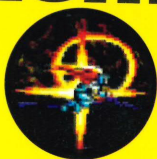


FREE!

**THE
COMPLETE
TECHNIQUE**



ZONE



**MEGA-TIPS FOR OVER
100 MEGADRIVE GAMES!**

**BE CAREFUL WHAT
YOU WISH FOR. YOU
MIGHT JUST GET IT.**

You demanded it and now here it is. The Complete Technique Zone. 100 pages of tips and cheats taken from the pages of MegaTech and solely dedicated to the Megadrive. Here you'll find information on almost every Megadrive game there is, From Afterburner to Zero Wing, they're all here. This is the Hyperplayers Bible.

We must thank everyone who has sent in tips to MegaTech, without your help putting this manual together would have been impossible. So, keep sending them in, because the more we get, the sooner we can produce Volume II.

And don't forget to write and tell us what you think of the book and what else you'd like to see us do. After all, that's why we're here. To Serve and Protect.

Over and Out.



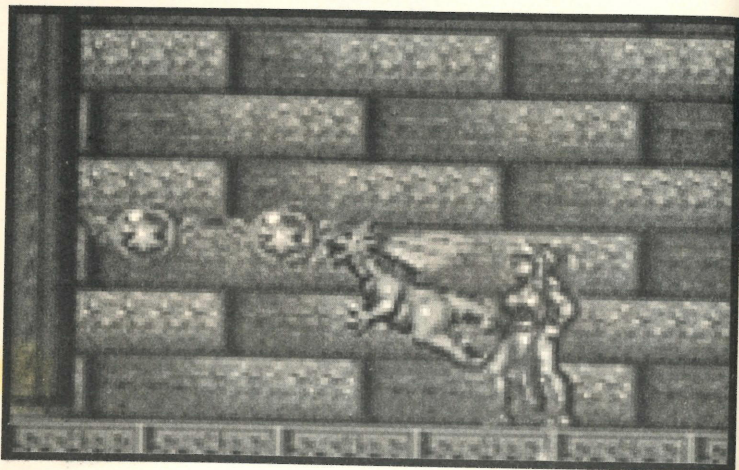
A

AFTERBURNER
ALISIA DRAGON
ALTERED BEAST
ARCUS ODYSSEY
AMBITION OF CAESAR
ARNOLD PALMER'S TOURNAMENT GOLF

AFTERBURNER

Copping a missile up the exhaust has put paid to many an Afterburner pilot's career - until now. When GAME OVER comes up try the following sequence - LEFT, LEFT, LEFT, B, B, B, C, C, C. Then hit START to carry on from where you died.

ALISIA DRAGOON



There's a cheat mode in Alisia Dragoon which lets you power up your lightning and the monsters and select levels. Unfortunately, you need two joypads to get it working, but this is how it goes.

1. Switch on the game, and after SEGA disappears from the screen, hold A until the words GAME ARTS have disappeared.
2. Hold the B button until GAINAX disappears.
3. Hold the C button until MUSIC COMPOSED BY... disappears.

4. When the stars come out of the crystal press START and you should hear a sound which indicates the cheat mode is active.

Now start the game and while playing, press C on the second controller to blank the screen. If you don't press anything you warp straight to the next section of the level you're on. Alternatively you can hit any of these combinations for these effects.

- C WARP TO STAGE ONE
- B WARP TO STAGE TWO
- B AND C WARP TO STAGE THREE
- A WARP TO STAGE FOUR
- A AND C WARP TO STAGE FIVE
- A AND B WARP TO STAGE SIX
- A, B AND C WARP TO STAGE SEVEN
- START WARP TO STAGE EIGHT

Alternatively, you can press A on the second controller while you're playing to pause the game. Then press:

- PAD 2 B START PLAYING AGAIN
- PAD 1 UP AND PAD 2 B MAXIMISES HIT POINTS
- PAD 1 LEFT AND PAD 2 B RAISE LIGHTNING LEVEL
- PAD 1 RIGHT AND PAD 2 B RAISE CURRENT MONSTER'S LEVEL
- PAD 1 LIGHTNING BUTTON AND PAD 2 B POWER UP LIGHTNING
- PAD 1 MONSTER SELECT BUTTON AND PAD 2 B BECOME IMMORTAL

Alisia Dragoon is packed with treasure rooms. Here's how to find some of them.

LEVEL ONE

In the second part of this level, go down and jump through the last wall on the right hand side and keep on walking. Jump twice, collect the power-ups, walk to the corner then jump left to find another hidden room

LEVEL FIVE

Walk right, jump the gap and shoot the wall. Walk through and collect the power-ups. While walking back through the wall, keep jumping and you should find a hidden platform which leads up and left to another hidden room.

Once you're back down, fall down the gap and walk left, then shoot through the wall to find another room.

LEVEL SIX

Towards the end of the first part of the level, shoot through the wall on the left-hand side to reveal another room.

In the second part of this level, drop down the first gap, then the gap on the left, then straight down the next. Now walk left up the rocks and into the room. Shoot left then jump up until you find the next room.

ALTERED BEAST

To start a new game at the same place you as you left off on your last go, press button A while pressing START.

AMBITION OF CAESAR

Here are four codes to keep you would-be emperors happy.

STAGE 2 L3FHPOZNGW

STAGE 3 NXDSSPJSWF

STAGE 4 O5TCJJSP5B

ENDING GREBDQ3UH

ARCUS ODYSSEY

Passwords ahoy!

LEVEL THREE: JSMOFBAHKB

LEVEL FOUR: JBMGMNQJDQ

LEVEL FIVE: JBMGNUMMFB

LEVEL SIX: KBMEMUQQFA

LEVEL SEVEN: KBMEMUQU4F

LEVEL EIGHT: KYMEMVVO5F

Enter EEEEEEEEEE as the password and you'll start the game on level five with six reverse dolls.

ARNOLD PALMER'S TOURNAMENT GOLF

This password takes you to the last round of the Super Masters' tour with enough money to be declared world champion even if you lose!

FØzp5uY4PgURLz8mt-
AqQPmXigAkQgmZrOgE

On the password screen fill the top line with lowercase "f"s and the bottom with "9"s. You will then be spirited away to another course.

Alternatively, you could try hitting 100 hopeless shots on one hole and you should find yourself playing a miniature version of Fantasy Zone!

B

BATMAN
BEAST WRESTLER
BONANZA BROTHERS
BUDOKAN
BULLS VS LAKERS

BATMAN

When you're being attacked press START to pause the game. Hold down B and press START again and you should find the villain can do you no more damage.

BEAST WRESTLER

LEVEL CODES

Some codes for the American version of Beast Warriors. Just enter your beast's name and then input one of the following.

JQYQYQMQQQFAQQK...1st Dom Fight
JQYQYQMQQQVAQSA...2nd Dom Fight
JQYAAQMQQATAQSH...3rd Dom Fight
JQYAAQMQQATAQSH...4th Dom Fight
JQYAGQMRZRBATQX...Dom Championship

JQYAGQMRZRYAAZO...1st World Fight
JQOAGADRDYHZQRT...2nd World Fight
JQOAGADRDYNZQYJ...3rd World Fight
JZAAGADRDYUZQTO...4th World Fight
JZAAJADRDYXQJB...5th World Fight
JZAZOADFADMXQRO...6th World Fight

BONANZA BROTHERS

INVINCIBILITY CHEAT

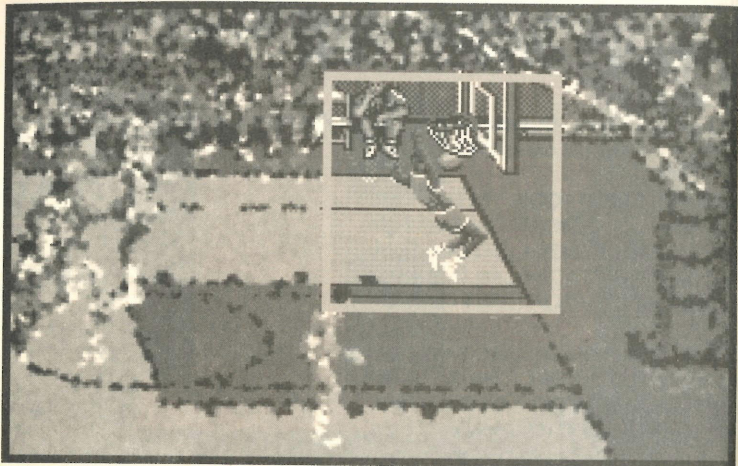
Go to a location with a rake, and step on it the same time as a bullet hits you. This will make you invincible until you collect some treasure.

BUDOKAN

Go straight to the Budokan without training. When the match starts hold down-left on the D-pad which should result in you blocking all your opponent's blows. While this is happening your Ki will grow. When it reaches maximum all it takes is one hit to finish off your opponent.

BULLS vs LAKERS

These codes will take you straight to the final, leaving you with only one game to win to become NBA champion.



Chicago Bulls 3 v 1 Suns
 LA Lakers 3 v 1 Pistons
 Portland Blazers 3 v 0 Celtics
 Utah Jazz 3 v 0 Bucks
 Milwaukee Bucks 3 v 0 Blazers
 Boston Celtics 3 v 1 Lakers
 Houston Rockets 3 v 0 76ers
 San Antonio Spurs 3 v 0 Hawks
 Atlanta Hawks 3 v 0 Lakers
 New York Knicks 3 v 0 Lakers
 Phoenix Suns 3 v 1 Bulls 2
 Seattle Super-sonics 3 v 0 Celtics
 Indiana Pacers 3 v 0 Blazers
 Golden State Warriors 3 v 1 Hawks

KXOVPBBB
 NLOWFBBL
 DBOBPBBC
 WYOB5BBB
 CDOBFBBB
 DNOZPBBS
 I2OBFBBB
 IGOBFBBB
 T4OBFBBB
 TFOBKBBB
 ZOVSBBB
 GQOBKBBJ
 POOBFBBB
 O6OV5BBB

Philadelphia 76ers 3 v 1 Lakers J8OV5BBB
 Detroit Pistons 3 v Jazz ISOVSBBB

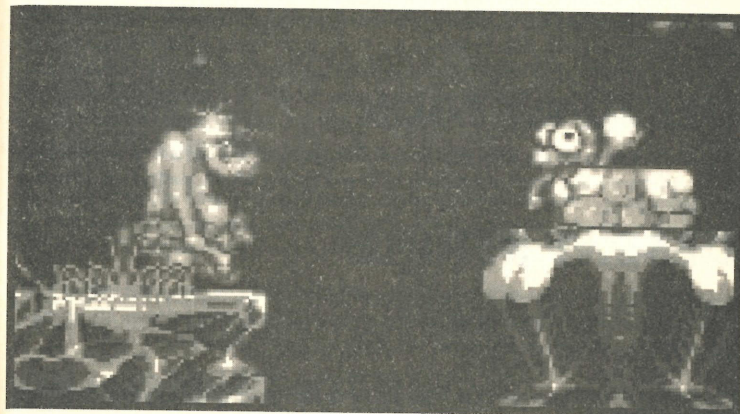
Or, if you want to be really unsporting, you can become an instant champion with one of these codes.

Bulls	KXWVLBBB
Blazers	DBWBLBBG
Bucks	CDWBBBBC
Rockets	I2WBVBBS
Hawks	T4WBBBSB
Suns	2ZWV2BBH
Pacers	POWBBBSB
76ers J	8WL2BBB
Lakers	NLWWBBBV
Jazz	WWWB2BBF
Celtics	DNWZLBBC
Spurs	IGWB2BBB
Knicks	TJWBFBBB
Super Sonics	GQWBGBBH
Warriors	O6WV2BBK
Pistons	ISWV2BBB

C/D

CHUCK ROCK

DANGEROUS SEED
DAVE ROBINSON'S
DECAP ATTACK
DESERT STRIKE
DEVIL CRASH
DYNAMITE DUKE



CHUCK ROCK

BOSS BEATING

When you're frozen by the roar of the Sabre Toothed Tiger at the end of the first level, you can still move right to avoid his attack by pressing right on the D-pad and tapping C.

DANGEROUS SEED

No less than 99 credits can be yours with this wondrous cheat. Switch on the game and when the demo is running press the D-button left, left, left, up, right, left then right. Et voilà, the game should start with all those lovely credits.

DAVE ROBINSON'S SUPREME COURT BASKETBALL

EASY SCORING

The best team to select is LA, and their best player is Bullseye Bond. Pass to him as

soon as you have possession, then run him to the edge of the three point area and shoot. You'll score most of the time.

DECAPATTACK

You don't have to kill the level two boss in Decapattack. Just before he arrives, jump on the platforms and break the statues before dropping off the platform and running through the exit.

DESERT STRIKE

Jake (the super co-pilot) isn't on level one after all. He's in the top-right corner of level two, standing by his crashed plane, being attacked by two soldiers. Shoot the two soldiers, pick him up and shoot the plane to reveal an extra life.

The bloke at the left corner of level one is just a regular pilot, but hey, it's not as if he's not worth picking up, so we're not all bad.

All enemy artillery has a range which your 30mm cannon will cover. So, with the ZSU you can be so far away that it will not detect you, but your cannon will reach it.

DEVIL CRASH

Entering TECNOSOFT in the password screen gives you a whopping ten balls and a bonus of two million of your English points sterling.

If you're yearning for another password for Devil Crash try this one, which provides 505,705,300 points and 73 balls.

UUBV99BQRE

A few extra balls always come in handy so enter DEVILCRASH as a password to start the game with seven.

If hidden options screens are more your cup of tea, try holding down A, B, C and START on the title screen.

As soon as you hit something when the score reads 999,999,900, the ball is transported to the final stage. Here, you'll see a total of twelve red stars on the right of the screen and each time you hit the King Demon a quarter of a star will disappear. The Demon is guarded by two axe-twirling henchmen, but ignore them. Concentrate on hitting the Demon rather than the guards as they only reappear again when you destroy them.

After you've hit the King Demon fifteen times his guards disappear and he moves to the centre of the screen and casts off his cape. When he starts deflecting your ball, hold it on a flipper and wait for him to start moving around again before firing.

Of course if you can't get that far, enter your code as ALCLAE8ECK, and you'll have all the points you need to get to that stage plus 21 balls.

DYNAMITE DUKE

Press button C ten times on the title screen and then START. Choose options. Repeat this process. It should now say Super Options and you will be able to elect to start on the final missions, not to mention the many extra lives and continues you will now be able to bestow upon yourself.

On the title screen press C ten times, then go to the options screen and press C another ten times to call up the Super Options. Select that and you can venture into the final missions straight away with extra lives and credits a-plenty.

EYE

**EA ICE HOCKEY
EARNEST EVANS
ELEMENTAL MASTER
EUROPEAN CLUB SOCCER**

**F-22 INTERCEPTOR
FANTASIA
FAERY TALE ADVENTURE
FANTASIA**

EA ICE HOCKEY

To skip the lesser rounds and get straight to the finals enter
G77JH232FVNT4SRS

which will take you to the USA versus USSR showdown. Alternatively you could try
G77H502GK9VHWDPO

to partake in the USSR versus Iceland match.

EARNEST EVANS

Here's a level select cheat in this disappointing CD game. For those who own a
copy, pause the game at any time the press Up, A, Down, B, Left, A, Right, B,
unpause and you'll be able to teleport to any level.

ELEMENTAL MASTER

If you're having trouble with this game, hold down A, B, C and Start when you
switch the machine on to call up a secret options screen which should help make life
easier.

By pressing A and START simultaneously, that there sexy options screen is yours to
command.

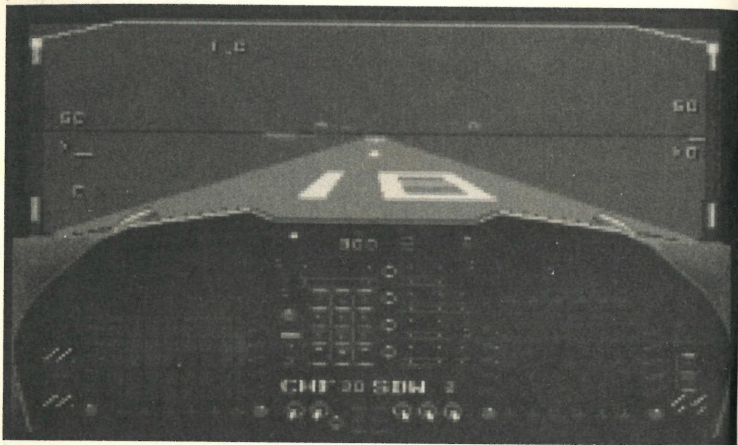
EUROPEAN CLUB SOCCER

Here are some codes that will take you all the way to the final, the only drawback is
that you're playing Manchester United.

1st Round 2nd Leg	3ITAQBDBHA
2nd Round 1st Leg	JCNRABDCGA
2nd Round 2nd Leg	OWNRQBDDKQ
Quarter final 1st Leg	FKNSABDEAA
Quarter final 2nd Leg	R8BSQBDFLQ
Semi Final 1st Leg	OSNTABDGHA
Semi Final 2nd Leg	KWNTQBDHCA
Final	J8NUABDIAE

If a match goes to a penalty shoot out, just press B. You'll score every time.

F-22 INTERCEPTOR



There's an easy way to trounce all the opponents (even the other F-22s) in the Aces' Challenge, and here it is.

As soon as the battle starts, go into a vertical climb with your afterburners on so that the F-22 doesn't stall. Put the sun in the centre of your windshield and keep going. Now watch the screen at the bottom right of the control panel and you should see your opponent(s) following you up. Don't worry too much if they start firing their cannons as they probably won't hit you, and even if they do, they won't do much damage.

Keep climbing and keep watching the screen and eventually you should see the other planes levelling off as they reach their ceiling. As soon as this happens, dive straight down on them. Your extra height should be enough to give you plenty of time to line up your guns and rip the enemy planes to pieces before they have a chance to do anything. If you're too slow, simply dodge away and repeat the process

until they're finished.

Passwords for all five missions so that you only have to complete the last part of the mission.

USA campaign	6PGE2Ø2
Korean campaign	BIØF8P
Iraqi campaign	GTGE8V
Russian campaign	KSQGIV
Aces' challenge	MHØIKI

FAERY TALE ADVENTURE

If you want to end the agony now, use this code and read on.

7R2KVL
6RSZXS
K6NHGS
DCB720
663R12
H0785P

This should put you outside a dark zone in the astral world. Go inside and you should find that your controls are reversed. Go to the top of the orange area, and keep going. The controls should be back to normal, and you should come across the final baddy.

In the astral world the green squares are safe, the blue ones are very slippery and the orange ones will let you move at double speed.

FANTASIA

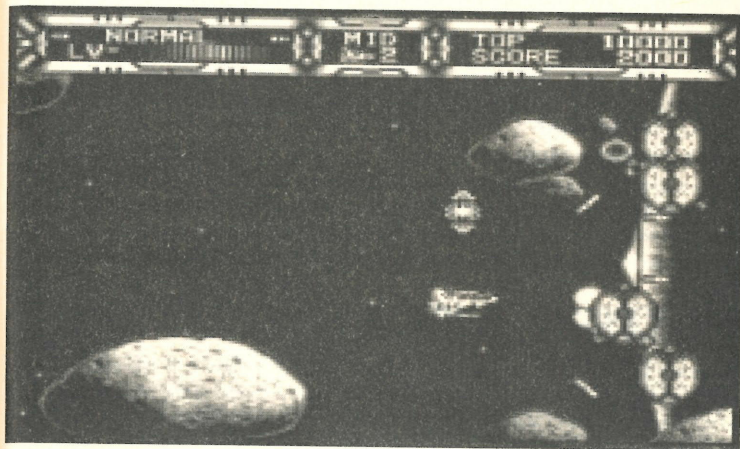
When you start the game, walk right and you should see two brooms walking along the floor to the left. Follow them, and as they're about to reach the wall, destroy both of them (or at least the one on the right) and 'Hey presto', etc, your big point objects will appear on the stairs.

G/H

GAIARES
GAIN GROUND
GHOULS 'N' GHOSTS
GOLDEN AXE 2
GRANADA X
GYNOUG

HEAVY NOVA
HELLFIRE
HERZOG ZWEI

GAIARES



To activate the level skip in Gaiares you'll need two controllers. Press Start and B together to bring up the options screen, then select tune number 18. Hold down A on the second controller and select 'Exit' with pad one. While still holding down A, press C on pad one. Hold both until the SEGA logo disappears. When you hit start you'll get a level select screen.

If that's not enough, by simply shooting out your TOZ unit six times before capturing an enemy ship at the beginning of the first stage you can earn a heat-seeking T Braster weapon, the best piece of alien shooting kit going!

This tip should help out those tortured souls who are having trouble defeating ZZ Badnusty at the end of the game. Seems that all you have to do is retreat to the bottom-left corner of the screen where your TOZ will cover the ship and you should be unaffected by the snowballs of doom.

GAIN GROUND

A hint for this duff flip screen Gauntlet clone concerns the pressing of the buttons A, C, B, C in order on the options screen. This will allow you to select any starting stage.

GHOULS 'N' GHOSTS

BOSS DESTRUCTION

If you are having trouble fighting Loki, jump onto his foot and wait until he lifts his leg. When he lowers it again jump and you will land on his knee. It sounds a bit suspect, it's true, but you are actually safer from his fire in that position, making it much easier to kill him off, especially when using the short-range special weapon.

GOLDEN AXE 2

While not as good as its predecessor, Golden Axe 2 does have one interesting quirk. At the end of the first level, hold down A while you're attacking the boss. Let go when the story screen appears. During the rest stage don't collect any magic, touch or hit the wizards. Cast a spell at the start of the second level and you'll now have infinite magic. You can actually let the magic power-up past the gauge, which lets you cast the other character's spells, but, more often than not, it leads to the game crashing.

GRANADA X

If you're on the second level of Granada X, here's a way to boost the power of your mega-blaster. Go over to the end of the left-hand wing of the giant flying battleship Astarsha, then drive down the antenna to the end. Wait there for a few seconds and the extra weapon flies onto the screen. Catch it and your blaster is now permanently powered up! Be careful, though, as this extra power gives the weapon quite a kick, and if you use it in precarious positions, such as on the wings of the Astarsha, the recoil can send you flying backwards to your doom!

GYNOUG

On the options screen, go down to DIFFICULTY and press A, B, C and START

together to get a secret EASY setting. Alternatively, go down to CONTROL and hold down the A button and a stage select option should appear.

HEAVY NOVA

Not many people own this game, or know that if you can beat any boss without missing with a single blow you get a massive 1,000,000 points perfection bonus.

HELLFIRE

Go to the options screen and set the game to hard, now select tune number one on the sound test and leave it to play. After a minute and a half a 'yea right' message will appear, the game starts and you'll have 99 credits to squander.

Get to the last boss on level one and deal with him in the normal way. Fire a Hellfire the split second he disappears off the bottom of the screen, if you time it right the border goes yellow. According to Robbie, you'll now start the second level impervious to damage. Try to have the maximum amount of power-ups before you activate this cheat as you can't pick anymore up once you're invincible. Don't fire off any more Hellfires though, as this reverts your ship back to its normal mortal state.

HERZOG ZWEI

Here is the easy route to the OASE level four of Herzog Zwei which, as fans of the game will know, is the last stage.
LJJOIGBAOLH

I7J

THE IMMORTAL

JAMES 'BUSTER' DOUGLAS BOXING
JAMES POND
JOE MONTANA 2
JOHN MADDEN '92

THE IMMORTAL

Here are the codes for this spectacular arcade adventure.

LEVEL 2 757FC0006570
LEVEL 3 6E1EC21000E10
LEVEL 4 465FA31001EB0
LEVEL 5 D4BFD41000EB0
LEVEL 6 BCFEF51010A41
LEVEL 7 6B10F61010ACL
LEVEL 8 E59OD710178C1

To skip past the sensor room on level five, buy the shrinking potion and go back to the room at the start of the level. Drink the potion, wait for it to wear off, then die in that room. When you continue you'll appear in the chamber after the sensor room!

JAMES 'BUSTER' DOUGLAS BOXING

When you're in one player mode, you can apparently floor your opponent in seconds by hitting A, B and C all at once. This should result in mega-powerful punches. So there you have it.

JAMES POND

Here's a great cheat for the predecessor of Robocod. If you want to exit a level before you have completed it, press C and LEFT together.

Then, press START on the title screen. When you want to open the exit, press A, B and C simultaneously whilst rotating the joypad.

JOE MONTANA 2

Here's a way to tailor-make your match-ups any time in the season. All you have to do is enter the code as ?AA?AAAAA. Replace the first question mark with the letter or number of the team you want to play, and the second with the letter that

corresponds to the week. For instance VAATAAAAA would be Phoenix at the Sega Bowl.

FIRST LETTER

A=Atlanta
B=Buffalo
C=Chicago
D=Cincinnati
E=Cleveland
F=Dallas
G=Denver
H=Detroit
I=Green Bay
J=Indianapolis
K=Kansas City
L=Houston
M=Los Angeles - A
N=Los Angeles - N
O=Miami
P=Minnesota
Q=New Orleans
R=New England
S=New York - N
T=New York - A
U= Philadelphia
V=Phoenix
W=Pittsburgh
X=San Diego
Y=Seattle
Z=San Francisco
0=Tampa Bay
1=Washington

FOURTH LETTER

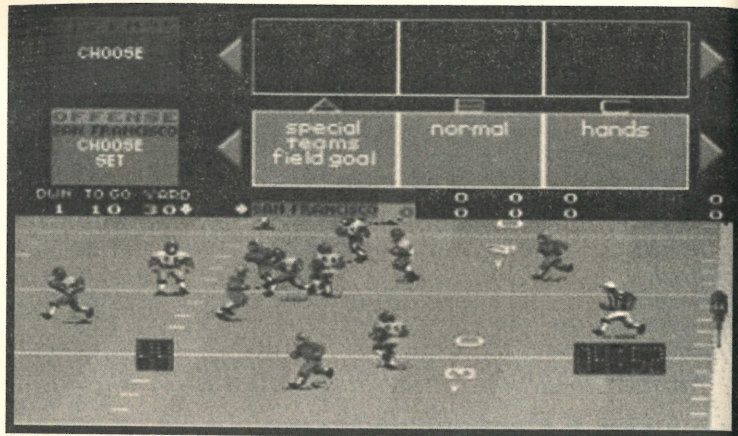
B=Week one
C=two
D=three
E=four

F=five
G=six
H=seven
I=eight
J=nine
K=ten
L=eleven
M=twelve
N=thirteen
O=fourteen
P=fifteen
Q=sixteen
R=playoffs round one
S=playoffs round two
T=Sega bowl

JOHN MADDEN '92

Here are passwords for a selection of matches for you to try.

SAN FRANCISCO vs BUFFALO	BLR34NV
PHILADELPHIA vs OAKLAND	BDMK8WYX
OAKLAND vs LOS ANGELES	BH4JFDD3
NEW YORK vs BUFFALO	BPD45P6N
MIAMI vs NEW ORLEANS	B6KKT43B
CHICAGO vs INDIANAPOLIS	BXF8HD9B
BUFFALO vs NEW YORK	C5YFNBXH
KANSAS CITY vs SAN FRANCISCO	B3L4YML8
CINCINNATI vs NEW YORK	B3TTM77T
NEW ORLEANS vs KANSAS CITY	DV8SS7ZR
MINNESOTA vs DENVER	BLFJ94MK
DENVER vs NEW ORLEANS	DWWW8L44
PITTSBURGH vs SAN FRANCISCO	DWN9GHCD
SEATTLE vs NEW YORK	DCT53CXO
ATLANTA vs BUFFALO	CGIHJ9KZ
HOUSTON vs WASHINGTON	CZ4FN2F7
BUFFALO vs PHILADELPHIA	D5FHS6V1



REDSKINS vs BILLS
 BILLS vs REDSKINS
 OAKLAND vs NEW YORK
 49ERS vs KANSAS
 CHICAGO vs INDIANAPOLIS

BOB IV9P5
 DVWKR3TT
 B9LRCHHP
 C2TLDK8K
 BTLM 7Z2K

KYL

KID CHAMELEON
 KRUSTY'S FUN HOUSE
 KLAK

LAKERS vs CELTICS

KID CHAMELEON

HIDDEN HELMET

At the beginning of Devil's Marsh I walk past the three green slime creatures on the floor and jump up to reveal a hidden P which is the cyclone helmet, then proceed to the end of the level, being careful not to lose the cyclone helmet and not to collect any other hidden Ps.

If you manage to do this in a pretty good time you can collect a good bonus—up to 20,000 points!

After arriving at the flag with the cyclone helmet still on, you can then go to the Knight's Isle, Whale Grotto and Hoverboard Beach and complete these in mega seconds to earn 20,000 points for each of the levels.

KLAX

For those having trouble with Klax, here's an easy-to-find training mode. Just go to the option screen and press C ten times to make the hidden 'easy' option appear.

KRUSTY'S FUN HOUSE

LEVEL CODES

The codes for all the stages revealed!

Level 2: WHOAMAMA

Level 3: FLANDERS

Level 4: BROCKMAN

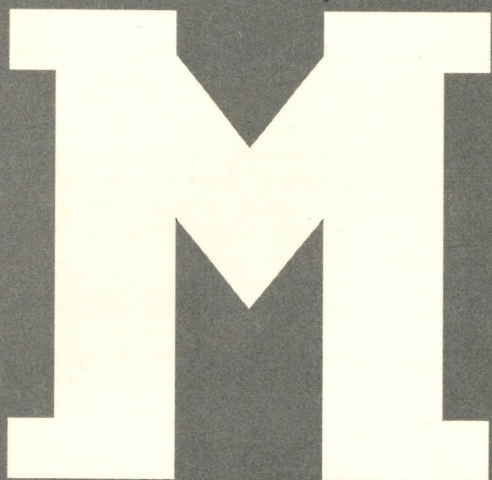
Level 5: SIDESHOW

LAKERS VS CELTICS

Use this code to play the Bulls, in the lead 3-1 with only one more game to win the NBA Championship.
Ø87 RØS

To score almost every time you get into the opponents area you have to be playing

either the Suns, or the All-Star team. Make sure Tom is in the first team, and get the ball to him. Move him into the shaded area and hit A to shoot. This results in an almost unstoppable shot, and you can keep using this tactic to amass a massive score.



**MARVEL LAND
MERC'S
MICKEY MOUSE
MIDNIGHT RESISTANCE
MOONWALKER**

MARVEL LAND

If the final level is evading you, then try the handy passwords. World 4-6 can be accessed by the passcode TRIDENT (THRIDENT in HARD mode). From here any level (except the final one 4-7) can be selected for your delectation.

MERC'S

If you're finding Mercs a tad too easy, try this cheat to put it into hyper-difficulty. Put the game into original mode, then hold down A, B, C and press start to play a tougher version of the game.

On level eight in original mode, shoot the doorway with the soldiers coming out of it. This might sound a bit useless to you, but hark and listen to the rest of the tip. If no soldiers are coming out of said doorway, that means it is a special shop which sells all its wares for a minuscule single medal each! This means you can stock up on energy and MegaCrashes to your hearts content.

There are hidden weapons crates in the Original game, and this is where they are.

On the level with the pontoon bridges you should come across two on the right of the screen, one of which is incomplete. Take that one and you should find you can walk across it to reach a stack of otherwise unreachable goodies.

In one of the swamps there is a passage to the right which slopes down the screen. Follow it down to reach some crates.

In the level set in the town watch out for a truck firing gas missiles next to a passage on the left of the screen. Go left, shoot the barricade and you should find a gas mask.

On the desert level in original mode, shoot the palm trees to find loads of extras including first aid kits and enough medals to clean out every shop.

MICKY MOUSE

HIDDEN TREASURE ROOMS

The first one is in the third part of level one. Just fall down the pit and walk through the wall on the left.

There's another hidden in the second part of level two. Jump so that Mickey falls towards the wall on the right and he should land on the edge of a ledge. Break the four blocks with marbles to reveal a star.

The third room is on level three, part one, and is similar to the first room mentioned above. Just walk through the wall and clear up the goodies.

The first and third rooms are good locations for picking up extra lives, if you're really desperate. As soon as you come out of the room, bomb the three mushrooms to pick up a couple of hundred points for each one, then head back towards the hidden room. Come back and the mushrooms will reappear, so bomb them again. You can keep doing this until you've got as many lives as you need.

Earn yourself an extra 'try' after every level with this simple cheat. Once you've beaten the boss and collected the gem, a scoreboard should appear. While the scores are counting up press START as fast as you can (it helps if you have a controller with a built-in slow motion mode). If you hit the button fast enough you should hear a sound and when the next level starts you'll have one extra try.

BEAT THE BOSSES

LEVEL ONE

Stay at the bottom left-hand side of the screen, and when the log attacks, jump up and over it, then jump over it again as it returns to the tree. The log hits the tree and some acorns fall. Avoid these and either fire at or bottom-bomb the log. Simply repeat the process and five hits later he's matchwood.

LEVEL TWO

As the clown leaps, run under him so he doesn't land on you. On his second jump, duck just before he lands. If he doesn't extend his arm he'll leap up a third time -

dodge again and duck before he lands because he'll definitely extend his arm. When his arm retracts, he throws four easy-to-avoid springs and then sits there for a couple of seconds; either bottom-bomb his head or chuck an apple at him. Repeat the process until he dies.

LEVEL THREE

This is incredibly easy - simply throw an apple at each gremlin as soon as it hits the floor.

LEVEL FOUR

To kill the dragon stay on the middle platform, as this is the safest one to operate from. When the dragon appears, lob a ball at its head. If you run out of balls, leap high into the air, go into bottom-bomb mode and land on its head. It takes a bit of practice doing it this way, but it's possible to kill it using this method.

LEVEL FIVE

Killing the ogre isn't easy. Walk up to him and get your finger ready on the jump button. When he grits his teeth you can either jump away from him and throw a candle at him, or jump towards him and bottom-bomb his head. He turns redder and redder each time you hit him, and when he's bright red, one more bottom-bomb kills him.

LAST LEVEL

The evil witch Mizrael herself! When all the ghouls have been fired at you, go to the top right hand and wait on the left hand side of the platform. Wait for the witch to appear below you and dodge the ghouls she fires at you, then quickly bottom-bomb her head. If she appears on the right of the screen, jump to the bottom left hand corner of the screen and return to your previous position as soon as the ghouls have been fired. If she appears on the left hand side of the screen, go to the far right middle platform, and dodge the ghouls before returning to the previous position. It's a case of being patient here - but only bottom-bomb when she's below you. Stick at it and you defeat her and rescue Minnie...

THE "IMPASSIBLE" HILL

A big problem occurs at the end of the first screen on level three: there's a hill which you just can't get past, but the exit's on the other side. How do you reach the door? Well, you have to fall through a gap in the scenery and find the correct

underwater current which takes you through. The best gap to fall into is four back from the impassible hill - you have to jump on fish to actually get back there, so keep at it until you're there. Once located, fall into the water enter the second current from the left hand wall.

MIDNIGHT RESISTANCE

On the title screen, wait until "START" is highlighted in red, then hold down button C and press start. Once the game has begun, press start and then button A, and you'll find yourself on the next level! This procedure can be repeated to access any stage of the game.

MOONWALKER

A handy level select here, but you'll need two joypads to get it working. Go to the screen with the IP START business then push the D-button in the UP and LEFT position at the same time as holding down A and START on pad two. Now press START on pad one and if everything's been done correctly the screen clears and the level select message appears.

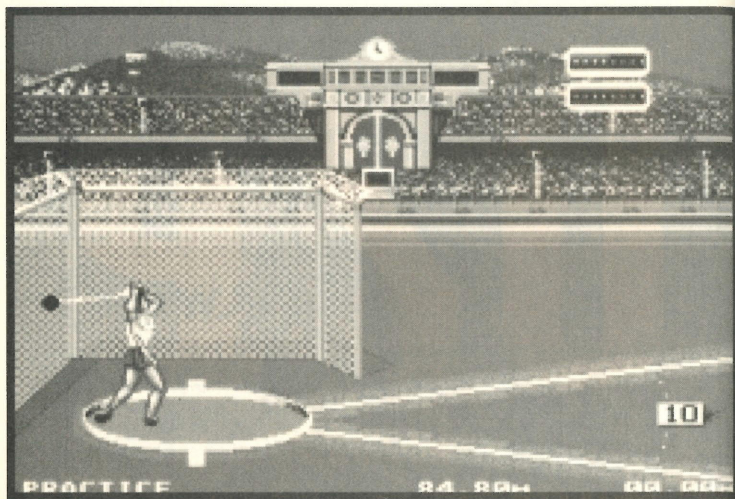
Use LEFT and RIGHT to select what stage you want to go to, and START to get grooving.

The image shows the letters 'O/P' in a large, bold, white, sans-serif font. The 'O' is a simple circle, and the 'P' is a simple vertical bar with a horizontal top bar. The letters are set against a dark grey, textured background.

**OLYMPIC GOLD
OUT RUN**

**PHELIOS
PITFIGHTER
POPULOUS**

OLYMPIC GOLD



These are right-handed tactics, so if you're left-handed reverse the instructions about hands, if you see what we mean.

100 METRES SPRINT

RECORD: 9.45 seconds

For this event place your joystick on a hard, flat surface. Put the index finger of your left hand on the C button for the dip at the end of the race, and use the index and middle fingers of your right hand to do the running.

HAMMER

RECORD: 93.45 metres

Use the same finger arrangement as with the sprint. Instead of letting go on the third

revolution (as it says in the manual) release the hammer on the fourth for maximum distance.

ARCHERY

RECORD: 162 points

For best results use a joystick with a slow-motion function to make aiming easier. If you don't have one, use slight taps on the pad to get the sights spot on.

POLE VAULT

RECORD: 6'40"

Do exactly as the manual says, except when it says you should press C, press and hold all three buttons, then press left.

200 METRES SWIMMING

RECORD: 1.45.0

Stay at the back so that you can just see the last computer player's feet. Wait in that position until the last 50 metres, then swim like mad and you should win!

OUT RUN

To make this game more challenging set it to any level above easy and start the game. Now all you have to do is get to the second checkpoint without crashing into the scenery or hitting any other cars. If you've done this correctly you'll find a Sega airship, Galaxy Force star fighter or Afterburner plane waiting for you. Reset the game and go to the option screen. You should now be able to set the game's difficulty to hyper, which speeds things up considerably.

If your attempts to get Out Run into HYPHER mode by the don't-hit-anything method have been stymied, try this easier route to high-speed action. When you get to the START/OPTIONS screen, highlight OPTIONS and press C ten times. And lo, the HYPHER mode is now available.

This displays an alternative ending to this ropery racer. All you have to do is get onto the high score table and enter the word ENDING, then press START. Now sit back

and savour the thrills as they happen.

PHELIOS

Here's one for you Phelios players. When you're confronted by Antaeus, the boss at the end of level four, move to the far right of the screen. Stay here and Antaeus won't be able to hit you, and for an added bonus, press fire as fast as you can and you will receive loads of bonus points and extra lives.

Here's a cheat which provides Apollo with nine continues instead of the usual three. Start the game and when this screen appears quickly press C, A, B, A, C, A, B, A. Hurrah!

PITFIGHTER

SURE-FIRE KILLING TECHNIQUE

To use this technique you need to be playing either Kato or Ty, and it will let you beat most of your opponents without losing much energy. First use all the items, such as knives and barrels, then walk up to your opponent and clobber them with a flying kick (A+B). Stomp on them twice when they're on the ground, then tap the D-pad twice in the opposite direction to somersault away. Next, walk towards them and repeat the process. Additionally, kick them when they're unconscious after a match and you'll pick up a bigger bonus.

POPULOUS

Surprisingly, not a lot of people know this, but instead of entering a world name when you select new game, you can just enter any number from two to 494 to start on that world.

Q/R

QUACKSHOT

RINGS OF POWER

ROAD RASH

ROBOCOD

ROLLING THUNDER 2

QUACKSHOT

For a load of extra points try this. Travel to the Viking longship and go to the stage with the crow's nest lifts. Halfway through the level there are two pulleys, but ignore these and travel down the rope to collect the extra life. Keep going and fall off the rope to lose a life and be sent back to the start of the stage. You can keep doing this, and by collecting all the cash bags and get the bird you'll rack up 22,000 points every time.

For all those having trouble beating the final boss, stand on the top block and wait until the swordsman's about to throw his sword, Slide in the opposite direction, then turn around and slide towards him. Throw a plunger at his head then jump back onto the top block, repeat the process until he's dead.

In most situations you can collect a I-UP hat for an extra life, then leave the screen and come back to get another extra life. Keep doing this and you can get up to 99 extra Donalds!

THE INDIAN MAZE

The Maharaja has offered you a Sphinx tear if you can defeat the tiger. However, the problem isn't beating the tiger, it's finding it! There are many routes through the maze, and here's the quickest.

Room 1 - Drop down the left side of the screen and take the second door

Room 5 - Take the first door (the one above the chicken).

Room 4 - Shoot the snake charmer and climb up the right wall. Go through the first door.

Room 2 - Go left and jump over the first door. Climb the wall and take the first door you come across.

Room 6 - Ignore the first few doors. Waddle right until you get to get to a passage. Halfway down there's a hole in the ceiling, which leads to the exit.

RINGS OF POWER

Here's a cheat designed to make you the richest person in the whole game. First go to the secret temple at 32',2"-6',6" and raid the four chests inside. Leave the building. Go back inside and the chests will have magically refilled. You can repeat this process as many times as you want.

EXTRA EXPERIENCE POINTS

When you've collected two party members go to the Sun and Moon temples at 26.4 x 15.4. Stand in between them and talk to the monk who's there. He'll ask you what you started with so show him the sorcerer's symbol. This earns you 200 experience points. The best bit is you can keep doing this until you reach level nine, which is the highest in the game.

ROAD RASH

If you are stuck on a couple of races in a level, you can change your position order around on the code screen eg 42389 to 98423. This way you can skip the hard races.

If you find yourself at the feet of the nasty highway patrolman, quickly get up and run back towards the starting line. Now, notice how the bike mysteriously follows you back up the road. Weird, eh? All you have to do is keep running until O'Reilly is out of sight, then go back to the bike, pick it up and start riding again.

Get to level four with loads of cash and the best bike, the Diablo, using this delicious password.

21111 Ø5TO

ROBOCOD

When the game starts, jump over the first two doors and run to the far right of the level. Jump up the platforms that run along the front of the tower, then leap onto the roof. Run left into the building to get to two bonus rounds.

First activate the invincibility cheat by collecting, in order, the cake, hammer, Earth, apple and tap that are at the start of the game. Now enter the first door, go left,

collect the star then exit. This should unlock every door.

Now go straight to the first door on the fifth level and enter the bathtime stage. Complete the stage, Xexit, jump over the door on the right and jump off the platform. Now waddle (or whatever fish do) right, jump over the door and jump onto the gold snowmen. Now watch in amazement as the snowmen carry you upwards, elevator style, level with a door in the sky. Jump off the snowmen and through the door to arrive in a bonus level full of extra lives, crowns and gold stars.

If you want to play the game through without cheating too much, you can top up your lives by collecting lips, ice cream, a violin, earth and a snowman, in that order (which spells LIVES).

Likewise, you can top up your power gauge by collecting a penguin, oil, wine, earth, and a racket.

Finally, if you don't use the door-opening cheat, you don't have to complete levels one, three and six.

And finally, here's a cheat that lets you select your starting level. Switch your Megadrive on and hold down A, C, down-left and press start. Simple, eh?

ROLLING THUNDER 2

Here's the full set of Rolling Thunder 2 codes to help out you frustrated Albatrosses (and Leilas of course). Go to the password entry screen and input the following cryptic messages.

LEVEL	CODE
1B	A ROLLING PROGRAM SMASHED THE GENIUS
2	A MAGICAL THUNDER LEARNED THE SECRET
2B	A CURIOUS RAINBOW LEARNED THE FUTURE
3	A NATURAL FIGHTER CREATED THE GENIUS
3B	A MAGICAL ISOTOPE BLASTED THE DEVICE
4	A ROLLING NUCLEUS SMASHED THE NEURON
4B	A PRIVATE LEOPARD PUNCHED THE NEURON

5	A CURIOUS PROGRAM PUNCHED THE POWDER
5B	A SLENDER FIGHTER ELECTED THE GENIUS
6	A LOGICAL LEOPARD BLASTED THE SECRET
6B	A DIGITAL RAINBOW MUFFLED THE SECRET
7	A PRIVATE ISOTOPE DESIRED THE TARGET
7B	A LOGICAL THUNDER SMASHED THE POWDER
8	A NATURAL RAINBOW ELECTED THE FUTURE
8B	A ROLLING MACHINE DESIRED THE FUTURE
9	A MAGICAL MACHINE MUFFLED THE KILLER
9B	A SLENDER NUCLEUS BLASTED THE TARGET
10	A DIGITAL NUCLEUS PUNCHED THE DEVICE
10B	A CURIOUS ISOTOPE CREATED THE KILLER
11	A PRIVATE THUNDER CREATED THE POWDER
11B	A NATURAL PROGRAM DESIRED THE NEURON

Here are the locations of the secret rooms and more besides.

LEVEL ONE: Be sure to have a machine gun before you climb on the boxes which lead to the top of the petrol tanker. Stand between the palm tree and the hedge and fire to the right to reveal an extra life.

LEVEL THREE: Get on the platform directly above the second statue, then jump down and go through the door on the right to reveal extra energy.

LEVEL EIGHT: Go left at the beginning and jump on to the second step. Push up and you will go through a door and receive extra time.

This one is a bit tricky to pull off. On the second ledge above the red man and the panther there's a hidden door between the first two railings. Go inside for extra energy.

And finally on level eight, there is a door which leads to extra bullets after the third ledge on the edge of the top step.

Also, if you're playing in two player mode, a dead player can steal one of his colleagues lives by pressing A, B and C.

S

SHADOW DANCER
SIDE POCKET
SOL FEACE
SONIC THE HEDGHOG
SPEEDBALL 2
SPIDERMAN
STAR CONTROL
STORMLORD
STREETS OF RAGE
SUPER FANTASY ZONE
SUPER MONACO GP
SWORD OF SODAN

SHADOW DANCER

At the very start of the bonus level go to the far left, right up against the wall and fire as fast as you can (autofire is helpful here). You should be able to kill fifty ninja, gaining a funky three-up for your troubles.

There's a hidden level select on Shadow Dancer. To activate it, simply press A, B, C and start on the title screen.

SIDE POCKET

Some of the trickshots in this game are certainly tough to work out, but here, for your edification, are the solutions to each shot.

TRICKSHOT NO	CUEBALL CONTROL	POWER	JOYPAD-CURSOR MOVEMENT
1	CENTRE	FULL	TAP UP 5 TIMES
2	CENTRE	FULL	28 RIGHT FROM 12 O'CLOCK POSITION
3	CENTRE	FULL	TAP 54 LEFT + 8 UP
4	MAX DRAW	FULL	TAP 7 UP
5	MASSE 3	FULL	NO NEED TO ALTER
6	CENTRE	FULL	TAP 14 DOWN
7	MASSE 1 + LEFT	FULL	TAP 4 DOWN
8	MASSE 1 + LEFT	FULL	TAP 12 DOWN
9	CENTRE	FULL	NO NEED TO ALTER
10	MAX DRAW	FULL	NO NEED TO ALTER
11	MAX FOLLOW + 1 RIGHT	1/3	TAP 1 RIGHT
12	MAX DRAW	FULL	TAP 6 DOWN
13	MAX FOLLOW	FULL	TAP 5 DOWN
TRICKSHOT NO	CUEBALL CONTROL	POWER	JOYPAD-CURSOR MOVEMENT
14	MAX FOLLOW	FULL	TAP 21 DOWN
15	MASSE 3	FULL	TAP 3 DOWN
16	MASSE 1+ LEFT	FULL	TAP 5 UP
17	MAX FOLLOW + 1 LEFT	FULL	TAP 2 DOWN
18	MAX DRAW	FULL	TAP 3 RIGHT
19	MASSE 2 + RIGHT	FULL	TAP 59 UP

Here are the challenge round shots for the 1-Player pocket game. You'll need to perform these to move onto next round.

STAGE 2	LAS VEGAS	SEE TRICKSHOT NO.6
STAGE 3	SAN FRANCISCO	SEE TRICKSHOT NO.8
STAGE 4	NEW YORK	SEE TRICKSHOT NO.16
STAGE 5	ATLANTIC CITY	SEE TRICKSHOT NO.4

If you fail to do these shots correctly, a new trickshot will be randomly selected so don't screw up.

SOL FEACE

On the title screen press A, B, C, A, B, C, B, C, B, and you'll here a sound. Press start and go to the options screen and you'll see a stage select and lives selector. For invincibility press A and Right simultaneously several times and an icon will appear to let you know the cheat's been activated, then hold down A and start the game.

SONIC THE HEDGEHOG

If you're tired of the same old levels in Sonic, try making your own. This amazing cheat lets you select any stage and customise it! We think this may only work on early versions of the game, but give it a try anyway.

On the title screen push C, UP, C, DOWN, C, LEFT, C, RIGHT and START. If it's worked you'll hear a chime. Now hold down A and START until the game begins. Press B and Sonic should turn into a ring. Hitting A will change the ring into a different sprite, and C places it on the background. This means you can fill the screen with rings, springs or nasties, thus making it very easy to get to the special stage (just fill the end screen with 50 rings!)

This cheat also makes you invincible, but you lose a life if you get squashed, or fall off the bottom of the screen. If Sonic drops into a pit of spikes he won't be able to escape and you'll have to reset the game.

If you put in too many extra sprites the game slows down, and remember you have to be Sonic to finish a level. Apart from that you're free to redesign the levels.

SPECIAL STAGE

If you press B you'll change into a mass of lines. Fly straight to the chaos emerald and hit B to change back to Sonic.

Alternatively, with the level construction cheat (UP, C, DOWN, C, LEFT, C, RIGHT, C, hold down A and START on the title screen) activated go to the special stage, turn Sonic into a ring and steer the ring outside the maze. Press B to turn it back into Sonic. After floating down for a bit he should hit a new maze which is full of secret bonus items, such as Chaos Emeralds, extra lives and even level warps! INCREDIBLE! Unfortunately, it's incredibly tricky to get the bonuses, but it can be done.

FINAL SCREEN

If you change into another sprite the tubes and electro-balls can't hurt you. Wait until Robotnik is some distance away then turn back to Sonic and bounce on his head.

To alter the ending hold down A, B, and C while Sonic bombs across the Green Hill Zone. Collecting six chaos gems also changes the finishing sequence.

To finish the Green Hill Zone with three emeralds, activate the options screen and select Special Stage. After collecting the emerald from this stage, you will start on act one of the first level. Collect the emeralds from the act one and two bonus levels, and hey, presto! You'll have an amazing three chaos emeralds instead of a less amazing two. Super.

Completing level one in under 29 seconds reaps a momentous 500 000 points bonus!

On Act 3 of the Green Hill Zone there's a wall you can break through by running up to it, holding DOWN on the joypad and rolling into it. Once inside you should find yourself in one of Sonic's many hidden treasure rooms, surrounded by loads of juicy bonus items which you would never otherwise see.

There's a similar secret room in Act 2. Collect the turbo trainers and keep going until you hit a wall. Spin and you'll break through into a room with 20 rings and a shield.

SPEEDBALL 2

This handy code gets you to division one.

LCLI CWAf 06XE ya3q
2bSt -is1 gVC MQMQ

SPIDERMAN

STAGE ONE—THE DAILY BUGLE OFFICES

Outside the Daily Bugle, Spider-Man must first defeat the mugger who's trying to steal Aunt May's purse. The police arrive to cause a bit of bother, but four punches from Spidey is enough to see him off. With Aunt May safe, Spider-Man is free to enter the Bugle building via the open window on the top-right of the building.

STAGE TWO—THE WAREHOUSE

The Warehouse doesn't cause Spidey many problems. His wall-crawling abilities enable him to examine every nook and cranny in search of life-giving icons and extra webs. A grey icon gives Spidey another exposure in his camera.

Progress seems to be slow until Spidey spots an air ventilation duct that gives him access to another part of the warehouse. Watch out for the rats though!

The fork-lift arrives and tries to impale Spidey, but he can easily jump over the truck and smother the driver by firing webs at its rear end. As with all bosses, when the fork-lift flashes it is temporarily invulnerable and is not worth attacking.

Doctor Octopus is easily despatched. Spidey simply crawls underneath his tentacles, taking a snap on the way. Spinning a shield and using flying kicks on the Doc is enough to see him off.

PHOTO OPPORTUNITIES

Forklift
Doctor Octopus

STAGE THREE - THE SEWERS

The Lizard lurks in these dark tunnels, but it's a dangerous journey through his lair

which is infested with alligators, mutant creatures and poisonous slime.

The three tunnels are Spidey's first problem. Which one should he take? The bottom two just lead back to one another, so Spidey should choose the top one. This leads to a chamber infested with mutant jumpers. Spider-Man continues right and falls down, and when the opportunity arises web-slings to the left. Spidey's spider sense tingles. The Lizard is coming.

Staying to the right enables Spidey to avoid Venom, who pops up in NORMAL and NIGHTMARE levels. Crouch down and The Lizard will stop. Standing and crouching again makes The Lizard rush our hero. Staying crouched, Spidey fires a web which stuns The Lizard. The process is repeated four times and The Lizard is vanquished.

PHOTO OPPORTUNITIES

Mutant Jumper
Alligator
Venom
The Lizard

STAGE FOUR—THE POWER STATION

The Kingpin's propaganda transmissions must be stopped, so it's over to the power station to cut the juice. Unfortunately, the Kingpin's cronies are causing some hassle. Lightning Creatures activate the Spider Sense. When this happens Spidey webs to the right, retreats a bit, crouches and continues webbing. The Lightning Creatures take two hits, but all of them fall to the same tactic.

Electro is no match for Spidey, who wisely sticks to the concrete floor, since Electro can electrify the surrounding metal girders. Simply by jumping to avoid Electro's blasts and firing off webs, Spidey soon defeats the hapless villain. There's always a life icon to the right if Spidey needs it.

PHOTO OPPORTUNITIES

Electro
Lightning Creature

STAGE FIVE—CENTRAL PARK

Sharp shooters in the trees cause some problems to Spidey, but web-slinging above

them and jumping down is enough to surprise them before he kicks the excrement out of them. Diagonal web-slinging from the ground also gets rid of these dudes.

The massive monkey may cause some problems, but Spidey can defeat it by crouching down so the gorilla can't hit him. Simply by standing and firing webs when it backs off, the gorilla is beaten.

Venom is hanging around Central Park somewhere, so as soon as his spider sense warns him of Sandman's proximity, Spidey backs off to re-search Central Park. Venom appears, but is defeated simply by staying on the ground, ducking his clumsy jumps and webbing him.

Venom's savage attack may have drained Spidey's life a bit, but at the far right of the play area a full-life icon awaits collection. Sandman cannot be hit by either fists or webs, so Spidey improvises, luring him back to the fire hydrant at the beginning of the level and kicking it. The high-pressure spray of water is enough to effectively flush Sandman away!

PHOTO OPPORTUNITIES

Sandman
Venom
Escaped gorilla

STAGE SIX-THE CITY

Careful web-slinging is needed on this level to avoid the amount of gunmen out to shoot Spidey. Staying at street level lessens the danger, although Spidey isn't able to collect any of the essential icons needed to boost web and life levels.

The first serious foe is the "brutal biker". Simply by firing and jumping when it gets near, Spidey is able to deal with this third-rate enemy. The spider sense warns Spider-Man that something more substantial is heading his way.

The Hobgoblin has lethal bombs about his person, but Spidey finds him a deceptively simple foe. Simply by firing weapons upwards at an angle, he's able to dodge the bombs and hit Hobgoblin at the same time. When Hobgoblin falls to the same level as Spidey, horizontal webs are enough to defeat him. Another tactic is just to spin a

Spidey shield and flying-kick The Hobgoblin. Only four kicks are needed!

Hobgoblin wasn't alone. Venom arrives to give Spidey some grief, but the black-suited marauder hadn't really learnt anything at all since their last encounter at Central Park and Spidey can see him off with exactly the same tactics!

PHOTO OPPORTUNITIES

J Jonah Jameson
Brutal Biker
Hobgoblin
Venom

Using the knowledge of the alien costume, Venom arrives at Peter Parker's home to kidnap Mary Jane, Spidey's actress wife! The Kingpin makes a special transmission informing him of the kidnap and Spidey's not very happy to say the least...

STAGE SEVEN - THE KINGPIN'S BASE

A very simple level, with only one route through. There are plenty of thugs about ready to give Spidey some grief, but he is safe as long as he keeps a web shield at the ready. Even the massive ED-209-like robots are no match for Spidey, whose flying kicks give these metallic morons an explosive headache...

The biggest problem are the laser cannons found almost everywhere. However, one carefully placed web is enough to cover the cannon. The next time it shoots, it destroys itself!

PHOTO OPPORTUNITY

Robot

STAGE EIGHT - THE BOMB

The bomb itself is housed in a massive room inhabited by The Lizard, Electro, Hobgoblin and Venom. However, they only appear when Spidey progresses further into the room, so by inching forward, Spidey's able to face them all one by one. None of them have learnt any new tricks since the last attack, so Spidey's able to use the same tactics again to good effect.

Once all of the bosses have been dealt with, Spidey is left alone with the bomb. Spidey has to enter the correct combination of keys in order to defuse it, but the combination changes every game. Spidey has a good look at the bomb, and realises that the dome strobes between black and another colour - and that is the colour of the key to use. After a successful attempt the colour sequence is upset and after about 30 seconds the dome strobes between a new colour and black - this is the next colour key to use. This continues until there's only one key left, which, incidentally is always the white key.

The Kingpin himself is rock hard - almost. Spidey cannot damage him with either fists or webs. Only flying kicks cause any problems for the rotund one. However, the hits only register in the split second the Kingpin turns around. Always have a shield at the ready to absorb Kingpin's powerful hits, and attack by jumping from above, staying behind him and flying-kick him. Hits at any other time don't register, so actually hitting the Kingpin is almost impossible. At the same time, Mary Jane is being lowered into a large fiery pot so, periodically, Spidey webs up the chains to halt Mary Jane's descent.

NIGHTMARE MODE

The real test in this game is to be found in NIGHTMARE mode. Actually the game isn't that much more difficult, the only difference being that Venom appears more often. However, being a bit on the thick side, the same tactic (as detailed elsewhere in this guide) is enough to defeat him.

This cheat only works in nightmare mode. Start the game, kill the first thug and swing over the dog. Now jump onto the first crate on the right of the room. Crouch down and crawl toward the wall. You should pass straight through it and arrive at the forklift truck.

As an added bonus, here's another tipette. To get rid of the mutant jumpers in the sewers, get them to follow you into the pipe you came out of, leave the pipe again then go to the platform with the rats. For some reason the jumpers leap through a wall and disappear for good.

SPLATTERHOUSE 2

SOLUTION AND CODES

Look at these codes carefully. Can you feel yourself turning into a murderous psychopath? Well, that's because, if you take all the first, second or third letters from each section of the codes you get nasty words like 'KILL', 'DEAD' and 'FEAR'. Woo! Scary, eh?

LEVEL 2 EDK NAI ZOL LDL
LEVEL 3 IDO GEM IAL LDL
LEVEL 4 ADE XOE ZOL OME
LEVEL 5 EFH VEI RAG ORD
LEVEL 6 ADE NAI WRA LKA
LEVEL 7 EFH XOE IAL LDL
LEVEL 8 EDK VEI IAL LDL

ACTION REPLAY

Here's an Action Replay Pro code which supplies infinite energy for players of the official Splatter House 2.

FF00F 70004

THE GRAVEYARD

This is a 'dead' (har har) easy level. The zombies aren't very bright and often fall into the pits themselves. So don't be in a rush, and just jump across them, hang back and see what wanders in. Duck and low-kick the two purple worms that drop from the ceiling just after you collect the pole.

IN AN ELEVATOR

The way to beat the leaping creatures in the elevator is to punch the first one that appears, then let the second one jump over you and spin around and punch it.

The next stage marks the arrival of the purple leapers. These creatures take two hits to kill and have two types of attack. First they have a long-range punch, which can be avoided by ducking. After it's thrown its punch walk forward and hit the leaper. It

will fly back then jump at you, so use a flying kick, or walk back and punch, to kill it.

The green slime can only be stunned, not destroyed. So jump over it as soon as you hit it with the bone.

THE SWAMP

Flying kick over the pools instead of leaping, as carnivorous fish will leap out at you. As with the first level, the zombies aren't very good at avoiding hazards, and can be lead to a watery death in the pools.

THE BRIDGE

You start this stage being chased by what looks like a giant octopus. You can't afford to slow down, so use flying kicks to kill the zombies. There's an oar lying on the ground halfway through this section, but Rick has to stop to pick it up and pause to use it, so it's not worth collecting.

Fall down one of the pits on the second half of this stage to get to an underground corridor. Kill the all the zombies just before the spikes, one of their heads will come off. Pick it up and throw it at the zombie which is operating the spike-control lever.

THE HOUSE

Push up in front of the shotgun to collect it. It only has a few shots, but it's useful all the same. Jumping over the disembodied hands is quite tricky, so low-kick them instead. Drop down the holes in the floor to find an underground passage similar to the one in level four.

GATEWAY TO HELL

To beat this level's sole inhabitant, duck down and kick the first wave of heads, then stand up and punch the second wave. From there on it only takes one hit to destroy the heads. Finally, there's a head with a tail attached, duck to avoid its first attack, then stand up and punch it when it starts moving in a diagonal.

IN THE PIT

Stand just to the right as you're falling and face in that direction too. This allows you to punch whatever appears on that side of the screen while leaving to enough time to turn around and destroy whatever comes on from the other side.

ESCAPE

Stay in the centre of the elevator until the fourth piece of masonry has fallen. Then move to the side, and back again after two more blocks have fallen. The zombies are easily avoided or punched.

THE BOSSES

THE GUT

Just walk right up to this guy and hit him straight in the face, as fast as possible. After a short time he'll start shaking, which is your cue to jump backwards to avoid the noxious green slime which is about to spew forth from his belly.

BIG HEAD

The eyes are the vulnerable spot, and they can only be attack with flying kicks. Ghostly heads attack from the left, then the right, then from both directions. In between each wave the head's mouth opens to spits a gob of ectoplasm at you, so keep an eye out for that and jump as soon as it's released.

HANGING DEMON BABIES

Attack the shears first with punches and low kicks. Pick them up when they've fallen to the ground, then jump and throw them at the chainsaw, which will knock that to the ground. Stay where you are and duck to avoid the four creatures which drop from the ceiling. When they've gone, pick up the chainsaw and stand by either the right of left stream of blood. A baby will drop down on either side of the screen, and if you hit the one nearest you fast enough it won't have time to attack, and you'll be out of the other one's range.

Duck when you've killed those two, as all four will drop down again. Now all you have to do is massacre the middle two. Stand near one of the centre halls, and wallop one of the creatures once when it drops down. This gives you time to avoid the spit-attack of the other one. When all four have been destroyed a section of wall slides back to reveal a blobby red thing. Hit it twice to finish this level.

THE FLY

This is a tricky one. Get a quick hit in before it transforms into the fly creature. Then walk back, and punch it when it jumps at you. Jump over it when it slides, turn

around and punch it again when it jumps at you. Just keep repeating this process until it transforms into a spider. Walk right up to it, smack it with a low kick, and stay ducked so it jumps over you. It should now scuttle off into the corner of the screen. Keep doing this to beat it.

MAD SCIENTIST

Keep to the left of the screen when he throws a bomb, then move forwards when the flames die down. Eventually you'll catch up with him, and all it takes is one punch to reduce him to a pool of quivering slime.

THE CRYSTAL

Walk up to the crystal and punch the balls which orbit it, then punch the crystal itself. Lightning shoots down from the ceiling, but you can tell where it's going to land by looking at the ground. Stand in between the bolts, and start attacking the crystal when they've passed.

OCTOPOUSSY

The way to kill this creature is by hurling its spikes back at it. Punch or low kick them out of the air. Don't bother flying kicking the high ones, duck under them instead. When you hit one it falls to the ground and you can collect it. Wait for the octopus to open its eye, then jump and throw the spike at it.

THE FINAL BOSS

Go to the right of the screen, duck and kick the two heads that fly on. Punch the boss itself, then go to the left of the screen, turn and smack the heads that fly on, punch the big creature and go to the right of the screen. When you're attacked by three heads in a row, punch the first two and low-kick the third. Keep repeating this, and flying-kick the boss when he turns into a bat.

STAR CONTROL

For those who bother to play the strategy part of the game, here's how to gain tons of special items. Put it into Full Game mode, then hold the D-pad down left and keep B depressed until the star map appears. You should find that every unexplored planet has a precursor relic.

STORMLORD

Despite being a complete duffer on the playability stakes, there are actually some cheats for this game. Pressing A, A, A, A, C, C, B, B, B, C and A at any time during the game gives you nine lives!

For extra time hit pause then B, A, A, C, UP, UP, UP, A, A and A, and to skip a level hit C, B, B, B, A, A, A, A, C, C, A, A, A and A. The last one can be used again and again until you reach the last level.

STREETS OF RAGE

If you're a bit bad at Streets of Rage and find yourself running out of continues, here's the solution for you. Press LEFT, LEFT, B, B, B, C, C, C and START on the Game Over screen and you should be away!

If you should ever find yourself running out of lives in this brill beat 'em up, unplug your joypad and plug it into port two. Lo and behold, an extra four credits are yours for the taking, although this doesn't work on the last level.

STRIDER

On level one, gain two drones and cut open the robotiger pod. Lose the drones and collect the robotiger. When the robotiger splits, you get one or two drones for nothing! An extra power unit can be found on this level if you jump downwards from the second platform and fire with the sword.

When on the platforms to the helicopters (leading to the ballet dancers) found on level two, use the sword to find power up units to replace lost energy.

Run down at the start of level four and let the sloping "bridge" collapse. Jump to the far left and climb down. Use your sword and extra power is yours.

When you reach level five, climb onto the satellite dish above the chain gun trooper and use the sword to find a concealed extra life!

If you're in difficulty (ie, very low energy) but with a full set of power ups, wait for the timer to run out. You should then be placed back with all your power ups, at the cost of only a measly one life.

At the very beginning of the game, whilst the Master is laughing, press DOWN, A, C, B, C, A. For your pains, you should be rewarded with as mighty three continues!

SUPER FANTASY ZONE

While playing, hit START to pause the game. Plug a controller in port two and hit B while holding down START and down and left. Do this correctly and the word PASS will appear. Now press the following buttons for these effects:

C Go to next stage
B Infinite credits
B again Immortality

Once you've done this and started playing again, pause the game once more and press these buttons on the second controller:

C Unpause and go to boss
A Maximum gold

SUPER MONACO GP

This code which lets you start in the second year of the new Grand Prix, at the top of the rankings with the highest driver's points in the Madonna team. And you can't get much better than that.

4000 0000 0000 0000
0800 GGD5 3627 B14C
FA89 E000 0000 0001
0000 0000 G300 3F07

SWORD OF SODAN

Here are some useful potion combinations for this tawdry yawn 'em up.

Blue and grey: Shield.
Blue and orange: Poison
Green and red: Extra life.
Blue, green and red: Extra life.
Blue, green and orange: Super zapper.
Green and orange: Flaming sword.
Orange and red: Longer-lasting flaming sword.

Plug two controllers in to your Megadrive. Enter your name as HINANP, press START on controller two and you will be able to select your starting level!

T

TAZMANIA
THUNDERFORCE 2
THUNDERFORCE 3
THUNDERFORCE 4
TOE JAM AND EARL
TURRICAN
TWIN COBRA
TWIN HAWK
TWO CRUDE DUDES

TAZMANIA



INFINITE CONTINUES

Go to the uppermost checkpoint on stage 2 of the Badlands, then go to the far left and pick up the extra life. Now go right until you come to a rock monster. Jump over him and keep walking right, but don't let him leave the screen. Soon you'll come across an extra continue which is just visible at the top of the screen. Climb on top of the rock monster to get it, then lose a life. You'll carry on from the checkpoint, and the extra life and continue will reappear. So you can keep collecting them and build up enough continues to let you complete the game with even less trouble than usually.

ACTION REPLAY

If you need it, here's an Action Replay Pro code for infinite lives.
FFD45B0003

THE FACTORY

To cut out a large part of stage two, and pick up an extra life in the process, when

you've pulled the third lever (which is the one by the chicken), drop down a level and spin off to the right. Jump over the gap to find some food and an extra life, then drop down. You're now a whole lot closer to the exit.

ICELAND

Stand on the final iceberg and wait for it to sink. Instead of drowning, Taz will drop into a secret room which contains an extra life, a continue and two kippers.

THE MINESHAFT

This section is quite tricky until you've learned what order the jumps are in, so, to help you out, here they are.

- 1 Fast
- 2 Fast
- 3 Fast and pull back at the top of the ramp
- 4 Slow
- 5 Slow
- 6 Fast and pull back at the top of the ramp. Extend the car when it lands.
- 7 Fast

THE RIVER

Keep jumping and spinning across the water. You'll lose little energy when you touch it, so you won't die.

THE BOSSES

BADLANDS TRUCK

You can either stay on the platform, pick up the bomb and throw it at the truck as it goes past or just stay on the ground and jump over the truck as it approaches.

BUSHLAD

Just hold down the spin button and keep running over him.

JUNGLE PLANT

Spin into him when he lowers his head, or chuck a packet of No-Weed at him.

TAZ-TEC

Just keep spinning into him, and make sure you don't spin too far right into the flame-blowing statue.

MOMMA BIRD

Avoid the wings (the right one attacks first then they alternate), and when her head appears jump onto the right-hand platform, jump and spin across to the left of the screen. You should hit her beak which causes her to flash. You have to do this six times to beat her.

THUNDERFORCE II

Plug in the cartridge, switch on the Megadrive, hold down A and press start. You should now be looking at an options screen that lets you select the starting level and activate a rapid fire mode.

THUNDERFORCE III

Pause the game at any stage and then press UP ten times, then alternately press B and DOWN repeatedly. As you hit the buttons you should see the weapons appearing in the box at the top of the screen. Now unpause the game and you should be endowed with max firepower and the next power-up you come across will be a CLAW.

THUNDERFORCE IV

EXTRA MUSIC

To get this to work you first need to complete the game, which isn't easy. Now go to the options screen by pressing A and Start on the title screen, and you'll find ten new soundtracks on the sound test.

TOE JAM & EARL

Here's an indispensable guide to dealing with the strange inhabitants of Toe Jam & Earl's world

Crazed Shopper – These can be shot, out run, or easily avoided.

Insane Dentist – These are difficult to out run, but they can be slowed down if you hide behind a stationary object. They laugh if they catch you, which gives you time to run away.

Cupid – Don't stand still if you're near one of these. You can use the Icarus wings or the spring shoes to knock them out of the sky.

Hamster in a ball – Shoot or avoid.

Bogey man – Keep an eye out for these moving shadows. If you spot one heading towards you either shoot it or run away.

Nerd herd – These always run horizontally until they reach the edge of the screen where they turn around and carry on. They'll always attempt to home in on you, and are difficult to out run. So jump over them or cower behind an object.

Moles – Set up a decoy, if you have one, in order to lure the mole away from you. You can out run it if you're on a road, or if you keep zig-zagging across the screen. If there's no escape, dump all of your presents and come back for them later on.

Santa – This isn't really a nasty, instead he proves very useful. Hold down the A button and creep up on him when he has his head in his sack. Stop moving when he lifts his head up. This way you can creep right up to him. If you touch him he releases loads of presents.

Bees – Out run or shoot them.

Mailbox Monster – Keep a close watch on any mailbox in the area. Shoot it if it has a pair of eyes.

Lawnmower – These are much faster than you, so try to stick to a road, or swim across a lake. They aren't very good at cornering either, so you can pick up some distance on the turns.

Li'l Devil – Run or shoot it.

Shark – These can't be shot, so leave the water or swim for it.

Tornado – Another indestructible nasty. Hide behind something when it comes after you, or double back and dodge around it.

Tomato bazooka chickens – Shoot them and dodge the tomatoes.

Ice cream van – Try to lure them into a lake or off the island. If you can't do this jump over them using the spring shoes. You can also out run them with the hi-tops.

Storm cloud – If you're unlucky enough to come across one of these, you're best bet is to jump into a lake and stay submerged until your energy is really low. Hopefully the cloud will give up and go away.

To make things even easier, here's a solution which works on the fixed game, so when you've finished it you can turn your hand to random world.

ELEVATOR ROCKETSHIP PART

LEVEL 2: Top right Bottom left

LEVEL 3: Middle left

LEVEL 4: Bottom left

LEVEL 5: Bottom left

LEVEL 6: Top left Centre right

LEVEL 7: Centre bottom

LEVEL 8: Bottom right

LEVEL 9: Centre bottom

LEVEL 10: Bottom right (island at centre of lake, use rocket skates) Top right

LEVEL 11: Bottom right

LEVEL 12: Top right Centre bottom

LEVEL 13: Top right

LEVEL 14: Top right (in the middle of the lake)

LEVEL 15: Bottom left Top left

LEVEL 16: Top right

LEVEL 17: Top right Top right (above elevator)

LEVEL 18: Top left

LEVEL 19: Bottom left

LEVEL 20: Top right Bottom left

LEVEL 21: Top right Bottom left

LEVEL 22: Top left

LEVEL 23: Bottom right (at the centre of a lake) Centre top

LEVEL 24: Top left (along a secret path)

LEVEL 25: ...Bottom right (final piece)

THE SECRET ISLAND

There's a secret island on level one in the top-right corner which contains loads of pressies.

LEVEL ZERO

Go to level three on the fixed world setting, collecting as many presents as possible on the way. Find a carrot man and ask him what's in the boxes. If you have either the Icarus wings, rocket skates or the float, fall back to level one. Open the present there and cross the water to get to the bottom-left of the screen, where you should find an island. Drop down the hole in the middle to get to level zero.

As an alternative to asking the carrot bloke which presents are the Icarus Wings and so on, here's where to find the items you need to get to level zero, playing in the fixed world

Icarus Wings: Just to the right of the ship piece in the bottom left corner of level two.

Rubber Ring: Walk straight down from the start of level three and the ring is the present at the bottom right edge of the pond.

Rocket Skates: From the start of level three go up to the main part of the landscape. The skates are at the bottom right shore of the lake.

Randomizer: You don't need this to get to level zero, but it's handy to know what the present looks like so you can avoid it in the rest of the game. At the start of level two, go right to the lake, then walk up the left shore to find the randomizer.

CLIMBING THE COOLOMETER

Our Coolometer shows the score you need to progress up through the ranks of groovedom. Of course, you can bypass these using a PROMOTION present which automatically advances Toe Jam or Earl one level.

880 points

700 points

540 points

400 points

180 points

100 points

40 points

Funklord

Rapmaster

Homey

Bro

Peanut

Poindexter

Dufus

AND FINALLY...

When you've completed the game and are told to follow the yellow brick road, don't. Try exploring the bottom-right of the level, and the very top. You'll find a few additional 'extras' that spice up the ending somewhat.

TURRICAN

On the lightning level, use your lightning whip around the generators to reveal lots of bonus boxes. Instead of destroying them use them as stepping stones and keep activating the whip to reveal the next one along. Keep going and you should find the steps lead to a lofty platform which is stacked to the top with extra men!

Go to the options screen and put the arrow on EXIT. Then, pushing down on the D button, press A, B, B, A, B, A, A, B, A, A, B, A, A. And lo, another options screen appears which lets you switch various game parameters to infinity and provides a level select. Press start to switch the various cheats on and off.

TWIN COBRA

To activate a handy level select option, press Up, Down, Right, Left and Start on the title screen. Also, here's a cheat that tops up your weapons. Pause the game, push Up, Down, Left and Right, then hold down A and unpause.

TWIN HAWK

For an interesting new demo mode, go to the options screen and set them up as follows:

LEVEL—HARD
PLAYER—1
SOUND—26
RAPID—OFF

Then go back to the title screen.

Another interesting effect is that when you finish the game once you start again, but this time you're in a helicopter. This doesn't affect the gameplay, but if you keep going you end up flying a Stealth Fighter!

If you die whilst you've got your squadron out, you can score extra points by pressing B and the aforementioned squadron should swoop down killing lots of things.

TWO CRUDE DUDES

This is a tried and tested cheat that seems to work on almost every beat 'em up including this one. Play a one player game, plug a second joypad into port two, then when you die, hit start on pad number two. You can keep repeating this process in reverse to give you what effectively amounts to infinite lives.

EXTRA POINTS

Play in two player mode and when you have killed everything on level one, leave one player in front of the orange building in the background so the other player can hit the centimetre or so of wall showing. That player can do that until he's got the highest score possible and the bloke trying to whip you to death can do nothing about it.

ULTIMATE TIGER

VALIS 3
VERYTEK

ULTIMATE TIGER

For a stage select on this helicopter shooting-type game, press UP, DOWN, RIGHT, LEFT and START on the title screen.

For full power at any point in the game. Press START to pause and then UP, DOWN, LEFT, RIGHT. Hold button A, press START and it's high-powered blasting thrills all the way.

VALIS 3

Try these button combinations on the title screen.

Hold UP, A, B, C and START for map select

Hold LEFT-UP, A, C and START for visual select

Hold A, B, C and START for music select

Hold LEFT-UP, A, B, C and START for sound select.

VERYTEX

During the game hold A, B, C and START. Still holding A, B and C, tap START rapidly to get extra lives. For an instant shield, do the same as above, but hold right and hit START at the end of the sequence.

WYZ

WANI WANI WORLS
WARDNER
WARRIORS OF THE ETERNAL SUN
WONDERBOY IN MONSTERWORLD

ZERO WING

WANI WANI WORLD

In two player mode you can steal all the fruit machine bonus by touching the machine icon then dashing to the middle platform at the top of the screen. All the goodies come from that point, so you should be able to get everything before the other player gets the chance.

To start the game with 200 lives press reset twice when SEGA appears on the screen. If this has worked question marks should appear in the lives counter.

WARDNER

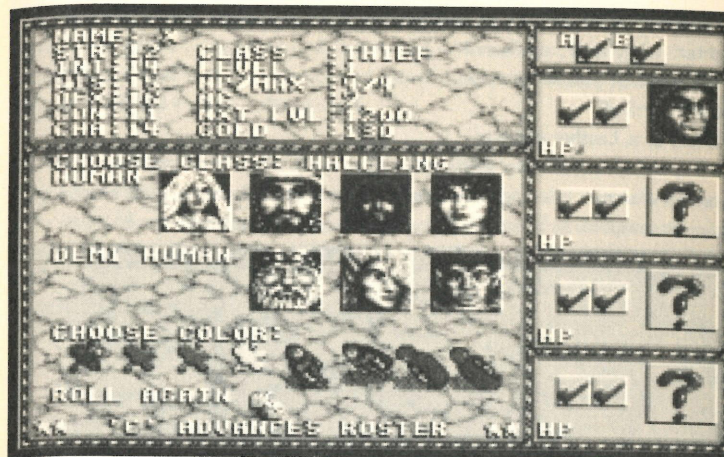
This isn't really a cheat, but it'll suit people who like a change from time to time. Press A, C, Up, and Start at the same time on the title screen. Instead of a cutesy intro, all the characters will have been transformed into ultra-hard men (the one of Dover is particularly good).

WARRIORS OF THE ETERNAL SUN

Mysterious lands and half-men, half-lizards are mere trifles when you use this games-winning guide to getting ahead in Warriors Of The Eternal Sun. Here are a few handy hints that will get your party through the opening stages intact, and with plenty of weapons.

PARTY ON!

A strong party is the key to completing the game. Spend as long as you have to rolling the stats to get the highest score possible. These are the characters you should have and what scores you should concentrate on:



Fighter: Strength + Dexterity

Magic user: Intelligence + Wisdom

Cleric: Wisdom + Dexterity

Thief: Dexterity + Intelligence

When you've got a suitably 'ard party, the next thing to do is equip them. The shop seems like the logical place to start, but don't go there yet. First try the crypt in the cemetery. Behind a secret door is a suit o/(chainmail armour. Go to the magic shop next. Push up to the right of the bookshelf to find a hidden chamber. Behind a false wall is the lightning wand (see below) and a sleep scroll.

Push up to the left of the bar to find yet another secret room. This one contains a +1 Axe. Next, enter the guard tower to the left of the gate. Inside you'll find a +1 sword. Finally go to the dungeon under the castle to recover the gauntlets of ogre power. You'll need these later in the game.

Now go to the shop and equip your party with the following:

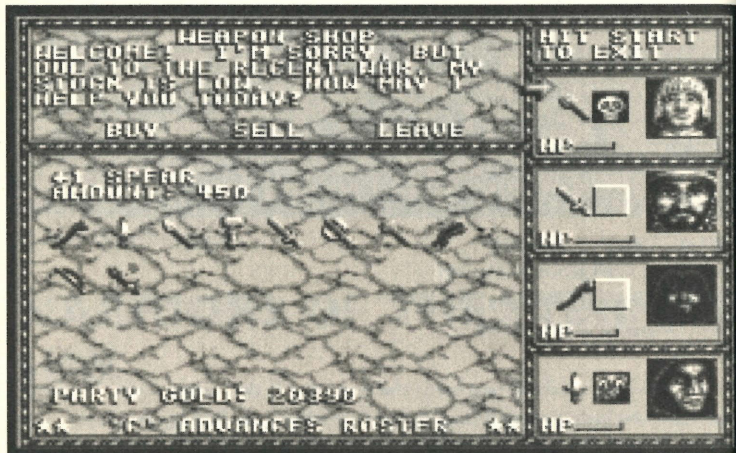
Fighter: +1 Armour, +1 Sword

Thief: +1 Axe, Leather Armour

Magic User: Staff

Cleric: Mace, Leather Armour

A bow and arrows is handy, providing you can put up with the hassle of switching between weapons, as it lets you pick-off enemies as they advance towards you.



LIGHTNING WAND

This is a very powerful weapon that will destroy your party if you don't use it correctly. Outdoors it zaps anything in a five-by-five square, so use it at a distance. In a dungeon, the bolt will ricochet off walls if it doesn't hit anything, so make sure you get out of the way if you fire it accidentally.

MAGIC

The cleric's best spells are Continuous Light and Cure Serious Wounds. Silence is handy when you're facing other spell casters as it prevents them uttering any incantations. Cause Fear can be employed against foes to make them reluctant to enter combat, but it doesn't always work.

For the magic user, Sleep is one of the most effect spells because it can neutralise a group of enemies for several rounds. Before you face a boss character, memorise as many Magic Missile spells as possible, the combined effect of them will cause serious damage. Shield is a good spell to have around, especially when you're in trouble. Cast it and run.

OUT AND ABOUT

Once you've purchased weapons (don't forget to equip the characters) it's time to hunt beastmen. The best place to start is the beastman camp, which is situated to the north-east of the castle. When you approach the fire, seven beastmen jump out of the bushes. They think they've got the drop on you, but if you blast one group with a Sleep spell and another with the lightning wand you'll soon have them on the retreat.

Return to the shrine to heal any wounded members of your party, and buy a Sleep spell if you have enough cash. You can keep returning to the beastmen's camp to slaughter more and build up experience points. Return to the castle as soon as your characters have gone up a level, as the shops will now have more equipment for sale.

RIOT IN THE DUNGEON

The next step is to clear out the caves, which lie to the north behind a waterfall. There are six caverns, plenty of treasure and the toughest characters you'll have met so far.

CAVE I

All you find here are a couple of solitary beastmen. Kill them for experience points.

CAVE 2

Kill the beastman in this cave to find a sleep scroll.

CAVE 3

There are loads of beastmen in this cave who attack in two groups. Use a sleep spell to pacify one while you use the lightning wand and swords to deal with the other. You'll find some artifacts in the aftermath, hold onto them instead of returning to Marmillian.

CAVE 4

This is the home of Kacantizu the warrior. Kill her to find plenty of gold and jewellery.

CAVE 5

The entrance to this cave is blocked. So return to Marmillian and he'll give you the withered vine which will let you pass. Inside you'll have to fight a ferocious warrior named Uklangor. Kill him and take his horde of magic weapons. The entrance to the next stage of the game is also here. The passage that leads to the swamp is also here.

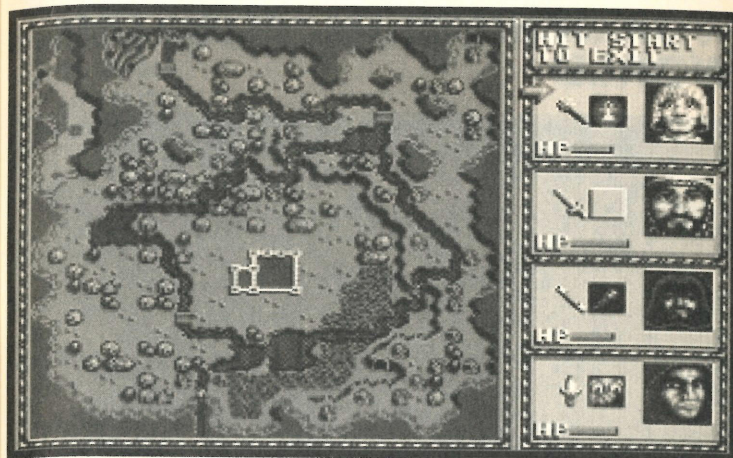
CAVE 6

When you try to enter this cave you'll get a message saying that someone is blocking the door. The gauntlets of ogre power soon remedy this problem. Inside is a wizard called Grulapp and his guards. Deal with those to find a +1 sword and a Protection From Evil scroll.

SWAMP THING

Not much happens in the swamps. Go to the lizard men's camp in the north-east corner of the level. Slaughter them all and collect the artifacts and treasure. Return them to Marmillian and he'll send you out to explore the Azcan temple.

AZCAN TEMPLE

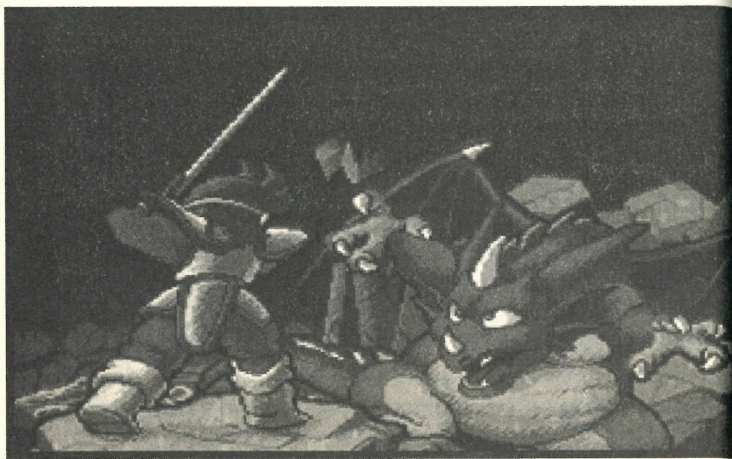


The temple lies on the far side of a jungle, the entrance to which is in the north-eastern corner of the valley. Journey to the far north-east of the jungle to find the temple. Inside you'll come across loads of traps and hordes of nasties. The end result is a showdown between the temple's priests which will net you the four rings of fire protection. Return to the castle, heal your wounded, pick up new weapons and spells, then find out where Marmillian wants you to go next.

SAVE-GUARDING

If you want to avoid a particularly nasty wilderness encounter, save the game, then load your saved game. For some reason the creatures bearing down on you will have disappeared.

WONDERBOY IN MONSTER WORLD



STARTING AT SHION'S HOUSE...

Go to the nearest tree stump and step inside to receive ELIXIR and FIRE STORM magic. Outside, a lift appears to take you up over the hill. Keep killing snakes until you have 30 gold, enough to buy the LEATHER BOOTS from the shop.

That done, go right. You won't be able to enter Purapril Castle until you've rescued the princess, so keep going, across the water, until you come to Alsedo.

ALSEDO, THE FAIRY VILLAGE

INN

10 Gold

KISHERA, THE WEAPONS SHOP

Chain Mail 70 Gold

Small Spear 80 Gold

Wood Shield 50 Gold

FELISSIMO

Medicine 10 Gold

Keep killing the toadstools and when you have enough gold buy the SMALL SPEAR, then the CHAIN MAIL and finally the WOOD SHIELD (though the shield isn't essential). Stand between the statues and push up to find Queen Eleanora and helpful fairy, Priscilla.

When you return, visit Sonia and after she's told you about her lost OCARINA buy some medicine from Felissimo and, armed with the small spear, go right to the cave.

The OCARINA is under the first musical door in the cave. Get it and go back to Sonia's house where you'll be taught how to play it. The three tunes are:

First door: BABABCB

Second door: ABCBCAB

Third door: ACCABAB

Put the ocarina in one of the two equipment windows, then go back to the caves and whenever you're confronted by a musical door, use it.

Inside the cave, the chest contains a HEART and if you jump by the pillar beside the skull door you should receive some extra energy.

The Myconid is not difficult to kill (use the spear and keep jabbing), and once it's dead it releases plenty of cash and more FIRE STORM magic.

Back outside, return to Queen Eleanora and go left through the door in the tree. Jump by the tree next to the ladder to reveal more cash, then head down the ladder and through the door.

PURAPRIL CASTLE

INN

15 Gold

BACCHUS

Knight Sword 250 Gold

Hard Armour 220 Gold

WANDERER

Excalibur 2,500 Gold

Steel Shield 2,000 Gold

SUNDRY

Ladder Boots 50 Gold

Potion 50 Gold

Hi-Potion

Charmstone 500,000 Gold

HIDDEN HOUSE

Trade Charmstones for a Heart Container or Firestorm, Quake and Thunder magic

The door leads to the dungeons of Purapril Castle. Keep going left and kill the knight who is guarding Princess Shiela Purapril to release her, then go up the tower.

Talk to the women and one of them will tell you that the gate to the castle has been opened. You can now go down and left to enter the castle.

Buy what you want (the LADDER BOOTS the POTION and the Knight Sword are good buys) then go down and left to enter the jungle which leads to the Dwarf village of Lilypad.

LILYPAD, THE DWARF VILLAGE

INN

20 Gold

DRAPNELL SUNDRY GOODS

Marine Boots 300 Gold

Shield Magic 500 Gold

Potion 50 Gold

GOONINGLES WEAPONS

Shell Shield 200 Gold

Steel Armour 800 Gold

Enter all the houses and shops then go left to the cannibal camp where you should find the Dwarf boy. Kill all the cannibals and he is set free. Return to Lilypad, and buy the MARINE BOOTS and the POTION, but don't bother with the SHELL SHIELD.

At the right end of the village you should see the dwarf boy, Hotta. Talk to his sister and he joins you. Now go right again, and when you reach the statues, Hotta smashes a hole in the wall. Go through and you are in the monsters' lair.

MONSTERS' LAIR

Go left and kill the giant bat to get the LAMP. Now wear the ladder boots and go down (in fact, it's always a good idea to wear the ladder boots for climbing until you find the Legend Boots, as they let you climb faster). At the bottom of the ladder, change to the Marine Boots (these make you go faster on land or underwater) and quickly run out of the way of the boulder then jump on the ladder.

Once the boulder has gone, jump right, and keep going up the ladders until you find a switch (this is on the far side of the room you started in). Throw the switch then go back into the room you've just left and break down the wall. Go through and Hotta will smash the wall down and lead you into a room with a **HEART CONTAINER** in a chest. Go back out to the switch, then through the door and you will be outside. Take this opportunity to rest in the inn and save your game.

Now go back to the lair and the boulder room, go right, and drop down. Change back into your ladder boots and climb the ladder, avoiding the spears. Go along the passage and head for the top of the next screen. Drop through the blocks to activate the switch which changes the wall into breakable blocks. Smash through and open the chest to reveal an **ELIXIR**.

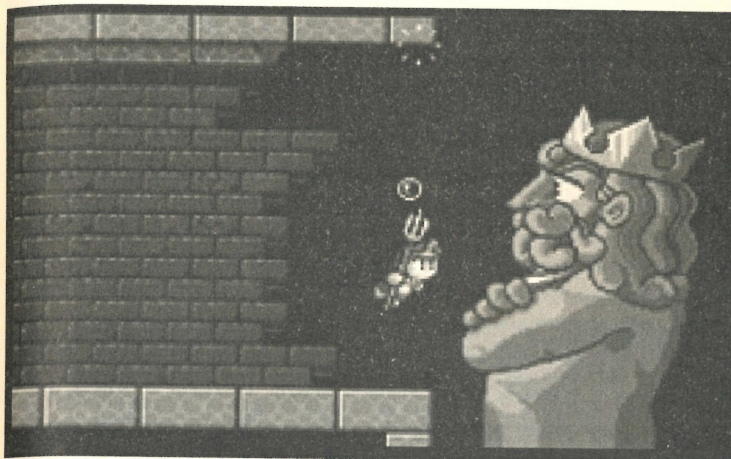
Fall through the hole in the next room, then, making sure you're wearing the Marine Boots again, go left past the spears and Hotta should smash another hole in the wall which leads to a chest containing the **HARD SHIELD**. Go back the way you came and head right, dodging the spears or blocking them with the shield.

When you reach the end of the corridor, hit the switch to open the wall then go inside. Be careful in here. You need to open up a passage at the bottom right of the room, but to do that you must hit the switches in the right order. Whenever you hit the right switch, the torch above it lights up, and if you get the order wrong all the torches go out. If that happens, just leave the room and come back in again.

When you meet Gragg and Glagg, stand on the platform in the centre of the screen and leap over the pebbles they spit at you. Wait for the boulders to roll back at them, and when they've swallowed them, jump down and strike. When the boulders appear again, run back to the centre of the screen and let the springs catapult you back on to the platform. Repeat this, concentrating on one monster at a time until they're both gone. They release cash and **POSEIDON'S TRIDENT**.

ONWARD TO THE SHRINE...

Leave the lair and rest up in the inn before taking the new door back to Purapril. From there, go to the passage under the castle and arm yourself with the Trident. Jump into the well and you should be swimming! Get past the mines then go straight up and then left to find the chest containing the **PYGMY SWORD**.



There are several chests in the underwater maze, some of which are easy to get to (providing **THUNDER** magic and **HEART CONTAINERS**), but there is another chest in a part of the maze which seems impossible to get to. To reach it you have to carry the Trident and find the hidden door at the bottom of an L-shaped ditch in the passage under the castle.

The objective of this part of the game is to find Poseidon's Shrine, and to do that you need to find his daughter, who is in a hut on an island. Give her the Ocarina and she tells you where to find the **AMULET** which reveals the Shrine's location. Go right and follow her instructions to get to it.

Now go left and dive into the water. Swim down and right and the opening to the shrine is revealed.

Swim right, then up and go to the far ends of this corridor. Jump by the arrows to receive a LIFE-UP HEART and some cash.

Go down and get the HEART CONTAINER which is in the chest and disable the turbines by destroying the red controllers, then swim down. Do the same in the next room to get the RETURN magic before leaving. Follow the maze around until you emerge into the air again and collect the LIFE-UP HEART in the chest.

Dive in again, but don't try to get to the chest just yet. Keep swimming down and left until you come to the passage which leads to Poseidon.

After Poseidon has bestowed his sub-aquatic knowledge on you, you should be able to reach the chest which contains the OASIS BOOTS. Your next objective is to get across the Maugham Desert to the Sphinx, so get back to the castle (use the RETURN magic if you like), spend a night in the inn then head right from the tower.

Incidentally, you might have noticed that the second weapons shop, Wanderer, is now open, and if you can afford them it's worth getting both EXCALIBUR and the STEEL SHIELD. If you can't, find something to kill until you have enough gold.

THE MAUGHAM DESERT

Wear the Oasis Boots before you set foot into the desert. Watch out for the scorpions; use your shield to deflect their shots then when they come close, strike.

When you come across a pit, let yourself fall down and jump to get some hidden gold at the bottom right of the cave, then open the chest to receive QUAKE magic. To get out again kill the bats, and each one will reveal a lift when it dies.

Travel right, across the desert, then go down the next pit and open the chest to receive SHIELD magic. Keep going down and swim to the chest underwater to get the SUN KEY. Then go back to the surface and through the centre door in the pyramid. At this point, you may well be low on energy, so RETURN, stay in the inn and buy a potion. If you have enough money, go to Wanderer and buy Excalibur before returning to the pyramid.

THE PYRAMID

Wear the Ladder Boots and climb the rope, dodging the spears, until you get to the chest at the top, which contains the MOON KEY. Then work your way down, opening the trapdoors with the switches. Get the LIFE-UP HEART and keep going until you reach the Sphinx.

The Sphinx asks you five questions about the game so far. If you get all five correct (which isn't too difficult) the Sphinx will give you magic and lets you use the transporter at the top of the pyramid. Get one wrong and it still lets you use the



transporter. When you leave open the chest to get the STAR KEY and gain lots of magic power by opening a hidden door (shown in the picture) which leads to the chest in the sealed room nearby.

That done, leave and go right. Now that you have the Moon and Star Keys, both the doors in the pyramid that were sealed are now open. The one on the right leads into a room containing the PYGMY SHIELD. The one on the left leads up to the transporter. Before you use the transporter, though, return to Purapril to rest up, then take the top-left exit and go towards Alsedo.

FINDING THE PYGMY ARMOUR

Instead of hopping across the islands this time, use the Trident and swim. When you've gone as far as the second island, leave the water and go right, over the wooden platform above the chest.

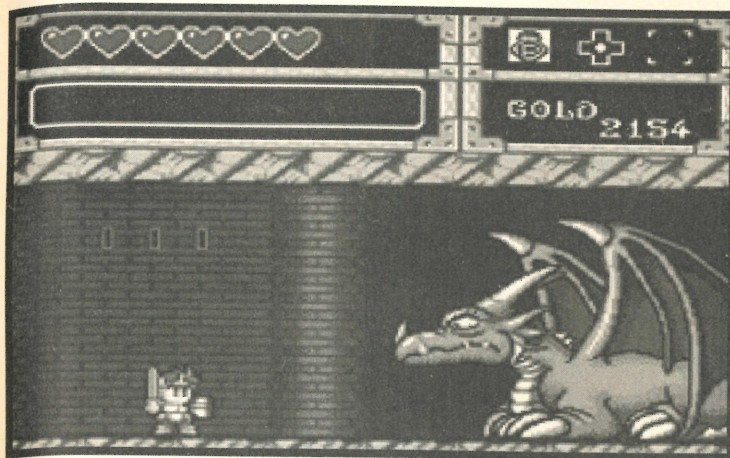
To reach the chest, keep going right, dive in and swim down and left. The maze leads you up under the platform so you can reach the chest which contains the PYGMY ARMOUR!

Return to Purapril and rest before going back to the pyramid to use the transporter.

THE OTHER WORLD

Before you do anything in the Other World, you might like to pick up some extra Shield and Power magic by going left from the transporter.

Make sure you're wearing the Oasis Boots, then walk over the cliff and keep pushing right. About a third of the way down you should step on to a hidden ledge which leads to the Power magic. Leave and do the same again and you hit another ledge which leads to hidden Shield magic. Once you've done that, walk left and go back to the transporter in the pyramid.



This time keep going right until you come to Begonia, the dragon village.

BEGONIA, THE DRAGON VILLAGE

INN

50 Gold

SHOP

Hi-Potion 5,000 Gold

Elixir 3,000 Gold

WEAPONS SHOP

Flame Shield 8,000 Gold

Flame Armour 10,000 Gold

All the shops in Begonia are closed, so talk to the dragon and he tells you to see the Elder Dragon. He tells you to find the old axe in the Ice World and gives you the

BRACELET which you need to get through the frozen entrance. Leave him for the moment and go through the door at the top left of Begonia. This leads back to Purapril, where, if your energy is running low, you should rest before embarking on the next part of the journey.

INTO THE ICE WORLD

Go to the passage under Purapril and go right to the passage which leads down. Go through the door at the end of this passage and keep going, smashing the bricks down with your sword. At the last set of bricks you need to construct a stairway of bricks so you can get out. The chests contain a **LIFE-UP HEART** and **QUAKE** magic.

When you reach the passage to the Ice World the bracelet starts to glow and melts the seal. Keep going right until you reach Childam.

CHILDAM, THE DARKWORLD VILLAGE

INN

50 Gold

SUNDRY GOODS

Ceramic Boots 4,000 Gold

Holy Water 200 Gold

LABYRINTH

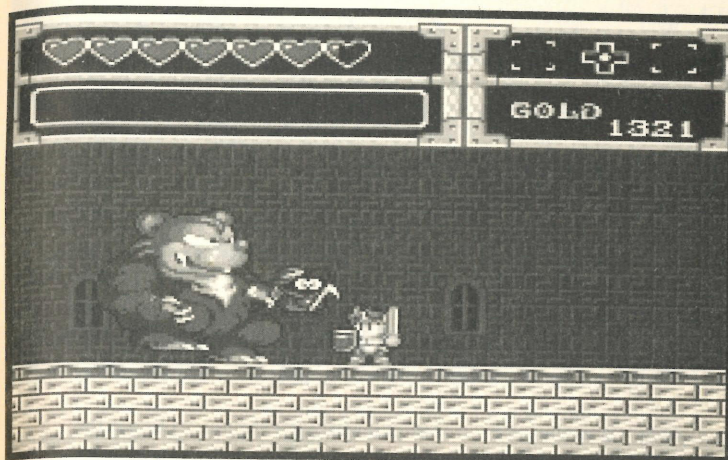
Knight Shield 3,500 Gold

Knight Armour 5,000 Gold

Battle Spear 10,000 Gold

The first item you want to buy here is the Battle Spear, but you probably won't be able to afford it when you first arrive so save the game at the Inn so you can venture forth and return when you've got some more cash.

Visit the fortune teller's house before you leave and enlist the help of Shabo before going right towards the Ice Castle.



THE ICE CASTLE

Go down in the lift and then left. Destroy the pink statues and pull the ropes to get yourself to the second lift. Work your way along the platforms and enter any doors you see. The first one on the right contains the **PYGMY BOOTS**, the next one contains the **BLUE GEM**, the next contains the **GOLD GEM** and the one on the far left contains a **HEART CONTAINER**. Incidentally, all of the monsters in these rooms provide either an **ELIXIR** or a **LIFE-UP HEART** when you kill them.

When you're ready for a fight, go up the platforms to the next screen and insert the gems into the two slots in the walls of the castle. This opens the door in the centre of the wall which leads to the **ICE BOMBER**.

To defeat the Ice Bomber, try to stay on the highest platforms and keep jabbing it's

head with the Battle Spear. Even it's little snowball buddies shouldn't cause too much trouble. When it dies it coughs up the OLD AXE, which you need to take back to Begonia.

RETURN TO BEGONIA

Return via Purapril, then when you arrive, go to the Blacksmith's shop (just above the Elder Dragon's domain) and give him the Old Axe. See? You can't. You now need to find his Fire Urn so he can melt down the axe and turn it into the LEGENDARY SWORD.

Buy an ELIXIR then rest up in the inn before visiting the Elder Dragon. Leave Begonia by the exit on the right and take the baby dragon with you. Unfortunately, the entrance to the volcano is too small for you to get through, so you need to visit the dragon in the hut with all of the Pygmy gear. He will shrink you to pygmy size so you can enter.

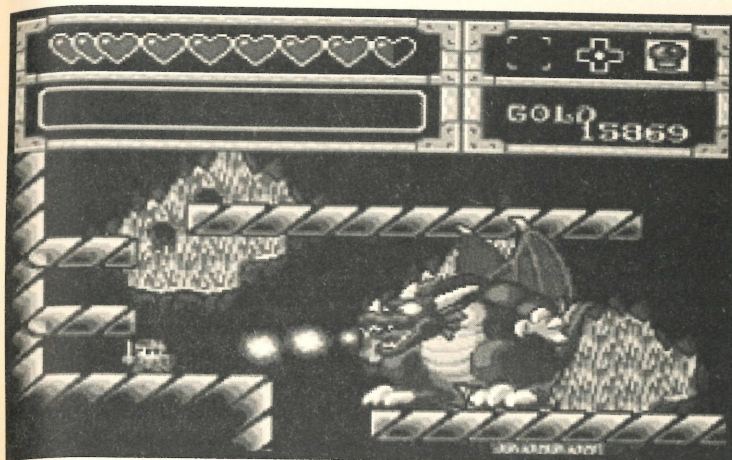
Incidentally, remember all those small passages in the Monster's Lair and the pyramid? Well, now you know how to get through them to some lovely secret treasures.

THE VOLCANO

Enter and drop down the shaft. Collect the Power magic from the chest and throw the switch to open the wall back towards the right. Keep finding the switches to open walls and activate lifts.

By the fourth switch there is a pool of fire guarded by a firesnake. Kill the snake and fall through the fire to find a hidden chest containing a HEART CONTAINER.

When you reach the last door go through and kill the two snakes, then climb down the ladder. Don't go through the bottom door yet because the small platform second from the left is a switch which turns the wall of solid bricks into breakable



stones. Smash them down, collect the LIFE-UP HEART and go down and through the door to meet the Tyrant Dragon.

Kill him simply by repeated slicing at his head. Use Power magic if you want fast results, but really he should cause no problems as long as you remember to use your shield to block his flames. Once dead he releases the FIRE URN.

Take the Fire Urn back to the blacksmith, go and see the Elder Dragon and then go straight back to the blacksmith to receive the LEGENDARY SWORD!

PYGMYISED!

While you're in pygmy form you might as well take the opportunity to try out those mini corridors in the Monster Lair (return via Purapril) or the pyramid (go left from Begonia and use the transporter). Don't forget, though, that if you rest, the magic wears off and you return to normal size.

In the Monster Lair you should find a HEART CONTAINER and in the pyramid there's a load of cash, a HEART CONTAINER and possibly a CHARMSTONE as well (trade that in for magic in the hidden house in Purapril). With all those in your pockets it's time to progress.

THE CASTLE IN THE SKY

With the Legendary Sword you can now get to the castle in the sky via the bell tower in Purapril Castle.

Once you've arrived, open the first chest to receive the HEART CONTAINER then go right to enter the castle. Inside the castle is one of those strange wrap-around mazes, so go down, right, up the chain, right, up the chain, left, up the chain, right, over the pit and up the chain.

Get on the trolley, but jump off when you get close to the chest, which contains the LEGENDARY BOOTS. Then jump down to the bottom-left of the maze of platforms and push up to find a hidden door. This leads to another miniaturising chamber which you need to pass through to get through the next bit of the castle.

Go down and around the maze again (jumping over the vampires is better than taking them on with the Pygmy Sword) until you're back on the trolley, then when it arrives under the ladder, jump off and climb up. Cross the gaps on the pulleys and open the chest to get a LIFE-UP HEART. Fall down the hole and open the next chest to get the LEGENDARY ARMOUR. Now instead of going through the door on the right, go left to find the last HEART CONTAINER and go through the door.

When you come out, go through the door and you'll be deminiaturised before appearing on top of the unreachable ledge. Go up, then right (that way you'll miss out the knights), then kill all the anemones and go up on the first pulley to get the LEGENDARY SHIELD. Drop down and go to the pulley on the right. Get the Quake magic ready and when the pulley reaches the top of the room use the magic to get rid of all the anemones before jumping off. Go through the doors and up the chain.

Kill the two skeletons, climb the chain and defeat the dragon. If it doesn't release a heart go back down the chain and keep coming back until it does—you'll need as much energy as you can get for the next bit. When you're ready, go through the door revealed by the dead dragon to a platform room which is very tricky to negotiate.

The idea is to get up to a door at the top-left of the room by jumping between two moving platforms. As you land on one it starts to fall off the screen, so you have to quickly jump to the other. When you reach the other one, the first platform moves to a new position, and so it continues. When you've reached the edge of the left side of the room, let the platform sink, and as it passes the platform with the snake on it, jump off and kill the snake to start on a new set of moving platforms. At the end of that, jump on the platform that carries you to the pulley and let that take you across to the door.

Once inside you should meet the Almighty Demon King. Keep attacking his head, and it falls off. Unfortunately, he promptly grows a new head and the old one grows long rabbit ears and starts flapping around the screen, dropping fireballs. Keep attacking the Demon King's head until that one drops off and starts rolling around the screen. The next head is the final one and once it's gone the Demon King turns back into the prince of Darkworld, who informs you that he was under an alien's spell, before returning you to the clouds outside the castle.

Before you do anything else, return to Begonia via Purapril, buy the HI-POTION and the ELIXIR, go back to Purapril and rest in the inn.

JOURNEY INTO SPACE

Now you're ready for the final part of the game. Go back to the Bell Tower and return to the clouds. This time go left and climb the steps into the spaceship which then transports you to Biomeka's planet.

Here you find five ladders, one of which is blocked off. The other four lead to rooms where the Tyrant Dragon, the Myconid, the Ice Bomber and Gragg and Glagg are waiting. To unblock the central ladder you have to kill off all these bosses. It's not too difficult, though, as they are no harder than they were first time around, and your weaponry is much better anyway (Myconid dies from one hit with the Legendary Sword!).

In the unlikely event that you run low on energy, just keep killing the little robot octopi outside the rooms. Each one drops a heart.

Unfortunately, though these creatures are super-soft, the final boss is hard as nails. If you haven't got them with you, go back and get the ELIXIR and the HI-POTION from Begonia before continuing.

When you're confronted with Biomeka let his first barrage of laser bolts hit you, and when you're down to your last heart the prince of Darkworld appears and destroys his gun.

Now it's up to you to smash Biomeka's metal shield while dodging shots from the laser turrets which travel around the wall. Use the Power magic to double your sword's destructive capabilities and this shouldn't be too much of a problem.

When the shield is gone it suddenly gets much harder. Two laser turrets appear, the floor turns into a conveyor belt, and a large buzz saw starts zipping back and forth. You'll need the Power magic again, and be ready to use your Hi-Potion when the Elixir starts to run out. There's no chance of you being able to dodge everything, so just try to stay at the right of the conveyor belt and keep hammering Biomeka (you don't have to hit him in the face, but he only takes damage when his eye is open).

As soon as Biomeka is dead, that's it! You return to Monster World in triumph and everyone lives happily ever after...

ZERO WING MEGAWEAPONS

Watch all of the animated intro screens, then start the game and collect all the green power-ups and nothing else (no speed-ups or smart bombs) then when the next green is due to appear the purple mega power-up appears instead. If it doesn't, change weapons and wait for the next power-up of that colour. Occasionally it doesn't work and you get a 1-UP or 10-UP instead, but hey, that's not bad, is it?



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