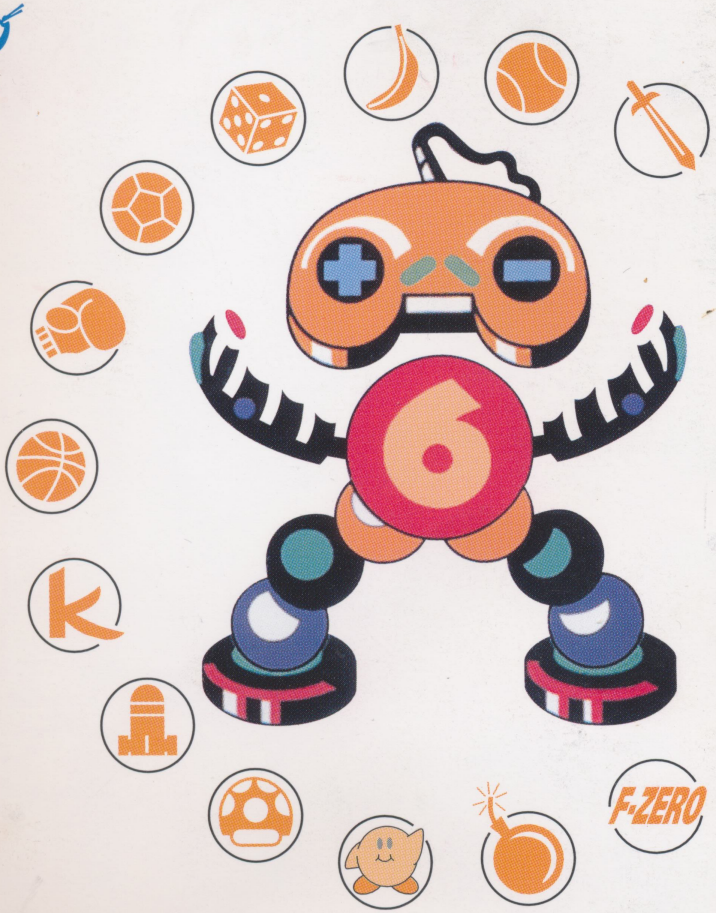
BT



Games Service

Games guide

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Super Tennis

Challenge your skills against world champions – or a friend – and prove you're an ace

You can play *singles* or *doubles*, against the computer players or with them, against a friend or in any of these combinations. And there's all the world tournaments to win – on all three types of *court*.

Win the Grand Slam (1st place in the four major tournaments) to reveal a big surprise.

Strokes

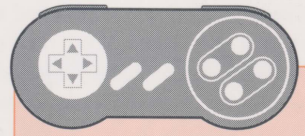
You need a *strong, accurate serve* and a *fast volley* to outwit your opponent. Learn whether your *forehand* or *backhand* is stronger as well. Remember that the computer players will all have their own strong points – and will be out to discover your weaknesses!

Players

There are *20 players* to select for you and your opponent. They all have different abilities, so select the ones that will make the most exciting match on the court you've selected.

Courts

You can play on *hard*, *lawn* or *clay* courts. The hard court is the easiest, as the ball bounces well. On the lawn court the ball doesn't bounce so well, and on the clay court the ball will slow down after it bounces so it might take a while to get used to.



	- Move player - Change ball direction
A	- Toss the ball to serve - Slow serve - Slice - Light volley
B	- Toss the ball to serve - Quick serve - Volley strong and flat
Y	- Lob
X	- Top spin
L	- Left spin
R	- Right spin

Hints and tips

Adding *spin* or *slice* will make a big difference to your serve.

The players in the *National Rankings* who don't appear on the Player Select screen will be easier to beat. Try these if you're a beginner.

If you're faster than your opponent you will have an advantage. But the faster you are, the more difficult it is to control your stroke.

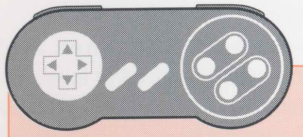
Donkey Kong Country

Kremlings have stolen Donkey Kong's banana hoard. Now it's up to you to help him get them back

In *Donkey Kong Country* you'll find a wide variety of ecosystems. You'll need all of Donkey Kong's moves as you set about collecting the *bananas*. Along the way, pick up the letters to spell **KONG** and you'll earn an extra life – the *life balloons* will tell you how many lives you have left.

Use teamwork. *Diddy Kong* is a Donkey Kong wannabe, with his own fast and agile moves that are much more useful at certain moments in the game.

With Kremlings, Kremlings everywhere, you'll need your trusty animal friends and the rest of the Kong family to help you on your way...



A	- Get off your animal buddy - Switch from Donkey to Diddy - Switch between players in two player mode
B	- Jump and swim
Y	- Press to roll or cartwheel - Hold down to run - Press to lift a barrel, release to throw - Hold down to climb vines faster - Press while holding down the control pad to perform Donkey Kong's hand slap
SELECT	- Switch from Donkey to Diddy - Switch between players in two player mode

Animal friends

Rambi the Rhino will take off and run over everything in his path – very useful for breaking through secret doors. *Expresso the Ostrich* runs even faster than Rambi and can make long wind assisted leaps. *Enguarde the Swordfish's* sword nose is a useful underwater weapon. *Winky the Frog* has a powerful jump and can attack some enemies that even Donkey can't touch. You can't ride *Squawks the Parrot* but his torch is essential in the darkest cave level.

Barrels

Donkey Kong and Diddy Kong can both pick up and throw barrels. There are many types of barrels and some of them have very special functions.

Hints and tips

Explore every level thoroughly. There are many secret levels in this game – look out for the *Golden animal tokens*.

Some enemies are invulnerable to certain attacks, or might take more than one hit to beat.

Follow the trail of bananas to the goal in each level.

Super Punch Out

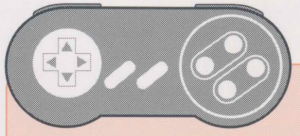
Fight your way through four circuits past pros like Dragon Chan and Mad Clown. Nick Bruiser's waiting for you to try to take his championship

Watch your opponent's guard and choose your combinations of jabs and body blows. Each time you hit your opponent the *Power meter* at the bottom of the screen increases. When you get hit it decreases. As soon as the meter is at maximum level, you're ready to pick your moment to deliver a knock-out punch.

The meters at the top of the screen show how much stamina you and your opponent have. When the meter is completely blue you will fall down. Keep pressing buttons to regain some stamina or weaken your opponent.

Your opponent's *corner man* will occasionally call out instructions, as he does your opponent will do just what he says – so be ready.

Don't forget to dodge, duck and keep your guard up.



▲	Raise guard
◀	Dodge left
▶	Dodge right
▼	Duck
▲ Y	Left jab
▲ B	Right jab
✥ Y	Left body blow
✥ B	Right body blow

Knockout punches for when the S mark flashes

▲ A	Uppercut
▲ A A	Rapid uppercut
✥ A	Hook
✥ A A	Rapid Hook

Hints and tips

Most opponents will telegraph their intentions before attacking.

Minimise the damage you receive. Try to build up your *Power meter* so that you can use a knockout punch at any time.

Dodge and punch, and *duck and punch* are the most basic combinations. Try to avoid your opponent's punch and quickly throw a punch of your own.

Super Metroid

Bounty hunter Samus Aran must recapture the Metroid hatchling and stop the space pirates from flooding the galaxy with Metroid killers

There are several worlds on Zebes – some are safe only if you are wearing the right *suit*. Collect items by firing on the balls held by the bird-people statues scattered throughout the planet. You can pick up different *missiles, bombs, scopes* and *beams* to help you in your mission. Some creatures will leave behind items when you destroy them.

Open different colour *doors* with different weapons to move to the next area.

Some areas have more difficult enemies – and some creatures may be impossible to kill. You'll need all of Samus' moves and weapons to combat their different skills.

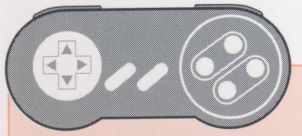
Your aim is to infiltrate the *Tourian Command Centre* and destroy the evil space pirates.

Hints and tips

Remember to use the right suit for the different areas of the planet. The *boot items* can help Samus to destroy enemies and blocks, and to get around.

Watch the game play demonstration following the start screen for hints on Samus' *hidden powers*.

The shorter the time you log on the planet, the better the ending sequence.



L	- Aim weapon down
R	- Aim weapon up
L R	- Aim straight up when kneeling
◀	- Run left
▶	- Run right
▼	- Kneel - Aim down when in the air
▼ ▼	- Roll into a ball
Y	- Turns off selected special item
X	- Fire - Charges beam - Plant bomb when rolled into a ball
A	- Jump
B	- Dash
SELECT	- Choose an item from the icons

You can choose your own settings

The Legend of Zelda

Rescue the maidens banished to the Dark World by the wicked Ganon and save the Light World from his evil powers

Ganon wants to make Hyrule, the Light World, his own. As the legendary Hero of Hyrule, you must enter the Dark World to rescue the maidens, defeat Ganon and return peace to Hyrule.

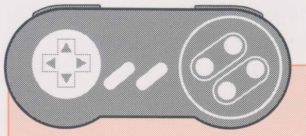
Heroic equipment

There are different pieces of equipment you can pick up, including *armour, flippers, gloves* and *shoes*. You need these to succeed in your quest. There are many *magic items* to make you a stronger, more magical character.

Restoring life and magical power

You can refill your *heart containers* or *magic power* with the right items – hearts or decanters – or by buying a magic potion from the Magic Shop.

Charge your sword by holding down the **B** button, and you'll be able to hit your enemies with an awesome *whirling attack*. The Pegasus shoes allow you to perform a *dashing attack* on enemies. And if your sword is at power level 2 you can launch a *beam* to attack enemies at a distance.



✥	- Move your character
X	- View the map
Y	- Use items
A	- Special actions, such as holding, talking and opening
B	- Swing the sword - Confirm choices
SELECT	- End game - Save data
START	- Switch to sub screen

Hints and tips

Listen to what Zelda and the Sage tell you to do.

Capture one of the *faeries* that live in Hyrule and you will get seven hearts.

Visit the *Fortune Teller* to find your fortune, and have your wounds healed.

Walls and floors with cracks in them can be knocked down with bombs or dashing attacks.

Kirby's Dream Course

Kirby needs your help in Dream Land. Help him through his Dream Course of enemies, traps and tricks to rescue Dream Land's stars from King Dedede

Defeat enemies to turn them into *stars*. Then drop Kirby into a cup to gain points and *tomatoes*.

Kirby can use *fly shots, ground shots* and *spin shots,* in all sorts of combinations and with different *power settings*. You need to use all of his shots to defeat the enemies.

Special powers

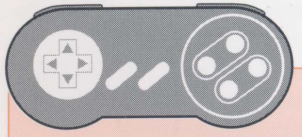
You can get *special powers* from some of the enemies that you defeat. Kirby will flash when he's picked up a special power. Press **B** when you want to use your special powers.

Two player games

Hit your opponents ball to steal their stars or special powers and make them lose tomatoes.

King Dedede

You must complete all 8 levels before you can battle King Dedede and retrieve the stars to brighten Dream Land's nights.



L / R	- Change shot direction to left or right
▲	- Make ball fly
▼	- Ground shot
◀ ▶ B	- Lets you see the guidelines for spinning balls
Y	- View the course
A	- Shot panel - Extra speed while moving
B	- Spin panel - Use special powers while the ball is moving

Hints and tips

Watch the Demo screen to pick up tips on technique.

Some features will help Kirby get around the course, but watch out for the traps and tricks!

Hitting some enemies will damage Kirby, and others can only be defeated with special powers.

F-ZERO

It's the year 2560, and racing circuits have developed beyond your wildest dreams...

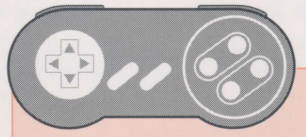
Cars

Choose your *car* according to your abilities. Each has its own special strengths. Some cars are easier to control than others. The easiest is the *Blue Falcon*; the *Golden Fox* is fast, but with difficult cornering, while the *Wild Goose* can withstand very heavy damage. The *Fire Stingray* accelerates slowly but can achieve very fast speeds once moving. Choose the right car for the course you are on.

Courses

Choose from 15 different *courses*, each with different traps and obstacles to overcome.

Gain the correct ranking in each lap to stay in the race



L / R	Shift weight to left or right
▲▼	Point nose up or down during jump
◀ ▶	Steer left or right
X / Y	Brake
A	Super Jet (Turbo)
B	Throttle (accelerator)

Hints and tips

Use the *Practice game mode* to improve your skills before starting the serious competition.

You can't use *Superjet* in the first lap.

Hold the **B** button down at the start of a race and you will go off with a powerful dash. However, after the initial boost your car will briefly stall.

During *jumps*, your car will travel faster than those on the course.

When you land after a jump, tilt the nose of your machine up to avoid too much deceleration.

If your car loses its grip of the track, release the throttle briefly to restore stability.

Super Soccer

Choose your favourite team and take on the other 15 in a knockout quest for the World championship

Just like the real thing... you need to concentrate on your playing technique and formation, and watch out for fouls. Any games that end in a draw will be decided by a *Shootout*.

Teams

Each team has its own style and formation – find out which makes the most exciting opponent for your winning team.

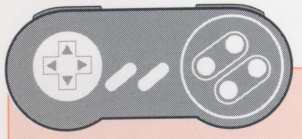
Formations

Choose the formation that matches your playing style and defends you against your opponents strengths. There are 8 formations to choose from.

Hints and tips

Use ✣ and **B** to bend your shots and passes.

Use the *exhibition* mode for a single match, and the *tournament* mode to play in a knockout contest for the World championship.



✣	- Move player - Move player whose number is displayed
Y	- Pass to selected team-mate - Perform bicycle kick or header when the ball is in flight - Shoulder tackle an opponent - Goalkeeper – catch the ball
A	- Pass the ball in the direction that the ✣ is pressed - Slide and slide tackle
B	- Powerful kicks - Shots on goal - Change direction of a kick - Goalkeeper – jump and punch the ball
L / R START	- Select who receives a pass

Wario's Woods

The serenity of the Peaceful Woods has been shattered by Wario and his band of monsters – now it's up to you to end his evil reign of terror

See how far you can progress. Collect coins, race against time, or choose to face a human or computer opponent.

Clear your screen as quickly as possible using moves to slow down your opponent . There's even a lesson mode to give you tips on gameplay.

Gameplay

Prevent the screen from being filled with monsters and bombs. A row of bombs of the same colour will explode and take the monsters with them.

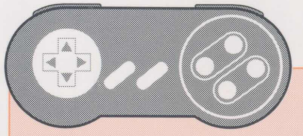
Bomb Time and Monster Time

During Bomb Time, Catherine and the Sprite will toss bombs into the playing field. During Monster Time, the Black Bat will throw monsters and bombs into the playing field. It's up to you to make sure they all end up in the right place.

Hints and tips

Learn which *matches* you need to make to destroy which monsters. Some are harder to destroy than others!

If you make a match of five or more pieces, a *diamond* will appear. This makes all the monsters of the same colour disappear as soon as you make a match with it.



You can choose from two different set-ups – A and B

▲	Escape from bottom of stack to the top
▼	Bombs and monsters fall faster
◀ ▶	Move or climb to the right or left Fall from the top of a stack
A	Pick up or place stack of monsters and bombs
B	Pick up or place a single monster
X	Escape from bottom of stack to the top
Y	Kick

World League Basketball

Play in the most exciting NCAA Conferences – choose your players and tactics to shoot your way to the prestigious Final Four

64 of the best college teams have come together for a chance to win the NCAA Division 1 Championship. Play either a single match (exhibition mode) or enter the *National Tournament* and try to survive the *Regionals* to get to *The Final Four*, by beating all that they can throw at you.

Play

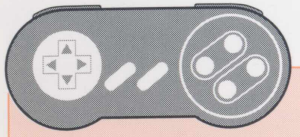
At the *tip-off*, press **B** to tip the ball towards your team. If you win the tip-off, your team will go on *offense*. Losing the ball means going on *defense*. Select the *play* to match your skills and learn which tactics are effective against each team to win the championship. There are different *dunks* that your player can perform when close enough to the basket.

Passing

Check the symbol over the head of your team-mates to see how risky your pass will be. A green symbol means a safe pass, yellow means risky and red tells you that your pass is very risky.

Fouls

Remember that you can foul a player just like in a real match. It may take some time to learn how all the different fouls work.



✣ B	*Offense* – Select dunk type
L	*Offense* – Change play *Defense* – Change defensive formation
R	Display current formation
A	*Offense* – Pass the ball *Defense* – Select defender
B	*Offense* – Shoot the ball *Defense* – Jump to block shots
X	*Defense* – Steal the ball
Y	*Defense* – Change defender
SELECT	Go to Coach's Screen *Offense* – Call a time out

Hints and tips

Keep on your toes and remember that playing conditions change all the time. A player might be safe one minute and pick up a defender the next.

On the very first *dead ball* make sure you go to the *Coach's Screen* to change your *Team Options*.

By aggressively going after rebounds you can build up a big lead.

Vegas Stakes

Take a trip to Las Vegas and attempt to break the bank at the fabulous Golden Paradise Casino

Register at the hotel then set off with your $1000. Call on one of your friends to go with you – as you move around the casino other customers might come up to you. Many are helpful but others are not so honest.

Slots

Press **A** to insert coins and **X** to spin the wheel. You can insert up to 5 coins.

Blackjack

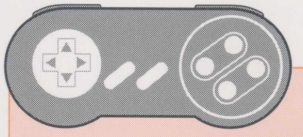
Place your wager. You'll be dealt 2 cards face up and the rules are similar to 'Pontoon' or '21'– over 21 and you're bust. Ask your *companion* for more rules.

Roulette

Press ✣ to select your wager position and **A** to confirm. Press ✣ to alter the amount of the wager, and **A** to confirm the bet. **X** will spin the wheel. Payoffs vary with the odds of winning your wager. You can place any number of wagers on each spin.

Craps

Place your wager just like you do for Roulette.



This game can be used with the SNES mouse or the controller

✣	Select wager position
A	Place wager and confirm choice
B	Remove wager
X	End wager
L / R	Check game rules/wager information
SELECT	Consult your friend

Poker

Press **A** to ante up before each deal. The rules are for Seven-card stud poker. The player with the best card starts the wagering. After wagering, each player receives an extra card and wagers again, continuing until all players have four cards face up, when each player will receive a card face down and final wagers are placed. Each players hand will be revealed, and the one with the best hand wins. Ask your companion for extra rules and for the ranking of the hands.

Super Mario All Stars and Super Mario World

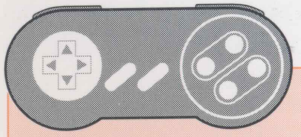
Four games in one – Mario stars in three action-packed adventures in the Mushroom Kingdom, then takes an even more exciting holiday in Dinosaur Land

Super Mario Bros

The Mario brothers must battle Bowser and his evil minions to save Princess Toadstool and the Mushroom Kingdom.

Defeat enemies by punching the block they are standing on, jumping on them, knocking them down with a moving object or throwing *fire balls*.

The *mushrooms* turn you into Super Mario, a *fire flower* will let you throw fire balls, and a *star* will make you invincible. At the end of each stage, grab onto the flagpole – the higher you grab, the higher your score.



Basic moves

✥	- Move Mario
X / Y	- Run - Pick up items
A / B	- Jump

There are many more moves than we can list for each of the games. See what you can find!

Super Mario Bros 2

Whilst on a picnic, Mario's dream comes true. Subcon, the land of dreams, has been cursed by vegetable hating Wart.

Pull up the vegetables, look out for the enemies and defeat the bosses at the end of each level.

You can play as Mario, Luigi, Toad or the Princess – each has their own different abilities.

Super Mario Bros 3

Now Mario has some extra abilities. If he has the frog suit, he can swim. With the *Tanooki suit*, he can turn into an invincible statue. With the *Super leaf*, Mario turns into *Raccoon Mario* and can use his tail to attack enemies.

Super Mario World

Mario and Luigi are on vacation in Dinosaur Land when Princess Toadstool goes missing. As they hunt for her, a young dinosaur named Yoshi hatches from a giant egg and tells them how his friends have been sealed in eggs by monstrous turtles. Bowser and his bunch are back!

Use *spin jumps* to defeat the toughest enemies. You can also defeat enemies by dropping on them with the *magic cape*.

Yoshis will help you. Each has its own special ability. Feed the Yoshis and see them grow!

Killer Instinct

Win, and you gain anything you desire – lose and your fate is not so certain... Do you have the Killer Instinct?

In the future, huge mega-corporations battle with each other for shares of the world's wealth. One corporation, *Ultratech*, rises above the others. Ultratech tests its weapons in the top rated TV show – the *Killer Instinct tournament*.

Killer options

In the one player game, you choose a character and use them to fight against the others. Your aim is a showdown with Ultratech's trump card – *Eyedol*. In the two player game, you can play a single game or set up a tournament.

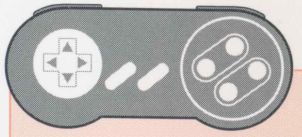
Basic moves

Each fighter has similar basic moves with three levels of intensity – quick, medium and fierce.

Combo theory

Combos are combinations of buttons that produce special moves for multiple hits. You must connect with the first hit to set off the combo. If you do, you could get a 30 hit combo for just 6 button presses. Each character has their own combos.

There are three levels of combo theory... Elementary combo theory – begin with *auto-doubles*, follow-up with a *linker* and finish with an *end special*. Intermediate combo theory – learn *combo breaks* for when you're under attack. Advanced combo theory – advanced tricks, such as *auto-doubles*, *breaker specials* and *ultra combos* for which there are no breakers.



✥	Move/jump/duck (Block when moving away from opponent)
L	Quick punch
R	Quick kick
X	Fierce punch
Y	Medium punch
A	Fierce kick
B	Medium kick

Hints and tips

A quick combo breaker breaks a medium combo, a medium breaks a fierce, and a fierce breaks a quick.

Danger moves and ultra combos are available for certain circumstances. When you've mastered the basic moves, you can experiment with the combos. Keep a note of the ones you discover.

You can try your moves out in practice mode. Here you meet a defenceless character who simply stands and takes whatever you dish out.

Quick reference

To find out more about games

1. Switch on your BT Interactive TV System
2. Sign on and wait for the Home Screen
3. Choose **6 – Games Service**
4. Choose the game
5. Choose **Game guide**
6. Press **PLAY/PAUSE**, **FF** and **REW** to choose the pages you want to read

Game time

An on-screen message will tell you when the game time has expired.

To check the Tips and Tricks

1. Switch on your BT Interactive TV System
2. Sign on and wait for the Home Screen
3. Choose **6 – Games Service**
4. Choose **Tips and Tricks**
5. Press **PLAY/PAUSE**, **FF** and **REW** to choose the Tips and Tricks you want to read

Send in your Tips and Tricks

Don't forget that you can send in your own Tips and Tricks – or any other views on the world of video games, and if you have a camcorder you can send a videotape. See yourself on TV!

Look at the Tips and Tricks section of the Games service for details.



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