

CC 50229

ARCADE
SUPER NES
PLAYSTATION
GENESIS
SATURN
NINTENDO 64
3DO
PORTABLES

TIPS & TRICKS®

27 WARRIORS.
NINE TEAMS.
THREE BOSSES.
OVER 2,900
POSSIBLE
TEAM
LINE-UPS.
BATTLING
FOR THE
ULTIMATE
GOAL.
TO BE...



December 1996 U.S. \$4.99
Canada \$4.99 U.K. £2.95
Display until December 31, 1996



Plus: KOOL KONTESTS

Win
Donkey Kong
Country 3!



Win
a Samsung
GX TV!

WIPEOUT XL



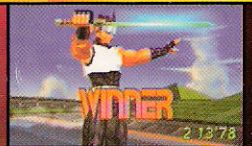
Maps & Tips

SUPER MARIO 64



To the End

STAR GLADIATOR



Secret Codes

VIRTUA FIGHTER KIDS



Play as Dural

CRASH BANDICOOT



Power Password

PEPSIMAN



King of Pop

CAUTION: TRACK MAY BE

© 1996 Nintendo of America Inc. TM and © are trademarks of Nintendo of America Inc.
Kawasaki's trademarks used with permission of Kawasaki Heavy Industries, Ltd.

CHANGE THE
NINTENDO⁶⁴
SYSTEM™



SLIPPERY.

Strap yourself in for 64 bits of surf-dashin', wave crashin', watery action with **Wave Race 64.**™ It's got killer Kawasaki JET SKI watercraft you can customize and eight slick race courses. Blow jets against another racer in wet and wild two-player action. With waves big enough to surf and enough ocean to make a sailor lose his lunch, don't forget your life vest. You'll need it.



AOL@keyword:NOA
www.nintendo.com



VIDEO GAME



with hyper-amplified sound & graphics

21,740 watts
aimed right
your

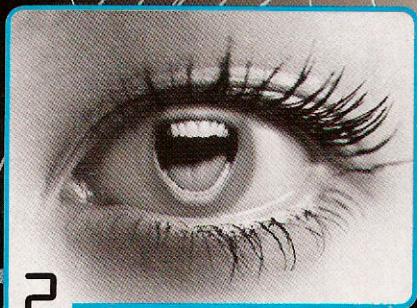
hyper-amplified



1

stereo surround sound
and built-in sub woofer

>> power >>



2

enhanced video graphics

graphics

multiple



(3)

multiple game system hook-ups

video
game
tv
with

play

(play it

TIPS & TRICKS™

DECEMBER 1996

departments

Power Up!	8
Readers' Tips	9
T&T Select Games	72
XBand Top 5 Lists	79
Game Genie/Game Shark codes	80
Letter from Betty	81

strategy

Star Gladiator	12
by Wataru Maruyama	
The King of Fighters '96	14
by Wataru Maruyama	
WipeOut XL	24
by Nikos Constant	
Virtua Fighter Kids	30
by Wataru Maruyama	
Super Mario 64 (Part 3)	34
by Nikos Constant	



12

Super NES tips

42

Genesis tips

50

PlayStation tips

58

Saturn tips

64

Arcade tips

70

Game Boy tips

71

14



24



30



34



81



WE DARE
YOU TO
ASK HER
TO DANCE

TEEN
T
AGES 13+



We're sure Chun-Li would love to show you a few of her dance moves, but step lively. She's been known to step on a few toes. And heads. With Street Fighter Alpha 2 for your Super NES[®], maybe you can teach her a thing or two. You can even bust out your favorite Super Move or Custom Combo, just like in the hit arcade game. But don't even think about trying that Macarena thing. We heard she hates that.



©1996 Capcom U.S.A. Inc. All rights reserved.
™ and ® are trademarks of Nintendo of America Inc.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



STAFF SECRETS

Power Up! Power Up! Power Up!

Publisher
LARRY FLYNT

President
JIM KOHLS

Corporate Vice-President
DONNA HAHNER

Editor in Chief
CHRIS BIENIEK

Executive Editor
WATARU MARUYAMA

Art Director
IONE FLORES

Senior Editor/Contributing Art Director
NICHOLAS CONSTANT

Contributors
BETTY HALLOCK
TYRONE RODRIGUEZ
TODD POUND

Copy Chief
PHILIP SANGUINET

Editorial Assistant
DEBORAH LOCKHART

Network Systems Manager
ANDREA LANDRUM

Network Systems Administrator
BRANDON S. PHILLIPS

Network Systems Operators
SHERMAN JORDAN
MARIE B. QUIROS

Production Manager
KRISTINA ETCHISON

Production Coordinator
MICHELLE JEWORSKI

Production Assistant
JANE TUNKS

National Advertising Director
RANDY BROWN
(213) 951-7906
FAX: (213) 651-0528

Advertising Coordinator
BUDDY SAMPSON

Advertising Production Director
MAGGIE CHUN

Advertising Production Coordinator
JOSE SANCHEZ

Subscription Director
TRISH HAMM



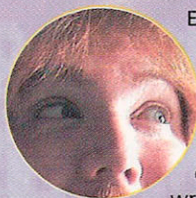
Audit Bureau of Circulations
Member

Executive Vice-President
THOMAS CANDY

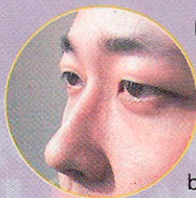
Vice-President, Advertising
PERRY GRAYSON

Vice-President, Multimedia
FRANCESCA SCALPI

Vice-President, Finance
DAVID WOLINSKY



Editor in Chief **Chris Bieniek** is deeply disturbed by the fact that the guys in Metallica have not written a fast song in nearly 10 years. "When I heard the 'black' album," he says, "I figured, 'Well, they're getting older...maybe they needed to have a couple of slow tunes in their set so they're not killing themselves every night.' But now I know that something's very wrong."



Executive Editor **Wataru Maruyama** has been all over *Virtua Fighter 3* and is on the look out for *Tekken 3*. His holiday diet plan right now is 60% health food and 40% junk. Wataru watched a show about increasing the size of your brain as a child; now he wonders what life would be like if his head were any bigger.



Art Director **Ione Flores** has been trying her hand at meditation. She doesn't think she could do the Van Damme leg thing, but likes the idea of using Yoga-like exercises. "As long as I don't sweat too much," she cautions.



Senior Editor **Nikos Constant** has his eye on the special *Virtual On Saturn* joystick from Sega of Japan. (It looks just like the dual sticks on the arcade machine with the same style of decals.) It'll cost him a pretty penny, but he's not one to shy away from quality craftsmanship.



Betty Hallock has recently been inducted into the Pop Icon Hall of Fame. No one seems shocked or surprised and it did not require tons of letters addressed to Betty (as in *Miracle on 34th Street*) to authenticate her stature—though we have the mail to prove it. She is enjoying her cranberry mustard from Boston.



Tyrone Rodriguez has been shoring up his gaming skills after Wataru's show of prowess in *Tekken 2*. He has been dressing up in disguise (he's a very recognizable guy) and challenging unsuspecting players in arcades. He vows to be unbeatable when *Street Fighter III* is released.



T&T's Editorial Assistant **Deborah Lockhart** has been eating too many barbecue ribs and salami sandwiches lately. She has been doing jumping jacks in the hallway when nobody is looking (at least, that's what she tells us.)

Got a cool cheat, burning question or special message for the *T&T* staff? Send your tips, tricks, queries and comments to:

TIPS & TRICKS
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

We can't respond to every letter personally, but we do read them all and we enjoy hearing from you—even if you're a weirdo.

DOCTOR DOOM

In your July, 1996 issue on page 53 under tips for the Super Nintendo Entertainment System, you incorrectly stated that "there are no cheats in the Super NES version of *Doom*." This statement is untrue and I would like you to print both this cheat code and a retraction: At the main menu, press **Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right** on the D-pad to make the cheat option appear.

Sincerely yours,
Sauron, the Dark Lord of Evil

Regarding the existence of codes for Williams' *Doom* for the Super NES, I would like to say that there is a code and you will NEVER find any codes other than this that will work. At the main menu, press **L, L, L, R, R, L, L, R, R, R, L, R** on the D-pad to make the cheat option appear. This code has been published in numerous publications, one of

which I have included. I and a source from within Williams have both confirmed the code. I would like, if it's not too much trouble, for you to publish this code and some kind of an explanation as to why you would withhold legitimate information such as this from your loyal readers. Thank you for your time.

Yours truly,

Sauron, the Lord of all evil
P.S. By saying that there are no cheat codes for *Doom*, you are in the process of lying, impressing a falsity upon the general public. This is illegal and immoral; please correct your mistake.

Here's your explanation, "Sauron": we did not publish this cheat code because it absolutely does not work. Do you own a copy of Doom? Do you believe that the code works just because one of our schmuck competitors said so? Or maybe it's because you are the dork lord of evil? Give us a break.

We may make a mistake every once in a while, tough guy, but we try very hard to make sure that all of our tips and tricks really do work, and that Doom code is as bogus as they come. Don't believe everything you read—unless you read it in TIPS & TRICKS. Like Mr. Wonka said, "We are the music makers...and we are the dreamers of the dream."

Oh, and speaking of "illegal and immoral" activity: Betty never got a chance to read that nasty letter you sent her, because we sent it back to your mama.

SLUG LIKE ME

I'm a huge fan of *TIPS & TRICKS* and I'm writing because I read the special arcade issue (August, 1996). My question is this: Will the Neo•Geo game

TOKEN OF THE MONTH



Front



Back

This month's token comes from Fun Harbour at Lakehurst Mall in Waukegan, Illinois. It was sent in by Terry Keno, a *TIPS & TRICKS* reader from Gurnee, IL. Thanks, Terry!

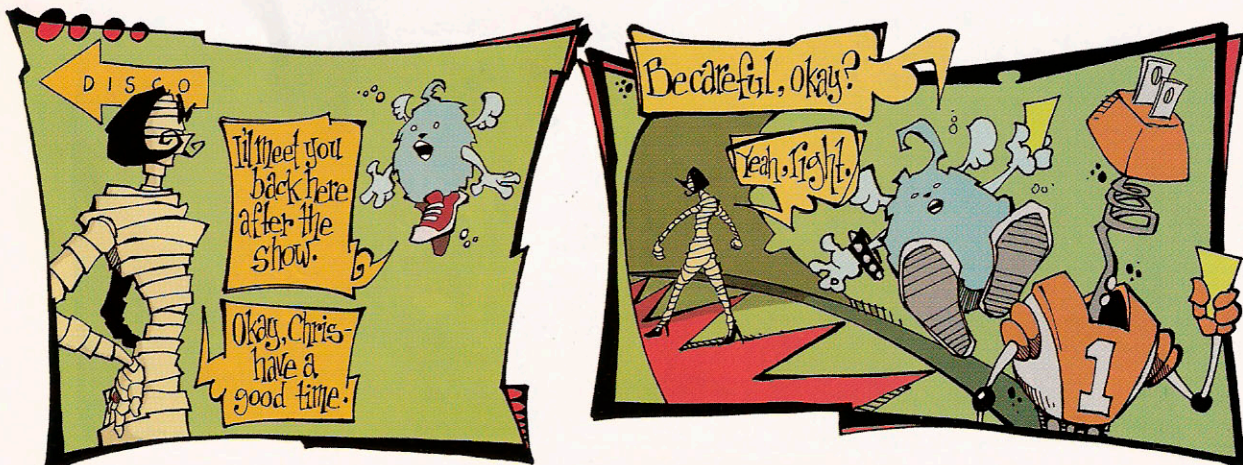
Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

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

Metal Slug be available for the Genesis any time soon ("soon" meaning within the next year?)

—Josh Anton
Live Oak, CA

Good news and bad news, Josh: The good news is that *Metal Slug* is planned for home release during 1997. The bad news is that it won't be available for the Genesis. We have confirmed reports that the game will appear on both the Saturn and PlayStation platforms in Japan; unfortunately, American release dates have not yet been disclosed. I guess you know what to ask Santa for this year...





THE HAWK GIRL

I never miss an issue of *T&T* and I usually get the last one in the store. They were selling fast because you covered what everyone likes: Arcade games! My favorite arcade game is *Samurai Shodown III* and my favorite character is the girl with the hawk. I can't remember her name.

—Marcia Armon
Bakersfield, CA

P.S. I've drawn a picture of the girl with the hawk.



We like her too, Marcia; her name is Nakoruru. That's one fine drawing!

GOLDEN DISCOVERY

In the August '96 issue of *TIPS & TRICKS*, there's a tiny boo-boo. In the strategy for *Golden Axe: The Duel*, Wat listed all of the previous *Golden Axe* games, but he missed two: A *Golden Axe* RPG came out for the Sega Master System around 1988 or 1989, and *Axe Battler: A Legend of Golden Axe* was released for the Game Gear a few months after the Game Gear appeared. I know because I own them; both are pretty good. I guess this means that *The Duel* is really *Golden Axe 7*.

—Charles Oliva
Flushing, NY

Great observations, Charles! It's nice to hear that there are still some readers out there who remember the Master System. The gameplay of Ax Battler and the RPG Golden Axe Warrior was not exactly what hardcore Golden Axe fans were used to—but then, you could say the same thing about The Duel. Thanks for your informative letter.

THE PLAYSTATION IS HOT

I found a way to keep the PlayStation cooler for a longer period of time without having to give it a rest. Sony recommends giving the PlayStation a rest for ten minutes every hour, but my methods keep the PlayStation cool for five hours longer:

- 1) Put the PlayStation on a milk crate, which keeps the air flowing freely underneath it.
- 2) Put 2½ by 2½ square blocks under each corner to keep air flowing under the PlayStation.

3) Lay two thick books about eight inches apart and rest the left and right edges of the PlayStation on top of them. The more air flow under the PlayStation, the cooler it will run!

—Ken Carpenter
Rumford, RI

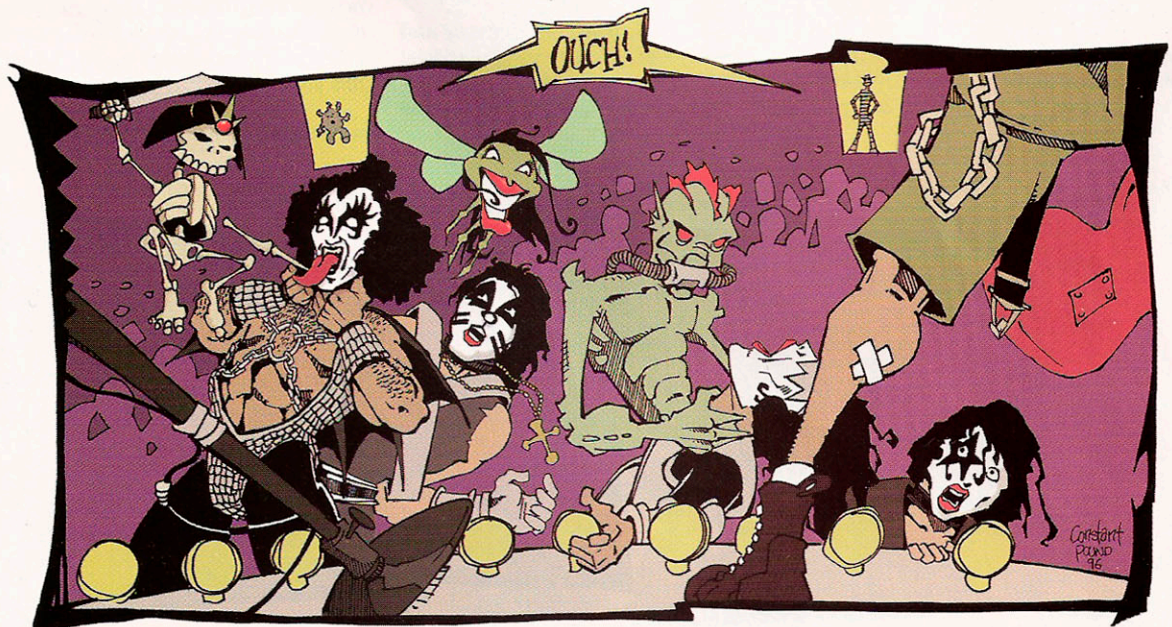
Great suggestions, Ken. However, the reason why Sony recommends a ten-minute rest every hour is not just because the machine needs a break; it's also because YOU should take a break.

THAT WACKY RESIDENT EVIL

In your August, 1996 issue, you listed Game Shark codes that give you an oil can, a pick axe and dum-dum bullets in the game *Resident Evil* for the Sony PlayStation. After many hours of frustration and sleepless nights, I still can't figure what the heck these enhancements are for! Please help me before I lose even more hair!

—Paul Robles
Mililani, HA

Sorry for the confusion, Paul. Those items may have served some purpose in pre-release copies of Resident Evil at some point during the game's development, but they cannot be used in the final version of the game. We thought our readers would be interested in the fact that the finished game still includes "leftover" graphics for these items at the inventory screens, but that's the only thing that those codes are good for; they let you get a look at three mysterious items that were deleted from Resident Evil.





WIN THIS GAME!

We're giving away over two dozen copies of Nintendo's incredible new Super NES® hit *Donkey Kong Country 3: Dixie Kong's Double Trouble!*™

• **GRAND PRIZE** •

One lucky winner will receive a Super Nintendo Entertainment System® with a *Donkey Kong Country 3: Dixie Kong's Double Trouble!* Game Pak.

• **FIRST PRIZES** •

30 lucky winners will receive a *Donkey Kong Country 3: Dixie Kong's Double Trouble!* Game Pak.



TO ENTER: Send a postcard (no envelopes, please) with your name, address and age to:

Donkey Kong Country 3 Sweepstakes

c/o TIPS & TRICKS

8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

DONKEY KONG COUNTRY 3 SWEEPSTAKES: OFFICIAL SWEEPSTAKES RULES

No purchase necessary. Limit one valid entry per person/address. Contest open to residents of the United States and its territories and possessions and Canada (Residents of Quebec not eligible). Send your stamped postcard with your full printed name, address and telephone number (including area code), to Donkey Kong Country 3 Sweepstakes, c/o TIPS & TRICKS, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. All valid entries will be entered into a random drawing to win one of the prizes listed below. All entries must be received by TIPS & TRICKS no later than February 25, 1997. Neither LFP Inc. nor Nintendo of America Inc. will assume responsibility for lost, late, illegible, incomplete or mutilated entries. On or about February 25, 1997, Grand Prize and First Prize winning entries will be randomly drawn from among all valid entries and the winner(s) will be notified by mail. One (1) winner will be awarded with the Grand Prize. Thirty (30) winners will be awarded with the First Prize(s).

No substitutions or transfer of prizes permitted. All prizes will be awarded. Employees (and their immediate family members) of LFP Inc. and Nintendo of America Inc., their affiliates and agencies are not eligible to enter. This contest is subject to all applicable federal, provincial, state and local laws, regulations and restrictions. All prize winners are responsible for applicable taxes and fees associated with receiving the prizes. By accepting the prizes, contest winners release LFP Inc. and Nintendo of America Inc. from any responsibility or liability in connection with the awarded prizes. By accepting the prizes, contest winners consent to the use of their names, photographs, and other likenesses without further consideration for purposes of advertisements and promotions on behalf of LFP Inc. and Nintendo of America Inc. By entering the contest the participant agrees to abide by these Official Contest Rules. Allow 6-8 weeks for delivery of the prize(s). Void where prohibited or restricted by law.

To receive a Winners' list, send your written request with a stamped, self-addressed envelope to the address listed above.

GRAND PRIZE: One (1) Grand Prize Winner will receive a Super Nintendo Entertainment System with a *Donkey Kong Country 3: Dixie Kong's Double Trouble!* Game Pak. Approximate retail value, U.S.D. \$169.00.

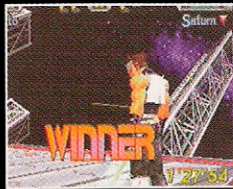
FIRST PRIZE: Thirty (30) First Prize Winners will receive a *Donkey Kong Country 3: Dixie Kong's Double Trouble!* Game Pak. Approximate retail value, U.S.D. \$65.00.

Sweepstakes sponsored by LFP Inc.
™ and © are trademarks of Nintendo of America Inc. ©1996 Nintendo.

brought to you by **Nintendo®** and **TIPS & TRICKS™**



How fast can you do this?

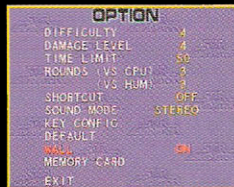


ENDINGS?

To see the real endings for the characters, you must beat Bilstein before the timer reaches 6:00:00 (six minutes). Right after you defeat Bilstein, a new challenger will enter. It is a new cosmic version of Bilstein who glows like the deep-sea fish on those nature shows. He's very tough to beat and impossible to knock out of the ring. Finishing the game in under six minutes is tough and requires you to complete rounds as quickly as possible. No character in the game possesses enough power to deplete all of his or her opponents' life meters fast enough, so you must try to knock most of them out of the ring. Here is a quick tour of how it's done:

WALL MODE

Once you have beaten the game, you'll find a new selection at the option menu. Wall mode changes the "ring out" aspect of the game as well as exaggerating the force of the characters' attacks. The only way your player can get knocked out of the ring is at the end of the match: If your fighter is close to the edge of the ring or gets hit with a strong attack, you will be blasted out!



CAMERA ZOOM



After you win a match, hold **O** + **X** before your character goes into his or her winning pose. During the winning pose, you will be able to move the camera around with the D-pad; use **△** to zoom in and **□** to zoom out.

Keep reading *TIPS & TRICKS* for further *Star Gladiator* coverage; we're on the trail of new codes for two additional hidden characters, including an exclusive PlayStation-only fighter who does not appear in the arcade version!



It's Main Street Electrical Parade Bilstein!

New time records are set every day at the T&T offices.

A new challenger?

Bilstein again?





THE '96 MODEL

Another year, another SNK fighting sequel—but there won't be too many people griping about the latest *King of Fighters* installment. The biggest differences between this year's model and *King of Fighters '95* are the graphics and sound. The characters are bigger than ever and all of the animation has been redrawn. The result is a Neo•Geo visual feast, complete with some impressive memory-hogging pseudo-full-motion video effects and digitized graphic elements mixed in with traditional hand-drawn goods. But we're not here to tell you the game is great; our job is to tell you how to crush your opponents and make them beg for mercy!

Neo•Geo strategy

THE KING OF Fighters '96

by Wataru Maruyama

IT'S THE GAMEPLAY

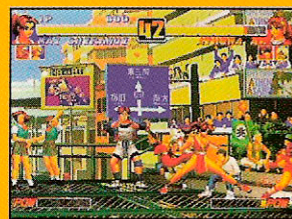
There are several aspects to look at here, so we've broken the gameplay areas into separate categories:

COUNTERS

To balance out the combos, you can time attacks to counter an enemy onslaught. While your opponent is striking you, you can try to slip in an attack immediately after you block a punch or kick. Regular punches and kicks work as well as a select number of specials. You may get lucky if you start hitting some buttons while being attacked, but this will also open you up to more damage.

SHORT JAB ANIMATIONS

All of the short jabs (A button) and kicks (B) have been given more frames of animation, which causes more of a delay during your strike (and in some cases, after it.) This makes the game more balanced and not totally offense-oriented.



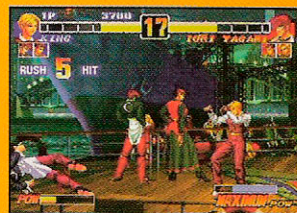
Notice the extra delay.

RUSH COMBOS

As seen in *Real Bout: Fatal Fury*, the Rush combo system acts like the rapid button-pressing chain combos of *Street Fighter Alpha*; you hit a succession of punches and kicks in a flurry of attacks, which are tallied up and awarded a Rush number.



Perform a combination attack...



...and watch the Rush meter tally them up.



NEW DODGING

You can no longer dodge into the background with the ability to strike when coming back out. This option gave a slight advantage to "cheap" players, so SNK implemented a new system that allows you to roll forward or backward. It's more limited, but it's also much more fair. With the proper timing, you can even roll to dodge during a block.



REVISED JUMPING

Also borrowed from *Real Bout* is the degree jumping system. This allows you to mix short hops with normal jumps, which is handy for reducing the time you are vulnerable in the air. You can hop in over most projectile attacks and other specials that strike the mid to low areas.



The short hop.



A normal jump.

AIR BLOCKING

Yes, now you can block in the air! Combined with short hops, air blocks have hampered the cheapness of fighters like Ryo and Terry when they rely on rising attacks.

CHARGE METER

The meter is still the same as in '95, but it charges much more slowly; manually charging (A + B + C) is the way to go. Having your meter full or having your life bar flashing red will allow you to perform last-ditch moves, and certain characters—like Iori—have a new special if they have both a full power meter and a low health meter.

THE REAL FINAL BOSSES

Although there is a boss team, you will face two new Boss characters who fill you in on the reason behind this latest tournament. Kagura Chizuru is the first one you'll face and she is tough! She has some teleport-like attacks that leave her character vulnerable, but she doesn't have to many other weaknesses. Goenitz is the final master of mayhem and a force that Chizuru wants stopped. He is pretty tricky, but patience will prove his undoing.

CHIZURU



GOENITZ



ENDING



HAGURA
I WANT TO SEE YOUR TRUE POWER.
BUT IF YOU'VE DONE YOUR BEST.



GOENITZ
WHAT A SURPRISE. EH, HAGURA?
YOU GUYS REALLY KNOW YOUR STUFF!



HAD HE WON WE'D ALL BE COVERING
IN FEAR OF THE FORCES OF EVIL!
A SCARY THOUGHT, HUH?

THE TEAMS

All of the fighters are divided into teams, but of course you can make your own.





THE HERO TEAM



Kyo Kusanagi

Kyo has really beefed up and has a bunch of new moves. He has a whole chart of connectable specials that must be followed in a certain order.

Fire Ball	→ ↓ ↘ + A or C
Crescent Slash	→ ↘ ↓ ↙ ← + B or D
New Wave Smash	↓ ↘ → + B • B or D • D
Wicked Chew	↓ ↘ → + A
Poison Gnawfest	↓ ↘ → + C
Serpent Wave*	↓ ↙ ← ↙ ↓ → + A or C

Benimaru Nikaido

His speed has always been his best weapon and although he has some more moves, he is still a weak link in this team.

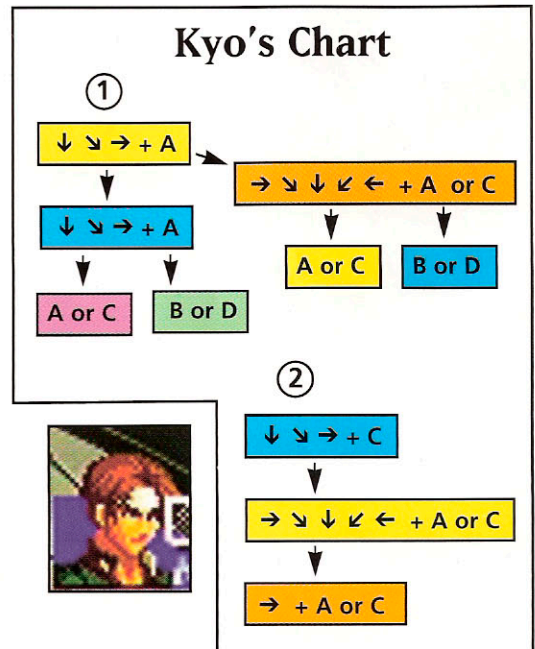
Lightning Fist	↓ ↘ → + A or C
Lightning Ligament Fisticuff	During jump, ↓ ↘ → + A or C
Shinku Katategoma	→ ↘ ↓ ↙ ← + B or D
Iaido Kick	↓ ↘ → + B or D
Lighting Kick	→ ↓ ↘ + B or D
Benimaru Coleda Crunch	Near opponent, ← ↙ ↓ ↘ → + C
Heaven Blast Flash*	↓ ↘ → ↓ ↘ → + A or C

Goro Daimon

The enforcer of the team is still a powerhouse and the new rolling dodge system works to his favor.

Minelayer	→ ↓ ↘ + A or C
Super Ukemi	↓ + B or D
Cloud Tosser	← ↙ ↓ ↘ → + A
Stump Throw	← ↙ ↓ ↘ → + C
Earth Mover	Near opponent, → ↘ ↓ ↙ ← → + C
Heaven to Hell Drop*	Near opponent, → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + C

Kyo's Chart



Neo-Geo strategy



THE NEW ANGRY TEAM

Leona

Kicking out Heidern, this tough military woman mimics many of his moves and is already known as the new cheapmeister.

Moon Slasher	↓ briefly, then ↑ + A or C
X-caliber	↓ briefly, then ↑ + B or D
Baltic Launcher	← briefly, then → + A or C
Grand Sabre	← briefly, then → + B or D
V Slasher*	During Jump, ↓ ↘ → ↘ ↓ ↘ ← + A or C

Ralph

The man with the doo rag is almost exactly like he has been for the past two games. His throws seem to be more effective this time out though.

Vulcan Punch	A or C repeatedly
Gating Attack	← briefly, then → + A or C
Blitzkrieg Punch	↓ briefly, then ↑ + A or C
Ralph Kick	← briefly, then → + B or D
Super Argentine Back Breaker	Near opponent, ← ↘ ↓ ↘ → + D
Super Vulcan Punch*	↓ ↘ → ↘ ↓ ↘ ← + A or C
Vulcan Punch Special*	↓ ↘ → ↘ ↓ ↘ ← + B or D

Clark

Ralph's buddy has all the same strengths and weaknesses, but differs in the regular punch and kick attacks.

Vulcan Punch	A or C repeatedly
Rolling Cradler	← ↘ ↓ ↘ → + A or C
Frankensteiner	← ↘ ↓ ↘ → + B
Super Argentine Back Breaker	Near opponent, ← ↘ ↓ ↘ → + D
Napalm Stretch	→ ↓ ↘ + A or C
Ultra Argentine Back Breaker*	Near opponent, → ↘ ↓ ↘ ← → ↘ ↓ ↘ ← + C



PSYCHO SOLDIER TEAM

Athena Asamiya

The hyper cutie takes more finesse this time out, but is definitely stronger now than before. Her Phoenix arrow has been refined.

Psycho Ball Attack	↓ ↘ ← + A or C
Phoenix Arrow	During jump, ↓ ↘ ← + A or C
Psycho Sword	→ ↓ ↘ + A or C
Psychic Teleport	↓ ↘ → + B or D
Shining Crystal Bit* (in air or on ground)	← → ↘ ↓ ↘ ← + A or C
Crystal Shooter* (in air or on ground)	During Shining Crystal Bit, ↓ ↘ ← + A or C

Shii Kensu

The wacky Shii is still a threat and has had his kicks strengthened.

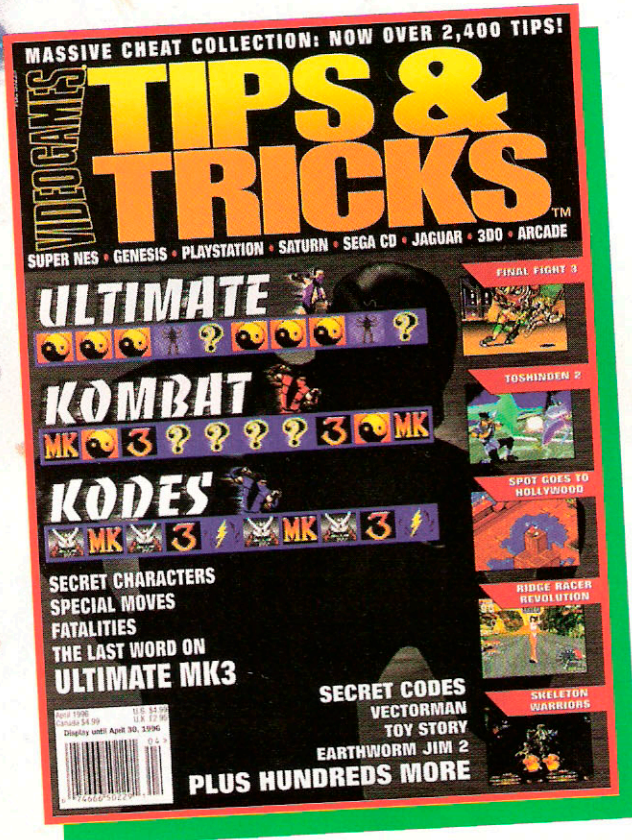
Super Bullet Attack	↓ ↘ ← + A or C
Dragon Uppercut	← ↘ ↓ + B or D
Earth Dragon Fang Nibble	← ↘ ↓ ↘ → + A
Heaven Dragon Fang Nibble	← ↘ ↓ ↘ → + C
Dragon Talon Tear	During Jump, ↓ ↘ ← + A or C
Dragon Drubbing*	↓ ↘ → ↘ ↓ ↘ ← + B
Dragon God Drubbing*	↓ ↘ → ↘ ↓ ↘ ← + D

Chin Genzai

The old drunk was always the weakest link of the team, but now has connecting specials that are done in a series similar to Kyo.

Gourd Attack	↓ ↘ ← + A or C
Burning Sake Belch	→ ↓ ↘ + A or C
Rolling Punch	← ↘ ↓ ↘ → + B or D, → + B or D, ← ↘ ↓ ↘ → + B or D
Mochizuki Intoxicator	↓ ↘ ← + B or D, ↑ + B or D
Drunker Twister	↓ ↘ → + A or C
Thunder Blast*	↓ ↘ → ↘ ↓ ↘ → + A or C

A Hot Tip For The Holidays!



TIPS & TRICKS
subscriptions
—the perfect
gift idea.

Save up to
70%
off the annual
cover price.

The more you give, the more you save!
Your first 12-issue subscription is only \$19.95.
You'll pay only \$17.95
for each additional subscription!

<i>My name/address:</i>		TIPS & TRICKS P.O. Box 469070, Escondido, CA 92046	
<input type="checkbox"/> Please enter or renew my one-year (12-issue) subscription.		<i>Gift subscription:</i>	
Name _____		Name _____	
Address _____		Address _____	
City/State/Zip _____		City/State/Zip _____	
<input type="checkbox"/> Payment Enclosed Charge My <input type="checkbox"/> Visa <input type="checkbox"/> MC		First subscription: \$19.95	
Credit Card # _____ Exp. _____		2 or more subscriptions: \$	
Signature _____		Subscriptions at \$17.95 each	
		Total: \$	
<small>MONEY BACK ON UNUSED PORTIONS OF SUBSCRIPTIONS IF NOT SATISFIED! Foreign add \$10 per year. Where applicable, sales tax is included in stated price. YOUR FIRST ISSUE WILL ARRIVE IN 8 TO 10 WEEKS.</small>			
<small>OFFER EXPIRES MARCH 29, 1997</small>		<small>XB6000</small>	



FIGHTING GALS TEAM

Kasumi Todo

This transplant from *Art of Fighting 3* has added a bit more strength to the team, but slows down the threesome's overall speed.

Ecstasy Crunch	↓ ↘ → + A or C
Airborne Ecstasy Crunch	During Jump, ↓ ↘ → + A or C
Snow Peak Peach	↓ ↙ ← + A or C
Invincible Body Blow	← ↙ ↓ ↘ → + B
Kasumi Special	(near opponent) → ↘ ↓ ↙ ← + C
Fakeout Punch Kick Crunch	← ↙ ↓ ↘ → + D
Ultimate Ecstasy Crunch*	↓ ↘ → ↓ ↘ → + A or C

Mai Shiranui

Mai has undergone some graphic tweaking and has lots of new animation that will keep those quarters and hearts pumping.

Kacho Sen	↓ ↘ → + A or C
Ryu En Bu	↓ ↙ ← + A or C
Flying Dragon Blast	→ ↓ ↘ + B or D
Flying Squirrel Dance	During jump, ↓ ↙ ← + A or C
Deadly Ninja Bees	← ↙ ↓ ↘ → + B or D
Super Deadly Ninja Bees*	↓ ↙ ← ↓ ↘ → + B or D

King

The butch bouncer has a new rising kick attack and wears much sturdier clothing that can't be knocked off like previous appearances.

Venom Strike	↓ ↘ → + B or D
Double Strike	↓ ↘ → ↓ ↘ → + B or D
Tornado Kick	→ ↘ ↓ ↙ ← + B or D
Surprise Rose	→ ↓ ↘ + A or C
Mirage Kick	← ↙ ↓ ↘ → + B or D
Trap Shot	→ ↓ ↘ + B or D
Illusion Dance*	↓ ↘ → ↓ ↙ ← + B or D



KIM TEAM

Kim Kap Hwan

The veteran Kim is still stuck with the oddest bunch (in terms of size), but there is move continuity (same joystick motions) between them which helps.

Flying Slice	↓ briefly, then ↑ + B or D
Crescent Moon Slash	↓ ↙ ← + B or D
Flying Kick	During jump, ↓ ↘ → + B or D
Blowing Sandblaster	↓ briefly, then ↑ + A or C
Comet Cruncher	← briefly, then → + B or D
Phoenix Flattener*	↓ ↙ ← ↙ → + B or D

Chan Koehan

The biggest guy in the game has not received anything new and doesn't need it.

Breaking Iron Ball	← briefly, then → + A or C
Spinning Iron Ball	A or C repeatedly
Flying Ball Breaker	↓ briefly, then ↑ + B or D
Big Destroyer Toss	Near opponent, → ↘ ↓ ↙ ← → + C
Wild Ball Attack*	↓ ↘ → ↘ ↓ ↙ ← + A or C

Choi Bounce

The mini Freddy Krueger is up to his old antics and seems a bit beefier (in terms of moves) with a slightly longer reach.

Hurricane Cutter	↓ briefly, then ↑ + A or C
Hisho Kuretsuzan	↓ briefly, then ↑ + B or D
Soaring Kick	During Jump, ↓ ↘ → + B or D
Flying Monkey Slice	← briefly, then → + B or D
Flying Slice Dash	← briefly, then → + A or C
Tornado Ripper*	→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + A or C



YAGAMI TEAM

Iori Yagami

Kyo's rival and evil monger plays almost like his old self. He seems more powerful, but slower.

Fire Ball	→ ↓ ↘ + A or C
Dark Crescent Slice	→ ↘ ↓ ↙ ← + B or D
Deadly Flower	↓ ↙ ← + A or C, ↓ ↙ ← + A or C, ↓ ↙ ← + A or C
Dark Thrust	↓ ↘ → + A or C
Scum Gale	Near Opponent, ← ↙ ↓ ↘ → + C
Maiden Masher*	↓ ↙ ← ↙ ↓ ↘ → + A or C

Mature

This sexy assassin has a multitude of moves that confuse opponents and players alike. Many of her moves have lots of animation which demands finesse from anyone using her.

Death Downer	↓ ↙ ← + A or C, ↓ ↙ ← + A or C, ↓ ↙ ← + A or C
Metal Massacre	↓ ↙ ← + B or D
Despair	→ ↓ ↘ + A or C
Deceaser	← ↙ ↓ ↘ → + A or C
Heaven's Gates*	↓ ↙ ← ↙ ↓ ↘ → + B or D

Vice

She complements Mature with some of the same moves with some twists to keep you guessing.

Outrage	↓ ↙ ← + B or D
Rave Fest	During jump, ↓ ↙ ← + B or D
Gore Fest	Near opponent, → ↘ ↓ ↙ ← → + C
Da Cide	← ↙ ↓ ↘ → + A or C
Negative Gain*	Near opponent, → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + C



BOSS TEAM

Geese Howard

Geese shows that he is an enduring fighter who survived Real Bout. A strong character who is best used defensively.

Strong Wind Slash	↓ ↘ → + A
Double Slash	↓ ↘ → + C
Evil shadow Smasher	→ ↘ ↓ ↙ ← + A or C
Upper Body Blow	← ↙ ↓ ↘ → + B
Middle Body Blow	← ↙ ↓ ↘ → + D
Air Slash	(During Jump) ↓ ↙ ← + A or C
Flying Sawblade Slicer	→ ↓ ↘ + A or C
Raising Storm*	↙ ↘ ↓ ↙ ↘ ↓ ↙ ↘ + A or C

Wolfgang Krauser

The rival boss to Geese has always been a bruiser and is effective on both offensive and defense.

Blitz Ball Upper	↓ ↙ ← + A or C
Blitz Ball Lower	↓ ↙ ← + B or D
Leg Tomahawk	↓ ↘ → + B or D
Kaiser Suplex	Near opponent, → ↘ ↓ ↙ ← → + C
Kaiser Kick	→ ↓ ↘ + B or D
Krauser Dual Sobat	← ↙ ↓ ↘ → + B or D
Kaiser Wave*	→ ← ↙ ↓ ↘ → + A or C

Mr. Big

The nemesis behind Art of Fighting rounds out this group of toughs and is stronger here than in any of his previous appearances.

Ground Blaster	↓ ↘ → + A or C
Cross Diving	→ ↘ ↓ ↙ ← + A or C
Spinning Lancer	→ ↘ ↓ ↙ ← + B or D
Kalifornia Romance	→ ↓ ↘ + A or C
Crazy Drum Jam	A or C repeatedly
Blaster Wave*	↓ ↘ → ↓ ↘ → + A or C



THE TIPS & TRICKS TEAM PICKS

These are some of the more popular team combinations in the office and as you'll see, we like to link fighters together in associated groups complete with team titles. We also have them going against another team to help you envision the match ups.



THE ONSLAUGHT TEAM vs. THE BRUISERS

The onslaught team consists of Kyo, Terry and Ryo who all have the familiar projectile/ uppercut playing style. This team has power, good speed and a dizzying array of effective special attacks. The best order is Kyo (strong lead-off fighter), Terry (the enforcer should always go second) then Ryo (last-ditch cheapness). The Bruisers are pure powerhouses. The big guys Choi, Goro and Clark (he's small, but a grappler) are a slow force, but make up for it with brute strength. The best order is Goro (not too slow and is powerful), Choi (the enforcer) and Clark (fastest on the team.)



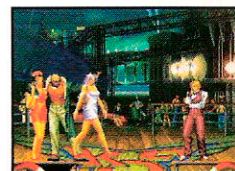
STRIKE FORCE TEAM vs. THE BULLY TEAM

The Strike Force members are all pretty powerful, but their speed makes them ideal for this team. Andy Bogard is the wild card and should go first while Kim Kaphwan has the arsenal to back Andy up (remember the enforcer principle.) Shii Kensu is the last-ditch cheap character who can bail you out with his fireballs and rising attacks.



THE SWINGERS vs. THE ALTERNATIVE LIFESTYLE TEAM

Robert Garcia has changed his outfit and sports the classic gold medallion decorating his open shirt. Mr. Big has always been a smooth dude while the newcomer Mature shows why she is so...mature! Mature should be first in the line-up with Mr. Big playing back up, finished off with the cheap patterns of Robert. The Alternative Lifestyle gang may have an identity problem, but they're no pushovers. Benimaru, King and Iori represent a pretty balanced force that needs finesse and patience to get maximum benefit. Benimaru should lead off with Iori second and King last. King is one of the best anchor fighters in the game with good cheap energy drainers.



"The ladies love me!" says Mr. Big.

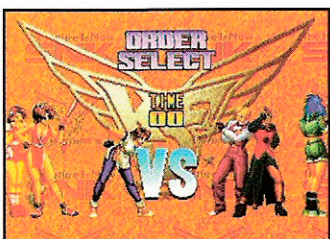


BARE CHEST TEAM vs. THE SHORT PANTS TEAM

Everyone on the bare chest team has their entire upper body exposed and are the only three in the game that dress that way. Goro, Joe Higashi and Wolfgang Krauser may seem an odd trio, but they are united in fashion sense. Goro is the first fighter with Krauser second and the resourceful Joe last. The Short Pants team is made up of the only three fighters in '96 who sport short pants (not skirts.) Joe is also on this team and joins Leona and Shii Kensu. The order should be Joe, Leona then Shii.



Joe shows that he's not afraid to be the first member of the naked team.



THE CUTIES TEAM vs. THE TOUGH LOVIN' WOMEN TEAM

The cuties are the lovable Yuri Sakazaki, Athena Asamiya and Mai Shiranui. The best order is Athena, Mai then Yuri. The Tough Lovin' Women are a hard group of gals who aren't afraid to smack their men around. Leona, King and Vice (tough chicks don't have last names) are enough to satisfy all the sadomasochists out there. Vice should lead with Leona then King.



Schoolgirl outfit for Athena and military garb for Leona.



WACKY WARRIOR TEAM vs. THE LAUGHING TEAM

The wacky warrior team is made up of the more offbeat characters in the game. Chin Genzai and Choi Bounge are pretty obvious choices, but Kasumi is wacky in her own way—like when she looks up an english phrase in her dictionary to insult a fallen opponent. The order is Chin, Choi then the reliable Kasumi. The laughing team is one of my own inventions from '95, but it had only two members back then. This team has players who let out a laugh when they win! Kasumi and Krauser also laugh, but this team's main core is Joe Higashi, Iori Yagami and Kasumi Todo. The laughing order is Iori, Joe then Kasumi.



Joe and Chin face off.

WIN THIS TV!



and all
of
these games!



Samsung's new GXTV is custom-made for video-game players. It has A/V hookups for three different game systems, a 181-channel stereo tuner with surround sound and built-in subwoofer and even a low-emissions color monitor for those of you who like to sit close. We're also giving away a six-game library of EA Sports titles for the PlayStation, so enter today for your chance to win big!

TO ENTER: Send a postcard (no envelopes, please) with your name, address and age to:

GXTV Contest
c/o TIPS & TRICKS
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211



THE PRIZES

Grand Prize: Free GXTV and six-game library of EA SPORTS' software (*Fifa '97*, *NHL '97*, *Madden '97*, *Andreotti Racing*, *Triple Play '97* and *NBA Live '97*) releases for the PlayStation.

Second & Third Prize: Free GXTV, GXTV T-shirt, EA Sports Cap.

Fourth through Tenth Prize: \$150 cash voucher toward the purchase of a GXTV at suggested retail price*.

11th through 50th Prize: GXTV T-shirt.

*Suggested retail price is \$299.95. Purchase price after \$150 cash voucher is \$149.95 plus applicable sales tax. Free shipping. Must be fulfilled through Samsung Electronics with personal check or cashier's check within 60 days of award notification.

GXTV is a trademark of Samsung Electronics America. EA SPORTS logo is a trademark of Electronic Arts. GXTV screen shot from *Andreotti Racing '97* and courtesy of EA SPORTS. Used with permission. All other trademarks are the property of their respective owners.

Deadline for entries is February 25, 1997.

Eligibility and Legal Stuff: Contest is open to residents of the United States and Canada. Employees of Samsung, Electronic Arts, and its affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, L.F.P. Inc., printing suppliers and the immediate families of each are not eligible. Contest void where prohibited, restricted, or taxed by law. Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners.

brought to you by



and TIPS & TRICKS™



WIPEOUT XL

BY NIKOS CONSTANT

RACER GUIDE

PlayStation strategy
PlayStation strategy



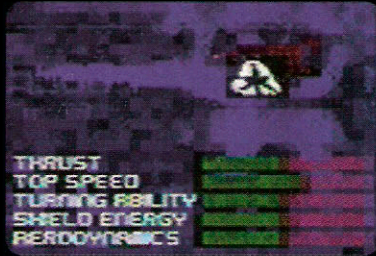
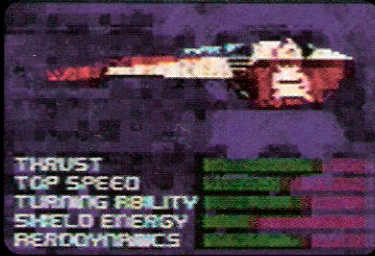
WHAT YOU SHOULD KNOW...

- *Wipeout XL* is more arcade-like than the first game, which makes it a lot more fun—but a bit harder.
- The airbrakes are your greatest navigational asset. On the harder tracks you'll be airbraking at every corner.
- You can also use the up and down navigation buttons to help take some super-tight corners. Also use them on jumps. Lower the nose to gain extra speed and raise the nose for an easier landing.
- Winning the race will often come down to getting the right power-up. The machine senses your position and will give you a break. Be patient on some of the harder tracks that you may think are impossible. Keep plugging away and you'll find yourself with the gold.
- Hold down the thrust button all the time, even when braking.
- When your energy is below 25%, the Emergency E-pak energy power-up may appear. Don't rely on this; it's better to use the pits.





RACECRAFT



Though you have four teams to choose from, it's best to start racing with the Direx ship. It's the hardest to maneuver, but this is the ship you'll win with in the long run.

WEAPONS AND POWERUPS



Autopilot is the best powerup. Just be careful on disengaging because you might ram into a wall.



Electrobolts are nice because of the lock-on feature and their ability to deliver slowness.



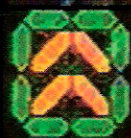
The guided missiles can slow down enemies. The "Rear Lock" feature adds protection from behind.



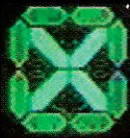
Rockets are kind of a bogus weapon because they can't really take anybody out. Use them for passing.



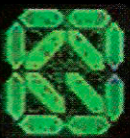
Use shields when energy is low, or you hear the computer say "Mines." Otherwise, forget them.



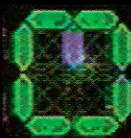
Turbo Boost is harder to use than in the first game. You'll have to hone reaction times to use properly.



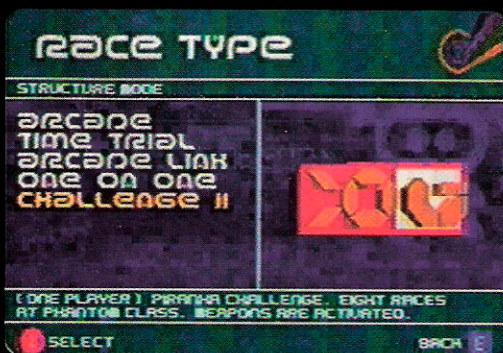
Mines are just as irritating as in the first game. Use them right after a pass to slow down opponents.



Quake Disruptors are visually exciting and can take out a pack of opponents. Can be confusing.



The super bolt is the best weapon because it takes opponents out of the race. Hard to aim.



• After you've won the gold on the first six tracks in Arcade mode, a new Race Type will appear in the menu called "Challenge 1." The challenge is to get gold in all of the six races at Phantom Class with only three continues. A free continue is given to you if you place in the medal category. Beat Challenge 1 and two more tracks will be available for you to race on. Earn the gold on these tracks and

"Challenge 2" will appear in the Race Type menu. Now you have to beat all eight tracks in the Phantom Class with three continues. This race—called the Piranha Challenge—is super hard. Your opponents will be spanking you up and down the track, so you'll have to race each course flawlessly. However, if you can get through this challenge, a special surprise awaits you: Red Bull.

You've made it to the venom tracks. This jungle course should be the place where you start to hone your anticipation skills. In the tunnels are some sharp turns that have to be made using air brakes and turn anticipation. Get these down and you'll be sailing through perfectly. Also watch out for the large jump right before you get back to the start. If you try to cut too much of the corner off with the jump, you'll be off the track and lose a lot of time.

You'll find that the best place to use autopilot is right by the start so that you'll automatically go into the pits.

Valparaiso

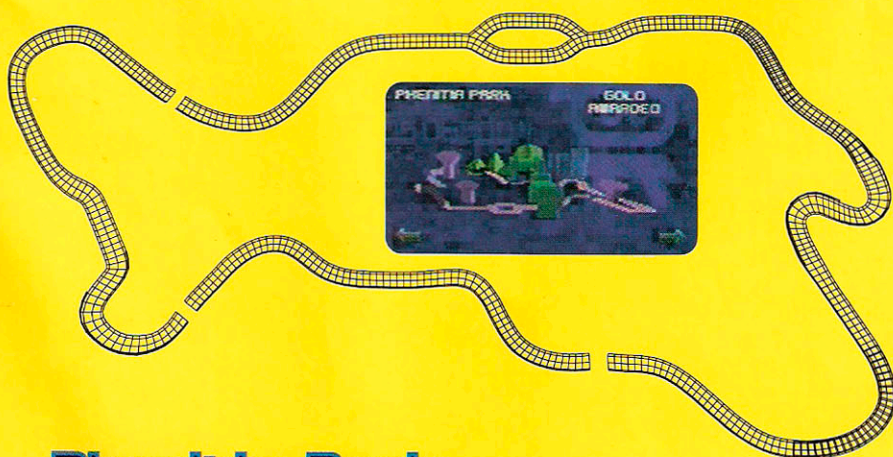
Location: Chile

Length: 3.9 km

Height: 220 meters



VENOM



Phenitia Park

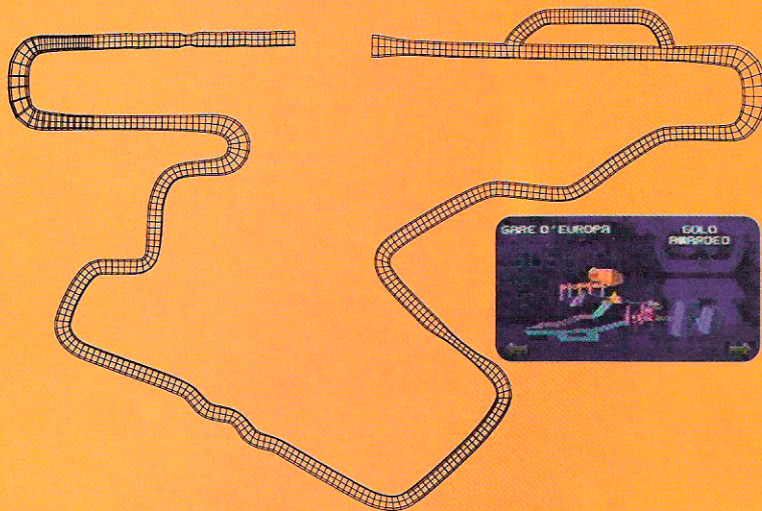
Location: Germany

Length: 3.8 km

Height: 137 meters

A course with some big hairpin turns and confusing tunnel action, Phenitia Park will take some practice. On the hairpins, crank on the airbrake/sharp turn combo to make it. As far as the tunnels are concerned, follow the light at the end. Just keep the craft steady

and don't bump into the tunnel walls because you'll get discombobulated if you lose the pace. The tunnel turns are very important to memorize because invariably they are the places where the race gets decided. You can also use autopilots.



Gare D' Europa
 Location: France
 Length: 3.5 km
 Height: 179 meters

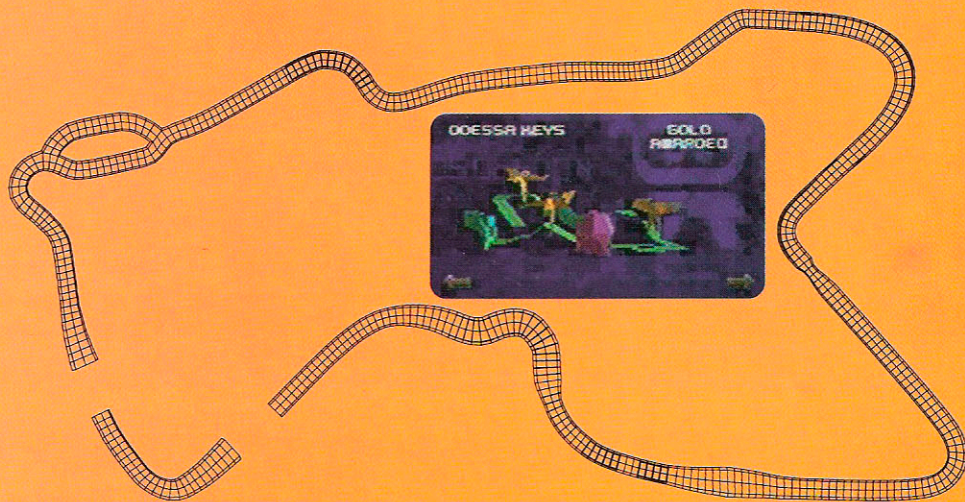
This carnival course isn't really that difficult. The tricky part is that some of the turns involve severe uphill or downhill maneuvering that can be difficult. On the first uphill turn to the right, you are given the opportunity to turn early; do so. Try to maintain your speed in the uphill by using the Speed Ups. You'll head down to a tunnel that has an easy turn. Use the straightaway right before the pits for any Turbo Boosts you might have earned. Just remember that the first turn after the pits is a doozy and then the following tunnel action is a little hard to negotiate when you're screaming through.

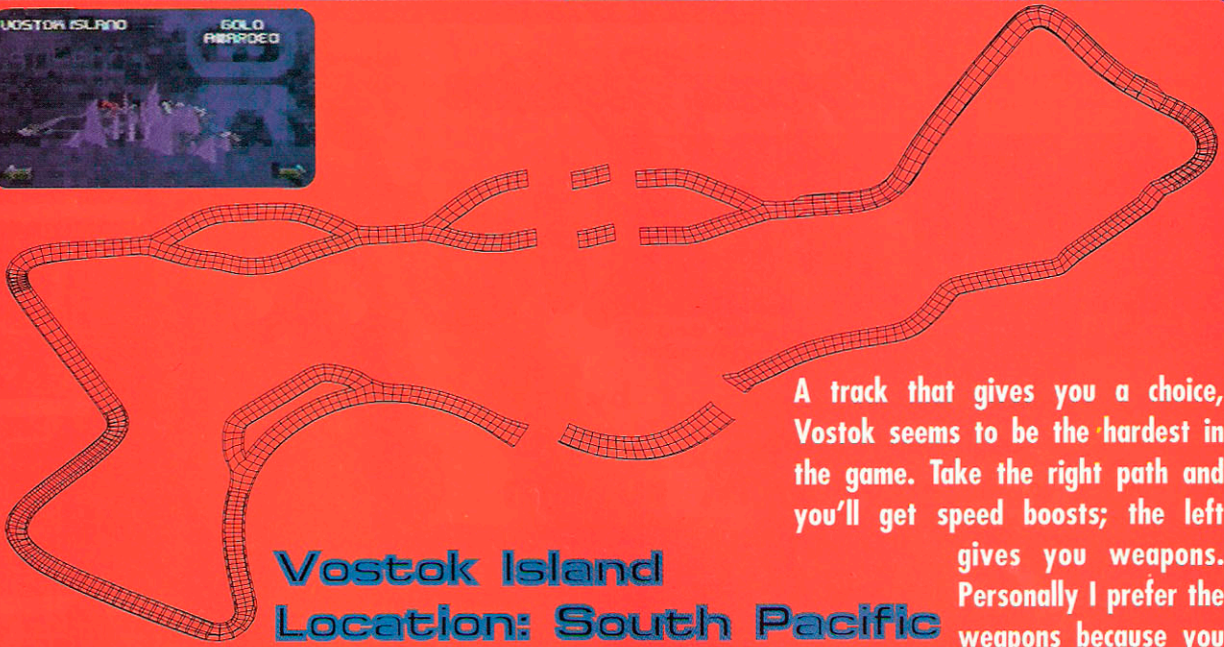
Use the other straightaway with the bumps for any Turbos you have remaining. The best place for autopilots is in the tunnels.

RAPIER

The Odessa course is characterized by lots of jumps that lead into tunnels. Make sure that you aim right when you enter a tunnel or you'll get thrown off course and the track officials will be bringing you back. One nice thing about Odessa is that the pit stop is actually kind of easy to maneuver in and out of. If you're ever low on power, just hit the pits. The blind uphill turns can only really get conquered once you've got the course memorized, so this track might take a bit longer to master than others.

Odessa Keys
 Location: Black Sea
 Length: 4.4 km
 Height: 121 meters





Vostok Island
Location: South Pacific
Length: 5.1 km
Height: 97 meters

A track that gives you a choice, Vostok seems to be the hardest in the game. Take the right path and you'll get speed boosts; the left gives you weapons. Personally I prefer the weapons because you may luck out and get an autopilot. You need them to win.

PHANTOM

Spilskinanke
Location: North America
Length: 4.0 km
Height: 82 meters

A track that's gone through an earthquake, Spilskinanke isn't as tough as you may think. Anticipate the breaks in the course and you'll sail right around them.

Autopilots seem to pop up at the right time here, so you should be able to beat this track with ease.



PlayStation strategy PlayStation strategy PlayStation



saturn strategy
saturn strategy
saturn strategy



Since there **isn't a huge difference** between *Virtua Fighter Kids* and *Virtua Fighter 2*, Sega has loaded the game up with **lots of neat stuff** to keep *Virtua Fighter* fans happy. We'll take a look at the most obvious difference first.

Size CoMPaRiSON

The reach of the characters has changed dramatically and takes some getting used to. When you block low, your head will tilt back from high punch attacks; this gives you an extra defensive edge. Since you have to be closer to hit opponents, you are a little more susceptible to a throw if you miss.



The characters' proportions are drastically different.



The punch range is similar to that of VF2...



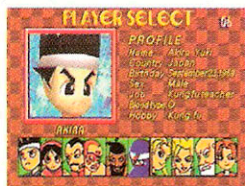
...but there's a dramatic difference in the kicks.





SELECT DURAL

Just as in other *Virtua Fighter* games, you can select Dural.



Put the cursor on Akira and press **Down, Up, Right**, then **A + Left** simultaneously.



This will give you the Silver Dural.



Player 2 can get the silver Dural by doing the exact same thing.



You can also select the gold Dural by putting the cursor on Lion and pressing **Down, Up, Left**, then **A + Right** simultaneously.



If you want, both players can elect to be the gold lady. Each player (1P or 2P) must do the gold Dural code the same way."



Now you can play with two gold warriors!

WIREFRAME MODE

To get the cool first-person wireframe mode, you must beat the game with the opponent level set on "hard". After you've done this, go into Arcade mode, hold **L** and **R** while selecting your character and...bingo!



This mode looks a lot like Nintendo's *Punch-Out!*



Now you can see all of the cool facial expressions up close.

Kage's Super Roll

You can perform Kage's mysterious roll with relative ease.



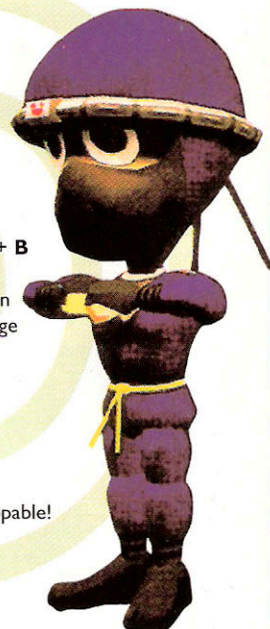
Select Kage and pick Kids mode.



Hold **Down + A + B** for two seconds, then release button **A** only. Watch Kage begin his roll of destruction.



The ninja is unstoppable!

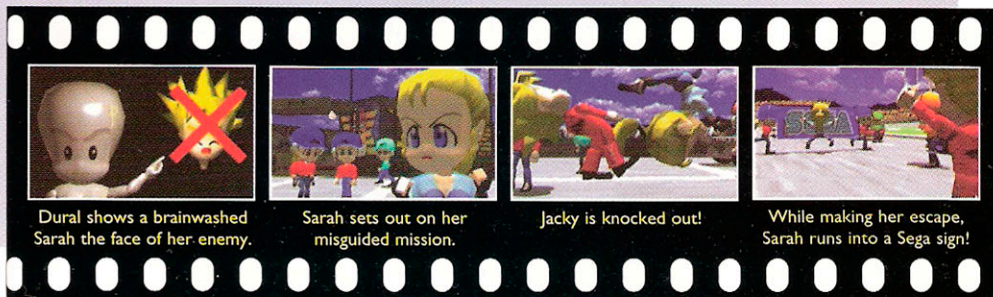


MOVIE ROOM

Once you beat the game, you will be treated to a cinema ending. These are saved and are viewable in the Movie room which will be a selectable option once you have beaten the game. There are certain conditions to be met, however. To see one of these special endings, first, you must not configure your energy bar to give yourself an advantage over the computer; it's best to leave it at the default levels. Also, the opponent difficulty must be set to "Normal" or higher. You can set the match time and rounds to anything you like, though.



Here in the theater, you can select the ending you want to watch.



Dural shows a brainwashed Sarah the face of her enemy.



Sarah sets out on her misguided mission.



Jacky is knocked out!

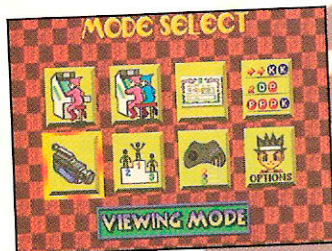


While making her escape, Sarah runs into a Sega sign!

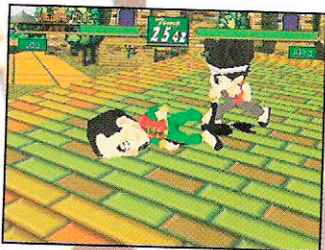


COOL CAMERA ANGLES

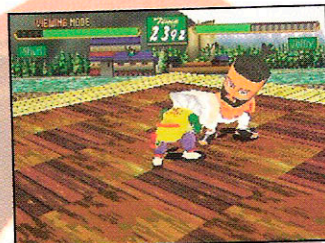
You can control the camera employed in the Viewing mode to see the action from many angles.



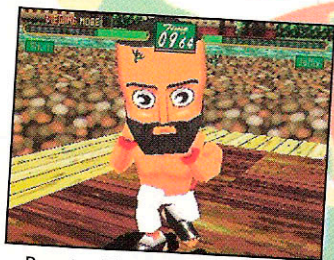
First, select the Viewing mode.



At any time during the match, press **X** to change the camera angle. If you do not press another button, it will automatically cycle through all the views. This also works in VF2 for the Saturn, except you can't select views manually.



Pressing **Y** will go to a view that is slightly above Player 1.



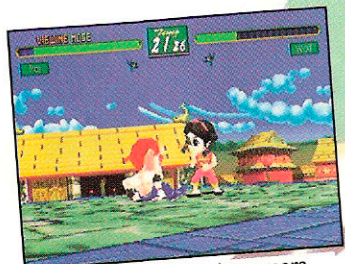
Pressing **Z** will switch to a view that allows you to look through the eyes of Player 1.



Pressing **A** will place the camera high behind Player 1.



Pressing **B** takes you high behind Player 1.



Pressing **C** makes the camera rotate low around the outer edges of the ring.



Press **L** to view the action from an overhead angle.



Press **R** to get the normal replay view.

SPECIAL STAGES

Jacky and Sarah had a special stage in *Virtua Fighter 2* which would only appear when they fought each other. This feature has been retained in *VF Kids*, and there are also two never-before-seen stages that only appear when Pai fights Pai or when Shun fights Shun.



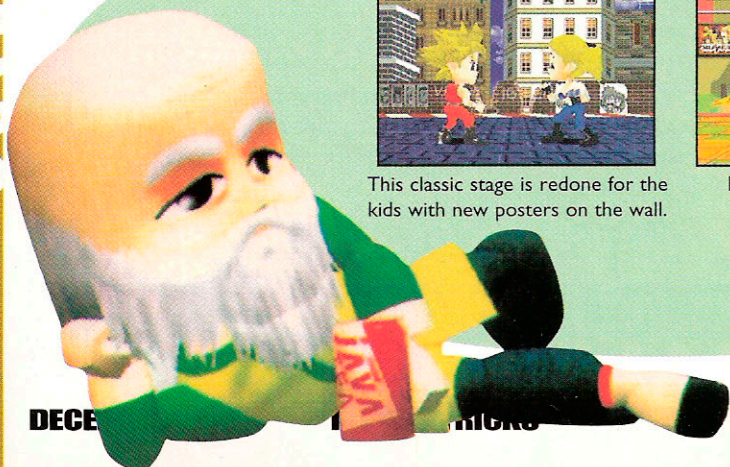
This classic stage is redone for the kids with new posters on the wall.



Pai fights in a colorful kid's room complete with toys.



This is a weird Shun stage where it appears that gigantic Shun robots are being manufactured. Could Shun be a robot or is this one of Dural's evil plots?





HIT REPLAY

When you perform certain special attacks, there will be a three-camera replay similar to *Fighting Vipers*.



Pai's P, P, P, K combo gets a special replay...



...and another...



...and yet another!



EXXTRAS

De-select and Return:
In any mode except View, you can de-select a character by pressing **B**. This is handy when you pick a fighter accidentally. You can also press **B** to return to a previous menu or when you want to exit a mode. (In arcade, vs. and team modes, you must be at the character-select screen to make this work.)

Sound Room

Check out the *VF Kids* music tracks and sound effects in the sound room. This option is there from the beginning and is not to be missed!





Strategy Guide Part 3

by rikos constant

what you should know...

- This is the last installment of our three-part strategy guide for the greatest video game ever made. To recap, there are a total of 120 stars: six stars per level and one extra star for when you find over 100 gold coins. In addition there are 15 Secret Stars that can be earned from hidden levels, talking to Toad, catching rabbits, etc.
- Practice the triple jump, the wall jump and the long jump. You won't be able to finish some of the levels unless you have these skills down pat.
- Once you've found all of the stars, sit tight for the next Mario surprise: Yoshi!

7 x 15 = 105 Stars/Course

3 Bowser Stars

3 Switch Stars

2 Princess Slide Stars

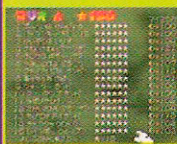
1 Fishbowl Swim Star

1 Rainbow Flight Star

3 Toad Talking Stars

2 Rabbit Catching Stars

Total Stars: 120



Toad Talk



Talk to all of the Toads to find the three Secret Stars that they're keeping. One can be found on the second floor and the other can be found on the top level.

The Clock



The entrance to Course 15 has a cool feature: Enter the clock when the big hand is on the 12 and all of the gears on the level will stop turning, making it easier to reach some of the stars.

Course 11



Super Mario 64

Nintendo 64 strategy
Nintendo 64 strategy
 Nintendo 64 strategy



Move the box to backflip up to the top of the level. Throw the purple guy once and he'll be destroyed. Then creep out onto the plank to the platforms hanging above the arena. Watch out for the zappers that are flying around. Jump out to the star hanging above the square platform.

Star 1

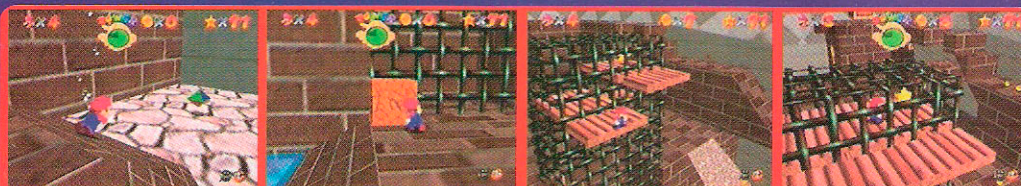
1 2
 1. 赤い箱を動かして
 2. 紫色の敵を倒す
 マイスコア 0000
 旗の位置



Raise the water level up a notch using the multicolored spigot. Jump onto the newly floating platforms and use the movable blocks to reach the star that's located in the far corner of the arena. Watch out for the zappers; they'll push you off the moving blocks.

Star 2

1 2 3
 1. 多色水栓を操作して
 2. 浮いたプラットフォームにジャンプして
 3. 移動ブロックを使って星に到達する
 マイスコア 0000
 旗の位置



Drain all of the water out of the arena. Then break apart the box that's in front of the cage. Climb to the top of the arena and hit the ! switch to make the stairs appear; they'll take you to the top of the cage. Ride the elevator down. Before you reach the bottom, jump off and quickly run inside the cage, waiting for the elevator to reach the bottom. Backflip back onto the elevator inside the cage. The elevator will take you up to the third star.

Star 3

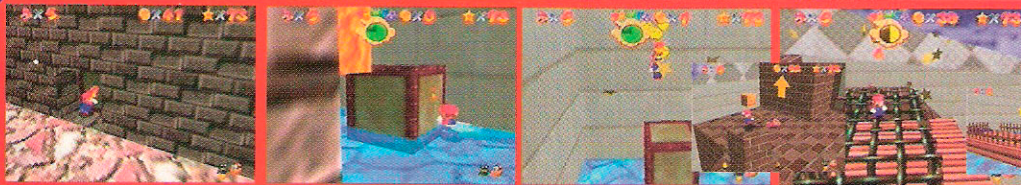
1 2 3 4
 1. 水を完全に drained
 2. 箱を壊す
 3. !スイッチを押して階段を出現させる
 4. エレベーターで下り、ジャンプして籠の中に入る
 マイスコア 0000
 旗の位置



Fill the arena completely with water and do a double jump up to the pink bomb guy's platform. Go to the cannon and shoot yourself to the opposite corner of the arena. You'll land in a cage. Swim down the tunnel and into the water-covered land. Drain this level; the spigot is located in the corner where you come out of the underwater tunnel. Get the See-Through Mario Hat and be sure to press the switch behind the buildings as you run for the cage in the corner. Get the star by jumping up on the box.

Star 4

1 2 3 4
 1. 水を完全に満たす
 2. 赤い爆弾おにぎりにジャンプして
 3. 砲台で反対側の角にジャンプして
 4. 水の中を泳ぎ、水たまりで星に到達する
 マイスコア 0000
 旗の位置



Push all of the movable boxes and break all of the coin ? boxes. Make sure you get all five; a star will appear on the platform in the middle of the arena. You're going to have to fill the place up with water again to reach the star.

Star 5

1 2 3 4
 1. 移動可能な箱をすべて動かす
 2. 5つのコイン?ボックスを壊す
 3. 水を満たす
 4. 星に到達する
 マイスコア 0000
 旗の位置



Collect all of the red coins in the underwater city. You'll have to do some wall jumping to reach the coins that are all located in boxes. Break the boxes to get the coins. The star will appear in the middle of the building next to the central courtyard.

Star 6

1 2 3 4
 1. 赤い硬貨をすべて集める
 2. 壁ジャンプを使って箱の中の硬貨を回収する
 3. 硬貨を集めると星が出現する
 4. 星に到達する
 マイスコア 0000
 旗の位置



Course 12

Star 1



Talk to the pink bomb guy that is in the crevice just before you reach the monkey. Use the warp on the mushroom shown above to reach the platform that holds the canon. Shoot yourself in the place shown above and you'll hit the star that's hanging above the mushroom off of the cliff.

Star 2



Collect all eight red coins. Four of them are located on mushrooms and the other four are on the ledges above the rock throwing groundhogs. The star will appear on a mushroom off of the cliff that you can reach with a long jump.

Star 3



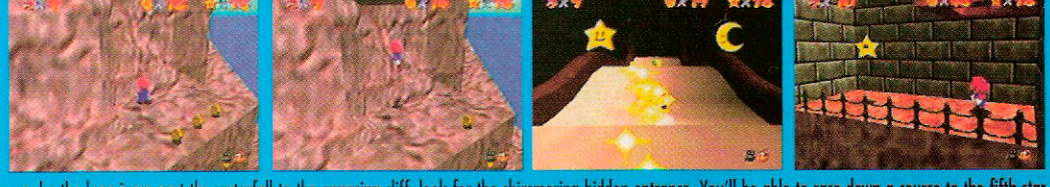
Do a long jump to the opposite cliff past the waterfall. Climb across the top of the vines to the very top of the level. There you'll find a star just hanging around. You'll be heading back this same round to get the sixth star. You just have to wait for the monkey to come up this way so that you can reach the star that's trapped inside a cage.

Star 4



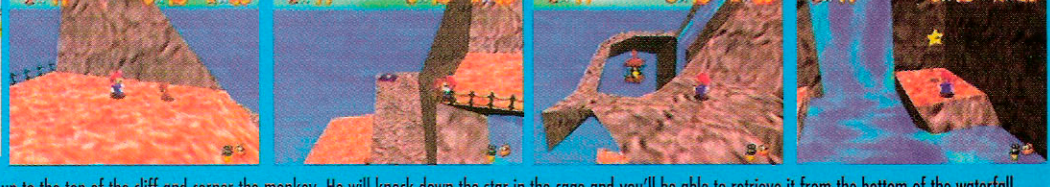
The star behind the waterfall can be had by doing a double jump off of the cliff. It looks unbelievable, but Mario will grab on to the cliff ledge and pull himself up behind the waterfall. You will have star number six!

Star 5



After you've make the long jump past the waterfall to the opposing cliff, look for the shimmering hidden entrance. You'll be able to race down a course to the fifth star. Watch out for the dead end that will try to fool you.

Star 6



Go back up to the top of the cliff and corner the monkey. He will knock down the star in the cage and you'll be able to retrieve it from the bottom of the waterfall.

Course 13



Super Mario 64

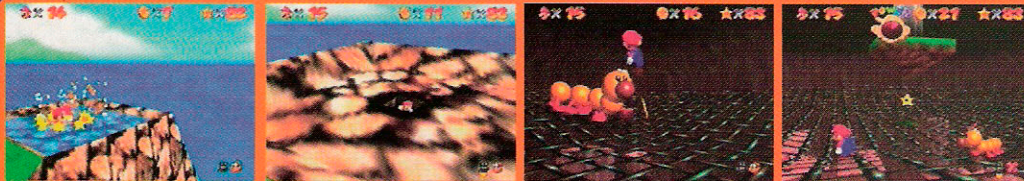
Nintendo 64 strategy
Nintendo 64 strategy
 Nintendo 64 strategy



Start as big Mario and head over to the first size converter by the red chomping plant. Change to small Mario and kill all five of the plants by jumping on their heads. When you've exterminated the fifth plant, a star will appear.



Star 1



As big Mario, go to the top of the level and do a butt stomp on the pool of water. All of the water will drain. Change to little Mario and go inside the hole that has been uncovered. Inside you'll fight the caterpillar. Jump on his head three times and he'll shrink to a smaller size and give you a star.



Star 2



As little Mario, climb up almost to the top of the level past the purple guy. Find the ? box and ram it with your head to find the third star. This can be done before finding stars 1 and 2, but do it in whatever order is easiest for you.



Star 3



As little Mario, climb up the hill and find Koopa. This is another race! Just follow Koopa the first time to see where you have to go and then start the level over to beat him! To win, you'll have to use a lot of long jumps to gain extra speed and distance, especially when it comes to the plank that the wind blows you back. Koopa will be able to pass you here, so be sure to get enough of a lead to reach the flagpole in time. If you win, Koopa will give you a star.



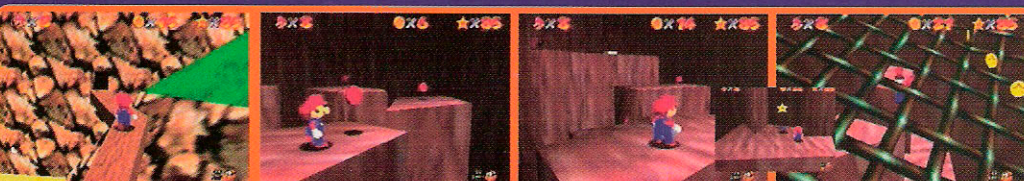
Star 4



As big Mario, run across the bomb entrance, the entrance to the level's interior, the entrance that the balls roll out of, the entrance underwater at the top of the level and the mini entrance at the beginning of the level. Get all five and a star will appear on the platform that you can only reach by hitting the ! switch.



Star 5



As little Mario, climb along the catwalk to the entrance of the level's interior. Collect all of the red coins. To get the one in the far corner, double jump up to the grating on top and make Mario go hand over hand to the coin. The star will appear on the ledge below you.

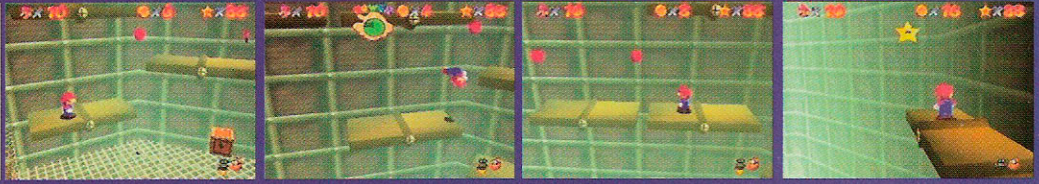


Star 6



COURSE 14

Star 1



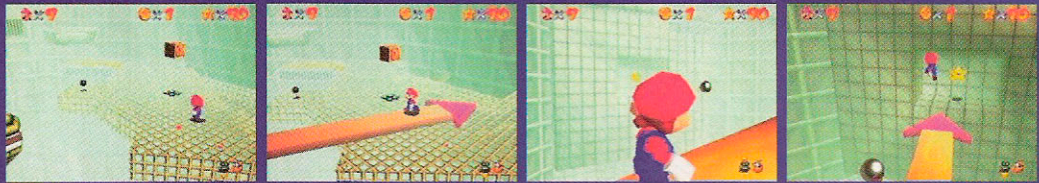
Enter the level with the clock on the hour. All of the gears will be stopped so you can climb up the platforms to collect all of the red coins. You can do this without having the platforms stopped, but it is very hard and dangerous.

Star 2



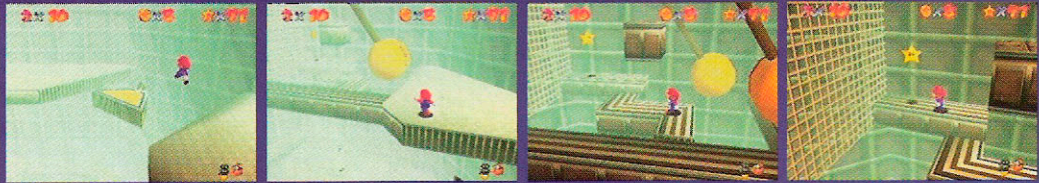
Star 2 can be had easily with the platforms stopped as well. Just climb up all of the platforms and gears and get the star that's located in the cage.

Star 3



Go into the level with the gears moving and climb onto the first moving arrow. Ride it around to the star that's nestled into a hole in the wall. Easy as pie!

Star 4



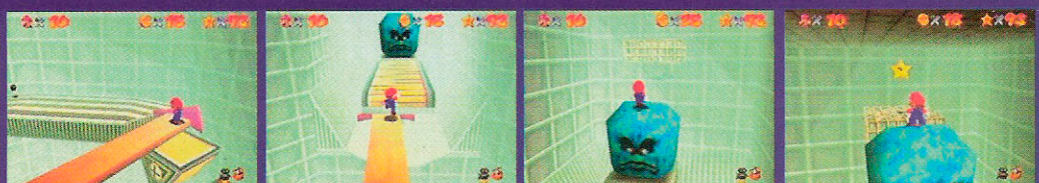
You can get to this star with everything stopped as long as you have awesome skills at controlling Mario, especially when it comes to double jumping. This star is located on a far-off corner; once you get up there it's really easy to get.

Star 5



Another star that can be had with everything stopped. Just be sure that you can double jump and long jump well. Jump off the box to the platform below as shown above and climb up the boxes that stick out of the wall. Jump into the cage for star 5.

Star 6



Go into the level with all of the gears working. Climb to the top and get on the second moving arrow. Jump off onto the moving platform and do a double-jump when the head comes down. Jump up to the platform with the star and you'll have all six.

Course 15



Super Mario 64



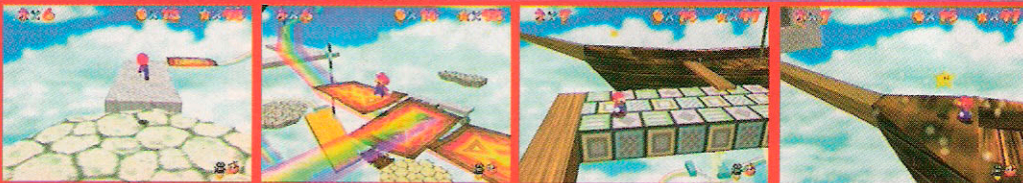
After you get off the first carpet ride, go straight past the spinning platforms. Collect all of the red coins by jumping up the structure that holds them. You'll have to do a lot of backflips and even a couple of wall jumps to reach everything. The star appears at the bottom of the structure.

Star 1



After you get off the first carpet ride, go left past the spinning platforms. Go past the obstacles and go up the wooden platform. Take this route and you'll find the second star just past a fire jet.

Star 2



After you get off the first carpet ride, go right past the spinning platforms to the second carpet ride. Take the next carpet junction left and go up the level until you reach the floating ship. Get the star, but watch out that the wind doesn't blow you off the level.

Star 3



After you get off the first carpet ride, go right past the spinning platforms to the second carpet ride. Take the next carpet junction right and go up the level into and out of the castle. On the way back in, jump onto the table and then back on the carpet to miss the fire jet. At the top of the castle is another star.

Star 4



After you get off the first carpet ride, go left past the spinning platforms. Go past the obstacles and go past the wooden platform that you climbed for star 2. Press the ! switch and climb up the pyramids to get the fifth star on the platform just past the pyramids.

Star 5

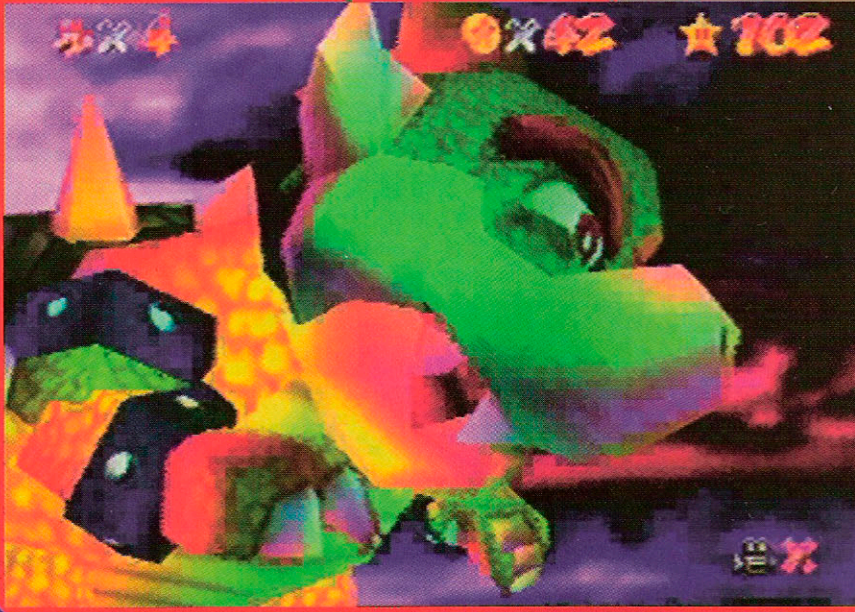


Double jump up to the pink bomb guy in the red coin structure. Go to the cannon on the ship and shoot yourself through the rainbow for the last star of the level.

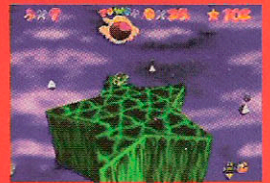
Star 6



FINAL BOWSER

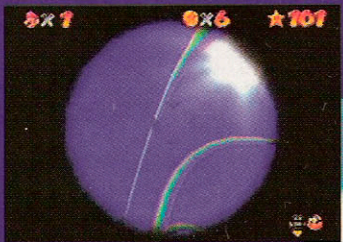


To kill the final Bowser, you're going to have to throw him into the bombs three times. The first two throws are easy; you can just nudge him over to the general direction of a bomb with a short throw. Shot three is harder because the arena will break into a star, so all throws are long.



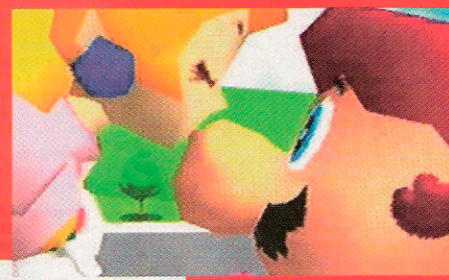
Flying Level #2

Flying Level #2 can be found on the floor that has the entrances to levels 14 and 15. It actually looks the same as the entrance to level 15, except that instead of jumping from the left platform into the entrance, you have to jump from the right platform into the entrance. In this level you have to fly around and collect the eight red coins. Use the flying hats and cannons to get around. Don't forget the coin in the middle of the cloud that you can fly through, and the coin that's underneath the level with the poles. If you fall, you won't lose a life, but you'll end up back outside the castle.





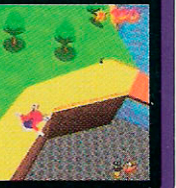
Remember to get all of the eight red coins to find another Secret Star at the end of the platform level of the Final Bowser stage. Also, watch out for Bowser's fire and energy circles that will take away your power. After every throw, Bowser will break off a chunk of the arena. At the end of the second throw Bowser will break away the arena into the shape of a star, so don't fall off the edge! With Bowser dead, you'll be treated to a look at the end of the game. Here's a sneak peek for all of the kids out there who can't afford a Nintendo 64 Fun Machine yet.



Yoshi!



Once you've collected all of the 120 stars, you'll notice that the grating outside that has been covered through the whole game has finally been uncovered. Get in the cannon and shoot yourself up to the top of the castle. There you'll find some 1-ups, a Flying Mario Red? Box and your old pal Yoshi! He'll be cruising around on the roof so you can just go up and talk to him. Here you'll find a special message from the programmers and Yoshi will give you some special gifts. First you'll get 100 lives and second, you'll be able to do a triple jump that makes stars fly out of Mario's butt. Is there any significance to all this? Are there extra levels in which you'll need the jump and the 100 lives? Is this a hint as to the direction of the next N64 Mario game starring Yoshi? The mystery continues...





able 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, 23, 2C and 05. Exit the Options menu and start the game. When you get 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.

DEMON'S CREST

Ultimate Gargoyle Password
Q F F F X N R R D L L R X G T Q

DONKEY KONG COUNTRY

50 Lives
Highlight "Erase Game" and enter the code B, A, 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.

DONKEY KONG COUNTRY 2

DIDDY'S KONG QUEST

Music Test
At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear. Press Right or any of the four action buttons to advance to the next tune, or press Left to go back through the list of names.

Cheat Mode
Access the Music Test as described above, then press Down very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:

"YA SAD LAD"—Highlight "Cheat Mode" and press Y, A, SELECT, A, Down, Left, A, Down; you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives.
"BARRAL AX"—Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game 75 Kremloins

Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside

the cabin, but do NOT touch the red 1-Up balloon; just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you incredible 75 Kremloins. Now you can access the Lost World through Klubba's Kiosks on any part of the island.

DOOM

Chainsaw Trick
With a chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake. Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage like "Knee-Deep in the Dead", which has no plasma rifle to be found. Experiment with this sneaky trick to learn how to make it useful in different situations.

DOUBLE DRAGON V: THE SHADOW FALLS

Stun Disable
When the Main Menu Screen appears, press 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+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, 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
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
Map View Mode: A, X, A, X, 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+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

EARTHWORM JIM 2

Super Cheat Code
During the game, press the START button to pause, then enter the following code while the game is paused: SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.
Secret Move
To trigger the Manta shield, just press Up+X. This move makes Jim invincible for a few seconds.
Secret Stage
About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."
Cheat Codes
To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Other code comments:

- The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear.
- The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".
- The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.
- The "Invisible Soil" code works in the "Lorenzen's Soil" stage; it makes the falling soil invisible and allows you to walk through parts of the soil that look solid after you've shot them.

Bright "Pause" Screen—A, A, A, A, A, A, A, A
Warp to End of Current Level—SELECT, B, X, A, X, B, SELECT
Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT
Invincibility—A, A, X, A, Left, Right, Right, Left
Map View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, B

Energy Refill—X, SELECT, X, B, X, SELECT, X, A
Ammo Refill—SELECT, X, X, X, X, X, SELECT
Extra Life—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT
Extra Continue—A, SELECT, A, B, X, Y, X, Y
81 Meal Worms—A, B, A, B, A, B, A, B, A, B
Mega Plasma Gun—X, X, X, X, A, A, SELECT
3 Finger Gun—X, X, X, X, X, X, A, X, SELECT
Homing Missiles—X, X, X, X, A, B, SELECT
Barn Blaster—X, X, X, X, A, B, SELECT
Bubble Gun—X, X, X, X, A, B, SELECT
Bomb Teleport—X, X, X, X, B, B, B
Invisible Soil—A, A, B, A, X, B, SELECT
Warp to "Lorenzen's Soil"—A, X, Left, Right, X, Left, Right, Left
Warp to "Puppy Love 1"—Left, Right, A, B, X, Left, Right, A
Warp to "The Villi People"—A, B, X, A, B, X, Left, Right
Warp to "The Flyin' King"—A, B, X, Left, Right, Left, A, B
Warp to "Puppy Love 2"—Down, Right, A, B, X, Left, Right, A
Warp to "Udderly Abducted"—Up, B, X, Left, Right, Down, A, X
Warp to "Inflated Head"—Up, Down, X, A, B, Y, Left, Right
Warp to "ISO 9000"—A, B, X, Left, Left, Right, Left, Right
Warp to "Puppy Love 3"—Up, Right, A, B, X, Left, Right, A
Warp to "Level Ate"—X, X, Down, Down, A, Left, Right, Left
Warp to "See Jim Run—Run Jim Run"—A, B, X, Left, Left, Left, Right

EMMITT SMITH FOOTBALL

Custom Tips & Tricks Plays
Select the Editor mode to bring up the play editor screen, then choose the Playbook option and select Password to enter each of the following play passwords. The plays will be saved in the cartridge's memory, so you can use them in the game.
Geoff's QB Keeper
72CJ <f=& g\$Gh
R95X 2wSF <#BM
N:T+ #+3D ZH
Chris B. Pitch
mZ#D cwp+ ZpR4
—gL< Xjvj yZS2
gZHz yZ7
Bienie Bootleg
fXpY #:RJ FkGJ
KHRZ #5k+ d+nJ
CHX% ybzy bbgg
P<C< 929
Higgy Hula
f+k g ?LZC C#nK
p m +9 VZT &ZFp
g7g% QgC# Zd&w
*K+3 Tgbg P<C<
9+#+ 3Tbg pPW
Clouseau
\$XpY g#gd :RX
\$CFW %gQ% —FMb
Cwcf gfv< #<ZZ
L
Dump Truck
FZ+B Y#GS GkP
5gdZ HgFZ 5<ZZ
h
Roid Rage (Defense)
VD=R Cjh* N#fz
b\$pb b3<L +YTZ
P<7Z C
Betty Blitz (Defense)
sJ5b SL3Z CLFQ
D8D+ YTZP kCZD

EQUINOX

Invincibility
At the title screen, press L, L, R, L, L, L, R, R, L, L, R, R, L and R. The copyright box will turn green if you did the trick correctly.

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 "11" 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 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 "100000" will appear in the corner of the screen. It's a Breakout-style game that you can play with up to four players.

Macross Plus
This four volume series is packed with all the drama and action you've come to expect from the Macross series. Computer graphics are used in conjunction with drawn animation and topped off with spellbinding music.



Fans of the original Robotech will definitely go nuts over this series, but you don't have to be very familiar with the back story at all since these are all new characters.

Those who want something more interactive can look forward to Macross Digital Mission, which is a new game coming for the



PlayStation and should be available by Christmas in Japan, with an uncertain future in the U.S.
Running Time: 40 min. per episode
Volumes: 1-4 available
Suggested retail: \$19.95 (dubbed) \$29.95 (subtitled)

Parental discretion advised
From: Manga Entertainment

Ghost in the Shell
This one has been out for a while, but remains one of the year's top releases. Spectacular animation and a complex story that challenges the notion of what defines

a soul. This one is not for kids and is recommended for ages 16 and over.
Running Time: 90 min.
Suggested retail: \$19.95 (dubbed) \$29.95 (subtitled)





SUPER NES tips

Hidden Game #2

Press 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.

FACEBALL 2000

Cyberzone Cheat Menu

At the Cyberzone starting level selection screen, hold the L and R buttons and press START.

Secret Cyberscape Mode

At the onetwo player select screen (right after the main title screen), hold the L and R buttons, hold Left on the D-pad and press A or START. The interface screen will appear with a new Cyberscape option. To access a Cyberscape cheat menu like the one described above for Cyberzone, just select Cyberscape at the interface menu, hold the L and R buttons and press START.

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: Press X, A, B, Y, Y, B, A, X.

Crazy Curved 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

Secret Option Menu

At the title screen, hold the L button and press START. You'll get a secret option menu that allows you to change the difficulty and the number of players. There's also a sound test; use the R button to hear the sounds and music.

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.

FIREPOWER 2000

Power Up

At the beginning of Level 1, steer to the far right to find a yellow container. Blast it open and collect the Bullet tokens to power up.

THE FLINTSTONES

See End Credits

Enter the password "HOAGIE TAKES COLD TREES".

Invincibility

Enter password "MS STONE MAKES WEIRD JELLY".

Stage Skip

Enter the password "BARNEY GRABS BLUE TREES". During the game, press START to pause, then press X to skip to the next stage or press B to skip to the end of the game.

FRANTIC FLEA

Passwords

Zone 1-1—C L Q C K

Zone 1-2—Z M T H T

Zone 1-3—G P P Q W

Zone 2-1—D J X C N

Zone 2-2—W L C S T

Zone 2-3—R L H Q Z

Zone 3-1—J M G V B

Zone 3-2—N D W P C

Zone 3-3—M D W Q L

Zone 4-1—M J D S X

Zone 4-2—H F L N T

Zone 4-3—S P Q N G

Zone 5-1—D T N Z Z

Zone 5-2—K Q R X H

Zone 5-3—J B V M F

Zone 6-1—V S N X D

Zone 6-2—G R X B S

Zone 6-3—W N H J P

Prison—S T C V C

GEORGE FOREMAN'S KO BOXING

Passwords

Fight 1—2413-41-14-2133

Fight 2—4231-14-41-1233

Fight 3—1324-14-41-3321

Fight 4—2324-34-14-1323

Fight 5—3243-43-41-1323

Fight 6—4323-34-14-3132

Fight 7—2312-43-41-1233

Fight 8—1441-21-13-4142

Fight 9—4114-11-23-1424

Fight 10—2233-44-21-1224

Fight 11—1112-44-13-1343

Fight 12—2121-31-42-3241

Fight 13—4334-14-34-4432

Fight 14—3443-41-43-2443

Fight 15—1314-24-41-4212

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.

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, Skylock 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.

IZZY'S QUEST FOR THE OLYMPIC RINGS

Stage Select

During the game, press START to pause, then press Left, Down, Down, Left, Right, Down. Now press the RESET button on the Super NES; when the game returns to the main menu, go to the Option screen to find a new stage-select option.

JAMES BOND JR.

Level Passwords

Level 3: 0007

Level 4: 3675

Level 5: 9025

Level 6: 1813

Level 7: 3353

JUDGE DREDD

Stage Select + Energy Gain

When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: Left, Up, X, Up, Right, Y. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press Y and A together; you'll get a message that says, "Level Select Activated." Next, press X and B together to get a message that says "Energy Gain Activated." Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the SELECT button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

THE JUNGLE BOOK

Level Select/Cheat Mode

At the Virgin logo, quickly press 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, R, R, L, L, R, R, L, L, R, R, L, L, R, 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

Choose Cinder as your character; then, 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, "Eyedol!" 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

Fastest 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 countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

KRUSTY'S SUPER FUN HOUSE

Cheat Password

Enter the password "JOSHUA" to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing L+R simultaneously.

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 unpause. Tap the L or R button repeatedly to play in slow-motion.

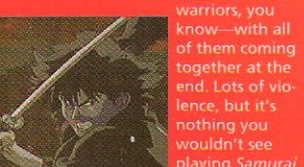
Stage Select

With the cheat code in place as described above,



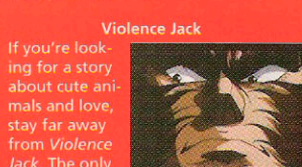
The Hakkenden
The Hakkenden is the story of eight young warriors who share the same fate; it's an animated

adaptation of the epic *Nanso Satomi Hakkenden* by Bakin Takizawa. The warriors are unaware of their fate and their relation to each other, but are brought together by the will of a higher force. The story is complex and follows many paths—there are eight warriors, you know—with all of them coming together at the end. Lots of violence, but it's nothing you wouldn't see playing *Samurai*



Violence Jack
If you're looking for a story about cute animals and love, stay far away from *Violence Jack*. The only

Shutdown.
Running Time: Two 30 min. episodes per tape.
Volumes: 1-7 available
Suggested retail: \$19.95 (dubbed)
\$29.95 (subtitled)
From: Pioneer LDC



Violence Jack
If you're looking for a story about cute animals and love, stay far away from *Violence Jack*. The only

animals you'll find in *Evil Town* are cockroaches and vermin! This violent series is an acquired taste; it's from the prolific Go Nagai, creator of *Devil Man* and *Cutey Honey*.
Running Time: 50 min.
Volumes: 1&2 available
Suggested retail: \$19.95 (dubbed)
Ages: 18 and up
From: Manga Entertainment



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 code 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.

LEGEND OF THE MYSTICAL NINJA

Passwords

- Level 2—A L 1 1 x 1
- Level 3—j / p ? N 7
- Level 4—2 0 Y 7 ; 7
- Level 5—5 w h : J :
- Level 6—x & T ▲ > ▲
- Level 7—k = " R d R
- Level 8—W d 3 + 3
- Level 9—H — W N x N

LEMMINGS

"Fun" Level Passwords

- Level 5: NCDKXWIG
- Level 10: SKFKNNB
- Level 15: TLVKLSW
- Level 20: GMXCWPS
- Level 25: LQCHQCS
- Level 30: FKWBBSL

"Tricky" Level Passwords

- Level 5: GJWDHMG
- Level 10: RPPZFBJ
- Level 15: JFLKJX
- Level 20: NNFQPV
- Level 25: SBCMSJS
- Level 30: SRWGXZM

"Taxing" Level Passwords

- Level 5: DXCQKRX
- Level 10: BWCCKXJ
- Level 15: WCBLDQX
- Level 20: JXJWJWV
- Level 25: RNMKXLP
- Level 30: WFCSHNT

"Mayhem" Level Passwords

- Level 5: JHOTCPD
- Level 10: GHNKKJL
- Level 15: RWLTTQC
- Level 20: PQQWRGP
- Level 25: LTGNDXH
- Level 30: ZITGRFH

"Sunsoft" Level Passwords

- Level 1: TPCWFMP
- Level 2: WJCLDX
- Level 3: PVNRQMB
- Level 4: KZGQNV
- Level 5: HSCFHNC

THE LOST VIKINGS

Level Passwords

- Level 05: LLM0
- Level 10: BBL5
- Level 15: SPKS
- Level 20: BTRY
- Level 25: V8TR
- Level 30: TRDR
- Level 35: FRGT
- Level 36: 4RND
- Level 37: MSTR

MADDEN 96

Secret Teams

To find a few dozen hidden teams in the Super NES version of *Madden 96*, you'll need to follow some specific instructions. At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen:

- '75 Cardinals—Highlight the Cardinals, press **A, B, B, A**.
- '80 Falcons—Highlight the Falcons, press **L, Y, B, R, A**.

'73 Bills—Highlight the Bills, press **A, L, A, B, Y**.

'85 Bears—Highlight the Bears, press **Y, A, B, B, A**.

'81 Bengals—Highlight the Bengals, press **R, A, L, L, Y**.

'65 Browns—Highlight the Browns, press **A, L, L, R, B**.

'78 Cowboys—Highlight the Cowboys, press **B, A, R, B, Y**.

'77 Broncos—Highlight the Broncos, press **B, R, A, Y**.

'62 Lions—Highlight the Lions, press **B, A, R, R, Y**.

'67 Packers—Highlight the Packers, press **B, A, Y, B, A, L, L**.

'80 Oilers—Highlight the Oilers, press **A, R, A, B, Y, A**.

'68 Colts—Highlight the Colts, press **B, A, L, B, A, L, L**.

'69 Chiefs—Highlight the Chiefs, press **B, L, Y, R, A, Y**.

'72 Dolphins—Highlight the Dolphins, press **L, R, B, B, B**.

'76 Vikings—Highlight the Vikings, press **B, R, A, L, L**.

'85 Patriots—Highlight the Patriots, press **R, A, Y, B, A, R, Y**.

'79 Saints—Highlight the Saints, press **Y, A, L, L**.

'86 Giants—Highlight the Giants, press **L, B, L, A, R, R, Y**.

'68 Jets—Highlight the Jets, press **A, R, R, A, Y**.

'77 Raiders—Highlight the Raiders, press **B, Y, B, Y, L, A**.

'60 Eagles—Highlight the Eagles, press **A, L, L, Y**.

'78 Steelers—Highlight the Steelers, press **L, A, Y, B, R**.

'68 Rams—Highlight the Rams, press **B, A, R, L, Y**.

'81 Chargers—Highlight the Chargers, press **A, Y, R, B, A, L, L**.

'84 49ers—Highlight the 49ers, press **B, A, Y, A, R, Y, A**.

'78 Seahawks—Highlight the Seahawks, press **A, L, A, R**.

'79 Buccaneers—Highlight the Buccaneers, press **Y, A, R, R**.

'82 Redskins—Highlight the Redskins, press **L, Y, B, R, L**.

NFLPA Free Agents—Highlight the Panthers, press **L, Y, B, R, A, R, Y**.

Tiburou Gotcha—Highlight the Jaguars, press **A, Y, B, A, B, Y**.

EA Sports—Highlight the All-Madden team, press **B, A, L, L, SELECT**.

15-Second Quarters
To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len." option, then press **Y, A, Y, A, R** on either Controller 1 or 2. The quarter length will be set to a mere 15 seconds.

Super Bowl Win Screen
To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press **A, Y, A, Y, L**.

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.

MAGIC SWORD

Secret Menu

Highlight the word "EXIT" at the Option menu, hold **START+L** on Controller 2 and press **START** on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

MECHWARRIOR 3050

Stage Passwords

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.

- Mission 1—BMBRMM
- Mission 2—65C816
- Mission 3—81GBND
- Mission 4—FSPRNG
- Mission 5—YHWX11

Unlimited Ammo

Enter the password M1R0G3; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.

Invincibility

You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFLL. Now start a game, and you'll see that your "mech's health meter will never register any damage.

Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press **Down** on the **D-pad**, then **A**, then **X**. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

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 / 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 Heart Tanks, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Viole 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 with **↘↘+Y**.

MEGA MAN X 3

Chip Enhancer

You must have all eight Heart Tanks filled, all four Sub-Tanks filled, all four robot suits and the Dash Boots, Mega Buster, Armor and Sensor/Helmet upgrades to do this, and you can't do it with Zero. Go through the first stage of Dr. Doppler's lab until you reach a pit in the part where spiked balls are falling down from above. Jump into the pit and cling to the left wall; sliding down, you'll find a hidden tunnel that leads to Dr. Light. He'll give you a special chip enhancer and all four enhancement chips; now you can use all four chips at once instead of only being able to carry and use one chip at a time.

METAL COMBAT: FALCON'S REVENGE

Enter Your Name

At the title screen, press **L, A, B**, then **L** again. A "Name Entry" screen will appear; enter your name and that's what your partner will call you during the game.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Completion Passwords

Cells only: 3K5BGX0DR9X.
Cells and Laboratory only: JGL8PKGHWT5.
Cells and Factory only: TJQ33CDQZD.
Cells, Laboratory, and Factory: 25Q221ZYRHB.
Cells, Laboratory, and Factory with all captives rescued: TSMHGBW43D.

MICKEY 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.

MIGHTY MORPHIN POWER RANGERS

THE MOVIE

Power-Up Code

At the title screen, press **Up, Down, Left, Right, X, B, Y, A**; the screen will flash if you've entered the code correctly. Now start the game and you'll see that you will start each level with your Ranger suit on instead of having to pick up the lightning bolt icons to earn it.

MLBPA BASEBALL

Cheat Passwords

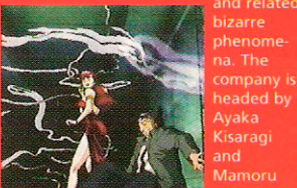
- PWRP—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.
- PWRHT—activates "Power Hitting." All batters have maximum power on every swing.
- ZZNG—activates "Turbo Throwing." This doubles the throwing speed of fielders.
- VRRRM—activates "Hyper Running." The running speed of all players is doubled.
- RBBR—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

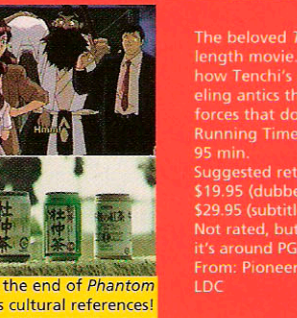
Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.
Liu Kang—Down, Back, Up, Forward, Down
Johnny Cage—Forward, Forward, Forward, Y

Phantom Quest Corp.
This series is perfect for anyone who watched the *Real Ghostbusters* cartoon show or was a fan of the movie. The Phantom Quest Corp. is an agency that deals with paranormal and related bizarre phenomena. The company is headed by Ayaka Kisaragi and Mamoru



Shimesu, who handles all of the accounting and business matters even though he is just a kid. The agency has a reserve of eccentric agents it can call upon; they specialize in different types of ghosts. The series is wacky and a lot of fun with good doses of tension and chilling moments. Running Time: Two 30 min. episodes per tape
Volumes 1-3 available
Suggested retail: \$19.95 (dubbed) \$29.95 (subtitled)
From: Pioneer LDC
Extra footage at the end of *Phantom Quest Corp.* explains cultural references!



Tenchi the Movie
The beloved *Tenchi Muyo* Series has spawned a full-length movie. *Tenchi the Movie: Tenchi in Love* reveals how Tenchi's parents met and involves some time-traveling antics that have him up against some sinister forces that don't want him to get together.
Running Time: 95 min.
Suggested retail: \$19.95 (dubbed) \$29.95 (subtitled)
Not rated, but it's around PG-13
From: Pioneer LDC



SUPER NES TIPS

Kano—Back, Down, Forward, B
Rayden—Forward, Back, Back, Back, Y
Sub-Zero—Forward, Down, Forward, Y
Sonya—Forward, Forward, Back, Back, R (Block)
Scorpion—Up, Up (easier if you hold Block)
Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile.

Bugs

In the first or second round of a battle, finish your opponent with a projectile attack (fireball, spear, etc.) at the end of the round. When the next round starts, you can throw the same projectile without touching the D-pad by pressing the last button you used to do the move.

Set the difficulty level to "Very Easy" and start a one-player game. Allow yourself to be defeated in every match, until you reach the Hall of Champions stage. Now the computer character can throw you from any spot, even if they're all the way on the other side of the screen.

Perform Rayden's fatality on the third endurance stage in a one-player game; when Goro appears, he will be silver-colored and flashing.

MORTAL KOMBAT II

Endurance Mode

At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters."

Both players can choose four characters with which to fight; you can even choose the same four 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, 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.

NBA GIVE 'N GO

Super Difficulty Level

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear the sound of a basketball bouncing off the rim. Now access the options menu to find a fourth—extremely challenging—difficulty level called "S".

NBA JAM

Special Guest Players

To access the game's secret characters, follow the specific instructions for each player listed below.

Bill Clinton: Enter AR, highlight K, hold START and L and press X.
Al Gore: Enter NE, highlight T, hold L and R and press A.

Warren Moon: Enter UW, highlight "■" (the space character), hold START and R and press A.
George "P-Funk" Clinton: Enter DI, highlight S, hold START and L and press A.

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects. Shot Percentage Indicator: Press A, then press and hold A, B and Down until the tip-off.

"Juice Mode": Press A, then press and hold B and X until the tip-off.

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

Power-Up Defense: Press A four times, then press it again and hold it down until the tip-off.

Power-Up Turbo: Press A 13 times, then press and hold A, B and Y until the tip-off.

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

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

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press Y.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press Y; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "■" (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B.

Jazzy Jeff: Highlight "J", hold START and press Y; highlight "A", hold START and press A; highlight "Z", hold START and press A.

Fresh Prince: Highlight "W", hold START and press Y; highlight "I", hold START and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold START and press A; highlight "R", hold START and press Y; 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 Y.

Mike D: Highlight "M", hold START and press Y; highlight "K", press A; highlight "D", hold START and press Y.

AdRock: Highlight "A", press A; highlight "D", hold START and press Y; 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.

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, Right
Powerup Goaltending: 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, A
Powerup Push: Down, Right, A, B, A, Right, Down
Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, A, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, 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, Up, Left, Left, Left, Left, B, A
Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right

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

NHL '94

Password

Play in the Stanley Cup Finals as the LA Kings (vs. Montreal).
BJFC1CCM1XX9VJGD

THE NINJA WARRIORS

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold X and Y and press A, B, A, A, A, B, B, B, A, B, A, B, A, B, A, B. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

Music Test

Also at the title screen, wait for the words "PUSH START" to appear, then hold the L and R buttons on top of the controller and press START.

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

OUT OF THIS WORLD

Passwords

Section 5: XDDJ
Section 10: HRBT
Section 15: LFCK

PAC ATTACK

Passwords

Level 50: BTF
Level 91: NSM
Level 92: QYZ
Level 93: KTT
Level 94: FGS
Level 95: RRC
Level 96: YLL
Level 97: PNN
Level 98: SPR
Level 99: CHB
Level 100: LST
Game End: JFK

PAC-IN-TIME

Stage Select

Enter the password LVYDK 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.

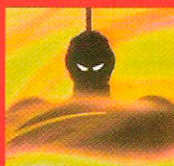
PAC-MAN 2: THE NEW ADVENTURES

Play the Original Pac-Man

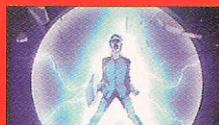
Enter the password PCMNDPW.
Play Ms. Pac-Man
Enter the password MSPCMND.
Play the Mine Cart Levels
Enter the password FFTDB2W.
Sound Test
Enter BGMQRST.
Time Trial
Enter TRLMDPW.
Pattern Test
Enter PCMNPTT.

The Guyver

The latest in the *Guyver* series is part six; it continues the adventures of the bio-boostered, armored hero. An entertaining and violent series; not for young children.
Running Time: 29 min.
Suggested Retail: \$12.95



Parental Discretion Advised
From: Manga Entertainment



Crusher Joe

Animeigo has acquired the rights to release the *Crusher Joe* movie and OVAs (Original Video Animation tapes) from Sunrise. Crusher Joe is an intergalactic troubleshooter who solves problems and takes on any job within the law. Look for the movie's release in early 1997, followed closely by two OVAs.
Running Time: 125 min.
Suggested Retail: \$29.95 (dubbed) \$39.95 (subtitled)
From: Animeigo

NEXT MONTH IN T&T ANIME

Next issue we'll take a look at *Armitage*, *Wings of Honneamise*, *Kishin Corps*, *Street Fighter Victory*, *Virtual Fighter*, *Moldiver*, *Gunbuster*, *Junk Boy*, *Tenchi Muyo the Series* and some live action *Samurai Cinema* titles! If you have any questions or would like to see something specific, drop us a line at: T&T Anime Co
TIPS & TRICKS Magazine
8484 Wilshire Blvd. Suite 900
Beverly Hills, CA 90211

Armitage



Wings of Honneamise



Kishin Corps





PAPERBOY 2

Passwords
Midway stage—5738
Hard Way stage—6479

THE PEACE KEEPERS

Start Story Mode with All Six Characters
At the Jaleco logo, hold L, R and A and press START. Continue to hold the buttons down as you begin the game; you'll find Norton and Orbot at the "Select Player" menu.

Two-Player Same-Character Code

At the title screen, highlight "IP Game." Hold L, R and Down on the D-pad on both controllers—the cursor should move down to "2P Game"—then press START on Controller 1. Now both players can choose the same fighter.

Secret Move

If Flynn's energy is below 10%, he can go into his fire-haired superhuman mode if you hold R, then immediately press ↓↘→+X very quickly.

Weird Features

If you go up to the door at the end of the first stage without going in, then return to the beginning of the game, you'll meet a secret character.

If you go to the door at the end of the "Roy D. Tutto Hospital" stage without going in, then return to the manhole that you passed in the street, you'll find that the manhole is open; it's a shortcut to the "Stag-lag 17" stage.

If you play as Prokop up to the Ozmyandian Island stage, then play as any other character on that stage, Prokop will be killed when you go down the flight of stairs.

If you don't fight the character at the beginning of the "Queen of Cups Bridge" stage, he'll kill one of the scientists; you need to visit all of the scientists in the game if you wish to see the alternate ending.

PHANTOM 2040

Chapter 2 Password
JVH9TWGZTLDDG
GG8BLND CG7FW
KBGDY79KHYYQ
5NCZ22B9FDD4

Chapter 3 Password
DVH1Y1G97LDF
8JBXQ6CH2F5W
KBGDY79QJYS8
5N1Z411P—7Y?

Chapter 4 Password
BBJMS1PB3KXF
8J8DJ71HN3YW
KBQDY917JYS8
5M1746FV23QT

Chapter 5 Password
JGBH33PH8LXF
8X8DJ711J6DW
KQDY1W3JYS7
5M276VC7K54S

Chapter 6 Password
JBBH33PNH5WF
8X7DJ711BJ2JT
YQDY1X3JYS7
5M29ZD2—RNW6

Chapter 7 Password
JDB195P65YF
8X9W71HH9JQ
2CQDYHT4GZ57
5C29VJMRHWJK

PILOTWINGS

Passwords
Area 2—985206
Area 3—94391
Area 4—520771
1st Helicopter Mission—108048
Area 5—400718
Area 6—773224
Area 7—165411
Area 8—760357
2nd Helicopter Mission—882943
More Bonus Flight
A secret bonus flight is available to the Hang Glider

at the Skydiving platform. While in the bonus flight press the A button a number of times to go as far out to sea as possible. A turbo controller is especially effective for this trick to fly further than the score markers. To get the extra 50 points you must continue flying until you get all the way back to the beach where you took off.

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press B on Controller 2 while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the Y button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press B again on Controller 2 to get out of "Exploration Mode."

Invincibility

To make the Pink Panther invincible, hold the L button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

Slow-Motion Mode

To play in slow-motion, hold the R button on Controller 2.

Stage Skip

To access a stage-skip option, simply hold SELECT and press START on Controller 1 during the game. You'll be sent to the beginning of the next level.

PITFALL: THE MAYAN ADVENTURE

Direct to 2600 Pitfall!

At the title screen press SELECT, A, A, A, A, A, SE-LECT and START.

POCKY & ROCKY

Stage Select

At the "Select Player" screen, hold down the X and Y buttons while pressing A, A, A, B, B, B, A, B, A, B, A, B, A, B. Next, press START for the stage select menu.

POCKY & ROCKY 2

Passwords

Stage 3—V3BX
Stage 4—F87N
Stage 5—S2YP
Stage 6—DZ4
Stage 7—TR5C
Stage 8—GZLR
Stage 9—SK0Q

POPULOUS

Stage Select

In Conquest mode, pause the game and move the cursor over the map. Hold L and press A, then release. Hold R, press Y + B + X + A + SELECT, then release. Now highlight the Armageddon icon and press A. If the icon stays gray, go to Game Setup, select Conquest and press A, then choose a starting stage with the X and B buttons.

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.

PREHISTORIK MAN

Stage Skip/Stage Select

At the Option menu, highlight "Exit", hold L and press START to return to the title screen. Next, highlight "Game Start", hold R and press START. With this code in place, you can skip to the end of the current stage at any time if you press and hold the SELECT button. To bring up a stage-select menu, just press the START button to pause, then hit SELECT.

PRIMAL RAGE

Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Right. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game.

PRINCE OF PERSIA

Passwords

Level 1—BRNG8B9
Level 2—MRGSL2X
Level 3—B6+TWN
Level 4—9Z3NRDX
Level 5—LQHWVTR
Level 6—CGKDBZ2
Level 7—TH4Q++B
Level 8—VXPNBY2
Level 9—QLLWHR
Level 10—HWB93WX
Level 11—7F3R1B
Level 12—H9ZDBN
Level 13—7X7+9V
Level 14—H+KX3L7
Level 15—GZPMRZJ
Level 16—84CPBC6
Level 17—QNL2PV
Level 18—4Q7TMHJ
Level 19—QHJG1Q7
Level 20—H8J12+Y

RADICAL REX

Stage Select

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

RISE OF THE ROBOTS

Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each:

Disable Special Moves: Down, Down, Down, Down + any button

Reverse Opponent's Controls: Forward, Forward, Forward + any button

Take No Damage: Back, Back, Back, Back + any button

Invincibility: Up, Up, Up, Up + any button

Boss Code
At the 1 Player/2 Player/Options menu, press Up, Right, Down, Left, B. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:

Regenerate: Down, Back, Up
Mantis Kick: Down, Toward, Up
Invincibility
At the 1 Player/2 Player/Options menu, press Down, B, Up, B, Down, Left, Right, B. You'll be invincible in the one-player Trainer or Mission modes.

Watch All Cinema Scenes
At the 1 Player/2 Player/Options menu, press Left, B, Right, B, Down, Left, Right, B. You'll see all of the FMV scenes, one after another.

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 ("Zippity Splat") appears—you will start the game with 75 lives in reserve.

ROBOCOP vs. THE TERMINATOR

Passwords

Future: TPST
Robot Killer: BSHK
Spaceship: HKFL
Skynet Outer Perimeter: SKTR

Skynet Inner Perimeter: SKMD

Storage Facility: DRFT
Inner Sanctum: SKNN
Skynet Core CPU: MWFX
Self Destruction: RNTM

ROCK 'N' ROLL RACING

Sound Test

Go to the options screen and turn Larry off. Using either A, B, X, or Y, turn him back on and continue to hold that button down. Now whenever you hit the L button, you'll hear something different from Larry.

Race as a Lost Viking

When selecting your driver, press and hold L, R and SELECT, then push Right until a Lost Viking appears. (He's got better stats.)

THE ROCKETEER

Stage Select

At the title screen, press L, R, L, R, Down; you'll hear a sound to confirm the code. After you select the number of players, the stage-select menu will appear.

ROCKO'S MODERN LIFE

SPUNKY'S DANGEROUS DAY

Easy Level Passwords

Level 2: COMICS
Level 3: MELBA
Level 4: HIPPO
Hard Level Passwords
Level 2: BLAZEZ
Level 3: O-TOWN
Level 4: GRIPES

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).

SEPARATION ANXIETY

Passwords

Level 2—DCCPMJ
Level 3—MDRKPJ
Level 4—STSPCC
Level 5—QPMJCV

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=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press Up, Down, B, Left, Right, B. The screen will flash purple 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.

Secret Background

At the Options screen, quickly press Up, Right, B, Down, Left, B. The screen will flash yellow. Next, in the Duel mode, press X+B simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

Blood Code

At the Options screen, quickly press Y, X, B, A, L, R. The screen will flash red; now there's blood in the game.

T&T Hardware

Ascii Saturn Stick

Ascii has released a new arcade stick for use with the Sega Saturn system. It features a true arcade style stick but does away with the round knob usually found in home joysticks. A

nice addition to Ascii's quality controller line. \$49.95 Available Now.



Konami Enforcer for PlayStation

The most rugged PlayStation gun is from Konami. It is compatible with all of the new Konami gun games (including Lethal Enforcers) as well as Die Hard, Project Horned Owl and Area 51. (Japanese version shown;

the U.S. gun will be green.) \$49.95



Cool Promotion

The folks at Ascii sent us a cool plastic sword to promote their new King's Field 2 game for the PlayStation. Check out the T&T sword ladies!

GET AWAY, CREEPS!



"Cool sword!" says lone Warrior Princess.



SUPER NES TIPS

SHIEN'S REVENGE

30 Continues

At the title screen, press SELECT seven times on Controller 2.

Special Game

To play special game which allows the second player to control the bosses, hold L and R on Controller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

Seven Special Weapons

Press START seven times on Controller 2 when the title screen appears.

Super Easy Mode

At the title screen, press the L button seven times on Controller 2.

Super Hard Mode

At the title screen, press the R button seven times on Controller 2.

SIM CITY

Cash Boost

Start a new city and spend all of your money, but make sure you buy at least one unit that requires funding, like a fire department. Reduce your funding levels and tax rate to 0%; then, when the tax screen appears at the end of the year, hold the L button and exit the screen. Continue to hold L and press X twice to advance the calendar to January, then raise your funding levels to 100% and leave the tax rate at 0%. Now exit the tax screen and release the L button; your bank balance will jump to \$999,999.

Erase Saved Cities

At the title screen, press L + R + SELECT + START + B simultaneously to clear all saved cities and reset the game's scenarios.

Hidden Landforms

Start a new city, but don't build anything. Wait for 20 seconds, then call up the Load/Save screen and select "Go to Menu" without saving your game. Now start a new city; when the Map Select screen appears, each of the 1,000 landforms will have different shapes than they had previously.

SIM EARTH

Scenario Select

At the main menu, highlight "Scenario", hold L, R and Y, then press A to go to a stage-select menu. Choose any of the eight scenarios and press START to begin.

SINK OR SWIM

Passwords

Stage 5—CRUMBS
Stage 10—JUMPED
Stage 20—WARSAW
Stage 30—OYSTER
Stage 40—ISLAND
Stage 50—DENNIS
Stage 60—FATMAN
Stage 70—CLOUDS
Stage 80—LIZARD
Stage 90—BRIDGE

SPAWN

Passwords

Stage 2—D 9 9 6 3 D 1 D
Stage 3—4 H 2 5 3 D G F
Stage 4—4 C C 1 3 8 C F
Stage 5—O C 4 F 4 5 B H
Stage 6—D 3 1 5 5 1 F G
Stage 7—O 9 B F 5 9 6 F
Stage 8—D B 8 D 9 B 4 H

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.

STAR FOX

Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "75" and the game ends...or does it?

STAR TREK: DEEP SPACE NINE

Passwords

Mission 1—NUHHOM
Mission 2—SEPL0S
Mission 3—Y0SM1S
Mission 4—VANDA0Q
Mission 5—B1QPUM
Mission 6—DISY1B
Mission 7—NUDJ1B
Mission 8—VESDUJ
Mission 9—Y0THOM
Mission 10—QUVM0H

STAR TREK: STARFLEET ACADEMY

Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down L, R, SELECT and enter the code A, Y, B, Y, X, Y to select the Simulator Main Menu, "Ship Selection Menu," or the "Two-Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

Choose Playtester Names

At the "New Cadet Registration" screen, hold down L, R, SELECT and enter the code X, Y, X, Y to select the name of one of the game's playtesters.

Choose Star Trek Series Names

After you have entered the X, Y, X, Y code at the "New Cadet Registration" screen, hold down L, R, SELECT again and punch in A, B, A, B. Now you can play as James T. Kirk or any of the rest of them.

Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes X, Y, X, Y and A, B, A, B while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing SELECT. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

STREET COMBAT

50 Extra Credits

At the Option screen, highlight the "Credit" option and press SELECT 10 times.

STREET FIGHTER II

Character Vs. Same Character

As the Capcom logo is starting to appear at the start of the game, quickly press Down, R, Up, L, Y, B. You'll hear a sound to confirm the code; now both players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen; this previously-inaccessible tune is the song that plays at the end of the game.

Remove Energy Bars

Select "Option Mode" from the main menu and simply press START to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

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, then hold the X Button. Continue holding X and use the D-pad to change your driver's abilities.

STUNT RACE FX

Change Views

Start a game in any mode. Press START to pause. Press SELECT and the car in the pause animation will go backward. Then press L, R, L, R, L, R, L, R. Unpause the game, and you'll have a new view.

Race Against the Computer in 2-Player Mode

Start a normal two-player game and select both vehicles. Don't mess with Controller 2. When the race begins, if nobody touches Controller 2 for three seconds, the computer will automatically race against you.

Warp

Select the "Free Trax" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race FX." When under the sign, press Jump to warp to the upper part of the "White Land" course.

SUNSET RIDERS

Extra Continues

Start a one-player game. When you run out of continues, before your last man dies, press START on controller 2. You can keep playing as Player Two with a full set of continues.

SUPER BATTLETANK: WAR IN THE GULF

Pause Cheat

Fire your machine gun at any target and press the START button to pause at the exact moment that the target is being hit. The target will continue to flash while the game is paused; within a few seconds it will be destroyed. Once you master the timing of this trick, it is possible to destroy an enemy tank with a single bullet.

SUPER BOMBERMAN

Tiny Bomberman Mode

Enter "5656" at the password screen, then press A. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bomberman have been reduced to microscopic size.

SUPER BOMBERMAN 2

Full-Power Stage Passwords

Stage 1: 1111

Stage 2: 5462

Stage 3: 6763

Stage 4: 8784

Stage 5: 6925

Change Character Colors

At the player-select screen in a multi-player game, you can press the SELECT button to change your character to one of several different colors.

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 BUSTER BROS.

Level Select

Press START at the title screen; then, when the "Select Game" screen appears, press L, R, L, Up, Down. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press START.

SUPER CONFLICT

Mission Select

At the scenario map (with the jeep), hold L and B, then X and Y. While holding, release the X, then hold it again. Release all buttons, then move the jeep up to the unit area. Press L and B to light the new area.

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

Character Shrink

To handicap your character in the GP and Match Race modes, press Y and A at the character select screen; your character will shrink. A "shrunken" character will be flattened if he or she comes into contact with any other driver.

Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the L and R buttons.

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.

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 "SPE-

CIAL 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 MARIO WORLD

Freeze and Collect

Enter a course that you have already completed and go up to a Berry above Yoshi's mouth. Release the item by pressing SELECT and have Yoshi jump and eat the Berry and the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press START and SELECT to exit.

Extra Invincibility

To earn eight 1-Ups in Donut Secret 2, climb the vine that is near the beginning of the course and release a Starman at the top. Drop down to the floor and collect the Starman before it falls into a hole. With the invincibility of the Starman, run to the block at the end of the course. If you're still invincible when you hit the block, you'll release another Starman. Collect it for extra invincibility.

SUPER MARIO WORLD 2: YOSHI'S ISLAND

Bonus Stage Menu

At the map screen, hold the SELECT button and press X, X, Y, B, A. A top-secret menu of bonus games will appear, including a pair of two-player games.

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 + A + SELECT. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty.

Power-Up Code

At the title screen, press Down, R, Right, Down, Right, Right, Down, Right, Down, Start. Start the game, press START to pause and press R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right. Select Power-Ups by pressing A-for Sky Attack Laser, B for Ground Attack Laser, X for Reflect Laser, Y for Spread Laser or R for Shotgun Bomb. Next press either A for Homing Missile or X for Spread Bomb.

SUPER SLAP SHOT

Change Team Skills

Enter the password "L.B. CR. 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.

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.

SUPER SOCCER

Germany Passwords

Vs. Uruguay—→↑↓↑↑↑↑↑↑
Vs. Yugoslavia—↑↑↑↑↑↑↑↓
Vs. Colombia—↓↓↓↓↓↓↓↓
Vs. Japan—→↑↑↑↑↑↑↑↑
Vs. U.S.A.—↑↓↑↓↑↓↑↓↑↓
Vs. France—↑↓↑↓↑↓↑↓↑↓
Vs. Ireland—→↑↑↑↑↑↑↑↑
Vs. Romania—↑↑↑↑↑↑↑↑
Vs. Cameroon—↑↑↑↑↑↑↑↑
Vs. England—↑↑↑↑↑↑↑↑



Warp to "The Villi People"—A, B, C, C, Up, C, Left, Right
 Warp to "The Flyin' King"—C, B, C, Left, Right, Left, A, B
 Warp to "Puppy Love 2"—Left, Right, B, C, C, Left, Right, A
 Warp to "Udderly Abducted"—Down, A, C, Left, Right, Down, A, C
 Warp to "Inflated Head"—B, B, C, A, B, C, Left, Right
 Warp to "ISO 9000"—A, B, C, Right, Right, Right, Right, Right
 Warp to "Puppy Love 3"—Right, Right, A, B, C, Left, Right, A
 Warp to "Level Ate"—C, C, Down, Down, A, Right, Right, Left
 Warp to "See Jim Run—Run Jim Run"—B, B, C, Left, Left, Left, Left, Right

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 unpaue, 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.

EVANDER HOLYFIELD'S REAL DEAL BOXING

Green Boxer Password
 At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press START.
Easy TKO
 Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.
Win Without Fighting
 Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press START, then choose to quit. At the training screen, you'll see that you have won the fight.

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

F-22 INTERCEPTOR

United States Passwords
 Mission 05: 15G0MA
 Mission 10: 1TG1UI
 Mission 15: 39G5UJ
 Mission 20: 5167QL
 Mission 25: 6HG9UJ
 Mission 26: 6LGAIJ
Iraq Passwords
 Mission 05: CUG010
 Mission 10: E2G3AI
 Mission 15: EUG7MS
 Mission 20: FIKB6I
 Mission 25: GIUF0U
 Mission 26: GUMHAI
Korea Passwords
 Mission 05: 8601U4
 Mission 10: 8U05MV
 Mission 15: A608E4
 Mission 20: B20B47
 Mission 21: B60BMN
 Mission 22: BAFCL
Russia Passwords
 Mission 05: IF02U6
 Mission 10: 8U05MV
 Mission 15: A608E4
 Mission 19: KNOEIN
The Aces Challenge Passwords
 Mission 01: LIG02V
 Mission 02: LNG067
 Mission 03: LRG0AM
 Mission 04: LVG0EU
 Mission 05: M3G010
 Mission 06: M7G0UG
 Mission 07: MBG16T
 Mission 08: MFG1EG
 Mission 09: MJG1MS

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.

FLASHBACK

Walk Through Walls
 Walk up to a wall in any stage of the game. Turn away from the wall, then hold the A button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the A button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.
"Easy" Level Passwords
 Level 1: PIXEL
 Level 2: BETSY
 Level 3: PANCHO
 Level 4: STUDIO
 Level 5: TOHO
 Level 6: AKANE
 Level 7: INCBIN
"Normal" Level Passwords
 Level 1: FALCON
 Level 2: DATA
 Level 3: MMILORD

Level 4: QUICKEY
 Level 5: BLOU
 Level 6: BUBBLE
 Level 7: CLIP
"Expert" Level Passwords
 Level 1: CLIO
 Level 2: ACRTC
 Level 3: BLUB
 Level 4: STUN
 Level 5: MIMOLO
 Level 6: HECTOR
 Level 7: KALIMA
 Ending Code: CYGNUS

FLICKY

Bikini Girl
 If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

GALAHAD

Cheat Password
 Enter the password "LTUS" to start at World One with infinite lives.

GARGOYLES

Secret Messages
 Pause the game at any time and press A, B, Right, A, C, A, then press START to unpaue. You'll get a secret message from the creators of Gargoyles. If you pause the game and press A, B, Right, A, C, A, Down, A, then press START to unpaue, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can control the movement of the spheres as follows:

- Press START to pause
 - Press A to change the configuration of the spheres
 - Hold Up to move the spheres closer together
 - Hold Down to move the spheres farther apart
 - Hold A and hold Left or Right to flip the spheres horizontally
 - Hold B and hold Left or Right to flip the spheres vertically
 - Hold C and hold Left or Right to rotate the spheres
- To get out of either "message" screen, hold A + B + C and press START.

Refill Energy

Pause the game at any time and press A, B, Right, A, C, A, Down, A, B, then press START to unpaue; you'll hear "Sega!" and your energy meter will be refilled.

Fireball Trick

Pause the game at any time and press A, B, Right, A, C, A, Down, A, B, Right, then press START to unpaue; you'll hear "Sega!" to confirm the code. Now you can throw fireballs by pressing the A button.

Stage Skip

Pause the game at any time and press A, B, Right, A, C, A, Down, A, B, Right, A; you'll hear "Sega!" and you'll immediately skip to the next stage.

GENERAL CHAOS

Secret Cheat Mode
 Pause the game. 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, sim-

ply reverse the commands; e.g. for max medics, press A+C on Controller 2 and B+Down on Controller 1.

GHOSTBUSTERS

Lots of Cash
 Find a safe that's got money in it and is close to the entrance of a maze. Leave the maze with the safe. Enter that maze again and the safe and the money will be there again. You can repeat this procedure until you've got all the money you want.

HARD DRIVEN

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.

HARDBALL

Fat Pitch
 During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

HAUNTING STARRING POLTERGYUY

More Points, More Hous
 In the first house, enter the grandfather clock in the dining room by pressing A. While in the clock, press B, C, C, B. Press A again to exit the clock. You'll now have 15,000 points and be in the second house.
 In the second house, enter the toilet in the Jacuzzi Room and press C, C, C, B. You'll get 15,000 points and be in the third house.
 In the third house, enter the garbage can in the garage. Press B, C, B and exit the garage. You'll be in the final house and get 45,000 points.

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 START on Controller 2. Push Down to select the sound you want, then push A to begin the sound or B to end.

JAMES POND

Open Exit Door
 Hold C + Left at the title screen and press START. During the game, hold A, B and C and rotate the D-pad to open the Exit Door.

JAMES POND II—CODENAME: ROBOCOD

Invincibility
 At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that will protect you from harm.

Power-Up Code

You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket.

Infinite Lives

In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.

Cheat Menu

At the title screen, hold A+C, point the D-pad in the Down/Left position and press START to access a cheat menu.

JENNIFER CAPRIATI TENNIS

New Players
 To choose from an all-new line-up of 24 tennis



NAME THAT GENESIS GAME!

Title: _____



NAME THAT GENESIS GAME!

Title: _____



NAME THAT GENESIS GAME!

Title: _____



NAME THAT GENESIS GAME!

Title: _____



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 hidden "Configuration Mode" menu.

JOHN MADDEN FOOTBALL

Super Bowl Passwords
 Minnesota vs. Denver: 3456712
 Philadelphia vs. Miami: 7676767
 Los Angeles vs. Houston: 7654321
 San Francisco vs. Miami: 7651567
 Philadelphia vs. Houston: 1777777
 San Francisco vs. New England: 1717171
 Philadelphia vs. New England: 6172345
 San Francisco vs. Pittsburgh: 5671234
 Los Angeles at Miami: 0473176
 San Francisco at Denver: 0751000
 San Francisco at New England: 0431000
 Chicago at New England: 0613000
 Philadelphia at Cincinnati: 5555500
 Los Angeles at Kansas City: 2452300
 Atlanta at Miami: 3452300
 New York at Houston: 4452300
 Washington at Buffalo: 5450000
 Philadelphia at New England: 6450000
 Los Angeles at Denver: 7450000
 Philadelphia at Denver: 7450000
 San Francisco at Houston: 6770000
 Atlanta at Pittsburgh: 4770000
 Dallas at Miami: 7777777
 Los Angeles at Cincinnati: 6777777
 New York at New England: 5777777
 Washington at Kansas City: 4777777
 Chicago at Pittsburgh: 3777777
 Los Angeles at Pittsburgh: 2777777
 Philadelphia at Houston: 1777777
 Chicago at Denver: 04150000
 San Francisco at Buffalo: 0515000
 Minnesota at Buffalo: 0535000

JOHN MADDEN FOOTBALL '92

EASN Bowl Passwords
 (The NFC team is always the home team)
 Atlanta vs. Buffalo: C5LS565H
 Atlanta vs. Houston: D72C835L
 Buffalo vs. San Francisco: DWJ4NLPV
 Buffalo vs. New York: B3H9ZV5N
 Chicago vs. Kansas City: B3FMKGMT
 Chicago vs. Buffalo: B3FM8FB5
 Cincinnati vs. San Francisco: C536LLY
 Cincinnati vs. Atlanta: D8NDSD5OR
 Cleveland vs. Washington: C2CHGGS4
 Dallas vs. Oakland: BDNZ2TR1
 Dallas vs. Buffalo: BPGHG9N1
 Denver vs. San Francisco: CLB168RX
 Detroit vs. Buffalo: BHL50XB6
 Denver vs. New York: B29KH464
 Green Bay vs. Cincinnati: BPCYNT87
 Green Bay vs. Kansas City: BPCSXG4
 Houston vs. Washington: B0P22178
 Indianapolis vs. Chicago: B0WH672K
 Kansas City vs. Dallas: DWMS4M9P
 Kansas City vs. San Francisco: DWMWRBGS
 Kansas City vs. Chicago: FCH2G18B
 Kansas City vs. New Orleans: DGXNXTKW
 Los Angeles vs. Pittsburgh: BHJFGVVR
 Los Angeles vs. Houston: CG68WD8N
 Los Angeles vs. Buffalo: CG6445YN
 Miami vs. Green Bay: C2Z4Z5Z5
 Miami vs. New York: B6KFSMBC
 Miami vs. Chicago: B6KJB9JD
 Minnesota vs. Cleveland: C550N7W4
 Minnesota vs. Seattle: BPKJRXVX
 New England vs. New Orleans: DG10WJCT
 New England vs. Minnesota: FCKCYVJB
 New Jersey vs. Washington: C541LX68
 New Jersey vs. Green Bay: C239PN5T
 New Orleans vs. Oakland: DGJYYWM3
 New York vs. Miami: BTCHRSRX
 New York vs. New England: B26173NK
 Oakland vs. San Francisco: BH4MBJ03

Oakland vs. New York: C25R8Y07
 Philadelphia vs. Miami: BTGBF4Y9
 Phoenix vs. Denver: C5TCNYGV
 Pittsburgh vs. Detroit: C97JMSL
 Pittsburgh vs. Chicago: DWN8M06J
 San Diego vs. Washington: C8X8RT1V
 San Diego vs. Atlanta: CHK82337
 San Francisco vs. Buffalo: C2TL49P4
 San Francisco vs. Miami: BDT18GSF
 San Francisco vs. Kansas City: CC7CDVLS
 Seattle vs. Minnesota: BLTF857X
 Seattle vs. New Orleans: D5KT9LWW
 Tampa Bay vs. Buffalo: CK5GV777
 Tampa Bay vs. Cincinnati: DNBS1KMB
 Washington vs. Cincinnati: F816KJWP
 Washington vs. Buffalo: B84R03CS

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, B, A.
 Punch in **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down**. The game will reset; when you restart, all of the characters will be upside down. Start next to Baloo by pressing B, U, U, 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, B, B, A, A, B, A, B, A, A, B, A, 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**.

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_Ark

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.
 RXVWT7456KB—Campaign 2
 9WT7N6MHBV—Campaign 3
 X7N145HPG94—Campaign 4
 V1456MGZVH—Campaign 5
 W56MHPZJFTZ—Campaign 6
 TMHPGCFDYN3—Campaign 7
 7PGCZJK43—Campaign 8
 NCZJFD3BR67—Campaign 9

KRUSTY'S SUPER FUN HOUSE

Level Codes
 WHOAMAMA: Stage Two
 FLANDERS: Stage Three
 BROCKMAN: Stage Four
 SIDESHOW: Stage Five
 SMAILLIW: Infinite Lives/All Doors Unlocked

LAKERS VS. CELTICS AND THE NBA PLAYOFFS

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

THE LAWNMOWER MAN

Cheat Code
 On any of the platform levels, press **START** to pause the game, then press **Up, Right, A, B, A, Down, Left, A, Down**. Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press B. To access a cheat menu—with invincibility, multiplier and stage-select options—press C. With the code in place, you can use these cheats on any stage, not just the platform levels.

LIGHTENING FORCE

99 Ships
 When "Press Start" appears on the title screen, press A and **START** together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.
Full Power
 Pause the game during play and enter the following code: **Up, Right, A, Down, Right, A, C, Left, Up, B**, and **Up**. Press **START** and all weapons will be available to you.

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.

MADDEN NFL 96

Secret Teams
 There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the A, B and C buttons.

AABBBCA—80 Atlanta Falcons
 AABACCC—70 Baltimore Colts
 AACAAAB—68 Baltimore Colts
 AACACBA—64 Baltimore Colts
 AACBBCC—65 Cleveland Browns
 AACACCB—93 Buffalo Bills
 ABAAAAA—92 Buffalo Bills
 ABAAAC—91 Buffalo Bills
 ABABBBB—90 Buffalo Bills
 ABACACA—73 Buffalo Bills
 ABACCCC—85 Chicago Bears
 ABACAB—77 Chicago Bears
 ABABBBBA—66 Chicago Bears
 ABBCABC—63 Chicago Bears
 ABBCBB—88 Cincinnati Bengals
 ABCACAA—81 Cincinnati Bengals
 ABCBBBA—93 Dallas Cowboys
 ABCBABB—92 Dallas Cowboys
 ABCCCCA—78 Dallas Cowboys
 ACABACC—77 Dallas Cowboys
 ACABBB—75 Dallas Cowboys
 ACACABA—71 Dallas Cowboys
 ACACBCC—70 Dallas Cowboys
 ACBABC—89 Denver Broncos
 ACBBAAA—87 Denver Broncos
 ACBCAAC—77 Denver Broncos
 ACBCBB—62 Detroit Lions
 ACCABCA—67 Green Bay Packers
 ACCBACC—66 Green Bay Packers
 ACCCAAB—80 Houston Oilers
 ACCCCBA—69 Kansas City Chiefs
 BAAABBB—66 Kansas City Chiefs
 BAABABC—62 Dallas Texans
 BAACAAA—90 Los Angeles Raiders
 BAACCAC—83 Los Angeles Raiders
 BABABBB—80 Oakland Raiders
 BABBACA—76 Oakland Raiders
 BABBBCC—67 Oakland Raiders
 BABCCAB—91 Los Angeles Rams
 BACABBA—84 Los Angeles Rams
 BACBACC—79 Los Angeles Rams
 BACBCC—68 Los Angeles Rams
 BAACCAA—84 Miami Dolphins
 BBAABAC—82 Miami Dolphins
 BBABABB—73 Miami Dolphins
 BBABCCA—72 Miami Dolphins
 BBABCCC—71 Miami Dolphins
 BBABAB—76 Minnesota Vikings
 BBBBABA—74 Minnesota Vikings
 BBBBCC—73 Minnesota Vikings
 BBBBCBB—69 Minnesota Vikings
 BBBCAAA—85 New England Patriots
 BBBCAAC—76 New England Patriots
 BBBCBB—79 New Orleans Saints
 BBBCBBA—90 New York Giants
 BCACAAA—86 New York Giants
 BCABABA—70 New York Giants
 BCACBBA—68 New York Jets
 BCACBBB—80 Philadelphia Eagles
 BCBAACB—60 Philadelphia Eagles
 BCBBAAA—79 Pittsburgh Steelers
 BCBBAC—78 Pittsburgh Steelers
 BCBBCC—75 Pittsburgh Steelers
 BCBAACA—74 Pittsburgh Steelers
 BCACACC—75 St. Louis Cardinals
 BCBCBAB—94 San Diego Chargers

ANSWERS

To read the answers, hold the magazine up to a mirror and read them upside-down:

14. B69VZ and B11Z-H69Z
13. B11ME TIME MET ZFARNOZ DEION ZANDEZ
12. M12ZUB12M12
11. Z1B1Z-M12N
10. C47H1Z C49H1Z IN THE 4CZ
9. M1Z N, 11Z
8. Z1B1Z F12R12N1Z
7. C47H1ZM12N 11M 3
6. C111ZDE F12R1212Z F12R1212Z C12R12M12R1212 11
5. X-M12N 3. C111Z F12R12Z
4. B69VZ DEION 11121212Z Z12R12N F12R12N
3. THE 11212Z BOOK
2. M12Z12Z 112Z 112Z1212Z E121212N
1. 112Z12Z 112Z

12

NAME THAT GENESIS GAME!
 Title: _____

13

NAME THAT GENESIS GAME!
 Title: _____

14

NAME THAT GENESIS GAME!
 Title: _____



BCCCBBA—'81 San Diego Chargers
 CAAAABC—'66 San Diego Chargers
 CAACCB—'63 San Diego Chargers
 CAABCAA—'94 San Francisco 49ers
 CAACBAC—'89 San Francisco 49ers
 CABAABB—'88 San Francisco 49ers
 CABACCA—'84 San Francisco 49ers
 CABBBCC—'81 San Francisco 49ers
 CABCBAB—'78 Seattle Seahawks
 CACAABA—'79 Tampa Bay Buccaneers
 CACACBC—'91 Washington Redskins
 CACBBBC—'87 Washington Redskins
 CACCBA—'83 Washington Redskins
 CBAAAAC—'82 Washington Redskins
 CBAACBB—'72 Washington Redskins
 CBABBCA—Hall of Fame I
 CBACACC—Hall of Fame II
 CBBAAB—'95 All-Madden
 CBBACBA—'95 AFC Pro Bowl
 CBBBBC—'95 NFC Pro Bowl
 CBBACBC—'95 Amsterdam Admirals
 CBAAAA—'95 Barcelona Dragons
 CBCACAC—'95 Frankfurt Galaxy
 CCBBCBB—'95 London Monarchs
 CBCCACA—'95 Rhein Fire
 CBCCCC—'96 Scotland Claymores
 CCAACAB—'95 EA Sports Team Madden
 CCABBBAA—All '50s
 CCACABC—All '60s
 CCACCCB—All '70s
 CCBACAA—NFL Players Association I
 CCBBAAC—NFL Players Association II
 CCBACBB—NFL Players Association III
 CCBCCCA—NFL Players Association IV

MARIO LEMIEUX HOCKEY

Change Team Skills
 Enter the password "ABRA CADA BRA2" and press START—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" 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 NTLB ADES" and press START—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" 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

MEGA TURRICAN

Stage Skip

Pause the game, press Right, Left, Down, Right, B and Unpause.

Unlimited Power

Pause the game, press A, A, A, B, B, B, A, A, A and START.

Press START to pause the game, then press Up, Up, Down, Down, Left, Right, Left, and Right on the D-pad. Then press A and B. Unpause the game. When you push forward, your character moves backward.

Previous Level

Pause the game, press Right, Left, Down, Right, A. When you unpause, you'll return to the previous level.

M.E.R.C.S.

Faster, Smarter Enemies

Highlight Original Mode at the options screen, hold A, B and C and press START.

MICHAEL JACKSON'S MOONWALKER

Become the Robot

In each of the following cases, the child hostage noted must be the first one rescued when you reach that level.

In level 2-2 go to the top of the garage, and rescue the only child up there, or...

In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or...

In 3-3 go to the left side of the waterfall. Look straight up and rescue the child above you.

MICKY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". 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.

MICKY MOUSE IN CASTLE OF ILLUSION

Maximum Number of Marbles

At the end of the second level in Toyland, you'll come across a bag of marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

MICRO MACHINES

Super Cheats

Press B, Down, C, Down, Up, Down, Left, Down while the game is paused to earn infinite lives.

Press Up, Down, A, B, Left, Right, C while paused for a faster vehicle; you'll notice a higher top speed.

Press Left, Right, Left, Right, Up, Down, START, Down while paused for a higher difficulty level.

Press Left, Down, Up, Down, Right, Down, A, Down while paused for a much higher difficulty level.

Press A, Up, B, Down, C, Left, START, Right while paused for extra traction/better handling.

Press C, Up, Left, Right, A, B, A, C while paused to get extra crash power. (When you crash into another car you'll send it halfway across the screen.)

MIG-29

Super Password

Access to all missions, including Iron Hand and White Pegasus: WEXBJOISGLITES.

MIGHT & MAGIC—GATES TO ANOTHER WORLD

Secret Cheat

Choose "View Character" from the non-combat

menu. When the screen says "View Which?", press and hold Left, A and C, then release all three buttons at once. When the character menu comes up, press Left repeatedly; you'll see stats for a lot of strange characters with incredible weapons and armor. If you make these characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have access to the weapon he asks for—and you can sell unused weapons for plenty of gold.

Free Food

Choose the "Share" option from your command menu and select "Food". After repeating this several times, your entire party's food supply will increase.

MIKE DITKA POWER FOOTBALL

Punt Trick

On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press START and go to the "Substitutions" menu. Replace your punter with a fast player—one with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running. When you get 15 or 20 yards past the line of scrimmage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a two-player game, the player who is being controlled by your opponent will be the only one who can move.

Passwords

Conference Title: Washington vs. Atlanta—tjF1L4
 World Championship: Washington vs. New York—tjF1M0

Conference Title: Miami vs. Cleveland—xjP1Dm
 World Championship: Miami vs. San Francisco—xjP1E1

MLBPA SPORTSTALK BASEBALL

Easy Out

If the computer team has men on second and third or bases loaded, press the B button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

MORTAL KOMBAT

Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down

Johnny Cage—Forward, Forward, Forward, A

Kano—Back, Back, A

Rayden—Forward, Back, Back, Back, A

Sub-Zero—Forward, Down, Forward, A

Sonya—Forward, Forward, Back, Back, START (Block)

Scorpion—Up, Up (easier if you hold Block)

Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

Arcade Mode

Wait for the screen which says, "The word 'code'

has many different definitions," etc. Press A, B, A, C, A, B, B. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, press the word "DULLARD" with the controller by pressing Down, Up, Left, Left, A, Right, Down. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press START; you'll get a hidden configuration menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below).
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the A button to view it.
- FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.
- FLAG5—Gives you infinite credits.
- FLAG6—The computer does fatalities on you in one-player mode.
- FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

MORTAL KOMBAT II

Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Left, Right, Down, Right, Left, Left, Right. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

Ferality

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nastly!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press Away, Away, Away, Block. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of MKII.

MORTAL KOMBAT II (32X)

Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Right, Right, Down, Left, Left, Left, Right, Right. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

CLASSIC VIDEO GAMES COLLECTOR'S GUIDE

With all of the "classic" video game collections we've seen recently—Nintendo's *Donkey Kong*, *Space Invaders* and *Arcade Classics* series for Game Boy, the *Arcade Classics* cartridges for Genesis and Game Gear, Namco's *Museum* discs for PlayStation and *Williams Arcade's Greatest Hits*—interest in the "golden age" of video gaming is at an all-time high. If you're a fan of the Atari VCS, Mattel Intellivision or other vintage home systems, you can't afford to be without the new fourth edition of the *Digital Press Classic Videogames Collector's Guide*. Compiled by fan/historian Joe Santulli and the staff of *Digital Press*, it features incredibly complete listings of every game

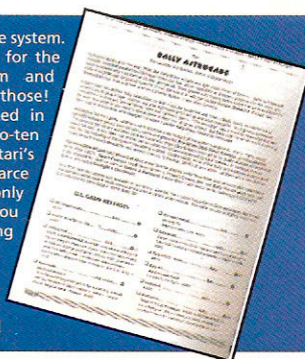
ever made for nearly every outdated game system. The fourth edition includes new listings for the RCA Studio II, Sega Master System and TurboGrafx-16—sure, you remember those! Games and game hardware are indexed in alphabetical order and assigned a one-to-ten "scarcity" rating, with "one" meaning Atari's *Combat* and "ten" reserved for truly scarce items like the VCS version of *Tempest* (only one prototype copy is known to exist.) You can order your very own copy by sending \$15 to Joe at the following address:

Joe Santulli/Digital Press

44 Hunter Place

Pompton Lakes, NJ 07442

Tell him you read about it in *Tips & Tricks!*





MORTAL KOMBAT 3

Play as Smoke

When the MK3 logo appears at the beginning of the game and you hear a gong, press A, B, B, A, Down, A, B, B, A, Down, Up, Up. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

Endurance Mode

At the main menu, highlight the words "Start Game", hold the A and C buttons and press START. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press START to register for the battle, then use Left and Right on the D-pad to choose a fighter for each box in the line-up. Press B to choose a fighter at random for the current box, or hold Up and press START for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

Secret Cheat Menu

At the main menu, press A, C, Up, B, Up, B, A, Down. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game. "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the START button. Also at the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the START button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is C, Right, A, Left, A, Up, C, Right, A, Left, A, Up, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the LOW KICK button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the LOW KICK button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

MUTANT LEAGUE FOOTBALL

Passwords

Darkstar Dragons: FMK3XYS1Q
Deathskin Razors: 1CK111111H
Icebay Bashers: 2CK111111D
Killer Konvicts: HGK111111J
Midway Monsters: 3CK111111F
Misfit Demons: JH111111G
Psycho Slashers: GMK111111D
Rad Rockers: 5CK111111M
Road Warriors: BDK111111J
Screaming Evils: KKK111111L
Sixty Whiners: CBK111111J
Slaycity Slayers: LJK111111M
Terminator Troz: MLK111111J
Turbo Techies: NMK111111Q
Vile Vulgars: 4CK111111L
War Slammers: DCK111111Z
Kill the Referee
Press A, C, C as the team lines up.

MUTANT LEAGUE HOCKEY

Password

Play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship by entering 3BF2XLBKRRSL.
Playoffs—Llars vs. Slayers:
PBXTTYPKSQP7B
Monster Cup Championship—Trolz vs. Bots:
GVSLBN3J8B4KG
Monster Cup Championship—Things vs. Slammers:
BCV6CMW7DNXF8

NBA JAM

Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmell: Enter MJ, highlight T, hold START and press A.

Sal DiVita: Enter SA, highlight L, hold START and press C.

Jamie Rivett: Enter RJ, highlight R, hold START and press B.

Bill Clinton: Enter AR, highlight K, hold START and press A.

Al Gore: Enter NE, highlight T, hold START and press B.

Warren Moon: Enter UW, highlight "■" (the space character), hold START and press A.

George "P-Funk" Clinton: Enter DI, highlight S, hold START and press C.

Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press A, then press and hold A, B and Down until the tip-off.

"Juice Mode": Press A 13 times, then press and hold B and C until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 14 times.

Power-Up Defense: Press A five times.

Power-Up Turbo: Press A 13 times, then press and hold A, B and C until the tip-off.

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

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

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press C.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press C; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "■" (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B.

Jazzy Jeff: Highlight "J", hold START and press C; highlight "A", hold START and press A; highlight "Z", hold START and press A.

Fresh Prince: Highlight "W", hold START and press C; highlight "I", hold START and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold START and press A; highlight "R", 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 "J", 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 Gaskie: 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.

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, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right

Max. Power: Right, Right, Left, Right, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, 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, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Left, 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, Down

Speed Up: Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: 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.

NFL SPORTSTALK '93

San Francisco 49ers Passwords

Week 2: 4W1DCB8DD

Week 3: 4W1FFB8DD

Week 4: 4W1GKB8DD

Week 5: 4W1HTB8DD

Week 6: 4W1JTB8DD

Week 7: 4W1KTB8DD

Week 8: 4W1LTB8DD

Week 9: 4W1MTB8DD

Week 10: 4W1NTB8DD

Week 11: 4W1PTB8DD

Week 12: 4W1QTB8DD

Week 13: 4W1RTB8DD

Week 14: 4W1STB8DD

Week 15: 4W1TTB8DD

Week 16: 4W1VTTB8DD

First Round Playoffs: 4W1V??BDD

NFC Championship: 4W1X??FDD

Super Bowl: 4W1Y??FKDD

NHL '95

30-Second Periods

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.

NHL HOCKEY

Skate Through the Crowd

Start a two-player "teammates" game with penalties turned on. If your player is called by the referee as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience.

OUTLANDER

Level Passwords

Level 1: FBY1QZFQ240Q0

Level 2: 89D020JCY8C28

Level 3: P69HOSK7YCKCX

Level 4: TZZY2159Q9YK8D

OUTRUN

Cheat Menu

At the first title screen, press START, then press the A button 11 times, press B three times and press C eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:

Mode 1: You can drive through your opponents' cars without collisions.

Mode 2: You can drive even after the timer runs out.

Mode 3: Combines the effects of Modes 1 and 2.

Mode 4: The programmers' debugging codes appear on the screen.

Mode 5: Combines the effects of Modes 1 and 4.

Mode 6: Combines the effects of Modes 2 and 4.

Mode 7: Combines the effects of Modes 1, 2 and 4.

Mode 8: ????

Mode 9: Combines the effects of Modes 1 and 8.

Mode 10: Combines the effects of Modes 2 and 8.

Mode 11: Combines the effects of Modes 1, 2 and 8.

Mode 12: Combines the effects of Modes 1, 4 and 8.

Mode 13: Combines the effects of Modes 2, 4 and 8.

Mode 14: Combines the effects of Modes 1, 2, 4 and 8.

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 PCJRDWPW at the password screen to play Pac Jr.

Sound Test

Enter SO*NDPT.

Pattern Test

Enter P**TRN.

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 code "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

PGA TOUR GOLF II

Never Drop a Shot

When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

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:

ITBDBIA—Port of Citadel

NCOOKIE—Citadel to Port

RITAZIM—Port to Citadel

JESSICA—Citadel to Mountains

ALEXISK—Port to Mountains

SCOOBYD—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.

PITFALL: THE MAYAN ADVENTURE (32X)

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.

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.

RBI '94

Tengen Team
Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team.

RED ZONE

Mission Passwords
Mission 1: ACCBCABBAB
Mission 2: ABACBCBABA
Mission 3: ACCBCABBCA
Mission 4: ABACBCBACC
Mission 5: BAAABBCBBB
Mission 6: ABBAACAABCA
Mission 7: BAAABCAAAA
Mission 8: ABBAACAACAC
Mission Passwords & Invincibility
Mission 1: BAAABAACBBA
Mission 2: ABBAACBCBC
Mission 3: BAAABAACBBA
Mission 4: ABBAACBCAC
Mission 5: BAACAABAACA
Mission 6: ABBAACAACCC
Mission 7: BAACAABAABA
Mission 8: ABBAACAACBC
Secret Asteroids Game
Enter the password ABCACACBCAC. 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 these 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

ROAD RASH II

First Place Passwords
Level One
00D8 110N: ALASKA / \$2,000
00DH 101B: HAWAII / \$3,000
035P 1130: TENNESSEE / \$4,000
02JO 117G: ARIZONA / \$5,000
02U9 10FS: VERMONT / \$6,000
Level Two
05BH Q10S: ALASKA / \$3,250
03BB 1M1V: HAWAII / \$5,250
041Q AN33: TENNESSEE / \$7,250
05RB 2N73: ARIZONA / \$9,250
06IR QMFC: VERMONT / \$11,250
Level Three
08DA 3N0P: ALASKA / \$4,500
0AUB 3M1D: HAWAII / \$8,500
06A4 3C30: TENNESSEE / \$12,500
08T4 RD7M: ARIZONA / \$16,500
0DE5 RCFB: VERMONT / \$20,500
Level Four
0G04 KCOK: ALASKA / \$11,500
09ET C918: HAWAII / \$17,500
0DQD 493Z: TENNESSEE / \$23,500
04JT 497E: ARIZONA / \$29,500
0NGD 49FE: VERMONT / \$35,500
Level Five
0QQT 590V: ALASKA / \$18,500
0FGL 5J13: HAWAII / \$28,500
0M44 5J3L: TENNESSEE / \$38,500
01UK 5170: ARIZONA / \$48,500
25U5 5JFD: VERMONT / \$58,500
Secret Bike
At the title screen, hold Up+A+C and press START. Now you can choose the secret bike, the Wild Thing 2000.
Start with any Bike
Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then

pick a one-player game and hit START. Now you can choose any bike from the shop.

ROBOCOP VS. THE TERMINATOR

MA-17 Code
Press C, B, A, B, B, A, B, B, C, B, C, C, B, C, B, C, A, C, C, A, A, B, B, B, A, C, A while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.
4 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, 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, B while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."
Immortality Level
Once you've entered the "TurboCop" code, 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.

SHAO 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, 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 "Shurikin" [sic]. Next, move up to the "Shurikin" [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 "JAPANESEQUE," "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.

Suicidal Demo

At the gameplay demo, press and hold A, B and C. Sonic will run into things and die.
1-Up Loop
In Level 1-2, get the 1-Up on top of the loop-de-loop, then get the invincible stars and jump over the lamp post. For an additional 1-Up, collect over 100 rings; then throw yourself onto the spikes and repeat until you have lots of lives.

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
Press Up, Up, Down, Down, Up, 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, including 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 at the Sound Test screen.

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.

SPACE HARRIER (32X)

Arcade Mode
When the Sega logo appears, hold A+C and hit START on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start." Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

SPIDER-MAN (VS. THE KINGPIN)

Cheat Code
At the options screen, put Spidey next to the "Level" option, press and hold START on Controller 2, then press and hold A, B and C on Controller 1. While holding those buttons down, point the D-pad on Controller 1 Up, then diagonally in the Up/Right position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press START to pause, then press A to refill your web fluid, B to refill your health meter, C for five seconds of invincibility or A+B+C to warp to the end of the current stage.

SPIDER-MAN: WEB OF FIRE (32X)

Cheat Mode
Note: You need a six-button controller to use these cheats. While the Sega logo is on the screen, press Up, Right, Left, A, Z, Y. You'll hear breaking glass to confirm the code. Now you can get a stage-select/sound test menu at any time by pressing X. Press Y during gameplay to freeze the screen and see the programmers' debugging coordinates, or press Z to max out your energy, web fluid, lives and Daredevil symbols.

STAR WARS ARCADE (32X)

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.

STEEL EMPIRE

Stage Select
Go to the Options menu and highlight "Sound Test." Press A to listen to the sounds in this order: Sound 1, Sound 1, Sound 9, Sound 2. A round select option will appear at the bottom of the screen.
100 Ships
Go to the Options menu and set up the options as follows: Difficulty—Hard, Ships—2, Continues—1. Now move to the Sound Test, select Sound 65 and press A. You won't hear any sound, but when you start the game you'll have 99 ships in reserve.
Weapon Power-Up
Set up the options as follows: Difficulty—Hard, Ships—3, Continues—2. Now move to the Sound Test, select Sound 77 and press A. You won't hear any sound, but when you start the game you can gain Level 20 firepower by pressing B on Controller 2 while the game is in progress.
99 Bombs
At the ship select screen—the one that lets you choose between the biplane and the zeppelin—press C, A, C, A, START, B on Controller 2. Now you'll start the game with 99 bombs in reserve.

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 (on Controller 2) 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

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

SYLVESTER AND TWETYNY 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, C, A, Up, C, 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, C, A, B, C, Down and unpause 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.

T2: THE ARCADE GAME

Level Select
At the title screen, press Up, Down, Left, Right, Up, Down, Left, and Right. You'll hear "excellent." When you start to play, press START to



pause the game, then simultaneously press B and C to skip that stage.

Unlimited Firepower

Use a rapid-fire controller to fire the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

TAZ IN ESCAPE FROM MAR'S

Cheat Menu

When the Sega logo appears, 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 pressing 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 unpaue. 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 unpaue the game.

TINY TOON ADVENTURES

BUSTER'S HIDDEN TREASURE

Passwords

- Level 5: MMBK DDLL DLBB LDDT LDTG
- Level 6: HUBB DDDD DDBK DDLL LDTN
- Level 7: UBBD DDLL DLBB LLLL LDDQ
- Level 8: YBBB MDLL LLBB DDLL LDMQ
- Level 10: ZBBB TGDL DLBB TLDD LLNG
- Level 11: PBBB TKLD DLBB TGDL DLNV
- Level 12: YBBB TZDD DLBB TKDD LDNT
- Level 13: QHBB TZGL LLBB TZDL LDZM
- Level 14: MHBB TZKD DLBB TZGD LLTM
- Level 16: ZBBB TZBG DDBB TZBD DLRR
- Level 17: PRBB TZBK DLBB TZBG DORZ
- Level 18: YRBB TZBB DDBB TZBK LLRG
- Level 19: ZRBB TZBQ DLBB TZBB DLRX
- Level 20: ZHBB TZBQ DDBB TZBW DLHY
- Level 21: VNBB TZBQ KLBB TZBQ GLUY
- Level 22: KJBB TZBW ZLBB TZBW KLMM
- Level 23: XJBB TZBW ZGBB TZBW ZLBT
- Level 24: JJBB TZBW ZGBB TZBW ZLBT

TOMMY LASORDA BASEBALL

Erase Third Strike

If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press START several times before you get it to register. Now press C to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strike-out had never happened.

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. 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 ar not guaranteed victory.

All The Moves

Enter the password MRBUCKEYE. 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.

TOY STORY

Invincibility

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toolbox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toolbox and hold Down on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

Stage Skip

At the start of the game, wait for the Toy Story title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing A, B, Right, A, C, A, Down, A, B, Right, A. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit START and press A while the game is paused to warp immediately to the end.

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 "JOOLES" 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 Rigs: CNHLGBR4NB
- Inside Main Oil Rig: ZLGBWD3PF2D
- Mexico: BWDR6MJYNN
- San Francisco: NDR63P7VZLT
- Alcatraz: H63PMTJ45YL
- New York: LPMJ7V5XFZR
- Las Vegas: GJ7V74FKYNN
- Casino: BVT45XYCZLT
- Vegas Underground: WR63PMT45YL

Special Passwords

To begin the game with 10 lives and no co-players missing, enter the password YCZ9NHLGB7.

To begin the game in Mexico with 16 lives, enter the password 9G6T9BR653V.

VALIS

Sound Test

At the title screen, simultaneously press and hold A, B and C, then press START. When the music selection screen appears, use any button to change the music.

VALIS 3

View Cinema Displays

At the title screen, hold A, C, Up and Left, then press START.

Stage Select

At the title screen, hold Up, A, B and C, then press and hold START. When a black screen appears, release the buttons and the stage select menu will show up.

VECTORMAN

Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky: 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press START to pause, enter the code, then press START to unpaue. Try the following codes while the game is paused for different effects:

- ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)—Refill your energy counter at any time.
- BALL or BALD (B, A, Left, Left or B, A, Left, Down)—See the programmers' debugging coordinates.
- ABACABB (A, B, A, C, A, B)—Five dots will appear around Vectorman and follow him wherever he goes.
- DRACULA (Down, Right, A, C, Up, Left, A)—When you get hit, the game will slow down in order to help you to recover safely.
- CALL A CAB (C, A, Left, Left, A, C, A, B)—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

Super Cheat Menu

At the Options menu, press A, B, B, A, Down, A, B, B, A. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

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.

WIZ 'N' LIZ

Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password TCDT GBBS. Other interesting passwords include BBBB BBBB, TTTT TTTT, CBSK LGQD and MQHS PKDN. The password MGTP 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 "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

WOLVERINE: ADAMANTIUM RAGE

Passwords

- Level 2: MARIKO
- Level 3: SILVER FOX
- Level 4: DEPARTMENT H
- Level 5: MADRIPOOR
- Level 6: ASANO
- Level 7: THE HUDSONS

WWF RAW (32X)

Secret Character

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.

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, Up, Down, Left, Up

Earthquake effect—Right, Left, Right, Right, Up, Right, Left

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

Sound Test

Press 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, Ickman 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.

Level Skip

Pause the game and press Left + C. Then press Up, Left, Down, Down, then simultaneously press Right and C.

New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press Right and C. Pause the game and simultaneously press Left and C.

Invincibility

Pause the game. Simultaneously press Up and B. Press Up, Right, Down, Up, Right, Down, Down, Up, B. Unpause the game and pause it again. Simultaneously press Up and B again.

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, Left, A, Right, Down. Repeat the code whenever necessary.

Level Select

Hold START, then press C, Right, A, B, 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.



3D LEMMINGS

Stage Select

To start at any stage in *3D Lemmings*, choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press X; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords: SPACEAAA—Space movie
EGYPTAAA—Egyptian movie
ARMYAAAA—Army movie
MAZEAAAA—Ending sequence
When you highlight "End" and press X, the scene you selected will appear.

ADIDAS POWER SOCCER

Dream Team

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

AGILE WARRIOR F-111X

Invincibility

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, ○. **Maximum Fuel and Armor**
Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, ○. **All Weapons=999**

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2, L2. **Toggle Minimum Speed**
Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, X. Now your minimum speed is zero; hold L1 to hover.

Hidden Camera Angles

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, Up, Down, Left, Right. Enter this code repeatedly for new views.

Mission Complete

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, Down, Down, Down.

"Dancer" Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, Down, X, Down, X, Down, X, Down, X, Down, X. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the OPEN button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the L and R buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

AIR COMBAT

Secret Loading Screen

Hold the R1 and ○ buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

Hidden Game

When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right. A tiny picture of a Fygar—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower

left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and ○) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the R1 button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what.

999,999,000 Credits

At the special CD loading menu, quickly press Down, ○, △, △, △, ○, △, ○, △, then press ○+△ simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from *Dig Dug* appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wingman available.

Different-Colored Ships (1P Mode)

At the CD loading menu, press Up, Down, Left, Right, Up, Down, Left, Right, R1—continue to hold the R1 button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press Left, Right, Left, Right, Down, Up, Down, Up, ○, ○, △, △, △—continue to hold the △ button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.

Extra Wingmen

At the CD loading menu, hold the R1 button and press START 10 times (continue to hold START after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "G0LVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LVL34.") Highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "G0LVL35", you'll see the video sequence from the end of the game.

Cheat Mode

Enter the special cheat password "1G0TP1NK8C1DB00T50N", highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

ASSAULT RIGS

Access All Weapons

During the game, quickly press Left, Right, Left, Left, Right, Left, Right, Up, Down, Up, Down, Up, Down, Down. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever you feel the need to refill your ammo supply.

Invincibility

Also during the game, quickly press Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank

cannot be harmed. Note: This code will not work while the game is paused.

Level Codes

- Welcome—○○○○○○○
- Next Gen—○□×△□
- This Way—△□□□○△
- JoyJoy—△□□△○△
- Noddy—□△△×△
- Wastelands—△□□○×□
- Vertigo—×□□□○△
- Gem Tower—△□×□□△
- Bridge—□□□×□×
- Obliterate—△□○□×□
- Arena—△△×□○□
- PBM—○□□△○△
- Ramps—△□□×□△
- Oasis—△△×□□×
- Halls—○×△△△△
- Coaster—○□□○□□
- Mine—△△□○□□
- Look-Up—□○□□△△
- Deadline—××□□△○
- Fort—×□×△□△
- Stairway—△□□△△△
- Park A Lot—□□□△△△
- ZamCam—○××××△
- Shoote—△□□△△△
- Wild—△□□○□□
- Oil Rig—□○□×□×
- Rightway—×○□□□□
- Waste2—□□□□□□
- Dodge—△□□○□□
- Air—○□○×□□
- Jump—○□×△○△
- Room 101—△□□○□×
- Firepower—××△××□
- Wave—×○□□□□
- Push Off—○□×△×△
- Perimeter—×△×××□
- Spiral—×△×△□□
- The Castle—□□□□×□
- Fortress—□□×××△
- Lifts Ahoy—△×△○□×
- Push Me—○×△○□□

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs

During a game of *Double Header*, press the START button to pause, then grab Controller 2 and press △, □, X, ○, ○. You'll hear a piano sound. Next, press the L1 button (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again; when you press L1, you'll hear the word, "Safe!"

Skip Innings

To advance through a game quicker, press the START button to pause, then press △, □, X, ○, ○, ○ on Controller 2. You'll hear a piano sound. Next, press the X button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press X on Controller 2 to change the inning number, then press START to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

Computer Control

To give the computer control over your team, pause the game and press △, □, X, ○, ○, ○ on Controller 2. After you hear the piano sound, press the L2 button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

BATTLE ARENA TOSHINDEN

Boss Codes

To play as Gaia:

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

To play as Sho:

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

To choose the alternate-color version of Gaia or Sho, press SELECT before you hold the appropriate direction on the D-pad as described while choosing each character.

Easy Desperation Moves

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

Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right:

- Eiji: ↑↑↑↓↓←←→→+○
 Kayin: →↓←→←→←→+○
 Sofia (1): →↓←→←→←→+△+X
 Sofia (2): ↓↓←→←→←→+△+○
 Rungo: ↑↑←→←→←→+△+○
 Fo (1): →↑←→←→+△+○
 Fo (2): →↓←→←→+△+○
 Fo (3): ×△○←→←→+△+○
 Mondo: →↑↑←→←→+△+○
 Duke: ↓↓←→←→+△+○
 Ellis (1): →↑↑←→←→+○
 Ellis (2): ↓↓←→←→+△+○
 Gaia: ↓↓←→←→+△+○
 Sho: ↓↓↑↑←→←→+△+○

The "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ←+X on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the SELECT button and pressing all four L and R buttons at exactly the same time.

Easy Special Attacks at Any Difficulty Setting

Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press →←→+□ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy".

Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the L and R buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:
 L1: Rotate counter-clockwise
 L2: Tilt backward
 R1: Rotate clockwise
 R2: Tilt forward



To access additional camera controls, press the **START** button to pause the game. While the "Pause" menu is on the screen, hold all four action buttons (**X**+**△**+**○**) and press the **SELECT** button once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press **SELECT** one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

- L1: Pan left
- R1: Pan right
- D-pad Up: Pan up
- D-pad Down: Pan down
- L2: Zoom in
- R2: Zoom out

Pressing the **SELECT** button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press **SELECT** on Controller 1 to toggle between the rotate/tilt camera controls and the pan/zoom controls.

BOGIEY DEAD 6

Secret Camera Angle

Choose your fighter at the plane select screen; then, when the "Now Loading..." message appears, press and hold **L1 + L2 + R1 + R2**. When the game starts, press **SELECT** to cycle through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

Access All Fighters

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

Access All Missions

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

BUST-A-MOVE 2: ARCADE EDITION

Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press **Left, Right, R1, R2, L2, L1, Up, Down**. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the **X** button as quickly as you can. Pressing **X** four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the **X** button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

Another World

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

Character Select

If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press **Left, Left, Up, Down**, then press **L1+L2+R1+R2** simultaneously. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character,

then press any of the four action buttons to continue. You'll still see the Bubby character at the map screen, but when the game starts, you'll be playing as the character you chose.

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, ○, Up, Down, Up, Right, △**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.

Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so: **↑ → ↘ ↓ ← ↶ ↑ ↷ ↘ ↓ ← ↶ ↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected:

△△△△××△△
△△×△△△△△
△○△△××××

DESCENT

Turbo Mode

At any time during gameplay—not while the game is paused—press **△, ○, ○, ○, ○, X, X, X, ○, △, △, X**. You'll hear a woman's voice say, "Cheater!" and the words "Turbo Mode On" will appear at the top of the screen. Now the gameplay is much faster. To turn Turbo Mode off, simply enter the code again.

Shield Recharge

Also during gameplay—not while paused—press **△, △, X, ○, △, ○, △, X, X, △, X, X, ○, △, △, X, △, △, X, △**. You'll hear a woman's voice say, "Cheater!" and the words "Shields Recharged" will appear at the top of the screen, indicating that all damage to your shields has been repaired. Repeat this code whenever necessary to keep yourself alive.

Bright Display

If you're having trouble seeing in the darkness of *Descent's* corridors, try this code during gameplay (not while paused): **△, △, ○, △, △, X, ○, △, △, X, △, △**. You'll see the screen colors change dramatically, giving you a better look at your surroundings.

Invincibility

At any time during gameplay—not while the game is paused—press **△, △, ○, △, △, △, ○, ○, △, △, △, X**. You'll hear a woman's voice say, "Cheater!" and the words "Invulnerability On" will appear on the screen. Now you can't be harmed. To turn this cheat off, simply enter the code again.

Access All Keys

Also during gameplay—not while paused—press **△, X, ○, △, X, △, △, X, △, X, △, X, △, X**. You'll hear a woman's voice say, "Cheater!" and the words "All Keys!" will appear at the top of the screen, indicating that you can go through any door in the current level.

Access All Weapons

If you're tired of searching for special weapons, try this code during gameplay (not while paused): **△, △, ○, X, △, △, X, △, △, X, ○, △**. The words "Mega-Wowie-Zowie!" will appear on the screen; now you have a surplus of every special weapon in the game.

Stage Select/Extra Difficulty Levels

Enter the following code at any time during gameplay (but not while the game is paused): **△, △, △, △, ○, ○, △, △, ○, △, △**. The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have become available, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen,

you can move around and start the game at any stage, including the secret levels.

DESTRUCTION DERBY

Hidden Photo

At the "piracy" warning screen at the beginning of the game, press and hold **L1 + Left + ○**. After the Psynosis owl appears, the Reflections logo will be replaced by a photo of the game's design team.

Hidden Track

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

Opponent Select

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track.

Invincibility

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

DOOM

Cheat Codes

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

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

Lots of Goodies: **X, △, L1, Up, Down, R2, Left, Left**
All Powerful Mode On (Invincibility): **Down, L2, △, R1, Right, L1, Left, ○**
X-Ray Vision: **L1, R2, L2, R1, Right, △, X, Right**

Level Warp: **Right, Left, R2, R1, △, L1, ○, X** (press **Left** or **Right** to change the stage number.)

FINAL DOOM

Cheat Codes

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

GOAL STORM

Easter Island Heads

When the words "Press Start" appear on the title screen, quickly press **Up, Up, Down, Down, Left, Right, Left, Right, △, ○**. You'll hear the crowd cheer to confirm the code. When the game starts, you'll see that all of the players on your team have giant Easter Island heads of stone. Note: If both Player 1 and Player 2 enter the code at the title screen, then both teams will get the funky heads.

Invincible Players

At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, △, △**. You'll hear the crowd roar to confirm the code. Now when you start the game, press **SELECT** to change the camera angle. You'll find that—in addition to the standard three camera angles—there is a new camera setting that takes you slightly closer to the action. When you play with this new camera angle, only one or two players will be visible on the field. The rest of the players are still there, however.

GUNSHIP

Invincibility

Listen to the mission briefing and begin the game. At the Loading screen, when you see

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

IN THE HUNT

Stage Select

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

Infinite Continues

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

INTERNATIONAL TRACK & FIELD

Secret Surprises

- In the Long Jump or Triple Jump, if your jump is exactly 1.11 meters, 2.22 meters or 3.33 meters, a mole will appear from the ground.

- In the Shot Put, if your throw is exactly 1.11 meters, 2.22 meters or 3.33 meters, a dinosaur will appear behind the crowd.

- In the Hammer Throw, if your throw is exactly 1.01 meters, 21.21 meters or 35.35 meters, a balloon will appear from the crowd.

- In the Discus Throw, if your throw is exactly 1.01 meters, 21.21 meters or 35.35 meters, a flock of pigeons will appear in the sky.

- In the Javelin Throw, if you throw with maximum power at an angle of over 60 degrees, you'll hit a U.F.O., which will fall into the stadium.

- In the High Jump, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a blimp will appear during your third jump.

- In the Pole Vault, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a space shuttle will appear during your third jump.

Skimpier Swimsuits

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

JUMPING FLASH!

Stage Select

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

KRAZY IVAN

Stage Select

At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press **Right**, but before the Japan mission information appears, press **X + Down/Left** on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

LOADED

All the Cheats

At any time during the game, press the **START** button to pause. When the pause



menu appears, hold the L1 and L2 buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the pause menu:

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

HEALTH: Right, Right, Left, Down, Down, Up, Δ, O. Use this option to refill your energy meter.

POWER: Right, Down, Right, Δ. This option will power-up your weapon.

LIVES: Left, Down, Right, Δ, X, O. This option gives you one extra life each time you press the button.

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

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing R1 once, Δ six times, X six times and O nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press X, O, Δ, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu.

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

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

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

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, in-

cluding "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

- Fatality 1—Press Δ when "Finish Him/Her" appears.
- Fatality 2—Press O when "Finish Him/Her" appears.
- Animality—Press L2 when "Finish Him/Her" appears.
- Friendship—Press R1 when "Finish Him/Her" appears.
- Brutality—Press □ when "Finish Him/Her" appears.

NBA JAM T.E.

Secret Characters

To access a secret character, hold the L1 and R1 buttons and enter the initials and birthdates as follows:

- Bill Clinton—BIL Jun 3
- Hilary Clinton—HIL Nov 6
- Prince Charles—CHA May 4
- Heavy D—HEA Jan 9
- Jazzy Jeff—JAZ Oct 9
- Fresh Prince—FRS Feb 2
- Frank Thomas—FNK Jan 8
- Larry Bird—LAR Jan 15
- Benny the Bull—BEN Sep 20
- Charlotte Horner—HOR Jan 12
- Minnesota Timberwolf—WOR Mar 7
- Phoenix Suns Gorilla—APE Apr 2
- Adrock—ADR Apr 6
- MCA—MCA Apr 9
- Mike D—M D Jul 1
- Moore—MOE Jun 8
- Gordon—GOR Jul 3
- Renaldo—REN Feb 4
- Shelley—SHY Jun 8
- Blaze—BLZ Jan 14
- Turmel—TUR Jan 31
- DiVita—DIV Jul 3
- Goskie—GOS Jan 6
- Rivett—REV Jul 6
- Carlton—CAL Mar 25
- Liptak—LIP Jan 14
- Magic Hair—STH Dec 8
- Kirby—GHR Dec 18
- Moon—JAY Aug 24
- Falcus—JAS Nov 16
- Snake—SNK Jun 15
- Hill—ZIG Apr 7
- Catling—CAT Jan 2
- Hutchinson—BAR Apr 9
- Falcus—DAZ Aug 6
- Hodgson—HOG Dec 31
- Tunnicliff—SAT May 7
- Whitaker—JAX Mar 1
- Muskett—MUS Dec 24
- McHugh—BAA Jul 19
- Higgins—TOM Feb 19
- Gray—ROB Feb 23
- Feinstein—DAN Jan 2
- Burgess—LIZ Aug 7
- Gunter—GUN Jan 11
- Rosen—SAW Apr 10
- Wanat—WAN Jun 10
- Chaudhri—CHD May 5
- Gow—GOW Jun 17
- Thienvanich—THI Nov 1
- Kuby—KUB Apr 14
- DeLucia—DEF Oct 19
- Samulski—AIR Jan 21

Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the SELECT button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the line-ups with the SELECT button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

Power-Up Codes

Just like all of the other versions of *NBA JAM*, the PlayStation *Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's

match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage: ↑↑↓↓Δ

Powerup Dunks: ←→X○○X

Powerup Defense: →↑↓↓↑↑

Powerup 3-Pointers: ↑↓←→←↓↑

Powerup Fire: ↓→→△←

Quick Hands: ←←←→→

Max Power: →→→←→X→

High Shots: ↑↑↓↑↓↑↑○○○↓

Push one opponent and both fall: ↑↑↑↑

←←←○○○

Push one opponent and only his teammate falls: ↑↑↑↑←←←○○○

△○○○○○

Huge Mode: △X△X△X△X△X△X△X

X

Big Head: △□X○○□X○

Mammoth Head: ○X○△○X○△○X○

△○○X△△

NBA SHOOT OUT

All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press R1, L1, R1, L1, R2, L2, R2, L2. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press R1, R1, R2, R2, L1, L1, L2 at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the L1, L2, R1 and R2 buttons. The distracting game statistics will disappear.

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

"Rally" Tracks

With the cheat password in place, highlight any track and hold the L1 and R1 buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

Machine Gun Horn

Choose Head-to-Head mode at the Race Type screen, select your vehicle, then pick your computer opponent's car. After selecting the enemy vehicle, press and hold L1, O, □ and diagonally Up/Left on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise will sound like a machine gun.

NFL GAMEDAY

Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the SELECT button to access the memory card screen. Press SELECT again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press SELECT; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense
DEFENSE—Gives you a high-powered defense
JUICE—Gives you a more powerful "speed burst" from the X button when running
STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier...and hang on to them when you get hit

BIG BOYS—Makes the linemen look bigger
CANNON.ARM—Lets your quarterback throw farther

STEROIDS—Players fly farther when hit
CRUNCH.TIME—Injuries happen more frequently

PICK.CITY—Interceptions are easier
SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

MAYHEM

URNOTREDE

EEGGCODE13

EEGGCODE14

EEGGCODE15

PO'ED

Refill Health / Ammo

While in Foot mode, press □ + L2 to do a backflip. While you're in the air, press Down + X + R2 to refill your health meter or Right + X + O to refill all weapon ammo.

Access All Weapons

During the game, press □ + SELECT to view the map and press Left to rotate the map until your character arrow is pointing at you. Next press START; while the arrow is rotating back, press L1 + □ + X + O. Press SELECT to exit the map mode and you should have all of the weapons in your inventory.

Invincibility

You must have the drill weapon in your inventory for this cheat to work. Press Δ to call up the weapons menu, highlight the frying pan and press Δ two more times; you should be back at the weapons menu. Now press O + R1 and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible.

Stage Select

At the main menu, press L1 + L2 + R1 + R2 + Up and release. Press O to start a new game; when the difficulty select menu appears, press L1 + L2 + R1 + R2 + Down and release. The stage-select menu will appear after you choose a difficulty setting.

See the Ending

Press X at the main menu to enter the Load Game screen. Press Right + O, then Δ, then Left + □, then Δ. You'll warp to the ending sequence.

Fall Through the Floor

In Jet Pack mode, stand over any dead enemy and press Δ to call up the weapons menu. Now hold L1 and point the D-pad diagonally Down/Right. If you're not on the lowest level of the current stage, you'll fall right through the floor.

Fart Trick

Press X at the main menu to enter the Load Game screen. Press L1 + L2 + R1 + R2, then exit the Load Game screen and start a game. Now the "butt" creatures will make farting sounds.

PROJECT: OVERKILL

Secret Cheats

Note: To enter a cheat code, press START to pause, then highlight "Music Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.



- "Cloak" Stealth Mode—Hold Δ , press \square , \circ , \square , release Δ , hold X , press Δ , Δ , release X .
- Extra Speed—Hold Up, press Δ , Δ , Δ , release Up, hold Down, press X , \square , \square , release Down.
- Shield—Hold Right, press \circ , \square , Δ , release Right, hold Left, press \square , \square , X , release Left.
- Refill Health—Hold \square , press \circ , X , Δ , release \square , hold \circ , press \square , X , Δ , release \circ .
- Refill Ammo—Hold \circ , press \square , release \circ , hold Δ , press X , release Δ , hold \circ , press X , release \circ , hold X , press \square , release X .

THE RAIDEN PROJECT

Mission Select
Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold L1 + L2 + R1 + R2 and press START. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

RAYMAN

Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture-in-Picture
Here's a weird code that Ubi Soft put into Rayman just to show off what the PlayStation is capable of. During the game, press START to pause, then hold the R2 button down and press \circ , \circ , Left, \circ , \circ . A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

Full Power-Up + 99 Lives
Press the START button to pause the game, then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then release the buttons in this order: L1, L2, R2, R1. Next, press and release \circ , then press and continue to hold Left, \circ , \square , then Δ . Finally, release the buttons in the following order: Left, Δ , \square , \circ .

RESIDENT EVIL

Rocket Launcher
If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

Special Key
In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RIDGE RACER

Title Screen Tricks
If you hold L1 + R1 at the title screen, you can manipulate the flag as follows:
D-pad Up: Tilt back
D-pad Down: Tilt forward
D-pad Left: Rotate clockwise
D-pad Right: Rotate counter-clockwise
 \square : Spin left
 \circ : Spin right
 X : Zoom in
 Δ : Zoom out
START: Make the flag transparent
Rotate Cars
At the Car Select screen, use the L1 and R1 buttons to change the speed and direction in which the car is rotating.
Extra Cars
If you earn a "perfect" in the Galaxian loading game by destroying all of the enemy

ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks
When you have completed the whole game—time trials and all—you'll learn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

Mirror Mode
When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

Galaxian 13
The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

RISE 2: RESURRECTION

Boss Codes
Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.
Vitril—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.
Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.
Assault—Right, Up, Up, Right, Down, Right, Up, Up.
Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.
Anil 8—Up, Right, Down, Right, Right, Up, Left, Up.

SHELLSHOCK

Cheat Menu
Access the main title screen and press Up, Down, Left, Right, Down, Down, Right, Right, \square . You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press Left or Right at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.

Invincibility
Start a game, then—as soon as you're in the tank—press SELECT and choose "Abort Game". When the title screen appears for the second time, press Up, Up, Down, Down, Down, Right, Right, Δ . You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge; it will go down when you get hit, but when it runs out it will fill right back up again.

SKELETON WARRIORS

Invincibility
At any time during the game, press START to pause, then press Down, \circ , \square , \square , Up, X . Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Big Head Mode
Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the L1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; now all of the players have swelled heads.
Small Player Mode
As above, get to the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the R1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players are now tiny.

Shot Percentage Indicator
As above, get to the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately press and hold the L1 button until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

SLAMSCAPE

Invincibility
During the game, hold the SELECT button and press \square , \square , \square , \square , \square , Δ .
Level Passwords
Uraniumania— $\Delta X X \square \square \Delta X \Delta$
Repsychler— $X \square \square \square \square \square X$
Endless Bummer— $X \Delta X \square \square \square X$
Viva Los Vagrantes— $\square \Delta X \Delta X \square \square \Delta$
Movie Passwords
Entrance to Uraniumania— $\square \square \square \Delta \Delta \square \Delta$
 Δ
Entrance to Repsychler— $\square \square \square X \Delta X \square$
Entrance to Endless Bummer— $\square \square \square \square \Delta X \Delta$
Entrance to Viva Los Vagrantes— $\square \square \square X X X \square \square$
Game Over/Death— $\square \square \square \square \Delta \square X \square$
Game Over/You Win— $\square \square \square \Delta X \Delta X \square \square$
Credits— $\square \square \square \square X \Delta X \Delta$
Exit (quit)— $\square \square \square \square \Delta \Delta X \square \square$

STARBLADE ALPHA

Rapid Fire
At the title screen, press Up, Up, Down, Down, \circ , Δ , \square while the title letters are flying together; you'll hear a muffled explosion sound. Begin your game and press the X button to access the rapid-fire laser.

STREET FIGHTER ALPHA

Secret Characters
To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.
M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then $\square + \Delta$ simultaneously.
M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then $\square + \Delta$ simultaneously.
To choose the alternate-color Bison, end the code by pressing $X + \circ$ simultaneously instead of $\square + \Delta$.
Akuma (Player 1)—Hold the L2 button and press Left, Left, Left, Down, Down, Down, then $\square + \Delta$ simultaneously.
Player 2—Hold the L2 button and press Right, Right, Right, Down, Down, Down, then $\square + \Delta$ simultaneously.
To choose the alternate-color Akuma, end the code by pressing $X + \circ$ simultaneously instead of $\square + \Delta$.
Dan (both players)—Hold the L2 and R2 buttons and press Δ , \square , X , \circ , Δ .
To choose the alternate-color Dan, hold L2 and R2 and press Δ , \circ , X , \square , Δ .

STREET FIGHTER: THE MOVIE

Play as Akuma
This cheat works in all modes except the "Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 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.

TEKKEN

Galaga Secrets
To continue playing the Galaga loading game as many times as you wish, just press

the SELECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the Δ button gives you rapid-fire.

Double Ships
There are two ways to get twin ships in the mini-Galaga game.
Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.
Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, Δ and X on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya
To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego.

Play as the Boss
You've probably noticed the extra characters that you can earn in Tekken by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

Hidden Character Demos
With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:
Kazuya: Hold \uparrow on the D-pad
Paul: Hold \nearrow on the D-pad
Law: Hold \rightarrow on the D-pad
Jack: Hold \searrow on the D-pad
Nina: Hold \downarrow on the D-pad
King: Hold \swarrow on the D-pad
Yoshimitsu: Hold \leftarrow on the D-pad
Michelle: Hold \swarrow on the D-pad
Heihachi: Hold L1+L2+R1+R2
Lee: Hold L1+L2+R1+R2+ \uparrow on the D-pad
Kuma: Hold L1+L2+R1+R2+ \rightarrow on the D-pad
Wang: Hold L1+L2+R1+R2+ \rightarrow on the D-pad
P. Jack: Hold L1+L2+R1+R2+ \rightarrow on the D-pad
Anna: Hold L1+L2+R1+R2+ \downarrow on the D-pad
Armor King: Hold L1+L2+R1+R2+ \swarrow on the D-pad
Ganryu: Hold L1+L2+R1+R2+ \leftarrow on the D-pad
Kunimitsu: Hold L1+L2+R1+R2+ \swarrow on the D-pad

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Mystery Fruits
At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in Tekken. Can you unlock the mystery of Battle 25 and its Special Flag? You'll also see some characters from Pac-Man including the dot-eater himself.

TEKKEN 2

Hidden Characters
When you beat the game in one-player



Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold X, then press Z, C, L, B, Left, R, L. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal".

DAYTONA USA

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. Incredibly, they're not cars, but horses.

Easier Horse Trick

At the title screen, point the D-pad diagonally in the Up/Left position, hold the X, Z, A and B buttons and press START. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

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—Main theme from *After Burner*
- K.A.G—"Maximum Power" from *After Burner*
- K.O.U—Title theme from *Alex Kidd*

- S.A.O—"Break Out" from *Alien Storm*
- J.I.M—Title theme from *Alien Syndrome*
- A.N.I—"Rise From Your Grave" from *Altered Beast*

- Y.A.M—"Choice" from *Bloxxed*
- B.N.B—Theme from *Bonanza Bros.*
- Y.O.J—"BGM A" from *Bonanza Bros.*
- Y.A.N—"Filthy" from *Columns*
- I.G.A—"Select" from *Columns 2*
- K.O.S—"King of Speed" from *Daytona USA*
- L.G.A—"Let's Go Away" from *Daytona USA*
- S.K.H—"Sky High" from *Daytona USA*
- P.P.—"Pounding Pavement" from *Daytona USA*

- D.S.T—"Beat Away" from *Dunk Shot*
- K.A.O—"Toast!" from *Dunk Shot*
- H.S.—"A.H.I.R.U" from *Dynamite Dux*
- E.R—Main theme from *Enduro Racer*
- M.A.S—"BGM 2" from *Enduro Racer*
- E.X.N—"BGM A" from *Exhaust Note*
- Y.U.I—"Good! Let's Go!" from *Flashpoint*
- G.L.C—"Air Battle" from *G-LOC*
- N.A.G—Opening theme from *G-LOC*
- G.F.—"Beyond the Galaxy" from *Galaxy Force*

- H.S.B—"Defeat" from *Galaxy Force*
- G.D.A—"Wilderness" from *Golden Axe*
- G.P.R—"Time Attack" from *GP Rider*
- H.O—Main theme from *Hang-On*
- K.T—"Advertise" from *Hang-On*
- S.H.O—"Sprinter" from *Super Hang-On*
- M.M—Outside a Crisis" from *Super Hang-On*
- K.E.N—Title Demo theme from *Line of Fire*
- U.M.E—"MJ-Dance" from *Michael Jackson's Moonwalker*

- .K.K—"Theme of Kouchi" from *Original*
- O.R—"Magical Sound Shower" from *Out-Run*
- T.O.R—"Rush A Difficulty" from *Turbo Out-Run*
- O.S.I—"Vivacious" from *Turbo OutRun*
- O.R.S—"Adventure" from *OutRunners*
- P.D—"Like the Wind" from *Power Drift*
- I.S.O—"Poker Face" from *Power Drift*

- Q.T.T—"BGM 1" from *Quartet*
- M.I.T—"Earth Frame G" from *R360*
- T.R.S—"Earth Frame G" from *R360*
- R.M—"Soup Up" from *Rad Mobile*
- O.K.A—Theme from *Rent-A-Hero*
- K.A.Z—"BGM 1" from *Scramble Spirits*
- S.D.I—"System Down" from *S.D.I.*
- M.M.M—"Blue Moon" from *S.D.I.*

- S.H—Main theme from *Space Harrier*
- S.C—"Game Start" from *Stadium Cross*
- S.F—Opening theme from *Strike Fighter*
- A.S.A—"Funky Bomb" from *Strike Fighter*
- S.M.G—"Advertise BGM" from *Super Monaco G.P.*
- A.O.—"Name Entry" from *Super Monaco G.P.*

- V.M.O—Theme from *Sword of Vermilion*
- T.E.T—"Tetrimix" from *Tetris*
- T.B—"Burning Point" from *Thunder Blade*
- N.A.K—"Type 2" from *Thunder Blade*
- T.A.K—"Type 3" from *Super Thunder Blade*
- A.K.J—"Advertise" from *Virtua Cop*

- V.F.—"Akira Stage" from *Virtua Fighter*
- A.Y—"Akira Stage" from *Virtua Fighter*
- J.B—"Jacky Stage" from *Virtua Fighter*
- S.B—"Sarah Stage" from *Virtua Fighter*
- P.A.I—"Pai Stage" from *Virtua Fighter*
- K.M—"Kage Stage" from *Virtua Fighter*

- W.H—"Wolf Stage" from *Virtua Fighter*
- J.M—"Jeffrey Stage" from *Virtua Fighter*
- L.A.U—"Lau Stage" from *Virtua Fighter*

- V.F.T—"Lion Stage" from *Virtua Fighter 2*
- V.R—"Polygonic Continent" from *Virtua Racing*

DECATHLETE

Tumble Racing

In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press Left, Right, Left, Right, X. When the race starts, your athlete will roll to the finish line like a tumbleweed.

Hop On One Leg

Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press Up, Left, Down, Right, X. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

EARTHWORM JIM 2

Infinite Energy

Press START to pause the game at any time during play, then press Left, A, Z, Y, Down, A, Y, Down. Unpause the game and you'll find that your energy has been restored to 100%. Repeat this code whenever necessary to keep your health maxed out.

Infinite Lives

Press START to pause the game at any time during play, then press Y, A, Right, Down, Down, A, Left, Right. Unpause the game and you'll find that your life counter has jumped to nine. Repeat this code whenever necessary to keep your lives maxed out.

GALAXY FIGHT

Boss Code

Highlight "Vs. Mode" at the main menu, then press and hold L, R and Y on both controllers. While holding those six buttons down, press START on Controller 1. When the character-select screen appears, you'll find four additional characters to choose from: Bonus, Yacopu, Rouwe and Felden.

Taunt Select

To choose which taunt your character speaks at the end of a match, just hold the A, B or C button; each one corresponds to a different taunt.

GAME SHARK

Play Japanese Discs

Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements. Now hold down the X, Y and Z buttons and press START; the game will magically load just as if it were being booted on a Japanese Saturn.

GEX

Password

Final battle with Rez—CZYDRHP

GOLDEN AXE: THE DUEL

Vs. Mode Shortcut

When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back

into the action more quickly. Here's how it works: When a match is over and the words "Wins" appears on the screen (e.g. "Keel Wins"), press START to pause the game, then press the L button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit L again and unpause the game. After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character-select menu, you'll go straight into another match with the characters you chose from the mini-menu.

Magic Attacks

To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop. When you have five potions, push X+Y+Z to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands.

Kain Blade's "Firestorm": → ↓ ↘ → ↗ + X, Y or Z

Milan Flare's "Bloody Tempest": Hold ↓, then ↘ → ↗ + A, B or C. Press ↓ + X, Y or Z on the way down.

Gillius Rockhead's "Jaw Break": → ↓ ↘ ↗ + X, Y or Z

Zoma's "Dark Carnival": ↓ ↘ → ↓ ↘ → + X, Y or Z

Jamm's "Spirit Summons": Hold ←, then → ↓ ↘ + X, Y or Z

Doc's "Shockwave": → ↓ ↘ ↗ ← + X, Y or Z

Panchos' "Blast Wave": ← ↙ ↓ ↘ → ↗ + any Kick button

Green's "Mammoth Slam": → ↓ ↘ + Z (while jumping in)

Keel's "Insanity Winds": ↓ ↘ ← ↙ ← + X, Y or Z

Death Adder's "Falling Sky": ↓ + C (in the air)

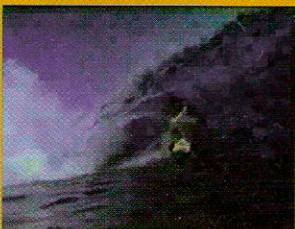
GUARDIAN HEROES

Cheat Mode

To access a Debug feature, choose "Option Mode" from the title screen. When the Options menu appears, highlight "EXIT" and hold the X, B and Z buttons. Here's the tricky part: While holding those buttons down, press and continue to hold Down on the D-pad, then quickly tap the A button while the "DIP Switch" option is highlighted. Note that you must tap the A button before the cursor starts to move down again—remember that you're still holding X+B+Z+Down—and you must release the A button immediately after you press it, before the DIP Switch menu appears.

If you've done this correctly, you'll find three new options at the dip switch menu. Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode. With the "Next Exp. Disp." option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" option; turn this on to gain access to the following features:

• A "Test Mode" option will appear at the Options menu; this allows you to see any of



Man, it's hotter than a witch's... Wait! What's that? Who's that on the surfboard?



Is it Greg Brady? No! Is it Zach Meston? No!! It looks like...it's...



It's PEPSIMAN!



It looks like Pepsiman is going to wave his hand again...look out!



the game's seven different endings.

- In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings.
- In Story Mode, a stage-select menu will appear after you choose your character.
- In Story Mode, you can refill your life points at any time by holding X+Y+Z and pressing Up. (If you hold X+Y+Z and press Down, you'll die instantly.)
- In Story Mode, you can skip to different scenes using the following commands: Hold R and press START to skip ahead one event
Hold R+A and press START to skip ahead two events
Hold R+B and press START to skip ahead three events
Hold R+C and press START to skip ahead four events
Hold L+R and press START to skip back one event
Hold L+R+A and press START to skip back two events
Hold L+R+B and press START to skip back three events
Hold L+R+C and press START to skip back four events
- In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game.
- In Story Mode and Vs. Mode, if you pause the game and tap the L button, you will see boxes drawn around the characters that show how the game's collision detection works; if an enemy touches the box, it registers a hit. If you pause and tap L a second time, the boxes will be three-dimensional. Pause and tap L a third time to remove the boxes.
- If you have both the "Debug" and the "Next Exp. Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points.

GUNGRIFFON

Cheat Codes

Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing yellow and white. Each of these codes ends with the START button, which takes you into the main menu, so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the B button to cancel out of it; the game will then return to the main title screen so you can enter another cheat. All codes should also be entered quickly.

Invincibility—Left, Right, B, C, C, START. Entering this code will make you invincible.

Stage Select—Y, Y, A, Y, Y, START. With this code in place, you'll be able to choose any stage in the Main Game.

Infinite Jumping Ability—Up, Right, Down, Left, Z, START. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like.

Infinite Ammunition—B, B, B, C, START. This code gives you infinite 120mm ammunition for your main gun; the weapon status window will always show 80 rounds remaining

no matter how many times you fire.

- See the Ending—Down, Up, Right, A, Left, START. Enter this code, then choose "Main Game" to see the ending sequence.
- Tackle Attack—Right, Right, B, C, A, START. This cheat code allows you to attack your enemies by running into them. However, your mech will also take damage if you use this attack.
- Double Hit Points—X, Y, Z, Up, Down, START. Your initial hit points will be doubled. This code also doubles your maximum hit points.
- Turret Lock—B, B, B, Up, C, START. If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the L button.
- Change Height—Down, Left, C, C, START. When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press Z on Controller 2 to go up, C to go down or A to reset to the default height.
- Disable Targeting Cursor—Left, Right, C, A, START. This makes the game more difficult by disabling your mech's targeting cursor.
- Disable Radar—B, B, B, Down, C, START. This makes the game more difficult by disabling your mech's radar systems.
- Hard Mode—Down, C, C, A, START. This makes the game much more difficult; your enemies will shoot at you much more aggressively.
- Silly Controller 2 Codes
During the game, press Right, Right, X, B, A, L, L, L, R on Controller 2 to activate the programmers' debugging display, a bunch of basically useless numbers that appear on the screen. With the code in place, press Y on Controller 2 to toggle between three different settings, the best of which is "off". Also on Controller 2: In Stages 1 and 10, if you press the C button rapidly many, many times, the windmills will eventually begin to turn faster and faster.

HANG-ON GP

Access All Courses

Access the Option menu and highlight any icon. Next, press B to return to the main menu, then press R, R, L, R, R on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

HIGH VELOCITY

Secret Vehicle (The Hard Way)

If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "F", then hold the L, R and Y buttons and press Right. The Porsche is now available without all the hard work. With the Porsche highlighted, hold L, R and Y again and press Right to find yet another secret vehicle, a diesel truck.

Secret Course

At the "Mode Select" menu, highlight every available option and press the B button at

each one, one at a time. When you press B at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any of the three tracks, hold the X button and press A. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the Y button to get a pop-up window with an overhead view.

IRON STORM

Multiplayer Campaign Mode

When you play *Iron Storm* in Campaign mode, you can't use the "CPU/User Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound" option from the System menu, go to the "Snd. Test" option and set the BGM to "5 UK". Now highlight the "SE" (sound effects) option and listen to all 116 sounds with the C button. Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set up a multiplayer game.

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the A button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle.) We'll try to figure out what "Ruiseki" means by next issue.

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: C, B, A, A, B, C, Y, Z, X, Down, Down, START.

Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the

"Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the X button and press Up; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press Z to trigger one of the current table's special modes; for example, on the "Gladiators" table, each of the following modes can be activated by pressing Z when the corner number is set as follows:

- 00—Multiball
- 01—Roman Triumph
- 02—Retiarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Senator Mystery Lit
- 07—SPQR
- 08—Thracians
- 09—Empire
- 10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold X and press Down; while the numbers are gone, hold Y and press Up to pause or unpauses the game without obstructing the screen, or hold Z and press Up repeatedly to step through the animation one "frame" at a time.

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

MORTAL KOMBAT II

Cheat Menu

When the "story" screens appear during the introduction, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm, but when you get to the Main Menu, you'll find a new option called "Switches". Use this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.



The beach girls can't help jumping up and down as Pepsiman's cool, carbonated blast washes over them!

Grasping the magical Pepsi cans that have appeared in their hands, they cry out in unison, "Wow, Pepsi!"



NHL ALL-STAR HOCKEY

Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press L+R+X+Y+Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press L+R during the national anthem for giant players.
- Press A+B during the national anthem for short players.
- Press A+Y+Z during the national anthem for upside-down players.
- Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press A+X during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press Up; you'll see the total in the "Point Pool" jump to 600. Now you can use these extra points to give your new player a perfect rating of 100 in every category. Use this cheat to create a whole team of superhuman players.

NIGHT WARRIORS

DARKSTALKERS' REVENGE

Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between

the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).

- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
- "BGM Test" lets you listen to the game's music.

"Pause" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press A, C, Y, Y, Up. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press START to pause, the screen will not darken and the word "Pause" will no longer appear.

OFF-WORLD INTERCEPTOR EXTREME

Extra Money

At the Options menu, quickly press A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L. You should hear a voice to confirm the code; now you have lots of extra cash to upgrade your vehicle.

PANZER DRAGOON

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, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Stage Select

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

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, 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 Logo, 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.

PANZER DRAGOON II ZWEI

Radar Change

At any time during the game, if you hold the A button on Controller 2, the radar will change from a top-down scanner to a side-view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.

PEBBLE BEACH GOLF LINKS

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.

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Infinite Lives

At any time during the game, press START to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the A button, press B+Right on the D-pad simultaneously and release, press R+diagonal Down/Left on the D-pad and release, press C+Y+Z simultaneously and release, then release A. Press START to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.

Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.

Assault—Right, Up, Up, Right, Down, Right, Up, Up.

Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.

Anil 8—Up, Right, Down, Right, Right, Up, Left, Up.

SEGA RALLY CHAMPIONSHIP

Secret Course

At the main menu, hold the X and Y buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press Right at the course menu to find the new track when playing in Arcade Practice mode.)

Secret Car

At the main menu, press X, Y, Z, Y, X on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press Left find the automatic Stratos at the Arcade car-select menu or press Right to choose a Stratos with manual transmission.)

SHELLSHOCK

Cheat Menu

Press START at the main menu, then—when the hangar appears—press Down, Up, Down, Up, Up, Up, Up, Up, Down, Down, A, A, A. A cheat menu will appear with three options:

- LEVEL: Press C to change the level number to any of the game's 25 stages. When you press B to exit the cheat menu, enter the briefing room to start at the level you chose.
- "INVulnerability": Yes, it's a whopper of



Mission accomplished, Pepsiman strikes a heroic pose as a kid with a water pistol rushes up to him...



...and blasts our hero in the face! Pepsiman's head echoes with an eerie, hollow aluminum sound...



as the water drips down his chin and the mischievous little punk scurries away...



...and the Pepsiman theme song brings the commercial to a crescendo: "Pepsimaaaaan!"



a spelling error, but this option will also make you invincible during the game if you turn it on with the C button.

• **FULL UPGRADES:** Press C to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra \$50,000 to spend in case Props decides to break out some of those microwave ovens or VCRs he keeps telling you about.

SHINOBI LEGIONS

999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shurikens will change to 999.

99 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press A, Z, B, Y, C, X, **START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press A, B, C, B, A, **START**. You won't get any signal to confirm that the code has been entered 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.

SKELETON WARRIORS

Invincibility

At any time during the game, press **START** to pause, then press C, **Right**, A, Z, Y, **Left**, A, **Right**, **Down**, B, A, B, Y ("crazy lard baby"). When you press **START** again to return to the game, you'll find that your character is now invincible.

Infinite Lives

At any time during the game, press **START** to pause, then press B, A, **Down**, B, A, **Left**, **Down**, **Right**, Y, **Up** ("bad bald Ryu"). When you press the **START** button again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives.

Infinite Crystals

At any time during the game, press **START** to pause, then press **Left**, A, Z, Y, C, **Right**, A, B, B, Y, **Down**, A, **Down**, **Down**, Y ("lazy crabby daddy"). When you press the **START** button again to return to the game, you'll find that your crystals counter has jumped to 80. Press the Z or C button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press C or **START**; as soon as the screen starts to fade to black, immediately enter one of the following codes: Big Head Mode: Tap the X button quickly and repeatedly until the tip-off.

Tiny Player Mode: Tap the Z button quickly and repeatedly until the tip-off.

Shot Percentage Indicator: Press the L button and hold it down until the tip-off.

After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

STREET FIGHTER ALPHA

Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:

Player 1—Highlight Ryu, hold the L and R buttons on top of the controller and press **Up**, **Up**. Now release the top buttons and press **Up**, **Up** again, then choose Ryu with the **Job** button (the default is X on the Saturn.)

Player 2—Highlight Ken, hold the L and R buttons on top of the controller and press **Up**, **Up**. Now release the top buttons and press **Up**, **Up** again, then choose Ken with the **Fierce** button (the default is Z on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

Fight Akuma First

Hold the L and R shift buttons and press B when selecting a character. Continue to hold all buttons until the start of the match.

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

M. Bison (Player 1)—Hold the L button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, then X+Y simultaneously.

M. Bison (Player 2)—Hold the L button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**, **Down**, then X+Y simultaneously.

To choose the alternate-color Bison, end the code by pressing A+B simultaneously instead of X+Y.

Akuma (Player 1)—Hold the L button and

press **Left**, **Left**, **Left**, **Down**, **Down**, then X+Y simultaneously.

Akuma (Player 2)—Hold the L button and press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, then X+Y simultaneously.

To choose the alternate-color Akuma, end the code by pressing A+B simultaneously instead of X+Y.

Dan (both players)—Hold the L and R buttons and press Y, X, A, B, Y.

To choose the alternate-color Dan, press Y, B, A, X, Y.

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.

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes

To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the A, B, C, X, Y and Z buttons quickly before the timer expires:

Mileena (700-723): Press X seven times, A seven times, B twice and C three times.

Ermac (964-240): Press X nine times, Y six times, Z four times, A twice and B four times.

Classic Sub-Zero (760-520): Press X seven times, Y six times, A five times and B twice. When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

Free Play

To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.

VIRTUA COP

Secret Cheat Code

If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the C button on Controller 1 and press **Up**, **Down**, **Left**, **Right**, **Down**, **Up**, **Right**, **Left**, **Up**, **Up**, **Left**, **Right**, **Up**. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited

credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.

See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the X, Z and B buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence.

Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

VIRTUA 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.

Alternate Character-Select Menu + Boss Code When a "Vs." match is ending, hold the L and R buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up** 17 times and immediately press **START**, Dural will be added to the alternate character menu.

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down**/**Right**, C, Y, L and R at the title screen and press **START**.

Watch the Credits

Hold the A button down during the opening demo to see the names of the makers of *Virtua Fighter*.

VIRTUA FIGHTER 2

Gold and Silver Dural

To play as the silver Dural, highlight Akira and press **Down**, **Up**, **Right**, then A + **Left** simultaneously. To select gold Dural, highlight Lion and press **Down**, **Up**, **Left**, then A + **Right** simultaneously. Both of these codes can be used by both Player 1 and Player 2.

VIRTUA FIGHTER REMIX

Tips and Codes

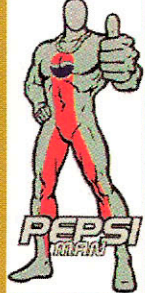
All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.

WORMS

New Weapons

At the Weapons Options screen, move the cursor so it is not highlighting any of the options. Then press the C and Z buttons simultaneously nine times. The new weapons should appear in your weapons arsenal in place of a few others.

THE ART OF PEPSIMAN



It's hard to tell from those crappy photos of the TV commercial on the previous page, but Pepsiman's surfboard has a really cool "Thumbs-Up" design just above the Pepsi logo. Check out these cool Pepsiman logo designs from Pepsi of Japan; unfortunately, we don't expect to see Pepsiman merchandise in the States anytime soon, but these would make great T-shirt designs...or skateboard stickers...or POGS...or even lapel pins. (Hey, Pepsi, are you listening?)



Funco Mail Order

Nintendo				SNES				SEGA				PlayStation				Gameboy			
1942	5	Marble Madns	4	7th Saga	35	NBA Live 96	45	6 Pak Game	39	NHL Hockey 97	49	Air Combat	35	NBA Jam-Tourn	19	Alleyway	9	NBA All Star	9
Adv Island	9	Mario Brothers	4	Act Raiser 2	15	NBA Showdown	5	After Burner 2	35	NHLPA 93	3	Alien Trilogy	39	NBA Live 96	38	Baseball	9	NBA Jam	9
Adv Of Lolo	15	Mega Man 1	22	Aladdin	35	NFL QB Club	9	Aladdin	19	PGA Tour Golf	19	Arcade Ciscs-Wms	45	NBA Shootout	45	Batman	9	NFL Football	9
Ankanoni Game	25	Mega Man 3	9	Aliens/Predator	29	NHL Hockey 94	29	Altered Beast	8	PGA Tour Golf 2	35	Bases Loaded 96-DH	25	Need For Speed	55	Battleblades	15	Operator C	7
Back 4	15	Batman Forever	19	Batman Returns	25	NHL Hockey 95	19	Batman & Robin	22	PGA Tour Golf 3	35	Battle Ar Tsh	25	NFL Game Day	39	Bugs Stry	12	Pacman	25
Bad Dudes	3	Mega Man 6	22	Batman Returns	12	NHL Hockey 96	39	Batman Forever	29	Phant Star 2	25	Battle Ar Tsh2	35	NHL Faceoff	39	Caesars Palace	22	Paperboy	17
Baseball	3	Metal Gear	3	Beavis & Butthead	29	NHL Hockey 97	59	Beavis & Butthead	9	Phant Star 3	29	Big Hurt Baseball	55	Of World Extreme	25	Castlevania Adv	8	Play Act Fbl	6
Bases Loaded	2	Metroid	4	Big Hurt Baseball	39	NHL Stanley Cup	5	Beavis & Butthead	15	Phant Star 4	45	Crash Bandicoot	49	PGA Tour Golf 96	55	Donkey Kong	19	Qix	9
Bases Loaded 2	3	Mickey Mouse	5	Boxing Legends	39	NHLPA 93	4	Bill Walsh Ft 95	29	Pitfall Harry	25	Cyber Speed	19	Philonoma	29	Donkey Kong Land	18	Ren & Stimpy-SC	15
Bases Loaded 3	3	Millipede	8	Breath Of Fire	39	Paperboy 2	22	Boogerman	29	Primal Rage	12	Cyber Speed	19	Primal Rage	19	Donkey Kong Land 2	18	Revenge Of Gtr	9
Batman	4	Monopoly	19	Bubsy	35	Pilot Wings	9	Bubsy	9	Primal Rage	29	Cyberia	25	Raiden Project	29	Double Drag	9	Simpsons-B vs Jug	13
Battle Chess	18	Nightmare Elm St	4	Bugs Bnly Rampage	15	Pitfall Harry	28	Bulls vs Blazers	4	Prime Time NFL	15	Cyberlind	19	Rayman	39	Double Drag 2	9	Simpsons-Escape	18
Battletoads	5	Ninja Gaiden	4	Cast America	9	Populous	9	Bulls vs Lakers	3	Quackshot	15	D (3 Discs)	38	Resident Evil	55	Dr Mario	13	Solar Striker	8
Bionic Commando	3	Ninja Gaiden 2	5	Castlevania 4	12	Power Rgrs	19	Capt America	15	Ran & Slmpy	19	Dark Stalkers	38	Return Fire	38	Duck Tales	17	Spiderman	13
Black Bass	29	Operation Wolf	2	Chrono Trigger	55	Primal Rage	29	Cashin Blood	15	Road Rage	25	Descent	16	Revolution X	25	F 1 Racer	12	Spiderman 2	13
Blades Steel	3	Pacman	25	Cyberlighter	15	Ren & Stimpy-Vdts	12	Coach K Bskblt	22	Road Rash 2	45	Destruction Drby	49	Ridge Racer	39	Final Fant Adv	37	Supr Mario Lnd	15
Bliaster Master	3	Paperboy	5	Contra 3	22	Robocop vs Term	15	College Fd	22	Robocop vs Term	22	Die Hard Trilogy	49	Ridge Racer Revltv	45	Final Fant Leg	26	Supr Mario Lnd 2	19
Bombberman	15	Pinball	4	Death Valley Rly	8	Samurai Showdown	22	College Fd USA96	18	Rocket Knight Adv	8	Discworld	29	Rise-2 Resurrctn	19	Final Fant Leg 2	38	Supr Mario Lnd 3	28
Boy & His Blob	3	Pinball Quest	18	Demon's Crest	15	Secret Of Evmr	39	Colurns	25	Samurai Showdown	25	Dom	45	Road Rage	49	Final Fant Leg 3	39	Supr RC Pro Am	9
Bubble Bobble	9	Pro Am Racing	4	Desert Strike	29	Secret Of Mana	39	Contra Hrd Corps	25	Shadow Dancer	5	ESPN Extreme Gms	29	Showave Asst	29	Fortress Fear	8	Techno Bowl	9
Bugs Bnly Bday	15	Pro Wrestling	3	Donkey Kong City	49	Shadowsun	29	Desert Strike	19	Shadowrun	22	Fade To Black	49	Street Fir-Alpha	35	Gargyle Ost	9	Tennis	7
Burgerime	5	Punch Out Mt	3	Donkey Kong City 2	49	Sim City	49	Earthworm Jim	35	Shaq Fu	5	FIFA Soccer 96	39	Street Fir-Alpha	19	Terminator 2	12	Terminator 2	12
Call Games	5	Q Bert	15	Donkey Kong City 3	35	Sim Earth	15	Earthworm Jim 2	45	Shining Drkns	12	Genx	35	Tekken	35	Home Alone	13	Tetris	7
Capit Skyhawk	4	Raid Racer	15	Doom	39	Simons-B Ntmr	9	Eco The Dolphin	15	Shining Force	25	Hardball 5	29	Tekken 2	49	In The Hunt	29	Thundershrike 2	39
Castlevania	4	Rampage	6	Earthbound	39	Slam Masters	12	Elemental Chmns	8	Shining Force 2	45	In The Hunt	29	Thundershrike 2	39	Jumping Flash	29	Triple Play 97	55
Champ Bowling	9	RBI Bskbl	2	Earthworm Jim	39	Street Fir 2-Trb	9	Evander Hyfdr	8	Shinobi 3	12	John Madden 97	29	Twisted Metal	49	Jumping Flash 2	29	Viewpoint	19
Commando	2	Rescue Rangers	4	Earthworm Jim 2	35	Street Fir 2	5	F 22 Interpr	9	Sonic & Knuckles	22	Jumping Flash 2	29	Viewpoint	19	Kirby's Dmnd	13	Viewpoint	19
Contra	9	Robo Cop	3	Final Fantasy	49	Street Fir 2-Trb	9	FIFA Soccer	8	Sonic Hghg 3	28	Kirby's Dmnd Imprt	39	Wing Commander3	45	Kirby's Dmnd 2	33	World Cup Scrr	12
Defender 2	9	Robo Cop	3	Final Fantasy 2	39	Street Fir 2-Trb	9	FIFA Soccer 95	8	Sonic Hghg 3	28	Kirby's Dmnd 2	33	World Cup Scrr	12	Kirby's Dmnd 3	17	WWF Superstars	21
Disney Adv	8	Roger Rabbit	3	Final Fantasy 3	49	Street Fir 2	5	General Chaos	22	Sonic Spinball	12	Kirby's Dmnd 3	33	World Cup Scrr	12	Kirby's Dmnd 4	17	WWF Superstars 2	12
Donkey Kong 3	15	Rygar	3	Final Fantasy 4	39	Street Fir Alpha 2	59	Golden Axe	9	Spiderman	12	Kirby's Dmnd 5	33	World Cup Scrr	12	Kirby's Dmnd 5	17	WWF Superstars 2	12
Donkey Kong Cts	22	Sesame St 123	3	Final Fantasy 5	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 6	33	World Cup Scrr	12	Kirby's Dmnd 6	17	WWF Superstars 2	12
Donkey Kong Jr	15	Sesame St ABC	9	Final Fantasy 6	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 7	33	World Cup Scrr	12	Kirby's Dmnd 7	17	WWF Superstars 2	12
Double Drag	2	Shadogate	4	Final Fantasy 7	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 8	33	World Cup Scrr	12	Kirby's Dmnd 8	17	WWF Superstars 2	12
Double Drag 2	2	Silent Service	2	Final Fantasy 8	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 9	33	World Cup Scrr	12	Kirby's Dmnd 9	17	WWF Superstars 2	12
Double Dribble	3	Simpsons-B vs Sm	4	Final Fantasy 9	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 10	33	World Cup Scrr	12	Kirby's Dmnd 10	17	WWF Superstars 2	12
Dr Mario	3	Simpsons-B vs Wind	3	Final Fantasy 10	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 11	33	World Cup Scrr	12	Kirby's Dmnd 11	17	WWF Superstars 2	12
Dragon Warr	2	Skate Or Die 1	4	Final Fantasy 11	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 12	33	World Cup Scrr	12	Kirby's Dmnd 12	17	WWF Superstars 2	12
Dragon Warr 2	35	Skate Or Die 2	4	Final Fantasy 12	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 13	33	World Cup Scrr	12	Kirby's Dmnd 13	17	WWF Superstars 2	12
Duck Tales	8	Spy Hunter	4	Final Fantasy 13	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 14	33	World Cup Scrr	12	Kirby's Dmnd 14	17	WWF Superstars 2	12
Excitebike	4	Spy vs Spy	5	Final Fantasy 14	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 15	33	World Cup Scrr	12	Kirby's Dmnd 15	17	WWF Superstars 2	12
Foxandru	3	Star Jumps	5	Final Fantasy 15	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 16	33	World Cup Scrr	12	Kirby's Dmnd 16	17	WWF Superstars 2	12
Fester's Quest	2	Supr Contra	4	Final Fantasy 16	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 17	33	World Cup Scrr	12	Kirby's Dmnd 17	17	WWF Superstars 2	12
Friday 13th	2	Supr Jeopardy	9	Final Fantasy 17	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 18	33	World Cup Scrr	12	Kirby's Dmnd 18	17	WWF Superstars 2	12
Gainga	28	Supr Mario 2	5	Final Fantasy 18	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 19	33	World Cup Scrr	12	Kirby's Dmnd 19	17	WWF Superstars 2	12
Gauntlett	3	Supr Mario 3	5	Final Fantasy 19	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 20	33	World Cup Scrr	12	Kirby's Dmnd 20	17	WWF Superstars 2	12
Ghost Bstns	3	Supr Mario Dk Ht	5	Final Fantasy 20	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 21	33	World Cup Scrr	12	Kirby's Dmnd 21	17	WWF Superstars 2	12
Ghosts & Gblns	3	Supr Off Road	5	Final Fantasy 21	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 22	33	World Cup Scrr	12	Kirby's Dmnd 22	17	WWF Superstars 2	12
Goalies 2	3	Techno Bowl	5	Final Fantasy 22	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 23	33	World Cup Scrr	12	Kirby's Dmnd 23	17	WWF Superstars 2	12
Gunsnake	3	Techno Bowl 2	15	Final Fantasy 23	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 24	33	World Cup Scrr	12	Kirby's Dmnd 24	17	WWF Superstars 2	12
Hogaris Alley	3	Tetris 2	22	Final Fantasy 24	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 25	33	World Cup Scrr	12	Kirby's Dmnd 25	17	WWF Superstars 2	12
Ice Hockey	4	Tiger Heli	2	Final Fantasy 25	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 26	33	World Cup Scrr	12	Kirby's Dmnd 26	17	WWF Superstars 2	12
Ikari War	4	Tiny Toons	15	Final Fantasy 26	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 27	33	World Cup Scrr	12	Kirby's Dmnd 27	17	WWF Superstars 2	12
Iron Sword	2	TMNT	2	Final Fantasy 27	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 28	33	World Cup Scrr	12	Kirby's Dmnd 28	17	WWF Superstars 2	12
Jackal	3	TMNT 2	2	Final Fantasy 28	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 29	33	World Cup Scrr	12	Kirby's Dmnd 29	17	WWF Superstars 2	12
Jaws	5	TMNT 3	2	Final Fantasy 29	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 30	33	World Cup Scrr	12	Kirby's Dmnd 30	17	WWF Superstars 2	12
Jeopardy	15	Top Gun	3	Final Fantasy 30	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 31	33	World Cup Scrr	12	Kirby's Dmnd 31	17	WWF Superstars 2	12
Jeopardy 25th	15	Top Gun 2	19	Final Fantasy 31	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 32	33	World Cup Scrr	12	Kirby's Dmnd 32	17	WWF Superstars 2	12
Jordan vs Bird	2	Ultima 2	16	Final Fantasy 32	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 33	33	World Cup Scrr	12	Kirby's Dmnd 33	17	WWF Superstars 2	12
Joust	8	Ultima 2 Gst	16	Final Fantasy 33	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 34	33	World Cup Scrr	12	Kirby's Dmnd 34	17	WWF Superstars 2	12
Jurassic Park	19	Vegas Dreams	28	Final Fantasy 34	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 35	33	World Cup Scrr	12	Kirby's Dmnd 35	17	WWF Superstars 2	12
Karate Champ	2	Wizards & Warriors	3	Final Fantasy 35	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 36	33	World Cup Scrr	12	Kirby's Dmnd 36	17	WWF Superstars 2	12
Karate Kid	2	Wrestlemania	3	Final Fantasy 36	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 37	33	World Cup Scrr	12	Kirby's Dmnd 37	17	WWF Superstars 2	12
Kid Icarus	3	WWF Challenge	3	Final Fantasy 37	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 38	33	World Cup Scrr	12	Kirby's Dmnd 38	17	WWF Superstars 2	12
Kirby's Adv	22	Yoshi	8	Final Fantasy 38	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 39	33	World Cup Scrr	12	Kirby's Dmnd 39	17	WWF Superstars 2	12
Kung Fu	3	Zelda	4	Final Fantasy 39	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 40	33	World Cup Scrr	12	Kirby's Dmnd 40	17	WWF Superstars 2	12
Life Force	3	Zelda 2	5	Final Fantasy 40	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 41	33	World Cup Scrr	12	Kirby's Dmnd 41	17	WWF Superstars 2	12
Lil Nemo Dream	4	NBA Jam	9	Final Fantasy 41	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 42	33	World Cup Scrr	12	Kirby's Dmnd 42	17	WWF Superstars 2	12
Major Lg Bskl	2	NBA Live 95	15	Final Fantasy 42	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 43	33	World Cup Scrr	12	Kirby's Dmnd 43	17	WWF Superstars 2	12
		NBA Live 96	15	Final Fantasy 43	49	Street Fir Alpha 2	59	Golden Axe 2	15	Spiderman X-Men	15	Kirby's Dmnd 44	3						



AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending.

FIGHTING VIPERS

Secret Surprise

Play the game as Candy (a.k.a. Honey) in two-player mode until the "win" counter above your energy bar reads 100 or more. Once Candy has a streak of 100 wins or more, have your opponent knock off Candy's lower-body armor; instead of just losing her leg armor, her skirt will disappear, too. If you play Candy vs. Candy, both players can lose their armor this way.

Play as Mahler

Note: This trick will only work on *Fighting Vipers* machines that have had 15,000 matches played on them; the only way to find out if your machine meets this criteria is to access the bookkeeping screens from the operator audit menu. At the character-select screen, wait for the clock to count down to the 9-second mark, then quickly press and hold **START** and **Up** on the joystick. While continuing to hold **START** and **Up**, nudge the joystick to the upper-right or upper-left to move the cursor to the opposite side of the screen, one character at a time. (On the Player 1 side, start with Grace and move to the right; if you're Player 2, start with Picky and move left.) The joystick movement for Player 1 should look like this: **↑↑↑↑↑↑↑↑↑↑** etc.—remember to keep holding the **START** button and keep the joystick **Up** as you're moving the cursor. When you pass the last character on the opposite side, the cursor should go off the screen and the character portrait should show the boss, Mahler.

INDY 500

Fifth View

To access a secret fifth camera view, switch to the fourth view during the race, then press any two **View Change** buttons simultaneously.

Mirror Mode

Hold the **Red Zoom In** button while pressing **START** to begin your game. All of the track graphics and text will be flopped horizontally.

Mirror Mode + Power Steering

Hold both **Zoom** buttons while pressing **START** to begin your game. You'll be playing in "Mirror mode" and the steering wheel will turn more freely.

Note: The following tricks will only work on the "Twin Type" Indy 500 machines, not on the deluxe "DX" models.

Backwards Tracks

Hold the shift lever **Down** while starting a game. You'll be driving on the track in the opposite direction. Note that in a multiplayer game, the direction of the track is determined by the majority rule; that is, if you try this code in a multiplayer game, it won't work unless the majority of the players hold the shift lever **Down**.

Drive the Pace Car

After choosing a course—but before the race starts—step on the **Brake** and simultaneously press the **START** button; you'll be

driving the Mustang pace car.

Vs. Pace Cars

After choosing a course—but before the race starts—step on the **Brake** and simultaneously push the shift lever **Up**. This will change your opponents' cars to pace cars. Note that in a multiplayer game, this will only change the appearance of the cars which are controlled by your game board.

Front View

To see your car from front to back, switch to the third or fourth views during the race, then press the **START** and both **View Change** buttons simultaneously.

Position Markers

Hold the **START** button when changing views to make the cars' position numbers appear above the cars.

Trailer Tricks

At the Transmission Select screen, step on the **Brake** to close the door of the trailer that carries your car, or hit the **Gas** to watch the car come out of the trailer.

Bird Trick

When driving on the "Highland Raceway" track in "Backwards Track" mode (see above), a flock of birds will cling to your car. If you immediately make a U-turn and drive in the opposite direction, the birds will stick with you for the rest of the game.

KILLER INSTINCT 2

Play as Gargos

At the character select screen, point the joystick **Up** and hold it there while pressing the following buttons: **FIERCE PUNCH, MEDIUM PUNCH, MEDIUM KICK, FIERCE KICK, MEDIUM PUNCH, QUICK PUNCH, QUICK KICK, MEDIUM KICK**. If you've entered the code correctly, Gargos will appear as a playable character next to Maya.

Speed Settings

Hold one of the following button combinations at the "Vs." screen just before the fight begins:

Fast Speed—**Up** or **Down** + **MEDIUM KICK** or **PUNCH**

Ultra—**Up** or **Down** + **FIERCE KICK** or **PUNCH**

Normal—**Up** or **Down** + **QUICK KICK** or **PUNCH**

LAST BRONX

Weird Weapons

At the character-select screen, press the **START** button 13 times, then choose your character. This gives your fighter a special "funny" weapon: Zaimoku fights with a frozen tuna, Yusaku gets a toy train, Joe has corn, Lisa gets a soup spoon and spatula, Tommy fights with a cleaning brush, Yoko gets a folding umbrella, Kurosawa has a fan and Nagi gets a spoon and fork.

MAN TT SUPER BIKE

Sheep Mode

At the Transmission Select screen, press **SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN**, lean the bike full **Left**, lean full **Right**, squeeze the **Brake** and **Accelerate**. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and your opponents will be sheep, too.

Time Trial Mode

At the Course Select screen, hold the **Brake**

while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time.

NINJA MASTER'S

Boss Code

Player 1 side: At the character-select screen, highlight Kamui, then press **Left, Down, Left, Up, Left, Down, Left, Up, Right, Down, Right, Up**; the cursor should be on Unzen. Now press **C + D** simultaneously to complete the code; the bosses' picture boxes will appear on the screen.

Player 2 side: Highlight Sasuke, then press **Right, Down, Right, Up, Right, Down, Right, Up, Left, Down, Left, Up**; the cursor should be on Unzen. Now press **C + D** simultaneously to complete the code;

Time Attack Mode

At the character-select screen, highlight Kamui, then press **Down, Left, Up, Left, Down, Left, Up, Left, Down, Right, Right, Right, Up**. Now with the cursor back on Kamui, press **C + D** simultaneously to complete the code, then choose your character. This code works in a one-player game only; it gives you a timer in place of the win counter above your energy bar and keeps track of Time Attack stats; look for totals at the end of each battle.

SOUL EDGE

Boss Code

If your local arcade operator is too cheap to get the *Soul Edge Ver. II* upgrade, you can still play as the boss character, Hwang, on the original machine with the following trick: Insert your coins or tokens, then press **START** and continue to hold it through the rest of the code. With Mitsurugi highlighted, press **Up, Down**. Move the cursor to Taki and press **Up, Down, Down**, then move to Rock and press **Down, Up, Down, Up**. You'll hear a jingle to confirm the code; now press **Left** to find Hwang. To get Hwang on the Player 2 side, start with Ziegfried, then go to Li Long and Voldo.

STREET FIGHTER ALPHA 2

Secret Stages

Waterfall: In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to M. Bison and leave it there for four seconds, then release and choose your character normally.

Field: In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to Sagat and leave it there for four seconds, then release and choose your character normally.

Hidden Characters

The following tricks should be performed at the character-select screen. Evil Ryu: Highlight Ryu, hold **START** for one second, then release. Now press **Right, Up, Down, Left**. Now press and hold **START** again for one second; while holding **START**, press any two **PUNCH** or **KICK** buttons. If you do this correctly, you'll see that Ryu's skin tone is darker than usual. "Evil Ryu" has Akuma's teleports, some new

combo possibilities and Super Moves borrowed from Akuma and Ken.

Classic Chun-Li: Highlight Chun-Li, hold the **START** button for at least four seconds, then press any action button to select her before you release **START**. "Classic Chun-Li" looks and plays like she did in *Super Street Fighter II Turbo*; remember that her fireball is now a "charged" move.

Classic Dhalsim: Highlight Dhalsim and hold **START**. Now press **Left, Down, Right, Up**, then press any action button to select "Classic Dhalsim".

Classic Zangief: Highlight Zangief and hold **START**. Now press **Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Down, Down**, then press any action button to select "Classic Zangief".

SUPER PUZZLE FIGHTER II TURBO

Play As Akuma

Player 1 side: At the character-select screen, highlight Ryu and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Move the cursor **Down, Left, Down, Left, Down, Left, Down, Left**, and continue to hold the joystick **Left** at this last step. While still holding **START** and **Left**, press an action button. Akuma will appear as your character.

Player 2 side: At the character-select screen, highlight Ken and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Move the cursor **Down, Right, Down, Right, Down, Right, Down, Right**, and continue to hold the joystick **Right** at this last step. While still holding **START** and **Right**, press an action button. Akuma will appear as your character.

Play As Dan

At the character-select screen, highlight Ryu (on the Player 1 side) or Ken (on the Player 2 side) and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Press **Down** 14 times, then press an action button. Dan will appear as your character.

Play As Devilot

Follow the instructions for playing as Dan (above), but watch the timer countdown. After pressing **Down** 14 times, you must press an action button at the exact instant when the timer reads 10 seconds. If you've done this correctly, Devilot will appear as your character.

VIRTUAL ON

Special Moves

With the exception of Apharmd's Rear Attack, the following special moves can only be performed when your weapons gauge is full.

Temjin's Gliding Ram: While in the air, push both sticks **Forward** and press both triggers.

Viper II's S.L.C. Dive: While in the air, push both sticks **Forward** and press both triggers.

Dorkas' Mega Spin Hammer: Turn to the **Right** and press both triggers.

Apharmd's Rear Attack: When in close to your opponent, jump, then push the joysticks **Forward** diagonally and press both triggers.

SECRET ARCADE OPTIONS!

Did you ever wonder if arcade games have option menus like most home games do? Believe it or not, they all do! Unfortunately, the only people who have access to these secret option screens are the arcade owners or operators; they use them to adjust the game settings so they can get more money from people like you. Most players will never see these menus, because the buttons that activate them are inside the arcade cabinets—but *TIPS & TRICKS* is the only magazine with the guts to show you what no one else will!

HARDWARE TEST

SETTING UP THE HARD DIP

▶ SETTING UP THE SOFT DIP

BOOK KEEPING

SETTING UP THE CODE NUMBER

SETTING UP THE CALENDAR

EXIT

6/ 3/96 MON

This month's secret option screens come from one of our featured games, *The King of Fighters '96*. Most Neo-Geo games have the same op-

K. O. F. '96

PLAY TIME LITTLE FAST

CONTINUE ON

DEMO SOUND OFF

PLAY MANUAL ON

DIFFICULTY LEVEL B

CREDIT/LEVEL OFF/OFF

▶ GAME MODE SINGLE PLAY

tions; namely, eight difficulty settings and an unusual setting that allows the arcade operator to choose whether or not the game will display

the number of credits and/or the current difficulty setting at the bottom of the screen. However, *King of Fighters '96* has two unusual options—one changes the speed at which the round timer ticks away (five settings) and the other disables the game's "team" option to make it a one-on-one game only. What? The "team" aspect is one of this game's signature features; with this turned off, you'd never get to check out the cool team suggestions Wat gives you in his strategy guide in this issue. (The "team" setting also guarantees that the fights will last three rounds!)

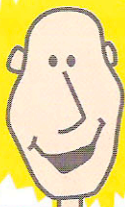


TIPS & TRICKS SELECT GAMES



T&T Pick

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



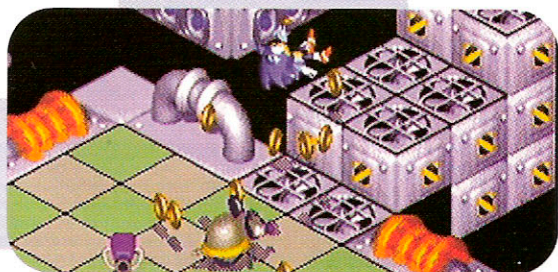
Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Stick a stamp on it and mail it in; we'll total up the responses and give you the kind of coverage you asked for!

SONIC 3-D BLAST

Sega • 11/96

Sonic is back at home on the Genesis and boy, does he have a surprise for you! His new cartridge game has an angled 3-D perspective and packs in some amazing extras that will have you staring at your Genesis in disbelief. After a brief full motion video clip—yes, FMV on a cartridge!—you are treated to beautifully-rendered story cinemas and then to the game itself. Dr. Robotnik is up to his old schemes again and it's Sonic's job to stop him. There are seven

zones with three acts per zone and several bonus rounds per zone—it adds up to quite an adventure. Tails and Knuckles make cameo appearances as Sonic searches for Chaos emeralds on Flicky Island. Developed by Travellers Tales—of *Toy Story* and *Mickey Mania* fame—*Sonic 3-D Blast* has all of the earmarks of another classic 16-bit action game: great graphics, cool tunes and excellent gameplay.





KILLER INSTINCT GOLD

Nintendo • 11/96

All those who have been waiting for a home version of *Killer Instinct* that equaled or even surpassed the arcade game will wish they had a Nintendo 64. *Killer Instinct Gold* is a special version of *KI* that is comprised mostly of stuff seen in *KI 2*, but the backgrounds are rendered by the N64 and the characters are bigger than in the coin-op. All the characters from *KI 2* are present in *KI Gold* and have some new features exclusive to the N64 version. There is a cool practice mode in which you can polish your skills at the nuances of the game, learn all of the basic attacks and the timing of combos. There are new modes

of play and a host of other features that we don't even know about yet. Look for cool secrets in *T&T* soon.



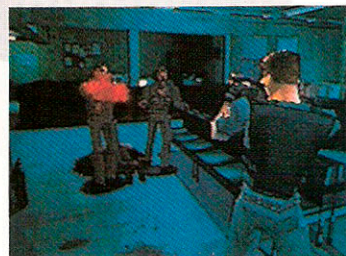
RESIDENT EVIL 2

Capcom • 4/97

This puppy is still a while away, but news about the hot sequel to *Resident Evil* is slowly making its way out of Japan. The game focuses on a new generation of soldiers who must face the terrors that lurk within the confines of Raccoon City. Expect the adventure to be even longer than the original; rumor has it that Capcom is considering the possibility of having the game span two CDs!

The new cop, Leon S. Kennedy is joined by Elza Walker as the heroes of this sequel and are

bound to run into a host of undead friends, starting in the Raccoon Police Department! This is definitely a *T&T* Pick contender for '97.



VIRTUA FIGHTER 3

Sega • 10/96



One of the most heavily anticipated titles has been the next installment of the *Virtua Fighter* series. *Virtua Fighter 3* is here and new standards in graphics and gameplay have been set. A total of thirteen characters are selectable, including the mysterious boss Dural. The gameplay is mostly the same with the addition of

an extra button for dodging and escaping. The floor of some stages is slanted while others have varying boundaries which add substantially to the advantage certain characters will have over others. *Wat's* in a tizzy over this one!



MARVEL SUPERHEROES: WAR OF THE GEMS

Capcom • 12/96

The Marvel Super Heroes are ready to tear into your Super NES and wreak havoc.

War of the Gems is the unofficial follow-up to last year's *X-Men* game on the Super NES; now you're in control of four new heroes who join Wolverine.

The web-slinging Spider-Man, the massive Hulk, powerful Iron Man and the patriotic Captain America are the new cast members. You select a stage to attack and then pick the character you want to

tackle the mission with. Each character has traits that are best suited to each stage and it will require trial and error to figure out the best choice for stages like the Amazon, Avengers Mansion and Doctor Doom's fortress among other.







Select Games

SEGA GENESIS

VECTORMAN 2

Sega • 11/96

Last year's big hit for the Genesis comes back with new and longer levels. Vectorman has all of his old moves as well as a variety of new abilities; he can morph into a tank, helicopter, tornado or even a pair of skates. There are also icons that will cause him to change into a shell bug, scorpion, rhino beetle, tick or fire ant, each of which gives him different powers. If you remember how cool the bonus rounds were in the first game, you'll be pleased to see the new and exciting areas in Vectorman 2, especially the tunnel, space and invader bonus rounds. Developed in the U.S. by Blue Sky Software.

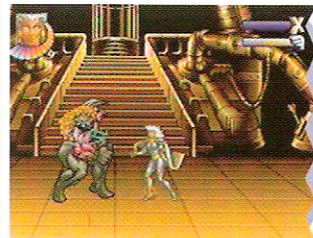




SEGA GENESIS

X-WOMEN

Sega • 1/97

Fans of the female members of the X-Men can finally rest easy knowing that their favorite mutant heroines are breaking loose on the Genesis. *X-Women* has Rogue, Jean Grey and Storm leaving the boys at home and setting out to stop the latest menaces to the world. The gameplay, graphic quality and challenge level are similar to those of the previous X-Men games produced by Sega; you can think of this one as *X-Men 3*.


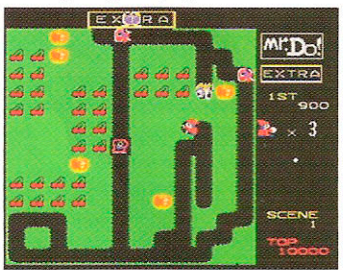



SUPER NINTENDO

MR. DO!

Black Pearl • 10/96

Universal's *Mr. Do!* is a classic arcade game with a cult following; it's one of the more memorable "maze games" of all time. Combining elements of Namco's *Pac-Man* and *Dig Dug*, this cartridge conversion recreates the audio-visual charm of the original game with ease. More importantly, players of the '90s should find *Mr. Do!* to be a perfect example of how game designers of the early '80s rarely allowed the graphic limitations of the era to get in the way of great gameplay.



Shake it, Mr. Do!

SUPER NINTENDO

POWER RANGERS ZEO BATTLE RACERS

Bandai • 10/96

The Power Rangers don't handle all of their battles on their feet; when the time comes, they hop on their bikes! *Battle Racers* puts you in control of six of earth's heroes (including the mysterious gold ranger) and two bad guys, a Cog and King Mondo. There are 16 big courses to do battle on with split-screen action for one or two players. Each character has a different vehicle, including hovercrafts, dune buggies, jet cycles, quadra fighters and three-wheel choppers. Multiple race modes include Bumper Chase mode, which is like a demolition derby where you try to run your opponent off the road.

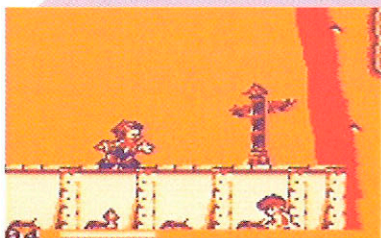




GAME BOY

DISNEY'S PINOCCHIO

T•HQ • 11/96

T•HQ has acquired the rights to this action game starring the enduring Disney character Pinocchio, the little wooden puppet who became a real boy. (Whoops...hope we didn't ruin the plot for anybody.) *Pinocchio* features most of the elements that have become the hallmarks of Disney-licensed cartridge games: traditional side-scrolling platform action, smooth animation and music from the original feature film. It's a two-megabit adventure developed by veteran Game Boy development house NMS Software.

GAME BOY

SUPER BREAKOUT / BATTLEZONE

Black Pearl • 10/96

Game Boy owners continue to enjoy the flow of on-the-go versions of the classic arcade games of the '80s. This time it's the Atari hits *Battlezone* and *Super Breakout* in one cartridge with enhanced color borders for Super Game Boy owners. *Battlezone's* green-line vector graphics are faithfully reproduced, and *Super Breakout* includes three extra variations on the traditional ball-and-paddle action: "Progressive" (in which the bricks move toward you), "Double" (with two balls and two paddles) and "Cavity" (with two extra balls trapped behind the bricks.) Developed by Solid Software.




FREE GAMES*

FREE PLAYSTATION, SATURN, OR NINTENDO 64!

Game
Quest
DIRECT

2306 Temberry Court, Tustin Ranch CA. 92782
Fax: 1-714-573-8394 <http://www.gamequestdirect.com>

Name _____
Address _____
City/State/Zip _____
Date of Birth _____
Telephone # () _____
Game systems you own _____
What mags do you read _____
Favorite color _____

OK, HERE'S THE DEAL!

Buy any game on any platform, and receive another game (of equal or lesser value) on any platform for 1/2 price! THAT'S RIGHT! Buy any game and get the next one 1/2 off! And check this out! If you buy any two cartridge games, you get the 3rd one for free (all you pay for is the shipping). And that's not all...if you fill out the coupon above, and send it in before Jan. 1, 1997, your name will automatically be entered into our drawing to win any home game console you wish...including the Nintendo 64!! Your name will also be entered every time you purchase a full price product. *Prices and promotions subject to change without notice.*

SO CALL NOW!

1-714-573-9076

(Well, not right now. Wait 'till you've calmed down a little bit.)

JOIN THE GAME QUEST DIRECT CLUB AND FIND OUT HOW YOU CAN EARN POINTS FOR MORE FREE MERCHANDISE OR GAMES. JOIN NOW AND MENTION THIS AD TO RECEIVE 10 FREE BONUS POINTS, AND A FREE "GAME QUEST DIRECT...WE DON'T SUCK!" T-SHIRT.

We carry thousands of games! Here are just a few hot new titles!

PLAYSTATION: 2 Extreme, Area 51, Twisted Metal 2, Soul Edge, Spot Goes To Hollywood, Burning Road, VMX Racing, Soviet Strike
SATURN: FIFA Soccer '97, Andretti Racing, Powerslave, Die Hard Trilogy, NHL '97, PGA Tour Golf '97, Soviet Strike, Mortal Kombat Trilogy
NINTENDO 64: Star Wars: Shadows of the Empire, Tetrisphere, Wave Race 64, Mortal Kombat Trilogy, Killer Instinct Gold, Cruis'n USA
GENESIS: Madden '97, Ultimate Mortal Kombat 3, NBA Live '97, Toy Story, World Series '96, Triple Play-Gold Edition, NHL '97, Pocahontas
SUPER NINTENDO: Madden '97, Ultimate Mortal Kombat 3, Donkey Kong Country 3, Lufia 2... and many more! Call now for a free catalog!

"Our organization is dedicated to earning your business any way possible, including free giveaways, huge updated inventory, and of course low pricing." - Charles Buckett, Director of Marketing
"Order from us. We don't suck! Other mail order companies can bite me!" - Arthur Adams, Senior VP Sales
"Are you guys @#\$%ing crazy?! We won't make any money!" - Thomas Vincent, Chief Financial Officer
"My bum itches." - Douglas Dent, President

* Why are you looking down here? Don't you believe us?!? Well, it's true!!!



TOMB RAIDER

Eidos • 11/96



Tomb Raider puts you in the shoes of adventurer Lara Croft (sort of a female Indiana Jones) and follows as she tries to explore 15 long, polygon-rendered levels spanning four different zones. The game is played in a complete 3-D environment; it's like a cross between *Resident Evil* and *Super Mario 64*, but with more shooting. There's also lots of exploration and problem solving. The game

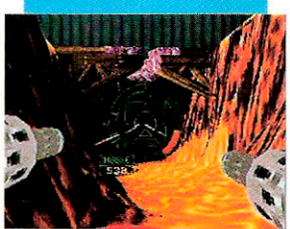
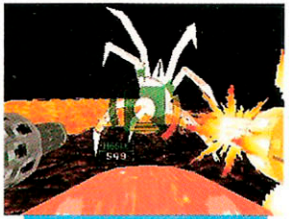
has a "gym" to practice moves and supports the memory card for saving progress (you really need one.) A Saturn version is also due before the end of the year.



MACHINE HEAD

Eidos • 11/96

A horrible virus has overrun the world, warping the landscape and mutating living creatures into hostile enemies. You are the planet's last hope, having been surgically transformed into a part man/part machine fighting force. Travel across virus-ridden terrain as you accomplish mission objectives and try to stay alive! Many different weapons can be found and used—and you'll need them to battle the hordes of uglies that roam what's left of the earth these days. Your vehicular body moves pretty quick and you'll find yourself utilizing the stop-and-go technique most often in the early levels.

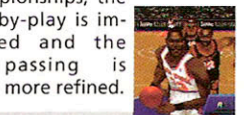


NBA IN THE ZONE 2

Konami • 11/96

Konami has added lots of extras to *NBA In the Zone 2*. All the teams are here with full 12-man rosters and 348 real NBA players. You now have the option of customizing and creating players, substituting and making unlimited player trades. The graphics are also sharper

than in last year's edition; when you create a player and give him a name, you'll see that name on his jersey during the game. You can play a full season or just the playoffs and championships, the play-by-play is improved and the passing is more refined.



COOL BOARDERS

Sony / UEP Systems • 12/96

Couch-potato snowboarders can now enjoy the thrill of being out on the slopes without heading down to the nearest ski resort. *Cool Boarders* features play on five different courses that require speed and

stunt skills to complete successfully. You can play as a guy or gal, choose your clothing, the type of board and finally the color of the board. Due to the difficulty of some of the later tracks and the thrill of performing dangerous stunts, the game has good replay value and has solid control to boot. All this and some hidden secrets, too.

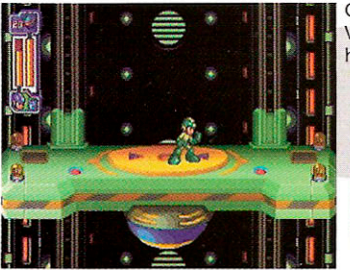


MEGA MAN 8

Capcom • 12/96

Just when you thought you had seen the last of him, Mega Man pops up in another sequel that you swear you'll never play, but eventually end up buying because it's a good game. The latest chapter features our favorite hero in familiar territory

with improved graphics. There are a bunch of new bosses that will cough up new weapons for our buddy Rock to use. The sound quality is the best the series has ever had, due in part to an eerie surround-sound effect; Capcom's experience with Q•Sound is paying off. Very challenging, long and hard to resist.



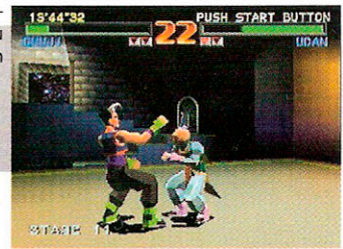
TOBAL NO. 1

Sony / Square • 11/96



Though the company is best known for its RPGs, Square has something very special for fighting game fans. *Tobal No.1* is a great 3-D fighter, but it's also an action/adventure game. Quest mode views the action from behind your fighter as you make your way through


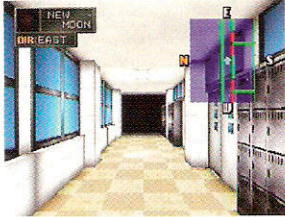
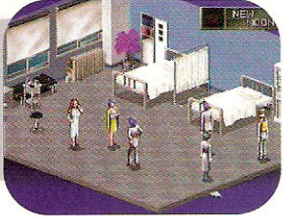
dungeons, collecting items and completing objectives between the one-on-one fights. There are eight regular characters and three bosses. Combat is similar to *Virtua Fighter*, but uses the D-pad for 3-D movement with an assigned "Jump" button.






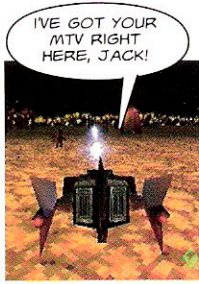
PERSONA
Atlus • 12/96

RPG fans can finally look forward to a mature game with storyline and environment far removed from traditional wizards and dragons. *Persona* tells the story of a group of young people who must deal with the supernatural to solve a mystery. The combat view is similar to that of Capcom's *Breath of Fire*, an angled perspective with the camera behind the players facing the enemies. The game is very long and will take you through a variety of strange situations that keep things interesting.

SLAMSCAPE
Viacom • 11/96

Have you been waiting for a smooth 60-frames-per-second shooter with sharp graphics and 360° movement? *SlamScope* may be just what you're looking for. Free yourself from the *SlamScope* simulator by zipping around in your SlamJet, hopping and firing a variety of fun and interesting weapons for both offense and defense. The neatest feature is the interactive soundtrack by God Lives Underwater; it's not too bad.



VIRTUAL ON
Sega • 11/96

The "dueling robots" arcade smash is very close to arriving for your Saturn system. The gameplay has your robot squaring off against another using an assortment of lasers and bombs. You move around the playing field using obstacles to shield yourself and get in position for maximum offensive and defensive advantage, maneuvering frequently to get the edge. You can challenge a friend with the two-player split-screen mode or play alone against the computer. The game supports the Sega flight stick and is also expected to be compatible with the *Nights* analog controller.




WORLDWIDE SOCCER '97
Sega • 11/96

Lucky Saturn owners are about to experience one of the finest soccer games ever. *Worldwide Soccer '97* has impressively fluid movement that looks so real, your mom will freak out when she sees the game. 48 international teams compete in exhibitions, tournaments and all-out world championships. You can create players and control weather and stadium selection. Your players have a wide variety of moves and animations which not only look good, but are effective as well. The soccer logic and artificial intelligence are as real as the graphics and that means it doesn't get much better than this.

TEMPEST X
Interplay • 11/96

Everyone who always wanted to play *Tempest 2000* but didn't want a Jaguar can now rest easy and play it on your Saturn or PlayStation. *Tempest X*—as it's now known—has game variations from the Jaguar cart plus a new "Tempest X" mode as well as the options of having a drone or second player join in. The PlayStation version has a really spaced-out mode called "Trippy Tempest" which leaves glowing trails of light on the screen; at press time we were not able to determine if this surreal option would appear on the Saturn.




...television...is the retina of the mind's eye...

SAN FRANCISCO RUSH
Atari • 12/96

From the company that brought you coin-op racing hits like *Hard Drivin'* and *Roadblasters*, Atari Games' latest driving game takes place on the streets of San Francisco. The graphics are sharp and the speed is intense as you cruise over bridges and fly off chunks of unfinished highway. Eight cars are selectable and at least three tracks are included, with many hidden passages that cut lap time or lead to secret areas.






WAVE RUNNER

Sega • 11/96

It was just a matter of time before Sega made its mark on the recreational sport simulators. *Wave Runner* is a jet ski game with all the bells and whistle you expect from Sega. There are two courses with two views and the machines can be linked for four players. Contributing

to the game's realism is an actual Yamaha jet ski that is built into the hydraulic cabinet. This allows the cabinet to move up, down, left and right for an incredible motion experience.



VIRTUA COP 2

Sega • 12/96

The sequel to last year's smash arcade and Saturn hit is very close to coming home. *Virtua Cop 2* continues the saga of the Virtua Police Department in Virtua City. This time, the cops are joined by a female newcomer for two-player simultaneous action—though you'd think that with three cops

there should be a three-player option. The game is much tougher than the first installment and is packed with more enemies and on-screen carnage.



TUROK, DINOSAUR HUNTER

Acclaim • 12/96



Turok, Dinosaur Hunter sets so many graphic and animation benchmarks that it will be difficult for many Nintendo 64 developers to catch up. Fortunately, there is quite a game for us to enjoy as well; it's both challenging and tough. There aren't a lot of levels, but that's because they are huge and di-

verse in appearance. Turok will have plenty of goodies to play with, including an unbelievable nuke-type weapon. Developer Iguana Entertainment has paid an extraordinary amount of attention to things like environment damage from weapons, a photo-realistic waterfall and steam rising from anything that would warrant it in real life.



SEGA TOURING CAR CHAMPIONSHIP

Sega • 11/96

The latest arcade racer from Sega continues the tradition of *Daytona USA* and *Sega Rally*. *Touring Car* gives you a choice of four different cars and three different courses on which to compete against friends or computer opponents. There are the standard choices of automatic and manual transmission along with alternating racing views. The deluxe sit-down versions feature two Gull Box speakers in the headrest and a sub-woofer under the seat for added vibration. There are 3-D sound effects and a soundtrack provided by renowned Japanese recording artists AVEX TRAX.



Other New Game News

- *Street Fighter Alpha 2* for the Super NES should be out by the time you read this. It has all of the arcade characters and looks like a good conversion.
- *Daytona USA Championship Edition* will hit the Saturn by year's end with a split-screen for one or two players. The graphics and frame rate have been improved along with the addition of two new tracks and some new cars.



- *WaveRace 64* is the latest offering from Nintendo and it looks and plays great. You have a choice of four different jet skis and a multitude of courses and play modes, including scoring for performing different stunts.
- Konami has a new *Castlevania* adventure for both the PlayStation and Nintendo 64 along with *Metal Gear* for the PlayStation sometime next year.

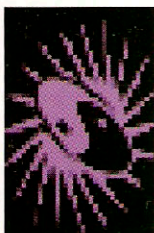
Select Games



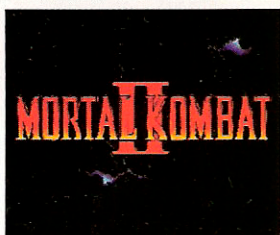
FIGHTING-GAME TOP 5 LISTS

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 lists cover the month ending **October 1, 1996**. If you want to get into **XBAND**, stop by your local **Electronics Boutique, Software, Etc., Babbage's** or **Toys 'R' Us** store, or visit **Blockbuster Video** and check out the **XBAND** instructional/demo video—it's a free rental!

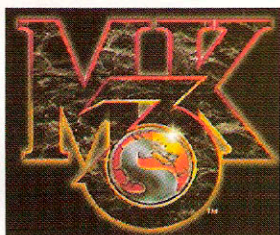
GENESIS



- 1. -(O.G.187)—4,069
- 2. -(P y r a t e 6 9) —3,731
- 3. THE GAME DEMON—3,710
- 4. -(Maverick18)—3,625
- 5. Radjan—3,523

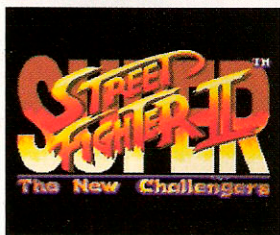


- 1. *Storm Shadow—4,001
- 2. PHOR—3,916
- 3. -(Erection Sp.)—3,712
- 4. NECRON—3,587
- 5. -(P y r a t e 6 9)—3,543



- 1. Koma—3,996
- 2. THE UNKNOWN XXX—3,958
- 3. MK3 Champion—3,942
- 4. Tribute—3,931
- 5. WARLOCK!!!—3,908

SUPER NES



- 1. Mr. Win Collector—4,193
- 2. Phat Lady -TGF—4,018
- 3. ViRuS (U*D)—4,011
- 4. gorby's birThmark—3,968
- 5. iron MonkeY-TgF—3,917



- 1. SiZZAHANDZ Pi.—5,103
- 2. Jack LOVES Brie!—4,756
- 3. WaR GoD—4,738
- 4. LATiN ASSASSiN—4,694
- 5. The Witch Doctor—4,559



- 1. Da GiMP—8,756
- 2. L ord G ame G od—8,380
- 3. Mr. Wizard—8,190
- 4. CybeR CriP (U*D)—8,156
- 5. S e i f e r t—8,076

XBAND Top 5 lists
XBAND Top 5 lists
XBAND Top 5 lists



cheat codes



Codes for use with Galoob's Game Genie Video Game Enhancers

**Urban Strike
Super NES**

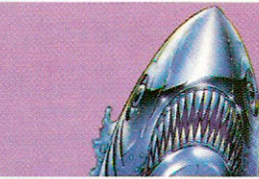
DD3C-1682 + DD3C-16E2—Start with 0 missiles
 103C-1682 + DD3C-16E2—Start with 100 missiles
 A63C-1682 + DD3C-16E2—Start with 200 missiles
 E73C-1682 + DF3C-16E2—Start with 500 missiles
 363C-1682 + D73C-16E2—Start with 1000 missiles
 EE3C-1682 + 5E3C-16E2—Start with MEGA missiles
 DD35-1B82 + DD35-1BE2—Start with 0 rockets
 1035-1B82 + DD35-1BE2—Start with 100 rockets
 A635-1B82 + DD35-1BE2—Start with 200 rockets
 E735-1B82 + DF35-1BE2—Start with 500 rockets
 3635-1B82 + D735-1BE2—Start with 1000 rockets
 EE35-1B82 + 5E35-1BE2—Start with MEGA rockets
 DD3E-4682 + DD3E-46E2—Start with 0 shots for the gun
 103E-4682 + DD3E-46E2—Start with 100 shots for the gun
 A63E-4682 + DD3E-46E2—Start with 200 shots for the gun
 E73E-4682 + DF3E-46E2—Start with 500 shots for the gun
 363E-4682 + D73E-46E2—Start with 1000 shots for the gun
 EE3E-4682 + 5E3E-46E2—Start with MEGA shots for the gun
 DD8E-CB72 + DD8E-CB52—Start with 0 armor
 108E-CB72 + DD8E-CB52—Start with 100 armor
 A68E-CB72 + DD8E-CB52—Start with 200 armor
 E78E-CB72 + DF8E-CB52—Start with 500 armor
 368E-CB72 + D78E-CB52—Start with 1000 armor
 EE8E-CB72 + 5E8E-CB52—Start with MEGA armor
 C2C9-C4DD—Infinite fuel
 3CAC-360F—Infinite ammo
 DF84-42D6—Start with 1 life
 D984-42D6—Start with 5 lives
 DB84-42D6—Start with 9 lives
 7484-42D6—Start with 50 lives
 1084-42D6—Start with 100 lives
 C2C5-4D0F—Infinite lives

**The Jungle Book
Game Gear**

19C-26E-7FB—Very little flash time after getting hit
 99C-26E-7FB—More flash time after getting hit
 3AC-20E-2A2—Infinite energy
 AFC-1FE-19E—One hit and you die
 C3B-7DE-E61—Invincible

**NFL Quarterback Club '96
Genesis**

ABHT-AAE4—Infinite timeouts
 RYZA-A6YT—Infinite play clock time
 ACEA-CAF6—It's always 1st down
 PWAA-DJT0—Touchdowns are worth 2 points
 PWAA-DNT0—Touchdowns are worth 3 points
 PWAA-DTT0—Touchdowns are worth 4 points
 PWAA-DYT0—Touchdowns are worth 5 points
 PWAA-D6T0—Touchdowns are worth 7 points



Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PLAYSTATION

Beyond the Beyond

80103884-FFFF—Infinite Cash
 801149FO-FFFF—Quick Level Gain P1
 80114A78-FFFF—Quick Level Gain (Annie)
 80114B00-FFFF—Quick Level Gain (Percy)
 80114B88-FFFF—Quick Level Gain (Samson)
 80114C98-FFFF—Quick Level Gain (Edward)
 80114C98-FFFF—Quick Level Gain (Tont)

Casper

8007F01C-0064 + 8007EA28-0001—Infinite Health
 8007EA28-0001—Brass Key
 8007EA2C-0001—Iron Key

Final Doom

800AB34C-0001—Map
 800AB3F8-0001—Rapid Fire
 800AB388-0001—Shotgun
 800AB3A8-03E7—Shotgun Shells
 800AB38C-0001—Super Shotgun
 800AB394-0001—Rocket Launcher
 800AB3B0-03E7—Rockets

The King of Fighters '95

8008B454-00CF + 800BCFA0-00CF—Infinite Health, Player 1
 8008B5B800CF + 800BCFAZ—Infinite Health, Player 2

Project Overkill

800997B6-0164 + 800997DA-0064—Infinite Health P1
 800997DC-6464 + 800997DE-0064—Infinite Ammo
 8005BDA0-0001—Green Key
 8005BDA0-0001—Orange Key

SATURN

Battle Monsters

F6000914-C305 + B6002800-0000—Master code (must be entered)
 160377F0-0064—Infinite Health P1
 160378F8-0064—Infinite Health P2

Robo-Pit

F6000914-C305 + B6002800-0000—Master code (must be entered)
 1609D698-0090 + 1609D6E8-0090—Infinite Health P1
 160A09E4-0090 + 160AA7EA-0090—Infinite Health P2
 160A09E4-0000 + 160AA7EA-0000—No Health P2

Three Dirty Dwarves

F6000914-C305 + B6002800-0000—Master code (must be entered)
 1604885E-0007—Infinite Skills (on Normal Difficulty)



Letter from Betty

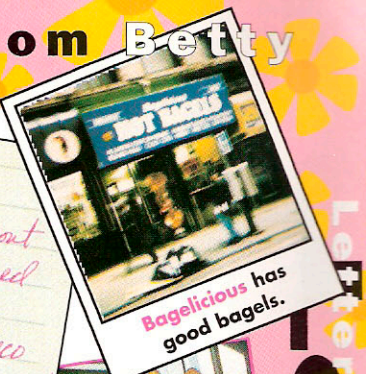


Hi!

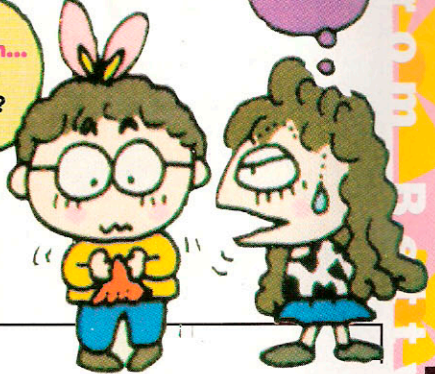
It's me - Betty. I wanted to write to tell you about the most amazing McDonald's I've ever happened upon, right by the World Trade Center and New York Stock Exchange. Fresh flowers, art deco chandeliers, a stock price display, and a doorman! Your order is delivered to your table when the attendant staff brings you a placemat, napkins, and utensils. And the Maestro plays the grand piano while you eat ("Broadway tunes, classical requests, and romantic favorites").

Thus McDonald's seems to be frequented by plenty of German and Japanese tourists with flashy backpacks. A dessert menu comprised of pastries delivered from a midtown Manhattan patisserie makes for a seminal fast food experience.

So between trips to McDonald's I've been going to school, watching a lot of Rap City, and playing a lot of Turbo Express. (She arcade at school is pathetic.) I've also discovered Goldenberg's original Peanut Chews; the chocolate is dark. Bye!



next month... chickens in chinatown?



On the cover: The King of Fighters '96 © 1996 SNK Corp. All rights reserved.

TIPS & TRICKS (ISSN 1059-2938), Volume III, Issue 12, December 1996. Published monthly by L.F.P., Inc., 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Copyright © 1996 L.F.P., Inc. All rights reserved. Nothing may be reproduced in whole or in part without written permission of the publisher. Return postage must accompany all manuscripts, photos, drawings, etc., if they are to be returned, and L.F.P., Inc. assumes no responsibility for unsolicited material. "No sooner thought than deed." Letters sent to TIPS & TRICKS will be treated as unconditionally assigned for publication and copyright purposes and as subject to TIPS & TRICKS' right to edit and comment editorially. SUBSCRIPTION INFORMATION: For subscription customer service, call (800) 621-8977. U.S. subscription: \$19.95 for 12 issues. Foreign subscription: Add \$10 per year. Single copy: \$4.99. These prices represent TIPS & TRICKS Magazine's standard subscription rates and should not be confused with special subscription offers sometimes advertised. Change of address: Six weeks advance notice and both old and new addresses are needed. POSTMASTER: Send change of address to TIPS & TRICKS Magazine, P.O. Box 469070, Escondido, CA 92046. Periodicals postage paid at Beverly Hills, California, and additional mailing offices. Address all advertising materials to: Ad Production, TIPS & TRICKS Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Nintendo is a Registered Trademark of Nintendo of America, Inc. Sega is a Registered Trademark of Sega of America, Inc. Atari is a Registered Trademark of Atari Corp. 3DO is a Registered Trademark of The 3DO Company. Printed in the USA.

Letter from Betty



PARK
AN
TIM
←

Toy Co

PLAY IT
LOUD

DK
C3

MOM

MEET DONKEY KONG'S NEW WILD CHILD.

YOU WANT WILD?
WE'LL SHOW YOU WILD.
WE'LL SHOW YOU
A DONKEY KONG
YOU'VE NEVER
FACED BEFORE
BECAUSE YOU'VE
NEVER COME UP AGAINST
BOSSSES LIKE THIS.



GRAPHICS LIKE THIS.
NEVER PLAYED
ON LEVELS
LIKE THIS.
AND NEVER SEEN
A CHARACTER AS WILD
AS KIDDY KONG. THIS IS A
WHOLE NEW ADVENTURE. DONKEY KONG
COUNTRY 3 FEATURING DIXIE KONG AND KIDDY KONG. NOW
THAT'S WILD.



ONLY FOR

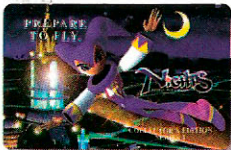
SUPER NINTENDO
ENTERTAINMENT SYSTEM



TM and © are trademarks of Nintendo of America Inc.
©1996 Nintendo. AOI@keyword:NOA www.nintendo.com

Hey there. Are you tired of this?

Get that boot print off your butt once and for all. Call the Sega 900 line. You'll learn hidden moves, secret power ups, bonus levels and tips that will make you the video game master of all time. And you can even order a Sega calling card, already stocked with \$10 of calling time. Just think, you can get all the juicy tips you want 24 hours a day, 7 days a week. No more embarrassment. No more insults. Just you, pummeling your opponents and laughing while you do it. Don't waste another minute. Change your life today.



Call NOW

1-900-200-SEGA

U.S.: 1-900-200-SEGA \$.95/min (recorded), \$1.50 /min (live). Must be 18 or have parental permission.
TT Phone required. In Canada: 1-900-451-5252 US \$1.50/min (recorded/live).



SEGA is registered in the U.S. Patent and Trademark Office. All rights reserved.