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Level Passcodes

Secret Codes



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elephant tusk impact

tire mark

third-degree lava burn





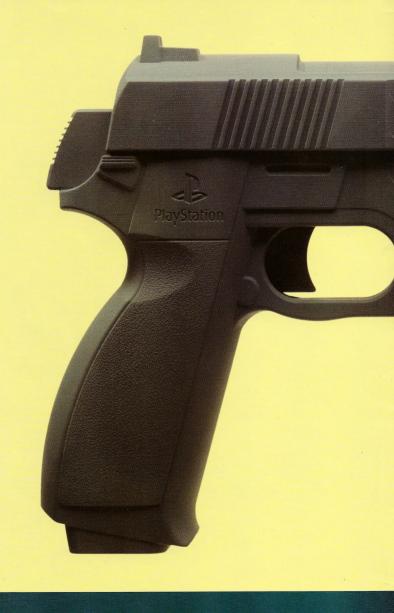
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so intense it comes with it's own weapon. Time Crisis includes the formidable firearm pictured here, the original award-winning arcade shooting

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STAFF SECRETS



Chris Bieniek turns into a roaring lion whenever somebody tells him that they play video games with the sound off because they'd rather listen to the radio or some audio CD. He snores like one, too. Current Favorite Games: Treasures of the Deep, Rampage World Tour, RayStorm, Mog House



On a recent trip to London for the European Computer Trade Show, Im Loftus was surprised to find surveillance video cameras on every street corner. "It's like a giant game of Syndicate!" he exclaimed. Current Favorite Games: Fighting Force, Auto Destruct, G.A.S.P., Burning Rangers



Associate Editor Tyrone Rodriguez has a Sega CD-X system hooked up as a CD player in his car. If he gets sick of Robert Miles, he just pops in his Streets of Rage cartridge and listens to dhat.

Current Favorite Games: Bushido Blade, GoldenEye 007, Croc, Diddy Kong Racing



lone Flores gets up early to catch reruns of Liftle House on the Prairie on WTBS. Her Wallzman also picks up the audio from TV stations, so she can listen to the local Liftle House broadcasts at work! Current Favorite Games Crash Bandicoot 2, Bravo Air Race, Mole Mania, Doraemon 64



Glenn Broderick recently went "alpine sledding" in Vermont. He hit a bump, wiped out and shredded half of his body, cheese grater style proving to the rest of the T&T staff that we're all safer at home. Current Favorite Games: Mortal Kombat Mythologies: Sub-Zero, Mortal Kombat 4, Duke Nukem 3D. Soul Blade



Contributor Nikos Constant loves the new Ruffles with "The Works" (cheddar, sour cream, bacon and chives) but admits that they really don't taste like baked potatoes, as the ads daim.

Current Favorite Games: Mystical Ninja 64, GoldenEye 007, Marvel Super Heroes, Top Secret



Betty Hallock wants to know why no publisher has picked up the rights to do a Fabulous Furry Freak Brothers video game. "You could have Country Cowfreak in there as a secret character," she says. Current Favorite Games: Medieval Madness (pinball), Puzzle Bobble, Psycho Pigs UXB, Frankie Goes to Hollywood



Contributor Adrian Sanchez quit his job as a bicycle messenger after just two days because he wasn't allowed to jump over semi trucks and smash into pimps on the sidewalk, like in Courier Crisis.

Current Favorite Games: Tekken 3, Vampire Savior, Final Fantasy VII, Street Fighter Alpha 2



Ara Shirinian dropped the letter "y" from this month's Colony Wars strategy guide, which led our Copy Chief to believe that it was a game about intestinal distress rather than an outer space shoot-'em-up. Current Favorite Games: Galactic Pinball, Vertical Force, Point Blank, Gradius Gaiden



Jason Wilson scored a one-of-a-kind souvenir during the Mortal Kombat 4 Road Tour: one of the huge MK4 banners from the Enchanted Castle in Lombard, IL. Uhh...you did ask, didn't you, Jason? Current Favorite Games: Street Fighter EX Plus, Mortal Kombat 4, Street Fighter III 2nd Impact, Fighting Wu-Shu



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of overevil

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Got a cool cheat, interesting question or arcade game token for the T&T staff? Send your tips, tricks and queries to:

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We can't respond to individual letters, but we do read them all—even if you're too cowardly to sign your real name.

LETTER OF THE MONTH

Here it is: the best darn "Letter of the Month" that you can ever receive! Oops...I forgot, though. I'm Canadian, so I'm not sure that the chances of my letter being printed are high.

You know, I can't help but notice that you hardly print letters from your Canadian friends. You must come to realize that we, your Northern friends—your NEIGHBORS—love your magazine as much as everyone else...although I must admit that I am your biggest fan. I read your magazine regularly and it amazes me to see all of the strategies and tips that you provide. They're very useful to us game lovers.

Well, I gotta go now, so to conclude my letter, I'd like to say that in the future, we Canadians hope to have an equal amount of letters published as your American fans.

—Tony Haiek Leamington, Ontario

Thanks for the interesting letter, Ton. We love our Canadian readers; if you look at recent issues, you'll see several letters in the Readers' Tips section that prove it. Unfortunately, we can't honor your request to print an equal amount of Canadian letters because we simply don't get as many of them. This surprises us, because your country is so darned big! In fact, our most recent audit reports tell us that only 5.3% of our readers live in Canada; that's down from 7.6% in 1994. Heck, we thought you were ignoring us!

Here's an idea: If you're as proud of your country as you seem to be, why not write back and tell us what it's like to be a Canadian video gamer? What are your arcades like up there? How's the Saturn holding up? What about Canadian game developers? The only one we're familiar with is the Canadian branch of Electronic Arts, which has produced some fantastic sports titles over the years. Are there any Canadian video-game magazines?

Get back to us when you can, neighbor; in the meantime, enjoy the copy of Time Crisis that we're sending you for the PlayStation as your prize for winning our "Letter of the Month" contest.

STICK FIGURE

I am an unhappy Nintendo 64 owner. I saw a Nintendo 64 joystick for sale; the problem is that it's not for the N64! It's for the PC! Why didn't they make it for the Nintendo 64 instead of the PC?

—Peter Huynh Lexington Park, MD



No, this is not a Nintendo 64 controller. Go figure.

We didn't understand your letter at al, Peter—and you have to admit, it doesn't make a lot of sense. When is a Nintendo 64 controller? Then we saw it ourselves; a nice, big joystick controller with the familiar cube-style "N" Nintendo logo on it. Sure enough, it's not a Nintendo 64 controller at all! What's going on here?

We did a bit of research and found out the following info: This controller is called the "NJS-3D1" PC computer joystick, and it's manufactured by a company called Laral Group LLC from Farmingdale, New York. It looks like a pretty decent PC controller, but gee

whiz, what's with the Nintendo logo? It turns out that Laral has licensed the Nintendo name and logo for an entire line of personal computer peripherals; this is just the first! Can you imagine how confusing it would be if you walked into your local video-game store and found modems and 3-D gog gles with that same logo on them? Seems a bit misleading to us; we always thought that the "cubed N" logo represented the N64 product line. The bottom line seems to be this; If it doesn't say "64," then who knows what system it's for?

A FISHY QUESTION

I would first like to say that your magazine is the most intellectually stimulating read that I have had in a long time. If I had the choice between eating fish or your magazine, I'm sure eating your magazine would do me much more good than the fish. Well, enough brown-nosing. I just wanted to ask your opinion on buying a game. I'm having trouble choosing between Tekken 2 and Iron & Blood. Which would you recommend over the other?

—Chris Turcotte
Victoria, B.C.

Go with Tekken 2, Chris; it seems to have better graphics and deeper gameplay. Can't you rent games up there in Canada?

TOKEN OF THE MONTH



This month's token comes from the Funspot arcade in Weirs, New Hampshire. It was sent in by Danny Marcucci of Woburn, Massachusetts. Thanks, Danny!

It was sent in by Danny Marcucci of Woburn, Massachusetts. Thanks, Danny!

token from your favorite arcadel If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of card-board (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211





WISHFUL THINKING

There is something I've been pondering ever since I got my Nintendo 64: What if Nintendo, Sony and Sega came together and made the most awesome, perfect game system of all time? They could call it "The NSSES," which stands for Nintendo/Sony/Sega Entertainment System. Then maybe, just maybe, there wouldn't be so much hassle over which system is better. I think that would be cool.

Well, I must go now, but I leave with some words of wisdom: Play 'til you can't play any more...then play some more.

—Bradley Fredrick Grand Prairie, TX

That's a wonderful idea you've got there, Bradley, but there are a lot of unfortunate reasons why it will never happen. All three companies want to be number one, and all three seem to believe that their own hardware is the best on the market-so how do they agree on the specs of the "NSSES"? Heck, you'd probably never even get them to decide if the software would be cartridge-based or CDhased

There are also plenty of reasons why you wouldn't want them toi work together, anyway—believe it or not!

What if there really was only one game system? You know, the competition between these three giants is one of the main reasons why there are so many great games on the shelves today. If there was one giant conglomerate which had the industry all to itself, what would be that company's motivation to keep making better games?

Of course, we shouldn't say that this will NEVER happen. There's always a possibility that one or more of these companies could merge together as the result of one company buying the other outright. Look at the leaders of the American arcade industry from the early '80s: Williams, Bally, Midway, Atari Games...now they're all the same company. So you never know...

PICKET LINE

I love to read your Select Games section. I think that you should put a certain amount of "picks" on a game For example, if you guys really like a game and you're going to make it a T&T Pick, you can decidehow many "picks" you're going to give it. So your favorite games can be rated with three or four "picks"!

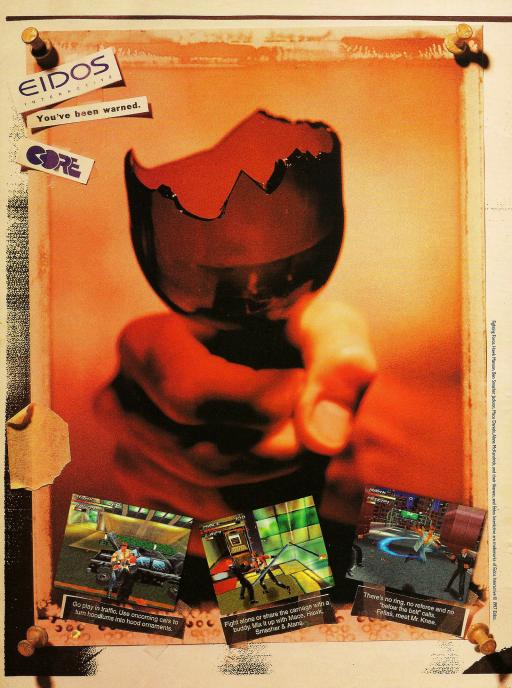
—Joseph Carione Pickering, Ontario

"Pickering," eh? That's a good one, Joseph!

Seriously, we like your idea, but we decided not to do it for several reasons. First, as the #1 Video Game Tips Magazine, we often have to remind people that we don't review games; we're just here to give you codes, cheats and strategy tips on how to play them. The purpose of the Select Games section is just to tell you what games are coming out so that you can fill out the response card and tell us which ones you want us to do strategy guides on. Simple as that.

Now, when we designed that section of the magazine, we decided to use the "T&T Pick" symbol to identify certain games which we had played and really liked. The one rule we set up, however, was that we won't give a "pick" to a game that we haven't actually played yet. That's why, if you look back at past issues, you'll see that games like Tomb Raider 2 or F-Zero 64 did not get "picks", even though we're sure they're gonna be great! If we started to give two or three picks to some of the games, we're afraid that it would just make the Select Games section more confusing. But hey, thanks





- Hawk Manson

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PA min rotus

Like a tasty hors d'oeuvre, Capcom's Resident Evil 2 Trial TRIAL EDITION

Edition—included with their recently released RE Director's Cut—is a quick fix before the main course. Even though it's fairly short (you didn't expect Capcom to spill the whole thing, did you?), we feel it is our duty as the number one tips magazine to provide you with all there is to know about this incredible disc. Don't be scared...enjoy!



The initial onslaught. You can choose to engage the 8 zombies on your way to the gun shop or simply avoid them with a zigzag pattern.



Once the shopkeeper stands guard, go behind the side counter and grab the two boxes of ammo from the shelf.



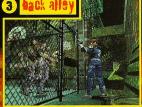
Next, retrieve the can of heal spray from the shelf next to the back door.



Move toward the typewriter, turn around and head for the back door This will prompt the attack cinema Kill the zombie intruders.



Walk over and pry the shotgun from the shopkeeper's cold, dead hands (arrow). Exit via the back door.*



This playground is packed with murderous monstrosities (luckily, they're fenced in). Blast 'em or just pass 'em by.



The zombies near this series of dumpsters pose little threat. Avoid them and proceed to the gate.



The area beyond the gate is set up

The area beyond the gate is set up in an oval fashion. The underground passage is empty. Head into the R.P.D. building.



Move to the rear of the main hall (1st floor) and grab the box of ammo sitting at the computer workstation.







Go through the door at the rear of the main hall. Kill the two zombie cops immediately as you walk in.



You'll find a second shotgun in one of the lockers (arrow). Next, grab the box of ammo next to the party





Go back and unlock the double doors with the "P" key. Inside, you'll catch a glimpse of something moving past the window. Yikes!



Two shotgun blasts is all it takes to kill this tongue-lashing beast. Enter the door at the end of the hallway.

Move to the back room to waste the third zombie. It's close quarters, so you may want to draw him out. ke the "P" ey from the



Advance down the hall and open the next door. Kill or simply avoid the male and female zombies.



Enter the Briefing Room (the next set of double doors). Grab the ammo on the table near the podium. Next, move to the back storage room.



Use the lighter to start a fire in the fireplace. This will burn a hole in the painting, causing a red gem to fall. Grab it and exit the room.

S



Enter the Photography Room under the stairs. You'll want some space in your inventory, so open the trunk and drop off unwanted items.



Grab the ammo and heal spray from the trunk if you need them. Unfortunately, the adjacent darkroom is empty. Wahhh!



* Player's Note: Unfortunately, the gems in the trial version of RE2 do nothing for the player. The gems are merely a sampling of what's in store for the full version of the game when it becomes available early next year.





Move up to the 2nd floor. To obtain the next gem, two statues must be moved. Push each statue—one at a time—onto the grates in the floor



..so that each statue faces the larger one in the center. Grab the gem*. Proceed through the next door (arrow).



Quickly take out the zombie cop and head into the Dispatch Office (the door marked "S.T.A.R.S").



Don't go near that flashing light just yet! First, check out the S.T.A.R.S. group shot hanging on the wall. Look—there's Jill and Barry!



For some frightening insight into recent goings-on, snag the journal laying on this desk.



There is a can of heal spray tucked away in a first aid bag; you'll find it hanging on he far wall



Now, approach the light on the dispatcher's control panel and press the search button. It's an "L" key!



But it's all for naught! The tantalizing demo comes to an abrupt end when this mysterious woman takes a shot at you. Who could it be?

A Taste of Things

First off, when may Europe to a screeching the office, all work came to a screeching First off, when Trial Edition arrived at halt. Just as we did back in October of 1995 (the month when the first playable disc of Resident Evil came into our office), we powered-up the PlayStation, turned out the lights and gathered around the television. We had a number of

bone-chilling experiences while playing, but some instances had us literally jumping out of our seats. The scene involving the creature moving past the window caused the entire T&T staff to look



at each other in horror. It was written on everyone's face: "What was that?!?" The other instance involved walking past a series of boarded-up windows. These were the same windows we had walked by earlier, but this time—CRASH!—bloody zombie arms came smashing through the boards to grab Leon! Heart-stopping, to say the least. The bottom line is this: At \$39.95, no fan of RE should be without Director's Cut and the RE2 Trial Edition disc that comes with it. If the sequel-currently slated for a January 1998 release-turns out as wonderfully as the demo indicates, then all of the delays will have been entirely valid. Rest assured, Tips & Tricks will be there to expose every nook and cranny when it hits!







Street Fighter EX Plus

To rank the fighters' raw skills, we set D.Dark, who won 59.5% of all of the up the game in "Watch" mode and computer-controlled fights he particitallied the results as each character pated in. M. Bison and Cycloid Beta other character in the game—that's 220 fights per character, a total of pole, winning a pathetic 28% of his

fought ten matches against every came in at about average, and Dhalsim took the low-man spot on the totem 2,530 match-ups! The leader was computer-controlled matches.

1) D. Dark-131 wins

2) C. Jack-129 wins 3) Blair-125 wins 4) Ken-123 wins 5) Garuda—121 wins 6) Pullum-120 wins

6) (tie) E. Ryu-120 wins

8) Evil Hokuto-119 wins 9) Skullomania—118 wins

10) Sakura—115 wins 11) Akuma-114 wins 12) Bison—111 wins 13) C. Beta-108 wins 14) C. Gamma-107 wins 14) (tie) Zangief-107 wins

16) Hokuto-105 wins 16) (tie) Kairi-105 wins

18) Rvu-103 wins 19) Chun-Li-102 wins 20) Guile-101 wins

21) Allen-94 wins 22) Darun-89 wins 23) Dhalsim-63 wins The original is still the best-sort of. Ryu hasn't lost much; he's still one of the

more formidable challengers in the game. His ability to link a crouching Forward Kick into a Hadoken can keep opponents at bay; the same is true of his Super Fireball, which does a decent amount of damage. If the range of his Dragon



to opponents when a projectile is thrown.

COOL COMBOS	
Beginner	Jump in with a Fierce Punch, do one standing Fierce Punch, then connect with a Hadoken or Hurricane Kick
Intermediate	Jump in with a Forward Kick, do one crouching Forward Kick and go from there into a Hadoken or Shoryuken
Advanced	Jump in with a Roundhouse Kick, perform one crouching Forward Kick followed by a Hadoken; next, cancel into a Shinkuu Hadoken and finish with a Super Hurricane Kick

Ever since Street Fighter II Champion Edition, Guile has been weakened and given no new special attacks. Beyond new super moves, Guile is identical to his Champ Edition self. Only game design and gameplay factors help this World Warrior to maintair his position as a moderate threat. Since there really isn't a corner to this game, Guile! pressure tactics have been greatly limited to the following standard strategy:

Tick away the opponent's energy with crouching Forward Kicks, steadily throwing Sonic Booms while also charging for the Flash Kick. Unlike Charlie from Street Fighter Alpha, Guile's crouching Fierce Punch has high priority over jumpers. Super moves should be used sparingly, and only during combos to avoid leaving yourself open to counter-attack.



CONT COMPAC

Beginner	Start with a crouching Strong Punch and go from there to a Sonic Boom or Flash Kick
Intermediate	Jump in with Fierce Punch, do one crouching Jab Punch and end with a Sonic Boom
Advanced	Jump in with Fierce Punch, perform two crouching Jab Punches, then cancel into a Sonic Boom and cancel again into the Somersault Justice

with a new super move, the super stomp. Strength is still Zangief's main asset. With improved sweep range— but still highly volatile against ground -Zangief's Jumping Body Splash is ite possibly the best set-up attack. The pinning Piledriver is all he has; set this up visely, but do not play "foot" games. Zangie vill be dominated. Going from a crouching Short Kick into the Spinning Piledriver still works as an effective cheap maneuver.

is exactly like his SSFII counterpart



COM COMPAC

Beginner	Do one crouching Strong Punch, then go into the Lariat
	Jump in with a Roundhouse Kick, follow with a crouch ing Forward Kick and cancel into his Super Stomping attack

bine his projectile deflection ability,

One word: Balrog. He may not look like the Las Ve dashing uppercuts and Final Punch charge ability (holding three punches or three kick buttons) you basically have a souped-up Balrog with more combos. His standing Roundhouse Kick is great for keeping the enemy at a distance, and his crouching Fierce Punch is perfect against jumpers; the dashing uppercut falls short in the same situation. With his strength and speed, Jack can really play ball with anyone in the game.



COOL COMROS

Beginner	Jump in with a Fierce Punch, continue with a standing Jab and connect with a Dash Straight
Intermediate	Jump in with a Fierce Punch, perform one standing Forward Kick, cancel into a Dashing Straight Super then immediately super cancel into the Dashing Grand Super
Advanced	(You must hold all three Kick buttons to do this combo) Jump in with Fierce Punch, do one crouching Fierce Punch, then— while holding diagonally Down and Back—release the Kick buttons for a Final Punch, then go into a Dash Super

Pullum Purna is a unique character; she is similar to Adon and Cammy, yet with nore moves. Her super cancels and constant pressure moves make for interesting match-ups, indeed. Her arsenal can keep opponents off-guard. Pullum's Teneru kick flies over projeces, and her Resuaru Kaana Super attack nas high priority as a wake-up move. Use Pullum's Drill Purusu with Short Kick to bounce away from opponents unharmed.



COOL COMBOS

П	Beginner	Jump in with Fierce Punch, follow with a crouching Short Kick and connect to a Drill Kick
	Intermediate	Jump in with Fierce Punch, then immediately do the motion for the Drill Purusu to connect
	Advanced	Jump in with Fierce Punch, then a crouching Short Kick and connect to a Drill Purusu using Short Kick; next, cancel into Resuaru Kaana using Roundhouse Kick

Is it me, or does Evil Ryu seem slower than original Ryu? Other than his Risino Dragon Super

Shungokusatsu Super (similar to Akuma's Raging Demon), Evil Ryu is an exact clone of Ryu with different grunts. The basic concept to win is still the same. Shoryuken/Hadoken patterns get the job done. Evil Ryu's Hurricane Kick in sucession is practically useless. Only use this move to confuse novice players. Use his teleport only when trapped, and in sticky situations.



COOL COMBOS

Beginner	Jump in with Fierce Punch, then do one crouching Roundhouse Kick.
Intermediate	Jump in with Fierce Punch, do a standing Fierce Punch, then cancel into the Shinku Hadoken
Advanced	Jump in with Fierce Punch, then perform a crouching Strong Punch followed by a crouching Forward Kick and cancel into a Shoryureppa

The rebirth of the Psycho Crusher! Now that Bison has his Psycho Torpedo back (instead of the slow fireball initiated in the Alpha series), Bison players will be having SSFII Turbo dreams! His teleport is extremely useful to get out of tight spots, as is the Knee Press Nightmare Super move. Constant poking and Knee Presses with Short Kick will tick at the opponent's energy while keeping them quessing. Bison does not have his Devi leverse, but his Head Stomp is still useful



COOF COMBOS	
Beginner	Jump in with Roundhouse Kick, follow with a crouching Forward Kick and connect to a Roundhouse Kick Double Knee Press
Intermediate	Jump in with Roundhouse Kick, do two crouching Strong Punches, then cancel into the Double Knee Press
Advanced	Jump in with Roundhouse Kick, perform two crouching Strong Punches, then one crouching Forward Kick into the Knee Press Nightmare



Ugh! What's wrong with this picture? 3-D Dhalsim is so slow! Only his teleport is improved. His drills are about as exciting and effective as Dan is in Street Fighte

Alaha 2 his Youn fire has no reach.

at least he can taunt during the match. so he is useful for something! Dhalsim's Roundhouse Ground Slide is now blockable against airborne opponents. His limbs have delays similar to on-line gaming latency. Even Guile can destroy Dhalsim! However, his new Drill Kick Super is effective for striking the opponent at least once before they slaughter you. lowever, his Yoga Rejendo Super move

under most projectiles. The Spinning Bird Kick is now accomplished with a

rolling motion, and her new flying Swallow kick is sure to catch opponents off-

ard the first few times they see it. Use Chun-

Li's Lightning Kicks Super in a combo, or imme

diately trigger the Super move again if the opponent blocks. More than likely, he or she will fail to block a second time, and the full

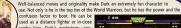


good surprise tactic

COOL COMBOS	
Beginner	Hold diagonally Down and Back and press Short Kick; do a crouching Forward Kick, then connect to a Yoga Fire
Intermediate	Execute the Yoga Flame then quickly cancel into Yoga Rejendo
	A deep Roundhouse Drill kick, then a crouching Forward Kick slide and Cancel into a Yoga Inferno

Street Fighter Alpha 2 has been weakened considerably. Fortunately, Chun-Li is still

one of the fastest fighters in the game, with her crouching Roundhouse Kick goin



combo king. Dark's explosions—cou-pled with wire attacks—keep his opponents at bay. A Roundhouse Kick or timed Kill Blade will discourage the opponent from jumping, keeping them in a position where they will be branded relentlessly by wires and explosions. Both of Dark's Super moves cancel well from regular moves look stylish, and keen the opposition backed up against the wall.



POOL POMPOS

Beginner	Jump in with a Fierce Punch, perform a crouching Forward Kick and end with a Kill Blade
Intermediate	Jump in with a Roundhouse Kick, do one standing Roundhouse Kick into the Dark Shackle attack and cancel into a Kill Trump
Advanced	Jump in with Fierce Punch, follow with a crouching Forward Kick, then into the Dark Shackle

Canceling super moves into one another is the best way to implement strategy into Ken's game. His roll has been slowed down, so your opponent will see it coming and not become as vulnerable to a cheap throwing festival. Ken's strategies are similar to those of Ryu, using fast sweeps and combo Fireballs from crouching Forward Kicks to keep the opponent away. Ken's strength

has always been a factor in the game, but now, more than ever, it is needed to make up for his slightly slower reaction time. Ken's ducking Fierce Punch is effective if you're out of Shoryuken range, and his Shoryureppa Super move is great for beginning a deadly super can-cel combo, ending with the Shinryuken, Much atience is needed to defeat Ken, as once again, he is near the top of the rankings chart.



COOL COMBOS	
Beginner	Begin with a crouching Forward Kick, then connect to a Hadoken
Intermediate	Jump in with Roundhouse Kick, do one standing Roundhouse Kick and cancel into Shoryureppa
Advanced	Jump in with Fierce Punch, do one crouching Fierce Punch into a Hadoken, then cancel into the Shoryureppa and cancel again into

effect of the Super attack will take place.

OOL COMBOS	
Beginner	Start with a Flying Swallow Kick and connect to a Forward Kick and press rapidly
Intermediate	Begin with a Spinning Bird Kick, then cancel into a Senretsukyaku
Advanced	Jump in with Forward Kick, do a crouching Forward Kick and press rapidly for Lightning Kicks, then cancel into Senretsukyaku

When players got their first looks at Skullor that his fighting style would resemble that of Dhalsim. Yet, his unique moves and awk-ward appearance make him one of the hardest characters in the game to adapt to. A goo range standing Forward Kick, quick Vega-like moves and versatility place Skullomania in the top tier of the World Warriors.

Confuse your opponent with extremely useful Super moves, distancing techniques erratic air maneuvers; guessing guessing Skullomania's next sequence can be an annoying ore. His Skullocrusher is a faster, safer version of Vega's Psycho Crusher which allows him to ounce away unharmed, and his sliding confusion factor gives Skullomania the advantage ove nost opponents in a game of footsie.



COOL COMBO)	
Beginner	Jump in with Roundhouse Kick, perform a crouching Fierce Punch and connect to the Skullo Slider
Intermediate	Start with a Super Skullo Slider, cancel into the Super Skullo Crusher
	Jump in with Roundhouse Kick, do one crouching Strong Punch, then a standing Strong Punch; connect to a Skullo Slider, then cancel into a Super Skullo Crusher

Mildly reworked from Alpha 2, but all for the better. Sakura's croud Punch is efficient for trading hits or countering almost all ground attacks. Her strengt

still lies in combos that connect for more than five hits. Her standing Roundhouse Kick and crouching Strong Punch should be used as much as possible to keep your opponent at mid-level sweep range to set up special attacks. A crouching Fierce Punch halts opponents jumping towards you, giving her a steady, well-bal mentor Rvu



COOL COMROS

	COOL COM	COUL COMPOS	
	Beginner	Do one crouching Fierce Punch and connect to a Jab Punch Hadoken	
	Intermediate	Jump in with Roundhouse Kick, perform one standing Short Kick and cancel into the Sho-oh Ken	
	Advanced	Jump in with Fierce Punch, follow with a crouching Fierce Punch, connect with a Hadoken, then cancel into the Shinkuu Hadoken using Fierce Punch	

Hokuto's basic method of attack is unsteady. Her crouching Roundhouse Kick is

of any of the other fighters, are mostly counterattacks. A very defensive character, Hokuto is best used when the opponent is using an attacking style of play. Hokuto's Ryuusui is effective to open the opponent up to her Deadly Violent Elbow combo (coupled with the crushing palm). Hokuto's Art of Phoenix attack-which has a style similar to Xiayou from Tekken 3-increases her forte of impressive attacks and counters.



COOL COMBOS

Beginner	Do a crouching Strong Punch into a Jab Punch Chegekiho, then cancel into a Jab Punch Shougekiha
Intermediate	Start with the Ryyusai followed by a crouching Short Kick
Advanced	Perform a crouching Strong Punch into a Jab Chogekiho; next, cancel into Gekihouki, then into Kirenki (hold down any Punch button for extra hits)

Evil Hokuto is extremely powerful, with an array of Super moves that can deplete

the opponent's energy within sec-Blair's Shoot Uppercut.) Again, like

her counterpart, she is a defensive player, best used when her opponent is on the offensive, Evil Hokuto's Phoenix attack is now used as a motion for her Super, in comparison to Hokuto.



COOL COMBOS

ı	Beginner	Do a Chogekiho and cancel into the Shouringeki
П	Intermediate	Jump in with Strong Punch, do a crouching Fierce Punch into Shogekiho, cancel into the Kireneki, then press and hold any Punch button for maximum damage
	Advanced	Start with a Chogekiho and cancel into the Renshougeki; after the second hit, cancel into Kirenki, then hold Punch for four to six hits



Street Fighter EX Plus

The inauguration of another Zangief-like character! (We have secretly thrown a party...shihhhl) Darun is one of the most fun characters to play with since Birdie was reintroduced to the SF Alpha series. Unfortunately, as grapplers tend to be, Darun is slow and very prone to traps. On the positive side, Darun's

Lariat knocks fireballs to the moon and is great for canceling into combos. Since Darun has no wake-up move, hold steady for the opponent to jump in close, then let them have it with the Brahma bomb. Against airborne opponents, use the Darun catch to get them in



COOL COMBOS

Beginner	One crouching Strong Punch, then connect to a Lariat	
Intermediate	Perform the Indora Bridge; when your opponent is falling, per form the Darun Catch	
	Jump in with Fierce Punch, do a crouching Strong Punch, con nect to a Lariat, cancel into the Twilight Lariat, then immedi ately cancel into the Indora Bridgefollowed by a Darun catch (who people)	

The non-"charging" character of the two Cycloids, Beta is powerful as well as

dangerous. Beta shares moves with other characters in the game. His Justice Fist deflects projectiles, but leaves him open to attack. Beta's Tornado Whirlwind leg strength is determined by which button you use to trigger the attack. This is a great character for novice players to use. With the extensive amount of combos and special moves, something is bound to turn up positive.



COOL COMROS

Beginner A low Forward Kick into the Tasumakisenpouky	
Intermediate Start with a Beta Shoot Upper, cancel wit Kienshou, then cancel to the Beta Garyun	
Advanced	Start with a Beta Hienshu, then a crouching Forward Kick; cancel into a Beta Kill Trump, then cancel into Beta Garyumesshu

fit in better as a villain in an ep of Teenage Mutant Ninja Turtles! Opinions aside, Garuda is a dominant

Garuda does not appear to belong in the Street Fighter series; he looks like he'd

force. He should not be taken lightly His Thunder Fang works well agains airborne opponents, and the Kienshu Super nove hits with extraordinary power. Use the Kizan and Kienbu Super to connect for big damage or the Roaring Fang to confuse them into making crucial mistakes.



Beginner One crouching Forward Kick into a Shuga		
	Guard Break, then immediately jump in with Roundhouse Kick; connect to a Raiga, cancel into the Kienbu, then cancel again into the Kienshu	
Advanced	Jump in with Roundhouse Kick, do a crouching Forward Kick, connect into the Gogausing Roundhouse Kick, cancel into Kienbu, then cancel into Kienshou	

'charge" character of the two Cycloids. Gamma's Guile-esque Flash Kick stops all jumpers. His Skullo crusher is a safe, effective move. Gamma also is able to use a Final Blow by holding all three Punch buttons, just like C. Jack. Gamma seems to be more effective to use than Beta, but nly against certain characters. Couple Gamma's Head Press and Sliding Arrow to confuse opponents.



COOL COMBOS

Beginner Jump in with Forward Kick, then press Forward Kick rapi			
Intermediate A Crouching Strong punch, then connect to a Skull Crus			
	Jump in with Forward Kick, do a crouching Forward Kick into the Gamma Sliding Arrow, then cancel to Knee Press Nightmare		

havoc on the opposition. Akuma's Red Hadoken is powerful enough to cause more dam-age to blocking opponents than any non-Super move in the game. If Akuma's fireballs a moving too slow, then his air kick—which comes down at the opponent at an angle a great way to start combos. Akuma's

deadly rising dragon super causes great damage, and his teleport is now efficient rough to place him away from the opponent without a great risk of being damaged. Akuma's Raging Demon is still powerful, but very easily countered. This should not be attempted versus an experienced player, as the only damage that will happen will be to yourself.



COOL COMBOS

Beginner	Do one crouching Fierce Punch into a Shakunetsu Haddken Start with an Air Dive Kick, do one crouching Forward Kick, connect to a Tatsumakizankukyaku, then cancel immediately into a Shoryureppa	
Advanced	Jump in with Fierce Punch, perform one standing Fierce Punch,	

Clearly one of the elite characters in the game. She can trip you, knee you, super

Clearly Other or the lefter Christiactes in the galline. Sine can diply our Niee you's year.

Cancell THEE different Super moves together and even kick you so hard that you'll be seeing stars in a galaxy that astronomers haven't yet located.

Quick, agile and one of the easiest to -but one of the most difficult to master effectively-Blair's weakness is in er inability to stray from large combos. She is very dependent upon them, but strong enough not to let a missed combo destroy her game plan. The Sliding Arrow snuffs fireballers, giving them only futile chances to conjure a game plan. COOL COMBOS

Beginner	Jump in with Strong Punch, do a crouching Strong, then two- in-one into the Shoot Upper
Intermediate	Jump in with Forward Kick, do two crouching Short Kicks, connect to a Mirage Combo Kick and follow with two more
Advanced	Jump in with Fierce Punch, perform two crouching Short Kicks into a Shoot Kick, then immediately do another Shoot Kick, cancel into Spin Side Shoot and cancel into the Mirage kick at the fourth or fifth hit; finally, cancel into a Spin Side Shoot

The similarity of these "uppercut brothers" is starting to remind me of another fighing game with different colored ninjas, all with the same standard

animation...Anyway, Allen is as close to being a Dan clone as anyone. He has decen chance of victory. Allen's Fireball is slow and boring, but his Justice Fist allows you get hit by the second fireball after you deflect the first one in a combo! The best way to damage the opponent is to use Allen as if he were Ryu or Ken-which isn't very difficult! Typical projectiles coupled with rising uppercuts will keep your opponents annoyed; they'll be wishing you actually chose Ken or Ryu instead.



COOL COMBOS

Beginner	Jump in with Fierce Punch, perform a crouching Strong Punch followed by a crouching Roundhouse Kick
	Jump in with Roundhouse Kick, do a crouching Strong Punch, connect to a Soul Force; from there cancel into the Fire Force
	Jump in with Roundhouse Kick, perform a standing Forward Kick and connect to a Jab Punch Justice Fist; cancel into a Fire Force, then a Triple Break

Yet another "uppercut brother." This may be a new character, but his bread and

butter are still the old-school Fireball and uppercut. Kairi is much stronger than Allen, yet he's still not as formidable an opponent as Ken or Ryu. Yes, his Super attacks are strong and versa tile, but he is slower and slightly more pre-dictable. Use Kairi's Air Shinkihatsudo to surrise the opponent, and try a standing Forward Kick to distance yourself from them



COOL COMBOS

Beginner Jump in with Fierce Punch, follow with a crouching S and connect to a Shinkihatsudo		Jump in with Fierce Punch, follow with a crouching Strong Punch and connect to a Shinkihatsudo
Interme	diate	Start with a Garyumesshu, then an Air Shinkihatsudo canceled into another Garyumesshu
Advance	ed	Jump in with Roundhouse Kick, follow with a Fierce Punch Maryureku, connect to a Garyumesshu and end with an Air Shinkihatsudo





In Mass Destruction, the behavior of your targets generally falls into three classes: moving targets that attack you and stationary targets that attack you and stationary targets that just sit there. Obviously, fargets of the third kind should pose no problem (if they do, then you're reading the wrong strategy guide). Targets in the first two categories also have two different flavors each: infantry and tanks. Most moving infantry will reach to run dway from you when you approach them. Since infantry fare saily squashed by yout tank, you can use their cowardliness to your advantage. Specifically, if there are tanks or other attacking targets on the screen, you can aim your fire at those while chasing down infantry. Because infantry don't shoot back as they run, simply chasing them effectively reduces the number of enemies attacking you at once. Keep in mind that infantry, with flamethrowers generally will stay put no matter how scary, your fank might be. Stationary infantry tend to hide in

spin limit that man your fame interrovers generally will say but him deter how scary your tank might be. Stationary infantry tend to hide in strategic places like behind trees, bushes or tall structures. The aforementioned techniques won't work on them, either.

Tanks are another matter altogether. Moving tanks usually try to distance themselves from you somewhat. In addition, unlike silly infantry, they can and will fire right at you as they move around. However, if you can maneuver your tank as close as possible to an enemy tank, you'll find that not only will the enemy tank be unable to move away, but it will also stop firingt. With a fast tank like the Cheetah, this means that as long as there aren't additional enemies fir-

ing at you, you can slam right into any tank you see and blow them away without taking any damage at all. This technique is extremely important, and mastering it, though not very difficult, will make the game much easier. Strangely enough, stationary tanks (and other attacking structures, like pillboxes) will continue to fire at you no matter what.

There are also two further types of enemies: gunboats and helicopters, and both are extremely annoying. Since you can't prevent gunboats from thooting at you, you'll have to actually dodge their fire or just sit there and eat bullets. Helicopters are worse since they can only be hit by either the chain guin or mortars. They will follow you everywhere and will continually shoot missiles at you, so getting rid of them as fast as possible should be your first priority.

It's important to note that it is entirely possible to hit enemies off-screen. What this means is that you can sit far outside the range of most stationary targets and destroy them before they even have a chance to shoot at you. This comes in extremely useful for destroying pillboxes.

MISSION 1-3

OPERATION POLARBEAR

Primary Objectives

- Shut down nuclear bases
 - Destroy fuel dump

Destroy

- Destroy hidden radar
 - Kill enemy safehouse owners
 - Destroy lookout posts

This is the first fairly difficult mission in the game. You have to destroy the nuclear bases, while keeping the reactor buildings themselves intact (gee, I thought the game was called "Mass" Destruction). The yellow blips on your radar mark the buildings you need to avoid destroying. Keep in mind that enemy fire can damage buildings, so it would be a bad idea to place yourself between an enemy and a reactor building. Pick the bad guys off first, then destroy the other buildings. There is a rare super-armor item located in the SE corner of the area, so make sure to pick it up early on. As for the bonus objectives, the hidden radar should be easy enough to destroy. To, fill the enemy safehouse owners, you must destroy the three safehouses in the NW area and kill all the infantry that come out of them. Finally, the two look-out posts are just to the east of your starting point. However, an impenetrable fence blocks access, so you'll have to pick up mortars from elsewhere in the stage and lob them over the fence.



MISSION

2.

OPERATION SEEK & DESTIN

- Destroy convoy
 - Destroy power plant
 Dive two
 Capture pilot
 - Objectives
 - Destroy comm center
 Destroy enemy town
 Destroy chemical vats

The very first thing you should do in this mission is head north to intercept the convoy. Time is critical here, waste too much of it, and it'll be curtains for you. The convoy consists of three green vehicles which begin at the point indicated on the map and guickly make their way eastward. You'll want to destroy all three before any of them get to the easternmost edge of the map. It's possible—albeit difficult—to do this, even with the slow Cobra. Keep in mind that there aren't a whole lot of armor items in this stage, so it may be wise to select the Cobra or Viper if you plan on

getting all the bonus objectives.

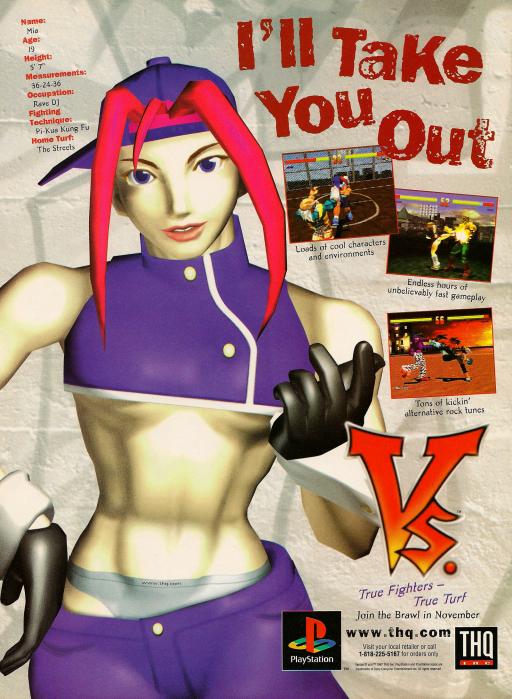
In order to get to the pilot in the NW area, you'll have to cross water near a destroyed bridge just west of where the convoy started. The water here is just shallow enough to cross without drowning. Remember to pick up the pilot as soon as you see him, since he'll be easily killed by either your shots or the enemy's.



layStation

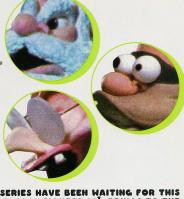
aturn

Mass Destruction MISSION FLATLINE 3-1 Saturn strateg · Destroy comm buildings · Destroy hidden fuel supplies & transmitter · Destroy ammo stores Destroy southern pill box defenses Destroy bridge defenses Destroy barracks Only the comm building targets will appear on your radar in this mission. A bridge defenses river divides the area in two, so your only route between the northern and southern sections is the bridge in the center. MISSION OPERATION LIGHTNING STRIKE 5-3 Stop town hall from being destroyed Destroy satellite link Destroy troop hideouts Destroy water tanks Destroy safehouse Destroy hidden cameras mission 2-1, time is a precious commodity. You'll about four minutes to enter the town and destroy targets surrounding the town hall before it's too You can level all the other buildings without conselate: You can level all the other buildings without consequence, but if the town hall gets damaged, you're finished. Go for the three targets just outside the town first, then destroy the ones inside. There are also five cameras hidden in lampposts throughout the town; destroying them is one of the bonus objectives. Opposition is extremely heavy here, as there are tons of infantry and tanks. Unless you're going for a prefect score, the Cheetah is the tank of choice. Just keep moving! layStation MISSION 5-6 OPERATION SHOCKER Collect 4 crates Destroy all containers the final stage. The location of the crates you must pick up Inis is the final stage. The location or the crates you must pick up does not appear on your radar, so refer to this map instead. Also, water containers are scattered all around the stage (though most lie near the corners and edges), so you'll have to explore everywhere (n order to satisfy the bonus objective. The extraction marker will appear in the northernnost part of the stage, so if you're going for a fast time, pick up the southern crates first.









FANS OF INTERPLAY'S GLAY FIGHTER SERIES HAVE BEEN WAITING FOR THIS DAY TO ARRIVE, AND NOW IT'S HERE: GLAY FIGHTER 6313 BRINGS TO THE NINTENDO 64 ELEMENTS OF PRACTICALLY EVERY POPULAR FIGHTING

GAME OUT THERE. IT'S ALMOST AS IF THE GAME'S DESIGNERS TOOK APART STREET FIGHTER, MORTAL KOMBAT AND TEKKEN PIEGE BY PIEGE, USING SOME OF THE PIECES AS ACTUAL GAMEPLAY ELEMENTS AND RIDICULING THE REST WITH INSIDE JOKES OR FUNNY GIMMICKS. MOST OF THE FIGHTERS FROM THE ORIGINAL super nes *glay fighter* have returned, and the cast even includes some special Guests from other games; namely, boogerman and earthworm Jim! (remember, INTERPLAY PUBLISHED THE SEGA GD VERSION OF JIM'S ORIGINAL ADVENTURE.) WITH THE HELP OF OUR FRIENDS—JEREMY, STEPHENIE, LISA AND SEAN— WE'VE DISGOVERED TOP-SEGRET CODES TO UNVEIL THE GAME'S HIDDEN CHARACTERS AS WELL AS A HIDDEN OPTION MENU THAT LETS YOU CHANGE THE GAME IN SEVERAL DIFFERENT WAYS. WE'LL ALSO GIVE YOU THE MOVES FOR THE SECRET CHARACTERS. NOW YOU'RE READY TO GRRRRUMBLE!

K3GRFT - GODES

At the character-select

screen, hold the L but-

ton and press Co, Co,

Co, Co, B, A. If performed correctly, the

screen should flash

with a white light. Exit

this screen by pressing

B, then access the

Options screen; you'll

OPTIONS



find a new menu item PRESS & TO SELECT / @ TO EXIT called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more!

AS DOCTOR KILN

At the characterselect screen, hold the L button and press B, C[®], C[®], C[®]. CT, A. If performed correctly, the screen should flash with a white light. You'll notice that Doctor Kiln has appeared in one of the previously empty boxes as a playable character.



SANTA Play as sumo

At the characterselect screen, hold the L button and press A, C♥ C®, C®, CO, B. If performed correctly, the screen should flash with a white light. You'll notice that Sumo Santa has appeared in another of the previously empty boxes as a playable character.



PICK BOOGERHAN

At the character-select screen, hold the L button and press Up, Right, Down, Left, Right, Left on the Dpad. If performed correctly, the screen should flash with a white light and Boogerman will rise from his stinky palace to take his place in the last of the character

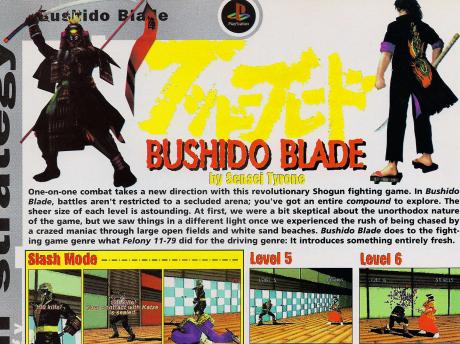














Slash Mode tests your skills as well as your patience. You will earn Katze if you can defeat 100 opponents without continuing. This task may seem practically impossi ble, yet you can do it if you learn from your mistakes. There are ten levels of enemies, each one containing nine identical enemies and one mini-boss. The first nine enemies come at you with the same attack pattern, but the mini-boss varies slightly, so be cautious. Here is how to tackle each wave. Note that you will only be able to access the gun-toting assassin in Versus Mode.











These ninjas attack with vertical slashes. Counter with a vertical slash immediately after they strike.

Level 2



Slash. Counter with a vertical slash immediately after they've completed



Dark gray ninias attack with low-hitting horizontal slashes. Counter with a verti-



Green ninjas attack with a horizontal



Light gray ninjas attack with lunging slashes. Position yourself correctly and counter with a vertical slash.

The samurai in Level 5 attack with lunging stabs. Position yourself out of their reach and counter with a horizontal slash. Parrying may also be necessary.



These samurai attack in a similar fashion to the ninjas in Level 4. You can counter with either a vertical or horizontal slash.



The samurai in Level 7 attack with a hopping horizontal slash. While countering with a vertical slash is slower than a horizontal slash, the success rate is much higher.



Blue ninias attack with two consecutive horizontal slashes. Counter with a vertical slash after their second swipe.



These mustard-colored ninjas attack with three consecutive strikes. Go for a vertical slash after their third attack



skills-each enemy attacks in a random fashion. If you beat the 100th opponent without having continued, you can play as Katze in Versus Mode.





Characters

There are a total of six characters to choose from when you begin your quest. When selecting a character, take into consideration how well he or she will perform for you. If you select a character based on how cool they look, you may be disappointed. Think about what weapon you'd like to use, how well that weapon suits your character, how fast that character can run, and so forth. There's much more than meets the eye in Bushido Blade.



Weapons Choice: •	of
Choice: •	Long
	Swo
	Sahe

Red Shad	OW.		À
Description of Move	Weapon	Stance	Command
Jump + side attack	Long Sword	Middle	←→○
AYAME	Long Sword	Middle	→→×
NORBORIMAI-SHINOBURYU	Long Sword	Middle	→△
EZOMUSHIKUI	Long Sword	Low	→→×
NEZLIMIGAESHI	Saher	Low	OX



Weapons of

•	Saber L
•	Sledge-
h	ammer

Teleum			À
Description of Move	Weanon	Stance	Comm

Description of Move	Weapon	Stance	Command
KUSABI-KUZURE	Sledgehammer	High	→→△
TATSUMAKI-KUZURE	Sledgehammer	Low	←→○
KUSABI-UCHI-SOJURYU	Sledgehammer	All	→+R2 △



V	leapoi	ns d	of	
c	hoice:			
		Na	gir	at
		No	Da	ach

Misqu		de State	À
Description of Move	Weapon	Stance	Command
ing down + strike at the trunk	Naginata	High	ΔΔ,Ο
SUYUHARAI	No Dachi	High	←→○
SUKIFURUE	No Dachi	Middle	←→○

	Swing down + strike at the trunk	Naginata	High	ΔΔ,Ο
	TSUYUHARAI	No Dachi	High	←→○
	TSUKIFURUE	No Dachi	Middle	←→○
a	Triple jab	Naginata	Middle	→000
	TATARAUCHI	Naginata	Low	→→△

Dlack lature

Monografi



Choice: • Rapier • Katana

CHORU PARAS						
Description of Move	Weapon	Stance	Command			
Step + diagonal attack	Katana	High	→→○			
Step + spinning attack	Katana	High	→→ ×			
TAKA-OTOSHI	Rapier	High	←→○			
TSUBAMETSUKI	Rapier	Middle	←→○ `			
IKAZIJCIJI OTOSUJ	Broadeword	Middle	←→∧			



Market 1888
ons of
ce:
 No Dachi
• Katana

N.	(PANA)			â.
ı	Description of Move	Weapon	Stance	Command
ı	YUGEGIRI	Katana	High	→→△
	TSUYUHARAI	No Dachi	Middle	←→○
	TSUYUHARAI diagonal attack	No Dachi	Middle	←→○○
ni	HEISHIKI-SUMINAGASHI	Katana	Low	→→×
••	NOKODIZLIKI	Katana	Low	



A healthy selection of sidearms is at your disposal. Each of the six ninjas are able to use any of the weapons but remember that each one excels with two of the eight weapons available. You must take into consideration the aforementioned factors.

KELETTE



1.5kg 92cm Speed: *** Power: ***

Range: ***

Hamer .



.9kg 75cm Speed: **** Power: *

Redirer



2.2kg 181cm Speed: ** Power: *** Range: ****

Range: * Slednehemmer



4.5kg 83.5cm Speed: * Power: *** Range: **

No Dachi



1.9kg 119cm Speed: *** Power: ***

Range: ****



Long Sword

79cm Speed: *** Power: *** Range: *

Saper



1.2kg 72cm Speed: *** Power: **

Range: *

Broad Sword



4.1kg 85cm Speed: * Power: *** Range: **

Bushido Blade



The on Sparring, Winning Taciles

There are three stances to use during battle: High mid. and low. Each weapon reacts differently to each stance. Some weapons are best suited for a specific stance. In general, each stance is also best suited for a specific situation. For instance, with the Katana, the high stance is good when your opponent is above you. By keeping your weapon in this position, you are preventing your oppo-nent from knocking your head off with a low slash which would be absolutely fatal in this situation. Other than this type of situation, the high stance does not seem to be very effective. The mid stance is the best overall stance. Your sidearm is in front of you; a very useful position for engaging a lunging opponent. The low stance has its advantages as well. First, your weapon tends to be at your side; this permits you to bypass the repeated clashing of weapons which is prevalent when in mid stance. When choosing your main stance (mid or low), decide whether you want to play offensively or defensively. The mid stance does better when playing defensively because it allows for you to parry and block attacks more easily. This is done almost automatically in this stance because of your weapon positioning. When in low stance, you are more likely to be hit. The fatal slash percentage rises as well, since you are more or less open for anything sent your way. When in this stance, you must parry with master precision. As I've already mentioned, you're leaving a large portion of your person unprotected; this being your head and facing arm. Note that the stances differ from weapon to weapon.





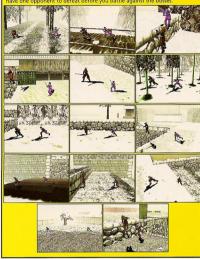


Santing Sumbres

Each character has two very different endings: One good and one bad. The bad ending is easy to earn. By beating the game—no matter how many times you continue—you will see the bad ending. The good ending is a different story altogether. You must make it through the entire game without sustaining any injuries. What this means is that you cannot have any part of your body bandaged, even after the final battle. You can take hits, but if a white bandage appears on you at anytime, you're not going to see the ending you want.

The Commound

Fighting every opporent who appears may seem natural, but it's not necessary. The fastest way to get through the compound is to avoid battles. This can be done by running through the compound. Follow the pictures to the area shown. Once you've made it to the construction yard, swipe your opponents froot with a low sash. Do not enter the mannfole until you have confirmed that your opponent cannot walk. By doing this, not only have you avoided killing your opponent, but you also have a 100% guarantee that he or she will not follow you down into the sewers. When you've jumped into the sewers, you have one opponent to defeat before you battle against the bosse.



Chivalry and Dishonor

Computer-controlled opponents do not have to abide by the code of hone to abide by the code of hone to abide by the code of hone to abide by the book. There are only a couple of rules. If you break have not of these rules, you will not be able to the code of the code of





Katze

The fact that Katze has a gun shouldn't scare you. He is cake if you learn
what to do and what not to do.
Katze's pistol has ten rounds. Run in
a circle around him while counting
how many shots he fires off. Once he
has used up all of his ammunition, attack. He then has literally no defense, especially if you catch him
while he is reloading.



30

laduki warrior

This enemy's weapon gives him quite an edge over you (no pun intended), the has a two-sided spear which can strike you before and after a swing. The quickest way to defeat this menace is to position yourself on his blind side and attack his unprotected arm until you've damaged it. When he cannot use both of his arms, his attacks become slower. Now is the time to attack aggressively.



Female Ninia

This one is tough. She attacks unpredictably. While she is very random with her attacks, she prefers lunging and stabbling. Use this to your advantage. Parry, then counter-atta (if you feel particularly brave, dash back out of her attack range then attack. Unfortunately, since you cannot parry when moving, the latter method proves to be more dangerous.



Dojo Master

The Dojo Master is easier than you might expect. Let him come to you. Attack when he has given you an opening. There isn't too much to this battle, but be sure to stay away from the walls; if you're too close, you won't be able to swing vour weapon.



Master Samurai

If you've beaten every opponent up to this point without taking any damage, you will face this secret enemy. He Master Samuran is clad in amor from head to toe and his sword is faster and longer than most of your available wappons. Even if you don't let up on this one, he will find a way to get a hit in. Always, always statck with double hits. If you leave yourself wide open from rore than a faction of a second, you're toast. Horizontal slashes work better than verifical ones here.



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With this latest entry, Psygnosis once again demonstrates its thorough working knowledge of the PlayStation platform. Colony Wars features some object modeling by Viewpoint DataLabs (best known for its modeling contributions to popular movies such as Eraser, Independence Day and Batman &

Strategy by Ara Shirinian

Robin) as well as smooth integration of advance to techniques like automatic level-of-detail management; it's a technically impressive piece of work.

Battle Strategu

Marian 🕳 🕳 🛊

There are essentially two enemy types you'll face in Colony Wars: Fighters and fleet craft. Fighters are relatively small and quick moving targets. Fleet craft, on the other hand, are enormous and usually don't move much. If you can help it, try to attack enemy fighters from any direction except from their front, since there you will find big nasty lasers in your face. Additionally, you'll have to be skilled at firing ahead of the enemy (instead of at the enemy) in order to score hits. There's no secret to this technique so practice is necessary in order to become proficient. You can try to circumvent this and try to use a secondary weapon

instead, but usually it's a much better idea to save them for fleet craft. Fast maneuvers are obviously important in general, but they're much more critical when facing enemy fighters. To turn sharply, let go of your forward thrusters as you turn. You can also press the reverse thrusters button as you turn. While this will make your turn even sharper, in many cases it's not even persossary, except as a feeble attempt to impress people whom gight be watching.

Recessary, except as a feeble attempt to impress people who might be watching.

As for attacking fleet (raft, there are basically two useful strategies at your disposal:

Hit/Breakaway and Kamikace. Basically this means you can either try to be skillful at dodging the lasers coming at



don't forget to shoot some missiles and torpedoes to weaken the defenses. Overall, you'll have

to take some damage, and in some cases a significant deal of damage, but this is the absolute fastest way to take out big baddies like frigates, destroyers and dreadnaughts. Just make sure you're far enough away when you've nearly destroyed the ship so you don't run into the chunks of fried destroyer (or whatever) that fly apart. If time is not of the essence, then you can afford to use the more boring strategy. Well, hit and break-away is kind of a misnomer since fighters in this game can't accelerate or fly terribly fast. In any case, the idea is to come at the fleet craft with your guns blazing (try to dodge too), and when you get sufficiently close, turn around and run away. As you move away, switch to your rear-view and dodge the lasers that the craft fires at you. Actually, repeatedly moving up and down

the lasers that the craft the sat you. Actually, repeateury moving up and overwith without giving a whole lot of regard to exactly where the lasers are is surprisingly effective. When you're out of the range of the craft's fire, repeat the procedure over again.

Them's Lasers!

Since your primary weapons tend to overheat, being able to switch between them rapidly and efficiently is also important. This not only means switching from your AS laser to standard laser quickly after you've destroyed an enemy's shields, but it also means being able to switch to another effective primary weapon when the one you're currently using begins to overheat. For example, the

S-9 is equipped with a scatter gun which damage both shields and hull. When your AS laser begins to overheat, instead of waiting for it to cool down, switch immediately to the scatter gun, and when that begins

to overheat, switch back to the AS laser until the enemy's shields are destroyed. Then, alternate between your standard laser scatter gun until the target's gone. It will take a bit of practice to get the hang of it, but

from overheating.

this way you'll always be inflicting damage at the maximum rate possible. This is good because the more quickly you destroy enemies, the smaller the probability

that your or other League ships will take damage. Not all ships you use will have enough of a variety of primary weapons to make such a technique possible however, so if you only have one laser that will damage your enemy, you'll have to let go of the fire button at regular intervals to keep

















League Fighter Craft

Craft	Shield/Hull (units)	Top Speed (meters/sec.)	Acceleration (meters/sec. ²)	Turn Rate (degrees/sec)	Primary Weapons	Secondary Weapons
S-5 Vampire	60/60	600	4	256	Laser/AS Laser x1	Stun Missile
S-4 Dark Angel	90/90	340	4	256	Laser/AS Laser x2	Stun Missile Tracker Missile
S-9 Hydra	100/100	500	3	192	Laser/AS Laser x3 Scatter Gun x1 EMP Gun x2	Motion Missile AS Missile
S-7 Chimera	120/120	400	3	192	Laser/AS Laser x2 Rear Autolaser x1	Plasma Torpedo AS Torpedo Burst Torpedo
S-11 Demon	120/120	450	3	192	Plasma x2 Scatter Gun x1 EMP Gun x2	Plasma Torpedo AS Torpedo Motion Missile Grapple Gun
S-21 Eclipse	80/80	700	4	64	Laser/AS Laser x2 Scatter Gun x1 EMP Gun x2	Tracker Missile Plasma Torpedo

Mayu Fighter Craft

Mayu Fleet Craft

Craft	Shield/Hull (units)	Acceleration (meters/sec. ²)	Turn Rate (degrees/sec)
T-9 Tornado	50/50	4	256
T-45 Thunderchild	70/70	4	192
T-29 Stormlord	100/100	2	192
T-5 Avalanche	60/60	3	192
T-57 Blizzard	80/80	2	192
T-21 Spectre	120/120	4	4
T-1 Typhoon	150/150	P (>4)	? (>256)

INGIVY)		, L] (Q]	
Craft	Shield/Hull (units)	Length (meters)	Grids (relative attack power)
Frigate	600/600	555.23	2
Cruiser	700/700	1242.87	3
Destroyer	800/800	1440.56	4
Dreadnought	900/900	1989.17	5
Strike Cannon	100/100	343.29	2
Command Craft	600/600	1133.15	2
Titan	1000/1000	1972.61	6
Super Titan	1000/1000	4376.55	10
Cargo Transport	200/200	279.92	1
Civilian Transport	200/200	245.22	1
Tanker	200/100	212.07	1
Battle Platform	600/600	3212.18	5
Heavy Battle Platform	800/800	3874.29	2
Space Station	600/600	874.69	2
Space Port	700/700	1677.98	2
Mining Station	600/600	642.96	2
Arms Orbital	500/500	749.60	2
Super Arms Orbital	900/900	1499.21	2
Carrier	700/700	2810.18	2

Colony Wars If you win a mission, follow the Green Arrow -If you lose a mission, follow the Red Arrow -Fighters used and nearby planets are shown in blue GALLONIGHER SYSTEM ACT 1: A NEW THREAT Note: If you win any two of the three missions in Act 1, you'll advance to Act 2. If not, you'll have to start over. Defending the Civilian Initial Duty Gallonigher S-4 (Midas/Proteus) Colony S-4 (Midas) To Act 3b ACT 2: THE TERRIFIED PLANETS Closing the Attempting to Secure Battling for the Gallonigher S-9 Saving the Battle Warp Hole Regrouping for the Platform Assault Platform 5-4 5.9 To Act 3a DIOMEDES SYSTEM ACT 3a: WASTED & DRAINED ACT 4a: ALL OR NOTHING A Bomb in the Holding Off the The Navy Turns on To Act 6a Enemy S-4 (Elysium) System S-9 (Iris) S-5 (Loacoon) Diomedes Under Threat of Darkness **Ending 1** Frigate S-4 S-7 (Elysium) ALPHA-CENTAURI SYSTEM ACT 6a: THE RAGE OF CIVIL WAR To Act 3b Entering Alpha-Centauri Unknown Forces in the System S-11 (Virgia) Maintaining the League's Supplies Targeting a Faction Destroyer S-9 League Communications Under Threat S-5 (Calliopia) S-9 (Virgia) 5-4 To Act 7a ACT 7a: GLORY TOMORROW, TREACHERY TODAY Under Attack in Alpha-Centauri Stranded in Alpha Destroying an Enem Centauri S-5 Sabotaging the Peace Starport S-7 (Hesta) Targeting a Faction S-4 (Calliopia) Destroye Talks S-9 (Ballistus) S-7 (Ballistus) **Ending 2** ACT 7b: THE LEAGUE IN AGONY Protecting the Looking Forward to League's Commanders S-4 Virus Alert Talks Disrupted by League VIPs Under Peace S-4 (Erato) S-5 (Deucalion) Threat S-11 (Deucalion) To Act 8a ACT 8a: ONE LAST PUSH Dreadnaught versus **Ending 2 Ending 3** Dreadnaught S-9 (Erato) DRACO SYSTEM **ACT 3b: BAPTISM BY FIRE** To Act 4b The League Enters Solitary Duty S-7 Navy Intelligence Draco S-9 (Hecate) Targeting Navy The Navy Retaliates S-4 (Selene/Eurydice) Threatens the League S-11 (Selene) To Act 4c ACT 4b: INTO THE ENEMIES' HEART Medical Units Under Tracking Down A Damaged Cruiser Attempts to Dock S-9 (Selene) Survivors S-4 (Janus) Attacking a Navy Attack The Navy Begins its S-4 (Eos) Counterattack S-11 (Janus) Frigate S-7 (Eos) To Act 6a ACT 4c: TIME TO STRIKE The League Targets Enemy Intelligence S-9 (Shalina) Civilians in Danger The Funeral Raid The Defense of League Supply Routes S-7 Cannons To Act 5 ACT 5: PULLING IN TWO DIRECTIONS Destroyer versus To Act 6b Destroyer S-9 (Harmonia) To Act 6a SOL SYSTEM ACT 6b: CLOSING IN ON SOL To Act 7d Entering the Sol System S-5 Urgent Assistance Required S-11 (Pluto) Platform S-9 Asteroid Alert S-11 (Neptune) To Act 7c ACT 7c: A VAST AND LONELY PLACE Securing the League's Capturing a Clone Strike Cannons Turned on Saturn S-9 (Saturn) Positions Craft 5-11 (Uranus) Sabotaging the Sol In Defense of the S-5 (Neptune) System S-11 (Pluto) S-9 (Pluto) **Ending 4** ACT 7d: INSIDE THE ENEMY'S HOME Raid on the Jupiter In Search of a Missing Destruction of an Arms Orbital S-7 (Jupiter) Enemy Commander Required Alive S-21 (Jupiter) Protecting a League Command Craft S-11 (Mars) Starport Transporter S-4 (Jupiter) S-21 (Jupiter) To Act 8b ACT 86: DESCENT INTO HELL A Titan Hits Back To Act 9 S-9 (Mars) **Ending 4** ACT 9: A COLLISION COURSE WITH EVIL To Act 10 The League Reach Out S-4 (Mars) Attack on the Mars Destruction of the Starport S-7 (Mars) A Stranded Dreadnaught Clone Fighters Dreadnaught S-21 (Mars) S-4 (Jupiter) Ending 4 ACT 10: FACING THE HEAT OF SOL Preparing for the Last Encountering Fierce In Sight of Earth. S-21 (Earth) **Ending 6** 34 S-21 (Earth) S-21 (Earth) **Ending 5**

MAP LEGEND





by Adrian Sanchez

t first glance it seems to be just another Virtua Fighter clone, but Last Bronx contains some pretty cool features which make it a worthwhile addition to the fighting game scene. The use of "guard cancels" and rolls add a new level of depth that will keep your opponent guessing at all times. With over fifty moves and combos per character, realistic fighting styles and well-balanced fighters, Last Bronx should definitely not be overlooked.

Guard Cancel

What is a "guard cancel?" In Last Bronx, you can cut off your character's animation while a particular attack is in progress. This is easily executed by pressing the **Guard** button at any time during the attack motion. Understanding this technique is essential to the mastering of the game, since the majority of the combo system relies heavily upon it. For example, let's say you try Kurosawa's uppercut and straight (\aleph + **Punch**) and it doesn't connect. If you guard cancel the straight, however, he will recover in time to perform a juggling triple-punch combo for big damage.

Guard cancels can also be very useful when applying offensive pressure. Most regular ground combos will leave your fighter stuck in vulnerable recovery animation after the final hit. To avoid this, simply cancel the last attack in the series and quickly begin a new combo to keep your opponent blocking. And speaking of blocking: It can't hurt to throw a grab or two in between some of those guard-canceled combos, can it?

Rolling

Another interesting feature of Last Bronx is the ability to roll. Aside from the standard "rise from the ground" roll, you can perform a roll by pressing **Guard + Punch + Kick** at any time during combat. Rolling allows you to get close to your opponent without having to dash or jump. It is also much safer, since you cannot get hit by a high- or mid-level attack while in the roll animation. It is most effectively used to get within throwing range after a missed combo or enemy attack.

In the right hands, the defensive roll can be used as a devastating offensive weapon—but it does have its drawbacks. First, you can be knocked down by any low attack while performing a roll. Although the hit is usually not very damaging, a quick opponent can follow-up with a ground attack or pounce. Another way to counter a roll is with a roll of your own. Usually a roll is followed up with a throw, so performing a roll as your opponent is getting up from his or her own roll will allow you to dodge the incoming throw, leaving your opponent defenseless.

Ground Attacks

As in most Virtua Fighter-style games, you can hit your opponent while he or she is on the ground. Each fighter has a pounce attack which is executed by pressing ↑ + Punch and a close-range ground attack done by pressing № + Punch. Kurosawa has a № + Kick ground attack with very limited range, Lisa and Nagi have ↑ + Kick pounces and Tommy has a № + Punch + Kick ground hit that has a little more power than his regular one.

Not all knockdowns allow for ground attacks, so be careful when you use them. A missed pounce will leave you wide open for attack. Ground attacks do not have much range, so it is wise to take a quick dash toward your enemy before attempting any of the pouncing attacks.

Everyone has a Punch + Guard throw as in Virtua Fighter. It is possible to escape from these grabs by pressing Punch + Guard as soon as you see your opponent begin his or her throw. Each character has a special throw performed by pressing one or more buttons along with specific controller motions. You cannot escape from these grabs, which are more powerful than the others. Also note that you cannot grab a crouching opponent with a regular grab, but you can throw a crouching opponent with some special throws or by simply pressing + Punch + Guard.





· One of the fastest characters in the game, Lisa has lightning-quick combos and very little recovery time from most of her moves Her throws are weak, so use her ← ↓ + Kick + Guard grab for

greatest damage. . Thanks to her speed, Lisa can guard cancel into some of the most effective fake-outs. Use the Low Back Beat fake into a mid-level kick

to get your opponents caught in a crouching guard. · Lisa is best used as an offensive character. Keep attacking with her quick punch combos to hold your opponents at bay without giving them much time to start any attacks of their own.

 Her most effective launching attacks are the Turn Level Punch and Uppercut attacks: these can lead into all sorts of juggle combos.

Special Attacks	
Punch/Kick	Punch, Kick
Five Times Punch	Punch, Punch, Punch, Punch, Punch
Sonic Wave	← 🕽 + Punch + Kick
Middle Screw Punch	ン ン + Punch + Kick
Tom-Tom Rush	← ← + Punch + Kick
Lisa One	
Lisa One-Two	
Lisa One-Two-Shoot	
Spinning Rod	Punch + Kick
Double Spinning Rod	Punch + Kick, Punch
Low Sweep	↓ ∠ ← + Punch + Kick
Spinning Kick	Kick + Guard
Round Punch	→ → + Punch
Typhoon Center	↑ + Punch
Small Typhoon	K + Punch
Turn Level Punch	← → + Punch
Spinning Punch	← + Punch
Spinning Double Punch	← + Punch, Punch
Spinning Punch/Low Punch	← + Punch, ↓ + Punch
Low Back Beat	¥ + Punch
Double Low Back Beat	Hold ∠, press Punch, Punch
Thrust Punch	→ + Punch
Uppercut	≥ + Punch
Uppercut/Turn Heel	> + Punch, Kick
High Toe Kick	↓ + Kick

- ← → + Kick + Guard
- ∠ → + Punch + Kick
- ← ↓ + Kick + Guard

- ¥ + Punch, ← ¥ + Punch + Kick, ¥ ¥ + Punch + Kick y + Punch. ← y + Punch + Kick. ↓ \(\varphi \) ← + Punch + Kick
- ↓ + Kick, ← + Punch, ↓ + Punch
- ← → + Punch, Punch x 4, > + Punch
- + Punch, Punch x 5 (you'll miss the first punch but connect with the last four hits)
- ¬ + Punch, jump ¬ + Kick
- \mathbb{R} + Punch, \rightarrow + Punch
- ン ン + Punch + Kick, Punch ×
- ← → + Punch, ← + Punch, Punch
- $\leftarrow \rightarrow$ + Punch, \leftarrow + Punch, \downarrow + Punch
- $\leftarrow \rightarrow$ + Punch, \downarrow + Kick
- ← → + Punch, ← + Punch, Punch, Guard, ∠ +
- Punch, ↓ + Punch ← → + Punch, Punch + Kick, ∠ + Punch, ↓ + Punch
- ¥ + Punch + Kick, ∠ + Punch, ↓ + Punch ¥ + Punch, Kick, Guard, Punch x 4, Guard, € +
- Punch + Punch
- ¥ + Punch, Kick, Guard, ¥ + Punch, Kick, Guard,
- ∠ + Punch, ↓ + Punch
- ¥ + Punch, Kick, Guard, ∠ + Punch + Kick, Punch,
- Punch, Guard, ← > + Punch + Kick
- ¥ + Punch, Kick, Guard, Punch + Kick, ∠ + Punch
- + Kick, Punch





Last Bro

. Kurosawa is very deceptive in the way he "hides" his moves. If he misses with any power move, he can--with a very slight delay-follow up with a quick kick or punch that seems to come

· He has a good arsenal of throws, which connect for a good deal of damage and manage to keep opponents close enough for a quick ground attack afterwards.

· Kurosawa has the fastest kicks in the game, and he's quick to draw his wooden sword. His kick ground attack is very cool but highly impractical, so try to stay away from it.

Suecial Attacks

of popular transform	
Punch/Kick	Punch, Kick
Triple Punch	Punch, Punch, Punch
Head Attack	→ → + Punch + Kick
Step in Straight	> + Punch + Kick
Straight	Punch + Kick
Palm Shot	← + Punch + Kick
Triple Palm Shot	→ + Punch + Kick, Punch
Smash Punch	→ → + Punch
Middle Thrust Punch	← → + Punch
Uppercut	↓ ¥ → + Punch
Slant Low Sweep	← ¥ + Punch
Body Blow	→ + Punch
Short Uppercut	> + Punch
Uppercut/Straight	¥ + Punch, Punch
Wind God Fist	ש א + Punch
Disorder Punch	← + Punch
Double Disorder Punch	← + Punch, Punch
Triple Disorder Punch	← + Punch, Punch, Punch
Dashing Kick	→ → + Kick
Quick Low Kick	↓ + Kick

- J > → + Punch + Kick ↓ ↓ + Kick + Guard → ↓ ¥ + Punch + Guard
- → ¥ ↓ K ← + Punch + Kick

- \rightarrow + Punch, \rightarrow + Punch
- ↓ y → + Punch, Punch, Punch, Punch \downarrow $\searrow \rightarrow$ + Punch, $\rightarrow \rightarrow$ + Kick, \downarrow + Kick
- → → + Kick, Punch, Punch, Punch
- → → + Kick. Punch + Kick
- ↓ y → + Punch, y + Punch, Punch
- \downarrow \searrow \rightarrow + Punch, \leftarrow \rightarrow + Punch
- Kick, ¥ + Kick
- ¥ + Punch, Punch, Guard, Punch, Punch, Punch ¥ + Punch, Punch, Guard, ← + Punch, Punch, Punch
- ¥ + Punch, Punch, Guard, ← + Punch, Punch,
- Punch, Guard, ← ¥ + Punch
- ¥ + Punch, Punch, Guard, ← + Punch, Punch, Punch, Guard, > + Punch
- ¥ + Punch, Punch, Guard, Punch, Punch, Punch,
- Guard. ↓ + Kick
- ¥ + Punch, Punch, Guard, ← + Punch, Punch,
- Punch, Guard, → + Punch
- ¥ + Punch, Punch, Guard, Punch, Punch, Guard, ←
- → + Punch
- ¥ + Punch, Punch, Guard, Punch, Punch, Guard, ¥

- > + Punch, Punch, Guard, → → + Kick





Let's see...Zaimoku is by far the slowest character in Last Bronx. He has the least amount of combos and some serious delay after most of his moves. He does, however have amazing strength-and that, my friends, is all he needs. Two grabs and the fight's over.

 His half-circle-back punch-and-kick throw takes a whopping 50% off an enemy's energy bar. The same throw, performed against an opponent whose back is to the wall, will deal out 70% damage

. Zaimoku works best on the defensive end. Make your opponent miss a move by taking backward steps, then rush in with the triple punch. If the hits connect, the damage will be worth your while; if they don't, guard cancel the last hit and grab

. To add to his defensive strength, he comes fully equipped with punch and kick reversals

These moves are difficult to perform, but if you use them sparingly your opponent will think twice before launching any attack.

Special Attacks

Punch/Kick	Punch, Kick
Triple Punch	Punch, Punch, Punch
Double Spinning Punch	$\leftarrow \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$
Head Attack	← → + Punch + Kick
Round Hammer	> + Punch + Kick
Up Punch	Punch + Kick
Up/Down Punch	Punch + Kick, Punch + Kick
Knockdown Punch	→ 🕽 ↓ + Punch
Swinging Uppercut	Hold ↓, then → + Punch
Side Hammer	← → + Punch
Volcano Attack	→ → + Punch
Lifting Uppercut	ש א + Punch
Low Swing Punch	∠ ↓ ≥ + Punch
Rock Crusher	→ + Punch
Stick Thrust	→ + Punch, Punch
Smash Hammer	∠ + Punch
Rave Hammer	∠ + Punch, Punch
Uppercut	≥ + Punch
Knuckle Punch	← + Punch
Kenka Kick	→ + Kick
Kneel Kick	← 🕽 + Kick + Guard
Punch Reversal	← → + Guard
Punch Reversal 2	← ¥ + Guard
Kick Reversal	→ ← + Guard
Kick Reversal 2	→ ∠ + Guard

 $\leftarrow \rightarrow \rightarrow + Punch + Kick$

↓ ↓ + Punch + Kick → ↓ ↓ ∠ ← + Punch + Kick

← → + Punch, 站 + Punch

Punch + Kick, Punch + Kick ← → + Punch, ¥ ¥ + Punch

Hold \downarrow , then \rightarrow + Punch, \leftarrow \rightarrow + Punch

← → + Punch → + Punch Punch

← + Punch, > + Punch

Hold \downarrow , then \rightarrow + Punch, \leftarrow \searrow + Kick + Guard

 $\leftarrow \rightarrow$ + Punch, \leftarrow + Punch, \searrow + Punch ← → + Punch, ← + Punch, ≥ ≥ + Punch



 Yoko has above-average speed, good throws excellent fakes, outstanding combo ability and a well balanced variety of punches and kicks. Her range could use a little work, but it's by no means a handicap.

· Good use of guard cancelling will allow you to keep your opponents guessing whether to block high or low. Her Low Spin Kick will cause opponents to block low; if you cancel the attack, however, it will be very difficult for a low-blocking enemy to guard against a combo-launching knee. This can also be effective when used as part of her Triple Punch/Low Kick combo.

Special Attacks

Punch/Kick	Punch, Kick
Double Punch/Kick	Punch, Punch, Kick
Double Punch/Double Kick	Punch, Punch, Kick, Kick
Double Punch/High Kick/Low Kick	Punch, Punch, Kick, ↓ + Kick
Triple Punch	Punch, Punch, Punch
Triple Punch/Kick	Punch, Punch, Punch + Kick
Triple Punch/Low Kick	Punch, Punch, Punch, ↓ + Kick
Triple Punch/Air Raid Kick	Punch, Punch, Punch, ↑ + Kick
Double Hammer	Punch + Kick
Step Inside Kick	Kick + Guard
Double High Kick	Kick + Guard, Kick
High/Low Spin Kick	Kick + Guard, ↓ + Kick
Low Spin Kick	↓ + Kick + Guard
Middle Straight Punch	→ → + Punch
Vertical Punch	← → + Punch
Vertical Double Punch	← → + Punch, Punch
Smash Elbow	→ + Punch
Back Knuckle	← + Punch
Double Back Knuckle	← + Punch, Punch
Back Knuckle/Kick	← + Punch, Kick
Uppercut	¥ + Punch
Uppercut/Kick	¥ + Punch, Kick
Twist Shot	∠ + Punch
Heel Drop	→ → + Kick
Air Raid Kick	↑ + Kick
Toe Kick	↓ + Kick
Knee Assault	→ + Kick

← + Punch + Guard ← → + Punch + Kick ← Ł ↓ ¼ → + Punch

← → + Punch, Punch, → → + Punch

 $\leftarrow \rightarrow + Punch, Punch, \rightarrow \rightarrow + Kick$

← → + Punch, Punch, Punch, Punch, Kick, ↓ + Kick ← → + Punch, Punch, Punch, Punch, ↑ + Kick

Punch + Kick → → + Punch

Punch + Kick, ↑ + Kick ← → + Punch, Punch, ← + Punch, Punch

← → + Punch, Punch, ← + Punch, Kick

→ + Kick, Punch, Punch, Punch, → + Kick

 \rightarrow + Kick, \rightarrow + Punch

 $\leftarrow \rightarrow$ + Punch, Punch, \rightarrow + Kick, $\rightarrow \rightarrow$ + Punch ← → + Punch, Punch, Punch, Kick, Guard, → + Kick

← → + Punch, Punch, Punch, Kick, Guard, Punch,

Kick, Guard, → → + Punch

→ + Punch, Punch, Punch, Kick, Guard, Punch + Kick

Punch + Kick, → → + Punch

Punch + Kick. ≥ + Punch, Kick

→ + Kick, Punch, Kick, Guard, ↑ + Kick







· Tommy has excellent range and a good variety of combos on his side. Use his staff to keep opponents at bay while setting them up for some damaging combos.

 His speed is about average; definitely not as quick as characters like Lisa or Nagi. He is best when used from a distance and given time to react to incoming moves.

 Up close, he has some damaging throws which effectively launch opponents across the screen; this allows you to return to the aforementioned long-range strategy.

Suecial Attacks

Triple Punch	Punch, Punch, Punch
Punch/Kick	Punch, Kick
Double Punch/Kick	Punch, Punch, Kick
Long Range Stick	$\leftarrow \rightarrow \rightarrow + Punch + Kick$
Straight Punch	→ + Punch + Kick
Spin Kick	Punch + Kick
Spin Kick/Low Kick	Punch + Kick, ↓ + Punch + Kick
Low Spin Kick	↓ ↓ + Kick + Guard
Tornado Punch	→ 🔰 ↓ + Punch
Jumping Low Punch	↑ + Punch
Jumping Low Double Punch	1 + Punch, Punch
Middle Straight Punch	→ → + Punch
Shaped Punch	← → + Punch
Crossing Shaped Punch	← → + Punch, Punch
Upper Stick	← + Punch + Kick
Low Sweep	← ¥ + Punch
Double Low Sweep	← > + Punch, Punch
Elbow	→ + Punch
Turn Punch	∠ + Punch
Double Turn Punch	
Double Turn Punch/Kick	↓ ∠ + Punch, Punch, Kick
Face Crusher Punch	ש א + Punch
Uppercut	≥ + Punch
Double Uppercut	¥ + Punch, Punch
Back Beat	← + Punch
Triple Back Beat	← + Punch, Punch, Punch
Middle Shot	Hold ↓, then → + Punch
Spiral Kick	⊅ + Kick

↓ ∠ ← + Punch $\rightarrow \leftarrow \rightarrow + Punch + Kick$

← k ↓ y → + Kick + Guard

¥ + Punch, Punch, ← + Punch + Kick y + Punch, Punch, ← + Punch, Punch y + Punch, Punch, ⊅ + Kick y + Punch, Punch, ↓ ↓ + Kick + Guard

¥ + Punch, Punch, ← ¥ + Punch, Punch

← → + Punch, Punch, Guard, Punch + Kick, ↓ + Punch + Kick

← → + Punch, ∠ + Punch, Punch, Kick ← → + Punch, Punch, Punch, Punch

 $\leftarrow \rightarrow$ + Punch. $\downarrow \downarrow$ + Kick + Guard

¥ + Punch, Punch, Guard, ¥ + Punch, Punch, ← ¥

+ Punch, Punch

¥ + Punch, Punch, Guard, ∠ + Punch, Punch, Kick

← → + Punch, Punch, Guard, ← + Punch, Punch, Guard, ↓ ↓ + Kick + Guard

← → + Punch, Punch, Guard, ← + Punch + Kick ¥ + Punch, Punch, Guard, ¥ ¥ + Punch

¥ + Punch, Punch, Guard, ← + Punch, Punch Guard. ← + Punch

¥ + Punch, Punch, Guard, € + Punch, Punch, Kick, Guard, ↓ ↓ + Kick + Guard

¥ + Punch, Punch, Guard, ← ¥ + Punch, Punch, Guard ← + Punch

→ + Punch, Punch, Guard, > + Punch, Punch,

Guard, → ¥ + Punch







. The fastest in the game, Nagi will run circles around most of the others when used correctly.

 Her ultra fast sweep can go under most any high attack with the right timing and acts as a launcher when used as a counter attack. Once you're on the ground, she can punish you badly with a twohit > + Punch or a pounce attack that's on you faster than you can say "ouch!"

· Her fakeout tactics are extremely effective and should be used • Her Jakeout Lated as are extensing relective also joint to use often, but not predictably. Try to mix it up a little with high to low fakes and vise versa; for example, → → + Punch, guard cancel into ≥ ≥ + Punch + Kick, or ↓ + Kick + Guard, cancelled into a two-mid-level kick combo. She doesn't have great throws or the best range, but she is definitely a worthy opponent.

Special Attacks

опесии инакия	
Punch Kick	Punch, Kick
Double Punch	Punch, Punch
Triple Punch	Punch, Punch, Punch
Triple Punch/Kick	Punch, Punch, Punch, Kick
Triple Punch/Double Kick	Punch, Punch, Punch,
	Kick, Kick
Goddess Seer	→ + Punch + Kick
Low Sweep	ש + Punch + Kick
Jump High Kick	Kick + Guard
High/Low Spin Kick	Kick + Guard , ↓ + Kick + Guard
Low Spin Kick	↓ ↓ + Kick + Guard
Double Spin Kick	↓ ↓ + Kick + Guard, Kick
Triple Spin Kick	↓ ↓ + Kick + Guard, Kick, Kick
Combo Spin Kick	↓ ↓ + Kick + Guard, Kick,
	Kick, ↓ + Kick
Cross Cutter	← ¥ + Punch
Thrust Punch	ש ש + Punch
Thrust Punch/Swing	ン ン + Punch, Punch
Snapping Back Punch	→ → + Punch
Middle Thrust Punch	← → + Punch
Middle Thrust Punch/Kick	← → + Punch, Kick
Middle Slash	→ + Punch
Double Middle Slash	→ + Punch, Punch
Double Middle Slash/Kick	→ + Punch, Punch, Kick
Triple Middle Slash	→ + Punch, Punch, Punch
Crescent Cutter	∠ → + Punch ∠ → + Punch, Punch
Crescent Shooting Star	≥ → + Punch, Punch
Uppercut	¥ + Punch
Twisting Shot Flying Back Kick	≥ + Punch ≥ + Kick
Heel Drop Kick	→ → + Kick
Hook Kick	∠ + Kick
Rising Kick	↓ + Kick
Middle Hook Kick	¥ + Kick, Kick
Step Edge	→ + Kick
Screw Fall Kick	↓ + Kick + Guard
DOGW TON KICK	T I RICK Gual u

← → + Kick + Guard

← & ↓ ¾ → + Punch + Kick

		Punch, Punch, Punch, Kick
71 +	Punch,	→ + Punch, Punch, Punch

> + Punch, → → + Kick ¥ + Punch, → + Punch, Punch, Kick

¥ + Punch, ∠ → + Punch, Punch

↓ + Kick, Kick + Guard

↓ + Kick ← → + Punch

 \downarrow + Kick, \leftarrow \rightarrow + Punch, Kick

 \downarrow + Kick, \rightarrow + Kick → + Kick, → + Punch + Kick, 7 + Kick

¥ + Punch, ← → + Punch, Kick, Guard, & → + Punch, Punch

∠ → + Punch, Punch, Guard, ← → + Punch, Kick, Guard, ≥ + Kick, Kick

> + Punch, → + Punch, Punch, Guard, ↓ ↓ + Kick + Guard





. Joe is...well, your average Joe. (Haha! Sorry.) His only aboveverage quality is his strength, and even that is nothing to write home about. Not that he can't hold his own in a fight; in the right hands he can certainly be a force.

 His combos inflict major damage, but they can be a bit difficult to pull off in a real fight.

 He has a good variety of throws and his ← → + Punch + Kick launcher can be crudely effective, if predictable. (He doesn't have too many launchers.)

Special Attacks

Punch/Kick	Punch, Kick
Double Punch/Kick	Punch, Punch, Kick
Triple Punch/Kick	Punch, Punch, Punch, Kick
Punch Times Four	Punch, Punch, Punch, Punch
Up Draft Shot	ン ン + Punch + Kick
Tempest Straight	→ + Punch + Kick
Stealth Swallow	← ¥ + Punch + Kick
Back Spin Kick	Kick + Guard
Spiral Punch	Hold ↓, then → + Punch
Tornado Punch	→ → + Punch
Side Slasher	← → + Punch
Slash Accel	← → + Punch, Kick
Knockdown Punch	↓ ↓ + Punch
Hurricane Shot	ש + Punch
Double Spiral Punch	ン ン + Punch, Punch
Palm Shot	→ ↓ + Punch
Winding Stream	← + Punch
Winding Triple	← + Punch, Punch, Punch
Elbow	→ + Punch
Elbow/Spin Kick	→ + Punch, Kick
Shoulder Ramble	Punch + Kick
Shoulder High	Punch + Kick, Kick
Shoulder Crawl	Punch + Kick, ↓ + Kick
Uppercut	¥ + Punch
Long Middle Kick	→ → + Kick
Standing Kick	Hold ↓, then release and press
	Kick while rising

Throws

ı	MINOREO
١	← + Punch + Guard
١	← → + Punch + Kick
١	← + Punch + Guard ← → + Punch + Xick ← ∠ ↓ ¬ → + Punch + Kick

Combos

Kick + Guard, → → + Punch
¥ + Punch, ↓ → + Punch
¥ + Punch, ¥ ¥ + Punch + Kick
Hold ↓, then release and press Kick, Punch, Punch,
a at a set

Hold ↓, then release and press Kick, Punch, Punch, Kick Hold ↓, then release and press Kick, ≥ ≥ + Punch,

Punch, ↓ → + Punch

Kick + Guard, $\rightarrow \rightarrow \rightarrow +$ Kick, $\downarrow \rightarrow +$ Punch

← → + Punch, Kick, Guard, Punch, Punch, Kick ← → + Punch, Kick, Guard, > > + Punch, P ↓ → + Punch

← → + Punch, Kick, Guard, → + Punch + Kick, > > + Punch, Punch

 $\leftarrow \rightarrow$ + Punch, Kick, Guard, $\rightarrow \rightarrow$ + Kick, $\downarrow \rightarrow$ + Punch ← → + Punch, Kick, Guard, → + Punch, Kick,

Guard, → + Punch, Kick, Guard, ↓ → + Punch

← → + Punch, Kick, Guard, Punch, Punch, Kick, Guard > > + Punch Punch ← → + Punch, Kick, Guard, Punch, Punch, Kick,

Guard, 🔌 🔌 + Punch + Kick

← → + Punch, Kick, Guard, → + Punch, Kick, Guard, > + Punch + Kick

← → + Punch, Kick, Guard, > > + Punch, Punch, Guard, ¥ + Punch, Punch, ↓ → + Punch







. One of the tougher characters, Yusaku can really pour on the pain if given an opening.

 His → ∠ → + Punch + Kick throw can be a bit tricky to ex cute, but the damage makes it well worth the effort since it is the second strongest throw in the game.

. His attack range is about average, but his Crop Hammer Punch and Uppercut moves have amazing reach, making it difficult to get in close.

. On the ground, he can punish you with a double hit ground attack, which I'll go ahead and recommend over the slow, shortranged pounce.

· Add a few damaging combos that are easy to perform and you've got an excellent character for beginners and experts alike.

ш	Charles and a second	
ı	Punch/Kick	Punch, Kick
Ш	Double Punch/Kick	Punch, Punch, Kick
П	Triple Punch	Punch, Punch, Punch
ı	Double Punch/Over Top Punch	Punch, Punch, ↑ + Punch
П	Triple Punch/Kick	Punch, Punch, Punch, Kick
ı	Triple Punch/Low Kick	Punch, Punch, Punch, ↓ + Kick
ı	Shoulder Tackle	$\leftarrow \rightarrow \rightarrow + Punch$
ı	Crop Hammer Punch	ש א + Punch
ı	Low Sweep	← 🕽 + Punch + Kick
ı	Dual Knock	¥ + Punch + Kick
Ш	Exhaust Storm	↓ ∠ ← + Punch + Kick
ı	Head Bash Kick	↑ + Kick
I	Screw Kick	Kick + Guard
Ш	Double Screw Kick	Kick + Guard, Kick
ı	Uppercut	↓ ≥ → + Punch
ı	Spinning Level Punch	← → + Punch
ı	Sonic Elbow	← ¥ + Punch
ı	Open Beat	∠ + Punch
I	Open Beat Accel.	∠ + Punch, Kick
I	Swing Punch	→ + Punch
ı	Double Swing Punch	→ + Punch, Punch
Ш	Upper Swing	¥ + Punch
П	Power Loop	↑ + Punch
Ш	Low Spin Kick	↓ + Kick + Guard
II	Soul Swing	← + Punch
I	Double Soul Swing	← + Punch, Punch
1	Burning Soul	← + Punch, Punch, Punch
1	Flywheel Kick	→ → + Kick

Tilinows

→	Ä	↓ + Punch
K	→	+ Punch
$\overline{}$		

$\rightarrow \nu \rightarrow + Punch + Kick$

Combos Dunch J. N - Bunch

Н	a + PullCli,	₩ 3 → + FullCil	
i	¥ + Punch,	Punch, Punch, Punch,	+ Kick

→ + Punch, Punch, ↓ > + Punch

→ + Punch, Punch, \(\mathcal{Y} \) \(\mathcal{Y} + Punch \)
→ → + Kick, \(\mathcal{Y} \) \(\mathcal{Y} + Punch \)

 \rightarrow + Kick, \leftarrow \rightarrow + Punch + Kick

¥ + Punch + Kick, Punch, Punch, ↑ + Punch

Kick + Guard, ≥ ≥ + Punch

Kick + Guard, Kick, Guard, ← > + Punch

Kick + Guard, Kick, Guard, ↓ > + Punch

Kick + Guard, Kick, Guard, → + Punch, Punch Kick + Guard, Kick, Guard, ↑ + Kick

Kick + Guard, Kick, Guard, ↑ + Punch
Kick + Guard, Kick, Guard, ↑ + Punch
Kick + Guard, Kick, Guard, Punch, Punch, Guard, ←

→ → + Punch + Kick Kick + Guard, Kick, Guard, Punch, Punch, Guard,

¥ + Punch

Kick + Guard, Kick, Guard, → + Punch, Punch, Guard, Y Y + Punch

Kick + Guard, Kick, Guard, Kick + Guard, Kick, Guard, ↓ > + Punch

🕽 + Punch, Punch, Punch, Guard, 🕈 + Punch ¥ + Punch, Punch, Punch, Punch, Guard, ↓ ¥ → + Punch





IKEURIKER

There's more than one reason why this masterpiece from Namco

and Black Ops Entertainment includes the word "deep" in its title; its gameplay is just as deep as the dizzying dimensions of its 14 musterious undersea stages. There's no way we'd be able

to give this game enough pages to show you everything that's in store for you as you plunder the long-lost booty of the Bermuda Triangle or the legendary lost city of Atlantis; instead, we've gathered a treasure trove of

cheat codes and funky tricks that will definitely help you to get past some of the stickier spots. Just don't cheat your

way through every level or you'll get the bends.



Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

REFILL AIR & HEALTH

INFINITE AIR

INFINITE HEALTH

EXTRA CONTINUES



Down, \times , Left, \square , Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , Up, Down, Left. Right, \times , \times

If you're running low on air or you've taken one shark bite too many, this cheat will simultaneously refill both gauges.



Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ○, ×, □, Up, Right, Down, Left

With this code in place, you'll never have to worry about breathing underwater, because your air will never go down.



Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, ×, ×
Like the Infinite Air cheat, this code fixes things so you don't have to worry about health; you're completely invincible.



Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R2, R2, L2, L2, L2

This trick doesn't add extra continues if you haven't used up any, but if you need 'em, it will max out the continue counter.

TURBO SPEED



Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2

An awesome cheat! You can really zip through the briny deep with this code; use it to get the best times on the high score tables.

40





Treasures of the Deep

ALL EQUIPMENT



Down, X, Left, □, Up, Up, △ Right, Right, O. O. L1, L1, L1, L1, R1. R1. R1. R1. L2. L2. L2. L2. R2. R2, R2, R2

Another great code; this gives you all of the equipment in the game instantly without even surfacing go go and buy it.

ALL WEAPONS



×, Left, □, Up, Up, Right, Right, O, O, R1, R1, R1, R1, L1. L1. L1. L1. R2. R2. R2. R2. L2.

Like the "All Equipment" code, this cheat gives you immediate access to all of the game's special weapons any time you need them.

REVEAL ENTIRE MAP



Down, X, Left, □, Up, Up, △, ∠ Right, Right, O. O. D. X. O. X. Make your mission easier by

checking out the entire overhead map even before you've explored a square inch of it.

HUNTING LICENSE



Down, X. Left, . Up. Up. / Right, Right, O, O, R2, R1, L2, L1 With this code in place, you won't get fined for killing dolphins, mermaids or any other "endangered

species."

OPEN ALL DOORS



Down, X. Left, . Up. Up. A. A. Right, Right, \bigcirc , \bigcirc , \times , \bigcirc , \triangle , That tricky Atlantis stage is a lot

easier when you don't have to worry about unlocking any of the

DISABLE CURRENTS



Down, X. Left, . Up. Up. Right, Right, O, O, R1, L1, L2, R2 ×

If there's a strong current that's making it tough to get where you want to go, just enter this code and your troubles are over.

EXTRA GOLD



Down, X, Left, I, Up, Up, Right, Right, O. O. R1, R2, L1, L2, R1, R2, L1, L2

If you're running low on cash, you can get an extra two million bucks each time you enter this valuable code.

UNLIMITED PAYLOAD



Down, X, Left, □, Up, Up, △, Right, Right, O, O, △, Up, ×, Down

You'll see the effects of this code when you start your next mission: it's helpful if you like to carry lots of weapons or equipment.

GET TABLET PIECE



Down, X. Left, ... Up. Up. A. Right, Right, O, O, L1, L2, L1, L2, 1, 0

If you can't find the secret Atlantis tablet piece in a particular mission, just enter this code and you'll instantly have it.



Down, ×, Left, □, Up, Up, △, △, Right, Right, O, O, A, A, A,

Down, Down, Down

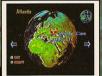
Once you've entered this code. you can exit the current mission and get credit for a "successful



Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, Down, Right, Up. Left. A. X

With this code in place, return to the map screen and you'll find that all of the game's missions are available. Or are they?

COMPLETE CURRENT MISSION ALL MISSIONS AVAILABLE ALL MISSIONS COMPLETE



Down, X, Left, □, Up, Up, △, Right, Right, \bigcirc , \bigcirc , \square , \times , \times , \times , \square ,

If you really want to ruin the fun for yourself, use this cheat and the game will label all of the missions as "Complete "

OVERHEAD CAMERA



Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △,

A top-secret new camera angle! Press SELECT + L1 to zoom the 'camera" out or use SELECT + R1 to zoom in.

SUPER SHOOTER



Right, Right, O, O, X, Up, △, Down

With this code in place, press the × button and you'll find that your spear gun now shoots some-thing else instead of a spear!



Down, \times , Left, \square , Up, Up, \triangle , \triangle , Right, Right, O. O. ..

Allows you to pass right through sunken ships, doors, etc. (but not walls). Note that you can't pick up items in this mode.

PS & TRICKS

PASS THROUGH OBJECTS # SHARK ATTACK BONUS TIME



Down, X, Left, □, Up, Up, , Right, Right, C O, L2, L2, L2, R1, R1, R1, R2, L1

This cheat gives you extra time in the game's ultra-mega-topsecret bonus stage; that is, if you can find it!



Back On The Stree

out as the fourth installment in Sega's highly-successful Streets

1997—and, ironically—only available for the PlayStation. Fighting Force is loaded with glorious 3-D graphics, yet it still manages to maintain that nostalgic Final Fight style of gameplay. In this first installment of our two part strategy, we'll focus on character moves, weapons and power-ups as well as provide you with walk-throughs for the first two levels of the game. Special kudos to Adrian, Susie, Phil and Gary for their continuous, up-to-the-second assistance. Join us next month for the conclusion!

What originally started of Rage series ends up as one of the most dynamic, action-packed beat-em-ups of

A Host of Lethal Weapons!

Smasher (He's been eating his Wheaties, no doubt!).







Battery



Board



Soda Can





Rocket Launcher





Axe









Power-Ups!

Keep a sharp eye out for

these helpful items.





Soda Can



Gun

Metal Bar Auto Scrap



Slide Kick

Pipe Stick

Apple

Hawk was once a freedom fighter committed to solving the problems of society in a peaceful manner. One fight after another forced him to re-evaluate his outlook on life. A highly sought-after vigi-

later. Dr. Zeng is his number one priority.

ecial Charge Move (Drains Power Meter)

Press × while running



Face enemy and grab by **Grabbing Moves** pressing A Button.. **Shoulder Throw** Knee in the Stomach



Headbutt

... then press then press Suplex





then press A

then press and hold A

First things first: Beat the crap out of this cop car.



Yes! Now grab the rocket



As Smasher, you can also lift out the engine and crush those boobs!



One well-placed shot will rip the front gate wide open.



Now you've done it! Here comes an entire vanload of thugs!



Pry this metal bar loose; it comes in

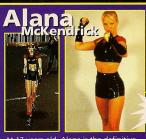


... and vandalizing vehicles! Once you finish, grab the tires.



Good-you've eliminated outside security. Now head inside.





At 17 years old, Alana is the definitive party girl. She maintains her tight physique and stamina by dancing in warehouse nightclubs with her school friends until 4 A.M. almost every night. Alana is always in the "on" position, as anyone who gets in her way will attest.



I Charge Move (Drains Power Meter)



Press and hold × and ●





Super Uppercut



Knee in the Face



then press A



then press



Take out the mail guys and black suits to clear the way for some exploring!



Smash the soda machine. Now grab a cold one!



Each of the gates conceal a hidden area.



Destroy the machinery for a **Both** walls lead to the first aid and other goodies. Same area...



... so pummel away to reveal the outer lobby.



Finish off all remaining baddies and head into the lift.







It gets crampt in here. Use your Charge Move if possible.



Pry the railing off and use it to thwack those jerks.





Break the glass here and grab the axe.



Once you reach the top floor, exit the lift.

Slap Face Combo



Mace, a private investigator, is a friend of Hawk's. She would like nothing more than to see Dr. Zeng brought to justice. Her personal hatred for Zeng stems from the fact that it was one of his henchmen who murdered her closest friend, Dr. Blair. She'll make him pay!



Special Charge Move (Drains Power Meter)



Press and hold × and ●



Face enemy and grab by pressing ▲ Button...

Flip Throw



... then press •



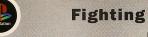
Body Slam Knee in t



... then press A



... then press







Once destroyed, each waste can reveals a metal pipe; great for killing, you know! Unfortunately, he escapes. Just keep pounding away.





lain Street



These bikers will do their best to put you under.



Use a standing or flying kick to You'll need fast reflexes to knock the goons off of their hogs. survive the enemy onslaugh



Boss: Driver



For a fat guy, Driver's speed and stamina are exceptional.



He'll use several forms of attack including drop kicks and body slams.



The fastest way to defeat Driver is to use your slide kick, as Charge Moves have no effect on him.

Join Us Next Month For The Conclusion!

A convicted felon, Smasher's enormous size is shadowed only by his thirst for violence. In a last ditch effort, prison officials and law enforcement have given him an opportunity to redirect his hatred by going after Zeng. If successful, Smasher will be set free.

Dive Attack



cial Charge Move (Drains Power Meter)



Press and hold × and •

Grabbing Moves

Face enemy and grab by pressing A Button..

Slam

Headlock Smash



... then press •

Super Uppercut



... then press

... then press X

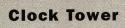
Back Breaker



enemy, then press



46





STRATEGY BY A'RA SHIRINIAN

IKE OVERBLOOD, CLOCK TOWER APPEARS TO HAVE BEEN DESIGNED TO CAPITALIZE ON THE SUCCESS OF RESIDENT EVIL AND THE ALONE IN THE DARK SERIES. IF YOU'RE A FAN OF THIS RELATIVELY NEW HORROR/ADVENTURE GENRE, YOU'LL SENSE IMPENDING DOOM AROUND EVERY CORNER AS YOU ATTEMPT TO UNRAVEL THE MYSTERY OF THE MACABRE SCISSORMAN. THIS STRATEGY GUIDE WILL FOCUS ON THE THIRD AND FINAL SCE-NARIO OF THE GAME, WHICH TAKES PLACE IN THE BARROWS MAN-SION. THE MANSION ITSELF CONSISTS OF TWO FLOORS AND A FEW UNDERGROUND ROOMS, AS WELL AS A NUMBER OF SE-CRET PASSAGES WHICH ARE NOT SHOWN ON THE MAPS BUT

WILL BE DESCRIBED LATER. PLEASE NOTE THAT SOME OF THE ROUTES ON THE MAP MAY NOT BE ACCESSIBLE, DEPENDING ON WHAT POINT YOU'RE AT IN THE SCENARIO AND WHICH

ARROWS MANSION 1F/B1

(UNDERGROUND ROOMS IN BLUE)



BARROWS MANSION 2F

CHARACTER YOU'RE USING.







SCISSORMAN

No matter where you are in the game, Scissorman will, periodically appear out of nowhere and start to chase you. While you're being chased, you won't be able to normally examine objects, even if he's far away. Your only option is to either go to a hiding place (which, incidentally, will always work; Scissorman isn't exactly a genius) or find something that you can temporarily incapacitate him with. For example, in the first scenario you can always hide in a bathroom whenever Scissorman comes after you; there's one on each floor.



PROLOGUE

During the course of the game you will take control of a number of different characters that are involved in the Scissorman murders, in the prologue, you will control Professor Barton. The actions you take will determine whether Jennifer Simpson or Helen Maxwell is the main character (and ultimately the one who you'll Jelpa as in the final scenario). Specifically, just after you leave your office you'll meet Harris in the hallway, if you speak to Harris note, then Helen will become the main character. If you speak to Harris twice or more, then Jennifer will be the main character.

There is also a second event that determines what will occur later on. When you examine the Devil Statue in your office, you'll be faced with sending it to one of two people for further investigation: Rick, a former butler for the Barrows family, or Mr. Sullivan, the head of the Municipal Library. It doesn't matter much which one you choose, but if you're going for a good ending make sure to remember who you sent the statue to!



SCENARIOS 1- 2

There are some items in the first scenario that you must pick up if you're going for the best ending. If you're Jennifer, make sure to obtain the Oil Can from the storage room on the first floor. If you're Helen, make sure to pick up the Flashlight from the locker in the student office room on the second floor. You'll need them in the third scenario.

In the second scenario, you'll have a choice to either go to the Library or to send someone to Rick's house. Make sure you choose the location that Barton sent the Devil Statue to or it'll be impossible to get a good ending.

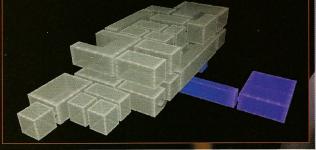


SCENARIOS

The third and final scenario is by far the most complex and most difficult. No matter what kinds of choices you previously made, you will find yourself in the Barrows Mansion as either Jennifer or Helen. Remember that the location of items and other things

will be different depending on your character, even though the layout of the mansion is the same.







JENNIF MANSION AS











 You'll first find yourself in the Chapel Library. Search the right book shelf to find the Foreign Note, then go to the Priest's Chamber and get the Stair Key from the robe. Then walk into the Chapel and get the Star Plate from the right hand side of the altar. Make a note of the design on it as you pick it up. Go into the Torture Chamber, get the Candle from off the ground, and then use the Stair Key on a hole in the left wall to activate a hidden staircase

You'll find yourself in a secret pathway (not shown on the map) which leads to the Living Room on the second floor. You'll now want to make your way to the Courtyard on the first floor as quickly as possible. There you'll meet Professor Barton. Give him the Foreign Note and he'll translate it for you. If you don't' get to him fast enough you'll find that the Scissorman has already sliced and diced him.

Now go to the Bedroom and check the newspaper between the beds. You'll notice a mouse run into the far left corner or the room. Check this corner a and you'll find the Library Key. Next, go to the Staff room and check the bed to find the Copper Book, and afterward make your way to the Pantry. Check the center of the Pantry floor, then check the left shelves twice to open a trapdoor that leads to the Wine Cellar below. Once there, check the wine rack once, t attempt to the wine cenar below. Once there, the wine tack once, the leave. Jennifer will hear a sound coming behind the wine racks. A them again, you'll find Beth hiding. Talk to her until she gives you the If Beth isn't there, you'll be able to find the Mansion Key in one of the er checking wine barrels The Mansion Key will give you access to the metal gratings that has further exploration of the mansion. Now go through the grating or floor of the Atrium, and head for the Balcony. Check the right hand de e prohibited on the second or there and Scissorman will leap out and try to cut you. To escape him, check a piece of the balcony floor on the right side. This will allow you to get into the Morgue and escape Scissorman (temporarily). There you'll find Nolan lying in one of the corners of the room.

Now. to the Storeroom, You'll need the Oil Can from Scenario 1 in order to door. Check the coffin there to get the Box Key, then check the bottom of es to get the Rope. Check the box on the right side of the room once, then use the the right hand door, and then use the Box Key to open the box You'll fi

Go to ary and check the box on top of one of the bookshelves (use the to reach it) to get the Genealogy. Next, you'll want to go to the stool on Drawing nd check the portraits that line the wall. Then go to the Living find a dead Tim. Pick up the Matches off the floor, and return to Room v the Stud adjacent to the Library). Check the fireplace there once, then use candlestick sitting on the desk. Use the Matches on the Candle the Car find the Mansion Map inside the fireplace. Go back to the Library and you ne scraped floor next to the bookshelf. Then insert the Copper again a bookshelf to reveal a secret passage to the Wells. There, you'll find three with a carving above each. Go down the well whose carving matches that on the Star Plate, and you'll find yourself in the Channel Room (not on the map). Check the floor in front of the altar to obtain the Dagger. A mummy will the mar erward, so get ready to run out of there as fast as possible. appear

e courtyard and check one of the green trees on the right side to in. A secret passage will open revealing the path to the Underdrain Once you go down there you won't be able to come back up so ground Ca e done everything you've needed to do up until this point. make sure

ound Cavern you'll meet Scissorman for the last time. There is a In the side of the cavern that the Devil Statue should be placed into. hole or When S is holding on to your leg, use the Dagger on him to send him ou've completed all the events as described, this should net you an "A" ending

BARROWS MANSION AS











 You'll begin in the Front Hall of the castle. The exit door is right there but a huge chasm blocks the way. Your first objective should be to go to the Drawing Room and retrieve the Mansion Key. Check the table under the missing picture to get it. Then, go to the Lavatory to find Beth. Talk to her two times. Go to the Pantry and you'll meet Harris on the way. He'll give you the Fireplace Key. Once in the Pantry, open the trap door the same way you did as Jennifer and climb down into the Wine Cellar. Check the wine racks, attempt to leave, and check the racks again to find Tim

· Go to the Staff Room and check the bed for the Copper Book. Then, check the desk and a big red hand will leap out at you and try to choke you. After being thrown on the floor, it'll run around a bit more before making another pass at your neck. Use this time to search the desk again for something to kill it with. Afterward, check the desk again to find the Tattered Note

 Now go to the Bedroom and check the newspaper between the beds (just as you did in Jennifer's scenario). Check the corner that the mouse ran into repeatedly to find the Library Key. Then check the fireplace in the same room with the Flashlight (from Scenario 1) once, and then check it again without the flashlight. Next, go to the Storeroom. Nolan will be in the coffin, and the chest will contain the Lead Balls Talk to Nolan, and make sure to get the Lead Balls as well as Batteries from the tape recorder on the floor

Luckily, your Flashlight uses the exact same kind of batteries as in Nolan's recorder, so with this extra juice you can go back to the Bedroom and check the fireplace with the flashlight to find the Note.

 Go to the Library and get the Wooden Box from the top of the bookshelf by using the stool next to it. Use the Wooden Box on the fire in the Study to burn it away and obtain the Cosmetic Key inside. Now, go back to the Library and check the scraped floor, and then use the Copper Book on the adjacent bookshelf to reveal the secret passage to the Wells. Use the Lead Balls on each well to determine which one isn't filled with water. Go down that one and you'll find yourself in the Morgue at the end of the passage. Talk to Gotts there until he gives you the Pistol.
With the Pistol you'll be able to blow open the padlock that blocks the entrance to

the Chapel. You'll find that Scissorman is about to kill Jennifer there. Once you see Scissorman, use the Pistol again on him, and follow him into the Torture Chamber to meet Professor Barton

 Next, go to the Living Room and use the Fireplace Key on the fireplace to reveal a secret passage. Walk through it and you'll find yourself in the Priest's Chamber.
Use the Cosmetic Key on the box on the desk there to get the Mansion Map.

Finally, go to the Courtyard and check the right green tree for the switch that drains the fountain. The secret passage to the Underground Cavern will now be accessible. In the Cavern, all you need to do is insert the Devil Statue in the hole on the left wall in order to finish the game with an "A" ending

JENNIFER'S ALTERNATE ENDINGS

- B: In the Underground Cavern, don't use the Dagger.
- C: Reach the Underground Cavern without having the Foreign Note translated by Prof. Barton.
- D: Reach the Underground Cavern without meeting Nolan or Helen in the mansion
- E: Clear Scenario 2 without obtaining the Devil Statue.

IELEN'S ALTERNATE ENDINGS

- B: Allow Jennifer to get killed by Scissorman in the Chapel
- C: Reach the Underground Cavern without having found the Note.
- D: Meet Prof. Barton in the Torture Room without having found the Note.
- E: Clear Scenario 2 without obtaining the Devil Statue.

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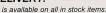






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Collect power-ups on the first straightaway while jumping over the oncoming traffic. Follow the arrow to the first pick up. Make an immediate left, the next left, then speed burst down the street. Hop over the trash can with a tabletop, make a left into the alley, and hit the ramp with a speed bursting burny hop to get to the drop off ped. You will then proceed to ram right into a wall, unless you use a quick super burny hop to get over it. The rest should be a piece of cake.

Passwords



EFLCIFCGKJ





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Special Codes

Tired of peddling the same old courier up and down the street? Try these codes for a change of pace:



XFIFTYONEX Will allow you to ride as an alien courier.



SAVAGEAPES

Now you can pummel people with a big fat ape courier. Cool!

朝龍龍



Hey, you-listen up! This isn't your typical

"review/preview" section. The purpose of

"Select Games" is to show you a bunch of



The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many

hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Wattch

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's sticking out between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

Just in time for the holiday season, Rare's previouslyannounced Banjo-Kazooie 20 race courses range from has been delayed until snow-covered tundras to 1998. Taking its place on Diddy Kong Racing, a 128megabit monster of a racing game that-some cool shortcuts with a hovwould say-blows away Nintendo's similarlythemed Mario Kart 64. In development for over two cember issue. years at the secluded Rare offices, Diddy Kong Racing features the co-star of the 16-bit Donkey Kong Country series in a line-up that also includes Krash the Kremling, Conker the Squirrel (from Rare's forthcoming Conker's Quest adventure) and even Banjo

the Bear, star of

secret

Banjo-Kazooie!

char-

be discovered. The game's intergalactic raceways. the N64 release schedule is You're not restricted to racing on the track, either; you can also take some ercraft or even a small plane! Watch for a closer look at this gem in our De-

acters are also waiting to





pirate ship. This area, like other locales, has many secret paths to exploit.















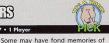


Novembe

TRICKS



RAYTRACERS







an arcade game released in 1988 by Taito. This game was Chase HQ. Your main objective-besides getting to each check point-was to track down lowlife scum and pummel them with nothing more than your car. Well, THQ has done gamers a service once again by picking up Taito's Ray Tracers. It's the same concept as Chase, only with jazzed-up visuals and sound. Choose between four 600+ horsepower race cars and take these beasts across freeways, mountainsides and reservoirs. The speed and visuals rival those of Ridge

Racer (although each game is on opposite sides in the racing genre spectrum). With NeGcon







MONSTER RANCHER

Mix Tamagotchi with Tekken and what do you get? Monster Rancher, a complete and utter blast. Breed and train bizarre monsters, then enter them in competition. You can even pop any standard audio CD into the PlayStation to create one of over 250 different beasts! Save onto a memory card and take your "pet" on the

road to do battle against other player's creations! MR is highly original and tremendously addictive. Grab a copy fast and join us next issue for a killer TIPS & TRICKS strategy guide!













Pure Violence

I love it!

BREATH OF FIRE III









The RPG franchise which made its mark on the SNES goes 32-bit with the arrival of Breath of Fire III. The Breath of Fire series has earned quite a following since its debut back in 1992 and with it's endearing characters, compelling story-

line and a larger-than-usual quest, it's no wonder why. Breath of Fire III promises to provide a more massive quest than both its predecessors. Not content with the tile-based environment of days gone by, Capcom hurls the cast into a full polygonal world. Expect to see truly wicked magical spells, new plots twists and multiple endings.









Yuji Naka, Sega's equivalent of different "rangers". Using the Shigeru Miyamoto (er... kind of), Saturn's versatile VDP2 chip, the returns with Burning Rangers. game will utilize special effects Set in the near future, Rangers rarely seen on the system; these takes firefighting to new, never- include lavishly-detailed 3-D enbefore-seen levels of intense ac- vironments and enemies as well tion. While still early along in its as real time light-sourcing. Keep development stage, BR is com- your eyes peeled for a fully-ining along nicely. The finished tensified strategy on Burning product will include five very Rangers in an upcoming issue!





Pyromaniacs pay special attention!

TIPS & TRICKS

November 1997





DELTERASIKASI

Surprisingly, Star Wars and the PlayStation have not added up to a particularly good time. The conversion of the hit PC game, Dark Forces, turned out choppy and Rebel Assault... well, it was Rebel Assault. This pattern is about to change, with Masters of Teras Kasi. A PlayStation exclusive-at press time, anyway-Masters gives players a chance to see just what would happen if Chewbacca went toe-to-toe with Boba Fett. There are nine immediately-selectable characters, plus a few secret ones which reveal themselves as the game progresses. Each character has his or her own unique weapon, as well. Arden Lyn's cy-



lightsaber and Han packs his trusty blaster. LucasArts has thrown "Force Power" into the mix, too. During battle, a special meter builds-which, when maxed-out-lets a character pull off dynamic special moves. Masters looks and moves like a million bucks, and it's quite evident that solid gameplay and original concepts are top priority-not FMV. It's nice to see LucasArts finally taking the PlayStation seriously.







Chewie's about to get beaten with an ugly stick, courtesy of Princess Leia in Bouch Bounty Hunter disguise. Sheesh, talk about using the Force!





FROGGER

Hasbro Interactive • November 1997 • 1-4 Players

out of the original game's the "heat-seeking tongue."

A groundbreaking title from the stages, but before long you venclassic early-'80s era, Frogger ture into new territory with wild appealed to both sexes and all new terrain and challenging obage groups. The same is true of stacles. Several multi-player this new 3-D version, in which a modes are included—including polygon-rendered froggie tries a "race" scenario where up to to hop across traffic to reach the four frogs leap in their own insafety of his lily pad. Several dividual split-screen windows-"retro" levels duplicate the lay- as well as special abilities like







NBA ACTION '98

This one's got just about everthing but the kitchen sink. There are full team rosters from the '96-'97 season, 20-category player ratings compiled by actual NBA scouts, play-byplay announcement by Chick Hearn and the ability to custom-create your own all-star team. And that's just the beginning; connect a six-player multi-play adapter, and we're talking a total of ten players at once! Movement of on-screen players is without peer, thanks to Sega's advanced motioncapture technology. If you own a Saturn and you've been dying for real deal hoops action, look no further than right here.







MEGA MANINEO

So many of our beloved games are taking the plunge into the 3-D world. Capcom's unofficial mascot has done the same just in time to coincide with his 10-year anniversary. Mega Man Neo is none other than the first Mega Man; not the lanky, '90s Mega Man X. Visually, Neo is a departure

from the polygon builds we've seen up until now on the PlayStation. Very little texture mapping is used on the characters. The final product ends up with a very cartoony

look-bright, Disney-induced colors and all. In fact, it's almost like controlling an episode from the Mega Man Saturday morning cartoon series. If Neo can live up to its predecessors, gameplaywise, it'll be a guaranteed hit-exclusive to the PlayStation.





All characters

and their surroundings share a unique look.









THOMES CORE

Atlus • December • 1Playe

Ogre Battle, comes Tactics Ogre. Tactics takes place in the same universe as Ogre Battle with some characters crossing over. Gameplay is vaquely reminiscent

Check out the terrain indicator! Displayed are the possible routes and the altitude of the desired location.



Atlus is at it again, Following the of Vandal Hearts. If you haven't release of its hit PlayStation title, played Vandal Hearts, imagine an involving strategy game with tons of personality and viola-Tactics Ogre. The branching system provides an average of 40 hours of play time with longer guests taking upwards of 100 hours! This one has what it takes to make the hardcore RPG crowd very happy.





Telegames of Texas continues to support loyal Atari enthusiasts with new Jaguar and Lynx titles. Zero 5 is a polygonal outer space shoot-'em-up with distinct missions to accomplish, not unlike this issue's Colony Wars on the PlayStation. Old-school gamers will probably be reminded of Atari's classic Star Raiders, but the forced changes in camera angle and explosive effects of this new Jaquar cart are lightyears beyond the tiny squares and grids of yore. Contact Telegames at (972) 224-7200 for more information, and tell them you read about it in TIPS & TRICKS.







the August issue of T&T, Bomberman 64 had no U.S. publisher. Good news; since then. Nintendo has wisely fun. Five different gorgeouslyopted to pick it up. Never played Bomberman before? Trust us: Multi-player games are fully documented as nothing less than intense. Believe it or not, we did manage to pry ourselves away from Battle Mode just long enough to give the all new Quest Mode a whirl. You've heard it all before: save

When we first previewed it in the world of Bomber from a mofo known only as Altair. Okay, so the story isn't Shakespearean, but it's still a ton of rendered worlds with four stages each will keep you busy for a long time. Look for our funtabulous, super-de-duper Bomberman 64 strategy in a future issue; see you then!

UPDATE!













The 3-D nature of the game lets characters explore in a way never before possible.

Graphic detail in Bomberman 64 is astounding. The fire filling this area crackles and undulates as if it were real.



NAGANO WINTER OLYMPICS

The bidding wars were hot, but Konami eventually won the exclusive license to produce a game based on the 1998 Nagano Winter Olympics, The company's strong background in 3-D sports titles like NBA In the Zone and Internaional Track & Field virtually guarantees that



look and play like a dream. The events include downhill skiing, bobsled, luge, freestyle skiing, speed skating and more. Go for the gold, man!





MAGICIKNIGHTIRAYEARTH

This may very well be the last game, as certain tasks must be Saturn RPG to come out of performed by certain characters. Working Designs. Rayearth was A very well-rounded RPG.

guite a success in Japan and the U.S. translation is now complete. The plot involves three school girls who embark on a fantastic journey to save a dying princess. Players are able to switch control of the girls at any time. This

becomes an integral part of the











Stunned. That was everyone's reaction after we noweredup Sega's new All-Star

Hockey '98. Even the tiniest of details are covered. Each and every player on the rink has his name-yes, his name-clearly visible on the back of his jersey! Furthermore, the motion of the players is as slick as the ice they're playing on. Two 6-player multi-play adapters allow for up to 8 players to compete at once. If you're a Saturn owner and you dig hockey, then for

god's sake-stop reading this, and go buy it!

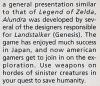








Pure, unadulterated evil has tightened its grip on the mystical, magical world of dreams. Assume the role of a dreamwalker named Alundra to put a stop to the madness before this ancient world turns to ash. With









FINAL FURLONG

Quiet as of late, Namco is back to astound us with their ingenuity by unveiling

Final Furlong. Talk about "deluxe cabinet"this set runs in the five figure range-definitely not an impulse buy for arcade operators. As is Namco's usual practice for arcade design, Furlong runs on slightly modified PlayStation

hardware, so you'll notice some resemblance to other Namco coin-ops. But don't expect this one to come home any time soon; Namco has made it clear that deluxe kits stay in arcades. It will be interesting to strap onto this ride with three other friends. Rest assured, there will be plenty of those infamous Namco codes buried within.





And you thought

Mechanical







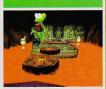




CROC

We previewed Croc for the PlayStation in our August issue. Well, have no fear, Saturn owners, because your version of Croc is looking nearly as impressive as its PlayStation counterpart. We were relieved to find that all levels and enemies remain intact, polygon for polygon. And of course, the little green dude has all the personality we've come to expect. In case you missed our initial preview, here's the scoop: Croc must use his wits to save his Gobbo friends (furry little characters) from the evil Baron Dante. Next month, we'll be dishing out an exclusive TIPS & TRICKS strategy courtesy of our resident crocodile lover, Ara Shirinian.







TOTAL DRIVING

Total Drivin' promises to deliver true freedom in racing, for the first time ever. You'll plummet off cliffs or slide into the sea if you're not careful. There are 5 types of racing options, including Dakar Rally and Indie style. Includes seven courses (with 8 cars per course) and 2-player split screen and link-up modes.









AUTO DESTRUCT

A game best described as "Twisted Metal meets Felony", Auto Destruct puts players in the driver's seat of a car capable of doing ungodly amounts of damage. Here's the lowdown: You are a champion race car driver. One day, you witness the brutal slaughter of your wife and child by members of a crazed cult. Soon after, you get the chance to avenge your loved ones; working with an informant, you receive information on where the cult will strike next. Race through cities like Tokyo, New York and London to meet a variety of mission objectives. One stage involves picking up a pas-

senger and driving them to a secret location. Another has you escorting a vehicle to protect it from the enemy. The ability to use firepower while driving is not only cool, it's a necessity in surviving Auto Destruct's maniacal, "road rage" world. With a targeting system graphically reminiscent to that of the one seen in Sega's Virtua Cop series (see screen shots), nearby enemies are quickly revealed to the player. Long-range objects, however, are visible only via radar. If you are running low on fuel or need repairs, you can stop by the local service station to get squared away. Lots of variety!





Downtown Tokyo is beautiful at night. Too bad there's no time for sight-seeing!







MESSIAH

Interplay • 1st Quarter 1998 • 1 Player

Dave Perry is at it again and this time, he may have gone completely over the edge. Still very early in development, Messiah's plot involves the forces of good and evil. Satan has sent a demon to Earth to jumpstart armageddon. The good news is, Heaven has created a warrior of its own... Bob. Bob is a cherub; a chubby little fella who's not quite invincible, but does have a few tricks up his sleeve. As a means of travel, Bob can flutter about, much like the ostrich in the classic coin-op Joust. More importantly, though, Bob has the power to take control of a character's soul. In order to kill a street pimp, for instance, you must first possess one of his-shall we say "female employees" then take control of her to gun-down the mac daddy. The idea is to maintain a low profile at all times by entering a variety of characters bodies, then using those characters to achieve specific goals. And you can't possess just anyone. One enemy, in particular, is too big to enter. So what do you do? Possess a rat, then scurry up to the big guy and coax him into eating you. Viola-you're now inside! Graphically, characters in the PC version of Messiah are made up of a mind-boggling 580,000 scalable polygons (in comparison, the ones in MDK used between 150 and 300 polygons). Somehow, Perry hopes to approach that level of quality on the PlayStation. "Our plan is to ship the PlayStation." tion version before the PC version", he explained. He means it.











Other New Game News...

- If you wanted Sony's Blasto under your Christmas tree, you'll have to wait; the mega-hyped PlayStation platform game has been delayed. A spokesman for Sony Computer Entertainment stated, "In order to keep our promise to provide consumers with the most exciting gaming experience ever imagined, we have decided to release Blasto in the first guarter of '98. This is necessary to ensure that it is truly the remarkable game that we know it will be." Here's hoping the extra development time makes a difference.
- In arcade news, Street Fighter 3: Second Impact is said to be far from complete as members of Capcom's R&D continue to crack away in hopes of releasing a fitting upgrade to Three. Next up—Legion of Heroes. We've just learned that the game has a new tentative title:

- Private School Justice. The game will include a total of 14 fighters and incorporate a 4-button layout. This definitely isn't Street Fighter. We'll keep you posted.
- With over 100 levels spanning twenty worlds, EA's Skullmonkey. will finally be ready to ship in January of 1998. Characters in the game are rendered claymationstyle and can power-up with unique weapons like "Universe Enema" and "Fart Head". Platform action doesn't get much more bizarre than this!
- · Finally, if you've been praying for a boxing game to appear on the PlayStation, you're not alone. Apparently, Tommy Tallarico-video game musician extraordinaire-is iust as miffed as you are, and he's prepared to do something about it. Details next issue...





TIPS & TRICKS



Legion of Heroes



Riasto



PLAYSTATION ,

TPS & TRICKS.

Game Track!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*



Midway Joust 64 Mission: Impossible Ocean NBA In The Zone '98 Konam Yoshi's Island 64 Nintendo 1st Quarter 1998 Banjo-Kazooie Nintendo Nintendo T.B.A. **Body Harvest** Chameleon Twis Earthworm Jim 3 Interplay Forsaken Acclaim Nintendo F-Zero 64 G.A.S.P Gex 64 Konami Midway Kirby 64 Nintendo Mystical Ninja 64 Quake 64 Konami Midway Quest 64 THQ Rev Limit Seta Gametek Robotech Silicon Valley BMG Interactive

Titus



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	Gex: Enter the Gecko	Midway
	Ghost in the Shell	THQ
	Jack Nicklaus Golf	Accolade
	Jersey Devil	Malofilm Interactive
	Jet Moto 2	Sony CE
2000	Jimmy Johnson's VR Football '98	Interplay
500 M	Joe Blow	Sir Tech
100000	Legion MDK	Sony CE
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	Grand Theft Auto	T.B.A.
	Major League Soccer	T.B.A.
No. of the last	Midnight Run	Konami
100000	NBA Shootout '98	Sony CE
	One	ASC Games
10000	Powerboat Spawn: The Eternal	Interplay Sony CE
Mary Sales	Spice World	Sony CE
	Star Wars Masters of Teras Kasi	LucasArts
	The Wild 9	Interplay
	Violent Seed	Rabid Entertainment
	1st Quarter 1998	

007: Tomorrow Never Dies

Alundra

Battleship

Beast

Baby Universe

Batman & Robin

T.B.A.

Sony CE

Acclaim

Sonv CE

Sony CE

Hasbro Interactive

1st Quarter 1998 (continued)	T.B.A.
Boxing	
Breath of Fire III	Capcom
Burger Burger	T.B.A.
Covert W.A.R.S.	Playmates
Crime Killer	Interplay
Duke Nukem 3D	GT Interactive
Exodus	Sony CE
Fighter's Impact	T.B.A.
Forsaken	Acclaim
Freak Boy	Virgin
Gran Turismo	Sony CE
King of Fighters '96	SNK
Kowloon's Gate	Sony CE
Lucky Luke	Ocean .
Marvel Super Heroes Vs. Street Fighter	Capcom
Master of Monsters	Ascii
Medievil	Sony CE
Mega Man Neo	Capcom
Messiah	Interplay
Metal Gear Solid	Konami
Military Madness	T.B.A.
Moon	Ascii
Monkey Hero	T.B.A.
Mortal Kombat 4	Midway
Pitfall 3-D	Activision
Psybadek	Psygnosis
Quake	GT Interactive
Rapid Racer	Sony CE
Reboot: Countdown to Chaos	Electronic Arts
Resident Evil 2	Capcom
Respect Inc.	Psygnosis
Risk	Hasbro Interactive
Rosco McQueen	Sony CE
Shadow Madness	Ascii
Shadow Master	Psygnosis
Skullmonkeys	Electronic Arts
Snow Break	Atlus
SpecOps	T.B.A.
Street Fighter III	Capcom
Tekken 3	Namco
Total Drivin'	Ocean
Viper	Ocean
Wrecking Crew	Sir Tech
Zero Divide 2	T.B.A.

ARCADE	
November	
Final Furlong	Namco
Moto Raid	Sega
NFL Blitz	Midway
Super Gem Fighter	Capcom
December	
Road's Edge	SNK
Samurai Shodown 64	SNK
Possible in 1997	
Armadillo Racing	Namco
Breakers	SNK
Hummer	Sega
Juku Thread	Atari
Racing Jam	Konami
Star Gladiator 2	Capcom
Sreet Fighter Alpha 3	Capcom
The King of Fighters '97	SNK
Time Crisis 2	Namco
Virtua Fighter 3: Team Battle	Sega

* Publishers, please contact us with updates and/or corrections.

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Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)-Hold I + CO + CO

San Francisco (lower-right corner)-Hold L + C® + C®

Indiana (upper-right corner)-Hold L+

CA + CD Secret Vehicles

At the "Choose Car" screen, press and hold the C®, C® and C® buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice. Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to make the conveyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

Fight Demitron

At the title screen-when the words "PRESS START" are flashing—press Up, C. R, Right, Down, B, B, B, C. to warp to a one-player Demitron vs. Demitron hattle Ross Codes

At the title screen-when the words "PRESS START" are flashing-enter either or both of the following codes to make the bosses available as playable characters:

Sonork-L, R, C®, C®, C®, C® Demitron-A, B, R, L, C♥, C®

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence: Aaron's Ending-Up, C®, R, Right, Down, R. R. C®

Demonica's Ending-Up, C®, R, Right, Down, R. R. C.

Demitron's Ending-Up, Co, R, Right, Down, L, L, C♥

Eve's Ending-Up, C®, R, Right, Down, R. R. C.

Gore's Ending-Up, C®, R, Right,

Down, R, R, C® Morphix's Ending-Up, CO, R, Right, Down, R, R, B

Niiki's Ending-Up, C®, R, Right, Down, R. R. A

Scarlet's Ending—Up, C[®], R, Right,

Down, L, L, C® Sonork's Ending—Up, C[®], R, Right,

Down, L, L, C® Zenmuron's Ending-Up, CO, R, Right, Down, L, L, C®

Cheat Password

Enter the following cheat password to start the game on Level 1 with every possible weapon included in your in-

?TJL BDFW BFGV JVVB With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press Left or Right to change the name of the stage and press a C button to warp there.

Taunts When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

Cheat Menu

During the game, press START to pause. When the "Paused" menu appears, quickly press Co, Co, Co, Co. A new option called "Cheat" will anpear. Highlight this option and press A to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu: God Mode (invincibility)-C®, C®, C® Clipping (walk through walls)-Press C® 20 times, then C®

Visit (stage select)—C, C, C, C, C. CO CO

Butcher (kill all enemies in the area)-C®, C®, C®, C®

Health (refill health)-C®, C®, C®,

Collect All Keys—C®, C®, C®, C® Collect All Artifacts—C®, C®, C®, C® Collect All Weapons—C®, C®, C®, C♥ Collect Puzzle Items—C®, C®, C®, C. C. C. C. C. C.

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press CO, CO, CO, CO, CO, CO, CO, CO, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams (Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Up, L, Down, L, Down, L. Left, R. Right, R. Left, R. Right, R. B. A. then hold the 7 button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

Ross Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press Z, A, R, Z, A B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training"

Bonus Options + Special Colors As above, wait for the demo to show one of the character biographies When this annears press 7 R A 7 A L. You'll hear a voice say, "Welcome! to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors you'll find new gold, white and "stealth" shadow settings.

More Bonus Options As above, wait for the demo to show one of the character biographies When this appears, press Z. B. A. L. A. Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available. See the Credits

As above, wait for the demo to show one of the character biographies When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows:

Castle Stage—Hold Up and press B Jungle Stage—Hold Up and press C® Spaceship Stage-Hold Up and press

Stonehenge Stage—Hold Up and press Museum Stage-Hold Up and press

Helipad Stage—Hold Up and press C® Bridge Stage-Hold Down and press B Dungeon Stage-Hold Down and press Ca

Street Stage—Hold Down and press

Doio Stage-Hold Down and press A Spinal Ship Stage-Hold Down and press C®

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing a character as follows: Sabrewulf Tune-Hold Up and press B

Maya Tune—Hold Up and press C[®] Glacius Tune—Hold Up and press C® Tusk Tune—Hold IIn and press A Fulgore Tune—Hold Up and press C♥ Orchid Tune-Hold Up and press CD Jago Tune-Hold Down and press B

Gargos Tune-Hold Down and press T.J. Combo Tune-Hold Down and press C®

Kim Tune-Hold Down and press A Spinal Tune-Hold Down and press (P)

Secret Stage In two-player mode, have both characters choose their fighters by holding Down and pressing C®; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

 Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.

· Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ahost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to heat him

· Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her

MORTAL KOMBAT TRILOGY Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press C®, C®, A, B, C®, C®, C®. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert. Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the Dpad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3. Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Pong. Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Galax-

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space

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Invaders. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight

Super Hard Mode

At the character-select screen highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping eight endurance matches. Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a oneplayer game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's CO R A in the default control configuration) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn

on "Bloody Kombat" and activate the

two secret characters. Human Smoke

and Khameleon

Secret "Kombat Cheats" Menu When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C®, C®, C®, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams: All Computer Assistance Turned Off-Hold Right, press Pass, Pass

Big Head-Hold Up, press Turbo + Pass simultaneously Rooftop Court—Hold Left, press

Turbo Turbo ABA Ball-Hold Right, press Shoot,

Turbo, Pass Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo. Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.

Baby Sized Players-025 No Music-048 Tournament Mode-111 Fast Passing-120 Stealth Turbo-273 Max. Speed-284 No Pushing-390 Unlimited Turbo-461 Hyper Speed-552 Max. Blocking-616 Quick Hands-709 Max. Power-802 Goaltending Allowed-937 Secret Characters To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special quests: Hardaway—AHRDWY 0000 Amrich—AMRICH 2020 Bardo-BARDO 6000

Pesina-CARLOS 1010 C. Robinson-CLIFFR 0000 Thompson-DANIEL 0604 Roan-DANR 0000 D. Robinson-DAVIDR 0000 DiVita-DIVITA 0201

Olaiuwon-DREAM 0000 Ferrier-FDDIE 6213 Elliot-ELLIOT 0000 Geer-EUGENE 6767 Ewing-EWING 0000 Hill-GHILL 0000

G. Robinson-GLENNR 0000 Grant-HGRANT 0000

Rivett-JAMIE 1000 or MUNDAY 5432 Japple-JAPPLE 6660 Skiles-JASON 0729

Carlton-JC 0000 Hedrick-JFER 0503 Hey-JONHEY 6000 Johnson-JOHNSN 0000 Kemp-KEMP 0000 Kidd-KIDD 0000 Boon-KOMBAT 0004 Malone-MALONE 0000 Martinez-MARTY 1010

Mednick-MEDNIK 6000 Miller-MILLER 0000 Minifee-MINIFE 6000 Morris-MORRIS 6000 Tobias—MORTAL 0004 Mutombo-MOTUMB 0000 Muresan-MURSAN 0000 Vinikour-MXV 1014

Ehrlich-NICK 7000 Fitzgerald—PATF 2000 Perry-PERRY 3500

Pippen-PIPPEN 0000 Ouinn-OUIN 0330 Rice—RICE 0000 Rodman-RODMAN 0000 Root-ROOT 6000 Liptak-SHAWN 0123 Smits-SMITS 0000 Oursler-SNO 0103 Stackhouse—STACKH 0000 Starks—STARKS 0000 Turmell—TURMEL 0322 Webb-WEBB 0000 Webber-WEBBER 0000

Mourning-MOURNG 0000

Funk-NELINK 0101 Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him. the face will change to that of Mario's arch-rival Wario.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + C® + C® + Co: with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles Enter "_ Wampa__ _Stompa" as your name or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and press START to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

. In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C® and press Up, then press C® repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press Co to toggle between the snowspeeder and the AT-ST.

. In the "Escape from Echo Base" stage, hold Co and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press CD to switch between Dash and the Wampa.

· Also in the "Escape from Echo Base" stage, hold C® and press Right on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the Dpad to control the Snowtrooper; hold Down to fire. Once the code is in place, press C⊕ to switch between Dash and the Snowtrooper

. In the "Gall Spaceport" stage, hold Co and press Left on the D-pad to control a Wampa or Right on the Dpad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.

. In the "Imperial Freighter Suprosa" stage, hold CO and press Right on the D-pad to control a Stormtrooper as described above.

. In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C® and press Right on the D-pad to control one of Prince Xizor's armored guards. See the Endina

Enter your name as " Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creators

Wampa Noises Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C® + C® and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to start on. Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold CD + CT and press the L button as above to change the numbers on the menu to



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different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

Secret Game Mode Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu: they can also be accessed during the game (except "Gallery" and "Show Credits".)

R B N S M T H-Invincibility THSSLKSCL—Spirit Mode C M G T S M M G G T S—All Weapons

BLLTSRRFRND-Unlimited Ammo *

FRTHSTHTTRLSCK-Infinite Lives

GRGCHN-Big Head Mode ** D N C H N-Tiny Enemy Mode DLKTDR-Pen and Ink Mode LLTHCLRSFTHRNB-Purdy Colors

S N F F R R-Disco Mode (enemies don't attack)

CLLTHTN MTN—Quack Mode T H B S T-Gallery (view the characters)

FDTHMGS-Show Credits *** N S T H M N D N T-Show Enemies (on

the map) (* This cheat is also activated by the "RBNSMTH" and "GRGCHN" codes.) (** This cheat is also activated by the

"RBNSMTH" code.) (*** This cheat is also activated by the

and "RRNSMTH" "GRGCHN" "DNCHN" codes.) "The Big Cheat"

At the "Enter Cheat" menu, input the

code "NTHGTHDGDCRTDTRK". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

Ahua Kin-In close, 3-D, ↑ ↓ ↑ + High Kick

Anubis-3-D, → ¥ ¥ ← + High Punch + Low Kick Pagan—From 1/2 screen distance ← →

+ Low Punch Tak-← ∠ ↓ > + Low Punch + High

Kick Maximus—Hold 3-D, press → + High

Punch + Low Punch CY-5-From 1/2 screen away, ← ← + High Punch

Warhead-Far away, 3-D, → ¥ ↓ k ← + High Kick

Voodoo-From 1/2 screen away ← → + Low Punch

Vallah—In close, → → + Low Kick Kabuki Jo-At sweep distance, ← ⊌ ↓ > + Low Kick + High Kick

Play as Grox

At the character-select screen, quickly press Down, Right, Left, Left, Up, Down, Right, Up, Left, Left. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

Play as Exor

At the character-select screen, quickly press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Infinite Continues

At the first War Gods title screen-not the one with the "Start/Options" menu on it-quickly press C®, C®, Right, A, B, C. C. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

Cheat Menu At the first War Gods title screen-not the one with the "Start/Options" menu on it-quickly press Right, Right, Right, B, B, A, A. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on-and the "Fatalities" option activated at the main menuyou can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt-like the stand and somersault-before you cross the starting line and you should still have enough time to reach the first checknoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Un" ontion. When the Watercraft Select menu appears, highlight the character you want, hold the joystick Down and press a button to confirm your choice. (If you want the alternate-color character, hold Up on the D-pad while holding Down on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

Invisible Players Pause the game and select "Replay". Press L or R to highlight a player: that player will flash for a brief instant. If you press Z quickly before the player stops flashing, he will turn invisible. Press START twice to return to the game; that player will stay invisible. Note that pressing Z causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the L or R button. To turn your entire team invisible, advance through the line-up with L or R until you reach the last player on your team, press Z to turn him invisible, then use the same button to advance to the nextto-last player, press Z, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible. Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you.

Instant Start

To start a game guickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the Co button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Player Size Tricks

At the Options menu, hold the Co. C or C button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your player appears as follows:

Big Heads-Hold the Co button and press R until the first two digits of the "Specials" option are "10" Huge Heads-Hold the Co button

and press R until the first two digits of the "Specials" option are "01" Tiny Heads—Hold the C♥ button and press R until the first two digits of the "Specials" option are "11"

Tiny Players-Hold the C® button and press R until the third digit of the "Specials" option is "1".

Giant Players-Hold the C® button and press R until the fourth digit of the "Specials" option is "1"

Short, Fat Players-Hold the C® button and press R until the fifth digit of the "Specials" option is "1"

Tall, Thin Players-Hold the Co button and press R until the sixth digit of the "Specials" option is "1"

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to 1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game During a game, press START to pause, then access the Options screen. Hold the L button and press CO nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.

Trade Players

At the Options screen, hold the L button and press C®, C®, C®, C®, C®, C®, C®, C®, C®; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the Co button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press A. The roster of the first team appears on the left; press B to change the team on the right. Use Up or Down to highlight the name of the player you want to replace, use Left or Right to highlight the name of the player you want to replace him with. Press A to make the substitution. Press START to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press START to return to the "Team Stats" screen. Frequent Fight Mode

At the Options screen, hold the L button and press C®, C®, C®, C®, CO, CO, CO, CO, CO. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have fights breaking out approximately every 20 seconds-but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period Access Super Teams

At the Options screen, hold the L button and press C®, C®, C®, C®, CO, CO, CO, CO, CO. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the 'Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers"

See Company Logos

Press Z at the Options menu to view the company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.



Stage Select

Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press X; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press $L2 + R2 + \square + \times$ simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a super-powered team.

ADVANCED DUNGEONS & DRAGONS

IRON & BLOOD

Ross Codes

Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center. Note: The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again.

The Minion of Chaos-Hold L1 + L2 + R1 + R2

+ Up and press X Lord of Chaos-Press Up, Down, then roll the D-pad from Up to the Down/Left position and press \triangle + \times simultaneously. (The movement should look like this: \uparrow \downarrow \uparrow \lnot \leftarrow \nvDash \triangle + \times)

The Avatar of Order—Hold Left and press □, then press Right + ○ simultaneously Count Strahd von Zarovich—Press Up, then roll the D-pad from Right to Down, then press Left. R1. R2. L2. L1

THE ADVENTURES OF LOMAX

During the game, hold Down on the D-pad

and press START to pause. While paused, hold Up and press △, O, ×, □. Two small numbers will appear on the left side of the screen. Press START to unpause, then hold L1 and press SELECT repeatedly change the left num-ber to the number of the stage you wish to go to. Once you've decided, hold L1 and press START to warp there. To remove the numbers from the screen, just re-enter the same code.

Invincibility

Pause the game and press Left, \square , \square , \square , \square , Up, \triangle , \triangle , \triangle , Right, \bigcirc , Down, \times , \triangle , \triangle , \triangle , \square Maximum Fuel and Armor

Level Skip

Go to the password screen and enter the pass word "GOLVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "GOLVL34".)
Highlight "Accept" and press the X button, you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. Enter the password "G0LVL35" to see the end of the game.

Cheat Mode Enter "1G0TP1NK8C1DB00TS0N" as your pass-

word, highlight "Accept" and press the × button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

Secret Cars

Choose the "Begin Career" option at the ain menu and enter your name as "GO main menu and enter your name as Gu BEARS!". When the Season Setup menu ap-pears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

Secret Options Menu At the Pause menu, highlight "Race Statis-tics", hold the O button and press X, You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars.

Shrink Rotofoil

To play with a smaller vehicle, choose "Load/Save" from the Options menu, then se lect "Enter Passcode" and input the following password:

RASES LOADED '06-Automatic Home Runs

During the game, press START to pause, then grab Controller 2 and press \triangle , \square , \times , \bigcirc , \bigcirc , \bigcirc . ou'll hear a piano sound. Next, press L1 (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt.

Tips & Secrets

• If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the

Punch button as the object nears you.

• If you select the VR bonus before enter Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.

 When the Monarch Bat makes its sweeping attack, press Punch + Kick to block; you won't take any damage. However, blocking will not protect you from the bat's fire attack.

· At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly.

Ross Codes To play as Gaia:

Turn the game on and wait for the title screen to annear. While the words "1F " "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press ↓ ∠ ← + □ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to regis ter the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen: the code won't work if you're returning to the title screen from the Ontions menu) At the fighter-select screen highlight Eiji, hold Up on the D-pad and press any action button.

To play as Sho:

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press \rightarrow \leftarrow \rightarrow \leftarrow \rightarrow \leftarrow on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold Down and press any action button

Easy Desperation Moves

Visit the option menu and configure your controller so that the L and R buttons are set up to trigger "Special 1", "Special 2", Special 3" and "Special 4"—setting A4 is a good example. Now you can trigger any character's desperation attack simply by pressing all four L and R buttons at exactly the same tim whenever your energy bar is flashing red. Note: You can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"...unless you use the "Easy Special Attacks etc." code listed below. Easy Super Moves

Enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ¥ + X on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the SELECT button and pressing all four L and R buttons at exactly the same time.

Easy Special Attacks at Any Difficulty Setting Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as be fore. While the words are zooming into the screen, press $\rightarrow \leftarrow \rightarrow \leftarrow + \square$ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Con-trol Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy"

Boss Code 1

Turn the game on and wait for the title screen to appear. While the words "' GAME," "FULL BATTLE" etc. are flying in fro the left side of the screen, quickly press R1, L2, X, L1, R2, O before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Master and Uranus are now included in the random char-acters that appear. To choose them more easilv, hold the SELECT button; this slows down the random-select feature. Ross Code 2

With Boss Code 1 in place as described above, rn to the title screen; while the words "1P GAME." "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press O, R2, L1, X, L2, R1 before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Vermilion and Sho are now included in the random characters that appear. To choose them more easily, hold the SELECT button; this slows down the

Secret Deathmatch Mode

At the main title screen, hold SELECT + R2 on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player *Combat* game, complete with "wraparound" screen

Access All Levels At the main title screen, hold Left + L2 and press SELECT; you'll hear a sound to confirm the code. Now start the game; you'll have ac-cess to all of the missions from the "Insertion

Maximum Fuel & Ammo

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, \triangle , \triangle , \triangle , \bigcirc . Acquire Wingman

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, \(\pi\), \(\pi\), \(\O\). Maximum Weapons

Proce START to nause the name then proce SF-LECT, L2, SELECT, R2, L1, L2, R1, R2, Upgrade Gun

Press START to hause the name, then horses SF-LECT, L2, SELECT, R2, SELECT, SELECT, SELECT. Upgrade Current Weapon

IECT 12 SELECT R2 11 11 R1 R1

Complete Current Mission Press START to pause the game, then press SE-LECT, L2, SELECT, R2, A, A, A, Down, Down,

Infinite Lives

At the main menu, press , Left, , Right, O Down, O, Up; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased.

Final Level Password

V?U5MK4N6LULOHW5CB

Refill Energy

At any time during the game—not while paused-press Up, Right, [], O, Up, Down, Right, Left.

BOGEY DEAD 6

Access All Fighters
At the Fighter Select screen, press Left, Left,
Right, Down, Up, Down, Right, SELECT. You'll
hear a shout and all of the fighters will become available for you to choose. Access All Missions

At the Mission Select map in Mission mode just press Up, Down, Down, Right, Left, Down, Up, A. You'll hear a shout and all of the missions will become available for you to choose.

BURBLE BORBLE Debug Mode

Choose "Bubble Bobble" from the main menu, then-as soon as the main title screen appears with the Taito copyright at the botof the screen-press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. If you're fast enough, the words "Debug En-abled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the R1 button; press L1 to go back through the levels. Press R2 during the game to access a debug menu that allows you to choose a starting stage or add lives for both players (press R1 to



September's European Computer Trade Show in London was a great opportunity to see what game companies have in store for us in the months ahead. There were a few oddball titles, but many of the games on display (probably 90%) are scheduled for release in the U.S. Noticeably absent was Sega, a company which enjoyed much success in the U.K. with the Master System and Mega Drive consoles, but only marginal penetration

Nintendo was there, but had nothing new to offer. Instead, the big N's focus was on Lylat Wars (Star Fox) and GoldenEye 007. The timing for this year's show couldn't have been worse; with the funeral for Princess Di

vith the Saturn (sound familiar?).

taking place that very same weekend, traffic was an absolute nightmare. But it was all worth it.







the dominant force at the show, with an incredibly huge area all to itself.



return to the game.)

Secret Stages As above, choose "Bubble Bobble" from the main menu, then-as soon as the main title screen appears with the Taito copyright at the bottom of the screen-press Right, Left, Up Down, Up, Down, Up. If you're fast enough the words "Original Game" will appear in the lower left corner of the screen. Now you co access bonus areas after levels 20, 30 and 50 even if you die.

Choose "Options" from the title screen; then. at the Options menu, press Left, Right, R1, R2, L2, L1, Up, Down. A 30-second timer will appear in the upper right corner of the screen Now quickly highlight the "Credits" option and start tapping the X button as quickly as you can. Pressing × four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on

Another World At the title screen—while the words "Press Start" are flashing—press R1, Up, L2, Down. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

Super Buster Bros. Stage Select Choose Super Buster B. from the main menu and select "Game Start." When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight
"Tour Mode," hold Down on the D-pad and A stage-select menu will appear.

Buster Buddies Stage Select As above, choose B. Buddies from the main menu and select "Game Start." When the title screen appears, choose the number of players; then, at the "Select Game" menu, highlight "Normal." hold Down on the D-pad and press A stage-select menu will appear after the

player-select menu. Buster Buddies Bonus Stages

Choose B. Buddies and select "Game Start." When the title screen appears, choose the number of players, then quickly hold X on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press X on Controller 1. After choosing your character(s), you'll access a top secret series of bonus stages.

Manual Control

During a battle, press the SELECT button to bring up the display menu, then press the SE-LECT button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press X to change the setting from "Auto-matic" to "Manual"; now you can control our OKE as follows:

Up, Down—Move forward, backward Left, Right—Turn left, right

- L1 + Left-Move left L1 + Right—Move right
- + Up-Change altitude up
- L1 + Down-Change altitude down -Grapple
- △—Jump up
- △ + D-pad—Jump forward/back/left/right

X—Fire Main Weapon

R2 + △—Fire Sub Weapon R2 + ×—Fire Sub Weapon twice

R2 + — Fire Sub Weapon three times
R2 + — Fire Sub Weapon four times If you're in battle with one or more allies and

you use the L2 button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed 12 will revert to automatic control.

Arcess All Weapons

Press START at any time during the game to pause, then enter the following coo pause menu: Hold L1, then press \triangle , R1, \triangle , R1, \bigcirc , \square , \square , \square . Release L1 and a new option R1, O, ..., ... Release L1 and a new option called "All Weapons" will appear on the pause menu; choose it and you will be equipped with maximum firepower

Stage Select Press START at any time during the game to pause, then enter the following code at the sause menu: Hold L2, then press O, G O. Release L2 and a new option called "Level Warp" will appear on the pause menu: choose it and you will be able to warp to any stage.

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you will have access to the feature you requested

Ion Cannon-Right Down Left Left Down Right, Right, Down, Left, Air Strike-Right, Down, Left, Left, Down,

Right, Right, Down, Left, Extra \$5,000—Right, Down, Down, Left, L1, Left, Right, Down, Left

Reveal Entire Map-O, O, O, Up, O, D, R1, O,

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

Cheat Codes

Each of the following codes works at the main menu with the title screen in the back-

Infinite Continues-L2, R2, L1, R1, Left, Right, Right, Left (Your continues will still count down, but when you get past zero they'll go into negative numbers)

Access All Weapons—L2, R2, L1, R1, Up, Down, Down, Up (During the game, hold the Lie Down button and press the Weapon Select button to change weapons)

Stage Select-L2, R1, L1, R2, Left, Right, O, ... R2 12 Sound Test—R2, R1, L1, L2, Up, Right, Down,

Left (Press Up or Down to change the sound number and press START to hear it) Movie Test-L2, L1, R1, R2, Up, Left, Down Right (Press Up or Down to change the movie

and press START to watch it) Hidden "Gyruss" Game-L2, L1, Left, Right, R1, R2

Hidden "Pac-Tank" Game-R2, R1, Right, Left, L1. L2

Enter the following special password to gain access to any stage with all gems and keys col-

Choose "Continue" from the main menu and enter one of the following codes

× ○ △ ○ □ □ △ ○ × ○ — Giraffe Mode

△ △ × □ ○ ○ □ × △ △ — Stickman Mode △ ○ ○ ○ ○ ○ ○ △ △—Watch All Video

Scenes

Scenes

Debug Mode Stage Passwords

XO—Pier XXXXQ—Shin A AO XO—Tomb ×△×△□××△□O—Graveyard

O—Church × △ × △ □ ○ ○ × □ ○ — Day of the Dead △ ○ △ ○ ○ △ × ○ □ ○ — 2nd Coming Club □ × △ △ ○—Judah's Tower △×××○□△□△○—Borderlands ×××0 | | ×× △0—Finale

Cheat Mode Choose "Teleport to Mission" from the "Load Game" menu and enter the password "L 0 5 R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time dur ing the game, hold R1 and press O to refill your health and energy. This also gives you 2,000 extra credits, all of the items and all of the weapons with ammo

'Mama's Boy" Passwords Mission 5-T D 5 S Mission 10—X 5 G Z Mission 15—J F M 4
Secret "Realtime" Mission—L R T N

Weekend Warrior" Passwords Mission 5-V D 5 S Mission 10—Z 5 G Z Mission 15-K F M 4 Secret "Realtime" Mission—M R T N

"Loose Cannon" Passwords Mission 5—W D 5 S Mission 10-0 5 G Mission 15—L F M 4 Secret "Realtime" Mission—N R T N

"No Remorse" Passwords Mission 5-X D 5 S Mission 10—1 5 G Z

Mission 15—M F M 4 Secret "Realtime" Mission—PRTN

Cheat Codes

Each of the following codes can be enteres at any time during gameplay—not while the game is paused. Some of the codes can be dectvated by entering the same code again Turbo Mode—Press \square , \triangle , \bigcirc , \square , \bigcirc , \times , \square , \times , \bigcirc ,

Shield Recharge—Press A. A. X. I. A. O. A. Invincibility—Press \square , \triangle , \bigcirc , \square , \square , \triangle , \bigcirc , \bigcirc , \square

Access All Keys-Press , X, O, A, X, A, A, X,

Access All Weapons-Press A, D, O, X, A, D,

Stage Select/Extra Difficulty Levels Enter the following code during gameplay (not while paused): \triangle , \square , \square , \triangle , \bigcirc , \bigcirc , \square , \square , \square , \triangle , \bigcirc , \square , \square . The words "Full Level Access △, ○, □, □. The words Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game". then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the se cret levels

Choose the "Championship" option in any of "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECTI". Next, return to the main menu and choose any single course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track: you'll find a new course called "Ruined Monastery"

Invincibility As above, choose the "Championship" option any of the competitive modes ("Wreckin" Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "IDAM-AGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're com pletely invincible.

Access All Tracks

Choose the "Championship" option in the "Wreckin' Racing" or "Stock Car" mode and enter your name as "MACSrPOO" (that's a small "r".) Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Practice".) Now choose a track: you'll find that you can access the Black Sail Valley, Liberty City and SCA Ultimate Destruction Speedway courses even if you haven't unlocked Divisions 1, 2 or 3.

Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game: Invincibility-Press START to pause, then hold

the R2 button and press Left, Right, Up, Stick-Man Mode-Press START to pause, then hold the R2 button and press A ten times,

then Right four times Silly Mode—Press START to pause, then hold

the R2 button and press Down, O, O, Down, A. Down Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game: Invincibility—Press START to pause, then hold

the R2 button and press Down, A, Right, Your health will go down, but you won't die when it's gone. Fergus Mode—Press START to pause, then

hold the R2 button and press O, Down, Down, □, ×, □. Now all of the characters in the game will have the face of Fergus McGovthe head of Probe Entertainment, which

is the company that developed the game. Die Hard With a Vengeance Cheats Each of the following codes works in the "Die Hard With a Vengeance" portion of the

Big Cars—Press START to pause, then hold the R2 button and press Left, \triangle , Right, Down.

Chase View—Press START to pause, then hold



Virgin's enclosed booth looked like some kind of alien butthole and it was hotter than heck inside, but at least the games were impressive.



Eidos; it had more saucy ladies than you could shake a stick, er... sword at.



distract the huge crowd gathered at the nearby Eidos hooth After snewing out biblical phrases like. "Sinners, do not be swayed by the evil temptations of the flesh!", Jim yelled out, "Aw-www, shaddap!"

This gentleman was paid by EA to



On his way to hail a taxi to the show one morning, Jim stopped by the local grocer to grab a cold drink He was shocked to discover that milk in London is packaged in funny little square containers.



the R2 button and press Down, O, Down, O. This adds a new camera angle to the available

Cheat Codes Each of the following cheats must be entered while the game is paused:

While the gains is passed.

Map All Lines On: △, △, L2, R2, L2, R2, R1, □

Map All Things On: △, △, L2, R2, L2, R2, R1, ○

Lots of Goodies!: ×, △, L1, Up, Down, R2,

All Powerful Mode On (Invincibility): Down, L2, , R1, Right, L1, Left, X-Ray Vision: L1, R2, L2, R1, Right, A, X, Right

Level Warp: Right, Left, R2, R1, A, L1, O, X (press Left or Right to change the stage num-

Secret Character: Sun Shang Xiang

At the main menu—the one that says "1P Bat-tle, Versus," etc.—press Left, Left, Up, Down, L1, R1; you'll hear a sound to confi the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any L or R button when the character select screen appears and Sun Shang Xiang will appear on the row of faces.

All of the cheat codes listed above for Doom will work with Final Doom.

Cheat Codes Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a

code correctly.

Gibberish Mode—Hold SELECT and press Left,

O, Up, Down, Down, Right, O, □, □ Buggy Mode—Hold SELECT and press Right, Up, △, Left, Up, □, △
Bike Mode—Hold SELECT and press Down,

△, Right, Up, Lava Mode-Hold SELECT and press . O. Up.

Right, Right, O, X

Spanish Commentary—Hold SELECT and press △, ○, Right, ○, △, ○, Right, ○
German Commentary—Hold SELECT and press

Down Un Left Left Bonus Track—Hold SELECT and press Left, O, O, △, △, O, Up, Right. With this code in place, you can return to the Circuit Select n and find the "Grand Champion" bonus track.

"All Flags" Mode

Choose "Start Game" from the main menu, then choose "Restore Game" and access the "Enter Password" screen. Enter the password $\downarrow \triangle \rightarrow \times \rightarrow \uparrow \rightarrow \bigcirc \times \downarrow$ and press START to return. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual designated

"Free-For-Ali" Mode Access the "Enter Password" screen as de scribed above, enter the password ↑ △ × →

△ ○ ↓ → ↓ and press START to return. Now start the game and you'll find that neither player is "it" and you can both capture

Access the "Enter Password" screen as described above, enter the password

↑ ↓ △ → ↓ and press START to return. Now choose "Two Player Start" from the current menu. At the two-player world select screen, you'll find three new worlds called "Grid Racer—Round 1" through "Round 3". Choose one of these worlds and you'll be playing as race cars; cross the finish line on each lap to capture a flag.

Listen to the mission briefing and begin the game. At the Loading screen, when you see ne graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains

At the title screen menu, highlight "Start", hold the D-pad in the Up/Left position, hold SELECT and press the O button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout

Infinite Continues

When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in you ner of the screen, just hold the △ and SELECT buttons and press START. You'll get five additional continues. Repeat this code whenever you run out of credits

Choose "Options" from the main menu, then select "Player Name" and enter your name as "GREG FM" (be sure to enter a space between the second "G" and the "F".) Now return to the main menu (the one that says "Sin Player/Multiplayer/Options") and press Left, Right, \square , O, \triangle , \triangle , Down. A "Cheater" menu will appear with 12 different cheat options that you can use as follows:

• City —Use this to warp to any stage Plane—Choose any craft; "BAC" is the alien

 Invincible—Turn this option on and you'll take no damage. Kill Civil—You can lock on to non-enemy ob-

iects and blow them up. Kill Wing—You can lock on to your wing men and shoot them down.

 Damage Bonus—Kill enemies with one missile . Tourist-Turn this option on to remove all

Weapons—Infinite missiles.

Fast Reload-Fire missiles more quickly. . Demo Cam-You can't play the game with

this option turned on, but you can use the D pad and buttons to explore each stage at your own pace. No Time—Disable the timer.

Skimpier Swimsuits

At the Game Select menu, highlight "100m Free Style" and press Up, Up, Down, Down, Left, Right, Left, Right, O, X. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis

Access All Tracks

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter op-tion to "Male", Now press START; when the yellow highlight appears on the menu at the bottom of the title screen, press Up, Right, Down, Left, Up, Right, Down, Left, Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press START again, when the main menu reappears, press Up, Left, Down, Right, Up. Left. Down, Right, You'll hear a sig nal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master at the Options menu.

At the Jumping Flash title screen, press Up. Up, Down, Down, \times , \times , Left, Right, Left, Right, \times , \triangle , \times , \triangle . The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game; when the World Map appears, press Right repeatedly to skip to different stages.

Secret Character

Choose "Team Battle" from the main menu, then-when the character-select screen ap-pears-press Up, Up, Down, Down, Left, Right, Left, Right, START. You'll hear the crowd cheer and Mastar Ishii will appear as a selectable character on the right side of the

screen

At the title screen, wait for the words "Push Start" to begin flashing, then quickly press press Up, Right, Down, Left, Up, Right, Down Left, SELECT, You should hear a small explo sion to confirm the code; if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that your stamina will never go down-but neither will your opponents'.

Will your opponents. Strength Adjust
During a match, press START to pause, then press L2, R1, L1, R1, L2, R1 while paused. A number "5" will appear above each fighter's name. This number represents your fighter's attack power; press Up or Down to change it to any number from 1 (weak) to 9 (very powerful.) Use Controller 2 to change your opponent's attack power.

Turn the PlayStation on with the K-1 disc inside and hold L1 + L2 + \triangle + \bigcirc + Left on both controllers while the game loads.

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the START button and press Up + C then Right + , then Left + x, then Down + The boss characters Omega Rugal and Saishu Kunsanagi will appear on the menu as

playable fighters.

Duplicate Characters

the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the START button and press Down + A then Left + X, then Right + II, then Up + O. Now you can select your favorite character more than once when choosing the members of your team; you can even make a team that consists of the same character three times.

Cheat Codes

At any time during the game, press the START button to pause. When the pause menu ap pears, hold the L1 and L2 buttons for approxi mately ten seconds; this will "lock" the red rectangular cursor in place. If you can still nove the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the pause menu:

AMMO: Down, Right, O, Left, Right, O. Select this option to boost your ammo

HEALTH: Right, Right, Left, Down, Down, Up. O. Use this option to refill your energy POWER: Right, Down, Right, A. This option

will power-up your weapon. LIVES: Left, Down, Right, \triangle , \square , \times , \bigcirc . This option gives you one extra life each time you

press the button. SMART: R1, R2, ×, △, □, O, R1, R2, O, O, Get one extra smart bomb each time you press the button with this option highlighted. SKIP LEVEL: X, R1, A, R1, A, R1, A, R2, R2, X, A, A, X. Use this option to skip the current level and start on the next stage.

Cheat Passwords (All DNA, 99 Lives)

Gallery Passwords
 Gallery Passwords

 Compy—□□□△○×○△○△××

 Hunter—××○△□△△△×○□

 Raptor—□□△○×○△○×△

 T-Rex—△△□×○□○×□△□

 Prey—△△□×○□△×□□○

Access the password screen and enter the following password: [], ×, O, △, △, ×, □, O, △, O, ×, □. You'll hear a beep as if you've enered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password' once again, you'll think you've made a mistake. Re-turn to the password screen and enter the password a third time, you'll access a top-se cret stage select menu that allows you to start at any sub-stage or see any of the game's

video scenes. Look for an invisible option at

the bottom of the "Movies" menu.

Stage Select

Infinite Energy At the main menu, press O. L1, L1, L1, O. L1, O, O, L1, O, O, O, L1, L1, L1, L1, L1, L1, O, O, L1.
Infinite Ammunition

At the main menu, press O, O, O, O, L1, O, L1, L1, O, L1, O, L1, O, L1, O, L1, O, L1, L1, L1, L1, L1, L1, L2, Level Select

stage: use R2 to go back through the list.

Choose "Exhibition" and select your teams. After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press X, then press the O button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an "All Time All-Madden" team and Pro Bowl teams





Konami for Nintendo 64 We really did gasp; this polygon fighting game was a big surprise to many.



Konami for PlayStation Konami did a splendid job converting the complex coin-on



Sunsoft for PlayStation Kind of like Theme Park, only you oversee a chain of fast food places.



Cheat Passwords

Choose the "Password" option from the main menu and enter any of the following codes for different effects:

Access All Missions—T < X O / A X A < = Extra Weapon Variants—T # X O / A X < < < Slow Heat Build-Up—# X X O / A 4 > Y +

"Elemental" Mech Chassis—T / X O / A Z < # *
"Tarantula" Mech Chassis—# / X O / A 4 < L Y "Cruise Control" Throttle—# A X O / A 4 Y Invincibility—# # X O / A > < U Z

nfinite Ammunition—TOXO/AX>TU Use Any Mech-# 0 X 0 / A > > 0 / Jump Jets for All Mechs—# Y X O / A > Y O L

Secret Cheat Mode During the opening demo, quickly press X, O, A, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to ac-

cess a secret cheat menu. Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatal-ity Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage-including the Hidden Portal-from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round

Stage Select At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; efore the match begins, a menu will appear

that allows you to choose which arena you want to start in.

Secret Character At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other ninia characters. Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously un-available "?" menu at the Options screen. Here you can activate several cool options, in-cluding "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recov-". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

• Fatality 1-Press • Fatality 2—Press ○

Animality—Press L2

• Friendship—Press R1

Brutality—Press

Extra Options

ain menu, highlight "Options", hold L1 + L2 + R1 + R2 and press X. Now the option additional settings that will

allow you to fine-tune the game's configuration to your liking.

Mappy Stage Skip Load the game Mappy and press the \(\triangle\) button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press X to turn it "on." Now start the game; you can skip stages at any time by holding L1 + R1 and pressing the × button.

Super Pac-Man Stage Skip

Load the game Super Pac-Man and press the Load the game super Pac-Man and press the button to access the dipswitch screen. Highlight switch #6 in the "SW3" box-and press × to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to at the beginning of any stage, quickly hold L1 + R1 + O and press START; The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level. Gaplus Stage Select

Load the game Gaplus and press the A b ton to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold L1 + R1 + ○ and press START; a stagenumber will appear at the left side of the screen. Press Up or Down to change the num ber of the stage you'd like to warp to, then press START to begin at the stage you chose.

Dragon Buster Stage Skip Load the game Dragon Buster and press the button to access the dipswitch Highlight switch #5 in the "SW2" box and press × to turn it "on." Now start the game. When the map screen appears, hold L1 + R1 + and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. can continue to advance to highe rounds as long as you hold L1 + R1 + O; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

NAMCO MUSEUM VOLUME 3 Pole Position II Secret Courses

Load the game Pole Position II and press the button to access the options window. High light "Test" and press x; then, when the test screen appears, press \(\triangle \) to open the test screen options window. Highlight "Dip Sw" and press X, then press Up to turn on switch #1 in the left box. Now press △ twice and choose "Game" with the × button. When the game loads, press \(\triangle \) to open the options window again. You'll find a new option called "Course"; highlight it and press \(\times \) to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has no turns at all. This code remains in effect until you shut the power off or return to the main Museum menu.

Galaxian Turbo Mode Load the game Galaxian. When the demo sequence begins, press the SELECT button exactly 32 times to add credits. When the numher of credits shown in the lower right corner of the screen is 32, press the SELECT button one more time and hold it down while pressng START. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. Galaxian Hard Mode

Play the game Galaxian until you clear Round After you've done this, press the A button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" "Hard" mode

Galaxian Psychidelic Mode

Play the game Galaxian until you have a high score of 30,000 points or more. Once you've done this, press the \triangle button during the demo sequence to access the options window Highlight "Test" and press ≥; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press X, then highlight switch #6 and press Up to turn it on. (You can't change this witch unless your Galaxian high score is ove 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all r ing objects leave trails of colored lights on the

The Tower of Druaga Secret Area

While walking around inside the museum, hold the L1 and R1 buttons and press Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left. A pickaxe icon will appear in the lower left corner of the screen. Now enter the Tower of Druaga wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated se quence from Druaga and find another Druaga

Secret Video Scene

Turn on the PlayStation and hold L1 + R1 on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's b on Gennei Tourmaden (a.k.a. The Genii and the Heike Clans)

Secret Pac-Land Scene Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man su ning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability · Find the ghost behind the left side of the

. Find the ghost on top of the wall (press A

to look up). Find the ghost talking to the fairy. Find the power pellet (press △ to look up at

the tops of the trees). Give the pellet to Pac-Man When the ghost has been chased away, talk

to the fairy and she will thank you by giving you a special pair of shoes; now you can press to jump.

Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold $L1+R1+\triangle$ and press Up on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an Assault Plus machine

The Genji and the Heike Clans Stage Select Load the game The Genji and the Heike Clans and press the △ button to access the options window. Highlight "Test" and press X; then when the test screen appears, press \triangle to open the test screen options window. Highlight "DipSw" and press X, press Right twelve times, then press Up to turn on switch #5 in the right box. Press X to confirm, then high-light "Game" and press the X button. Start the game; after Andaba tells you that "you

shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press

to warp there.

Press START to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

Refill Shield—SELECT, O, Right, Up, Up, L1, Warp Speed Boost—O, □, O, □, △, △, △, X

 Stop Ship—△, Left, △, Right, △, Up, △,
 START (with this code in place, you can stop your vehicle's forward progress at any time by holding the \(\Delta \) button) rst-Person Viewpoint— \triangle , \bigcirc , \square , \square , \triangle , \triangle ,

SELECT START Randomize Level Curves—O. SELECT, Left.

, Down, Up, X Passwords

Level 3—XXXIIIXAA Level 3—XXXXIIIAI Bonus Level 1—O□××□×××△ Level 4—△×□×□□△×○ Level 5—○×□××□△△×

Level 1 with upgraded NanoTek ship-X X

Secret Teams

At the title screen, highlight "Game Start", press and hold L1 + R2 + SELECT, then press and hold START. Continue to hold all four buttons down until the next menu appears. Now choose Exhibition Mode and go to the Team Select screen; you'll find two new All-Star teams.

Cheat Passwords

Answer "Yes" at the "Keep Records?" screen, then enter one of the following codes at the "Enter Initials" menu. (Note: The left arrow represents a backspace.)

 Start at Game 1 of the playoffs—Enter P, L, ♠, ♠, A, Y, ♠, ♠, O, F, ♠, ♠, F, S, ♠, ♠, then enter any initials and date.

. Start at Game 4 of the playoffs-Enter C. H. ←, ←, E, E, ←, ←, S, Y, ←, ←, then enter any initials and date.

 Start at Game 1 of the finals—Enter F. I. +. 4, N, A, 4, 4, L, S, 4, then enter any i tials and date

Start at Game 5 of the finals—Enter N. O. . ←, V, I, ←, ←, C, E, ←, ←, then enter any initials

* Play the Shootout after the next game (e if you lose)-Enter S, H, +, +, O, O, +, +, T, O, date

Team Select/Vs. Screen Codes Display Shot Percentage Indicator—After choosing your players, hold Shoot + Extreme

+ R2 in the default control set-up) until the Tonight's Game" screen appears. Invisible Crowd—After choosing your players, hold Up + Pass + Extreme (default = Up +

△ + R2) until the "Tonight's Game" screen ap-· Unlimited Turbo-At the "Tonight's Game

screen, hold Turbo (default = R1) and press Up, Down, Up, Down. visible Turbo Meters—At the "Tonight's



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Game Design Sweden for PlayStation A shocker! Maneuver a ball along crazy 3-D structures. A lot of fun.



Sony C.E. for PlayStation Every girl in the U.K. wants to look like these five twits



Game" screen, hold Turbo + Extreme (default = R1 + R2) and press Up, Down, Up, Down.

Each of the following codes must be entered just before the tip-off; start pressing the buttons as soon as the last pop-up information window disappears and the players are in po-sition on the court. You must finish entering the code before the referee throws up the ball. A message will appear above your turb meter to confirm the code if you've entered it

 CPU Assistance Off—Press Extreme, Turbo, Pass, Pass (R2, R1, A, A in the default control

 Beach Ball Mode—Press Pass, Pass, Turbo, Extreme, Turbo, Pass, Pass (default = \triangle , \triangle , R1. R2. R1. A.

Soccer Ball Mode—Press Pass twice, Turbo twice, Extreme three times (default = \triangle twice, R1 twice, R2 three times)

R1 twice, R2 three times)

• Max. Rebound Mode—Press Pass, Pass, Extreme, Turbo, Extreme, Turbo (default ≡ △, R2, R1, R2, R1)

· Quick Hands Mode-Press Pass three times, Turbo three times, Extreme three times, Pass three times (default = \triangle three times, R1 three times, R2 three times, \triangle three times)

· Rainbow Mode-Press Turbo five times, Pass twice. Turbo six times (default = R1 five times, twice, R1 six times)

 Max. 3-Point Mode—Press Pass eight times Extreme, Pass seven times (default = \(\triangle \) eight

times, R2, △ seven times)

• Max. Power Push—Press Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice (default = R1, R1, A, A, R1, R1, A, A, R1, R1, A, A, R1,

R1 A A) • Max. Speed Mode—Press Extreme ten times, Pass three times (default = R2 ten times, \(\triangle \)

three times) Deadeye Mode—Press Turbo five tin Pass, Extreme, Turbo six times (default = R1 five times, \triangle , R2, R1 six times)

 Goaltend Mode—Press Extreme eight times, Pass, Extreme nine times (default = R2 eight) , R2 nine times)

Secret Teams When the "Keep Record?" prompt appears, select "Yes" and enter your initials as "J B P" with the date May 17. When the team-select menu appears, you'll find that 17 seret teams have been added to the available list, including all-star line-ups, rookie teams and even a "celebrity" squad featuring Newt Gingrich.

Tiny Players
At the "Big Head?" prompt, press Up, Down, Left, Left, Down, Up, then choose "

At the "Big Head?" prompt, highlight "Yes" or "No" and hold Left on the D-pad while you make your selection; your player will have

Secret Menu

At the Game Setup screen, press L1, X, X, L1, set up a game and press START; when the "I Love This Game" loading screen appears, point the D-pad diagonally Up/Right again and hold it along with L1, R1, \triangle , \times , \square and \bigcirc . A top-secret menu will appear that allows you to perform the following tricks:

ress START to activate Outdoor Court (SE-LECT to cancel.)

Press L1 or L2 to change the height of your player, from 18 inches to 12 feet. (You can

only change the rest of the team if you're playing with a multitap.)

Press Up or Down to toggle "Chameleon Mode" for your player.

Once you've activated any of the tricks, press

Extra Camera Angles

 $\triangle + \times$ to start the game.

When the "Loading..." screen appears before a race-with the course map on the screen press and hold L1 + R2 + A + O. Do not release the buttons until your car appears on the track. Now press the \(\triangle \) button to cycle through the different camera angles: you'll find that there are now nine different camera settings instead of the usual four. Cheat Passwords

Enter any of these from the options menu to activate different features:

Access Ford Indigo car—LILZIP Access Monolithic Studios track—S H O T M E Upgrade all cars to Pioneer engines-P O W R

Secret Vehicles

Each of the following passwords will gi access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one the following passwords, then go immedi ately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked: Army Truck—A R M Y M E

Volkswagon Beetle—B E E T M E BMW—B M R M E Mercedes-Benz—B N Z M E Volkswagon Bug—B U G M E School Bus—B U S M E Citroen—CITME Shipping Crate—C R A T M E Pick-up Truck—J E P M E Landcruiser—L C M E Stretch Limousine—L I M O M E Log—L O G M E Mazda Miata—M A Z M E Outhouse-OUTHME Luxury Sedan—Q U A T M E Semi Truck-S E M I M E Army Truck II-S N O W M E Newsstand—STDAME Covered Newsstand—S T D B M E Souvenir Stand—S T D C M E Monolithic Studios Tram—T R A M M E Tyrannosaurus Rex—T R E X M E

Van-VANME Volvo Station Wagon-V O V M E

Covered Wagon—W A G O M E Jeep Wrangler—Y J M E To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "A R M Y M E", then enter the password "A R M Y U", then start the game.

At the Preseason or Season menu-where it says "Start Game/Roster/Options" etc.—press L1. R1. L2. R2. A secret "Easter Egg" menu will appear. Choose "Add Entry" and press then use the O button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown; including the spaces: ASSASSIN-Increased injuries ATOMIC BOMB-Hard hits cause explosions

BAZOOKA-Gives the guarterback a stronger

BLIND REF-No "pass interference" or "per-BO KNOWS-Speed bursts are more powerful CREDITS—See the game's credits

DARK NIGHT-No lights during a night game DEFENSE-Defense is improved DEMPSEY—Placekickers have longer field goal DERVISH—Spin moves are more effective

DOC—Less frequent injuries ELECTRIC FB-Players vibrate like the old Tudor Electric Football games EQUALIZER—All players skills are nearly equal FLEA CIRCUS-Tiny, squeaky players FRIDGE—Extra-wide players FROG—Players can jump higher GB SPEED—Increased game speed GD CHALLENGE—Extra difficulty

GENIUS-Smarter computer oppo GLOVES-Receivers have better hands GOLIATH—Giant players HANG TIME-Punts have better hang time HATCHET—Stiff-arm is more effective HOGS—Better offensive line HOME COOKING-Home team gets no "Pass interference" or "Personal Foul" calls ICE SKATES—Slippery field

IDIOT-Computer opponent is dumber JUICE—Speed bursts are quicker KARATE—Stiff-arm, forearm and swim moves KRAIG—More frequent fumbles LONG JUMP—Players can dive farther

NO TIME—No game clock -Better swim moves OFFENSE—Improved offense OUCH—Hard hits flip players high PINBALL-Players bounce off each other eas

PISTON—Stiff-arm is more powerful REJECTION—Defense can jump higher SAYERS—Defenders dive from farther away SCRAMBLER-Quarterback can avoid sacks

SLO MO—Decreased game speed

Secret Character

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

Secret Vehicles

At the Garage Select menu, enter the follow-

1) Highlight "Garage A", hold the L1 button 2) Highlight "Garage B", hold the L1 button

3) Highlight "Garage C", hold L1 + R1 and

If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called 'Special", Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in Garage D.

At the Garage Select menu, you can change certain cars by holding O as follows:

• Highlight "Garage A", hold O and press X; now Car-A03, a convertible, has its top down. • Highlight "Garage B", hold O and press now Car-B04 has streamlined headlights and six new colors to choose from.

 Highlight "Garage C", hold ○ and press X; now Car-C06 has a sunroof

Garden Moon—O X X A O O X A Forest Moon—O △□O□□△△
Desert Moon—O ×××△O△△

Proteus Moon—××□×□□△○

Refill Health / Ammo While in Foot mode, press + L2 to do a backflip. While you're in the air, press Down + × + R2 to refill your health meter or Right + × + O to refill all weapon ammo.

Access All Weapons During the game, press ☐ + SELECT to view the map and press Left to rotate the map until your character arrow is pointing at you. Next press START; while the arrow is rotating back, press L1 + - + \times + - Press SELECT to exit the map mode and you should have all of the weapons in your inventory.

Invincibility ventory for this cheat to work. Press \(\triangle \) to call up the weapons menu, highlight the frying pan and press △ two more times; you should be back at the weapons menu. Now press ○ + R1 and release them as soon as you see the number 999 in your health meter: this indicates that you are invincible Stage Select At the main menu, press L1 + L2 + R1 + R2 +

Up and release. Press ○ to start a new game; when the difficulty select menu appears, press L1 + L2 + R1 + R2 + Down and release. The stage-select menu will appear after you choose a difficulty setting.

Hidden Character: Sparrow

At the title screen, press O, Right, △, Up, □, Left, ×, Down, ×, Down, □, Left, △, Up, ○, Right, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SE-LECT to find Sparrow Hidden Character: Gorgon

At the title screen press I 1 I 1 I 2 R2 R2 R1. A, Down, X, Up, SELECT; you'll hear a bell to confirm. Now start the game. At the charac-ter-select screen, highlight Orange and press SELECT to find Gorgon. Hidden Character: Sallie

At the title screen, press Up, Down, Left, Right, △, ×, □, O, L1, R1, L2, R2, SELECT; you'll hear a bell. Now start the game. At the character-select screen, highlight El Temblor and press SELECT to find Sallie.

Serret Cheats

Note: To enter a cheat code, press START to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes

• "Cloak" Stealth Mode—Hold △, tap □, ○, \bigcirc , \square , release \triangle , hold \times , tap \triangle , \triangle , release \times . Extra Speed—Hold Up, tap \triangle , \triangle , \triangle , release Up, hold Down, tap ×, □, ○, release Down.
• Refill Health—Hold □, tap ○, ×, △, release

□, hold ○, tap □, ×, △, release ○. • Refill Ammo—Hold ○, tap □, release ○, hold \triangle , tap \times , release \triangle , hold \bigcirc , tap \times , release \bigcirc , hold \times , tap \square , release \times .

• Skip to end of current level—Tap \times , Up,

Down, Up, hold □, tap ○, release □, hold ×,



Sunsoft for Nintendo 64 Grab ledges, enemies and power-ups



Sony C.E. for PlayStation At press time, it was still undecided by extending your tongue. Cool! whether Rosco would make it to the U.S.



Sony C.E. for PlayStation

Mirror Mode At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed

Custom Logo Colors At the Team Logo design screen, highlight any color on the color pallette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press Up or Down to high light the red, green or blue pigment box, then hold the R1 or R2 button and press Up or Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SELECT re

peatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in

Choose "Season" mode and select "New Sea son". When the "Enter Name for Season screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the A button and use the codes in any

race mode: Access "Veteran" mode-vet me Access "Pro" mode—im_a_pro Access all cars, trucks and tracks-weeoo No viscous friction (mud, water, etc. don't slow the car down)—noviscous No collisions with other vehicles-banzai Double the normal gravity-stone 1/2 normal gravity—float 3/4 normal gravity—feather Realistic gravity—radbrad Car wheels can turn 90 degrees—spinner Cars with no wheels—no_wheels Wheels with no cars-wheels Fat tires—fat_tires

Full Power-Up + 99 Lives

Press the START button to pause the game, then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then elease the buttons in this order: L1, L2, R2, R1. Next, press and release ○, then press and continue to hold Left, ○, □, then △. Finally, release the buttons in the following order

At any time during the game, press the START button to pause. When the pause menu ap pears, hold the L1 and L2 buttons for approxi mately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat ontions to the pause me

△, Left, Left, Left, ○, △, Down. Se Ammolect this option to boost your ammo. Health—Down, Right, Left, △, Right, Down. Use this option to refill your energy meter.

Power—Left, Up, ×, ○. This option will

power-up your weapon. Skip Level—Left, △, ×, Right, ○, △, Down.

start on the next stage.

Secret Character

At the character-select screen, press L1, O, R1, Down, Down, R1, O, L1, L1. You'll hear a fan-fare and an evil red balloon will appear over Sister Magpie. Now you can play as Fwank from the original Loaded game.

Rocket Launcher

If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; i has infinite ammunition and can destroy just about everything with one shot.

Special Key the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion: Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

Extra Cars If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships before they fly away, you'll get eight extra

Buggy Mode If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the Galaga '88 game,

press and hold Down + L1 + SELECT + A all of the enemy ships will be automatically destroyed with exactly one shot each. Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in Time Trial mode as follows: -13th Racing Car Intermediate—13th Racing Kid

Expert—White Angel If you can beat these cars in the Time Trial

mode, they will become available for you to race with in all game modes. Spinning Mode

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; con tinue to hold both buttons down until the race starts. (You'll have to press the Accelera tor twice because the Brake button will take you back to the title screen.) Now you're playng in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your tota ints for that spin. After the race, watch the replay to see a chart that shows your score each Spinning Point along with your total for the entire race.

During the game, hold the SELECT button and press 🗆

During the game, hold the SELECT button and

press Left, □, Right, ○, Up, △. Level Passwords Uraniumania—△ × × □ ○ △ × △
Repsychler—× ○ ○ △ □ ○ ×
Endless Bummer—× △ × ○ △ □ ○ × Viva Los Vagrantes—O A X A X D D A

Stage Passwords Campaign #1: Crimea—W O R S T C A S E Campaign #2: Black Sea-GRANDTHEFT Campaign #3: Caspian—G R O Z N E Y Campaign #4: Dracula—C H E R N O B Y L Campaign #5: Kremlin—CIVILW A R

Cheat Password Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold L1 + L2 + R1 + R2 and press X. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press X to exit; if you press any other button, your changes may not be in

Cheat Codes Press START at any time during the game to pause, then enter either of the following codes at the pause screen:

 Refill Energy + Weapon Power-Up—Press △. X, X, X, O, X, D, A, X, A, O. Repeat when ever necessary.

Change into a Flea—Press △, □, ○, △. Repeat the same code to change back into the

Cheat Mode

At the title screen, press △, Up, Right, Down, Left, \triangle , Left, Down, Right, Up, \triangle . A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press X to open the levels, return to the main menu and choose "Start" and "Con-tinue Game", then press X at the password screen. When the stage-select screen appears, you'll find that you can access any level. Infinite Lives

With the cheat mode activated as described above, just press START during the game to pause, then press - while paused to give yourself 50 extra lives at any time.

Big Heads and Feet

Just before a round begins, hold Right + START + - + O until the fighters appear. Your character will have a giant head and big feet This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with Left instead of Right, your character will have a tiny head. Niaht Fiahtina

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night. Play as Bilstein

At the character-select screen in arcade mode highlight Hayato, hold SELECT, move the cursor all the way over to the right to Gore and simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Rilstein Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade highlight Rilstein, hold SELECT, move the cursor all the way over to the left to Hayato, then press \bigcirc , \square , \triangle , \square , \times , \square , \triangle , \square , \bigcirc , \bigcirc , \square , then \triangle + \times simultaneously. You'll hear a signal to confirm the code and another arrow will ap-pear. Press Left to find Kappah.

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cu sor left to Bilstein, press ×, □, ×, □, ×, □, then press Right to highlight Kappah and press ○, △, then press L1 + R1 simultane ously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

At any time during gameplay-not while paused-carefully press Left, O, X, Right, O Down, O. X. A cheat menu will annear that allows you to max out your health or weapons, become invincible, see the full map

STAR WARS: REBEL ASSAULT II

Choose "Enter Passcode" at the Ontions menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level—× ○ × ○ × △

Medium Difficulty Level—× × △ ○ × △ Hard Difficulty Level—△□□□×△

Secret Characters To play as a hidden character, highlight the

"?" box on your side of the screen at the char acter-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Impor-tant note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characers by highlighting the "?" box and pressing

M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then □+△ simultaneously M. Bison (Player 1)-Hold L2 and press Right,

Right, Down, Down, Right, Down, Down, then □+△ or ×+○ simultaneously.

Akuma (Player 1)—Hold the L2 button and press Left, Left, Left, Down, Down, Down, then □+△ simultaneously.

Player 2—Hold the L2 button and press Right,

Right, Right, Down, Down, Down, then □+△ K+O simultaneously.

Dan (both players)—Hold the L2 and R2 buttons and press A. D. X. O. A To choose the alternate-color Dan, hold L2

and R2 and press \triangle , \bigcirc , \times , \square , \triangle .

Play as "Classic" Chun-Li At the character-select screen with the "short-

cut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releas-ing SELECT. You'll see her costume change to vay she looked in Street Fighter II Cham



Gremlin Interactive for PlayStation Based on the hit film, this game boasts an impressive 3-D engine.

Located in Piccadilly Circus, London, is a magical place of wonderment: Segaworld, Consisting of seven stories packed with over 400 games, this place is a gamer's dream. Admission to the indoor amusement facility is £2.00 (about \$3.50). Each floor has a theme, too. If you're looking to play Desert Tank, for instance, you'll find several machines on the Flight Deck level. There are even thrill ride attractions; Beast in the Darkness and Ghost Hunt, to name two. And if all that walking makes you hungry, you can always grab a bite to eat at McDonald's. We had a great time.



Alborrance The entrance to Segaworld. Rights Mike Davila, Editor-in-Chief of COMPUTER & NET PLAYER magazine, tries his hand at one of Sega's old VR proto-type systems, NetMerc. "Hey—outdated technology!", shouts Mike.





pion Edition; now her fireball is a "charged"

Play as "Shin" (True) Akuma At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second n each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

Secret Characters Each of the following codes works at the character-select screen in all modes except

Street puzzle mode. Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left, Left. C

Akuma (Player 2)-Highlight Felicia, hold SE-LECT, press Down, Down, Down, Right, Right, Right. C Dan (Player 1)—Highlight Morrigan, hold SE-

LECT, press Left, Left, Left, Down, Down, Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down,

Down, Down, O Devilot (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the times

is at the 10-second mark) Devilot (Player 2)—Highlight Felicia, hold SE-LECT, press Right, Right, Right, Down, Down Down, () (same as Dan code, but you must press O at the exact moment when the times

is at the 10-second mark) Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, O Hsien-Ko's Sister (Player 2)—Highlight Felicia,

hold SELECT, press Left, Left, C Anita (Player 1)-Highlight Morrigan, hold

SELECT, press Right, Right, O Anita (Player 2)—Highlight Felicia, hold SE-LECT, press Left, O

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the boss" characters, you'll face Kazuya; beat him and he, too will become a playable char-acter. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in oneplayer mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play games chalacters at your commission to play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks: · Kazuya's Purple Suit

Highlight Kazuya and press START to see his slick purple suit. This works in every game except Team Battle and can only be

used by one player in a two-player game.

 Super-Deformed Characters
Hold the SELECT button before the "Vs." screen appears; your character will be in-flated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.
• Punch-Out!! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire frame, just like Nintendo's classic Punch-Out!! arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent. · Super Juggle Mode

Hold SELECT and Up on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your oppo-nent go up in the air, they will go much higher, which makes juggling easier.

Cheat Codes At any time during the game-at the title screen, menus or during the game—hold L1, R1, A, O, START, SELECT and Up/Left on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game: Level Skip—Hold R1 and tap L1, then fire

your superzapper. The screen will be cleared and you will advance to the next stage imme

 Trippy Mode—Hold L2 + R1 + △ + × and press Up. The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party. Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions Save the game to your memory card. Now you'll find two new game modes at the mair menu: "Tempest Plus" and "Tempest 2000".

Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold L1 + L2 + R1 + R2 on your controller and press 4 O or X; each button corresponds to a differ-

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press Down, Down, Right Up, Up, Right, Up, Up, Up, Right, then repeat that same sequence of buttons again. Now press the × button; when the game starts, a stage-select menu will appear.

Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press +: simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game

Refill Energy

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press \times , \triangle , \triangle , \bigcirc , \times , \triangle , \triangle . Now return to the game and y that your energy meter has been refilled.

Extra Lives At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press \triangle , \square , \bigcirc , \times , \triangle , \bigcirc A. Now return to the game and you'll have

Secret Stage Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you

battle a clone of yourself and more.

Secret Truck

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then turn to the setup menu and select "Choose You'll find a powerful new vehi called "Mother". This code also unlocks the 'Pro" and "Extreme" difficulty levels.

Raining Frogs At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as RAINFROG, then re turn to the setup menu and set the weather conditions to "Severe". Start the race and you'll see frogs falling from the sky instead of

Hidden Game

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" op tion. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options" then select "Credits" to play a hidden game called Roids. It's a funny version of Asteroids in which all of the asteroids have been replaced by the heads of the game's creators.

During the game, press SELECT to access the inventory screen, then press L2, R2, L1, O, \(\triangle\), L1, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll warp to the end of the current stage. Access All Weapons

During the game, press SELECT to access the inventory screen, then press L1, A, R2, L2, L2, R2, O, L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons. Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the inventory screen and select the "Con-trols" option. Switch to Control Method 1 and you'll be able to enter the codes as de scribed above; once you've entered the code, you can switch back to your preferred control method and continue the game.

Secret Team

At the team-select menu, press L2, R2, L2, R2, O. Now cycle through the available teams until you find the EA Sports "Dream Team." Secret Stadiums

Choose the "Stadium Select" option after

stadiums appears-press L1, R1, L1, R1, L Now press Right untill you see three "Mys tery" stadiums: "The Cornfield," "Ebbett Field" and "Polo Grounds."

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding START and pressing Up or vn until you see the helicopter vi O A DO O-Warehouse District Warfare

O △-Freeway Free For All X A CO C-River Park Rumble △-Assault on Cyburbia

A X O X—Rooftop Combat—The Final Bat-△×○□△—Battle with Minion △ ○ □ □—Secret Level: The Fight of Your

△ _ □ O O—Infinite Weapons

O O A X —Helicopter Camera Angle

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused)

Mega Machine Guns-Hold R2, press Up, Down, Left, Right, Right, Left, Down, Up

Invincibility—Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up Infinite Weapons + Turbo—Hold L2 + R2, press Up, Down, Left, Right, Right, Left, Down, Up

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so example-if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but invincibility will be turned off. Homing Nanalms

If you have at least two napalm items inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information. Napalm—Right, Left, Up Freeze Burst—Left, Right, Up Drop Mine-Right Left Down

Rear Attack—Left, Right, Down Shield-Up, Up, Right High Jump-Up, Up, Left visibility-Right, Down, Left, Up



To kick off the release of Fighting Force for the PlayStation, Eidos and Core invited a select group of gaming journalists to spend the weekend in New York city. Sparing no expense, Eidos treated the press to a sight-seeing tour via bus and helicopter. The highlight of the tour? When the bus-loaded with journalists, myself included-"stalled" near an alleyway. Lights then flooded the area as Dr. Zeng himself boarded the bus. The FF cast proceeded to show up and engage him in mock battle. In fact, Smasher got so mad at the evil Dr. Zeng, he slammed a garbage can right into the street. The whole scene was like something out of Universal Studios-a com-

plete riot! The cast continued to make cameo appearances throughout the rest of the weekend. Of course, you could always count on Smasher, um... smashing stuff whenever he appeared. On the final day of the trip, everyone got together at Television City, a tourist-y, TV-themed restaurant. There, amongst fine food and beverages (and plenty of hangovers from the drink fest which took place the night before), the cast of FF took center stage for one last photo op (m-mmm,... Mace!). All in all, a wonderful time was had. Thanks, Eidos and Core!





Sell Your Soul

If you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused.) You'll lose your special weapons, but you'll get a health This only works when your Advanced Attack Energy bar is full.

Minion Special To fire Minion's special weapon—regardless of which vehicle you're driving-hold the ma chine gun button (default=R2) and quickly press Up, Down, Up, Up. This only works when your Advanced Attack Energy bar is full

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—Up, L1, △, Right Minion-L1. Up. Down, Left

Secret Stages At the "Choose Battleground" screen in twoplayer mode, enter one of the following codes. You'll immediately advance to the ca select menu; when the battle starts, you'll be playing in the secret stage you chose 'Assault on Cyburbia" stage from Twisted

Metal—Down, Up, L1, R1 "Rooftop Combat" stage from Twisted Metal—Down, Left, R1, Down

"Suicide Swamp" stage from Jet Moto-Up, Down, Right, R1

Choose any game mode and access the Game Options (or "Game Setup") screen. Highlight "Credits" and press □, O, □, O, △. You'll return to the previous menu, where the name of the stadium should now be green. Start the game and you'll be playing in a field of

NARCRAFT II: THE DARK SAGA

Cheat Passwords

Press START to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again

NTTCLNS—Instant mission victory YPTFLWRM—Instant mission loss TSGDDYTD—Enable "god mode"

G L T T R N G—Extra gold

HTCHTXNS-Extra lumber V L D Z-Extra oil

V R Y L T T L—Extra magic Mana D C K M T—Upgrades

N S C R N-Show entire map

M K T S—Fast building T H R C N B N L—Instant scenario victory

N V R W N N R—Game never ends Tides of Darkness: Human Passwords

H L L B R D-Mission 1 M B S H T M—Mission 2 H S T H S H-Mission 3

TTCKN7-Mission 4 HTLBRD-Mission 5

D N L G Z—Mission 6 G R M B T L—Mission 7 YRHND-Mission 8

RTTITD-Mission 9 PRSNRS-Mission 10

BTRYIN-Mission 11 BTTLTC-Mission 12

S S L T N B—Mission 13 G R T P R T—Mission 14

des of Darkness: Orc Passwords Z L D R-Mission 1

R C S T H S-Mission 3 SSITNH-Mission 4

BDLNDS-Mission 6 FLLFST-Mission 7 R N S T N T—Mission 8 R 7 N G F T-Mission 9

DSTRCT-Mission 10 DDRSSQ-Mission 11 T M B F S R-Mission 12

S G F D L R-Mission 13 F L L F L R-Mission 14 ne Dark Portal: Human Passwords

L L R S J R-Mission 1 TLFR-Mission 2 N C M R N T-Mission 3

BYNDTH-Mission 4 S.H.D.W.S.S-Mission 5 F.L.L.F.C.H-Mission 6 DTHWNG-Mission 7

CSTFBN-Mission 8 HRTFVL-Mission 9 RTTIEH-Mission 10 D N C F T H-Mission 11

RTTRTS-Mission 12 The Dark Portal: Orc Passwords S L Y R F T-Mission 1

S K L L F G-Mission 2 T H N D R L—Mission 3 R F T W K N—Mission 4 DRGNSF-Mission 5 NWSTRM-Mission 6 S S F Z R T—Mission 7

S S L T N K-Mission 8 DPTMRF-Mission 9 LTRC-Mission 10 Y F D I R N-Mission 11 DPDRKP-Mission 12

Video Passwords Each of the following passwords will only work if you choose "Enter Password" from the main menu, not from the pause manu:

C L M X—New opening T D P N N G-Tides of Darkness opening H K H Z M D-Tides of Darkness: Human Act

N R T H L N-Tides of Darkness: Human Act III RTNTZR—Tides of Darkness: Human Act IV HTDVCT-Tides of Darkness: Human Vic

R C K H Z M-Tides of Darkness: Orc Act II Q L T H L S—Tides of Darkness: Orc Act III T D S F D R—Tides of Darkness: Orc Act IV R C T D V C-Tides of Darkness: Orc Victory

D P P N N G—Dark Portal opening D.R. N.R.T. H. Dark Portal: Human Act II H W R N T H—Dark Portal: Human Act III H M S R F V-Dark Portal: Human Act IV H D P V C T-Dark Portal: Human Victory

BRNNGF-Dark Portal: Orc Act II R C G R T S-Dark Portal: Orc Act III

R L D T N-Dark Portal: Orc Act IV R C D P V C-Dark Portal: Orc Victory

Special Access Codes

Choose "Special Access" from the main me and enter the passcodes shown below for different effects or level warps. × ○ ○ □ × △ ○ △—Powered-Up Weapons
□ ○ □ □ △ × △ △—9999 Flash Bombs

△ △ ×—Infinite Weapons × A × ×-Warhawk A-La-Mode

△ ○ × △ ○ ○ × □—Desert is All But Done
○ △ △ × ○ ○ □ ○—Canyon Level

○ ○ ○ □ △ △ □ △—Approaching Uma × △ × □ □ △ □ △—Airship Level □ △ × × × △ ○ □—Volcano Level △ O △ O △ × □ □—Gauntlet Level

△ O O △ △ × □ △—In with the Gatekeeper

Secret Track Secret (Tack Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START,
and O and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a ew track called "Firestar."

Rapier Class At the "Select Number of Players" menu, highlight "One Player", then hold R2, L2, Left, START and SELECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the Rapier

Secret Team

At the main menu, hold L1 + R1 + SELECT and

At the main menu, hold L1 + R1 + SELECT and press C. O. A. O . Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using cess All Tracks" cheat, just hold L1 R1 + SELECT and press A, A, A, O, O, O, O.) Infinite Energy

During the game, press START to pause, then hold L1 + R1 + SELECT and press \triangle , \times , \square , \bigcirc , Infinite Time

During the game, press START to pause, then hold L1 + R1 + SELECT and press △, □, O, × Infinite Weapons

During the game, press START to pause, then nold L1 + R1 + SELECT and press ×, ×, □, □,

During the game, press START to pause, then hold L1 + R1 + SELECT and press . O, X, . Passwords

Enter the following passwords to access two new Race Type options: Challenge I—OODAOAOODOAX

Challenge II— O O A O A X O X A X O

Funny Ships Turn the PlayStation on and hold L1 + R2 + SELECT + START until the copyright screen

appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird

Cheat Codes time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one

Invincibility—R2, L1, R2, L2, R1 Charge Combo meter with one hit—R1, L2, R2, L2, Right

ease damage of each attack—Up, Up, L1, 12 Down

Decrease damage of each attack-Down, Up, L2, Right, Left

Turn off computer control of opponents— Left, Left, Up, Down, R2

Automatic Superpins-Down, Down, Down Down, L1 (When the words "Pin him!" ap-pear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.) Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code.

Note: Some of the following tricks may re quire the use of a memory card. Remember to save to the memory card after you play

Stage Select When your total playing time passes the 30hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen Now you can choose any stage from the char-acter-select screen in "VS Play" mode. Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Ontion" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SE-LECT; you'll see a secret NECO comic strip.

Secret Bosses To fight against XTAL, you must play through the game with all eight characters-including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold L1+L2+R1+R2, then SELECT then START The text box will say "XTAL" but you will really be fighting against NECO. **Boss Codes**

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also de

feat XTAL. To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any

Flat-Shaded Turbo Mode

The conlect Zero Divide cheat has two steps: You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirem go to the Option menu, highlight the "Match Point" option, hold L1+L2+R1+R2 on Controller 1 and press Down. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with charac-ters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture m you'll find that the game's speed has been tripled. To return the game to normal, highlight "Match Point" hold | 1+12+R1+R2 and press Down again. Hidden Game

Put Zero Divide into your PlayStation, hold the SELECT and START buttons on Controller 2 and turn the POWER switch on Continue to hold the buttons down while the game loads; instead of Zero Divide, you'll get a hidden version of Phalanx, a classic Super NES shooter. Use Controller 2 to play the game

RA'S PARTY IN LA.

Always a force in the industry, especially with their sports titles, EA has the distinction of throwing some great bashes. One such party was held in Brentwood, California at the home of Cedric Ceballos to promote the '97 fall line-up. Although this was meant to be strictly a private party with employees from EA in attendance as well as some celebs, Jim and Tyrone snuck past the guards to partake in the festivities (not really; they were invited). As Tyrone walked around in a stupor ogling all the food, games and drink, Jim managed to hobnob with none other than Jaleel White. Yes, indeed, our beloved Exec Editor finally came face-to-face with Steve Urkel (and no, he really doesn't walk around saying "Did I do tha-aaat?") Actually, Jaleel spent most of his time kicking everyone's tail at NBA Live '98. Both Jim and Tyrone vow to drag Chris by any means necessary to the next event.





coves Jim and Jaleel do the cool handshake thing.



ALIEN TRILOGY

Go to the password screen and enter the password "FLYT0" followed by a number from to 34 (For example to start at the game's final stage, enter the password "FLYT034 Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now guit to the title screen and choose the 'Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game.

Cheat Codes Go to the password screen and enter one of the following passwords, then highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now guit to the title screen and start the game and you'll have the benefits of the cheat codes as

· Enter the password "FVNKYG1BB0N"; you'll

 Enter the password "F1SH1NGF0RGVNS"; you'll have all of the game's weapons in you inventory

• Enter the password "F1LLMYPOCK1TS"; you'll have infinite ammo for all of your weapons.

AMOK

Cheat Passwords Choose "Options" from the title menu, then enter any of the following passwords:

Z Z Z C Y X—A new option called "Level Se-lect" will appear at the top of the Options menu, allowing you to choose your starting stane

X B A B Y X—Invincibility; your energy mete will go down when you get hit, but you'll still be able to play after it runs out Y A Y A Y A—Super Rapid-Fire for your Miniguns (never runs out)

ANDRETTI RACING

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu ap pears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

AREA 51

Alien Mode Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

Restore Energy During the game, press START to pauquickly tap Down, R, Up, L, X, A, Y, B, Z, C, Right, Left. You'll hear a chime to confirm the code if you've done it quick enough. When you press START to return to the game, the fruits in your health meter will be refilled.

Invincibility Press START to pause the game, then quickly press Up, Y, Left, A, Down, B, Right, C. You'll hear a whistle sound to confirm the code Now when you continue the game, you'll find that you are completely invincible. Secret Mode + 99 Lives
Visit the "Options" menu and press Left.

Right, Left, Right, Up, Down, L, R, START on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when

you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press Right; you'll find that—instead of being limited to just five lives—you can start the game with as many as 99.

Stage Select Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press Up, Down, Left, Right, L. R. A. Y. C. Z. B. X on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level

BAKU BAKU ANIMAL

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing B. A. C. Up. B. A. C. Up. You'll hear a cho rus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode"

text in League Mode is mostly in Japanese, but it's not too difficult to figure out how it works. Up to five people can register their names for League Mode play, or you can choose the sixth name which will allow you to play without any records being saved.

BATTLE ARENA TOSHINDEN REMIX Select Gaia, Sho and Cupido

There are two ways to play as these charac ters. The harder way is to beat the game on normal settings; the easy way is to go to the "Press Start" screen and enter the following code: Up, Down, X, B, A, Y, C, Z, START. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold Up on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

Big Heads Hold the L and R buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

Custom Camera Press START during a battle to pause the game. Choose "OPTIONS"; then, at the options menu, highlight any option except "Exit" and hold the L button. While holding L, move the cursor to "EXIT" and press the R button. The game will still be paused. No you can control the camera angle with the following buttons:

L-Rotate the playfield clockwise R-Rotate the playfield counter-clockwise

D-pad—Pan the camera up/down/left/right Y-Zoom in

X-Zo Press START to bring the "Pause" menu back Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit START and you'll be back in the "custom camera" mode

BATTLE ARENA TOSHINDEN URA ULTIMATE REVENGE ATTACK

At the title screen-while the words "Press Start Button" are flashing-press A, B, Z, X, Y, C; you'll hear a chime to confirm the code. Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes. Fasy Super Attacks

With the "Boss Code #1" in place as described

above, return to the title screen (with the words "Press Start Button" flashing) and press A, Z, C, X, B, Y; you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing Z + C simultaneously.

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A. Y. C. X. B. Z: you'll hear a chime to confirm the code. Now the bosses Sho and Verm are playable characters in the oneplayer and Vs. modes. Secret "Option 2" Menu

With the "Boss Code #2" in place as described above return to the title screen (with the words "Press Start Button" flashing) and press A, X, Y, Z, C, B; you'll hear a chime to confirm the code. Now press START to access the main nu. highlig ht "Option", hold the R button and press START. A secret "Ura Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change the game's effects and much more.

"IJRA" Mode At the title screen-while the words "Press Start Button" are flashing-press A, B, C, C, C, X. Y. Z. Z. z: you'll hear a chime to confirm the code. Now press START to access the main menu, highlight "1P Game", hold the R and Y buttons and press START. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed; some battles have fireballs flying around randomly, others last just three seconds...you may even find you self controlling your opponent.

BLACKFIRE Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press L, A, Z, Y, A, Down, Down. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the START button to pause. When you unpause, your fuel and weaponry will be maxed out.

Also at the title screen—while the words "Press Start Button" are flashing—press and hold A then R then C then release C then R then A. Next, press B, A, B, Y, then hold X, press Up, press and hold Down and release X. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter Stage Skip

Again, at the title screen-"Press Start Button" are flashing—press and hold C, then B, then A, then Up, then L. Next, release A, then C, then L, then Up. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels: Skip ahead one level: Hold A, B, C and Up and press L. Skip back one level: Hold X, Y, Z and Up and

press L.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Stage Skip

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bot-tom of the screen-press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the R button: press L to go back through the levels.

Secret Stages As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press Right, Left, Up, Down, Up, Down, Up. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die

BUGI

Stage Skip Press START at the first title screen to bring up the words "Start Game" and "Options". Now press B, A, B, Y, Down, Right, A, L, Down. (The L represents the button on top of the controller, not Left on the D-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the L button at any time and press Up on the D-pad. To warp to the previous stage, just hold L and press Down.

BUG TOO!

Press START at any time during the game to pause, then press L, A, Left, L, Right, Down, Down and unpause. Now you can fly into the

air by holding the Y button. Press START at any time during the game to

pause, then press R, Right, A, L, Right, A,

Down, Y and unpause. Now your character is Stage Select Press START at any time during the game to pause, then press L, A, Z, Y, Left, Right, A, Down, Right, L. A cheat menu will appear, al lowing you to switch characters, access a sound test, enable the "flying" cheat or skip

to any stage, including the bonus rounds.

CHRISTMAS NIGHTS

Date and Time Codes
The Christmas NiGHTS limited-edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game. To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little known feature of the Saturn that if you load a game, then hold the L and R buttons and press RESET on the machine, the System Settings menu will appear without having to load the CD menu; when you exit, you'll go right back into the game. This comes in handy when testing out some of the Christmas NiGHTS features as follows:

· Enter dates in December or January to play in the snow with a Christmas theme Enter dates from other times of the year to play with the standard NIGHTS settings. You'll

also see Claris and Elliot's clothes change depending on the season.

• Enter the date April 1 to play as Reala; this will also add a new option to the Presents

menu that will allow you to plas as Reala vhenever you want.

Additionally, the time of day changes the way the game appears. Set the clock for daytime and it will be daytime in the game; set the clock for nighttime and in the game it will be night. Also, if you've got the date set for a







time of year when there's snow in the game you can change the snow to different items as

 At 9:00 AM the snow changes to crescent At 12:00 PM the snow changes to purple

· At 3:00 PM the snow changes to falling

. At 6:00 PM the snow changes to sparkles.

. At 9:00 PM the snow changes to star shape · At 12:00 AM the snow changes to red hearts

CLOCKWORK KNIGHT

At the title screen, press Up, then Right nine times. Down six times, Left seven times, Z, X,

Stage Select

Press Left, Up, Right, Down, Down, Right, Right, Up, R while the words "PRESS START BUTTON" are flashing on the title screen. The words "Bety's Room" will appear, press Up or Down to change your starting stage—or, while the stage name is on the screen, press Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R to add a "Last Boss" op tion to the list.

CLOCKWORK KNIGHT 2

Choose "Bosses Galore" from the main menu; then, when the "Bosses Galore" title is on the screen, press X five times, Y seven times and Z five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing Up or Down to choose you favorite

Hidden Mini-Games Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

Choose "Part 2" from the main menu, thenwhen the Clockwork Knight 2 logo appears and the words "PRESS START BUTTON" are flashing on the screen, press Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down. The words "Player 999" will ap-pear on the screen, indicating that you will be playing the game with 999 lives in reserve. Stage Select

Choose "Part 2" from the main menu, then— when the Clockwork Knight 2 logo appears and the words "PRESS START BUTTON" are flashing on the screen, press Right, Up. Left. Up, Right, Up, Down, Up, Left, Up, Left, Up. A stage-select menu will appear. Press Up or Down on the D-pad to choose any room, then use the X and Z buttons to choose any stage

See the Ending Choose "Part 2" from the main menu, thenwhen the Clockwork Knight 2 logo appears and the words "PRESS START BUTTON" are flashing on the screen, press Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down. The word "Ending" will appear on the screen. Now choose "Start" to see the cine-matic sequence from the end of the game, including the cast's final curtain call.

Secret Screens Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages or special dates. Try setting the Saturn c January 1, February 14 or December 25 to get different title screens.

Control the Level 1 Boss It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here es: As soon as the snake boss appears in "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press Left, Right+B+C, Right+B+C on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2. Here

are the controller commands D-pad Left, Right-Move the boss left or right D-Pad Up, Down-Move the boss closer or

7. C-Move the boss up or down

A, B, Y, L, R-Make boss noises

X—Toggle the room light on or off f you press the START button on Controller 2, the computer will take over and go after Pep perouchau again Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three time soon as he starts to grunt, press the START button on Controller 2 and hold it down until he's finished grunting. Now you can control

the boss with Controller 2. Here are the controller command D-pad Left, Right-Make the boss face left or

A-Make the monkey beat his chest B-Pick up Pepperouchau and slam him to the ground (if you're close enough)

C—Jump into the air and land on Pepper-

COLLEGE SLAM

At the College Slam title screen-while the "Press Start" are flashing-press Left Up, B, Up, Down, Up, Right, C. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the letters on the team insignia

Vs. Screen Cheats Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "To day's match-up...", enter one of the following

cheats: Ouick Hands-Left, C. B. B. Up Max. Power—C, Down, C, Right

Power-Up Goaltending—Down, Down, Down Up. Up. Up ower-Up Fire-Left, Right, Left, Right, Up.

Down, Down Power-Up Turbo—Down, C, Down, Down, Up Power-Up Offense-Right, Up, Down, Down

Up Power-Up 3-Pointers—Up, Up, Up, C, C, C Power-Up Dunks-Down, Up, Down, Up

Down, Up Power-Up Push—Up, C, Up, B, Up, Up Push an opponent and both fall—Up, Left,

Left Push an opponent and only his teammate

falls-Down, C, Down, C, Down, C Teleport Pass-Right, Right, Right, Up, Up, Up High Shots-Up, Up, Up, Up, Up, Up, Up, Down eed-Up-Right, Right, Right, Right, Right, Right, Left

Display shot percentage—Up, Up, Up, B, B, B Whirlwind-Up, Right, Down, Left, Up, Right,

COMMAND & CONQUER

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you will have access to the feature you requested as follows:

Nuclear Strike-A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A Ion Cannon—A, B, C, Left, Down, Right, Up,

Left, Down, Right, Up, B Air Strike-A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C Extra \$5,000-Right, Left, A, B, C, Z, Y, X,

Right, Left eveal Entire Map-Up, Down, Right, Left, A, Up. Down, Right, Left, A

CRIME WAVE

Stage Select When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "J A W" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage. Vertical Screen

At any time during game play, hold L + Y and press X to rotate the screen 90° from its stan dard horizontal position, or hold L + Y and press Z to go clockwise. Now you can play the game if you turn your TV set on its side— which is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold L + Y and press B.

CRUSADER: NO REMORSE

Choose "Teleport to Mission" from the "Load Game" menu and use the L and R buttons to enter the password "L 0 S R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, press A + B + C to refill your health and energy or X + Y + Z for 2,000 extra credits, all of the items and all of the weapons with ammo.

"Mama's Boy" Passwords Mission 5-T D 5 S Mission 10-X 5 Mission 15—J F M 4 Secret "Realtime" Mission—L R T N

"Weekend Warrior" Passwords Mission 5-V D 5 S Mission 10—Z 5 G Z Mission 15—K F M 4

Secret "Realtime" Mission-M R T N

"Loose Cannon" Passwords Mission 5—W D 5 S Mission 10-0 5 G Z

Mission 15—L F M 4 Secret "Realtime" Mission—N R T N "No Remorse" Passwords Mission 5-X D 5 S

Mission 10-1 5 G Z Mission 15—M F M 4 Secret "Realtime" Mission-PRTN

DARIUS GAIDEN Extra Credits

At the "Game Start/Option" screen, press A, L, R, Left, then hold L and press X, C, Z, A, Right, Right. You'll hear a sound to confi

the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire Also at the "Game Start/Option" screen, hold

B, then press Y, Right, Left, X, Z, L, R. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold X, then press Z, C, L, B, Left, R, L. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal"

DAYTONA USA

In "Saturn Mode," if you hold START whil making your choice at the "Select Your Track" screen, you can race the courses in reverse

In "Saturn Mode," if you hold START while making your choice at the "Select Your Car screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the Daytona theme song appear at the bottom of the screen.

At the title screen-while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the Down/Right position and hold the L, R, C and Y buttons. With all of these buttons held, press START. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles. Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses. Easier Horse Trick

At the title screen, point the D-pad diagonally in the Up/Left position, hold the X, Z, A and B buttons and press START. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse. Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses

DECATHLETE Tumble Racing

In the 100-Meter Dash, as soon as the an nouncer starts to say your course number and name, carefully press Left, Right, Left, Right, X. When the race starts, your athlete will roll to the finish line like a tumbleweed. Hop On One Leg Also in the 100-Meter Dash, as soon as the an-

nouncer starts to say your course number name, carefully press Up. Left, Down, Right, X. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

DIE HARD ARCADE Hyper Deep Scan

At the main title menu, highli Scan", hold X + Y + Z and press START. When you enter the Deep Scan mini-game, you'll see



sctually stretches out for most of the ength of this 90-minute tape. Watching the fight are Chun-Li—who has been drugged into a stupor by lega—and M. Bison, whose eyes glow with sickening delight each time slood is drawn. There's also a subplot movolving Chun-Li's father, a police thief who has become an obstacle in M. Bison's oatle.







that the logo now reads "Hyper Deep Scan" This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time. You can't earn extra credits to play Die Hard Arcade in this mode, either

DOOM

Press START during the game to pause, then enter any of the following cheat code · All Powerful Mode-Down, Y, X, R, Right, L, Left B

Lots of Goodies (weapons & ammo)-B, Y, X. L. R. C. X. Z

Map All Lines On-B, B, C, Left, B, B, C, Right . Map All Things On-B, B, C, Right, B, B, C,

. Level Warp-Right, Left, Z, R, Z, L, Z, C (when the Level Warp menu appears, che any stage and press C to warp there.)

EARTHWORM JIM 2

Cheat Codes Press START to pause the game at any time during play, then enter one of the following codes and unpause to activate the cheat: · Refill Energy-Left, A, Z, Y, Down, A, Y,

Down · Refill Ammo-A, Up, Down, Right, Right, Left X C

 Nine Extra Lives—Y, A, Right, Down, Down, A, Left, Right . Mega Plasma Gun-C, A, Right, Right, Up,

Down, Up, Left • 3-Finger Gun-Down, A, Up, B, Right, Right, C. Right

. Barn Blaster-Y, A, X, Up, Right, Right, Left, Un

. Homing Missile Gun-Y, A, Up, X, C, Left, Y, Up

F1 CHALLENGE

Change Starting Position Start a game in Arcade mode. Immediately

after you choose your car, you will be asked if you want Automatic or Manual transmission Highlight the transmission type you want, then choose it by entering one of the following codes; when the race starts, you'll be in the position you chose:

First Place-Hold L + X + Y + Z and press START

4th Place-Hold L + X + Y and press START 7th Place-Hold L + X + Z and press START 10th Place-Hold L + X and press START 13th Place-Hold L + Y + Z and press START 16th Place-Hold L + Y and press START 19th Place-Hold L + Z and press START 22nd Place-Hold L and press START Change the Number of Laps

As above, when the "Select Course" menu ap-pears, highlight the course you want, then choose it by entering one of the following codes. When the race starts, the number of laps will be set to the number you chose as follows:

1 Lap-Hold R + X + Y and press START 2 Laps—Hold R + X + Z and press START 3 Laps—Hold R + X and press START 4 Laps—Hold R + Y + Z and press START 5 Laps-Hold R + Y and press START 6 Laps—Hold R + Z and press START 7 Laps-Hold R and press START 9 Laps—Hold R + X + Y + Z and press START

FIGHTERS MEGAMIX Access Hyper Mode

Fight your way through Survival Mode, win-ning at least two fights in the two-minute trial, at least six fights in the seven-minute trial and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.

finite Health & Stage Select After playing 500 games, go into the Options Plus menu and you'll see three more options; you can choose a caged or non-caged arena and you'll be able to give either player infi-

Play as the AMP Palm Tree

Method 1: Clear all of the single-player courses with five different characters. Play 1.000 games and then choose course I; you'll e playing as the palm tree.

Method 2: Play the game for 84 hours. Then choose Kuma with the Z button and you'll fight as the tree

Play as a Slab of Meat

Simply turn the Saturn on with Fighters Megamix inside 29 times (or reset the game

and reload it 29 times). Then start a game, highlight Kuma at the character-select screen and press X. The meat's moves are almost identical to Sanman's. Afterburner Cameo

When fighting in two-player mode, if the B Mahler stage comes up, quickly hold the X button on both controllers before the words "Round 1" appear. If you do this correctly, the F-14 jet fighter from Sega's Afterburner games should fly over the ring.

GALAXY FIGHT

Highlight "Vs. Mode" at the main menu, then press and hold L, R and Y on both controllers While holding those six buttons down, press START on Controller 1. When the character select screen appears, you'll find four additional characters to choose from: Bonus, Yacopu, Rouwe and Felden.

GAME SHARK

Play Japanese Discs Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements. Now hold down the X, Y and Z buttons and press START; the game wil magically load just as if it were being booted on a Japanese Saturn.

GEX

Final battle with Rez--- C Z Y D R H Y P Stage Skip

At any map screen, press START, then, while the game is paused, hold the R button and press START, Right, Right, Down, Right, Up, L A. Left. Left. All of the stages on the current ap screen will be opened.

Cheat Codes While inside any of the game's stages, press START, then, while the game is paused, enter any of the following codes for different ef-

99 Lives- Hold R and press Up, Up, Down Right, A, Down

Invincibility— Hold R and press B, A, Down, A, Down, Down, Down, Up, Down, Right Super Speed— Hold R and press Right, X, L, Right, A, Down, START, Right, Right, Down Hold R and press Dov START, Right, Right, Down, L, Right, START Hold R and press C, Up, Right, Right, Y, B, Up, Right, Up ice Shots— Hold R and press Right, Y, Right,

Down, Right, Right, B, Left, Up, Right Electric Shots- Hold R and press Down, Up START, Right, Right, Z, A, START, START, Right, Right

GHEN WAR Cheat Mode

During the game, press and hold the START button; the status menu will appear. You must continue to hold the START buttor while entering the following code: A, R Down, Right, Up, A, L. Now release the START button and press it again to return to the game; you'll see that you are now invincible and you have an infinite supply of all the weapons in the game.

GOLDEN AXE: THE DUEL

When playing in Vs. mode, you can take ad-vantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works: When a match is over and the words "Wins" appears on the screen (e.g. "Keel Wins"), press START to pause the game, then press the L button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit L again and unpause the game. After the point tally, the game will go to the loading screen, then you'll go straight into another match with the characters you chose.

GRID RUNNER

Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press R to clear it first; otherwise, enter the password \downarrow Y \rightarrow A \rightarrow \uparrow \rightarrow B A \downarrow and press START to confirm. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual number

"Free-For-All" Mode Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press R to clear it first; otherwise, enter the password
↑ Y A → ↑ Y B ↓ → ↓ and press START to confirm. Now start the game and you'll fir that neither player is "it" and you can both

capture flags at any time. Grid Racing Mode
Choose "Restore Game" from the main menu

then access the "Enter Password" screen. If there is already a password entered, press R to clear it first; otherwise, enter the pa A Y → X → ↑ ↓ Y → ↓ and press START to confirm. Now choose "Two Player Start" from the main menu. At the two-player world se lect screen, you'll find three new worlds called "Grid Race 1" through "Grid Race 3". Choose one of these worlds and you'll be playing as race cars; cross the finish line on each lap to capture a flag. See the Ending Credits

Access the "Enter Password" screen, enter the password A Y A \rightarrow \downarrow Y \uparrow \rightarrow A and press

GUARDIAN HEROES

To access a Debug feature, choose "Option Mode" from the title screen. When the Op tions menu appears, highlight "EXIT" and hold the X, B and Z buttons. Here's the tricky part: While holding those buttons down press and continue to hold Down on the D pad, then quickly tap the A button while the "DIP Switch" option is highlighted. Note that you must tap the A button before the curso starts to move down again—remember that you're still holding X+B+Z+Down—and you must release the A button immediately after you press it, before the DIP Switch menu ap pears. If you've done this correctly, you'll find three new options at the dip switch menu. Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode. With the "Next Exp. Disp." option on, you'll get a red-and-black "Next" i dicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" option; turn this on to gain access to the following features:

"Test Mode" option will appear at the Options menu; this allows you to see any of the game's seven different endings.

. In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings. In Story Mode, a stage-select menu will appear after you choose your character.

 In Story Mode, you can refill your life points at any time by holding X+Y+Z and pressing Up. (If you hold X+Y+Z and press Down, you'll die instantly.) In Story Mode, you can skip to different

scenes using the following commands: Hold R and press START to skip ahead one

Hold R+A and press START to skip ahead two Hold R+B and press START to skip ahead three

Hold R+C and press START to skip ahead four

events

events

Hold L+R and press START to skip back one Hold L+R+A and press START to skip back two

Hold L+R+B and press START to skip back three events Hold L+R+C and press START to skip back four

. In Vs. Mode, you can choose from any of 45

different characters, including all of the heroes and enemies from the whole game.

In Story Mode and Vs. Mode, if you pause the game and tap the L button, you will see boxes drawn around the characters that show how the game's collision detection works; if

an enemy touches the box, it registers a hit. If you pause and tap L a second time, the boxes will be three-dimensional. Pause and tap L a third time to remove the boxes

. If you have both the "Debug" and the "Next Exp. Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points.

GUNGRIFFON

Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing yellow and white. Each of these codes ends with the START button, which takes you into the main menu, so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the B button to cancel out of it; the game will then return to the main title screen so you can enter another cheat. All codes should also be entered quickly.

Invincibility-Left, Right, B, C, C, START. Entering this code will make you invinc Stage Select-Y, Y, A, Y, Y, START. With this code in place, you'll be able to choose any stage in the Main Game.

Infinite Jumping Ability-Up, Right, Down Left, Z, START. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like. Infinite Ammunition—B, B, B, C, START. This code gives you infinite 120mm ammunition for your main gun; the weapon status win dow will always show 80 rounds remaining no matter how many times you fire. he Ending-Down, Up, Right, A, Left,

START. Enter this code, then choose "Main to see the ending sequence Tackle Attack-Right, Right, B, C, A, START. This cheat code allows you to attack your enemies by running into them. However, your mech will take damage if you use this attack. Double Hit Points-X, Y, Z, Up, Down, START. Your initial hit points will be doubled. This code also doubles your maximum hit points. Turret Lock-B, B, B, Up, C, START. If you rotate your mech's turret, the turret will not au-

tomatically return to the forward position when you release the L button. Change Height-Down, Left, C, C, START. When you enter this code, you can adjust the height of your mech at any time with the but-

tons on Controller 2. Press Z on Controller 2 to go up, C to go down or A to reset to the de-Disable Targeting Cursor-Left, Right, C, A,

START. This makes the game more difficult by disabling your mech's targeting cursor.

Disable Radar—B, B, B, Down, C, START. This makes the game more difficult by disabling your mech's radar systems.

Hard Mode-Down, C, C, A, START. This makes the game much more difficult; your en emies will shoot at you more aggressively.

HANG-ON GP Access All Courses

Access the Option menu and highlight any icon. Next, press B to return to the main menu, then press R, R, L, R, R on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

HEXEN Cheat Mens

During the game, press START to pause, then put the cursor on "options..." and press Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B. Now access the "Miscellaneous Options menu from the "Game Options" screen; you'll find a new option called "Cheat...". From here, you can turn on invincibility ("God Mode"), walk through walls (turn "Clipping" off), warp to any stage or access over a dozer other cheat options

HIGH VELOCITY Secret Vehicle (The Hard Way)

If you've finished all 36 heats in High Velocity.

you can access a top-secret hidden vehicle by entering the "Full Counter" course and choos-ing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle. Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "F", then hold the L, R and Y buttons



and press Right. The Porsche is now available without all the hard work. With the Porsche highlighted, hold L, R and Y again and pres Right to find yet another secret vehicle, a diesel truck

Secret Course

At the "Mode Select" menu, highlight every available option and press the B button at each one, one at a time. When you press B at the last option, you'll see all of the menu op-tions light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes un highlight any of the three tracks, hold the X button and press A. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the Y button to get a non-up window with an overhead view

THE HORDE

Press START to pause the game, then enter any of the following cheat codes. The effects will appear when you press START to unpause

Invincibility—B, Up, Right, Down, A, Down, A,

Double speed-B, Right, A, B Infinite continues—A, Down, Right, A, Down Show entire map—Left, A, Up, Down, B, A, A, B 30,000 Crowns (money)-Left, A, A, B, Left, A,

Right, Down All Items available—B, Right, A, Left, Left, Down, Right, A, A, Left Game does not end when village is destroyed—A, Down, Down, Right, A, Down Skip to Next Level—Down, A, Left, Left,

Down, A, A, Right Watch all video scenes-Right, A, Left, Left, A,

IMPACT RACING

Enter any of these cheat codes at the Password entry screen to get power-ups or other effects

I.AM.IMORTAL—Infinite shields

ALL.TOOLEDUP—Access all weapons LOADSOFSTUFF—Infinite weapons BONUS.LEVELS-Play all of the bonus stages

RABBITBADGER-Adds a "Skip Level" option to the "Pause" menu

ENDGAMELEVEL—Warp to the game's final JOURNEYS.END—See the end sequence and

IRON MAN/X-O MANOWAR

IN HEAVY METAL

Passwords Enter one of the following passwords to start in the game's final stage with your armor, boost, wweapons and lives maxed out: One-Player Mode-

C04A7707777777777777777777777

IRON STORM

When the status screen appears that shows the date before you begin your turn, press Up, Down, Up, Down, L, A, Z, Y; you'll hear a trumpet fanfare to confirm the code. Now start your turn and you'll find that you can use the "Make" or "Allocate" commands on

any location on the map. Multiplayer Campaign Mode

When you play Iron Storm in Campaign mode, you can't use the "CPU/User Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound" option from the System menu, go to the "Snd. Test" option and set the BGM to "5 UK". Now highlight the "SE" (sound effects) option and listen to all 116 sounds with the C button. Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set

up a multiplayer game. Secret Attack Configuration Ment

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the A button on Controller 2 immediately as this statistics screen appears,

you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-pro grammed camera movements (the default "100" gives you the recommended camera setting for that battle.) Still don't know what "Ruiseki" means...

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something. If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: C, B, A, A, B, C, Y, Z, X, Down, Down, START

Debug Menu If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear press Up. Up. Down, Down, Left, Right, Left, Right, X, B, Z, R, START. You'll be sent to a strange debugging menu with different win-dows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" but-ton and press A; you'll get a list of items in ow above it. To see or hear an item, highlight it with the cursor and A button then point to the "Play" button and press A The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK"

items as soon as they're done playing. At the title screen, after the words "PRESS START BUTTON" appear, press Up, Up, Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START. You'll hear a sound to confirm the code. Now start the game; at any time during play (or any table), hold the X button and press Up: you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press Z to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing Z when the corner number is set as follows:

00-Multiball 01—Roman Triumph

02—Retiarius 03—Bloody Arena (Two-Ball)

04-Chariot Races (Three-Ball)

05-Extra Ball Lit

-Senator Mystery Lit

07-SPOR

08—Thracians

09-Empire

10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold X and press Down: while the numbers are gone, hold Y and press Up to pause or unpause the game without obstructing the screen, or hold Z and press Up repeatedly to step through

the animation one "frame" at a time Secret Scene Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the makring of the game before the title screen ap-pears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot

THE LEGEND OF OASIS

At any time during the game, move Leon to a place where there are no enemies on the screen. Press Z to open the Weapon Select window, then hold the L button and press X. A duplicate of Leon will appear; he's con trolled by Player 2. To get rid of him, just enter the code again.

LOADED

During the game, press START to pause, then highlight the "BGM Volume" option at the pause menu. Now press and hold the follow-ing buttons in order (you must continue to hold each button down until the sequence is complete): L, Z, B, X, C, R. A cheat menu wil appear, allowing you to skip the current level or boost your ammo, power and lives. Once this code is in place, you can call up the cheat menu again at any time by pressing L at the

MACHINE HEAD

Choose "Restore Game" from the main menu and select the "Enter Password" option. Now enter any of the following passwords to activate different cheats:

HMEHM HSD9D MDOFX—Infinite Energy

HMEHM HSDVD -ONMR-Infinite Weapons KDUDK 9 RDKD BSHNM—Level Se-

-GHO STMOD EON-RDS-K KSGDB GD-SR-Activate all of the above cheats
A B C D E F G H I J K L M N O—Deactivate

all active cheats MADDEN NEL 97

Choose "Exhibition" and select your teams After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press C, then press the B button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an Time All-Madden" team and AFC and NFC Pro Bowl teams Cinematics Menu

Turn the Saturn on and hold the L or R button while the game loads. After the copyright screen, you'll get a "Cinematics" menu that lets you see any of the game's cinema scenes.

MAGIC CARPET

Choose "Ontions" from the main menu, then highlight the "Sound Test" option and use the A or C button to listen to the following sounds in order: 11, 31, 15, 5, 26 and 22. The sounds in order: 11, 31, 15, 5, 20 and 22. The word "Cheat!" will appear at the top of the screen and a "Level Number" option will become available. Choose a starting stage, then return to the main menu and select "Continue Game" to warp to the stage you chose With the cheat code in place, you can also access the following features during the game: Access All Spells—Pause the game and press X Clear Current Level—Pause and press Y More Mana-Pause the game and press Z Kill All Creatures-Pause and press A

Destroy All Players—Pause and press B Heal-Pause the game and press C

MANX TT SUPERBIKE

Access Superbike Mode At the main menu—the one that says "Ar-cade/Saturn/Time Trial" etc.—press X + Y + Z + L + R simultaneously; you'll hear a shout to confirm. Now choose "Saturn" mode and you'll be able to access the "Superbike" mode even if you haven't qualified for it. You'll also have three extra "Superbikes" to choose from in the Saturn and Time Trial modes

Sheep Mode Choose any game mode. When you are asked to select your transmission type, press Up, Up, Down, Down, Left, Right, Z, Y; you'll hear a sheep say, "Baaa!" (Note: When playing in Ar-cade mode, you must enter the code quickly because there's a five-second timer on the transmission select screen.) Now start the race and you'll find that your bike-and all of your opponents-have turned into sheep, and the background music will play a deranged ver sion of "Mary Had a Little Lamb."

ANNIVERSARY COLLECTOR'S EDITION

v Animation At the main menu, highlight "Bonus Mode", hold the L and R buttons and press START. When the Bonus Mode menu appears, you'll find a new option called "Animation" that allows you to see any of the game's animated intermission scenes.

MORTAL KOMBAT II

When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke. Jade and Noob Sai-

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in

Secret Character At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja char-

Secret Cheat Menu Choose "Options" from the main menu; when the options menu appears, hold L + R + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" opn, you can perform finishing moves with ease just by pressing one of the following buttons when "Finish Him/Her" appears:

- Fatality 1—Press Z Fatality 2—Press C
- Animality—Press B
 Friendship—Press Y
- Brutality—Press X
 Babality—Press A

MR. BONES At the Start/Options screen, press R. L. R. R. L.

R, L, L, R, L, R, R. A stage-select menu will ap highlight the name of any stage and press A to warp to it.

NBA JAM EXTREME

When the "Keep Record?" prompt appears, select "Yes" and enter your initials as "J B P" with the date May 17. When the team-select menu appears, you'll find that 17 secret teams have been added to the available list, including all-star line-ups, rookie teams and even a celebrity" squad featuring Newt Gingrich. Random Select

At the team-select screen, hold Up and press R to choose a random team. Once your team has been chosen, you can hold Up and press R again to choose two players at random Stealth Select

At the team-select screen, hold the D-pad Down and press R. Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

NFL QUARTERBACK CLUB '97

At the main menu choose "Play" then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different tricks in effect: Landmine Mode—X, X, X, Z, X, X Fumbles—X, X, X, L, X, X No Fumbles-X, X, X, R, X, X Constant Turbo-X, X, Y, Y, X, Y



Crappy Team-X, X, Y, R, X, Y Big Players—X, X, Z, Y, X, Z Small Players—X, X, Z, Z, X, Z Shadow Players—X, X, Z, L, X, Z Long Range (allow 100-yard throws and kicks)-X, X, Z, R, X, Z Super Slow Motion—X, X, L, Z, X, L Super Fast Game—X, X, L, L, X, L Super Team—X, X, R, Y, X, R Super Slippery—X, X, R, Z, X, R Short Fat Players—X Y 7 Y X 7

Tall, Skinny Players—X, Y, Z, Z, X, Z Eight Downs per Series—X, Y, L, Y, X, L Activate All Possible In-Game Cheats—X, X, R, R, X, R Secret Teams

At the team select menu, press L, Y, R, R, L, R. This code adds over 100 secret teams to the available choices.

NHL ALL-STAR HOCKEY

To enable these codes start a name in mode. During the introductions-when the players are skating around on the ice prior to the start of the game—press L+R+X+Y+Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national an-

them to change the game.

• Press L+R during the national anthem for

• Press A+B during the national anthem for short players

 Press A+Y+Z during the national anthem for upside-down players Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is

tipped or shot into the air, it will continue to hounce until it is touched) • Press A+X during the national anthem for a

"black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.) Player Power-Un

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a ros-ter, you may need to do so before you will be allowed to access the "Construct Player" op tion.) Enter the new player's name, then ad-vance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press Up; you'll see the total in the "Point Pool" jump to 600. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

NHL POWERPLAY '96

ecret Team

At the main menu, choose "New Game" or "Quick Start", then quickly hold A + Y + C before the screen fades to black. Continue to hold the buttons down until the team select menu appears; when it does, you'll find a powerful new team with a 99 rating, the Rad

NIGHT WARRIORS DARKSTALKERS' REVENGE

Extra Turbo Speed At the "Option Mode" menu, highlight "Turbo Speed" and press the follow tons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

• "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the setting you chose at the Option Mode menu. "Max Round" lets you change the round

counter from three to one or five "BGM" gives you the opportunity to change the game's background music into the music from the original Darkstalkers game! Choose from the original *Darkstalkers* gallier. Choose the "Random" setting to have the game ran-domly choose between the music from "Clas-sic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's

nese title, Vampire Hunter). "Scenery" lets you alter the colors of the game's backgrounds to match those of the original Darkstalkers game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original Darkstalkers game.

• Like the previous two choices, "CPU Color"

gives you the ability to choose characters with the "Classic" Darkstalkers colors. "Full Animation" will restore several in-significant frames of animation to certain

characters' movements which were deleted from the default "Cut" setting.

"BGM Test" lets you hear the game's music.

OFF-WORLD INTERCEPTOR EXTREME

At the Options menu, quickly press A, B, C, L. You should hear a voice to confirm the code; now you have extra cash to upgrade your vehicle.

PANZER DRAGOON

pace Harrier Mode Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and witch to German at the "Language" menu Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser sound; now start the game and you'll play without the Dragon.

Press START at the first title screen, then press Up, X, Right, Y, Down, Z, Left, Y, Up, X while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues Invincibility

Press START at the first title screen, th L, L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Level 0 At the difficulty/options title screen, enter Up Up. Up. Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. If done properly, Leve 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons At the difficulty/options title screen, enter the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the ac-tion buttons at the Episode 1 screen. Hold A or X for normal weapon, B for red lasers, C for sidewinders. Y for multi-shot or Z for wide

agon-Only Mode

First, enter the "New Weapons" code as Left, Left, Right, Right, Down, Up, Down, Up, L button, R button; you'll hear the con tion sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work

PANZER DRAGOON II ZWEI

At any time during the game, if you hold the A button on Controller 2, the radar will change from a top-down scanner to a side view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe

PEBBLE BEACH GOLF LINKS

Start a game of Pebble Beach, then he on the D-pad, also hold the X and Z buttons and press RESET on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video se nuences. Press A or C to start any scene; B brings you back to the menu.

RAYMAN

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues. Infinite Lives

At any time during the game, press START to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the A button, press B+Right on the D-pad simultaneously and release, press R+diagonal Down/Left on the D-pad and release, press C+Y+Z simultaneously and release, then release A. Press START to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

RISE 2: RESURRECTION

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the creen

Right, Right, Right, Up, Up, Down, Left, Left, Down, Down. Supervisor—Down, Right, Down, Up, Right,

Down, Left, Down, Up, Right, Up Assault-Right, Up, Up, Right, Down, Right, Mayhem-Left, Right, Down, Left, Up, Left,

Down, Left, Down. Anil 8-Up, Right, Down, Right, Right, Up, Left, Up.

SCUD: THE DISPOSABLE ASSASSIN

At the title screen, hold the D-pad in the Down/Right position, hold Y and press START; you should hear a series of answering machine messages at the next screen. Now start the game; to skip to the next stage, press START to pause and enter the approprite code as follows:

ate code as follows:
D-Pad mode—Press L + R simultaneously
Gun Mode—Press the trigger to highlight
"Quit", press START, press the trigger to highlight "Yes", press START.

SEGA RALLY CHAMPIONSHIP

At the main menu, hold the X and Y buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press Right at the course menu to find the new track when playing in Arcade Practice mode.) Secret Car

At the main menu, press X, Y, Z, Y, X on Controller 1. You won't hear any signal to con-firm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press Left find the automatic Stratos at the Arcade car-select menu or press Right to choose a Stratos with manual transmission.)

SHELLSHOCK

Press START at the main menu, then-when ne hangar appearspress Down, Up, Down, Up, Up, Up, Up, Up, Up, Down, Down, A, A, A, A cheat menu will appear with three

 LEVEL: Press C to change the level number to any of the game's 25 stages. When you press the R button to exit the cheat menu. enter the briefing room to start at the level

"INVUNERABLITY": Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the C button.

 FULL UPGRADES: Press C to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra \$50,000 to spend in case Props decides to break out some of those microwave ovens o VCRs he keeps telling you about.

SHINOBI LEGIONS

999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shurikens will change to 999. 99 Lives

Press START at the first title screen, then highlight the words "Game Start" and press A, Z, B, Y, C, X, START. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in re-

Expert Mode

Press START at the first title screen, then highlight the words "Game Start" and press A, B, C, B, A, START. You won't get any signal to confirm that the code has been entered

Tyrone's Killer Kombos



TIPS & TRICKS









Saturn tips

properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and ony one hit on your energy bar.

Stage Select Start a game, then press START to pause. While the word "PAUSE" is on the screen, simply press A, B, A, B, C. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press Left or Right on the D pad. Once you've decided which stage you want to play, press the START button to warp directly to it

SKELETON WARRIORS

At any time during the game, press START to pause, then press C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y ("crazy lard baby"). When you press START again to return to the game, you'll find that your character is now

Infinite Lives At any time during the game, press START to pause, then press B, A, Down, B, A, Left, Down, Right, Y, Up ("bad bald Ryu"). When you press START again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could up 99 lives.

Infinite Crystals At any time during the game, press START to pause, then press Left, A, Z, Y, C, Right, A, B, B, Y, Down, A, Down, Down, Y ("lazy crabby daddy"). When you press START again to re-turn to the game, you'll find that your crys-tals counter has jumped to 80. Press the Z or C button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

Stage Select At any time during the game, press START to pause, then press Left, Up, C, C, Y, Left, Up, C, C, Y. Press START again to return to the game, then hold A + B + C and press START to reset. Now choose "Options" from the title screen; you'll find a new stage-select op-tion called "Test Start" at the top of the tion called

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

At the main menu-the one that savs "Exhi bition Game/ New Season" etc.-press Left, Right, Up, Down, R, L, A, Down; you'll hear a buzzer. Now immediately press Left, Right, Up, Down, R, L, A, Up; you'll hear anot buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters"

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press C or START; as soon as the screen starts to fade to black, immediately enter one of the following codes:

Big Head Mode: Tap the X button quickly and repeatedly until the tip-off.

Tiny Player Mode: Tap the Z button quickly and repeatedly until the tip-off. Shot Percentage Indicator: Press the L button

and hold it down until the tip-off After the tip-off, press the START button to

pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny

Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever take a shot (other than a dunk.) This number tells you how likely the shot is to go

SOLAR ECLIPSE

Cheat Codes Each of the following codes should be en tered while the game is paused and the "Chase Plane View/Cockpit View/Sound/Abort Mission" menu is on the screen:

Invincibility: Right, Down, Down, Left, Right, A, START, C, A, Left Ammo re-supply: Right, Down, Down, Left,

START, C, Up, Down Scatter weapon: Right, Down, Down, Left, START, A, Left, A, Down

Energy Sponge: Right, Down, Down, Left, B, Up, START, Y

undersea level: Right, Down, Dov Left, START, Up. B Corkscrew" level: Right, Down,

Down, Left, START, C. Right, Up Secret "Trench" level: Right, Down, Down,

Left, Right, Right, Down, Down Secret "Fade to Black" level: Right, Down,

Down, Left, X, Y, Z, Z, Y Secret "Chowder" level: Right, Down, Down, Left, Y, Down, Down, Up, Right, C Secret "Heads Up" level: Right, Down, Down, Left, C, Right, A, Z, Y

"Horde" level: Right, Down, Down, Left, C, Up, Down Secret "Off-World" level: Right, Down, Down, Left, Right, A, C, Y, C, A, Right

SONIC 3D BLAST

At the title screen-while the words "Press Start" are flashing—hold the C button and press START. Now start the game; to use a cheat, just press START to pause the game and press any of the following buttons:

-Skip ahead one stage

B-Skip ahead three stages C-Skip to Panic Puppet Zone, Act 3

X-Add one extra life -Add one extra medal

7-Farn all Chans Emeralds

STREET FIGHTER ALPHA Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires: Player 1—Highlight Ryu, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ryu with the Jab button (the default is X on the Saturn.) Player 2—Highlight Ken, hold the L and R buttons on top of the controller and press Un Un Now release the top buttons and press Up, Up again, then choose Ken with the Fierre button (the default is Z on the Saturn.) When the fight starts, the screen will "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu

share the same energy bar. Fight Akuma First Hold the L and R shift buttons and press B when selecting a character. Continue to hold all buttons until the start of the match. Secret Characters

To play as a hidden character, highlight the box on your side of the screen at the

character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M Rison (Player 1)—Hold the I button and press Left, Left, Down, Down, Left, Down, Down, then X+Y simultaneously.

M. Bison (Player 2)—Hold the L button and

press Right, Right, Down, Down, Right, Down, Down, then X+Y simultaneously. To choose the alternate-color Bison, end th code by pressing A+B simultaneously instead

Akuma (Player 1)—Hold the L button and press Left, Left, Down, Down, Down,

Akuma (Player 2)—Hold the L button and press Right, Right, Right, Down, Down, Down, then X+Y simultaneously. To choose the alternate-color Akuma, end

the code by pressing A+B simultaneously instead of X+Y. Dan (both players)-Hold the L and R buttons and press Y. X. A. B. Y.

oose the alternate-color Dan, press Y, B, A. X. Y.

STREET FIGHTER ALPHA 2 Extra Sakura Colors

Choose Survival Mode and highlight Sakura at the character-select screen. Hold the START button for one second, release it, the press Up, Left, Down, Left, Down, Right, Right, Down, Left, Left, Down, Down, Down, Right, Up, Up, Right. The cursor should be or Ryu. Now hold the START button for one second and press an action button before you release START. Ryu will magically change to Sakura. This gives you access to six extra color schemes for Sakura (depending on which but ton you press) for a total of 12. Note: to do this on the Player 2 side, the moves are Up, Left, Down, Left, Down, Right, Down, Left, Left, Up, Right, Right, Up, Left, Up, Right, Right

Play as "Classic" Chun-Li At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the START button for at least three seconds, then press any button to choose her before releasing START. You'll see her costume change to the way she looked in Street Fighter II Champion Edition; now her fireball is a "charged" move

Play as "Classic" Zangief

"At the character-select screen with the "shortcut" turned off, highlight Zangief, hold the START button for one second, re-lease it, then move the cursor to the following characters in order, stopping for about a second on each one: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun-L Guy, Ken, Zangief, Now press and hold START for one second, then press an action button to choose Zangief before releasing START Now Zangief plays the way he did in Street Fighter II Champion Edition; no air blocking, no Super moves, but a more powerfu Piledriver. The D-pad directions for the above pattern is as follows: Start at Zangief, then Down, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down,

Play as "Classic" Dhalsim At the character-select screen with the "shortcut" turned off, highlight Dhalsim, hold the START button for one second, release it, then move the cursor to the follow ing characters in order, stopping for about a second on each one: Zangief, Sagat, Charlie, Dhalsim. Now press and hold START for one second, then press an action button to choose Dhalsim before releasing START. Now Dhalsim plays the way he did in Street Fighter II Champion Edition, with no air blocking and no Super moves. The D-pad di rections for the above pattern is as follows: Start at Dhalsim, then Left, Down, Right, Up.

Play as "Evil" Ryu At the character-select screen with the "shortcut" turned off, highlight Ryu, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Akuma, Adon, Ryu. Now press and hold START for one second, then press an action button to choose Ryu before releasing START. Now Ryu has powers similar to Akuma's. The D-pad directions for the above pattern is as follows: Start at Ryu, then Right, Up, Down, Left.

Play as "Shin" (True) Akuma

At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura Birdie, Akuma. Now press and hold START for one second, then press an action button to choose Akuma before releasing START. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Down, Right, Down, Right, Down, Down, Down, t, Down, Left, Down

Fight Against "Shin" (True) Akuma Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will ot re-appear Mid-Level Bosses

Play through five battles in Arcade Mode without Josing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters. Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the START button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, how

STREET FIGHTER: THE MOVIE

Play as Akuma
This cheat works in all modes except the "Movie Battle". To do it, you must press Up. B, Down, Z, Right, X, Left, Y as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.







High, High, Mid.









SUPER PUZZLE FIGHTER II TURBO

To play against Devilot in a one-player game, you must accomplish five different things 1. Defeat an opponent within one minute in

one round. Have at least one Super Combo.

Have a "Max. Chain" of 4 or more.
 Have a "Max. Power Gem" of 20 or more.

5. Reach Stage 7 without using any contin-Hes

Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things: 1. Never defeat an opponent within one

minute in one round

2. Never perform a Super Combo 3. Have a "Max. Chain" of 3 or less. 4. Have a "Max. Power Gem" of 18 or less.

5. Use at least one continue before reaching Stage 7 Secret Characters

Each of the following codes works at the character-select screen in all modes except Street Puzzle mode

Akuma (Player 1)—Highlight Morrigan, START, press Down, Down, Down, Left, Left,

Left, then A or B Akuma (Player 2)—Highlight Felicia, hold START, press Down, Down, Down, Right, Right, Right, then A or B

Dan (Player 1)—Highlight Morrigan, hold START, press Left, Left, Down, Down, Down, then A or B Dan (Player 2)—Highlight Felicia, hold START,

press Right, Right, Right, Down, Down,

Down, then A or B Devilot (Player 1)—Highlight Morrigan, hold START, press Left, Left, Left, Down, Down, Down, then A or B (same as Dan code, but you must press the last button at the exact moment when the timer is at the 10-second

Devilot (Player 2)—Highlight Felicia, hold START, press Right, Right, Right, Down, Down, Down, then A or B (same as Dan code but you must press the last button at the exact moment when the timer is at the

second mark) Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold START, press Right, then A or B Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold START, press Left, Left, then A or B Anita (Player 1)-Highlight Morrigan, hold START, press Right, Right, then A or B Anita (Player 2)-Highlight Felicia, hold

START, press Left, then A or B Stage Select In Vs. Mode, choose your character, then hold L + R + START and choose your handi-

cap. Then, while you're still holding the but-tons down, press one of the following buttons to choose your favorite stage:
Donovan's stage—Press B
Hsien-Ko's stage—Press A
Sakura's stage—Press X
Felicia's stage—Press C Akuma's stage—Press Z Devilot's stage—Press \ Morrigan's stage—Press Up

Chun-Li's stage—Press Down Ryu's stage—Press Left Ken's stage—Press Right Dan's stage—Don't press any button

TEMPEST 2000

Play the game until you've beaten the score of 500,017, then enter the initials "D R L" in the top spot at the high score screen. With this code in place, you can skip stages at any time during the game by pressing the L and R buttons.

THEME PARK

Cheat Code Choose "Start New Theme Park" from the menu and enter your nickname as "DEAD". Now start the game; when your park appears, press and hold A + B + C at any time to make your money increase and to add extra rides and shops to the available

THREE DIRTY DWARVES .

Stage Select Choose "Options" from the title screen; the when the option menu appears, press the L + R buttons simultaneously to access a pass word screen. Enter the password "MOSHOLU": the words "Cheat Mode" will appear and you'll be able to choose any stage from the option menu.

TNN MOTOR SPORTS HARDCORE 4x4

Extra Nitro Power-Ups
During the game, press START to pause, then
press C, Right, A, Z, Y, C, A, Right. This gives you three extra Nitro boost power-ups. Note: This code will not work unless you have used up all of your nitros.

Secret Truck During the game, press START to pause, then press B, Left, A, C, C, A, Right. When you un-pause, you'll be driving the secret black "Mother" truck.

Secret Camera Setting

During the game, press START to pause, then press Right, A, Left, Left, Y, Down, Up, Left, Left. When you unpause, the default viewpoint will have been changed to a TV-style. multi-camera setting. Tank Mode

When playing in the "Devil's Kitchen" stage, press START to pause, then press A, B, Right, A, C, A, Down, A, B, Right, A. When you un pause, all of the trucks—including yours—will have been changed to tanks.

TOMB RAIDER

Stage Skip During the game, press START to pause, then

press Down and access the passport. Turn to the last page of the passport ("Exit to Title") and press Z, Y, Z, Y, X, X, X, START; you'll hear Lara moan to confirm the code. Now press A; instead of returning to the title screen, you'll skip to the end of the current

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes
To activate three hidden characters in the Saturn version of Ultimate MK3, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. en the screen appears, enter any of the following codes with the A. B. C. X. Y and Z buttons quickly before the timer expires: Mileena (700-723): Press X seven times, A even times, B twice and C three times.

Ermac (964-240): Press X nine times, Y six times, Z four times, A twice and B four times. Classic Sub-Zero (760-520): Press X seven times. Y six times. A five times and B twice. When one of these codes has been successfully entered, a message will appear that tells

you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

Free Play To earn infinite continue credits, wait for the copyright screen to appear at the beg of the game and quickly press Up, Up, Right, Right, Left, Left, Down, Down. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing oneplayer game as many times as you wish

When the main title screen appears (with the purple skulls in the background) quickly press C, R, A, Z, Y, C, Y, R, A, X. You'll hear Shao Khan laugh to confirm the code; make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone-turning menu appears, highlight, "Kombat" and press Up; a secret "?" option will appear. Press any button to find the secret "Cheats" menu; turn on the "Free Play" "Ermac", "Mileena" and "Classic Sub-Zero options to get exactly the same results you'd get from Ultimate Kombat Kodes and Free Play code above; turn off "Fatality Time" to be able to take your time when trying to per-form fatalities and use "1 Round Match" to start each battle with one round won for each player

cret Cheat Code

During the opening demo, wait for the Sega logo to appear on a white background, then hold the C button on Controller 1 and press Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right. You should hear two sep arate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu.

You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu nat allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the START button to pause, then press the Reload button to cycle through the different weapons. (If you're using a light gun, just pause, then aim out-side of the screen and shoot to change weapons.) Available guns include a "Special auto-fire weapon that never runs out of ammo. Note: If the Gun Select feature does not work, you must access the Saturn's System Settings menu and delete the Virtua Cop saved game file from the system memory. Once you've done this, reboot the game and er the code exactly as described above. See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the X, Z and B buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence

Extra Name Entry Time
At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

VIRTUA COP 2

When the Stage Select menu appears, shoot repeatedly at the red arrow that's pointing down from the bottom of the "Beginner box. Keep shooting until the timer runs down and you'll warp to the game's final stage, "Stop the Airship Bomb!" Character Select

When the name of the file appears at the beginning of a stage, hold the X, Y or Z button until the game begins to play as your favorite character according to the following legend:

· Hold X to play as Rage · Hold Y to play as Smarty

· Hold Z to play as Janet Secret Cheat Code

Note: This trick will only work if you have a light gun controller such as Sega's "Stunn gun. Plug the gun in as Controller 1 and plug a standard controller into the Controlle port. Now load the game; when the title screen appears with the words "Press Start Button" flashing, press Up, Down, Up, Down, Button" flashing, press Up, Down, Up, Down, A, X, B, Y, C, Z on Controller 2; you should hear a gunshot to confirm the code. Now you have access to a "Free Play" continue setting at the main Option menu. You'll also find a secret third option screen with Mirror Mode, Bookkeeping and Big Head Mode options.

VIRTUA FIGHTER

At the character select screen, quickly press Down, Up, Right, then A+Left. You'll "swish" and you'll be playing as Dural. Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press Up 12 times, then press START and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press START; you'll find a hidden Stage Select/Stage Size menu.

Alternate Character-Select Menu + Boss Code When a "Vs." match is ending, hold the L and R buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press Up 17 times and immediately press START, Dural will be added to the alternate character menu. Play Ranking Mode

To choose the Ranking mode without first beating the game, hold Down/Right, C, Y, L and R at the title screen and press START. Watch the Credits

Hold the A button down during the opening demos to see the names of the makers of V tua Fighter

VIRTUA FIGHTER 2

To play as the silver Dural, highlight Akira and press Down. Up. Right, then A + Left simultaneously. To select gold Dural, highlight

Lion and press Down, Up, Left, then A + Right simultaneously. Both of these codes can be used by both Player 1 and Player 2.

VIRTUA FIGHTER KIDS

See the instructions under Virtua Fighter 2 above

Punch-Out!! Mode

First, beat the game with the difficulty set at "Hard". Once you've done this, start a game in Arcade mode. At the character-select screen, hold the L and R buttons when choosing your fighter. When the fight starts, you'll be battling in a first-person wireframe mode, similar to Nintendo's Punch-Out!!

VIRTUA FIGHTER REMIX Tins and Codes

All of the cheats and tricks described above for Virtua Fighter will also work on Virtua Fighter Remix.

VIRTUAL ON

At the title screen—while the words "Press Start Button" are flashing—hold **Down** on the D-pad and press L + R simultaneously. You'll hear an explosion to confirm the code Now you can choose Jaguarandi at the Ma chine Select screen, just to the right of Raiden.

Alternate Colors

At the main menu, highlight the game mode you wish to play and choose it by pressing the L button. Now the Mechs have different Secret Colors

At the title screen-while the words "Press Start Button" are flashing—hold Up on the D-pad and press L + R simultaneously. You'll hear an explosion to confirm the code. This changes both Raiden and Temjin to a secret, alternate color scheme.

Change Camera Angle
During the game, press X + Y + Z simultaneously to switch to a different view

At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit", then press C, Z, Z, C, Z, Z C, Z, Z. The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep; now you can use th special weapons without waiting for them to appear in weapon crates during the game.

X-MEN: CHILDREN OF THE ATOM

Hidden Character (Player 1 Side)
At the character select screen, highlight Spiral, wait for three seconds, then highlight the following characters in order for one sec-ond each: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. (The movements for this sequence are as follows: Left, Left, Left, Left, Right, Up, Right, Right, Down.) When you stop on Silver Samurai, wait for three sec-onds, then press Light Kick + Hard Kick + Hard Punch simultaneously. (In the default control configuration, that's A + C + Z.) If you've done this properly-the trick is to count slowly and deliberately—the an-nouncer will say "Silver Samurai", but Akuma will drop down from the top of the screen to take his place as your character.

Hidden Character (Player 2 Side) To do the Akuma code on the Player 2 side, highlight Storm, wait for three seconds, then highlight the following characters in order for one second each: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral, (The movements for this sequence are as follows: Right, Down Left Left Left Down Right Right.) When you stop on Spiral, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously as above.

Screen Width Option
At the Option Mode menu, highlight "Difficulty" and press Up, Down ten times. A new option called "Screen Width" will appear at the bottom of the menu. Change it to "Arcade" mode and your character will be able to move a little bit further past the edges of the screen during battle.











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December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

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ALTERED BEAST

Beast Select

At the title screen, point the D-pad in the Down/Left position hold A + B + C and press START. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.

Stage Select + Cheat Me At the title screen, hold B and press START, A nenu will appear that allows you to choose starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press START; when the title screen appears, hold A and press START to warp to the chosen stage. Sound Test

At the title screen, point the D-pad in the Up/Right position, hold A + C and press

ARCUS ODYSSEY

Act 8 Passwords for All Characters Jedda Chef: KJCBHNIYXR Bead Shira: KR0DE2IZX5 Diane Fireva: IJXBU2JOOHB Erin Gashuna: HJKBQYIZPK

ARROW FLASH

At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press START and begin the game. Now whenever you hold the C but-ton for five seconds, you'll be invincible for 10

ASTERIX & THE GREAT RESCUE

Level Passwords Level 2—INSULA

Level 3—CONDOR Level 4—VIENNA

Level 5-AVALON Level 6-DULCIS

BARKLEY: SHUT UP AND JAM! 2

All-Barkley Code
Press START to pause the game in Exhibition Mode. Highlight QUIT and hit B three times. When you resume, all players on the court will be Sir Charles Mirror Match

In Exhibition Mode, press START to pause and highlight QUIT, then press the C button three times. When you resume, your opponents will be your twins

BATMAN: RETURN OF THE JOKER

Password: Level 2-2: NWKL

Level 3-1: LGZO

Level 3-2: GPTW Level 4-1: GNKF

Level 4-2: KHCN

Level 5-1: QGVN Level 5-2: WR71

Level 6-2: CKOG Level 7-1: GPZT

BATTLETECH

Level 2: STJNNN

Level 4: BBYLND

Level 5: BMBRMN Infinite Ammo: BRN521

Password For Entire GWAR Tickets XBNEjJDI-x sVpGD

BEYOND OASIS Special Moves

Grand Spin: Hold B, rotate the D-pad clockwise and release B. Flip Slash: Hold B, press Forward, Back, For-

ward and release B Flash Stab: Forward, Forward, Forward, B

BURNING FORCE

At the title screen, press B, A, B, A, A, C, A, A, then START

CENTURION: DEFENDER OF ROME

To start the game at one of the most power-

ful levels with 11 consular legions and 35,0000

TAGY-V6P5-QAAA-AH3K-VKVA-MIES

To Rule the Empire QDUA-YQ25-5555-55NK-VKXW-IPJI

CHUCK ROCK II Level and Zone Skip

Press START to pause the game, then press B, A, Right, A, C, Up, Down, and A. The game will restart. Pause again and hold B and Right to advance a level, or hold A and Up to skip the whole zone. To go backwards, hold A and Left or A and Down while paused.

COMIX ZONE Invincibility

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor each number in order and pressing C:

3, 12, 17, 2, 2, 10, 2, 7, 7, 11 Remember to press the C button at each num-ber. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press START to exit the jukebox and start the game: you'll see that your energy bar will never go down. Stage Select

As above, choose the Jukebox and enter the following code by placing the checkmark cursor on each number in order and pressing C: 14, 15, 18, 5, 13, 1, 3, 18, 15, 6

14, 15, 18, 5, 13, 11, 3, 18, 15, 6

Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press C to warp to differ-

ent stages as follows: 1-Episode 1, Part 1

2-Episode 1, Part 2 3-Fnisode 2 Part 1

4-Episode 2, Part 2 5-Enisode 3 Part 1

6-Episode 3, Part 2

Press START to exit the jukebox and start the game; you'll start at the stage you chose. Secret Fart

In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press A, C, A, B, then start the game. Before you launch the ball, hold **Up** and press B to raise the "volume level" to the next stage (hold Down and press B to lower the "vol ime".) Now you can also enter a sound test by pressing A, B and C together

CYBERBALL

Passwords for the San Francisco Hitmen 17th week: UZBB B5PS OFDI: Playoff series 18th week: UUBB B5PS OFII: Playoff series 19th week: U5BB B5PS OF3X: Playoff series Ending: UJBB B5PS OF41 Password for the Chicago Killers Ending: CGBB B8FB BB2V

First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the B button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points

Cheat Password Enter the password "DEVILCRASH" to start with eight balls instead of the usual three

Change the Music Change the Music
Enter the password "OMAKEBGM01" to play
with different background music. Change the
number at the end of this password to any
number from "00" to "04" for one of five different tunes

Start With 99 Balls and 13 Million Points Enter the password "UFELFO78TL".

DRAGON'S REVENGE

Stage 1: LSRCIE8 Stage 2: CSABMJM

Stage 3: DSI36KR

Stage 4: ETTS8DL

Stage 5: FT438XR Stage 6: HV5395S

Cheat Mode

With the game paused, press A+Left, B, B, A, A+Right, B, B, A. This takes you to the main cheat menu. You can turn on invincibility. level, pause the game without have ing it go dark or scroll around to look at the entire game map.

EARTHWORM JIM 2

Super Cheat Code

During the game, press the START button to pause, then enter the following the game is paused: A, C, C, A, B, A, B, Left. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invinci-ble (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

ECCO THE DOLPHIN

Super Cheat Menu

Start the game and move Ecco left and right. Press START to pause while Ecco is turningyou have to catch him while he's facing you Next, press Right, B, C, B, C, Down, C, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

EL VIENTO

All the Magics Press START to pause the game, then press Up. Left. Right. Down. C. Repeat this sequence five more times.

Slow-Motion Press START to pause the game, then press

Up, Left, Right, Down, A. Stage Skip Press START to pause the game, then press

Up, Left, Right, Down, B to skip stages, advancing to the next one. "Color Bar" Test Pattern

Press A, B, C and START when the Wolfteam logo appears on the screen

EVANDER HOLYFIELD'S REAL DEAL BOXING Green Boxer Password At the title screen, choose Career mode and

start a new career. Enter "The Beast" as your fighter's name and press START.

FATAL FURY

Choose "Control" from the option menu then highlight the "Point" option. Hold B and set the point value to zero. Do this for both players, then start a two-player "VS," battle, Your point globes will be replaced by counters that show how many rounds you've won.

If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a hikini

GALAHAD

Enter the password "LTUS" to start at World One with infinite lives

GARGOYLES Secret Messages

Pause the game at any time and press A, B, Right, A, C, A, then press START to unpause. You'll get a secret message from the creators of Gargoyles. If you pause the game and press A, B, Right, A, C, A, Down, A, then press START to unpause, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can control the movement · Press START to pause

Press A to change the configuration of the

 Hold Up to move the spheres closer together

· Hold Down to move the spheres farther apart Hold A and hold Left or Right to flip the

spheres horizontally . Hold B and hold Left or Right to flip the spheres vertically

. Hold C and hold Left or Right to rotate the spheres

To get out of either "message" screen, hold A + B + C and press START

Refill Energy Pause the game at any time and press A, B, Right, A, C, A, Down, A, B, then press START to unpause; you'll hear "Segal" and your en-ergy meter will be refilled.

Fireball Trick Pause the game at any time and press A. B. Right, A, C, A, Down, A, B, Right, then press START to unpause; you'll hear "Sega!" to confirm the code. Now you can throw fireballs by pressing the A button.

Stage Skip Pause the game at any time and press A, B, Right, A, C, A, Down, A, B, Right, A; you'll "Sega!" and you'll immediately skip to the next stage

GENERAL CHAOS Secret Cheat Mode

Pause the game. Press and hold buttons A and R on Controller 1 and button C on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features: Maximum Medics

Press and hold A and C on Controller 1 and B and Down on Controller 2. Battle Advance

Press and hold A, C and Up on Controller 1 and B on Controller 2. Full-Scale War Advance

Press and hold A. C and Down on Controller 1 and B on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for ax medics, press A+C on Controller 2 and B+Down on Controller 1

HARDBALL

During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

Sound Test

On the game-mode screen, press START or Controller 2. Push Down to select the sound you want, then push A to begin the sound of B to end.

IAMES POND

Hold C + Left at the title screen and press START. During the game, hold A, B and C and rotate the D-pad to open the Exit Door.

JENNIFER CAPRIATI TENNIS

To choose from an all-new line-up of 24 tennis champs, enter the password
"GRAND.SLAM" (enter a period between the password two words and fill up the rest of the password with periods) Secret Configuration Model

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

JUNGLE STRIKE Super Cheat Passwords

These codes will start you at any mission with ten lives and all of the co-pilots rescued. RXVWT74S6KB—Campaign 2

9WT7NL6MHBV—Campaign 3 X7NL4SHPG94—Campaign 4 VL4S6MGCZVH—Campaign 5 WS6MHPZJFTZ—Campaign 6 TMHPGCFDYN3—Campaign 7 7PGCZJYK34X—Campaign 8 NCZJFD3BR67—Campaign 9

MARIO LEMIEUX HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRA2" and press START—the screen will say "BAD PASS press JARI—the screen Will say BAD PASS-WORD". Next, highlight "CANCEL" and press START. Choose "EXHIBITION" or "TOURNA-MENT" and select any team. At the "TODAY'S MATCH" screen, you can press Up or Down on the control pad to highlight any skill of your team or your opponent's team, and press A or B to change that skill.

enesis



MEGA TURRICAN

Pause the game, press Right, Left, Down, Right. B and unpause

MICRO MACHINES

Press B. Down, C. Down, Up. Down, Left, Down while the game is paused to ea Press Up, Down, A, B, Left, Right, C while paused for a faster vehicle; you'll notice a

higher top speed. ss Left, Right, Left, Right, Up, Down START. Down while paused for a higher diffi-

culty level Press Left, Down, Up. Down, Right, Down, A Down while paused for a much higher

Press A, Up, B, Down, C, Left, START, Right while paused for extra traction/better dling

Press C, Up, Left, Right, A, B, A, C while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

MURPA SPORTSTALK BASEBALL

If the computer team has men on second and third or bases loaded, press the B button and throw the ball to third base, then quickly throw to first. You'll see the runners take off-but the man on second takes so long to get back to the base that you can always pick him off.

MORTAL KOMBAT

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press A, B, A, C, A, B, B. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing Down, Up, Left, Left, A, Right, Down. A third menu item called "Cheat En-abled" will appear. Highlight this new option and press START; you'll get a hidden configuration menu

MORTAL KOMBAT II

At the options menu, put the cursor on "DONE!" and press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right, A new menu option called "Test Modes" will appear The new menu options allow you to make ei-ther player invincible, put either character in mode, choose any background, set free play make the computer do fatalities Fergality

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press Away, Away, Away, Block. That weird character is Fergus McGovern of Probe Software, de veloper of the Genesis version of MKII

MORTAL KOMBAT 3

Endurance Mode

At the main menu, highlight the words "Start Game", hold the A and C buttons and press START. You'll get a hidden character-select screen in which up to four players can choose up to eight fighters for an Endurance match. Secret Cheat Menus

At the main menu, press A, C, Up, B, Up, B, A At the main menu, press A, C, Up, B, Up, B, A, Down. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a oneplayer game (up to 95) and "Bio Screen" you see any character's biography simply by pressing the START button.

Also at the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock or switch it off. "Win Screen" lets you see the ending of any character by pressing the START button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is C, Right, A, Left, A, Up, C, Right, A, Left, A, Up, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you pe form the finishing move normally. (For exam-ple: the sequence for Jax's normal Friendship move ends with the LOW KICK button If you set the "Quick End" option to "Friendships" you can do Jax's Friendship move by simply pressing the LOW KICK button once when the screen says "Finish Him!") The "Smoke" op-tion activates Smoke as a playable character and "Bosses" lets you choose Shao Kahn or in two-player mode. "Play Hidden Game you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics

Secret Power-Ups
Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

ABA Ball—Hold Right, press A, B, C Rooftop Court-Press Left, Left+B. Left

Hawaii Court—Press B, A, Right, Right, A, C, Up, Down, A

No Drift-Press Down, Down, B, A Comp. Assistance Off-Hold Right, press C. C In addition to the above codes, the follow power-ups can be activated by using the A, B and C buttons to change the numbers at the bottom of the screen as follows: Tournament Mode—111

Fast Pass-127 Max. Speed-284 No Pushing—390 Huner Speed-552 Max. Steal Ability—709 Max. Power—802 Goaltending Allowed 937

Special Guest Players

access hidden characters, enter your initials ar follows

Bill Clinton: Enter AR, highlight K, hold START Al Gore: Enter NE, highlight T, hold START

and press B.
George "P-Funk" Clinton: Enter DI, highlight S, hold START and press C.

Secret Power-Ups
Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up." Show Shot Percentage: Press A, then press

and hold A. B and Down until the tip-off. "Juice Mode": Press A 13 times, then press and hold B and C until the tip-off. Power-Up Intercept: Rotate the D-pad 360

and press the B button 14 times Power-Up Defense: Press A five time Power-Up Turbo: Press A 13 times, then press and hold A, B and C until the tip-off. e: Press B seven times, then press

and hold B. C and Up until the tip-off. Power-Up Dunks: Rotate the D-pad 360° and press the R button 13 times

NBA JAM TOURNAMENT EDITION Secret Character Initial Code

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B. Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A;

highlight "Y", hold START and press C. Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press C; high-light "O", hold START and press A.

light "O", hold START and press A. Crunch (team mascot): Highlight "C", hold START and press B; highlight "N", press A. Bill Clitton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "" (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Secret Power-Ups

Each of these power-up codes should be per-formed at the "Tonight's Match-Up screen

just before the tip-off. Display Shot Percentage: Up, Up, Down, Down B

Quick Hands: Left, Left, Left, Left, A, Right Max. Power: Right, Right, Left, Right, B. B. Powerup Goaltending: Right, Up, Down,

Right, Down, Up Powerup Fire: Down, Right, Right, B, A, Left Powerup Turbo: B. B. B. A. Down, Down, Up.

Powerup Offense: A R IIn A R IIn Dov Powerup 3-Pointers: Up, Down, Left, Right,

Left Down Up Powerup Dunks: Left, Right, A, B, B, A Powerup Push: Down, Right, A, B, A, Right,

Down Push One Opponent and Both Fall: Up. Up. Up. Up. Left. Left. Left. A. A. One Opponent and Only Teammate Falls: Up. Up. Up. Up. Left, Left, Left, A. B.

rt Pass: Up, Right, Right, Left, A, Down, Left Left Right R Shots: Up, Down, Up, Down, Right, Up, A A A A Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right

Start an exhibition game and choose teams Go to the player selection screen and push Up on the D-pad. The words "Player 1" will change to "Start New." Press START to get to the password screen. On the password screen type in "REFLOG." (That's GOLFER spelled ckwards.) You'll get a playable demo of a golf game.

OUTLANDER

Level 1: FYRY107F024000

Level 2: 89D020JCYY8CZ8 Lovel 2: BEOMOSKTYCKCY Level 4: T77Y2159O9YK80

At the first title screen press START then press A 11 times, press B three times and press C eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The

Mode 1: You can drive through your oppoents' cars without collisions. Mode 2: You can drive even after the timer

Mode 3: Combines Modes 1 and 2

PAC-MAN 2: THE NEW ADVENTURES Original Pac-Man and Pac J

Enter the code PCMNORG at the password screen to play the original Pac-Man Enter the code PCJRDPW at the password screen to play Pac Jr.

Sound Test Enter SO*NDTP

Pattern Test Enter P*TT*RN.

Enter TR**LMP for the Time Trial.

(Note: * represents the Pac-Man symbol.)

PETE SAMPRAS TENNIS **New Options**

Choose World Tour and choose a player but do not enter your name. Now go to the pass word screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy and "Huge Tour."

SONIC & KNUCKLES

Secret Bonus Levels Plug any Genesis cartridge into the top of Sonic & Knuckles. If the screen says "No Way! No Way?", press A+B+C to access randomlygenerated sphere bonus levels.

SONIC 3-D BLAST Stage Select/Stage Skip

At the title screen-while the words "Press Start" are flashing-press B, A, Right, A, C, Up. Down, A. The main menu

TIPS & TRICKS

even though you have not pressed the START button. Choose "Start" from the main me the Level Select menu will appear. You can choose any stage, including Knuckles honus rounds. With this code in place, you can skip stages at any time by pressing START to pause, then pressing the A button to warp to the next stage.

SONIC SPINBALL

Choose "Options" from the title menu, then—when the Options menu appears press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, Up; you'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

 Hold A and press START to warp to the "I ava Powerhouse" stage

 Hold B and press START to warp to "The Machine" stage.

• Hold C and press START to warp to the

STREETS OF RAGE Stage Select/Extra Lives

Right + A + B + C on Controller 2 and press any button on Controller 1. When the Options menu appears, you'll find two new settings at the bottom of the screen: "Players" allows you to start the game with up to seven lives in reserve and "Round No." lets you choose a starting stage.

STREETS OF RAGE 2

Stage Select + More Highlight "Options" at the main menu, hold A + B on Controller 2 and press any button on Controller 1. When the Options menu ap-pears, you'll find a new "Round" setting that allows you to choose your starting stage. You'll also have two new difficulty settings to choose from ("Very Easy" and "Mania") as well as the ontion to start with up to nine

ULTIMATE MORTAL KOMBAT 3

Secret Cheat Menus

At the main menu-the one that says "Start Game/Options"—press A, C, Up, B, Up, B, A,
Down, You'll hear Shao Kahn say, "Excellent!" and three new options will appear

VECTORMAN

the Ontions menu press A B B A Down A, B, B, A. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with weapon.

VECTORMAN 2

Press START at any time during the game to pause, then press Up, Right, A, B, A, Down, Left, A, Down. When you unpause, you'll see a top-secret cheat menu with sound and music test options as well as a full stage select menu that allows you to warp to any stage in the game, including any of the ending screens, the bonus rounds and even a special testing stage called "Ron's Test Level"

VIRTUA FIGHTER 2

At the character-select screen, hold Left or Right on the D-pad (or Right if you're Playe 2.) The cursor will cycle quickly through the available fighters. After a few seconds, the announcer will say, "Five...four...three.. then you'll hear a metallic two...one.. sound. Dural is now a playable character; you'll find her just to the left of Akira (or to the right of Jacky.)

VIRTUA RACING

Hold A, B, and Up when the Sega logo of on the screen, then press and hold START until the demo screen comes on. Let go of all the buttons and press the START button again to get to the "Mode Select" screen, where you'll find a new option that shows the words 'Virtua Racing" in reverse.

X-MEN 2: CLONE WARS

Pause the game and press Left + C. Then press Up, Up, Left, Down, Down, then simultane10

Super NES tips



Special Passwords

Enter the password Xxxx Yvvv Zzzz to fight the boss from the original Actraiser.
Enter the password MFMJ TVSY FVPX

to start at the final stage of the game with 38 lives in reserve. Enter the password MTkM SkTk HNSH to see an ending sequence with a drawing of

the game's designers. AFRO THE ACRO-BAT

Level SelectiSkir

At the Start/Options screen, press D, A, D, Y, D. A. D. Y and listen for the machine gur Then, at any time during the game hit START to pause, then press Up, X, Down, B, Left, Y, Right, A, L, R. A jingle will sound. No can skip any stage by pressing the SELECT button while the game is paused. To access the level-select menu, press SELECT while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the R button and hold it down. The level-select screen will appear.

Infinite Stars/No Enemy Collisions To enable extra cheats, enter the code L, R, X, B, Left, Up, Right, Down, Y, A at the level-se lect screen. This gives you a modified level-se-lect menu with added options.

To get infinite stars, press A, Y, L, Up, Down, R, A, Y, Right, Left at the modi lect menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press Down, A, Y, R, Y, B, Up, L, Y, A at the modified stage-select screen.

Level 2: QUESTION Level 3: MASTERED

Level 4: MOTORWAY Level 5: CABINETS Level 6: SQUIRREI

ARCANA

Stage Select

LECT, X, Y, SELECT, SELECT, L, R, SELECT, SE-LECT, Left, Right, Up, then press A to start on Stage 2, B to start on Stage 3, X to start on Stage 4 or Y to start on Stage 5. Sound Test

At the title screen, hold L, R and B, then press

BASS MASTERS CLASSIC: PRO EDITION

Passwords

Amateur Circuit, Lake Calabasas, Day 3: OLFBBBLLB BBLKF4TFW N8PGBBBBG

Pro Circuit, Lake Calabasas, Day 3: 1 M 0 C V B L B B BNLHSB043 LVSORCORH

Enter each of the following codes at the title you've done the code correctly.

Up, A, A, A, Down

B, Up, B, SELECT, Y X, A, B, Y, Up, Down

CACOMA KNIGHT IN BIZYLAND

Secret Cheat Menu

At the player select screen—the one that says "1P VS COM," etc.—press Up, Up, Down, Down, Right, Left, Right, Left, B, A on Con-troller 1. A "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

CLAY FIGHTER

Play as the Boss

Play a one-player game until you reach N. Boss, then intentionally lose both rounds. After the game ends, wait for the Option screen to appear, then select the "Vs. Battle" option; Player 2 will be controlling N. Boss.

Extra Continues

At the title screen, highlight the word "Opand then press and hold Up, L, R and START to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

When the game starts, hurry through the first level without shooting or punching anything-your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the X button and you'll find that you have acquired a super-powerful "Napalm" gun.

HE DEATH AND RETURN OF SUPERMAN

Go to the "Sound Test" and listen to the following sounds in order: 0B, 29, 2C and 05. Exit the Options menu and start the game. When you're in trouble, press A+B+X+Y to refill your ves, energy and special attack. To skip to the next level at any time, hold A+B+X+Y and press SELECT.

Final Level-8 S S Z 9 E S 0 H 4 H 4 Note: The "E" should be reversed.

50 Lives

Highlight "Erase Game" and enter the code B, A, R, R, A, L (BARRAL). You'll hear a ch

Music Test Highlight "Erase Game" and enter the co Down, A, R, B, Y, Down, A, Y (DARBY DAY). You'll hear a chime. Use the SELECT button to cycle through the sounds.

Two Player Competition Highlight "Erase Game" and enter the code B A, Down, B, Up, Down, Down, Y (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game. Practice Bonus Rounds

Enter Down, Y. Down, Down, Y (DYDDY) during the game's intro.

Music Test

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press **Down** very quickly five times. The Music Test will appear. Press **Right** or any of the four

action buttons to advance to the next tune, or press Left to go back through the list of Cheat Mode

Access the Music Test as described above then press Down very quickly five more times op-secret Cheat Mode option will appear With this option highlighted, you can enter cheat codes that will allow you to modify the

game as follows: "YA SAD LAD"—Highlight "Cheat Mode press Y, A, SELECT, A, Down, Left, A, Down you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with

"BARRAL AX"—Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X; you'll hear a tone and a monkey noise to con the code. Now start the game and you'll find that you have both Diddy and Dixie at the be ginning of every stage—but all of the "DK" barrels have been removed from the game 75 Kremcoins

Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon; just walk out immediately. Back outside you must carefully jump over the two ba-nanas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two ba nanas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without

touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you incredible 75 Kremcoins. you can access the Lost World through Klubba's Kiosks on any part of the island.

Play With Blocks

At the "Game Over" screen, wait for the song to finish playing, then you can make the blocks jump up and play musical notes by pressing the L, R, A, B, X or Y buttons. Cheat Passwords

At the "Select Game" menu, highlight the saved game you want to play in and press L, R, R, L, R, R, L, R, L, R. The words "Enter Code" appear at the top of the screen and the name of your saved game will turn into a password entry menu. Enter one of the following code words; you'll hear Dixie giggle if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows:

-Enter this password to start the game with 50 lives

ASAVE—With this code in place, your game will automatically be saved after you com plete each level without having to go visit inkly Kong.

COLOR-This code makes Dixie's clothes purple and Kiddy's pajamas green; it also changes the colors of the flags that mark each con

pleted level accordingly.

HARDR—This code is supposed to make the game more difficult, but we haven't figured out how it works just yet.

TUFST-Entering this password makes the game harder by removing all of the continue barrels from each level. If you play the full game with this code in place, you can get up to a 105% completion rating.

MERRY—This code changes the music in all of the game's bonus stages to a Christmas motif; it also changes the stars and bananas in the onus stages to ornaments and presents.

MUSIC—Enter this code to access the secret "Dixie Kong's Music Test" screen, which allows you to sample all of the background tunes from the game.

WATER—Enter this code, then start the game. Swim in the water to the left of Funky's Rentals without any vehicles and go up to the waterfall on the left side of the map. When you touch it, you'll discover a secret puzzle cave that's just like the caves where you find banana birds. If you repeat the sequence correctly, you'll be rewarded with up to 85 bonus coins, enough to pay Boomer Bear to blast away all of the obstacles in the lost world of

Cheat Menu

Start the game, press START to pause, then press A+Left, B, X, A, A, B, X, A.

EARTHWORM JIM 2

Super Cheat Code During the game, press the START button to

pause, then enter the following code while the game is paused: SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

At the title screen, press L. L. R. R. L. L. L. R. R. R, L, L, R, R, L and R. The copyright box wi turn green if you did the trick correctly.

Hidden Scenes/Sound Test Go to the "Mode Select" screen, hold the L

and R buttons and press START, Y or B. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

Secret Ontion Menu

At the title screen, hold the L button and

press START. You'll get a secret option menu that allows you to change the difficulty and the number of players. There's also a sou test: use the R button to hear the sounds and

"Same Player" Code

At the title screen, hit Down, Down, Up, Up, Right, Left, Right, Left, L, R. The screen t blue; now both players can pick the same

Enter the password "HOAGIE TAKES COLD

TREES" Invincibility

Enter the password "MS STONE MAKES WEIRD IFLLY"

Stage Skip

Enter the password "BARNEY GRABS BLUE TREES". During the game, press START to pause, then press X to skip to the next stage or press B to skip to the end of the game.

Passwords

Zone 1-1—C L Q C K Zone 2-1—D J X C T Zone 3-1—J M G V B 7one 4-1-M LD S X Zone 5-1—D T N Z Z

Zone 6-1-VSNXD Prison—S T C V C

GEORGE FOREMAN'S KO BOYING

Passwords Fight 1-2413-41-14-2133 Fight 2-4231-14-41-1233 ght 3—1324-14-41-3321 Fight 4-2324-34-14-1323 Fight 5—3243-43-41-1323 Fight 6-4323-34-14-3132 Fight 7-2312-43-41-1233 Fight 8—1441-21-13-4142 Fight 9-4114-11-23-1424 Fight 10-2233-44-21-1224 Fight 11-1112-44-13-1343 Fight 12-2121-31-42-3241 Fight 13-4334-14-34-4432

Fight 14-3443-41-43-2443 Fight 15-1314-24-41-4212

Go to the configuration screen. Highlight the Music option and play 9, 8, 7, and 6 in that order

THE IGNITION FACTOR

Level Warps

To start at any stage, hold the L or R button on Controller 2 when you start the game with Controller 1. Holding R will give you access to the McGlone Mine, Dino Park or Whitney Apliances scenarios; hold L to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

Secret Level

If you hold both the L and R buttons on Controller 2 when you start the game with Con-troller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from The Peacekeepers, another game for the Super NES.

Infinite Continue: At the Mission Select screen, press L, L, L, R, R, R, L, L, R, R, L, R, L, L, R, R, L, L, L, R, R, R. Now you can continue the game indefinitely

The following codes will only work in twoplayer mode:

 Max Ability—Pause the game and press A, Right, Down, Left, A. Down, SELECT. This will power-up your team's players for the current half-inning.

 Slow Down—Pause the game and press Left, A, Right, Down, Y, SELECT. This will slow down the opponing team's players for the du

ration of the current half-inning · Randomize Pitches-While batting, pause the game and press Left, Y, A, Right, SELECT. This will change your opponent's pitches to random throws for the duration of the cur-

 Super Pitches—While pitching, pause the game and press B, A, Down, B, A, Left, Left, SELECT to supercharge your pitches for the duration of the current at-bat.

 Instant Home Run—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the



game and press B, Y, B, Y, SELECT; any fair ball hit during the current at-bat will be a home run

In a one- or two-player game, press START to pause, then press SELECT, Down, A, Y, START The next time the camera angle changes to the overhead view, the game will change to a night game. If it's already a night game, this code makes it daytime again. This only works in outdoor stadiums

Secret Menu Highlight "EXIT" at the Option menu START+L on Controller 2 and press START on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on

Cheat Menu At the options screen, press A, B, X, Y, L, R, L A, B. If you've done this correctly, you'll get a secret "Cheat Options" menu that allows you to give yourself unlimited lives, energy and morph ability. If you turn the "Level Selector" option on, you can skip stages at the level

map screen by pressing the SELECT button.

Secret Boss To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully per-form your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninia, Reptile.

MORTAL KOMBAT II

Endurance Mode At the Start/Ontion screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four charac ters. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been chosen, press START to begin the match, a two-player elimination

battle Note: Each of the following special codes must be entered quickly at the character-se-

Near Invincibility + 1-Hit Opponent "Danger"

Quickly press Down, Up, Right, Up, Left+SE-LECT at the character-select screen.

30 Credits Quickly press Left. Up. Right. Down. Left+SE-LECT at the character-select screen. Repeat

whenever necessary to refill your credits. Extra Fatality Time Quickly press Up, Up, Left, Up, Down+SELECT at the character-select screen. You'll have 15

seconds to do a fatality instead of the usual five-second limit. Go Directly to Shao Kahn

Quickly press Right, Up, Up, Right, Left+SE-LECT at the character-select screen. Go Directly to Kintaro

Quickly press Up, Down, Down, Right, Right+SELECT at the character-select scree Go Directly to Smoke

Quickly press Up, Left, Up, Up, Right+SELECT at the character-select screen Go Directly to Jade

Quickly press Up, Down, Down, Left, Right+SELECT at the character-select screen. Go Directly to Noob Saibot

Quickly press Left, Up, Down, Down, Right+SELECT at the character-select screen.

Disable Throws Immediately after choosing your characters in two-player mode, hold **Down** and **HIGH PUNCH** on both controllers until the match

begins

MORTAL KOMBAT 3 Tournament Mode

At the main menu, highlight the word "Start", hold the L and R buttons on top of the controller and press START. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold Up and press START for a random selection of all

Kool Stuff" Menu At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending

credits Kooler Stuff" Menu

At the main menu, press SELECT, A, B, Right, Left, Down, Down, Up, Up. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.) "Scott's Stuff" Menu

At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

99 Lives When the Universal logo appears at the beginning of the game, press Left eight times. When the game starts, you'll have 99 lives in reserve.

Stage Select When the Universal logo appears at the beginning of the game, press Down eight times. When the main menu appears, you'll find a stage-select option; press Left or Right to choose your starting stage number.

Change Title When the Universal logo appears at the beginning of the game, press Up eight times. Now the title screen will say "Mr. Du!"

NRA HANGTIME

Secret Characters Select "Enter Name" at the "Choose Ontion" screen, then enter one of the following names with the PIN number shown to play a a secret character:

Olav—OLAV 2509 Chris—CHRIS 0912 -NILS 5555 Che-CHE 6581

Kungen-KUNGEN 1414 Henrik—HENRIK 6502 Johan-IOHAN 1911

Turmel-TURMEL 0000 DiVita-DIVITA 0000 Team Photo

Enter your name as "FUNCOM" with the pin number 1993 to see a photo of the SNES Hangtime design team Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

No Tag Arrow-Press Left, Left, B, R Rooftop Court-Press Left, Left+Y, Left,

City Court-Press Down+B. Down, Down+A. Down, Down+X, Down, Down+Y, Dov Jungle Court-Press L, R, SELECT, START, Up,

Down, A, B, Y, X Grand Champion Demo-Press START Y Right, A, B, Up, START, Up, Down, Down,

START, L, A, Down, Down Unlimited Turbo, Hyper Speed, Max. Block, Max. Speed, Fast Pass—Press Up Left, START, A, B, Y, X, SELECT Press Up, Right, Down,

Computer Assistance Off-Press Right, Right+B, Right, Right+B In addition to the above codes, the following power-ups can be activated by using the Y, B and A buttons to change the numbers at the

bottom of the screen as follows: Tournament Mode-111

Stealth Turbo-273 Max. Speed—284 Unlimited Turbo-461 No Pushing-390 Hyper Speed—552 Max Block-616 Max. Steal Ability—709 Max. Power—802 Goaltending Allowed-937

Refill Energy

Whenever you're low on energy during the game, press START to pause, then press Right, Left, X, X, X, Up, Down. When you unpause,

your energy will be maxed out. 50 Lives At the main menu—the one that says Start/Options—press B, Up, B, B, L, Y. When you start the game, your life counter will show "9", but you really have 50 lives

At the main menu-the one that says Start/Options—press L, Up, X, Up, R, Y, START. A stage-select menu will appear. Choose a stage with the D-pad, then press START to go

Play as Super Otane

At the Game Start screen, put the cursor on V.S. Mode. Hold down Y, B, A and press START. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the L and R buttons. While you're holdng the L and R buttons, punch in the code X Y, B, A. Select the second player to go to the Stage Select screen where you should just press START.

Invincibility/Stage Skip

At the Start/Options screen, press Up + R + X + B + START simulaneously and continue to hold them down until the screen goes black. When the game starts, you'll have infinite health; you can also skip to the next stage at any time by pressing SELECT + START simultaneously

OCKO'S MODERN LIFE PUNKY'S DANGEROUS DAY

Easy Level Passwords Level 2: COMICS Level 3: MELBA Level 4: HIPPO

Hard Level Passwords Level 2: BLAZF7 Level 3: O-TOWN

Level 4: GRIPES

Play as Amakusa

At the Takara logo, press A, Y, X, B. Now select the "2 Player" game; at the character se-lect screen, hold L and R and Amakusa will appear. Press START and keep holding the L and R buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

STREET FIGHTER ALPHA 2

Secret Stage Select "Versus Mode" and choose your char-

acters. When the stage-select menu appears highlight Sagat's stage and hold the START button for four seconds, then press an action button before you release START. You'll get to fight in a secret stage, a grassy Australian

Play as "Classic" Chun-Li

At the character-select screen, highlight Chun-Li, hold the START button for at least three seconds, then press any button to choose her before releasing START. You'll see her costume change to the way she looked in Street Fighter II Champion Edition: now her fireball is a "charged" move

STREET FIGHTER II
Character Vs. Same Character
As the Capcom logo is starting to appear at

the start of the game, quickly press Down, R, Up, L, Y, B. You'll hear a sound to confirm the code; now both players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen; this previously-inaccessible tune is the song that plays at the end of the game.

Remove Energy Bars Select "Option Mode" from the main menu and simply press the START button to return to the title screen, repeating this process 27 times. Once you've done this, you should be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

Press START at the title screen; then, when the "Select Game" screen appears, press L, R, R, L, Up, Down. A stage number will appear in the middle of the screen; choose your starting level and press START

Stage Select and Sound Test Screen From the option screen, move the cursor to "Exit", hold L and START on Controller 2 and press START on Controller 1.

Press Y, X, B, X, A, X, L, R, B, A, Y, A, X, A at the "OPTIONS" menu.

Stage Select Press A, Y, A, Y, X, Y, B, A, R, L at the "OP-

Speed Code When you first turn the game on and you hear a girl's voice say, "Nintendo!", quickly press B, A, L, L. You'll hear a signal to confirm the code. Now the game plays faster. With this code in place. Speed Level "1" is the same, but the speed scale has been adjusted so that the highest setting of "99" is roughly 25% faster than the "99" setting without the

Play as the Bosses Start a two-player game and choose "Time Trial" or "Vs." mode. When the character-select screen appears, hold the L and R buttons on both controllers. The game's four bosses will appear as playable characters.

Start a one-player game in "Vs." mode. When the "Set Level" screen appears, highlight "Hard", hold Up on the D-pad and the L button and press A or START; the bottom half of the screen should turn red to confirm that you are now playing in Extra Hard mode.

ULTIMATE MORTAL KOMBAT 3

At the main menu, highlight the word "Start" hold the L and R buttons on top o the controller and press START. This takes ye to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match, Hold Up and press START for a random selection of all ight characters

Play as Human Smoke Choose Smoke at the character-select screen,

then press and hold High Punch + High Kick + Block + Run and point the D-pad away from your opponent (Left for Player 1, Right for Player 2.) When the fight begins, Smoke will change into Human Smoke "Kool Stuff" Menu

At the main menu, press Right, Up, B, B, A Down, Up, B, Down, Up, B. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

"Kooler Stuff" Menu

At the main menu, press Up, B, A, Left, Down, Y. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)
"Scott's Stuff" Menu

Left, A, X, B, A, B, Y. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the vs. screen" codes, including disabling throws blocks, sweeps and/or combos.

Stage Select At the title screen, press Up, Right, Down, Right, Down

Left, Y, B, Up, Right, Down, Left, B, Y, Up,

Stage Select

On a one-player game, use the following settings: Music OFF, Speed HIGH, Round 10. Hold Up and press SELECT. "Round 11" should appear; press SELECT to advance stages

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Codes for use with Interact Game Products' **Game Shark Video Game** Enhancers

800E0CA6F-FFFX-Breaker Mortan

800E0CA4-FFFF-Dual Buster and Mobs 800E0D2A-06B0-Infinite Laser Energy

Broken Hel 8006FE5E-0119-Force Field Device 8006FE4C-0110-Gas Card 8006FE76-0125-Grenades 8006FE34-0104-Key 1 8006FE36-0105-Key 2 8006FE38-0106-Key 3 8006FE60-011A-Key 4 8006FE3C-0108-Key 5 8006FE3E-0109-Key 6 8006FE6E-0121-Key 7 8006FE70-0122-Key 8 8006FE72-0123-Key 9 8006FE74-0124—Key 10 8006FE30-0102-Large Energy

Codename: Tenka 80019DEa-0001-Burst Laser 80019DE8-0001-Dual Laser 80059A70-0014-Infinite Laser Power

Contra: Legacy of War 800DC784-0009-Infinite Health, Player 1

Cool Boarders

8018EF30-01A0-Camera Angle 1 80016210-0001 + 80016212-0001-High Scoring 8005D0C6-ffff + 8005D1D2-FFFF-Score Sheet

Darklight Conflict 8010E564-0000-High Durability 80087028-1E00-Infinite Energy

Descent Maximum 800E933A-0063 + 800F8668-0009--- Always have Earth Shakers

800E9302-03E7-Infinite Shields 800E9316-270F-Infinite Vulcan Ammo **Destruction Derby 2**

8008A344-0000 + 8008A34C-0000 + 8008A354-0000 + 8008A358-0000 + 8008A360-0000 + 8008A368-0000-Infinite 80095692-03E7-Score 1,000 Points

8009DC02-0001-Buggy Mode 8009DC04-0001-Lava Mode

800B44BC-03E8 + 800B44C4-03E8-Infinite Health, Player 1 800R44C0-03F8 + 800R44C8-03F8---Infinite Health, Player 2

K-1: The Arena Fighters

800B44B8-01F4---Infinite Stamina, Player 2

Overblood 800EF4F0-0001-Anti-Gravity Device

Peak Performance 8009CA0C-0000 + 800A1FF2-0000-Place 1st

Porsche Challenge 800CASRE-0101—Hyper Car and Invisible Car 800CA5RA-0001-All Cars lump

Star Wars: Dark Forces 800950A2-FFFF—Auto-Gun 800950BE-FFFF-Blue Key 80095108-03E7-Infinite Blaster Ammo 8009512C-0064-Infinite Health 8009511C-03E7-Infinite Mines

80095128-0064-Infinite Shields 80095114-03E7—Infinite Thermal Detonators 800950AA-FFFF-Jeron Fusion Cutter 800950A6-FFFF-Packered Mortar Gun 800950B6-FFFF-Red Key

800950BA-FFFF-Yellow Key **VMX Racing** 80164260-00FF-Points Becker 80162350-00FF—Points Cooper

801632D8-00FF-Points Duncan 801613C8-00FF—Points Emitt VR Baseball '97

8005BEF0-0000—Away Team Scores 0 8005BEEC-0000—Home Team Scores 0 Wild Arms 80134150-0008-Infinite Bullets for Rudy 801341DC-FFFF-Infinite Gella

80133E58-0500-Infinite HP for Cecilia 80133E24-0500-Infinite HP for Jack 80133DE0-0500-Infinite HP for Rudy 80133E5C-03E7—Infinite MP for Cecilia 80133E28-03E7-Infinite MP for Jack

F6000914-C305 + B6002800-0000-Master Code 16036936-FFFF-Infinite Gold 160366B2-FFFF—Quick Level Gain for Pike 160366E6-FFFF—Quick Level Gain for Eka 1603671A-FFFF-Quick Level Gain for Leos

1603674E-FFFF-Quick Level Gain for Gryzz F6000914-C305 + B6002800-0000-Master Code 160B38F6-FFFF + 160B3906-FFFF + 160B3916-FFFF + 160B3926-FFFF-Indestructible Tires, Player 1

160B3056-FFFF + 160B3D66-FFFF + 160B3D76-FFFF + 160B3D86-FFFF-Indestructible Tires, Player 2

F6000914-C305 + B6002800-0000-Master Code 160835C6-00FF---Maximum Fatigue 160835E6-00FF-Maximum Field Goals 16083606-00FF-Maximum 3-Pointers 16083626-00FF-Maximum Free Throws 16083646-00FF-Maximum Dunking 16083666-00FF—Maximum Stealing 16083686-00FF—Maximum Blocking 160836A6-00FF-Maximum Offensive Rebounds 160836C6-00FF-Max Defensive Rebounds 160836E6-00FF---Maximum Passing 16083706-00FF—Max Offensive Awareness 16083726-00FF-Max Defensive Awareness 16083746-00FF-Maximum Speed 16083766-00FF--Maximum Quickness

16083786-00FF--Maximum Jumping 160837A6-00FF—Maximum Dribbling 160837C6-00FF—Maximum Strength 160837E6-00EE-Maximum Shot Range

F6000914-C305 + B6002800-0000-Master Code

1606F3DA-0000-Place 1st 16088A7E-02CE-Infinite Time

F6000914-C305 + B6002800-0000-Master Code 16083ED4-00A6-Infinite Health, Player 1 16083ED4-0000-No Health, Player 1 1608404C-00A6—Infinite Health, Player 2 1608404C-0000-No Health, Player 2

F6000914-C305 + B6002800-0000-Master Code 160D560A-270F-Infinite Lumber (Humans) 160D564A-270F-Infinite Gold (Humans) 160D568A-270F-Infinite Oil (Humans)

F6000914-C305 + B6002800-0000-Master Code

360EA411-0003-Defender: Infinite Lives, Player 1 360CA413-0003—Defender: Infinite Smart Bombs, Player 1 360EA44e-0003-Defender: Infinite Lives, Player 2 360CA450-0003—Defender: Infinite Smart Bombs, Player 2 360BA299-0004 + 360BA29A-0005-Joust: Infinite Lives, Player

360BA2A3-0004 + 360BA2A4-0005-Joust: Infinite Lives, Player 2 360BC034-0004-Robotron: Infinite Lives, Player 1 360BC070-0003-Robotron: Infinite Lives, Player 2

Nintendo 64

800632DB-0001-Always Have BFG 9000 800632CF-0001-Always Have Chain Gun 800632D3-0001-Always Have Missile Launcher 800632D7-0001—Always Have Plasma Rifle 800632E3-00FF-Gun/Chain Gun Ammo 800632FF-0064-Missile Ammo 800632EB-0064—Plasma/BFG/Weapons Ammo

8013DB77-00FF---Axe/Staff/Frost Shards

8013DB79-00FF—Hammer/Firestorm/Arc of 8013DB7D-00CF-Infinite Blue Mana 8013DB7F-00CF-Infinite Green Mana 8113DB4C-FFFF—Invincibility 8013DB7B-00FF—Quietus/Wraithverge/Blood

Killer Instinct Gold 801D3484-0069-Player 1 Unlimited Energy

801D34D4-000A—Player 1 Untouchable

Mario Kart 64 81164390-0000 + 81164392-0002-No Laps to

Mortal Kombat Trilogy 8016984D-00A6—Player 1 Unlimited Energy

NBA Hangtime 800A6689-0096—Team 1 Scores 150 points 800A668B-0096—Team 2 Scores 150 points

Star Fox 64

80157911-0040-Unlimited Lives, Player 1 8016DC13-0004—Unlimited Smart Bombs, Player

Super Mario 64 A032D58C-0001—Level Select A125460E-FFFF + A125460C-240B + A1254610-A54B + A1254612-0026 + A1254614-1000 + A1254616-000C-Monsters don't hurt Mario

Turok: Dinosaur Hunter

80128E5B-0001-Activate Mini Gun 80128E57-0001-Activate Pulse Rifle 80128E67-0001-Activate Quad Rocket Launcher 80128E23-00FF-Unlimited Mini Gun Ammo 80128E2B-00FF-Unlimited Quad Rocket Ammo 80128E0F-00FF-Unlimited Tek Arrows

Wayne Gretzky's 3D Hockey 800E6AB3-0032—Team 1 Scores 50 points 800E9F8F-0032—Team 2 Scores 50 points



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