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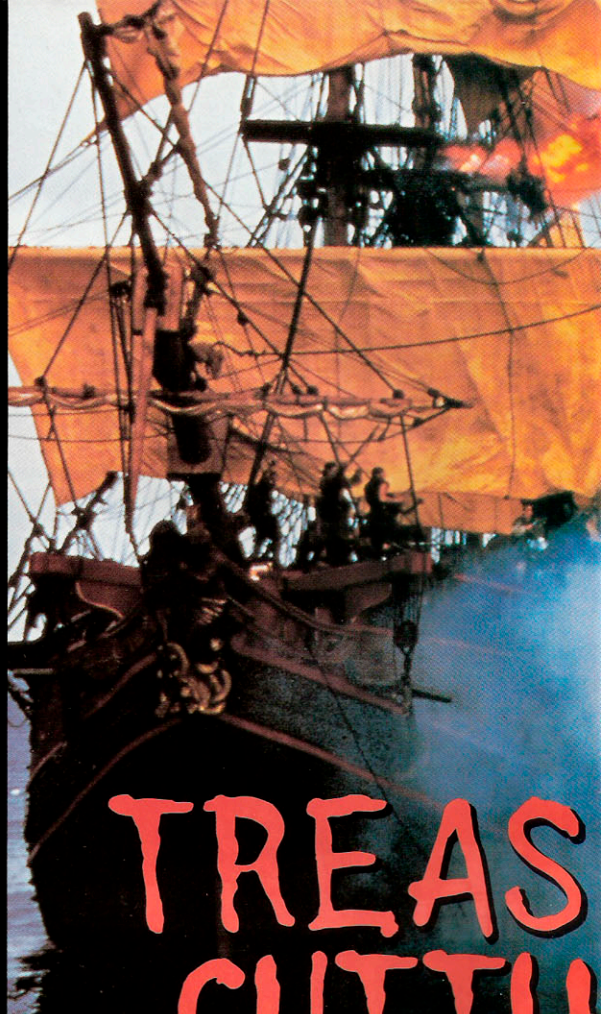
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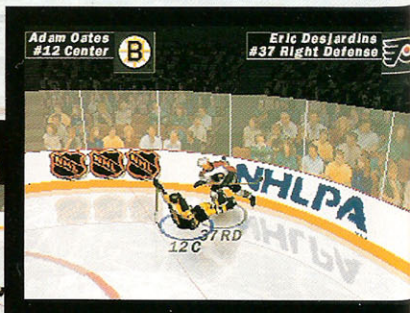
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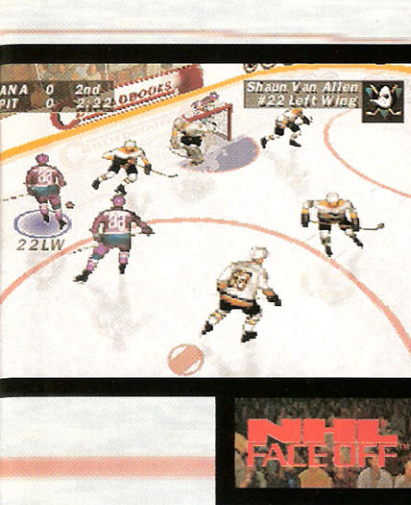
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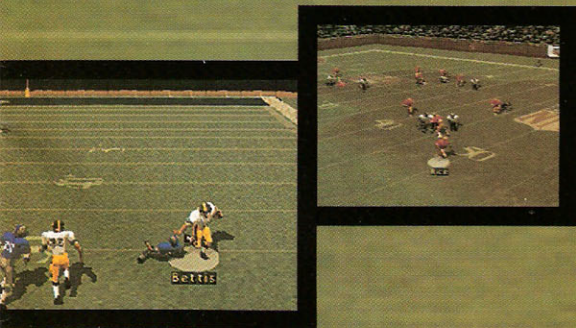
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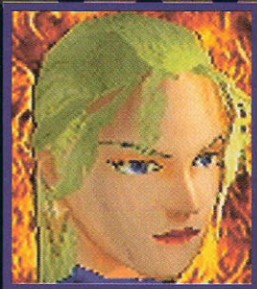
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departments

Power Up!	10
Readers' Tips	11
XBand Top 5 Lists	78

strategy

Ultimate MK3	16
Stakes Winner	22
Virtua Fighter 2	26
Light Crusader Part 2	34
Warhawk	42

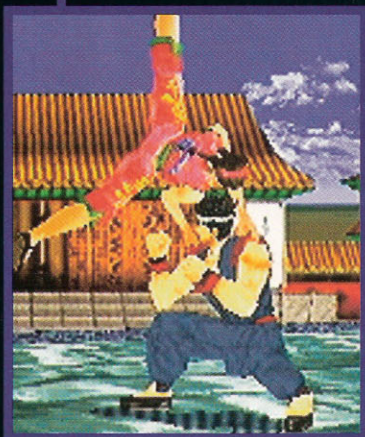


26

16



special wea



hidden rooms

Super NES tips

50

Genesis tips

60

Game Boy/Game Gear tips

67

Sega CD tips

68

32X tips

70

Saturn tips

71

PlayStation tips

72

3DO tips

74

Jaguar tips

76

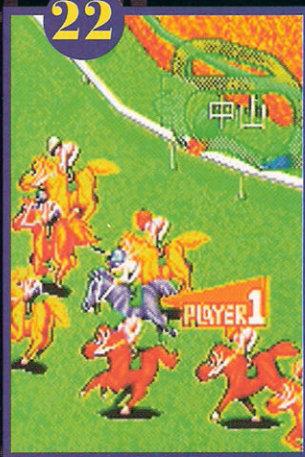
34



42



22



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Corporate Vice-President
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Executive Editor
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Art Director
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National Advertising Director
RANDY BROWN
(213) 651-5400 EXT. 7906
FAX: (213) 651-0528

Advertising Production Director
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Editor-in-Chief **Chris Bieniek** likes to cook, but hates to clean. Since our last issue shipped, he's been spending a lot of time playing his Atari VCS, drinking Royal Crown Draft cola and continuing his twenty-five-year quest to learn how to draw Spider-Man's eyes just right. He recently bought Ron Thal's album *The Adventures of Bumblefoot* just because he liked the *Wild Woody* soundtrack.



Executive Editor **Betty Hallock** likes playing as Mai Shiranui in *King of Fighters '95* lately and would definitely like to see more female characters in more video games, especially ones that don't happen to be manifestations of blatant sexism. She hopes she isn't being overly repetitive or simplistic by saying so. Betty likes eating her apples once they've been refrigerated; she doesn't like them at room temperature.



Art Director **Kent Bancroft** lives in a cute little bungalow, where he likes to eat spicy foods and listen to techno with his pet snake, Esmerelda. Kent says Esmerelda has an affinity for Chicago house, preferably the minimal mid-'80s stuff at about 120 BPM (maybe some Lil' Louis or Hercules.) Sometimes Kent sits on the front stoop yelling at the bumble bees, "Go forth and make honey!"



Nikos Constant is looking forward to reading Umberto Eco's third and most recent novel, *The Island of the Day Before*. You may have guessed that Nikos, like Eco, is very interested in semiotics, comic books and medieval Latin. He refuses to visit New York between late June and early September, when the summer-in-Manhattan humidity makes his hair frizzy.



Ron Dulin has just returned from holiday; he spent ten relaxing days with his new girlfriend at the seaside Italian resort, Rimini. Ron describes his girlfriend as Romanesque and especially light on her feet. Ron likes to wash his hair with Salon Selectives Shampoo No. 3 (Gentle). His cat's name is Loaf. Ron, Loaf and his new girlfriend now reside in San Francisco.



A gaming veteran since the early '80s, **Wataru Maruyama** continues his quest to seek out the cutting edge of electronic entertainment. He currently resides in Los Angeles and is trying to upgrade his computer, finish school, maintain his morals and move out of the ghetto. His hobbies include drawing, playing sports and women. Five years from now, he plans to run the show at Sega, start a family, be stinking rich and make a difference in the world.



David Hunt is a new contributor to *TIPS & TRICKS*; he's left-handed, works at Disneyland, loves sports games and is especially fond of *Street Fighter Alpha*. David says he likes reggae because he finds its rhythms soothing and spiritual. He doesn't like to differentiate between reggae and dancehall. He says that these distinctions are both narrow and artificial. It's all reggae.

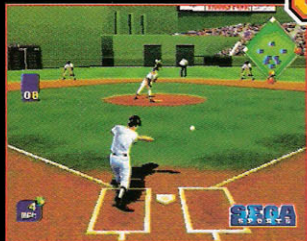


Yes, **Karen Hallock** is Betty's little sister and has proven herself instrumental to the production of the magazine. She's recently discovered Chanel's Metallic Vamp lipstick (a silver-highlighted purple not to be confused with Very Vamp, a deep brown.) Karen is highly trained in both Wing Chun and Shaolin Kung Fu; she enjoys training with weapons such as the sabre and staff.

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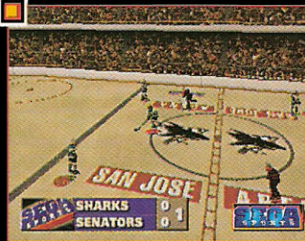
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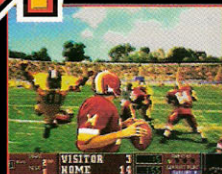
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I WANT GAME BOY TIPS

Hi, how are you? I hope you're fine, so you can keep giving us all those cool cheats. I think this mag is so cool. There is none other like it. There are only two things that should be done to improve it: a page of cheats for the PC and a bigger section on Game Boy games.

—Matthew Lusty
Queensland, Australia

Funny that you should mention it, Matthew, but you're right; considering the number of games available for Nintendo's portable system, we definitely need to beef up our Game Boy tip section. Look for a full page—at least—in our next issue.

Regarding tips for PC games: We have no current plans to include PC game tips in *TIPS & TRICKS*. However, you can get a heapin' helpin' of PC cheats every month from the Cheat Model section in our sister publication, *COMPUTER PLAYER*. It's got the best cheats section for PC users anywhere, maybe even the only cheat section in any PC mag. Rumor has it that CP is thinking about spinning off a PC tips and strategy magazine, just as *TIPS & TRICKS* was born out of the Tips & Tricks section in *VIDEOGAMES* magazine. Keep your fingers crossed....

YOU CAN'T DO THIS TO ME

My name is Samantha. I am 12. I am writing in regards to the October 1995 issue of your magazine. My brother bought it, and I really had a problem with the way the girls were dressed on the cover. They belong to a game called *Battle Arena Toshinden*. You really didn't have to put them on the cover like that. Our culture already portrays women's bodies enough without having it on a kids' magazine. I think you could have put another game on the front. Plus my brother is only 8, and I don't want to have him look at their bodies in such a way.

Please DO NOT put anything of that nature on the front of your magazine again. There really was no need for that.

If you disagree, then you should put a man on the cover dressed like that in such a sleazy way, so that the girls that read your magazine can have the same satisfaction as the boys that read it do.

—Samantha Collins
Winthrop, MA

Thanks for your letter, Samantha. We've been looking for an opportunity to address this issue. On one hand, we were actually very pleased with the October cover simply because it featured two female characters, which is as unusual for a video game magazine cover as it is for the actual video games themselves. But we also see your point; it's one that we took into careful consideration. It's unfortunately very indicative of an established and well-maintained patriarchy that the too-few female characters in video games are often portrayed as sexual objects. Eight characters comprise the cast of *Battle Arena Toshinden*, yet only two of them are women—and the female-to-male ratios in other fighting games are just about the same. What's up with that? Yet another underrepresentation that renders an image of women as inferior.

There's nothing wrong with sex or even the display of female sexuality, but it's wrong to abuse their significance and to use any of these to tip a balance of power that already favors the primitive theories of male authority/primacy. As much as we like Sofia and Ellis, we at *TIPS & TRICKS* apologize for our complicity.

I AM A GERMAN BOY

I am a German boy and I ever read your magazine. [sic] Will you have some tips for the Sega Saturn and Sony PlayStation? Why don't some tricks work on my German MegaDrive? I'm waiting for your answer!

—Jan Schattling
Rellingen, Germany

Good questions, Jan. Hopefully, you've noticed that PlayStation and Saturn tips are now a regular part of our Tip Collection in the back of the magazine, and we always try to include at least one Saturn strategy and at least one PlayStation strategy in each issue.

Find a cool cheat, code or combo that hasn't been printed anywhere else? Got a tip-related question about your favorite game? Send your letters to:

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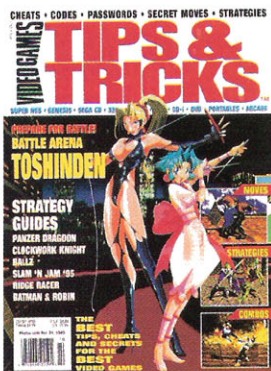
We can't respond to every letter we receive, but we do read them all and we enjoy hearing from you.

Regarding your MegaDrive (Genesis), there are always differences between games that are released for use in different formats for different countries. Occasionally, cheats that are put in by a game's programmer may be changed or removed when the game is released later in a different country. The PlayStation game *Toh Shin Den* is a good example; when the American version, *Battle Arena Toshinden* was released, all of the cheat codes for playing as the bosses, etc. were changed. The Super NES *Earthworm Jim* is another one; the Japanese Super Famicom release has a few extra cheats, like the "afro code" that American gamers have only seen on the Sega CD. You'll also find that some game modification devices like the Game Genie or Pro Action Replay may not work properly with foreign games; that is, the memory locations where certain of a game's "counters" are kept—the number of lives, for example—may be completely different from one country to the next.

ENVELOPE ART



Justin Robertson
Tehachapi, CA





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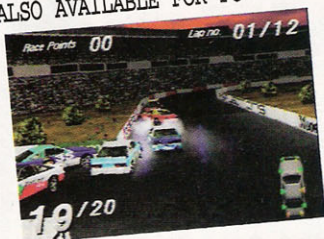
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If you're a *Mortal Kombat II* player who missed Scorpion, Kitana or Reptile in *MK3*, you'll be happy to hear that they've been included in *Ultimate*. Jade, the female ninja from *MK II*, also appears as a playable fighter for the first time. Smoke is selectable without having to enter the *Ultimate Kombat Kode*; however, *Ultimate MK3* has three *Ultimate Kombat Kodes* which can be used to activate the secret panels in the middle of the character-select screen. Once these three codes are found, you'll be able to play as Mileena, the red ninja Ermac or "Classic Sub-Zero". Two Sub-Zeroes? Yep, and there may be two Smokes, as well. Watch the demo in the game's attract mode and you'll see a rapid-fire sequence of random fights; you'll see a human

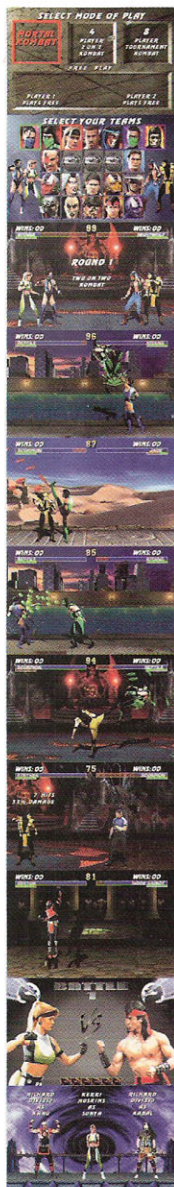
The princess unmasked! Actress Becky Gable appears in *Ultimate MK3* as Kitana (and Jade, and Mileena, and...)



Smoke character—not the robotic version—and you may even catch a glimpse of the black ninja Noob Saibot or a mysterious purple ninja called Rain.

Another major difference between *MK3* and *Ultimate* is that the upgrade has two new multi-player modes, "4 Player 2 on 2 Kombat" and "8 Player Tournament Kombat". The four-player mode is actually a tag-team match (not unlike the "endurance" rounds in the original *Mortal Kombat*) and the eight-player mode tracks a single-elimination tournament down to a single winner. It takes eight credits to fire up the tournament, but it's worth every penny, because the winner gets to choose what type of ending he or she would like to see. (This option is also available to those who win the standard one-player game.) And speaking of endurance rounds: They're back! You'll hit them in the one-player mode—one at the Novice or Master difficulty level, or two at the Warrior or brand-new Supreme Master level.

The moves and secrets on the following pages are just a taste of what *Ultimate MK3* holds in store for the coming months. Watch future issues of *TIPS & TRICKS* for further updates!



Arcade tips



KITANA

KITANA IS ACCUSED OF TREASON BY THE HIGH COURTS OF THE OUTWORLD AFTER MURDERING HER EVIL TWIN MILEENA. SHAO KAHN APPOINTS A GROUP OF WARRIORS SPECIFICALLY TO CATCH HIS DAUGHTER AND BRING HER BACK ALIVE. BUT KITANA MUST FIND A WAY TO REACH THE NEWLY CROWNED QUEEN SINDEL FIRST AND WARN HER OF THEIR TRUE PAST.



Fan Throw
Forward, Forward, HIGH PUNCH + LOW PUNCH

Fan Lift
Back, Back, HIGH PUNCH

Square Wave
Down, Back, HIGH PUNCH



KILLER KOMBO
(5 hits, 35% damage)
Jump in with HP, then HP, HP, Back + LP, Forward + HP

KISS OF DEATH FATALITY
In close, RUN, RUN, BLOCK, BLOCK, LOW KICK



JADE

WHEN THE RENEGADE PRINCESS KITANA MAKES HER ESCAPE INTO THE UNKNOWN REGIONS OF EARTH, JADE IS APPOINTED BY SHAO KAHN TO BRING HER BACK ALIVE. ONCE A CLOSE FRIEND OF THE PRINCESS, SHE IS FACED WITH THE CHOICE OF BETRAYING HER FRIEND OR DISOBEYING HER EMPEROR.



Shadow Kick
Down, Forward, LOW KICK

Temporary Invincibility from Projectiles
Back, Forward, HIGH KICK

Boomerang
Back, Forward, LOW PUNCH

High Boomerang
Back, Forward, HIGH PUNCH

Low Boomerang
Back, Forward, LOW KICK

KILLER KOMBO
(8 hits, 34% damage)
Jump in with HP, then HP, HP, Down + LP, LK, HK, Back + LK, Back + HK

IMPALE FATALITY
In close, RUN, RUN, RUN, BLOCK, RUN



REPTILE

ALWAYS A RELIABLE SERVANT TO SHAO KAHN, REPTILE IS CHOSEN TO ASSIST JADE IN THE CAPTURE OF KITANA. IN CONTRAST TO JADE'S INSTRUCTIONS REPTILE IS ORDERED TO STOP THE RENEGADE PRINCESS AT ALL COSTS... EVEN IF IT MEANS HER DEATH.



Slide
Hold Back, press LOW PUNCH + BLOCK + LOW KICK

Elbow Dash
Back, Forward, LOW KICK

Invisibility
Up, Up, Down, HIGH PUNCH

Power Ball
Back, Back, HP + LP

Fast Power Ball
Forward, Forward, HP + LP

Spit Acid
Forward, Forward, HP

KILLER KOMBO
(5 hits, 33% damage)
Jump in with HP, then HP, HP, HK, Back + HK

TONGUE FATALITY
At half-screen distance, Back, Back, Forward, Down, BLOCK



SCORPION

WHEN SHAO KAHN MAKES A FAILED ATTEMPT AT STEALING THE SOULS WHICH OCCUPY EARTH'S HELL, SCORPION IS ABLE TO ESCAPE FROM THE NETHER REGION. FREE TO ROAM THE EARTH ONCE MORE, SCORPION HOLDS ALLEGIANCE WITH NO ONE.



Spear
Back, Back, LOW PUNCH

Air Throw
Press BLOCK while close to opponent in mid-air

Teleport Punch
Down, Back, HIGH PUNCH

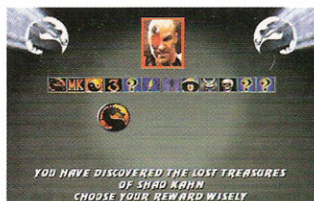


KILLER KOMBO
(5 hits, 33% damage)
Jump in with HP, then HP, HP, HK, Back + HK

FIRE FATALITY
At half-screen distance, Down, Down, Down, Up, HIGH KICK



Some of the old fighters have brand new moves in *Ultimate MK3*. Stryker's new gun attack is triggered with **Back, Forward, HIGH PUNCH**—but it won't hit if you're too far away. Kano's new angle cannonball move is **Forward, Down, Forward, HIGH KICK**.



When you beat the game, you can choose one of these symbols for different effects. Pick the Dragon to see your character's ending, or pick the last question mark to see an awesome demonstration of all the finishing moves in the game!



Noob Saibot is back as a hidden character, and there's also a human version of Smoke that exists separately from the robotic version who appeared as the secret character in the original *MK3*. Also note that Noob is a human fighter, not a cyber-ninja.

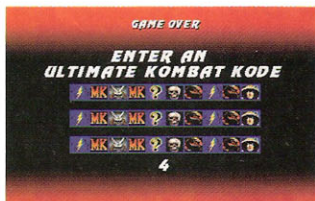


Watch the game's "attract mode"—the demo that's displayed when nobody is playing—to catch a glimpse of this top-secret purple ninja, Rain. (Purple Rain? Well, *Ultimate Mortal Kombat 3* designer/programmer Ed Boon did tell us that he enjoys listening to Prince...)



As expected, Shang Tsung can morph into the four new characters by using the following moves.

Kitana: **Forward, Down, Forward, RUN**
Reptile: **RUN, BLOCK, BLOCK, HK**
Jade: **Forward, Down, Down+BLOCK**
Scorpion: **Down, Down, Forward, LP**



Use all five buttons (except **RUN**) on both sides of the machine to enter an Ultimate Kombat Kode after you lose your last life in the one-player mode. If you can find all three Kodes, you'll activate Mileena, Ermac and Classic Sub-Zero as playable characters.



Scorpion has a wicked fatality in which he teleports you to the "Hell" stage and summons about a dozen clones of himself to finish you. All of the new characters have fatalities, babalities and friendship moves, and the new Animalities are better than ever.



Hmm...are Noob Saibot and the human Smoke playable characters? Only Midway knows for sure. All we know is that we did not "fake" this photo of the fighters at the two-player match-up screen. Can you imagine *Mortal Kombat 3* with 25 playable fighters?

NEW KOMBAT KODES



Ultimate MK3 has a fresh batch of codes to be entered at the "Vs." screen just before a two-player battle. Enter the codes by pressing the **LOW PUNCH, BLOCK** and **LOW KICK** buttons on both sides of the machine; the numbers below show how many times each button should be pressed. Remember that you can cycle through the icons in reverse order by holding the joystick **Up**; that is, instead of pressing a button nine times to get the skull symbol, just hold **Up** and press the button one time.



9 9 9 - 9 9 9

REVISION #



0 1 0 - 0 1 0

THROWING ENCOURAGED



3 0 0 - 3 0 0

SILENT KOMBAT



0 5 0 - 0 5 0

KOMBAT ZONE: NOOB'S DORFEN



6 6 6 - 4 4 4

KOMBAT ZONE: SCORPION'S LAIR



3 3 0 - 0 3 3

KOMBAT ZONE: JADE'S DESERT



9 3 3 - 9 3 3

KOMBAT ZONE: SCISLAC BUSOREZ
(Classic Sub-Zero)

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Jupiter Strike™

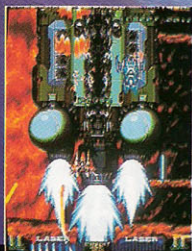
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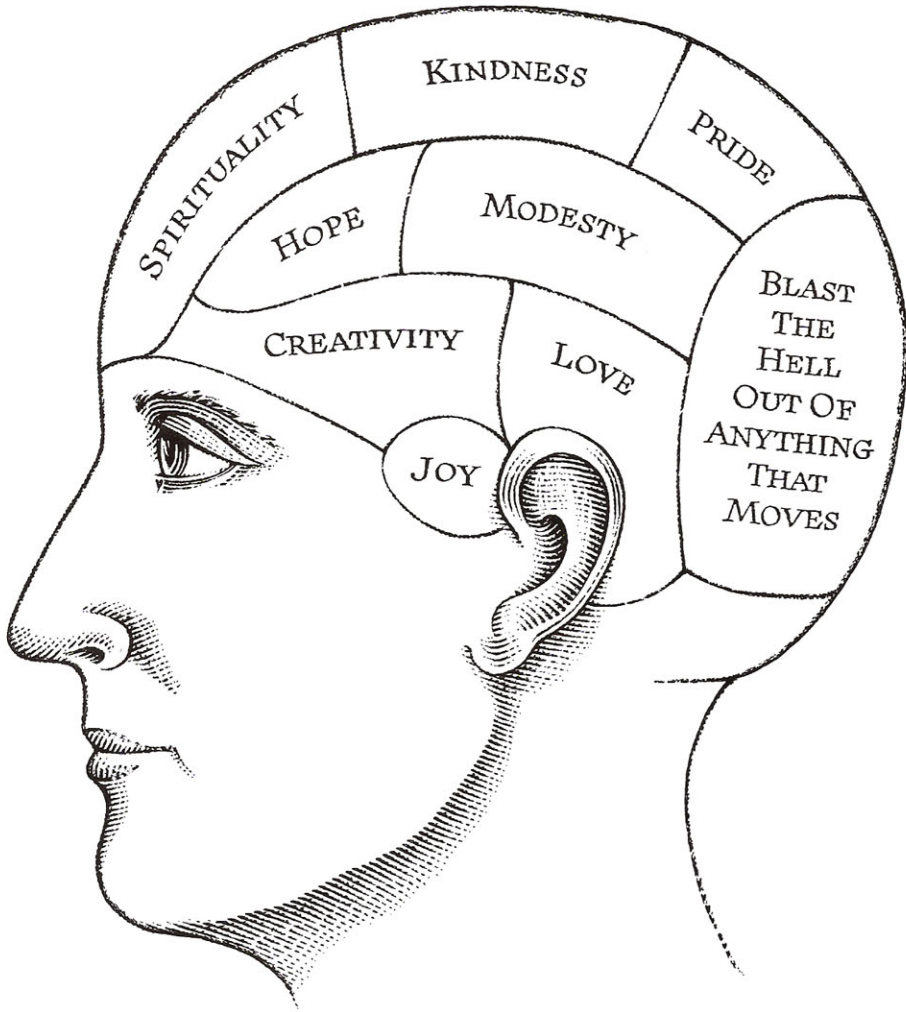


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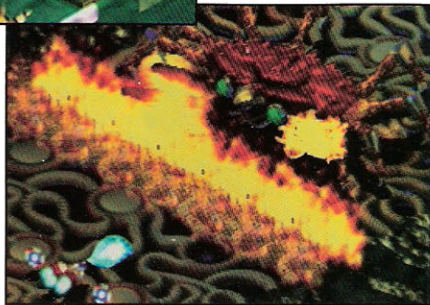
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EXCLUSIVE STRATEGY GUIDE

by
David Hunt



Stakes Winner, a new horse racing game developed by Saurus for the Neo•Geo, is right on the money. That's right: You won't be racing cars; you'll be racing horses. As the jockey of one of eight fine stallions, you'll gallop through five Japanese race tracks in over 15 different races. It's up to you to train your horse to be the champion, and this exclusive strategy guide will give you some tips on how to do it right.

BEST HORSES



White Heat has the stamina of a great Arabian Stallion. It does best on the long, strenuous track, due to the fact that the Arabs train their horses by running them in the sand. With this in mind, remember that it is not the first lap that counts, but the last. You will overtake the others in the final stretch and be victorious. **White Heat's** only problem is the short distance races—remember that its speed is lower than average.



Euro Union is a horse that seems to have the strength of a bear. No other horse can manage hills with the same level of grace and competence. Another strong point for this horse is its ability to force other horses out of its way and still maintain speed. When it comes to distance, however, this horse will have problems toward the end. Try to save some extra energy so you can speed up at the end or all shall be lost.



U.S. Fighter has speed on its side. No other horse can even compare to this great steed. Unfortunately, quickness is this animal's only strength. Distance is a problem in most cases, so be very careful not to wear it out at the start of the race.



Be Silent is the all-around average horse. It may not be as fast as the others, but after training, this fine animal will surpass all the competition. Be patient, and **Be Silent** will come out a winner.

HORSE HEADS



A fresh start.



Full speed ahead!



Beginning to tire; lay off the whip!



The poor thing is ready to collapse.



Exhausted. It's time for a rest.



Game Over.

POWER-UPS



Burst of Speed.



Increase Energy.



Horse will not reach "Sweat" indicator for a short period of time.



Don't trip!



Slows you down.

GENERAL HINTS

Start off the race by whipping the horse about three times. Then, once its nostrils flare, press the "A" button continuously. This will keep your horse at a steady pace so as not to fall behind. You should whip the horse when you start to slow down, but once your horse starts to sweat, lay off the whip for a while and let it recuperate.

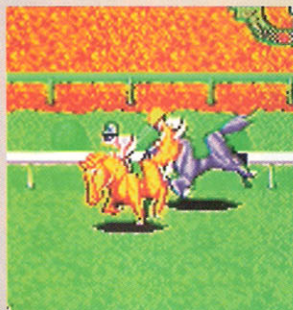
- When taking a turn, don't crowd the wall. Instead, leave yourself about one horse's length for a smooth cut; you don't want to hit the wall and slow down.

- When training your horse, keep its weak points in mind. If her weakness is speed, don't worry; speed will go up



with every category if you pass in the time allotted. The most important feature is stamina; be aware that the races toward the end of the game get much longer.

- Learn to "bump" the opponent out of your lane



by pressing twice in the same direction. The opponent will slow down and be pushed to the outside of the track.

- Remember, always keep to the inside of the track. It makes the distance shorter and your horse will pull ahead more easily. The only time you don't want to be on the inside is while galloping up a hill, in which case you should move closer to the center of the track.

- Do not whip your horse on the hills. Its energy will go down too drastically. Instead, use only the "A" button.

- You can't change horses unless you lose a race and continue, so choose wisely.

**Track #1**

This is a very basic track. Just remember not to run into the side walls on the turns and you will be able to fly through to the finish with no problems at all. Take this opportunity to learn the subtleties of the horse you've picked; you'll need to exploit its strengths later on.

**Track #2:**

This track is a bit more complex. When you hit the hill, remember not to whip your horse. You can pick up some extra time on the bottom left turn if you cut it from the center of the track. The later races on this track are more intense. Only whip your horse when absolutely necessary or you will run out of energy long before the end of the race.

**Track #3:**

This track may throw you off guard at first. It is longer than the tracks that you have already encountered, so leave extra energy to enable you to make a run for it in the final stretch. All of the turns on this track should be taken from the inside, but by the end of the turn you should have moved over to the center lane inch by inch.

**Track #4:**

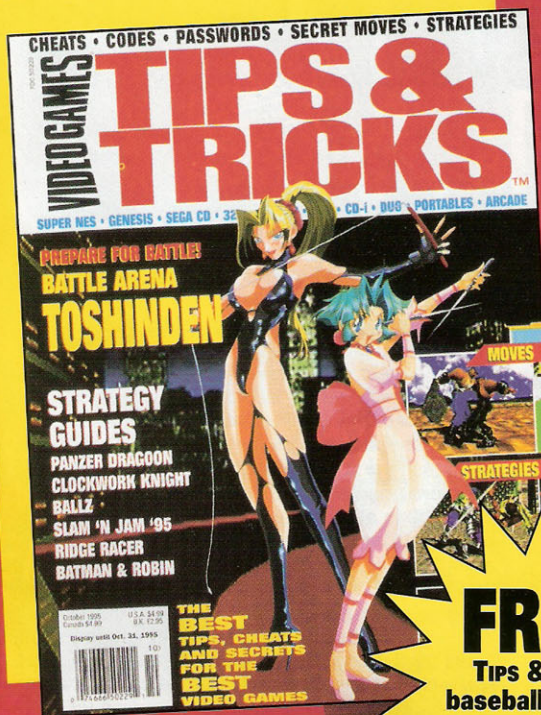
There is a very steep hill on the top center stretch; this is the place to try to push your opponents into the wall so that they won't overtake you. You will lose ground, but you can make up for it later on the bottom right turn, which has no fence due to the shape of the track. You will be able to cut this corner *very* close. By doing so, you will gain about two horse lengths and catch up to the lead horse. This track is also very long, so it's important that you pick up all of the power-up icons that you can.

**Track #5:**

The design of this course is basic, but it's also very long. There's no trick to it at all. By the time you get to this track your horse should be almost at full strength due to the training you have put it through. Don't forget to take the turns close. There aren't many power-up icons, so try not to fall behind or you won't have a chance to catch up.

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Virtua Fighter 2

STRATEGY AND MOVES By Wataru Maruyama

The *Virtua Fighter* series is one of the most innovative and complex fighting game series since *Street Fighter*. The original *Virtua Fighter* defined the genre; the second installment sets a standard in both graphics and game play that will prove difficult to surpass.

WHAT'S NEW?

Aside from the obvious jump in graphics, the range of moves and combo possibilities has tripled. The game plays faster, and the strategy behind using special moves has changed slightly.



There are two new characters, and all of the original cast are back including the end boss, Dural. All of the backgrounds have been redone, and

most of the older characters have different animations for basic punches and kicks. The best thing about the improvements in VF2 is that it is easier for beginners to learn the play mechanics as the control is a little more forgiving than the first one.

VIRTUA FIGHTER 2 PHILOSOPHY

The most important thing to be aware of is the concept of high, mid and low attacking and

defending. This is true for the original game as well, but there is more variety in the second. The reason that this is so key in *Virtua Fighter* is that the purpose of the game is to simulate real fighting.

Each character has their own particular strength and recommended method of attack. There are no throw-away characters since each fighter is loaded with an arsenal of moves and quirks that are unique to that player.

Low punching is the universal defense when in close because simply blocking low can still result in a throw or rising mid-attack. Some characters have brushback moves that are somewhat cheap, but hit high and middle areas. The more you play, the more you will be able to anticipate attacks. If someone is about to punch you, their body jerks back and to the side a bit in preparation for that swing. In *Virtua Fighter*, there are similar signs that you can catch onto, but by no means are they telegraphed. Kage has a move where he does a backward handstand then lunges at you feet first; avoid by ducking. But he also has a spinning feet-first kick that hits high and must be blocked appropriately. These moves start out the same way, so it can be very tricky to pick out the one coming at you.

The main thing is to switch up the area you are attacking and be wary of what your opponent is doing in relation to how you're going to defend.

KEY STRATEGIES

These next sections deal with individual aspects of the game.

DASHING

Dashing has become much more important than in the previous version. You can now dash backwards extremely quickly and totally out of attack range. You can move forward at about the same rate, but quicker characters always have an advantage. For example, if Kage moves in on you, he will probably get the throw off before you do. Other characters like Wolf and Jeffrey are still

slow, so dashing strategy is pretty much the same as it was in the first game, which means don't rely on it too much.

Hit-and-run techniques are very effective with characters like Lion, Kage, Pai, and Jacky. Sarah is quick as well, but Jacky seems to have a slight speed advantage. Akira is fairly quick, but his moves are generally slower.

BACKWARDS ATTACK

In the first game, when your back was toward the opponent, you had the option to attack, but it was pretty much useless. Now, in part two, you're on equal ground if not at an advantage. The speed at which you attack is faster and the range of moves available will keep the other player on his toes.

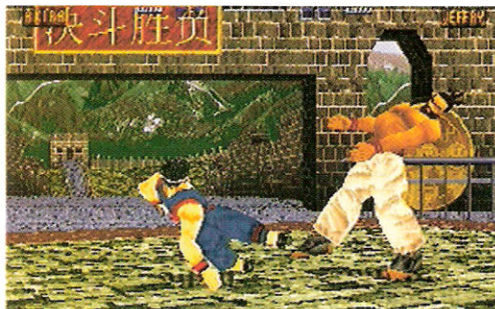
Half of the characters in the game can do a backwards attack at will: Sarah, Jacky,



Kage, Lion and Shun. You can do these characters' moves by tapping **Back** twice and either **Punch** or **Kick**. These are fairly effective in confusing opponents and add some style if you use them to start off juggles.

GETTING UP

When you're knocked down, you have the option of attacking while rising as well as getting up in a certain spot. Part Two adds a lot of variety to this



strategy which wasn't in the original.

These are attacks when rising:

Mid kick: **K, K, K**

Crouch kick (player facing up): **Down + K, K, K**

Low sweep (player facing down): **Down + K, K, K**

Side roll and kick: **G, G, G, K, K, K**

Side roll and low kick: **G, G, G, Down + K, K, K**

Forward roll and kick: hold **T + K, K, K**

Forward roll and low kick: hold **T, Down + K, K, K**

Donkey kick (head facing opponent): **K, K, K**

The actions for these moves do change a little for certain characters, so experiment.

THROWING AND COUNTER-THROWING

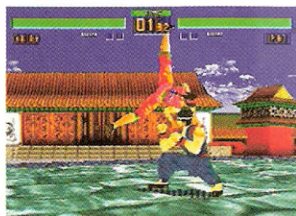
A cool feature of Part Two is the ability to get out of some throws. You can do this by pressing **Punch** and **Block** together when grabbed. This only works for throws that are **Punch + Guard** button though.

Throwing is an easy way to make an opponent pay for missing a move and is not generally regarded as a cheap move, especially for the more complex grabs. Some characters have the ability to grab an opponent from behind, which usually looks pretty cool and makes the other guy look foolish. The cheapest way of utilizing a throw is to use a fast character and move in with throws. If you're going to use grabs, make sure you mix them up. Nothing looks as bad as someone doing the same throw over and over.

COUNTER-ATTACKS

A lot of the characters have counters or dodge attacks. Pai has a neat torso dodge where she moves her upper body slightly and comes back with a quick punch. The king of direct counters is definitely Akira. A

direct counter is an attack that is completed when the opponent punches or kicks at you. For example, Akira has a move where if an enemy punches low, he can pull the opponent by the



arm and whack him in the back! Akira has a direct counter move for high, mid and low punches and kicks! The timing has to be pretty precise, and you have to anticipate a lot to catch the opponent, but nothing can compare to the thrill of totally owning an opponent by knowing his next move and successfully countering. Pai is a close second with Wolf counters make up for it with powerful after-counters which are done after either dodging a move or blocking.

The key to countering is anticipation and knowledge of your opponents' moves. Also remember

the reach of your own attacks to strike back with maximum power and/or style.

GROUND ATTACKS

Ground attacks have not changed much since the original *VF* except for a cool little addition for some characters. The Bryants, Jacky and Sarah, can



kick their opponents on the ground when standing next to them. Shun, Wolf, Lau, Kage and Jeffrey also get similar moves while Akira and Pai have been able to do the same since Part One.

You can do these by either pressing **Down**, **Forward + Punch** or **Down, Forward + Kick** depending on the character.

You can always use the traditional *VF* method of pressing **Down**, **Up + Punch** to leap in the air and come down on a fallen foe. The attack is more powerful if you hold **Up** while pressing **Punch** for all characters except Akira.

AKIRA YUKI



Akira is probably the hardest to master since his moves by themselves do little damage, but his

ability to string attacks together and direct counter put him in a class by himself. The execution of the Akira 3-hit is what can classify you as a master. You start out with **Punch + Guard + Kick** in close with **Back**, **Forward**, **Down + Punch + Kick** then either **Forward** or **Back + Punch**. You must complete this series of commands quickly, and timing is everything.

- JUMP KICK (SINGLE): **F, F + K**
- JUMP KICK (DOUBLE): **F, F + K, K**
- ELBOW: **F + P**
- DASHING ELBOW: **F, F + P**
- KNEE: **K + G** (QUICKLY LET GO OF GUARD)
- STUN PALM: **P + G + K** (IN CLOSE)
- GRAB AND PUNCH: **P + G** (IN CLOSE)
- TETSUZANKOU: **B, F, F + P + K**
- YAKUHOCHYOCHYU: **F, F, F + P**
- THRUST PALM: **F + P** (WHILE CROUCHING)
- DOUBLE PALM: **B, F + P** (WHILE CROUCHING)
- PALM UPPER: **DF, DF + P** (IN CLOSE)
- YOSHISENRIN: **B, FD + P** (IN CLOSE)
- SHIN IHA: **DB, F + P** (IN CLOSE)
- GRAB AND SHOULDER LIFT: **F, B, F + P + K**
- GUARD DROP: **F + P + G** (WHEN OPPONENT IS BLOCKING HIGH)
- DODGE AND THROW BEHIND: **DB + P + G** (IN CLOSE)

BLOCKING

Virtua Fighter uses a **Block** button system which is new to players that are used to holding **Back**. It is different from *Mortal Kombat* as well, since the **Block** button is not used solely for blocking. You can usually hold back a move by pressing **Block**. For example, if you start a kick but quickly tap the **Block** button, your character will put his or her foot back down.

The **Block** button is key to many special moves and especially counters. Keep in mind that some characters can charge certain moves or begin a command motion while blocking like Jeffrey.

MOVES KEY

- U:** Up
- D:** Down
- F:** Forward
- B:** Back
- DB:** Down-Back
- DF:** Down-Forward
- UB:** Up-Back
- UF:** Up-Forward
- P:** Punch
- K:** Kick
- G:** Guard



- TRIP AND FORWARD SLAM: **B, D + P + G**
- GROUND PUNCH: **DF + P** (WHEN OPPONENT IS FALLEN)
- LEAPING PUNCH: **D, U + P** (WHEN OPPONENT IS FALLEN)

COUNTERS (WHILE OPPONENT IS ATTACKING)

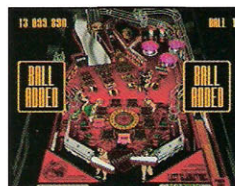
- GAIMONCHYOCHYU: **G + B + P** (COUNTERS HIGH RIGHT PUNCH)
- YOUHOU: **G + B + P** (COUNTERS HIGH LEFT PUNCH)
- TANYOKUCHYU: **G + B + P** (COUNTERS HIGH KICK)
- HAIHORICHYU: **G + DB + P** (COUNTERS MID RIGHT KICK)
- JYOUHOSHYOKO: **G + DB + P** (COUNTERS MID LEFT KICK)
- GAIMONCHYOCHYU: **G + DB + P** (COUNTERS MID PUNCHES AND ELBOWS)
- HONSHINTANDA: **G + D + P** (COUNTERS LOW PUNCHES)
- SOUHAKUJYU: **G + D + P** (COUNTERS LOW KICKS)

Tilt Your Brain and Let the Flippers Fly!

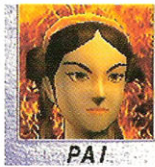


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PAI CHAN



Pai has been strengthened and no longer suffers too much from crouching foes. She is best used

as a hit-and-run character with a good variety of throws and direct counters. A neat Pai maneuver is to come in with a mid-attack punch that effectively stings bee at opponents and to which it is hard to react. A well-rounded character, but still not as effective as other characters.

FORWARD HIGH SLASH: **B, B + P**
 DODGE THEN PUNCH: **DB + P**
 DOWN PUNCH: **DF + P** (WHEN OPPONENT IS FALLEN)
 MIDDLE STING PUNCH: **DF + P**
 HIGH SPIN KICK: **K + G**
 LOW SPIN KICK: **D + K + G**
 REVERSE SPIN KICK: **B + K + G**
 SOMERSAULT KICK: **UB + K**
 STEP KICK: **F + K**
 PUNCH AND SPIN KICK: **P, K** (ONLY IF PUNCH CONNECTS)
 TRIPLE PUNCH AND SOMERSAULT KICK: **P, P, P, UB + K**
 TRIPLE PUNCH AND HIGH SPIN KICK: **P, P, P, K**
 TRIPLE PUNCH AND LOW SPIN KICK: **P, P, P, K**



P, D + K
 ARM TOSS: **P + G** (IN CLOSE)
 CHEST ROLL: **B, F + P** (IN CLOSE)
 DDT: **F, D + P** (IN CLOSE)
 TRIP AND PUNCH: **F, F, P + K**
 ARM PULL THROW: **B, D, P + G**
 FLIP OVER OPPONENT: **F + P + K + G** (WHEN OPPONENT IS CROUCHING IN CLOSE)
 LEAPING PUNCH: **D, U + P** (WHEN OPPONENT IS FALLEN)

COUNTERS

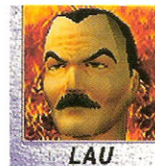
LEG THROW: **B + P** (COUNTERS HIGH KICK)
 LEG TWIST: **DB + P** (COUNTERS MID KICK)
 ARM THROW: **B + P** (COUNTERS HIGH PUNCH)
 ARM TWIST: **BD + P** (COUNTERS MID PUNCHES AND ELBOWS)

ELBOW: **F + P**
 MID PALM: **DF + P** (CONTINUE PUNCHING TO COMBO)
 UPPER PALM: **DK + P** (YOU MUST BE MOVING)
 CHOP: **DB + P**
 LOW PALM: **DF, DF + P**
 KNIFE KICK: **UB + K**
 TRIPLE PUNCH AND KNIFE KICK: **P, P, P, UB + K**
 TRIPLE PUNCH AND HIGH SPIN KICK: **P, P, P + K**
 TRIPLE PUNCH AND LOW SPIN KICK: **P, P, P, D + K**
 SPIN KICK: **K + G**
 LOW SPIN KICK: **D + K + G**
 THRUST PALM AND KNIFE KICK: **DF + P, P, P, UB + K**
 THRUST PALM AND HIGH OR LOW



SPIN KICK: **DF + P, P, P, K** OR **DF + P, P, P, D + K**
 STEP KICK: **F + K**
 PUNCH AND SPIN KICK: **P, K** (ONLY IF PUNCH CONNECTS)
 GROUND STOMP: **DF + K** (WHEN OPPONENT IS FALLEN IN CLOSE)
 LEAPING KICK: **D, U + P** (WHEN OPPONENT IS FALLEN)
 LEAPING DOUBLE KICK: **D, (HOLD) U + P** (WHEN OPPONENT IS FALLEN)
 SHOULDER THROW: **P + G**
 DOUBLE LEG SWEEP: **F, D + K**
 SIDE STEP THROW: **B, D, P + G**
 SHOULDER SUPLEX: **B + P**
 FACE LIFT SLAM: **B, F + P**

LAU CHAN



Father of Pai and all-around powerhouse, he retains his rising open-palm

jab that pushes you back if you block and starts a juggle if you connect. It can also be used to drop an opponent's guard by stunning him then moving in with a combo. Lau has a new arsenal of tricky kicks and a ton of devastating grabs and is considered by some as the most powerful character in the game.

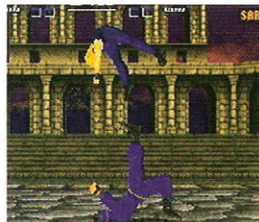
KAGE MARU



The sneakiest character in the game just happens to be a ninja. Kage is a really good

character whose speed places him near the top. The thing I like best about him is that he executes his moves in a very stylish fashion and is a great character with which to demolish weaker opponents who are dazzled by Kage's array of attacks. Kage is effective as both an in-close fighter and attacking from afar.

ELBOW: **F + P**
 TRIPLE PUNCH AND KICK: **P, P, P, K**
 FLIP KICK: **UB + K**
 TRIPLE PUNCH AND FLIP KICK: **P, P, P, UB + K**
 DODGE PUNCH: **DB + P**
 NINJA KNEE: (HOLD) **D, (THEN) F + P**
 TURN KICK: **D + K + G**
 HIGH FLIP KICK: **UB + K + G**
 SLIDE KICK: **B, DB, D, K**
 SLIDING SPIN KICK: **F, F, K**
 BACK KICK: **B, K + G**
 TORPEDO KICK: **F, F, G + P + K**
 SPINNING TORPEDO KICK: **F, F, K + G**
 ROLL AND KICK: **B, DB, D, DF, F, K**
 THRUST AND SLASH: **B, F, P + K, P + K**



LOW THRUST AND SLASH: **D, P + K, P + K**
 STEP THRUST AND SLASH: (HOLD) **D, (THEN) F, P + K, P + K**
 BACK ROLL AND KICK: **F, DF, D, DB, B, K**
 SHOULDER THROW: **P + G** (IN CLOSE)
 WAIST TAKE DOWN: **P + G** (IN CLOSE BEHIND OPPONENT)
 AIR TOSS: **B + P** (IN CLOSE)
 LEG GRAB: **P + K + G** (IN CLOSE)
 NECK THROW: **B, F + P**
 GROUND STOMP: **DF + K** (WHEN OPPONENT IS FALLEN IN CLOSE)
 HEAD DIVE: **D, U + P** (WHEN OPPONENT IS FALLEN)
 HIGH STOMP: **D, (HOLD) U + P** (WHEN OPPONENT IS FALLEN)

ELBOW: **F + P**
 MID SLASH: **DF + P**
 DODGE PUNCH: **DB + P**
 KICK PUNCH: **K, P**
 KNEE: **F + K**
 DASHING KNEE: **F, F + K**
 RISING KNEE: (HOLD) **D**,
 (THEN) **F + K**
 ELBOW KNEE: **F + P, K**
 (QUICKLY)
 JACK KNIFE: **UB + K**
 TRIPLE PUNCH AND KNEE: **P, P, P, K**
 TRIPLE PUNCH AND JACKKNIFE: **P, P, P,**
UB + K
 TRIPLE PUNCH AND HOP KICK: **P, P, P,**
 (TAP) **U + K**
 PUNCH AND MID: **P, D + K**
 HIGH STEP KICK: **B + K**
 DOUBLE KNEE: **F + K, DF + K**



— GROUND KICK: **DF + K** (WHEN
 OPPONENT IS FALLEN)
 ILLUSION KICK: **DF, K, K**
 MIRAGE KICK: **DF, K, K, K**
 DOUBLE KICK: (TAP) **D, K, K**
 SPIN KICK: **K + G**
 REVERSE SPIN KICK: **DB + K +**
G
 LEG STAB: **D + K + G** (TAP)
 BACK KICK AND TURN: **B, B, K,**
K
 HIGH STOMP: **D, U + P** (WHEN OPPONENT
 IS FALLEN)
 BELLY TO BELLY SUPLEX: **P + G** (IN
 CLOSE)
 BACKDROP: **P + G** (IN CLOSE BEHIND
 OPPONENT)
 LARIAT GRAB: **F, F + P** (IN CLOSE)
 BACK PUNCH AND TURN: **B, B, P, P**

SARAH BRYANT



Sarah is a character who relies on brute strength, as her attacks do quite a bit

of damage. She has good reach and decent speed, but overall she is not in the top five. She does have the ability to counter with powerful attacks that deplete a huge amount of energy, which always keeps her in the game.

JACKY BRYANT



Brother to Sarah and powerhouse in his own right, Jacky is a more solid character in the sense that he is both powerful and a good choice for beginners. Sarah

players need a little more finesse, while Jacky players can get away with more mistakes. His speed is also half a notch above his sister, but veteran players must play cautiously with him because he has a tendency to leave himself tremendously open after attacks.

A cheap Jacky pattern is to punch twice to move in, then throw before the opponent has a chance to counter. Very, very cheap.

ELBOW: **F + P**
 PUNCH AND SPIN KICK: **P, K**
 PUNCH AND LOW SPIN KICK: **P, D + K**
 MID SLASH: **DF + P**
 DODGE: **G, P** (VERY QUICKLY)
 VIOLENT SWING: **P + K**
 SPIN PUNCH: **B + P**
 KICK AND SPIN KICK: **K, K**
 HIGH AND LOW SPIN KICK : **K + G, D + K + G**
 MULTI-KICK: **D + P + K, K, K, K, K**
 REVERSE SPIN KICK: **B, F, K + G**
 JACKKNIFE: **UB + K**
 KNEE: **F + K**



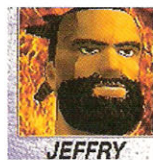
LEG STAB: **D + K + G** (TAP)
 BACK PUNCH AND TURN: **B, B, P, P,**
 BACK KICK AND TURN: **B, B, K, K**
 NORTHERN LIGHT BOMB: **P + G**
 GROUND KICK: **DF + K**
 (WHEN OPPONENT IS FALLEN)
 KNEE STRIKE: **F, B, P + K** (IN CLOSE)
 LARIAT GRAB: **F, F + P** (IN CLOSE)
 BULLDOG: **P + G** (IN CLOSE BEHIND OPPONENT)
 HIGH AND LOW SPIN PUNCH: **B + P, DB + P**
 SPIN PUNCH AND KICK: **B + P, K**
 SPIN PUNCH AND LOW KICK: **B + P, D + K**

DOUBLE UPPER: **DF, P, P**
 DASH ELBOW: **F, F, P**
 DASH DOUBLE UPPER: **F, F, P, P**
 KNEE: **F + K**
 TOE KICK AND SMASH: **D, K, P**
 DOUBLE HAMMER: **B, DF, P**
 ELBOW CHOP: **B, F + P**
 THRUST KICK: **F, F, F**
 SLAP DOWN KICK: **F, D, K**
 HEAD LUNGE: **F, P + K**
 HIGH STAB: **D, P + K** (TAP)
 GROUND STOMP: **DF + K** (WHEN OPPONENT IS FALLEN IN CLOSE)
 BUTT LUNGE: **P + K + G**
 SHOULDER SLAM: **P + G** (IN CLOSE)
 BACK BREAKER: **P + G** (IN CLOSE)



BEHIND OPPONENT)
 POWER SLAM: **F + P** (IN CLOSE)
 BODY PRESS: **B + P + G** (IN CLOSE)
 FRONT BACK BREAKER: **B, F, F, P + K + G** (IN CLOSE)
 IRON CLAW: **D + P** (IN CLOSE WHEN OPPONENT IS CROUCHING)
 MULTI-HEAD BUTT: **B, F + P + K, F + P + K, F + P + K** (IN CLOSE)
 TOE KICK AND SPLASH MOUNTAIN:(TAP) **D + K, D, DF, F + P + K + G** (IN CLOSE)
 SPLASH MOUNTAIN: **DF, DF, P + K** (IN CLOSE)
 POWER BOMB: **DF, P + K + G** (IN CLOSE)

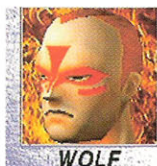
JEFFREY McWILD



Jeffrey is runner-up in the best fighter in the game category. Although he moves slowly, his grabs are

unbelievably effective, plus he has some good stun moves. A very tough character to defend against. The best option is to stay on the offensive, but use moves where missing causes no penalty or he'll grab you faster than he can eat a steak! Jeffrey is best used as a defensive character, but is not limited to that role. Be imaginative.

WOLF



Another player in the top five. He is slightly faster

than Jeffrey, but also a more offensive type character. His combination of attacks and grabs make him a versatile character. He can't be played as hit-and-run, but can be content to stay on the defensive.

PALM SLASH: **B + P**
 UPPER: **DF + P**
 MID PUNCH: **F + P**
 ELBOW THRUST: **B + P + K**
 ROLLING KICK: **F + K + G**
 KNEE: **F + K**
 DROP KICK: **UF + K** (TAP)
 NECK KICK: **K + G**
 SPINNING KICK: **F, F, K + G**



LEG COUNTER: **DB + P** (COUNTERS MID KICKS)
 CLOTHESLINE: **F, F, P**
 BRAINBUSTER: **P + G** (IN CLOSE)
 BACKDROP: **P + G** (IN CLOSE BEHIND OPPONENT)
 FULL NELSON BACKDROP: **P + K + G** (IN CLOSE BEHIND OPPONENT)
 BODY SLAM: **F + P** (IN CLOSE)
 HEAD GRAB: (TAP) **UF + P + G** (MUST BE IN KICKING RANGE)
 DOUBLE ARM SUPLEX: **DB + P + K + G** (IN CLOSE WITH OPPONENT CROUCHING)
 SIDE SUPLEX: **D + P + G** (IN CLOSE WHEN OPPONENT IS CROUCHING)
 TIGER DRIVER: **DF + P + K + G** (IN CLOSE WHEN OPPONENT IS CROUCHING)
 SCREWDRIIVER: **DF, DF + P + K** (IN CLOSE)
 GIANT SWING: **B, DB, D, DF, F + P** (IN CLOSE)

FINGER STAB: **F, P + G**
 LOW KICK AND SPIN: **DF + K, K + G**
 MID STRIKE: **DF + P**
 SPIN SLASH: (TAP) **U + P**
 DASHING MID STAB: **F, F, P**
 HAND STAND KICK: **D, D, K**
 DASH SPIN: **F, F, K + G**
 KNEE: **F + K**
 DUCKING SLASH: **P + G**
 BACK PUNCH AND TURN: **B, B, P, P**
 BACK KICK AND TURN: **B, B, K, K**



DOUBLE SWEEP: **DF, K, K**
 LOW SWEEP: **D, K + G**
 LOW DODGE: **DF, G** (TAP)
 LOW BACK DODGE: **DB, G** (TAP)
 GRAB TRIP: **P + G** (IN CLOSE)

HEAD SCRATCH: **P + G** (IN CLOSE BEHIND OPPONENT)
 GRAB AND PUNCH THROW: **F, F, P + G** (IN CLOSE)
 FRONT HEAD SCRATCH: **F, DF, D, DB, B, P + G** (IN CLOSE)

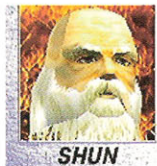
LION RAFALE



No one has more style than this newcomer. He is probably the easiest player to start out with since his moves do Jacky-level damage, but he has a larger arsenal of moves than Jacky. His speed is excellent, and he is one of the few characters in this game with a side dodging move. To really use him effectively, you'll have to know his reach and different attacks and use them to trick opponents. His grabs are cool, but don't do that much damage.

level damage, but he has a larger arsenal of moves than Jacky. His speed is excellent, and he is one of the few characters in this game with a side dodging move. To really use him effectively, you'll have to know his reach and different attacks and use them to trick opponents. His grabs are cool, but don't do that much damage.

SHUN DI



Shun is an amazing character, but I have yet to see too many people use Shun effectively. He has

a lot of tricky moves that look cool, but aren't extremely useful. Shun's reach is his major weakness and his throws are slower than almost everyone else's. Among veteran players, Shun ranks somewhat low, but among your regular players, he is an excellent choice.

STAB: **F + P**
 BACK PUNCH AND TURN: **B, B, P, P**
 BACK KICK AND TURN: **B, B, K, K**
 UPPER PUNCH: **D, DF, F, P**
 SIT: **D, D**
 HEAD STAND: **B, DB, D, DF, F**
 DRUNK KICK: **B, K + G**
 TWIST KICK: **DB + K**
 LOW ELBOW: **DB + P**
 SMALL DRUNK KICK: **B, K**



DOUBLE KICK: **DB, K, K**
 CARTWHEEL KICK: **F, F, K**
 SPIN DROP KICK: **DB, DB, K**
 HOP KICK AND PUNCH: **K + G, P**
 SWEEP KICK: **D + K + G** (TAP)
 HANDSTAND KICK: **D + K + G**
 DOUBLE ARM THRUST: **DB, G, P + K** (QUICKLY)
 DODGE: **B, G** (QUICKLY)
 DODGE 2: **DF, G** (QUICKLY)
 TRIPLE SWEEP: **D, P + K, K, K**
 DOUBLE THRUST: **P + K**
 GRAB PUNCH: **P + G** (IN CLOSE)
 GRAB FALL: **P + K + G** (IN CLOSE)

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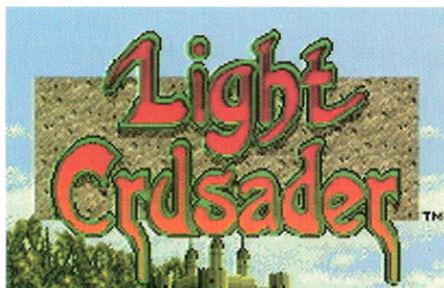
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Part Two

by Ron Dulin

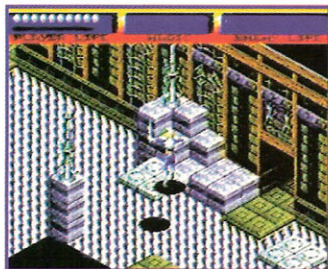


Welcome to the second half of *TIPS & TRICKS'* exclusive *Light Crusader* strategy guide. In this installment, we'll take you from Level B4 of the dungeon all the way down to Ramleh's lair, where you will have to fight and defeat the evil demon himself. As with Part One, the more simple puzzle rooms—and those with solutions similar to others already explained—have not been included. Just remember to stock up on red potions and pendants, and fight monsters repeatedly to earn extra money and bonuses.

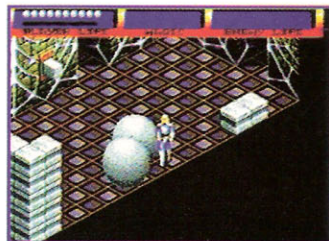
Level B4



Break the ice blocks with your sword. Hit the gem altar until the beam is aimed at the right wall. Gently push the altar along the ice path an inch or so until the beam opens the door.



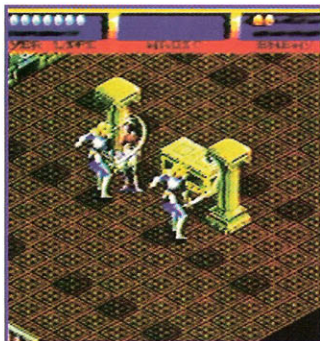
Control the moving platform in this room by hitting the light posts. (Also note that there is a pendant in a chest in the lower left corner.)



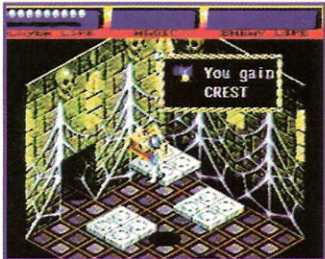
Roll the topmost ball to the right until it rests against the blocks. Move the second ball so that it is against the right wall, parallel to its original position. Now roll the first ball down so that it rests against the second, then push it left where it will hit the switch and open the gate.



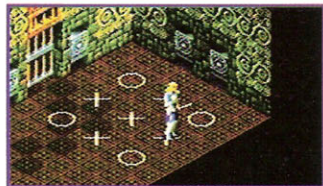
Often when fighting zombies you will become poisoned. This condition causes your D-pad control to be reversed. If you have no blue potions—which automatically cure you—use the cure spell (fire, water) to remedy the condition.



Guide your reflection to fight the zombies in this room. Next to the central block you will find a hidden door which will give you access to a pendant.



Here you will find the Crest.



Change all of the Xs to Os by jumping on them.



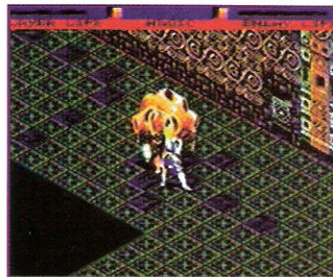
Begin pushing the ball left as the upward wind begins to die. The moderate downward wind will push the ball against the blocks in the center of the room; from there you can push the ball onto the touchplate and gain access to the Relayer sword.



Talk to the wizards. They will open the gate if you have the crest.



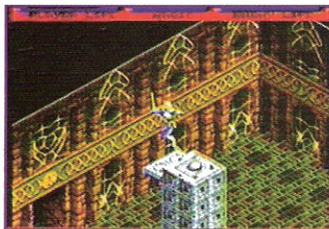
Hit the urns in the order they light to open the gate.



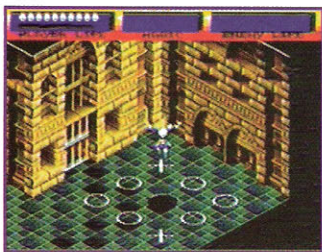
Defeat the monster to gain access to a hidden room and the Dragon armor.



The scorpion boss is relatively easy to kill. Repeatedly hit him on the head while avoiding his pincers and fire. Defeating him will give you access to Key 4.



The platform in this room is tricky to jump on because it moves in the opposite direction from you. Trap it between the central pedestal and the left wall, then jump from it onto the pedestal where you will find 900 GP.



You must change all of the Xs to Os again, but this time it is much trickier. Jump on the marks in this order: Upper Middle, Lower Middle, Right Middle, Left Middle. (Other solutions are possible.)



This is the "Trial by Fire"—hang on to your hat and pray you have plenty of red potions or pendants left. While there is no way to avoid taking damage, you can protect yourself to some degree by using the shield spell (fire, earth, water) and hiding behind the pillars.



Hit all of the orange balls to destroy the ring protecting the chest.



If you're quick, you'll have just enough time to run over to the bomb and push it in front of the gate.

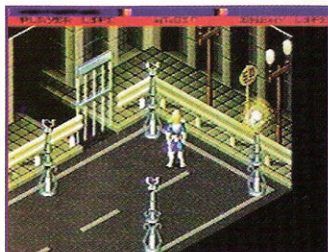


To inflict damage on this armored boss, you must actually hit the shadow which trails him. Be sure to avoid his projectile glove. Once he is defeated you'll get the powerful Light Crusader sword.

Level B5

This level is primarily made up of eight worlds where King Garriott's eight wizards are being held hostage.

Zombie World

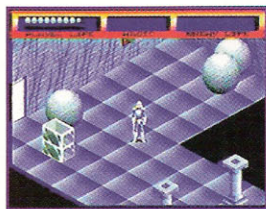


In several rooms of the Zombie World, a voice will say "Answer the Riddle" when you enter, and the lamps will light in a random pattern. Simply hit the last light in the pattern and the gate will open.



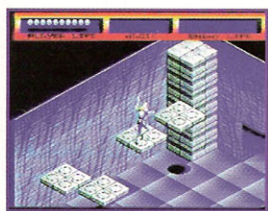
Kill these six zombies to free one of Garriott's wizards.

Ice World



Roll the ball on the right side of the room to the left until it is resting against the ice blocks. Now roll it up so that it is against the topmost ball. Break the ice blocks near the top of the room,

then roll the two balls straight to the top wall. Roll the remaining ball to the right so that it is resting against the top pillar. Roll it down to the lower pillar, then left to the ice blocks. Now roll it up to the other two balls, where you can push it left against the switch.



Jump on the rising platforms—starting from the bottom of the room—using them as a stairway to reach the switch in the upper-left corner.



Attack the elemental icons. The battle is relatively easy, but you can use the Judgment spell (air, fire, earth, water) to make it even easier. When the icons are destroyed, they will release elements which you can collect, filling your supply.



There is nothing too spectacular about this Dragon boss, and if

you've gotten this far you should have no trouble—especially with your newfound supply of elements. Defeating this boss will release the trapped wizard in this world.

Dark World



To open the door, make all of the crystals rotate counter-clockwise by hitting them with your sword.

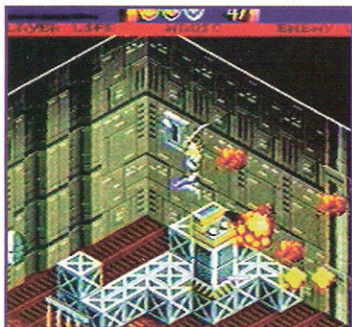


Push the gem altar against the switch to open the door. This will give you access to the chest containing the Iron Gloves.



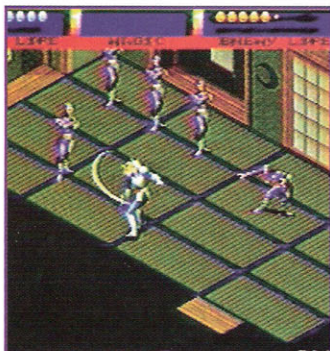
The nearly-invisible monsters make this level relatively difficult. Defeat the six monsters in the final room to free the wizard.

Future World



Some rooms contain gravity control pads which will affect how high you can jump. Set them on the lowest possible gravity level to reach the high switches.

Destroy the orange balls to destroy the ring, then jump onto the pillars to access the chest.



Defeating these ninjas will release the wizard.

Future Military World



Kill all of the soldiers in the final room to release the wizard.

Military World

This tank is one of the harder bosses to beat, and makes this the most difficult of the eight worlds. Avoid the homing missiles by running willy-nilly around the room, and avoid his fire by staying on the right side of the screen. The tank will pause after firing, which will give you time to jump up and whack its turret repeatedly. Repeat this process until it is defeated, releasing the wizard.

Western World



Avoid the worm boss until it lands near the ground, then hit it when it begins to ascend again. Defeating it will free this wizard.



Hit the blob until it breaks apart releasing a purple ball. Striking the ball is the only way to cause damage to the boss. Your victory will release the wizard trapped in this world.

Ninja World



siles by running willy-nilly around the room, and avoid his fire by staying on the right side of the screen. The tank will pause after firing, which will give you time to jump up and whack its turret repeatedly. Repeat this process until it is defeated, releasing the wizard.

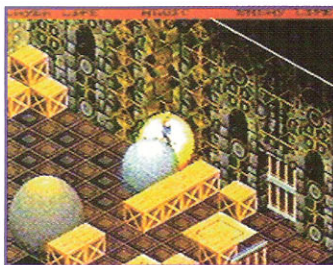


When all of the wizards are gathered in the crystal room, the crystal will become transparent. Jump into it to reach the final boss of this level—the Necromancer.



Actually somewhat easy to beat, the Necromancer's attacks can be deflected using the Shield spell; any of the offensive spells—especially Judgment—will prove very effective. Once he is defeated, return to the crystal room and descend the stairs to Level B6.

Level B6

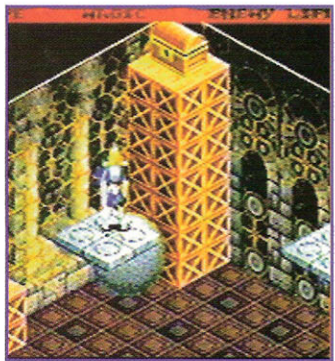


Push the smaller ball up so that it is resting against the blocks in the upper left corner. Roll the

larger ball down to the blocks in the center of the room, then left and up against the smaller ball. Push the larger ball right, then down so it is resting against the touchplates. Now roll the smaller ball right and down against the larger ball, then between the blocks and onto the upper touchplate. Repeat this process—rolling the small ball onto the lower touchplate—to open the other gate.

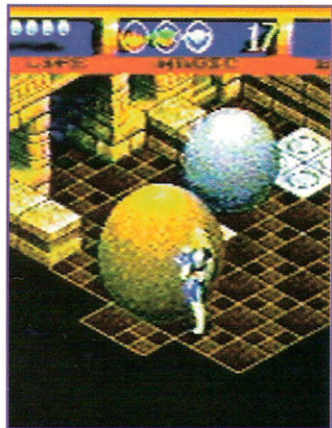


Push the keg down, so that the wind carries it to the blocks in the center of the room. Move the keg to the lower edge of the blocks, then wait for the wind to die to activate it. Push it into the wind and it should explode as it passes the locked gate.



This platform moves rapidly in the opposite direction from you. Roll the ball left and then up

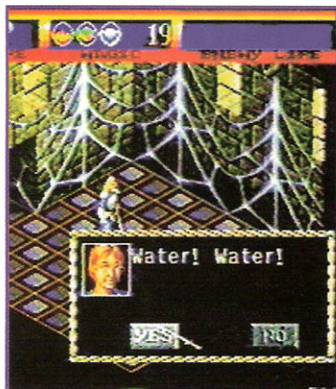
against the pedestal. Move so the platform gets somewhat trapped above the rock. Jump onto the rock, moving slowly so the platform will not move too far. Jump onto the platform, then onto the upper platform to access the chest containing the Holy Sword. (You already have the more powerful Light Crusader, so you may not want to bother.)



Roll the smaller ball to the left. Roll the large yellow ball down and then to the left so it is just below the touchplate. Stand on the elevator and push the smaller ball so that it lands on the touchplate.



The Silver Key is located in this chest.



Answer "Yes" when this prisoner asks you for water. He will allow you to find the hidden passage in the adjoining mirror room.



The hidden passage is located near the center light.



This chubby boss can be defeated pretty quickly. Just don't hit

the green crystal which occasionally orbits his body—hitting it restores his hit points.



Roll both balls straight up. Then roll the lower ball left to the blocks next to the elevating platform. Next, move the keystone between the left touchplate and the elevator. Roll the lower ball down against the keystone, then roll the upper ball left onto the elevator. Move the keystone, then roll the ball resting against it onto the left touchplate. Move the keystone near the now-elevated platform and jump onto it. Move the raised ball up onto the pedestal. Move the keystone onto the right touchplate, lowering the second platform. Roll the upper ball onto the platform, then ignite the keystone. Once raised, push the ball over the pedestal, where it will land on the third touchplate and open the gate.

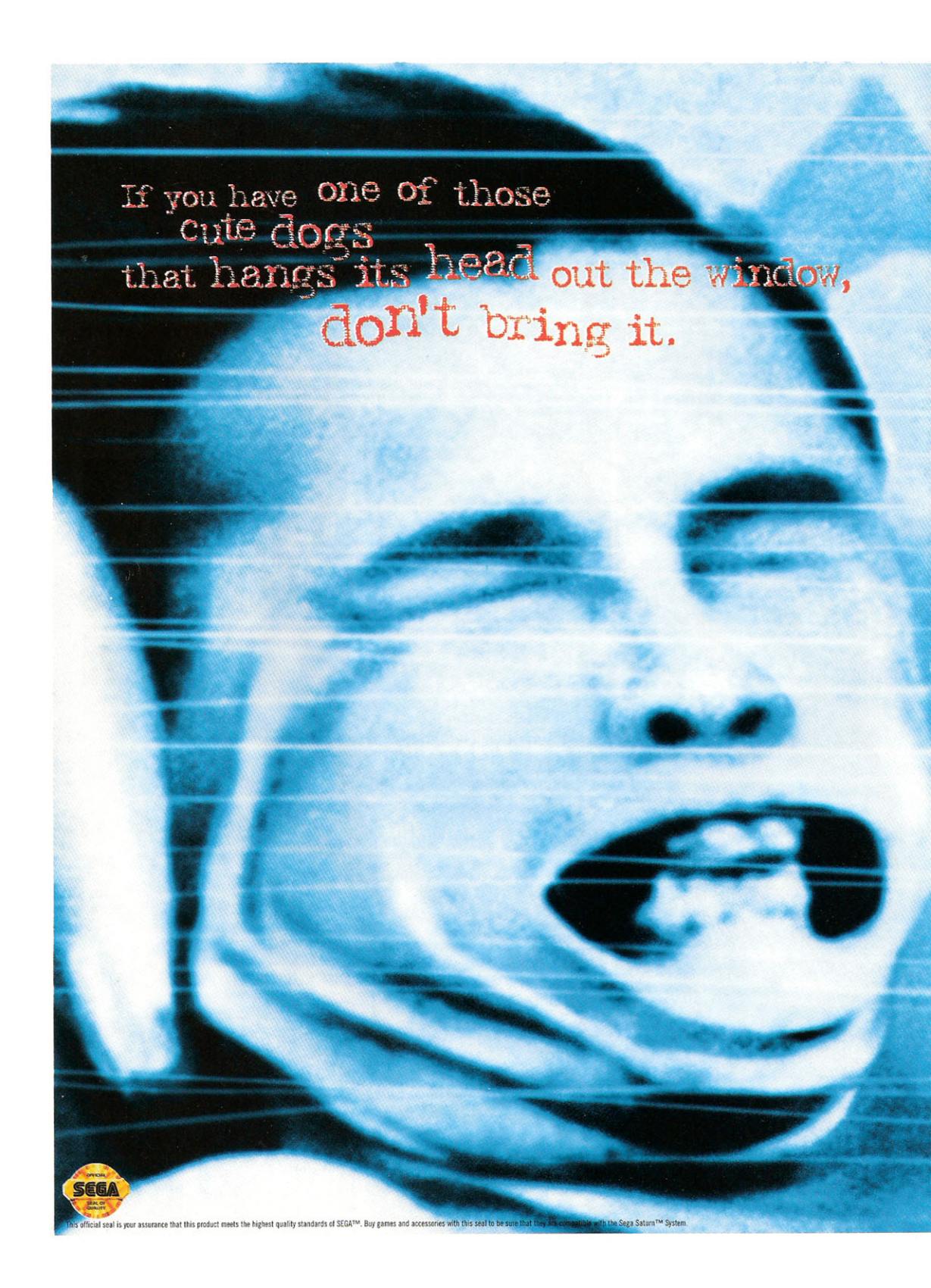


Use the Turn Undead spell (air, earth, water) to defeat the skeletons.



The demon Ramleh is the last boss you will have to defeat. After the Necromancer disappears, begin hitting the four orbs by jumping on the demon's hands. Once the orbs are destroyed, stand on the right side of Ramleh's skirt. Jump up and whack him on the chin repeatedly until he is defeated. He will unleash a barrage of magic at you, but you should be able to avoid it easily if you are on his skirt.

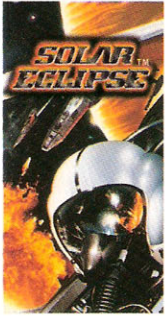
Once Ramleh is destroyed (it will take a good deal of time), you will have won the game. What do you get for your efforts? One of the most surreal, inexplicable ending sequences in the history of video games. I guess something was lost in the translation.



If you have one of those
cute dogs
that hangs its head out the window,
don't bring it.



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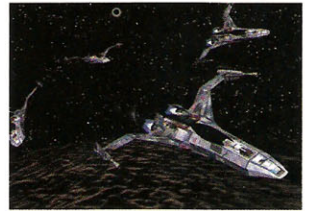
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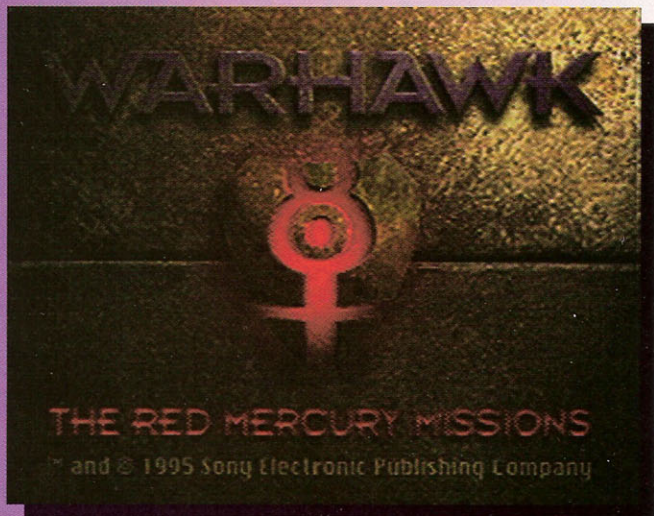
CRYSTAL
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by Nikos
Constant

PlayStation Strategy Guide

Giving Air Combat a run for its money, Warhawk is the second flight simulation in an incredible string of games released for Sony's PlayStation.

Starting the game, your Peregrine is armed with Machine Guns, Rockets, Swarm Missiles, Lock-on Missiles and a Plasma Cannon. Along the way you can obtain Flash Bombs that blind enemies and destroy any unfriendly fire in your vicinity, and the Doomsday Bomb, made of deuterium, that kills anything in its path. With only six levels, you might think that *Warhawk* is kind of short, but there's plenty of impressive stuff packed in each level. And you'll be blowing stuff up left and right. Just take it from my next door neighbor Mako: "Whoa, there's too much stuff going on here. I'll stick with Yoshi." Kudos to the developers, a company called SingleTrac. Let's hope they bring out more games of this quality in the future.



Stuff You Should Know

If you're wondering what the difference is between Granny, Veteran and Ace difficulty levels, the answer is the amount of damage your ship can take, and the speed in which your shields regain their full defensive capabilities. Don't think that there's going to be less stuff to shoot, or shooting at you; only your ship's defenses are different.

I found that the best perspective to play the game in is just behind the ship. Inside the cockpit, you miss a lot of stuff, and you can't see when a missile is on your tail so you can dodge it. It also looks neat. If you really want a simulation though, go with the cockpit view. That way you'll even see your blood splatter on the windshield when you die.

Only use your thruster and air brake, forget about the accelerator. You'll need speed in this game at all times; don't piddle around with the gradual speeding-up the accelerator allows.

Use Lock-ons first because they're the most powerful missile, then Swarmers and then Rockets. The

only thing the Plasma Cannon is good for is hitting the end boss. You'll have plenty of rockets to get through the game, so don't worry about using them up. Fire them at will, especially in the tunnel and canyon levels.

Don't kill everything, because they'll just kill you first. The best offense is a good defense, so concentrate on the big targets: bosses and mini-bosses. If you try to kill every enemy gun turret and fighter ship, you'll just run out of ammo. Only shoot at things if it is strategic to your flight plan.

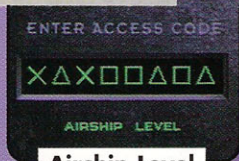
For the Weak Gamers out there: For those of you who can't just find this stuff out for yourself, here are the passcodes for *Warhawk's* six levels. In addition, here are three weapons codes that give you cool stuff with which to start the game. The game allows you to enter two separate codes at the code screen, so you can play any level with the power-up codes provided. Just enter the level code and then the power-up code and then start the game.



Desert Level



Canyon Level



Airship Level



Volcano Level



Gauntlet



Stormland



Kali Mode gives you powered-up versions of the normal weapons you receive at the beginning of the game.



Thor Mode gives you 9999 Flash Bombs and no other weapons. This makes the game more of a challenge in finding weapon power-ups.



Infinite Weapons gives you infinite weapons. (Duh!) Also, when you find the Doomsday Bomb and Flash Bombs, it gives you infinite supplies of those bombs as well.

Desert Level



The first thing you have to go after is the set of four towers surrounding the mini-pyramid. It takes 2-3 shots from your Swarm Missile launcher to destroy. You'll know they're gone when there is no gun turret at the top of the column.



With that, aim for the eight red power cells located at the base of the pyramid. Use Lock-Ons for these, so you only have to hit them once.



With all four towers gone, a cinema will play showing the mini-pyramid expanding to its full size.



With the power cells gone, a second cinema will play showing the top of the pyramid and the pyramid door blowing up.



Go through the new opening in the pyramid and pick up the Red Mercury canister inside. Your mission is complete.

Canyon Level



Zip through the canyon, ignoring most of the stuff shooting at you. With your Rockets selected, only aim at the stuff directly

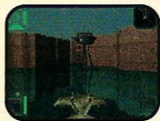
in front of you as you are flying. Don't go out of your way for anything. If you are daring, aim at some of the boats in the canyon, because these contain weapons power-ups.



Though annoying, the gun turrets in the sides of the canyon walls are bad shots if you keep moving.



The greatest danger are the mines that will be blocking your path. They cannot be locked onto, so use your Rockets.



The first major obstacle you'll find are the two canyon mini-bosses that keep parts of the canyon locked with a force field.



Aim for the gun turrets in these bosses, and also the top of the large structure. Use Lock-ons and Swarmers to get

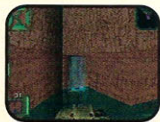
them down. Keep moving, or they'll lock on and nail you quick.



With the turrets down, you can now get through the force field.



Remember to get the power-up on top of each destroyed mini-boss.



Head for the waterfall after the second mini-boss. This will take you to the second part of the canyon that is easy to get lost in.



Unless you want to explore, just remember to take the right fork twice when you approach the round rock formations as shown above.



The third boss that blocks your path runs the width of the canyon, so you don't have to worry about hitting all the sides. Just keep moving and shooting to get it down.



Before you go past the third mini-boss, look around the corner to your ship's left as you face the remains of the boss. Here you will find a small attack silo.



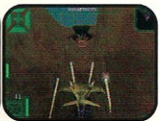
Blow it up to find a shield power-up.



Next, enter the tight canyon.



Use Rockets to blow up mines.



Watch out for the two gun bridges that span the narrow canyon above your ship.



Blow up the mines that block the tunnel with Rockets. Get ready for the final boss.



There are two sides to this boss that spans the canyon. Use Lock-ons and Swarmers here.



There are two rock columns on either side of the canyon. Use them to hide behind and duck around to take potshots at the boss. Also use the rock towers to give your shields time to regenerate themselves.



With the boss gone, get the two canisters located in the two rock arms that held it above the canyon. Just go inside the tunnels and you'll find them.

Airship Level



Head straight for the opening in the airship, blasting away with Rockets to try to clear a path.



Look for the doorway into the ship, and go down the shaft.



Go down the corridor as fast as you can, shooting away with Rockets. Use thrust and air brake to control speed with the doors blocking your way. Shoot at the doors to make them open faster.



At the end, you will find a room with boxes. Blow up the boxes to find two canisters and a Flash Bomb. There is also a third canister at the opening of the room; don't forget it!



A cinema will play showing the gun turrets coming out of the Airship. These are your next targets.



Get out of the ship! Make sure you have three canisters.



The back-door of the ship will open. Head for it.



Blast through the ships pouring out the back door...

Blow up the main gun turret on the top of the ship, along with the one on the bottom. The one on top will give you a shield power-up when destroyed.



...and go down a second Airship corridor similar to the first on this level.



At the end of the corridor is a darkened room with more boxes containing canisters.



There's also the Doomsday bomb in the top corner of the room.



Exit the ship again. You should only have two more canisters to obtain.



You'll find these in the side-ships flanking the Airship.



Use the Doomsday Bomb if necessary to clear the air.



To completely destroy the side-ships, approach them from the front and get them with a few Lock-ons.



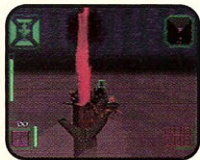
Find the last two canisters in the wreckage of the three side-ships. The third ship will give you a weapon power-up.

Volcano Level

Helpful Hints: This is where the game gets hard, so prepare to be frustrated. There are a lot of power-ups in the towers on this level, so if you're down on ammo, collect away. The only problem is that there are a lot of enemy airships on this level that bear down on your booty faster than you can react. There are also gunboats and underwater missile silos that fill the sky with explosions. If you still have a Doomsday or Flash Bombs, use them here. Keep flying wildly to shake missiles off your tail, and keep your shields intact. Listen for your lock-on radar to keep track of danger. Be patient and take long swipes at the towers. Don't linger, or you'll be fish food.



Blow up the three radar towers above the fog...



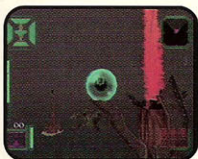
...and get the two Red Mercury canisters located in them. The third radar tower will give you a weapon power-up.



Blow up the three radar towers below the fog...



...and get the two canisters located in them.



The third tower will give you a Shield power-up.



With the six radar towers destroyed, a pod will rise out of the volcano with lasers gyrating around it.



Shoot out the lasers...



...to destroy the pod.



Approach the crater...



and lower your ship inside...



..to collect the final two canisters.

Gauntlet Level

Helpful Hints: You can either take the right or left mouth on this level. I find the right one easier, but for no particular reason. Both are difficult. Load up your Rockets—because of the close quarters you won't have to worry about Lock-ons until you get to the tanks and the bosses that block your way. Speed and timing is of the essence, along with patience. Keep track of your shield power, and find nooks in which you can rest and get shield power back.



Take the right mouth.



Shoot the pyramid gun turrets that pop up from the floor with rockets. Keep moving because they'll pop back up and shoot you from behind. Get around those corners!



Watch out for the moving doors and blockers that pop out of the walls. They will take away shields if they catch you.



Mines block some tight squeezes. Don't even try to get past these parts of the tunnel without destroying the mines.



At the end of the first corridor, run. Down the shaft are a pair of tanks. Use the shaft to block their fire and hit them with Swarms. It takes two or three shots to get them.



Just past the tanks is the fire room. Dodge the columns of fire or they will kill you. By now you should be able to control your ship just fine. Just don't rush this section of the level. This is also a good place to regain lost shield energy.



After another corridor of doors is the entrance to the Gauntlet's first mini-boss.

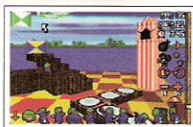
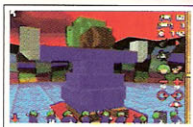
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Shoot the four gun towers located around the room first.



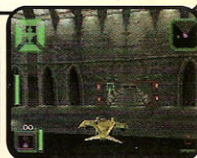
Keep flying around the perimeter of the room so that the enemy can't lock on. Do this to bring back any shield power you may have lost.



Shoot the turret hanging from the middle of the ceiling with Lock-ons and Swarmers. Keep moving to avoid fire.



After you've blown up the mini-boss, pick up all the power-ups that are left. Don't forget the shield power-up on top of the gun tower you destroyed when you first entered the room.



Go through the red doorway.



Continue on, looking out for mines and such.



You will find a second fire room.



As well as more tanks.



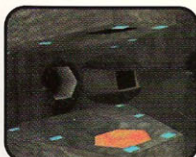
And even a third fire room.



Finally, you'll see that the tunnel curves down...



Into the green swamp room.



Look for the hexagon-shaped exit.



Touch it, and Kree'l will finally appear himself.



Kree'l will transform into a giant head that you have to shoot down. Use Lock-ons and keep moving.



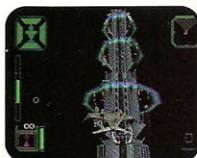
Exit through the hexagon doorway, and you are off to the last level.

Storm Level



Get ready for the Storm Level. Keep moving away from the slow-moving ships that will loom on your tail. Watch for their headlights on your ship.

Helpful Hints: When fighting the skull, aim for the legs first. When you approach the legs, electrical extensions will come out that act as a tractor beam. Use the thruster to break free and cruise around a bit to get back shield power. Aim for the skull's open mouth. This only happens when the mouth is about to shoot large Plasma Beams that will knock you out. Avoid these beams, but hit the mouth. If you destroy the Head without ejecting, you will get the alternate ending that says that though you defeated the head, you died. Use the eject button before you hit the mouth with your ship so that you can make it home. If you play on the Veteran or Ace levels, you will receive a code when you finish the game. Be sure to write it down, because it will give you power-ups for your next game.



There are three levels of shields that you'll have to shoot down.



Hit the electrical conductors once with the Lock-ons or twice with the Swarmers.



After all the shields are down, head for the top of the tower and hit the targets on top.



Use your Lock-on Missiles to aim at the orange targets and the ram head projectiles.



When you've hit everything, go to the very top of the tower and get the Full Rearm power-up.



Enter the top of the tower.



Kree'l will now enter the Skull Head. Aim for the mouth to get it down. If you go directly into the mouth with your ship, you can do a suicide mission to kill it. Remember to eject by pressing all the buttons at once to save yourself.



The skull will explode...



...and Kree'l will die.



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ACTRAISER

Hidden 1-Ups

Create a rain shower in the woods located northeast of the lake in Bloodpool. After the storm, the villagers will uncover an artifact which they offer to you. This Source of Life works as a 1-Up which gives you an extra chance to fight evil. You'll also dig up a Source of Life in Kasandra. After washing away the sand in the north, uncover a pyramid, and create an earthquake. The walls of the pyramid will fall and reveal another 1-Up.

THE ADDAMS FAMILY

End Password

Enter this password: **BLS&P**. Walk into the music room and play through the game's final stage.

Hidden Bonus Room

After you lose your last life, head over to the door that says "Continue." Don't go through the door, but keep walking to the left and you'll enter a hidden bonus room where you can pick up four extra lives.

AERO THE ACRO-BAT

Five Continues

Press X, Y, B, A, X, A, B, Y, Up, L at the title screen.

Nine Continues

Press X, Y, B, A, X, A, B, Y, Up, R at the title screen.

Level Select/Skip

At the Start/Options screen, press **D, A, D, Y, D, A, D, Y** and listen for the machine gun. 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. Now you 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 then 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-select screen. This gives you a modified menu with added options.

To get infinite stars, press **A, Y, L, Up, Down, R, A, Y, Right, Left** at the modified stage-select 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.

ALIEN VS. PREDATOR

Stage Select

At the title screen, press **SELECT** to access the "Config Mode," then press **START**. Next, at the Option Menu, hold buttons **X, A, L** and **R** on Controller 2 and press **START** on Controller 1. A hidden Stage Select menu will appear.

ART OF FIGHTING

Skip to Credits

Begin a new game, then select the Story Mode. When the game starts, press **SELECT** to pause, then press **Up, X, Left, Y, Down, B, Right, A, L** and **Y** on Controller 1.

BATMAN RETURNS

Extra Continues

Go to the Option screen and highlight the "Rest" option. On Controller 2, press **Up, X, Left, Y, Down, B, Right, A, Up** and **X**.

BATLETOADS IN BATTLEMANIACS

Extra Lives and Continues

At the title screen, hold **A, B** and **Down** and press **START**. A flash of red will appear on the screen that shows the *Battletoads* flag. You can now start the game with five lives and five continues.

BEST OF THE BEST CHAMPIONSHIP KARATE

Kumate Warp

At the title screen, press **START** to go to the Main Menu. Place the cursor over "Option" and press **SELECT**. Select "Password" in the top left corner and enter the password **2RHT255457K**. Your character's attributes will be at 99%. Return to the Main Menu and select Ivanov as your opponent. Once you defeat him, you can enter Kumate mode, you can enter Kumate mode, you can enter Kumate mode until both characters appear the same. Defeat the mirror image so that all the opponents from the regular tournament will appear in the Kumate.

BRAWL BROTHERS

Change Title Screen

When the Jaleco logo appears, press **B, A, X** and **Y** repeatedly. When you hear the sound of a sword slash, press **START**. As the screen changes press **Down, Down, Down** and **START**. Exit the Option screen to view the game's original Japanese title screen.

BRUTAL

Boss Code

Press **X, A, B, A, Left, A** at the title screen. Now you can choose to play as the Dali Llama.

BUSBY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

All Levels Complete

Up, A, A, Down
Jump Frenzy
B, A, B, Y
99 Diving Suits
B, Left, Up, B
99 Portable Holes
Right, Up, SELECT, SELECT
99 Smart Bombs
X, X, Up, Down, X
99 Nerf Ballzooka Shots
B, A, Left, Left

50 Lives

B, Up, B, SELECT, Y

Invulnerability

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 Controller 1. You'll hear a bell, and 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*.

CLAY FIGHTER TOURNAMENT EDITION

Tiny Characters

Select "Tournament" mode and choose a four-player "Double Elimination" game. Choose the following characters and change their names as shown:

Player 1: **Bad Mr. Frosty**—change name to **POSSEY**

Player 2: **Bad Mr. Frosty**—change name to **JASON A**

Player 3: **The Blob**—change name to **STEVE C**

Player 4: **Taffy**—change name to **JOHN S**

Start the game and the fighters will be super small.

CLAY FIGHTER 2: JUDGMENT DAY

Random Select

At the player-select screen, hold the **L** and **R** buttons to make the computer choose your fighter at random.

Turbo Play Mode

At the Game Start screen, hold the **Y** button and press **L, L, R, Down, Left, R**. Now you can turn the speed up to 10 in the Options menu.

Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

Butch: Hold the **L** button and press **X, R, A, X, R, R**.

Ice: Hold the **B** button and press **Up, L, L, Right**.

Slyck: Hold the **Y** button and press **L, L, Up, L, Left, R**.

Spike: Hold the **R** button and press **X, B, B, A, Y, Left, A**.

Peelgood: Hold the **D**-pad diagonally in the **Down/Left** position and press **B, Y, Y, A, Y**.

Sarge: Hold the **X** button and press **L, L, Up, Down, Left, Down**.

Jack: Hold the **D**-pad **Up** and press **X, A, R, R, Y, A**.

Thunder: Hold the **D**-pad diagonally in the **Up/Left** position and press **Y, B, X, B, B, X, A**.

CYBERNATOR

Extra Continues

At the title screen, highlight the word "Option" and 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.

Napalm Gun

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.

DAFFY DUCK IN THE MARVIN MISSIONS

Extra Lives

To receive 50 extra ducks, begin a new game. When the screen reads "Where there's duck, there's fire," press **Left, Left, Right, Right, Up, Down, Y, A, B** and **X**.

DARIUS TWIN

Extra Ships

Move the cursor to point to the desired number of players. Hold **L** and **R** on Controller 2, hold **SELECT** on Controller 1 and press **START** on Controller 1. You will start with 49 ships in reserve.

THE DEATH AND RETURN OF SUPERMAN

Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: **0B, 29, 2C** and **05**. Exit the Options menu and start the game. When you enter into trouble, press **A+B+X+Y** to refill your lives, energy and special attack. To skip to the next level at any time, hold **A+B+X+Y** and press **SELECT**.

DISNEY'S ALADDIN

Stage Select

At the Options Screen quickly enter **L, R, SELECT, X, Y, A**, and **B** on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press **Left** or **Right** on Controller 1 to select stages.

DONKEY KONG COUNTRY

101% Complete

An exclamation point (!) at the end of each level means you've found all the secret stuff. When

every level has been completed with an exclamation point (!), you'll have finished 101% of the game.

50 Lives

Highlight "Erase Game" and enter the code B, A, R, R, A, L (BARRAL). You'll hear a chime.

Music Test

Highlight "Erase Game" and enter the code 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.

DOUBLE DRAGON V: THE SHADOW FALLS

Stun Disable

When the Main Menu Screen appears, press Down, Down, Left, Up, Up, R, R, and L; now your character can't be dizzied in the game.

Throw Disable

Press R, Right, L, L, Left, Left, R, R at the main menu screen.

EARTHWORM JIM

Cheat Codes

Start the game, press START to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. A+Left—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: A+Left, B, X, A, A, B, X, A

Nick Jones Code: Y, A, B, B, A, Y, A, B

Level Skip: A, B, X, A, A+X, B+X, B+X, X+A

Jump to Princess: A+Left, X, X, X+B, X, A, X, A+Left

Extra Life (one time only): B, B, A, X+Y, A, A, A, A

Extra Life (repeat whenever necessary): B+X, B, B, B, A, A, X, A

Energy Refill (once per level): A, B, X, Y, Y, X, B, A

Energy Refill (repeat whenever necessary): A+X, B, A, B, X+Y, B, A

Ammo Refill: A+X, B, A, B, X, X, X, X

Plasma Power-Up (one time only): A, A, B+L, A, A, X, B+L, X

Plasma Power-Up (repeat whenever necessary): A+X, B, B, A, A, X, B, L+R

Extra Continue (one time only): A, B, A, B, X, Y, X, Y

Extra Continue (repeat whenever necessary): Y+X, B, Y, B, X, B, X, X

Map View Mode: A, X, A, X, A, A, A, A

Warp to "What the Heck?": Y, X, Y, X, A, B, A, X

Warp to "Down the Tubes": Up, Down, Left+Down, Left, Down, Down, Up+Left, Down

Warp to "Snot a Problem": A, B, X, B, A, B, B, B+L

Warp to "Level 5": A+B, B+X, X+Y, Left, Left, Right, Left, Right

Warp to "For Pete's Sake": A, B, X, A, B, X, A, B+R

Warp to "Buttville": A, X, Left, Left, X+Y, Up, Down, Left

Warp to "Andy Asteroids": L+A, A, R+A, A, B, B, X, B

Warp to "Who Turned Out the Light?": A, B, Up+Y, Up+Y, Left, Right, Left, Right

EXTRA INNINGS

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.

F-1 ROC II RACE OF CHAMPIONS

Track Select

Use Controller 2 at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press A four times and B 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press Up or Down to change tracks.

Time Attack Mode

Press Up, X, Right, Y, Down, B, Left, A, A on Controller 2. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to compete, and the time you want to beat.

Sound Test

Press L, R, L, R, L, R, L, R, R on Controller 2. The number "100" will appear in the corner of the screen.

Hidden Game #1

Press X, X, X, X, Y, Y, on Controller 2. The number "1000000" will appear in the corner of the screen. It's a Breakout-style game that you can play with up to four players.

Hidden Game #2

Press Y, Y, Y, Y, X, X on Controller 2. The number "10000" will appear. It's a two-player Pong-like fighting game.

F-ZERO

Master Class

Choose the Expert Class and complete all five courses of any three leagues, placing first second or third. You will then be able to enter the Master Class.

FATAL FURY

Hidden Character

When the Takara logo appears at the start of the game, quickly press Down, Down/Right, Right, Down, Down/Left, Left and X in one smooth motion on Controller 1. The Fatal Fury logo will change to blue. Now you can choose the game's hidden fighter, Ryo Sakazaki.

FIFA INTERNATIONAL SOCCER

Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.

Super Kick: Press B, A, then B eight times.

Invisible Walls: Hit Y three times, X, A three times, B.

Crazy Ball: Hit X, A, B, Y, Y, B, A, X, Crazy Curve Ball: Press B, A, R, B, Y, L to activate. (A ball kicked into the air can be steered wildly with the L and R buttons.)

Super Goalie: Press A five times, then Y five times.

Super Offense: Press R five times, L, R.

Super Defense: Press L five times, R, L.

Dream Team: Press A twice, B twice, Y twice, X twice.

FINAL FIGHT 2

"Same Player" Code

At the title screen, hit Down, Down, Up, Up, Right, Left, Right, Left, L, R. The screen turns blue; now both players can pick the same fighter.

GRADIUS III

Extra Credits

At the title screen, press the X button as quickly as you can. You should see the number of credits at the top go up. Press START before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code.

Arcade Mode

At the Option screen, highlight "Game Level" and rapidly press A until you see the game level change to "ARCADE".

Bonus Areas

To fly into the bonus area of Stage 2, fly into the section lined with a blue, liquid substance, look for a hole and dive into it. You will enter an area filled with breakable pink orbs. Clear them away and uncover several point-producing devices.

You must destroy all of the guns on the ground before entering the bonus area in Stage 3. Fly close to the low rock ceiling and make your way into the bonus area.

A Moai Statue is the bonus area entrance in Stage 4. Make sure that none of the Power-Ups are highlighted on the bar at the bottom of the screen and fly into the back of the Moai.

Random Weapon Select

At the Weapon Select screen, press Right on the D-pad to enter Edit Mode. Press X, Y, X, X, Y, Y, X, Y on Controller 1.

Demo Mode

Extend the length of the introductory demo by holding A at the title screen. Continue to hold A, and you'll also be able to see the entire first stage of the Arcade Mode up to and including the Boss.

30 Extra Ships

At the title screen, press and hold L and then press A, A, START.

Full Power-Up

Press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A and START to unpause.

HAGANE

Infinite Continues

Go to the configuration screen. Highlight the Music option and play 9, 8, 7, and 6 in that order.

HYPER ZONE

Sound Test

At the title screen, push and hold both the L and R buttons. Select any music or sound by pressing Left or Right, then hitting A.

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 Appliances 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 Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES. This top-secret stage does not appear when you play through the game normally.

THE JUNGLE BOOK

Level Select/Cheat Mode

At the Virgin logo, quickly press Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y. Now go to the Start/Options screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

JURASSIC PARK II

Infinite Continues

At the Mission Select screen, press L, L, L, R, R, R, L, L, R, L, R, L, L, R, R, L, L, R, R. Now you can continue the game indefinitely.

KENDO RAGE

Stage Select

Press START at the title screen. When the words "GAME START"

and "CONFIGURATION" appear, press X, Y, A, B, X, Y, A, B, START. The "Special Presents" menu will appear, allowing you to choose your starting stage.

KILLER INSTINCT Boss Code

At the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH** and **FIERCE KICK**. (In the default control configuration, that would be L, R, X, B, Y, A.) You'll hear the announcer say, "Eyedoll!" When the fight starts, you'll be playing as the boss.

Speed Codes

The Super NES version of *Killer Instinct* has four different "speed" codes that allow you to change the speed of the game. Each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.

Slow Speed: Hold **Left + R + A + B**
Fast Speed: Hold **Right + L + X + Y**
Faster Speed: Hold **Right + R + A + B**
Fastest Speed: Hold **Left + L + X + Y**
Easy Combo Breakers

At the "Vs." screen, hold **Down** on the D-pad and press **START**; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

Stage Select/Music Select

When choosing a fighter at the character-select screen, hold the D-pad **Up** or **Down** with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows:

Up+L: Ice Temple
Up+R: Castle Roof
Up+X: Ice Sculpture
Up+Y: Skull Room
Up+A: Desert Roof
Up+B: City Roof
Down+L: Canyon Bridge
Down+R: City Street
Down+X: Lava Pit
Down+Y: Bloody Arena
Down+A: Factory

Down+B: Fireplace
Down+B (on both controllers): Sky Arena

KING OF DRAGONS

Two-Player Same-Character Code
Press **Down, R, Up, L, Y, B, X, A** at the Capcom logo. Now both players can choose the same warrior at the character-select screen.

99 Continues

Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press **START** on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on Controller 2 to join in, but don't choose a character yet. Quickly press **START** on Controller 1 before the count-down expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

KIRBY'S DREAM COURSE

Change Name

To change your name without restarting the game, go to the Member screen and highlight the file to be changed. Press **L, R** and **A** simultaneously to get to the Name Entry screen.

KRUSTY'S SUPER FUN HOUSE

Cheat Password

Enter the password **SMALLIIV** to start the game with all of the doors unlocked. You'll also have unlimited lives.

THE LAWNMOWER MAN

Super Cheat Mode

Press **START** to pause during a game, then press **B, R, A, SELECT, SELECT, Y, A, B, Y, A, B**. Next, press **START** to unpaue. Tap the **L** or **R** button repeatedly to play in slow-motion.

Stage Select

With the cheat code in place as described above, press **START** during the game and press **A, L, L** while the game is paused. Next, press **START** to unpaue, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.

Infinite lives

While the cheat mode is in effect, pause the game with the **START** button, then press **R, A, SELECT, Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced.

Stage Skip

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.

LEMMINGS 2: THE TRIBES

Sound Test

At the title screen, point to the

knothole in the tree and press **B**. Press **B** repeatedly to hear different tunes.

MADDEN NFL '95

Expansion Teams

Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press **L, R, L, R**, and **A** to play as the Jaguars, or press **L, R, L, R**, and **Y** to play as the Panthers.

MEGA MAN VII

Hidden Versus Mode

Choose the password option from the title screen and enter the password **1 4 1 5 / 5 8 5 5 / 7 8 2 3 / 6 2 5 1**. When all of the numbers/faces are in place, hold the **L** and **R** buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players. Mega Man's Arrow Slasher is **↓↘→+Y** and his Leg Breaker is **↓↘+B**. Bass' Buster Kick is **→↓↘+Y** and his Sonic Crasher (while jumping) is **→→+Y**. Both fighters can block by quickly pressing **Up** twice.

MEGA MAN X 2

Diagnostic Test

Hold the **B** button on Controller 2 and turn on the SNES with *Mega Man X 2* installed.

Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat **Violent** and **Serges** during the last portion of your quest. Once you have the option of going to **Agile's** level, **DON'T DO IT**. Head to the **Flame Stag's** domain (**Volcanic Zone**) to max out your **Sub-Tanks** and **extra men**. Once you have maxed everything out—including weapons—head to **Agile's** level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the **Crystal Hunter** somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your **Speed Burner** to its maximum. Jump to the right, then use the **Speed Burner** in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the **air dash** for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the **Radar** to find the invisible section in the wall. The **Dragon Punch** power-up will be waiting for **Mega Man**. The **Dragon Punch** can only be used when **Mega Man's** health is full. Perform the **Dragon Punch** just as it is done in *Street Fighter II*. That's **Forward, Down, Down/Forward** and **attack**.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Completion Passwords

Cells only: **3K5BGXODR9X**.

Cells and Laboratory only: **JGL8PKGHWTS**.

Cells and Factory only: **TJQ33CDQZD**.

Cells, Laboratory, and Factory: **25QZ21ZYRHB**.

Cells, Laboratory, and Factory with all captives rescued: **TSMMHGBW43D**.

MICKY MANIA

Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the **EXIT** option and hold the **L** button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Passwords

3847—Level 2

5113—Level 3

3904—Level 4

1970—Level 5

8624—Level 6

2596—Level 7

0411—Two-Player Battle #1

1007—Two-Player Battle #2

1212—Two-Player Battle #3

MIGHTY MORPHIN POWER RANGERS: THE FIGHTING EDITION

Boss Code

To play as **Ivan Ooze**, choose the game's **Fighting Mode**. At the character-select screen, highlight any fighter, hold the **X** and **Y** buttons down and press **START**. Both players can use this code to play **Ooze vs. Ooze** battles.

MLBPA BASEBALL

Cheat Passwords

PWRP—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.

PWRHT—activates "Power Hitting." All batters have maximum power on every swing.

ZZNG—activates "Turbo Throwing." This doubles the throwing speed of fielders.

VRRRM—activates "Hyper Running." The running speed of all players is doubled.

RBRR—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.

BRRR—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.

XXXX—"Simulation Mode"; the computer is tougher to beat.

NNTH—Start in the bottom of the ninth with the home team down 4-0.

MORTAL KOMBAT II

Endurance Mode

At the **Start/Option** screen, hold the **L** and **R** buttons on top of the

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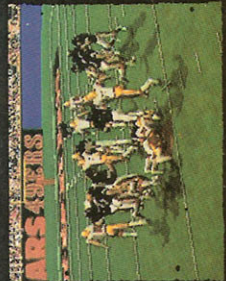
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COMING SOON

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 characters. 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.

Secret Introduction

Hold the **L** and **R** buttons on top of Controller 1 while turning on your Super NES with *Mortal Kombat II* plugged in. Continue to hold the buttons down until the Acclaim logo appears. You'll see a special intro.

Note: Each of the following special codes must be entered *quickly* at the character-select screen.

Near Invincibility + 1-Hit Opponent "Danger" Mode

Quickly press **Down, Up, Right, Up, Left+SELECT** at the character-select screen.

30 Credits

Quickly press **Left, Up, Right, Down, Left+SELECT** 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+SELECT** at the character-select screen.

Go Directly to Kintaro

Quickly press **Up, Down, Down, Right, Right+SELECT** at the character-select screen.

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

Play as Smoke

At the copyright screen that appears when you first turn the game on, hold **Left** and **A**. When the Williams logo appears, release the buttons and hold **Right** and **B**. When the words "There is no knowledge that is not power" appear, release the buttons and hold **X** and **Y**. Continue to hold the buttons until the **MK3** logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Smoke is now a playable character in the one- and two-player modes.

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 eight characters.

Sound Test

At the main menu, press **A, Y, B, X**. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

"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 "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.

NFL QUARTERBACK CLUB

Secret Teams

Each of the following codes works at the main menu; after entering the code, go to the NFL Play mode and select a pre-season game. The secret teams will be included in the list of available teams.

Jaguars/Panthers: **Up, Down, X, Y, Left, Up, B, A, Down, Y**.

All-Pro teams: **Up, Left, A, X, Right, Up, B**.

Acclaim/Iguana teams: **Y, A, X, Y, Down, B, Left, Y, Up, Right**.

OGRE BATTLE

Secret Area

To get to the secret battle in Dragon's Haven, begin a new game and enter **FIRESEAL** as your name. You must answer seven questions before beginning the game.

ON THE BALL

Passwords

Switch Balls: **GFXJF**

Change Gravity: **ZLJPJ**

Sound Test: **NRRRP**

Best Time: **ZNGGX**

PAC-IN-TIME

Stage Select

Enter the password **LVDYK** and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold **Left** on the D-pad and hold the **L** and **R** buttons;

while holding those buttons, press **START** to get the stage-select menu. Use **L, R, X** and **Y** to change the stage number.

PAC-MAN 2: THE NEW ADVENTURES

Play the Original Pac-Man

Enter the password **PCMNDPW**.

Play Ms. Pac-Man

Enter the password **MSPCMND**.

Play the Mine Cart Levels

Enter the password **FFTD2W**.

Sound Test

Enter **BGMRQST**.

Time Trial

Enter **TRLMDPW**.

Pattern Test

Enter **PCMNPPTT**.

PILOTWINGS

Passwords

Level 2: **985206**

Level 3: **394391**

Level 4: **520771**

Level 5 (Helix): **108048**

Level 6: **400718**

Level 7: **773224**

Level 8: **165411**

Level 9: **760357**

PITFALL: THE MAYAN ADVENTURE

Direct to 2600 Pitfall!

At the title screen press **SELECT, A, A, A, A, A, A, SELECT** and **START**.

POWER INSTINCT

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 holding 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**.

RADICAL REX

Stage Select

Go to the Title Screen. On Controller 2 enter the code **Right, A, Down, Right, Y, X**.

ROAD RUNNER'S DEATH VALLEY RALLY

75 Lives Code

At the title screen, hold **Left, SELECT, Y, R** and **START**. Continue to hold these buttons down until the name of the "first stage" ("Zippy Splat") appears—you will start the game with 75 lives in reserve.

ROCKY RODENT

Change Options

On the title screen, press **START**. As Rocky begins running across the screen press **Y, A, R, A, B**, then **A**. Use the D-pad to change the different elements of the game on the Extra Mode Screen. You can adjust the number of continues, the sound and your button configuration.

SAMURAI SHODOWN

Play as Amakusa

At the Takara logo, press **A, Y, X, B**. Now select the "2 Player" game; at the character select 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).

SPIDER-MAN

Level Select

After Spidey swings in and lands on the building on the title screen, press **Y, A, X, B, A, Right, Left**.

STREET FIGHTER II TURBO

Disable Special Moves—Player One
Press **Down, R, Up, L, Y, B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

Extra Turbo Speed

Press **Down, R, Up, L, Y, B** on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode.

Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press **Down, R, Up, L, Y, B** on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

STREET RACER

Modify Character Abilities

Start a new game and choose any game mode. At the Driver Select screen, press **X, Y, X, Y, X, Y**, then hold the **X** button. Continue holding **X** and use the D-pad to change your driver's abilities.

SUPER BOMBERMAN 2

Full-Power Stage Passwords

Stage 1: **1111**

Stage 2: **5462**

Stage 3: **6763**

Stage 4: **8784**

Stage 5: **6925**

Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game.

SUPER GHOULS 'N GHOSTS

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.

SUPER MARIO KART

Handicap

In the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink.

2nd Player 1P Mode

Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the bottom half of the screen.

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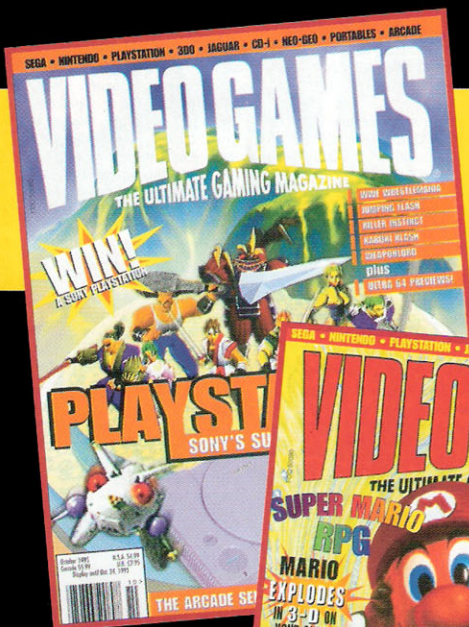
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TATT61

Ghost Racer Save

When you have a ghost that you'd like to save, hold L, R and Y at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press X. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold L or R while pressing B when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

Hidden Courses for Time Trial/2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press L, R, L, R, L, R. Then press A, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

SUPER NOVA

Boss Mode

When the Taito logo appears, quickly press Down, X, Up, B, L, R, Left, A on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

SUPER PUNCH-OUT!!

Sound Test

When the Nintendo logo appears at the start of the game, hold the L and R buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

SUPER PUTTY

Stage Skip

Press START to pause the game, then press R, A, L, L, Y. Now you can skip to the end of any stage at any time by pressing the SELECT button.

SUPER R-TYPE

Stage Select

First, select your playing level; then, when the title screen with the option selection on it appears, press and hold R (on top of the controller) and A at the same time. Now press Up nine times. Press START to begin play, then press it again to pause. Once you've paused the game, press R and A at the same time, then press SELECT. You should notice some numbers in the bottom left portion of the screen.

SUPER SLAP SHOT

Change Team Skills

Enter the password ".BR. C.D. BR." and press START. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press Up or Down to highlight any skill of either team, then press

Left or Right to change that skill rating.

Inverted Players

Enter the password ".SCH. R" and press START—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press START. Start the game, and the players will be skating upside-down.

SUPER SMASH T.V.

Sound Test

On the one/two player select screen, press Left, Right, Left, Left, Right. To call up the sound test screen. Press the START button to exit.

Up to Seven Lives and Seven Continues

On the one/two player select screen, press Down, Left, Right, Up. You'll enter a screen where you can set the amount of lives and continues you have at the beginning of the game. You can have from three to seven lives, and from four to seven continues.

Secret Rooms

There are three secret rooms, one in each of the three arenas. The secret rooms aren't shown on the map, and the exit lights won't point to them.

Arena 1: Clear the room "Total Carnage" (in the lower right corner of the map). Run through the door after the right.

Arena 2: Clear the room "Buffalo Herd Nearby!" (in the lower right corner). Run through the door on the right.

Arena 3: Clear the room "Secret Rooms Nearby!" (in the lower right corner). Run through the door on the right.

Pleasure Dome

You have to collect 10 keys to enter the Pleasure Dome. When you clear the room "Have Enough Keys!" (near the end of the game), run through the door at the bottom of the screen.

SUPER STAR WARS

Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press A, A, A, X, B, B, B, Y, X, X, X, A, Y, Y, Y, B—listen for the Jawa to confirm the code. Choose your starting character and begin the game; then, during the action, press L and R on controller two to call up the "Game Debug Menu."

Invincibility/Map Mode

With the "Game Debug Menu" on the screen, hold A, B, X, Y, SELECT and START on Controller 2 and press START on Controller 1. Release all the buttons, and you'll start the game with your character's X and Y coordinates displayed on the screen at all times. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing Down and B simultaneously).

SUPER STAR WARS:

RETURN OF THE JEDI

Jedi Passwords

Play every level on all of the difficulty settings.

EASY

Tattooine: RLQGMN
 Jabba's Hall: ZJLMRJ
 Jabba's Palace: LZLKFJ
 Rancor Pit: VTYMZX
 Sail Barge: QZNFPP
 Inside Barge: VKCDFD
 Speeder Bike: ZCTKFC
 Ewok Village 1: QYXYHB
 Ewok Village 2: LFWLWQ
 Endor: QDQGHK
 Millennium Falcon: CPMRZY
 Power Generator: CDWLTY
 Inside Death Star: BPFQZJ
 Millennium Falcon: RMNVLC
 Tower: RVKFKG
 Tower Entrance (Vader): VQXDQJ
 Emperor's Chamber: HLQMV
 Millennium Falcon 1: VQJGWF
 Millennium Falcon 2: ZZSTXZ

BRAVE

Tattooine: BGF5MH
 Jabba's Hall: JVPLHP
 Jabba's Palace: VDLBGG
 Rancor Pit: MKYXVN
 Sail Barge: LBRHFR
 Inside Barge: GPTDZC
 Speeder Bike: DDDQYZ
 Ewok Village 1: TLVHJT
 Ewok Village 2: NVBJFH
 Endor: GRMJYX
 Millennium Falcon: ZKQHQD
 Power Generator: WCBMKS
 Inside Death Star: KXVZDZ
 Millennium Falcon: BVWGPZ
 Tower: MKZYDP
 Tower Entrance (Vader): KHWKCB
 Emperor's Chamber: WDSMNN
 Millennium Falcon 1: QWYXGN
 Millennium Falcon 2: BGSWLD

JEDI

Tattooine: RRSBTS
 Jabba's Hall: QYHYJN
 Jabba's Palace: ZPNKZZ
 Rancor Pit: BZGBJX
 Sail Barge: MSDDZR
 Inside Barge: XXVPBG
 Speeder Bike: CQQBKP
 Ewok Village 1: XNHP5F
 Ewok Village 2: KQMLXP
 Endor: MFWHQM
 Millennium Falcon: VCYNPN
 Power Generator: BPSDV5
 Inside Death Star: DSYFGQ
 Millennium Falcon: NJHPHL
 Tower: BZCBBC
 Tower Entrance (Vader): VGKSNJ
 Emperor's Chamber: PPNNZY
 Millennium Falcon 1: CJQKMX
 Millennium Falcon 2: TXQLTM

SUPER STRIKE EAGLE

Bonus Secret Mission

Enter the access code G6CH4228 to find an extremely difficult hidden mission in *Super Strike Eagle*. You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

SUPER TENNIS

Don J Password

K8XD3HR—FTLWJPC
 2GNYBQ1—40656CP

DJSTK8X—D3HRFTL

WJPPDLW—1RK

Don J is located on a secret island you can't see on the world map. *Exhibition Tournament Password* PC2GNYB—Q140065C TLWJPC2—GNYBQ14 6PDJSTK—8XD3HR 065QJNM—FTW
Change the Music
 On the Select Player screen, press these buttons: Left five times, X, Right seven times and X.

T2: THE ARCADE GAME

Stage Skip

At the title screen, press Left, Up, Right, Up, Left, Left, Left, Right, Down, Down before the High Score screen appears. Then, on the High Score screen, press Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up. Now you can skip to the end of any stage like so: Pause the game, hold the L button, unpauses.

TAZ-MANIA

Ten Continues

Press B, A, Y, A, X, A at the "OPTIONS" menu.

Twenty Continues

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 "OPTIONS" menu.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT

FIGHTERS

Use *Ultimate Attack* in *Story Battle Mode*

At the title screen, enter the following code on Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X. Now you can do "Ultimate Attacks" against the computer in *Story Battle mode*.

10 Credits

Use Controller 2 at the title screen and tap in B, B, A, A, A, X, X, X, X, X, X. Now go to the Option Menu using Controller 1 and you'll see that a 10-credit selection can now be made.

Boss Code

Press X, Up, Y, Left, B, Down, A, Right, X, Up on Controller 2 at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing Right while Shredder is highlighted (or by pressing Left while Leo is highlighted.)

Hyper Speed Mode

Press Up, Up, Down, Down, Left, Right, Left, Right, B, A on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

TOM AND JERRY

99 Lives

Press START during the game to pause, then press L, Y, B, A, X, Y, Y, B, R. Continue to play the

game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.

Stage Skip

Press **START** to pause the game, then press **L, X, A, Y, Y, B, R**. You'll be warped instantly to the end of the current stage.

TUFF E NUFF

Boss Code

Choose "**START**" from the title screen. At the scenario-select screen, press **Left three times, Right three times, Left seven times**. "Vs. CPU" should be the highlighted option. Press **START** and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access. To play as boss characters in the two-player mode, enter the code as described, then push the **RESET** button on your SNES. Return to the scenario-select screen and press **Right three times, Left three times, Right seven times**. "1P vs. 2P" should be the highlighted option. Press **START** to get "boss" menus for both characters.

VOYCE

Cheat Passwords

Infinite Ammo—**WVSQT**

Invincibility—**HVZSM**

Infinite lives—**JTTSJ**

Level switch—**CTGXF**

To use Level Switch, start a regular game. Instead of going to the first stage, press **Up** or **Down** on the D-pad to change your starting level.

WOLFENSTEIN 3-D

Level Select

While holding the **R** button on top of the controller, turn on the SNES (or reset the console). Continue to hold **R** until B.J. appears on the screen with the mini-gun, then immediately press **Up** and **SELECT** simultaneously. The level select screen should then appear.

Extra Weapons, Ammo, and Keys
Press **R, Up, B, A** quickly at the Map Screen. Use this as many times as you want to resupply.

God Mode

Press **B, Up, B, A** quickly at the Map Screen to become invincible.

Full Level Map

Press **A, A, Up, B** quickly at the Map Screen. Hit **START** to exit the Map Screen, then press **START** again see the whole level, including secret rooms.

Level Skip

Press **Up, B, R, B** quickly at the Map Screen; you'll be sent to the end of the current stage.

WWF ROYAL RUMBLE

Super Punch

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the **B** button and

press **Y** as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find that your wrestler has been equipped with a Super Punch that reduces your opponent's health meter by half.

Character vs. Same Character

At the character-select screen, tap the **L** button (on top of the controller) to make the **WWF** logo in the background stop moving. Next, press and hold the **R** button, then press and hold the **L** button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press the **SELECT** button. The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

X-KALIBER 2097

Level Select

At the title screen—the one with the 1 Player/2 Player game select—press **Right, Right, Left, Left, Up, Down, Left, Down, Down, Down**. Next, press the **A** button to get a Round Select menu.

Invincibility

Also at the *X-Kaliber 2097* title screen, try punching in the code

Left, Left, Right, Right, Down, Up, Right, Up, Up, Up. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

YOSHI'S SAFARI

Special Mode

At the title screen, hold the **X, Y, L** and **R** buttons and press **START** to enter the game's "Special Mode," an all-new adventure that's different from the main game.

YS III: WANDERERS FROM YS

Invincibility

First begin and save a game. Then, press **RESET** and wait until the American Sammy logo is completely on the screen. Then press **Up, Down, Up, Down, SELECT, START** on Controller 2 before the logo disappears. Select **Continue**, and then press **SELECT** to bring up a subscreen. Now, press **START** on Controller 2 and the word "Debug" will appear next to Status if you've done this correctly.

Sound Test

During play press **SELECT** to bring up a subscreen. Now, press **START** on Controller 2.

ZOMBIES ATE MY NEIGHBORS

Bonus Level Password

Enter the password "**BCDF**" to find a hidden level with a 1-Up and a Martian Bubble Blaster.

Butch

"Yee-haw! I'm a killin' maniac, AND I LIKE IT!" — Game Players

When I find F.U.B. I'm gonna dress him up in a hideous day-glow mini-skirt, paint his toes violet, and call him "Dolly." Then I'll waste him.

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Interplay

Gremlin

WEAPON OF CHOICE: Flame Thrower
SUPER WEAPON: Explosive Ring

KILLER TIP: Fights best against the ropes. Back into a corner and mow 'em down.

Zoom In & Out Of Action

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THE ADVENTURES OF BATMAN & ROBIN

Level Skip
To skip the level you're currently on, press **START** to pause, then press **B**, **A**, **D**, **B**, **A**, **D**, **Left**, **Up**, **C**. ("BAD BAD LUC".)

AERO THE ACRO-BAT

Level Select
Press **C**, **A**, **Right**, **Left**, **C**, **A**, **Right**, **Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up**, **C**, **Down**, **B**, **Left**, **A**, **Right**, **B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

Infinte Stars/No Collisions

Press **Left**, **Right**, **A**, **B**, **C**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right** at the level-select screen. "Infinte Stars" also lets you fly; just throw a star and press **Up** simultaneously.

ALADDIN

Stage Skip

During the game, press **START** to pause, then press **A**, **B**, **A**, **A**, **B**, **A** to warp to the end of the current stage.

Cheat Menu

Choose "Options" at the title screen, then press **A**, **C**, **A**, **C**, **A**, **C**, **B**, **B**, **B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

ARCUS ODYSSEY

Act 8 Passwds for All Characters

Jedda Chef: KJCBHNYXR
Bead Shira: KR0DE2IZXS
Diane Fireya: IJXBUIJOOHB
Erin Gashuna: HJKBQYIZPK

BARKLEY SHUT UP AND JAM! 2

Break the Backboard

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C+** D-Pad in the direction of the hoop.

Monster Dunk

You must be fully "juiced" on the "juice bar". Then, execute a Super Jam (**A**, then **C+** D-Pad in the direction of the hoop) from the opposite end of the court.

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.

Play as Barkley's Teammates

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and follow the instructions below to play as any of Barkley's teammates:

Blade—Highlight **QUIT** and press **A** three times

Dolemite—Highlight **QUIT** and press **A** four times

Hamma—Highlight **QUIT** and press **A** five times

Jim-Pak—Highlight **QUIT** and press **A** six times

Paul—Highlight **QUIT** and press **A** seven times

Shuga—Highlight **QUIT** and press **A** eight times

Spider—Highlight **QUIT** and press **A** nine times

Bongo—Highlight **QUIT** and press **A** ten times

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.

Play as Sir Charles in Tournament Mode

If you win the tournament by going 8-0 and score a triple-double during the last match, a "Continue" message will appear. Answer **YES** to start over as Charles Barkley (Tournament Mode only.)

BATMAN

Unlimited Men

In Level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump on to the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

BATMAN: RETURN OF THE JOKER

Passwords

Level 2-2: NKKL

Level 3-1: LGZQ

Level 3-2: GPTW

Level 4-1: GNKF

Level 4-2: KHNC

Level 5-1: QGVN

Level 5-2: WBZT

Level 6-1: FFGH

Level 6-2: CKQG

Level 7-1: GPZT

BATTLETOADS/DOUBLE DRAGON

Secret Warps

Press **B**, **A**, **Down**, **B**, **Up**, **Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press **Down**, **Up**, **Down**, **A**, **B**, **A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

BEYOND OASIS

Special Moves

Grand Spin: Hold **B**, rotate the D-pad clockwise and release **B**.

Flip Slash: Hold **B**, press **Forward**, **Back**, **Forward** and release **B**.

Flash Stab: **Forward**, **Forward**, **Forward**, **B**

BOOGERMAN

Passwords

LEVEL 1: Flatulent Swamps
Scab Creature, Abdominal Sewer Man, Puss Creature, Miner Goblin
BOSS 1: Hick Boy
Ghost, Nose Goblin, Ghost, Puss Creature

LEVEL 2: The Pits
Puss Creature, Scab Creature, Ghost, Boogerman
BOSS 2: Revolta
Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogerville
Scab Creature, Ghost, Abdominal Sewer Man, Boogerman

BOSS 3: Flyboy
Boogerman, Puss Creature, Miner Goblin, Scab Creature

LEVEL 4A: Mucous Mountains
Nose Goblin, Scab Creature, Ghost, Troll

LEVEL 4B: Nasal Caverns
Nose Goblin, Puss Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant
Ghost, Scab Creature, Troll, Miner Goblin

LEVEL 5: Pus Palace
Puss Creature, Boogerman, Ghost

Puss Creature
FINAL BOSS: Boogerman
Puss Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

BUBSY II

Cheat Codes

Each of these cheats can be entered at the title screen.

All Levels Complete: **Up**, **A**, **A**, **Down**

Jump Frenzy: **B**, **A**, **B**, **C**

99 Diving Suits: **B**, **Left**, **Up**, **B**

99 Portable Holes: **Right**, **Up**, **B**, **B**

99 Smart Bombs: **C**, **C**, **C**, **Up**, **Down**, **C**

99 Nerf Ballzooka Shots: **B**, **A**, **Left**, **Left**

50 Lives: **B**, **Up**, **B**, **B**, **A**

Invulnerability: **C**, **A**, **B**, **C**, **Up**, **Down**

BURNING FORCE

Start With Ten Men

At the title screen, press **B**, **A**, **B**, **A**, **C**, **A**, **A**, then **START**.

CASTLEVANIA: BLOODLINES

Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

CENTURION: DEFENDER OF ROME

Password

Use the following password to start the game at one of the most powerful levels with 11 consular legions and 35,000 talents:

TAGY-V6P5-QAAA-AH3K-VKVA-MIES.

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.

COLUMNS

Magic Jewel

If you successfully score enough

jewels, a magic colored jewel will appear. If a column is about to reach the top and a colored jewel appears, place the colored jewel on top of the column, making sure part of the colored jewel is off the screen. If any match is made, the jewels disappear, but any part of the magic jewel that was off the screen will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

CRÙE BALL

Stage Select/Sound Test

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 "volume.") Now you can also enter a sound test by pressing **A**, **B** and **C** together.

CYBERBALL

Passwords for the San Francisco Hitmen

2nd week: UBBB B7VV LFVX

3rd week: UVBB BXBX LFOX

4th week: UBBB BFVI LFCS

5th week: UIBB BXIS OF8I

6th week: ULBB B5PS OF98

7th week: UKBB B5PS OFMI

8th week: UMBB B5PS OFAX

9th week: UOBB B5PS 9F8I

10th week: UFBB B5PS OFNX

11th week: UCBB B5PS OFLI

12th week: U7BB B5PS OFSX

13th week: U4BB B5PS OFRI

14th week: URBB B5PS OFHX

15th week: UTBB B5PS OFFI

16th week: U8BB B5PS OFB1

17th week: UZBB B5PS OFDI:

Playoff series

18th week: UOBB B5PS OFLI:

Playoff series

19th week: U5BB B5PS OF3X:

Playoff series

Ending: UJBB B5PS OF41

DAVID ROBINSON'S SUPREME COURT

Super-Short Games

At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the **A**, **B** and **C** buttons all the way down to 20 seconds.

DINOLAND

Megabonuses

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. It's also a good idea to knock down the targets and get the other four multiballs in your can.

DUNE: THE BATTLE FOR ARRAKIS

- Passwords**
Atreides
 2 Diplomatic
 3 SpiceDance
 4 EternalsSun
 5 DefthHunter
 6 FairMentat
 7 ASHLIKENNY
 8 SonicBlast
 9 DuneRunner
Harkonnen
 2 Demolition
 3 SpiceSatyr
 4 BurningSun
 5 DarkHunter
 6 EvilMentat
 7 IYSJOEBWAN
 8 Devastator
 9 DeathRuler
Ordos
 2 Domination
 3 SpiceSaber
 4 ArrakisSun
 5 ColdHunter
 6 WilyMentat
 7 SlyMelanie
 8 StealthWar
 9 PowerCrush

DYNAMITE DUKE

Skip Levels, Increase the Number of Lives and Get Ten Continues
 At the title screen, press **START** for the option mode to appear. Then press **C** ten times and the

START button to enter the cheat screen.

EARTHWORM JIM

Weapon Power-Up (once per level)
 Pause the game and press **A, B, B, B, C, A, C, C**.
Energy Refill (once per level)
 Pause the game and press **A, C, C, A, B, A, C**.
Skip to Level 2
 Pause on Level 1 and press **Left, Right, A, B, C, Left, Right, A**.
David Perry's Private 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, play any level, pause the game without having it go dark or scroll around to look at the entire game map.
Plasma Recharge
 Pause the game and press **C+Down, A, B, C, A, B, A, C**. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.
Extra Continue
 Pause the game and press **A, B+Left, A, B, A, B, C, A**. Jim will say "Cheater!" Unpause the game for an extra end-of-game continue. You can only do this once.
Extra Jim
 Pause the game and press **B+Up, B, A, C, A, A, A, A**. Jim will say "Cheater! Wheee Doggy!"

Unpause the game for an extra Jim. Repeat this code as much as you want.

ECCO THE DOLPHIN

Super Cheat Menu!
 Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you 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.
Invincibility
 Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

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.

ESPN NATIONAL HOCKEY NIGHT

Extra Teams
 Press **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.
Brutal Menu
 The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."
Pong
 The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles.
Octopong
A, C, B, Up, Right, Up adds some variation to the simple Pong code, by turning the Octopus into a puck.

EX-MUTANTS

Cheat Menu
 Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold **A, B** and **C** while pressing **START**.

F-15 STRIKE EAGLE II

Hidden Re-Supply Option
 Choose "See Credits" from the "Options" menu. At the credit screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up**. Start the game to find a new

When I find F.J.B. I'll be performing a little number called "Death ShriII in E Minor." I hope he enjoys it the first time because nobody gets to hear it twice.

What Good Is A Sony® Playstation™ If It Isn't

LOADED

For 1 Or 2 Players

3D Morphing Terrain

"A thoroughly enjoyable splatterfest. Now!" — Game Players

VOX

WEAPON OF CHOICE: Hail Flail!
 SUPER WEAPON: Sonic Blast

KILLER TIP: Use speed to grab power ups, light armor vulnerable in heavy conflict.

Interplay
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Genesis tips

option called "Re-Supply." Use it to boost your weapons, fuel and decays back to the maximum.

FATAL FURY

Victory Counter
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.

GENERAL CHAOS

Secret Cheat Mode
Pause the game. Press and hold buttons **A** and **B** 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 max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

HARD DRIVIN'

Practice Race with Other Cars on the Track
Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track.

THE INCREDIBLE HULK

Hulk-Out Moves
These moves work when you achieve Hulk-Out status in the game.
Bear Hug: Grab enemy, then press **A**.
Pile Driver: Grab enemy, then press **A+B**.
Shoulder Charge: **Forward, Forward, C, Forward.**

JAMES "BUSTER" DOUGLAS

KNOCKOUT BOXING
Sound Test
On the game-mode screen, press the **START** button on Controller 2. Push **Down** on the D-pad to select the sound you want to hear, then push **A** to begin the sound or **B** to end.

JENNIFER CAPRIATI TENNIS

New Players
To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND.SLAM" (enter a period between the two words and fill up the rest of the password with periods.)

Secret Configuration Mode!

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a "Configuration Mode" menu.

JOHN MADDEN FOOTBALL

Super Bowl Passwords
Minnesota vs. Denver: 3456712
Philadelphia vs. Miami: 7676767
Chicago vs. New England: 5555555
Atlanta vs. Miami: 7777777
Los Angeles vs. Houston: 7654321
San Francisco vs. Miami: 7651567
Philadelphia vs. Houston: 1777777
San Francisco vs. New England: 1717171
Philadelphia vs. New England: 6712345
San Francisco vs. Pittsburgh: 5671234

THE JUNGLE BOOK

Extra Stuff/Warps
Each of these codes must be entered while the game is paused.
Press Up, Up, Down, Down, Left, Right, Left, Right, B, A to reset the timer, health meter and weapons supplies.
To warp to Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B, B**.
To reset the timer so that you only have 10 seconds left, press **A, B, B, A, A, B, A**.
Punch in **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down, B, A**. The game will reset; when you restart, all of the characters will be upside down.
Start next to Baloo by pressing **B, A, L, U, U**.
Start next to Kaa by pressing **C, A, A, B, C, A, A**.
Try **A, B, B, A, C, A, B, B** several times to change the screen into different colors. The last color in the series will be blood red!
To skip to the next level, press **B, A, A, B, A, A, B, A, B, B, A, B, A, B, A, B, A**. You'll be able to see all of the levels in the game.
To see the end of the game, enter the code **B, A, Down, C, A, Right, Left, A, Right, Down**.
To start next to King Louie, press **Left, Up, A, Left, Up, A**.
To start next to the Witch Doctor Monkeys, type in **Right, A, Down, B, A, Down**.

Debug Menu
On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left**. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Extra Time
Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press **A** to call a timeout. The game will continue with 36 minutes on the clock.

JURASSIC PARK

Super Cheat Mode!
Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.
Password Trick
Use the following password formula to start on any stage:

JP_0_ARCK
Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

Stage>Select/Sound Test Menu
Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<<" or ">>"), then press and hold **A, B, C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

JUNGLE STRIKE

Super Cheat Passwords
These codes will start you at any mission with ten lives and all of the co-pilots rescued.
RXWV77456KB—Campaign 2
9WT7NL6MHBV—Campaign 3
X7NL45HPG94—Campaign 4
VL456MGZVH—Campaign 5
WS6MHPZJFTZ—Campaign 6
TMHPGCFDYN3—Campaign 7
7PGCZJYK34X—Campaign 8
NCZJFD3BR67—Campaign 9

LAKERS VS. CELTICS AND THE NBA PLAYOFFS

Start Playoffs with a Three-Game Lead
Enter **LQJ HJK** for the fourth game between the Celtics and the Spurs.
Enter with Game 1
Enter **T#6 CGK** for a game

between the Pistons and the Lakers.

LOTUS II

Hidden Pod Game
At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press **B**. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

LOTUS TURBO CHALLENGE

Password Cheats
If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

MARIO LEMIEUX HOCKEY

Change Team Skills
Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CAN-CEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" 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.
Play on Black Ice
Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CAN-CEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

MEGA BOMBERMAN

Stage Passwords
Area 1—Jammin' Jungle
Stage 2: 6800
Stage 3: 5120
Boss: 7420
Area 2—Vexin' Volcano
Stage 1: 4501
Stage 2: 8111
Stage 3: 7421
Stage 4: 1051
Boss: 3351
Area 3—Slammin' Sea
Stage 1: 4502
Stage 2: 8112
Stage 3: 7422
Stage 4: 1052
Boss: 3352
Area 4—Crankin' Castle
Stage 1: 6803
Stage 2: 0513
Stage 3: 9723
Stage 4: 3353
Boss: 5653
Area 5—Thrashin' Tundra
Stage 1: 8114
Stage 2: 2814
Stage 3: 1134
Stage 4: 5654
Boss: 7954
Area 6—Cruisin' Comet
Final Stage: 0515

MICHAEL JACKSON'S MOONWALKER

Become the Robot
In each of the following cases, the child hostage noted must be the

The #1 comic book is now a hot new video game!

A MATCH MADE IN HELL



A new breed of evil!



Escape Spirit Knight's vengeance: Teleport!



Overtkill™ is unstoppable!



Spawn™ vs. Redeemer™: Eternal Enemies!



Unleash the fury of the full force blast!



Rooftop vengeance!

TODD McFARLANE'S
SPAWN
THE VIDEO GAME

Infinite powers are yours, but use them at the cost of your soul! As Spawn, you are the pawn in an endless battle between the Mad One™ and the Lord of Darkness! Your enemies—Violator, Redeemer™, Overtkill—are everywhere! Can you survive 17 levels of 24-meg madness? Experience combat in the intense graphic style of the comic that started it all: Todd McFarlane's Spawn!

SUPER NES®



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hold **START** and press **C**; highlight "D", hold **START** and press **A**.
 Frank Thomas: Highlight "S", hold **START** and press **B**; highlight "O", press **A**; highlight "X", hold **START** and press **A**.
 Randall Cunningham: Highlight "P", press **A**; highlight "H", hold **START** and press **A**; highlight "I", hold **START** and press **C**.
 Mike D: Highlight "M", hold **START** and press **C**; highlight "K", press **A**; highlight "D", hold **START** and press **C**.
 AdRock: Highlight "A", press **A**; highlight "D", hold **START** and press **C**; highlight "R", hold **START** and press **B**.
 MCA: Highlight "M", hold **START** and press **B**; highlight "C", hold **START** and press **B**; highlight "A", press **A**.
 Mark Turmell: Highlight "M", hold **START** and press **A**; highlight "J", press **A**; highlight "T", hold **START** and press **A**.
 Jamie Rivett: Highlight "R", press **A**; highlight "R", hold **START** and press **A**; highlight "R", hold **START** and press **C**.
 Sal DiVita: Highlight "S", hold **START** and press **A**; highlight "A", hold **START** and press **C**; highlight "L", press **A**.
 Shawn Liptak: Highlight "S", press **A**; highlight "L", hold **START** and press **B**; highlight "■" (the space character), hold **START** and press **B**.
 Tony Goskie: Highlight "T", hold **START** and press **B**; highlight "W", press **A**; highlight "G", hold **START** and press **A**.
 John Carlton: Highlight "J", hold **START** and press **C**; highlight "M", hold **START** and press **C**; highlight "C", hold **START** and press **B**.
 Jay Moon: Highlight "J", press **A**; highlight "A", hold **START** and press **A**; highlight "Y", hold **START** and press **B**.
 Kirby: Highlight "C", hold **START** and press **B**; highlight "K", press **A**; highlight "■" (the space character), hold **START** and press **C**.
 Snake: Highlight "G", hold **START** and press **A**; highlight "D", hold **START** and press **C**; highlight "F", hold **START** and press **B**.
 Falcus: Highlight "J", hold **START** and press **A**; highlight "F", press **A**; highlight "■" (the space character), hold **START** and press **C**.
 Muskett: Highlight "M", hold **START** and press **B**; highlight "C", hold **START** and press **B**; highlight "M", hold **START** and press **C**.
 Hill: Highlight "N", hold **START** and press **A**; highlight "D", hold **START** and press **B**; highlight "H", hold **START** and press **A**.
 Chow Chow: Highlight "A", press **A**; highlight "M", hold **START** and press **A**; highlight "X", hold **START** and press **C**.
 Weasel: Highlight "R", hold **START** and press **B**; highlight "A", hold **START** and press **A**; highlight "X", hold **START** and press **C**.
 Brutah: Highlight "L", hold **START** and press **A**; highlight "G", hold **START** and press **B**; highlight

"N", press **A**.
 Kabuki: Highlight "D", press **A**; highlight "A", hold **START** and press **B**; highlight "N", hold **START** and press **A**.
 Facime: Highlight "X", hold **START** and press **B**; highlight "Y", hold **START** and press **B**; highlight "Z", hold **START** and press **A**.
 Blaze: Highlight "B", hold **START** and press **C**; highlight "L", press **A**; highlight "Z", hold **START** and press **C**.
 Kid Silk: Highlight "K", press **A**; highlight "S", hold **START** and press **B**; highlight "K", hold **START** and press **C**.
 Scooter Pie: Highlight "H", hold **START** and press **A**; highlight "T", press **A**; highlight "P", hold **START** and press **C**.
 Moosekat: Highlight "M", hold **START** and press **B**; highlight "P", hold **START** and press **C**; highlight "F", press **A**.
 Air Dog: Highlight "A", hold **START** and press **C**; highlight "I", press **A**; highlight "R", hold **START** and press **B**.
Secret Power-Ups
 Each of these power-up codes should be performed 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, Right**
 Powerup Goalending: **Right, Up, Down, Right, Down, Up**
 Powerup Fire: **Down, Right, Right, B, A, Left**
 Powerup Turbo: **B, B, A, Down, Down, Up, Left**
 Powerup Offense: **A, B, Up, A, B, Up, Down**
 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, Left, Left, Left, Left, A**
 Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, A, B**
 Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**
 High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, A, Down**
 Speed Up: **Up, Up, Up, Left, Left, Left, Left, B, A**
 Slippery Court: **A, A, A, A, A, Right, Right, Right, Right, Right**

NBA LIVE '95
NBA Golf?
 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 backwards.) You'll get a playable demo of a golf game.

NHL '95
30-Second Period
 When the Controller Configuration screen comes up, hold **A, C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A, C** and **START** again. On the next screen, choose **Abort Game**. This will bring you back to the main menu. The Period Length will now say 30 seconds.

OUTRUN 2019
Music Select
 Hold the **C** button and press **START** at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

PAC-MAN 2: THE NEW ADVENTURES
Original Pac-Man and Pac Jr.
 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*NDPT**.
Pattern Test
 Enter **P*TT*RN**.
Time Trial
 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 password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

PHELIOS
Nine Continues
 Get to the Chapter 1 screen, then press **C, A, B, A, C, A, B, A**.

THE PIRATES OF DARK WATER
Stage Passwords
 Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passwords:

IITBDIA—Port to Citadel
NCOOKIE—Citadel to Port
RITAZIM—Port to Citadel
JESSICA—Citadel to Mountains
ALEXISK—Port to Mountains
SCOBYD—Mountains to Janda
STOYODA—Andorus to Bridge
TADSHIM—Bridge to Andorus (full sword)
ALARTUS—Andorus to Maelstrom
DARRINS—Bridge to Maelstrom (full sword)
MALCOLM—Maelstrom to Caverns (full sword)

PINK PANTHER IN PINK GOES TO HOLLYWOOD
Top-Secret Cheats
 Hold **A** and **C** on Controller 1 and

B on Controller 2, then turn the Genesis on. Start the game, then press **START** to pause. Press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu.

PITFALL: THE MAYAN ADVENTURE
Stage Select
 At the title screen press **B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up** (That's **BRAD RUB LAURA U**). The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the game.

Nine Lives
 At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down, 99 Weapons Power-Up**. At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**. Go to the *ABC Simon Game*. At the title screen, press **B, A, Down, C, Right, A, B (BAD CRAB)**. Direct to 2600 Pitfall!
 At the title screen, press **Down**, then press **A** 26 times and press **Down** again.

POWER MONGER
Conquest Password
 Select the "Restore Conquest" option and enter the password **2MNOA2WSD**. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RADICAL REX
Stage Select
 At the Title Screen, enter **A, C, Down, Right, Up, B** on Controller 2.

RED ZONE
Mission Skip
 Mission 1: **ACCCBCABBAB**
 Mission 2: **ABACBCBABA**
 Mission 3: **ACCCBCABBAB**
 Mission 4: **ABACBCBACC**
 Mission 5: **BAABBBCCBB**
 Mission 6: **ABBABCAABCA**
 Mission 7: **BAAABCAAAA**
 Mission 8: **ABBABCAACAC**
Mission Skip and Invincibility
 Mission 1: **BAABAACBCBA**
 Mission 2: **ABBBACBCBC**
 Mission 3: **BAABAACBCBA**
 Mission 4: **ABBBACBCAC**
 Mission 5: **BAACAABAACA**
 Mission 6: **ABBAACACCC**
 Mission 7: **BAACAABAABA**
 Mission 8: **ABBAACACBC**
Secret Asteroids Game
 Enter **ABCAACBCAC**. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

RINGS OF POWER
Nude Code
 Hold **A, B, C, START**, and point the D-pad into the **Down/Right** position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

RISTAR

Cheat Passwords

Enter the following passwords for different effects:

- MUSEUM**—Boss Rush Mode
- DOFEEL**—Practice Bonus Rounds
- ILOVEU**—Stage Select
- SUPER**—“Super” difficulty level appears at the option screen
- MAGURO**—Adds a freaky new option to the sound test menu
- XXXXXX**—Cancel all passwords

ROBOCOP VS. THE TERMINATOR

MA-17 Code

Press C, B, A, B, B, A, B, B, C, B, B, C, C, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A while paused. Now the game includes lady killers, skeletons afire and a new “Game Over” message.

54 Lives

Press C, C, A, A, B, B, C, C, A, A, B, B while the game is paused. You'll find a secret level and earn 54 lives.

Weapons Select

Press B, A, C, C, C, A, B, B, A, C, C, A, B while paused. Next, start the game again and hold **Down+A+B+C** to choose different weapons.

TURBOCOP Mode

Press A, B, C, C, B, A, C, B, A, C, B, A, A, C, A, C, B, C, A, C, A, C, A, C, A, B, C, B while paused. Now you can do mega-jumps and rip through the levels as “TurboCop.”

Immortality Level

Once you've entered the TURBOCOP Mode, start the “Trainer” level and move Robocop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the “Immortality Level.”

Drop Through the Floor

Pause the game and press **A, B, C, C, B, A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, **quickly press Up, Down, B, Left, Right, B**. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Blood Code

At the Options screen, **quickly press A, B, C, B, A**. The screen will flash; now there's blood in the game.

SHINING FORCE II

Configuration Mode

As the Sega logo starts to appear, **quickly press Up, Down, Up,**

Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the “CONT” option and choose your name. After the old witch repeats your name and says, “...yes! I knew it!” hold the **START** button and press **A, B** or **C**. If you'll be using the cheat with a new game, choose “START” and enter your name. When the witch asks, “Nice name, huh?” hold **START** and press **A, B** or **C** to get four new configuration options:

- Special Turbo: Answer “Yes” to speed up the game's menus and picture windows.
- Control Opponent: Say “Yes” and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of “Control Opponent,” this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

SHINOBI III: RETURN OF THE NINJA MASTER

Infinite Shuriken

Visit the “Options” menu and change the “S.E.” (sound effect) setting to “Shuriken” [sic]. Next, move up to the “Shurikins” [sic] setting and change it to read “00”. Wait a few seconds, and the double-zero will turn into an infinity symbol.

Invincibility Code
Choose “Options” from the title screen and highlight the “Music” option. Choose the tune called “HE RUNS” and press **B** to listen to it, then play “JAPONESQUE,” “SHINOBI WALK,” “SAKURA” and “GETUFU” the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; the invincibility code is in place.

SKITCHIN'

Hidden Warp

To get the “Warp Bonus” on the “Race Stats” screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC THE HEDGEHOG

Stage Select

At the title screen, press **Up, Down, Left, Right**. You'll hear a chime. Now hold the **A** button and press **START** to get the stage-select menu.

SONIC THE HEDGEHOG 2

Stage Select

At the “Sound Test” menu, listen to sounds 19, 65, 9 and 17. Next, hold **A** and press **START** at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight “Sound Test” and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code **Up, Up, Down, Down, Up, Up, Up** when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called “Sound Test.” Enter “Sound Test” and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the **A** button and press **START**. While you're in the game, use the **B** button to access the Debug feature. Hit **A** to scroll through all of the Debug items and **C** to place them.

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 randomly-generated sphere bonus levels.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: Down, Z, Up, X, A, Y, B, C
THREE-BUTTON CODE: Down, C, Up, A, A, B, B, C
Use these codes while the “CAPCOM” logo is appearing to enable special moves only, when the building is fading out to get “Hyper” speed in “Champion” mode or at the “Battle Mode Select” screen to allow both players to choose the same character in Battle Mode.

STREETS OF RAGE 2

Play Same Character

At the title screen, press and hold **Right** and **B** on Controller 1, press and hold **Left** and **A** on Controller Two, then continue to hold those buttons while you press **C** on Controller Two. Choose the “2 Players” game and you'll find that both players can pick the same character!

SUNSET RIDERS

99 Continues

Choose “OPTIONS” from the title screen and set the “SOUND” to “0E”, then press **A** to listen to the sound. Next, choose “EXIT” to return to the title screen and start the game. At the “SELECT YOUR PLAYER” screen, pick a character and press **A**; then, when your character looks up, quickly press the **A, B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

SUPER VOLLEYBALL

Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against Russia.

China: HLXLA
Japan: RLVLK
Italy: RMXRU
France: RUFOR
Holland: RSAAV
Brazil: RQVA2
Russia: RP.VE

SYLVESTER AND TWEETY IN

CAGEY CAPERS

Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press **START** during the game.

- Extra Time—Press **START** to pause, then press **Up, A, B, C, A, A, C, C, Up**. The clock will be reset to zero.
- Extra Energy—Press **START** to pause, then press **A, A, B, B, A, B, C**. Sylvester's health will be restored.
- Extra Points—Press **START** to pause, then press **C, C, C, B, C, A, A, C, B, A** to increase your score by 10,000.
- Extra Continues—Press **START** to pause, then press **Right, Left, A, A, B, Up, C, A, B, B, C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.
- Invincibility—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility.
- Skip Train Level—In the game's third level, “Mayhem Express,” you can pause the game and press **C, B, C, A, B, C, A, B, C, Down** and unpauses to skip to the next stage.
- See End Credits—To skip to the end of the game and see the credits, press **START** to pause and press **Down, Right, A, B, B, C, C, B, A, A**.

TAZ IN ESCAPE FROM MARS

Cheat Menu

Press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button and the cheat menu will appear.

TAZ-MANIA

Super Cheats

At the title screen, hold **A, B** and **C** on both controllers while press-

ing **START** on controller one. You should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpause. Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current stage, which can be changed by pressing **Left** or **Right** on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the **START** button.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo: ←→↓↘+C
 Michaelangelo: →←↘↓+C
 Donatello: →←↘↓+C
 Raphael: ←→↓↘+C
 Casey Jones: →←→+C (in close)
 Ray Fillet: ←→↓↘+C
 April O'Neil: ←↘↓↘→+C (in close)
 Sisyphus: ←→↓↘+C

THUNDER FORCE III

All Weapons

During play, press **START** to pause, then press **Up** ten times, **B** once, **D** twice and finally, press **B** once. This sequence will give you all the weapons. Press **A** for the claw, and then **START** to unpause the game.

TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

Director's Cut

Enter the password **RUBE**. Start the game. Fighter 2 is headless and bleeding.

Stealth Mode

Enter the password **FQSTER**. Start the game. Fighter 2 is the Noob Saibot of *Toughman Boxing*.

To the Death Mode

Enter the password **2LT**. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

Caffeinated Mode

Enter the password **HYPER**. The game is played at double speed.

Iron Man Mode

Enter the password **MAXX**. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

All The Moves

Enter the password **MRBUCKEY**. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

Little Napoleon

Enter the password **WEASEL**. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

Whoop Ass Mode

Enter the password **SUPERG**. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man

Enter the password **NUCLEAR**. Start the game. Your opponent is glowing with nuclear waste.

TYRANTS

Hidden Sinistar Game!

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

URBAN STRIKE

Passwords

Baja Oil Rig:
CNHLGBRANBF
 Inside Main Oil Rig:
ZLGBWWD3PFZD
 Mexico:
BWDR6MJYNN
 San Francisco:
NDR63P7VZLT

Alcatraz:

H63PMJT45YL
 New York:
LPMJ7VXZFZR
 Las Vegas: **GJ7VT4FKYNN**
 Casino: **BVT45XYC-ZLT**
 Vegas Underground:
WR63PMT45YL
 Special Passwords
 To begin the game with 10 lives and no co-pilots missing, enter the password **YCZ9NHLGBT7**.
 To begin the game in Mexico with 16 lives, enter the password **9G6T9BR6S3V**.

WIZ 'N' LIZ

Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password **TCDTGBBS**. Other interesting passwords include **BBBB BBBB**, **TTTT TTTT**, **CBSK LGQD** and **MQHS PKDN**. The password **MGPT GLLS** will take you to the last round of the final level.

Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been

cut in half.

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH **START** BUTTON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

New Difficulty Level!

When the Sega logo comes up on the screen, hold the **A**, **B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yea!" Now go to the options screen to find a new "Super Wizard" difficulty level.

VIRTUA RACING

Backwards Tracks!

Hold **A**, **B**, and **Up** when the Sega logo comes 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.

XBAND GAME MODEM

Hidden Maze Game

Press **Up**, **Up**, **Down** when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down**, **Down**, **Left**, **Left**, **Right**, **C** at the main XBAND menu (Challenge/Player List/ Mailbox etc.).

Change Text

To change the way the text moves on XBAND menus, enter one of the following codes at the player-select screen:

Expand and contract—**Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Right**, **Up**, **Right**, **Left**

Restore default "wave" motion—**Left**, **Right**, **Left**, **Left**, **Up**, **Left**, **Right**

Sound Test

Press **Up**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **Up** at the main XBAND menu.

Hidden "Fish Pong" Game

Press **Up**, **Up**, **Up**, **Right**, **B** at the main XBAND menu.

X-MEN

Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A**, **C**, and **Down** on

the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

X-MEN 2: CLONE WARS

99 Lives

During the game, press **START** to pause. Then press **Down**+**C**, **Up**, **Left**, **Up**, **Right**, **Right**, **C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

ZOOL

Note: Each of the following cheats should be done during the game by pressing the **START** button to pause, then continue to hold **START** while pressing the rest of the buttons in the code.

One Extra Life

Hold **START**, then press **Down**, **Up**, **Left**, **A**, **Right**, **Down**. Repeat the code whenever necessary.

Level Select

Hold **START**, then press **C**, **Right**, **A**, **B**, **A**, **Left**, **Left**, **A**, **Down**. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press **Up** or **Down** to change the World and **Left** or **Right** to change the Level. When you're ready to warp, hold **A**, **B** and **C**. You'll return to the title screen where you'll start at level you chose.

Super Time & Energy Bonus

Hold **START** and hit **Right**, **A**, **Down**, **A**, **Right**, **B**, **Left**, **Up**, **Right**. You'll get 240 energy bars. The timer gets set to 999.

Extra Time & Energy

Hold **START** and press **B**, **A**, **Right**, **Right**, **A**, **C**, **Up**, **Down**, **A**. You'll get 30 extra seconds on the timer and six energy bars.

Brightness

Hold **START** and press **Down**, **Up**, **Left**, **Left**. This makes the dimmed "PAUSE" screen brighter.

GAME BOY

ADVENTURE ISLAND

Power-Ups

At the title screen, enter 0894 as your password and select OK. You will have 99 of each item.

BATTLETOADS

Five Extra Toads

At the title screen, hold Down, A and B, then press START. This code allows you five toads.

BILL & TED'S EXCELLENT ADVENTURE

Passwords

Adventure 2: New Mexico 1879, 555-4239

Adventure 3: Ancient Greece 410 BC, 555-6767

Adventure 4: Medieval England 1456, 555-8942

Adventure 5: San Dimas 1,000,000 BC, 555-4118

Adventure 6: Shopping Mall, 555-8471

Adventure 7: School Room, 555-2989

BUBBLE BOBBLE 2

Stage Select

To access the Stage Select, go to the Password Screen and enter 7

FINAL FANTASY

Extra Sounds

Select the Continue option at the title screen. Highlight any saved files past level 57. Press B to return to the title screen. Hold SELECT, B, and START to access Sound Test and use the A Button to listen to the sounds.

JURASSIC PARK

Stage Skip

When the title screen fades and the T-Rex opens his mouth, press Up, Down, Left, Up, Down, Right and SELECT. Repeat the whole sequence again, then press START to begin. Anytime during the game hold START, then press SELECT to skip to the next area of the game.

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen.

Next, input your initials and press A. When the high score table appears, press START; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

NBA JAM

Justice Mode

At the "Tonight's Match-Up" screen, tap any Button 14 times, then hold A and B until the tip-off.

Power-Up Dunks

At the "Tonight's Match-Up" screen, press any button ten times, then hold Down and A until the tip-off.

Power-Up Fire

At the "Tonight's Match-Up" screen, tap any button seven times, then hold Down and Left on the D-pad until the tip-off.

Power-Up Turbo

At the "Tonight's Match-Up" screen, tap any button 15 times, then hold Up and B until the tip-off.

Secret Characters

Jamie Rivett: Enter the initials RJ, highlight the letter F, press Up, A and B to enter the last letter.

Sal DiVita: Enter the initials SD, highlight the letter T, press Down and B to

enter the last letter.

Mark Turmelle: Enter the initials WI then highlight the letter M. Press Left and B to enter the last letter.

Air Dog: Enter the initials JA then highlight the letter T. Press Up and B to enter the letter M.

Chow Chow: Enter the initials AM then highlight the letter Q. Press Down, A and B to enter the letter X.

Weasel: Enter the initials MA and highlight the letter U. Press Up, START, A and B to enter the letter N.

SAMURAI SHODOWN

Secret Shodown Characters

To get three secret characters, press the Select button three times while Hahmaru is shown in the opening demo.

STAR TREK

Shortcut through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the SELECT button and press Left. You can only use this trick once in each level.

STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing Up on the D-pad.

SUPER MARIO LAND 2—6 GOLDEN COINS

Play Demo Stages

Gate Zone: Hold Up and press SELECT at the title screen.

Space Zone: Hold Up and A and press SELECT at the title screen.

Turtle Zone: Hold Up and B and press SELECT at the title screen.

Macro Zone: Hold Up, A and B and press SELECT at the title screen.

TRACK MEET

Cheat Passwords

Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name SNAKE to compete against Irwin B. Chaetkin.

- Enter REGRUB and you'll face off against Jack Strup.

- Enter the name APPLIE to change some of the signs in the background to Apple II logos.

WHO FRAMED ROGER RABBIT?

Passwords

Scene 2: DLTQZYBY

Scene 3: GPLDMSRC

Scene 4: NMCXGWNJ

Scene 5: BGCYQKJP

Scene 6: RTJBWNN43

GAME GEAR

AYRTON SENNA'S SUPER MONACO GP II

Ending password

Choose the "World Champion" mode and enter the password "CHAM-PION". You'll skip to the ending sequence with full credits.

BATMAN RETURNS

Sound Test

Hold the START button when you turn the Game Gear on. The Sega logo will appear and when the logo fades, you'll access a "Sound Test" menu. Press the 2 button to hear each sound.

DEFENDERS OF OASIS

Sound Test

At the title screen, hold the D-pad in the Up position and press START. Note that there are also 49 sound effects and three voice effects on the menu; press Right or Left while the cursor is pointing to one of these items and you'll get extra sounds.

ECCO: THE TIDES OF TIME

Cheat Menu

Use Ecco's sonar to bring up the map screen, then press Left, 1, 2, 1, 2, Down, 2, Up.

KRUSTY'S FUN HOUSE

Super Passwords

Level 2: SELMA

Level 3: SCRATCHY

Level 4: SKINNER

Level 5: GROENING

To start the game with every single door unlocked, enter the password TRACY. This gives you immediate access to the entire Fun House.

LEMMINGS

Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons 1 and 2 while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press Left or Right on the control pad to choose a starting stage.

MORTAL KOMBAT

Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press 2, 1, 2, Down, Up. The screen will say "Now entering Kombar"—prepare yourself for some blood 'n' guts.

NBA JAM

Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turmelle: Enter MJ, highlight "■" (the space character), press and hold Up (which will highlight the T), hold START and 2 and press 1.

Sal DiVita: Enter SA, highlight M, press and hold Left (which will highlight the L) and press 1.

Jamie Rivett: Enter RJ, highlight Y, press and hold Up (which will highlight the R) and press 1.

Bill Clinton: Enter AR, highlight R, press and hold Up (which will highlight the K), hold 2 and press 1.

Al Gore: Enter NE, highlight M, press and hold Down (which will highlight the T), hold 2 and press 1.

Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold Left (which will highlight the X) and press 1.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight S, press and hold Left (which will highlight the R), hold 2 and press 1.

Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold Up (which will highlight the D) and press 1.

Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold Down (which will highlight the space character) and press 1.

Eric "Air Dog" Samulski: Enter AL, highlight Y, press and hold Up (which will highlight the R), hold 2 and press 1.

Warren Moon: Enter UW, highlight F, press and hold Up (which will highlight the space character), hold START and press 1.

George "P-Funk" Clinton: Enter DI, highlight R, press and hold Right (which will highlight the S), hold 2 and press 1.

Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode", Power-Up Defense, Power-Up Fire). These cheats must be performed at the pre-game screen that says "Tonight's Match Up".

Shot Percentage Indicator: Press the 2 button, then press and hold 2 and Down until the tip-off.

"Juice Mode": Press the 1 button 13 times, then press and hold 1 and 2 until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the 1 button 15 times.

Power-Up Defense: Press the 1 button five times.

Power-Up Fire: Press the 2 button seven times, then press and hold 2 and Up until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the 1 button 13 times.

PSYCHIC WORLD

Sound Test/Level Select

Press and hold Up and Left, 1 and 2 then press START during the main title screen. If you've done this correctly, you'll see "Voice Mode" on the screen along with "Sound Test ED." You can adjust the ED by pressing Up to increase the number of the test. If you press 1 and 2 while it reads ED, a number will appear on the last line, and it should now read "Round No 1." Press Up or Down and you can scroll through and pick which of the four levels to start at. When you begin play on any of the four, you'll start with all the items you would have normally received playing to that point.

SAMURAI SHODOWN

Play as Amakusa

Press X three times while the Takara Logo is on the screen. Start a one player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original eleven characters.

SHINING FORCE: THE SWORD OF HAJYA

Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the START button and press 2. Prince Nick will appear on the screen; give him a new name, then put the cursor on "END," hold the START button and press 2 again to access the character name configuration menus for the rest of your team.

Excellent Mode

Press Down several times as the letters of the Sega logo are shuffling around on the startup screen. You'll hear a warping noise to confirm the code and you should see the word "EXCELLENT" on the title screen. This may or may not have any effect on game play.

SHINOBI

Sound Test

At the title screen, hold down button 2 and Up while pressing START.

SONIC THE HEDGEHOG 2

Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the lower left position and hold it there while you press and hold the 1 and 2 buttons. While holding those buttons down, you must press START when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

SONIC CHAOS

Sound Test/Fireball

To get a sound test menu in *Sonic Chaos*, press Down, Down, Up, Up, Left, Right, Left, Right, 1, 2, START while the words "Press Start Button" are flashing on the title screen. At the sound test menu, press Up or Down to change the sound numbers and press 2 to hear the sounds. Rotate the D-pad in a quarter-circle Down, Down/Right, Right and press 1 or 2 to make Sonic throw a fireball.

ANDROID ASSAULT

Cheat Mode

Press **Up, B, A, C, A, Down, B, A, C**, A at the game's title screen. You'll hear a jingle to confirm the code. Now go to the Option Mode menu and press **Left** twice to get the secret option menu. Turn the "Immortal" option on to make yourself invincible, use the "Stage" setting to skip through the levels and adjust the "Weapon-L" setting to power-up your ship's guns.

BATMAN RETURNS

Stage Select

Select "Options" from the title screen. Change the Game Type to "Platform Only." Now, enter the following code on the control panel by holding **Left** on the control pad and pressing **B** while Batman's finger is over each number in this order: **1, 7, 1, 6, 7**. Note that by holding **Left** and pressing **B** you don't change the status of that item on the screen, but you do enter the number. You should hear a louder beep when you enter the last number to indicate that the stage-select code is in place. Next, set up the game options any way you like, then point to the number of the stage you wish to start at. Hold **Left** and press **B** to start at that stage. Choosing **7** as your starting stage will send you back to the title screen, since each of the three game types consists of five stages plus an ending sequence.

Stage Skip

Set the Game Type to "Driving Only," then hold **Left** and press **B** at each of the following numbers: **1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1**. You should hear a beep confirming the code. Once that sequence has been performed, start the game, and you'll find that you can skip stages at any time by pressing the **C** button while the game is paused.

BATTLECORPS

Secret Map Option

Pause the game and press **B, A, B, A, Right, A, C, Up, START**. Now you have an on-screen map of the current stage.

BRUTAL

Boss Code

At the title screen, enter the code **Up, Down, A, B, C, C, B, A, Down, Up**. Now you can choose **Karate Croc** at the "Choose a Character" screen.

BLACK HOLE ASSAULT

Cheat Mode

If you enter your name as "BIGNET" in Operation BHA, you'll be able to win every battle easily. Just press **START** on Controller 2 during any battle, and your opponent's energy will run out as he crumples to the ground and dies!

Hidden Game

Enter your name as "AZY" (without a period) and choose Operation BHA—you'll be sent directly to a hidden *Pong*-style game, *Black Ball Assault*.

CADILLACS AND DINOSAURS

Poacher Yells

Pause the game and press **C, A, Down**. Do poacher yells by pressing the **MODE** button (only on six-button controllers) during the game.

Extra Time

Pause the game and hit **A, C, A, Down**; you'll hear a sound effect.

Extra Easy Difficulty

Press **C, A, Right, B** while paused.

One More Life

Pause the game and hit **C, A, Down, A, Left, Left, A, C** ("Cadillac").

Level Select

Pause the game and hit **C, Up, B, Right, Up, B, A, Down, Up, B, B, A, Down, Up, B**. You'll hear a sound effect. Press **A, B, C** and **START** at the same time to go back to the main menu. You can toggle between the nine chapters using the **D**-pad.

CLIFFHANGER

99 Credits

Use Controller 2 and press **Left, Right, START, C, A** at the title screen. If you've done it right, a tone will sound and the words "99 Continues" will appear in the top left corner of the screen.

Time Trial Snowboarding

Press **C, B, A, Up, Down, Left, Right** and **START** on Controller 2 at the title screen. The word "Special" will appear on the screen option menu. Select this option, and you can choose from a menu of eight different time trial courses.

Snowboard Sequences Only

To race through the avalanche snowboard levels, use Controller 2 at the title screen and press **A, B, C, Down, Up**. The word "Snowboarding" will appear in the upper left corner. Now when you start the game, you will go directly to the first snowboard level.

Level Skip

Press **START, C, B, A, Right, Left, Right, Left** on Controller 2 at the title screen. The words "Level Skip" will appear. Start the game as you would normally; when you feel like jumping ahead, press **START** to pause and press **C** to skip to the next level.

COBRA COMMAND

Training Mode

Press **START** at the title screen. When you see the words "Game Start" and "Config Mode," press **Up, Down, Left and Right**. You'll hear a short explosion sound. Next, go to the "Config Mode" menu and you'll find a new difficulty setting, "Training." In the Training mode, you can continue at the point you had reached when you were killed instead of being sent back to the beginning of the stage.

Stage Select/Stage Skip

When you see the words "Game Start" and "Config Mode," press **Up, Down, Left, Right, Up**. You should hear two explosions during this sequence.

When you reach the screen that says "New York—Stage 1," you can press **Right** or **Left** on the **D**-pad to change your starting level. Once the action starts, you can skip to the end of the current stage simply by pressing **START**. Press **START** in the final

stage, and you'll skip to the ending credits.

Screen Garbage

With the stage-select code in place, pressing **A, B** and **C** at the same time will give you a screenful of hexadecimal code that overlays the action.

CORPSE KILLER

Armor-Piercing Bullets and Datura Quests

If you call up the *Cay Noir* map and there aren't any *APB* or *Datura* quests, just flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear.

Extra Datura Bullet

If you don't have any *Datura* bullets, you're in trouble if a *Strawman* or *Reaper* appears, because they can't be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single *Datura* bullet with which to kill the bad guy; don't waste it.

DOUBLE SWITCH

Hidden Video Clip

Play through the game until you reach Act III. Once you've made it to Act III, sit back and intentionally lose the game by letting the *Power Box* get turned off, or by letting *Eddie* capture the girls. When you lose, the screen goes dim and the "Game Over" video clip starts to play. Quickly press **Left, A, Up, Right** and **A** on Controller 1 before the clip ends. The normal "game over" scene disappears, and the hidden clip starts playing. Watch and listen as *Lyle the Handyman* chews you out, then ad-libs a comment that *Digital Pictures* wisely chose to bleed out (although you can easily read his lips).

DRAGON'S LAIR

View Every Scene

Start a new game and press **START** to pause. Press **Right, Right, Left, Left, Down, Down, Up, Up**, then press **START** again to unpause. You will die, but the "Lives" counter will still say "5", indicating that the cheat is in place. Now you can sit back with a drink and watch as the game plays through every scene by itself.

EARTHWORM JIM SPECIAL EDITION

All the Cheats

Each of these cheats can be activated during the game by pressing **START** to pause, then entering the code. Each code consists of exactly eight steps; when two buttons are separated by a plus sign (e.g. "A+B") it means that those two buttons must be pressed at the same time.

Cheat Menu—**A+B, C, C, A, A, B, B, B+C**

Level Skip—**B, B, A, C, A+B, A+B, A+B, A+B**

End Game—**A+C, A+C, A+C, A, B, C, B, A**

Invincibility—**A+B, A+B, C, A, Right, Right, Left, Right**

View Map—**A+B, C, C, C, A, B, B, B**

Extra Life—**A+Up, B, A, C, A, A, C, B**

Extra Life (once only)—**A, B, C, C, A, C, B**

Energy Replenish—**A+C, B, B, C, C, C, A, B**

Energy Replenish (once only)—**A, C, B, C, B, A, A, C**

Weapon Replenish—**A+C, A, B, B, C, A, C, C**

Weapon Replenish (once only)—**A, B, C, B, C, A, C, C**

Plasma—**C+Up, A, A, C, A, B, C, C**

Plasma (once only)—**C, A, B, C, A, B, C, C**

Homing Missile—**A+Right, A, A, B, A, C, B, A**

Homing Missile (once only)—**A, A, C, B, A, C, C, C**

Continue—**A+Down, A+Down, A+Left, A+Right, B, C, C, B+C**

Continue (once only)—**A+Right, B+Up, A, C, C, B, C, A**

Groucho Marx—**A, A, A, A, A, B, C**

Red Afro—**C, A, A, A, A, B, C**

Red Afro—**B, A, A, A, A, B, C**

Mick Jagger Lips—**B, B, A, A, A, B, C**

Big Sunglasses—**A, B, A, A, A, B, C**

Martian Ears—**B, C, A, A, A, B, C**

Donkey Kong Head—**Down+C, B, A, A, A, B, C**

War to "What the Heck?"—**A, Right, A, C, Left, Right, A**

War to "What the Heck?" (Snowman)—**Right, Right, Right, A, C, Left, Right, B**

War to "What the Heck?" (Evil the Cat)—**Up, Down, C, C, Left, Right, B**

War to "Big Bruty"—**C, C, Left, Left, Left, Right, Right**

War to "Down the Tubes"—**Up, Down, Left, Left, Up, Up, Up, Down**

War to "Tube Race"—**Up, Up, Left, Left, Down, Left, Up, C**

War to "Snot a Problem" Round 1—**C, B, C, Right, Right, Left, A, B**

War to "Snot a Problem" Round 2—**Up, B, C, Down, Down, Down, A, C**

War to "Snot a Problem" Round 3—**A, Up, C, Up, Up, Down, C, A**

War to "Level 5" (Lab)—**A, B, B, Down, Right, Right, Left, Right**

War to "Level 5" (Falling Chicken)—**A, B, C, Up, Down, Down, Down, Right**

War to "Level 5" (Naked Worm)—**C, A, C, Left, Right, Up, Down, Right**

War to "Andy Asteroids?" Round 1—**A, Left, A, C, C, B, B**

War to "Andy Asteroids?" Round 2—**C, Down, A, A, Down, B, B, Down**

War to "Andy Asteroids?" Round 3—**A, Down, Left, A, C, C, A, B**

War to "Andy Asteroids?" Round 4—**A, Down, A, A, C, C, A, B**

War to "Andy Asteroids?" Round 5—**A, Left, A, C, Down, Up, A**

War to "Andy Asteroids?" Round 6—**A, Right, A, A, Right, B, Up, A**

War to "For Pete's Sake"—**A, B, C, A, B, A, Down, Right**

War to "Intestinal Distress!"—**C, C, A, Right, Left, Right, B**

War to "Who Turned Out the Light?" Part 1—**A+C, B, Up, Left, Right, Right, Left, Up**

War to "Who Turned Out the Light?" Part 2—**A, B, Up, B, Left, Right, C, Up**

War to "Who Turned Out the Light?" Part 3—**A, B, C, Up, Left, A, Right, Right**

War to "Who Turned Out the Light?" Part 4—**A, C, Up, Left, C, Right, Left, B**

Warp to "Who Turned Out the Light?" Part 5—C, B, Up, Down, Left, Right, Right, Left
 Warp to "Buttville" (Helicopter)—B, B, Down, Down, A, Right, Right, Down
 Warp to "Buttville" (Queen)—A, C, Left, Right, B, Left, Left, Down
 Warp to "Pyscrowl"—C, B, Up, Down, Down, Right, Down, Right

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARKSIDE

Power-Combo Requirements

1) Attacker hits the opponent with an unblockable series of hits. 2) Damage must meet or exceed 33%. 3) Final move in the combo must be a Special or Skill move.

Cinekills

Meet the following circumstances: Final Round; Victim is stunned; Victim has 20% or less health; Power-Combo Icon is active for victor. Cinekill will automatically be pulled off.

Secret Characters

Play Contest Mode and win 100 matches for Crispy and 200 matches for Blast.

FIFA INTERNATIONAL SOCCER

Super Cheats

Each of these codes works at the Game Options menu at the start of the game. The cheats will appear as menu items on the Game Options screen.

- **Invisible Walls:** Press C three times, B, A three times, B. Now the ball bounces back onto the field if kicked over a line.

- **Curve Ball:** Press B, A, C, B, C twice. Any ball you kick into the air can be curved to an insane degree with the control pad.

- **Crazy Ball:** Press C, A, B, C twice, B, A, C. The ball's physics are changed so that it bounces in some extremely bizarre ways.

- **Dream Team:** Press A twice, B twice, C twice, A twice. Your team is transformed into an unbeatable menace by turning up all of the player's attributes.

- **Super Power:** Press B, A, B eight times. Your players gain 25% more kicking power on kicks, passes and shots.

- **Super Goalie:** Press A five times, B five times. Your goalie now becomes godlike in speed and ability.

- **Super Offense:** press A five times, B, C. Your team's offensive skills are improved measurably.

- **Super Defense:** Press B five times, C, B. Your team's defensive skills are magically increased.

FINAL FIGHT CD

Rapid-Fire Mode

Highlight the word "EXIT" at the bottom of the option menu. Next, press and hold A, B and Right, and press START while you're holding those three buttons down. Begin the game, and you'll find that all of your action buttons have been equipped with rapid-fire—even on a standard controller—to attack your enemies with super-fast punches and throws.

JURASSIC PARK

Stage Select/Video Debug

You must have at least one egg placed in the incubator located in Wu's office at the Jurassic Park Visitors' Center. Once the egg is in place, save the game and exit the computer room. Now press the START button on Controller 2 and hold it down until the "Node Jumper" menu appears, allowing you to jump to any part of the game. Use Controller 1 to choose any stage, or press START to access a second menu called "JP-CD Video Sequences." It allows you to view all of Jurassic's video sequences, including the Transition Videos, the Dr. Bakker videos and the Video Mail Messages.

KEIO FLYING SQUADRON

Secret Game

At the "Start Game/Option" screen, press Left, Left, Right, Right, Down, Up, Down, Up. A hidden "Super Catch Game" will appear when you start a game.

Stage Select

Enter the code Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right. A stage select number will appear at the top of the screen if you did the code correctly. Choose from level 1 to 7.

LOADSTAR: THE LEGEND OF TULLY BODINE

Mort-Pong

When Mort appears on screen, pause the game and enter the code C, A, Left, Left, A, C, A, Left, Left, A. Unpause the game and Mort will dance around the screen like a game of Pong. Control your paddle by pressing Up or Down on the D-pad.

MAKE YOUR OWN MUSIC VIDEO: MARKY MARK AND THE FUNKY BUNCH

MAKE YOUR OWN MUSIC VIDEO: C+C MUSIC FACTORY

MAKE YOUR OWN MUSIC VIDEO: KRIS KROSS

Hidden Scenes

At the "U-Direct" menu of each of these discs, press A, B, C, Right to watch brief clips of behind-the-scenes footage in full-motion video; each game has a different outtake. During any of this Easter egg footage, press START to watch another hidden FMV sequence, the "Annals of Digital Pictures."

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Take That." Now highlight the EXIT option and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Stage Skip

At the difficulty/start screen, press B, A, C, C, A, B, A. Start the game; whenever you see a life gauge appear in the corner at the start of a combat sequence, just press the

START button to skip to the next area.

MORTAL KOMBAT

DULLARD Code

At the Start/Options menu, press Down, Up, Left, Left, A, Right, Down. A new menu selection will appear called "Cheat Enabled." Most of the cheats are the same as on the Genesis version, but some of the names have been changed.

- **PTWIN/P2WIN** (a.k.a. FLAG0/FLAG1): Player 1 and/or Player 2 starts each round in "Danger" mode—one hit and you're dead!

- **MOON** (a.k.a. FLAG2): Guarantees a silhouette in front of the moon on the Pit stage.

- **DADS** (formerly FLAG3): Changes the fighters' names to those of a British TV sitcom called *Dad's Army*.
- **GREEN** (a.k.a. FLAG4): Gives you Reptile hints before every battle.

- **LIVES** (a.k.a. FLAG5): Gives you infinite credits.

- **FLAG6** (same as Genesis): The computer does fatalities.

- **TURBO** (Formerly FLAG7): Lets you play the game in Turbo mode.

NIGHT TRAP

Hidden Footage

Watch the credits at the end of the game. When the words "In Memory of Stephen D. Hassenfeld" appear on the screen, press Up, A, A, A, A. You'll be shown some footage that was shot in Pawtucket in December of 1986 when Tom Zito (currently of Digital Pictures) and company first demonstrated a prototype of the NEMO game system for a group of Hasbro executives.

PANIC!

Scene Select

At the title screen, press Right, Right, Down, Up, Left, Right, Up, Up, Left, Down to enter the Scene Select option. Try various numbers to start at different stages or see different scenes.

PITFALL: THE MAYAN ADVENTURE

Stage Select

At the title screen press B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press Up or Down on the D-Pad to switch levels. Start the game.

Nine Lives

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

99 Weapons Power-Up

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

Go to the ABC Simon Game

At the title screen, press B, A, Down, C, Right, A, B (BAD CRAB).

Direct to 2600 Pitfall!

At the title screen, press Down, then press A 26 times and press Down again.

PRIZE FIGHTER

Hidden Video Scenes

For a three-minute hidden scene in color, press and hold A, B, C and Right at the Options menu. You must press the buttons in that order and continue to hold each button

down until the hidden sequence begins.

RADICAL REX

Stage Select

At the title screen, press A, C, Down, Right, Up, B on Controller 2.

REBEL ASSAULT

Stage Passwords

Easy:	Medium	Hard
BOSSK	BOTHAN	BORDOK
ENGRET	HERGLIC	SKYNYX
RALRRA	LEENA	DEFEL
FRIJA	THRAWN	JEDGAR
LAFRA	LWYLL	MADINE
DERLIN	MAZZIC	TARKIN
MOLTOK	JULPA	MOTHMA
MORAG	MORRT	GLAYDD
TANTISS	MUFTAK	OTTEGA
OSWAFU	RASKAR	RIFHII
KLAATU	JHOFF	IZRINA
IRENEZ	ITHOR	KARRDE
LIANNA	UMWAK	VONZEL
PAKKA	ORLOK	OSSUS
NORVAL	NKLLON	MALANI

Cheat Mode

As the LucasArts logo is spinning on the screen at the beginning of the game, press Up+A, Down+A, Up+A, Up+A, Left+A, Right+A. Repeat the code until you hear a bell ring and a chorus of voices droning, "LucasArts!" With this cheat code in place, you can skip to the next stage at any time during the game by pressing C. Also, the option menu that appears when you pause the game will have two new options, "Restore Health" and "Remove Health." Highlight "Restore Health" and press A to refill your energy meter at any time.

SILPHEED

Stage Select

During the introduction sequence, press Down, Down, Up, Up, Right, Left, Right, Left, A, B, START. (There will be no signal to indicate that this cheat is in place, so enter the code carefully.) Start the game, and you'll find a stage-select option on the title screen. Pick a stage and press A to start there; pick a number higher than 12 to see the game's animated intermissions.

Shield Recharge

Also during the introduction sequence, press Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up, START. Now you can max out your shields at any time during the game by pressing A on Controller 2.

Voice Test

At the title screen, highlight "Option." Press and hold buttons A, B and C on Controller 2 and press START on Controller 1. The option menu now includes a "Voice Test" where the "Sound Test" option used to be. Press Left or Right on Controller 1 to choose a sound, then press A, B or C to play it. You can also change the playback rate of each sample by pressing Left or Right on Controller 2; this alters the speed and pitch of the sound.

Infinite Continues

When you're down to your last continue, leave the cursor on the words "Continue 01" and wait for the game to go back to the introduction. When the demo sequence begins, press Right, Up, A, B, C, Left,

Left, Down, C, A, START. You'll find that the number of continues shown on the title screen has been boosted to ten. Whenever you get down to your last continue; just perform the trick again for another ten chances.

Mania Mode

During the intro sequence, press B, B, A, C, Up, Left, Right, Down, C, Up, A on Controller 2, then press START on Controller 1. You'll know the cheat is in place if your score reads "00001" when you start the game. You're now in "Mania Mode", a difficulty setting that's even tougher than the "Hard Rank" on the option screen.

SLAM CITY WITH SCOTTIE PIPPEN

Super Slam vs. Fingers

Play against Fingers. Before he inbounds the ball to you, enter the code B, A, Left, Left ("BALL"). Now you can super-slam without hitting the "sweet spot."

SONIC CD

Stage Select

Enter the following code while the words "PRESS START" are flashing on the title screen: Up, Down, Down, Left, Right, B. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage. You can't start a game from any stage with this trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes.

Title-Screen Tricks

While the words "PRESS START" are flashing on the screen, hold the A button and press Up, Down, Down, Down, Up. Now grab controller two and start pressing the buttons to see what happens: Hold Left to zoom out, Right to zoom in, Up to tilt the horizon toward you and Down to tilt the horizon away from you. You can also press A or C to rotate the clouds clockwise or counterclockwise, respectively; holding the B button speeds up the movement.

Secret Demo Mode

Play the Time Attack mode until your total time is less than 37:27:57. When you achieve this goal, go back to the title screen—you'll find a new selection on the menu called "D.A. GARDEN." It's a visual sound test—you can move the globe around the screen with the joystick as the game's characters fly across the foreground. Press A to choose a tune to listen to, press B to change the direction of the globe's rotation (hold B to make it spin faster) or hold C to zoom in—release C and hold it again to zoom out.

Bonus Round Time Attack

If you can get your total time below 30:21:05 in the Time Attack mode, you'll be able to access a new set of challenges by pressing Left on the control pad while the Time Attack menu is on the screen. Now you can race in the "Special Zone" bonus rounds.

Visual Mode

The most difficult Time Attack trick

of all requires you to get your total time below 25:46:12. Once you've cut your time down this far, you'll find a "VISUAL MODE" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo.

Sound/Music Test

Press Down, Down, Down, Left, Right, A while the title screen is flashing the words "PRESS START." You'll move to a hidden Sound Test menu, with options for listening to sound effects ("FM"), digitized samples ("PCM") or digital audio tracks straight from the CD ("DA").

Secret Bonus Round

Using the Sound Test as described above, set all three menu items at "07" and press the START button. A message will appear that says "WELCOME TO SECRET SPECIAL STAGE," a special bonus round! Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game.

Strange Message

Set up the numbers in the Sound Test as follows: FM No. 46, PCM No. 12, DA No. 25. Press START; this gives you a weird screen with an evil-looking Sonic behind a message in Japanese.

Sonic the Human Hedgehog?

Using the Sound Test, enter the following numbers: FM No. 42, PCM No. 04, DA No. 21. Press START and you'll get an eerie graphic of a half-human Sonic.

STELLAR FIRE

Stage Select

Go to the Start Game/Difficulty menu and highlight the word "Normal". Next, press A to cycle through the different difficulty settings and hold the A button down when you get back to the Normal setting. While holding A, press and hold C and START; then, while continuing to hold those three buttons—with the word "Normal" still on the screen—press Up on the D-pad. You'll hear a chime to indicate that you've skipped a stage; continue to press Up to skip as many stages as you wish. (Two chimes will start you at the third stage, three chimes will start you at the fourth stage, and so on.) Next, choose "Start Game" to play the selected stage.

THE TERMINATOR

Extra Weapons, Bombs, Lives

Hold the D-pad to the Right at the Start Game/Options screen, then press B, C, B. Release the D-pad and the cursor will change from an arrow into a square. Press START and you'll find the secret menu that allows you to load up on guns, lives and bombs!

Level Select

First enter the code shown above. Once you're at the secret options menu, hold the D-pad Left and press B, C, B, C. Release the D-pad and the cursor will change from an arrow to a square. Go down to "Run Game" and press A to find the Level Select.

Infinite Shields

Go to the level-select screen by

entering the codes shown above. Once you're there, hold the B button and press Left, Right, Right, Left on the D-pad. The cursor will change from an arrow to a square. When you start the game, you'll have infinite shields.

Full-Motion Video Scene Select

At the "Options" menu, hold the C button, push Right, Left and release C. You'll see the flashing triangle cursor change into a square. Next, choose the "Sound Test" option and you'll find a new menu item called "Cinema Sequences." The menu contains all of the video sequences in the game.

VAY

Save Anywhere

If you're in an area where the "Save" option is not available, you can still save your game. Call up the menu and highlight the "STATUS" option. Hold the START button and point the D-pad diagonally in the Down/Left position. When the cursor jumps down to the previously-unavailable "SAVE" option, quickly press the A button for the save menu.

WILD WOODY

Super Cheat Code

At the title screen, hold Down, A and C on Controller 1 and hold Left and B on Controller 2; you'll hear a magical sound. Start the game and you'll be able to do all kinds of cool tricks with Controller 2. The A button on Controller 2 will refill your energy at any time. Pressing B on Controller 2 gives you a Sketch power-up and a Pencil power-up at the same time; press B repeatedly to fill your book with tons of sketches. If you hold the C button on Controller 2, you can use the D-pad to move Woody around the screen, through enemies and obstacles; place him anywhere you like and release C to start there. Pressing START on Controller 2 brings up a full stage-select menu.

WWF RAGE IN THE CAGE

Player vs. Same Player

In a one player game, select "Player" on the "Opponent Chosen By" screen. When choosing your character, hold Left and press C. When you hear the signal that the wrestler has been chosen and the gold "Player" medalion appears by his name, press Down on the D-pad. A duplicate of the first character will appear, allowing you the option of picking the same wrestler to be your opponent.

32X

CORPSE KILLER

Armor-Piercing Bullets and Datura Quests

If you call up the Cay Noir map and there aren't any APB or Datura quests, just flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear.

Extra Datura Bullet

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't

be killed with regular bullets. If you hold the A button and tap B, the game kindly gives you a single Datura bullet with which to kill the bad guy, but waste it.

DOOM

God Mode

You'll need a six-button controller. Pause the game and press Up, Z, X, and the MODE button all at the same time. When you get back into the game, the marine's eyes will turn yellow and you'll be invincible. *All Weapons & Ammo* Pause the game. Press Up, A, C, and MODE.

PITFALL: THE MAYAN ADVENTURE

Each of the following cheats must be entered at the title screen, after the flying boomerang appears.

Warp to 2600 Pitfall!—Down, A 26 times, Down.

Warp to Simon Game—B, A, Down, C, Right, A, B.

Stage Select—C, A, C, A, Down, Up, Down, Left, Down, Up, Up.

Infinite Continues—C, C, C, Left, A, Down, Up, Down.

Full Weapons—A, B, Up, C, A, C, A, Nine Lives—Right, A, Down, B, Right, A, B, Up, Down.

Super Speed—B, A, Right, C, Right, Up, Down.

See Credits—C, Right, Down, C, Right, Down, C, Right, Down.

SLAM CITY WITH SCOTTIE PIPPEN

Super Slam vs. Fingers

Play against Fingers. Before he inbounds the ball to you, enter the code B, A, Left, Left ("BALL"). Now you can super-slam without hitting the "sweet spot."

STAR WARS ARCADE

Suspend Time

Pause the game and press Down, B, B, Up, Right, Left.

Reset Timer

Pause the game and press Left, Down, A, C, Down, Up.

Sound Test

Pause the game and press Up, Right, Left, A, Down, C.

Note: You can't do these cheats without a six-button controller because in three-button mode the game has no pause feature.

SPACE HARRIER

Hidden Arcade Mode

When the Sega logo appears, hold A+C and hit START on Controller 2. If you see "Insert Coins," you're in business. Now you'll have three continues at your disposal.

WWF RAW

Secret Character

If the selection of available wrestlers in the 32X version of RAW just isn't enough for you, we've got a secret code that gives you access to a hidden fighter. While the character-select menu is on the screen, press and hold Down on the D-pad, then press the A and B buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.

BUG!

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**.

CLOCKWORK KNIGHT

999 Lives
At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **X**, **X**, **Y**, **Y**, **Z**.
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 "Betsy'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" option to the list.

DAYTONA USA

Extra Time
On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three **7**s, you'll receive extra time.
Jeffrey's Dance
On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode
In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial
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.

Extra Cars
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. Incidentally, 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.

Hidden Music
Buried deep within the data of the

Daytona CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A.B.—After Burner
KAG.—After Burner
KOU.—Alex Kidd
SAO.—Alien Storm
JIM.—Alien Syndrome
ANI.—Altered Beast
YAM.—Bloxxed
BNB.—Bonanza Bros.
YOJ.—Bonanza Bros.
YAN.—Columns
IGA.—Columns 2
KOS.—Daytona USA
LG4.—Daytona USA
SKH.—Daytona USA
P.P.—Daytona USA
DST.—Dunk Shot
KAO.—Dunk Shot
H.S.—Dynamite Dux
E.R.—Enduro Racer
MAS.—Enduro Racer
EXN.—Exhaust Note
YUI.—Flashpoint
GLC.—G-LOC
NAG.—G-LOC
G.F.—Galaxy Force
HSB.—Galaxy Force
GDA.—Golden Axe
GPR.—GP Rider
H.O.—Hang-On
K.T.—Hang-On
SHS.—Super Hang-On
M.M.—Super Hang-On
KEM.—Line of Fire
UME.—Michael Jackson's Moonwalker
.KK.—Original
O.R.—OutRun
TOR.—Turbo OutRun
OSI.—Turbo OutRun
ORS.—OutRunners
P.D.—Power Drift
ISO.—Power Drift
QTT.—Quartet
MIT.—R360
TRS.—R360
R.M.—Rad Mobile
OKA.—Rent-A-Hero
KAZ.—Scramble Spirits
SDI.—S.D.I.
MMM.—S.D.I.
S.H.—Space Harrier
C.S.—Stadium Cross
S.F.—Strike Fighter
ASA.—Strike Fighter
SMG.—Super Monaco G.P.
AO.—Super Monaco G.P.
VMO.—Sword of Vermilion
TEP.—Tetris
T.B.—Thunder Blade
NAK.—Thunder Blade
TAK.—Super Thunder Blade
AKJ.—Virtua Cop
DEK.—Virtua Cop
V.F.—Virtua Fighter
A.Y.—Virtua Fighter
J.B.—Virtua Fighter
S.B.—Virtua Fighter
PAI.—Virtua Fighter
K.M.—Virtua Fighter
W.H.—Virtua Fighter
J.M.—Virtua Fighter
LAU.—Virtua Fighter
VFT.—Virtua Fighter 2
V.R.—Virtua Racing

PANZER DRAGON

Space Harrier Mode
Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch 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-like sound; now start the game and you'll be able to play without the Dragon.

Infinite Continues

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, then press **L**, **L**, **R**, **Up**, **Down**, **Left**, **Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincibility Mode" will appear on the screen.

Stage Select

Press **START** at the first title screen, then press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **X**, **Y**, **Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Suicide Maneuver

Press **L**, **R**, **A**, **B**, and **C** all at the same time; your dragon will take a dive right away and the stage will start over.

Level 0

At the difficulty/options title screen, enter **Up**, **Up**, **Down**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **L**, **R**. If done properly, Level 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 action 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 shot.

Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press **Left**, **Left**, **Right**, **Right**, **Down**, **Up**, **Down**, **Up**, **L** button, **R** button; you'll hear the confirmation 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.

Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon's* demo mode? To get a closer look at the polygons that make up Mr. Sega, grab Controller 2 as soon as he appears, hold the **X**, **Y** and **Z** buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:
Right—Rotate screen clockwise
Left—Rotate screen counter-clockwise
A+Right—Rotate image clockwise
A+Left—Rotate image counter-clockwise
Down—Zoom in
Up—Zoom out
A+Down—Tilt backward
A+Up—Tilt forward
X or **Y**—Hold either of these buttons to change the character's shading
A+B+C—Reset to the initial position and shading

When you're finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PEBBLE BEACH GOLF LINKS

Secret Video Menu
Start a game of *Pebble Beach*, then hold **Right** 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 sequences. Press **A** or **C** to start

any scene; **B** brings you back to the menu.

Gallery Code

Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

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 reserve.

Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **B**, **C**, **A**, **START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only 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.

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.

VIRTUA FIGHTER

Boss Code

At the character select screen, quickly press **Down**, **Up**, **Right**, then **A+Left**. You'll hear a "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. **New 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 demo to see the names of the makers of *Virtua Fighter*.

BURNING SOLDER**Cheat Menu**

At the Option menu—the one that says "Music Volume, Player Mode", etc.—press **L+R+C+X+Right** on Controller 2 all at the same time. The Debug menu offers tons of cool options: Enemy Missile ("None" means the enemies don't shoot at you), Always Boss Clear ("Yes" means you automatically defeat each boss), Data Stream Jump ("Exist" means that you can skip between the different stages in each area by pressing L or R on Controller 2), Area Select Menu (a Stage Select), Four Player Mode (which gives you four cursors on the screen so four players can shoot enemies together) and others.

CORPSE KILLER**Armor-Piercing Bullets and Datura Quests**

If you call up the Cay Noir map and there aren't any APB or Datura quests, just flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear.

Extra Datura Bullet

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. If you hold the A button and tap B, the game gives you a single Datura bullet with which to kill the bad guy, don't waste it.

DEMOLITION MAN**Blood Code**

At the title screen, hold the R button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.

Stage Select

Pause the game on any level, then press L, A, Up, Down, R, Up. The passcode box on the paused screen will change to read "MPWR" to indicate that the code is in place. Next, while the game is still paused, press and hold the B button to get the level-select to appear in the passcode box. While holding B, press Up or Down to choose a stage, then release B to warp there. Check out the bonus VRGN levels that do not appear in the game; they take place in the offices of Virgin Games. Other choices at the stage-select menu include: GMOVER—see the FMV footage for a losing game; GMVNNR—see the "good" ending SCORS—high-score screen; CRDTS—see the end-game credits; LSTNGBTH—the game's sound test menu; LOGOS—reset the machine.

FIFA INTERNATIONAL SOCCER**Cheat Codes**

Each of the following codes should be entered with the A, B, C, L and R buttons while the game is paused; a message will appear to confirm each one. To deactivate a certain code, just enter it again:

Invisible Walls: A, B, B, A, C, A, B, A, B, B, A
 Crazy Bounce: L, A, B, A, R, R, A, C, C, A
 Laser Ball: L, A, C, R, B, A, L, L
 Giant Player: B, A, B, A, R, B, A, B, A, B, A
 Big Ball: B, C, B, A, L, L, A, B, A, L, L
 Metallic Men: B, A, R, C, L, B, A, B, A, B, A
 Beefeake Mode (shirless players): R, A, L, B, A, C, L, A, B, A
 Radical Curve: C, A, R, C, A, B, R, A, B, B, L
 Bruise Mode: R, A, B, B, A, C, L, L, B, A, C, L
 Hot Potato: C, R, A, B, B, R, L, A, B, A, B, B, R

GEX**Free Power-Ups**

Most of the power-up items in Gex can be activated on demand, whenever you need them. To use these cheats, just press the P button to pause the game,

then hold the R button and enter the code.

- **Blue Firefly** (ice balls): Pause, hold the R button and press Left, C, Down, B, Left, Up, Right, B, A, Left, Left, Down.
- **Red Firefly** (fire balls): Pause, hold the R button and press Left, C, Down, Right, Right, Down, B, A, Left, Left, Down.
- **Yellow Firefly** (electricity): Pause, hold the R button and press Left, C, Down, Right, Right, Left.
- **Grasshopper** (jump higher): Pause, hold the R button and press Left, C, Down, Right, Up, B, B, Right, Right.
- **Caterpillar** (invincibility): Pause, hold the R button and press Left, C, Down, Up, Up, C, Left, Right, Right.

99 Lives

Press the P button to pause the game, then hold the R button and press Left, C, Down, Down, Right, A, C, Up, Left, A, Stage Select.

You must be at a map screen for this trick to work. At any map screen, press P to pause, then hold the R button and press Left, C, Down, Left, Right, Right, Up, Right, Right. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn't make it into the final game.

GRIDDERS**Level 25 Code**

At the options menu, highlight the EXIT option and hold the X button. Press L, A, X (you have to release the X button and then press it again). Now you can practice on the secret level 25.

Practice any Level

At the options menu, highlight EXIT and hold X. Press B, A, R, X (as you did for level 25). Now you can practice any level.

Level Skip

At the options menu, highlight EXIT and hold X. Press P, A, R, A, L, L, A, X (as in the other cheats). Then, start a new game and press one of the following button combinations:

- **Press R+A** to skip ahead one level
- **Press R+B** to skip ahead five levels
- **Press R+C** to skip ahead ten levels
- **Press R=L** to skip back one level.

GUARDIAN WAR**Cheat Menu**

Start a new game, or load a saved game. When the menu screen (with various locations and flapping flags) appears, press the L, R, and C buttons one after another. The flags should stop flapping. Now press Up, Down, Left, Right and a Japanese-text menu appears. Here's what each of the 14 options does, from top to bottom:

- **Load Game:** Load a saved game or start a new game.
- **Equip:** Examine and equip characters, similar to the Equipment option on the regular menu.
- **Shop:** Enter a shop where you can buy and sell EVERY item, piece of equipment and body in the game.
- **Gems +10000:** Increases your Gem total by 10,000. Can be used repeatedly to give yourself loads of dough.
- **No Battles:** Prevents enemies from attacking you, although you can't attack them either. Can be toggled on and off.
- **Coordinates:** Shows you X and Y coordinates of your location when in a location, and also your "coordinates" on the main map. Can be toggled on and off.
- **Free Movement:** You can walk to (almost) any location on the map without clearing previous locations of enemies. Can be toggled on and off.
- **All Attacks:** You can use all weapon

and magic attacks during battle by choosing from a massive menu. Can be toggled on and off.

- **God Mode:** You don't lose any HP or MP during battle. Can be toggled on and off.
- **Map Detail:** Gives you a mind-numbing amount of detail when examining the map of a location.
- **???: Unknown.**
- **???: Unknown.**
- **Basic +1:** Increases the basic level of the currently selected Golem by 1.
- **Class +1:** Increases the class level of the currently selected body or sub-body by 1.

THE HORDE**Cheat Codes**

The cheat mode works by spelling out words with the 3DO controller. There are six letters: U (Up on the control pad), D (Down), L (Left), R (Right), O (Button A) and T (Button B).

To enter the cheat mode, start the game, then hold Up on the control pad and then hold the A and B button before pausing the game. While paused, spell out one of the following words, then unpauset to activate the cheat.

DOLLDOOR (Down, A, Left, Left, Down, A, A, Right): You immediately finish the current habitat and return to the castle.

LOOTLORD (Left, A, A, B, Left, A, Right, Down): You immediately receive 30,000 Crowns, the maximum amount of loot you can have in the game.

LOUDTOOT (Left, A, Up, Down, B, A, A, B): The entire map of the current habitat is revealed.

ODDROD (A, Down, Down, Right, A, Down): This cheat allows you to continue playing even if the entire village is destroyed.

ROLLOUT (Right, A, Left, Left, A, Up, B): Watch all of the full-motion video sequences in the game, one after another.

TROLDROOL (B, Right, A, Left, Left, Down, Right, A, Left): All items and weapons in the game become available for purchase.

TROT (B, Right, A, B): Chancey runs around the map twice as fast as normal, as if he's using the Boots of Boogie. If Chancey uses the Boots in combination with this cheat, he runs around the map FOUR times as fast.

TURDDOOD (B, Up, Right, Down, A, Down, A, Right): Chancey becomes invulnerable to damage.

JAMMIT**Secret Passwords**

Use the following passwords with Roxy to access different options:

- DKRBN5: 2 Hot
- STPKRR: Poison
- SSNHYN: Frenzy
- JNFRBCN: In 2
- LRNCHLS: Sweat
- PLWRHDS: Slams Only
- STWSPKN: Clothoat
- BBSKNNR: Boss

JOHN MADDEN FOOTBALL**Goal and Midget Refs**

While playing, pause the game and press Right, Down, Left, Up, Right, Down. You'll hear the referee's whistle blow, signaling his newfound physique. When you continue the game, you'll find that the ref has become a giant! To make the referee small, pause the game and press Left, Down, Right, Up, Left, Down, Right. When you hear the whistle, you'll have a midget ref.

MAD DOG MCCREE**Pause/Continue Trick**

If you get shot by a bad guy, quickly press the PLAY button, then click on the CONTINUE option. You'll reenter the game at a point just before the bad guy who shot you.

MAZER**Power-Up Codes**

Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn power-ups by pressing certain controller buttons as follows:

- **Press C, A, B, A, B** to start the stage with one Super Shield.
- **Press B, A, C, C, B, A** to start the stage with 30 rounds of Triple Attack power.
- **Press B, C, A, C, A, C** to start the stage with 30 rounds of Rapid Fire power.

These codes can be entered by both players in a two-player game; you can also enter a different code for each stage, if you like. Note that the codes do not work in the maze bonus rounds.

Ultra Power-Up

As above, before the start of each level—when the full-screen photo of the current stage name is on the screen—press A, C, C, A, B. You'll start the game with a full power-up of all normal abilities except Turbo, which is doubled. Additionally, whenever your player picks up any power-up, you will regain double Turbo power until the round ends or you are killed.

Blood Feud

Before the start of any level in a two-player game—when the full-screen photo of the current stage name is on the screen—press A, A, C, A, B. The words "BLOOD FEUD" will appear on the screen. In this mode, the object is to compete with the other player; the last player alive wins the match and gets the points for the "Boss Kill" for a normal level. After the initial three drones are destroyed, no additional enemies will appear, and the boss will not be launched. Each round lasts 45 seconds; if time runs out, both players lose a life. A new round begins each time a player is killed until one of the players has no lives remaining.

Be the Boss

Start a one-player game with Controller 1, then, before the level starts—while the photo of the current stage name is on the screen—press C, B, A, A, C on Controller 2. The words "P2 BETE THE BOSS" will appear on the screen. In this mode, Player 2 controls one of the drones that are attacking Player 1; you'll see that the controllable drone is a lighter color than the others. Player 2 can also switch to different drones by pressing the C button. Best of all, when the boss appears, Player 2 will be controlling it. This code will also work with Controller 1 if you start a one-player game with Controller 2.

Secret Option Menu

During Mazer's full-motion video demonstration mode, press and hold the L and C buttons on Controller 1. You'll jump to a secret options menu that allows you to adjust the difficulty level, remove the blood from the game and even test your controllers.

THE NEED FOR SPEED**Practice Mode**

At the Options menu, highlight "Skill Level" and quickly press X, R, A, L in rapid succession, continuing to hold each button so that all four are held down at the end of the sequence. This is tough; it must be done extremely fast. The "Skill Level" indicator will turn from yellow to pink. Start playing the game and there will be no traffic or cops. (No records or scores can be saved in this mode.)

Driving Team Picture

Select the "Wall of Fame" and wait until the game credits appear. Press R to see a photo of the programmers; press L to return to the normal background.

Turn Off Dashboard

During the game, switch to the first-person cockpit view and press Up, L and A on Controller 2 at the same time. The normal cockpit will be replaced by a col-

3DO tips

ored band with a speedometer and rear-view mirror. Press Up, L and A repeatedly to turn off the rear-view mirror, the speedometer, or return to the normal cockpit. This trick also boosts the game's frame rate.

Vs. Rocket Scooter

Play the game for at least 10 seconds, then pause to go into instant replay. Rewind to the start of the replay buffer. Press R, Down and B simultaneously on Controller 2. Quit your race and start a new one; you'll be racing against a rocket scooter.

Winter Driving Practice Mode

Play the game in Practice Mode (see above) for at least 10 seconds. Go into instant replay and rewind to the start of the replay buffer. Press B on Controller 1 plus X, P and C on Controller 2. If you did the code correctly you will see the "Car Crashed" info flash on the screen for a second. Quit the game and choose to race against the clock on Alpine track. When you get to Segment 3 of Alpine track, the road will be covered with black ice.

Nitro Charging Performance Boost

Enter a game and immediately press L, R and Up on Controller 2 plus L, R, A and C on Controller 3. A car crash message will flash on the screen. Exit the game and in all subsequent games you play, engine torque and power will be increased by 20% for the faster cars and 30% for the slower ones to keep them all at the same level.

Traffic Jumping

Start a game and during the loading screens simultaneously press and hold L, R and Left on Controller 1. Quit the game and start a new race. This time, during the loading screens simultaneously press and hold L, R and Up, then Quit when you start the race. Restart the race again and during the loading screen press and hold L, R and Right, then quit the race when it starts. Restart again and during the loading screen press and hold L, R and Down. This time, don't quit; start driving, and when you see any traffic, press the X button (handbrake) to watch the cars fly in the air around you.

OFF-WORLD INTERCEPTOR

Extra Spending Money

Go to the OPTIONS screen and highlight "CONTROLS". Now press A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L (that's ABC six times, then the L button.) You'll hear a whirring sound; now start the game in either Story or Arcade mode, and you'll find that you have tons of extra money to buy weapons, armor and power-ups.

OUT OF THIS WORLD

Secret Game

Go to the Password screen and enter the code BRGR. Press "OK" and you'll be warped instantly to a Breakout-style game called *Stalactites*. Press A to start the game and position the paddle beneath the stalactites to send them back up into the ceiling.

Weird Screen

During the *Out of This World* demo sequence—the one with the guy and the car—hold the L and R buttons on top of the controller. Keep holding them through the "Start Game/Password" screen and a secret screen will appear.

PLUMBERS DON'T WEAR TIES

Remove "Censored" Symbols

If you bought this pathetic excuse for a game, we pity you, but if you really want to remove the "censored" symbols from the press Up, Down, Right, Left, Down, Right, X while the girl is talking at the start of the game. You won't see anything X-rated, however, so the joke's on you.

REBEL ASSAULT

Stage Skip

To warp your way through the stages of *Rebel Assault* with ease, start the game and wait for the LucasArts logo to spin onto the screen. As soon as it starts to appear, press Up+A, Down+A, Left, A, Right+A; repeat this code until you hear a bell ring and a chorus of voices singing, "LucasArts!" With this cheat in place, start the game. When you want to skip any stage, just press the C button to be warped instantly to the next one.

RETURN FIRE

Stage Select

Enter the password WOLF to access any level in a one- or two-player game.

Debug Menu

With the WOLF password in place as described above, start a game and press L=R=P simultaneously. You'll get a debug menu that allows you to change the game's frame rate, listen to the audio and place the enemy flag in the first building you destroy.

SHADOW: WAR OF SUCCESSION

Cheat Mode

At the difficulty selection screen, press Down, Down, Left, Right, Up, Up on Controller 1. This turns on the cheat mode. During a match, press the L button to instantly kill your opponent.

SHOCKWAVE

Cheat Mode

Press the PLAY button to pause the game, press B, A, C, C, A, A, then press STOP to unpause. This gives you access to the game's cheat mode. With this code in place, try the following tricks.

Super Missiles: Pause, then press C, A, A, B, A, C, A, X.
Super Lasers: Pause, then press C, A, A, B, A, C, A, X.
Smart Bomb: Pause, then press A, C, A, B, A, C, A, A, X.
Invincibility: Pause, then press A, B, A, C, A, A, B, A, X.
Display Player's Name: Pause, then press B, A, B, X.
Display Programmers Message: Pause, then press B, A, C, A, C, A, X.

SHOCKWAVE: OPERATION JUMP GATE

Cheat Codes

Pause the game and enter the following codes for subsequent cheats:
Skip Mission: B, A, C, C, A, A, A, X.
Increase Mission Number: C, A, A, A, C, A, X.
Super Missiles: C, A, A, B, A, C, A, X.
Super Lasers: C, A, A, B, A, C, A, X.
Smart Bomb: C, A, B, A, C, A, A, A, X.
Invincibility: A, B, A, C, A, A, B, A, X.
Refill Weapons: B, A, A, A, B, A, X.
Display Player's Name: B, A, B, X.
Display Programmers Message: B, A, C, A, C, X.

Bonus Level

Complete the game and wait through the credits. There's a bonus level to play called *Cake Walk*.

SOCCKER KID

Stage Select

At the title screen, press Up, Down, Up, Down, Left, Up, Down, Down, Right. You'll hear a voice say, "Hey, that's the cheat mode!" Press B while the voice is speaking, and you'll get a level-select option at the bottom of the options menu. Press Left or Right to choose a different starting stage.

SPACE PIRATES

Secret Scene

First, rescue the commander. After you enter the transporter, choose the TV monitor at the lower-left corner of the screen. When you arrive at that scene, you'll see a cow's skull on the ground. Shoot the skull several times to see a hidden scene with Mad Dog McCree.

STARBLADE

Super Rapid-Fire

When the title screen fully appears, press Up, Down, Down, Left, Right, A, A, B, B, C, C. Now start the game and hold the fire button down to blast like crazy.

Infinite Continues

When the title screen fully appears, press Up, Right, Down, Left, A, B, C, Up, Left, Down, Right. Instead of the usual three continues, you'll be in "Free Play" mode.

STELLAR 7: DRAXON'S REVENGE

Infinite Energy & Power-Ups

Enter the following code at the main menu with the L and R buttons on top of Controller 1: L, R, L, L, L, L, L, L, L, L, L, L, L, L, L, L, R. You'll see the *Stellar 7* insignia change to "Wimpy 7" as the word "CHEATER" appears briefly over Draxon's face. Now when you start the game, you can press the L button to refill your energy at any time and press R whenever you need to replenish your supplies.

SUPER WING COMMANDER

Debug Menu

At the Lounge screen, hold X and press B, B, C, C, A, A. You should hear a sound. Now release X, press and hold the L and R buttons and press P. A debug menu will appear with options that allow you to: change the game's sound levels, watch all of the FMV clips or set system flags. Set KILLABLE to "False" and you can't die. Set BANGABLE to "False" and you can't run into other ships. Set PICKER ACCESS to "True", then return to the Lounge and cycle through the options until you hear "Choose Campaign" or "Choose Mission", allowing you to play any stage. Set FINGER OF DEATH to "True" and you can destroy any target instantly during battle by holding the L and R buttons and pressing B. Be sure you have a ship targeted when you do this or you will destroy every ship in range, including your wingmen or even the Tiger's Claw itself!

SYNDICATE

Cheat Password

Start the game and choose "Configure Company" from the main menu. Select the "Company Name" option and enter "NGOR MAT" as the name of your company (with a space between the "R" and the "M"). Now choose "Begin Mission"; you'll find that every location on the map is available for you to play. You'll also have tons of extra money to buy as many agents and weapons as you want.

TOTAL ECLIPSE

Stage Select

Go to the Options screen and select the "Quit/Previews" box. When you're there, hold the X (Stop) button down and press B, L, A, then release X and press B, L, A, B, L, A. If you do the cheat correctly, you'll hear the sound of a blast door opening, and the Crystal Dynamics logo will appear in the Options box along with the Stage Select.

WAY OF THE WARRIOR

Boss Codes

Go to the NAMES option on the main menu and enter the name "A GAVIN" (with a space between A and GAVIN) and the birthday JUN 11 1970. Now at the character-select screen in Versus Mode, you can choose Kull by moving the cursor to Crimson Glory and pressing Right. To play as other boss characters in Versus Mode, follow these same instructions with the following names and dates:

• High Abbot—"J RUBIN" JAN 6 1970

• Voodoo—"EVIL" JUN 6 1966

• Major Trouble—"BAD BOY" FEB 4 1908

• Black Dragon—"WYVERN" MAR 9 1527

• Gulab Jamun—"GULAB" FEB 29 1900

Psychedelic World

Go to the NAMES option on the main menu and enter the name "PARANOID" and the birthday MAY 5 1975. Now go to the ARENA option where you'll find a new stage called "Cave". In this background, every frame of your character's animation will remain on the screen as you move, which makes for some freaky effects.

Secret Background

Go to the NAMES option and enter the name "TAJ MAHAL" and the birthday JAN 1 1901. Now go to the ARENA option where you'll find a new secret stage called "Garden".

Speed Code

Go to the NAMES option and enter the name "SPEED" and the birthday AUG 8 1980. Now go to the ARENA option and select "Cave"; you'll fight in another new area where the action is twice as fast.

Tug of War Mode

Go to the NAMES option and enter the name "TUGAWAR" and the birthday APR 16 1964. Now go to the ARENA option and select "Cave"; you'll be fighting in an alley stage with a single two-of-war energy bar.

Hidden Space War Game

Select the two-player "VS" mode. The player on the right should select a character, point the D-pad diagonally in the Down/Right position and also hold the A, B, C and START buttons. The left player should choose a character, point the D-pad diagonally in the Up/Left position and also hold the L, R and START buttons. You'll enter a hidden *Space War* game that allows up to four players to participate simultaneously.

WING COMMANDER III: HEART OF THE TIGER

Cheat Menu

To access a cheat menu, you need to reach the "New Game/Load Game/Continue" menu screen. (This screen will appear automatically if you have a saved game in memory; if you can't get there, the easiest thing to do is to fly the first mission and get killed. The "Continue" menu will appear after the "Funeral.") At the "Continue" menu, press and hold the L button, then press and hold the P button; you'll see the cursor cycling through the available options.

Continue to hold those buttons down and press A while the word "Continue" is highlighted. You'll get a debug menu with tons of options. Some of them simply don't work ("Gameflow Flags," "Test Stream" and "Test SFX") and others will prevent you from returning to the game without restarting the machine (the words "C to exit" will disappear from the main menu.) "Pick Mission" allows you to play any mission. "Play Movie" and "Play Inflight Movie" allow you to watch the game's FMV scenes. "Show Sprites" and "View Objects" let you see the items and backgrounds. If you choose "System Flags" and change the first two options to "False" and start the game, you can't be killed, you can't crash into any other ships and when your weapons are locked on to an enemy, hold X and press A to instantly kill them with the "Finger of Death." You can return to the debug menu at any time by holding L and pressing P; you may need to do this during a mission to change the system flags.

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OVER \$20,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 133 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLAST.....A WRECK.....D
 BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V
 STOMP.....T STAND.....R PRESS.....E DREAM.....O
 CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

MYSTERY WORD CLUE:

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CLIP AND MAIL

ATARI JAGUAR SYSTEM

Atari Screen Tricks

At the introductory Jaguar screen, you can hold the PAUSE button and press Up or Down on the D-pad to change the size of the spinning Jaguar cube. Press Left or Right on the D-pad while holding PAUSE to change the speed and/or direction of the rotation.

ALIEN VS PREDATOR

Code 1

This code only helps players using the Marine. Start the game, then hold PAUSE and OPTION. Simultaneously press and release 1+3 keys simultaneously; the word "PAUSED" will disappear, but the game will still be paused. While continuing to hold PAUSE and OPTION, press 2+5+7+9 at exactly the same time. You'll hear the Predator laugh. The following function have now been enabled: Security Clearance: Press OPTION+6 to raise security level. Press OPTION+9 to lower security level.

Motion Tracker: Press OPTION+8 to toggle tracker on and off.

Weapon Access: Press OPTION+1, OPTION+2, OPTION+3 or OPTION+4 to access different Marine weapons.

All Weapon Recharge: Hold OPTION+1, 2, 3 and 4 at the same time.

Code 2

This code is for Predator, Alien or Marine players. Start the game, press PAUSE, then OPTION, then 6, then 1+3 at the same time, then punch in the following code: B, A, 9, A, 9, A, *, OPTION, 6, #, *, *, OPTION, 2, OPTION. This gives you all the functions listed for Code 1, but the main function of Code 2 is that you will never run out of ammo as the bars will replenish themselves as long as you had something from the start. That is, if you don't have any smart-gun ammo when you activate the cheat you still won't have any once it's turned on, at which point you must use the ammo replenish function as described in Code 1. Other changes are as follows: OPTION+A raises you a level in the base. OPTION+B lowers you a level in the base. OPTION+5 toggles Cheat Mode on and off.

BUBSY IN FRACTURED

FURRY TALES

Passwords

Level 2—392652
Level 3—458227
Level 4—958936
Level 5—739294
Level 6—184792
Level 7—812615
Level 8—781367
Level 9—126712
Level 10—236721
Level 11—673167
Level 12—792323
Level 13—672328
Level 14—782389
Level 15—672345

CLUB DRIVE

Secret Stage

Choose the "World" option; at the map screen, press 2 and 4 on the keypad. When you return to the main menu, you'll see a new world called "Planet Todd."

Change Camera Angle

During the game, press 6 and 8 on the keypad to get three rows of debug numbers in the corner of the screen. Now try pressing different numbers on the keypad to get different camera angles.

DOOM

"God Mode" (Invincibility)

Start the game and press the PAUSE button. Hold down the star button (*) and press PAUSE again. You'll see your character's eyes turn yellow, indicating that you are invincible.

Full Power-Up Charge

Start the game and press the PAUSE button. Hold down the pound button (#) and press PAUSE again. You now have full health, armor, keys, weapons and ammunition.

Level Warps

To skip levels, start the game and press the PAUSE button. Then hold down the appropriate buttons as shown below to warp instantly to any level you choose.

Area 1: Hold C+1 and unpaue
Area 2: Hold C+2 and unpaue
Area 3: Hold C+3 and unpaue
Area 4: Hold C+4 and unpaue
Area 5: Hold C+5 and unpaue
Area 6: Hold C+6 and unpaue
Area 7: Hold C+7 and unpaue
Area 8: Hold C+8 and unpaue
Area 9: Hold C+9 and unpaue
Area 10: Hold A and unpaue
Area 11: Hold A+1 and unpaue
Area 12: Hold A+2 and unpaue
Area 13: Hold A+3 and unpaue
Area 14: Hold A+4 and unpaue
Area 15: Hold A+5 and unpaue
Area 16: Hold A+6 and unpaue
Area 17: Hold A+7 and unpaue
Area 18: Hold A+8 and unpaue
Area 19: Hold A+9 and unpaue
Area 20: Hold B and unpaue
Area 21: Hold B+1 and unpaue
Area 22: Hold B+2 and unpaue
Area 23: Hold B+3 and unpaue
Area 24: Hold B+4 and unpaue

EVOLUTION: DINO DUDES

Turn Off the Timer

At the password screen, press <AC> to clear out the password and enter TIME STANDS. Press <OK> and you'll hear a thunderclap to indicate that you entered the first password correctly. Press <AC> again to clear out the password and enter STILL FOREVER. Press <OK> and you hear a belch to indicate that the timer has been deactivated.

Infinite Dino Dudes

This code is entered in the same way as the timer cheat. At the password screen, press <AC>, enter ONCE DEAD, and press <OK>. After the thunderclap, press <AC>, enter TWICE BORN and press <OK> to hear the belch. You now have infinite Dino Dudes.

Passwords

Level 10: HARD ROCK
Level 20: LOG PLUME
Level 30: TRIBAL DANCE
Level 40: SOUR BELLY
Level 50: FREE WHEELING
Level 60: SCHOOL ZONE
Level 70: NEVER READY
Level 80: SPACE TO LET

HOVER STRIKE

Night Missions

Press Up+A+B+C+7 simultaneously at any time during gameplay to turn the current stage into a night mission.

Secret Codes

Each of the following codes works at the Mission Select screen.

Rotate the globe: Press 4 or 6

Jump ahead one level: Press 2+4+

6+7+8+9 simultaneously

Extra Lives: Press 3+6+9+9# simultaneously

Alternate graphics for external monitor view: Press C+Right+1+4+5

Invincibility: Press 3+4+6+7+Down

Secret Bonus Mission Level 1: Press 2+3+6+Up

Secret Bonus Mission Level 2: Press 2+6+7+8+Down

Secret Bonus Mission Level 3: Press 3+5+6+Right

Secret Bonus Mission Level 4: Press 2+5+6+Up

Secret Bonus Mission Level 5: Press 3+4+6+7+Down

Note: To access a secret bonus mission, enter the code, then cycle through the available missions until you see a photo of the game's development team.

IRON SOLDIER

Insane Mode

Press 6, 8, 2, 4 at the Options screen. Now there's a new difficulty setting called "Insane."

Unlimited Firepower

Press 2, 7, 2, 8, 3, 7 at the Options screen.

Stage Select/Weapon Select

Press 3, 7, 6, 6, 8, 2, 4, 2 at the Options screen, then start the game. Now you can choose any level and arm yourself with any weapon.

KASUMI NINJA

Death Moves

Note—All death moves are performed while close to your opponent except for Danja, who must be standing far away.

Alaric: Right, Left, Right, B

Chagi: Right, Left, Right, A

Angus MacGreggor: Right, Left, Down

Danja: Up, Up, Left

Senzo: Up, Down

Habaki: Left, Up

Pakawa: Right, Down, Right, Left, Up, Down

Thundra: Up, Up, Right

TEMPEST 2000

Level Skip

This trick works in all of the solo Tempest modes: Traditional Tempest, Tempest Plus and Tempest 2000. At the Game Selection menu, choose the version of the game you want to play by

placing the cursor next to the correct option. Start the game by holding down 1, 4, 7 and * on the numeric keypad and pressing A. You should hear a slowed down version of the "Excellent" menu prompt. Now you can skip a level at any time during the game by pressing OPTION.

Bonus Stage Warp

First choose the Tempest 2000 mode at the Game Selection menu and enable the cheat as described above. Start the game with the cheat in place as before, but before you press OPTION, hit the 3 and 6 keys simultaneously on the numeric keypad. The words "Warp Enabled" will appear on the screen. Now press OPTION to warp to the next between-round bonus level.

WOLFENSTEIN 3-D

Music Test

Press the # key on the control pad while the sphere is rotating before the title screen.

Level Select

Put the star next to "New Game" at the main menu screen and hold the 1, 3, 7 and 9 buttons on the control pad. The level select menu should appear. Now you can choose any of the game's 30 levels, including the two bonus stages in Missions Three and Six.

Invincibility

Enter 4, 6, 6, 8 to become invincible. You'll see a gold band appear around B.J.'s head. Repeat the code to turn it off.

Finish and Restart Level

Type 4, 6, 9, 6 to end the current level and restart at the beginning.

Level Skip

Type 4, 7, 8, 6 to finish the current level and skip to the next stage.

Debug

Type 4, 8, 8, 7 to see the programmers' debugging coordinates on the screen. Type the code again to turn them off.

Full Weapons, Ammo, and Keys

Type 4, 9, 6, 6 and you will get the big guns, ammo, and keys.

ZOOL 2

Skip to Blueberry Hill Stage

Press 7, 7, 7, 4, 9 at the options screen.

Skip to Tooting Common Stage

Press 8, 8, 5, 6, 3 at the options screen.

Skip to Snaking Pass Stage

Press 3, 3, 6, 6, 6 at the options screen.

Skip to Mount Ices Stage

Press 1, 1, 9, 6, 8 at the options screen.

Skip to Mental Blockage Stage

Press 9, 1, 2, 6, 6 at the options screen.

Make the Bonus Round Appear After Every Level

Press 3, 1, 8, 6, 7 at the options screen.

Invincibility

Press 1, 1, 2, 7, 5 at the options screen.

99 Lives

Press 3, 1, 9, 6, 5 at the options screen.

Jaguar tips

SEGA GENESIS™ SUPER NES NINTENDO

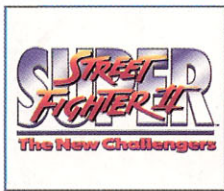
Alin Diver	15	Justice League	38	Sonic Hgh3g 3	29
Alexander	22	Kings Rovers	19	Sonic Hgh3g 4	29
Allen J	19	King's Bounty	19	Sonic Hgh3g 5	29
Alvin	7	Knight's Fate	15	Sideways&Clock	49
Arch Rivals	15	Lakers Celtics	8	Splinterhouse 3	25
Archer & Hecuba	22	Land Strike	22	Sports Trk Basi	9
Armstrong	13	Link King	29	Star Trek New Gen	11
Balman & Robin	18	LHX A&K Chptr	17	Starlight	39
Balman Forever	43	Limbo	29	Street Pat 2 SCE	13
Balman Returns	18	Marble Madness	32	Streets Race 2	18
Battlestar Dragna	25	Maxima Dragna	39	Street Race 3	29
Beastly Beast-Hour	19	Mega Tron	19	Submania	15
Bears & Butthead	20	Mercs	15	Super B&T 2000	16
Big Hurt B&B	49	Monty Axon M&K	15	Super Hgng On	15
Bill Walsh FBI	9	Mickey & Donald	25	Super Impact	15
Blazer	7	Monsters	19	Super Soccer GP	19
Boogerman	3	Mickey Ms Out	19	Star Fire Cut	29
Bonny Legends	29	Mr. & Magic	29	Super Smash TV	19
Buck Rogers	15	MS&P	18	Surv Second	29
Bulls vs Blazers	15	Mortal Kombat	13	Sword Sodian	15
Cal Ripken Sr	19	Mortal Kombat 2	13	Tales of the Wizard	11
Can't Hack It	19	Mortal Kombat 3	15	Telepath	19
Cap America	16	Multi2 Leg F&M	15	Tetris	18
Castroville Blood	18	NBA Action	13	Tecmo Super Bow	15
Chameleon	15	NBA Jam	15	Terminator	16
Cocac & B&K&L	45	NBA Jam 2-Chg	15	Terminator 2-4cd	13
College Football	49	NBA Jam-Turn	15	Tetris 2	18
College F&L USA	29	NBA Live 95	29	Tetris-D	18
Comix Zone	39	NBA Live 96	29	TetraDr M&ro	39
Cool Side Corps	39	NBA Showdown	15	Thermo Blt	15
Coolest Club	29	NFL 95	19	Thermo Blt 2	15
Cyborg Jaz	15	NHL Hockey	9	Tiny Tom & Earl	29
Cyber Patrol	15	NHL Hockey 94	19	Tony La Russa	22
Double Dragon 1	18	NHL Hockey 95	9	Tour Tinnis	22
Double Dragon 2	18	NHLPA 95	9	Tron Legacy	95
Dragon's Lair	29	Off Of This Wild	25	Triple Stree	25
Dynasty Dile	15	Paperboy	15	Tron Legacy NFL	15
Earthworm Jim	45	Pat Fly Kick	7	Urban Strike	39
Earthworm Jim 2	29	Pat Fly Kick 2	7	Vector Man	29
ESPN the Dolphin	18	P&M Euro Tour	39	Verduzco	19
ESPN Teles of Time	29	P&M Euro Tour 2	39	Viper Racing	39
ESPN Baseball	19	P&M Tour Golf	29	Warrior Trn 2000	25
External Chimps	18	P&M Tour Golf 2	29	Wilson's Tennis	25
F&M	19	P&M Tour Golf 3	29	Wilson's Tennis 2	25
F 117 Night Storm	19	Phant 2000	49	Worms	16
Fairy Tales	15	Pitfighter	13	World Series 95	15
F&M	19	Power Rangers	18	World Series 96	15
F&M Soccer	19	Power Rangers 2	18	World Series 97	15
F&M Soccer 95	19	Power Rangers 3	18	X-Men 2	39
F&M Soccer 96	19	Power Rangers 4	18	X-Men 3	39
F&M Soccer 97	19	Power Rangers 5	18	X-Men 4	39
F&M Soccer 98	19	Power Rangers 6	18	X-Men 5	39
F&M Soccer 99	19	Power Rangers 7	18	X-Men 6	39
F&M Soccer 00	19	Power Rangers 8	18	X-Men 7	39
F&M Soccer 01	19	Power Rangers 9	18	X-Men 8	39
F&M Soccer 02	19	Power Rangers 10	18	X-Men 9	39
F&M Soccer 03	19	Power Rangers 11	18	X-Men 10	39
F&M Soccer 04	19	Power Rangers 12	18	X-Men 11	39
F&M Soccer 05	19	Power Rangers 13	18	X-Men 12	39
F&M Soccer 06	19	Power Rangers 14	18	X-Men 13	39
F&M Soccer 07	19	Power Rangers 15	18	X-Men 14	39
F&M Soccer 08	19	Power Rangers 16	18	X-Men 15	39
F&M Soccer 09	19	Power Rangers 17	18	X-Men 16	39
F&M Soccer 10	19	Power Rangers 18	18	X-Men 17	39
F&M Soccer 11	19	Power Rangers 19	18	X-Men 18	39
F&M Soccer 12	19	Power Rangers 20	18	X-Men 19	39
F&M Soccer 13	19	Power Rangers 21	18	X-Men 20	39
F&M Soccer 14	19	Power Rangers 22	18	X-Men 21	39
F&M Soccer 15	19	Power Rangers 23	18	X-Men 22	39
F&M Soccer 16	19	Power Rangers 24	18	X-Men 23	39
F&M Soccer 17	19	Power Rangers 25	18	X-Men 24	39
F&M Soccer 18	19	Power Rangers 26	18	X-Men 25	39
F&M Soccer 19	19	Power Rangers 27	18	X-Men 26	39
F&M Soccer 20	19	Power Rangers 28	18	X-Men 27	39
F&M Soccer 21	19	Power Rangers 29	18	X-Men 28	39
F&M Soccer 22	19	Power Rangers 30	18	X-Men 29	39
F&M Soccer 23	19	Power Rangers 31	18	X-Men 30	39
F&M Soccer 24	19	Power Rangers 32	18	X-Men 31	39
F&M Soccer 25	19	Power Rangers 33	18	X-Men 32	39
F&M Soccer 26	19	Power Rangers 34	18	X-Men 33	39
F&M Soccer 27	19	Power Rangers 35	18	X-Men 34	39
F&M Soccer 28	19	Power Rangers 36	18	X-Men 35	39
F&M Soccer 29	19	Power Rangers 37	18	X-Men 36	39
F&M Soccer 30	19	Power Rangers 38	18	X-Men 37	39
F&M Soccer 31	19	Power Rangers 39	18	X-Men 38	39
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F&M Soccer 34	19	Power Rangers 42	18	X-Men 41	39
F&M Soccer 35	19	Power Rangers 43	18	X-Men 42	39
F&M Soccer 36	19	Power Rangers 44	18	X-Men 43	39
F&M Soccer 37	19	Power Rangers 45	18	X-Men 44	39
F&M Soccer 38	19	Power Rangers 46	18	X-Men 45	39
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F&M Soccer 48	19	Power Rangers 56	18	X-Men 55	39
F&M Soccer 49	19	Power Rangers 57	18	X-Men 56	39
F&M Soccer 50	19	Power Rangers 58	18	X-Men 57	39
F&M Soccer 51	19	Power Rangers 59	18	X-Men 58	39
F&M Soccer 52	19	Power Rangers 60	18	X-Men 59	39
F&M Soccer 53	19	Power Rangers 61	18	X-Men 60	39
F&M Soccer 54	19	Power Rangers 62	18	X-Men 61	39
F&M Soccer 55	19	Power Rangers 63	18	X-Men 62	39
F&M Soccer 56	19	Power Rangers 64	18	X-Men 63	39
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F&M Soccer 58	19	Power Rangers 66	18	X-Men 65	39
F&M Soccer 59	19	Power Rangers 67	18	X-Men 66	39
F&M Soccer 60	19	Power Rangers 68	18	X-Men 67	39
F&M Soccer 61	19	Power Rangers 69	18	X-Men 68	39
F&M Soccer 62	19	Power Rangers 70	18	X-Men 69	39
F&M Soccer 63	19	Power Rangers 71	18	X-Men 70	39
F&M Soccer 64	19	Power Rangers 72	18	X-Men 71	39
F&M Soccer 65	19	Power Rangers 73	18	X-Men 72	39
F&M Soccer 66	19	Power Rangers 74	18	X-Men 73	39
F&M Soccer 67	19	Power Rangers 75	18	X-Men 74	39
F&M Soccer 68	19	Power Rangers 76	18	X-Men 75	39
F&M Soccer 69	19	Power Rangers 77	18	X-Men 76	39
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F&M Soccer 74	19	Power Rangers 82	18	X-Men 81	39
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F&M Soccer 76	19	Power Rangers 84	18	X-Men 83	39
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F&M Soccer 86	19	Power Rangers 94	18	X-Men 93	39
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F&M Soccer 100	19	Power Rangers 108	18	X-Men 107	39
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F&M Soccer 103	19	Power Rangers 111	18	X-Men 110	39
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F&M Soccer 139	19	Power Rangers 147	18	X-Men 146	39
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F&M Soccer 141	19	Power Rangers 149	18	X-Men 148	39
F&M Soccer 142	19	Power Rangers 150	18	X-Men 149	39
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F&M Soccer 144	19	Power Rangers 152	18	X-Men 151	39
F&M Soccer 145	19	Power Rangers 153	18	X-Men 152	39
F&M Soccer 146	19	Power Rangers 154	18	X-Men 153	39
F&M Soccer 147	19	Power Rangers 155	18	X-Men 154	39
F&M Soccer 148	19	Power Rangers 156	18	X-Men 155	39
F&M Soccer 149	19	Power Rangers 157	18	X-Men 156	39
F&M Soccer 150	19	Power Rangers 158	18	X-Men 157	39
F&M Soccer 151	19	Power Rangers 159	18	X-Men 158	39
F&M Soccer 152	19	Power Rangers 160	18	X-Men 159	39
F&M Soccer 153	19	Power Rangers 161	18	X-Men 160	39
F&M Soccer 154	19	Power Rangers 162	18	X-Men 161	39
F&M Soccer 155	19	Power Rangers 163	18	X-Men 162	39
F&M Soccer 156	19	Power Rangers 164	18	X-Men 163	39
F&M Soccer 157	19	Power Rangers 165	18	X-Men 164	39
F&M Soccer 158	19	Power Rangers 166	18	X-Men 165	39
F&M Soccer 159	19	Power Rangers 167	18	X-Men 166	39
F&M Soccer 160	19	Power Rangers 168	18	X-Men 167	39
F&M Soccer 161	19	Power Rangers 169	18	X-Men 168	39
F&M Soccer 162	19	Power Rangers 170	18	X-Men 169	39



FIGHTING-GAME TOP 5 LISTS

Each month, **TIPS & TRICKS** teams up with **Catapult Entertainment** to bring you a recap of the top fighting-game fanatics who have dominated the **XBAND Video Game Modem and Network**, defeating foes from all over the country. This issue's list covers the month ending **November 1, 1995**. If you want to get into **XBAND**, stop by your local **Electronics Boutique, Software, Etc., Babbe's** or **Toys 'R' Us** store, or visit **Blockbuster Video** and check out the **XBAND instructional/demo video**—it's a free rental!

GENESIS



1. *NOTHINGNESS (Philadelphia, PA)—179 wins
2. THE GAME DEMON (Cudahy, CA)—152 wins
3. Dream Theater (Miami, FL)—117 wins
4. Edge the great (Metairie, LA)—105 wins
5. *T-REXX (Newport News, VA)—96 wins

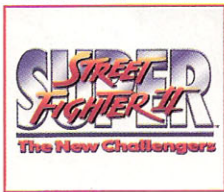


1. *THE MASTER JON (Decatur, GA)—234 wins
2. SHAMGOD! (New York, NY)—170 wins
3. Darkstalker (Marietta, GA)—152 wins
4. THE UNKNOWN XXX (New York, NY)—141 wins
5. O.G. (Hayward, CA)—132 wins



1. DysleXia (Anaheim, CA)—42 wins
2. GODWIN (Forest Park, GA)—40 wins
3. CC22 (Princeton, NJ)—29 wins
4. hip-hop fanatic!!! (Riverside, CA)—22 wins
5. Didaskalos (Jonesboro, GA)—19 wins

SUPER NES



1. Yurei Shiro (NBK) (Pittsburgh, CA)—315 wins
2. UNION (Conyers, GA)—170 wins
3. *TROJAN MAN* (Conyers, GA)—158 wins
4. DESPERADO (Houston, TX)—148 wins
5. ViRuS (U*D) (City of Industry, CA)—128 wins

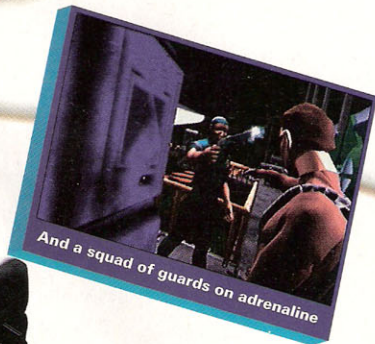
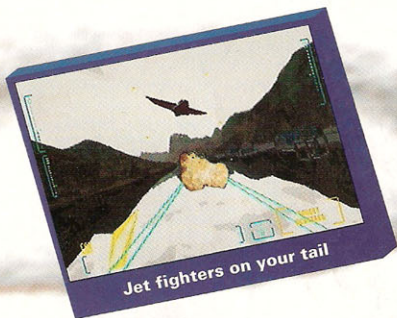


1. the OVERFIEND (Orange, CA)—194 wins
2. RIDGE RENEGADE (Brooklyn, NY)—187 wins
3. #1 HELLHOUND (Bronx, NY)—137 wins
4. CABLE (Anaheim, CA)—120 wins
5. Black Shadow (Alameda, CA)—94 wins



1. Dynamic Uno (San Bernardino, CA)—344 wins
2. TENRYU (Brooklyn, NY)—307 wins
3. "The Undertaker" (Oakland, CA)—258 wins
4. Da' Duck (San Dimas, CA)—248 wins
5. *Recluse* (Salt Lake City, UT)—228 wins

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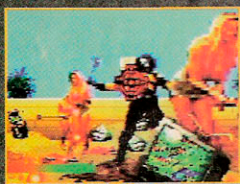
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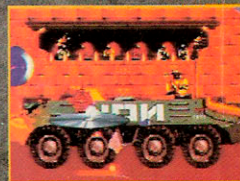
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