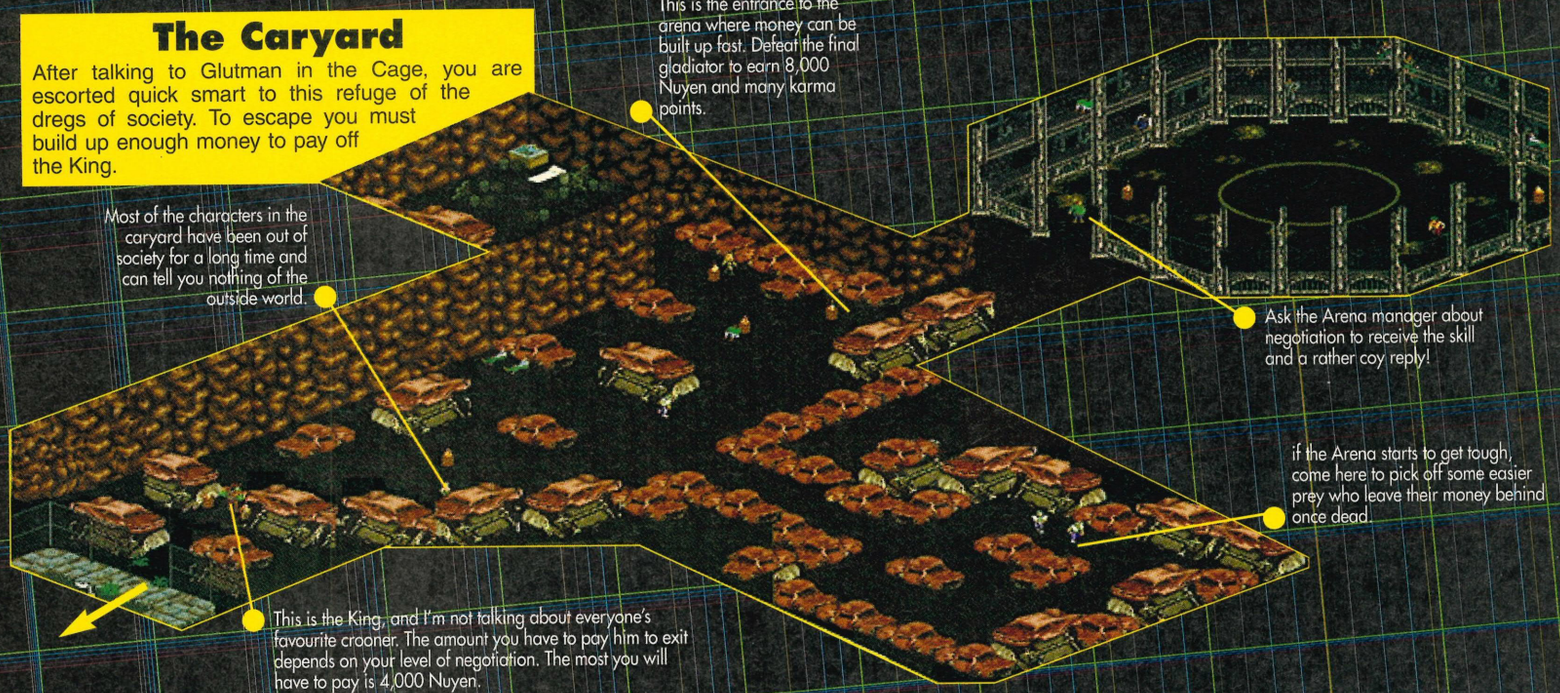
The monorail, which was previously out of service, is now working, allowing you to travel between the three districts in the game. Quiz the customers in the club outside the caryard entrance to get any keywords you can get out of them, before walking along the streets to the talisman and firearm shops. Speak to the owner of the magic shop to get his phone number and the keywords **talisman** and **shaman**.

Go to the side alley to find a street doctor. Ask him about your **datajack** and he will mention an **examination**. He will offer to repair your datajack for 500 Nuyen. In doing so, he sets off a **cortex bomb** in your head and refunds your money. You now have 30 hours to get the bomb defused. Ask the doctor about **Street Docs** and he'll mention Dr. Mablethorpe. He is found in the next district, so hop to the monorail station and go to Daley station.

Cartridge supplied by:
Laserbeam
Tel: (071) 490 1326

The Caryard

After talking to Glutman in the Cage, you are escorted quick smart to this refuge of the dregs of society. To escape you must build up enough money to pay off the King.

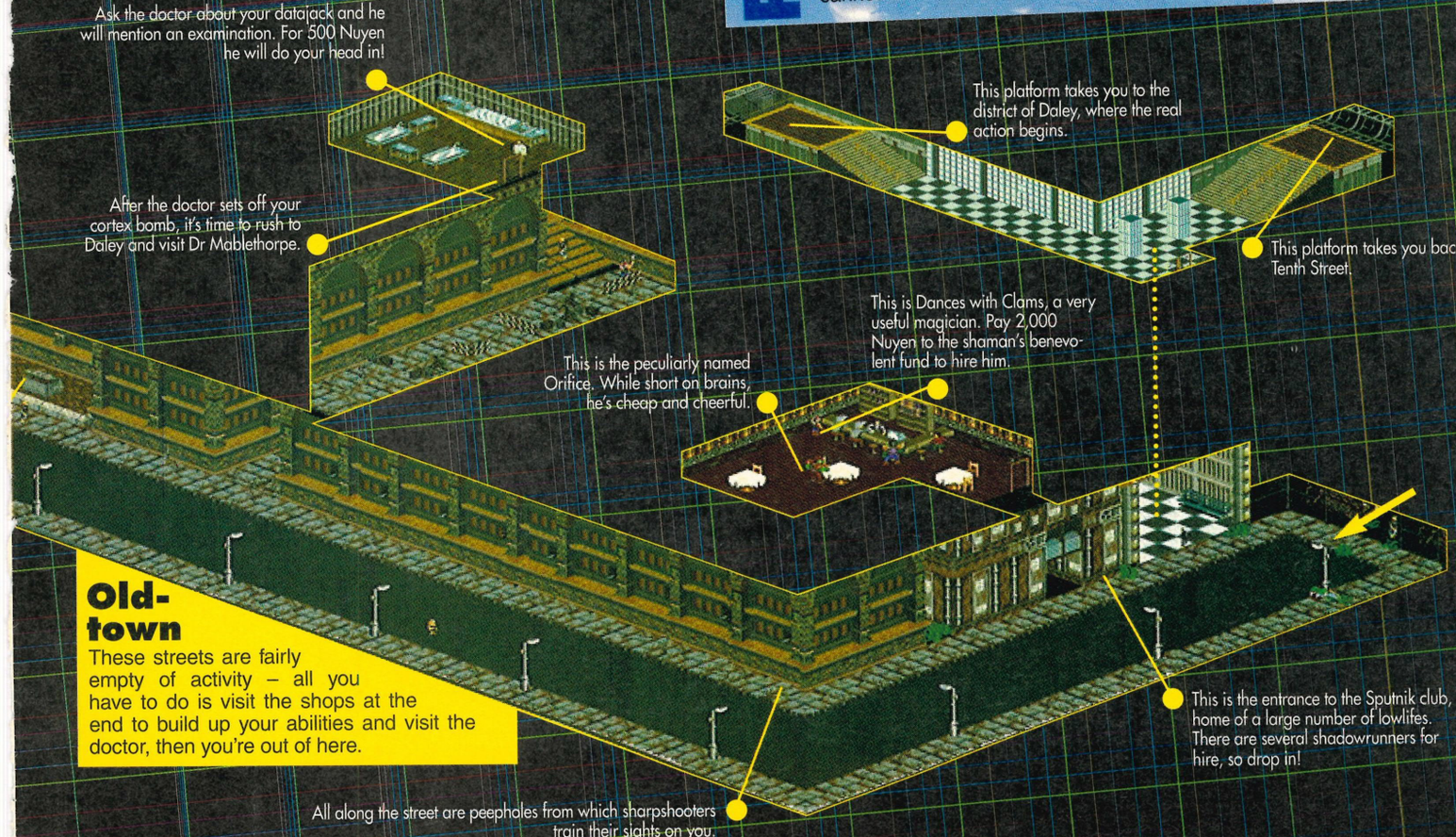


OLDTOWN

Your first contact with Oldtown will be in the caryards which is ruled over by an iron fist of the King. The town is basically where you stock up on ammo and magical supplies. You must also visit the dodgy doctor down the side alley to get your head examined before ditching this hell-hole for good, and taking the tube to Daley.

PART 2

Talk to the girl in the yard who will mention the **King**. Talking to the others will give you the keyword **matrix**. The King is in charge of the yard and won't let you out until you pay him 4,000 Nuyen. He can't be killed, so you must raise the cash. The quickest way to do this is to go and fight in the Arena. Initially, you cannot be killed, because as soon as you approach death, the fight stops and you are pulled out in time. The more fights you win, the greater the prize money and the tougher the fighters become. Beat all the fighters and you may then obtain the skill of **negotiation** from the Arena owner. Once you have 4,000 Nuyen, pay the King to find yourself in Oldtown.



Old-town

These streets are fairly empty of activity – all you have to do is visit the shops at the end to build up your abilities and visit the doctor, then you're out of here.



Daley Plaza

This market square contains traders who are of no use whatsoever. Over the road takes you to the Aneki corporation and at the bottom right, Dr Mablethorpe who can defuse your cortex bomb. The plaza also leads on to the only entrance to the Rat Shaman's lair.

When the second thug dies, he leaves a key. Pick it up to later gain entrance to their hideout. As you walk on, the dog spirit appears to remind you to seek him out.

As you enter the station forecourt you are attacked. Kill both gang members to discover the name **Rust Stilletoes**.

This unfriendly orc will only appear when you first come in. Just blow him away.

Make sure you talk to the barman to get the keyword **Ice**.

Wastelands Club

This club is home for a terrific rock band and a number of useful shadowrunners. Get the keyword **Ice** from the barman and when he appears, use it on the business man who stands at the bottom of the stairs to get it delivered to the docks.

Walk down this alley to find the ghoulish entrance to the Rat Shaman's underground lair. The gate will only open when you have visited the dog spirit and got the Rat Shaman's name.

The Ice man doesn't appear 'til you kill Vladmir.

Norbert, the owner of the gunshop in Oldtown, likes to frequent the Wasteland bar. He's an excellent shadowrunner and extremely loyal.

To open this door, use the key dropped by the gang member at Daley station. If you bring Jetboy with you, he will find 2,000 Nuyen that no-one else can find.

You may not enter until you have destroyed the Rust Stilletoes. Then you may go in for a measly 50 Nuyen.

Watch out for snipers hiding in the undergrowth, trying to kill you.

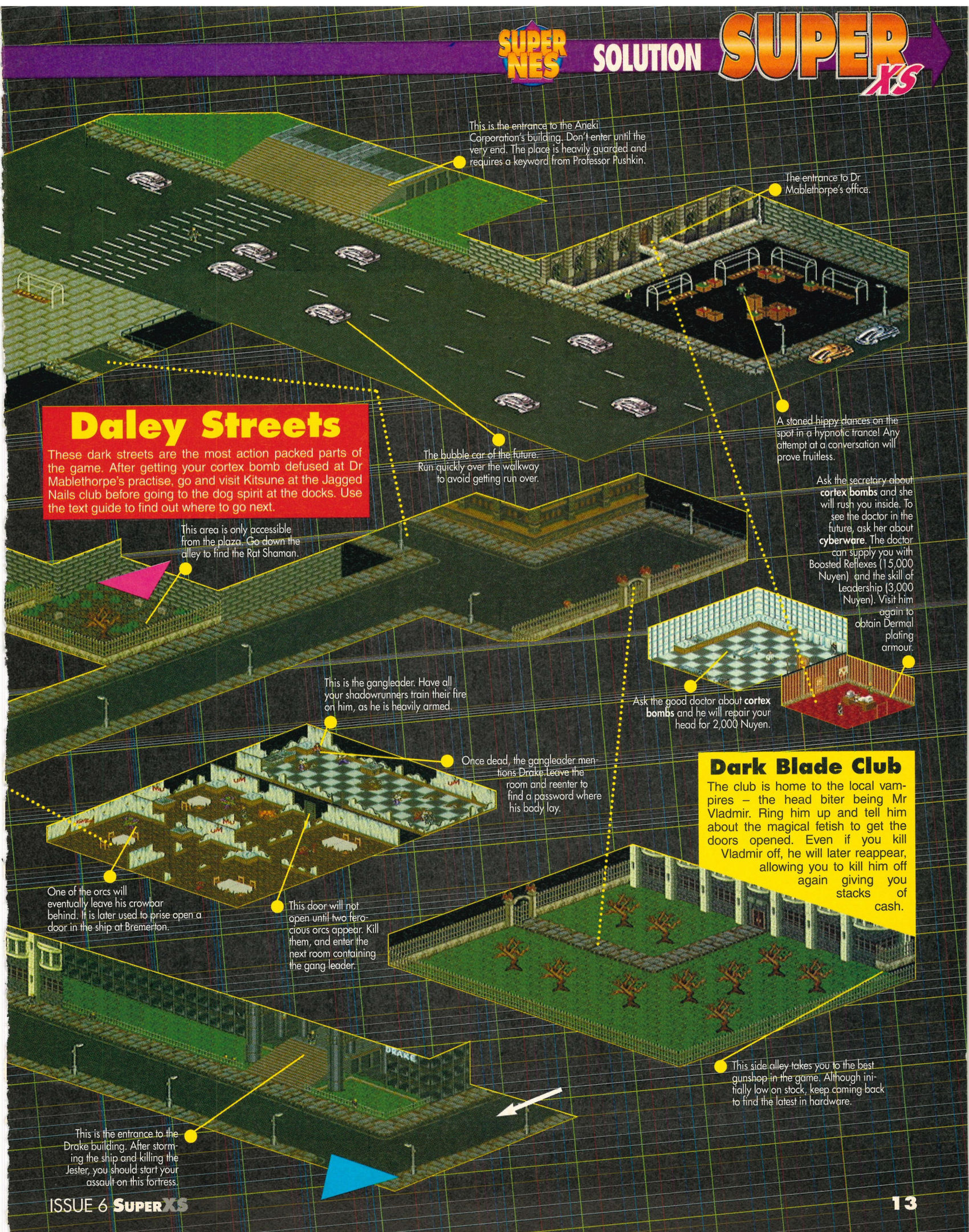
Ask the barkeeper, Cecil, about vampires and he will give you the keyword **strobes**.

You will be using this room very often and at 50 Nuyen it's a snip. Talk to the manager.

Jagged Nails Club

Kitsune performs here. Pass your hand over the wall to talk to her and she appears on your side

After speaking to Cecil, ask Ralph about **strobes** to get their old set. He will ask for them back when you are finished.



Daley Streets

These dark streets are the most action packed parts of the game. After getting your cortex bomb defused at Dr Mablethorpe's practise, go and visit Kitsune at the Jagged Nails club before going to the dog spirit at the docks. Use the text guide to find out where to go next.

Dark Blade Club

The club is home to the local vampires – the head biter being Mr Vladmir. Ring him up and tell him about the magical fetish to get the doors opened. Even if you kill Vladmir off, he will later reappear, allowing you to kill him off again giving you stacks of cash.



This octopus mutates from a sweet-looking girl to its slimy self. Shoot it until it leaves a pool of ink that is stored in the black bottle.

Pro Action Replay
Designed and Manufactured by DATEL ELECTRONICS

7E3C113B
Infinite karma points

7E3C0F14
Infinite money

7E3C3063
Gives you an armour value of 99

This is your dog spirit. Do as he says and bring spell ingredients to him to gain new powers.

This is the home of Matrix systems. Jack into the computer to find a large sum of money and a data file that tells you that an anti-AI program is complete.

After the ice has been delivered, the waters are too cold for mermaids so they disappear, leaving some scales here. They contribute to the armour spell.

After the ice has been delivered, an orc will appear. Shooting him reveals some explosives to be picked up.

The boat taxi driver will not take you to Bremerton until the mermaids have been scared off, so get the ice delivered to the docks to force them away.

Come here for the ultimate weapon – the assault cannon after storming the Drake building.

Use the key from the bookcase in this building to open up this rusty gate. Make sure you have heavy firepower, the stake and the strobe.

Give Vladmir the fetish and ask about the Jester spirit. Then search the computers to find that his info was false.

Dark Blade Club

Once you have spoken to Mr Vladmir on the phone and mentioned the magical fetish, the doors will open. You can either come into the building politely and speak to the concierge, or alternatively you can take the storm in, guns blazing approach. The second way alerts the building security for a right royal battle, so make your entrance according to your temperament!

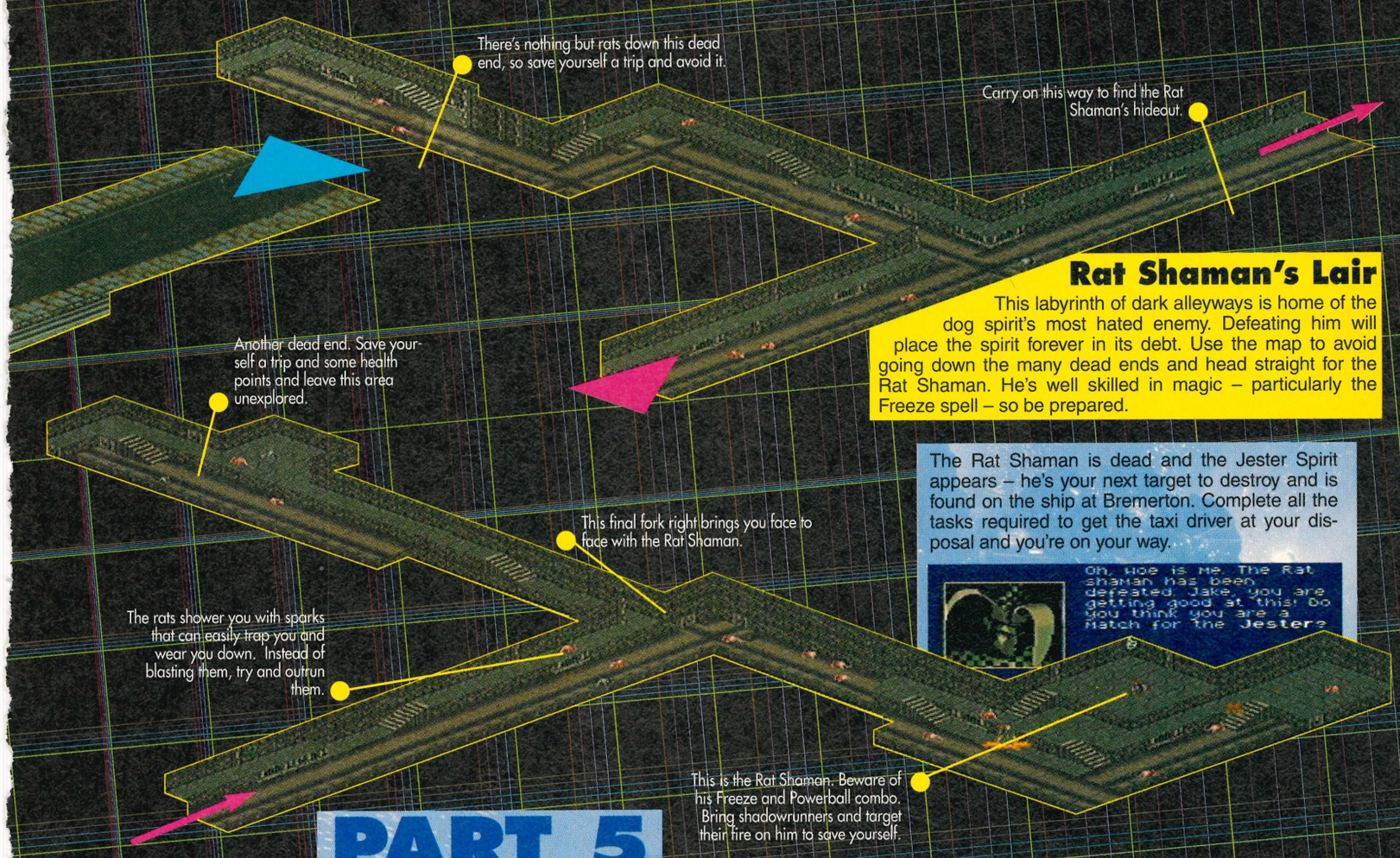
Collect this key to gain access to the basement and hiding place of Vladmir – the head vampire!

PART 4

As soon as you get off the monorail, you will be confronted by a load of gang members. Kill the first one and the second one will tell you about the **Rust Stilletoes** gang. He will also drop a **key** which must be collected. Go to Dr Mablethorpe's office. Talk to the secretary about the **cortex bomb** and she will rush you to Dr. Mablethorpe. For 2,000 Nuyen he will defuse the bomb. After defusing it, he will offer you some **cyberware**. 15,000 Nuyen will buy you **boosted reflexes** which allows you to shoot more quickly, and for 3,000 Nuyen you can buy the skill of **leadership**. Now your datajack is working, you can hack into the matrix and start searching for data files. Go back to the office in Oldtown where you obtained the **cyberdeck** and use it on the computer.

Now go to the graveyard. Shoot all the ghouls until one leaves behind a giant **ghoul's bone**. Now open the crypts. Use the **slap patch** from the morgue on 'Chrome Coyote', the shaman. He will give you a **magic fetish**.

Go back to Daley to the Wastelands club. Talk to the barman and he will offer you an iced tea and the keyword **Ice.** Now you must storm the Rust Stilletoes' hideout, so employ as many shadowrunners as possible. Go up the alleyway and use the **key** dropped by the gang member at Daley station to open the door. In the second room is the gangleader. Make your shadowrunners train their firepower on the gangleader in the corner. Before dying, he will mention the keyword **Drake**. Exit the room and re enter to find a **password** lying where his body was. One of the gang members will also leave behind a **crowbar**.



Rat Shaman's Lair

This labyrinth of dark alleyways is home of the dog spirit's most hated enemy. Defeating him will place the spirit forever in its debt. Use the map to avoid going down the many dead ends and head straight for the Rat Shaman. He's well skilled in magic – particularly the Freeze spell – so be prepared.

The Rat Shaman is dead and the Jester Spirit appears – he's your next target to destroy and is found on the ship at Bremerton. Complete all the tasks required to get the taxi driver at your disposal and you're on your way.

PART 5

Go to the Jagged Nails club and talk to the barman on the right to get the name **Kitsune**. Speak to Kitsune over the wall, and she will materialise next to you. Ask her about **Dog** to get **leaves.** Ask her also about the **magic fetish** to get the key word **Dark Blade**. Now go to the docks and open all the doors. The first opens into the office of Matrix Systems. Log on to get a data file. Enter the room with the dog spirit and make sure you have the **leaves,** the **ghoul bone** and the **dog collar** to receive a **heal spell** and to be allowed to talk with him. The spirit will mention the **Rat Shaman**, deadly enemy of the dog spirit.

The next accessible door in the docks contains an octopus. Keep shooting it to kill it off, earning you 2,000 Nuyen. It will leave behind a pool of **incubus ink** which can only be picked up by placing it in the **black bottle** obtained from the magic shop.

The entrance to the Rat Shaman's lair is near the Daley monorail station entrance. Having spoken to the dog spirit, it is now accessible. Go into the labyrinth of alleys to find and destroy the Rat Shaman. He will leave you with the keyword **Jester Spirit** and 3,000 Nuyen.

Go back to the dog spirit and ask him about **Drake** and also **Jester Spirit**. Now go to the Jagged Nails club and use the phone to ring up the Shaman at the magic shop. Ask her about Dark Blade. She gives you their number. Ring them up and ask Mr Vladmir about the **magic fetish**. He will leave the Dark Blade's club door open so that you can discuss the fetish further. You may now enter the building. Go to Mr Vladmir and give him the **magic fetish.** He will give you keywords **Bremerton** (a place name) and **Nirwanda** – the Jester Spirit's alleged true name. Jack into the computers nearby to obtain data files, including one giving you 10,000 Nuyen. Another tells you that the name given to you by Vladmir is false. Go to the other end of the building to find a **bronze key** stored in the end bookcase.

Go back to the Jagged Nails club and ask the barman about **Dark Blade**. He will give you the keyword **vampires**. Question him to get the keyword **strobes**. Ask the other barman about strobes and he will give you their old set. Now you are ready to kill off Vladmir.

On the way back to the Dark Blade club, go to the docks and ask the boat taxi driver about **Bremerton**. He will give you the keyword **docks**, but refuse to take you to Bremerton because of **mermaids**. Go to the Wastelands club and talk to a busy man who has appeared at the base of the stairs. Ask him about **ice** and he will ask you if you want it delivered and where to. Tell him to deliver it to the **docks**. This puts the boat taxi driver at your disposal. There will now also be some **mermaid scales** on the jetty at the docks. Leave and go to the Dark Blade club.



Dark Blade Basement

Vladmir likes to hang out in this dark and dank basement when the sun's up, so bring the strobe along to brighten up his life. The stake from the magic shop in Oldtown is used three times to kill him off. Instead of returning the strobe to its owner, keep it so that you can return and kill Vladmir again and again!



As soon as you reach the bottom of the steps, the ghouls start to come at you. Whilst not too hard to beat, they're a good source of karma.

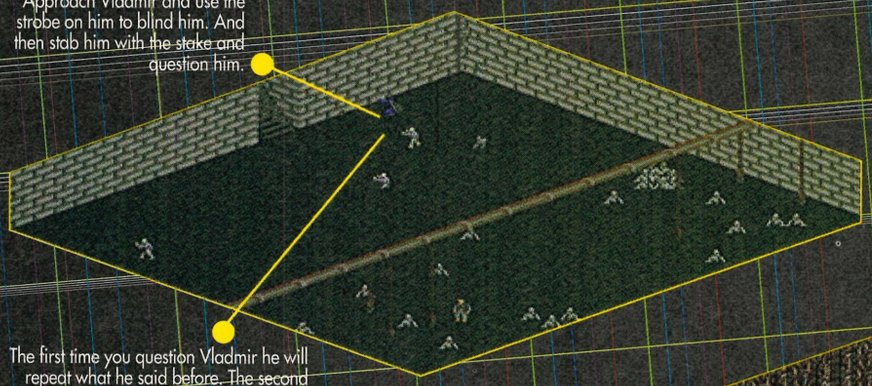
If you find yourself here, you've gone the wrong way! Go back and down the steps.

As well as the ghouls, there are a number of other beasties that come running, zombified at you.

These graves, unlike the ones found in the graveyard, cannot be opened, so don't try and force them.

PART 6

Using the **bronze key** from the bookcase, open the entrance in the kitchen that leads to the basement – Vladmir's hideout. When you meet Vladmir, use the **strobe** to blind him. You can now use the **stake** on him. The first time he will repeat what he said before. The second time he will confess that the Jester Spirit's true name is in fact **Laughlyn.** Stake him once more to kill him off, earning you 5,000 Nuyen.

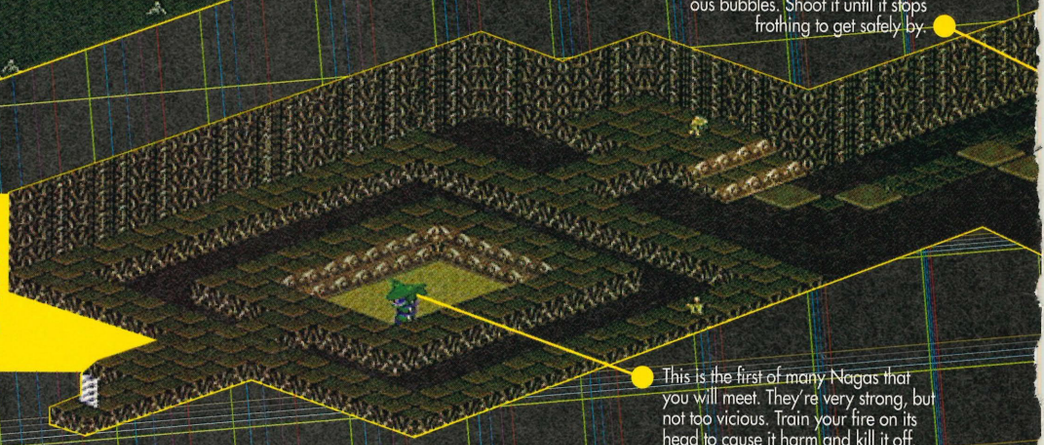


Approach Vladmir and use the strobe on him to blind him. And then stab him with the stake and question him.

The first time you question Vladmir he will repeat what he said before. The second time he will capitulate and tell you the Jester's true name. The third time, he dies.

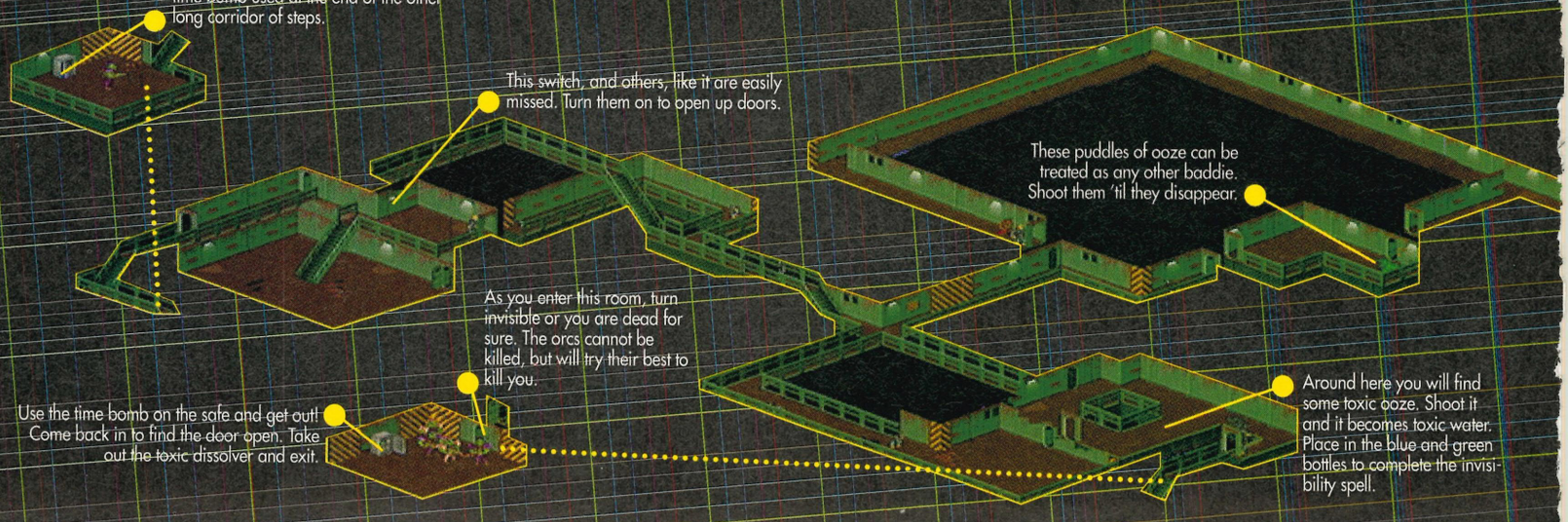
Jester Spirit's Lair

Once teleported, you arrive in the extremely dangerous Jester's lair. You must have the Jester's real name (Laughlyn NOT Nirwanda) to bring him to his knees. If you come ill prepared, he will laugh at any firepower you care to put against him.



This frothing mess spews dangerous bubbles. Shoot it until it stops frothing to get safely by.

This is the first of many Nagas that you will meet. They're very strong, but not too vicious. Train your fire on its head to cause it harm and kill it off.



The fridge contains a detonator. This combines with the explosives to make a time bomb used at the end of the other long corridor of steps.

This switch, and others, like it are easily missed. Turn them on to open up doors.

These puddles of ooze can be treated as any other baddie. Shoot them 'til they disappear.

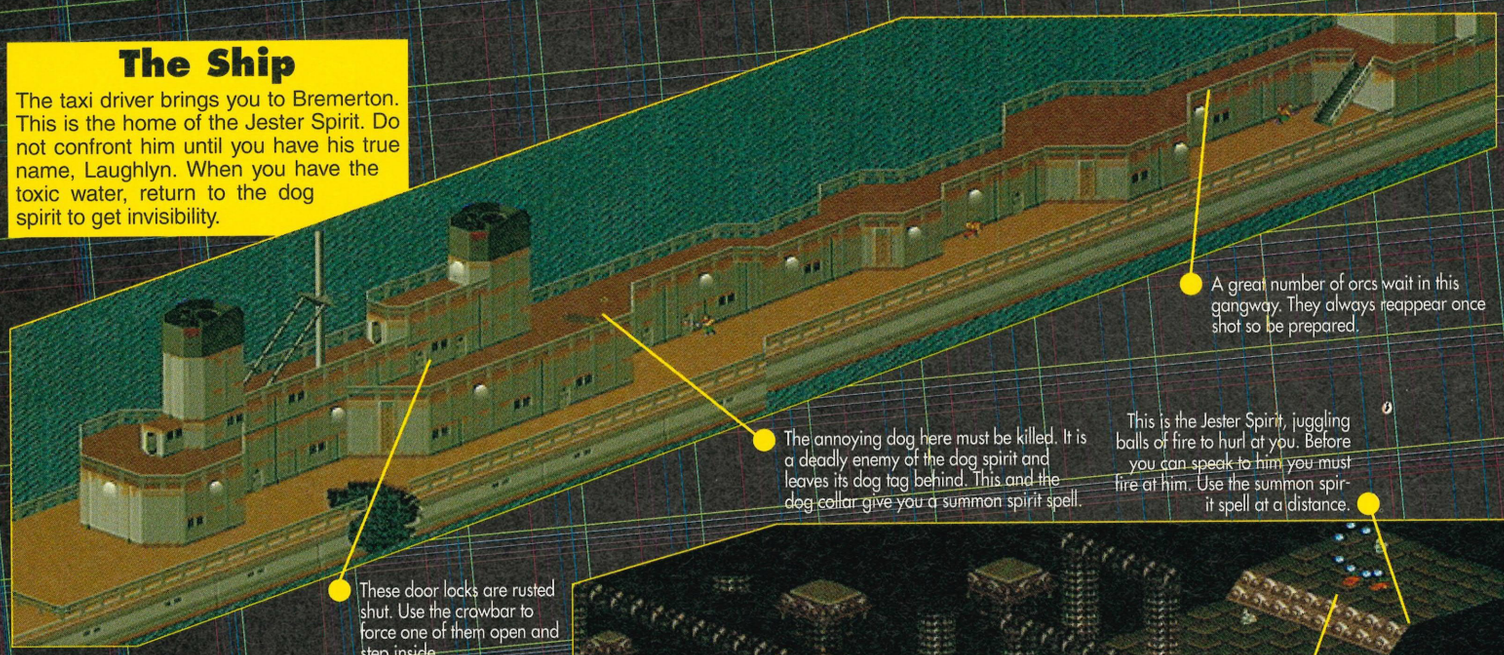
As you enter this room, turn invisible or you are dead for sure. The orcs cannot be killed, but will try their best to kill you.

Use the time bomb on the safe and get out! Come back in to find the door open. Take out the toxic dissolver and exit.

Around here you will find some toxic ooze. Shoot it and it becomes toxic water. Place in the blue and green bottles to complete the invisibility spell.

The Ship

The taxi driver brings you to Bremerton. This is the home of the Jester Spirit. Do not confront him until you have his true name, Laughlyn. When you have the toxic water, return to the dog spirit to get invisibility.

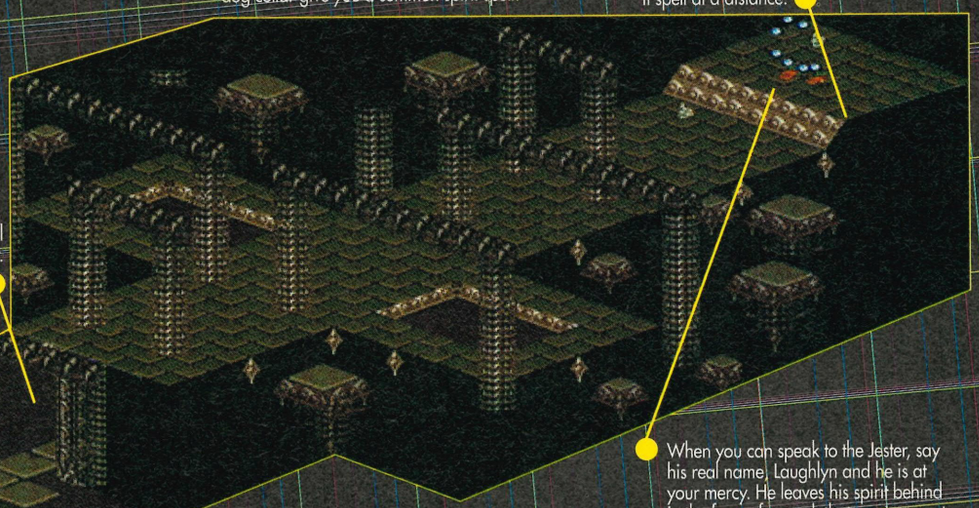


A great number of orcs wait in this gangway. They always reappear once shot so be prepared.

The annoying dog here must be killed. It is a deadly enemy of the dog spirit and leaves its dog tag behind. This and the dog collar give you a summon spirit spell.

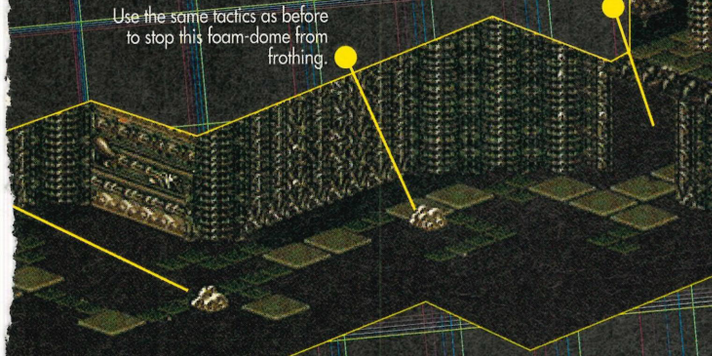
This is the Jester Spirit, juggling balls of fire to hurl at you. Before you can speak to him you must fire at him. Use the summon spirit spell at a distance.

These door locks are rusted shut. Use the crowbar to force one of them open and step inside.



This entrance takes you to the final giant hallway containing the Jester.

Use the same tactics as before to stop this foam-dome from frothing.



When you can speak to the Jester, say his real name, Laughlyn and he is at your mercy. He leaves his spirit behind in the form of a mask that carries great destructive power when used. Save it for your confrontation with Drake.

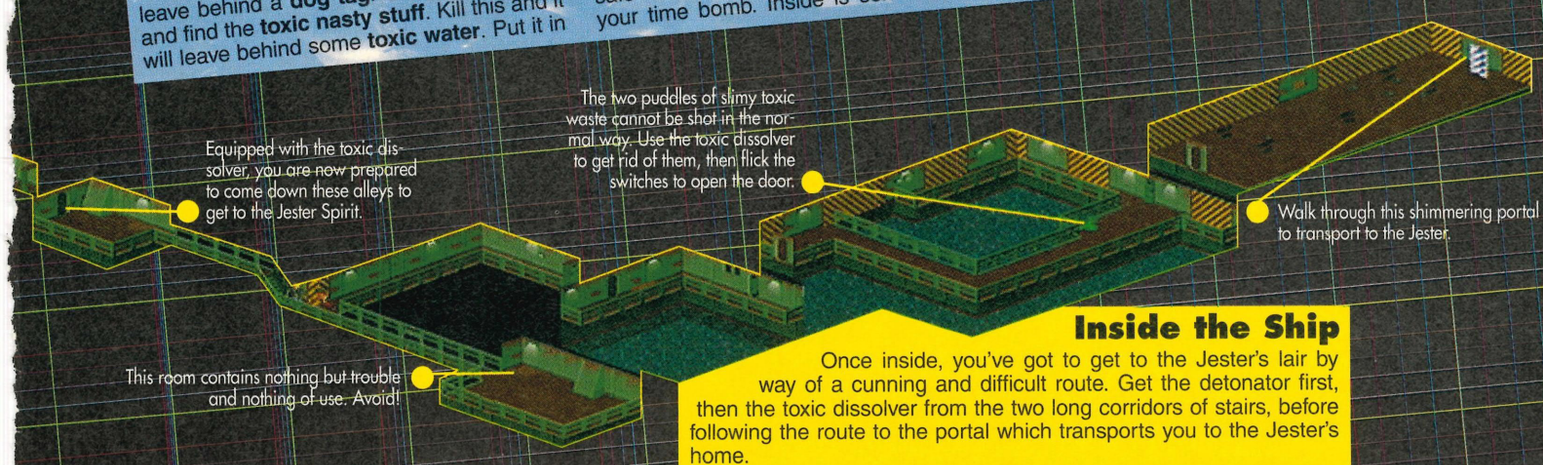
PART 7

Go to the boat taxi driver and shoot the orcs and mages that appear. Eventually, one will leave a set of **explosives** to be picked up. Hop in the boat to take you to the ship at Bremerton.

On the top deck of the ship is a dog which is an enemy of the dog spirit. Kill it and it will leave behind a **dog tag**. Go inside the ship and find the **toxic nasty stuff**. Kill this and it will leave behind some **toxic water**. Put it in the **blue** and **green potion bottles**.

You now need to go down the corridors to a room containing an orc and a fridge which holds a **detonator** and a **broken bottle** labelled 'toxic dissolver'. The detonator and the explosives combine to make a **time bomb**. Now go to the room at the end of the corridors that contains four huge orcs. The safe in this room has to be blown open with your time bomb. Inside is some **toxic dissolver**.

You must now go to the Jester's lair at the other end of the ship. Use the **toxic dissolver** to kill any toxic waste that gets in the way. When you confront the Jester, shoot him until he talks. State his true name, **Laughlyn** and he will be at your mercy. Ask him about **Drake** to get the keyword **Volcano**. Pick up the Jester's mask and leave.



Equipped with the toxic dissolver, you are now prepared to come down these alleys to get to the Jester Spirit.

The two puddles of slimy toxic waste cannot be shot in the normal way. Use the toxic dissolver to get rid of them, then flick the switches to open the door.

Walk through this shimmering portal to transport to the Jester.

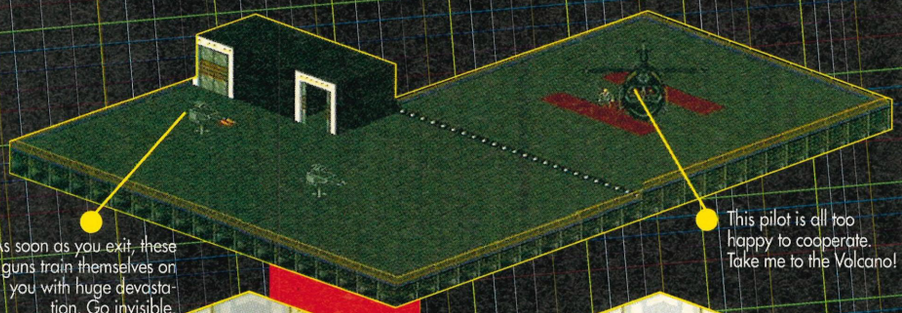
This room contains nothing but trouble and nothing of use. Avoid!

Inside the Ship

Once inside, you've got to get to the Jester's lair by way of a cunning and difficult route. Get the detonator first, then the toxic dissolver from the two long corridors of stairs, before following the route to the portal which transports you to the Jester's home.

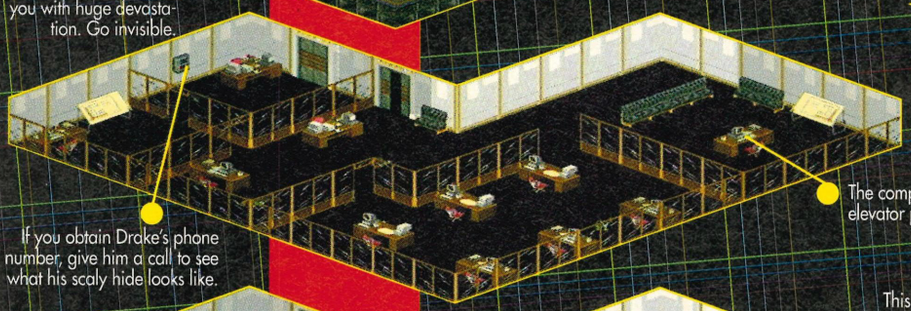
SUPER XS SOLUTION





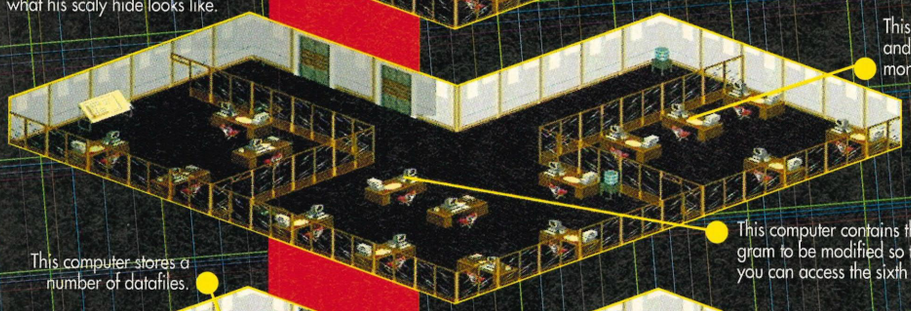
As soon as you exit, these guns train themselves on you with huge devastation. Go invisible.

This pilot is all too happy to cooperate. Take me to the Volcano!



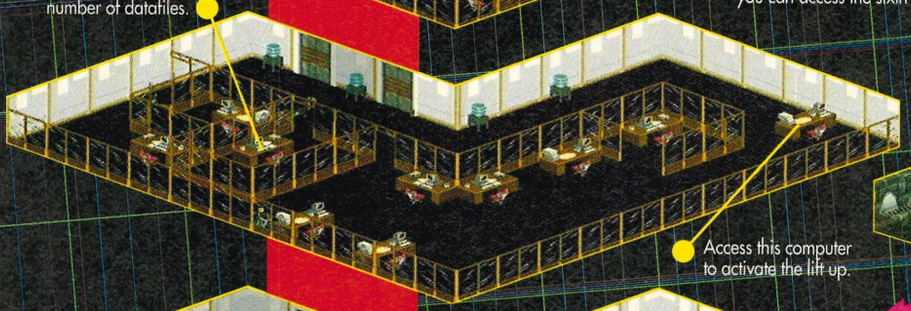
If you obtain Drake's phone number, give him a call to see what his scaly hide looks like.

The computer here contains the elevator program to be modified.



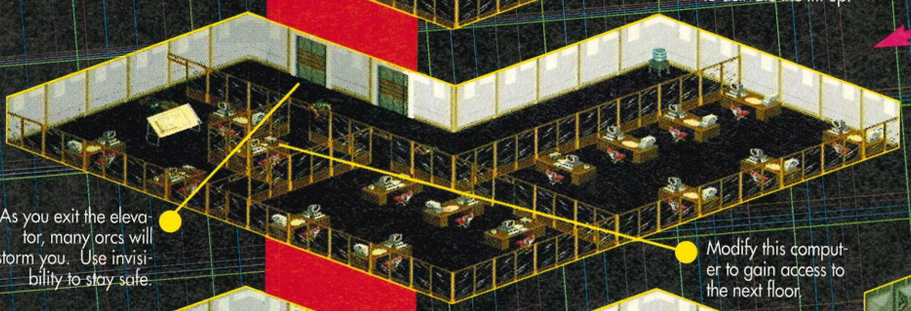
This computer contains datafiles and a loaded account full of money.

This computer contains the program to be modified so that you can access the sixth floor.



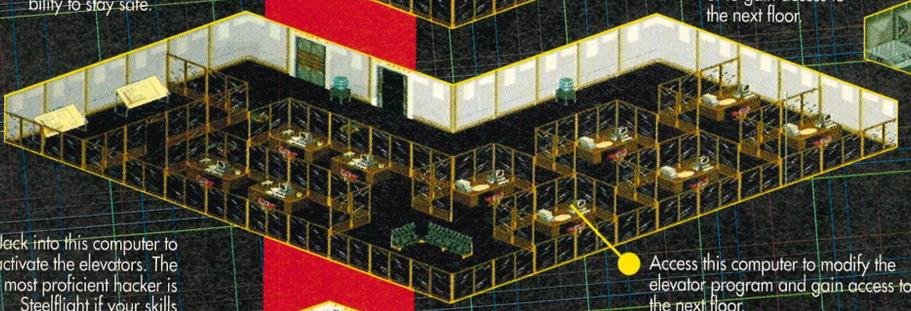
This computer stores a number of datafiles.

Access this computer to activate the lift up.



As you exit the elevator, many orcs will storm you. Use invisibility to stay safe.

Modify this computer to gain access to the next floor.



Jack into this computer to activate the elevators. The most proficient hacker is Steelflight if your skills aren't good enough.

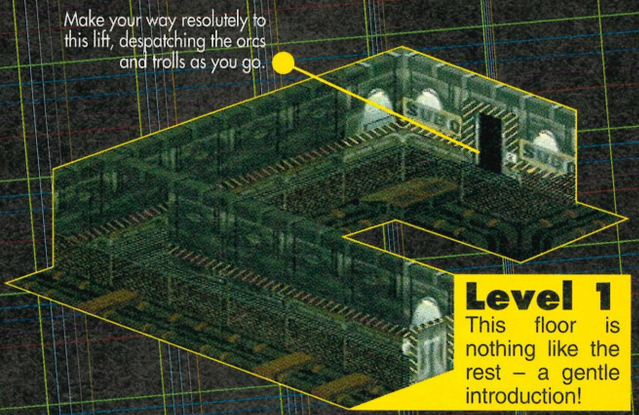
Access this computer to modify the elevator program and gain access to the next floor.



Drake Building

It's serious carnage and computing time. Storm all the way up the building, but make sure you have the **Volcano** keyword. If you bring Jetboy along, he will discover Nuyen that no-one else is able to find.

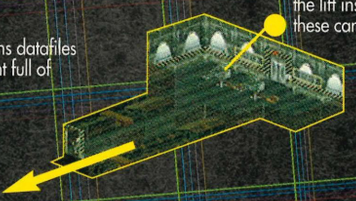
Make your way resolutely to this lift, despatching the orcs and trolls as you go.



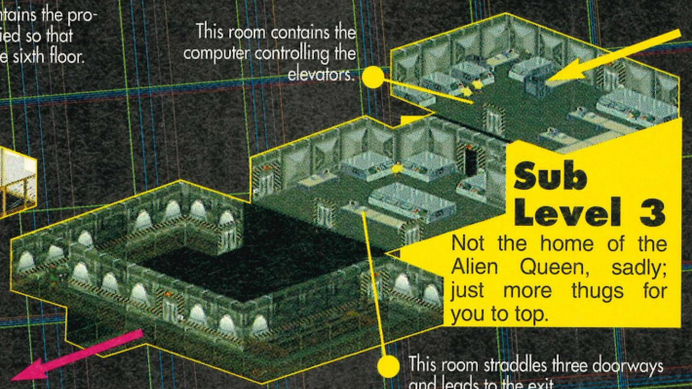
Level 1

This floor is nothing like the rest – a gentle introduction!

This is the lift down is guarded by two gigantic guns. It's best to lunge for the lift instead of battling these cannons.



This room contains the computer controlling the elevators.



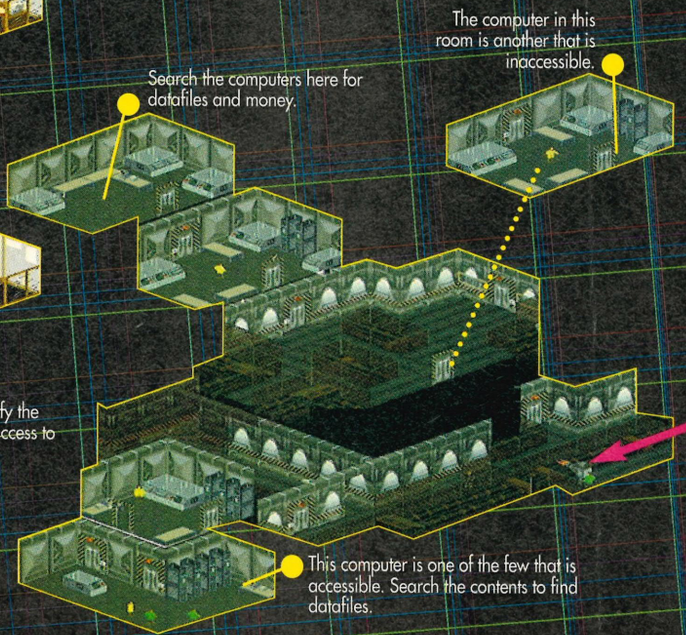
Sub Level 3

Not the home of the Alien Queen, sadly; just more thugs for you to top.

This room straddles three doorways and leads to the exit.

The computer in this room is another that is inaccessible.

Search the computers here for datafiles and money.



This computer is one of the few that is accessible. Search the contents to find datafiles.

Drake Volcano Entrance

If you're not piled high with vicious weaponry, what are you doing here? An extremely dangerous set of floors lead to the ultimate in bad breath – Drake the dragon.

Come to these doors straight away to begin your journey down through the volcano.

When you enter this room, the scientist raises the alarm, setting off a violent red lighting system. So much for being discrete!

Sub Level 1

The fun begins. As if there aren't enough bad guys already, they're all on full alert for a dead-looking guy wearing shades! Take care.

No computers in these rooms are accessible. Only those that read DGC may be explored.

This is where you emerge from the lift. Walk down and right to find the lift and computer to access it.

Access this computer to modify the sub-level program.

The scientists are cowards who back away as you enter. Shoot them anyway!

This is the lift down. You must modify the elevator program before you may access it.

This scientist guards the lifts with a giant gun. Blast him and then the gun for extra karma.

Access this computer to modify the sub-level program.

Sub Level 2

More death and blatant destruction action takes place in sub level 2. Modify the lift program and descend again.

The third Naga is more vicious than ever, but his destruction gives you the serpent's scales for the armour spell.

Now is a good time to disappear. These gunners are never going to be destroyed without you dying first.

This doorway leads to Drake. Watch out for the trolls as you walk in. They've got giant cannons that cause great damage.

These scientists throw battles of explosive at you, so blast them!

Sub Level 4

Finally, you reach the level which hides Drake's scaly hide. It is very useful to stalk about the gangways whilst you are invisible because there are a huge number of big guns and troll deckers that are just itching to blow you away. Don't miss the scales from the Naga.

Here's Drakey! Stand in front of him and use the Jester Spirit. This will cause loads of damage. Then blast his head and throw everything you have at him until he turns to stone.

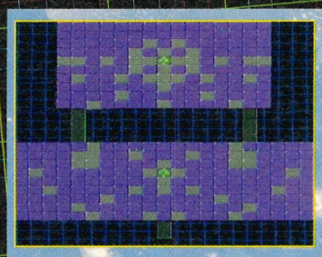
As you enter, a mass of freeze spells descend from the ceiling. Dodge them and use armour to keep safe from Drake's breath.

This is Professor Pushkin. Ask him about **Drake** and the **Head Computer**. You must now storm the Aneki building.

SUMMARY

GAME NAME: Shadowrun
TIME TO COMPLETE: 1 week
HIGHEST SCORE: n/a
NUMBER OF LEVELS: n/a
CHALLENGE RATING: medium

THE FINAL CONFRONTATION

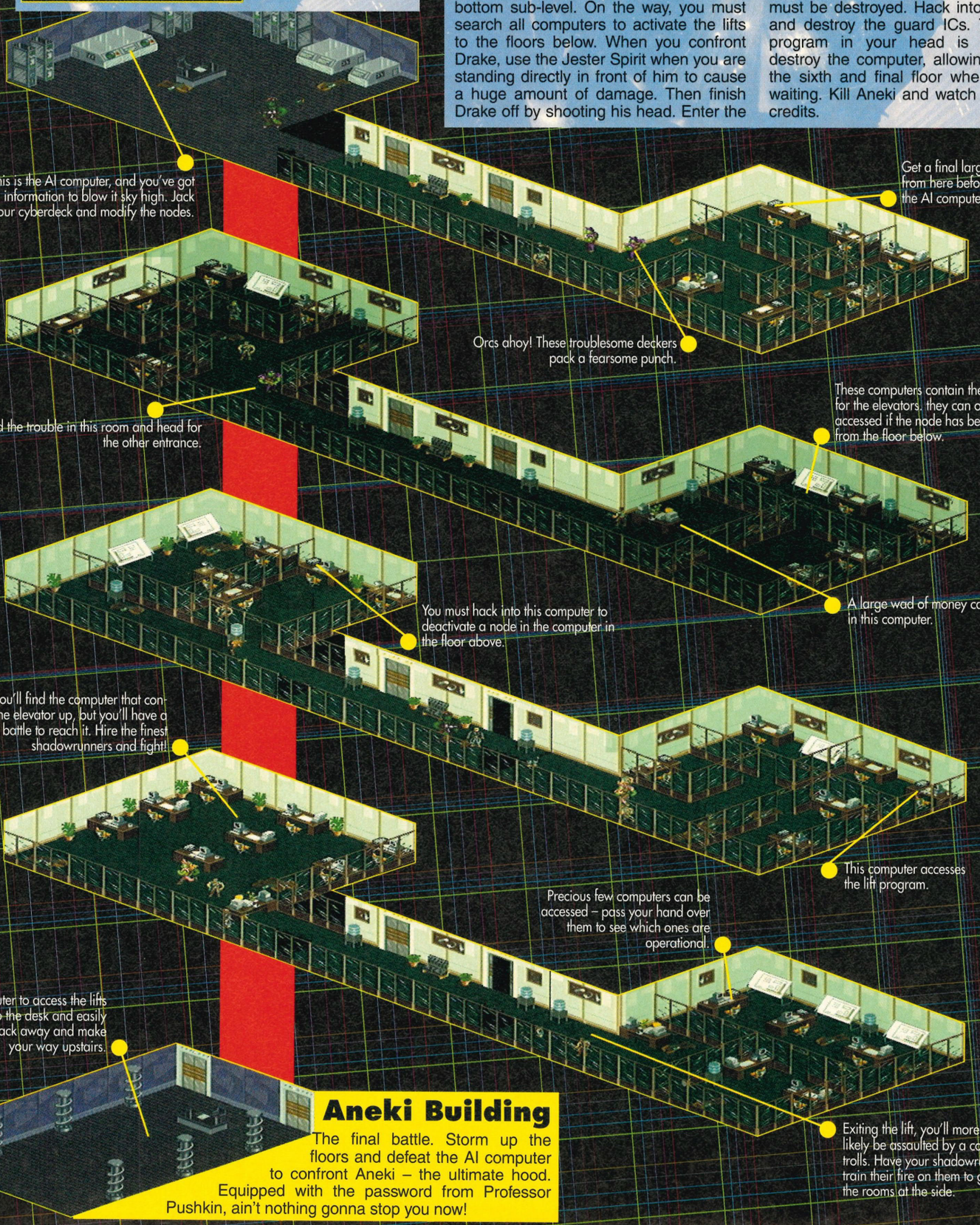


This map shows you the location of the ICE in grey. There's no way avoiding them all but this should guide you to the end with the minimum of fuss. Now sit back and enjoy the ending.

You must now battle up the Drake Company building. Make sure you either have computer ability 6, or Steelflight with you, to battle through the matrix. Access all the computers to activate the lifts and obtain data files. At the top, a helicopter pilot is waiting, so tell him to take you to the volcano.

At the volcano, you must work your way down to Drake who is waiting at the bottom sub-level. On the way, you must search all computers to activate the lifts to the floors below. When you confront Drake, use the Jester Spirit when you are standing directly in front of him to cause a huge amount of damage. Then finish Drake off by shooting his head. Enter the final door to find Professor Pushkin. Ask him about Drake and he will mention Aneki, who is the brains behind the assassination plot. You must now find and destroy Aneki.

Enter the Aneki building across the road from Daley station and work your way up the building, accessing the computers as you go. On the fifth floor in the left hand room is the AI computer which must be destroyed. Hack into the matrix and destroy the guard ICs. The anti-AI program in your head is enough to destroy the computer, allowing you onto the sixth and final floor where Aneki is waiting. Kill Aneki and watch the closing credits.



Aneki Building

The final battle. Storm up the floors and defeat the AI computer to confront Aneki – the ultimate hood. Equipped with the password from Professor Pushkin, ain't nothing gonna stop you now!

SHADOWRUNNERS FOR HIRE HERE

The stars of the game are undoubtedly the shadowrunners, fearlessly entering battles where no sane dwarf would dare to go. Their cost will vary according to your level of negotiation and they will put up with rotten conditions for longer if your leadership rating is high. It's always useful to have a decent cross section of magicians and warriors with you as while the grunts are wading in recklessly, giving the bad guys a rough time, the shamen can sit back under your control, healing and protecting those brave souls, foolish enough to risk their lives. The price listed by each shadowrunner is the most expensive one they will be.

COMPU-ID



Cost: 10,000 Nuyen. Find datafile in Drake building and telephone to arrange contract. The best magician – skilled in all spells. When there's no-one to fight, she likes to demonstrate her considerable repertoire of card tricks.

AKIMI

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 1,000 Nuyen. Found in the Wastelands club. Bearing a striking resemblance to his distant cousin, Spatter, Anders is a regular all-round kind of chap. Medium strength and weaponry make him a sound purchase.

ANDERS

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 2,000 Nuyen. Found in the Sputnik club. Declining any personal payment, he prefers a donation to the shaman's retirement fund. Wicked with magic and a loyal servant, Dances with Clams is a winner.

DANCES WITH CLAMS

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 1,500 Nuyen. Found in the Wastelands club. The only creature ever to come with a negative amount of brain cells, Frogtongue is strong and hardy and very useful in a fight. Avoid all intellectual conversation however.

FROGTONGUE

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 500 Nuyen. Found in the Grim Reaper bar. Equipped with a datajack, but only the one brain cell, he's a poor man's mercenary and no mistake. In the heat of battle, he's been known to shoot himself in confusion!

HAMFIST

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



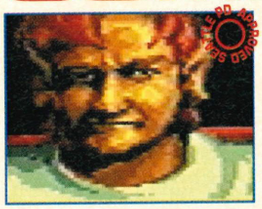
Cost: 1,500 Nuyen. Found in the Sputnik bar. Always on the phone making dodgy deals, Jangadance is a skilled magician and very knowledgable about mind-destroying potions! Hire him by all means, but don't expect dedication!

JANGADANCE

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



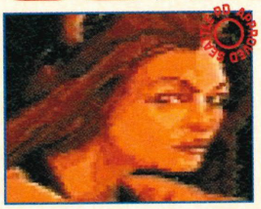
Cost: 1,000 Nuyen. Found in Wastelands bar. A sneaky computer hacker who finds money that no-one else would. He probably finds a lot more, but stashes it in his pocket when no-one is looking.

JETBOY

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 3,000 Nuyen. Found in the Jagged Nails club, entertaining the crowds. Half mage, half fox, she is extremely skilled in magic and not afraid to show it. Always dedicated and never one to leave before a battle is over. A fox.

KITSUNE

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 2,000 Nuyen. Found in the Wastelands club. He's mad as a hatter and can't resist a good run. He's always loyal, but not because he likes you – he just likes blasting innocent bystanders! An excellent runner!

NORBERT

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 500 Nuyen. Found in the Sputnik club. Whilst lacking the brains to change his name, Orifice is a cheap and cheerful aid to bring on a run. Reasonably strong and too stupid to run away, he fights to the death.

ORIFICE

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 2,000. Found in Jagged Nails club. Skilled in magic, but in reality is working for the forces who are trying to kill you. Take him to the Drake building and he turns his fire on you. Be warned, his loyalties are easily bought.

SPATTER

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 5,000 Nuyen. Found in the Jagged Nails club. Very skilled at hacking, but a bit of a mincer when it comes to fighting. All too often he's caught urinating in the corner or hiding behind old ladies when the battle hots up.

STEELFLIGHT

PERSONAL DATA

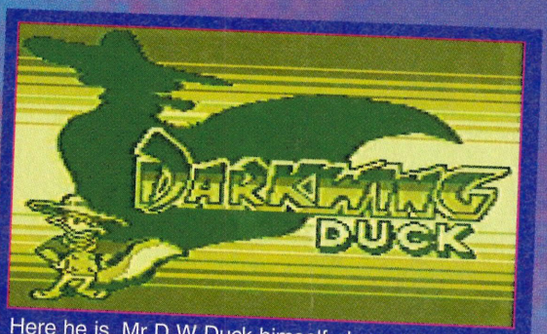
SEATTLE PD CODE

DARKWING DUCK

The self confessed scourge of your nightmares is hell bent on cleaning up town, so evil crooks and hoods beware! Manoeuvre Darkwing around seven fun-packed levels to get to the evil henchman at the heart of the trouble. This classic Game Boy platformer is awash with tricky leaps and even trickier bosses, all containing the Disney hallmark of quality. Guide Darkwing to the final battle with our indispensable guide!

GAME BOY

NINTENDO ● PLATFORM ADVENTURE



Here he is, Mr D W Duck himself, demonstrating the most important move to master in the game. When trouble is on the horizon, pull back that cape and watch those bullets bounce harmlessly away.

Level 1-1

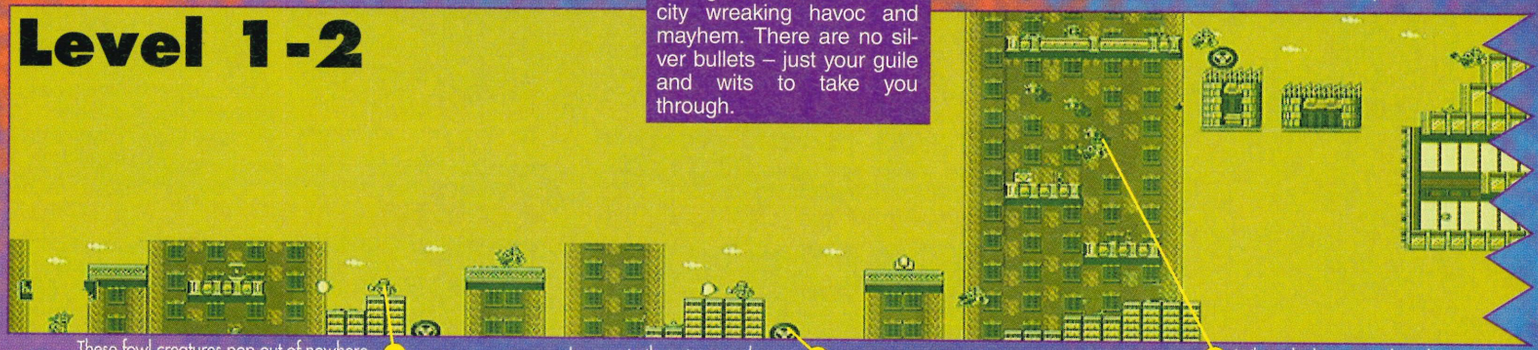
This level has you pitted against the considerable mischief of a certain 'Quackerjack' chap. He's the man with the plan of blowing up the bridge which is under construction. If you don't foil his plans then it could be curtains for thousands of innocent bystanders. Go, Darkwing, go!



Jump onto this lever and a block will descend, allowing you to jump onto the next platform.

Level 1-2

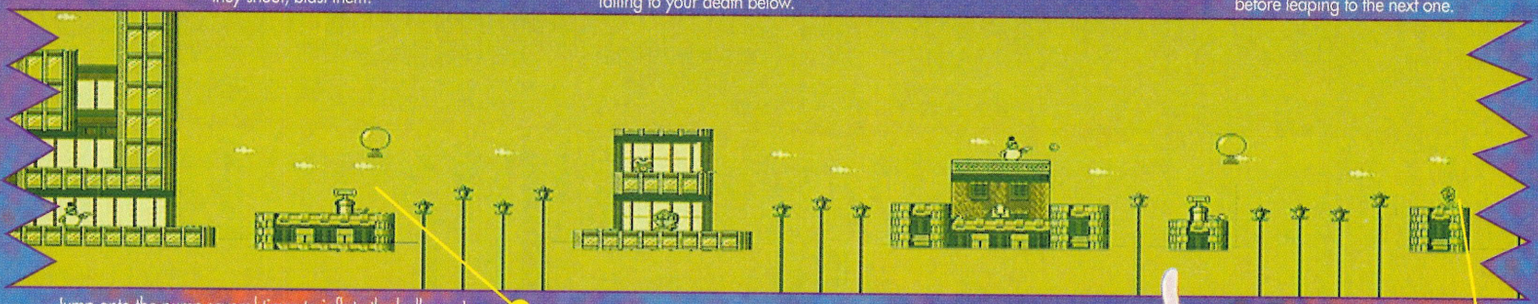
Darkwing now must face the onslaught of Wolfduck, the poor victim of the curse of the wereduck! When the moon shines, Wolfduck bursts loose, rampaging through the centre of the city wreaking havoc and mayhem. There are no silver bullets – just your guile and wits to take you through.



These fowl creatures pop out of nowhere, shooting giant blunderbusses. Just before they shoot, blast them!

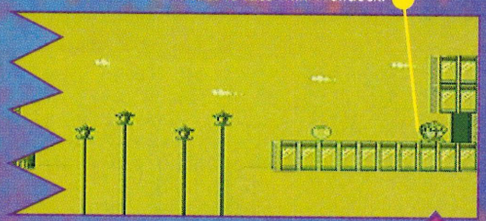
Jump onto these tyres and move along at the same pace to avoid falling to your death below.

When climbing onto these lamp shades, jump once to get to the top before leaping to the next one.



Jump onto the pump several times to inflate the balloon. Jump onto the balloon to avoid making all those tricky leaps.

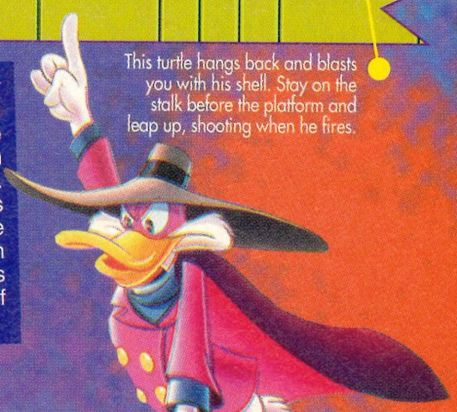
Destroy this turtle in the same manner as before to come face to face with Wolfduck.





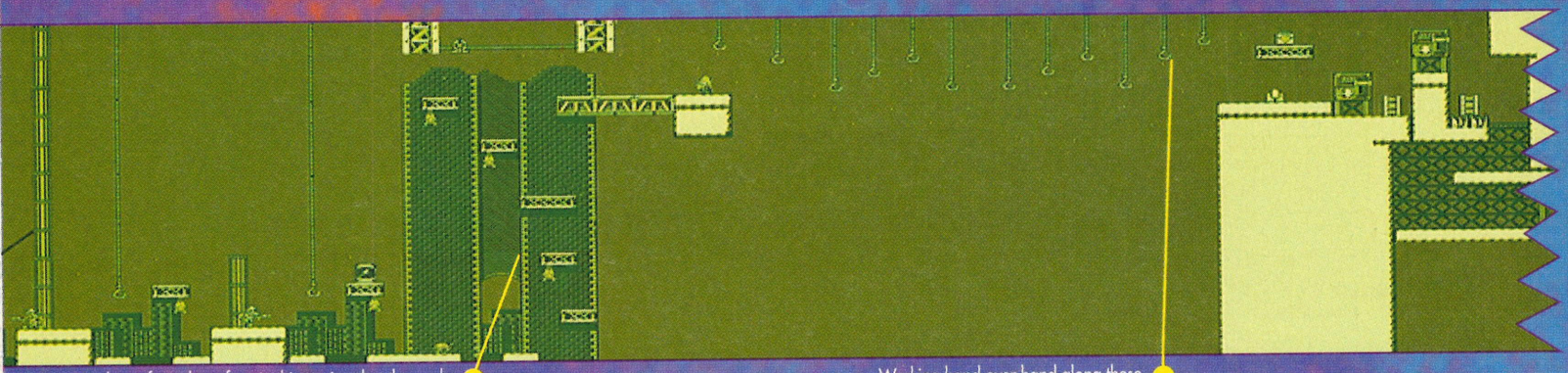
Wolfduck is a poor corrupt child and can only be destroyed when in his normal form. Shot the blocks from the opposite side when Wolfduck throws them to keep out of harm's way.

This turtle hangs back and blasts you with his shell. Stay on the stalk before the platform and leap up, shooting when he fires.



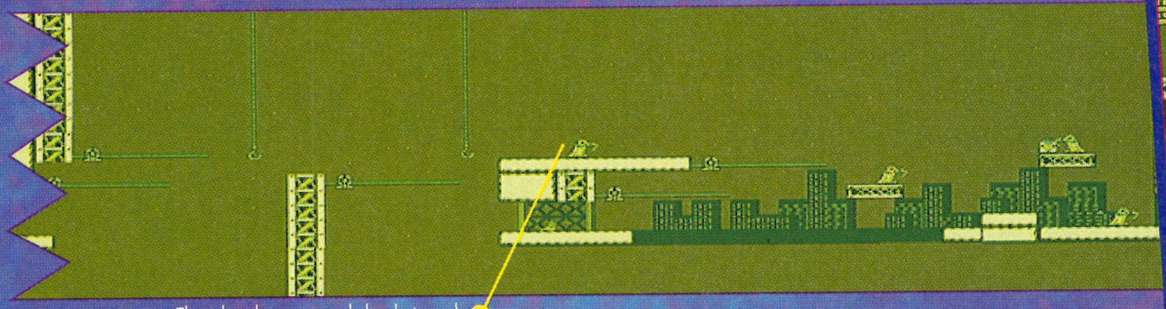


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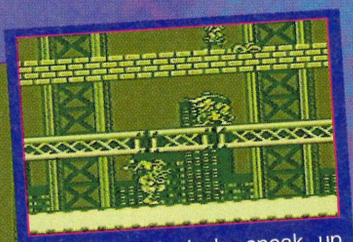


Bats hang from the rafters in this section, but they only wake up and attack if you rise above them. Hang onto the platform where they sleep and blast them.

Working hand over hand along these chains, go to the very edge of the hooks before leaping to ensure safe passage.



These henchmen can only be destroyed when their guards are down. Keep up your guard until they fire, then shoot!

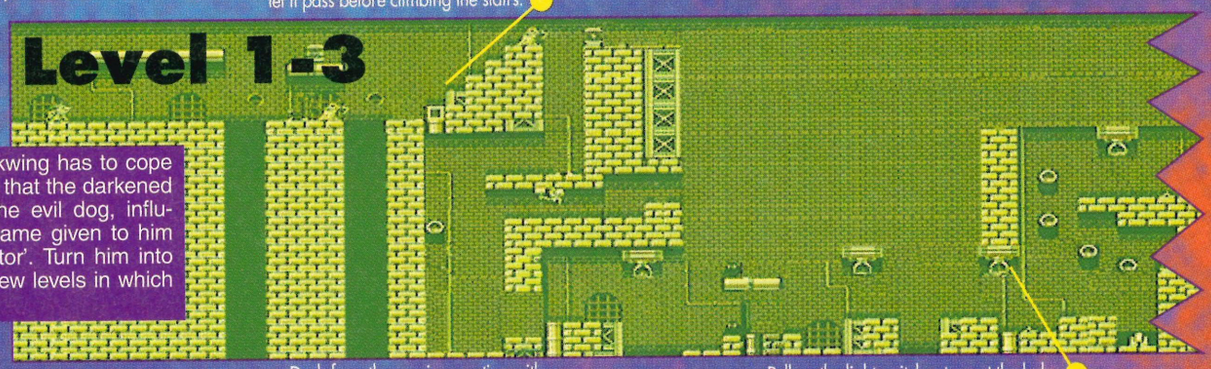


To kill Quackerjack, sneak up behind him and pelt him with ammo. When he jumps to the other platform, follow closely behind him and jump across, catching him by surprise.

A chick bursts out of its egg, tumbling down these steps here. Jump left over the gap to let it pass before climbing the stairs.

Level 1-3

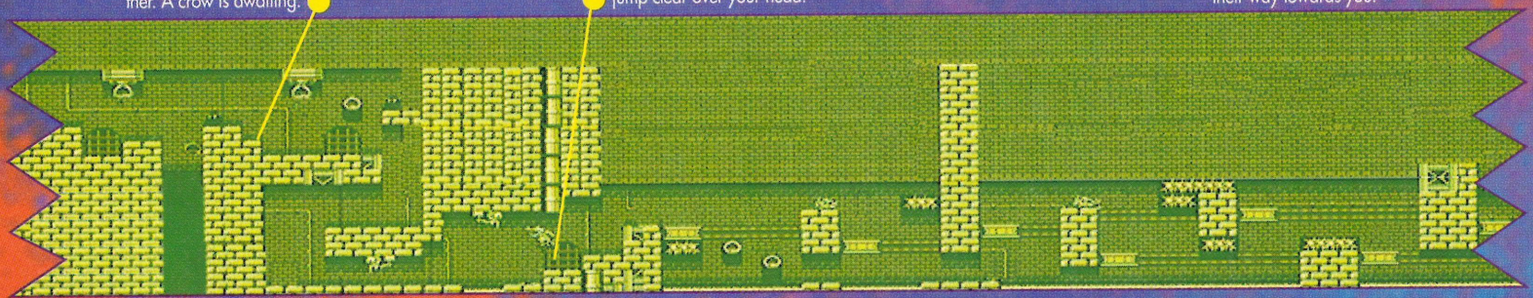
Entering the sewers, Darkwing has to cope with the slime and vermin that the darkened caverns have to offer. The evil dog, influenced no doubt by the name given to him by his parents – 'Liquidator'. Turn him into mush to be given three new levels in which to vanquish evil.



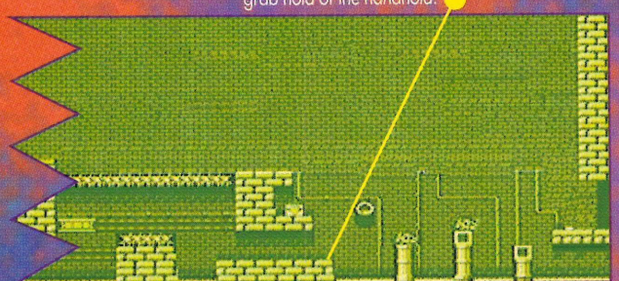
Leap off this step onto the light switch before approaching any further. A crow is awaiting.

Dash from the previous section without stopping, and the crocodile will jump clear over your head.

Pull on the light switches to spot the lurking crows. Blast them before they wing their way towards you.



Make sure you jump as far right from this platform as possible to grab hold of the handhold.





Liquidator calls upon the power of the fish to try and out-fox you. Watch out for where the fish jump from and stand adjacent to where they emerge. Blast the dog whilst he is in canine form and he will soon fall away.

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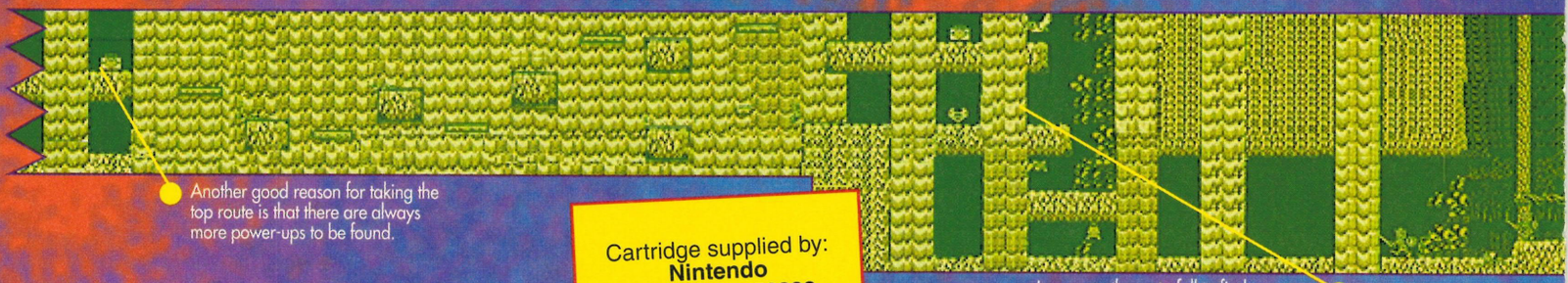


Level 2-1

Bushroot the mad rooster is holed up in the wood, causing much rustic rumbling. With all the woodland animals protecting his lair, Darkwing's got to be nimble when poking about in the bush. Watch out in particular for the number of birds which dart around the screen leaving chaos in their wake.

Align yourself with the birds perched on the branches and blast them away! If they take off, they're nigh on impossible to avoid.

Occasionally a giant fat chicken-like bird appears. Shoot it quickly a number of times or else it flies around the screen like a deflated balloon.



Another good reason for taking the top route is that there are always more power-ups to be found.

Jump over the waterfall to find your way to a hidden extra life.

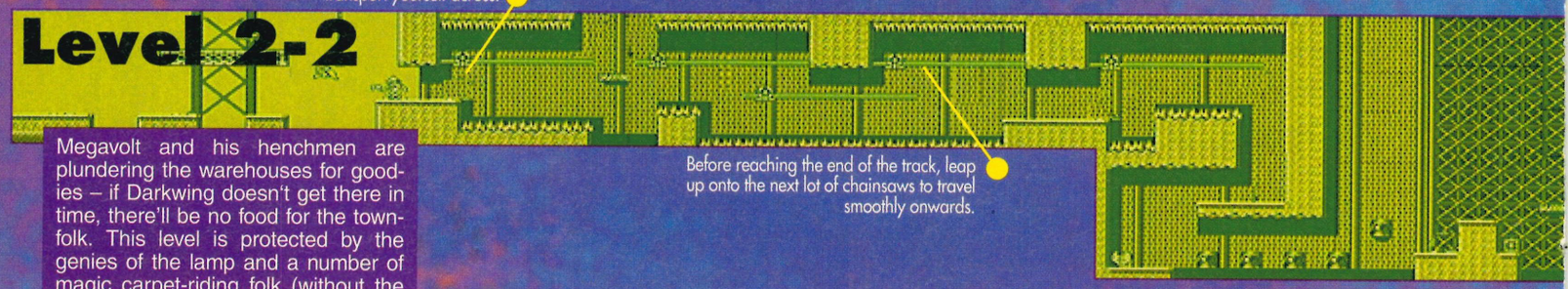
Cartridge supplied by:
Nintendo
Tel: (0703) 652222

These spinning chainsaws feature a lot in this section. Jump onto their blades to transport yourself across.

Level 2-2

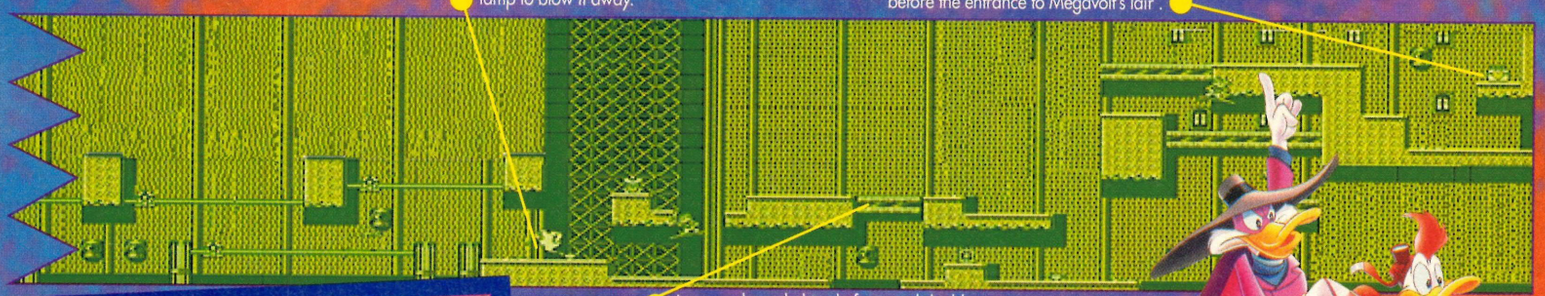
Megavolt and his henchmen are plundering the warehouses for goodies – if Darkwing doesn't get there in time, there'll be no food for the townfolk. This level is protected by the genies of the lamp and a number of magic carpet-riding folk (without the magic carpet). Treat them with the usual disrespect.

Before reaching the end of the track, leap up onto the next lot of chainsaws to travel smoothly onwards.



The genies of the lamp can only be destroyed when they appear. Duck down and shoot the base of the lamp to blow it away.

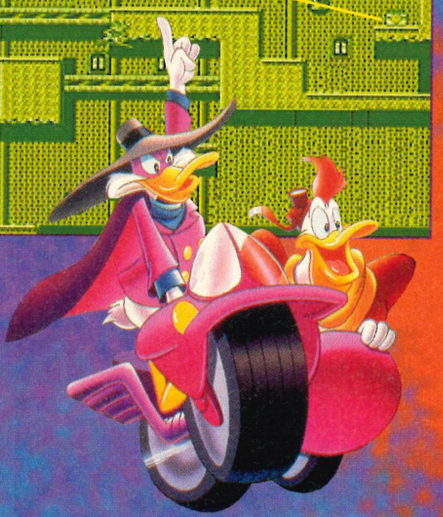
Here's an invaluable health power-up before the entrance to Megavolt's lair.



Leap up through this platform and double back to collect the extra life.



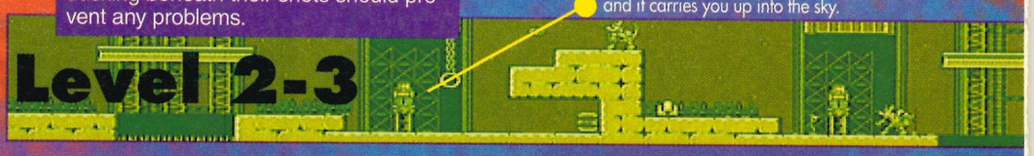
Megavolt fires a spark that stays permanently on the ground so hang from the middle platform. When he fires at you in the air, leap to the empty platform and wait for Megavolt to come back to the upper platforms. Megavolt can be hit at anytime – even when he is electrified, so shoot at every opportunity.



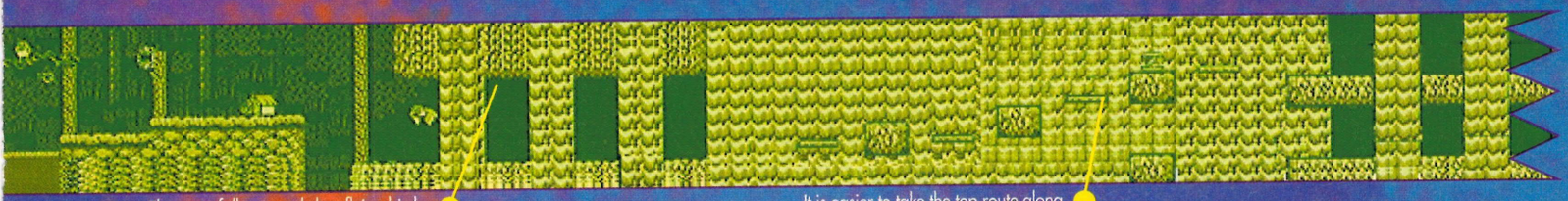
Moliarty is the crackpot professor who is developing a monstrous machine in his tower laboratory. Basketball-throwing rats are the chief guardians of this level, but deft use of the cape and ducking beneath their shots should prevent any problems.

Level 2-3

Jumping on the levers will lower a chain and hoop from the ceiling. As soon as the chain reaches the bottom of its descent, jump onto it and it carries you up into the sky.



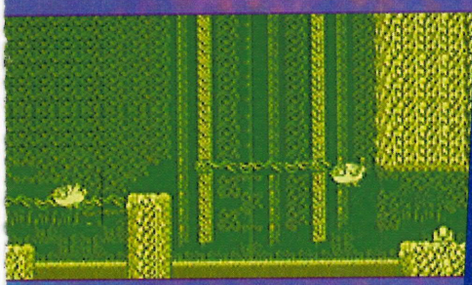
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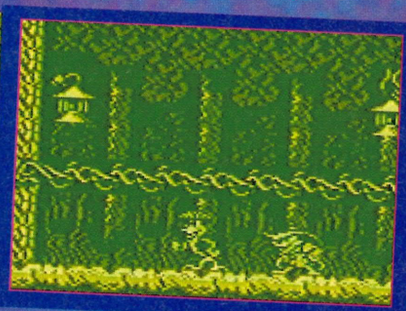


The waterfalls conceal slow flying birds. Creep along slowly, firing all the way to prevent impaling yourself on their beaks.

It is easier to take the top route along these platforms as you always have the option of diving right should you fall off.

Hang from this platform and wait for the creature above to shoot before taking him out with a few well-aimed shots.

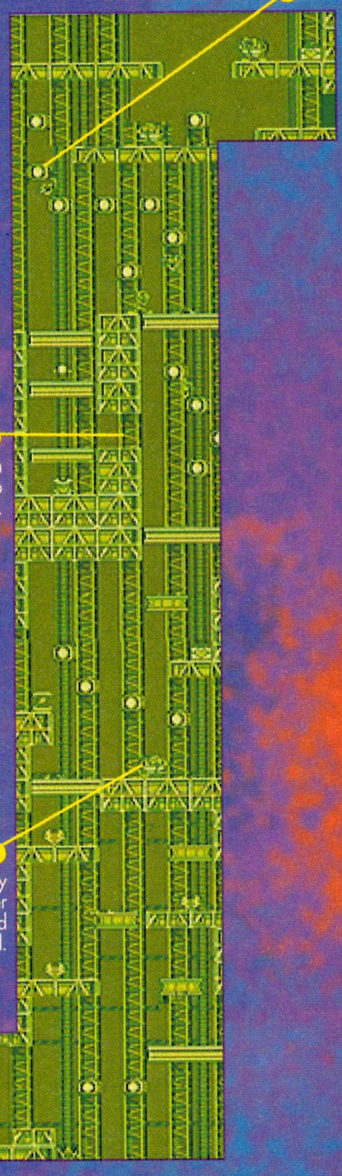




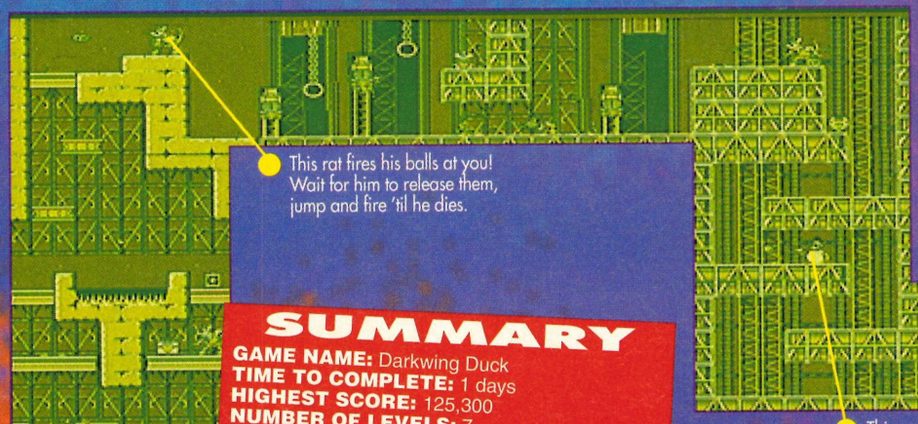
Bushroot is fairly easy to dispose of: Shoot him rapidly when he runs around madly, then wait in the opposite corner when he perches on the lamp. A gremlin will appear above throwing eggs at you. Slowly walk along to avoid their yolks and resume the carnage.

Jump onto the moving platform and double back to collect the extra life. Jump back onto the platform and left quickly to get out.





Jump through this gap from the right to gain access to the extra life.



This rat fires his balls at you! Wait for him to release them, jump and fire 'til he dies.

This turtle is a very tricky customer. Don't bother killing it, jump to the hand holds above instead.

This snowman-type chap can only be killed by jumping and shooting his hat.

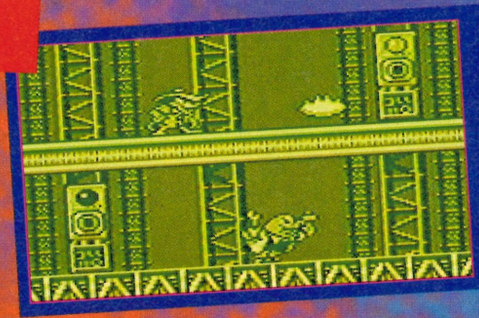
SUMMARY

GAME NAME: Darkwing Duck
TIME TO COMPLETE: 1 days
HIGHEST SCORE: 125,300
NUMBER OF LEVELS: 7
CHALLENGE RATING: easy

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



As soon as you jump onto these platforms they oscillate left and right. Wait for them to come under the platforms above and leap to the next platforms.



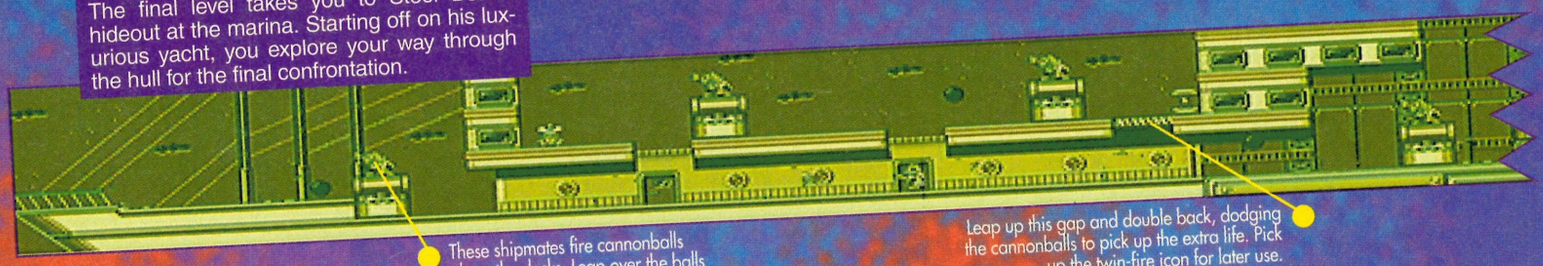
Ah, Moliarty my old nemesis. A nasty brute and no mistake. As soon as he runs left to activate the furnaces, jump down and blast him for all you're worth. keep darting from the top to the bottom layers to shoot him from behind and finish him off. If he starts running towards you, it is perfectly possible to jump clear over his head and out of danger.

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SUPER XS SOLUTION

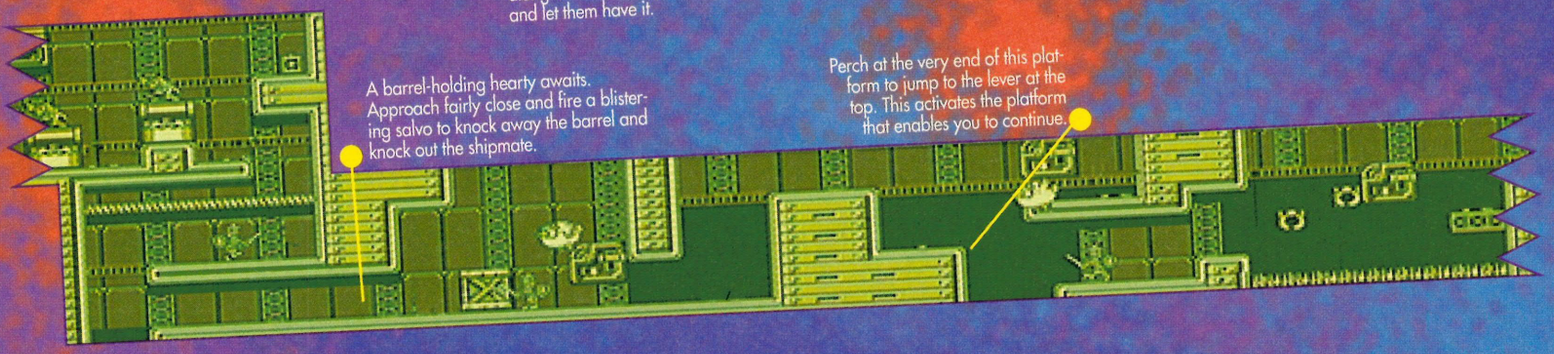


The final level takes you to Steel Beak's hideout at the marina. Starting off on his luxurious yacht, you explore your way through the hull for the final confrontation.



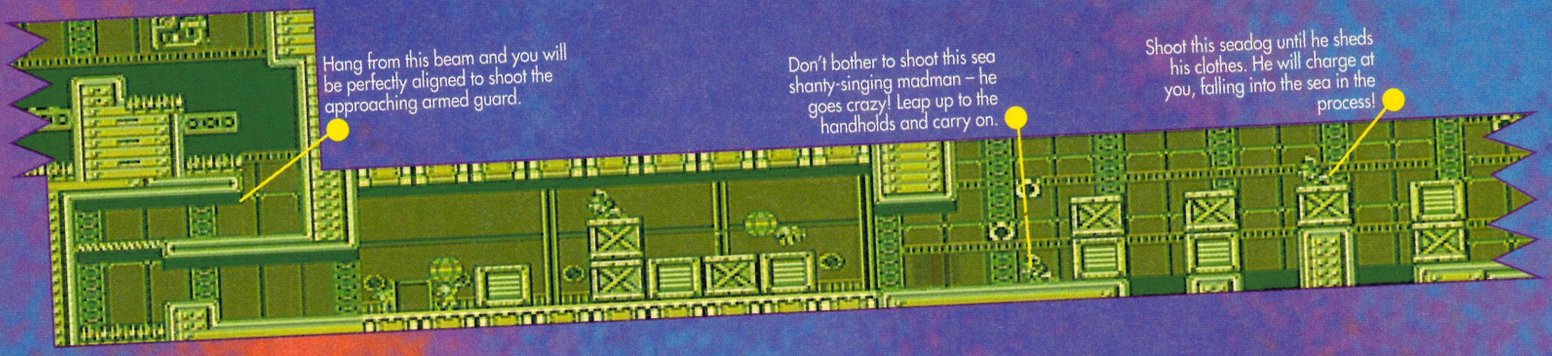
These shipmates fire cannonballs along the decks. Leap over the balls and let them have it.

Leap up this gap and double back, dodging the cannonballs to pick up the extra life. Pick up the twin-fire icon for later use.



A barrel-holding hearty awaits. Approach fairly close and fire a blistering salvo to knock away the barrel and knock out the shipmate.

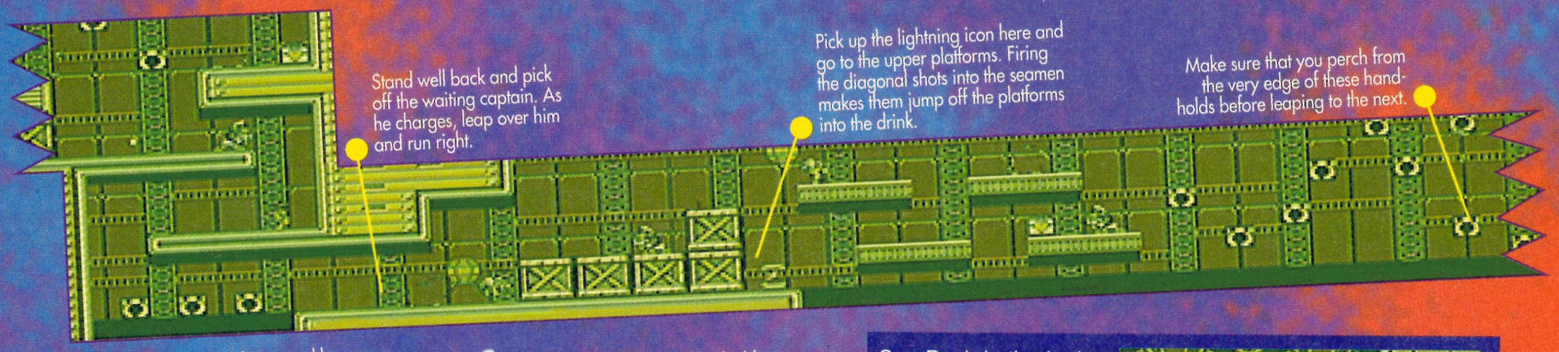
Perch at the very end of this platform to jump to the lever at the top. This activates the platform that enables you to continue.



Hang from this beam and you will be perfectly aligned to shoot the approaching armed guard.

Don't bother to shoot this sea shanty-singing madman – he goes crazy! Leap up to the handholds and carry on.

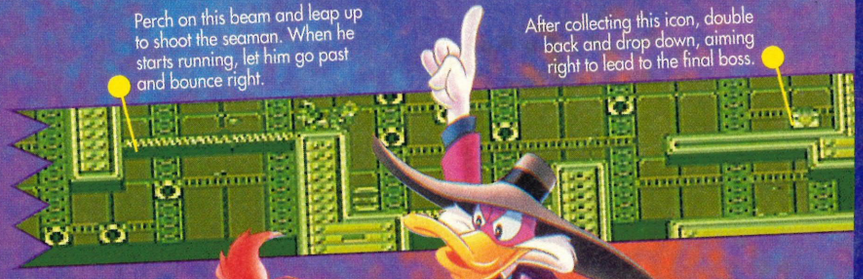
Shoot this seadog until he sheds his clothes. He will charge at you, falling into the sea in the process!



Stand well back and pick off the waiting captain. As he charges, leap over him and run right.

Pick up the lightning icon here and go to the upper platforms. Firing the diagonal shots into the seamen makes them jump off the platforms into the drink.

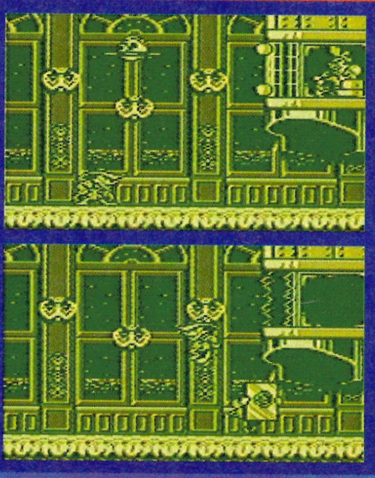
Make sure that you perch from the very edge of these handholds before leaping to the next.



Perch on this beam and leap up to shoot the seaman. When he starts running, let him go past and bounce right.

After collecting this icon, double back and drop down, aiming right to lead to the final boss.

Sea Beak is the brains behind the mayhem. He is actually one of the easiest bosses to beat once you have the technique. At the start, leap onto the right handhold and shoot the hovering droid. Shoot into the room containing Sea Beak and he drops out. Now he picks up a giant box that he throws wildly at our hero. Perch on the middle handhold and drop down, shooting when the coast is clear and chocs away!



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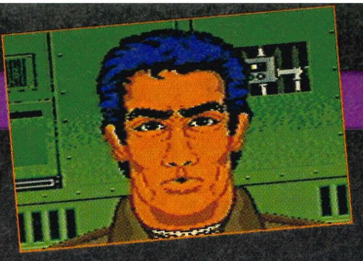




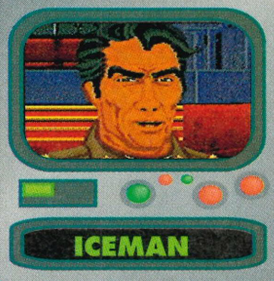
SUPER NINTENDO ENTERTAINMENT SYSTEM

SYSTEM 3 ARCADE SOFTWARE LTD
18 Peterborough Road,
Harrow, Middlesex
HA1 2BQ

SYSTEM · 3



PILOT PROFILES



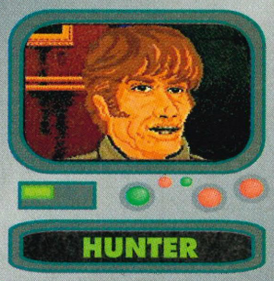
ICEMAN

As the name suggests, this guy is Mr Cool. Dependable and reliable, you can bet he's on your wing if you're in trouble and has no qualms about engaging the enemy on command. The Valgard sytem is where you meet.



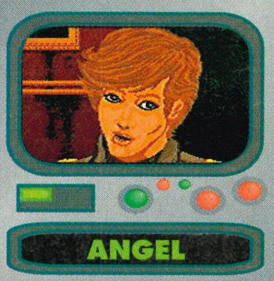
BOSSMAN

An old veteran, Bossman is another reliable fighter. . Quick off the mark and deadly accurate probably makes him the best wingman, but if you're out to score,-be quick! He'll be in the battle before you know it. You meet in Midgard.



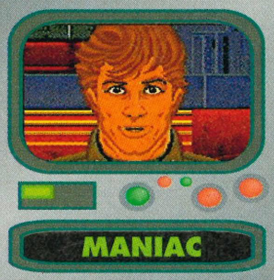
HUNTER

From down under, brash and always ready for a fight, Hunter tends to get scared off at the sight of too many Frathi and panics, jamming the vid-com with pleas for help. Ignore him, he usually makes it. Gaddard is his turf.



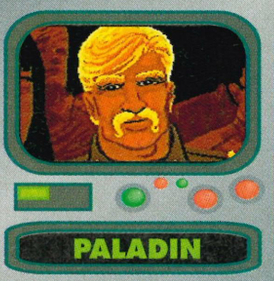
ANGEL

French pieces of fluff always go down well and Angel is no exception. Her head is full of information and statistics, she'll do exactly as she's told and do things by the book – but lacks the killer instinct. The Border Zone is her forté.



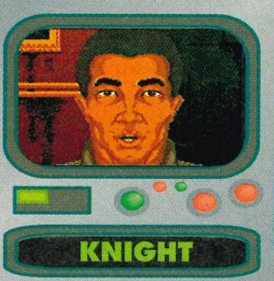
MANIAC

If the war's going badly and the Claw is on retreat, you can bet you're flying with Maniac. Paranoid, gutless and inaccurate, he can be a real pain. I shouldn't say this, but quickly blow him out of the sky before he gets you killed!



PALADIN

Och aye the noo! From the highlands and a veteran to this game, Paladin is a good, solid wingman. Your paths cross in the Bifrost system. As he's about to retire, leave him to his own devices. Ordering him around will prove nothing.



KNIGHT

Knight doesn't fly until the last system, called Vigrid. Although at this point you'll be up against the Kilrathi strike force, this pilot is no help at all. In fact if he manages to bring down a piece of space debris it'll be a miricle!



SPIRIT

The second female pilot has, as her name suggests, plenty of get up and go. She'll be your companion in the Jotenheim sytem, and although she's reserved in her actions, she'll set off into the fray at your command.

More Wing Commander space combat ensues! This, the second Wing Commander title from Mindscape has you back in the middle of a war between the cream of earth's fighter pilots and the invading Kilrathi forces. As a rookie pilot, you must prove yourself worthy of the Earth's elite, and destroy the alien strike force before the whole of mankind is enslaved forever. This guide will show you how to be successful in each mission until you reach the very pinnacle of your career. Strategies, tactics and killer moves. You'll be the envy of the universe!

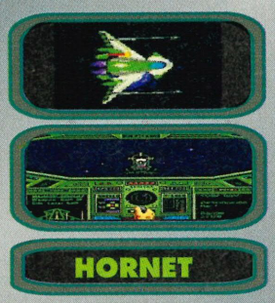
SUPER NES



MINDSCAPE ● SHOOT-'EM-UP

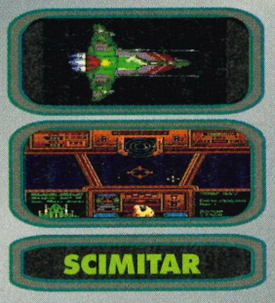
WING COMMANDER SECRET MISSIONS

CONFEDERATION FIGHTERS



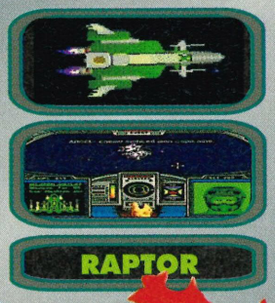
HORNET

Like the insect, this craft will dart across the black with a lightning pace. It's shields are strong, but it falls down on weapon capabilities. Taking on a Gratha ship for instance will be no easy task.



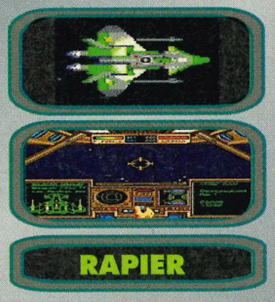
SCIMITAR

This vessel is the Skoda of the fleet. Slow, clumsy, easily targeted, it has one set of weapons concentrated at the front. Get ready for some real dog fighting skill if you're going to survive in this crate.



RAPTOR

Less manoeuvrable than the Hornet and lacking its speed, the Raptor more than compensates in weapon provisions. Firing from the front for intensity or on full weapons for diffusion, this is a killer.

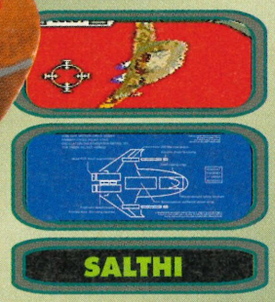


RAPIER

The Rapier is the latest Earth can produce. Weapons galore, but it lacks strength in the shields. When flying this, target and fire before you take hits or you won't live long. Let the guns recharge.

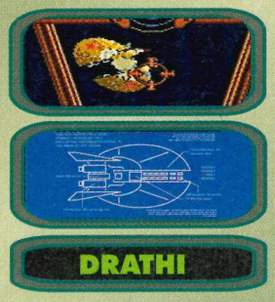


KILRATHI FIGHTERS



SALTHI

The Salthi are all-powerful and a real tough target to bring down. Powerful shields will fend off an attack, but the inspired fighter will blow it out of the sky with some stealthy moves.



DRATHI

The Drathi are quick and nimble, but they're size gives them a huge disadvantage. Weak in the shield department, they're normally easy prey, but beware, they often act as a smoke screen for Jalthi.



JALTHI

This is the real mother of the Kilrathi force. Quick, and as slippery as a galactic grass-snake, it'll take plenty of skill to pin one down. They'll approach from the front, so stand and fight!



KRANT

These formidable long-range bombers will be quick to attack the Claw, often escorting Drathi. Make sure you target with missiles on these babies, before there are bogies all over you.



GRATHA

What was that? It's a Gratha! The quickest fighter to contend with, this vessel must be taken out at the first chance. Wait for it to turn in front of you and let rip with a barrage of laser fire.



GODDARD SYSTEM

MISSION 1: Escort

Incoming coded message from high command... communication has been lost with populated colony in the Goddard system. Immediately prepare investigative scout party to disembark on this mission, code named Operation Thor's Hammer. Prepare to launch your Hornet fighter and get your first taste of deep space combat as a rookie pilot. You're out there to prove yourself!



With Hunter as your wing man you'll come up against Drathi and Salthi fighters. The Salthi are the ones to look out for, so on approach, stay calm and keep your speed down. The Kilrathi tend to attack from the front with a fly-by, so get ready to blast them as they begin their deadly approach. The asteroid belt can be by-passed by simply flying around it without using the auto-pilot, but if you want the quickest route, jump into it and check the asteroid and mine feature for a safe method of negotiation.



Chronology

- Proceed to Nav point 1.
  4 Drathi
- Proceed to Nav point 2 – protect transport ship for warp.
  3 Salthi
- Proceed to Nav point 3 – defend and rendezvous with inbound Venture class.
  3 Salthi
- Proceed to Tiger's Claw – escort Venture class Corvette.
  5 Salthi

MISSION 2: Strike

With the first mission successfully under your belt, you'll now be heading towards the Goddard colony and with a quarter of a million lives at stake, there's no room for any mistakes. Sadly, whatever you do on this mission, the Kilrathi forces use their secret weapon and fry the entire population! This is the real turn of events and hence your ultimate goal is now realised – destroy the Kilrathi secret weapon and save the Universe! The Krant ships are dangerously small and quick, so use your targeting system to lock on and use missiles to finish the job. Complete your sortie here successfully for promotion to 1st Lieutenant and to receive a Silver Star medal in a blaze of glory.



Chronology

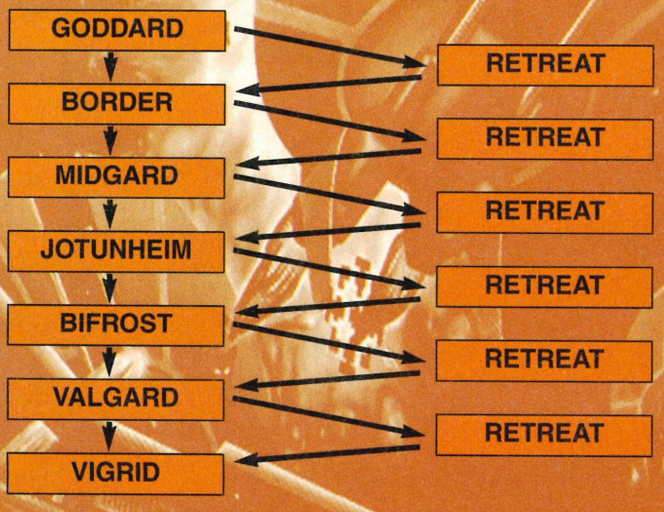
- Proceed to Nav point 1 – Scour area for Kilrathi fighters.
  7 Gratha
- Proceed to Nav point 2.
  Asteroids
  2 Krant
  1 Dorkir transport ship
- Proceed to Tiger's Claw.



STAR WARS!

Wing Commander: The Secret Missions features many different star systems, but you will not need to visit them if you complete all the missions successfully. Retreat missions are only undertaken if the war is going badly. The following seven systems will be visited if you successfully complete every mission, but if you fail, you'll need to successfully complete a retreat mission to get back on course.

Should you fail this retreat mission, I'm afraid the human race will be crushed and enslaved under Kilrathi rule!



BORDER ZONE

JESTER – 1GBBKHVMGY

MISSION 1: Strike

After surviving and completing the Goddard missions, you'll now find yourself the proud owner of a heavy-class Raptor fighter, flying with the Rising Star Squadron. The Claw is now instructed to follow the Kilrathi fleet into deeper space and destroy all Kilrathi targets and ultimately seek out the secret weapon. After your briefing you're winged with Angel.

Circle the Claw and engage any targets, then jump to the unknown area at Nav point one. There's a mine field to negotiate en route, so tackle this as you would the asteroids. The Krant enemy are large in numbers, so use plenty of thrust in different directions to prevent them from mass-ing against you, then pick them off one at a time. The Gratha fighters are much more hesitant and will try to evade your attacks with some skilful manoeuvres. However, the furball pilots cannot resist attacking if you taunt them, so get on the via-com to entice them into engagement!



Chronology

- Proceeding to Nav point 1 – engage enemy.
  7 Krant
  Minefield
  7 Gratha
- Proceed to Tiger's Claw – engage enemy
  5 Drathi



MISSION 2: Escort

With the path into Kilrathi space cleared by you and Angel, your orders are to rendezvous with a Drayman-class transport convoy carrying important supplies which could easily be attacked by the cats. Morale is of the utmost importance as news of the Kilrathi secret weapon spreads wild gossip amongst the non-essential crew members. Complete this mission successfully by escorting the Drayman from Nav point one to its destination at Nav point two. Jalthi fighters are aware of the Drayman's importance and move in to attack. Be sure to have full guns selected if one is at close range – they're well armoured and will take a real battering before they're turned to space dust. On locating the convoy ship, pull up alongside and set your



speed to about 100kps before you make the jump to Nav point two. If you're too far away from it you'll jump and leave the Drayman in the wake of your hyper-space, only to fall into the hands of the enemy!

Chronology

- Proceed to Nav point 1 – engage enemy.
  - 3 Krant
  - Mines
  - 2 Jalthi
- Proceed to Nav point 2 – escort Drayman.
  - 5 Gratha
  - Mines
- Proceed to Tiger's Claw

MIDGARD SYSTEM

JESTER – JBBZHCVMHJ

MISSION 1: Strike

This is the first mission that is going to cause you problems. The furballs have intercepted and captured one of our confederation ships – the Falstaff. This ship is carrying vital information on weapon design, troop movements and battle tactics and the Kilrathi forces plan to transport it back to their command centre and crack the security codes. If successful, they've as good as won the war, so you and Bossman must hit the afterburners in a series of short, crushing attack formations tackling escort ships and blow the Falstaff to atoms, its secrets with it. As the final insult take out a Kilrathi fortress ship known as the Ralari which is also in the area. All this before you can come home for tea! It's important here to seek out the Falstaff from the attacking Krant ships that circle it. If you take too long, it'll jump out of the area and be lost forever. Once you've located it, put the pedal to the metal straight towards it, then press the L and R buttons simultaneously to instantly slam on the brakes, before letting rip with everything you've got. Whatever you do, don't give it time to jump! If you fail this mission, the Claw will begin a retreat mission and the game over is all you can look forward to.



Chronology

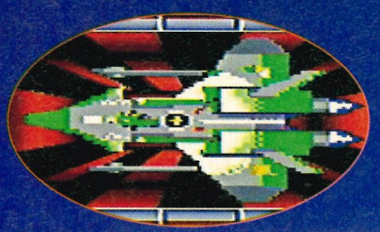
- Proceeding to Nav point1 – engage enemy.
  - 2 Jalthi
- At Nav 1 – destroy Falstaff.
  - 4 Krant
  - 1 Falstaff
- Proceed to Nav point 2 – destroy Ralari.
  - 2 Salthi
  - 1 Ralari
- Proceed to Tiger's Claw



strike force and proceed to intercept the captured Drathi; making a return journey under the cover of an asteroid field. By this time, the main Kilrathi force will have arrived at Nav point one. There are other Drathi fighters in the area at Nav point two so be careful not to attack the captured vessel by mistake. You're up with dependable Bossman this time.

Chronology

- Proceed to Nav point 1 – engage enemy.
  - 1 Ralari
  - 2 Krant
- Proceed to Nav point 2 – rendezvous with captured Drathi.
  - 6 Drathi
  - 2 Frathi
3. Proceed to Claw via Nav point 3
   - Asteroids



ASTEROIDS & MINES



In space, no one can hear you say "look out for the mines!" One touch from an asteroid or a mine (on ACE setting) and you will instantly end your career, so you'd better find out how to get past them all without a scratch. Adjust your speed to about 2-230 KPS. This should give you enough time to avoid any incoming objects. Wait for an asteroid to appear in the cross hairs and then move away to a clear spot. If you move back, you will notice that they have miraculously disappeared! You know when the coast is clear because another object will appear in view, this is when you should return to the original position. If you move too soon then it is possible to be caught in the cockpit before you know what's going on. Keep moving back and forth between the cross hairs and open space and you should avoid any objects and pass safely through to the next part of the mission.

This same method can be used for enemy mines, but you have to take more care because the mines are designed to home in on your ship. Consequently, you can get mines that are travelling very quickly and require split second timing to avoid.





MISSION 2: Defend

Even though the last mission was a success (hopefully!), the massive strike against the Kilrathi's greatest secret has revealed the location of the Tiger's Claw, and the cats are massing in the area. To add to the mayhem, a scout party has managed to capture a Drathi fighter and need assistance to escort it back to the Claw. The Kilrathi have sent out a small strike force which is soon to arrive at Nav point one. You must quickly hit the vacuum, take out the

JOTUNHEIM SYSTEM

JESTER – 1GVZKHDLWF

MISSION 1: Escort

Thankfully, you're now re-assigned to a Raptor-class fighter and also your new wingman is Spirit. This mission is short and to the point. Using the star-charted Nav points, the mission is to locate a Drayman-class transporter ship which is returning troops to the Claw, whilst clearing any Kilrathi fighters from the immediate area. Once the rendezvous is successful you must escort the Drayman back to the Claw and protect it from enemy attack. There are 20 enemy craft to take care of, the bulk of which will attack as you try to return to the Claw. Be sure to fire off a quick volley towards a distant target, this will activate your targeting system so you can not only get a better idea of where the target is, but also know what you're up against. Stay close to the Drayman at all costs, a single fighter may try to draw you away while the main strike force swoops in on the Drayman and blows it away!



Chronology

- Proceed to Nav point 1 – engage enemy.
  - 6 Salthi
  - 1 Frathi
- Proceed to Nav point 2 – engage enemy.
  - 6 Gratha
- Proceed to Nav point 3 – rendezvous with Drayman.
  - 8 Krant
- Proceed to Tiger's Claw.

MISSION 2: Intercept

Now that the Kilrathi forces have lost yet another ship, they're really going to get their claws out! This is probably your most dangerous sortie yet, and you're partnered with Spirit





again. The Kilrathi are are massing for a storming attack and it's up to you to go straight into their midst before they realise what's happening and take them out, in true Pearl Harbour fashion. As you might have guessed, some of their biggest ships are there, along with a school of smaller fighters of all classes, so be prepared for a real battle. Use the quick approach and brake method on the Dorkir and Frathi ships, then move off to attack the smaller vessels. Complete this mission and you'll come back a Captain!

Chronology

- Proceed to Nav point 1 – engage enemy.
  - 4 Salthi
  - 1 Dorkir
- Proceed to Nav point 2– engage enemy.
  - 3 Drathi
  - 3 Krant
  - Asteroids
- Proceed to Nav point 3 – intercept point.
  - 4 Gratha
  - 7 Krant
  - 1 Fralkhi
- Proceed to Tiger's Claw.

MISSION 3: Intercept

No sooner have you unstrapped your space harness, than the slave-driving commander sends you and Spirit up again! This time a distress call has been received from a Ventura-class ship; the Johann. It has been crippled by an enemy attack and needs urgent repairs. Your orders, Captain, are to intercept the Johann and circle it; fending off any further attack until the repairs are complete, and then to return to the Claw. It is however a cruel trick by the cats, who seem to have more than nine lives! The ship in question is none other than the Gwyhayer, that famed ghost ship that Paladin has been wibbling on about for the whole trip. With this in mind, set out on your mission and get ready to blow it away even though it looks like one of ours. For this bravery and insight you'll come back to be awarded the Bronze Star!







Chronology

- Proceed to Nav points 1 and 2.
  - † Gwyhayer

BIFROST SYSTEM

JESTER – ?B3HKBYV3G

MISSION 1: Strike

Taking out the Gwyhayer has cost the Kilrathi forces dearly and information shows that the Kilrathi fleet is in the area, although the exact location is not known. Just two Frathi with a small destroyer escort could reduce the Claw to molten slag, so an immediate attack is paramount. The Kilrathi service fleet are designed to be fast and manoeuverable; the guess is that they're headed towards a supply depot. Your mission here is to find the depot and destroy it before the fleet arrives. The



Jalthi are, piloted by veterans, so you'll need to be quick on the reflexes to survive. Target a ship and hit the thrusters to chase it, then as it becomes aware it's being targeted, it'll normally turn and head straight towards you. As this happens you'll see a flurry of laser fire coming from the target, indicating that it's made the turn and is beginning to hurtle towards you. Slam on the anchors and turn as the target attempts to perform a fly-by, then attack with a burst from your mass driver weapons to bring it down. The old highlander Paladdin is your wingman.

Chronology

- Proceed to Nav point 1 – engage enemy.
  - 7 Jalthi
- Proceed to Nav point 2 – engage enemy.
  - 1 Ralari
  - 3 Krant
- Proceed to Nav point 3 – engage enemy.
  - 8 Jalthi

MISSION 2: Strike

Still flying with Paladdin (unless he's been shot down!) your mission now is to finally take out the supply depot. Unfortunately, you're supplied with one of the old Scimitar crates, so you're going to have to use plenty of tactical manoeuvres to make up for your lack of fire power. The Scimitar has one set of weapons, concentrated at the front, so, although they're big and slow, a barrage of laser fire directly to the side of a target will have it reduced to a fireball in an instant. Salthi ships can be destroyed with one burst, but the huge supply depot will absorb laser bolts like a sponge, and it's also armed to the teeth. Be careful to check your scanner for smaller vessels as you attack the depot.

Chronology

- Proceed to Nav point 1 – engage enemy.
  - 3 Salthi
- Proceed to Nav point 2 – engage enemy.
  - 5 Krant
  - 1 Lambari
- Proceed to Nav point 3 – destroy supply depot.
  - 4 Jalthi
  - 4 Gratha
  - 1 Supply depot

VALGARD SYSTEM

JESTER – 7ZVCKBFC7B

MISSION 1: Patrol

At last the Kilrathi secret weapon has been located! The Tiger's Claw is now positioned at the site of the now destroyed supply depot. So, you need to embark on a patrol mission to take out any inbound cats that are returning for repairs and fuel. Your instructions are to circle the Claw at a distance of 1500 clicks jumping between strategic Nav points, engage any inbound Kilrathi, then



return to the Claw before another wave of patrol ships follows your path. This is known as a Comet-style patrol mission. Iceman is by your side on this sortie and as you're reassigned to the Black Lion Squadron, you'll be piloting a Rapier-class medium ship. There's Ralari, Frathi and Lambari ships to deal with; all of which are escorted by smaller fight-



ers. Try to destroy the smaller escorts before attacking the larger ones, this will prevent a mass attack on your weakly-armoured Rapier.

Chronology

- Proceed to Nav point 1 – engage enemy.
  - 3 Krant
  - 2 Lambari
- Proceed to Nav point 2 – engage enemy.
  - 5 Gratha
  - 1 Ralari
- Proceed to Nav point 3 – engage enemy.
  - 2 Jalthi
  - 1 Fralkhi
- Return to Tiger's Claw – engage enemy.
  - 3 Krant

MISSION 2: Strike

Intelligence shows that the Sivar (secret weapon) is near and probably low on fuel. All of the Kirathi fuel tankers in the area have been destroyed, so the Sivar will be heading for the supply depot site where the Tiger's Claw now stands. Your orders are to intercept the large fleet of heavy destroyers that are jumping in ahead of the Sivar. You'll be up against some of the toughest battle ships, although as you know from previous conflicts, they are slow and



cumbersome. Use the quick approach, brake and fire method of attack to quickly complete this mission. It's important to return to the Claw via Nav point one to completely avoid the heavily-mined areas. You'll still be flying with Iceman so be cool and cruel! Pull this one off and you'll reach the dizzy heights of Major on your return.

Chronology

- Proceed to Nav point 1 – engage enemy.
  - 4 Krant
  - 1 Lambari
- Proceed to Nav point 2 – engage enemy.
  - 3 Jalkhi
  - 1 Dorkir
- Proceed to Nav point 3 – engage enemy
  - 5 Krant
  - 2 Frathi
  - 4 Gratha
  - 2 Jalthi
- Proceed to Nav point 1 – engage enemy.
  - 2 Gratha
  - 1 Ralari
- Return to Claw.

VIGRID SYSTEM

JESTER – 7V3WHBWL7J

MISSION 1: Patrol

The furballs have taken just about all the hammering they're going to, and are massing in the area ready to launch a massive strike against the Tiger's Claw. Your mission briefing is short and to the point, fly out to Nav point one with Knight and take out all of the cats you find there. Surprisingly, this patrol mission is less challenging than some of the first levels; it's just a matter of jumping to Nav one and engaging, before jumping back to the Claw. The homeward journey is probably the toughest, with a sweeping attack from eight Gratha ships. Take your time and lock onto the targets, then fire off your weapons when you're sure you're going to make contact. If you miss, the Gratha will be miles away by the time your weapons have re-charged.



In the Throne Chamber of the Emperor of Kirah, the Emperor is displeased.

Chronology

- Proceed to Nav point 1 – engage enemy.
  - 3 Jalthi
  - 1 Ralari
  - 5 Krant
- Return to Claw – engage enemy.
  - 8 Gratha

MISSION 2: Strike

Finally, this is the strike against the Sivar and the destruction of the secret weapon. This is the final mission of the game and if successful, you will have just about won the war single-handed! Obviously, the target ship will be heavily guarded by escort fighters so you're going to be up against some real dogfighting action here! After negotiating the asteroid belt you'll jump to Nav point one and tackle the enemy there before jumping to the second Nav point, where you'll locate the Sivar and a whole load of trouble! Ships are everywhere and your scanner will be packed with red dots. Make sure you head for the larger dots, indicating that the vessel is close. With the job done, it's back home to receive the Terran medal of valour and celebrations!



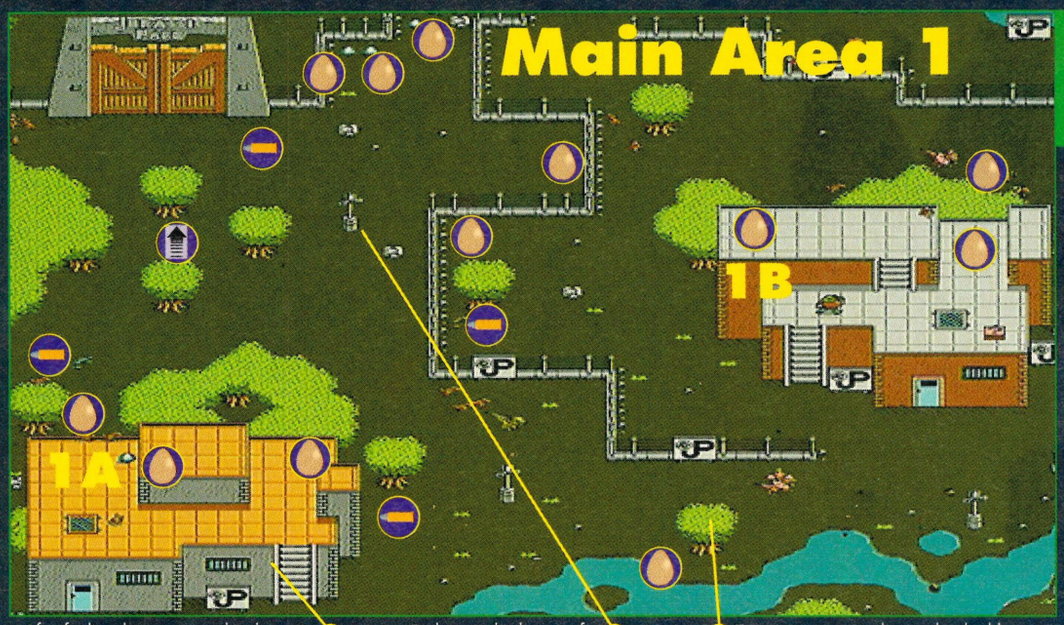
SUMMARY

GAME NAME: Wing Commander II
TIME TO COMPLETE: 4 Hours
HIGHEST SCORE: We beat the furballs!
NUMBER OF LEVELS: 7
CHALLENGE RATING: Easy

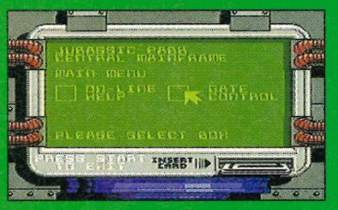
If you think you can beat the pros at SUPER XS on any of the games covered in this issue, why not send in your high score, together with proof to SUPER XS High Scores. The address is at the front of the mag.



Cartridge supplied by:
Mindscape,
Tel: (0444) 246333



Right from the start you find yourself slap bang in the middle of the park with dinosaurs a-plenty! Grab the ammo to get your gun blasting and destroy the eggs.



Access Denied! When you move up to a terminal, you'll be given a message. If you haven't got the right access card you'll be blanked. Keep searching!

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 destroy.

Push up to this lampost for handy information about what you must do next.

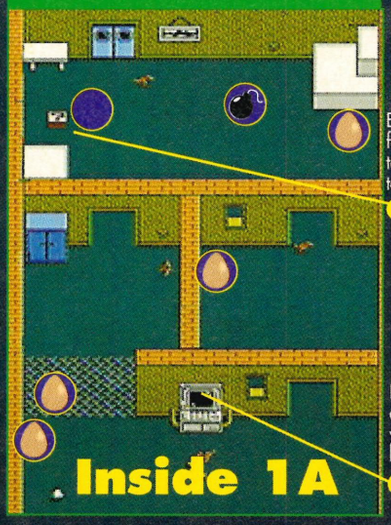
Try not to stray too close to the shrubbery, you can bet there's a dinosaur lurking there.

Much like the first building you've already explored, once all the eggs are collected, you'll receive the correct access card to talk to Mr DNA.



On entering this building, quickly move over to this question box to get the cloak of invincibility.

On entering the first building you'll find that not all the question boxes are up for grabs. Indeed the first one you come across will blow up in your face!



Even though there are only four eggs in this area, it's better to avoid the 'raptors, than to take them on.

Once all the eggs have been destroyed, come to this terminal and log on. The main gate will be opened and you can access the next level.

Leave this mainframe computer alone. If you try to access it you'll be denied and set upon by a hungry reptile.



Level 1 Guardian



The triceratops are on the stampede and you must save the girl from becoming a flat brat! Wait at the bottom of the screen to get the most time for manoeuvring.

It's Jurassic! Your mission, should you decide to accept it, is to flee from the scaly 'raptors in terror and rescue those stupid brats who think it's clever to go and play with the brontosauruses. It's a dirty job, but someone's got to do it – make no bones about it! Mad frantic blast-'em-up action ensues in this excellent Ocean game. Use the guides to find all the eggs and get the hell out of there! This is our most desperate hour!

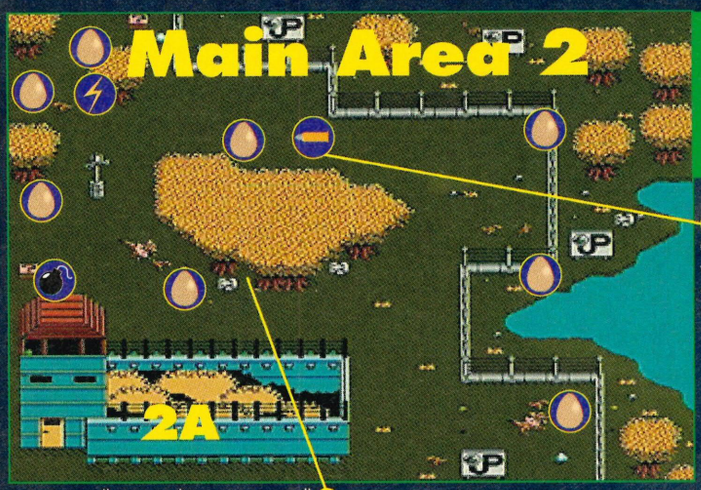
NES



OCEAN ● ARCADE ADVENTURE

JURASSIC PARK

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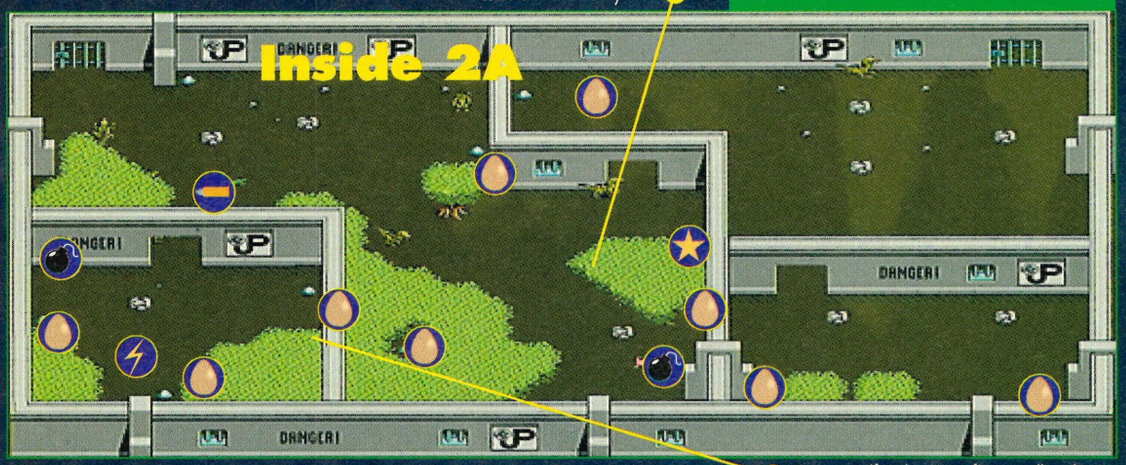
You now find yourself deep in the heart of the second part of the park, with the area teeming with you-know-who. Collect the eight eggs to access the building – the access card is only revealed when they're sunny side up.

On the second level, you'll be blessed with a more powerful weapon – the grenade launcher. Pick it up to cause some severe carnage.

As you walk near to this tree area you'll disturb a spitter, so be on your guard. Time to try out that new grenade launcher.

Be sure to look everywhere for hidden items. This clump of trees conceals an invincibility icon.

This building is infested with dinosaurs which can hide under bushes and leap out without warning! Collect all the ten eggs and get out of there!



Get yourself to this room first to collect three eggs quickly and an energy top up.



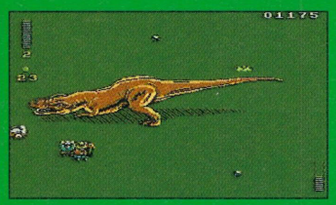
This is your goal. Reach this jetty and you're transported to level three.

Around the small islands, the currents can be fierce. If you find you can't make any headway, let the current take you and try a new angle.

Nessie swims down stream in slow circles so follow its path and steer well clear.

The game takes a different angle as you board a small dingy and attempt to row up river. Avoid the Nessie dinosaurs by rowing round them.

Level 2 Guardian



The T-Rex is on the rampage and you've got to save another precocious brat. Let the T-Rex charge before running – it'll go in a straight line and by the time it reaches your side of the screen, you'll be well away. Remember, it can't see you if you stop moving.

Key

Dotted around the parks are a number of useful (and not so useful) goodies. Watch out for those bombs and always keep a large supply of ammo at all times.



Access cards enable you to enter buildings or computers to further your progress. Make sure you have the right one though!



Eggcellent! You'll be eggstatic once you've got all the eggs. Don't stop 'til they're all eggshausted or you'll be shell shocked.



Kaboom! Steer well clear of these death traps or you'll be scattered to the four corners of the park.



Energy replenished! Just when you think you can go on no longer, a handy pill appears, making you feel bursting with energy.



Ammo for your gun is strewn all over the park. There are a number of different weapons to be found.



It's the golden star of invincibility! 'Raptors beware, 'cause I'm coming at ya and your scaly ass is mine!



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Visit this building second to find a huge horde of computer terminals to be activated.

'Raptors prowl the entrance to this building, so be ready with your trigger finger.

A new type of weapon can be found here – the bolas snare rifle. It fires a shot that expands outwardly as it travels, killing everything it meets.

This is the peaceful stegosaurus. Leave him alone and he'll leave you alone.

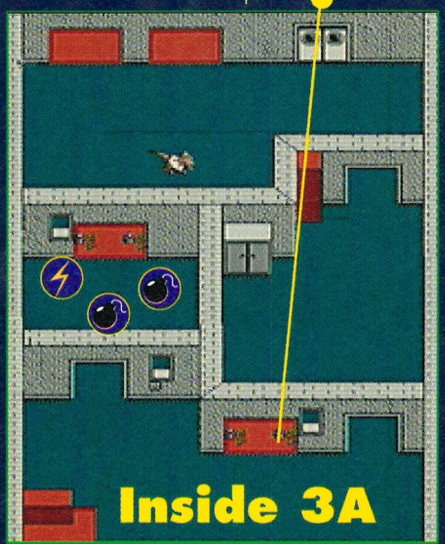
The main area here has no fewer than 19 eggs to collect. Make sure you get them all before entering the pyramid building, using the access card found at the top left of the map. A new dinosaur addition appears in the form of the stegosaurus. Watch out!

This is the first computer you meet after entering the building, but you can guarantee that it won't be the first one to be activated.

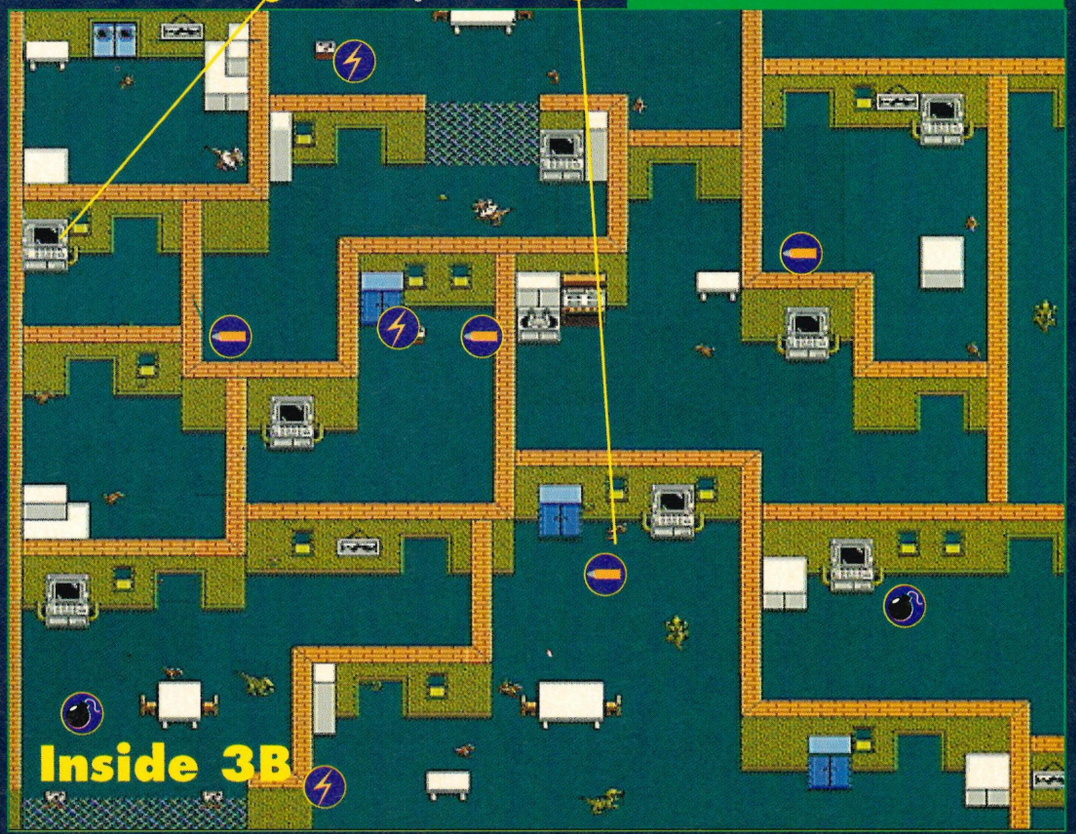
The three way bullet icon here will give you a better advantage. Fire from a long distance to get maximum effect.

Once inside this building, you've got to turn on the terminals in the correct order. If you are at the wrong terminal, a message will appear instructing you to try another terminal. It is simply a matter of trying all the terminals patiently.

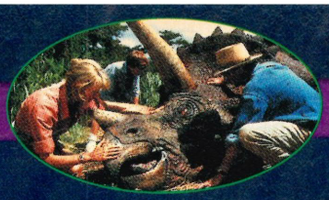
This is the first switch. Simply walking closely across the front of it will throw the trip switch.



You must turn on the power switches in this building. They are located at the bottom of the map. This will restore power to the terminals in the next building.



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Main Area 4

Authentic caves have been created in this next section. There are 20 eggs to be collected in the main area and a selection inside the caves themselves.

Cave 1

Cave 2

Cave 3

4A

These pools of frothing lava cannot be waded through. Your only route is round them.

Use the steps up the side of the rock to get to the top. This should be the first cave you visit (despite it being cave 3!)

Enter the cave here last of all. Thereis a hidden extra life behind the large rock above this cave.

Before entering the caves, come here and collect the explosives to wipe out the breeding areas in the caves. Collect three sets of explosives and be on your way.

Inside 4A

These are the explosives. Walk over them to store them in your arsenal.

'X' marks the spot! Simply run over the mark and the bomb is laid automatically.

Cave 1

You've got to place the bombs from building 4A where 'X' marks the spot. You've only got 20 seconds to get out once the explosives have been set, so use the map to find your way out as quickly as possible.

The biggest of the caves, you've got only 30 seconds to escape once the place is set to blow, so don't lose your way. If you fail to escape in time you must re-start in the main area.

Cave 2

Come down this alley first of all to scoop up the giant 'raptor eggs incubating in the corner.

This is where you must go to lay the charges. Make sure that you have all the eggs before coming here.

A very small cave, you've only got ten seconds to escape so make sure you have plenty of ammo to avoid being delayed by any dinosaurs.

Cave 3

Collect the eggs before laying your bomb, or you'll find yourself short of time.

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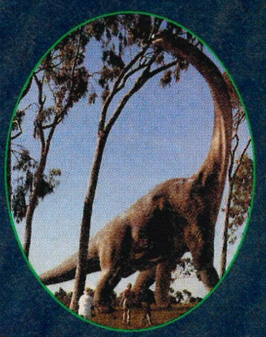
Main Area



Following the jetty trail, you've got to avoid the flying fish and make your way to the boarding plank that takes you aboard the ship. There's only one route, so just go with the flow.

As you walk over these jetties, giant prehistoric goldfish leap out of the water and into your path. Let them fly over before carrying on.

These innocent gaps are actually electrified. One touch and it's 50,000 volts through your cranium!

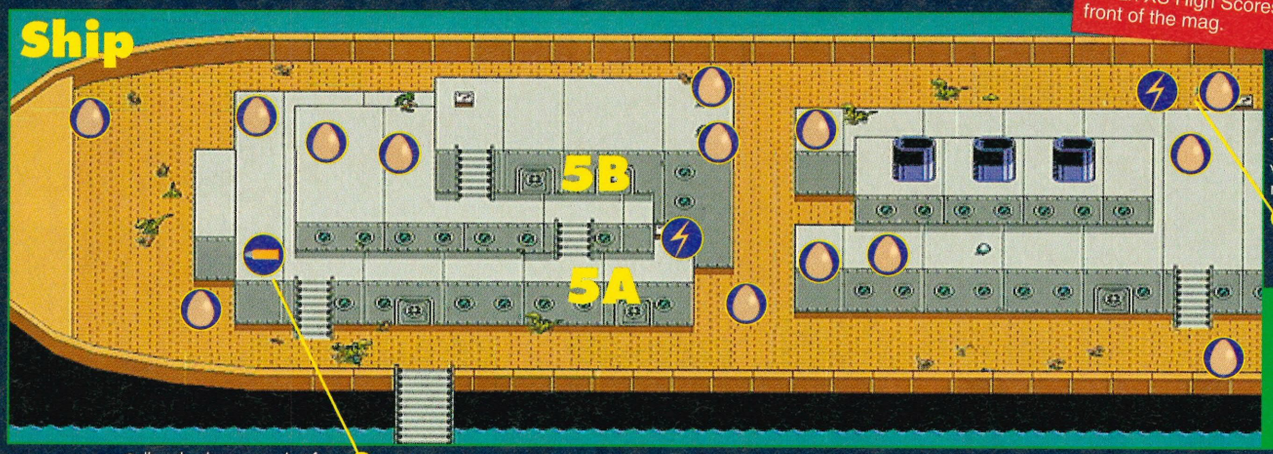


SUMMARY

GAME NAME: Jurassic Park
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 18,200
NUMBER OF LEVELS: 6
CHALLENGE RATING: medium

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

Ship

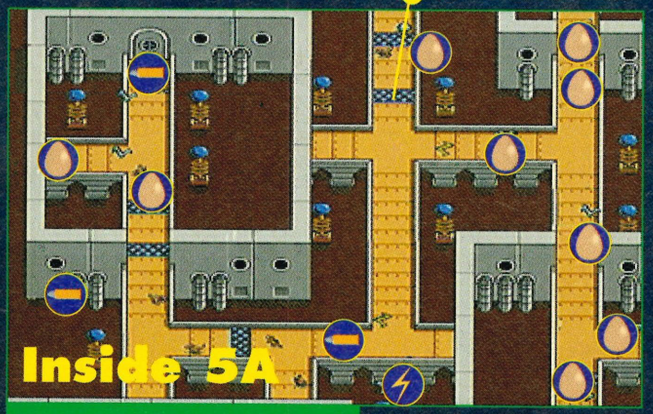


This narrow alleyway is plagued with spitters. Shoot them from long range to give yourself a clear path.

Once aboard the ship, it's collect the eggs time once again, so explore the inner rooms to find even more. Clear the exterior before venturing inside.

Collect the three-way shot from here, then blast away at the smaller dinosaurs that get underfoot.

The mesh gaps are electrified much in the same way as in the previous section. Jump over when the coast is clear.

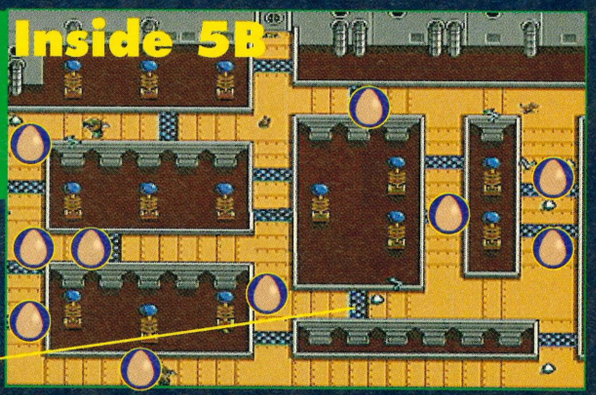


Inside 5A

The gangplanks are dangerous walkways! Watch sizzling bolts of electricity shoot past your nose as you dash about madly collecting the eggs.

The larger of the two rooms, this interior suffers from the same tricky electric bolts as the last room. Let the bolts slip past you before moving forwards.

Once you have collected all of the eggs, the access card will appear, allowing you to leave and go to the final area.



Inside 5B

Level 5 Guardian



Similar to the triceratops section seen in part one, a whole herd of angry dinosaurs storm down to screen. Stay at the bottom for maximum manoeuvrability and keep that brat close by!

Cartridge supplied by:
Ocean
Tel: (061) 8326633

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Main Area 6

'Raptor Nest



The final area is a maze of doors that interconnect, sealed by electronic locks. Follow the order of the letters to make your way to the final guardian. Enter the 'raptor nest last of all.

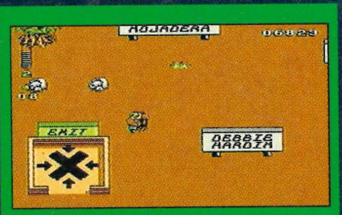
On finding the relevant access cards and collecting the eggs, you will arrive here. Walk into the H and the helicopter will arrive to take you away.

This should be the last egg you collect before venturing into the 'raptor nest.

You can only reach eggs on the same level as you – even the smallest of steps cannot be scaled. You must emerge from the correct door to make progress.

This area is made difficult by the fact that all the icons are concealed by the undergrowth. Use the guides to dig out those eggs and make your way to the heli-pad.





You've finished the game and now it's the programmers' turn to show off. Wander around 'til you find the exit, then leave.

Inside 'Raptor Nest



Keep clear of these trees – they conceal hungry 'raptors.



Through these bushes you will be completely out of sight, unfortunately so will the dinosaurs. Fire randomly to clear a path.

Once you have the access card, you will be allowed top open this gate and flee the island.

Somehow the 'raptors have worked out how to open the doors. Blow them away in the usual fashion.

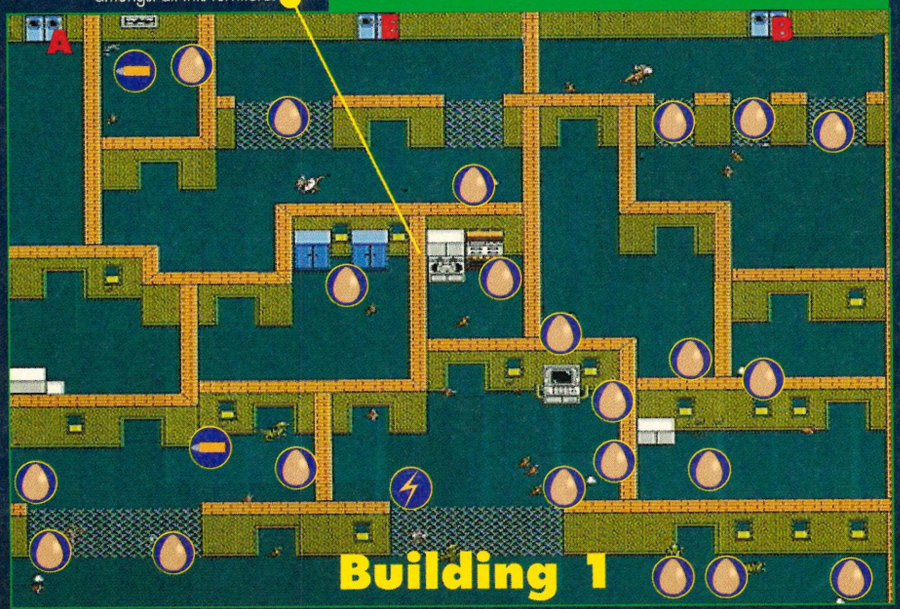


Building 2

This is the second part of the building you will come through. Again, it's simply a matter of clearing up all the eggs and finding all the access cards.

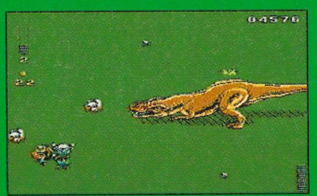
This is the first interior you will encounter. Follow the order of the doorways and you won't go wrong. Seek out all the cards to open up the next door.

There's an extra life concealed amongst all this furniture.



Building 1

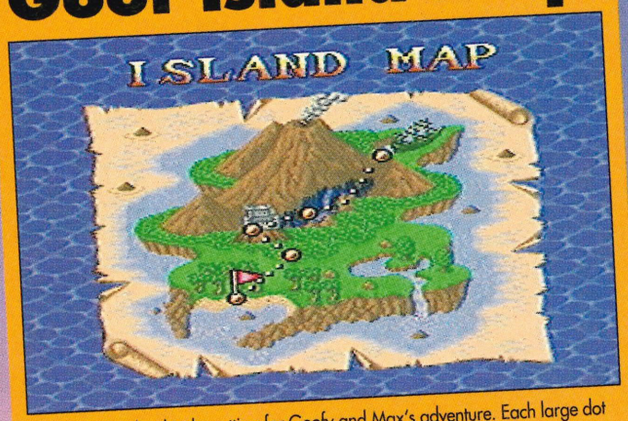
Final Guardian



Protect the two brats by leading them as before. The T- Rex moves in a set pattern, so learn it and it will follow the same route each time. Once learned, it's a simple case of dragging the kids to safety.

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Goof Island Map



Spoonerville island is the setting for Goofy and Max's adventure. Each large dot on the map is separate level, all with a awesome guardian to defeat.



Guardian

When barrels and bombs are thrown towards you, grab them by pressing B and throw them back at the Pirates. You also have four barrels of your own to sling in their direction so use them wisely, and time you throws as the pirates surface. Dodge the spiked balls as you are unable to catch them and keep moving so that all their weaponry misses you. Kill the six pirates by returning their fire and the way will be clear to stage two.

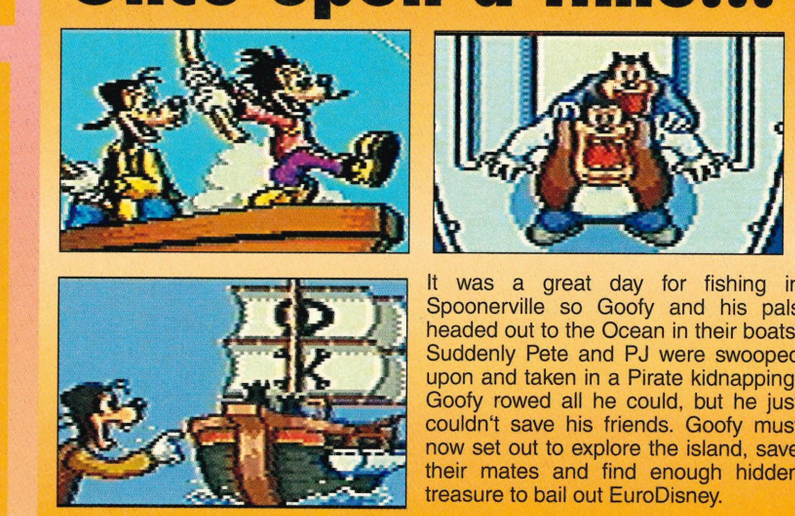


Kick the extreme left star block Left and then kick the second from the left block Left to meet the first. Kick the second star block Up to the hole. Next, kick the first block Down, then Left then Up to the Left hand hole. Shoot the block third from the Left straight Up and then Right to the right hand hole. Kick the remaining block Left and then Up to the hole. When you have covered the holes with the star blocks, the gate at the top will open and give you a key.





Kick the bottom left block Left and Up to the left hand hole. Kick other left block straight Up to home. Kick the left centre block Right to connect with the other centre block and then kick them both Down to the holes. Kick the right hand block straight Up and shoot the remaining stone Down, Right and then up to fill the far right hole.



Once upon a time...

It was a great day for fishing in Spoonerville so Goofy and his pals headed out to the Ocean in their boats. Suddenly Pete and PJ were swooped upon and taken in a Pirate kidnapping. Goofy rowed all he could, but he just couldn't save his friends. Goofy must now set out to explore the island, save their mates and find enough hidden treasure to bail out EuroDisney.

Goof Troop is the latest in a long line of Disney classics to hit the Super NES. Goofy and Max must search the pirates' island and defeat the Pirate King in a battle of wits. Although it is aimed at a young game playing market, some of its puzzles and tasks have had more senior players in a muddle. So the chosen few here at SUPER XS have answered the call of the disenchanted and worked day and night to bring you the complete solution. When you wish upon a star, all your wishes come true with the XS crew.

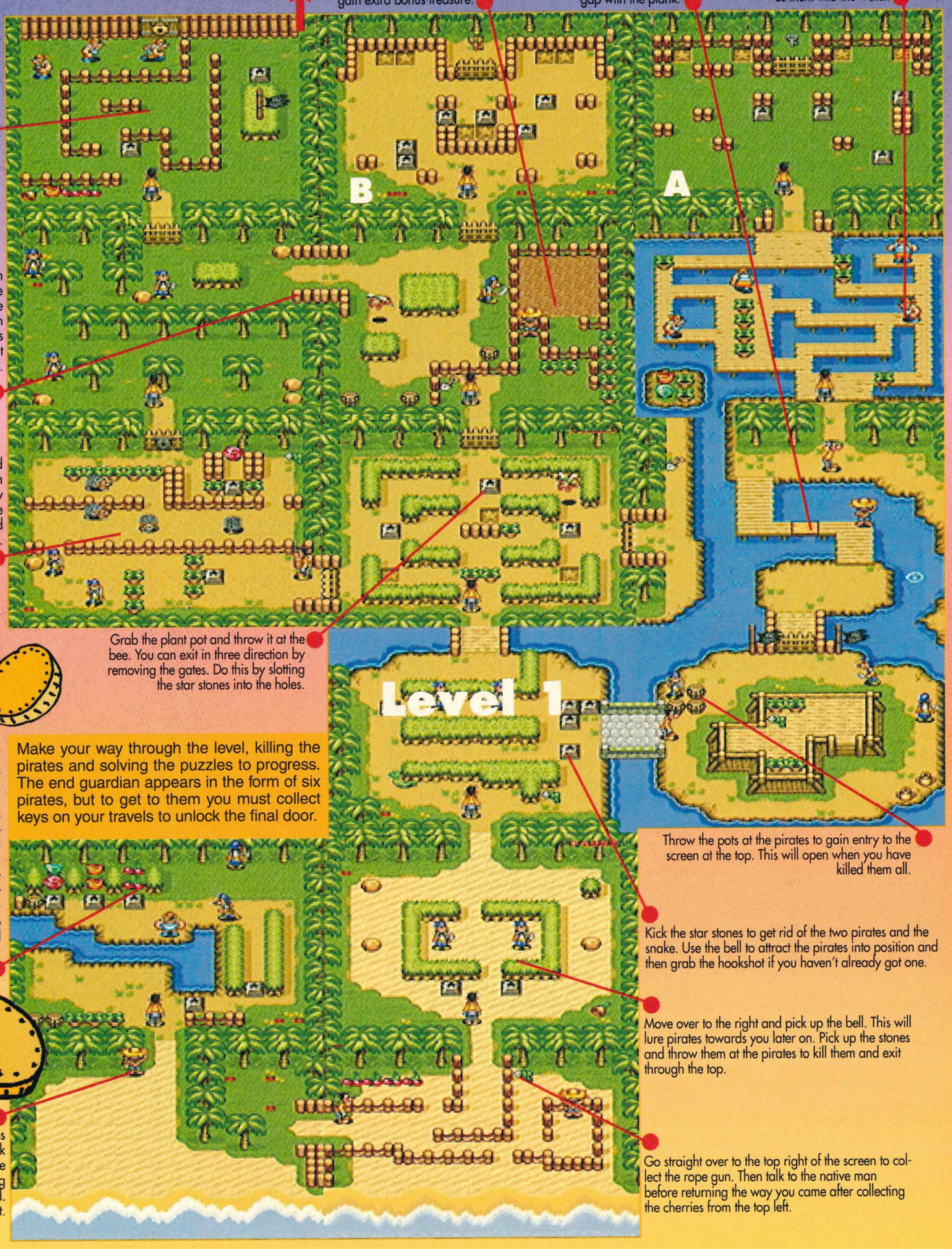
SUPER NES



CAPCOM ● PUZZLE ADVENTURE

GOOF TROOP

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Firstly, go left to grab the bonuses and then exchange the rope gun for the bell. Use the bell to lure the foe down to the star blocks. When they are in position, let them have it! You will need to kill all three pirates in order to get to the final door and the first level guardian.

Collect the spade by the entrance and flatten the bee via a plant pot. Use the shovel to dig the soil up to gain extra bonus treasure.

Walk to the left hand side of the screen and exchange the spade for the plank. walk onto the bridge and fill the gap with the plank.

Pick up up the pots and throw them at the pirates. You can also use your rope gun by pointing it and firing at them until the hook at the end pushes them into the water.

Once you have the key from the top right of the map, come through this way to the centre section to unlock the main gate. Pirates prevail in this room and must be sorted out to get to the centre.

Get rid of the pirates and hedgehogs by splating them with pots and stones. Throw all the pots away to get to the start stone that hides the red diamond bonus.

Grab the plant pot and throw it at the bee. You can exit in three direction by removing the gates. Do this by slotting the star stones into the holes.

Make your way through the level, killing the pirates and solving the puzzles to progress. The end guardian appears in the form of six pirates, but to get to them you must collect keys on your travels to unlock the final door.

Throw a flower pot at the large pirate to kill him. Kick the first star stone right and the second one up to kill the second pirate. Kick the first stone up to trap the third pirate and then stand opposite the barrel on the other side of the water. Shoot your rope gun to remove the barrel and then go around to collect the diamonds and other bonuses.

Throw the pots at the pirates to gain entry to the screen at the top. This will open when you have killed them all.

Kick the star stones to get rid of the two pirates and the snake. Use the bell to attract the pirates into position and then grab the hookshot if you haven't already got one.

Move over to the right and pick up the bell. This will lure pirates towards you later on. Pick up the stones and throw them at the pirates to kill them and exit through the top.

Go up to the man and press B. He will tell you not to look now, mon! But Keelhaul Pete the dreaded pirate King have returned to the island. Exit to the right.

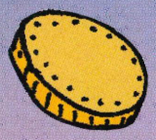
Go straight over to the top right of the screen to collect the rope gun. Then talk to the native man before returning the way you came after collecting the cherries from the top left.

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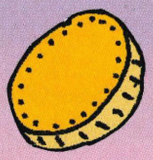




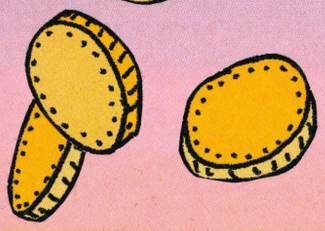
Use the exploding blocks to corner the enemies before grabbing the rope gun if you don't already have one. Exit towards the right.



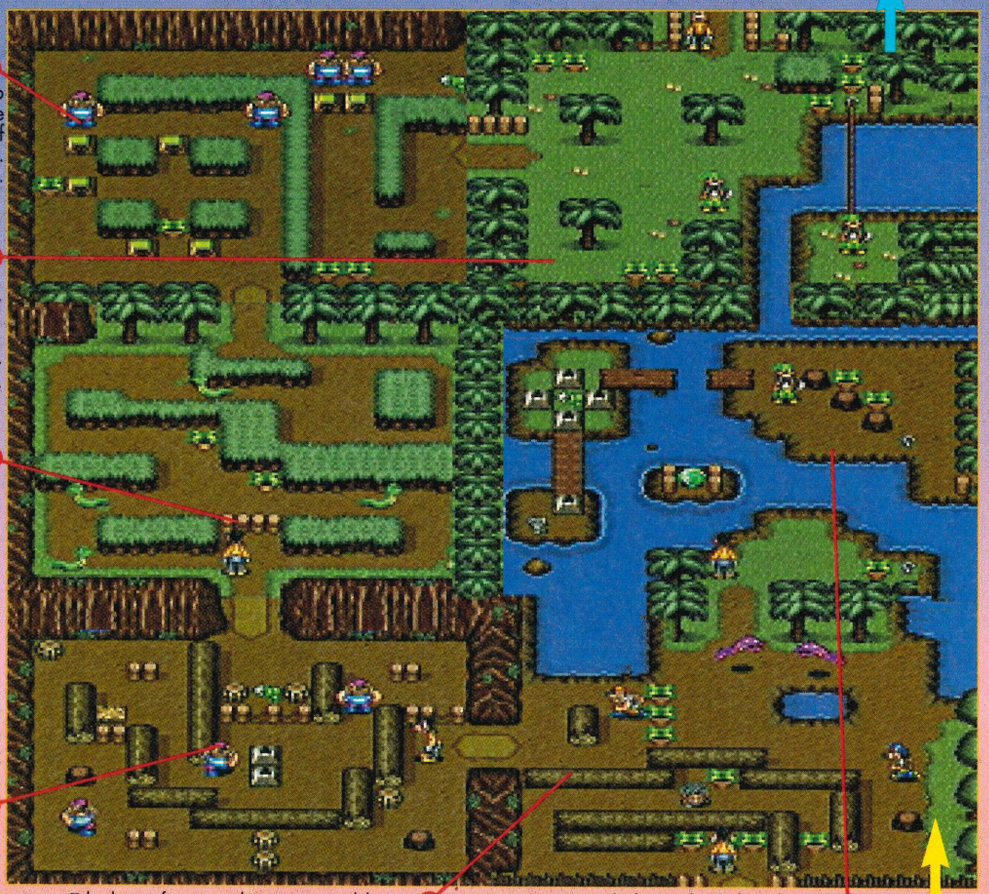
Use the pots to kill the pirates and then shoot a rope over to the bottom right hand corner. Walk over the rope and gain a key. Open the gate at the top and then grab the other rope gun.



To get past the snakes you must wait until they move quickly down the corridors. When they do, jump in behind them and sprint for the gaps.



Send the pirates packing with the use of barrels and star blocks. Now grab the rope gun and the plank and continue up.

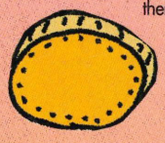


Take the pot from near the entrance and throw it at one of the pirates. You will find a rope gun there, so pick it up and get rid of the other pirates by throwing the extra pots at them.

From the lower island, shoot the rope gun up to connect with the hooks on the top island. Go over and drop the plank in the gap to reach the bonuses.



You must complete this room quickly as the pirates in the room will kick the blocks around and make it harder. Make sure that you trap the pirates in the path of the star blocks within in your first few moves. The movements are as follows: Left centre block – Down, Left, Down, Left and Down. Right centre block – Right, Up, Right and Up. Left block – Left and Up. Remaining block – Right and Down.







All that you will find in this section is another native to chat to. He will tell you things that you already know, so move swiftly on.



This puzzle is made extra hard by the statues at the top of the room. They will fire at you while you walk around so you must be quick to send the star blocks to turn off the fire and open the top door. Kick the second from the left block Left, then Up to home. Move the right hand block Up and move the left block Right to meet it. Kick the left block Up to fill the hole. Move the third from the left, Up and do the following with the remaining block: Right, Up, Right and Up.

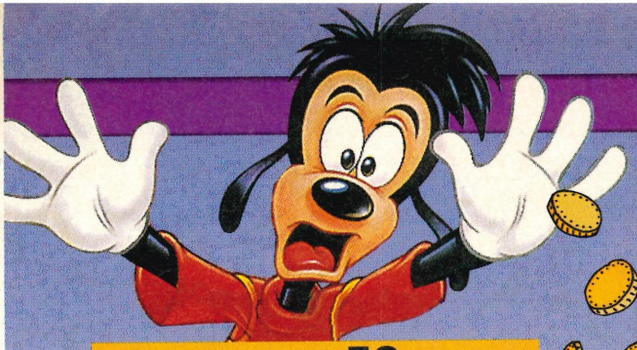


Throw the barrels at the pirates and check any remaining barrels for hidden bonuses.

At the end of this level you will face a much harder guardian then the last one, so you must stay sharp and try to collect as much treasure as you can to boost up your energy for the end-of-level battle.

Level 2

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Guardian



Keep moving at all times to avoid the fire guardian's flame sticks. After the sticks, he will breath a long line of fire so when he does this you must stand in one of the bottom corners just out of his range. In between dodging his fire, you must collect the barrels from the pirates at the sides and throw them at the guardian.

To Guardian

The two pirates in this section will roll up into balls and try to flatten you. Make your way to the top door by waiting for them to roll and then diving into the gaps where they can't get you.

Defeat the pirates in the usual way and collect the key and the shovel. Start to dig in the top left corner to find hidden treasure that will convert into energy.

Use the first rope gun to reach the right hand side and then kick the blocks off the edge to get to the next hook point. You will have to go back to get the other rope gun, as you need to keep the key in your possession. Hook over to the top and then rope the switch on the wall to exit.

You will have to come back to this room to collect an extra rope gun for the screen above. Kill the pirates in order to escape.



Inventory



The bell can be used to lure pirates and other foe towards you, so that you can trap them.



The plank is a very use ful item as it will bridge some gaps, allowing you to continue.



All through the game you will come across dark rooms. The candle will expand the spotlight that follows you around.



The keys will let you go through into protected sections of the game.



The rope gun can be used to hook things that are out of reach, or to get over gaps via floor hooks.



The shovel can be used to dig up soft ground in the search for hidden bonus treasure.

Passwords

To enable you to see all of this wonderful puzzle romp, punch in these passwords to reach all the levels of the game iin an instant.

Level 2



Level 3



Level 4

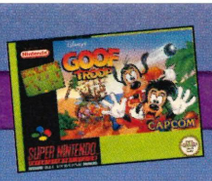


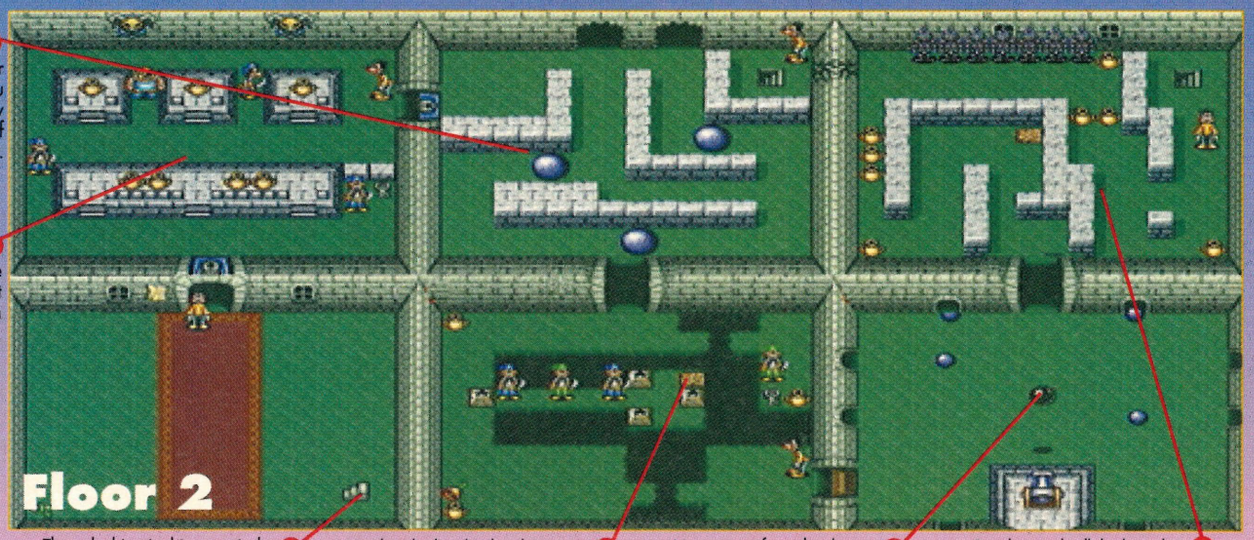
Level 5



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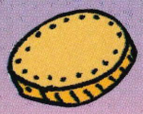
SUPER XS SOLUTION





To get past these balls, watch their speed and duck between them. You can get to the top right section by throwing a barrel at the other side of the wall from the room to the right.

Play a game of cat and mouse to lure the pirates one way, while you sprint around the other. Go to the bottom and collect the key.





Floor 2

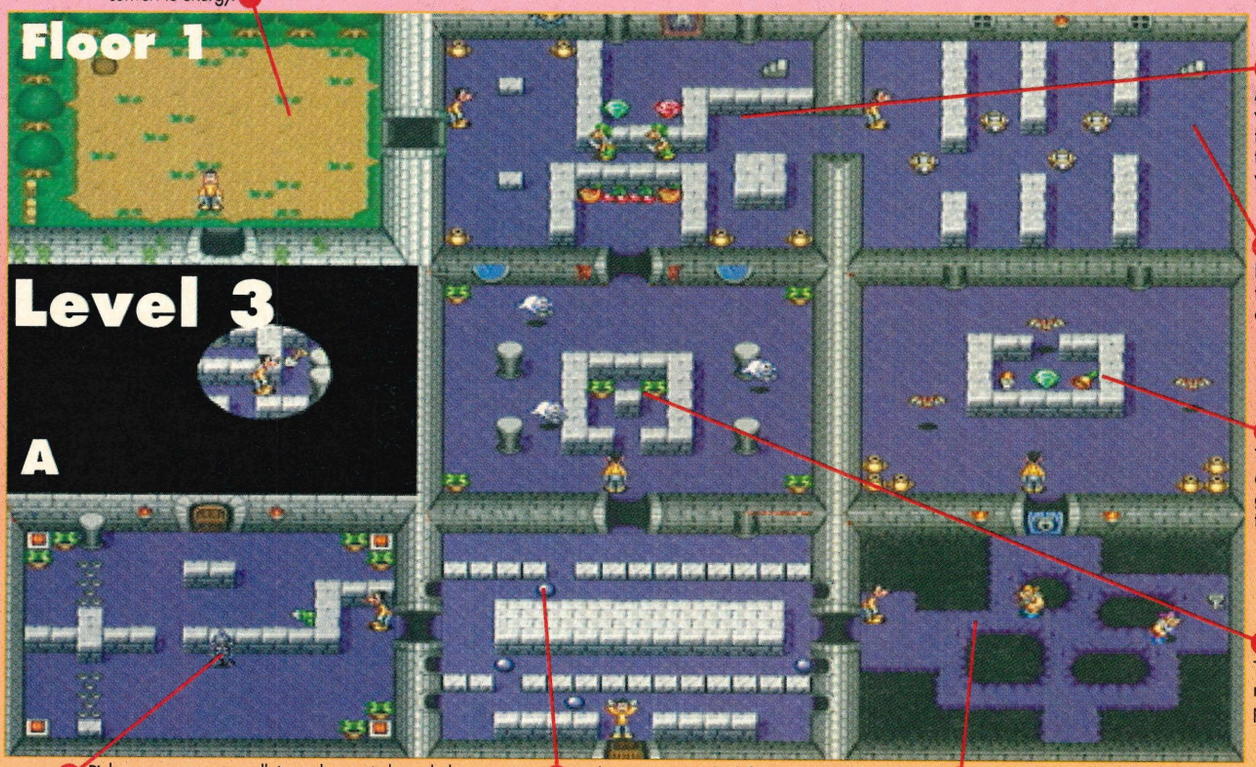
The only thing in this room is the stairway up to the third floor. So climb the stairs without delay.

Use the plank to bridge the gap at the bottom and get the bell. Go up to the middle left and kick the star block to flatten the pirates. Now go up to grab the next plank and use that to get across to the rope gun.

Move away from the door as soon as possible to dodge the cannonball that is heading your way. Blow up the cannon by returning its fire and exit to the left.

Simply smash all the barrels in search of bonuses and carry one around the centre. The knights at the top will begin to move towards you, so hit them with the barrel and sprint to the lower exit.

Dig up the entire plot with the shovel to uncover lots of hidden treasure that will convert to energy.



Floor 1

Level 3

A

Move away from the door as you walk in as the pirates will be throwing knives at you. Return their fire with barrels and collect what bonuses you can.

Dodge the sets of spikes and go up the stairs to the top right to climb up a floor.

Throw the pots to get rid of the bats and go into the centre to gather the gem. Then collect either the bell or the candle.

Throw the pots at the ghosts to make them vanish and then hurl a pot at the door to break it down.

Pick up a pot as you walk in and carry it through the gap in the centre wall. The knight will then awaken, so stun him with the pot and make your way around all the corners pressing the switches. You may have to throw a barrel to knock the bottom left switch off.

Make your way to the left exit, dodging the cannonballs as they fly down the corridors of the castle.

You will need the silver key to exit through the top door. Use your rope gun to nudge the pirates over the edge.



A

As you enter this room, make your way left and then up to the centre. Here you will find a spade which you can take with you to the next screen at the top. Also, walk around the dark room and look for more treasure and bonuses. You will have enough time to do this as the pirates are not present. Return to this room after digging to reset the soil.



Entrance

Walk over to the left and throw the pots into the moat. This will allow you to step on the button in the corner. When you do this, the drawbridge from the castle will slowly come down allowing you to enter. When you go inside, do not bound straight in because the first cannonballs in the next screen will hit you and sap energy.

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To Guardian



The third level is set in the Spoonerville island castle. The guardian at the end will take up all the energy that you can collect through the level, so take every opportunity gain bonus items and raise you r power.

As soon as you arrive in the room, climb the steps and get over to the top door. The walls are closing in fast so speed is the most important thing.

Guardian



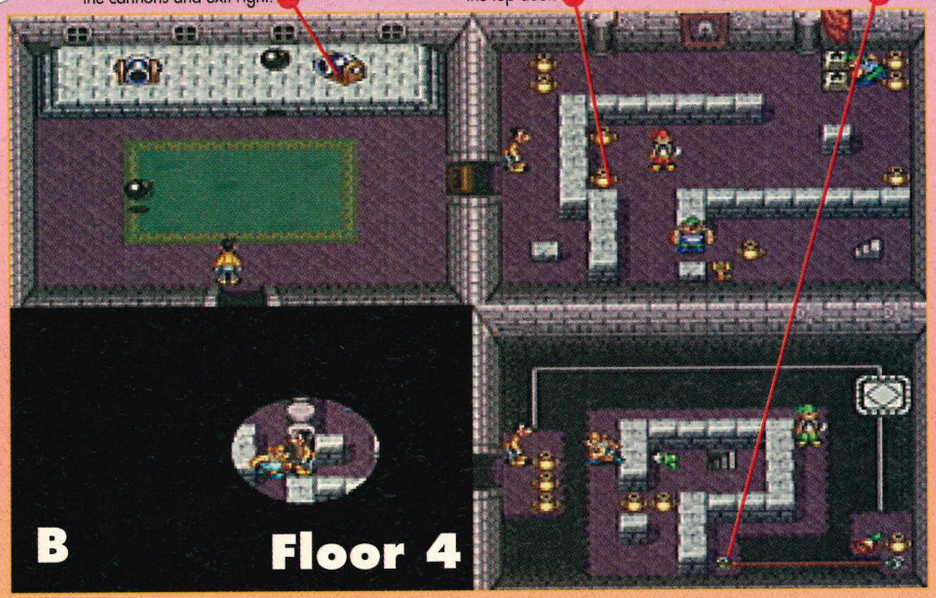
Red and blue skeletons leap around on the top platform throwing spinning crosses at you. All you have to do is pick up the cross and throw them back to defeat them.



You must catch the cannonballs and throw them back to blow up the cannons and exit right.

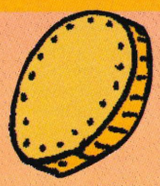
Simply flatten the pirates using the bell to lure them into the correct position. Now you can use the world key to open the top door.

You must throw the pots at the pirates to start with and then walk around the central ledge to rope over to the bottom right corner. Then ride the lift around to the left hand door.

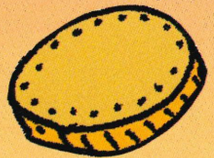




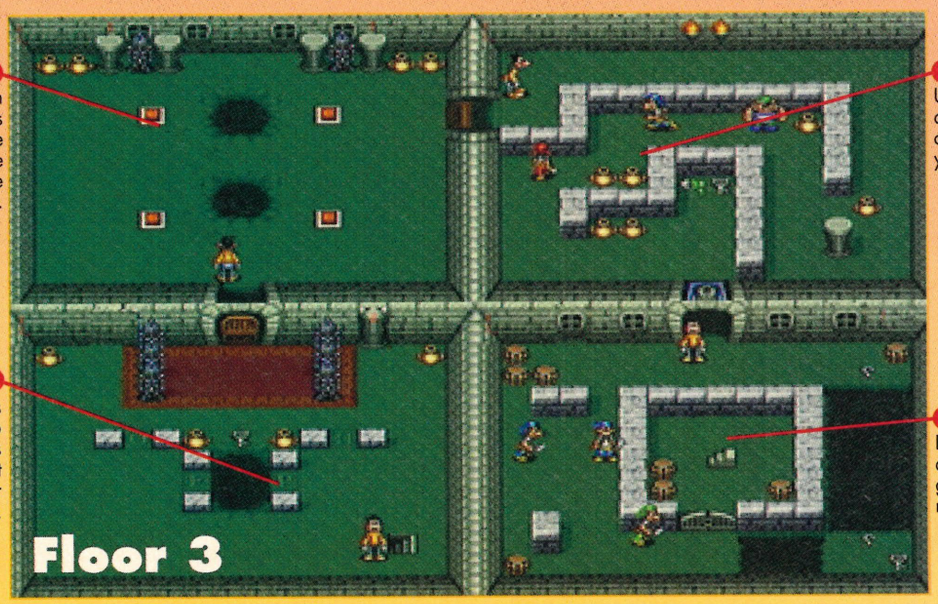
Beware of pirates in this dark room. They are patrolling the room and they are after you so find the exit at the top and leave the room quickly.



You must run around the room pressing down the buttons as quickly as you can. The route that you must take starts on the top left switch and ends in the bottom right in a 'Z' shape.



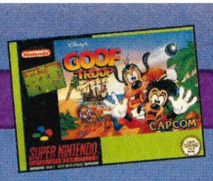
All you must do in this room is step on the letters on the floor to spell out the word 'OPEN'. This will then open the door, but watch out for the knights on your way to the door.



Use the pots to thwart the pirates and get to the silver key. This will open the door at the bottom after you grab the extra rope gun.

Line yourself up with the hooks and use a rope gun to get along to get the key. Open the gate in the middle and climb a floor.

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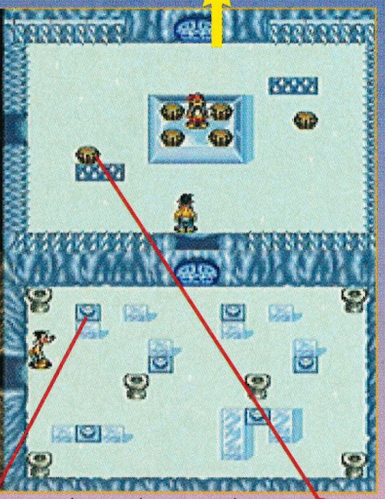


There is no need to go into this dark room, as the only exit is the one that you enter through. One or two bonus bananas can be found, but so can pirates, who roam the dark passages waiting to lynch you.

The puzzles are beginning to get much tougher by this point as well as the pirates becoming stronger. Some pirates will roll up into a ball to try and flatten you, while others will throw knives or breath fire. Pirates must be killed quickly so you can spend as much time as possible on the puzzles.

Level 4





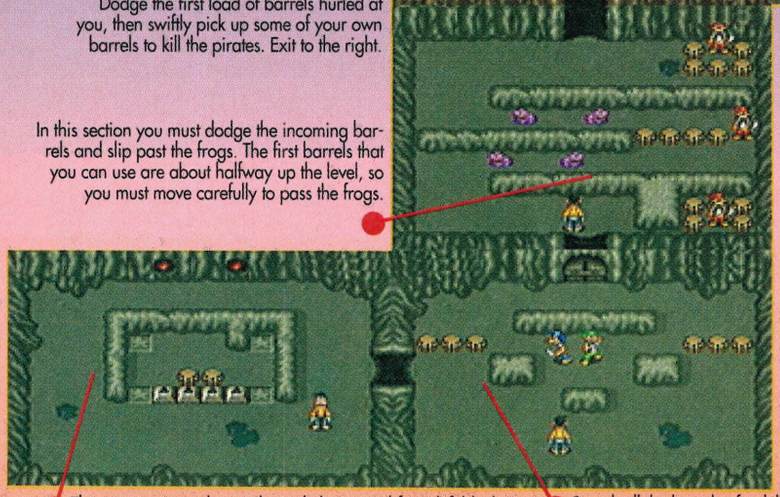


Dodge the first load of barrels hurled at you, then swiftly pick up some of your own barrels to kill the pirates. Exit to the right.

In the ice room there are six switches that need to be pressed in a certain amount of time to open the top door. The best method is to start at the top left and go around the switches in a clockwise direction.

The second ice room only contains one pirate in the centre of the room. Kill him with a barrel to move on.

In this section you must dodge the incoming barrels and slip past the frogs. The first barrels that you can use are about halfway up the level, so you must move carefully to pass the frogs.

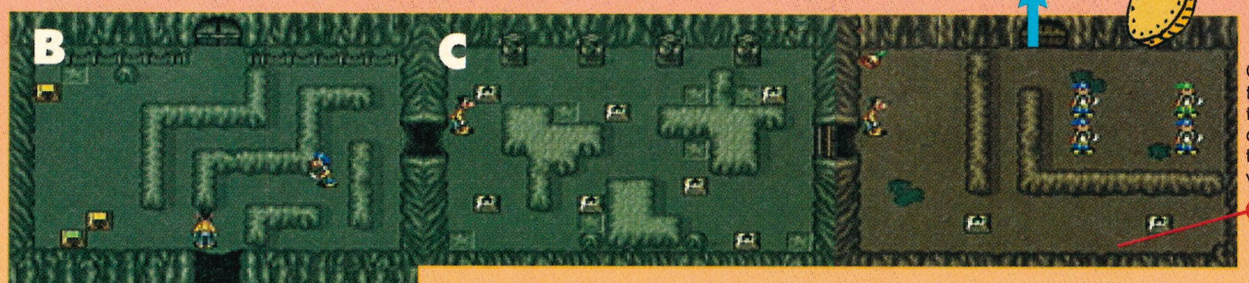




Kick the right hand bomb Up to hit the rock. then kick it Left to hit the second bomb stone. Kick the third bomb stone Right so it stops by the wall with the gems in it. Now kick the third bomb Down, then Right, so it is stopped by the star block. Finally kick it Up to the centre of the gem wall, blowing a hole in it. Collect the gems and then exit via the door to the right. If you have room in your inventory, grab the candles.

This is quite a simple puzzle. Kick the second-from-left block Up, the right hand block Up, Right and Up. The other blocks can be simply kicked into the remaining holes.

Smack all the barrels after killing the pirates to look for bonuses.



Grab the bell and head for the right hand star stone. Ring the bell to lure the pirates away from the exit and into the path of the star stones when you kick them.



This room is exactly the same as the previous room containing frogs. Go through it carefully in the same way as before.

Get across this room as quickly as you can. The pirates are hard to beat as they spurt fire and throw daggers. Bound through the middle section, throwing the barrels as you go.

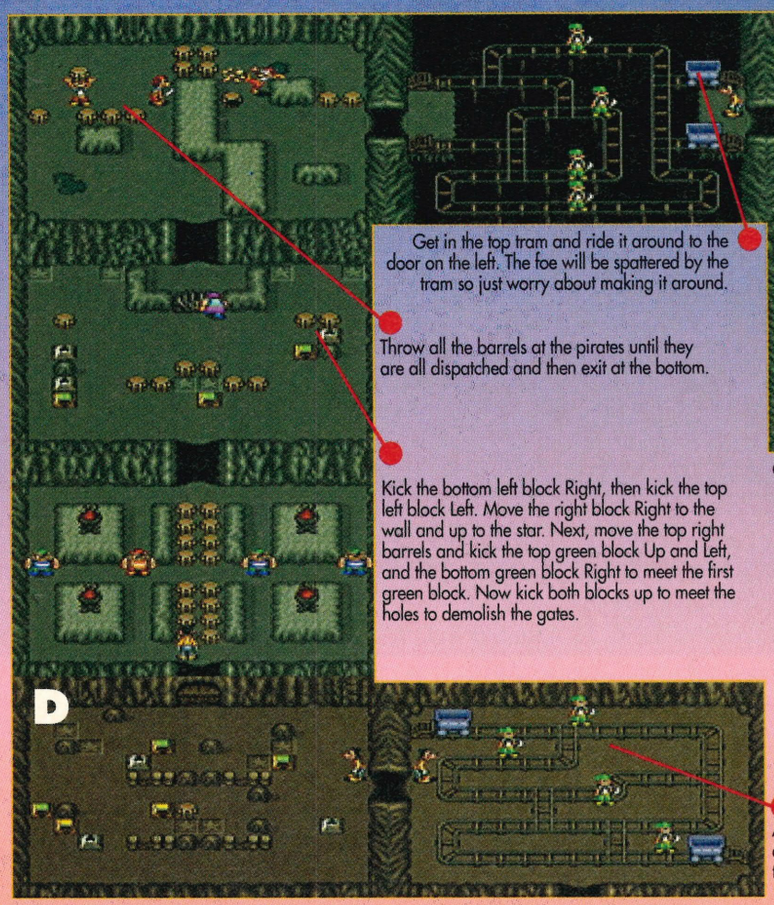


This room can have you in trouble to start with, but the solution is so simple. Either keep the pirate at bay by firing your rope gun at him, or lure him into the path of one of the exploding blocks. The combination of the blocks are as follows. Kick the bottom stone Left, kick the top stone Down and them the third stone Left and Down to the star hole.



In this section, the star blocks are simply placed to be put into their holes but the difficult task is doing this quickly enough to avoid the fire of the statues at the top of the room. All the blocks go straight into the holes directly in front of them, except the bottom left star block. All you have to do with that one is kick it Down and Left.

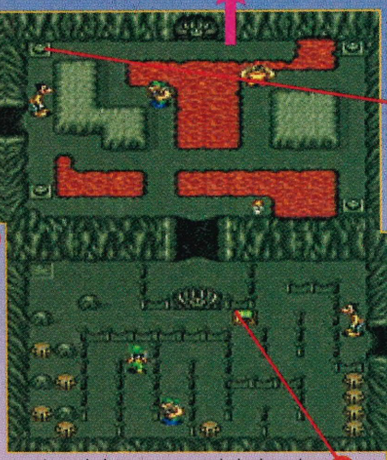
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Get in the top tram and ride it around to the door on the left. The foe will be spattered by the tram so just worry about making it around.

Throw all the barrels at the pirates until they are all dispatched and then exit at the bottom.

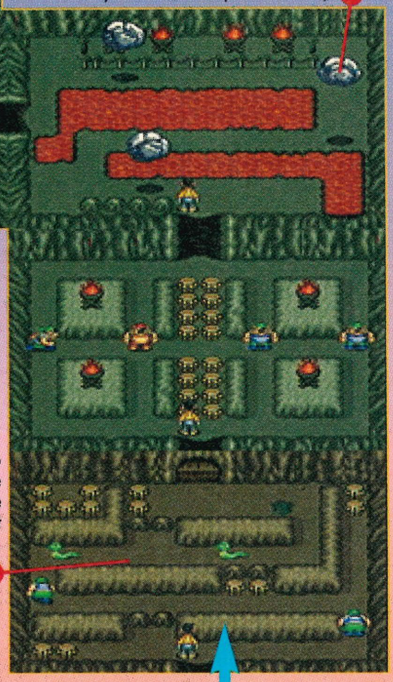
Kick the bottom left block Right, then kick the top left block Left. Move the right block Right to the wall and up to the star. Next, move the top right barrels and kick the top green block Up and Left, and the bottom green block Right to meet the first green block. Now kick both blocks up to meet the holes to demolish the gates.



There are four switches, one in each corner of the room and they need to be pressed as quickly as possible to exit.

To get over to the door on the left you must dodge the huge boulders that are rolling down the passages. To do this, note where the rocks bounce and quickly head for these points of safety.

Go through the maze to reach the barrels at the bottom right. Use them to get rid of the pirates and continue around the maze, crushing all the barrels. Return to the start and kick the bomb stone Left. Then rush back around the maze in time to kick the stone Up and Left, to connect with the star hole, thus opening the gate.



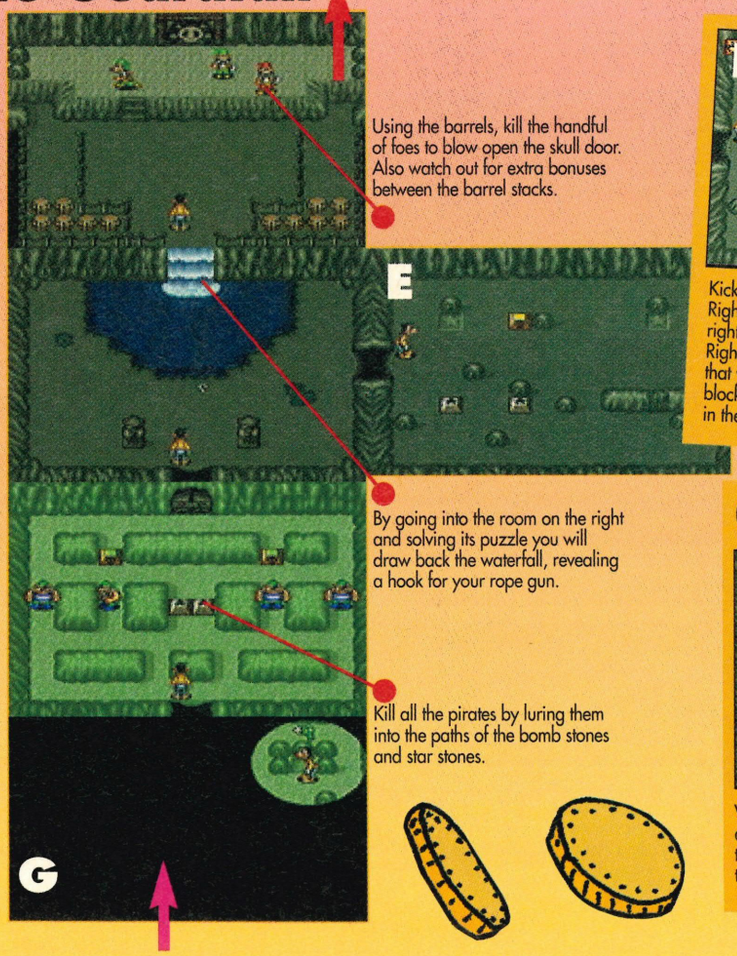
All you have to do here is walk to the door on the left and ignore the intricate track system.

Go left and arm yourself with barrels to throw at the fat pirates. Then go up the right and gain a barrel to throw at the snake. Leave a barrel to kill the top left pirate who is enclosed in the corner.

To Guardian



Kick the bottom right star block Left and the top star block Right. Move the bottom left star block Left, then Up, and then the bottom left green block Up to the wall. Bottom left yellow block Left and Up and the top left green block Left to the star. Now the top right green block Down, Left and Down and bottom right star block Up to the hole. Yellow block down to the star and finally the upper left green block can be pushed Left to the star.



Using the barrels, kill the handful of foes to blow open the skull door. Also watch out for extra bonuses between the barrel stacks.

By going into the room on the right and solving its puzzle you will draw back the waterfall, revealing a hook for your rope gun.

Kill all the pirates by luring them into the paths of the bomb stones and star stones.



Kick the bomb rock Down, Left, Down and Right to blow the hole open. Next move the right hand star block Left, Up, Right, Down, Right and Up to the star hole through the hole that you have just blasted. Kick the remaining block Up to the hole and find that the waterfall in the next room has stopped flowing.



Another dark room to explore. Search for the hidden treasure, but watch out for the pirates.

Guardian



Watch out for round shadows appearing over you as these are nails that will fall to the wood. Pick up the nails and blast away the two catapillars section by section by throwing the nails at them.

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SUPER XS SOLUTION



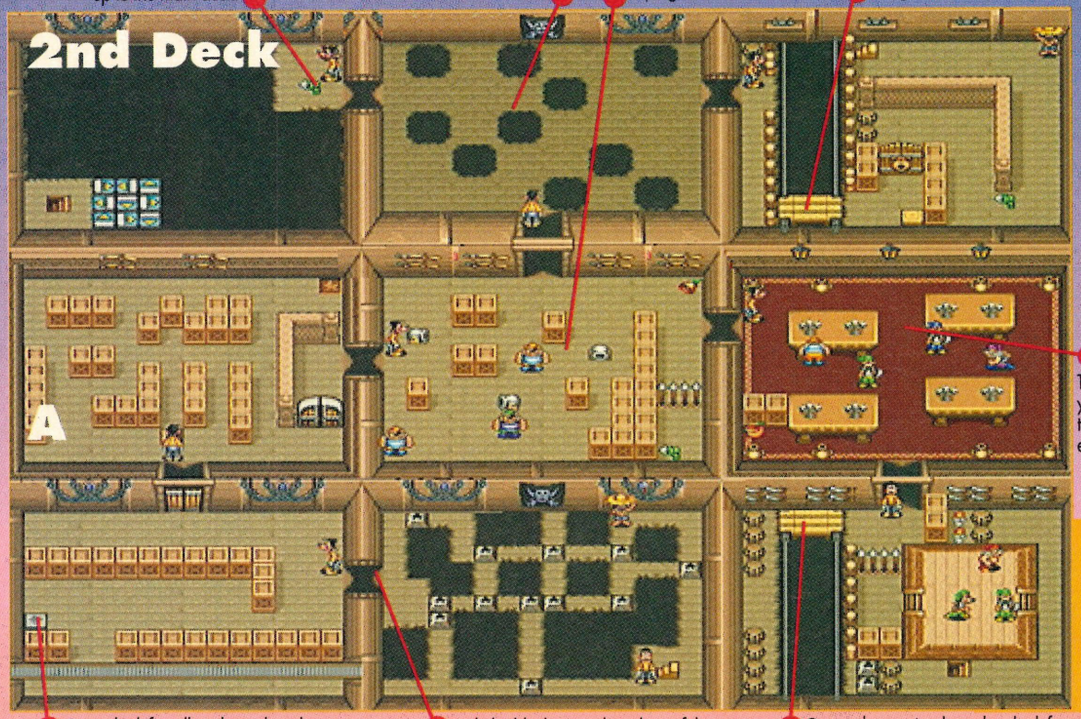
2nd Deck

The moving floor section is controlled by direction arrows on the floor. Move the floor over to this point for a short-cut back up to the main deck.

This floor will change every couple of seconds, moving the holes around the floor. Watch them carefully and stick to the walls to reach the doors.

Lure the pirates into the cannon fire to blow up the spikes and grab the rope gun.

Go to the top left and get a barrel. Head down to the bottom and throw it over the gap to the switch. Now get on the moving plank and over to the gate. You will need the gold key.





In this room you must get the green exploding block up to the star hole in the top right corner of the screen. You must complete the movements quickly because the green block's timing device will be activated when you touch it. First of all, kick the green block Right and Up. Then you must run around the crates to kick the block Right, and then run around the crates again to kick the block Up and Right to the hole.

Throw the pots at the pirates and make your way down to the exit. After killing all the pirates, smash the rest of the pots for extra bonus items.



The final level takes place on the pirates ship and sees the ultimate battle with the pirate King Keelhaul! Collect as many bonus items as you can throughout the level to boost up your energy for the final battle.



Go to the left wall and stand on the arrow switch. This will turn on a conveyor belt that will supply you will barrels to throw at the pirates near the exit.

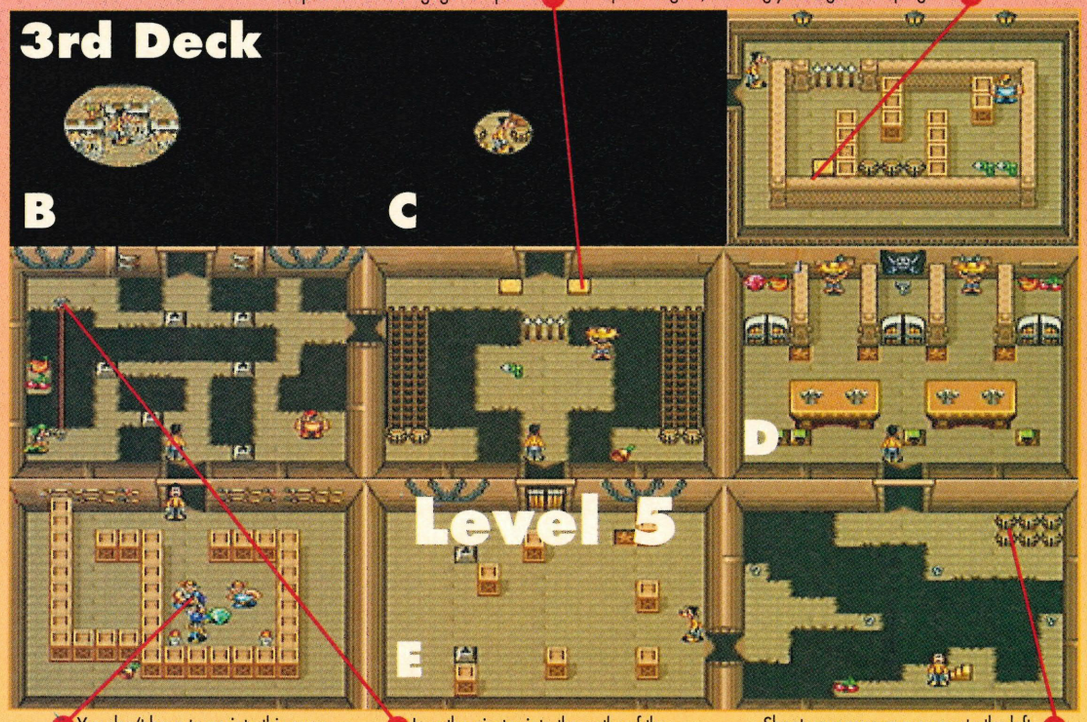
Kick the blocks over the edges of the planks to get over to the exit on the left. A native can be quizzed, but he will only tell you the story so far.

Get on the moving board to the left and grab the barrels. Throw the barrels at the pirates from the moving board. This will blow up the spikes, allowing you to gain the rope gun and go down the stairs.

3rd Deck

Pick up the rope gun and hook the barrels on either side of you. Now turn and throw the barrels at the top switch to disengage the spikes.

You must make the pirate stand on the button to open the gate, allowing you to get the rope guns.





Make sure you have a candle in your inventory for entry to the dark rooms. As well as being handy in looking for extra treasure, it will also help you locate exits and pirates.



Be careful when walking through this dark room as fat pirates and knife-throwers are ready to sap up your lives. The exit from the room is to the right and you will have to move several barrels in order to arrive there.

You don't have to go into this room, but if you do, an extra candle and red diamond can be located.

Lure the pirates into the paths of the star blocks and then kick them away. Go over to the left and shoot your rope gun across to the hook and exit at the top of the room.

Shoot your rope gun across to the left and walk across it. Then shoot the other rope gun across to the top section where many bonuses can be found. Exit at the top, but come back to reset the barrels as often as you like to gain more energy.

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To get the key, kick the left block Up, the second green block Right and the right hand block Up. Now kick the two centre blocks Up and move the left block Right and the right block Left. To get the bonuses, go out of the room to reset the blocks and do the following. Left bonus haul – left block Up, third green block Up and Left. Right bonus haul – right block up, third block Up and Right.

Four pirates need to be taken out using the barrels that are scattered around. Exit to the right when you have killed them all.



Smash the barrels to look for bonuses and walk up the gang plank so that you can get on board.

Enter this section and pick up a barrel to get rid of the fat pirate coming along the top passage. Then move down and kick the star blocks down to get at the rope gun. Stand in front of the cannon and catch the cannonballs and throw them back to blow up the cannon. Finally, go to the top right and shoot a rope across to the stairway and go down it.

1st Deck



To open the door at the top of the screen do the following combination of moves. Top stone Down to the bottom block, bottom stone Right. Now kick the first stone Down and Right to meet the second stone again. Now kick the first stone Up then Right and then the second stone Left, Up and Right before nudgeing the first block Up into the hole.

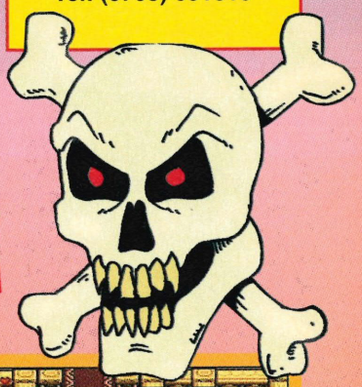


Cartridge supplied by:
Nintendo
Tel: (0703) 651010

SUMMARY

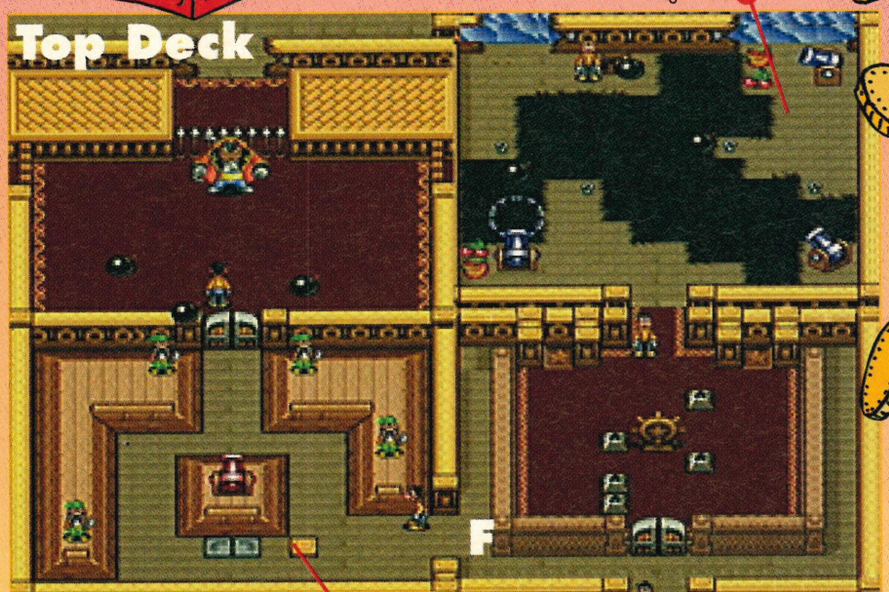
GAME NAME: Goof Troop
TIME TO COMPLETE: 2 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 5
CHALLENGE RATING: easy

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.



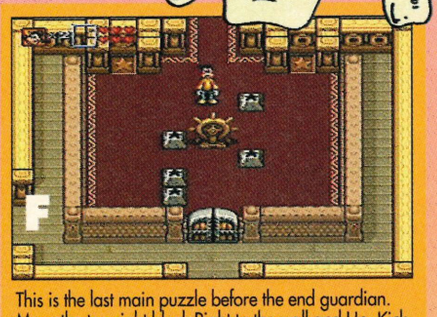
Catch the cannonballs and destroy the three cannons. Use your two rope guns to walk across the gaps and collect the treasure before exiting below.

Top Deck



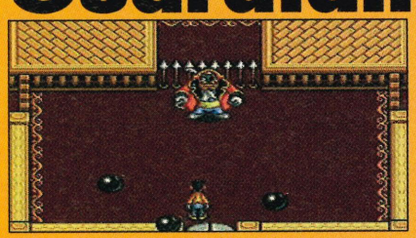
Move the cannon left and right to line up the pirates in your sights. To fire the cannon, leap from the direction buttons to the yellow fire button. Shoot them all to get to the final guardian.

In order to complete the game you do not have to enter this room. There is extra treasure available to boost your energy, but several pirates also abound.



This is the last main puzzle before the end guardian. Move the top right block Right to the wall and Up. Kick the top left block Down then Left. Shoot the right block Left, then Up to the star and kick the bottom block Left to the wall. Now move the top left block Down and push the only free block Left, Up, Right and Up. The bottom gate will then open allowing you to continue on to the final guardian – Keelhaul himself.

Guardian



The pirate King will spin around Taz-Mania style, spitting out bombs, and then he stands still and throws out his hook hand to grab you. To defeat him, keep moving away from him and return his bombs, firing you rope gun at him.

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SUPER XS COMPETITION

DO YOU FEEL LUCKY, CYBERPUNK?





As if the complete solution to *Shadowrun* isn't enough, SUPER XS has gone one step further. In association with Laserbeam software, you now have the chance to win a superb and exclusive prize. For one time only, a lucky SUPER XS reader can win some exclusive *Shadowrun* goodies for the New Year. The losers will be so jealous that they will demand a recount, offer bribes and even try to intercept the post to get their hands on it. So what is this wonderful collection of Cyberpunk swag?

- One Super NES!
- One copy of the *Shadowrun* game!
- One copy of each of the 12 volumes of the *Shadowrun* books – that's 12 separate novels!

The 12 novels make up the entire set of *Shadowrun* stories and collectively are worth an absolute fortune. Stories written by Nigel Findley, Carl Sargent, Marc Gascoigne and many other fantasy authors are packed full of heart-stopping action, intrigue and magic.

In the world of *Shadowrun*, magic and technology coexist, and all Cyberpunks must live by these rules and by their own wits.The *Shadowrun* game has been widely acclaimed as a classic moody dark vision of the future, where crime is survival and the Super NES is the doorway into the Cyberpunk era. In fact in the last issue, we recommended the game to every RPG fan. Now, we also present the complete solution in this issue. Take a look at the front of the magazine and pour over the countless pages of amazing maps. Have you ever seen a game so involved?

All you have to do to win these fabulous prizes is to answer the following questions and send them to us by 20 February at the latest. Good luck!

THE QUESTIONS

1: *Shadowrun* is what type of game?
A: RPG.
B. BBC.
C: ABC, as easy as 1, 2, 3.

2: How many *Shadowrun* novels are we giving away in this competition?
A: One.
B: Three and a half.
C: 12.

3: Which software company has brought out the excellent game *Shadowrun* on the Super NES?
A: Laserbeam.
B: Sci-Fi Classics.
C: Bladerunner PLC.

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

Name.....

Address.....

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Postcode.....Tel: .....

Send your entries to *Do You Feel Lucky, Cyberpunk compo, SUPER XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Entries must be in by February 20.

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World 1-1

The first lost level should not cause any reasonable player too much trouble, but there is a host of hidden power-ups to locate. From the start, the first task is to time a run under the flying Koopa. Continue along to find a walled section which is in the shape of a 'C'. It will have a Koopa inside strutting back and forth. Nudge the bottom blocks to reveal a red mushroom to turn you into Super Mario.

Head right to find a set of five '?' blocks. Nudge the first two and the last two to receive coins, but do not nudge the middle block as that will unleash a poisonous mushroom!

Goombas abound in the next section so move swiftly over the Piranha plants and leap the gap on the right before they catch up with you. Next, jump onto the lower of the two floors ahead. By hitting the far left block of the lower platform you will gain a Star power-up; granting invincibility for a short time. While moving along the lower plinth, hit the top one to claim the coins that are just sitting there.

Continue right to collect more coins via the '?' blocks before leaping onto the three Koopas that will be heading your way. Rejoin the higher platforms by taking the top route. Drop down from here and manoeuvre inbetween the two green pipes. The second pipe is held up by four '?' blocks – the far right block will give you a red mushroom, but you will have to leap the next gap with perfect timing in order to collect it and land safely on the other side. Now, simply run right and hoist the flag to exit the level.



World 1-2

There are three warp zones to the second, third and forth worlds here.

From the start, move carefully right to get past the flying Koopa and you will come to the first real obstacle of the level. This is a gap that leads over to a set of blocks that form stairs. You must take a run up and dash towards the lone block on the left hand side of the gap. Just before the block, leap right to make the jump.



Climb the stairs and go to the last block on the right hand edge. Bound up to nudge the blocks above you and reveal a red mushroom. This mushroom will roll right and fall down at the other side of the green pipe which contains a Piranha plant. While it does this, you must leap over the gap and the pipe to catch up with the mushroom to become Super Mario!

There are two Goombas in close formation waiting for you, so make sure you smash them flat to get past. Once you are Super Mario you can punch away any blocks to find a coin block which will give you several coins as a bonus.

Now move right, over the next green pipe to find a second set of stairs. Go to the top of the staircase and begin to punch the blocks above you to uncover a green mushroom 1-Up. This will roll right in similar fashion to the red mushroom in the previous section, but catching up with it is quite difficult. As the green mushroom begins to roll, you must follow its direction along a set of four collapsable plinths. These jumps must be completed at super speed in order to collect the 1-Up.



You will now find a set of pipes, each with Piranha plants in them. The easy way to get past them is to carefully get over the first plant and then punch the left hand block that the second pipe is sitting on. This will produce a Starman power-up; allowing you to get over the rest of the pipes with no danger from the plants. Now there is only one main task left in this level. You must jump onto the collapsable platform that stands in the centre of the screen. Then quickly jump blindly right to connect with a set of rising plinths. From here it is easy to drop down to the blocks below and go right to find an exit pipe back up to ground level.

World 1-3

Start off by running fast towards the first gap; leaping it to land on a high plinth to gain a coin. You must now jump from the plinth over to the next stage which is set on a rope attached to a rope and pulley system. Passing this area safely is all a matter of time and coordination. As Mario lands on each platform, the one in front raises – you must be quick or Mario will be drowned in the lava.



That next platform will have a Koopa patrolling its length, so instantly jump and send him packing. Collect the coins and prepare to move on with caution. The next section sees a mid-air platform on which two Koopas are milling about. Jump on one of them and send it in the direction of the other, then move between the floors until you find a flying Koopa moving up and down. Time your leap onto the next platform when he is moving down.

From here you will find a moving stage which is gently shimmering left and right. Your jump from there to the coin-filled podium after it must be timed using the movement of the stage to give you an extra boost.

Now move right, via another pulley system, and land on either of the two floors ahead. Although a Koopa stomps the lower floor. Hurdle the next set of floors to find a '?' block which will give you a red mushroom. From here, bound right to collect more coins before leaping to the next moving stage and the third pulley system. While moving fast, jump between them and then to the platform on the far right. The flag is just to the right. Hooray!!

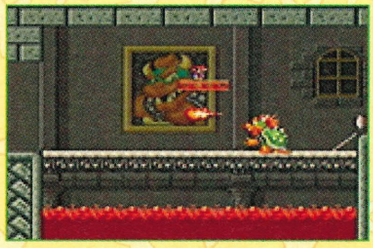


World 1-4

If you are a small Mario at the beginning of the level you will have no problems getting under the swinging chains of fire. Jump onto the next plateau and find a '?' block which will provide you with a red mushroom and Super Mario.

More chains are coming up so it is best to take the top route to avoid them. Through this corridor you will find two fire chains combined with a Koopa. Move to the middle of the fire chains and wait for the Koopa to come to you before jumping on his head and continuing right.

Fire chains are now joined by fire bolts, so tread carefully and make sure you jump over the fire bolts while pushing right, and not just jump up into the air. Now launch yourself over the lava to be faced with three columns. These must be climbed one at a time, whilst dodging the fire bolts that come from all directions. You have now reached the realm of the King of the Koopas – Bowser!



Bowser will spit fireballs in your direction, but all you have to do is jump them and bounce onto the platform in the centre of the screen. From there, simply jump behind him and activate the bridge controls to sweep back the floor, dropping the King fall into the lava. From here you just have to go left to rescue the bagged up Toad.

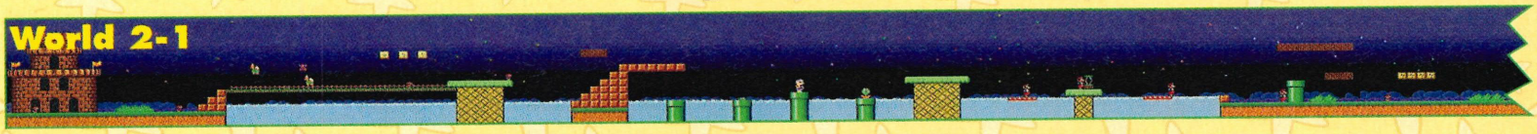
Hot on the heels of our superb book solution to the first three games on the Mario All-Stars super cart comes the fourth, and some would say, toughest challenge. Mario and all his friends appear in a huge platform romp that was only previously available in Japan. Over 50 levels have been lost, as well as a vast amount of secret levels, warp zones and hidden power-ups. This is Mario's finest hour – are you up to it?

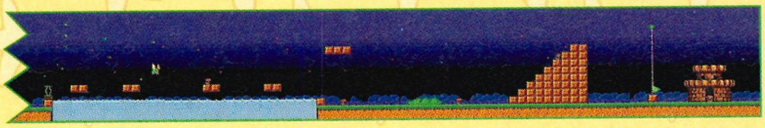
SUPER NES



NINTENDO ● PLATFORM ADVENTURE

MARIO ALL-STARS





World 2-1

Start off by moving right to the first bridge. Go along the bridge, carefully avoiding the flying Koopas, and you will find three '?' blocks. The middle one will give you a red mushroom, but be careful not to move too far right as the mushroom will bounce left and zoom off the screen before you can get it.

Next, leap the gap to land on the staircase that leads to three blocks. The central block will provide you with a Starman; allowing you to get past the four Piranha plants ahead. If you drop down the first of these pipes situated under the over-hanging ledge, you will find an excellent bonus room.

The exit will lead you to the penultimate pipe in the section. To the right is a podium that gives you access to a moving platform. This area bridges the gap; allowing you to clamber over to the next podium which has a spring on it.

Use the springboard to travel long distances and miss out all the annoying Koopas. If you carry on past the spring via another moving platform, you will come to two rows of bricks above a Piranha plant. Nudge the middle block of the top row to uncover a vine that leads to another bonus room. This room is packed full of coins and clouds to ride around on. Collect all the coins that you can before returning to the main level.

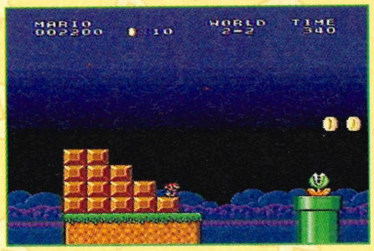
The exit will drop you at four '?' blocks just after the vine. The first block will unleash a poisonous mushroom, so leave it intact and claim the coins from the other three, then continue onto another springboard.

Ahead is a stretch of water with Koopas flying around and a few stepping stones. Either, spring past the trouble spot, or move carefully between the steps; avoiding the Koopas or stamping on their heads. At the other side of the water, climb the stairs and avoid a host of small enemies to find the flag pole.



World 2-2

The first obstacle is a Piranha pipe with Goombas nearby. Splat the Goombas and continue past the next two pipes. Collect the coins above and move on to leap over the gap and landing on the small steps on the other side.



Koopas will be coming in for the kill, so carefully get past them and collect the coins above before hurdling the gap to reach the next set of blocks. Steady yourself and hop over onto the pipes as the plants lower their heads. From there, run and leap over the next platform; grabbing the coins as you go. At the next podium you will find a breakable block that will give you a Starman.

Mow down the next few Koopas while collecting the many coins until you come to a block with two more breakable blocks next to it. The top block will give you a red mushroom, but you will have to be quick off the mark and grab it while leaping over to the next platform.

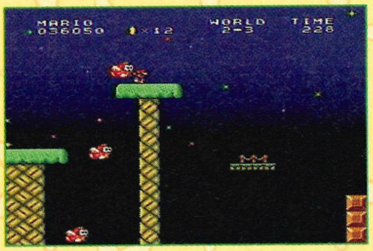
Now you will reach a green pipe at the top of the screen. Jump around to uncover a secret block which allows you to get up



to the pipe. Continue over past the next pipe to find a long podium with Goombas sliding in. Move quickly past them to connect with a platform in mid-air. A short hop right will bring you to a long staircase with the end flag just beyond.

World 2-3

A bridge spans the first gap with Koopas walking towards you. Leap onto the next platform, but do not dwell, as birds will home in to knock you down. The birds will come at you all the way through the level so you really must move quickly to the end in order to keep one step ahead of them. A few platforms on, you will find four '?' blocks. Hit the top left block to reveal a red mushroom and continue on swiftly. After the next few standard platforms you will reach several small stages with coins above them. Go slow at this point to dodge the hovering Koopa and the encircling birds. A set of tall podiums are next, leading to another bridge with a few coins up for grabs. Although there are some enemies guarding them. Jump on their heads and move speedily over to the next tall podiums. Stride past them to hoist the flag for World 2-4.



World 2-4

The King of the Koopa's castle is the new venue and is very similar to the last castle level. Move right until you find a column hanging down. Go under it and up to the next platform. Stun the Koopa and push him down the drop to gain an extra 1-Up.

To get from this platform you must drop down while pushing right to connect with the corridor below and dodge the lava pit. Head past the group of Koopas and carefully hop past the fire chain to take a run up and jump to the next set of steps.



It is better to keep to the higher platforms for the time being, so proceed past the revolving fire chains until you come to a lava pit that is spitting fireballs. Time a leap over the pit and onto the next floor to find another two chains. The best way to get past them is to do a huge jump right when the first fire chain is pointing away from you; landing on the right hand side of the second chain. Move on before the chain rotates (to the next platform), dodging more fireballs as you go!

You will now be confronted by Bowser who can be dispatched in a similar way to before. Get past him and hit the bridge controls to rescue the two Toads.

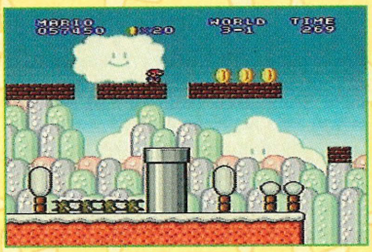
World 3-1

You will be immediately confronted by the Hammer Bros at the beginning of the level who will throw hammers at you in quick succession. Dodge the initial hammers and move directly under the two rows of brick platforms that they are standing on.

When one of them is above you, jump up to nudge the block to defeat each one. Nudge the blocks in the middle of the lower platform to gain a Starman before moving to the two sets of '?' blocks. The first set has four blocks, the second has seven. The first set contains a poisonous mushroom in the right hand block, and the first of the set of seven will give you a red mushroom.

There is a huge gap to jump over to a floor with a grey pipe and two Koopas. Bounce on the two Koopas and head down the pipe to locate a bonus room. Collect the coins and avoid the cannon fire, then return to the main level via the green pipe to the right. This will bring you up next to a large staircase. Climb it and find a warp zone back to level one (how useful!).

Back to the main level, if you jump over the grey pipe you can break the blocks above and collect the coins before continuing right over more bricked paths. Drop down next to another grey pipe. Carry on right to find two Bullet Bills. Inbetween the Bullet Bills are three '?' blocks, of which the left hand one will give you a red mushroom.



To the right are two more grey pipes, the second of which will lead to a bonus room. Pass the next two pipes to find a gap leading to another spring. Use the spring to bounce over the flag pole to find a warp back to level one. If you would rather plod on, then raise the flag and exit.

World 3-2

This level is set underwater and you should watch out for cross-currents that will hold you up and sometimes push you into foe. Swim along as fast as you can, dodging the fish and collecting the coins. Stay well clear of the jelly fish as much as you can, as they move in quick for the kill.

The best advice is to move through this watery level without delay as the whole place is a nightmare! The exit back up to ground level is guarded by a jelly fish, but if you wait for a while, he will drift away, allowing you go through the pipe and locate the end flag.

Before hoisting the flag, jump around on the left of to reveal a secret block. Bound up from that to find another hidden block from which you can leap over the flag pole and hoist the flag from that side. This will score a massive bonus.



World 3-3

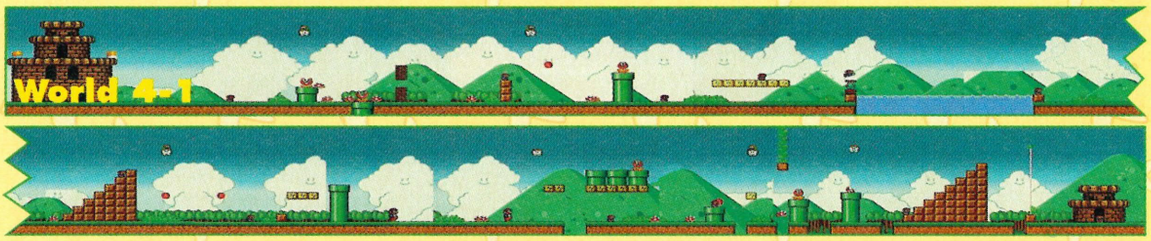
Move quickly at first to make the jump over to the high platform. From here, either wait for a while so that the Koopas on the lower platform throw themselves off





the right hand edge like lemmings, or jump on their heads to proceed.

Bound over the next set of Koopas and make your way past the green pipe via the high platforms. The next task involves getting through another pulley system section and on past two more pipes (you take the highest route). You will then find a handful of coins and a springboard.





Take the spring as it will fly you past some difficult jumps and a second pulley system. You will land on quite a wide platform with a lone Koopa to dispatch before taking on a series of hard jumps. You must leap onto a collapsable platform and immediately hop over onto a green pipe (hoping that the Piranha isn't hungry!).

Another falling plinth is next, and from there, Mario must leap to a high platform in one swift jump. Another two well-timed jumps will bring you onto a section with a flying Koopa gliding up and down in front of the flag pole. You must spring from the podium, land on the Koopa and bounce off it to reach the top of the flag.



World 3-4

The castle beckons again and this time you could be walking around it for ever. There is a simple maze type puzzle inside with the only way to complete it being the following. As you get past the first set of lava pits you will come to a section that has four floor levels to it. This will repeat itself directly after. If you take the bottom route on both occasions you will arrive at the second section. This looks similar, but has two opposite spinning fire chains at the top. What you have to do is take the top route until this scene has repeated itself three times. This will lead you on to battle with Bowser which is as easy as ever. Jump behind him, and throw the switch to exit.



World 4-1

From now on the action really gets really frantic! The first thing you will come across is a Lakitu that is continually dropping Spinnys. You will have to be extra quick here to get over the first two Piranha plants and leap between the two blocks to escape the dangerous flow of enemies. Nudge the brick several times to gain a host of coin bonuses. As you go, remember to keep to the higher platforms as mush as possible to dodge the foe below. Go right and pass the three brown blocks standing end-on-end, and then hop over the green pipe.

You will now find seven '?' blocks, the last of which will reveal a mushroom power-up. Next, locate the springboard and use it to clear the water, but you will only reach the other side if you do a running jump. Now climb the staircase carefully; avoiding the Spinnys on the way up. Drop down to locate three '?' blocks, but do not nudge the third one as it will throw up a poisonous mushroom.

Continue on past the pipe to find more '?' blocks. Nudge the second one to get a 1-Up and then hop along to claim all the coins from the other blocks. Head over the next pipe and get a coin from the lone block. Leap on top of that block and hop to the right to reveal a secret block that will sprout a vine to a hidden bonus room. Exit from that room to the set of large stairs way back in the level. Carry on back to the vine block and activate it again for a second bite of the cherry in the bonus room. Do this as many times as you like, before clearing the pipe to the right and climbing a staircase to the end flag.

World 4-2

The first challenge in this level is to get past a set of Bullet Bills! Avoid their fire and claim the mushroom located in the '?' block between them. After the last Bill, you will find a brick block next to two '?' blocks. Hit the brick to uncover a Starman, but watch out for the Busy Beetles that are coming in from the right.



Jump the next few small gaps to find a springboard and use it to boost yourself over the following two bricked platforms, and avoid the Koopas on the ground. Leap right to pass the next green pipe and pause to collect the bonuses from the '?' blocks over the next set of Bullet Bills.

The first block will give you a 1-Up, but the final one will unleash a poisonous mushroom – so watch it Mario! Go on to find a '?' block over a small gap. Nudge the block a few times to collect several coins before moving on to come across the Hammer Bros in your way. Leap over the first enemy and then find the other on top of more '?' blocks.

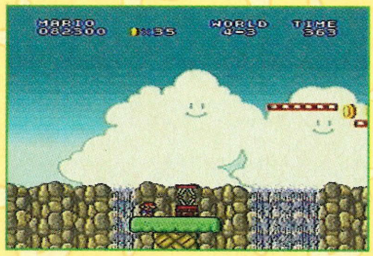
Nudge the blocks from below to get rid of him, then go down the first green pipe to find a bonus room. Collect the goodies and return to the main level. Carry on right and onto the small brown blocks over the stretch of water to hoist the flag.



World 4-3

Dash from the start to get enough speed to complete the huge jump over to a lone plinth with a spring on it. Bound onto the spring to launch yourself past moving platforms and a pulley system to land safely on the platform to the right.

Next, is an impossibly hard jump over to the right hand, coin-filled ledge. Mario must dash and jump over to the right as far as possible; landing on a flying Koopa and then bouncing on it to reach the ledge on the other side. From here you can find another spring to get over the moving platform section, but it is better to leap over the spring and onto the moving platform which will take you under a '?' block hanging in mid-air.



This block will provide you with a mushroom power-up. Jump over the next two high platforms before making a quick hop onto the collapsable platform on the right. Immediately move over to the pulley platform and run onto a large platform adjacent. Splat the Koopa before moving on to take a run up and jump over the wide gap. Now you are on a large platform which leads to another tricky manoeuvre. Dodge the Koopa and then carefully get over the brown blocks to make a final leap to the flag and the next castle level.

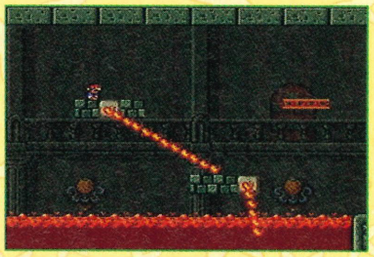
World 4-4

A huge fire chain will swing clockwise at first, so you must watch it carefully, while attempting to nudge the third '?' block and gain a mushroom power-up. Jump to a small corridor with Goombas approaching and other fire chains to pass. Jump on the Goombas and then sprint past the chain.

Next, is a large lava pit that will swallow you up if you slip up! The best method to get through is to stand on the left, just out of range of the large fire chain. When it is in the top left position – jump over it. This should let you land near the smaller chain just as it goes around on another rotation; allowing you a split second to leap over to the next rising platform.

Now drop to the floor at the other side of the lava pit, move along the corridor, and wait for the three Koopas to drop down. Leap on their heads and bound up the gap quickly; taking care to dodge the revolving chain.

You must now drop down to the lower corridor, sneak past the next chain and face another Hammer Bros. Jump over him and take the bottom route, avoiding the Piranha plant and the two chains. Wait on the left of the small lava pit until the Goombas slide into it, then continue right.



If you climb up to the middle floor you can locate a hidden block at the end gap up to the top floor. This will give you a 1-Up! Continue over the top platforms and leap across to the walled pipe situated in the lava pit. Hop over to the floating platform and then to a small block above and to the right. Fireballs will be flying at you all the time so you need fast reactions to make the jumps and avoid them. From here, a small jump will lead you to the Bowser's door. You will not only have to get past him in the same way as before, but you will also have to dodge a final fire chain in order to rescue more toads and complete the world.



World 5-1

To the right of the start are four '?' blocks that will give you coins, but gather them carefully, as Busy Beetles are on the way! Go on past the first inverted grey pipe and leap the gap to find anther set of grey pipes. Dodge the fast-moving Piranha plants and keep heading right. Take the next section at an easy pace to stun the Koopas and avoid the bullets.

Clamber over the right pipe and go down to locate a bonus room. The object of this bonus room is to break the blocks and collect the coins. Punch the top blocks to the right to locate a special block

CHEATS

Infinite lives

In the very first level, stop at the 'C' shaped set of blocks with the red Koopa inside. Nudge the second block to uncover a red mushroom and then bounce it over the right hand ledge so that you can get at it and become Super Mario. Do not scroll the screen too far right when doing this. Once Super, leap up and smash the left hand brick block. Then smash the block to the right of the one which gave you the mushroom; thus cornering the Koopa on the single brick on the right. Punch out the top blocks, from the left, leaving the two top blocks at the right hand side. Now jump over and catch the Koopa shell on the edge so that it rocochets back on the block, giving you plenty of 1-Ups!

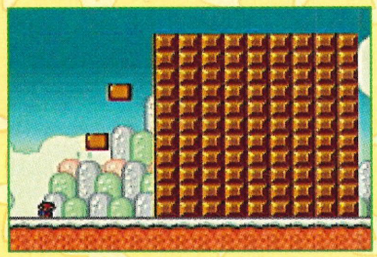
that will give you a few more coins.

Exit via the pipe at the bottom to arrive back on the main level on the right of the bonus pipe. Climb the staircase and a huge wind will begin to blow. Push left to resist the gale and drop down to the ledge. Jump up to uncover a hidden block and climb up to reveal another. This extra block will make more room at the top of the staircase; enabling you to run and jump across to the next safe stage, as well as giving you a 1-Up. You must be incredibly quick in this section, because the wind will keep blowing you back and you will soon run out of room.



A Bullet Bill lies in wait next to a couple of green pipes that are almost on top of each other, leaving only a small passage between them. Wait for the Piranhas to disappear and jump through the channel without delay. Move swiftly on past the next two grey pipes and splat the in-coming Koopas.

The section on the right contains Koopas, Beetles and Goombas that will try to gang up on you! Put your best stomping boots on and smash them to clear the way for a speed run to boost yourself over the next large gap to land on a staircase at the other side. The added obstacle of two flying Koopas will be trying to prevent your progress. Now find two bricked platforms above you and climb up onto the lower one. Nudge the top blocks and the final one will reveal a vine to another bonus zone.



Gather up the coins and exit down another pipe. Climb the staircase on your return and carry on to discover a warp zone to level six! If you go right past the vine block you will come to a large wall. Bound around to uncover hidden blocks to enable you to scale the wall and exit the level.

World 5-2

Duck under the pipes and make the jump



over to the next main platform. The penultimate '?' block in this section will throw up a poisonous mushroom, so avoid activating it. Go right and drop down to the lower platforms and carry on to the green pipe.

Nudge the block on the left and receive a Starman. Take the top route in order to make the next jump over to the adjacent pipe and beyond. Jump up from the pipe to nudge the block above which is nearest to the larger top wall. This will release a 1-Up that will run along the top of the screen. This will drop down on the other side of the set of green pipes, and then head towards a gap and disappear. You must be quick to keep it in sight and grab it before it goes out of reach.



Now you will find a bricked section in the middle of the screen. The bottom left block, that sticks out, will give you a host of coin bonuses when you hit it. To further your progress, you must negotiate a series of rising and falling plinths. The best way to go is from the top of the left hand blocks, and onto the first set which go up. The other two sets go down so you have to leap between them double quick in order to then reach the next coin-filled platform. Leap up to a new pipe above as the Piranha plant goes down into it. It is better to be small at this point as you must balance on columns and get across to the pipe and exit up to ground level. Once there, go right and up the staircase to hoist the flag.

World 5-3

Leap on the moving platform at the beginning and stay on it until you come to a high platform with two flying Koopas on the right, and a green pipe at the top of the screen. Jump from the ledge and onto the high pipe; using the Koopas as stepping stones!

When you arrive at the pipe, follow it down. This will lead to a coin-filled underground section. Gather up the bonuses and exit the cavern by the pipe on the right hand side to arrive back up on the main level. Hop from pipe to platform, where you will find a pulley platform.

Bullet Bills will be firing in your direction, so get over the pulley section and the following platform without delay! Now bound over to another moving platform and then onto the next one before boosting yourself onto the next main plinth by bouncing off the Koopa mid-flight.

A set of three collapsable stages now lead the way to the right hand platform, and then another pulley system beckons. You must be quick to hit the brown block adjacent to the pulley, and then steady yourself to make a huge leap right to the end flag.



World 5-4

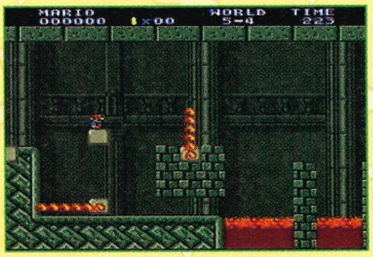
Hop between the first two columns and then onto the bottom right section, taking a step on the collapsable platform to get there. The jump to the first fire chain is marred by fireballs that are being spat up from the lava below. Time your leap over the fireballs when they are dropping back down and then, on the other side, move quickly to dodge the fire chain.

Bound over the gap and leap in the middle of the two highest fire chains. If you are quick, you can nudge the single block to gain a 1-Up before timing a run past the next fire chain. The chains can be tricky to negotitate, but if you are nimble-fingered and watch the various rotations – it is simple.

Two small columns now lead to another chain that you can simply limbo under if you are a small Mario. A tiny leap to the right will bring you to a collapsable platform, so don't hang around and move onto the high, coin-filled ledge, or over to a second collapsable platform in order to get to a safer floor. Hop on the single blocks and go through the new corridor that is headed by three fire chains.

Duck under the first chain, take the top route and sprint past the remaining two chains when they have just cleared the floor. Now hop over onto the plinth over hanging the large lava pit and get ready to run and jump perfectly onto the small high stage on the right.

Drop down to the lower fire chain corridor, and then bound onto an extremely high ledge. This set of jumps requires lightning-fast reactions and you must keep the 'dash' button pressed continuously. Now, all that stands between you and a crack at Bowser are two more fire chains that must be taken one at a time, because they have irregular swings to catch you





out if you run straight through.

Now to deal with Bowser once more. Get close to him and charge under him when he leaps up. Throw the bridge controls and rescue the Toads.

World 6-1

To the right of the fortress at the start, you will find two U-shaped sets of blocks. The bottom layers are made out of brick. The first block will give you a Starman, as will the final block of the second set. Now, after a small gap, a third U-shaped block can be found.

Goombas will roam under the blocks, so flatten them and hit the blocks above to stun the Koopa. The Koopa will go into its shell and if you hit the block under him again and again, you will score many bonus points. When you've had enough fun, there is a long stretch of ground with coins to collect and Koopas to avoid, before coming face to face with a Hammer Brother.



Leap past him and go up to the left hand side of the tall green pipe. Hop up to uncover a hidden block and use it to climb over the pipe. Do this at speed, as there is a Bullet Bill firing at you on the right hand side of the pipe. To leap the gap and pass the Bullet Bill, you must dash from the pipe and leap just before the Bill and before he fires!

On the other side of the pipes you will find two more green pipes and a brick wall holding up a second Hammer Bros. Wait until he stands on the blocks, and then race past the Piranha-infested pipes to nudge the blocks below the Hammer Bros and defeat him. Anther long ground stretch will bring you over the line of Koopas to a row of bricks and '?' blocks with two pipes at the end.

The fourth '?' block will give you a Starman and the block on the left of the pipe will throw up a poisonous mushroom. Carefully continue between the two pipes and leap the small gap. To do this without getting caught by the plants, stand on the left and take a run up and jump as the plants duck down.

On the next section, climb the staircase, but tread carefully as a monstrous wind will begin to blow. A stretch of water with collapsable blocks is next, but before leaping on the first platform, drop down and enter the green pipe in the water. This will lead on to an underwater section with coins and bonuses.

Carefully avoid the Koopas and jellyfish and also watch out for the strong down currents that will suck you towards the bottomless pits. Exit back up to ground level and leap over the small gap. Now climb



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the set of pipes taking your time so that you do not get stopped by the plants. The flag is just beyond.

World 6-2

To begin the underwater section, swim along the top; dodging the jellyfish and floating down to the lower areas to grab the coins. Do not get drawn into tight enclosed areas in your search for coins though, as the jellyfish will home in on you at speed!

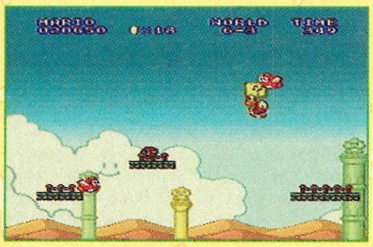
When you come across the elevator sections, swim through quickly to avoid getting dragged under by currents. The best technique is simply to swim through the level as quickly as you can to stay one move ahead of the pursuing jellyfish. When you exit, simply climb the steps to find the flag.

World 6-3

The one rule to abide by in this section is that speed is everything. You must fly through the level, only stopping to avoid contact with the flying fish and birds, or swiftly gathering power-ups. Clamber over the first few blocks and sections of bridges without delay. Slow down to negotiate the small platforms and pause to gather the Starman in the '?' block above them.

Gather the coins to the right while you are invincible, before claiming another Power-up via the single brick block above the next platform.

A big set of short, sharp jumps now lead to a difficult jump. Luckily, you can take a bit of time at this point as the birds will not be flying at you. Time your spring right to land on the Koopa and use the contact to boost you up to the high platform on the right, then repeat the Koopa-hopping exercise to reach the flag pole.



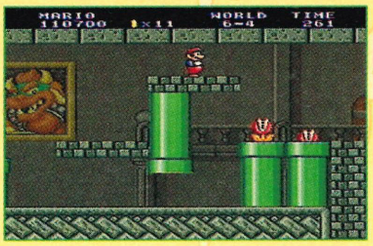
World 6-4

Get across the lava by hopping over to the mid-air stage and then dash and leap to the main floor. Climb the pipe and wait for the huge fire chain to swing around. When it swings above you, jump the small gap in one movement. Limbo under the pipe and then dodge the Hammer Bros' weaponry.

Get close enough to be slightly out of their range and then bounce on their heads as you leap past. Next, you will find a set of floor ledges similar to those in World 3-4. You must continue in a certain way in order to get through the puzzle.

Start by taking the bottom route first. When you get to the Hammer Bros, take the top route. The system will repeat itself again if you have not complete the level as Super Mario. If you have done it all correctly, the scene will change and three pipes will appear. Leap over these and then go up to the central stage above the next lava pit.

This will have to be done quickly as the block also boasts a fire chain which will rotate to kill you. You must drop off the block to land on a floating platform beneath. Ride the raft and then complete a jump onto the next fire chain block, then onto the right, via the elevator blocks.



Take the lower channel until you come to another set of green pipes. Drop down and slide under the lowest green pipe before climbing up to the high floor. Continue over the next two green pipes and another lava pit with a small block above. This will lead to a large step and Bowser at the other side. Beat the King of the Koopas in the usual way.

World 7-1

Pass through the small gap in between the two pipes and then cautiously head up the small steps as the wind begins to blow. The gales will help you leap the large gap and land near the set of pipes. Go up and under on the first two; making sure you stun the Koopa first.

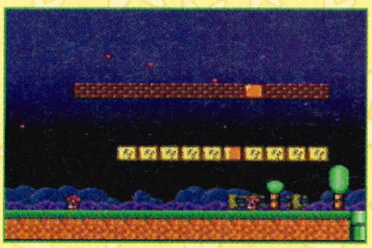
The block above the third pipe will provide a 1-Up when nudged. If you are Super Mario, it is better to smash through the top blocks and continue over the top and past the fourth block.

Bound up the vertical line of blocks, still taking care to fight against the breeze. Also pay attention to getting over the Bullet Bill and flying fish that will shoot up from the water. At the end of the brown blocks you will find a pipe and a single block. Strike the block and gain a Starman, before leaping up to the bricked blocks above.

Drop down on the other side and use the two flying Koopas as stepping stones up to the pipe at the top of the screen. Go down the pipe to enter a bonus room for loads of coins. Exit up to a position several screens to the right of the bonus pipe.

Taking the third route will miss out a large section of the level, but sadly, also the chance to gain a 1-Up from the fourth block on right just after the bonus pipe. Coin bonuses also prevail in a long line of '?' blocks just after, but many hazards, like Koopas and large gaps may spoil the party. It is probably better to take the bonus room route.

From the restart point, simply walk right; jumping on, or dodging the enemy. Get to the flag by leaping from the blocks at the end.



World 7-2

Ride the moving platform over to the first platform, then leap up to claim the power-up from the '?' block. To get over the next section of water you will need to bounce off two flying Koopas, using the second one to boost you up to the high pipe.

Alternatively, ride the platform past the first '?' block and get up to the high pipe that way. The pipe will take you to a bonus room, but you will have to be Super Mario in order to smash the blocks and get the coins. Exit back up to the main level at another green pipe.

Go right along the large section of ground until you come to a small staircase. You must move quickly now because a Lakitu will spit out Spinnys that move in for the kill! Climb the steps and leap to the single block which is harbouring a fire chain.

Hop on over to the next fire chain block, wasting no time in following on to the main set of brown blocks. All these blocks are infested with Koopas as well as the dreaded Spinnys. An extremely hard jump now beckons. You must use split second timing to leap over the fire chain and then onto a flying Koopa. From here, boost yourself to a collapsable platform and instantly cross the large gap below to land on a small, but safe ledge to the right.

This section must be completed by keeping your finger on the dash button to get maximum lift when leaping between platforms.

The difficulty does not stop there. The next jump must be taken using another flying Koopa as a step over to a collapsable platform; allowing only enough time to draw breath before hopping onto the tall pipe to the right. Keep your fingers crossed that you catch the Piranha plant in the down position. Take the small run of the width of the pipe to bound over to the end flag.



World 7-3

A strong wind will begin immediately, so bound over to the first springboard and launch yourself up and over the water. When jumping on trampolines, don't go over the top! Do not bounce over more then two or three springs in a single bound unless you know that a safe landing is wating.

To guarantee landing on safe platforms, stop pushing right and make sure that a platform is still on the left of the screen. By pushing left, Mario should fall from the sky on the left hand side. Take the next trampoline over the next set of pipes, stopping over the vertical brown blocks next to a '?' block.

Drop down to the platforms and try to nudge the '?' block to gain a 1-Up. Now use the wind to give you extra lift to reach the green pipe and then the next spring. Take that trampoline and bypass the pulley system and the next spring. If you keep going you should reach the end flag in a single bound!

World 7-4

Move right to the first fire chain and quickly jump up to the floor it is on when it rotates past. Dash past it immediately and then reach the ledge, dropping down to a pool of lava and the lower corridor. A small floating board is moving back and fourth on the lava, so drop down to meet it and join the new passage.

Now run past the second fire chain when it points away from you, and move over to the elevator stages. All five sets of elevators move down, so jump between them without delay. If you make the jumps as fast as you can, not caring too much about aiming, the chances are that you will get through to the right hand corridor safely.

This whole level will need patience, practise and perseverance to complete. Move up to the higher passage and leap across the columns; flattening Koopas as you go. When all of them have been finished off, take the top passage to avoid the Busy Beetles, then drop down to the lower floor. Climb the steps and skim past the fire chain.

Now take a small run up and leap over the drop that contains the two Beetles and move to the next chain. To get past it, drop down and hide in the corners of the dip which are just out of the chain's range. Now move on to the mid-air platforms over the lava pit.

You are now getting close to Bowser, so fireballs and bolts will be coming at you from all directions. Duck and hop past them, and make any jumps from chain blocks as quickly as possible to avoid getting trapped.

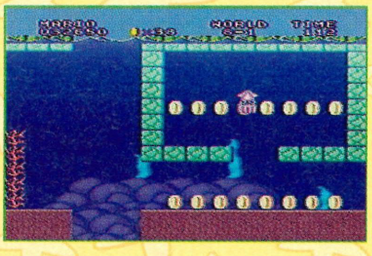
Bowser will now face you, but he will be armed with hammers this time! Get as close as you can without being in his line of fire and dash under him as he jumps to propel yourself over to the bridge controls.

World 8-1

Hop up to the first pipe and then drop down to tread on the Goombas and activate the '?' blocks. One of the central blocks will give you a mushroom power-up, but the second from the right will throw up a poisonous mushroom. Move on to find a high set of blocks on the left of the first gap. The wind will begin to gust, so climb the blocks and leap over to the ground straight away.

Flatten the Koopa and dodge the Busy Beetles to get to the threshold of the next gap. To get over this one you must hop onto the first flying Koopa and then boost off one of the remaining two to complete the jump. Avoid the Busy Beetles on the other side and then dash under the next pipe; gathering enough speed to leap over the Bullet Bill first time.

Climb on the first brown block and take a running jump over the gap; bouncing off the flying Koopa to come down on the small block above the next section of ground.



Move forward, jumping over the bullets and run up to connect with the staircase above the Bullet Bill. A Hammer Bros stands on it, so drop down to the Bullet Bill below and nudge the top blocks when the Hammer Bros comes close. When he has been dispatched, nudge the blocks to the right and find a mushroom power-up and then climb the steps and leap over to the ground section.

Avoid the bullets and drop down the next pipe to locate a hidden underwater section. Collect the coins; trying not to get drawn into tight situations by the strong currents, and exit up to a grey pipe. Climb the staircase to the right and locate a

secret warp zone back to World 5-1. Make sure you don't fall into this warp as it will mean even more work.

Nudge the next block several times to gain bonus points before climbing to the top of the next single block and leaping over to the end flag.

World 8-2

A collapsable platform leads the way onto the main ledge on the right. As you jump over to it, try to nudge the block to gain a 1-Up. Take the lower route forward and claim the coins on top of the bricks by hitting them from below.

Meanwhile, stun the first Koopa coming in from the right and send him smashing into the others. The last brick block in this section will reveal a poisonous mushroom – so be warned! All along the next stretch you will be attacked by Beetles and Koopas, so tread carefully and make sure you stun all the Koopas.

The wind will begin again (I knew I shouldn't have eaten those radishes!) so find the trampoline and bounce over the tall set of blocks and beyond to find three sets of blocks. The first block will provide a Starman, so take it and continue over the bricks to the other side.

Use the small block to boost over the Hammer Bros and then dash right and leap straight over the second Hammer Bros with no problems. Wait to the left of the next small gap until the Busy Beetles disappear down it, before heading over, and going up to the top of the pipe.

Finally, go down the pipe to locate a bonus room that will lead back to the first springboard. Continue left to the end again, but make sure you hit the middle block of the set of three (the one above the Koopa), to get a vine over to the end flag.

World 8-3

Hop on the first collapsable platform and over to the next cloud. A Lakitu will hover overhead and drop Spinnys so move quickly to stay ahead of his bombs. Dash up to the high cloud and then drop down to bounce on the trampoline.

Fly right for as long as you can; dropping down on the long floor section to the left of the first Hammer Bros. Send him packing and then move onto a set of blocks to the left of a gap and pipe. Get on the blocks and jump over the pipe and go right to find another trampoline. Jump on it and fly past the red Koopas and the two Hammer Bros to land just beyond.

Go to the end of the ledge and hop about to uncover two hidden blocks that will allow you to get up to the pulley system. You will need to get the right hand stage up as high as possible for the next leap over to a high block. From here, hop on the Koopa to make it over the drop and hoist the flag.

World 8-4

The final level is set in the castle and is the most difficult. Dash and jump over the lava and balance on the edge of the lower floor so you are just to the left of the fire chain's swing. Sprint past the two chains, dash and leap over to the next fire chain block and quickly get out of range. Bounce off the Koopa to make it up to the high platform and then drop down through the pipe to an underwater section.

This aqua level does not contain any coins or power-ups, you just have to get to the end of it and exit. When you surface, go to the left and hop up to find a secret block containing a 1-Up, and then move right to go down the adjacent pipe.

Move across from the pipe and gather up the coins from the '?' blocks. Proceed right; stomping on any stray Koopas that get in your way, and jump over the next pipe to drop down onto the raft below. Ride it over to the grey pipe and then climb up to continue through the next corridor.

When you come to the large lava pit, ride the next raft over to the other side. Now run and leap over the rotating fire chain and sprint right. If you do it quickly enough, the scene will lead to the end guardian – Bowser, instead of repeating. Finish him off in the manner to which you have grown accustom to, and rescue the princess and complete the game.

If you missed last issue, then you won't have a copy of the 100-page Complete Guide to Super Mario All-Stars book. This extraordinary solution book contains all the locations for every Warp Zone, as well as detailed descriptions of all the levels in the first three Mario games!

If you want to order a copy of the Complete Guide to Super Mario All-Stars, phone Karen on (0202) 299900. Each copy is £3.99.

SUMMARY

GAME NAME: Super Mario: Lost Levels
TIME TO COMPLETE: 4 days
HIGHEST SCORE: 3,645,050
NUMBER OF LEVELS: 8
CHALLENGE RATING: medium

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

WARP ZONES



World 1-2 to 2-1


World 1-2 to 3-1


World 1-2 to 4-1

World 1-2 – World 2-1 Warp

This is the first **Warp Zone** in the game. At the second staircase in world 1-2 you will find a black Busy Beetle moving left and right. Above him is a secret block which you will have to bump to reveal. This secret block will let you get to the top of the screen and run right along it. Jump the gaps as they come and continue right until the rising platforms are below you.

In order to get across to the blocks above the pipe exit you must leap onto the plinths and then leap right. This is a difficult jump and it is better if you have a small run up from the left of the rising plinths and jump about three quarters of the way up the screen. When on the blocks, simply jump right to find a large wall which leads to two pipes with Piranha plants moving in and out. Avoid them and climb the set of stairs to the right. As you go along you will see a single pipe below. Go down it to warp to World 2-1.

World 1-2 – World 3-1 Warp

Find the same secret block as before and punch the blocks above to find a special block from which will grow a vine. Climb the vine up to ground level where you will find four or five tall podiums to cross. Continue right to find a single pipe which will warp you to World 3-1.

World 1-2 – World 4-1 Warp

Get to the far right of level 1-2 in the same way in which you warp to World 2. As you go along the tall wall you will come across the two pipes. The first pipe is the entrance to the warp zone, so wait until the Piranha plant has gone down and then drop onto it and go down through the pipe.

Once down, go right and activate the three '?' blocks. You will gain coins and a red mushroom if you are small, or a Fire Flower if you're large.

The Fire Flower will enable you to shoot at your enemies. Continue right, jumping onto a collapsable platform and quickly over the pipes until you come to a wall with a lava pit next to it.

Go to the edge of the pit and leap up until you uncover a secret block. Leap onto it and then carry on up and to the right. Do this until you locate a second secret block and use it to jump up to the block at the top right. Continue along to find the pipe that will lead to World 4.

World 5-1 – World 6 warp

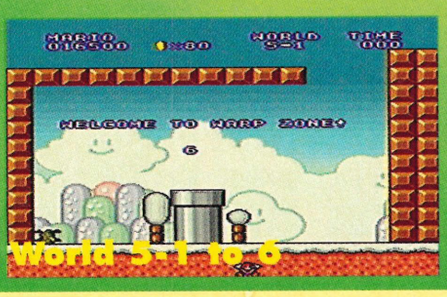
Near the end of level 5-1, locate two vertical sets of brick blocks. Climb on the lower one and nudge the top blocks to gain coin bonuses. By hitting the last block on the right you will uncover a vine that will take you to a hidden bonus room. Climb the vine and collect all the coins you can before exiting the room by the pipe to the right. This will lead you to another section with a staircase on the right. Climb the steps and walk along the floor at the top to find a secret warp zone – this time to World 6.

World 5-2 – World 7 warp

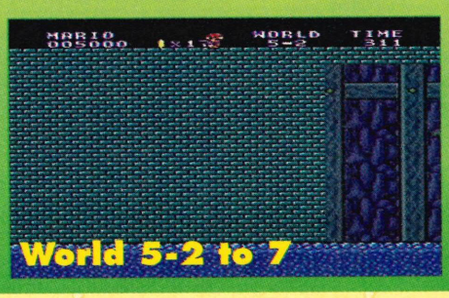
At the elevator platforms in world 5-2, ride the first set to the top of the screen. As you get up to the top you must leap to the next set and then immediately onto the third set. From here, launch yourself to land on the top walled blocks high on the screen. Now you can walk right, hop over the gap at the end above the exit pipe and walk along the tall wall. This will lead to the warp zone to World 7.

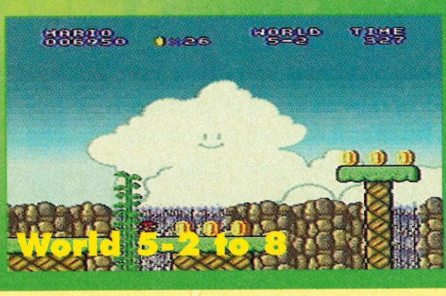
World 5-2 – World 8 warp

Just to the left of the elevator platforms you will find a protruding block from the main set. This block will reveal a vine that, when punched, will lead up to ground level. Located here are a few easy platforms before the warp zone to World 8.



World 5-1 to 6


World 5-2 to 7


World 5-2 to 8

T2: JUDGMENT DAY

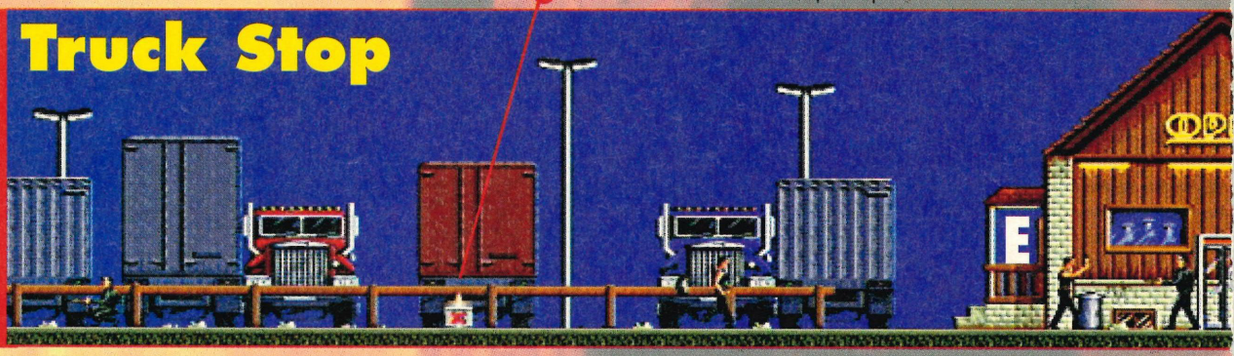
SUPER NES

ACCLAIM ● PLATFORM SHOOT-'EM-UP

James Cameron's mega-budget extravaganza provided excellent scope for a console game and was practically begging to be converted to the Super NES. Sadly though, Acclaim's movie tie-in failed to live up to everybody's expectations, offering 8-bit visuals and nothing remotely new in terms of gameplay. However, it did prove to be an entertaining mega-blast and will no doubt keep die-hard fans of the films happy, even if it isn't sufficient enough stuff to attract any new punters! Here's everything you'll ever need to know about the game, XS style!

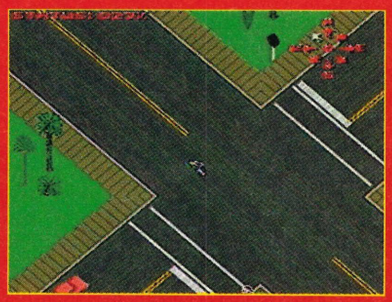
Truck Stop

Like in the film, the first thing Arnie must do on arriving back in time is to acquire some clothes, hence the rather witty and unbelievably subtle intro! His following opjectives for this first scenario are to obtain the residential address of John Connor, arm himrself with an arsenal of firearms, and locate two future objects. These three tasks must be completed before you're able to advance to the next level.

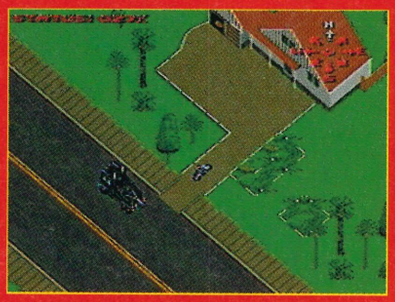


The only significant distraction to the left-hand side of the bar is this cunningly disguised future object. Simply shoot the case and crouch down to pick it up.

Level 2

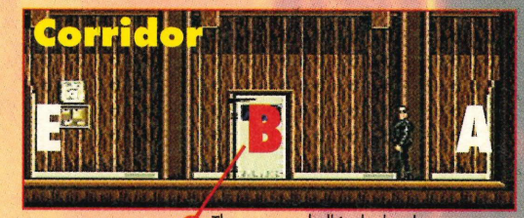


Having found John's residential address, you must take take to the road and locate his dwellings. As you leave the truck stop, keep on going straight



down the southern road until you begin to see housees with green lawns. Now simply take ther first road on your right and you'll arrive at the house.

Corridor



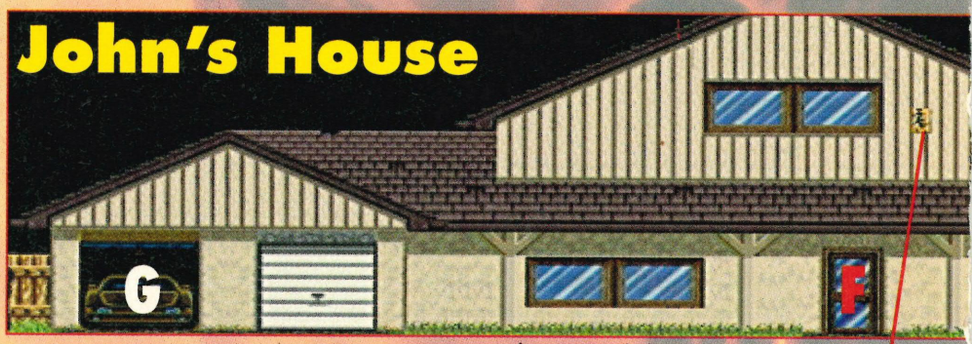
The entrance hall in the bar has three doors, one to access either side, and the middle one will lead you inside the main area.

Bar



Every table and chair in this seedy joint is destroyable, so if you can spare the time and the ammo, get to work!

John's House

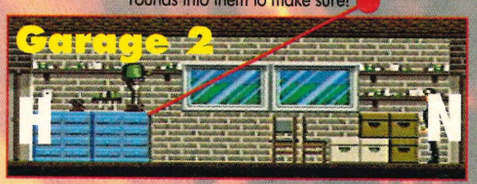


Before you enter the house, shoot the burglar alarm above the porch, this will buy you precious time before the cops enter the scene.

In the second half of the garage, that shiny new Camaro is just begging to be shot! Use a couple of blasts to ensure that it never sees the road again!



One of the possible places for John's photo is in the blue drawers. Blast a few rounds into them to make sure!

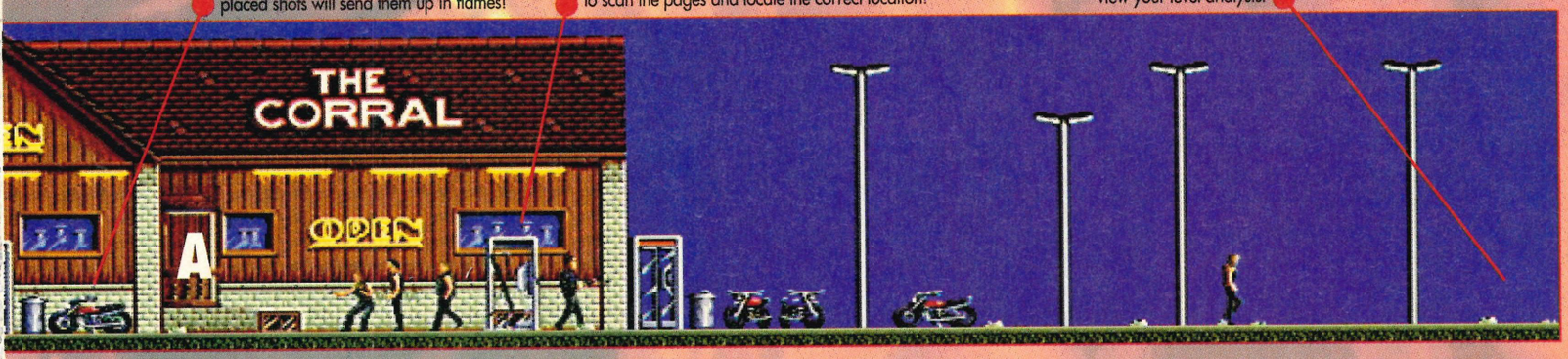


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For a spot of mindless fun to get back at the bikers, why not pump their beloved machines with lead? A couple of well-placed shots will send them up in flames!

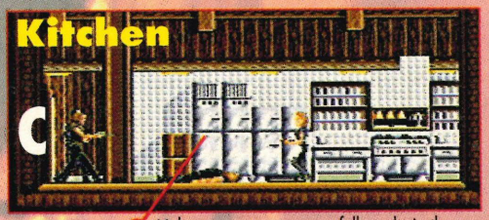
To get John's address, go to the middle phone box and push up. After a few seconds, Arnie will have used his ultra vision to scan the pages and locate the correct location!

After all of your objectives have been completed, exit the level to the right and view your level analysis.





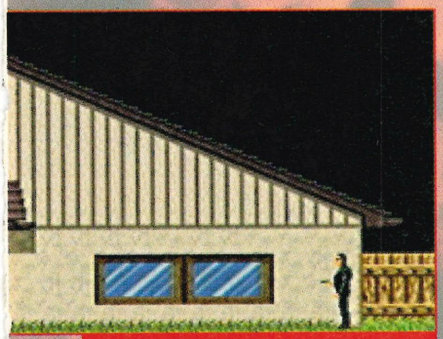
Shoot the thug at the bar to obtain the powerful shotgun. Make this your first priority, as you're pretty useless without a gun, eh Arnie!



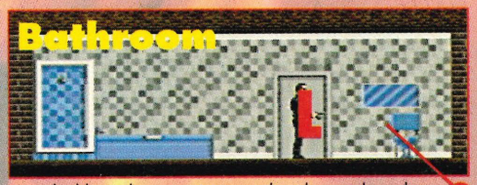
Unless you want to score full marks in the damage department by destroying the cupboards, there's no real urgency to go into the kitchen.



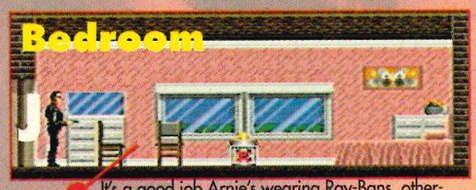
Inside the pool room you'll find the second future object, and by killing the hoodlum, you'll also be able to obtain the pistol.



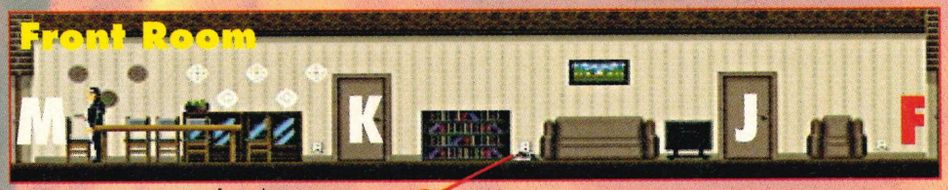
Welcome to John's humble dwelling. Okay, so this bungalow may look poky from the outside, but once inside its lavish interiors, it takes on a scale of Tardis-like proportions! Your objectives are to locate a photo of John with which to identify him later, and there are also three future objects to find. However tempting it may be to trash the joint, speed is of the essence if you are to prevent an unwanted visit from the cops!



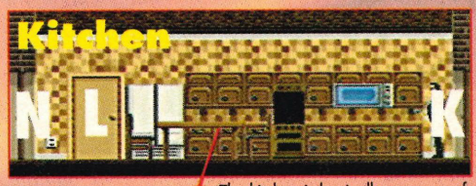
It must be bliss to be a terminator and not have to bow down to the call of nature at the most awkward moments. So it doesn't look like there's anything of interest for Arnie in here!



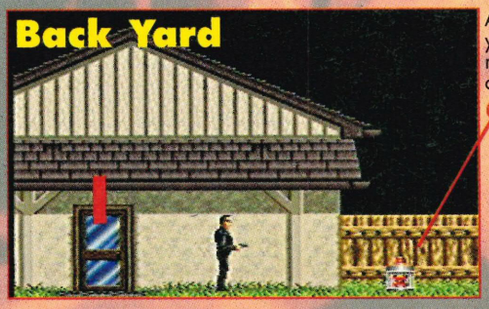
It's a good job Arnie's wearing Ray-Bans, otherwise this decor could prove fatal. Grab the future object, and shoot the drawers in the corner as they may contain John's photo.



For a spot of pointless movie tie-in authenticity, try checking the answering machine for a clue to John's whereabouts. As if you didn't know!

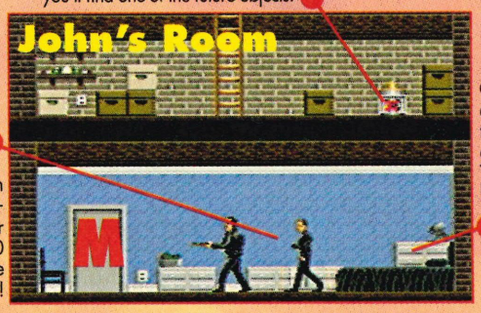


The kitchen is basically a means of getting to the interesting places, however, if you're feeling particularly vindictive, why not blow up the units and appliances!



A swift venture into the back yard and you will be sufficiently rewarded by the discovery of one of the hidden future objects.

To get into the attic, simply shoot the ladder to lower it. Amidst the cobwebs you'll find one of the future objects.



If you stall for too long in the house, you may experience your first encounter with the dreaded T-1000 who's there for the same reason as you!

On entering John's room you'll be attacked by a kamikazi radio-controlled jeep, so get ready to duck down and get in a couple of shots. The drawers in the corner are a possible location for John's photo.

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To get to the mall, simply go right as you leave John's house, take the second left and go right at the top, then keep going until the arrow points North. Take the next road on the left and then go right at the top. Take a left at the end, then keep going North. When the arrow points West, take the next turning on the left and keep going until you reach the mall.



Apart from a few shelves and counters to destroy, there's very little else to distract a crazed Terminator in this shop!

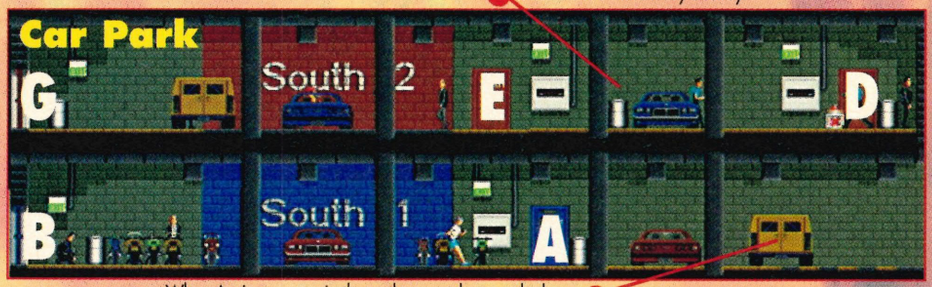
Having successfully fended off the T-1000 in his stolen rig, Arnie arrives at the shopping mall. His mission objectives for this level are locate and protect John, and collect four hidden future objects. A handy tip is to lie low for a while and wander around without shooting anything. If you fire at any point, the cops will flock towards you like bees to honey! So only shoot when you have to.

Remember kids, Arnie isn't actually killing anyone when he shoots them, he's simply inflicting non-fatal wounds to put them out of action, so don't try it at home!



Even though a flower shop is the last place you'd expect Arnie to go, he'll be rewarded with a future object.

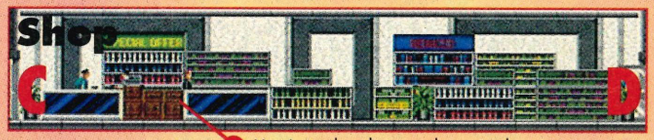
Located at the end of the second car park level is the first future object, there are also more cars to mercilessly destroy.



When Arnie emerges in the underground car park, there are rows of cars just waiting to be blown up. However, it's a good idea to complete your mission objectives first.

When you've nabbed John from the arcade, exit via the door behind him to emerge in this small passageway. Now simply take the short cut to the stairs through the door on the right.



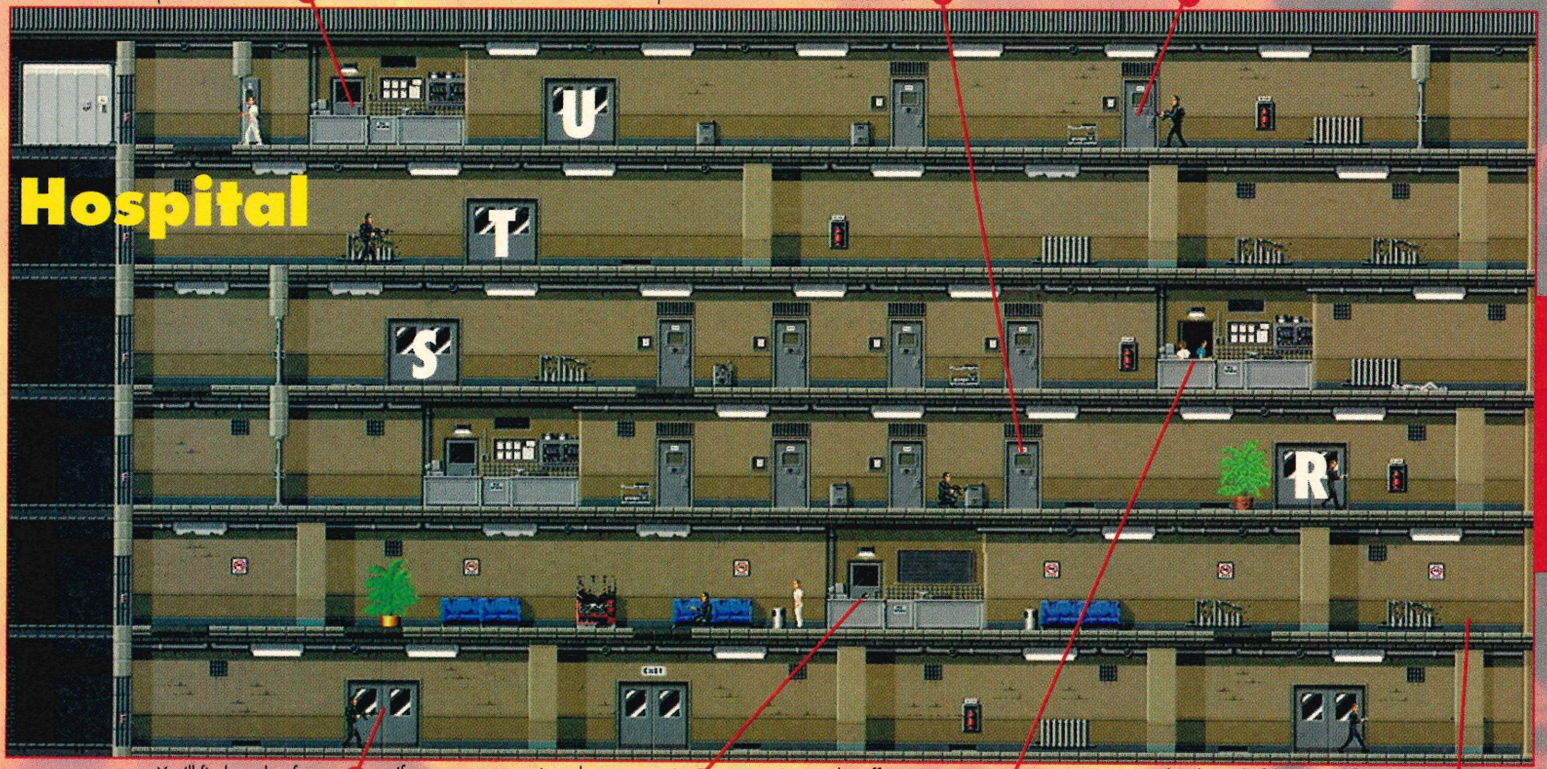


Here's another short-cut shop, simply make your excuses and leave!

There are two future objects in this office.

This cell and the one above are other possible locations for Sarah Connor.

This is another possible location for Sarah Connor.



You'll find another future object inside this set of double doors.

If you want to save time, the computer in this office will tell you the exact whereabouts of Sarah.

Go into this office to retrieve another future object.

Located at the end of the second floor is one of the hidden future objects.

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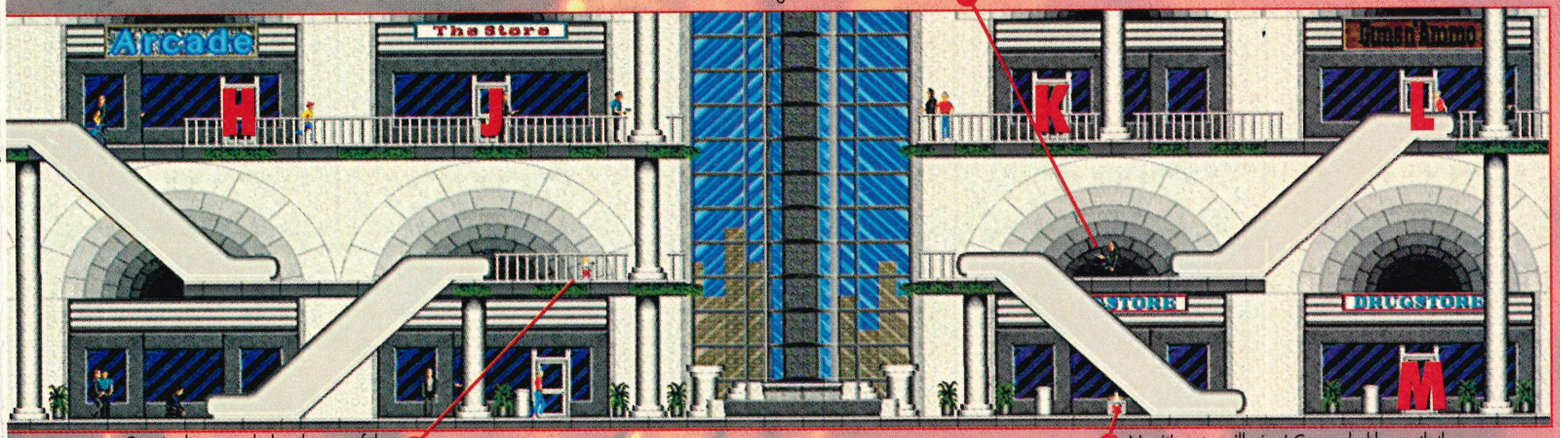


Naturally, the place to find John is in the arcade. When you've completed your other objective, go up to him, pause the game and activate the mode that allows him to follow you, then simply get him to the exit.



The gun shop will undoubtedly attract Arnie like a magnet. On entering, blow the place away to gain a very handy machine gun and ammo.

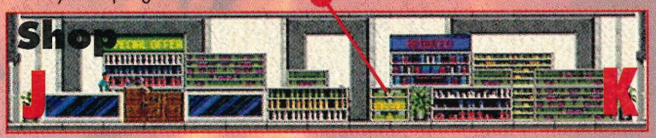
It would seem that Arnie is the only person in the mall capable enough to use the escalators!

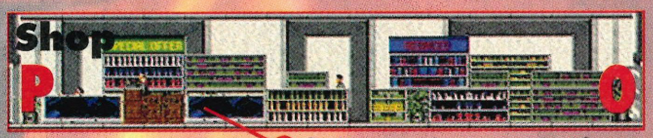


Cunningly concealed at the top of the first escalator is one of the future objects. Even though this escalator goes down, you can easily scale it by repeatedly pushing the jump button.

No, it's not an illusion! Concealed beneath the escalator lies one of the future objects, completely invisible to passers-by!

Use this shop as a short-cut to get to the other side of the mall. This will avoid you traipsing down the escalators.

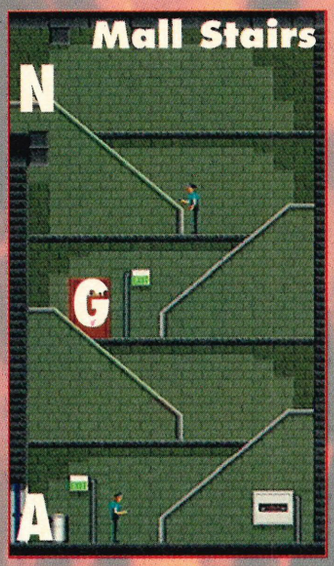




Can I interest you in some cosmetics sir? Judging by Arnie's reaction, I guess not!



Blast away at the cabinets in the pharmacy to gain a couple of handy energy boxes. These will restore some of your lost energy.

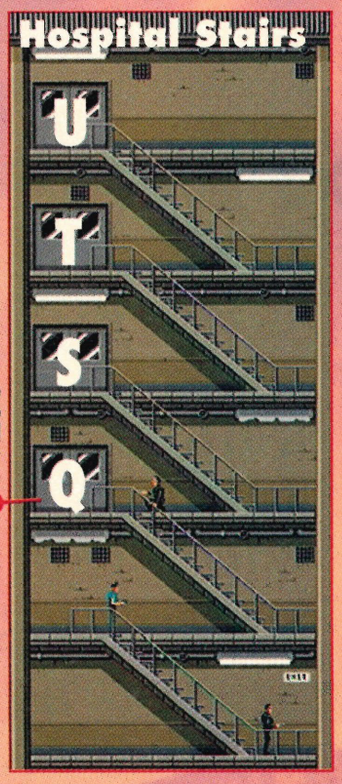


Having successfully rescued John from the polymorphic clutches of the T-1000, our hero proceeds to the state mental hospital where John's mother, Sarah, is imprisoned. She is a vital ally in your mission, so take as much care with her as you did with John. There are four possible locations where she could be, so refer to the arrows to pin-point those exact cells.



The journey to the hospital is simple. As you exit the mall, simply keep your finger firmly pressed on the accelerator and the roads will effortlessly take you there. Note with interest the way in which our cyborg hero simply glides through the gates without being given a second look. Maximum security, eh!

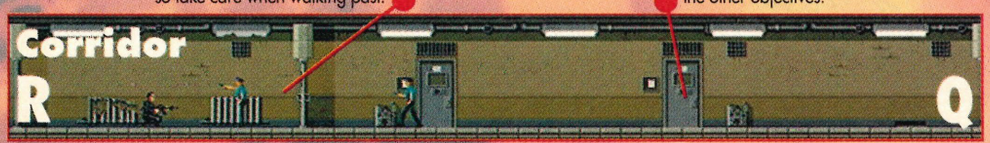
Cartridge supplied by:
Acclaim
Tel: (071) 344 5000



With guns blazing, climb the first two sets of stairs and go through the double doors. You'll emerge inside a corridor leading to the main area.

When shot, these radiators explode in a cloud of smoke. However, a fatal burst of steam will spurt out for a while afterwards, so take care when walking past.

This first cell is a possible location for Sarah Connor. If she is inside, leave John with her until you've completed the other objectives.



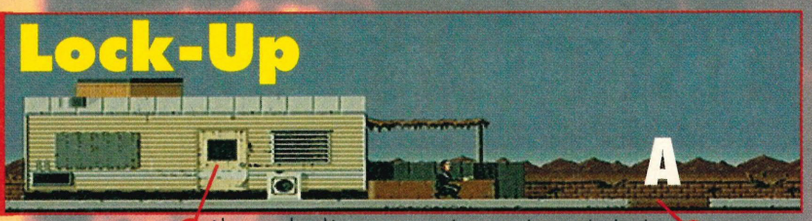
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Your next destination is the underground vault containing Sarah's arsenal of firearms. Go straight down the road and take a right at the end. Take the second on the left and then go right at the end. Take the next road on your left, followed by the fouth on your right. Go right again at the first opportunity and follow the same road right to the trailer.

Lock-Up

Although this dusty caravan looks very inviting, you can't actually enter. All you have to do on this level is obtain some explosives, however, there's also ample opportunity to grab some new guns.



I hear you knocking, but you can't get in! Ignore the caravan and head straight for the hatch to the right.

Blow open this wooden hatch to get down into the hidden vault. Stand well back, though, as it gives-off quite a flame!

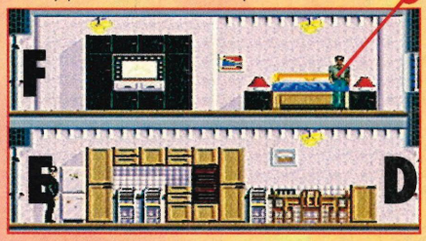
Dyson's House

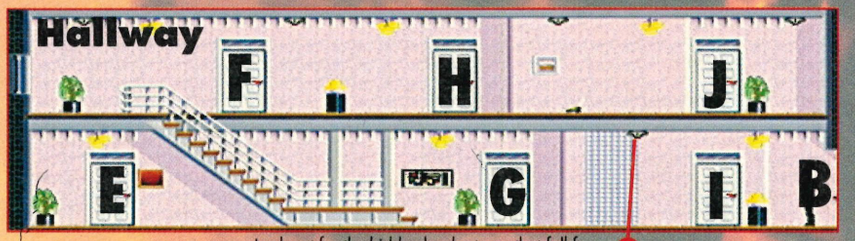
Having arrived at the modest-sized home of Miles Dyson, Arnie must now obtain the security key and more future objects. Watch your step though, because Dyson has already notified the authorities of your presence.



Despite Arnie's macho image, he's still quite a civilised gentleman at heart, and will nobly use the front door to enter Dyson's dwellings!

This is Miles Dyson himself. Walk up to him and he'll tell you where the security key is hidden. The most likely place, however, is the cupboard in this room.



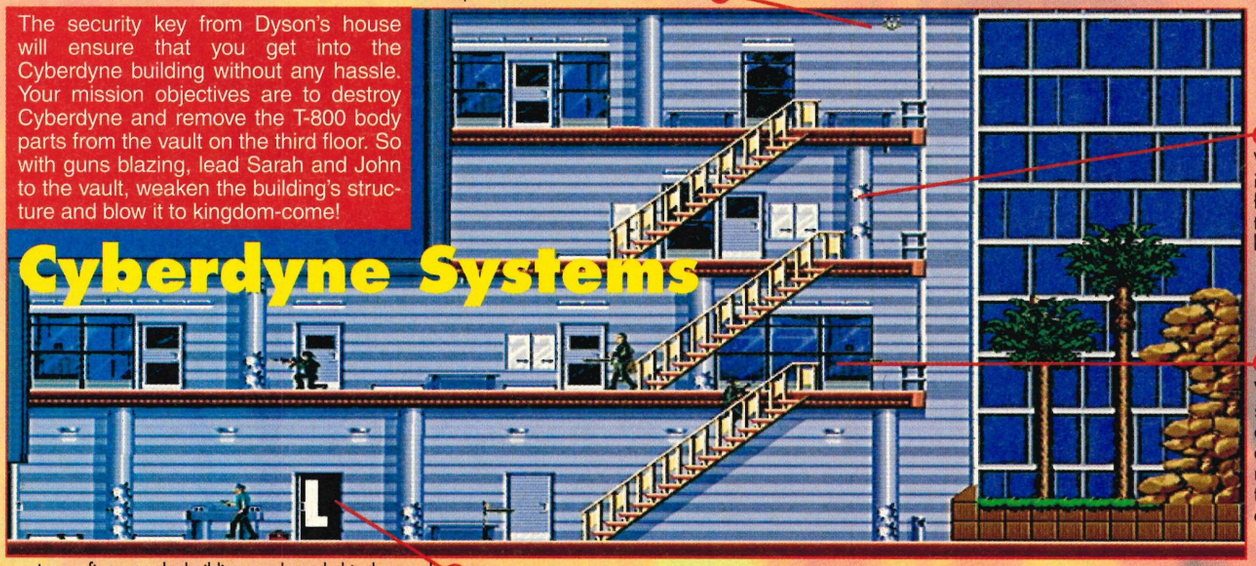


Look out for the hidden booby traps that fall from the ceiling, they sap vital energy if they hit you.

Look out for the guns mounted on the ceiling. Simply stand just to the side of them and aim upwards to blow them off the roof.

The security key from Dyson's house will ensure that you get into the Cyberdyne building without any hassle. Your mission objectives are to destroy Cyberdyne and remove the T-800 body parts from the vault on the third floor. So with guns blazing, lead Sarah and John to the vault, weaken the building's structure and blow it to kingdom-come!

Cyberdyne Systems



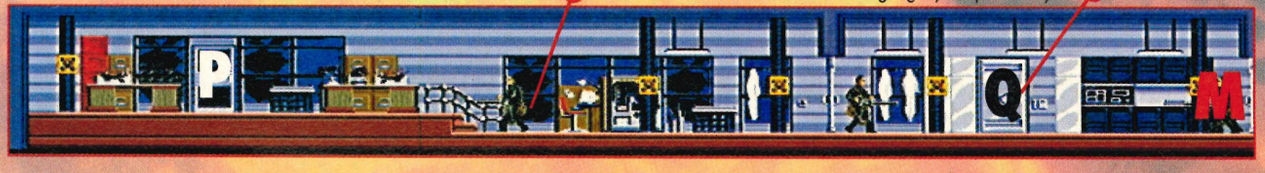
When you've left John and Sarah in the vault, return here and blast a few rounds into the support posts to weaken the structure of the building.

When you've weakened the posts, shoot everything else there is to destroy, such as windows and desks. Once the damage level has risen above 80 per cent, the structure will be sufficiently weaken for effective use of explosives.

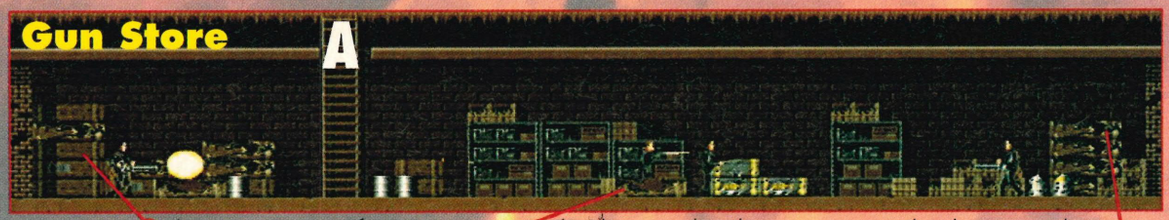
As you first enter the building, go through this door and then on through to the lift. Get to the third floor and let John get to work on that vault.

At the other side of the office, there's more equipment to destroy to get that damage meter soaring. Look out for the missile-launching tanks that roam the corridors, as their shots can be fatal. A few shots should destroy them.

This is the vault containing the T-800 parts. Simply lead John and Sarah to this point and then disable their follow modes. John should then walk over to the lock and proceed to use his whiz-kid gadgetry to open it for you!



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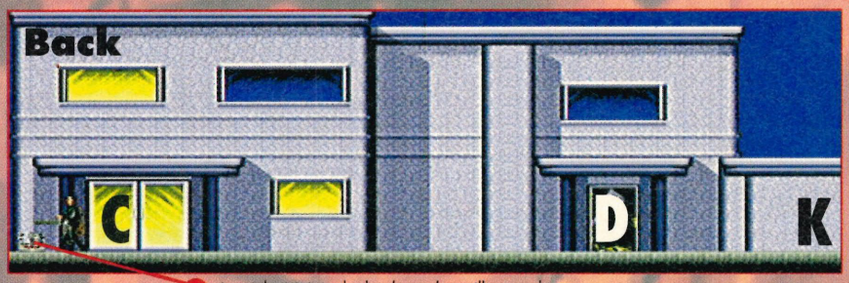
These crates contain extra firearms, so be sure to trash them and gain the necessary weaponry to get you through the rest of the game.

Shoot this crate to obtain the explosives, they'll fly out and land safely on the ground without so much as a spark!

Shoot these crates to obtain extra guns and ammo – you'll need it for Cyberdyne!



To get to Dyson's, stay on the same road as you leave the vault, then as you go up and reach a cross-roads, go left back into town. Take the sixth road on the left, followed by the sixth on the right to get to the house.



A quick visit into the back garden will reward you with another future object.

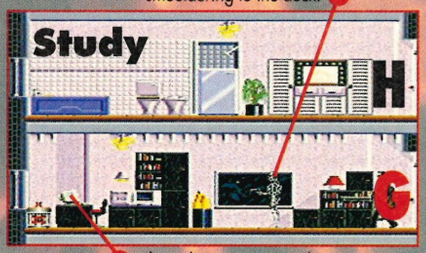
Pro Action Replay

Designed and Manufactured by DATEL ELECTRONICS

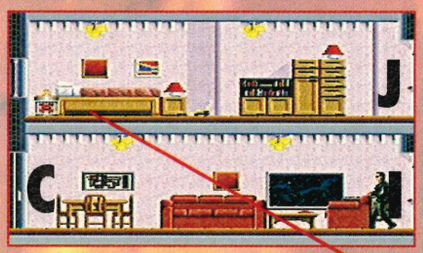
Only the one, unfortunately; however, it is quite sufficient enough to get any self-respecting terminator to the end of the game!

7E1470C8
Infinite energy.

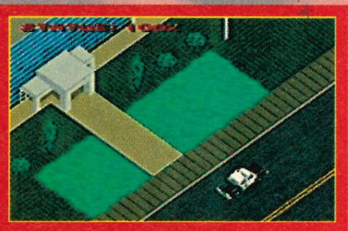
Pump a few rounds into this T-800 exo-skeleton to send it smouldering to the deck.



Shoot the computer to destroy Dyson's research as listed in your objectives, then pick up the future object.

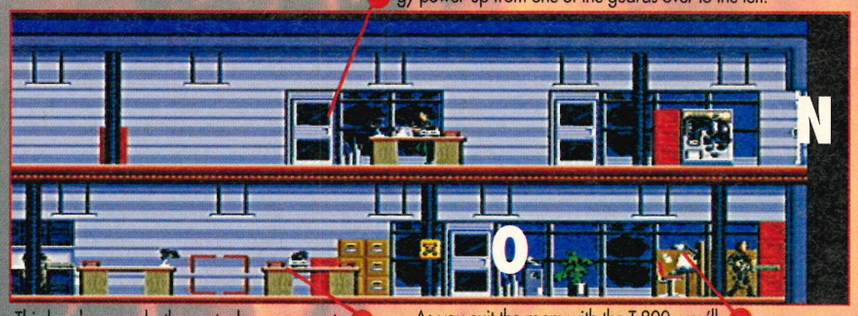


Check out the bedroom upstairs to obtain one of the missing future objects.



To get to Cyberdyne, go left as you leave Dyson's and left again at the end. Go right at the top, then the first right and fifth left. Finally, take the first on the left.

More desks and a drinks machine to destroy in here. If you're lucky, you might be able to obtain an energy power-up from one of the guards over to the left.

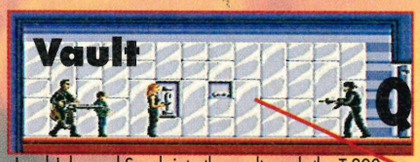


This box here marks the spot where you must drop the explosives. Once they've been dropped, a timer will begin to count down. Go and get the others and get out sharpish!

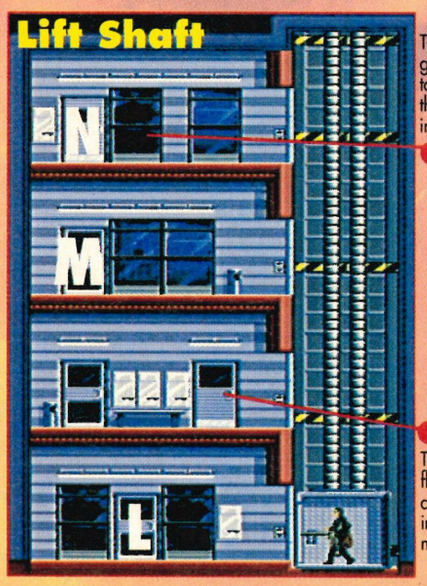
As you exit the room with the T-800, you'll emerge through this door here. Shoot the remaining desks and windows, then go left to the detonation point.



When you enter the room after the vault, kill the T-800 and shoot a hole in the wall. However, don't be fooled into thinking that you can go through, as you can't – it's purely for show!



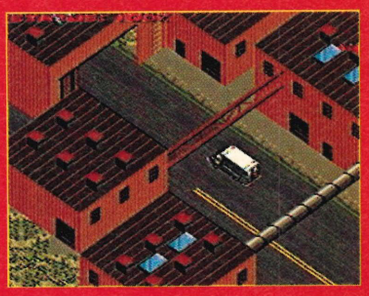
Lead John and Sarah into the vault, grab the T-800 parts and them leave your allies inside. Don't worry, they'll be perfectly safe while you complete the reaming objectives.



There's nothing of any great significance on the top floor, so just skim through the offices, shooting everything in sight.

The offices on the third floor contain loads of destroyable items to increase your damage meter.

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Having left the Cyberdyne building as a heap of rubble, our heroes must now face the final showdown in the steel mill. Go left as they leave Cyberdyne, and go left at the end. Keep going along as far as you can and then go left again at the end. Take the next road on the right and keep going until you reach the end. Go right again and take the first road on the left, followed by the second on the right. Go straight on at the crossroads and left at the top.

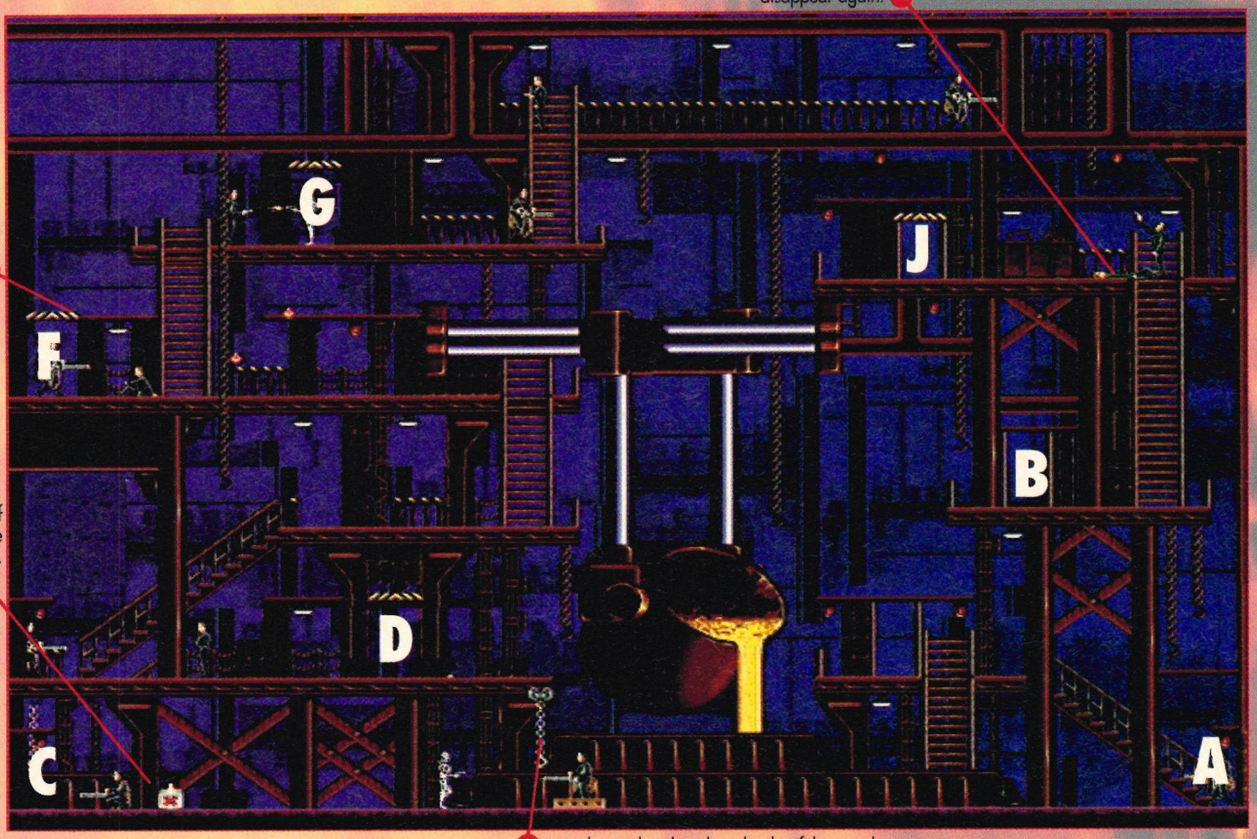
SUMMARY

GAME NAME: T2: Judgement Day.
TIME TO COMPLETE: 1 week.
HIGHEST SCORE: 290,100
NUMBER OF LEVELS: 15
CHALLENGE RATING: fairly taxing.
If you think you can beat the pros at SUPER XS on any of the games covered in this issue, why not send in your high score, together with proof to SUPER XS High Scores. The address is at the front of the mag.

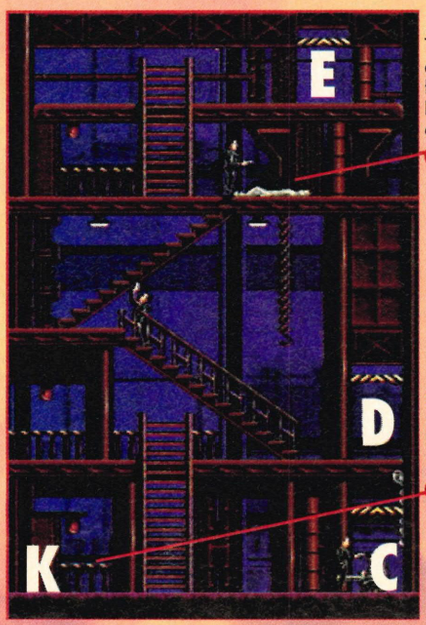
The infamous T-1000 will constantly hinder you on this final level, so whenever he appears, simply stand over him and he'll disappear again.

Not all doors are marked with a checkered bar, so keep your eyes open for suspicious-looking rectangles in the middle of nowhere.

Located at the end of the first stretch is the first future object.



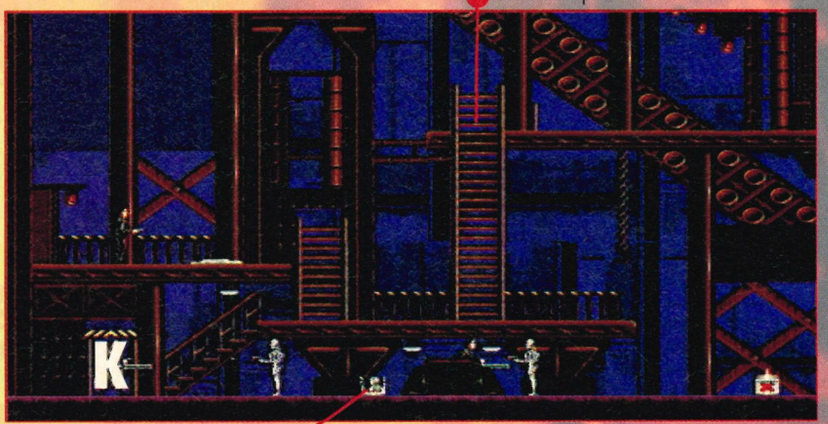
Watch your head on these hooks; if they catch you, they'll drag you alone at considerable speed.



Try to conserve your ammo by avoiding any premature confrontations with the T-1000. Don't worry, he'll get what's coming to him!

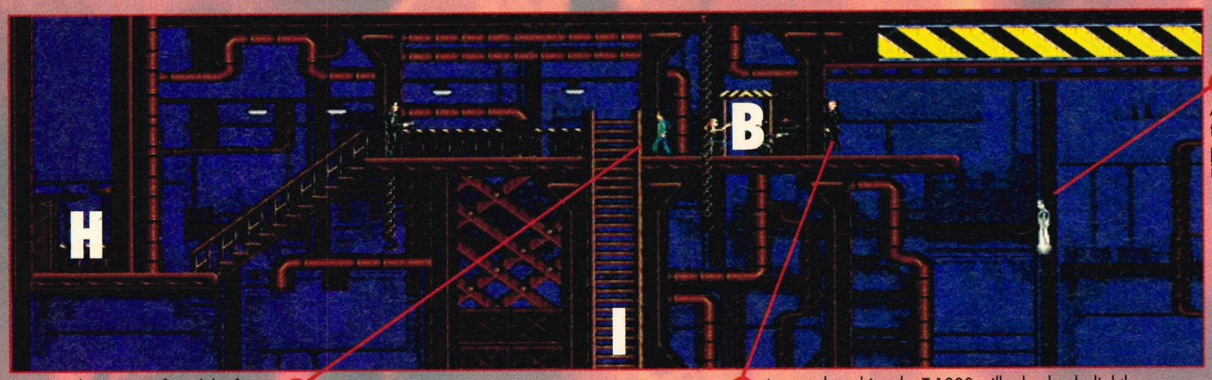
Still looking for hidden future objects? Why not try going through this door, as a pleasant surprise lurks within!

Don't bother wasting time climbing the ladders, as nothing of any importance lies at the top!



There are two future objects located in this room, you should now be well on your way to completing the level.

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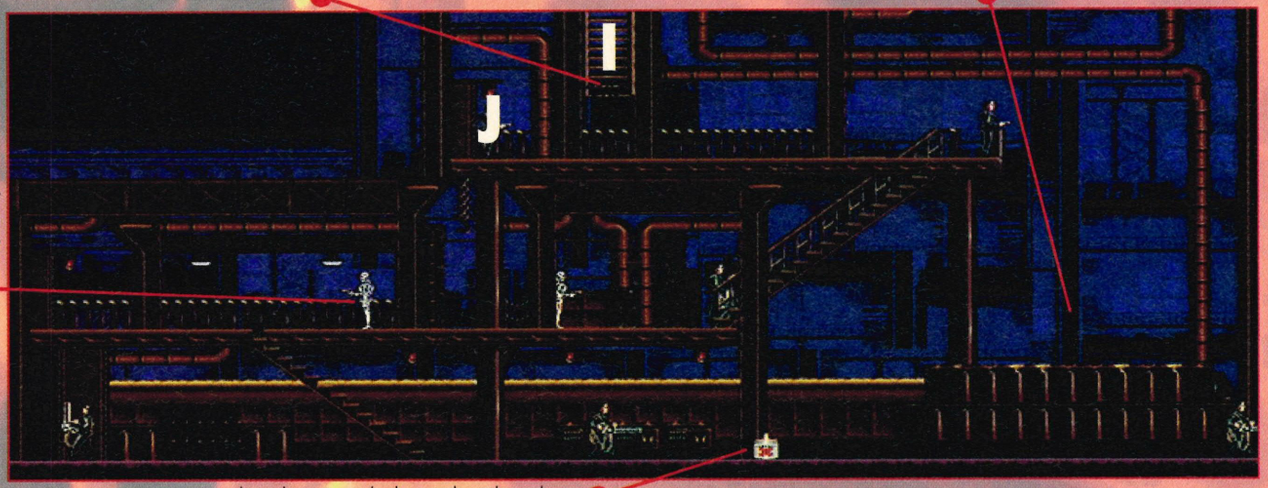
As he falls, the T-1000 will take on a very unusual morphic form before plummeting to his demise in the vat.

When you've found the future objects, meet up with John and Sarah at this point. The T-1000 will appear in front of them, so get ready to empty a few rounds into him.

This ladder leads to the final battle, but you won't be able to get up this way, so you'd better find an alternative route!

As you shoot him, the T-1000 will edge back slightly before vanishing again. Keep pumping him with lead every time he appears and eventually he'll topple off the edge into the vat of molten steel below.

This is the vat of molten metal in which the T-1000 will meet his ultimate downfall.

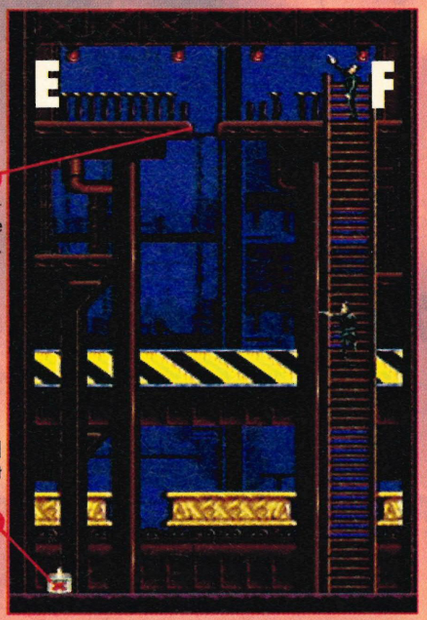


Here's some more trigger-happy T-800's. Simply waste them with your cannon and proceed as normal!

This is the entrance to the steel mill. At this point John and Sarah will run on ahead. Don't be fooled when John wanders back again though, it's really the T-1000 in disguise!

Go down the stairs and aslong to the right to obtain another future object.





To prevent yourself falling a considerable distance, jump over the small gap in the platform.

This seemingly innocent steel mill is where the future is about to be altered. In one last desperate bid to vanquish John Connor from existence, the T-1000 will follow you here. There are several future objects which will need to be found before you complete the level, then you can finally destroy all future ties and prevent the nuclear war from ever occurring. Good luck!

This small corridor will take you directly to the final confrontation. Make sure you've completed the other objectives before before you rejoin your friends.

Climb down the stairs to find another future object situated at the bottom of the hanger.



This corridor is littered with T-800 skeletons armed with pistols. They take quite a few hits to destroy, but it's worth it as they could drop extra ammo.

Looks like curtains for the T-1000. As he desperately tries to escape the molten steel, make life difficult for him by shooting his rapidly depleting structure. He will eventually give up the ghost and cease to exist, much like yourself in fact, old friend. Now simply sit back and enjoy the badly drawn ending sequence!



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WOODY LAND 1

We're off! From the start it's a good idea to take things easy, then as you become more familiar with the controls you'll find pressing the X button will speed you along. There's no timer to beat, so going slow is the best method. Going right, you'll meet two giant grapes. Jump on them to reduce them to pulp, then jump onto the rainbow worm three times; pressing the B button to gain enough height to grab your first nuts.

Be sparing with these and use them only as a last resort, the jumping method of attack is effective until you get into a tight spot and this is where the nuts can be used. Keep moving right; jumping on the enemies until you reach the third rainbow worm on the hill. Again, use it to get the height to grab the coins. You'll need to find all of these to complete each part of the levels totally. Moving onward, jump onto the grapes, manoeuvre Nutz in the air so you land on each of the grapes without touching the ground, then as you see the first of the bees, use a nut to bring it down.



Notice a broken tree trunk in the background here? This is a secret exit to a bonus area between levels, but leave it now and come back once you reach the end of the level. Use the next grape to reach an energy pill in the air, then keep jumping while getting ready for another bee to appear. Once all enemies are dead, move right until you see another broken tree stump. This signifies the end of the area; leaving you to walk off the edge of the screen, or go back to the previous stump and jump up into it to warp to the bonus area shown.

WOODY LAND 1 – BONUS AREA

As soon as you pop up into this area, run left and bounce from the rainbow worm to get the energy pill. Go right and jump between the platforms, collecting the coins as you go, then avoiding the bee to grab the large pile of coins before making your way to the far right of the area. As the screen stops scrolling, indicating you're about to leave the area, go all the way back to the start; making sure you've killed all the enemies and behold – an extra life will have appeared!

WOODY LAND 2

Carefully move up to the first small ridge and wait for a *Little Shop Of Horrors*-type plant to appear. Jump on it, bouncing over to land at the foot of the next ledge. Wait for the hedgehog to move away and give it the brush off with your tail. Three plants will now appear. Move up to the top ledge and jump on the plant; pressing the jump button to launch yourself into the trees. There are plenty of



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MR NUTZ

***Mr Nutz*. Not the most awe inspiring title, but you'd be wrong in dismissing this as yet another platform title. *Mr Nutz* drips with class and style. Bigger than Bubsy, more secrets than MI6 and more colourful than a Japanese garden, you're really looking at an essential purchase. Here's the first instalment to the two-part solution of this great game, with every nook and cranny fully exposed. Hands up those who say "Nutz!" to the competion!**



hidden nuts waiting for you in the branches.

Go over the bridge, taking care of the two hedgehogs and the barrage of grapes on the other side, then use a nut on the bee and get to the top of the steep incline ahead. Jump on the grapes trooping up the hill while pushing up and steering left.

You'll soon see a subtle gap in the trees which you can jump through to walk on top of the level. Go left to find a secret energy pill and coins, then jump back to ground level. Go right and reach a three story hill with hedgehogs on it. Take them down in turn with a swish of that tail, then grab another energy pill at the top. Move on to meet the same predicament with even more animated plants.

Bounce on them and brush the hedgehogs to get more coins. Jump from the top plant and get onto the hidden platform above. Now carefully jump between the platforms, landing on the edge, before sweeping off the guardian hedgehogs. On the fourth ledge you'll need to take a running jump.



When the coins in the shape of an arrow appear, use nuts to take out the nearer hedgehog, then sweep the other. Collect the coins and exit the level here, or make your way back to the ground and continue that route; killing all the enemies you come across. Taking the top route will lead you to the bonus area described below.

WOODY LAND 2 - BONUS AREA

Kill the hedgehog and jump to the top of the hill to find an energy pill, then move down; killing the other hedgehogs and you will find four coins. Keep going right, jumping between the earth pillars until you reach solid ground again. Take it slowly now as a plant will appear. Jump on it to reach more coins on the far side, then exit the area.



WOODY LAND 3

Jump between the moving platforms to avoid the spike pit and leap onto



the apples. Use a running jump to clear the next pit so that you land on the apple to the right, then jump again to find more nuts.

Beware the ballet dancing dandelion, it'll stand still, pirouette and jump into the air whenever you are near. As it stands still, quickly jump on it before it becomes airborne. On descending the next hill, take a running jump from halfway to reach the ledge on the right and kill the apple.

Climb the stairs, jump onto the moving platform and throw a nut at the fairy. Now be prepared to jump on two dandelions followed by another fairy. At this point, a bridge should be on-screen.

Move forward until a large yellow ball appears, then, as it begins to roll, jump immediately to avoid it. A spider will now drop ahead. Jump on it to get enough height to reach the energy pill above. Jump on the ladybird and dandelion, then move on to find three nuts and quickly leap between the three spiders.

Grab more nuts from the tree. At this point, continue right, but the true route is to climb the ledges. Jump across the earth pillars until another yellow ball appears. As it hurtles towards you, jump back to the previous pillar. Now jump off the pillar and drop down whilst pushing right.

Throw a nut at the fairy and jump a rolling ball; making sure you land on the ladybird. There's a huge pile of coins ahead! Now clamber onto the bridge. Take out the next four dandelions and use the spider as a trampoline. Beware, the yellow ball will appear again to the left, so get ready to jump out of the way. Now go to the far right where you'll see an energy pill and a sign telling you the exit is in the opposite direction. You will now have to go back to the previously described ledges.

Climb the platforms, jumping left from the top to find a nut. Leap on the spider and land on the ledge with the first coin. Jump up between the ledges, keeping to the right as much as possible, until you reach an energy pill at the top, guarded by a fairy. Fire a nut at her, take the pill, then drop to the ledge below.

Nutz must now make a leap of faith to the right and land on a staircase. Jump between the platforms, taking out the fairies with nuts. Collect the six coins and the three energy pills at the end, then make your way back to the small, grass ledges. Jump across the platform to the solid ground, shoot the fairy and



grab the nuts above by bouncing on the spider.

Move left until a yellow ball is rolled, then run back and use it to jump up and grab any nuts missed. Go left again and push up against the lowest ledge, the other yellow balls will miss you. Now is your chance to stomp on the ladybirds.





Go to the top ledge to find more coins and further left to avoid other yellow balls. Use the spider to get the nuts.

Jump between the small grass ledges; collecting coins and shooting the fairies. As you find a series of solid ledges acting as steps going down, take this route and drop to the right where you'll discover an energy pill and moving platforms taking you to a load of coins on a grass bank. Move on to the apples (top left) and drop down the grass stairs to find a pile of nuts.

Walk right and jump over to the platforms holding coins. Make your way back and take a running jump over the spike pit to the bonus exit. Alternatively, go back up to the higher area where you'll find the normal exit directly above.



WOODY LAND 3 – BONUS AREA

Two dandelions immediately attack, and then you'll find some nuts followed by another two dandelions and a yellow ball. Take a running jump to the left platform which drops away, so get ready to jump to the next. Get across to the red energy pill and jump up to the solid ground where there are three nuts.

Move on and take a running jump through the rainbow of coins on the far side. Shoot the fairy and jump onto the revolving platforms, then get onto the huge grass ledges, but jump quickly to the next as they fall away. Make your way across to the left to find an extra life and exit.



WOODY LAND 4

Jump across to get nuts, and then jump on the fairy before continuing left to discover an energy pill and some coins. You now have to go down and take coins, then jump on dandelion, moving right to shoot the fairy. Now go up the ledges to the top and go back to the start area. Go down, take the coins and shoot both the dandelion and the fairy that appears. Go to the edge of this slope and drop directly off the edge. Move right, over the spike pit, and then jump on the spider for a pile of nuts.

Run to the left and down the slope, then jump across to the small ledge with coins. Jump down and land on the dandelion and then on the two spiders who are just asking for it. Carry on down the slope and take out another dandelion, then, as you begin to go right and cross a bridge, get ready to leap and avoid a yellow ball. Now you must hit the ladybird and the spider and climb up the next set of ledges.

Throw a nut at the fairy at the summit, but watch out for the yellow ball at the very top. Jumping on the ladybirds will ensure the yellow balls disappear forever. Go down and take out the dandelion and spiders. Collect the pile of nuts and jump left into the wall for a secret room hiding three energy pills! Go back and fire nuts to kill five fairies and finally exit the area.



SPIDER GUARDIAN

The spider will move back, giving you a chance to jump and get your first hit in. Try and use the small spiders that come down to keep you off the ground as the spider runs back and forth, then come down for another hit. Repeat this method; bouncing off the guardian to hit it anywhere from the head down. When its life meter is extinguished, the next level will appear.



ADVENTURE PARK 1

Notice the small hole in the second tree? If you jump over it, a giant mallet will pop out to flatten Mr Nutz! Keep at ground level; jumping on all the enemies and making sure the owls are killed before they swoop down. Once you've reached the solid wall on the far right – it's time to take to the trees.

Go back to the start area and jump from the mallet to the first branch.



Take a running jump to the left tree and make your way up to find an invincibility potion. Head back to the second tree and quickly on to the third which you must climb for some nuts.

Get on the wooden ski lift to reach the left tree. Now jump between the branches, using the lifts to find coins. As soon as you see a large amount of flying ladybirds, jump across to the left using them as a bridge to reach an upper branch on the left tree. You'll discover an extra life. Now scour the entire tree areas, slowly making your way to the top right of the level. When you find a ski lift carrying you into a mass of coins suspended under the rope, drop down the tree that the rope is tied to. You'll



find a switch to jump on. Go down and get the coins underneath, then go back up and enter the trunk with a face on it.

You'll be warped into a bonus level. Grab all the coins and nuts and make your way to the right where a similar trunk will warp you back. Find a switch above a scarecrow and a caterpillar, now jump from the ledge to hit it from below. This will cause a wall to collapse on the right. Jump through to land on the small platforms and go down to find another switch. Activate it and go down to the left where you'll find a third. The wall will drop on the right. Go right and drop down on the stone steps and keep going right to find a secret extra life through the pink wall.

Retrace your steps and push into the pink wall to the left of the switch that was last pressed. You should drop down into a secret passage. Take on the hedgehogs and caterpillars, then exit the level into a bonus area.

ADVENTURE PARK 1 – BONUS AREA

Leap onto the ledge above and keep jumping until blocks appear. Make your way up by revealing blocks to discover three energy pills. Go back to ground level and keep walking to drop loads of coins from the sky. Use the rope swings to get across the large gap and jump on the switch at the end of the screen to drop the coins on the stone ledge above.



ADVENTURE PARK 2

Jump on the ski lift and ride it to the bottom, jumping just before it stops, to land on the tree ledge above the pile of nuts. Scale the tree to find three energy pills, using several jumps from the rubber block to gain enough height.

Go back down and leap onto the next lift carrying you straight across.



Fire off nuts to take out the ladybirds, then take running jumps to reach branches on the next tree. On the way up you'll see more rubber blocks. Use them to climb the tree now, until you see another ski lift going left.

Get ready to fire nuts at ladybirds and jump on the branch holding nuts at the end. Again, make your way up to the next ski lift and then the next which is a downward run. Stay absolutely still on this lift as coins will appear from nowhere and rain down on you. Keeping still will ensure all are collected.

Run right along ground level until you reach the edge of the cliff. Now take a leap of faith with a running jump to land on a secret block. You can run right now, because blocks will appear underfoot to take you to three secret energy pills at the end of the screen! Go back and climb up to the ledge above, using the rubber block. Sweep the caterpillars and scarecrows, then go into the wooden area.

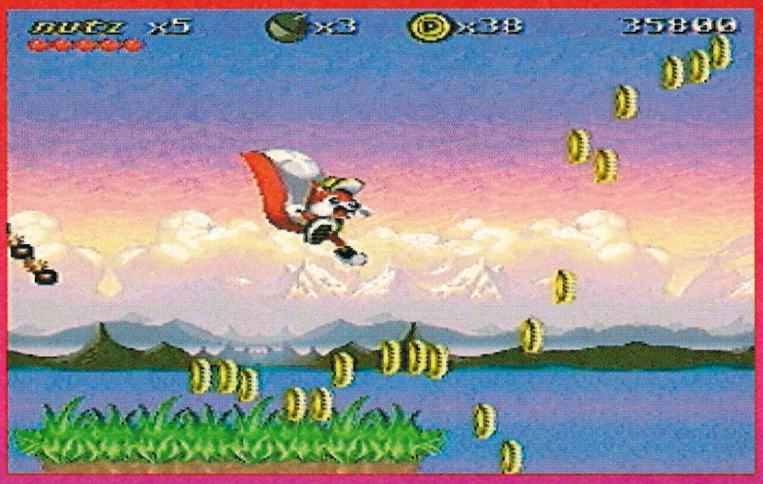


When you exit, jump on the first scarecrow and push back into the pink wall to find a secret hole. Other holes are above this and are to be used as steps to get gain enough height until you see another rubber block. Use this to jump up and go left onto the grass bank. Use rubber blocks to go up and get energy pills and coins, then drop off the left side of the bank to find an extra life – only obtained by sweeping your tail. Now make your way back through the wooden area to exit the level.









ADVENTURE PARK 2 BONUS AREA

Here's another chance to grab your nuts and collect those extra coins, enabling you to get closer to the 100% completion score. Use the ropes to gain enough height to fly into the air and find secret coins, then come back down and move to the right. From this point, climb the trees and use the platforms to explore every part of the high parts. Exit the area to the bottom right of the screen.

one, disguised as an energy pill. Climb the next tree; ignoring the ski lift for now, and discover more rubber blocks and coins. Collect all these and an energy pill then go to the left tree and take to the swing rope.

You should now be at the top of the screen. Swing across to find a high grass ledge, kill the enemies and drop off the right side. Press the switch! Go left and climb down the next tree. Jump right from the short branch just under the ledge you've jumped from – secret blocks will appear, leading to a secret switch.



ADVENTURE PARK 3

Go right and swing across the large gap. Head up the tree and swing across on the rope. Drop between the rubber blocks to land on another

Jump on it and go back.

Climb the tree and use the swing ropes to go back to the highest ski lift. Go right, through the set of coins in an arrow shape, and make your way to the top right of the area. Use the rubber blocks to get onto the high grass ledge and jump on the switch there. Use a running jump left from the top of the switch to land on invisible blocks, then run left.



Now scale the tree to the left of the ledge and jump left from the top to discover yet more invisible blocks. Walk left and jump on the secret switch. Go back to the right; bouncing down the wall of rubber until you see another switch at the bottom. Press this to drop the second part of the wall and go into the enclosed area. The wall on the left should have dropped after you pressed the last switch. Run left to find a secret extra life.

Climb the tree and get to the swinging rope. Go across and climb the next tree until you reach a small ledge on the left with an extra life. Go to the right, use the swinging rope to the next tree, then go up and swing to the left until you see the ledge with the key. Now go all the way to the lower right where you'll find a cottage. Push up into the doorway to exit the area.

WITCH GUARDIAN

Immediately jump from the top left ledge as the witch appears, to land on her head. Now jump again from the left for a second hit. Go back to the original ledge, ignoring the pumpkin enemies, and get ready for a barrage of skulls to fly into the air.

Constantly jump in a straight upward line, using skulls to keep you as high as possible. Now stay in this



Now go right and shoot the large moles with nuts. Swing across the barbed wire pit and jump on the butterfly next to the energy pill; pushing left to land on the ledge above. Quickly dispatch the huge mole, then jump up until you land on a secret block. Walk right until you can jump onto the next ledge.

area as the witch hovers under each of the lower ledges until she drifts across the centre of the screen; allowing you to get another hit in.



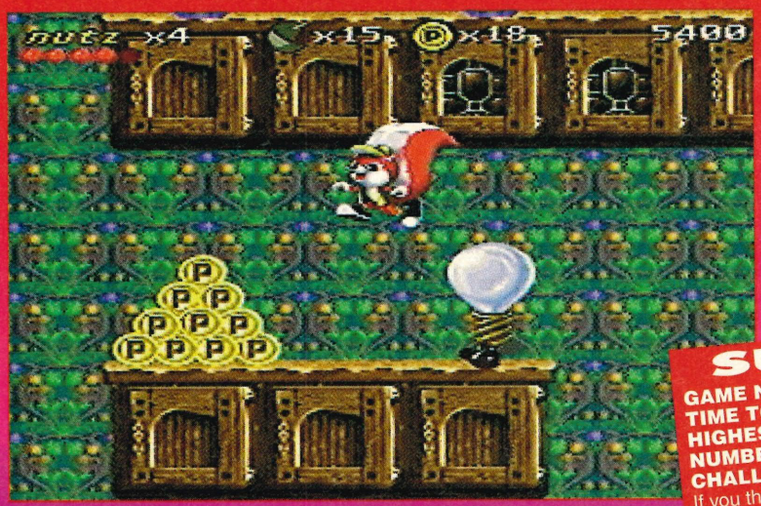


Repeat this process, which although takes time, is the safest strategy.

LIVING ROOM

Go up to the chair and push it right so it's close to the table, then use it jump up and push the gold fish bowl against the fruit on the left. Use it to jump onto the first ledge, then jump right onto the chandelier.

As it begins to rise, jump onto the next ledge; killing the two snails and dive between the coloured rubber blocks where there is a lever on the right. Now jump back onto the chandelier which will now carry you up.



Kill the bee and take the nuts, then jump onto the right bee to reach a small ledge with coins. Go back to the left side and jump across to the attic entrance; pushing up to enter.

In the next area, get rid of the small snails and the first rabbit, but leaving the second one. Bounce on this rabbit just as it's about to jump – this will give you enough height to reach the bee above, which in turn needs to be close to the left wall. With the power of these two jumps, you'll be launched into the air and grab an extra life. The exit is in the bottom left.





SUMMARY

GAME NAME: Mr Nutz
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 2,585,000
NUMBER OF LEVELS: 6
CHALLENGE RATING: medium

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

FOWL KITCHEN

Jump onto the first small cupboard; killing the snail. Now jump onto the bee and launching yourself onto the fridge to grab an energy pill. Make your way to the left and grab a pile of coins, then leap between the small platforms where there are plenty of nuts to grab. Use them to take out the light bulbs.

Go to the far right, use the swing rope and find a pile of nuts and an energy pill. Now go to the area where you'll find a set of moving wooden platforms. Go down these to find a switch. Now make your way to the top left to find a coin arrow pointing to a small goblet. Drink this to make you shrink and warp to a secret area. In this area you'll need to swim about, pushing into walls and keeping clear of fish.

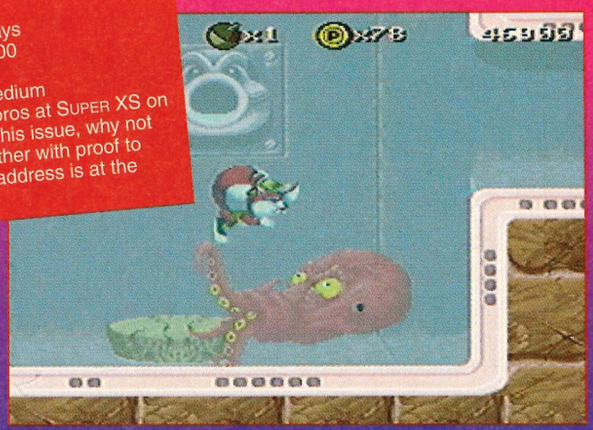
Shake the joypad from left to right to kill the fish, or use nuts, but keep clear of the green water – it'll take an energy pill with each touch. To the end of the area you'll need to jump across a large expanse of green water, with a tap following you! At this point, change tactics and dive down quickly into the green, swimming to the bottom right hand corner, where there's an extra life waiting for you. Quickly jump back out before all your energy is lost.

In the next section, swing across the green water and jump down the sink to collect coins through the tunnel. Bounce on the soap and swing across the second green water sink. Head down and left through the blue water to find a switch and then go back and past the now dropped wall; shooting the plungers.

Head up and through the plug hole on the right, aiming for the exit. In the next area, jump into the water for two energy pills and shoot the plungers. Go straight across to the the right and jump down the plug hole. The final area is much the same, and by keeping on track to the right of the level you'll soon reach the edge of the screen where you can go into a bonus area packed with nuts and lives.

OCTOPUS GUARDIAN

This slippery customer will attack by firing off a set of missiles straight ahead with small squids which home in immediately. Stay on the top right of the screen and let the squids hit your feet, then push down to get the hits in. When the octopus goes to the top of the screen, get ready to kill the squids with nuts. Repeat the method to finish him off. Now go through the gap on the right and grab the extra life before exiting.







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REVIEWS

This the part of the magazine where we tell you what the Pros think of the latest batch of releases. That's right – reviews! Each review contains no less than 1000 words of complete critical appraisal and utter lies because we want the software companies to send us Ferraris and loads of dosh. No, really, each review will concentrate on value for money and how the game rates with the competition. Remember, the XS team complete every game they play and so who better talk about the entire game?

The 'XS Recommended' award will only go to those games that we would actually buy ourselves and must be of the highest quality. Examples of Recommended games are *Street Fighter II:Turbo*, *Super Mario Kart*, *Zelda* and *Striker*. Only the cremé de la cremé will get an 'XS Recommended'.

Well, it's a picture, innit! We concentrate on the words rather than the visuals and so the game shots in each review are limited. A selection of the levels will be pictured, unless it is a beat-'em-up when a selection of the moves will be illustrated. They say a picture can tell a thousand words, but XS reviews give you both!

The bulk text of the review will be an honest opinion on the game's merits and faults. The reviewers at XS are expert gamesplayers and so no one else can fill you in on the complete picture. Graphics, sound and general gameplay are explained in detail, but we also feel that the much-underrated challenge factor is often neglected. XS reviews will be concentrating on value for money and whether or not the game is actually worth the cash.

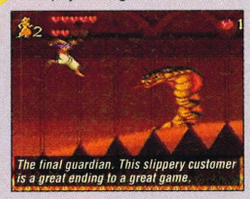
SUPER XS REVIEW



Action in the fray during the first level. Here's where you're introduced to the untouchable animation. Aladdin's laughing all the way to Sesame Street!

The battle is on! With Christmas upon us, the software companies are gathering arms and preparing to fight tooth and nail for the biggest sales over the festive period. Capcom, the giants who brought you classics like *Street Fighter II* and *Mickey's Magical Quest* have a new contender for the heavyweight title – *Aladdin*! Endorsed by Disney and with *Prince of Persia*-style animation, *Aladdin* will be mega-hyped this Christmas, but will it be a real stonker, or another stinker?

You play Aladdin and just for a change, your quest is to free a princess from the evil clutches of a tyrant – namely, Jafar. All sounds a bit too familiar? Well, it must be said that the idea is dated, especially for a platformer, but the moment I started to play it, I knew I'd be burning the midnight oil – I just had to play it through to the end!


The final guardian. This slippery customer is a great ending to a great game.

Switching on, you'll find an option screen of sorts, sadly however, all you can change are the controls and sounds. What no difficulty settings? What am I going to do once I've completed it? Well, although *Aladdin* isn't that difficult to complete, I'm convinced that you will want to keep playing again and again because it is so much fun.

The central sprite simply oozes quality and has the same 'alive' feel that was so impressive in *Prince of Persia*. I'm talking unrivalled smooth animation that really gives the impression that Aladdin is alive and kicking, and not just a jerky game accessory. Although the *Prince of Persia* animation is state-of-the-art, it's rather slow and deliberate, and in this respect *Aladdin* wipes the floor with it. I almost expected the plucky little guy to shake off the controller and do his own thing!

The graphics throughout the game are an Arabian masterpiece, with intricately designed backgrounds of the city of Agrabah and the mysterious cave of the lamp. The characters that you must face are drawn in the standard Disney cartoon fashion, with burly guards, whispy maidens, and chirpy Abu the monkey, taking the stage. It has to be said that the majority of the enemies only have a few frames of animation, and definitely lack the 'alive' feel of Aladdin himself, however you do not notice this because the rest of the game is so stunning.

Right from the first glimpse of those incredibly Eastern graphics, you'll be introduced to the acrobatic movements that you must perfect to succeed in your quest. The first level is set in the middle of a seething metropolis full of scum and villainy, and with the use of your amazing acrobatic skills you must hop, skip and jump through the level; attacking bad guys and collecting precious gems. This all sounds a bit formula, but the sheer agility of Aladdin and the comic touches like spilling apples and the guards' fuming heads means that you will want to explore every inch.

Aladdin is drenched in a soundtrack that simulates a symphony orchestra in your Super NES; really hitting the mark with thrashing trumpets and banging drums. There are also plenty of accurate spot effects that help to create the entire Disney world. Capcom have made sure that there is not even a pixel out of place and the presentation of the game is flawless.

Personally, I feel that there's nothing better than a game that makes you laugh, and again, *Aladdin* comes up trumps. Let me introduce Abu, a small and lively monkey who dives all over the place, pointing out the right directions, urging you on, and generally bounding about, eating apples and displaying hilarious facial expressions.



Abu cannot be killed and is really there to put a smile on your face, as well as to remain faithful to the film. My own personal favourite is when Abu pretends to fight the guardian while Aladdin battles with the real enemy below. Sadly, Abu leaves you on the flying carpet and I have to admit that the game is not as fun without him.

Do you get to fly on a Persian rug? Damn right – whilst clutching the lamp through a dangerous collapsing cave section, pursued by a huge wave of unstoppable lava. There's so much variety in this game, with each level boasting a completely different layout and method of completion. I particularly liked the flying carpet section where you are racing over the city, and the final Cobra guardian is absolutely excellent.

Added to all of this you'll find a bonus game after each level, provided you collect the tokens to allow you to play. This is much the same as a wheel of fortune, with a giant blue Genie in the middle who spins the wheel and you get whatever object it lands on. This can be anything from 1-Ups, hearts, apples or continues. The bonus game is the perfect touch, but my only concern is that there are enough bonuses in the game, without being able to win even more!

So, is this the greatest game ever to appear on the Super NES? Well, sort of. The only real fault I found with *Aladdin* is that it is too damn easy to complete. Although there are over six long levels, it doesn't take long to see every part of the game and this means the challenge is severely lacking. As with *Goof Troop* and *Mickey's Magical Quest*, Capcom have succumbed to the Disney philosophy which means the games are made easy so that you can see all those lovely Disney graphics. The inclusion of a clever pictorial password option diminishes the long term play even more. Why doesn't anyone tell Capcom?


Flying on a magic carpet, your girl by your side. What better pastime for a prince?

Without the difficulty level option (essential here), you'll probably have this game busted within a week, but the crucial factor with *Aladdin* is that it is fun to play, so who cares? The graphics are Disney-perfect, sound is righteous, and it is certainly one of the best games this year. A perfect Christmas gift and ideally suited to younger players.

SPY

PROS
- Instantly playable and addictive.
- Completely mind-blowing animation.
- Varied levels.
- Film quality soundtrack excites and delights.
- Clever bonus game.
- Appeals to all ages.
- Check out Abu's tricks!

CONS
- Not enough challenge and levels.
- It may be too easy for platform veterans.
- No difficulty select option.

TIPS

- **Here are some passwords for the early levels in preparation for the exclusive fully-mapped solution next issue.**

Level 2: Genie, Abu, Aladdin, Sultan.
Level 3: Jafar, Abu, Jasmin, Genie.
Level 4: Genie, Jafar, Aladdin, Abu.
Bonus Level: Jasmin, Jafar, Sultan, Jasmin.

Instead of a percentage mark, we have included this 'at a glance' guide to the game's good and bad points.Each of these points will be expanded in the text of the review.

As we are a solutions magazine, each game gets a small selection of tips and cheats that we've discovered while playing the game. This section will also tell you if the game will be solved in a future issue.

No messin', this stats box will immediately tell you what you need to know. What machine? How much? How big? Where to get it and from whom. The MEG refers to the size of the game in Mbits. Most Super NES games vary between eight and 24 Mbits.

ALADDIN

SUPER NES

£49.99
8 MEG
OUT NOW

PUBLISHER: NINTENDO (CAPCOM)
TEL: (0703) 652222

FLASHBACK

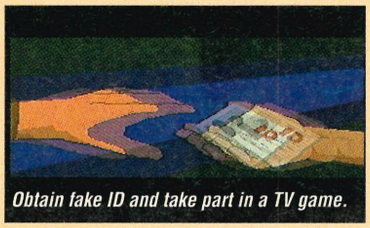
Flashback is already regarded as a classic since its appearance on the Amiga and the Mega Drive, and it's been a long wait for the much-anticipated Super NES conversion. Conrad Hart wakes on an alien planet, his memory erased, but he knows that he is probably the most important human alive. From this moment on you must control Conrad, get back your precious memories and save Earth from extinction. *Flashback* may have an ingenious plot, but can it raise the humble platformer from the depths of obscurity?



Conrad finds himself alone on the aliens' planet in the later levels.

Fun and excitement are elements that seem to fall by the wayside in many of todays' games, so it is quite refreshing to discover something as special as *Flashback* in the run up to Christmas. With as many heart-stopping moments as a Schwarzenegger movie, *Flashback* owes a lot to the Sci-Fi plots of *Total Recall* and the *Running Man* – it certainly looks and sounds like a real action movie!

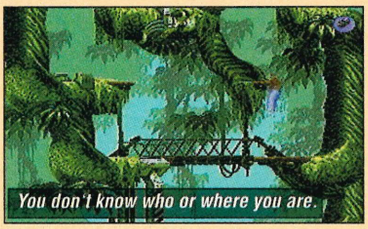
The music plays exactly like a film score; stopping and starting to coincide with the action on-screen, and there are a selection of theme tunes to accompany different sections of the game. If you enter a dangerous room for example, the music deepens and becomes more sinister and menacing. The sound effects are also amazing, with Conrad's gun pounding the speakers with a deafening roar, and the aliens emitting


Obtain fake ID and take part in a TV game.

some fairly disgusting slurping noises as they morph into different shapes. These elements give the game an electric atmosphere and I quickly found myself drawn into the action.

The gameplay is difficult right from the beginning as the whole mission evolves through a series of on-screen messages and a recorded clue on a Holocube. Activating the Holocube reveals a message left by Conrad before his memory was wiped. The mission is to find your mind, but it is the intricacies of what this involves that makes *Flashback* so compelling.

Obviously, the graphics are *Flashback*'s most impressive feature,


You don't know who or where you are.

but to see them frozen does no justice to the incredible animation. Flashback uses the process called Rotoscope, first used in the pioneering *Another World*. This means that a live actor was filmed for the part of Conrad, then the images were digitised and translated into the game to create the smooth movements. If you want to see Rotoscope at its best – pull out Conrad's gun, fire off a couple of shots, then roll over and leap a huge chasm. Impressed? What all this means is that the sprites (especially the morphic aliens on level six) move about in a realistic manner and the central character takes on the bad guys with all panache of James Bond!

There are six levels in the game, but many are fragmented, so that the final total is well over ten. The graphics on every stage are imaginative, very well drawn (with realistic use of colour and tone), and varied. Lush jungles, clinical glass domes, purple alien landscapes and even a concrete city, complete with subway, are all waiting for you when you plug in the cart.

Stunning though the visuals are, they take second place to the superb storyline and the gameplay which builds as the game intensifies, instead of becoming repetitive and boring like so many others of the genre.

The second level for instance, contains a series of tasks that must be completed in order to gain a ticket back to Earth. This is done by obtaining false ID papers so that you can take part in a television game show called "Death Tower" and win the tickets. Complications ensue as you suddenly find that to work, you must have a permit, and the whole mission gets turned upside down as you search for the dole office!

I have no reservation in saying that *Flashback* is the most addictive game that I have ever played! But it is also one of the most difficult. Even though I played on the 'easy' level at first, I still found completing the game was no push-over, and on 'mania' – it is nigh on impossible, as more and more security droids are added at key points. However, the task is made much easier with the passwords and the well-placed save points within the game, that allow you to return to them if you perish prematurely.

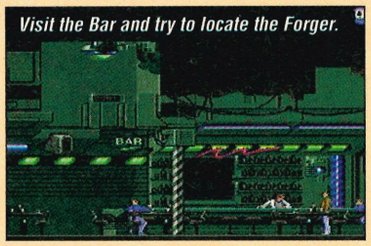
The challenge is undeniable, and I found that many of the puzzles were excruciatingly tough in places. You can always tell a perfect learning curve when you are never totally stumped, but the old grey matter is still tested frequently, and what we have here is a


At the beginning of each level the password is displayed at the top of the screen.

cosmic adventure that will appeal to all types of gamesplayers.

One thing's for certain, once you've played *Flashback*, you will never look at other platform games in the same way. Although sharing many of the traits of *Prince of Persia* such as the smooth animation and tough puzzles, *Flashback* offers enough diversity and appeal to stand alone, and is one of the best games I've ever seen on the Super NES. Sony have done a great job of converting it. Rarely do the promises of Christmas releases live up to expectations, but I have no qualms about giving this an 'XS Recommended'. Get it.

NA


Visit the Bar and try to locate the Forger.

PROS

- Exquisite graphics and animation.
- Outstanding music.
- Epic blockbuster storyline.
- Non-stop action.
- Compulsively original and challenging.
- Password system saves a lot of grief.
- Well-placed save points avoid costly mistakes.

CONS

- Some jumps are hard to execute.
- Too challenging for novice gameplayers.

TIPS

- **Here are some of the passwords for the early levels, don't forget to get Super XS next issue for the fully mapped solution!**

Level 2 – JWLYX
Level 3 – RSVP
Level 4 – DXCPT

- **Always use the save points as you play through the game. These have been well-placed in the game and are always near to the energy points that you must keep charged up at all times.**

SUPER NES

£49.99
16 MEG
OUT DEC

PUBLISHER: SONY
TEL: (071) 734 5151



Our Ninja hero slips and slides through the strange world of sweets to defeat the evil Krool.

At last *Zool*, the frenzied platform caper, is ready to be released on the Super NES. Already available on the Mega Drive, *Zool* originated on machines like the Amiga 500 and proved to be hugely successful for its creators, Gremlin. There is no doubt that *Zool* is a huge, fun to play, action-packed prospect, with a high degree of challenge. But how will the console gamers welcome the fast and furious Ninja-like Zool? How does it compare to platformers like *Bubsy* and *James Pond* that have already established themselves on the Super NES?

Having played *Zool* on other formats I knew what to expect. Gremlin have spent a great deal of time making the transition to the Super NES, and although this is an excellent conversion, no attempt has been made to better the originalgame and include any new features.

Zool is a polished and professional presentation with large, clear, well drawn sprites and clean and colourful graphics which bear more than a passing resemblance to *James Pond 2: Robocod*. Each world follows a specific theme, such as sweets, cakes, jelly monsters and licorice all-sorts, but again, this has all been seen before and I find the cutesy image is wearing a bit thin nowadays.

The key factor with *Zool* is the speed, and I'm glad to say that the Super NES' tendency to slow down when many sprites are on-screen doesn't seem to have affected the ninja ant from the Nth dimension. This is where Gremlin have the edge over many platform games such as *Aero the Acrobat* because it really shifts!

The terrific speed as you bound though the stages is like a rollercoaster ride where fast reactions, as well as careful jumping, are demanded. The only fault I found with the pace of the game is that it means you often smash into an enemy without even seeing them!


The levels are long and tall with high, bonuses filled plinths to expect en route.

There is a lot more to the game than just running left and jumping around a bit however. Zool can fire bullets at the enemy, and by pressing the L or R buttons, he can leap into a spinning attack which grants him temporary invincibility. This is especially useful for dispatching a group of enemies.

Our ant friend can also climb up vertical walls to reach high vantage points and extra bonuses, and this combined with the spin attack makes Zool a rougher, tougher central character – unlike the wimpish, loud-mouthed Bubsy, for example.

If it's challenge we're talking about, each of the 21 levels in *Zool* are absolutely massive. The object of course is to find Krool and restore peace and harmony to the planet, but points mean prizes, and I was hard pushed to find even half of the thousands of items needed to complete the later levels. Like *Mr Nutz*, a great deal of the appeal of *Zool* is finding all the secret bonues – and there are plenty of those! *Zool* will last a long time, take my word for it.

I have to admit that *Zool*'s visual bombardment takes its toll after a while, and after only a few levels, I quickly found that the repetitive action was becoming monotonous. Many of the levels also look the same and this doesn't help liven up the simplistic gameplay. Gremlin have also included one of those game tunes that is destined to drive you crazy in minutes.

There is no doubt that *Zool* packs enough challenge to keep anybody going for weeks, but the real question is whether or not you want to suffer the endlessly samey gameplay to reach the end? In its simplest terms, all you have to do is grab the symbol found somewhere in the level to complete the stage. When you consider that you have to do this 21 times with no real variation, you begin to realise what a chore this is.

Gargantuan game guardians predictably appear every third level and they are great adverts for the game. On various levels there is a huge bumble bee and even an out-sized jelly monster to tackle. These Goliaths move with calculate ease and cunning, but there are no real surprises in store and I happily dispatched the first two without even breaking a sweat.



Certain items must be collected in order to exit. This forces a slower pace and a chance to catch your breath while you can.

One of the most frustrating aspects of *Zool* is that you cannot look before you leap, and I think this is a vital inclusion for the platform style game. In many instances, Zool will die instantly if he falls into a pit of spikes, and the only way to test the water is to sacrifice a life. With so few lives on offer – this is a very costly way of exploring.

Luckily, Gremlin have included restart points which are priceless for a game as massive as *Zool*, and a sign that the programmers are not trying to hide inferior later levels by making the game incredibly tough early on.

Having played the game to the end, I liked *Zool* in small doses, but found that the same formula throughout soon wears thin. Technically, the game is well up to scratch: graphics, sound and playability are all 'in yer face', and the main character is certainly the marketing tool that Gremlin have been searching for. My only real criticism is that with so many platform games available, you have to produce something damn special to stand out from the crowd and I don't think Zool offers anything significantly new.

NA


A good element of Zools style is climbing.

PROS

- Fast and hectic gameplay.
- Fun to play in short servings.
- Bright and imaginative characters.
- Cartoon graphics fit the mood.
- Loads of secret rooms.
- Enormous levels to explore, all of which are challenging.

CONS

- No option to look around while standing still.
- Towards the end the game becomes a predictable chore.
- No password option.

TIPS

- **Although the game goes along at warp speed, it is a good idea to take a good look around the levels as you go. There are certain icons that will need to be collected in order to gain entry to the next section, so look around carefully before bounding on.**
- **Make good use of the re-start points that are scattered around the stages. These will save a lot of time and effort. Nothing is more annoying than locating the exit and finding that you haven't collected all the relevant icons.**

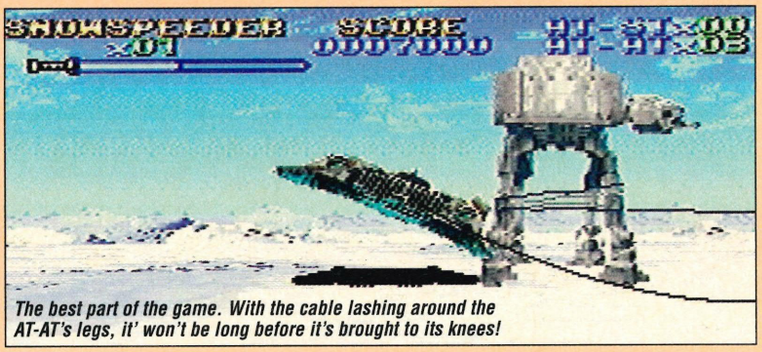
ZOOL

£49.99
8 MEG
OUT DEC

SUPER NES

PUBLISHER: GREMLIN
TEL: (0742) 753423

JVC are hoping for a chain-store massacre in the cold New Year sales war. Hot on the heels of *Super Star Wars*, the next offering in the LucasArts trilogy is *Super Empire Strikes Back*. *Empire* is a force (pun intended) eagerly awaited and promises even more Jedi mayhem. But is the sequel better than *Super Star Wars*, or are JVC simply cashing in on the craze they've successfully created? The hard truth is right here!



The best part of the game. With the cable lashing around the AT-AT's legs, it' won't be long before it's brought to its knees!

Having produced the entire solution for *Super Star Wars* (and loving every minute of it!), I naturally coshed Mr Postie over the head and grabbed the cart, slinking off to a darkened room and laughing insanely at my colleagues' misfortune for not getting there first.

Unfortunately, it took only a few minutes for me to realise that *Empire* is a blatant rip-off of *Super Star Wars*. I thought that the control method and the style of graphics would be similar – but this is ridiculous! The first level for example, plays just like Tatooine, but with snow. What a disappointment!

Empire is, as you would expect, crammed to the hilt with atmospheric sound effects (speech sampled from the film), accurately portrayed filmic graphics, and a host of faithful story screens to create some continuity between the levels.



The Millenium Falcon! Watch out for those aster... aargh!

The game begins on Hoth. Controlling Luke on his Taun-Taun, you can progress to such diverse areas as Bespin (the cloud city), Dagobah (where old git Yoda lives) and there is even the chance to take to the big black in the Millenium Falcon!

Presentation wise, *Empire* is almost flawless, and I congratulate the team at LucasArts for a job well done. As a film conversion, you would be hard pressed to find something better. The trouble is – the fault's in the playability, and I'm afraid it spoils what is otherwise a stunning game.

The main fault with *Empire* is obvious, right from the start – it is not very fun to play! Unfortunately, it is possible to get through most of the game with a minimum of fuss and skill, by constantly jumping and spinning the light sabre. Surely this cannot be right? What about the heroic deeds, battles and the Jedi skills? Nope, 'fraid not.

Empire is also very unrewarding to play. The programmers have gone for the 'die and learn' technique, which basically means you must lose a life to find out how to get past each hazard. This is incredibly frustrating and makes the progress slow and painful. You never feel as if you are really achieving anything.

The L and R buttons allow you to look around you, but while you are engrossed with the scenic views, several hundred Stormtroopers attack and the whole screen becomes a mish-mash as the game slows down terribly (another problem of the original, which doesn't seem to have been corrected). The slow down is particularly prevalent when a guardian appears, and although they are all very impressive, the effect is spoilt when they move like a *Thunderbirds* puppet!

The cremé de la cremé are the Snowspeeder sections across the snowy wastes of Hoth, in particular – the AT-AT assault. The controls are just like the Landspeeders in *Super Star Wars*, but now you get to blast Speeder Bikes and lasso the legs of the advancing enemy forces – just like the film!



Han Solo on one of the many platform sections. All this to end up in a carbon freezer!

The Mode 7 graphics in this section race past at a dizzy pace and it is sometimes hard to find your bearings, but it is by far the most enjoyable section in the whole game. I am pleased to see that the programmers included the Snowspeeder section where you must trip up the AT-ATs by wrapping cable around their legs, because it is highly original and a real challenge to execute.

There is also a level set in the cockpit of the Millenium Falcon in the asteroid field, but this is jerky, unrealistic, far too easy, and becomes chore after only the first go. The Falcon handles like a shopping trolley and the lasers are completely pathetic. It has to be said though, that the howls as the TIE Fighters scream past are perfectly recreated for maximum effect.



Approaching Cloud City in a trusty X-wing.

The 3-D X-wing section in the cloud city is also very similar, but a great deal slicker, with an inverted screen effect when you penetrate the cloudbase. Both these flying scenes help to break up the monotony of the platform levels, but neither require much skill to complete.

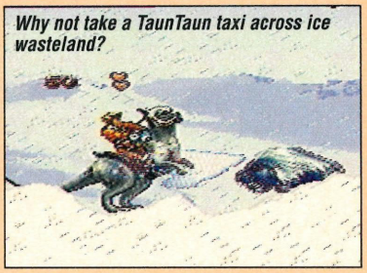
JVC games are always full of gob-smacking music and sound effects, but *Empire* really shows just what the Super NES can do! Every level has an invigorating tune from the film, and there are plenty of pieces of crystal clear speech such as Darth Vader's "impressive", and hundreds of mechanical 'tweeps, beeps' and 'wiiirclicks'.

Interesting additions to *Empire* are the Force power-ups; including Mind Control, Levitation and Freeze, which must be first collected, and can only be used if you have the enough Force power. This is an excellent idea, but it is a shame that they are only really used later on in the game. The frustrating planet of Hoth must be completed without any help from the Force at all!

Long term play is undisputed and there is no doubt in my mind that this is much larger than *Super Star Wars*, but there is a fine line between challenge and a suicide mission, and I think *Empire* is unfairly hard, even on the easiest level. The password option partly tackles the problem, but each level consists of at least four or five huge sub-levels with no restart points at all!

Personally, I think *Empire* is too flawed to warrant £60, but that's not to say it isn't an impressive achievement and I am really looking forward to *Return of the Jedi* at the end of '94.

SPY



Why not take a TaunTaun taxi across ice wasteland?

PROS

- Lush graphics with plenty of detail.
- Excellent 3-D Snowspeeder level.
- Massive long term challenge.
- Intoxicating film atmosphere.
- Ear-busting sound.
- Plenty of formidable guardians.

CONS

- Far too similar to *Super Star Wars*.
- Cannot choose your characters.
- Welcome to slow down city!
- Unfriendly controls.
- Not enough fun!
- Unreasonably difficult.

TIPS

- **Here's the passwords to the first few levels: CSPTNP, WFBJTB, NSRSCL, WDWDWB, WLJWDN.**
- **As in the first game, search all the crevices with your blaster for plenty of invisible bonuses.**
- **Check out a future issue for the totally exclusive, endorsed solution. Every map, every bonus, how to defeat all the bosses, plus the full low-down on Darth Vader. Don't miss it!**

SUPER EMPIRE STRIKES BACK

SUPER NES

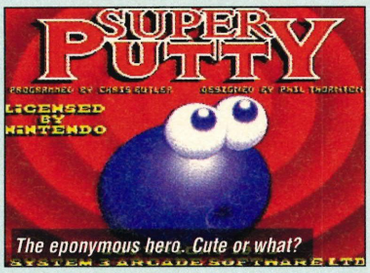
£59.99
12 MEG
OUT NOW

PUBLISHER: JVC
TEL: (081) 570 6015

Videogames offer Joe Public the chance to become things not normally on offer in reality – racing drivers, soldiers, space pilots, Arnold Schwarzenegger. System 3's new release adds something new to this list – a blob of blue putty. But would anyone *want* to become a blob of blue putty?

On the cheerful planetoid of Putty Moon, the Puttians, happy blue blobs, live in peace, bouncing around freely under the protection of their one-footed hopping robots. But one day, the evil wizard Dazzledaze invades the moon with a plan to kidnap the Puttians and sell them off as bubble gum. Dazzledaze's feline henchcat Dweezil disabled the robots and left transmogrified babies to guard Dazzledaze's bubble gum factory against the one lone putty who had escaped...

Enough! Enough! Who *writes* this stuff? I mean, it might be more imaginative than "rescue your girlfriend from crimelord Mr Big", but really! We are talking tweeness overload here! I've got nothing against cuteness per sé, but this really is forcing it somewhat. Blargh!



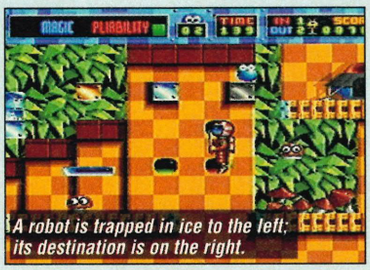
The eponymous hero. Cute or what?

Fortunately, once the 'plot' is out of the way, things improve considerably. *Super Putty* is actually an involving attempt to put some new life into the increasingly tedious platform genre. Rather than have the now obligatory cute company mascot tearing from left to right through the inevitable arctic, fairground and railway levels, System 3 have slowed things down and made a game where every move has to be carefully contemplated or you risk total disaster.

If this makes it sound like a *Lost Vikings/King Arthur's World*-type puzzle game, don't be fooled – *Super Putty* has its fair share of frantic zipping around and baddy-bashing. It's just that there are so many dangers lying in wait, and your energy ("pliability", in this case) is depleted so fast, that any undue haste in your attempts to locate and rescue the robots will result in the Game Over screen jumping up in front of you faster than those sponge-wielding scabby urchins at a set of London traffic lights.



With Putty transformed into a rabbit, the bouncing Gut Bucket is in for a shock.


A robot is trapped in ice to the left; its destination is on the right.

Putty himself is quite an appealing and adaptable character. As well as the usual platform-hero running and jumping, our blobby protagonist can also stretch himself horizontally and vertically to nip through narrow gaps and ascend platforms, shape himself into a boxing glove to punch out enemies, squash himself flat to avoid damage, and even absorb some of the other characters and take on their abilities. This last trick isn't actually as useful as it sounds – only a few of the dozens of bad guys can be absorbed – but it plays a part in the occasional puzzling sections of the game, where a particular ability is needed to get safely past a hazard.

It only takes a couple of minutes of play to realise that the awful tweeness of the plot is belied by the skill needed to get anywhere – this game is *tough*! A level select on the title screen allows some access to later stages, but it will still be a long time before you've seen every last part of *Super Putty*. The levels aren't actually all that large, usually five or six screens high, but the fact that all the enemies are constantly on the move (as are the robots you're supposed to be rescuing on later levels!) and regenerate not long after you've killed them off, makes *Super Putty* a genuine challenge.



Squashing himself flat, Putty deftly avoids being hassled for money by the Scouse Sausage.

Appropriately bright and cheerful graphics match the tone of the game perfectly (if you have a homicidal aversion to luridly colourful anthropomorphisation, this is emphatically *not* the game for you!), and the action is jollied along nicely by inoffensive background music that sounds almost like a techno version of the Shadows!

Super Putty, then, was actually quite a surprise to me – after reading the background story in the manual, I was expecting to fall victim to death by cuteness rather than be treated to a very playable, challenging and absorbing (sorry) little game. It can be very frustrating, even after you've got the hang of all of Putty's little tricks, as it is quite often impossible to avoid hitting or being hit by an enemy as you stretch and squash your way around the screen, but perseverance pays. It's also a shame that more wasn't made of the absorption gimmick; *Claymates* exploited a similar trick to far greater effect.

I'm not sure who *Super Putty* is aimed at, as the gameplay is far too tough for the young kids at whom the plot would seem to be targetted. If you're prepared to skip the first few pages of the manual, however, you could be in for a real treat.

AM

PROS

- A platform game that dares to be different!
- Genuinely challenging.
- Absorption facility is a nice touch.
- Level select, albeit limited.
- Colourfully weird graphics.
- Good sound FX and music.

CONS

- Horribly twee scenario.
- Can get very frustrating
- No continues!

TIPS

- **Whenever possible, use Putty's stretching ability rather than running and jumping, as it is a lot faster and far more accurate.**
- **Hidden bonuses such as fruit and extra time are dotted all around the levels – if you have the chance to do so safely, jump around to uncover them.**

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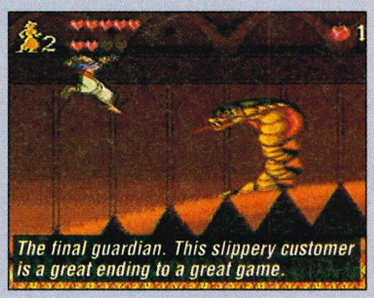


Action in the fray during the first level. Here's where you're introduced to the untouchable animation. Aladdin's laughing all the way to Sesame Street!

ALADDIN

The battle is on! With Christmas upon us, the software companies are gathering arms and preparing to fight tooth and nail for the biggest sales over the festive period. Capcom, the giants who brought you classics like *Street Fighter II* and *Mickey's Magical Quest* have a new contender for the heavyweight title – *Aladdin*! Endorsed by Disney and with *Prince of Persia*-style animation, *Aladdin* will be mega-hyped this Christmas, but will it be a real stonker, or another stinker?

You play Aladdin and just for a change, your quest is to free a princess from the evil clutches of a tyrant – namely, Jafar. All sounds a bit too familiar? Well, it must be said that the idea is dated, especially for a platformer, but the moment I started to play it, I knew I'd be burning the midnight oil – I just had to play it through to the end!


The final guardian. This slippery customer is a great ending to a great game.

Switching on, you'll find an option screen of sorts, sadly however, all you can change are the controls and sounds. What no difficulty settings? What am I going to do once I've completed it? Well, although *Aladdin* isn't that difficult to complete, I'm convinced that you will want to keep playing again and again because it is so much fun.

The central sprite simply oozes quality and has the same 'alive' feel that was so impressive in *Prince of Persia*. I'm talking unrivalled smooth animation that really gives the impression that Aladdin is alive and kicking, and not just a jerky game accessory. Although the *Prince of Persia* animation is state-of-the-art, it's rather slow and deliberate, and in this respect *Aladdin* wipes the floor with it. I almost expected the plucky little guy to shake off the controller and do his own thing!

The graphics throughout the game are an Arabian masterpiece, with intricately designed backgrounds of the city of Agrabah and the mysterious cave of the lamp. The characters that you must face are drawn in the standard Disney cartoon fashion, with burly guards, whispy maidens, and chirpy Abu the monkey, taking the stage. It has to be said that the majority of the enemies only have a few frames of animation, and definitely lack the 'alive' feel of Aladdin himself, however you do not notice this because the rest of the game is so stunning.

Right from the first glimpse of those incredibly Eastern graphics, you'll be introduced to the acrobatic movements that you must perfect to succeed in your quest. The first level is set in the middle of a seething metropolis full of scum and villainy, and with the use of your amazing acrobatic skills you must hop, skip and jump through the level; attacking bad guys and collecting precious gems. This all sounds a bit formula, but the sheer agility of Aladdin and the comic touches like spilling apples and the guards' fuming heads means that you will want to explore every inch.

Aladdin is drenched in a soundtrack that simulates a symphony orchestra in your Super NES; really hitting the mark with thrashing trumpets and banging drums. There are also plenty of accurate spot effects that help to create the entire Disney world. Capcom have made sure that there is not even a pixel out of place and the presentation of the game is flawless.

Personally, I feel that there's nothing better than a game that makes you laugh, and again, *Aladdin* comes up trumps. Let me introduce Abu, a small and lively monkey who dives all over the place, pointing out the right directions, urging you on, and generally bounding about, eating apples and displaying hilarious facial expressions.



Abu cannot be killed and is really there to put a smile on your face, as well as to remain faithful to the film. My own personal favourite is when Abu pretends to fight the guardian while Aladdin battles with the real enemy below. Sadly, Abu leaves you on the flying carpet and I have to admit that the game is not as fun without him.

Do you get to fly on a Persian rug? Damn right – whilst clutching the lamp through a dangerous collapsing cave section, pursued by a huge wave of unstoppable lava. There's so much variety in this game, with each level boasting a completely different layout and method of completion. I particularly liked the flying carpet section where you are racing over the city, and the final Cobra guardian is absolutely excellent.

Added to all of this you'll find a bonus game after each level, provided you collect the tokens to allow you to play. This is much the same as a wheel of fortune, with a giant blue Genie in the middle who spins the wheel and you get whatever object it lands on. This can be anything from 1-Ups, hearts, apples or continues. The bonus game is the perfect touch, but my only concern is that there are enough bonuses in the game, without being able to win even more!

So, is this the greatest game ever to appear on the Super NES? Well, sort of. The only real fault I found with *Aladdin* is that it is too damn easy to complete. Although there are over six long levels, it doesn't take long to see every part of the game and this means the challenge is severely lacking. As with *Goof Troop* and *Mickey's Magical Quest*, Capcom have succumbed to the Disney philosophy which means the games are made easy so that you can see all those lovely Disney graphics. The inclusion of a clever pictorial password option diminishes the long term play even more. Why doesn't anyone tell Capcom?


Flying on a magic carpet, your girl by your side. What better pastime for a prince?

Without the difficulty level option (essential here), you'll probably have this game busted within a week, but the crucial factor with *Aladdin* is that it is fun to play, so who cares? The graphics are Disney-perfect, sound is righteous, and it is certainly one of the best games this year. A perfect Christmas gift and ideally suited to younger players.

SPY

PROS

- Instantly playable and addictive.
- Completely mind-blowing animation.
- Varied levels.
- Film quality soundtrack excites and delights.
- Clever bonus game.
- Appeals to all ages.
- Check out Abu's tricks!

CONS

- Not enough challenge and levels.
- It may be too easy for platform veterans.
- No difficulty select option.

TIPS

- **Here are some passwords for the early levels in preparation for the exclusive fully-mapped solution next issue.**

Level 2: Genie, Abu, Aladdin, Sultan.
Level 3: Jafar, Abu, Jasmin, Genie.
Level 4: Genie, Jafar, Aladdin, Abu.
Bonus Level: Jasmin, Jafar, Sultan, Jasmin.

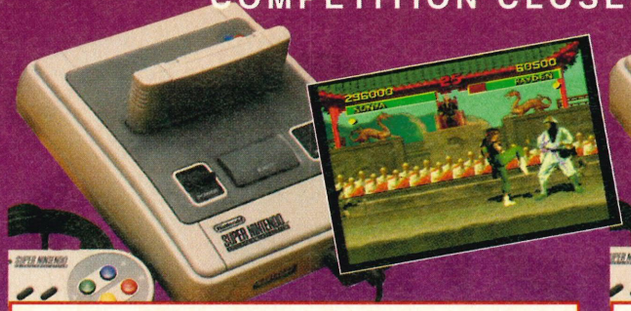
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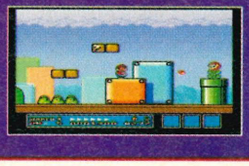


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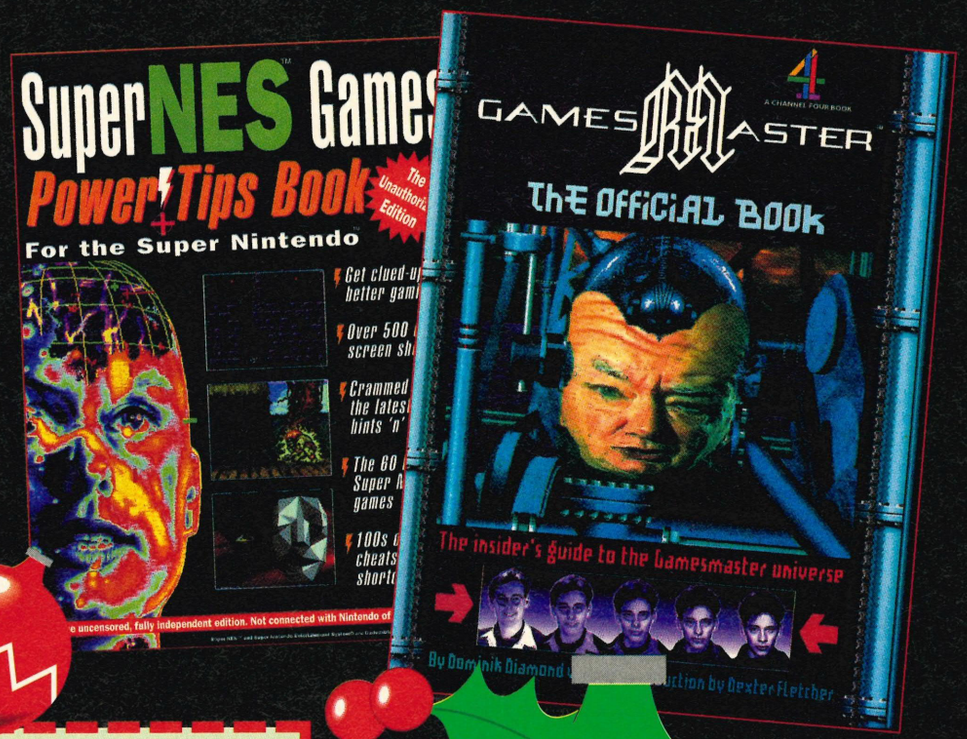
CHRISTMAS COMPO

With the Christmas season upon us and goodwill throughout the land, SUPER XS is extending to you the chance to be a winner! As we all know the posse here at XS towers are the greatest gameplayers the World has ever seen (and so modest too), and all through the seasonal holiday we will be working away to bring you all the latest solutions and reviews (as Damian is locking us in the office for a fortnight!).

So upon hearing that Christmas has been cancelled for us, we needed some sort of escape to unleash all our feelings of hope and joy for fellow man, and this is it. We got straight on the phone and called the boys and girls at Virgin, to arrange an end of season clear out!

Just by answering the three simple questions below, and sending in the entry form, you could win copies of Virgin's latest tips books. We have ten copies of the *Super NES Games Power Tips Book*, and a further ten copies of the official *GamesMaster book* written by Dom Diamond, with a small, but loud intro by Dexter Fletcher.

Inside these tip top volumes are hints, tips and comments on all the top games this Christmas and beyond. We are not promising that these books contain any of the editorial excellence of SUPER XS, but they are a good read while you are waiting for our next issue to hit the streets. So get your thinking trousers on, answer the questions and send them to us no later than 20 February. Good luck gamer dudes!



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THE REALLY LAUGHABLE SEASONAL QUESTIONS

1. Which extremely talented old bloke plays the part of the GamesMaster?
   A. Patrick Moore.
   B. Russell Grant.
   C. Giles Brandreth.

2. How many Neil Armstrongs does it take to tell a dirty Northern joke?
   A. Ten.
   B. The one and only.
   C. None

3. Which of the following people are said to come down your chimney on Christmas eve?
   A. Santa Claus.
   B. Santa Maria.
   C. Santa Monica Boulevard.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

The ultimate battle has begun and Konami are taking no prisoners! The Turtles are back on the small screen and I for one couldn't help but submit a groan – heroes in a half-shell do nothing for me! However, as far as Konami are concerned, they're still big business, and by combining them with an assortment of weird mutant bosses, they've produced a beat-'em-up to hopefully rival *Street Fighter II*. Can *TF* stand up to the heat of the fight?

You want options? You got it! This is a one-on-one beat-'em-up game that oozes playability. Not only are you able to select different levels of speed (much like *SFII Turbo*), but there are three different games included, and even a 'watch' mode; allowing you to view two computer opponents slugging it out on their own – what's the point in that? *TF* is definitely a fully participating contact sport and no mistake!

Shredder's now history, apparently, but there's a new guy in town called Karai, with his band of elite fighters, and they're even worse! Basically, *TF* is divided into many different battles, with one and two player bouts, and, of course the Story Battle – which is the real meat of the game.

Each of the different options is preceded by some neat story screens so that you are never left in doubt what the situation is. Konami have also added a difficulty level between one and seven like *SF II*, and this helps to extend the challenge when you complete the game.

So just how does *TF* stand up to the Capcom title holder? Well, this game only has a set number of continues (decided at the beginning of the game), and this means that completing the game is a momentous task at the best of times. The infinite continues on *SF II* were always a major criticism because it diminished the challenge considerably.



You have a chat with your enemies in the story mode.

TF has superb coin-op-style graphics that are a perfect advert for the Super NES. Each of the ten characters are well-drawn, and faster than the standard version of *SF II*, but not the Turbo edition. The best bit of the entire game in my opinion are the amazingly OTT power moves that are triggered when your power bar hits the max. Pressing X, Y, B and A simultaneously produces a devastating attack which includes giant whirlwinds, fire dragons, electric fields, tidal waves and even Turtle fireballs! This just about made it for me. Not only do you engage in a battle to the death, but there's also a race to fill the power gauge before your opponent, adding another layer of competition to the grudge matches.

Each of the ten characters are widely varied, from the comparatively normal turtles, to the demonic figure of War and the ruthless Chrome-Dome. The animation on them is quick and deadly, but I couldn't help feeling that they are not as smooth or athletic as the likes of Chun Li or Ryu. However, the power moves are just as easy to perform, and half the fun is learning how to execute them and when to string them together. In fact the only thing that really handicaps *TF* is the lack of moves in general. I just don't feel that I can handle any situation from any angle, as I can with *SF II*.

All this death and glory is swamped in glorious stereo, with snappy, crushing sound effects and speech as clear as crystal (if a bit run-of-the-mill). What really impresses me though is the sheer flamboyance of the super moves. Fighters can become flying balls of flame, spinning dervishes with lightning shooting all over the place, and one of the characters even explodes! All this is portrayed in fine brutal style, utilising the Super NES' expertise with large, colourful, fast-moving sprites. There is no slow down.

Continuing the links with the cartoon series, one of the options is the Tournament, live on a satellite TV show hosted by the babe, April O'Neal. You can choose any of the ten fighters and take on a computer selected opponent. Each time you win, you're rewarded with a pile of cash and an exclusive interview with April. This is an unexpected twist to the standard beat-'em-up plot and it certainly surprised me with its originality.

Up until now *SFII* has been the king of the combat jungle. Unsurpassed in originality, playability and coin-op standards – many have tried and failed miserably to get even close. Hats off to Konami for this ground-breaking attempt. As usual, they've produced another top class game, which is no easy task in the field of tired beat-'em-ups. The sprites are large, there are no jerky quirks, options are plentiful and it's certainly easy to play, although hard to complete. Throw all these ingredients into the pot and you've got a real winner. On its own, *TF* is excellent, and a worthy addition to your collection, but I've got to admit that *SF II* beats it comfortably in all areas. How can you compete with perfection?

SPY



PROS

- As good as the original *Street Fighter II*.
- Loooads of game options.
- Ten fighters to choose from!
- Special power moves are a treat.
- Tough, but easy to play.
- Plenty of fighting arena's.
- Three games in one!
- Terrific bonus rounds.

CONS

- Not as smooth or fast as *SF II Turbo* .
- Far too few moves.

TIPS

- **When the lower energy bar fills to the top and you hear a chime, press X, Y, B and A simultaneously to launch a stunning secret attack on your opponent. This is different for each fighter.**
- **To set a handicap for either fighter in the Vs option, press select on the stage select screen (the sky-tracker). A separate screen will appear. Push left or right to set the handicap.**

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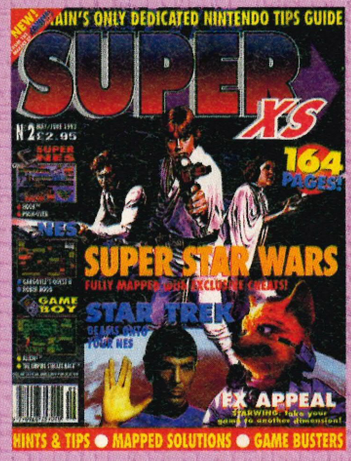
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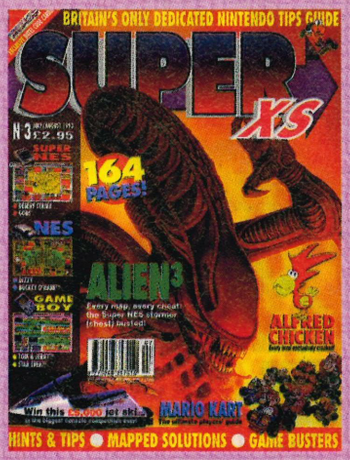
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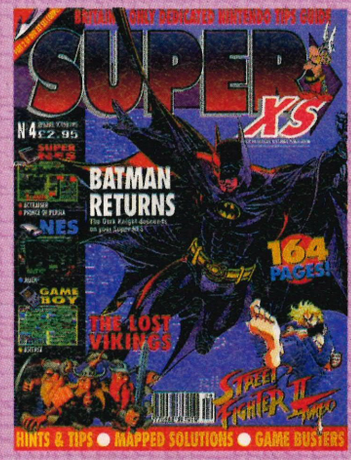
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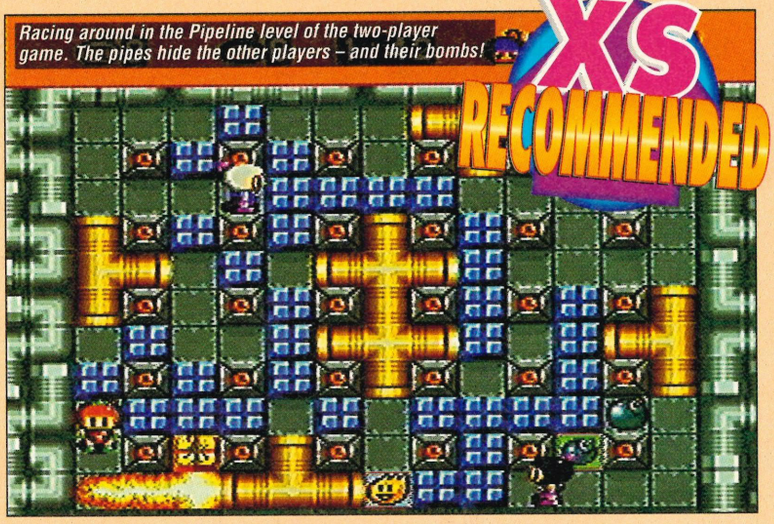


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SUPER BOMBERMAN

Super Bomberman has been around on import for about a year, but now comes the official release, courtesy of Sony. The idea of the game is to run around a number of different zones, dropping bombs of varying strength in the hope of catching an opponent in the blast. Bonus icons affect the length of the flames, how many bombs you can drop and remote control bombs are also available. The most fun, however, is to be found in the four player mode via a multi-tap adaptor. With four players simultaneously, *Super Bomberman* takes you to another dimension of playability.



Racing around in the Pipeline level of the two-player game. The pipes hide the other players – and their bombs!

I was introduced to the concept of *Super Bomberman* as soon as I started working at SUPER XS many moons ago. I was quickly lured into the fray and viciously beaten time and time again by the more senior members of staff. Although my memories are of being thrashed in two seconds, I could see that this game held something magical for the XS posse.


The nail-biting Duel level – first player to escape from the centre grabs more power-ups than you can possibly imagine!

Maybe it was the high pitched screams of "NO, NO, NO!" when someone was trapped in a corner with a bomb ticking away, or the amazing looks of joy as I was blown to kingdom come, that opened my eyes to this extraordinary game? Now, a year later, I win occasionally and victory, I can assure you, is sweet.

From purely a cosmetic point of view, *Super Bomberman* looks like a modern day *Pac-man*, but the game is much deeper than that. I can assure you that there is no other game that looks, plays, and is as addictive as this on the Super NES today. If you're into fun – this is an essential purchase.

The game can be played by a lone player, either going through the motions of the normal game, or chancing his arm against the computer in battle mode. This consists of bombing absolutely everything in sight and working your way through a dozen or so zones; containing nine or ten levels in each.

The action is fast, but with no enemy bombers, it can be a little tame. Instead, what you get are a number of meanies who can be defeated with a well-timed bomb, but you never get the sense of being the 'hunted' as you do in the multi-player games. The one player game is entertaining, but it pales into comparison next to the battle mode.

I will say it now for all to hear – there is no other game in the entire world that is as addictive and fun to play as *Super Bomberman* with the four player link-up – provided that the other players are not bad losers. Taking on the computer is just not the same, as they are extremely tame and will only drop one bomb at a time to trap you.


Victory for Mr Black! Messrs White, Blue and Orange get ready to give him a good kicking.

The basic gameplay is PE teacher simple. Each player in a corresponding colour (Blue, White, Black and Orange) start at the outer edges of the square mazes and the object is to use your bombs to break through the blocks and then trap your opponents in an explosion. This is where the competition takes over, as all four of you frantically try to kill each other off and claim the winners' cup.

I've seen mild-mannered staff writers turn into screaming hate-demons who are only satisfied when you are a stain on the wall. Emotions are triggered, macho rivalries emerge – a bond is formed! No other game can provide so much fun for so many people. Right from the first time you ever play the game, you will be hooked, and *Super Bomberman* has now become the XS lunchtime fave for the foreseeable future.


Everything to play for in the Bomb zone.

The gameplay is spiced up even further as icons are revealed when you clear the blocks. These include extended flames, timer bombs, boxing gloves (to allow you to throw the bombs), a polo mallet (for kicking the bombs) and extra bombs to drop. This all means that some players can be stacked up with bonus items and it is therefore easier to kill off the weaker opponents. The real challenge though, is to defeat a higher player through cunning and skill, rather than just how many bombs you've collected.

The graphics may not look much, but they are perfectly suited to the cartoon style of the game and never slow down or clash. Each of the 12 mazes feature different challenges such as the lawn mowers, conveyor belts and even the power zone where all players are given every item and no blocks to hide behind!

Sound too is functional, rather than a concert piece. The many little tunes are instantly catchy and memorable. They serve only to highlight the fast pace of the game by speeding up as the timer dwindles. Each of the sound effects are brilliantly devised with bangs and bleeps and there is no excess baggage to spoil the game's simplicity.

As for the challenge, well, the one player is limited and probably the weakest element of the game. The absence of a difficulty level is a definite flaw. But that's not what you buy *Super Bomberman* for! The graphics may not be of the latest mind-blowing stuff, but what it lacks in visual aesthetics – it more than makes up for in superb playability. The one thing I must stress in this review, before I go back and have another go, is that you will only really exploit this game to the full if you have three power-crazed mates who want to play it 24 hours a day! I don't think the one player game is strong enough to warrant purchase on its own. If *you* don't rush out and buy *Super Bomberman*, please make sure that your best friend does!

NA

PROS

- Original and long-lasting gameplay.
- Extremely high level of fun and entertainment.
- Totally addictive!
- Lots of zones with their own particular challenge.
- Four player mode is unbeatable.
- Password system and infinite continues.

CONS

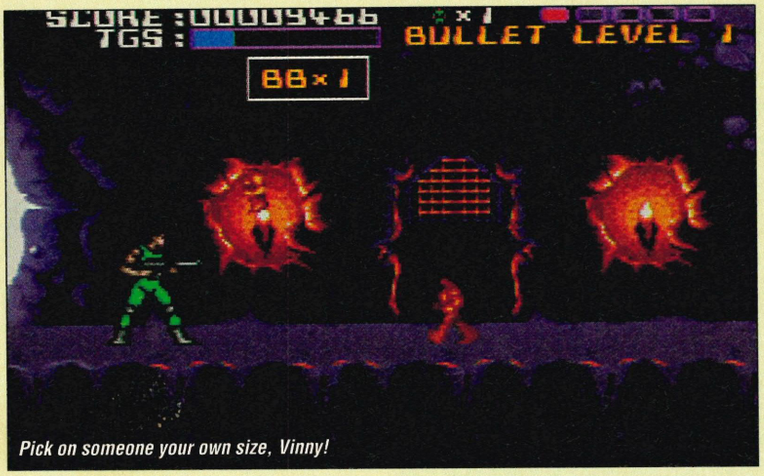
- Graphics are very basic.
- Its huge appeal can tend to fade on the one player option.

TIPS

- **There are a couple of game-enhancing cheats, and here they are.**
Enter the password 5656 and then enter the game. You will find that the ultimate challenge has been laid down and you have to play the game with really tiny sprites. This is especially hard on the light zone sections of the game as you just appear as a small bomberman that you can hardly see.
- **If you have the multi-tap accessory you can discover a clever sound test. Simply plug in a controller into the fifth adapter and hold down the R button. A sound test will then appear on the options screen.**

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8 MEG
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Pick on someone your own size, Vinny!

One slip-up and you're extinct! An alien race called the Tirmatians plan to take over the Earth by going back in time to conquer man before he has invented weapons to resist an alien invasion. The Earth security forces hear of the Tirmat plan and formulate their own, which is to send a hand-full of men back through time to fight the invaders. Only a lone soldier makes it through time to battle the entire Tirmatian legion single-handed. That man is Dr Vincent Gilgamesh, and this is *Time Slip*.

The story behind *Time Slip* promises untold action and excitement and as the intro screens appeared, I was rubbing my hands at the prospect of a Sci-Fi thriller-type game, perhaps in the same vein as *Flashback*.

Unfortunately, what promised to be a stunning battle of wits, turns out to be a dire scrolling shoot-'em-up, which lacks everything from excitement, playability and originality, to a reason for being programmed in the first place. Could this be a joint contender (with *Captain America*) for worst Super NES game of the year? I think so, and I have plenty of reasons.

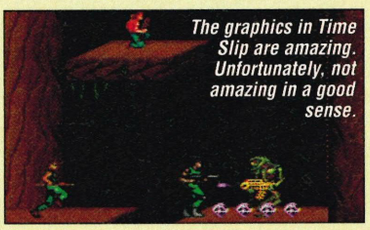
Where do I start critisizing this game? The list is endless. To start off with, the sprites are small and badly defined, with an absence of any real animation. The central fighter simply runs left and right with all the pumped-up machismo of Penelope Pitstop!

The graphics are unnecessarily bad, and I don't think anyone really paid any attention to the backgrounds and landscapes that are required. With all of time to choose from, you would have thought some incredible scenes could have been created. Certainly, when you compare *Time Slip* to the likes of *Aladdin*, *Flashback* and *Super Empire Strikes Back* – it looks incredibly dated. Even *Super Probotector*, which was one of the first Super NES games, shows more design flair than this game.



One of the most exciting-looking enemies in the game sets upon our hero.

My main criticism with the graphics is the fact that no matter where you are in time, they all look the same – drab and ill-defined. Ancient Egypt for example, looks just like many of the other zones, and there is certainly nothing in this game that makes me stop and admire the view. Thankfully, the scrolling is very good, with none of the usual, waiting for the screen to catch up, or getting trapped in the corner, problems that mar other games.


The graphics in Time Slip are amazing. Unfortunately, not amazing in a good sense.

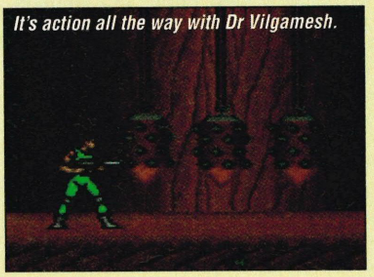
But enough about the visuals, how does it play? Luckily, *Time Slip* is fairly active, and the action is fast enough to break a sweat in sticky situations. But I am disappointed with the fact that to get through the game, you just have to keep your finger on the trigger and blast everything on the screen. The enemy seem to be quite happy just running constantly into your blazing gun barrels, and this is wholly unrealistic. You do occasionally have to shoot at an angle to hit the enemy on higher platforms, but where is all the essence of inter-time combat and counter-espionage?

As I endlessly pumped the terminally stupid enemy soldiers into a messy submission, it occured to me that Vic Tokai should really be up against a law suit from Konami, because it is just so much like *Super Probotector*, only much, much worse. The guardians, sprites, even the bullets from your over-sized machine guns, are almost identical. This leads me to another conclusion. If they were going to copy the Konami game so closely, why isn't it any good? The only answer I came up with is that the programmers are very substandard and cannot even clone a good game, let alone create a totally new one.

So what are *you*, the gamesplayer, left with if you are unfortunate enough to receive *Time Slip* this Christmas? Well, if you forget the graphics and sound, not much, because I found the gameplay to be totally repetitive. This may sound like an old reviewers' cliché, but it's true. The levels are fairly straightforward, with a few platforms scattered about, but generally only one route to follow. There are no puzzles, no traps, no brain-teasing matter whatsoever. In short, nothing to recommend, except that if you get this in your stocking, hot-foot it down to your local shop and see if you can part-exchange it for a better game – any game.

It makes me wander why Vic Tokai would even consider releasing such a bad game when quality titles like *Street Fighter II*, *Super Bomberman*, and *Aladdin* are already proving what the Super NES can do. Were any playtesters involved in this project? If so, why didn't they spot these apparent mistakes, and why did they let it be imported into this country?

If Vic Tokai are to produce games for the Super NES, I strongly advise that they get someone from this country, preferably a reviewer, or an unbiased games freak (our Ed, for example) to give them critical comments. This has obviously not been the case with *Time Slip* and I would be very surprised if anyone bought this game when they were sober.


It's action all the way with Dr Vilgamesh.

What this game shows is that a good idea made by the suits who allocate the cash, rarely translates into a brilliant product, unless someone who knows what makes a good game is involved at some stage. I am constantly puzzled as to why all software companies don't regularly test their games on reviewers, so that they make sure they are not nurturing a future turkey? Still, when did anything in the software world make any sense?

NA

PROS

- Good intro sequence.
- Guardians are not bad.

CONS

- Boring, repetitive gameplay.
- Poor sound effects.
- Unimaginative graphics that do not relate to their time zones.
- Small and badly defined sprites.
- A BAD copy of *Super Probotector*, without the 'Super'.
- Too similar to every other platform game.

TIPS

Basically, move along while keeping your finger on the fire button. Crouch down to shoot the icon boxes and collect the better weaponry. When faced with a guardian, watch its initial few seconds of movements as it will repeat them until it is nearly dead. It will then suddenly rear up with something else to throw at you, such as fire from is mouth, or smaller creatures to attack. Keep to one side of the screen and don't stop shooting!

TIME SLIP

SUPER NES

£44.99

8 MEG

OUT DEC

PUBLISHER: VIC TOKAI
TEL: (0604) 671415



Achtung, Englander! Fulfil all your Where Eagles Dare fantasies by mowing down row after row of Nazi scum.

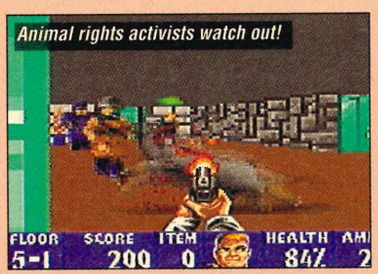
Achtung people! It's WWII and you are the republic's top operative – a one man strike force. Your mission? To bring down the evil dictator Straatmeiser before the maniac takes control of the free world! *Wolfenstein 3D* is a direct conversion from the PC title and promises amazing first-person perspectives, frenzied shoot-'em-up action, and some Mode 7 trickery to tantalise and titillate even the most hardened sceptic. Scaling walls and objects makes you live the experience and produces a much more realistic approach to gaming. Innovative, or bin related – the XS judges decide!

The PC posse will be holding back a yawn as first-person perspective games are old hat in computer land. That's fair enough, but the Super NES is new to this revolution and at last we're starting to get titles that provide some solid nail-biting realism. Ocean's *Jurassic Park* was the first to bolt from the yard of convention, but 'raptors and spitters can lose their appeal after only a short time. What about going into war-torn Germany, toting a gun, blowing away countless Jerries and fighting off marauding Alsatians? Sufficiently whetted the appetite? It certainly worked for me!

Wolfenstein 3D immediately won a warm reception in the office. Instantly playable, it thrusts you into the action after an impressive intro screen, depicting you wielding a Gatling gun in true *Rambo* style. You find yourself in a castle, the home of one of the dictator's top henchmen, and the object is to shoot as many enemies as you can, whilst grabbing Nazi gold and collecting more powerful weapons.

In keeping with the 'through your eyes' view, the programmers have to show your gun clasped in your hands at the bottom of the screen. This is off-putting at first because it doesn't seem in perspective, but makes sense when sense you think about it.

As you start to move around in any direction, the walls scale; giving you the impression that you're really walking through the castle. Ahead is a door. Walking up to it, your field of vision is rapidly filled with a blank wall, until you press the 'action' button and the door swings open without a glitch or a flicker. Now you see an even larger room with paintings, pots, chests and even suits of armour impressively drawn and all moving to scale. This pastoral sightseeing is thrown into immediate panic however as soon as a German guard shouts "Halt!" and the race is on...



Animal rights activists watch out!

This is where most companies fail when they attempt a game like *Wolfenstein 3D*. If you are trying to escape the Nazi hordes and the screen moves like an asthmatic ant with some heavy shopping – you're in big trouble! Speed is where this game excels. I could happily race through the corridors and state rooms with all the pace of a gazelle, and none of the detail is lost. In fact, the game moves so fast that it was usually me who couldn't keep up!

The best part of *Wolfenstein 3D* is the blood – there's loads of it! I'm quite surprised that Nintendo have shown no signs of changing the game for the official release as they did with *Mortal Kombat*. Believe me, this game wouldn't be half as good if the Nazi swine didn't explode in a vivid spurt of blood when you popped them. It's all about realism. If you are going to be set in Nazi Germany, you cannot make the enemy disappear in a pink puff of smoke when they expire.

Another impressive piece of programming in the game is the fact that dead guards stay where you shot them, and so you can retrace your steps by following the bodies – excellent!

However, *Wolfenstein 3D* has much more to it than simply blasting and killing – a strategy that will soon have you carried out in a body bag! Tactical manoeuvres are essential for survival. Collecting weapon power-ups and medi-packs, (often found in secret rooms) must sometimes be delayed and reserved for later use, especially when you face the machine gun-toting guardians who take a hundred hits! If you run out of ammo entirely, it's just down to you and your trusty Bowie knife.

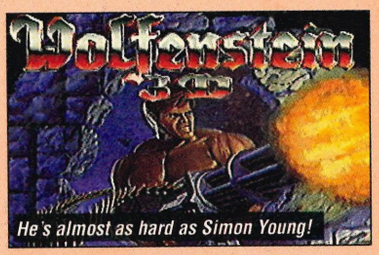


Another bucket-head expires messily.

To say *Wolfenstein 3D* is 'quite' challenging is like saying Hitler burnt 'a few' books. Each level is a massive maze of dingy passages characterised by more and more rich adornings. Luckily, you are furnished with a very handy overhead map if you press the L or R button, and this is the perfect aid to navigation. The object is to get to the power switch at the end, but more fun can be had by clearing out every guard and finding all the secret rooms.

Graphically, *Wolfenstein 3D* tends to fall down when compared to *Jurassic Park*. The graphics doesn't contain quite enough detail at long distance and so it is very difficult to tell if 'that blob' is a German soldier or a plant pot! The reason for this is that the programmers were aiming for top speed, and so detail had to be sacrificed, whereas *JP* is a more lethargic type of game.

You may have noticed that all my comments so far have been very complementary, but there is one main fault with the game – repetition. Yes, that old favourite has marred what is otherwise a top game. All of the castles look very similar and so exploration becomes decidedly dull after only the first couple of levels. There is a password section for easy access, but I wander how many people will want to persist to the end? After four days of play, I constantly found myself going over old ground and consequently getting very bored indeed.



He's almost as hard as Simon Young!

Sadly, due to the challenge, I cannot give *Wolfenstein 3D* an 'XS Recommended', but I applaud Play Time for having the guts to tackle a hardcore subject head-on.

SPY

PROS

- Blinding 3-D, first-person perspective.
- Plenty of challenge.
- Puzzling mazes with secrets rooms to be discovered.
- Tactical elements add to the fun.
- Password system (indispensable!).
- Gore and guts, enough to make Nintendo shiver! (We'll wait and see if it's censored.)

CONS

- All pretty much the same.
- Distant graphics are rough and pixely.
- Often you're dead before you know it!
- No restart points.

TIPS

- **Here's the passwords from level two through to level five:**

Level 2: TRFJDJ
Level 3: VJOVCK
Level 4: VRTLRF
Level 5: RHPRMS

WOLFENSTEIN 3D

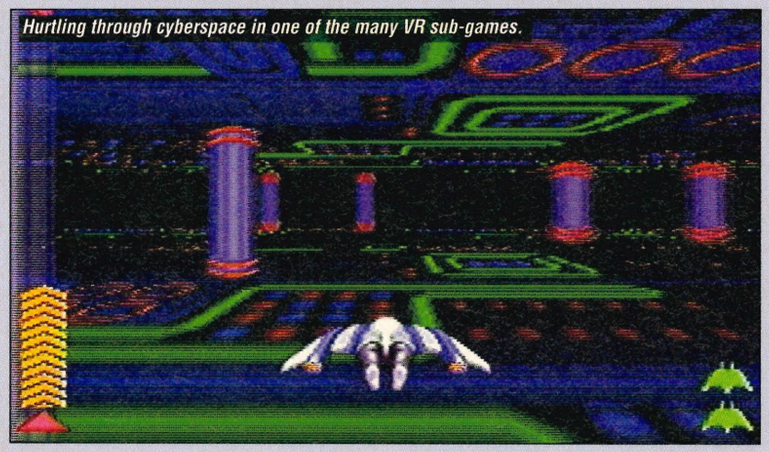
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SUPER NES

PUBLISHER: PLAY TIME
TEL: (0274) 532424

THE LAWNMOWER MAN

Having created an intellectual monster using an untested drug and Virtual Reality, only Dr Angelo and his wife Carla can stop Jobe, the Lawnmower Man from breaking into the world's computer networks and wreaking havoc. The plot of the film is begging to have a computer game based on it, with every potential for an original game. Have Sales Curve succeeded where so many film licences have gone wrong, or is the game just another excuse to try and make money off the hype?


Hurtling through cyberspace in one of the many VR sub-games.

The game begins in a platform scrolling shoot-'em-up affair with a basic plasma type gun to keep you company. "Ah", I thought, "It's one of those platform shoot-'em-up games." How wrong I was. *Lawnmower Man* is simply full of surprises!

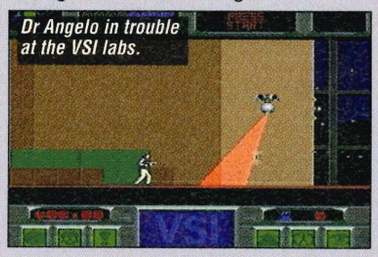
As I bounced merrily along, picking off the snipers and enraged monkeys hidden in grassy knolls, I eventually came across a curious rotating hexagon stating "Access Denied." Shooting just for the hell of it, it politely informed me that access was suddenly granted – terrific! So, I dived in and entered a rather snazzy little Mode 7 Cyberspace mini-game. The scrolling here is very smooth and I especially liked the way that the obstacles fade in as if shrouded in computer mist. In contrast, when you get close to the walls, they appear very real indeed!

These sections are in fact very similar to the Cyberspace sections in the film and this adds another dimension to play. What a terrific game I thought, it's got that much vaunted 'varied gameplay' element to it. What a winner. An hour later I had changed my mind.

Exploring the game, I began to appreciate that a lot of effort has been put in to make the game as varied and interesting as possible. The Mode 7 levels take you from bizarre scenarios such as 'Virtual Egypt' where there is a breath-taking journey through the cyberun, with walls hemming you in above and below, and a twisting rainbow road ahead that rotates and winds at terrific speed. Dr Angelo and his wife can also take controls of a handy helicopter and later take the wheel of their car in a horizontal *Spyhunter* like section. *Lawnmower Man* certainly cannot be criticized for lack of imagination.

The game is in fact marred by a number of annoying gameplay elements that bring down a potential winner. For one, it's extremely hard to play – the small sprites and bullets that streak around the suburban levels at high velocity mean that it's all too easy to fall victim to the 'What got me that time ?' phenomenon. It is also far too easy to be caught in a section where there is absolutely no way of surviving. This is incredibly frustrating and a sign of bad games testing.

I was also infuriated by the fact that when you die, you begin from the very start of the level and although the programmers have obviously done this to increase challenge, it just ends up as being very annoying. Often, I would simply switch off, rather than trudge through the whole level again.


Dr Angelo in trouble at the VSI labs.

This could have been slightly improved if the layout of the levels changed each time you play the game, but unfortunately the same gunners and puzzles appear each time.

On the plus side there is the aforementioned varied gameplay which does make the gamesplayer intrigued as to what is coming next. As well as entering the Mode 7 Cyberspace sections (which are graphically superb, but ultimately suffer from similar problems of being too hard and repetitive) there are a number of computers installed around the suburban areas which are destroyed by solving 'cryptic puzzles'.

To complete each puzzle you must work out the symbols or figures in the correct sequence such as 3, 6, and 9. Five of these problems must be completed correctly for the computer to blow up; leaving you with plenty of useful information. A bit of heavy duty lateral thinking is required here, and I enjoyed taking a break from the mindless platform shoot-'em-up sections.

Collecting icons throughout the game can enhance your characters' abilities, such as building a cybersuit around your easily destroyed body (ESWAT), to amassing monstrous fire power.

There are a large number of guardians to be confronted, which don't only appear at the end of sections, but intermittently throughout levels. These have also been inspired by the film, such as the computer generated swarm of killer bees, and the petrol pumps that grapple around blindly spewing flames.

These guardians on the whole are well drawn and suitably menacing and have been well thought out. They never, for example, trap the player; leaving no avenue of escape, and you are never sure where they are going to strike next.

On the whole, it is a shame that this license is ultimately another bodged effort. It's simply annoying at the end of the day – a simple password system would have elevated this game above the average and more care over the gameplay could have made it a sure-fire winner.

Ultimately, even though *Lawnmower Man* contains many different sections which are all innovative, and some credit must go to Sales Curve for converting a tough film to the Super NES, the sum of all the parts do not equal a classic game. Try, before you buy.

ES


Access denied! Access denied! CyberJobe blocks your path.

PROS

- Faithful film conversion.
- Great Mode 7 sections.
- Challenging to say the least.
- Excellent music, what there is.
- Amazingly varied.

CONS

- Too difficult and consequently annoying.
- The game will be abandoned before long.
- Graphics on the suburban sections are small and fiddly.
- The computer sections are ridiculously easy.

TIPS

● On the Cyberspace levels containing landscape to be avoided, there is usually one height at which you can stay to avoid all the obstacles. Find that height for an easy life.

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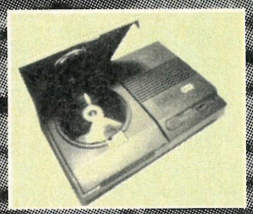
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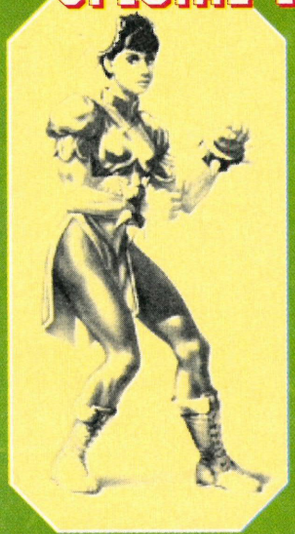
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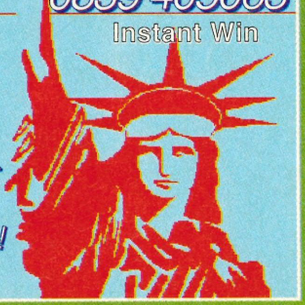
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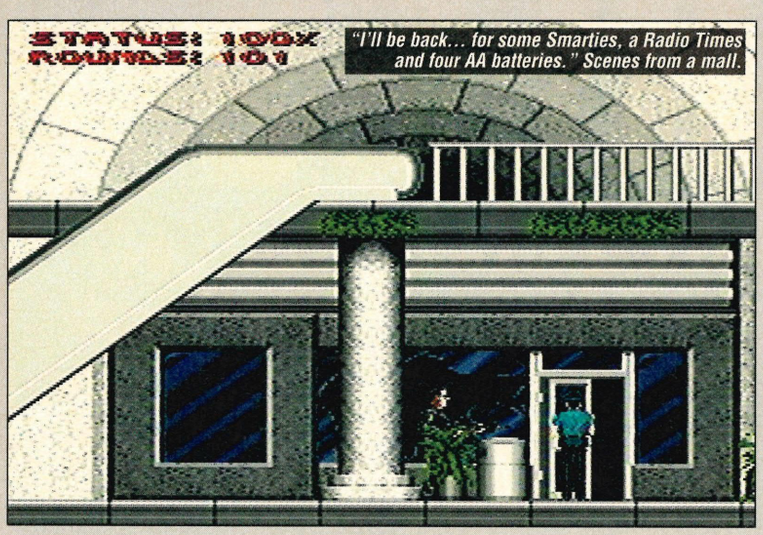
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Paragon Jan



"I'll be back... for some Smarties, a Radio Times and four AA batteries." Scenes from a mall.

T2: JUDGMENT DAY

"I'll be back," he promised, and indeed he was, the villain of 1984's *The Terminator* becoming the hero of 1991's *Terminator 2: Judgement Day*. James Cameron's hugely successful sequel boasted the most advanced computer graphics ever seen on screen at the time – unfortunately, Acclaim's conversion can hardly be said to do the same. Is there any substance to offset the lack of style?

It's a tough life in the movie business. One minute, there you are at the top, every film you make cracking the $100 million mark; the next, your supposedly sure-fire hit summer film goes down like a headless seagull, and your old rival in the muscular heroics field not only scores *two* massive hits in one year, but also gets to snog *Northern Exposure*'s Janine Turner in one of them into the bargain, lucky swine. Poor old Arnie, eh?

Still, let's not shed too many tears for the Austrian Oak. With a personal fortune of at least $50 million, he can afford the odd flop here and there, and he's also bringing in a tidy sum on the side from licensed products such as Acclaim's *T2: Judgment Day* (I'd spell it 'judgement' myself, but these Americans are a funny lot).

T2 follows the plot of the 1991 blockbuster very closely, probably more so than any licensed title to date. You, naturally, play the Terminator, charged by the future saviour of mankind, John Connor, to protect the future saviour of mankind, John Connor, from the spike-sprouting T-1000 – a thoroughly unpleasant shape-shifting killing machine from 2019AD. But I guess you already know that – is there anyone out there who *hasn't* seen the film?

Starting off at a sleazy bar, the Terminator blasts his way through various locations from the film (the mall, the hospital, Cyberdyne's offices and so on); tracking down and protecting John and Sarah Connor from the T-1000 and the entire Californian police force, ending up in a final confrontation with the polyalloy persecutor at the steel works.

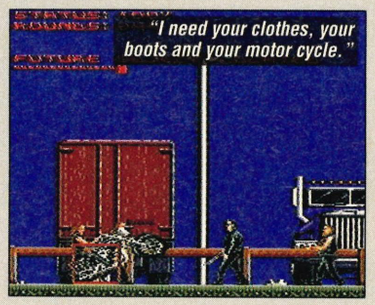
As I battled through the stages, the thing that first struck me was how poor the graphics were. The Terminator sprite bears a reasonable resemblance to Mr Schwarzenegger, but is very small and quite laughably animated at times, jumping around like a club-footed morris dancer, and punching people out with all the raw power of John Inman.


Where the action is! Arnie introduces the T-1000 to a close personal friend of his.

Similarly, the backgrounds could scarcely be called state-of-the-art. There's a reasonable amount of detail in some of them (the shopping mall being the best), but compared to *Zombies*, they're desperately average.

The sound fares little better; grating cod-rock riffs set your teeth on edge (*Rock 'N' Roll Racing* features an excellent rendition of the tune *Bad to the Bone*, which cropped up in the movie of *T2* – why couldn't this game?). The Terminator's varied pieces of fire power – shotguns, M-16s, the rather macho six-barrelled Minigun – also 'phut' where they should 'boom!'

Add to this an incredibly stupid and annoying control method in the isometric driving sequences that occur between each stage, where your vehicle makes 90° turns in the manner of the light cycles from *Tron*, and it's easy to think that Acclaim have come up with the videogame equivalent of *The Last Action Hero* – an over-hyped disaster area.


"I need your clothes, your boots and your motor cycle."

The odd thing is that despite all these faults, which I would normally regard as not merely kisses, but lovebites of death for a game, *T2: Judgment Day* is actually very playable. Things start off gently enough, as you punch out pot-bellied thugs at the bar and steal their shotguns, and gradually progress to total mayhem as security guards, cops and SWAT team members jump out and riddle you with automatic weapons fire.

The T-1000 also keeps you on your toes, slurping up from nowhere when you're least expecting it – usually forming from the floor, but occasionally taking the shape of some innocent household object. This danger can be reduced quite easily, though, as practically every piece of the backgrounds – cars, planters, vending machines – can be gleefully blown to bits by your guns!

Complications are added later on, as you have to protect both John and Sarah from the T-1000 and the trigger-happy cops. If they die, John couldn't have existed in the future to send the Terminator back in the first place, and people like myself, who are interested in the potential ramifications of time paradoxes, start to get headaches. For everyone else, it's Game Over.


The less than brilliant driving section. Where's Super Mario Kart when you need it?

It could hardly be called a classic, or even innovative, but beneath the lousy exterior is quite a playable and challenging piece of software, and that is surely what matters. After all, if everyone was dumb enough to buy a game for its graphics rather than its gameplay, we'd all be stuck with *Silpheed* on the Mega-CD instead of *Starwing*. Once you've had *T2* in your Super NES' cart slot, then, like Arnie, it'll be back.

AM

PROS

- A lot more playable than it looks.
- Follows the plot of the film very closely.
- Tough, but fair – you'll keep coming back to it.
- Maximum destruction – almost everything can be blown up!

CONS

- Almost NES-standard graphics.
- Feeble sound, annoying music.
- Dreadful control method in driving sections.
- No password system or continues.

TIPS

- **The Terminator efficiency is measured by how many shots you fire, compared to how many targets you hit. You'll gain extra efficiency if you hit objects which in turn kill people in the explosion.**
- **At John's house, shoot the ladder in the ceiling of John's room to get to the future object in the attic.**
- **Check out the full solution on page 58 for every map and cheat available!**

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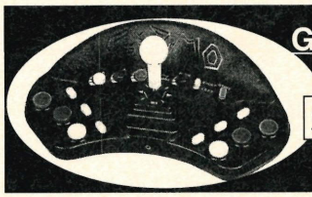
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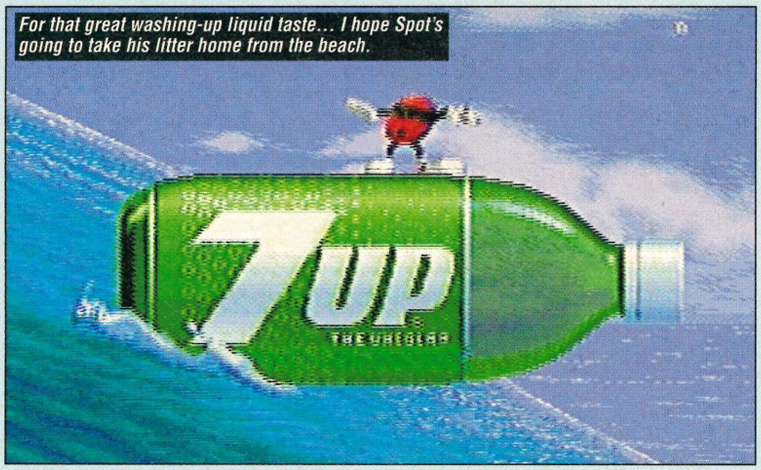
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COOL SPOT

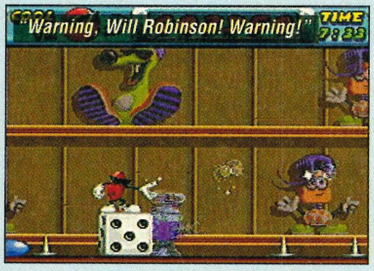
Since when have spots been cool? Since now! The simple, plain, red spot from the 7-Up logo is the latest weird character to hit the Super NES. Spot's equipped with legs, arms and a pair of shades (for ultimate coolness), and is set to embark on a brilliant platform adventure. Virgin are the masters behind this *and* the Mega Drive equivalent, but is it a hot spot or as flat as a popped pimple?



For that great washing-up liquid taste... I hope Spot's going to take his litter home from the beach.

In this country, we're more familiar with 7-Up's Fido Dido character than the pathetic spot on the logo, but in the States it's a different story. Spot is a national hero and sends teenage Americans into a fit of frenzy at the mere mention of his name. A star was born and a Spot became cool. Not to be outdone in the great world of marketing legends, *Cool Spot* was quickly unleashed on the games world – oh joy!

Cool Spot is a graphical masterpiece. It doesn't get any better than this! Even *Aladdin* is hard pushed to beat the superb animation found here. Right from the first level you're treated to a glorious beach landscape with huge undulating sand dunes, complimented by pixel-perfect giant crabs and a hazy sea-side scene in the background.

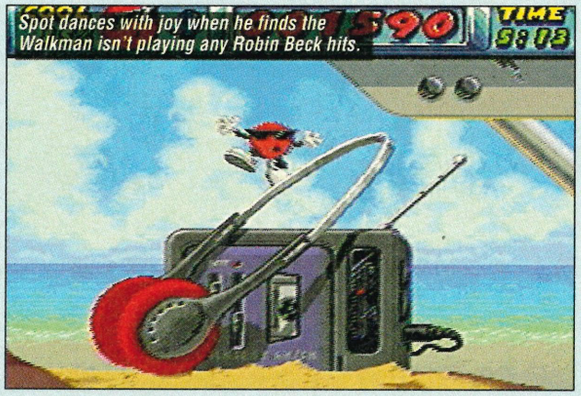


As soon as you move Cool around, you're treated to super-smooth sprite movement and animation at its best – this hero has the grace and flow of a Disney cartoon character!

Like all classic stars with attitude, Cool Spot doesn't just react to your joypad commands. Stop for a second and he'll patiently stand; tapping his foot and snapping his white-gloved fingers like he's getting funky with the background music. So he should! The intro screen has Cool surfing on a 7-Up bottle with music samples from Surfin' USA by the Beach Boys – absolutely brilliant!

Later in the game, rave type tunes numb the senses and get the adrenalin flowing. Spot himself emits a mousey squeak as he cries out when hurt by an enemy. Varied, inspired and pleasurable to the ear, the background music cannot be faulted.

Some of you maybe wandering what *Cool Spot* is all about, how could they make a game out of a red spot? The basic story is this: uncool forces have trapped other spots in cages (one per level) and Cool has to collect a minimum number of red spots before he can finally reach the cage and set the captive free. Skilful leaps and bounds over platform-style areas are demanded, and collecting spots, locating time, energy and 7-Up icons is essential for your survival.



Spot dances with joy when he finds the Walkman isn't playing any Robin Beck hits.

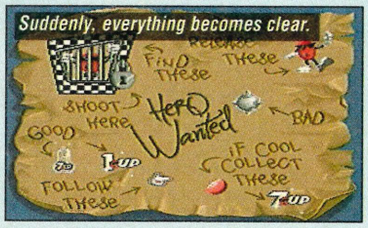
The action is timed and you're armed only with some pathetic-looking fizzy projectiles that shoot in any direction. Although the playing areas are large and amazing to look at, the game itself is pretty average. At its basic level – it is *just* another platform 'jump around' game that looks and sounds great.

There are three levels of difficulty in *Cool Spot*, each directly affecting the number of spots needed before the level can be completed.

Taking things on the easy setting, the first two levels are so simple to complete – it's a crying shame! There's more time, energy and spots than you know what to do with! Then, you're suddenly dropped in at the deep end on level three, with a tough platforms to leap, surrounded by water.

One miss, and you're in the drink with an entire life lost, and the sections where you must bounce along precarious bubbles and flying saucers is a nightmare!

There *are* continues available, but you'll need to successfully collect at least 75 spots before you can enter a tough bonus level, then you need to complete it with little time available. It's all a bit tight and adds to the frustration. When you think about it, all you have to do is keep leaping around and shooting everything – where's the skill in that?



Suddenly, everything becomes clear.

Later levels offer even more scope for eye-pleasing coolness for example, Radical Rails has you spinning through tubes Sonic-style – a different approach to the game and a nice break from the platform formula. Now you must be prepared for a shock – I certainly wasn't!

After about level five, the levels are exactly the same, just with a different route to take. What a cop-out! Instead of the impressive 11 levels total, all you get are Shell Shock, Pier Pressure, Off the Wall, Toying Around, Wading Around and Radical Rails. The remaining four levels look exactly the same as the ones before, and this is a major disappointment for Super NES owners. I, for one, felt cheated.

The action in *Cool Spot* is very compelling and enjoyable and I found myself wanting to see the later levels, even if they are far too similar. The main problem I can see with this game is that after a while you will be bored stiff with it. The gameplay is initially fun, but concentrated play left me feeling empty and wasted. If you like the concept, then play it in the shop by all means, but I would recommend a few goes before you part with your £50!

SPY

PROS

- Graphically superb, amazing attention to detail.
- Sound makes your ears stand up more then Spock's .
- Central sprite animation knocks you out.
- Light-hearted and initially good fun.

CONS

- Far too frustrating on certain levels.
- Early levels are blatantly ripped off later in the game.
- After a week you'll be bored with it.
- No automatic continues.
- Uninspired platform ideas ,we've all it seen before.

TIPS

- **Although each level can be completed with a minimum of spots collected, get at least 75 to enter a bonus level. This will enable you to get extra lives and most importantly, extra continues.**
- **On the third level, don't be tempted to jump for bonuses that seem out of reach. You might make it, but you'll probably pop your cork in the process. Just get through this level as quickly as possible!**

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95 gold pieces? That makes Trusthouse Forte look like a bargain.

***Mystic Quest* is an RPG very much in the *Zelda* mould. Set in a Tolkienesque Middle Earth world, you play a lone knight on a quest to restore the power to the land and do good deeds along the way. Four monsters have locked the doors of the Focus Tower and escaped with the keys. The monsters are draining the light and heat from the world and by securing the crystals, you can restore the land to its former glory. Like *Zelda*, the game has lots to think about, albeit on a much smaller scale, but how does it really compare?**

Unlike other RPGs where the tasks are unfathomable, and solved by trial and error, the problems in *Mystic Quest* are logically ordered and never frustrating. Contrast this with some of the fiendish puzzles in *Zelda* which can only be solved by pure brain power and being in the right place at the right time. As a novice to RPGs, I found this a relief, because I do not yet have the mind-bending skills required to deduce such bizarre situations.

The plot is revealed gradually, by communicating with the other characters who inhabit the world – amassing each tipbit of information gradually builds up a picture of the problems that have befallen the local area and what needs to be done to cure them. This makes talking to everyone a must, so that at all times, you know what you are supposed to be doing.

There are a huge number of different people who are generally very friendly and talk in a very casual way. For instance, on meeting Kaeli, a young girl with a penchant for chopping down trees, you must first overcome her protective mother who would rather she stayed at home out of the cold, than go out exploring in the wild. There is very little actual discourse, however, and speech is usually limited to one liners; giving clues to your quest. The only actual banter occurs in discussing the buying of weaponry. In this respect the game could have been improved with a communications interface similar to that of *Shadowrun*.

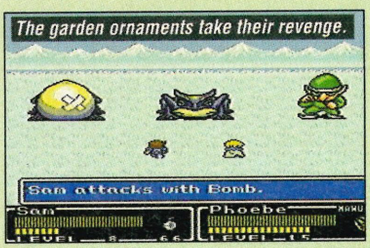
Not all the people are friendly. Blocking your path at all too frequent occasions are a huge number of orcs, trolls and behemoths that would just love to eat you whole. Battling the many guardians is achieved by way of a rather simple battle mode, which shows you and whoever has teamed up with you, face-to-face with your attackers.


A minotaur shows some leg to our heroes.

Taking it in turns to attack, it's simply a case of who runs out of energy first, with little skill involved. This is a rather poor aspect of the game as not only do the battles become rapidly tedious, there are an awful lot of them to complete, especially if you opt to attack the great number of battlefields to earn money and build up your strength.

An overhead map is your main view of the world and you control the oversized sprites throughout the many locations from marshes to mountains and tundras to temples. Unlike *Zelda*, the route to each village is fixed and you are not free to wander the surrounding countryside. If you solve the immediate problems, then the route will be opened up and more places can be visited and I think this method is perfect for younger players, but *I* found it a bit patronising.

The graphics in *Mystic Quest* are quite plain and functional and I don't think there is a single example where I thought "wow, that's impressive!" The locations are all similar to *Zelda*, with the obligatory villages, haunted woods and temples, but I think *A Link to the Past* is far more visually stunning. *Mystic Quest* by contrast, looks old and dated.



The garden ornaments take their revenge.

As you enter buildings, the view changes and more detail is visible, but I found that the odd perspective meant that walls and objects were hard to get around because they looked in the wrong place. The backgrounds are extremely pretty and all the characters suit their personality. On top of that, a very nice tune entertains as you wander the Earth, and it fortunately does not grate during the time of play (fortunate, because it's just about the only one that you get to hear).

As with all good RPGs, *Mystic Quest* is huge, with a great number of secret passages, locked chests and mystical objects to discover. Luckily, the game is also blessed with that vital option – a battery backed-up save game. This means that after a hard days pillaging, you can put your feet up and come back to it later on.

The essential question is how *Mystic Quest* fares against *Zelda*, and does it deserve the coveted 'XS Recommended' seal of approval? Well, the first thing to say is that it is a shame that the battle sequences were not improved upon because they end up dragging the game down – why could they not have employed an arcade sequence; enabling you to pit your skills and reactions in a one-on-one battle with the computer? This would have been far more enjoyable.


Who's been sleeping in my bed?

However, in terms of atmosphere and sheer playability, *Mystic Quest* is excellent and well worth the money. I think it's fair to say that *Zelda* has it licked in just about every department, but I think that *Mystic Quest* is aimed at a far younger audience who like their RPGs to bring them gently into the genre. For hardended console heads, this is far too easy and it gives away too many clues to be long lasting to a mature audience.

ES

PROS

- Large play area, nicely drawn.
- Loads of tasks that give you a real sense of achievement.
- Pleasent tunes to keep you humming along.
- Humorous interaction with other game characters.
- Perfect for younger players.

CONS

- Annoying battle sequences.
- Probably a bit easy for hard as nuts RPG gamesplayers.

TIPS

- **Whilst occasionally a tedious process, fight as much as possible to build up your strength to Herculean proportions. Always store up any heal potions you have until you are nearly dead. Try to get someone to join you as soon as possible because they will help you in a fight.**
- **Look for the full solution to *Mystic Quest* in a future issue of Super XS.**

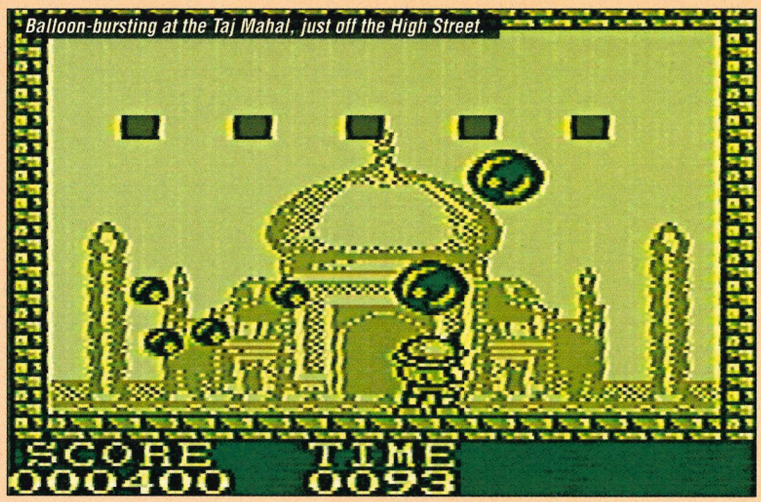
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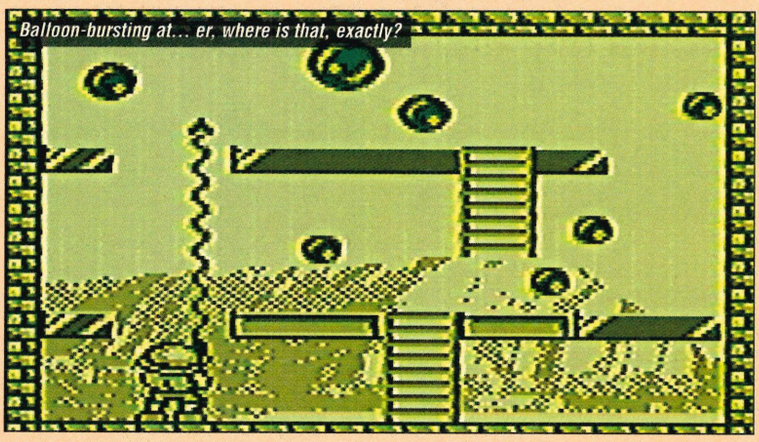
Pang is one of those good old-fashioned games available in arcades throughout the globe. You play Pang, a sort of radical boy scout, who must trek around umpteen countries ruthlessly slaying stray balloons (bizarre plot!) with an array of strange weaponry. Every time you hit a balloon, it will split in half and then into even more balloons so the gameplay speeds up! Like the coin-op, you can be joined by a friend in your quest, in this instance via a link cable and another Game Boy.



Balloon-bursting at the Taj Mahal, just off the High Street.

I remember playing *Pang* on the coin-op and later on the Amiga a couple of years ago and enjoying it immensely. I found the game highly addictive and at times incredibly fast. Each time however, I played in the simultaneous two player mode and so I was curious to find out what the single player game was like.

Pang is a very basic game which counts as harmless fun in short bursts. It has a lot of levels, all set in different parts of the world, and at times it becomes quite frantic as the balloons increase and there's nowhere to hide!


Balloon-bursting at... er, where is that, exactly?

The graphics are very simplistic on all of *Pang*'s formats and this version looks as good as any other, with some thought going into the backgrounds of the levels. The Taj Mahal section for instance has a nicely drawn picture of the famous Indian landmark in the background, and the Paris level looks distinctly French. Tragically though, the game requires quick reactions and sharp thinking, and those skills are very hard to acquire when glaring into a tiny screen.

Unfortunately, the music and sound doesn't help overcome the game's blinding deficiencies. The music is typically loathsome and fails to gather momentum even when it changes slightly at the beginning of some levels, and the sound effects are crackly and hollow.

There is also a total lack of options with no change of skill level or a facility to bump up your lives. All these factors make an initially entertaining game, dull and uneventful. All you are left with in the end is the gameplay itself as a redeeming feature.

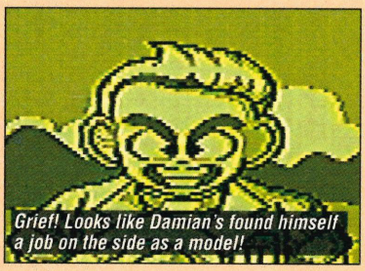
Endless screens of ladders and blocks with bouncing balloons and an array of enemies that try to put you off the job. In fact the enemies never seem to do much more than fly about and sometimes soak up some of the extra small balloons that are floating around. As the game progresses, the play becomes more challenging, with more and faster balloons to do battle with. It is here that the game shows some signs of improvement.

You clamber up the ladders and limbo under the bouncing balloons to grab all the extra weaponry that you can. The Vulcan missile destroys everything in sight, and the dynamite turns all the balloons into their smallest form. The best power-up though, is the clock that momentarily freezes the balloons; allowing you to calmly strut up and let them taste your steel.

But as you play you can never get too engrossed in the game, and end up, after an hour or so with a hideous headache. *Pang* is meant to be a contender for the *Tetris* title of the most playable short term game, and I think it is good enough to occupy you for five minutes – I just wouldn't overdo it!

I certainly couldn't imagine anyone wanting to play this for fun for very long!

Link up two Game Boys and the appeal of the game does grow slightly, but even then you will be so bored that you'll get a pack of cards out and resort to playing snap for some kind of entertainment. Simple concepts are the best (just look at *Super Bomberman*), but *Pang* is not sufficiently addictive to hold your attention for long.


Grief! Looks like Damian's found himself a job on the side as a model!

All that aside though, *Pang* does have some good points, namely the score screens that appear at the end of each section. On each screen is a cartoon picture of Pang in a triumphant position, and an excited gaze in his eyes. These screens offer light relief from the repetitive play, and are often quite funny.


Mr Pang himself!

Pang as a central character is wasted on this game. The boy scout with an attitude is quite an appealing dude and could easily turn up in other games and be a popular figure. The game though is best left in the arcade for a quick coin-spinning play once in a while. That way you will get a lot of enjoyment without having to spend £30 on this pale imitation.

NA

PROS

- Entertaining in short bursts.
- Two player option via a link cable to another Game Boy.
- Hectic and speedy play.

CONS

- Dated concept.
- Middle of the road shoot'em up.
- Limited game play will ultimately lead to the game sitting on the shelf.
- Mind numbing music.
- No variation from the task of shooting balloons.
- No options or difficulty setting.

TIPS

- **When the enemies appear on the screen, avoid them, but try not to kill them. Baddies like the Crab and the Hummingbird will gather up some of the loose balloons as they dance across the screen.**
- **Only split up one balloon at a time and get rid of all it's offspring before popping the next one. This will ensure that there are not too many balloons on the screen at one time making it easier to mop up the smaller, faster balloons.**
- **Take every opportunity to grab the power-ups so that rounding up the old air bags is made easier. The best weapons to hold onto are the Double wire that allows you to fire two shots at the same time, and the Vulcan Missile that works like a gun and can destroy blocks as well as balloons.**

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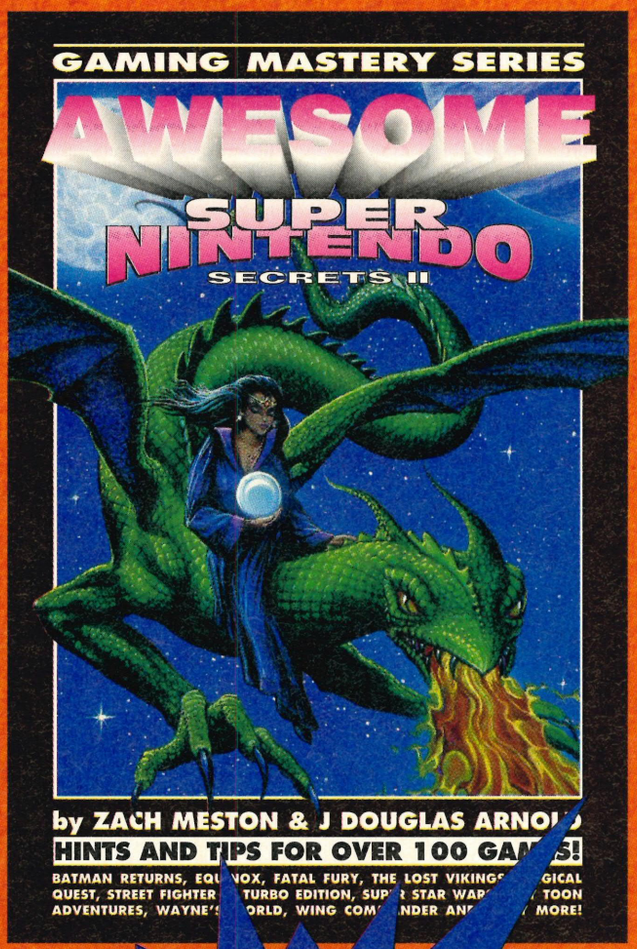


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XS SOS

DOCTOR M.

Can you believe it, game disciples? The tiny-brained mortals at SUPER XS have reduced the great Doctor M to only three pages – again! I would be extremely annoyed if I thought it was something personal, but I know they'rejust trying to pack in as many solutions and reviews as they can. Nevertheless, to fill these pages you must keep on sending in your game questions on any Super NES, NES or Game Boy title that you have trouble with. I will sort out your problems and expand as many brain cells as the concise answer requires. The SUPER XS tips vaults are huge and there's no problem we cannot solve. Send your questions to *Doctor M, SUPER XS, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

DEADLETTER



SUPER MARIO ALL-STARS (SNES)

THE GAME GENIE CODES FROM ISSUE 5 DON'T WORK. PLEASE HELP!
Neil Bartlett, Somerset

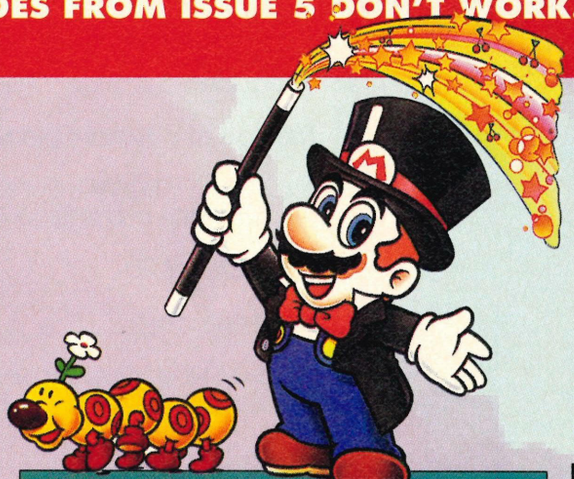
I hate to disillusion you, Neil, but there were in fact no Game Genie codes printed for *Mario All-Stars* last issue. There was however, a complete dungeon, full of Pro Action Replay Codes. This was made clear by the words, 'Pro Action Replay' written next to them. However, I can see that you are in need of some urgent help, so I have kindly brought you some codes to ease your way through these games.

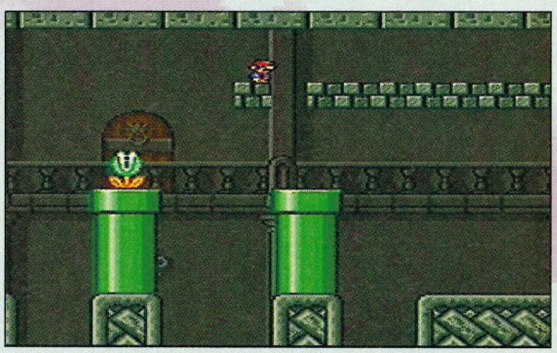
Mario World 1
Infinite lives – C2CFØ4AA
Invincibility lasts longer – 9D2967AE

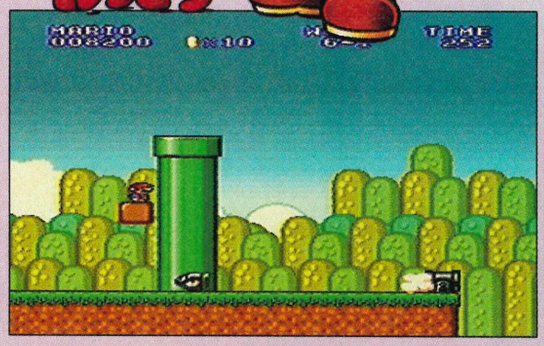
Mario World 2
Infinite lives – C26ED5A6
Never lose hearts – DD3361Ø6

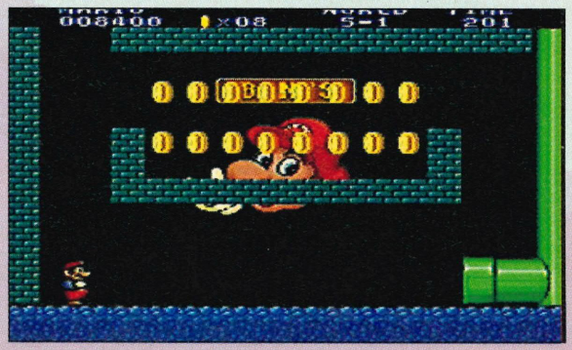
Mario World 3
Infinite Lives – 82BØ8DD
Collisions turn you into Super Mario – D4A86CAA

The Lost levels
Infinite lives – C2B8A455









SUPER MARIO WORLD (SNES)

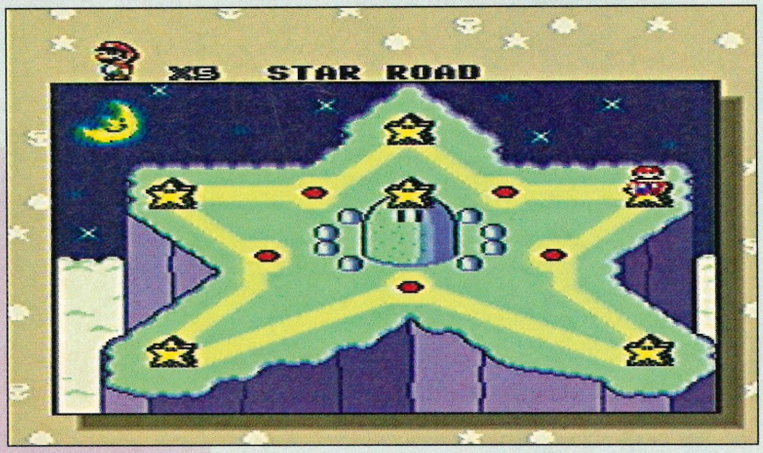
HOW DO YOU COMPLETE STAR ROAD AND ENTER THE SPECIAL STAGES?

Kristy MacDonald, Aberdeenshire

The entrance to Star Road can be found in the Vanilla Secret 1. You must enter the green pipe on the left hand side of the level to be transported to the Star Road level. In order to progress from one Star Road level to another, you must locate the secret exit in the level which you are currently on.

If you don't manage to find the exit you must re-enter the level and look again. There are five outer levels and one inner level. The inner star can only be accessed when you have completed the other levels and found the secret exit in Star Road 5. Each star takes Mario to a different part of the overall map; providing useful short cuts – even to Bowser himself! By going through the star located on the bottom right of Star Road 5, you will be taken right through to Bowser.

- Star Road 1 – As you go into the level you will find a power-up that will enlarge Mario; allowing him to spin through the blocks. If you are low on items, then take the left path and collect the special coins to exit the stage at the bottom. The secret exit is to the right through a keyhole. On the lower level there is an invincibility star that can be used to deal with the Koopas.
- Star Road 2 – The undersea level is easy enough as long as you keep your speed up. Extra lives can be obtained as you make your way around the obstacles to locate the secret exit. To find the secret exit, locate the normal exit and go down and under the ledge below. With rocks in the way it can be tight, so keep pressing jump to stay at the top. Follow the passage along to locate the secret exit into Star Road 3.
- Star Road 3 – In this section you must simply biff the Latiku from his cloud and ride around on it to reach the keyhole exit to Star Road 4. Pick up the blocks to do the job, but make sure that you don't remove the ground from beneath you.
- Star Road 4 – The secret exit from this level will lead to eight special stages in which you can alter the make-up of the game. To find the secret exit, leap past the normal exit and go past a group of Koopas to locate the secret exit on a platform further on.
- Star Road 5 – For this complex level – a cape is essential. Jump on the falling platforms at the start of the level and then use directional blocks to make a runway to reach the secret exit to the inner star. You must drop the switch block, hit the question block and push left to direct the coins and create the runway. Take a run-up and jump right before the blocks return to coins. Push up and tap left when you start to lose height to glide. Now, only timing stands between you and the yellow platforms. To exit the stage to the special stages you must reach the platforms at the top, but you must have the blue and red switch palaces in place or it is impossible to make the jump to the exit.

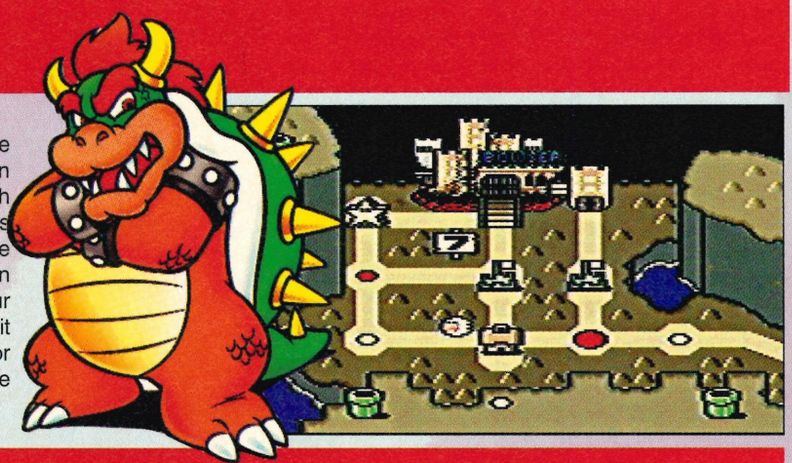


HOW DO YOU KILL BOWSER?

Christopher Spacagna, Romsey

Looking back in the deep recesses of my fabled, boundless mind, I found the answer to this question frying up some spring rolls and bamboo shoots for the local conservative club. Bowser will appear first of all in his flying contraption and will swing from side to side before stopping and flinging out two Mega Koopas.

The object is to jump on them and stun them before throwing them into Bowser's path and hitting him on the head. After a while, Bowser will turn over and drop two giant balls which bounce twice and then roll towards you. Just wait on one side of the screen and leap over the balls when they are rolling. Now one of your stunned Mega Koopas will hit Bowser on the head and stun him for a few seconds. One more hit and he will fly off for a change of strategy.



MORTAL KOMBAT (SNES)

IN THE TEST YOUR MIGHT SECTION, HOW DO YOU SMASH THE DIAMOND BLOCK?

Leon Wright, London

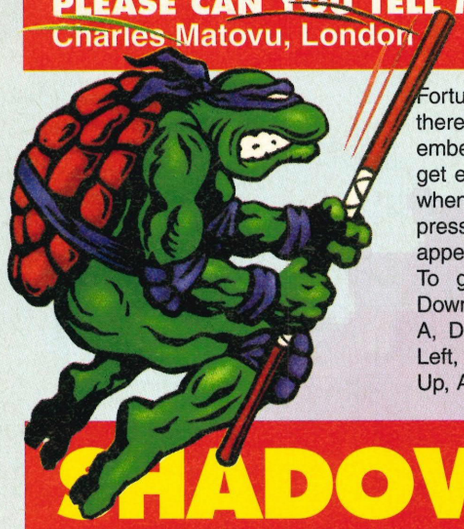
Seeing as you made it this far in the bonus round, Leon, you shouldn't have any trouble smashing the block into smithereens. Crushing the diamond is done in the same way as all the previous blocks. You must fill the energy tube right to the top by tapping A and B alternately, then land a blow with the L or R button. By rolling your knuckles over the buttons, you will be able to build up your power easily. On the other hand, if you really want to know how to build up your power bars, why not ask Danny Curley to show you his chubby fingers, old rag, and plank of wood technique?





TMHT, IKARI WARRIORS (NES)

PLEASE CAN YOU TELL ME OF ANY CHEATS AND TIPS FOR THESE GAMES?
Charles Matovu, London



Fortunately for all you mere mortals, there are a number of secret cheats embedded in these NES classics. To get extra continues on *Ikari Warriors* when you have lost all of your lives, press A, B, B, A before "Game Over" appears.

To get a level select, 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!

For *TMNT*, there are a number of cheats to make life easier. To replenish energy when low, press Up, Down, Left, Right, A then B. On the title screen, press Down five times, Right five times, B, A and Start to receive a Stage Select screen. For both players in a two player game to start with ten lives, press B, A, Up, Down, B, A, Left, Right, B, A and Start.

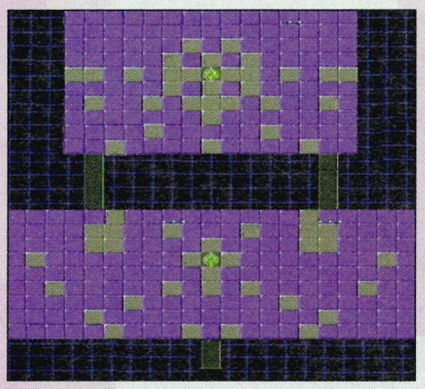


SHADOWRUN (SNES)

I AM HAVING TROUBLE BUILDING UP MY MONEY AND KARMA; ANY CHEATS?
Nicholas Pointon, Ightam

It is a shame that you insignificant mortals are so regularly having to resort to dirty tricks and shortcuts in order to make it through these games... well, anyway, to build up a huge credit and karma rating with the minimum of fuss, there's a little trick discovered by my minions deep in my laboratory.

After killing off Vladmir, the vampire in the Dark blade club, using the strobe from the Jagged Nails club and the stake from the talisman shop, exit the building. Pop back to the basement where he just died and he will reappear, and can be killed off in the same way. Each time he dies, you will receive 5,000 Nuyen and several karma points.





STRIKER (SNES)

YOUR GUIDE IN ISSUE 4 WAS EXCELLENT, BUT I STILL CAN'T GET THE CORNER SLIPPY RIGHT. WHERE AM I GOING WRONG?
Jake Denham, Gateshead

Well Jake, I think your problem is in the finishing of the move after the corner comes in. When you cross the ball you must immediately push up on the D-pad and press the B or Y button to nudge the ball over the line. This movement is a matter of timing, but as long as you get the dotted line in the right place before crossing you should, with practise, score every time.

To remind you of those positions, here is a brief summery of the move. From the left top corner push left until the line stops and then either press up to make the line into an arc, or press down for a low cross to feet. From the right top corner push right until the line stops and then adjust your height.





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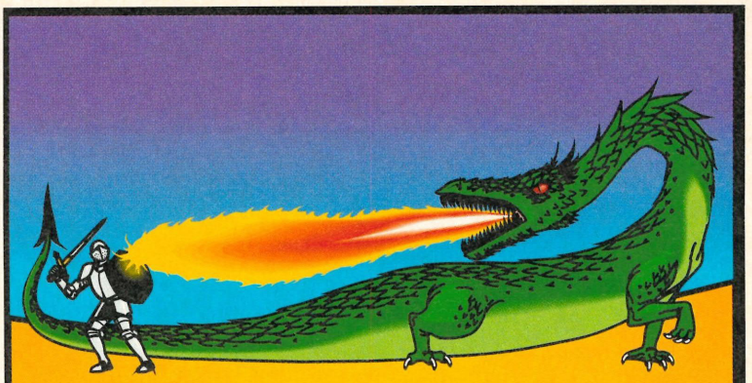
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BUSTERS



So here it is! The newly restructured Busters A-Z section is now bigger than ever – except that it's not! Due to the inclusion of the shiny new Reviews section, Busters has been condensed into half as many pages, but with more cheats than ever! This is all part of our policy of never short-changing our loyal readership. You will never find a more concise collection of ALL the cheats ever discovered for ALL Nintendo consoles. Remember, SUPER XS is the only magazine to give you all this, plus full solutions and now reviews. How could you even think about going back to those sad ten pages of 'so called' tips in review mags again? SUPER XS is also offering you the chance to win a copy of the 300-page book *Awesome Super Nintendo Secrets Vol II* for sending in the most original and useful cheats you can find. This issue, the winner is Edward A Rees from Mid Glamorgan. Congratulations! Send all your cheats to *SUPER XS Busters, 124 Old Christchurch Road, Bournemouth BH1 1NF.* You will only win a book if you name is printed and the Editor's decision is final.

SUPER NES

ACTRAISER

NEW!

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

Another extra life
In Kasandora, when the pyramid appears, cause an earthquake and a 1-Up will appear.

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

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.

ALIEN 3

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

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

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

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".

THE BLUES BROTHERS

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

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
The levels are divided into sections of four or five – the following passwords will bring you to the start of each group.

171Ø58	462893
95Ø745	583172
472149	743690
672451	1Ø3928
272578	144895
652Ø74	775Ø92
265648	481376

BRAWL BROTHERS

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 JR

Championship game
To get to the championship game, enter the following code:
RCCJKJBDSPKDGGGFFRC

CASTLEVANIA IV

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

Infinite continues
On the title screen, move the selector to 'Option', then simultaneously 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

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

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 NEW!

Passwords
Stage 2: H1KHDEOMXFQ3
Stage 3: XVBXQMRSNSW6
Stage 4: V1O4KEWYXV4N
Stage 5: VSGHJWWGX43N

DOOMSDAY WARRIOR NEW!

Passwords

Amon
Layban – 9D49D9D4
Daisy – 696999D4
P-Lump – 442D49D6
Grimlock – 442HF4D6
Nuform – 6C2HC6D6
Bosses – GG2HCBD6

Daisy
Layban – C44999G9
Amon – CF6949G9
P-Lump – 4GBCC9GC
Grimlock – 4GBDB4GC
Nuform – 6CBD66G6
Bosses – 6BBD6BG6

Grimlock
Laybon – 6D49D974
Amon – 496C9976
Daisy – 4DBHD976
P-Lump – 645H9976
Nuform – 6F5H4476
Bosses – G45HFF76

Layban
Amon – 9F49D9C4
Daisy – CCF999C4
P-Lump – C689F9C4
Grimlock – 6B89F4C4
Nuform – 468946CG
Bosses – 4B894BCB

Nuform
Layban – 9449491C
Amon – 9F69C91C
Daisy – 44B9G91C
P-Lump – 6459H91C
Grimlock – 6G59H41C
Bosses – 6G5D161C

P-Lump
Layban – CF49F9H4
Amon – 9F69C49H6
Daisy – 9GBCG9HG
Grimlock – C65DB9HG
Nuform – 465FHCHD
Bosses – 4B5FOGHD

Sledge
Amon – 64C94994
Daisy – 6FGC4994
P-Lump – 9F39F994
Grimlock – C43C4494
Nuform – CF3CC694
Bosses – 643CGB94

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

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.



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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

On the notice screen, press the following:
Rank select
Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, 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

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

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 Jeep 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.

FLASHBACK NEW!

Passwords
Level 2 – JWLYX
Level 3 – RSVP
Level 4 – DXCPT
Level 5 – SLMN
Level 6 – ZTHRK
Level 7 – CRLQXZ

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

GOOF TROOP NEW!

Level 2 – Bananas, Red Diamond, Cherry, Bananas, Cherry.
Level 3 – Cherry, Red Diamond, Blue Diamond, Cherry, Bananas.
Level 4 – Red Diamond, Cherry, Blue Diamond, Blue Diamond, Red Diamond.
Level 5 – Bananas, Cherry, Blue Diamond, Red Diamond, Bananas.

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

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 – 9025
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

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

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

JOHN MADDEN '93 NEW!

Passwords
Dallas vs Greenbay – DJGPBBKC
Dallas vs Philadalphia – DJLPBBPC
Dallas vs Cincinnati – DFRNCFVC

Chicago vs Washington – DFGNBBFC
Chicago vs Greenbay – DFLNCBLC
Chicago vs Cincinnati – DFRNCFVC

Houston vs Cincinnati – MNGLBBVC
Houston vs Kansas city – MNLLBBFD
Houston vs Greenbay – MNRLBDMD

KABLOOEY

Passwords
Level 17 – DBVG
Level 18 – DPLL
Level 19 – DJSK
Level 20 – GBTF
Level 21 – JRPN
Level 22 – GBMF
Level 23 – PBSS
Level 24 – WPRG
Level 25 – LFBG
Level 26 – CVFF
Level 27 – LPJC
Level 28 – DBTG
Level 29 – WGGD
Level 30 – TJMG

KI KI KATAI

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 3 – SCRATCHY
Level 4 – BARTDUDE
Level 5 – BOUVIER

Open all doors, extra pies
Enter JOSHUA with a space before the first letter and after the last. Now press Start and Krusty will laugh insanely to indicate the cheat has worked. Now you can enter any door in the game and press both L and R buttons for a pie refill.

LEGEND OF THE MYSTICAL NINJA

Password
Level 9 – Z+LHd H

LEMMINGS

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

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!

MARIO IS MISSING

Passwords
First room
Door 1 – PVV23CZ
Door 2 – FCBSB6W
Door 3 – YHYAMLZ
Door 4 – Y4MOPFW
Door 5 – G5F96CX

Second room
Door 1 – CX746YF
Door 2 – NBGR6CF
Door 4 – X42KLDK
Door 5 – S48O5N4

Third room
Door 1 – DWV6P78
Door 2 – PCD1384
Door 3 – DJ49LZ3
Door 4 – D9FKPTR
Door 5 – TTMGMQM

MECHWARRIOR

Invincibility
Select 'Start Game' from the title screen, highlight the third option and press the B button. On the next screen, choose what you want and then exit. The previous screen will appear again, except there will be a new option on the left. Choose it and select your Mech, then go into the game. At this point, press Start to pause the game and press the following buttons in this order: A, L, L, Y, A, L, L, Y, A, L, L, Y and A. You will see the word 'Invincible' appear.

MORTAL KOMBAT

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 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.

NHLPA HOCKEY '93

Codes for the final rounds of the game
H5J3V79RM4ZVHW2P – Minnesota vs Washington
H5L19CY59FPZPT22 – Winnipeg vs New Jersey
BN7Y34ZSP46DIT4R – Buffalo vs Louis
DHYLKFDGB0B402SP – Washington vs Los Angeles
C42Z8MN44Y4YLG39 – Qubec vs Vancouver
HZ2B48N9HY55MK8W – Chicago vs New Jersey
HFPY7KLT9VXYCFV1 – Calgary vs Hartford
C4Z358NMFJG3JMK0 – New Jersey vs Toronto
FZV795XCZ344SNSM – Calgary vs Montreal
B14J9L0YLTCP9LDS – Boston vs Chicago
G75X97V90T0M6MNY – Vancouver vs Qubec
HFNB55PZ9WLTMZSM – Vancouver vs Boston
HL61CRJ3NX49PT3K – Edmonton vs Buffalo
B17F5MF0ZG238V8F – Boston vs Minnesota
HTPTRGHGWB79VHZP – Winnipeg vs New York
FFB1LC1K10YZW0V2 – Detroit vs Buffalo

Final code
To go straight to the final between Los Angeles and Boston, enter the following code on the password screen: C42BWBG00P37LV9J

NIGEL MANSELL'S WORLD RACING

Race passwords
Mexico – LZ9ZN40LJ2541STCVL
Brazil – 6CL732YLZ3H07VNBR9
Spain – PZPP693R91Q7NHQ..2
San Marino – R49RGKFH.JBDSV0T79
Monaco – L0XJ.XVCH3L7GDCFOR
Canada – B7JPR46QRB.RG08HNL
France – LV0ZB206FG0K62K2D7
Britain – TKX.B7G3VTJFS1QSKX
Germany – TQPCLTBTB7X21.JQGT
Hungary – HLL2FWG1Y20FL.1NG5
Belgium – YMGW4BXM3BV61JR565
Italy – 4QX4JKWXT50ZQ..K35
Portugal – 4F3M0TZ507064KGC5D
Japan – R48RR9GT7JB.BZVR4D
Australia – 33DV4B,F1ZZG538GW3
End screen – PV2JTFBK4Y696H4DXY

ON THE BALL

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

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 Vic 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	394391 – level 3
520771 – level 4	108048 – helicopter 1
400718 – level 6	773224 – level 7
165411 – level 8	760357 – level 9
882943 – helicopter 2	

PIPE DREAM

Lives code
Start on round D with maximum lives – 3P7DS1WSNDFPPP.

POCKY AND ROCKY

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

Fight last boss
Simply enter the code – N::XJT& $+7.

PRINCE OF PERSIA

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 11 – 7F39R1B
Level 2 – MRG5L2X	Level 12 – H9TZD8N
Level 3 – B6+TWNN	Level 13 – 7TXF+9V
Level 4 – 9Z3NRDX	Level 14 – H+KX3L7
Level 5 – LQHWTVR	Level 15 – GZ9MRZJ
Level 6 – CGKDBZ2	Level 16 – 84CPBC6
Level 7 – TH4Q++B	Level 17 – QQNL2PV
Level 8 – VXPNBY2	Level 18 – 4Q7TMHJ
Level 9 – QLL!WHR	Level 19 – QHJG!Q7
Level 1Ø – HWB93WX	Level 2Ø – H8J12+Y

PUSH-OVER

Passwords

1 – ØØ512	26 – 11782	51 – 21534	76 – 21631
2 – Ø1536	27 – 11270	52 – 23582	77 – 22143
3 – Ø1Ø24	28 – Ø9222	53 – 24Ø94	78 – 21247
4 – Ø3Ø72	29 – Ø9734	54 – 23ØTØ	79 – 2ØT35
5 – Ø3584	30 – Ø8718	55 – 22558	80 – 28927
6 – Ø2560	31 – Ø82Ø6	56 – 18494	81 – 34939
7 – Ø2Ø48	32 – 24590	57 – 19ØØ6	82 – 3Ø463
8 – Ø6144	33 – 25614	58 – 2ØØ3Ø	83 – 29951
9 – Ø6656	34 – 26126	59 – 19518	84 – 31999
10 – Ø7680	35 – 25614	60 – 17470	85 – 32511
11 – Ø7168	36 – 27662	61 – 17982	86 – 31487
12 – Ø5122	37 – 28174	62 – 16958	87 – 3Ø975
13 – Ø5634	38 – 27150	63 – 1651Ø	88 – 26879
14 – Ø461Ø	39 – 26638	64 – 16511	89 – 27647
15 – Ø4Ø98	40 – 3Ø734	65 – 17023	90 – 28671
16 – 12290	41 – 31246	66 – 18047	91 – 28159
17 – 128Ø2	42 – 32270	67 – 17535	92 – 26111
18 – 13826	43 – 31758	68 – 19583	93 – 26623
19 – 13314	44 – 29726	69 – 2Ø095	94 – 25599
20 – 15362	45 – 3Ø238	70 – 19Ø71	95 – 25Ø81
21 – 15878	46 – 29214	71 – 18559	96 – Ø87Ø3
22 – 14854	47 – 287Ø2	72 – 22655	97 – 09215
23 – 14342	48 – 2Ø51Ø	73 – 23167	98 – 7Ø239
24 – 1Ø246	49 – 21Ø22	74 – 24191	99 – Ø9727
25 – 1Ø758	50 – 22046	75 – 3Ø975	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

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

Level select
On the select screen, choose the first scenario. Then press and hold L button, R button, Y, X and A.

SMART BALL

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

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

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.

SPARKY'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

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.

STRIKER NEW!

Play as Elite
Select the world league and enter the following password: BCDFGHJKLMPQRST. Ignore the screen message which will then say password error and go to the team selection. You can now select the Elite squad who are probably the best team in the game.

Passwords
Super cup indoors finals

N 2 K J D C H L
B B B B B B B B
3 B B B B B B B
B B B B B B B B
B B B B B B B B
B B B B B B B B
B B B B B B B B
B B B B B B B B

Super cup outdoors

Z D ? 6 F G G B
B B B B B B B F
B B B B B B B B
B B B B B B B B
B B B B B B B B
B B B B B B B B
B B B B B B B B
B B B B B B B B

STREET COMBAT NEW!

50 Lives
On the option mode screen, move the cursor to the Credit option. Now press the Select button ten times. Your credits should now be increased to 50. Exit this screen and start the game to find 49 credits displayed in the bottom right hand corner.

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 BOMBERMAN NEW!

Small bomber
Enter 5656 as a password at the start of the game. Go into the game and find a special version containing tiny bomberman sprites.

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

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 JAMES POND NEW!

Invulnerability
Go just to the right of the first small tower from the start. Stretch up to the roof just above and gather the objects in this order: (C)ake, (H)ammer, (E)arth, (A)pple and (T)ap, spelling out the word cheat. This will give you invulnerability for a short while.

Infinite lives
Go through the first door and go to the right of the first set of spikes. Collect the objects in this order. (L)ips, (I)ce-cream, (V)iolin, (E)arth and (S)nowman.

Open all doors
First of all, activate the Invulnerability cheat. Go through the first door and step to the left to find an exit pole. Go into it and this will open all the doors in the castle.

SUPER MARIO ALL-STARS NEW!

Loadsa 1-Ups
Go into the first Super Mario Bros game and make your way to world 3-1. Near the end of the stage you will come across a large staircase with two Koopas walking down the blocks. Stand next to the bottom block and once the second Koopa moves down to the bottom block, jump up to bounce on it loads of times.

Loadsa lost 1-Ups
Go into the Lost levels game and begin on world 1-1. At the beginning of the level go right and locate a 'C' shaped block with a Koopa in it. Nudge the second block from the left to produce a red mushroom. Nudge the other blocks to launch the mushroom over the edge so that you can grab it and become Super Mario.

Be careful not to scroll the screen too much so that you can return to the blocks. Jump up and smash the left hand block and then the one to the right of the mushroom block. When you do this make sure the Koopa is always to the right so that you trap him on the right hand block.

Now jump up to balance on the mushroom block and from there smash the top blocks in order from the left. Leave the last two blocks at the top before leaping over to land on the Koopa. If you do this correctly Mario will bounce on and off the Koopa, until time runs out, scoring a 1-Up with every contact.

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, 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

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 and X.

SUPER TURRICAN

Level skip
Pause the game. Now press Right, Left, Down, Right, A and Start.

SUPER VALIS IV

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

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

Passwords for hard option
Level 1 – `Plucky/Babs/Bookworm`
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!

Extra lives
On the title screen press Right, Right, Up, Left, Up, Right, Down, B, A, Select, Start and Start.

Infinite continues
Enter: X, Y, B, A, 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 NEW!

Play as the Bosses.
To play any character (including the bosses) against any character, start your game from the title screen. When the Select mode screen appears push the D-pad in the following order: Left, Left, Left, Right, Right, Right, Left, Left, Left, Left, Left, Left and Start.

You will hear an explosion and addional characters will appear on the screen. For a two player game with bosses, do the same code and reset the Super NES. When the Select mode appears again press the following:-Right, Right, Right, Left, Left, Right, Right, Right, Right, Right, Right and Start.

Stage codes

Stage 2	–	427Ø11
Stage 3	–	537Ø71
Stage 4	–	43Ø7ØØ
Stage 5	–	5ØØ76Ø
Stage 6	–	4Ø1637
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

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

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

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

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

The final
Avoid the semi-final by entering the code – Ø1633.

WWF ROYAL RUMBLE NEW!

Super punch
When you turn on your Super NES you will see a legal screen. As soon as that begins to fade, take controller one and press B then Y. When you hear a loud growl you will have the super punch and be able to finish off any opponent with two punches.

Twin rumble
On the player select screen, press the top L button to stop the WWF logo in the background from moving. Hold the L and R buttons without making the logo move again and then press Select. Move through the selection screen to find your twin. You can now fight against the same character or double up in a tag team.

YOSHI'S COOKIE NEW!

Play extra levels
In the option screen set the music to Off, set the speed to High and the round to 10. Then hold up and press the Select button. The 10 will change to 11 and now you can change any option you like and move the round number up to 99.

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

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.

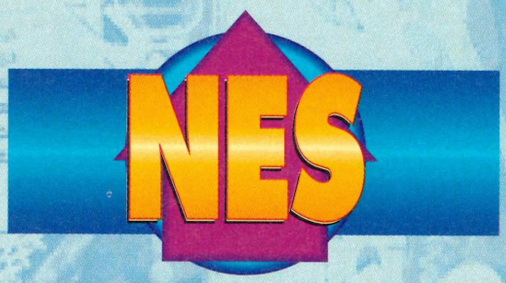
Extra lives
When you come across a fairy, capture her in a jar. Now when you lose a life she'll revive you. You can only use a particular fairy once, but there are plenty scattered throughout the game.

ZOMBIES NEW!

Bonus level
Enter the password BCDF at the beginning of the game as normal. This will take you straight to an excellent bonus section.

ZOOL

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.



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

Bonus screen
If you go to the theatre between 2:00 and 4:00 you'll find a bonus screen.

BATMAN

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

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`

BATTLE OF OLYMPUS



Extra items
To gain extra items try the following code with each one:
`BFFXVNXQNLS8K`
`CM2FHUX4GW5ZD`

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.

BLACK BASS FISHING

Password
Enter the following password to get yourself into the wonderful world of class B: `TSVWDEDODIBPUYGC`.

BLASTER MASTER

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
`840967` – Ocean world
`752053` – Volcano world
`840137` – Sand world
`225378` – Relic world

BOXXLE

Passwords

Level 1	–	`BDBD`
Level 2	–	`DBBD`
Level 3	–	`GBBG`
Level 4	–	`HBBH`
Level 5	–	`JBBJ`
Level 6	–	`KBBK`
Level 7	–	`LBBL`
Level 8	–	`MBBM`
Level 9	–	`NBBN`
Level 10	–	`PBBP`
Level 11	–	`QBBQ`

BUBBLE BOBBLE

Stage select
To be able to select any stage, enter `DDFFI` on the password selection screen.

BUCKY O'HARE

Passwords

Deadeye Duck	–	`67KIJ`
Willy	–	`M7Lak`
Blinky	–	`M7KZ3`
Final Stage	–	`MPW2L`
Final Stage 2	–	`MPL65`

BUGS BUNNY

Passcodes
Here's a selection of codes to get you further into the game.

Level 20	–	`ZTPZ`
Level 40	–	`TX9W`
Level 60	–	`YTKW`

BURAI FIGHTER

Passwords

Stage 2	–	`BALL`	Stage 5	–	`PAIL`
Stage 3	–	`JOKE`	Stage 6	–	`GOAL`
Stage 4	–	`DOLL`	Stage 7	–	`GAME`

Extra difficulty
If it's all too easy enter `GOOD` on the password screen to make the game more difficult!

Start with full weapons
To start the game with a full complement of weapons, enter `LTBB` on the password screen.

CAPTAIN PLANET

Passwords
Use any of the codes here to get to later stages in the game:
`763754` – level 1-2
`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

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

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`

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, 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
`8920` – 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.

JAMES BOND JNR NEW!

Passwords
Mission 1 – Ø33481
Mission 2 – 258600
Mission 3 – 320370

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.

KICKLE CUBICLE NEW!

Special game passwords
1 – HmnM LhBg
2 – HPTZ hNDJ
3 – JnCn hvcb
4 – JQVP LrCH
5 – KqGT hhCC
6 – KRdv LNDV
7 – LrFs LLCb
8 – LSXq hfDG
9 – Mt1d hLCZ
10 – NBqb nQCZ
11 – NBqh hVCh
12 – NVQK Lrcm
13 – PChg nQCZ
14 – PWMG LICH
15 – QDgf nQCZ
16 – QXJC LfCB
17 – RZJH nnBg

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

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

LEMMINGS
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 3.3 – 8ØMB
Level 1.2 – 386V	Level 4.1 – SCRD
Level 2.1 – M1CH	Level 4.2 – LV12
Level 2.2 – 31Ø0	Level 5.1 – SØN8
Level 2.3 – MØ52	Level 5.2 – 5VLB
Level 3.1 – FLLF	Level 5.3 – SGJK
Level 3.2 – HV1Ø	

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.

MCDONALDLAND NEW!

Extra heart energy
On the club house level 1-2, kill the first squirrel with the top block and move on. Pick up one block from the pile of six and then stand under the spider. When the spider climbs to its highest point, press the the B button while pushing Up. This will send the block up to kill the spider, bounce off the stump and then off the screen. Do this as often as you like; gaining an extra heart of energy every time.

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

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

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

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

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

Level codes
Level 2 – 1227
Level 3 – 0501
Level 4 – 0948
Level 5 – 2168
Level 6 – 0666
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

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

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

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

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)

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.

TERMINATOR 2 NEW!

High score cheat
Earn a high score on the Cyberdyne level by emptying Arnie's big gun and standing him on one of the desks. He may then crouch down and punch people repeatedly for stacks of points.

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.

TIGER HELI NEW!

Extra continue
When you have lost all your lives and the black game over screen comes up press the following: B and A together and then Start. Now you can restart the game where you died.

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

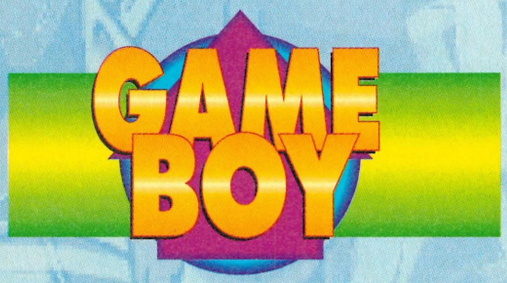
secret level select menu.

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 WRESTLING CHALLENGE

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.



THE 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

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

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

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 EXCELLENT ADVENTURE

Passwords

Level 2	–	555 4239
Level 3	–	555 6767
Level 4	–	555 8942
Level 5	–	555 4118
Level 6	–	555 8471
Level 7	–	555 2989
Level 8	–	555 6737
Level 9	–	555 6429
Level 10	–	555 1881

BIONIC COMMANDO

Level skip
Whilst playing any level, press and hold Start then press A and B simultaneously. You'll return to the DX-Turbochopper and be able to select a different level.

BLADES OF STEEL

No goalies
Hold A and B on both controllers, then start on controller one.

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

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

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
HGKM – level 2	HGNC – level 2	GBHC – level 2
CPFG – level 3	BMHB – level 3	MHCB – level 3
JJCM – level 4	DGBF – level 4	CDMN – level 4
DKLF – level 5	JGJH – level 5	KDPG – level 5

Ultimate
GDCP – level 1
LMCJ – level 2
CCHL – level 3
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

Level code
Game end – 5Ø621Ø

CAPTAIN SKYHAWK

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.

FERARRI GP CHALLENGE

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

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!

GARFIELD NEW!

Passwords
1: LFDB
2: VCSB
3: TRFF
4: ZFRG
5: NGSF
6: QDCZ
7: KCNG
8: TRBD
9: LGCK
10: WGRD
11: TCMF
12: RBCN
13: NBNF
14: GPBL
15: RBCT
16: RCNG
17: FCRF
18: YBRB
19: SGNG
20: GGLD

GARGOYLE'S QUEST

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

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 NEW!

Passwords
1: XXXX
2: CVBM
3:QWSD
4: PLKP
5: MNBV
6: VBCD
7: ZXVZ
8: KJKR
9: PYST
10: LKLQ
11: HDZW
12: NBGF
13: SWQR
14: TYTL
15: XRTD
16: CDSR
17: JHYD
18: MJHN

THE HUNT FOR RED OCTOBER

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

Level code
Level 30 – TJBY EGCE

KID DRACULA NEW!

Passwords
Level 2: 5613
Level 3: 3272
Level 4: 7283
Level 5: 5346
Level 6: 7225
Level 7: 5539
Level 8: 7158

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 DREAM LAND

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

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
Iceman: A1, B4, C1, D2, 3
Fireman: A2, 3, C1, D2, 3
Cutma: A2, 3, B4, C2, 3

MEGA MAN 2

Passwords

Air	–	A2, B1, B3, B4, C3, D2, D4
+ Needle	–	A1, A3, A4, B3, C1, C4, D1, D2, D4
+ Clash	–	A2, B1, B3, B4, C3, D1, D2, D4
+ Metal	–	A2, A3, B1, C3, D1, D2, D4
+ Wood	–	A2, A3, B1, B4, C3, D1, D2, D4
+ Hard	–	A1, B3, C1, C2, D1, D4
+ Magnet	–	A3, A4, B1, B3, C1, C2, C4, D1, D3
+ Top	–	A1, A3, A4, B3, C1, C2, C4, D1, D3

METAL GEAR

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 Pirate Ship.
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
GRIN – level 3
REAP – level 4
SEED – level 5
GROW – level 6
TALL – level 7
YALI – level 8

PRINCE OF PERSIA



Passwords
Level 2 – 51798Ø75
Level 3 – 41698Ø65
Level 4 – 71198Ø15
Level 5 – 61098Ø05
Level 6 – 11398Ø35
Level 7 – 47769332
Level 8 – 31998Ø95
Level 9 – 21498Ø85
Level 10 – 81498Ø54
Level 11 – 51798Ø74
Level 12(a) – 41698Ø64
Level 12(b) – 71198Ø64
Level 12(c) – 61098Ø14

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 BROS

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 5	–	36313
Level 6	–	17123
Level 7	–	42913
Level 8	–	56113
Level 9	–	51313
Level 10	–	97113
SEMI	–	Ø8613
FINAL	–	Ø1613

BUSTERS

If you have new cheats, tips or passwords for any Nintendo game, send them to *Busters, SUPER XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

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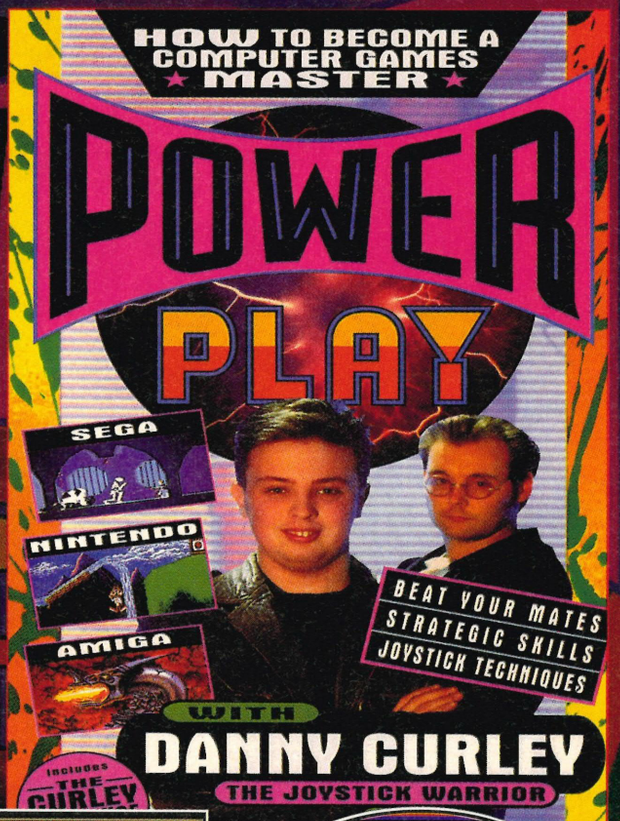
SUPER XS COMPETITION

Have you ever looked at the mapped solutions in SUPER XS and wish they could move, speak and tell you how to complete the level? Well if you have, you must be either a sad individual, slightly lubricated on Christmas plonk, or be dropping hints to your nearest and dearest to buy you a tips video for Christmas. Well, here at SUPER XS we like to make your wildest dreams come true – but failing that, we are giving away 20 copies of the Power Play video.

This video is not only informative and bursting with street cred, it also stars Dominik Diamond, ex-*GamesMaster* presenter, ex-fellow of comedy and ex-TV personality. Merry Christmas, Dom, let's hope '94 gives you more opportunities to be on the telly, instead of selling out in this obvious fashion.

Alongside good old Dom is someone with the unlikely nickname of 'Joystick Warrior'. His real name is Danny Curley, who we have all heard of, right? Danny used to be the European Sega Champion and has made plenty of appearances in many other magazines and shop openings since then. Danny would like to try and persuade you how to hold a joypad properly and how to know absolutely nothing about the games covered in this video – nice one! We've only got one thing to say, Danny – if you think you're the best, why not stroll down to XS Towers and try beating the Pros at *Street Fighter II*, or *Mario Kart*, or *Striker* – in fact, why not try to beat us at anything?

Anyway, back to the video. To win one of the 20 Power Play Videos that retail for £11.99 from all major shops, just answer the three simple questions and send your answers on a postcard or the back of an envelope to us by February 20.



POWER PLAY QUESTIONS

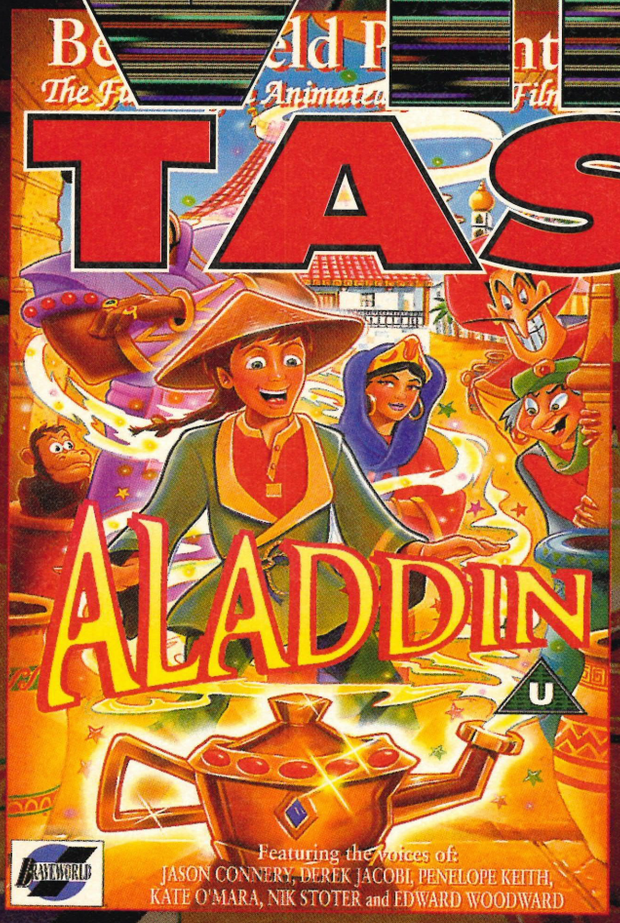
1: On which Radio One programme does Dominik Diamond review games?
A: DLT in the early hours.
B: The Archers.
C: Steve Wright (and the annoying Nicki!) show.

2: Who took over from Dominik Diamond on the TV hit *GamesMaster*?
A: Dave Perry.
B: Danny Curley.
C: Dexter Fletcher.

3: What video format was dropped in the early Eighties to be replaced by VHS?
A: VHF
B: BetaMax
C: Video 8mm.

Send your entries to the *Diamond/Curley Oscar Award compo, SUPER XS, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Remember, all answers must be in by 20 February.

VIDEO TASTIES!



At this time of year, the pantomime season is rife with wonderful tales of good and evil. Here at SUPER XS, we tend to like the idea of right and wrong, black and white, and Disney or not Disney – so we are giving away a prize that we think sums up the Christmas holiday feeling.

In association with Braveworld video we are giving away ten copies of *Aladdin* on video. This version of *Aladdin* is NOT the Disney film which is out in the cinema, and not even on video yet!

We are giving away another cartoon version of *Aladdin* which is very similar and just as entertaining as the one made in Hollywood, with voice overs by Jason Connery, Derek Jacobi, Penelope Keith and Edward Woodward. This wonderful fairy tale from the very nice people at Braveworld, could brighten up your Christmas if you can answer the three questions and be one of the lucky winners. Incidentally, if you want to make sure you have a copy of Braveworld's *Aladdin* video, you can buy it for £9.99 from most video retailers.

ALADDIN QUESTIONS

1: Which of the following is not a Panto?
A: Aladdin.
B: One Flew Over the Cuckoo's Nest.
C: Mother Goose.

2: Which of the following TV programmes stars Edward Woodward?
A: The Food Blender.
B: The Liquidizer.
C: The Equaliser.

3: Which one of the following items does Aladdin rub to produce the Genie?
A: A lamp.
B: A blowtorch.
C: An open fire.

Send your answers on a (witty, or rude) postcard, or on the back of an envelope to *Brave New World compo, Super XS, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* All entries must be in the sack by the 20 February. Best of British to you!

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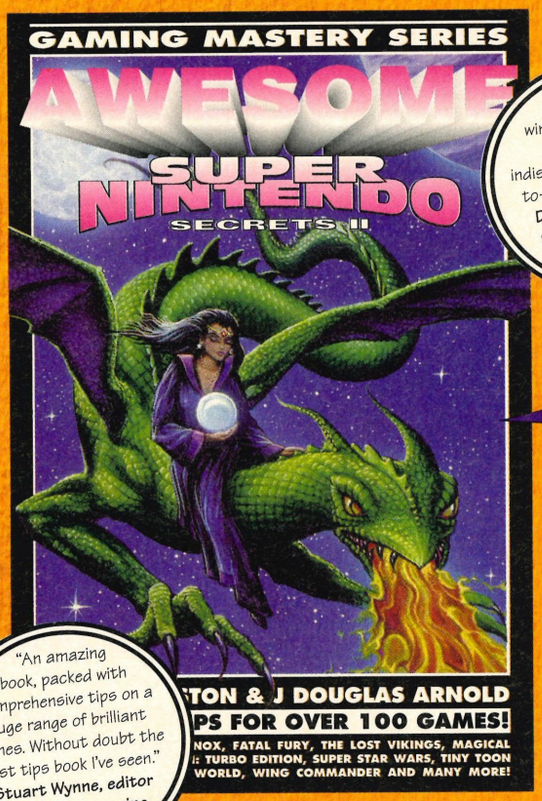
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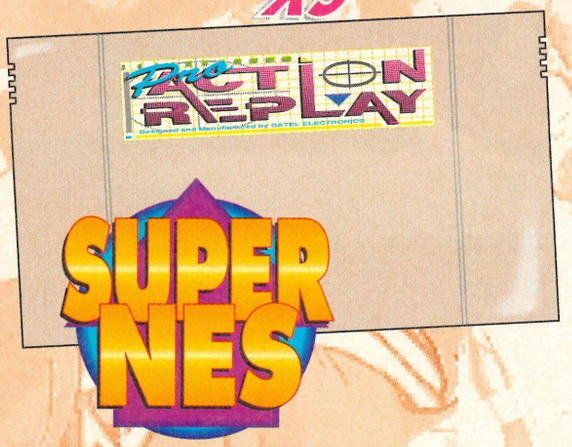
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XS CODES

If you own either a Datel Action Replay, or a Hornby Hobbies Game Genie, then we print all the latest codes for you! In addition, if you have found any new codes for the latest games then why not send them in? Send all your codes to *XS Codes, SUPER XS, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

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.

BOB

7E022D63: Infinite lives.
7E020C63: Unlimited remotes (trampoline).
7E023663: Unlimited guns (single).
7E023763: Unlimited guns (triple).
7E020D63: Unlimited remotes (Helicopter hat).
7E020E63: Unlimited remotes (Floating bomb).
7E020B63: Unlimited remotes (umbrella).
7E020A63: Unlimited remotes (shield).
7E020963: Unlimited remotes (flash).
7E023863: Unlimited guns (flame thrower).
7E023963: Unlimited guns (rockets).
7E023A63: Unlimited guns (bolt).
7E023B63: Unlimited guns (wave).
7E0F423B: Unlimited time (turn Action Replay off at the end of each level).
7E022130: Unlimited energy for Bob.

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.

GOOF TROOP

7E1A5500: Removes the country protection. Allows the USA version to work.
7E015703: Infinite lives for player one.
7E01D703: Infinite lives for player two.
7E011D06: Unlimited energy for player one.

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.

KING ARTHUR'S WORLD

7E095328: Infinite hearts for Arthur.
7E095502: Nothing hits Arthur.
7FFF0D63: Infinite Barrelmen.
7FFF0F63: Infinite Architects.
7FFF1163: Infinite Soldiers.
7FFF1363: Infinite Archers.
7FFF1563: Infinite Shieldmen.
7FFF1763: Infinite white Wizards.
7FFF1963: Infinite black Wizards.
7FFF2163: Infinite hearts/healing for the white Wizard.
7FFF2363: Infinite strength for the white Wizard.
7FFF2563: Infinite shields for the white Wizard.
7FFF2B63: Infinite fire balls (raining) for the black Wizard.
7FFF2D63: Infinite stun enemy for the black Wizard.
7FFF2F63: Infinite fire ball for the black Wizard.
7FFF3163: Infinite lighning for the black Wizard.
7FFF3363: Infinite skulls for the black Wizard.

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.

THE LOST VIKINGS

7E0FE906: Infinite lives for Eric.
7E0FEB06: Infinite lives for Baleog.
7E0FED06: Infinite lives for Olaf.
7E133304: Infinite flaming arrows for Baleog.

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: Use all three codes together to
7E04C158: give Player one infinite
7E04B9A1: energy.

7E04BBA1: Use all three codes together to
7E04BF58: 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.

NIGEL MANSELL

1FA1C180: Allows the Japanese version to work on English machines.
1FA1F180: Allows you to use Nigel Mansell on a PAL machine.

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.

ROCK 'N' ROLL RACING

00800300: Allows you to play the US version on a UKmachine.
00804483: Use with above code.
7E0EF10X: Replace X with number of laps you wish to race.
7E0E9505: Unlimited plasma rifle.
7E0E9905: Unlimited bear claw mine.
7E0EAD05: Unlimited jump jets.

SHADOWRUN

7E3C113B: Infinite karma points.
7E3C0F14: Infinite money.
7E3C3063: Gives armour value of 99.

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.

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 firepower.
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.
7E0008E04: 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

Ø1XX65C0: Gives you XX amount of lives.

BART VS THE SPACE MUTANTS

ØØØ664Ø3: Infinite lives.
ØØØ4B2Ø2: Bart becomes invulnerable.

BAYOU BILLY

ØØØ7C5Ø7: Infinite lives.

BIONIC COMMANDO

ØØØØ4AØ2: Infinite lives.

A BOY AND HIS BLOB

ØØØ2BF72: Infinite Liquorice Jellybeans.
ØØØ2C115: Infinite Strawberry Jellybeans.
ØØØ2C3Ø6: Infinite Coconut Jellybeans.
ØØØ2C518: Infinite Cola Jellybeans.

BUBBLE BOBBLE

ØØØØ2EØ3: Infinite lives for Bub.
ØØØØ42Ø3: Infinite lives for Bob.

BUCKY O'HARE

ØØØØ4CØ3: Infinite lives.
ØØØ5AØ14: Unlimited energy.
ØØØØ2ØØX: Select level by replacing X with Ø-7.

BUGS BUNNY

ØØØ429Ø3: Infinite lives.
ØØØ428ØC: Infinite energy.

THE BUGS BUNNY BLOWOUT

ØØØ428ØC: Unlimited energy.
ØØØ429Ø3: Infinite lives.
ØØØ42AFF: Always have 99 carrots.

CHIP 'N' DALE: RESCUE RANGERS

ØØØ21Ø18: Invulnerable to attack.
ØØØ5B682: Infinite lives.

COBRA TRIANGLE

ØØØ738Ø2: Infinite lives.
ØØØ5F5ØC: Infinite energy.

DOUBLE DRAGON 2

ØØØ432Ø3: Infinite lives.

DUCK HUNT

ØØØØBAØ3: Infinite shots.

DUCK TALES

ØØØ361Ø2: Unlimited lives.
ØØØ1595Ø5: Unlimited time.

FLINTSTONES RESCUE OF D & H

ØØØ3Ø8Ø3: Unlimited energy for Fred.
ØØØ3Ø5Ø2: Unlimited lives for Fred.
ØØØ3ØBFF: Unlimited coins for Fred.

GHOSTBUSTERS II

ØØØ53B Ø5: Infinite lives.

GHOSTS N' GOBLINS

ØØØ715Ø3: Infinite lives.

GODZILLA

ØØØ18C3Ø: Infinite life energy.
ØØØ1783Ø: Infinite power.

GOONIES

ØØØ5Ø32Ø: Infinite energy.
ØØØØ22Ø3: Infinite lives.

GREMLINS II

ØØØØADØ6: Infinite energy.
ØØØ56CFF: 255 Crystal balls.
ØØØ5ØC01: Infinite balloons.

HOOK

ØØØ37F02: Infinite lives.
ØØØ37D4F: Infinite energy.

LEGEND OF ZELDA

ØØØ67ØFF: Lessens damage.
ØØØ658Ø9: Infinite bombs.

LOW G MAN

ØØØ6F8Ø3: Infinite lives.
ØØØ65B Ø8: Unlimited energy.
ØØØ66EID: Infinite vehicle fuel.

MEGA MAN

ØØØ6CØ1C: Infinite energy.
ØØØØA8Ø3: Infinite lives.

MEGA MAN II

ØØØ6CØ1C: Unlimited energy.
ØØØØA8Ø6: Infinite lives.

MEGA MAN III

ØØØØAEØ3: Infinite lives.

MICRO MACHINES

ØØØ321Ø3: Infinite lives.

OPERATION WOLF

ØØØØ5ØØ9: Infinite bullets.
ØØØØ53Ø4: Infinite grenades.

PROBOTECTOR

ØØØØ32Ø3: Infinite lives player one.
ØØØØ33Ø3: Infinite lives player two.

RAD GRAVITY

ØØØØØ5Ø9: Start the game with a gun.
ØØØ79ØØF: Infinite energy.

RUSH 'N' ATTACK

ØØØØ22Ø5: Unlimited lives for player one.
ØØØØ23Ø5: Unlimited lives for player two.

SIMON'S QUEST

ØØØØ31Ø3: Infinite lives.
ØØØØ8Ø3Ø: Infinite energy.
ØØØØ4999: Gives 9,950 credits (this should be enough to buy anything).

SMASH TV

ØØØ1CAØ5: Infinite lives for player one.
ØØØ1CBØ5: Infinite lives for player two.

STAR TREK

ØØØ79ØØ7: Infinite energy.

STAR WARS

ØØØ6DF03: Infinite lives.

STREET GANGS

7E04BF3F: Infinite energy.

SUPER MARIO 2

ØØØ4ED03: Infinite lives.

SUPER MARIO 3

ØØØ736Ø5: Unlimited lives.
ØØØ5FØØ5: Unlimited time.
ØØØØED01: Mario is super all the time.
ØØØØED03: Racoon Mario all the time.
ØØØØED02: Mario can fire all the time.
ØØØØED04: Mario is frogged up constantly.
ØØØØED05: Tanooki Mario indefinitely.
ØØØØED06: Mario keeps hammer.

SUPER MARIO BROS

ØØØ7EEXX: Gives Mario XX amount of coins.
ØØØ7FAØ4: Freeze time.
ØØØ756FF: Invulnerable.
ØØØ75AØ2: Infinite lives.

TEENAGE MUTANT HERO TURTLES

ØØØØ77C8: Infinite energy for Leonardo.
ØØØØA8Ø9: Unlimited weapon for Leonardo.
ØØØØ788Ø: Unlimited energy for Raphael.
ØØØØ798Ø: Unlimited energy for Michaelangelo.
ØØØØ7A8Ø: Unlimited energy for Donatello.
ØØØØA9Ø9: Unlimited weapon for Rapheal.
ØØØØAAØ9: Unlimited weapon for Michaelangelo.
ØØØØABØ9: Unlimited weapon for Donatello.

T2

ØØØ71C38: Unlimited energy.
ØØØ71DØ4: Infinite lives.

TIME LORD

ØØØ615Ø3: Infinite lives.

TOP GUN

ØØØØ3C28: Infinite missiles.

TOP GUN 2

ØØØ57Ø2F: Invulnerable to bullets.
ØØØØ683C: Infinite missiles.

TO THE EARTH

ØØØI5FDØ: Infinite fuel.

WRATH OF THE BLACK MANTA

ØØØ549Ø3: Infinite lives.

WRESTLEMANIA

ØØØØ77CA: Infinite energy.

WRESTLEMANIA CHALLENGE

ØØØ3DØFF: Infinite energy.

GAME BOY

THE ADDAMS FAMILY

Ø1XX65CØ: Gives you XX amount of lives.
Ø81F68CØ: Unlimited energy.
Ø13FFAC1: Unlimited weapon energy.
Ø9XX69CØ: XX= Start level.

ADVENTURE ISLAND

Ø10319C4: Infinite lives.
Ø87F22C4: Infinite energy.

ADVENTURES OF ROCKY & BULLWINKLE

Ø10251DD: Infinite lives.
Ø10357DD: Infinite energy.

ADVENTURES OF STAR SAVER

Ø203F4C5: Infinite lives.
Ø10431C6: Always have the life rope.

ALFRED CHICKEN

Ø105F1FF: Infinite lives.
Ø3XXDCC4: Level select replace XX with desired level.
ØA02EEC4: Invincibility.
ØA0146CC: Allows you to keep bombs permanently.

ALIEN 3

ØAØX32C3: Start with a specific weapon. 1 – Prodder, 2 – Pistol, 3 – Pulse Rifle, 4 – Flame-thrower, 5 – Smart gun.
Ø8FF4AC3: Infinite energy.
Ø10349C3: Infinite lives.
Ø43C45C3: Infinite ammo (with gun).

ALTERED SPACE

Ø4327CC2: Infinite air.

ASTEROIDS
Ø1Ø2ØBDC: Infinite lives.

BAD 'N' RAD
Ø1Ø323CD: Infinite lives.

BALLOON KID
Ø1Ø421DE: Infinite lives.

BARBIE
Ø1Ø591DD: Infinite energy.
Ø1ØX94DD: Start with X lives eg Ø1Ø494DD.

BART SIMPSON: CAMP DEADLY
Ø1Ø598C9: Float on air.
Ø1Ø292C9: Infinite lives.
Ø1Ø298C9: Infinite energy.
Ø1Ø594C9: Infinite boomerangs.

BATMAN
Ø1Ø3C7CØ: Infinite lives.
Ø1Ø4C8CØ: Infinite energy.

BATMAN: RETURN OF THE JOKER
Ø8ØA8AFF: Infinite energy.

BIONIC COMMANDO
ØØFF4BDF: Activate all protectors.
ØØFF4DDF: Activate all video receivers.
ØØFF4CDF: Activate all tools.
ØØFF4ADF: Activate all weapons.
Ø1Ø343DF: Infinite energy.
Ø2XX45DF: Start with X lives.

THE BLUES BROTHERS
Ø1Ø337C3: Infinite energy.

BONK'S ADVENTURE
Ø1Ø31ECD: Infinite lives.

BOULDER DASH
Ø4C7FØD7: Set timer to 199.
Ø1Ø362D7: Infinite lives.

BUBBLE BOBBLE
Ø1Ø9ØØC4: Gives you nine lives.
Ø1ØØC3FF: Zips to the next level when you activate the AR.

BUGS BUNNY II
Ø1Ø599C3: Infinite energy.
Ø1Ø8B8C3: Always have all the keys to complete the level.
Ø1XX99C3: Start with XX lives.

BURGER TIME
Ø1Ø246C3: Infinite lives.

CASTLEIAN
Ø1Ø316C5: Infinite lives.
Ø79912C5: Infinite time.

CASTLEVANIA II
Ø1Ø2C5C8: Unlimited lives.

CRASH DUMMIES
Ø16Ø84CØ: No time limit.
Ø1Ø58ACØ: Infinite lives.

DARKMAN
Ø1Ø38ACØ: Infinite lives.
Ø1Ø989CØ: Freeze the timer.

DIG DUG
Ø2Ø396C4: Infinite lives.

DOUBLE DRAGON II
Ø2Ø3AFC6: Infinite lives.
Ø83CB7C6: Infinite energy.

DOUBLE DRAGON III
Ø8BF27DF: Infinite energy.

DR FRANKEN
ØXDØ2BC8: Infinite Energy.

DUCK TALES
Ø1Ø21ACA: Infinite lives.
Ø79611CA: Infinite time.

DYNABLASTER
Ø3Ø294FF: Infinite lives.

EMPIRE STRIKES BACK, THE
ØØØ589DA: Unlimited continues.
ØØ2Ø93DA: Unlimited energy for Luke.
ØØ2Ø94DA: Unlimited energy for Tauntaun.
ØØ2Ø95DA: Unlimited force power.
ØØØ196DA: Activate high jump.
ØØØ197DA: Activate levitate.
ØØØ198DA: Activate enhanced Light Saber power.
ØØØ199DA: Activate Graphic eye.
ØØØ19ADA: Activate fast run.
ØØØ19BDA: Activate reflect.
ØØØ19CDA: Activate enhanced Blaster power.
ØØØ19DDA: Activate force to health ability.

F-1 RACE
Ø1Ø156C5: Keeps your car in 1st place all the time.

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.

HOOK
Ø2Ø417CØ: Infinite lives.
Ø85Ø14CØ: Infinite energy.
ØAØ316CØ: Infinite thimbles.
ØAØ415CØ: Infinite balls.

HUMANS
Ø7C6EØCF: 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
Ø73104C9: Infinite time.

KID DRACULA
ØØØ4C8C8: Unlimited hearts.
ØØØ3C3C8: Infinite lives.
ØØØXC2C8: Sub-level select. Replace X with 0-4.
ØØØXC1C8: Level select. Replace X with 0-7.

KIRBY'S DREAMLAND
Ø2Ø589DØ: Infinite lives.
Ø1Ø686DØ: Infinite energy.
Ø1XX8ØDØ: Change background colour (XX is any value).
Ø1XX7EDØ: Alter fall speed (ØØ is slow – FF is fast).

KRUSTY'S FUN HOUSE
Ø1Ø3CFC4: Infinite lives (turn on during game).

KUNG-FU MASTER
Ø1Ø212DØ: Infinite lives.
Ø7Ø13CC7: Infinite time.
Ø85Ø17C7: Infinite energy.

LEMMINGS
Ø73BC3CØ: Infinite timer.
Ø1Ø31ØDD: Infinite builders.
Ø1Ø211DD: Infinite bashers.
Ø1Ø312DD: Infinite miners.
Ø1Ø313DD: Infinite diggers.
Ø1Ø3ØFDD: Infinite blockers.
Ø1Ø3ØEDD: Infinite bombers.
Ø1Ø3ØDDD: Infinite floaters.
Ø1Ø3ØCDD: Infinite climbers.
Always complete a level (by pressing Select). You have to knock the poke switch off when going onto the level to let the Lemmings pour on down, then put the switch back on.

LOONEY TUNES
Ø2Ø3F9C3: Use with code below for infinite lives.
Ø1Ø22AC5: Use with code above for infinite lives.

MEGA MAN
Ø898A3DF: Unlimited energy.
Ø2Ø3Ø8C1: Unlimited lives.

MEGA MAN 2
Ø1Ø2E8CF: Infinite lives.
Ø2Ø3Ø8DD: Infinite lives.

MEGA MAN 3
ØØØ3Ø8DD: Infinite lives.
ØØØØAEØ3: Infinite lives.
Ø2Ø3Ø8DD: Infinite lives (alternative).
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.
Ø4ØA35C4: Infinite papers.

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: Unlimited Nitros while Action Replay is enabled.
Ø1ØXØEDØ: Start with X level of tyres.
Ø1ØXØFDØ: Start with X level of acceleration.
Ø1ØX1ØDØ: Start with X level of shock absorber.
Ø1ØX11DØ: Start with X level of speed.

SWAMP THING

Ø84ØC7C1: Infinite energy.

T2

Ø8EØBDDB: Infinite energy.

THE TERMINATOR

Ø8EØBDDB: Infinite energy.

TETRIS

Ø101A9FF: Stops the levels increasing.
Ø1ØXC2FF: Starts at X level.
Ø1259EFF: Eternal B-Game.
Ø1ØØ95FF: Finish game when you do one line.

THE FLASH

Ø103E5CØ: Infinite lives.
Ø84870C1: Infinite energy.

TINY TOONS

Ø102C3C9: Infinite lives.
Ø102FØC9: Infinite energy.

Ø103F1C9: Infinite weapons for Bugs.
Ø103F2C9: Infinite weapons for Daffy.
Ø103F3C9: 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: Replac
e XX with level number.

TURRICAN

Ø701C9C5: Infinite time.
Ø103FEC4: Infinite grenades.
Ø1Ø3Ø1C5: Infinite mines.

Ø1Ø3Ø4C5: Infinite power lines.
Ø1Ø3C3C5: Infinite buzz-saws.
Ø1Ø4DDC5: Infinite lives.
ØAØ19ØC1: Constant force field.
Ø3XXACFF: Start level, where XX is the number.

TURTLES 2

Ø4ØCB3C7: Infinite energy.

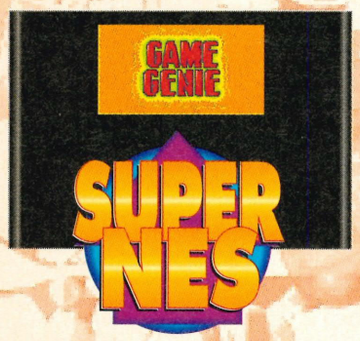
WWF WRESTLING

Ø8AØ2ØCØ: Infinite energy bar.

XENON II

Ø1Ø5D4CØ: Infinite lives.
Ø8122FCØ: Infinite energy.
Ø1ØX95FF: Level select. X = Level number. 1-5.

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.
6DC06701: Invincible to spikes.
C260A701 & 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-AD04 + DDBB-6D61: Infinite lives.

SOUL BLAZER

C26E-6DA7 + C223-0D07: 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.
503E-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

FØ34-7405: 1st throws do more damage.
DD3F-EFAD: Players can walk through each other.
DD18-57ØD: Ist hit of any kind defeats any opponent.
DFØ4-5DAF: 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.
DF30-17ØD: 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.

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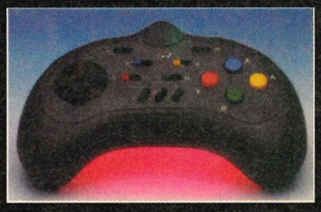
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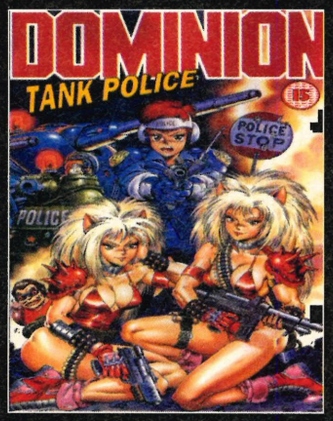


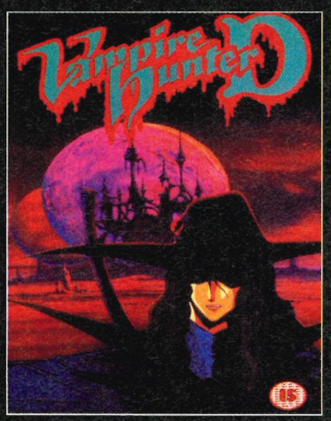
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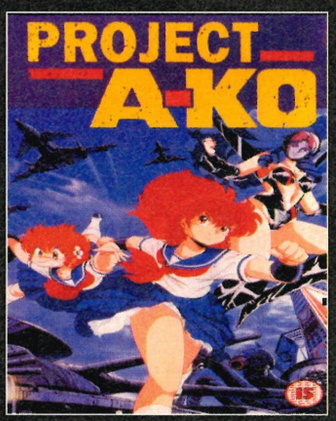


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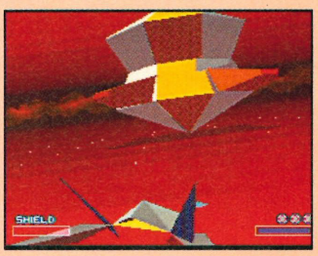
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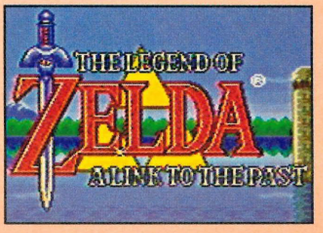
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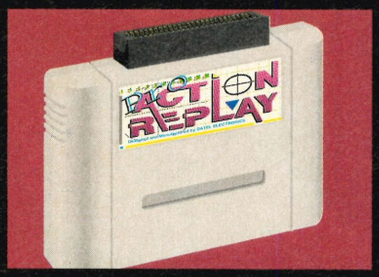


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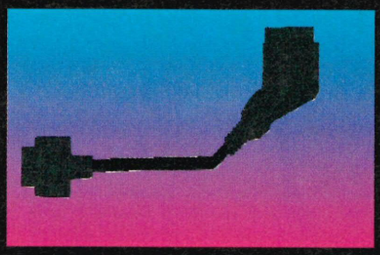


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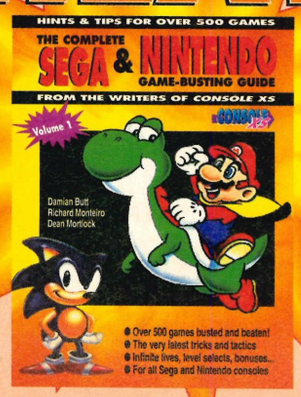
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