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Game of the Month

XG'S CHOICE FOR THIS MONTH'S BIGGEST GAME

76 Final Fantasy IX
Square delivers the last PlayStation installment of its blockbuster Final Fantasy series and XG delivers a complete guide and walk-through.

Feature Strategies

EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

- 90 Pokémon Puzzle League**
Become a Pokémon Puzzle Master with these handy techniques and combo-forming tips.
- 93 Tekken Tag Tournament**
Part two of our Tekken coverage shows you how to dominate in the tag team arena.

104 The Legend of Zelda: Majora's Mask
The first half of an extremely detailed guide, use it to find all of this complex game's secrets!

118 Tony Hawk's Pro Skater 2
We'll have you nabbing mad cash, scoring phatty unlockables and nailing the sickest of moves.

128 WWF No Mercy
Only one wrestler will emerge victorious from the squared circle. With this guide, it could be you.

130 Ecco the Dolphin: Defender of the Future
Ecco is back, and you must help him defend the future from the Foe. We'll show you how.

Special Feature

CONDENSED GUIDES AND TIPS FOR TODAY'S HOTTEST GAMES

116 SegaNet
Let Expert Gamer help you navigate the exciting new world of online console gaming with a quick look at SegaNet.

Tricks of the Trade

THOUSANDS OF SECRETS, TRICKS AND CODES FOR ALL PLATFORMS

26 New Tricks for 15 Games!
Hidden and Dangerous, Wacky Races, Hot Shots Golf 2, Sydney 2000, San Francisco Rush 2049, NFL Blitz 2001, Tony Hawk's Pro Skater 2, Mario Tennis, Perfect Dark and more!

Coming Soon

GAMES WORTH LOOKING AT

70 Previews for You
Zone of the Enders (PS2), The Bouncer (PS2), Sky Odyssey (PS2), NASCAR 2001 (PS2), Skies of Arcadia (DC), Dance Dance Revolution (PS), Hey You, Pikachu! (N64), Paper Mario (N64).

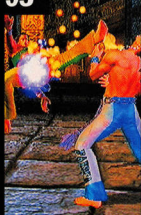
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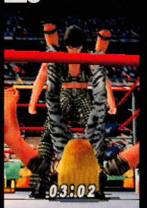
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118



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130



SITUATION

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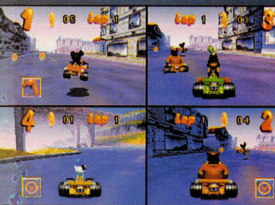


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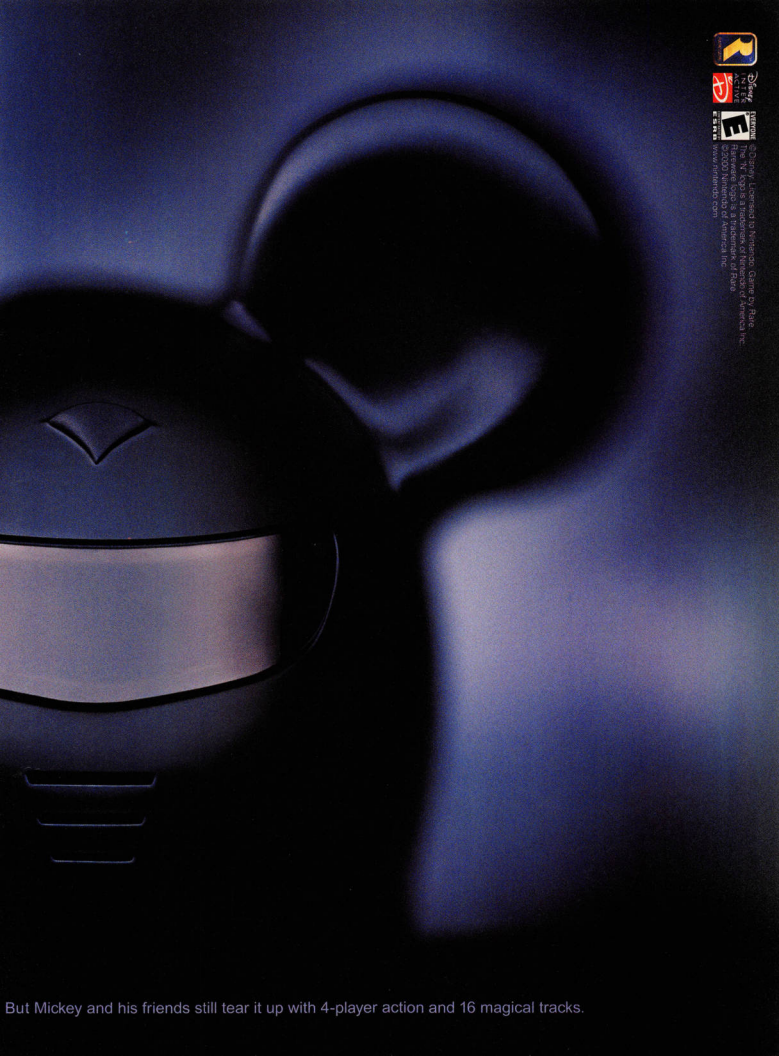
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MICKEY'S SPEEDWAY USA

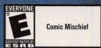


Okay, aerodynamic he's not.



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or plug in a Multitap and embarrass your friends. Wimps need not apply. Sure, this isn't conventional warfare but, then again, Crash isn't a conventional bandicoot.



ONLY THE STRONG SURVIVE.

Inside XG

MEET THE STAFF

EXPERT GAMER

DECEMBER 2000

NUMBER 78



Dan Leahy
Editor in Chief
dan_leahy@ziffdavis.com

Winning Isn't Everything...It's The Only Thing!

You know the feeling. You've just been scorched at your own game. Some punk/friend/derelect or combination thereof has made a mockery of your skills. It's not fun to lose, as I learned recently when NFL2K1 went online. Gone were my days of fattening up against the CPU. Now I had to study every little nuance of the game if I wanted to compete. I had to visit forums and scour message boards for helpful tips. I had to practice. What's the point of all this? Well, it's to offer

an XG hand to you, our loyal readers. It's our own goo-help line, if you will. So, for sports gaming advice, email Mr. Leahy. Fighting questions, go to Mr. Miller. General action adventure/RPG stuff heads to Andy, while Pokémon and dancing game queries will be handled by Phil Theobald.

○ **Feared Opponents:** *Afroman4ever, ben-nettlw, UGOXtra, PlyrZcaper*



Andy Baran

Sr. Associate Editor
andy_baran@ziffdavis.com

Andy has gotten the dancing craze! Ever since his pal CJ showed him Dance Dance Revolution (DDR) in Japan, he's been going berserk. His area has been transformed into Club Cyber, a techno dance club. The rave music and flashing lights have become a mainstay in the office. Lord of the Dance? No.



Phil Theobald

Associate Editor
phil_theobald@ziffdavis.com

After finishing up his guides this month, Phil dove head first into Pokémon Gold. His Poké-addiction has gotten so bad that he's taken to talking like a Pokémon around the office. It was cute at first, but we're all getting pretty sick of hearing him say nothing but, "Phil, Philip, Phil-lip, Philip, Phil!" Please Phil, shut up.



Kenneth Miller

Associate Editor
kenneth_miller@ziffdavis.com

The cold weather of Chicago has forced our favorite Texan into wearing a bizarre apparatus called "shoes." We had to put a collar around his neck to prevent him from chewing them off like a bad puppy. To keep himself warm, he's cuddled up with FFX and has become, uh, shall we say, "intimate" with it.

○ **Feared Opponents:**
The only equal to myself is myself. I am my enemy...

○ **Feared Opponents:**
V.I.C.I., the evil android girl of Small Wonder fame.

○ **Feared Opponents:**
Buford "Mad Dog" Tannen, Hello Kitty, Andy's Ego



Carey Wise

carey_wise@ziffdavis.com

THE ART GUYS

Lt. Col. John Smith



Dave Malec

dave_malec@ziffdavis.com

Lt. Templeton A. Peck



Terry Minnick

tricks@ziffdavis.com

THE TRICK GUY

Capt. M.M. Murdock



Justyn Harkin

justyn_harkin@ziffdavis.com

THE WORD GUY

Sgt. Bosco Barracus

EDITORIAL	
Editor in Chief	Dan Leahy
Deputy Editor	Justyn Harkin
Senior Associate Editor	Andy Baran
Associate Editors	Kenneth Miller • Phil Theobald
Tricks Editor	Terry Minnick
Contributing Editors	Todd Zuniga • Chris Nicolletta Henry LaPierre
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CEO and Bureau Chief	Stuart Levy
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PRODUCTION	
Production Director	Carlos Lugo
Press Manager	Dave McCracken
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TECHNOLOGY	
Project Leader	Mark Lefebvre
ZD GAME GROUP	
Publisher	Dale Strang
Creative Director	Michael Stassius
Business Director	Cathy Boboff
Circulation Director	Joan McInerney
Circulation Director	Shirley Ley
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ADVERTISING SALES	
Advertising Inquiries Contact:	ZD Game Group 50 Beale Street, 12th floor San Francisco, CA 94105 (415) 547-8783 Fax: (415) 547-8777
Group Publisher	Lee Uniaque (415) 357-4910
Group Associate Publisher	Suzie Reider (415) 357-4915
District Sales Manager, Midwest and East Coast	Marc Callison (630) 382-9034 Tallie Fernburne (630) 382-9043
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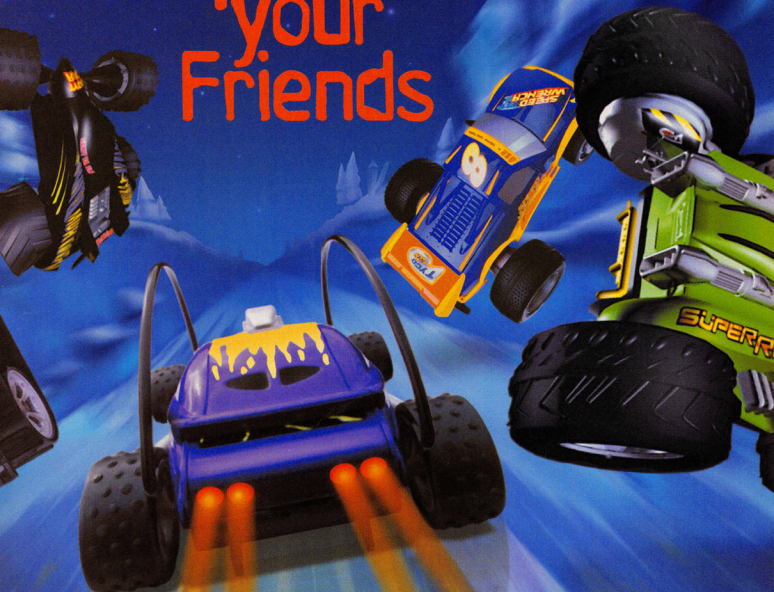


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Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and mailing address anyway, for Letter of the Month contest consideration.

Winners!

• Here are the winners of XG #76's Game Over Contest:

1. **Chris Kudlacz**
Omaha, NE
2. **Ryan Murphy**
St. Charles, IL
3. **Todd Pagden**
Chicago, IL

• The answer to XG #76's Game Over Contest is:
Space Channel 5

International Gamer Is Here to Stay!

Dear Expert Gamer,
I love the "International Gamer" section and I believe it will be a great addition to your magazine. I would really like to see more "International Gamer" because I want to see both strategies and the game side of anime. Keep the section, don't kill it.

Brandon
Branzkoots@AOL.com

Thanks to all of the readers who sent feedback to us about their overwhelming interest and fascination with the international gaming scene. We have decided to make this a permanent section starting with the next issue. That's right, we'll continue to give you the latest buzz from Japan, and the head's up in the world of anime. You asked for it, we listened to you. After all, this is your magazine, too.

Gone, but Not Forgotten

Dear Expert Gamer,
NeoGeo Pocket Color is the coolest game system to come out since Odyssey—why they recalled every system and game back to Japan, I'll never know. I know you guys can't review NGPC games anymore, but as a favor to a big NGPC fan and an avid reader of XG, could you give me the names of maybe five games that just came out in the past three months? And if it's not too much trouble, give me a good web site to buy them off of. If you print this letter in your mag, could you put my e-mail address in so other NGPC fans can help me? Thanks.

Matt
onholiday@mymailstation.com

All of us here at XG feel your pain when it comes to the NeoGeo Pocket Color. It is a rockin' good system with quite a few good games for it. Unfortunately, since the recall, finding games is nigh impossible. Your best bet to find them is to check online at

such stores as www.tron-bxweb.com or auction sites like www.ebay.com. Hopefully, you won't mind playing imports (which you can do with no adapter on the NGPC), since most of the games you find will be from Japan. There hasn't been many new releases lately, but you might want to check out: *Rockman Battle & Fighters*, *Gals Fighters* and *Cotton*. All are imports, but you may get lucky and find the US version of *Gals Fighters*.

Chipping In

Dear Expert Gamer,
How do I play an import game? I read your article about it in issue #76, but it didn't help me at all. I can't use a pro-adapter on my PlayStation because my system does not have a hookup for it in the back. I can't use a mod chip because I can't find one. Can't I just use a GameShark or something? Please respond.

Joe Mama
jdallen315@juno.com

Well, "Joe," we're afraid that we've given you all the help that we can. If you want to play import PlayStation games, you're just gonna have to look harder for a mod chip (ask your local game retailer about where you can find an importer who will install the chip). The GameShark isn't going to help you play those imports.

PS2 Blues

Dear Expert Gamer,
I was wondering if the Japanese PS2 can play American games. Since I will be going to Japan and Hong Kong soon, I was planning to get a PS2 here instead of there. And if the Japanese PS2 will be able to play American games, which system would be cheaper—the American one or the Japanese one? Thanks, and your mag rules!

Nelson Shum
Address Withheld

If you're going to stay in Japan for a prolonged period of time, by all means buy the Japanese version.

Letter of the Month



After it seemed like RPGs were falling into a rut, Square has unleashed *Final Fantasy IX*. It harkens back to the older games in style and gameplay. RPGs for the hardcore fans are making a comeback.

Challenging the Hardcore Are RPGs Going Too Soft Nowadays?

Dear Expert Gamer,
I'm worried about the state of RPGs. Although the game makers seem to be regaining some trust, I'm still worried about the hardcore fans. I haven't seen many truly challenging RPGs in awhile. Whatever happened to games like *Final Fantasy (NES)*, *Chrono Trigger (SNES)*, *Breath of Fire (SNES)*, *Dragon Warrior (NES)* and other challenging games? These games brought out imagination of the player and held you to the game, taking over a few months to complete (more for some games). Recently, I've only seen a few excellent games like these. Am I alone, or do other hardcore gamers also worry about this? Personally, I believe that the days of SNES and NES were the RPGs' shining years, but recent upcoming games may prove me wrong. I just thought I'd write and see if anyone shares my worries of the deteriorating state of the RPG.

Kyle Seeley
Terre Haute, IN

You aren't the only one who feels that the days of the SNES and NES were the heyday of RPGs. The last year of the SNES really made it the RPG system. The greatest boon and bane to RPGs came in the form of *Final Fantasy VII*. This game was simplified for the mass consumer, setting a watered-down standard for our games. However, it literally woke the video game industry from its slumber and proved that RPGs could make money. There are a lot of players who discovered the genre because of *FFVII*. Square's most recent *Final Fantasy* game, *Final Fantasy IX*, has been a step toward bringing players closer to how RPGs once were. It is more or less a bridge between how RPGs were and are now. Depending on how this game does, more games might be done in the older and more difficult style. Don't worry, things will get back to how they once were.

Kyle won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!





WOW!

U.S. Top 10

THE 10 BEST-SELLING GAMES OF SEPTEMBER

- 1. Madden NFL 2001**
(EA/PS)
- 2. NFL 2K1**
(Sega/DC)
- 3. Tony Hawk's Pro Skater 2**
(Activision/PS)
- 4. Tony Hawk's Pro Skater**
(Activision/PS)
- 5. Gran Turismo 2**
(Sony/PS)
- 6. Mario Tennis**
(Nintendo/N64)
- 7. Spider-Man**
(Activision/PS)
- 8. JamPack**
(Sony/PS)
- 9. SW Episode 1 Racer**
(LucasArts/N64)
- 10. Spec Ops**
(Take 2 Interactive/PS)

Japan Top 10

JAPAN'S 10 BEST FROM 9/18 TO 9/24

- 1. Dragon Quest VII**
(Enix/PS)
- 2. Sakura Taisen 2**
(Sega/DC)
- 3. Gensō Suikogaiden Volume 1**
(Konami/PS)
- 4. Pokémon de Panelon**
(Nintendo/GB)
- 5. Dino Crisis 2**
(Capcom/PS)
- 6. World Soccer Jikyou**
(Konami/PS)
- 7. Gekikukan Pro Baseball**
(Square/PS2)
- 8. Koro Koro Kirby**
(Nintendo/GB)
- 9. Keyboard Mania**
(Konami/PS2)
- 10. Mario Tennis 64**
(Nintendo/N64)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (October)

- 1. Pokémon Puzzle League**
(Nintendo/N64)
- 2. WWF: No Mercy**
(THQ/N64)
- 3. Dance Dance Revolution 3rd Mix**
(Konami/PS)
- 4. Capcom vs. SNK**
(Capcom/DC)
- 5. NFL2K1**
(Sega/DC)
- 6. Pokémon Puzzle League**
(Nintendo/N64)
- 7. Mario Tennis**
(Nintendo/N64)
- 8. Pokémon Gold & Silver**
(Nintendo/GB)
- 9. Zone of the Enders**
(Konami/PS2)
- 10. Pokémon Puzzle League**
(Nintendo/GB)

SOURCES: NPD TRSTS Video Games Service (U.S. Top 10); Weekly Famitsu Magazine (Japan Top 10)



Disney DDR is one of several games for the N64 which might not make it out over here. Definitely worth importing.

Unless you've pre-bought your PS2, the odds are good that you won't be able to get one for a long time if you decide to buy an American version. One problem we have is that we don't know if it will be possible to modify an American system since we don't have any American games yet. Your best and safest bet would be to hold off for now.

Overseas N64 Action

Dear Expert Gamer,

First, I'd like to say that your magazine is awesome! In last month's article about import games, I noticed that you did not have any N64 games in your list of "Most Importable Games." Could you please send me a list of good import Nintendo 64 games? Thanks!

Dominic Flaim
Address Withheld

The N64 hasn't really caught on in Japan, and the end result is that there are many more N64 games in the US than there are in Japan. If you want a list, here it is.

1. Bengaiah (shooter).
2. Evangelion (drama).
3. Disney DDR (dance).
4. Custom Robo (action).
5. Pokémon Stadium (This inferior prequel—with its incomplete Pokémon roster—is for diehard fanatics only).
6. Rumble Pack version of Wave

- Race 64.
7. Rumble Pack version of Mario 64.

PS2 Gundam Games?

Dear Expert Gamer,

When is Mobile Suit Gundam for PS2 coming out? Also, are you going to have a blow-out PS2 guide? How about a shopping guide? Now there is an idea!

astimeronz@juno.com
Chantilly, VA

There are two Gundam games for the PS2: G-Saviour, by Sunrise (see below), and the Mobile Suit Gundam game by Bandai. The latter is based off of the original series and is one of the most visually impressive games for the PS2 yet. The odds are pretty good that Bandai will release its game for the US PlayStation 2. As for the shopping guides, that's more along the lines of what our sister magazines, *Electronic Gaming Monthly* and *Official U.S. PlayStation*, would do.

Football Fumbblings

Dear Expert Gamer,

I was wondering if you could give me some tips on receiving passes on NFL 2K1? It seems like the ball bounces off the players' heads a lot (even more so when they are wide open!) I've tried tapping Y, I've tried holding Y, but nothing works! Maybe I just suck, but I still don't think it should be happening this often. Also, what's up with these power rankings and

ladder matches I keep hearing about in the chat rooms? Any help here would be great.

Jerry Knapp
jydot@ccq.com

Any relation to Jeremy Schapp? We know, that joke is lost on you, but we had to say it... As for your question, there are a number of factors which determine if you catch the ball. First off, use the Trigger button at the line to check their energy. Fatigued players will drop passes. Also, adjust the zip you put on the ball. Some routes are meant to go with a bullet pass while others require more touch. Go to Practice Mode and you'll get the hang of it. Oh, one more thing. We get the best results when not hitting Y to take control of the guy. That's it.

Bringing It Together

Dear Expert Gamer,

Although I really like all those companies out there like Sony, Nintendo and Sega, why do they all have to compete against each other? I mean, is it one big

race to get more money and systems sold? Why don't they all team up and make one great system with great graphics and great games? I'm sure it would be big and make a lot of money, but all the major companies pretty much want to compete against one another. Please consider my question and answer it, because I really need to know.

James LeClair
Burlingame CA

Import Pick of the Month**G-SAVIOUR**

The latest in a long line of Gundam games, G-Saviour brings the series to a whole new level. Released recently in Japan for the PS2, this game puts you at the controls of one of the most advanced Mobile Suits in the world. G-Saviour is much more an action game than a strategy title. Accomplish a variety of missions and utilize all of the weapons your Gundam suit has to offer. Also, if you want to see the Gundam universe brought to life, the seemingly endless cinematics and gameplay will make your jaw drop more than once.



Your Gundam is as deadly at long ranges as it is up close. Most of the enemies you face will get vaporized instantly from one blast of your Beam Rifle. Just don't get too cocky!

DON'T JUST HEAR THE GAME... LISTEN TO IT

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ELECTRONIC GAMING MONTHLY

"Whether you're plugging in your console system, a portable player or your computer you'll be sure to 'feel the sound' the way it was meant to be!"

THE CONTROL CENTER

"With a 300 watt sub-woofer, two satellite speakers, and separate volume and bass controls, you get clean stereo sound along with pumping bass undertones. Highly recommended!"

4.5/5, OFFICIAL PLAYSTATION (PS)

"This high-fidelity sound system adds a whole new dimension to the sound quality of video games thanks to a 300-watt sub-woofer and twin satellite speakers!"

GAMERWEEK

"From the melodic sounds of Final Fantasy VII, to the upbeat 70's style music of Vigilante, the Sound Station helped provide a great atmosphere throughout!"

9.8/10 CONSOLE-NEWS



Coming Soon

SEGA DREAMCAST

Winter/Spring 2001

- **GunBird 2** (Capcom)
- **Cannon Spike** (Capcom)
- **Star Wars: Super Bombad Racing** (LucasArts)
- **Planet of the Apes** (Fox Interactive)
- **Buffy the Vampire Slayer** (Fox Interactive)

NINTENDO 64

Winter/Spring 2001

- **Conker's Bad Fur Day** (Rare)
- **Dinosaur Planet** (Rare)
- **Mario Party 3** (Hudson Soft)
- **Eternal Darkness** (Silicon Knights)
- **Donald Duck** (UBI Soft)

SONY PLAYSTATION

Winter/Spring 2001

- **Dance Dance Revolution** (Konami)
- **Gundam Wing** (Bandai)

SONY PLAYSTATION 2

Winter/Spring 2001

- **The Bouncer** (Square)
- **Star Wars: Super Bombad Racing** (LucasArts)
- **MDK 2 Armageddon** (Interplay)
- **Cool Boarders 2001** (SCEA)
- **Warriors of Might and Magic** (3DO)
- **Knockout Kings 2001** (EA Sports)



If the "Big Three" were to get together, the world as we know it would end. Let's all hope that they never team up!

Have you ever tried to feed three hungry dogs from the same bowl? They will bump into each other and try to get the biggest portion. Sometimes, even a fight will break out. Now imagine a situation where the stakes are even bigger. Everyone wants to make the almighty dollar. The amount of legal issues and red tape involved in an endeavor like the one you describe makes the scenario unlikely to say the least. Besides, it's the competition between the companies that produces the real innovations. After all, if Sega never made the Genesis, would Nintendo have ever had a reason to make the SNES? If Nintendo never made the SNES, would Sega have ever had a reason to make the Saturn? This cycle continues to the PS2 and the GameCube. With corporate competition, the real winners are the consumers.

SNES Questions

Dear Expert Gamer,

First, I want to respond to Jonathan Mattinson's letter in the October issue. I, too, cannot stand turn-based RPGs (they're one of many reasons I can't stand the PlayStation), but he's forgetting about all the so-called

"action RPGs" like Secret of Mana, Zelda, Crystals, etc. All of these games totally rock and allow you to whack away at an enemy to your heart's content. I just wanted to mention that... And a question about your import gaming feature: I looked at my SNES and saw the tabs, but I'm a little reluctant to get some needle nose pliers and pull them off, because you didn't say if I still be able to play US games. Will I?

Annie Muske-Dukes
Los Angeles, CA

You'll still be able to play your US games on your system. It was because we were so cramped for space that we had to cut some text. If you look on the back of your SNES cartridge, you'll see little slots



The only purpose of those two little tabs on the sides of your Super NES is to keep you from playing import games. We'll show them!

where those tabs can slide in without a problem. On the Super Famicom cartridges, there are no slots. If you try to play a Japanese game on an unmodified SNES, it'll get jammed up by those annoying pieces of plastic. Those tabs are there to prevent you from playing import games—they serve no other purpose.

Lexicon Lingo

Dear Expert Gamer,

I think your mag is great. I'm always happy to see it in the mail. I've never written to you before, but I felt I had a worthy topic to discuss. I'm really excited about Seaman coming out and have already reserved it; however, I do have one question. Not to sound like a total perv, but eventually this had to come up. What is the plural of Seaman?

Nick Farah
Gainesville, FL

When it's capitalized, "Seaman" is a proper noun that refers to the title of the Dreamcast game. Its plural form would be "Seamans." And by the way, Nick, you are a perv.

The Chrono

Dear Expert Gamer,

Is there any way you know of that I could find the soundtrack for Chrono Cross? I couldn't find one on the internet, and I couldn't order it from my local music store. My friend said that the only way you could've gotten the soundtrack is if you pre-ordered a special soundtrack/game bundle. Is this true? If so, will the soundtrack be available at a later date? Thanks.

David Macri
macri@aug.com

Your friend is only half right. There was a five-track CD that you could get as part of a pre-order promotion that also included a clock, but the soundtrack is by no means exclusive to the pre-order crowd. Check out Game Music Online at www.gamemusic.com to get the full three-CD soundtrack to the game and make Yasunori Mitsuda proud.

Letter Art

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

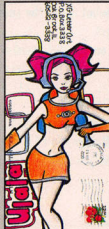
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Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Amanda Wears wins an Agatec Specialized Control Pad for the Sony PlayStation. Way to go, Amanda!



Katie Turner
Alexandria, AL



Mandy Shafer
Nashville, TN

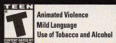


Dan Vottero
York, PA


* Or at least get you in the magazine and win a controller from Agatec (FIRST PRIZE ONLY!)


TWO WORDS

Shenmue



www.sega.com/shenmue



 Dreamcast™

TRICKS OF THE TRADE



Dreamcast



New Tricks

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Aerowings 2: AirStrike
Get Everything: When you begin your game, abort Training Mode and get to the "Game Select" screen, then hold L-Trigger-X. With these held, press Y. A voice confirms correct entry.

Bust-A-Move 4

On the title screen with "Press Start Button" flashing, enter the following codes for the results shown. You will hear a sound if the code was entered correctly.

Another World: X, Left, Right, Left, X. Now you will have more puzzles available in Puzzle mode under the Arcade setting.
More Characters: Right, Right, X, Left, Left.
Tarot Card Reading: Up, X, Down, X, Up. At the game menu, go into the option screen to see the new "Tarot Reading" (Love) option.
Talk Demo: First enter the More Characters and Tarot Card Reading codes, then, at the title screen, press X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down, X. At the game menu, go into the option screen to see the new "Talk Demo" option.

Crazy Taxi

From the mode selection screen, choose either *ARCADE* or *Original Mode* as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

No Arrows: Press and hold R-Trigger+START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.
No Destination Mark: Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger-R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Dead or Alive 2

Uncut Demo: On the mode select screen, choose Option. On the "Option" screen, choose Game Setting. From "Game Setting" choose Others. On the "Other Setting" screen, change Your Age to a number higher than 21 (99 is optimal). Now go back to the mode select screen and pick Survival Mode. Play through this mode until you get onto the top ten ranking list and put in your name as REALDEMO. Now go back to the title screen and wait until the demo starts. You will then see the uncut demo with one of the scenes showing Kasumi in her birthday suit, lying in a gelatin-like substance.

Draconus: Cult of the Wyrn

On the title screen where it says, "Press Start Button," press X, Y, X, X, X, Y, Y. This is the first part of the codes shown below. You will hear a sound to confirm that the code was entered correctly. Now begin a new game or load a previously saved one. In the middle of

Trick of the Month

Tony Hawk's Pro Skater 2

PlayStation

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.

Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.

No Blood: Right, Up, Square, Triangle, Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Obese Skater: X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.

NeverSoft Pro Skaters: On the main menu screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode, Choose and empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.



AARON CAMMARATA
RALPH D'AMATO
JOEL JEWETT
CONNOR JEWETT
MICK WEST
JOHNNY OW
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
SCOTT PEASE
CHRIS RAUSCH
JUNJI SAITO
DARREN THORNE
JASON UVEDA

Sam Accardi
N. Wildwood, NJ

Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you've given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338



the game, press **START** to pause and then enter the following buttons codes to accomplish these results.

Level Skip: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Down on the D-pad.

Invincibility and One-Hit Kills: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Right, then Up, then **START**. You won't take any more damage and your instant kills will be worth 50,000 points!

Regain Life Points: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Left, then Up, then **START**.

Grand Theft Auto 2

On the main menu screen, choose "Play." At the next menu, move up to the player name and change it to one of the following names to unlock these cheats as shown.

Invincibility: INFINITY
99 Lives: BIGCATS
Every Weapon: BIGGUNS
Level Select: SESAME
Recover Weapon After Death: LOSTOYS
Double Damage: DBLWAMMY
Unlimited Electric Gun: BIGFRIES
No Police: LAWLLESS
Get the X Multiplier: BOYAKASH
Max Respect from All Gangs: ALLFRIEND
More Blood: WOUNDED
Get \$500,000: MUCHCASH
Get \$99,999,999: ULTIMATE
Pedestrians Are Elvis: ERRHUH (Note: if you run over an entire group of Elvis pedestrians with a car, you will get the message, "Elvis has left the building.")
Unlimited Flame Throwers: TOASTIES
Invincible Player: SCOOBYDO.

Hydro Thunder

Super Start: To get a jump on the competition, wait until the announcer starts counting down. Immediately after he says, "three," press and hold the R-Trigger. Immediately after he says, "two," let go of R-Trigger and hold L-Trigger. Immediately after he says, "one," let go of L-Trigger and hold the R-Trigger. When he says, "Go, go, go!" you will get a nice boost and you'll hear, "Super Start!"

Boost Jump: After picking up some boost power-ups, you can do a special jump without the help of a ramp! If you hold the L-Trigger (brake) and then press A, you will be boosted into the air. This is great for getting those power-ups that are just out of reach.

Legacy of Kain:

Soul Restart: Press **START** to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.

Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.

Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.

Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.

Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.

Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.

Hurt Razeil: Hold L-Trigger and press Left, B, Up, Up, Down.

Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.

Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.

Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.

Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.

Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.

Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.

Sunlight Glyph: Hold L-Trigger and press Left, Up, Left, Right, Right, Up, Left.

Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.

Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Magforce Racing

All Tripsods, Classes and Tracks: On the main menu, highlight the vehicle select and hold the X+Y buttons simultaneously. While holding these, press Up, Left, Down, Right, Right, Up, Down, Right. You will hear a sound when the trick is entered correctly. Now access the vehicle and track select options to see all the new tripsods, classes and tracks at your disposal.

NBA Showtime

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown and then press the Pad or Stick in the direction indicated by the code (For 4-3-2, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Tournament Mode: 1-1-1 Down.

Show Shot Percentage: 0-0-1 Down.

Hot Shotpot: 1-0-0 Down.

No Hotspots: 2-0-1 Up (2p must agree).

Big Head Mode: 2-0-0 Right.

Team Uniform: 4-0-0 Right (2p must agree).

Alternate Uniform: 4-3-0 Right.

Midway Uniform: 4-0-1 Right.

Home Uniform: 4-1-0 Right.

Away Uniform: 4-2-0 Right.

Fog: 1-2-3 Up (Outdoor courts only).

Thick Fog: 1-2-3 Down (Outdoor courts only).

Night Fog: 1-2-3 Left (Outdoor courts only).

Swamp Fog: 1-2-3 Right (Outdoor courts only).

Rain: 1-4-1 Left (Outdoor courts only).

Snow: 1-2-1 Left (Outdoor courts only).

Blizzard: 1-3-1 Left.

No Replays: 3-3-1 Left.

No Tipoff: 4-4-4 Up (2p must agree).

NFL 2K

Enable cheats by going into the options screen, choosing the "Codes" selection and entering the following codes.

Alternate Text: SCRAWL (Some of the text will have a different font.)

Fat Players: LARD

Sega Sports Team: SUPERSTARS (The Sega Sports team will be available at the team selection screen between the NFL All-Pro and San Francisco 49ers.)

Turbo Mode: TURBO (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Turbo.")

Slow-Motion Mode: DEDMAN (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Slomo.")

High-Pitched Commentary: SQUEEKY

Auto-Defense Play Selection: On the play selection screen when on defense, press A

Hidden and Dangerous

(Important Note: You need a Dreamcast keyboard plugged into port B on the Dreamcast to make these codes work) First, choose "Start Game" from the main menu screen and when asked to enter your name, type WILLIAMS on the Dreamcast keyboard and press the Enter key. Next, go through the setup process by choosing your mission, menu, team and weapons. In the game, type in these codes on the DC keyboard for the results as shown. You will hear a click sound when a code is entered correctly.

Level Skip: MISSIONCOVER

Restore Health: GOODHEALTH

Invincibility: CANTDIE (Note: Explosions and trains can still hurt or kill you.)

All Doors in Mission Open: OPENALL-DOOR



Instant Death: KILLTHEMALL (Note: Use caution with this trick, as it kills hostages as well.)

Player Coordinates Displayed: PLAYE-RCOORDS

All Weapons and Items: ALLOOT

Enemy View-Front: ENEMYF (This will give you a view behind the nearest enemy. Keep typing it again and again to cycle forward through the next nearest enemies.)

Enemy View-Backward: ENEMYB (This will cycle backward through the enemies.)

Huge Heads: FUNNYHEAD

Debug Frame: DEBUGFRAME (This puts a strange debug picture box on the screen.)

Fall Mission: GAMEFALL

The End: SHOWTHEEND



twice to have the CPU choose a random play to stop your opponent.

More Attribute Points: In the Create-A-Player Mode, highlight an attribute and move the points all the way down to "0." Then move it all the way back up to the original number. Now look at the available points at the top of the screen and you will have gained a point. Do this for each attribute and you will gain a point for each one.

NHL 2K

From the "New Game" menu, choose either Exhibition, Season or Playoff. Go to Custom Players and change the first and last names of your player to one of the names shown below. Once you do this, press A to accept the player. Back at the "New Game" menu, go to Trade Players and on the "Roster Manager" screen, choose the Free Agents pool. Scroll through the players until you see the one you created. Now press A to select the player and X to execute the trade. Press A again to accept this trade agreement. Go back to the "New Game" menu one more and select Edit Lines. In this menu, move over to the players (either on the ice or scratched) and you will see the faces or message for the players you created.

Tony Twist: Tony Twist

Ron Hestall: Ron Hestall

Marty Reasoner: Marty Reasoner

Wayne Gretzky: Enter this name to see "Thanks for the Memories" over the head shot on the "Edit Lines" screen.

D Port Codes: Have a controller plugged into the fourth port (D) on your Dreamcast and enter these tricks with it.

Black Box Team: When the logo for Black Box appears, press and hold the L+R buttons.

While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Now Black Box is available in the choice of teams.

Big Heads: When the logo for Black Box appears, press and hold the L+R buttons.

While holding these, press B, A, B, Y. You will hear the announcer say, "Oh, Black Box, baby." Everyone on the team will have big heads except for the goalie.

Nightmare Creatures II

Cheats Menu: In the middle of the game, press **START** to pause. Next, press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Left, B, X, Left, B, X, Left, B, X, A, X.

Replenish Health: When your energy is low in the game, just press and hold the X+Y+B buttons simultaneously. Hold them until your health builds back up again and you will get a full bar!

Plasma Sword

Highlight one of the appropriate character on the character select screen and then enter the code.

Play as Kaede: Highlight Rain and press Down, Down, Left, Left, Up. Kaede will appear in a box above Rain.

Play as Rai-On: Highlight Byakko and press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in a box above Byakko.

Play as Evil Gamof: Highlight Gamof, then hold **START** and press A.

Rainbow Six

In the middle of your game, press the following buttons to activate these special modes in the game. You'll hear a noise and see text on the left side of the screen to confirm that they worked. To turn off any of the codes, just enter them again. Note: Don't pause the game before entering these!

Avatar God: Simultaneously press Up on the Analog Stick, Down on the D-Pad and A button. Your character becomes invincible, but the rest of your team won't be affected.

Team God: Simultaneously press Left on the Analog Stick, Down on the D-Pad and A button to gain invincibility for everyone on your team.



GameShark Codes

Ecco the Dolphin

All Levels 5DD7BF7FFFFF
803385A000000000

Elemental Gimmick Gear

Infinite Health 18AC16CE00000019
Infinite EP 06D8838000000190
18AC16CE000000190
Infinite Gabaro AE4A3510E0000FFF
Level 3 Access FED1D6D900000006
Level 3 Skill 2E9B231A00000006
Max Attack FE9D6D9000000006
Max Defense 2E32231A00000006

NFL Blitz 2001

Infinite Creation Pts 962802F10000002A
0 Pts Team 1 Q1 58B77C4500000000
0 Pts Team 1 Q2 900801E500000000
0 Pts Team 1 Q3 EE37138600000000
0 Pts Team 1 Q4 2E76857000000000
0 Pts Team 1 OT 77F5D81000000000
0 Pts Team 2 Q1 31F12F5000000000
0 Pts Team 2 Q2 85E3861200000000
0 Pts Team 2 Q3 CF38CEA000000000
0 Pts Team 2 Q4 2E17685700000000
0 Pts Team 2 OT 58677C4500000000
10 Extra Pts Team 1 Q1 58B77C4500705041
58B77C4500000004
10 Extra Pts Team 1 Q2 900801E500705041
900801E500000004
10 Extra Pts Team 1 Q3 EE34138600705041
EE37138600000004
10 Extra Pts Team 1 Q4 2EA4685700705041
2EA7685700000004
10 Extra Pts Team 1 OT 77F5D81000705041
77F5D81000000004
10 Extra Pts Team 2 Q1 31F22F5000705041
31F12F5000000004
10 Extra Pts Team 2 Q2 85E0861200705041
85E3861200000004
10 Extra Pts Team 2 Q3 CF38CEA00705041
CF38CEA000000004
10 Extra Pts Team 2 Q4 2E14685700705041
2E17685700000004
10 Extra Pts Team 2 OT 58647C4500705041
58677C4500000004
Team 1 Start W/99 Pts 58B77C4500705041
58B77C4500000003
Team 2 Start W/99 Pts 31F22F5000705041
31F12F5000000003
Inf Turbo P1 816B8612000042C8
Inf Turbo P2 465214D8000042C8
Inf Turbo P3 2B3F6857000042C8
Inf Turbo P4 E89F1386000042C8
No Turbo P1 816B861200000000

Big Bags: Simultaneously press Up on the Analog Stick Up, Down on the D-Pad, and X button.

Humongous Heads: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and X button.

Polska: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and X button.

Heavy Breathing: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and A button.

Stumpy: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and Y button.

Brains: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and Y button.

Side Scroller: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and Y button.

Clohdhorp: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and B button.

Rude: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and B button. If you have the "Team God Mode" on, your team will yell at you to watch your fire.

Victory Conditions: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and B button. This will prevent the mission from being aborted if an alarm is triggered or a hostage is shot.

Infinite Ammo: If you shoot all the bullets in your clip except one and put in a new clip, you will not lose the clip! Keep repeating this to have an infinite amount of ammo!

Rayman 2:

The Great Escape

Hidden Mini Game: On the title screen, press START, then immediately hold L-Trigger-R-Trigger and press B, B, B, B while the screen is scrolling down. Now, on the menu, you will have access to a new option called "Globox Disc Access." Choose this option and you'll be taken to a mini game that you can play with multiple players.

Seaman

Rapid Evolution: Once your Seaman eggs have hatched and four of them have been eaten by the Nautilus, they will evolve. Once this evolution process happens, you can do this trick. After you've saved your session, turn the Dreamcast off and pop open the lid on your system. Turn on the power again and when the screen comes up, access the Settings file. Change the Date/Time to one or two days ahead. Set it and then start up the Seaman game again. The game will think that this time has actually passed. Repeat this process to develop your Seaman more rapidly. Remember to clean the tank and heat it each time to make sure that he is growing well.

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.
All Cars: Up, Down, Up, B, A, Left, B, B, Down.
All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.
Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

Soul Calibur

Hidden Commands: As hidden features

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, then press the D-Pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-Pad).

Unlimited Throw Distances: 2, 2, 3, Right.
Fast Turbo Offense: 0, 3, 2, Left.
Power-Up Running: 3, 1, 2, Up.
Power-Up Defense: 4, 2, 1, Up.
Power-Up Teammates: 2, 3, 3, Up.
Power-Up Blockers: 3, 1, 2, Left.
Super Blitzing: 0, 4, 5, Up.
Super Field Goals: 1, 2, 3, Left.
No Interceptions: 3, 4, 4, Up.
No Random Fumbles: 4, 2, 3, Down.
No First Downs: 2, 1, 0, Up.
No Punting: 1, 5, 1, Up.
Allow Stepping Out of Bounds: 2, 1, 1, Left.
Fast Passes: 2, 5, 0, Left.
Late Hits: 0, 1, 0, Up.
Infinite Turbo: 5, 1, 4, Up.
Show Field Goal Percentage: 0, 0, 1, Down.
Hide Receiver Name: 1, 0, 2, Right.
Invisible: 4, 3, 3, Up.
Jason Loves Mystery Ball: 3, 2, 3, Left.
Big Football: 0, 5, 0, Right.
No Head: 3, 2, 1, Left.
Headless Team: 1, 2, 3, Right.
No Play Selection (2P must Agree): 1, 1, 5, Left.
Show More Field (2P must Agree): 0, 2, 1, Right.
No CPU Assistance (2P must Agree): 0, 1, 2, Down.
Power-Up Speed (2P must Agree): 4, 0, 4, Left.
Hyper Blitz (2P must Agree): 5, 5, 5, Up.

Smart CPU Opponent (1P Game Only): 3, 1, 4, Down.
Deranged Blitz Mode (1P Game Only): 2, 1, 2, Down.
Ultra Hard Blitz (1P Game Only): 3, 2, 3, Up.
Super Passing (2P Game Only): 4, 2, 3, Right.
Super Blitz (2P Game Only): 4, 4, 4, Up.
Tournament Mode (2P Game Only): 1, 1, 1, Down.
Always QB: 2, 2, 2, Left.
Snowy Weather: 5, 5, 2, Down.
Rainy Weather: 5, 5, 5, Right.
49ers Playbook: 1, 5, 1, Left.
Bears Playbook: 1, 1, 0, Left.
Bengals Playbook: 1, 1, 2, Left.
Bills Playbook: 1, 0, 4, Left.
Broncos Playbook: 1, 1, 5, Right.
Browns Playbook: 1, 1, 3, Left.
Buccaners Playbook: 1, 5, 4, Left.
Cardinals Playbook: 1, 0, 5, Left.
Chargers Playbook: 1, 4, 5, Left.
Chiefs Playbook: 1, 2, 5, Up.
Cowboys Playbook: 1, 1, 4, Left.
Dolphins Playbook: 1, 3, 1, Left.
Eagles Playbook: 1, 4, 3, Left.
Falcons Playbook: 1, 0, 2, Left.
Giants Playbook: 1, 3, 5, Left.
Jaguars Playbook: 1, 2, 4, Left.
Jets Playbook: 1, 4, 1, Left.
Lions Playbook: 1, 2, 1, Left.
Packers Playbook: 1, 2, 2, Left.
Panthers Playbook: 1, 0, 5, Left.
Patriots Playbook: 1, 3, 3, Left.
Raiders Playbook: 1, 4, 2, Left.
Rams Playbook: 1, 5, 3, Left.
Revens Playbook: 1, 0, 3, Left.
Redskins Playbook: 1, 0, 2, Left.
Saints Playbook: 1, 3, 4, Left.
Seahawks Playbook: 1, 5, 2, Left.
Steelers Playbook: 1, 4, 4, Left.
Titans Playbook: 1, 5, 5, Left.
Vikings Playbook: 1, 3, 2, Left.



appear, "3rd Costume," "Weapon Select" and "Metal Model" become available.
3rd Costume: In the character select screen, place the cursor on the character, press the Y button and select. Refer to the "3rd Costume" table for a listing of the characters that have a third costume.
Weapon Select: In the character select screen, place the cursor on the character and press the L-Trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this won't result in any changes.
Metal Model: In the character select screen, place the cursor on the character and hold down the R-Trigger and select. The Metal Model can be used together with the third costume.

Street Fighter Alpha 3

Play as Shin Akuma: On the character select screen, highlight Akuma. Then hold

START and press A. The regular Akuma will now be Shin Akuma.
Play as Super M. Bison: First, beat the game with a World Tour character on Level 8 without continuing. Once you do this you can hold START and press A to select Super M. Bison.

Street Fighter III: Double Impact

Hidden Extra Options: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, highlight "Option" and hold the L-Trigger-R-Trigger buttons. Keep holding them throughout the rest of the trick. Next, choose "Option." On the Option Mode screen, highlight Game Option and press Left, Left, X, X, Right. Move down to Button Config, and press Left, Left, Y, Y, Right. Move down to Screen Adjust and

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GameShark Codes

Continued from Page 28

No Turbo P2	455214D800000000
No Turbo P3	2B3F685700000000
No Turbo P4	EB8F138600000000
50% Turbo P1	8168861200705878
	8168861200004264
50% Turbo P2	455214D800705878
	455214D800004264
50% Turbo P3	2B3F685700705878
	2B3F685700004264
50% Turbo P4	EB8C138600705878
50% Turbo P4	EB8F138600004264
No Turbo 4th Down	19471D8340705041
	8168861200000000
	19471D8340705041
	455214D800000000
	19471D8340705041
	2B3F685700000000
No Turbo 1st Down	19471D83E0705041
	8168861200000000
	19471D83E0705041
	455214D800000000
	19471D83E0705041
	2B3F685700000000
	19471D83E0705041
	EB8F138600000000
Always 1st Down	19441D8300000001
Always 4th Down	19441D8300000004
3 Downs Per Possession	19471D83E0705041
	19441D8300000002
2 Downs Per Possession	19471D83E0705041
	19441D8300000003
1 Down Per Possession	19471D83E0705041
	19441D8300000004

NFL Quarterback Club 2001

Infinite Creation Pts	C7BBD60300000190
Team 1 - Infinite Time Outs	B7FE44D500000003
Team 2 - Infinite Time Outs	37695AD400000003

Sega GT

Plenty of Cash 163D44405F5E0F

Ultimate Fighting Championship

Infinite Skill Points	EF97183E0000270F
Infinite Health P1	BF2E394700004348
Infinite Stamina P1	197C15B500004348
Infinite Health P2	FS1954F00004348
Infinite Stamina P2	53BF749E00004348
Infinite Time	C608E43400000004
P1 Sudden Death Mode	BF2D3947E0705041
	FS1954F000000001
P2 Sudden Death Mode	C608E434E0705041
	FS1954F000000001

press Left, Left, X, Y, Right, Right. Move down to Sound and press Left, Left, Y, X, Right, Right. You will see "Extra Option" underneath the "Sound" option.

Play as Gill: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, access "Option." Then, access "Game Option." Put "Difficulty" to one star, "Damage Level" to eight stars and "Rounds" to one. This will make it easier to beat the game. Once you play and finish the game, go to the player select screen, highlight Sean and press Up. You'll now have Gill.

Play as Akuma: From the title select screen, choose Street Fighter III: Second Impact. On the player select screen, highlight Sean and press Up. Akuma's Triangle will appear and you will now be able to fight as this character.

Play as Yang: From the title select screen, choose Street Fighter III. On the player select screen, highlight Yang and press any key below to choose Yang instead.

Striker Pro 2000

Be the Ball: In the middle of the game, press START to pause. Now press Up, Up, Down, Down, Left, Left, Right, Right, L-Trigger, L-Trigger, R-Trigger, R-Trigger, R-Trigger, R-Trigger. Press START to go back to the game and then hold the L-Trigger-R-Trigger simultaneously. Hold Right to move the ball up, and Left to move the ball down.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Now press and hold the L-Trigger. While holding it, press the following buttons to unlock the cheats as shown. The player will shake if entered correctly.

All Cheats: B, Right, Up, Down, B, Right, Up, X, Y.

Random Locations to Begin: X, B, A, Up, Down.

Big Heads: X, B, Up, Left, Left.

Infinite Special Meter: A, Y, B, Down, Up, Right.

Play as Private Carrera: Y, Up, Y, Up, B, Up, Left, Y. Exit the game and go to the character select screen. You will see Private Carrera instead of Officer Dick.

TrickStyle

Choose "Cheats" from the options screen and then put in one of the following passwords.

Win Everything: CITYBEACONS

Win All the Time: TEAROUND

Infinite Time: IWISH

Power-up Moves: TRAVELTA

Big Heads: INFLATEDEGO

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A, then press L-Trigger-R-Trigger simultaneously. From here, you can enter these passwords for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-Trigger-R-Trigger in order to enter a new one.

No Enemies: HOME_ALONE

No Delay Firing: RAPID_FIRE

Monster Wheels: GO_MONSTER

Suspended Cars: JACK_IT_UP

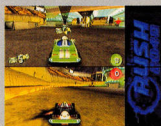
Heavier Cars: GO_RAMMING

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Trigger+R-Trigger+X+Y buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The codes shown are very difficult to enter. The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)

Random Weapons: Highlight Random Weapons. Press and hold L-Trigger+A. While holding these, press X, Y. Release all buttons. Press and hold R-Trigger+A. While holding these, press X, Y.

Invisible Track: Highlight Invisible Track. Press R-Trigger, L-Trigger, Y, X, A.



A, X, Y. Then press and hold L-Trigger+R-Trigger. While holding these, press A.

Mass: Highlight Mass. Press and hold A. While holding this button, press X, X, Y. Release the A button. Press L-Trigger, R-Trigger.

Brakes: Highlight Brakes. Press Y, Y, Y, then press and hold L-Trigger+R-Trigger+A+X.

Demolition Battle: Highlight Demolition Battle. Press and hold the L-Trigger+A. While holding these, press X, X, Y. Release all buttons. Press and hold R-Trigger+A. While holding these, press Y, X, X. All weapons in battle mode will be the battering ram.

Super Tires: Highlight Super Tires. Press and hold R-Trigger. While holding this, press X, X, X. Release the R-Trigger. Press and hold the L-Trigger. While holding it, press A, Y.



Increased Enemy Attacks: UNDER_FIRE

Deadlier Missiles: BLAST_FIRE

CPU Picks Features: QUICK_PLAY

Quick Vehicles: MORE_SPEED

Slow Vehicles: GO_SLOW_MO

Floating Cars: NO_GRAVITY

No Wheel Attachment Icons: DRIVE_ONLY

Sequence of Movies: LONG_MOVIE

Wacky Races

After choosing a race, run into the sign in the middle of the grassy field. This will give you several options and a "Cheats" option at the bottom of the menu. Enter these cheats for the results as shown.

All Challenges and Tracks:

WACKYVEAWAY

All Cars: WACKYSPOILERS

All Abilities: BARGAINBASEMENT

Super Difficult: CRACKEDNAILS

Zombie Revenge

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear where you can choose between seven different stages.

Costume Change: On the character select screen, highlight a character and hold START. While holding START, press the X, Y or B buttons for a new costume.

Sydney 2000

You must enter this code very quickly (within about 3 seconds) to make it work. You will hear a sound if the code was entered correctly.

Full Stats: At the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left. Now access the "Olympic" option. When you select an event, you will see that you have full Olympic stats.



UFC: Ultimate Fighting Championship

999 Creation Points: On the main menu, choose "Career" and on the Edit Menu, choose "Make a New Fighter."

After selecting a discipline, fighter type, voice and color, go to the "Setting" selection at the top of the screen. Enter "Best" for the first name and "Buy" for the last name.



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PSM Magazine, July 2000

"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE
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Incite, July 2000

"AN ALL-OUT BETTER WHEELMAN EXPERIENCE"
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GameShark Codes

Army Men: Sarge's Heroes 2

Infinite Health 81335C5180600
 Infinite Armor 81335C5180600
 All Weapons & Ammo
 8115D0E0E0001
 8116368E0001

Hydro Thunder

Enable All Boats
 812B9CA20101
 812B9CA40101
 812B9CA60101
 812B9CA80101
 812B9CAA0101
 812B9CA0101
 812B9CAE0101

Mario Tennis

Enable Code (Must Be On)
 F13002930301
 F1300292A005
 F130029803E0
 F130029A0000
 F130029CA200
 F130029E86A0
 Press C-Down for 1 Point Win P1
 D00698850004
 8015344A0003
 Press C-Down for 1 Point Win P2
 D00698850004
 8015344B0003
 Press C-Down for P1 Scores 0
 D00698850004
 8015344A0003
 Press C-Down for P2 Scores 0
 D00698850004
 8015344B0000
 Press C-Down For Easy Win Ring Shot
 D00698850004
 801535270069
 D00698850004
 801535230069
 Instant Parania Challenge Win
 8115137E0032
 811513820032

Pokémon Snap

Rapid Fire Apples and Bombs
 80382CB70000
 Have Apples, Bombs and Flute
 803A5E1F0004
 Have Apples and Bombs
 803A5E1F0002

Turok 3: Shadow of Oblivion

Infinite Life Force 8133394C0063
 Have PSG 8133395A0100
 Have Blade 8133394A0100
 Have Cerebral Bore
 813339580100
 Infinite Arrows 813339280064
 Infinite Shotgun Ammo
 813339280064
 Infinite Firestorm Cannon Ammo
 813339300064
 Have Shotgun 813339500100
 Have Pistol 8133394A0100
 Infinite Grenade Gun Ammo
 8133392A0064
 Infinite Pistol Ammo
 8133392E0064
 Have Grenade Launcher
 8133395A0100
 Infinite Health 8133394A0400
 Have All Secrets 81165908FF
 81165904FF



Nintendo 64

All-Star Baseball 2001

On the main menu screen, highlight and access the "Game Options." In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the cheat code screen, enter one of these passwords for the following modes.

Big Ball Mode: BCHBLKPTV
 Ball Trail Mode: WLDWLDWST
 Aluminum Bats: HOLLOWBATS
 Small Players: TOMTHUMB
 Blurred Graphics: MYEYES
 Float to Dugout After an Out:
 FLYAWAY
 Blackout Mode: WT0TL

Army Men: Air Combat

All Levels Open, Every Helicopter Available:
 On the main menu screen, access the "Password" option. Now put in R-Shoulder, C-Left, Right, Up as your password, then press the A button to accept.

Army Men: Sarge's Heroes

All Weapons: NSRLS
 Maximum Ammunition: MMLVSRM
 Test Information: THDST
 Mini Mode: DRVLVSM
 Play as Tin Soldier: TNSLDRS
 Play as Viktor: GRNGRLX
 Play as Plakko: PLSTRVSGK
 Level Passwords:
 Spy Blue: TRGHTR
 Bathroom: TDBWL
 Riff Mission: MSTRM
 Forest: TLTRS
 Hoover Mission: SCRCDT
 Thick Mission: STPOMN
 Snow Mission: BLZDRN
 Strap Mission: SFRPNK
 Fort Plastro: GNRLM
 Scur Mission: HTTTRT
 Showdown: ZBTSRL
 Sandbox: HTKTTN
 Kitchen: PTPSPN
 Living Room: HXMSRT
 The Way Home: VRCLN

Banjo-Kazooie

First, beat the game. Go inside Banjo's house and walk up to the picture of the mole. Stand in front of the fireplace (not touching it), and press Up-C. Then, up at the picture of Bottles the Mole. Bottles should congratulate you on finding his hidden puzzle game. Win the puzzle game and Bottles will give you a password. When you're done, exit the puzzle and look up at the picture again—now you get a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him.) Once you've gotten all seven codes, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You can't enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle-letter room and type in NOBONUS.
 Big Head Banjo: BOTTLESBONUS

Banjo Big Hands and Feet:

BOTTLESBONUS TWO
 Big Kazooie: BOTTLESBONUS THREE
 Tall Skinny Banjo: BOTTLESBONUS FOUR
 Tall Skinny Banjo with Big Hands and Feet: BOTTLESBONUS FIVE
 Big Everything (Including Kazooie): BIGBOTTLESBONUS
 Washing Machine Banjo: WISHYWASHYBANJO

Secret Codes: First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter CHEAT on the floor tiles. You will hear a mooring sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code. (Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter CHEAT every time before putting in any of these codes.)

Infinite eggs:
 BANOJEGSFORPLENTHYOFEGGS
 Infinite lives:
 LOTSOFGOESWITHMANYBANJOS
 99 Mumbo tokens:
 DONTBEADUMBOGOESEUMUMBO

Battle Tanx: Global Assault

Enter these codes at the "Imput Code" screen.

Level Select: 80DYS
 Invincibility: HPPHYPPY
 All Weapons: RCKTSRDGLR
 Brandon Gang: NKNKHCKS
 Custom 1 Gang: TRDDYBRKRS (This gives you the Mz Hydra tank in the multiplayer game.)
 Campaign Mode Bonus Level: WRDRB (This gives you a hidden level after you complete Campaign Mode.)

Beetle Adventure Racing

Hidden Cheat Menu: Go to One-player Mode and select "Championship Race" on Coventry Cove. While racing, find the shortcut with the barn and two haystacks. Run straight into the haystack closest to the road

and you will hear a voice say, "Groovy!" Once you hit it, finish the race. Then you'll see text on your "Player Results" screen that says, "Cheat Menu Activated." Now go to the options and at the bottom, there will be a new option called "Cheats." Enter this option and you will be able to choose between two different cheat types.

Cyber Tiger

From the title screen, choose "Play." Now pick Stroke or Match Play and choose to edit a golfer. Go to the "Edit Name" option and enter one of the following codes for the results as shown.

Unlock Kimmi: Choose any character and change the name to Rapper.
 Unkown Star: Choose any character and change the name to Retro.
 Unkown Marvin the Alien: Choose any character and change the name to UFO.
 Change the Looks of Ulliger: Choose Ulliger and change the name to Prodigy.
 Unkown the Volcano Course: Choose any character and change the name to Stheles.
 Tiger Woods Fan: Cybertr
 Cindy: Instyle
 Festus the Ghost: Goldgr
 EA Gamer: Willi
 The Bengal: Tigerrrr
 Elvis: Delvis
 Bobby: Brat
 Robert: Ice

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Home: BLABBERMOUTH
 Two-Player Adventure: JOINTVENTURE
 All Balloons Are Yellow: BODYARMOR
 Disable Weapons: BEEYEBALLOONS
 No Limit to Bananas: VITAMINB
 Zap the Zippers: ZAPTHEZIPPER
 Ultimate AI: TIMETOLOSE
 Maximum Power-Up: FREEFORALL
 Start with no Bananas: FREEFRUIT
 Big Characters: ARNOLD
 Small Characters: TEENWEENIES
 Select Same Player: DOUBLEVISION

Mario Tennis

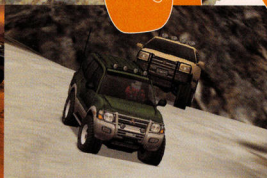
From the main menu, access the "Special Games" option. In the Special Games menu, choose the Ring Tournament. Now, on the "Code Entry" screen, put in the password for the Cup you want to play. After you play one of these tournaments, you will receive a new code to rank you on the mariotennis.com website.





You've been hypnotized into thinking you're pretty good.
On the count of three, you will wake up.

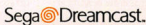
You are no stranger to single-player mode racing. You are King of the Road.
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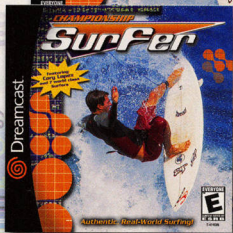
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Down, hold L+R-Shoulders+Up, C-Down, R-Shoulder+Up, L-Shoulder+Up.

Slow Animation: Hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press Left, C-Right, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press Down, L-Shoulder+Down, C-Left, C-Up.

Invincible Bonds: Hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press C-Down, L-Shoulder+C-Left, R-Shoulder+C-Left, R-Shoulder+Right, hold L+R-Shoulders and press Left, L-Shoulder+Right, Left, hold L+R-Shoulders and press C-Left, L-Shoulder+Down.

Power PP: Press L-Shoulder+Left, hold L+R-Shoulders and press Up, L-Shoulder+Right, hold L+R-Shoulders and press Up, hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Down, C-Down, hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Left.

2X Hunting Knives: Press R-Shoulder+C-Down, L-Shoulder+Right, R-Shoulder+C-Left, R-Shoulder+Right, hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Up, L-Shoulder+Down, R-Shoulder+Left, L-Shoulder+Right, L-Shoulder+C-Left.

Infinite Ammo: Press L-Shoulder+C-Left, hold L+R-Shoulders and press Right, C-Left, R-Shoulder+Left, L-Shoulder+C-Down, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press C-Down, L-Shoulder+Up, C-Right.

2X RCP-gos: Press Up, Right, L-Shoulder+Left, R-Shoulder+Down, L-Shoulder+Up, L-Shoulder+C-Left, L-Shoulder+Left, C-Right, C-Up, hold L+R-Shoulders and press Down.

Gold PP: Hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Down, L-Shoulder+Up, hold L+R-Shoulders and press Down, C-Up, R-Shoulder+Up, hold L+R-Shoulders and press Right, L-Shoulder+Left, Down, L-Shoulder+C-Down.

All Guns: Down, Left, C-Up, Right, L-Shoulder+Down, L-Shoulder+Left, L-Shoulder+Up, C-Left, Left, C-Down.

2X Lasers: Press L-Shoulder+Right, hold L+R-Shoulders and press C-Left, L-

Shoulder+Down, R-Shoulder+Left, R-Shoulder+Down, L-Shoulder+Right, C-Up, Right, R-Shoulder+Right, hold L+R-Shoulders and press Up.

2X Grenade Launcher: Press R-Shoulder+Down, R-Shoulder+Up, Right, hold L+R-Shoulders and press C-Down, L-Shoulder+Right, R-Shoulder+Left, Left, Down, R-Shoulder+C-Down.

2X Rocket Launcher: Press R-Shoulder+Right, L-Shoulder+Up, Down, Down, R-Shoulder+C-Down, L-Shoulder+Left, L-Shoulder+C-Left, R-Shoulder+Up, R-Shoulder+Down, R-Shoulder+C-Left.

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.

Mirrored Tracks: Z, R, Z, Z, R, Z, Z
TowJam Car: C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.

Infinite Turbos: C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.

Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.

Stealth Mode: C-Left, Z, C-Up, C-Left, R, C-Down, C-Up.

Race at Night: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.

Hydro Thunder

Super Start: When the countdown starts ("Three, Two, One, Go Go Go!"), press and hold the A button immediately after the announcer says "One." If your timing is correct, you will boost ahead and a voice will say, "Super Start."

Boost Jump: When you want your boat to jump over an obstacle or to get a boost power-up, just hold the A button and press B+Z at the same time.

Indy Racing 2000

All Gold Cup Cars: From the main menu, access the "Gold Cup" option. Choose and empty file and put in YOU_DA_MAN for the name. On the Gold Cup Racing menu, all the cars will be open and you will have golds for every set of cars.

Gallery Option: From the main menu, access the "Gold Cup" option. Choose and empty

file and put in WOODY_COOKIES for the name. As soon as you choose "Done," the gallery option will appear. Here is a key to the functions of the gallery: A = Zoom in, B = Zoom out, C-Up = Rotate clockwise, C-Down = Rotate counter clockwise, L-Trigger = Switch views, R-Trigger = Switch galleries, Analog stick = Rotate view, Down on D-pad = Switch between top and side views and change animation rate, START = Exit.

Kirby 64: The Crystal Shards

Unlimited 1-Ups: Blue Stars replace Crystal Shards when you reenter a cleared level, and you can return to a level you've already conquered and pilfer its Blue Stars till you get all the 1-Ups you'll ever need. To do this quickly, jump to a level where the Crystal was found near the beginning (level 1-1, for example). Once you grab the Blue Star, pause the game and choose "Try Again." Next, exit the level, then go right back into it so you can collect another Blue Star. You can repeat this process as often as you like.

Knockout Kings 2000

Big Gloves Trick: Press START to pause the game in the middle of play and enter C-Up, C-Down, C-Up, C-Down, C-Down. You should hear a bell ring five times, which confirms that you entered the code correctly. To disable Big Gloves, simply re-enter the code.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red neep will pop out, and you will be able to collect it for a gain of 20 rupees if you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb right back at you!

Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow

pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. Note: If you cover a needed weapon, you may not get it back!

Lode Runner 3D

World Select: While in a level press START to pause the game and hold the Z-Trigger. While holding Z, press R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. A tone will sound and the option "Unlock Worlds" will appear. Highlight the option and turn it to "Yes" to access all the worlds.

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.

20-Yard First Downs: FIRST1520
100-Yard Passes: PIGSKIN5FY
More Injuries: PAINFUL
More Interceptions: PICKEDOFF
Less Sacks: QBINTHECLUB
Less Penalties: REFISBLIND
Weird Scoring Rules: DRBENWAY
Dodge City Stadium: IRDWNWEST
EI Sports Stadium: ITSINTEHGAME
Tiburun Stadium: WEPUTTITHERE
All-Madden Team: TEAMMADDEN
EA Sports Team: WEARETHEGAME
Industrials Team: INTHEFUTURE
Marshalls Team: COWBOYS

Mario Golf

Password Screen: At the main menu, highlight the option labeled "Club House" and press Z-Trigger+R-Shoulder+A at the same time.

Toad Highlands Tournament: Put in KPXWNjN3 as the password.

Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.

Left-Handed Golfers: On the character select

"Oh my God, they killed Lenny!!!"



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Going 'Round The Globe

Cruisin' USA

Access Golden Gate Park: On the "Choose Race" screen, highlight "US 1001" and hold L+Left-C+Down C.

Access Indiana: On the "Choose Race" screen, highlight "Bevery Hills" and hold L+Up-C+Right-C.

Access San Francisco: On the "Choose Race" screen, highlight "Grand Canyon" and hold L+Right-C+Down-C.

San Francisco Rush

Secret Alcatraz Level: Go to the "Start game" menu and choose "Circuit." Now on the select player screen, choose the "Just Play" option. The "Enter Code" option will flash. Choose this option and put in this password as follows: 80PSK0SLA059P G92MWC0Y0DRDQ.

After you enter this circuit-winning code, the "Circuit" menu appears. Choose the option to "Continue Circuit" and let time run out while racing. You'll be rewarded with a celebration screen and the code to get the Formula 1 car. On the car select screen: Hold Left-C, then Z and release them. Press Left. On the setup screen: Hold Up-C, then Z and release them. Press Up. On the car select screen: Hold Down-C, then Z and release them. Press Down, L-Shoulder, R-Shoulder. Now go back to the select track screen and you will be able to choose Track 7, which is the Alcatraz Track!

World Cup '98

Hidden Team: From the team select, access the "Team Management" option. On this screen, choose the "Customize Player" option. Type BuryFC as a name of any player. The names of the England team then become Creations football team and development team for World Cup.

International Superstar Soccer 64

New Teams, Big Heads: There are two ways you can find the hidden teams. You can either play through and beat the entire League Mode, or go to the title screen and put in the code as follows with the control pad and buttons: Up, L button, Up, L button, Down, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, both VS. CPU or CPU VS. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Big Heads: Go to the title screen and enter this code as shown: Top-C, Top-C, Bottom-C, Bottom-C, Left-C, Right-C, Left-C, Right-C, B, A, then hold the Z button and press START.

screen, hold the L-Shoulder and choose a character.

First Camp Hyrule Cup: Enter 0EQ651G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.

First Camp Hyrule Cup: Enter 5VW68906 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Micro Machines 64 Turbo

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Up, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're playing.

Blow Up All Cars: Hold X+C-Up+C-Right+C-Left.

Turn Into Level Object: Down, Down, Up, Up, Right, Right, Left, Left.

Big Bounces: C-Left, Right, Right, Down, Up, Down, Left, Down, Down.

Double Speed: C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down.

Slow CPU Cars: C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Left.

Quit Race and Win: Press Z+C-Down. Note: This code doesn't work in time trials.

Change Camera Angle: Hold Z-Trigger and press Up, Down, Left or Right.

Change Camera Zoom: Hold Z-Trigger and press L or R.

Turn Player into Computer Drone: Hold Z-Trigger and press C-Left.

Cheat Codes: Enter these codes while the game is paused. A beep will confirm the code. To disable a code, simply re-enter it.

Mission: Impossible

Enter all of these codes during the mission (level) select screen. After you enter a code correctly you will hear Ethan say, "There, that's better."

Uzi with 30 rounds: Right-C, Left-C, Right-C, Down-C, R.

Mini-Rocket Launcher with 30 rockets: R, L, Left-C, Right-C, Down-C.

7.65 Silencer with 50 rounds: Up-C, L, Right-C, Left-C, Up-C.

9mm HI POWER with 30 rounds: R, L, Down-C, Up-C, Up-C.

Monopoly

Potato Head: When choosing to add players to the game, go to the "Select A Token" screen and choose the Money-Bag. Rename the Money-Bag to Potato and the icon will now be a Potato Head character.

Zoom Control: Choose any Token from the "Select A Token" screen and change its name to Wander. In the middle of the game, press Z to bring up the Assets. Now press Up-C and Besides rotating the screen with the Analog Stick, you can press the A button to zoom in and B to reverse the zoom.

NBA Courtside 2: Featuring Kobe Bryant

Three New Teams: At the main menu screen, highlight either "Quick Play" or "Arcade Play." Now press and hold C-Right-A simultaneously. You will hear a swish sound two times if the code was done correctly. Now at the team select screen, scroll over until you see three Special Teams: the Nintendo Plumbers, Left Field Lefties and the Nintendo Gamers.

NBA Showtime: NBA on NBC

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, then press the Pad or Stick in the direction indicated by the 4-0-3-2 Up, you would press Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, Up).

Tournament Mode: 1-1-1 Down

Show Shot Percentage: 0-0-1 Down

Show Shots (2p 1-0-0 Down)

No Hotspots (2p must agree): 2-0-1 Up

Big Head Mode: 2-0-2 Right

Team Uniform (2p must agree): 4-0-0 Right

Alternate Uniform: 4-3-0 Right

Midway Uniform: 4-0-1 Right

Home Uniform: 4-1-0 Right

Away Uniform: 4-2-0 Right

Mascots: On the "Choose Option" screen, select the "Enter Initials" option. When asked to "Enter Name for Record Keeping," choose "Yes." Now put in the name and pin number for the team of your choice.

Hawks: HAWK/0322

Hornets: HORNET/1105

Bulls: BENNY/0503

Nuggets: ROCKY/0201

Rockets: TURBO/1111

Pacers: BOOMER/0604

Timberwolves: CRUNCH/0503

Nets: SLY/6765

Suns: GORILA/0314

Sonics: SASQUA/7785

Raptors: RAPTOR/1020

Jazz: BEAR/1228

Perfect Dark

Floating Ammunition Boxes: In a multiplayer game, you can make the ammunition boxes float in the air by shooting a box into the air and grabbing it quickly before it hits the ground. The ammo box will re-spawn in the place you caught it, and be hovering over the ground.

Bottles Comment: In Carrington Villa: Hostage One, go through the level and when you get to the bottom floor with all the wine bottles on shelves, destroy every single bottle. Daniel Carrington will make a comment and say, "Act your age, Joanna."

Get Silvers and Golds on the Firing Range: Go to the Firing Range and choose the Laptop gun on any difficulty setting. Hold the B button to change to the sentry turret and then press Z to throw it at the wall behind you. Before it unfolds to become the turret, quickly press START and then abort. Press START quickly again (the turret should not be deployed) and choose the gun you want to get the silver or gold on. Now go back to the firing range screen and the turret should unfold and wipe out all the targets on the screen with a perfect score! (Note: This doesn't work with all the guns. You need to experiment to see the guns for which it works best.)

Secret Shaft: Note: You need an explosive weapon such as the Rocket Launcher to see in the Cheat Solo Missions, in order to do this trick.

In the Carrington Institute, access the computer in "hacker central" with the Cheats on it. If you've unlocked the Rocket Launcher under Weapons for Jo In Solo, turn on this cheat. Exit this menu, choose Cheat Solo Missions. Play the dataDyne Central: Defection level on any difficulty. Make your way down the platform in the beginning of the level and shoot the first guard and go in

the double doors and shoot the guard around the corner. Go down the ramps and over by the security hub. To the right of the Rocket Launcher and fire a rocket at the shaft. This will make a hole in the middle of it. Go through the hole and you will drop into a small room. Turn to your left and fire another rocket at the far wall. This will make a hole that you can see after the smoke clears. Now switch to your Punch and go through the hole. You will be in Cassandra's office. Run up and punch her to take her out, but don't shoot her or you will fail the mission. Exit through the large doors to surprise the guards, which makes them easier to kill.

Perfect Duck Hunt: On the first solo mission, dataDyne Central: Defection, you can do a little target practice on the passing cars. Just work your way up to one of the rooms with a wall taken up by windows and shoot out one of them. Now watch for a passing car, take aim and fire!

Easier Escape: In Area 51: Escape, get to the end of the level with the UFO. When Jonathan and Elvis are talking, make your way up the ramp and across to the computers that control the hangar doors. When Jonathan talks about escaping on the hoverbike, access the computer to the inner door, then the outer door. The cinema will show the UFO escaping. This is much quicker than having Jonathan do it all.

Pokémon Stadium

You must have the Yellow version of the Game Boy Pokémon game for this to work.

Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

Rainbow Six

Choose Your Starting Level: On the title/menu screen, choose the "Quick Start" option. When asked to enter the campaign password, use the Analog Stick and put in VZRF7MQ2G8SQ. Now, on the "Choose Mission" screen, you can choose up to 12 different missions!

Rampage 2: Universal Tour

Master Code: This code opens up a hidden cheats menu! To do this, you must enter BGGV on the password screen and go to the options screen. A new option will be available called "Cheats." Now you can select your starting level, damage amount, number of lives and more!

Ready 2 Rumble Boxing

Select Championship Mode from the main menu. Then, choose "New Game" and enter your gym name as one of the passwords shown below.

Bronze Class Boxes: BRONZE (This also opens up Kemo Claw in Arcade.)

Silver Class Boxes: SILVER (This also opens up Bruce Blade in Arcade.)

Gold Class Boxes: GOLD (This also opens up Nat Daddy in Arcade.)

Champ Class Boxes: CHAMP (This also opens up Damien Black in Arcade.)

New Costumes: In Arcade Mode, go to the boxer selection screen and press C-Left+C-Up at the same time.

Easy Training: From the main menu, choose Championship Mode. Start a new game,



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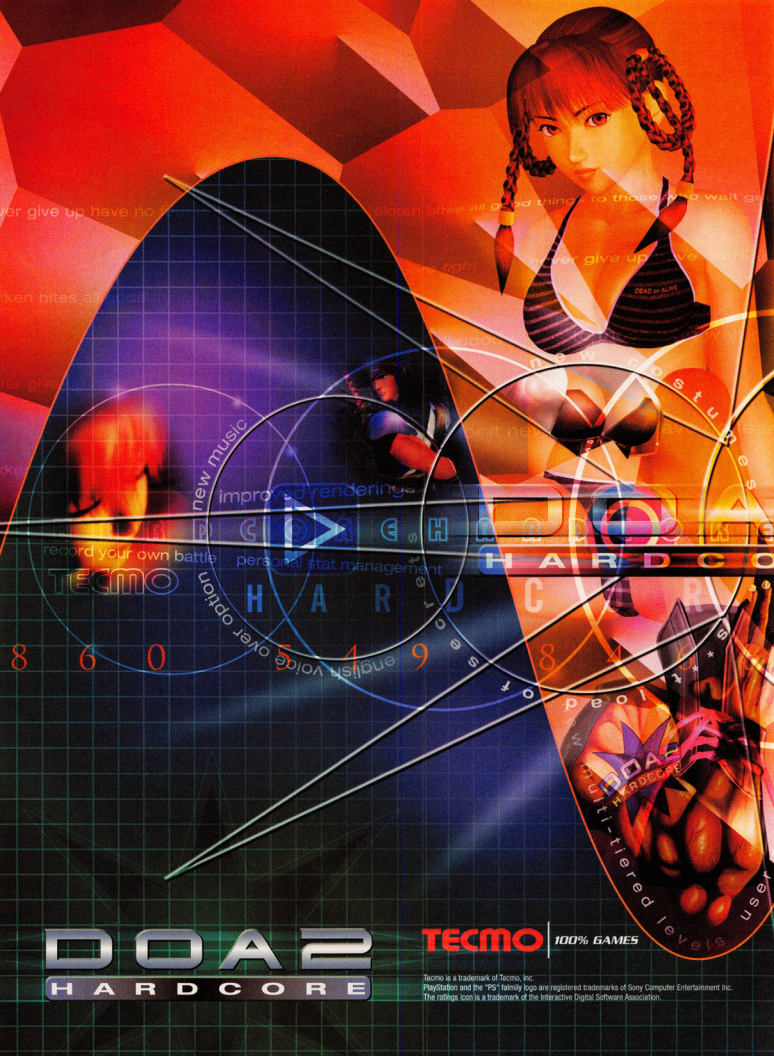
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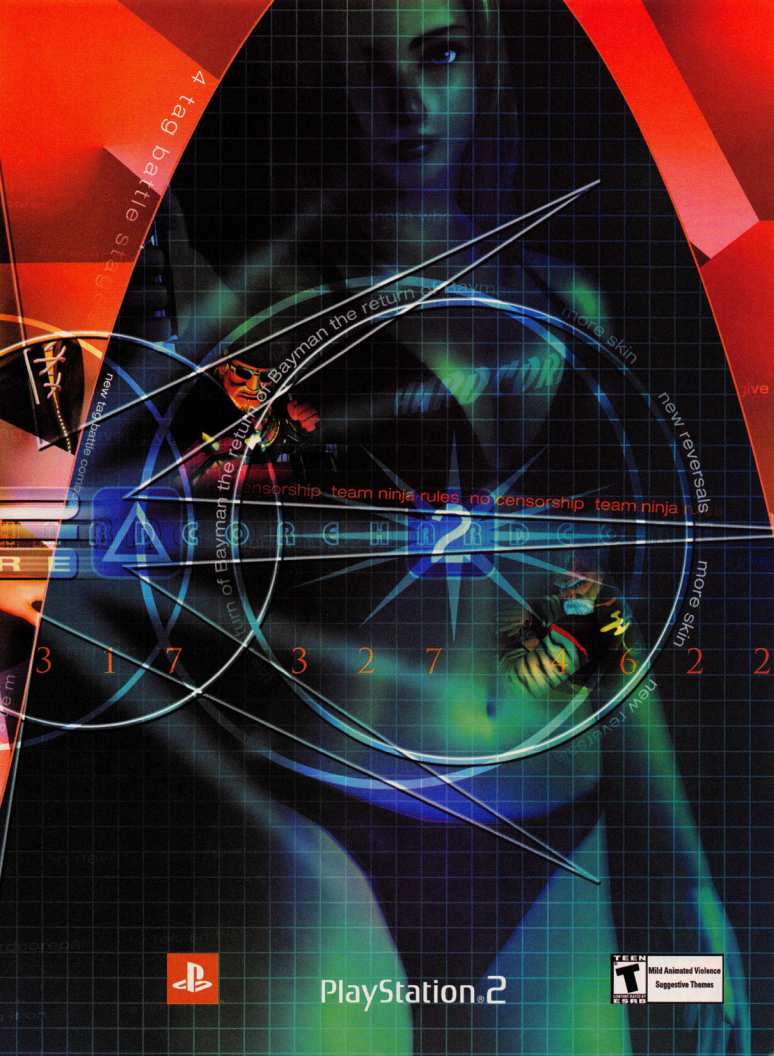
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HARDCORE

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MULTI-TIERED LEVELS

user



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new tag battle combat

return of Bayman the return of Bayman

more skin

new reversals

sponsorship team ninja rules no censorship team ninja

more skin

3 1 7 3 2 7 6 2 2

new reversals



PlayStation 2





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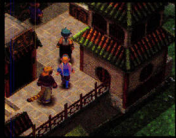
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Deadly Games!

Body Harvest

Enter your name as "ICHEAT" and start a new game. After you have entered the codes, a confirmation screen will appear. If the codes were confirmed but still do not work, you have to save the game, quit, then re-enter the appropriate code (this usually happens for the SNUFFLE code).
Letter Key: N=Up-C; S=Down-C; E=Right-C; W=Left-C; U=Up; D=Down; L=Left; R=Right; A=A button; B=B button; F=F2 button.)
Fast Legs: LARD

All Weapons: ARSENAL
Powerful Weapons: SNUFFLE
Bouncy Buildings: SURREAL
Mutant Mode: SUFFER

Doom 64

Cheat Menu: Go to the "Password" option and enter "7JIL BDFW BFGV JVB". This will take you to the first level in the game. Pause the game and you will notice a new option, "Features!" Select this to find all you need to conquer the game!

Turok 2: Seeds of Evil

Unlock All Cheats: Go to the main menu and access the "Enter Cheat" option. Now enter BEWARE OBLIVIONISATHAND. To activate any of the newly unlocked cheats, go to the "Cheats" section from the main menu.

Co-op Single Player Levels: Note: Must have "Unlock All Cheats" opened for the desired level.
Begin a Game in Multi: Go to the "Cheats" menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any boss or level. Be careful about warp points—enter at the same time or it will screw up the game by loading two maps at once!

Deadly Arts

Play as Reiji: At the title screen, press A, B, Right, Left, Right, Left, Down, Down, Up, Up. This will give you the secret character, Reiji! Go to the Player Select Screen and scroll through the characters to find him.

Killer Instinct Gold

Gargos Code: At the character profile demo, press Z, A, R, Z, A, B. You'll hear Gargos laugh.

Music and Stage Select: In a two-player game, the first person will choose the stage and the second person will choose the music. Hold the buttons accordingly for the results.

Sabrewulf's Lair: U+1
 Maya's Jungle: U+2
 Glacius' Crash Site: U+3
 Tusk's Stone Henge: U+4
 Fulgore's Museum: U+5
 Orchid's Hellpad: U+6
 Jago's Bridge: D+1
 Gargos' Castle: D+2
 Combo's Street: D+3
 Kim Wu's Dojo: D+4
 Spinal's Ship: D+5
 Sky Stage: D+5 (both players must press them)

name your gym, choose a boxer and pick the "Train Boxer" option. Now highlight "Rumble Aerobics Training," press Left, then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs \$25,000) for \$500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag for \$500 instead of \$1,000 by pressing Right instead of Left.

Resident Evil 2

Hidden Players: On the main menu, choose Load Game. On the "Load Game" screen, enter one of these codes to play as the hidden survivors.

Play as Hunk: Up, Down, Left, Right, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Right, C-Down, C-Left.
Play as Tofu: Up, Down, Left, Right, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Left, C-Down, C-Right.

Star Wars: Ep. I Racer

All Tracks and Racers: First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L-Shoulder+R-Shoulder. Next, press Right-C. It should say, "All Pods and All Tracks Unlocked" in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG." Go into that file and all the pods and tracks are available for use.

Insult the Favorite: Press and hold the Z button before starting a race.

Super Mario 64

Turtle Shell Tactics: There are some facts about turtle shells that few know about. While in the Lava Stage, you can get several 1-Ups by traveling on the lava. Remember, though, it is only obtainable on Stages 1-5; it can travel on the quicksand on the Desert Stage, or water surfaces. By rapidly jumping on steep surfaces, you can climb almost anything using the turtle shell, making it totally possible to go anywhere on any stage.

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.
Change Outfits: You can change your character's outfits by tapping the four C buttons at the character select screen.

Tarzan

Level Select Cheat: From the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Down, Down. You will see the word, "Cheats" as the last option on the menu. Access this option to get a level select menu. Press Right to see more levels, including the bonus stages.

Tetrisphere

Go to the "New Name" screen and press L-Shoulder, Right-C, Down-C to bring up the secret characters for use on the "Password" screen. Use the A button to select the letters. Now enter the following cheat codes for various results:

A Hidden Lines Game: LINES
View the Credits: CREDITS
Secret Music: G(Alien Head)MEBOY

Pokémon Puzzle League

V-Hard Difficulty: In the Puzzle Village, choose 1P Stadium and then pick your name or guest at the Name Select screen. On the Game Settings screen, press and hold the Z button and then press L-Shoulder, L-Shoulder, A. The V-Hard difficulty level will appear underneath the others.

S-Hard Difficulty: Hold the Z button and press R-Shoulder, L-Shoulder, A, B. Now you have two entirely new levels of challenge in the game!

Trainer Taunts: In a 2P game, the first one to select his/her character can press the A button repeatedly to keep taunting your opponent until they pick their character.

Unlock Trainers: On the "Select Trainer" screen, press and hold L-Shoulder+R-Shoulder+Z simultaneously-

ly on controllers one and two. The questions marks will then go away and the characters will be revealed.

Hidden Mewtwo Stage: Start a 2P game. On the "Select Trainer" screen, press and hold Z. While holding this button, press B, Up, L-Shoulder, B, A, START, A, Up, R-Shoulder (to help you remember the code, it spells BUL-BASAJUR). Mewtwo's stage will automatically appear. Player 1 will be Ash and Player 2 will be Mewtwo.

Level 99 Speed Marathon: On the title screen, press and hold Z. While holding this button, press B, A, L-Shoulder, L-Shoulder. You will hear a sound. Choose Marathon in Puzzle Village and on the Game Settings screen, you will see that you can set the speed level to 99!



Level Select (from secret characters): Saturn, Spaceship, Rocket, Heart, Skull.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L-Shoulder. While holding L, enter one of the following button combinations. The screen will shake if entered correctly.
Random Locations: Left-C, Right-C, Down-C, Up, Down.

Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.
Slow Motion: Down, Down, Up-C, Right-C, Left.

Slow Skater: Right, Up, Down, Down, Up, Down.

Stats Raised to 50: Down, Right, Up, Right, Up, Left, Left-C.

All Tapes: Right-C, Left, Up, Up-C, Right, Up, Down.
Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.

Top Gear Rally

These first two codes must be done while in a race.

PlayStation Mode: B, L-Shoulder, R-Shoulder, U, L-Shoulder, Z, R-Shoulder.
Rainbow Mode: Down-C, Z, B, U, U, R-Shoulder.

Car Color Changes: Before you select your car, hold down the L and R Shoulder buttons, press all four C buttons, and press either Up or Down. After you do that, hold the L and R Shoulder buttons and press either Up or Down, then press any C button.

Mirror Cars: After you finish the fifth year (and all six of the seasons), click on the lower C button at the car selection screen.

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick, not the Pad, and press it in the following directions: Up, Up, Up, Up,

Down, Down, Up, Up, Down, Down, Down. You will hear an animal noise if the trick was done correctly. When you begin your game, press Right on the Analog Stick to move to different levels. Now you can choose your starting level!

Triple Play 2000

Three Balls: When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-Pad or Analog Stick. You will hear a click. One more ball and you walk!

Three Outs: Hold L-Shoulder+R-Shoulder+Z and press Down. On the D-Pad or Analog Stick. This is a quick way to end the innings!

Turok 3: Shadow of Oblivion

From the main menu screen, access the "Secrets" option. Choose "Enter New Secret" and put in the passwords as shown below.

We hope you know your animals!

Play Chapter 1: Frog, Elk head, Horse, Dragonfly, Wolf head, Rabbit.

Play Chapter 2: Owl, Owl, Horse, Elk head, Elk head, Elk head.

Play Chapter 3: Owl, Rabbit, Bear, Beetle, Frog, Cougar.

Play Chapter 4: Bear, Horse, Raven, Eagle head, Horse, Coyote.

Play Chapter 5: Bear, Dragonfly, Horse, Bear, Frog, Elk head.

Invincibility: Raven, Fish, Eagle head, Bear, Lizard, Rabbit.

All Weapons: Owl, Bear, Owl, Beetle, Hawk, Owl.

Unlimited Ammo: Fish, Elk head, Bull head, Snake, Eagle, Fish.

All Keys: Lizard, Dragonfly, Bull head, Bear, Wolf head, Eagle head.

Headless: Lizard, Elk head, Eagle head, Owl, Fish, Horse.

Big Heads: Cougar, Wolf head, Snake, Rabbit, Lizard, Coyote.

Big Hands and Feet: Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote.
Skinny: Horse, Eagle head, Snake, Cougar, Beetle, Fish.



Shory: Frog, Frog, Fish, Beetle, Wolf head, Cougar.
Deathmatch Mannequins: Snake, Bull head, Snake, Frog, Bear, Elk head.
Pen and Ink: Cougar, Horse, Elk head, Fish, Cougar, Hawk.
Gasping: Dragonfly, Bull head, Rabbit, Fish, Eagle head, Raven.
Gouraud: Lizard, Fish, Beetle, Fish, Wolf head, Dragonfly.
Menu Madness: Rabbit, Owl, Horse, Beetle, Bear, Bear.
Clear Screen: Rabbit, Owl, Lizard, Elk head, Fish, Rabbit.
Credits: Elk head, Elk head, Elk head, Elk head, Elk head, Elk head.

Vigilante 8

From the title screen, access the options menu. In the options, go to the "Passcode" option and enter any of the following codes.
Reduced Gravity: A, MOON, GETAWAY
No Enemies Present: POPULATION_OUT
No Damage: LIVING_FOREVER
All Ending Movies to Play in Sequence: LONG_SLIDESHOW
Choose the Same Car or Enemy Car in 2P Quest: MIX_MATCH_CARS
Unlock All Cars Except Flying Saucer: GANGS_UNLOCKED
Unlock the Flying Saucer: GIMME_DA_AIEN
Unlock Hidden Levels: LEVEL_SHORTCUT
Enhanced Mission: MISSILE_ATTACK
Harder Difficulty: I_AM_TOUGH_GUY
Slow Motion Mode: GO_REALLY_SLOW
Ultra High-Res Display Mode: MAX_RESOLUTION
No Weapon Delay While Firing: FIRE_NO_LIMITS
Unlock Everything: J1BT7CFJLDMGW

V-Rally Edition '99

Cheat Options: When you are at the screen that says "Press Start," enter L-Shoulder+R-Shoulder, C-Left, C-Right, L-Shoulder+R-Shoulder, START. Now on the main menu screen, hold Z and press L-Shoulder. The word "Cheats" will appear underneath the other options. Now you can unlock cars, choose no time and more!

WCW Mayhem

Spring Stampede PPV Code: On the main menu, highlight and access the "Pay-Per-View Password" option. On the password screen, enter the code as shown.
WCW Spring Stampede: @JHkfy|Bw|QFQF
 (With this code, you'll get the WCW Stampede ring. The matchups will be DDP vs. BPP; Booker T. vs. Kidman; Lash vs. Buff; and Sting vs. Hart.)

WCW Nitro

All of these codes are to be entered at the title screen.
Balloon Bends: Left-(C), L-Shoulder, Z. Damage to wrestlers makes their heads swell.
Big Heads, Hands and Feet: R-Shoulder(Z), Right-C, Z.
All Wrestlers: Right-C-(4), Left-C-(4), R-Shoulder-(4), L-Shoulder-(4), Z.
Extra Rings: Left-C, L, Right-C, R-Shoulder, Left-C, L-Shoulder, Right-C, R-Shoulder, Z.
Big Heads: Right-C(Z), R-Shoulder, Z.
Dance Move: First you must unlock the extra rings to do this trick. Choose the Disco Ring from the options screen. If you hit B when competing in the Disco Ring, the fighters will do a little dance.

WCW/nWo Revenge

Nitro Arena Trick: When fighting in the entrance way, throw your opponent into the black door at the very end. He will disappear for several seconds and then will come running out like he just hit the ropes.
Playable Managers: Go to One-on-One Exhibition match and choose wrestlers that have managers. After play begins, press Z on the third and fourth Controllers and you will take control of the managers.
Play as THQ Man: Highlight AKI man and press C-Down. THQ is similar to Black Ninja from WCW vs. nWo.
Steal Opponent's Taunt: Rotate the Analog Stick counter-clockwise. For example, if this when you're playing Goldberg against Disco Inferno, Goldberg will begin to get funky and do a disco dance. Try this with everyone for different (hilarious) results.

Wetrix

Change Floor Sets: If you complete all 16 practice rounds, the background color of the main screen will change to red. Go to the options screen and you'll see a new option called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

WinBack: Covert Operations

Trial Mode: On the title screen that says "Press Start," enter Up, Down, Down, Right, Left, Left, Left, Left, hold C-Down and press START. Now Trial Mode will be available. You can play any level in the game in this mode.

Open All Multiplayer Characters: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Left, Left, Left, Left, hold C-Up and press START. This will give you access to all the characters, including the bosses!

Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L-Shoulder and press START. You will hear a gunshot if entered correctly.

WipeOut 64

All Ships: At the main menu hold Z+L-Shoulder+R-Shoulder. Quickly press Down-C, Down-C, Down-C, Down-C, Right-C, Up-C, Left-C. After you enter the code, you'll see a green flash on the screen.
Infinite Energy: Hold Z+L-Shoulder+R-Shoulder while playing and then press Up-C, Down-C, Left-C, Right-C, Up-C, Down-C, Left-C, Right-C.
Infinite Weapons: Hold Z+L-Shoulder+R-Shoulder while playing and press Up-C, Down-C, Left-C, Right-C, Right-C, Up-C.

World Driver Championship

Access all G2 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the G2 Circuit menu. It says, "Teams/Even Select," "Save Game" and "Main Menu" on the left. Using the SECOND Controller, press Z, Right, Z, Z, Z, B, C-Down, A, Right, START. There will be no notification and the screen will advance when you hit A, but all of the G2 cars will be available. Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.

WWF Attitude

In Win European Belt Mero and Sable: This unlocks the sexiest woman in wrestling and a dopey complementary wrestler.
Squeaky Voices: This option makes the announcers' voices even more annoying than they already are.
Trainer Cheat: This will unlock the Trainer who is equipped with some big-time moves and a lot of heftiness.
Win First Round of "King of the Ring" Kurrigan and Taka: Brings about two tough and entertaining wrestlers. Taka's the pick of this litter, though.
Win Survivor Series Sgt. Slaughter and Shawn Michaels: Let the charisma shine when you unlock these two stallions.
Win Intercontinental Belt Jaqueline and Chyna: Bring these two lovely ladies to your stable. They're a perfect complement to Sable.
Extra Attributes: You'll have three more points for your created wrestlers, which makes 39 points in all!
Big Head Cheat: You'll have access to big noggins for all the wrestlers with this on.
Win Royal Rumble Bull Bearer and Jerry "The King" Lawler: Two more to choose from.
Win Heavyweight Belt Beep Mode: Bleep out the potential profanities.
Head: AI Snow's mannequin head is now a wrestler.
Ego Cheat: Wrestlers' heads grow as the crowd praises them.

WWF Warzone

Once you've opened one of the features or modes, press L-Shoulder, then the R-Shoulder at the main menu screen to move down to the basement. From here, you can access all of the cheats you've opened!
Random Wrestler: On the character selection screen, hold Up and press Block.
Taunt Your Opponent: In the middle of a match, press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.
Access Dude Love and Cactus Jack: Beat WWF Challenge on "Normal" with Mankind.
Burp and Fart Mode: Beat WWF Challenge with Mosh or Thrasher on any difficulty. Whenever you get hit or hit someone, you'll hear a burp or a fart!
Goldust's Extra Costumes: Beat WWF

Challenge on Normal with Goldust to get more costumes.
Ladies Night Mode: Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode. No Wimps Mode.
Disable Blocking: Beat WWF Challenge with Faarooq or Ken Shamrock.
Cool Reflections: Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.
Play as Sable: Beat WWF Challenge with Owen or Bret Hart to access Sue the ring girl.

WWF WrestleMania 2000

These characters aren't readily available, so here are the methods to open them up.
Dude Love: Win King of the Ring and be part of the main event at Summerslam. Dude Love will come out at the end.
Cactus Jack: Win the Hardcore Belt and then beat Cactus Jack.
Jerry Lawler and Jim Ross: These two WWF announcers join your list of wrestlers once you've made it to WrestleMania.
Shawn Michaels: Win the Royal Rumble and earn a title shot at WrestleMania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.
Stephanie McMahon: Play as Test for the first month and a half of Royal WrestleMania and she will accompany you.
Paul Bearer: Play as Undertaker for the first month and a half of Royal WrestleMania and he will accompany you.

Xena Warrior Princess: Talisman of Fate

For each trick, first go to the main menu screen and quickly press Right, Right, Left, Left, Right, Left. You will hear a sound. Then enter the codes as shown. You will hear a sound when the code is complete.
Xena VS. Gabrielle (Hope) in Quest Mode: C-Left, C-Left, C-Left, C-Left.
Despair As a Playable Character: C-Left, C-Right, C-Left, C-Right.
Higher (Titan) Difficulty Level: C-Up, C-Down, C-Up, C-Down. A new difficulty setting called "Titan" will replace "Gold" difficulty.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Shoulder+R-Shoulder+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown.
 (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)



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GameShark Codes

Animorphs: Shattered Reality

Infinite Health 801EE8F40005
 Infinite Lives 801EBFC00063
 Infinite Coins 801DD48C0063
 Stop Timer 801DD48B00A5
 Infinite Turbo 801DD08B003C
 Unlock All Levels 801EBFD00008

Danger Girl

Infinite Health 80061B402400
 Inf. Pistol Ammo 800EF51803E7
 Infinite Pistol Clips 800EF51A03E7
 Inf. AK47 Ammo 800EF57803E7
 Infinite AK47 Clips 800EF57A03E7
 Infinite Sub Machinegun Ammo 800EF5D803E7
 Infinite Sub Machinegun Clips 800EF5D803E7

Dave Mirra BMX

Unlock All Hidden Characters 800B60180C03
 Extra Time in Proquest 800BFA9000E

All Movies Unlocked

800BFA9000E
 800BFA9000A
 800B611C00F7
 800B8B44000F

**All Cheats Unlocked
All Gold Medals**

800B601000FF
 500006010000
 300B861090003
 500006010000
 300B820D0003
 500006010000
 300B63110003
 500006010000
 300B84150003
 500006010000
 300B65190003
 500006010000
 300B861D0003
 500006010000
 300B67210003
 500006010000
 300B89250003
 800006010000
 300B89290003
 500006010000
 300B8A2D0003
 500006010000
 300B8B310003
 500006010000
 300B8C350003

Destruction Derby Raw

MUST BE ON! 8003448C007C
 Inf. Car Damage 800AA7220000
 800E01540000
 800E01560000
 800E01580000

Infinite Cash for Cars 80068FC5FFFF
 All Cars Unlocked 80068C480001
 80068E100002
 80068C9C0003
 80068C930004
 80068CB40005
 80068DF90006
 80068CF00007
 80068D280008
 80068D20000A
 80068D44004B
 80068D680009
 80068D8C0000
 80068DB0004C
 80068DD40045
 80068E400008
 80068E64000F
 80068E80011
 80068EAC000E

Continued on Page 56



PlayStation

Akuj: The Heartless

Debug Mode: Press START to pause the game then hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug menu to appear. You can choose many options, including your starting level!
Invincibility: Press START to pause the game, then hold L2 or R2 and press Right, Left, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

Army Men: Air Attack

Enable All Co-Pilots: Press START on the title screen to go to the main menu. On the main menu, access the password screen. Then enter this code to get access to all the co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press START to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

Asteroids

On the title screen when "Press Start" is flashing, press and hold the SELECT button and enter one of the following codes.

Unlock Classic Asteroids: Circle, Circle, Circle, Triangle, Square, Square, Circle.
Unlock the Fourth Ship: Triangle, Circle, Circle, Triangle, Square, Circle, Square.
Level Select: Square, Triangle, Circle, Triangle, Triangle, Square, Circle (Change levels and zones and turn the collision off by pressing SELECT+START and then choosing the option you want. Press L2 to activate that cheat).
Classic Cheats: The following codes will work once you pause in the middle of the classic Asteroids game.
 Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle.
 99 Lives: Up, X, Down, Triangle, Left, Square, Right, Circle.
 Invincibility: Down, Down, Up, Up, Circle, Square, Triangle, Triangle.

Bust-A-Move '99

New Puzzles: At the "Press Start Button" screen, press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen. Now press START and go into Arcade Mode. Choose "Puzzle" from the game select screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Centipede

Extra Lives: Begin an Adventure game. Now press START to pause the game. While paused, press L1, L1, L2, L1. You will hear a voice say, "Wally, help me!" Press START to unpaue the game, then press START one more time to pause. Press Right on the Control Pad and you will add and extra life. Keep pressing Right multiple times to add an insane number of lives!
Invincibility: Put in the extra lives code and make sure the number of lives you add ends in an odd number. The invulnerability title will appear in the upper left corner of the screen if done correctly.
Level Select: First, choose "Adventure" from the main menu screen. When you are on the

Dave Mirra Freestyle BMX

Unlock Slim Jim: On the rider select screen, press Down, Down, Left, Right, Up, Up, Circle.
Unlock All Bikes: On the bike select screen, press Up, Left, Up, Down, Up.

Right, Left, Right, Circle.
Unlock All Styles: On the style select screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.



screen that shows your level, press R1, R2, R1. You will hear a confirming sound. By pressing Right on the Control Pad, you will be able to choose any level and world within that level.

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen, choose "Rename" and enter the name of your city as _Cash_. When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Cool Boarders 4

To access these cheats, go to the name entry screen and put in the following passwords. You will hear a voice say, "Hey, no cheating!" to confirm that you've entered the code correctly.
Every Mountain Available: ICHEAT
Every Special Event Available: IMPESIAL

Crash Team Racing

On the main menu screen, hold L2+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.
Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.
Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.
Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except

Adventure.
More Tracks: Right, Right, Left, Triangle, Right, Down, Down.
Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.
Super Turbo Pads: Triangle, Right, Right, Circle, Left.
Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.
"Unlimited" Tricks: After entering one of these next tricks, you will have to reset the game to get a different unlimited object.
 Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.
 Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.
 Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.
Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS," or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.

At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure):
Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.
N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Crac 2

Max Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 500 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.
Cyber Badlands Course: HAREPO
Cyber Canyons Course: NAMOFI
Cyber Sawgrass Course: SECARE

DON'T BE AFRAID OF
THE DARK.

BE AFRAID OF
WHAT'S IN IT.

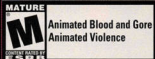
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PSExtreme

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TAKING HELL TO THE NEXT LEVEL



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—Includes the original Arcade Mode and tournament style Dreamcast Mode

—All your favorite characters from the Spawn series are faithfully recreated in the ultimate death match challenge

GameShark Codes

Continued from Page 52

80066ED00043
80066EF40041
80066F180040
80066F3C004F
80066FF00051
80066F84004E
80066FF00046
80066FC00047
80066FF000D0
80067014000A
800670380010
8006705C0049
800670800046
800670A40042
800670C80048
800670EC004A
800671100050
80067134004D

Dino Crisis 2

Unlock Characters Extra Mode

800AEACEFFFF

Unlock Extra Dino Mode

800AECAB0101

800AECAB0101

99 Hit Combo

800AE3700063

Max Score

800AEE10E0FF

Duke Nukem: The Land of the Babes

Have Flame Thrower 800EA0400001

Ms. PacMan Maze Madness

Have Cherry 801095100001

Have Strawberry 801095120001

Have Peach 801095140001

Have Pretzel 801095160001

Have Apple 801095180001

Have Pear 8010951A0001

Have Banana 8010951C0001

Have Gold Key 8010951E0001

Have Red Key 801095200001

Have Blue Key 801095220001

Have Green Key 801095240001

Have Purple Key 801095260001

Have All Fruit and Keys 80000C020000

801095100001

Polaris Sno Cross

Must Be On 80038A740001

Infinite Time 800AB9540000

Max Tournament Points 8006195800FF

All Classes Unlocked

800619D80004

All Tracks Unlocked 800619E403FF

All Sleds Unlocked 800619E001FF

Infinite Wrenches 50000B010000

300618A40063

300618B30063

300618B90063

300618BE0063

300618C20063

300618C80063

300618CC0063

300618CD0063

300618CE0063

Tyco R/C Racing

Infinite Energy 800DE77C03FF

Always First Place 800D5AE60000

800D5AE60000

Start On Third Lap 800D5AE60000

800D5AE60002

Unlock All Cars 800E566E0101

800E566A0101

800E566B0101

Unlock All Modes 800E567C0012

Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Die Hard Trilogy 2: Viva Las Vegas

From the main menu, choose **Movie Mode** or **Arcade Mode**. If you choose **Arcade Mode**, pick the spinning pistol. In the middle of the first-person shooting game, press **START** to pause. Now enter one of these codes (For best results, enter the **Unlimited Ammo** code after the **Every Weapon** code).

Every Weapon: Square, Square, Circle, Circle, L1, L1

Unlimited Ammo: L1, L1, R1, R1, Circle, Circle

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2

Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle

Super Slow Rockets: L1, R1, L1, Triangle, Square

Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1

Debug Menu: On the main menu screen, press **L1**, **L1**, **Circle**, **Circle**, **Square**, **Square**

The "Debug" menu will appear with the options of a **Movie Player** and **Direct Level Access**. Now you can watch any movie or choose any starting level in the game!

Eagle One: Harrier Attack

To enter these cheats, go to the main menu screen and access the options menu. You will hear a sound to confirm the trick was entered correctly.

Invincibility: R1, L1, R2, L2, L1

Level Select: R1, L1, R2, L2, **START**

Infinite Ammunition: R1, L1, R2, L2, R1

Fear Effect

Press **START** on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.

999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle

Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square

One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1

Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA Teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called **Special Guests**. This incredible team has full attributes.

Gekido: Urban Fighters

Play the game until you get a high score. When the "Hi Score" screen appears, enter one of the following names and then choose "Options" on the main menu for the results shown below.

Deformed Mode: DEFORMANIA

Skeleton Mode: BONECRACK

Gex 3: Deep Cover Gecko

Debug Menu: Press **START** to pause the game in the middle of play. Hold **R2** and press **Up**, **Circle**, **Right**, **Up**, **Left**, **Right**, **Down**. A confirming sound should be heard if done correctly. While playing, press **SELECT** to see the Debug menu. Within this menu is the option to choose your starting level and more!

Invincibility: To make Gex invincible, press **START** to pause the game and hold **L2**. With **L2** held, press **Down**, **Up**, **Left**, **Left**, **Triangle**, **Right**, **Down**. Now you won't lose any pants when you are hit!

Blabbermouth Gex: To hear all of Gex's phrases, press **START** to pause the game and hold **L2**. With **L2** held, press **Down**, **Right**, **Left**, **Circle**, **Up**, **Right**. Press the **SELECT** button to hear Gex's comments whenever you want.

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown below.

No Police: LOSEFEEDS

10,000,000 Points: BIGSCORE

Multiplier x5: HIGHFIVE

All Weapons: NAVARONE

Unlimited Energy: LIVELONG

Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)

Level Select: When asked to enter your player's name, put in ITSAULLP on the entry screen. Now you can choose your level!

Grind Session

All Tricks Enabled: Press **START** to pause the game, then press **Down**, **Left**, **Up**, **Down**, **Left**, **Up**, **Right**. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

International Track & Field 2000

Play as Konami Man: On the "Select Event" screen, choose the event you want to play and then enter the Konami code (**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **Circle**, **X**). If entered correctly, you'll hear a sound. Now when you begin the event, your character will be Konami Man! When you begin an event with a female athlete, the character will be Konami Woman.

Jackie Chan: Stuntmaster

Enter these tricks on the title screen where it says, "Press Start Button."

Level Select: L2, Square, Triangle, Circle, X

R2, R2. You'll hear a sound if the trick was entered correctly.

Behind the Scenes Movie: Left, Right, R1, Circle, Square, Triangle, Triangle. The "Press Start Button" text will be replaced with "Bonus Movie." Press X to see the movie.

Jade Cocoon: Story of the Tamamayu

Free Mugworts: Start a new game and go through the entire introduction sequence until you get to Krin in Beetle Forest. He will be waiting to talk to you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with, then you must discover his commands while in training. He will make you start over, but you will still have the Mugwort. Repeat this process and he will keep giving you Mugworts. This way you can build your Mugworts without effort!

Killer Loop

On the main menu screen, press and hold the **START** button. With **START** held, press the following buttons for these results.

Class 2 H&K Tripod: Down, Left, Up, Left, Down, Right, Up, Left

Class 2 Sinus Tripod: Down, Left, Up, Left, Down, Right, Up, Right

Class 3 Pulse Tripod: Down, Left, Up, Left, Down, Right, Up, Right

Class 3 React Tripod: Down, Right, Up, Left, Down, Left, Up, Left

Class 3 Sinus Tripod: Down, Left, Up, Right, Down, Left, Up, Left (note: This also opens up Killer Loop Mode)

Class 4 H&K Tripod: Down, Right, Up, Left, Down, Left, Up, Right

Class 4 Sinus Tripod: Down, Left, Up, Right, Down, Right, Up, Right

Class 4 Pulse Tripod: Down, Left, Up, Right, Down, Right, Up, Left

Class 4 React Tripod: Down, Right, Up, Left, Down, Right, Up, Right

All Tracks: Up, Left, Down, Left, Up, Left, Down, Right

Kurt Warner's Arena Football Unleashed

On the "Today's Contest" screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (for example, if the code is 1, 2, 3, Right) you will press Turbo one time, Jump two times, Pass three times and the press Right).

Fast Passes: 2, 5, 0, Left

Super Passing (2P must Agree): 4, 2, 3, Right

Super Field Goals: 1, 2, 3, Left

Show Field Goal %: 0, 0, 1, Down

Allow Stepping out of Bounds: 2, 1, 1, Left

Hot Shots Golf 2

Incredible Code: From the title screen, choose **New Game**. When asked to choose your name, enter **ZGSH** and then press the **O.K.** button on the

screen. Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be available, prizes and more!



**SURE
CLUMPS-A-LOT**



**IT'S A DIRTY JOB,
BUT SOMEBODY'S GOTTA DO IT.**

The Army Men franchise makes its smash debut on Sega Dreamcast™. As Sarge, you must undertake 16 daredevil missions to rescue your Commandos from the clutches of General Plastro and the evil Tan army. An arsenal of explosive weaponry awaits, including bazookas, sniper rifles and flamethrowers. For a little R&R, play battle mode with up to three friends, choosing from nine different characters. Only you can bring peace to the Plastic World again. Good luck, soldier! Oh, and watch your step.

Dreamcast™ 3DO



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You see yourself
as a great warrior...

Your opponents see
you as spare parts.



ARENA



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10 menacing robots, each with its own special way to turn enemies into scrap metal.



Devastate your opponent with weaponry like missiles, flame throwers and lasers.



Learn incredible combo moves that will make your competitor's head spin (if it's still attached).



Rock 'Em Sock 'Em™ Robots Arena gives you the power to rip off your opponent's body parts and attach them to yourself. Turn your enemy into rubbish with their own weapons. Or save the parts you collect for future victims. The more you win, the more powerful you become. You're not just competing for pride and honor, you're fighting for limbs.

Dark Side of the Moon

Darklight Conflict

Last Level Code: On the main menu screen, highlight and select the "Password" option. Now enter DLXGKXDJH. Once you choose "End," you'll go to the last level.

DarkStalkers 3

Enter these codes at the character selection screen.

Play as Male Shadow: Highlight the "P" box, press SELECT, SELECT, SELECT, SELECT, SELECT, then press any button.

Play as Female (Marionette)

Shadow: Highlight the "P" box, press SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, then press any button.

Play as Imba Talbain: Highlight Gallon, hold SELECT, then press all three Punch or Kick buttons.

Play as Oboro (Shin Bishamon): Highlight Bishamon, hold SELECT, then press any button.

Dark Forces

In order to access the Cheat Menu, begin your game. During play, enter the code: Left, Circle, X, Right, Circle, X, Down, Circle, X. If done correctly, the Cheat Menu should appear.

Now, select the options you wish to use in your game, by turning them green. For Level Skip, select the Game Won Option and then exit the menu and pause within the game. A new menu should appear with the option to advance to your Next Mission. The Level Passcodes are as follows:

- Level 2: Y7B5T7S183
- Level 3: 3WKKVMXKHZ
- Level 4: 9WJHBLCN00
- Level 5: 8XKGBKDP21
- Level 6: 7YBKJBFJ21
- Level 7: Y7C4L7Q193
- Level 8: X8D3L6R2C4
- Level 9: W9F635S2B5
- Level 10: V1Q534T0F6
- Level 11: NVHL4LFQ1R
- Level 12: MYGMIKBR2S
- Level 13: LXFN4JCS2T
- Level 14: 205F6HTJUV

Ninja: Shadow of Darkness

Invincibility: Pause the game at any time and press L2, R2, L2 three times, R2 three times, then Circle, Triangle, Square, Circle, Triangle and Square. Listen for a chime to verify that you entered the code correctly. When you unpauses, you'll now be a skeleton with infinite lives, energy, smoke bombs, magic potions and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed out items you got when you were the skeleton!

Level Select: Remove your memory card then turn on the PlayStation. When the screen says, "Checking Memory Card" quickly press L2, L2, L2, R2, R2. The words "DELS LEVEL CHEAT ON" will briefly appear. Start a new game to access the Level Select menu.

Power-Up Blockers: 3, 1, 2, Left, Avengers Stadium: 1, 1, 5, Left. No First Downs: 2, 1, 0, Up. No Interceptions: 3, 4, 4, Up.

Infinite Turbo: 5, 1, 4, Up. Super Blitzing: 0, 4, 5, Up.

Power-Up Teammates: 2, 3, 3, Up. **Power-Up Defense:** 4, 2, 1, Up.

No Random Fumbles: 4, 2, 3, Down. **Hide Receiver Name:** 1, 0, 2, Right.

Big Football: 0, 5, 0, Right. **Big Head:** 2, 0, 0, Right.

Huge Head: 0, 4, 0, Up. **No Head:** 3, 2, 1, Left.

Headless Team: 1, 2, 3, Right. **Team Tiny Players:** 3, 1, 0, Right.

Team Big Players: 1, 4, 1, Right. **Team Big Heads:** 2, 0, 3, Right.

Play as GP (GP must agree): 5, 5, 5, Up. **Show More Field (GP must agree):** 0, 2, 1, Right.

No CPU Assistance (GP must agree): 0, 1, 2, Down. **Power-Up Speed: (GP must agree):** 0, 4, 0, Left.

Tournament Mode (GP game only): 1, 1, 1, Down. **Smart CPU Opponent (GP game only):** 3, 1, 4, Down.

Power-Up Offense: 3, 1, 2, Up. **Fast Turbo Running:** 0, 3, 2, Left. **Invisible:** 4, 3, 3, Up.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health: Hold L1 and press Right, Up, Left, Triangle, Up, Down.

Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.

Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.

Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.

Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.

Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.

Fire Glyph: Hold L1 and press Up, Up, Right, Left, Right, Right, Up, Left.

Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Left.

Shift at Any Time: Hold L1 and press Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Medal of Honor

Each of these codes will make the Enigma flash dye to confirm correct entry. **Captain Dye Code:** Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this code is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code.

(For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

Red, White and Blue Football: 3, 2, 3, Left.

Big Football: 0, 5, 0, Right. **Fast Passes:** 2, 5, 0, Left.

Infinite Turbo: 5, 1, 4, Up. **Fast Turbo Running:** 0, 3, 2, Left.

Unlimited Throwing Distance: 2, 2, 3, Right.

Power-up Offense: 3, 1, 2, Up. **Power-up Defense:** 4, 2, 1, Up.

Power-up Teammates: 2, 3, 3, Up. **Super Blitzing:** 0, 4, 5, Up.

Super Field Goals: 1, 2, 3, Left. **No Interceptions:** 3, 4, 4, Up.

No Random Fumbles: 4, 2, 3, Down. **No First Downs:** 2, 1, 0, Up.

Nounting: 1, 5, 1, Up. **Allow Stepping Out of Bounds:** 2, 1, 1, Left.

Power-up Blockers: 3, 1, 2, Left. **Show Field Goal Percentage:** 0, 0, 1, Down.

Show Punt Hang Meter: 0, 0, 1, Right. **Hide Receiver Name:** 1, 0, 2, Right.

Invisible Receiver Highlight: 3, 3, 3, Left. **Invisible:** 4, 3, 3, Up.

Big Head: 2, 0, 0, Right. **Huge Head:** 0, 4, 0, Up.

Team Big Players: 1, 4, 1, Right. **Team Big Heads:** 2, 0, 3, Right.

Team Tiny Players: 3, 1, 0, Right. **No Play Selection (GP must agree):** 1, 1, 5, Left.

Show More Field (GP must agree): 0, 2, 1, Right. **No CPU Assistance (GP must agree):** 0, 1, 2, Down.

Power-up Speed (GP must agree): 4, 0, 4, Left. **Hyper Blitz (GP must agree):** 5, 5, 5, Up.

Smart CPU Opponent (GP game only): 3, 1, 4, Down. **Deranged Blitz Mode (GP game only):** 2, 1, 2, 1, Down.

Ultra Hard Mode (GP game only): 3, 2, 3, Up.

Super Passing Mode (GP game only): 4, 2, 3, Right.

15 YARD PASS

250 YARD PASS

500 YARD PASS

750 YARD PASS

1000 YARD PASS

Super Blitz Mode (GP game only): 4, 4, 4, Up.

Tournament Mode (GP game only): 1, 1, 1, Down.

Always Quarterback (GP teammate required): 2, 2, 2, Left.

Always Receiver (GP teammate required): 2, 2, 2, Right.

Baseball Stadium: 5, 0, 2, Left. **Round Snow Stadium:** 5, 0, 3, Up.

Astro Turf Field: 3, 0, 1, Up. **Ice Field:** 3, 0, 2, Up.

Snow Field: 3, 0, 3, Up. **Blitz Grass Field:** 3, 0, 0, Up.

Dirt Field: 3, 0, 4, Up. **Snow:** 5, 2, 5, Down.

Clear Weather: 2, 1, 2, Left. **Rain:** 5, 5, 5, Right.

49ers Playbook: 1, 5, 1, Left. **Bears Playbook:** 1, 1, 0, Left.

Bengals Playbook: 1, 1, 2, Left. **Bills Playbook:** 1, 0, 4, Left.

Broncos Playbook: 1, 1, 5, Left. **Browns Playbook:** 1, 1, 3, Left.

C Buccaneers Playbook: 1, 5, 4, Left. **Cardinals Playbook:** 1, 0, 1, Left.

Chargers Playbook: 1, 4, 5, Left. **Chiefs Playbook:** 1, 2, 5, Left.

Colts Playbook: 1, 2, 3, Up. **Cowboys Playbook:** 1, 1, 4, Left.

Dolphins Playbook: 1, 3, 1, Left. **Eagles Playbook:** 1, 4, 3, Left.

Falcons Playbook: 1, 0, 2, Left. **Giants Playbook:** 1, 3, 5, Left.

Jaguars Playbook: 1, 2, 4, Left. **Jets Playbook:** 1, 4, 1, Left.

Lions Playbook: 1, 2, 1, Left. **Packers Playbook:** 1, 0, 5, Left.

Panthers Playbook: 1, 3, 3, Left. **Patriots Playbook:** 1, 4, 2, Left.

Raiders Playbook: 1, 4, 2, Left. **Rams Playbook:** 1, 5, 3, Left.

Ravens Playbook: 1, 0, 3, Left. **Redskins Playbook:** 2, 0, 1, Left.

Saints Playbook: 1, 3, 4, Left. **Seahawks Playbook:** 1, 5, 2, Left.

Steelers Playbook: 1, 4, 4, Left. **Titans Playbook:** 1, 5, 5, Left.

Vikings Playbook: 1, 3, 2, Left.

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode.

With this code, the Germans will speak to you in English (much like a terrible American movie).

Unlock Col Müller: Go to the Enigma machine

unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups." Use this code to add an entirely new dimension to multiplayer.

ONLINE CONSOLE GAMING IS HERE!

Are you ready to serve up a big, steaming helping of humiliation to an opponent you've never even seen? Yes, there's something about the thrill of wiping the floor with a total stranger that makes the day seem brighter and the birds sing just a little louder. Take a moment to bask in the peaceful glow—then get online and kick some serious butt! Sega is the first and only company to bring you true, online, multi-player console gaming. As if that wasn't enough innovation, there's SegaNet, the first ever dedicated gaming ISP, which lets you dole out the damage in low-latency peace. Check out just some of the ways you can make yourself feel superior, online and off.



Phantasy Star Online™

Revisiting the renowned "Phantasy Star" series, the first fully networked console-based RPG, "Phantasy Star Online," will connect gamers worldwide in a sci-fi fantasy universe featuring detailed 3D labyrinths and vast free-roaming landscapes. Players from around the globe will unite online via SegaNet to communicate and participate in various adventures in an online community unlike any other. Developed by Yuji Naka and his Sonic Team, "Phantasy Star Online" will revolutionize worldwide online console gameplay by breaking down the barriers of culture and language.

Prepare yourself for the ultimate online gaming experience.

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SEGA®



Quake III Arena™

The eternal battle—which is better, PC gaming or console gaming? Now, the battle moves online with Quake III Arena for the Sega Dreamcast. In another first for the videogame industry, Quake III Arena is the first game to allow multiplayer real-time networked gaming between Sega Dreamcast and PC players. Featuring new arenas and a redesigned user interface, Quake III Arena pits players against each other in an action-packed, free-for-all environment. Prowling through hallways and courtyards in gothic arenas and futuristic spacesacs, players will have endless options on and offline to keep them in the game.



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WE KNOW YOU WANT THE BEST online gaming experience possible, and that means the lowest possible latency. SegaNet is the only high-speed console gaming network and ISP, which makes for a totally optimized gaming experience. Don't just take our word for it; anyone who owns a Dreamcast and has SegaNet-enabled games such as "Quake III Arena" can sign up for 50 free hours on SegaNet. Each game will walk you through the sign-up process. SegaNet members will also have exclusive access to contests, sweepstakes, and special offers,

in addition to the best online gaming action.

The process is simple and easy. Plug in your Dreamcast, plug in the phone cord, sign up for SegaNet, and let the online games begin. You can register with your PC via www.sega.com or through the Dreamcast console using the latest browser or online games.

If you decide to sign up for 18 months on SegaNet for \$21.95 per month, you will get a check for \$150—the cost of the Dreamcast hardware—and a free keyboard.

Totally Toshinden

Battle Arena Toshinden

Play as Gaia/Sho and Auto-Specials: You must first input the Gaia code as the options are flying in at the title screen (Down, Down-Left, Left, Square button). You'll hear the word, "Fight!" The text will turn pink. Choose a 1P Game. Pick any character (choose Gaia by high-lighting E), holding Up and pressing any button (Square, Circle, Triangle or X button). Start a fight, then pause with the START button. Move to Reset. When asked, choose "Yes." The options on the title screen will fly to the middle of the screen again. While they are doing this, take controller two and press Left, Right, Left, Right, Left, Square button. You'll hear the word, "Fight!" The text will turn light blue. This will allow you to play as the last Boss, Sho! Either player (or both) can highlight Kayin and hold Down on the controller. Now press one of the buttons to choose him. Begin another match, then pause. Move to Reset. When asked, choose "Yes." The options on the title screen will fly to the middle of the screen again. While the lines are flying in, take controller one and press diagonally Down-Left and X at the same time. You will hear the word, "Fantastic!" The text will turn white. Again, start a match, then pause. Move to Reset. When asked, choose "Yes." The options on the title screen will fly to the middle of the screen again. While the lines are flying in, take controller two once more and press Left, Right, Left, Right, Left, Square button. You'll hear the word, "Fantastic!" The text will turn yellow. Now you can go to the Options and put automatic special moves on the top buttons on any difficulty level. In the game, hold the SELECT button and press the L1, L2, R1, R2 simultaneously to do your Super Special move!

Battle Arena Toshinden 2

Sho/Vermilion: As the options fly in together at the main title screen, quickly enter Circle, R2, L1, X, L2, R1 on the second controller. A chime should then sound and the blue box should turn red, if done correctly. Choose these bosses at the player select screen by highlighting the **Random Select** box.

Battle Arena Toshinden 3

Infinite Soul Bombs: Begin a match and press START to pause. Next, enter the "KeyConfig" option and change your L1, L2, R1 or R2 keys to soul bombs. Then go back into your game, press the button you configured as a "Soul Bomb" and press X at the same time. This will activate the "Soul Bomb." Repeat. **Random Select:** Go to the character select screen, then press and hold the top four buttons on your controller. Once you let go, the computer will choose your next character.

before starting a new game. Enter BIGFAT-MAN. This unlocks the sinister Col Müller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: BADOPSHOW

4x Firing Rate: ICOSIDODEX

Reflecting Shots: GOBLUE

Unlock William Shakespeare in Multiplayer:

PAYBACK

Unlock Winston Churchill in Multiplayer:

FINESTHOUR

Unlock the Raptor in Multiplayer:

SSPIELBERG

Codes for Multiplayer Mode:

Unlock Wolfmark: HOODUP

Unlock Bismark: WOODWOOF

Unlock Otto: HERRZOMBIE

Unlock Noah: BEACHBALL

Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen:

Unlock the Making of Level 1 (History):

INVASION

Unlock the Making of Level 2 (History):

BIGGRETA

Unlock the Making of Level 3 (History):

DASBOOT

Unlock the Making of Level 4 (History):

STUKA

Unlock the Making of Level 5 (History):

KOMET

Unlock the Making of Level 6 and 7 (History):

TWOSIXTWO

Unlock the Making of Level 8 (History):

VICTORYDAY

Pictures of the Development Team:

DWIMOTTEAM

Secret Photo Gallery of Staff: DWIGALLERY

L. Henson Picture: COOLCHICK

A. Jones Picture: AJRULS

Mission Log Codes: For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.

Audie Murphy Mode (Invincibility):

MOSTMEDALS

Wire Frames: TRACERON

Cheaters Never Prosper: Enter these codes on either the title screen or the main menu.

You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.

All Levels Open: Down, Up, Right, Left,

Triangle, X, Square, Circle.

Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.

All the Gold Medals: Down, Up, Left, Right,

Triangle, X, Square, Circle.

MedieVil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left, "Cheat" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose the "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter Cp9sAJUBNAA. All drivers under the pro

level will be open and all the tracks will be available, including the bonus.

NCAA GameBreaker 2001

On the main menu screen, choose the "Customize" option. On the "Customize" screen, choose the "Easter Eggs" option. Now you can enter the following passcodes to unlock the various new game options as follows (Note: Smaller capital letters indicate the entry of the passcode using the smaller size letters).

Player Attributes Are Now 99: BEAT DOWN

Acquire All Blue Chips: MOTIVATE

Make High Attribute Walk-On Players:

FRANKENSTEIN

Take You to Credits Screen: HOLLYWOOD

NCAA Football 2001

At the main menu, select the "Game Settings" option. Next, highlight and enter the Secret Codes menu. Now press SELECT and enter one of the following cheats to get the results as shown below. A voice will say, "It's in the game" when you enter the codes correctly.

Full Poll: POPULARITY (Press R1 twice on the Poll screen to view more team rankings.)

Slower Players: CEMENTFEET

All Stadiums Unlocked: OPENSEASAME

View CPU Plays: MINDREADER

Faster Players: SCRAMBLE

Faster Daytime Effects: DAYNIGHT

Maximum Attribute Points: BALLER

Maximum Recruiting Points: HEADCOACH

Receivers Always Catch: HANDSOFGLUE

Defense Always Intercepts: OKSIE

Wind at Maximum: SAFETY

Change the Date: 2xK

Juggernaut Team: BULLDOZER

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, you can enter any of the following codes (in caps) for the results as shown below.

Brainy Computer: SMART CPU

Speedy Players: ROCKET MAN

Max Injuries: HAM INJURY

Slower Movement: STROBE LIGHT

Balanced Abilities: ALL EVEN

Basketball Star Names: BASKETBALL

Flat Football Players: TWO D

Big Footballs: BIG PIG

Huge Players: GIANTS

Tiny, Quick Players: POP WARNER

Fast Movement: BOOSTER

Programmer Names: RED ZONE

Bobo Teams: ALL BOBO

European League Names: EURO LEAGUE

United States Presidents: OVAL OFFICE

Increased Endurance: ENDURANCE

Bigger Hits: CRUNCH

Better Defense: LINE BUSTER

Skilled Running Back: SUPER FOOT

Easier Catches: STICKEM

Better Passes: SHOOTERS

Cheerleader Pics After Game (Cycle with X button): FASHION SHOW

NGEN Racing

Enter these tricks on the main menu screen.
All Arcade Mode Tracks, Classes and Jets: R1, L1, R2, L2, R2, L2, L1.
NGEN Mode Extra Jets: R1, R2, L1, L2, L2, L1, R2, R1.
400,000,000 Credits: R2, L2, R2, L1, R2, R1, R2, L1.

NHL: Rock the Rink

From the main menu screen, choose the

NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILLEY

Boards Rewards: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)

Bonus Moves: JAWBREAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Nightmare Creatures II

In the middle of the game, press START to pause the game. Then hold L1+R2+Square+Circle and press SELECT. You will now be at the "Cheats" screen with the option for invulnerability. On this screen, enter any of these codes to add new options to the menu.

Unlimited Continues: Press and hold L1+R1+R2 and then press SELECT.

Kill Enemy: Press and hold L1+L2+R1+Square and then press SELECT.

Unlimited Power-Up: Press and hold L1+R1 and then press SELECT.

Enemy Unlimited Life: Press and hold Square+Circle and then press SELECT.

Display Her Life: Press and hold L2+R2+Square and then press SELECT.

Rainbow Six

Press START to pause the game in the middle of a fight. Then hold the L1 button and press the following buttons to activate the codes shown below.

All Doors Unlocked: Triangle, Square,

Square, Triangle, X, Circle, Square, Triangle,

Invincible Hostages: Circle, Circle, Square,

Triangle, X, Triangle, X, Circle.

Reload Ammunition: Square, Square, Circle,

Square, X, Triangle, X, Triangle.

Terrorists Removed: Triangle, Circle, Circle,

Triangle, Square, X, Triangle, Circle.

Remove All Operatives: Triangle, Triangle, X,

Circle, X, Square, Square.

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.

Instant Turbo Blast: In the middle of the game, press and hold the Accelerator and Brake buttons simultaneously. Now turn yourself around twice, so that you complete two 360s and let go of the Accelerator and Brake buttons.

Spider-Man

Go to the main menu screen and access the "Special" menu. Next, highlight and enter the "Cheats" option. Now you can put in any of the following cheats (which are shown in caps) on the "Enter Cheats" screen as shown below.

Level Select: XCLSIOR

Invulnerable: RUSTRICK

Webbing: STRUDD

Game Comic Covers: ALLSIXCC

Movie View: WATCH EM

Character Viewer: CVIEW EM

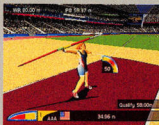
Storyboard Viewer: CGOSSETT

What If Contest: GBHSRSPM



Sydney 2000

You must enter this code very quickly (within about 3 seconds) to make it work. You will hear a sound if the code was entered correctly. Now access the



Olympic option

Full Stats: At the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left.



Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLKSPIDR
Spidey 2009 Costume: TWNTYNND
Captain Universe Costume: 5 COSMIC
Spidey Unlimited Costume: PARALLEL
Scarlet Spidey Costume: LETTER S
Amazing Bagman Costume: ALM2BGMAN
Peter Parker Costume: MJS STARD
Quick Change Costume: ALMSTPKR
Unlock J. James Jewett: RULUR
Full Health: DCSTUR
Big Heads: DLULX
Debug Info: LADNEX
Everything: EEL NATS
No Naughty Words: If you enter a "naughty" word for a cheat password, Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Star Trek: Invasion

Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2. The screen will flash if the code was entered correctly. Now you will have access to all the levels. In the middle of any mission, press START to pause. On the pause screen, access the "Cheat Screen" option at the bottom of the menu. The Cheat screen will give you new options such as "One Hit Kills," "Player Can't Die" and "All Weapons".

View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passwords for the results as shown below. You'll hear a sound to confirm correct code entry.

The Bikas Never Crash: NoCR4SH
Giants on Mini-Bikes: G44NTS
Supercross on Mercury: M3RCVRY
Supercross on Venus: V3NVS
Supercross on the Moon: MOON
Supercross on Mars: M4RS
Supercross on Jupiter: JVP1JR
Supercross on Saturn: S4TVNS
Supercross on Uranus: VR4NVS
Supercross on Neptune: N3PTVN3
Supercross on Pluto: PLVTO
Add Hop Button: HoP
Extra Camera Modes: MoR3C4MS
Stop the Bikas: NoR1D3RS
All Riders Get In Your Way: L0CKM3
No More Off Tracks: NoOFFTRCK
No More Getting Reset: K3PPNGK
Bigger Dirt Spray: B1GSPRAY

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your inventory screen. From this point, do one of these methods for the results as shown.

All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "inventory" screen. Go back to the "inventory" screen and you will have all the weapons, unlimited ammo, etc.

Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "inventory" screen. You will now be taken to the next level of the game!

Tomorrow Never Dies

While playing, press START to pause. Enter the following codes for the results as shown.

Immunity from Bullets: SELECT, SELECT, Circle, Triangle, Circle, SELECT.
Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, Triangle, Triangle, Triangle.
Every Weapon and 50 Health: SELECT, SELECT, Circle, Circle, L1, L1, R1, R1.
Mission Complete: SELECT, SELECT, Circle, Circle, SELECT, Circle.

Tony Hawk's Pro Skater

Enter the following cheats while pausing during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold L1 and press Square, Circle, Up, Left. Go back to the main menu and then at the select player screen, you will see the skaters with big heads.
Special Available Anytime: Hold L1 and press X, Triangle, Circle, Down, Up, Right.
Get 10X Multiplier: Hold L1 and press Square, Triangle, Up, Down.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Square, Left, Up, Square, Left.

Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down.

Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will be available.

Trick'n Snowboarder

Play as Resident Evil 2 Characters: Note: The R2 characters are available for play only in Free Mode. At the title screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire and the dreaded zombie cop.

Twisted Metal 4

From the options screen, press START
"Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.
Unlimited Specials: Triangle, L1, Down, Triangle, Up.

Only Pick Up Napalms: Right, Left, R1, Right, Circle.

CPU Shoos Only You: Right, Triangle, Right, Triangle, L1.

WCW Mayhem

All Wrestlers: PLYHDNGYS

Play as Same Wrestlers: DP1GNRS (Play as the same wrestler as your opponent in versus mode.)

Classic TNT Intro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Intro stadium.)

Enable Quest Cheat: CH4D8ST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Who Wants to Be a Millionaire: 2nd Ed.

Replacement Names: Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will give a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY (one of the millionaire winners), will get you the replacement name, PHONY.
Replacement Name: Go to the "Enter Your Name" screen. Entering the name, MILLIONAIRE will get you a replacement name, such as PHONY.

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L2, R1. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinematics and behind-the-scenes footage!

In the Navy

Shipwreckers

Level 1-2: Ship, Skull, Fish, Anchor, Ship, Anchor.
Level 1-3: Ship, Anchor, Skull, Ship, Anchor, Fish, Ship.
Level 1-4: Skull, Ship, Fish, Anchor, Anchor, Ship, Ship.
Level 2-1: Fish, Fish, Anchor, Ship, Skull, Anchor.
Level 2-2: Skull, Anchor, Anchor, Fish, Anchor, Ship.
Level 2-3: Fish, Anchor, Ship, Ship, Skull, Ship.
Level 2-4: Anchor, Fish, Ship, Skull, Fish, Ship.
Level 3-1: Ship, Skull, Skull, Fish, Anchor, Ship.
Level 3-2: Fish, Skull, Anchor, Fish, Skull, Fish.
Level 3-3: Fish, Fish, Ship, Skull, Fish, Ship.
Level 3-4: Ship, Anchor, Ship, Fish, Anchor, Fish.
Level 4-1: Skull, Skull, Anchor, Ship, Fish, Ship.
Level 4-2: Ship, Anchor, Skull, Fish, Fish, Anchor.
Level 4-3: Skull, Ship, Skull, Skull, Fish, Ship.
Level 4-4: Ship, Fish, Ship, Fish, Ship, Anchor.
Level 5-1: Anchor, Ship, Fish, Skull, Fish, Ship.
Level 5-2: Fish, Ship, Anchor, Skull, Ship, Fish.
Level 5-3: Ship, Fish, Skull, Anchor, Anchor, Skull.
Level 5-4: Skull, Ship, Anchor, Fish, Ship, Skull.

In The Hunt

Stage Select: When the title screen appears, press START to get to the menu (with Start and Option). Now hold the D-pad Up-Left and hold the SELECT button at the same time. With these held, press the Circle button. A stage selection menu will appear above the title on the screen. You may choose any level and begin, or a two-player battle with your sub-marines. Also, you may choose to see the different endings of the game.

Turbo Prop Racing

Put in any of these codes at the screen "Name Selection" screen. You will hear a horn if you were entered correctly. (Note: is a space that goes before some of the codes.)

All Boats: baa
View FMVs: str
All Mirror Courses: rrrm
Boats Are Ducks: qnk
Hurricane Boat: hurr
Always Finish First: winr

VR Powerboat Racing

From the main menu, choose Single or Multiplayer Mode, then choose your type of race. When you get to the "Name Entry" screen, enter any of the following codes.

Tiny Boats: COMPACT
Big Engines: LARGE
Faster Boats: SPEEDED
Championship Mode: Enter CUP as a password.



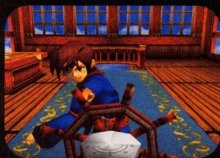
Yes, you can change your reputation.




SKIES OF ARCADIA



No, you can't change your clothes.



You're Yyse, a Blue Rogue pirate. And a well-known ninny. Which sucks. So sail the vast 3D sky in your killer airship. Discover uncharted floating islands. Fight evil pirates. With 70 weapons and 36 magic skills, you'll kick ass by the boatload. You'll be captain of your own ship with 22 crew members. You'll conquer the enemy nation. Then everyone will respect you and call you Yyse the Legend. Which rocks. Unless you don't fight. Then you're just a wuss.

 Dreamcast™

SEGA PUBLISHING
RP
RATED
RECOMMENDED
FOR PLAYERS
AGE 13 AND UP

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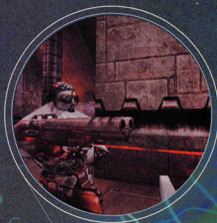


COME ONE, COME ALL.

IT'S BEEN A LONG TIME SINCE YOU WERE INVOLVED IN A FREE-FOR-ALL OF THIS MAGNITUDE. **QUAKE III ARENA** ON SEGA DREAMCAST IS A PRIMAL STRUGGLE FOR SURVIVAL WHERE THE FIT BECOME CHAMPIONS AND THE UNFIT BECOME STAINS. PRACTICING ALONE CAN ONLY TAKE YOU SO FAR. IF YOU'RE READY TO TRY YOUR CHARM ON OTHERS, TRY A CASUAL ONE-NIGHTER IN THE ARENA. YOU NEVER KNEW IT COULD BE LIKE THIS.

REGISTRATION
2299X

BECOME ONE OF OVER 30
SAVAGE GLADIATORS FROM
ALL OVER THE UNIVERSE TO
MEET IN THE ARENA.



UNIVERSAL
XBOX
LIFE TECHNOLOGIES



DATE: 01/24/01
 MODEL: 003 079
 DESCRIPTION: OPTICAL, XBOX
 FOR MULTIPAYER ACTIVITY,
 ACCEPT NO SUBSTITUTES.

MODEL: 788942



RESPECIFICATION
2003X

A FULL ARSENAL OF WEAPONRY
HAS BEEN ASSEMBLED FOR
EVERY ANGLE OF WARFARE.

ROCKET LAUNCHER: DIRECT HIT= DEVASTATING
[ALSO SEE SPLASH DAMAGE]



RESPECIFICATION
2500X

THE NEXT STATE OF MULTI-
PLAYER GAMING EXPERIENCE
IS GORN. ENTER THE ARENA
ONLINE AND COMPETE WITH
PC AND OTHER DREAMCAST
OPPONENTS.




MULTIPLAYER



RESPECIFICATION
3000X

GET TO KNOW YOUR
SURROUNDINGS. OVER 30
FULLY REALIZED 3-D
ENVIRONMENTS. AS STUNNING
AS THEY ARE DEADLY.

QUAKE III ARENA

 Dreamcast™



RASTER
PRODUCTIONS



Animated Blood and Gore
Animated Violence

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GameShark Codes

Alice in Wonderland

Stop Timer (Hide And Seek)	01094FC1
Max Stars	016471C1
Always Small Alice!	0101BB00
Infinite Health	0105BAC0
Have Key	0101B900

Armada F/X Racers

Infinite Lives	01093ADD
Infinite HP	01FF39DD
Infinite Pow	01FF07DD
Infinite Credits	010952C4

Austin Powers: Oh Behave!

Max Score (Platform)	019940DE
Max Score (Platform)	019941DE
	019942DE
	019943DE
Max Score (Maze)	019910DB
	019911DB
	019912DB
Infinite Lives (Maze)	010758DA
Infinite Lives (Platform)	010944DE

Austin Powers:

Welcome to

My Underground Lair

Infinite Lives (Maze)	010756DA
Max Score (Maze)	01990EDB
	01990FDB
	019910DB
Infinite Evil (Kin)	012840D4
	012855D4
Infinite Lives (Kin)	010900D5
Max Score (Kin)	01998AD5
	01998BD5
	01998CD5

Buffy the Vampire Slayer

1 Hit Enemy Kills	0100CB02
	0100DF07
Infinite Stamina (Buffy)	013FCA02
	013F4D07
Infinite Life Meter	017F4B07

Frogger 2

Infinite Lives	9109DF02
Have All Gems Collected	
	9100B402
Max Score	9199E302
	9199E402
	9199E502

Little Mermaid 2:

Pinball Frenzy

Infinite Balls	0109A1D0
Max Score	010945D6
	010946D6
	010947D6
	010948D6
	010949D6
	01094AD6
	01094BD6

Pro Pool

Infinite Cash	91FF4602
	91FF4702

Q*bert

Beat The Game In Arcade Mode!	91138D0D
	91131904
Max Score	9199B00D
	9199B00D
	9199B00D
Infinite Lives	9108890D

Army Men

From the main menu screen, move down and select "Password." Now enter any of the symbol passwords below to open up various levels in the game.

DESSERT
All Cactus Flats Levels: Machine Gun, Grenade, Machine Gun, Grenade.
All Casa Plastica Levels: Jeep, Jeep, Grenade, Machine Gun.
All Winding Canyon Levels: Machine Gun, Mortar, Machine Gun, Helicopter.
ALPINE
Prison Camp Levels: Plane, Machine Gun, Grenade, Machine Gun.
Winding River Levels: Plane, Tank, Mortar, Jeep.
All Desert and Alpine Levels Open: Plane, Tank, Plane, Machine Gun.

Asteroids

Enter the following codes on the "Password" screen.

Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)
Get the Excalibur Ship: PROJECTX
Unlock Classic Mode: QRTREATR

Bust-A-Move 4

Extra Puzzles: On the title screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Model!

Croc

Open All Levels: On the main menu screen, enter the "Password" option. Now enter PQHPBFDHJB to get access to all levels, but no pickups.

Duke Nukem

Enter the following codes on the title screen when "Press Start" is flashing.
Invincibility: Up, Down, Down, Left, Right, Left, Up, Up.
Level Select: Left, Right, Up, Up, Down, Up, Right, Left.

Ghosts 'N Goblins

From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.
Final Boss: N8C(Heart Icon)K40N

Mario Golf

Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Mario, Luigi or Club Champs, that golfer will be a left-handed player.

Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Pac-Man: Special Color Edition

Pac-Attack Level Codes: Press START on the title screen. Now move down and choose Pac-Attack. On the Pac-Attack title screen, move down and access Puzzle Mode. On



Game Boy

the Puzzle Mode main menu screen, choose Password. Now you can enter any of these level codes:

Level 2: NHM
Level 3: KST
Level 4: TRT
Level 5: MYX
Level 6: KHL
Level 7: RTS
Level 8: SKB
Level 9: HNT
Level 10: SRY

Pocket Bomberman

All Power-Ups: 5656.

Area Passwords:

FOREST WORLD	
Area 1	7693
Area 2	3905
Area 3	2438
Area 4	8261
Area 5 Boss	1893
OCEAN WORLD	
Area 1	2805
Area 2	9271
Area 3	1354
Area 4	4915
Area 5 Boss	8649
WIND WORLD	
Area 1	0238
Area 2	5943
Area 3	6045
Area 4	2850
Area 5 Boss	8146
CLOUD WORLD	
Area 1	9156
Area 2	2715
Area 3	4707
Area 4	7046
Area 5 Boss	0687
EVIL WORLD	
Area 1	3725
Area 2	0157
Area 3	5826
Area 4	9587
Area 5 Boss	3752

Pokémon

Easy Level Gain: To easily gain experience, simply switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, the Pokémon will pop out. You can then switch to another Pokémon. Once you win the battle, both the beginning Pokémon and the fighting Pokémon will both gain experience points.

Turok 3: Shadow of Oblivion

On the title screen, highlight and enter the options. Access the "Password" option and enter any of these codes for the results shown.

Level Skip: XCDSDFPS (Pause the



Puzzle Master

Unlimited Tools: On the title screen, move down and access the "Password" option. Now put in CHEAT as your password. Now your number of Adventurer's Tools won't diminish. They will all stay at 9.

Rampage 2: Universal Tour

On the main menu screen, highlight and enter the "Password" option, then enter one of the following codes.

Play as Lizzie: 54VRS4560.

Play as George: SM14N1230.

Play as Ralph: LVPV57890.

Play as Mykulas: N0T3J3210.

Rayman

Pause in the middle of the game and then enter one of the following codes.

99 Lives: Left, A, Right, B, Up, A, Left, B,

Down, A, Right, B, Up, A, Left, B,

World Map: A, Left, A, Left, A, B, Right, B, Up,

B, A, Left, A, Down, A.

All Powers Available: Right, Left, Up, Down,

A, Up, Up, Down, Down, B, Right, Right, Left,

Left, A.

Gain Back Energy: B, Right, A, Up, B, Left, A,

Down, B, Right.

Ready 2 Rumble Boxing

On the main menu screen, enter any of these codes while highlighting Arcade Mode.

Unlock Kemo Claw: Left, Left, Left, Right,

Right, Right, Left, Right, Left, Right.

Unlock Nat Daddy: Right, Right, Left, Left,

Left, Left, Right, Left, Right, Left, Left.

Unlock Damien Black: Right, Left, Right,

Right, Left, Left, Right, Right, Left, Left,

Left.

Smurf's Nightmare, The

The Rabbit Race: Brainy Smurf, Handy

Smurf, Shy Smurf.

Mysterious Planet 1: Astronaut Smurf, Shy

Smurf, Brainy Smurf.

The Workbench Game Mad 1: Shy Smurf,

Baker Smurf, Handy Smurf.

Star Wars Episode 1:

Racer

Boost Start: First, start a race. As the count-down begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold A. If your timing is correct, you will get a boost ahead of the other race.



The timing is tricky, so keep trying if you miss it the first time.

Star Wars: Yoda Stories

Enter these passwords to get to the different stages as shown.

Stage 2: XKJ
Stage 3: GJP
Stage 4: TDM
Stage 5: WTM
Stage 6: ZBV
Stage 7: QTC
Stage 8: TGR
Stage 9: VDP
Stage 10: BFG
Stage 11: FNP
Stage 12: STJ
Stage 13: FTG
Stage 14: BLP
Stage 15: YSF

Super Mario Bros. Deluxe

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of

blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.

You vs. Boo: You must get a minimum score of 300,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.

Five Extra Lives: Note: This works only on a new game. Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

Play as Luigi: Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

Turok: Rage Wars

Level Passwords for All Difficulties: On the main menu, choose Options. From the "Options" screen, choose Password. Now enter the password for the following levels, on any difficulty as shown.

Wacky Races

Hidden Tracks and Characters: From the main menu, highlight and enter the options. Move down to



"Password," press B and put in MUTLEY as the name, then press the A button.



Stage 2 Easy Level: K14/QF4
Stage 2 Medium: 3MQL1
Stage 2 Hard: DT5JV1
Stage 3 Easy: 315L31
Stage 3 Medium: ZKMQ1
Stage 3 Hard: 2F5QZM
Stage 4 Easy: 5MJS4M
Stage 4 Medium: 2TQCMR
Stage 4 Hard: MQ5LRS

Turok 2: Seeds of Evil

From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.

Skip Levels: DLVTRKBLVL
All Weapons: DLVTRKBWPS
Infinite Energy: DLVTRKBNRG
Infinite Lives: DLVTRKBVLS
Bird Mode: DLVTRKBBRD

V-Rally Edition 99

These codes allow you to access tracks on the Arcade Mode.

Medium Tracks: FAST

Hard Tracks: FOOD

Wario Land: Super Mario Land 3

Max Out Lives, Hearts, Coins, Etc: Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold A+B, and keep them held for the entire track. Next, press Left and then press Up. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!



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Final Fantasy VIII Orchestra
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Dracula X Original Soundtrack
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Final Fantasy VI OST (3 CD set)
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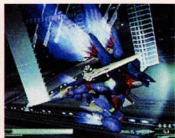
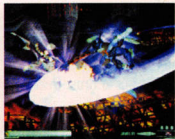
Zone of the Enders

Publisher: Konami
Developer: KCEJ West
Release Date: February

Konami recently previewed a playable version of this eagerly awaited game, so we can give you a good idea of how Hideo Kojima's latest project is coming along.

An anime mecha fighting game in the truest sense of the words, *Zone of the Enders* has you fighting off an army of giant robots with your own deadly mech.

Spectacular visuals bring this game alive as you close with your enemies and fight in a fashion similar to Sega's *Virtual On*. There is a lock-on feature which allows you to keep your opponent in sight while the two try to dodge each other's attacks. You have a variety of weapons, but you're most effective up close. This is by far one of the most visually impressive games to appear on the PS2 console.



The Bouncer

Publisher: Square
Developer: Dream Factory
Release Date: January

From the same team that created *Tobal* comes *The Bouncer*. This beat-'em-up focuses on multi-combatant fighting, where you will be able to choose one of three characters, each with a different storyline and moves.

As you play, you will be able to enhance your fighters. The gameplay is relatively realistic—no fire balls or mystical Dragon Punches here. What really sets *The Bouncer* apart from games like *Final Fight* is the cinematic approach that has been taken. The storyline to *Bouncer* constantly evolves as you play, and there are a lot of cool movies. You can bet you'll see more on this game soon.

Sky Odyssey

Publisher: Activision

Developer: Cross

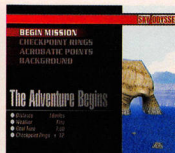
Release Date: November

Flight sims have long been a PC-only genre, but the PS2 plans to soon have one of its own. Sky Odyssey, a flight sim with a console-friendly arcade tinge to it, will bring top-notch flight simulation to the masses.

Sky Odyssey is mostly about testing your ability to fly skillfully, but there are also various missions to carry out along the way. And, if you get tired of the regular missions, you can opt to play the Free Flight mode and explore the game's lush areas with no objectives and unlimited fuel. You can also customize the look and control of your plane to make the experience that much more involving.

The game includes several training missions to help get your flying skills up to speed, and there's even an arcade-like control scheme that you can use if realistic flight controls aren't your thing.

Flight fans take note: Sky Odyssey is going to take you for a ride.



NASCAR 2001

Publisher: EA Sports

Developer: EA Sports

Release Date: November

NASCAR fans have never had it this good. Gone are the sketchy controls and grainy look of this year's PS version—now the PS2 delivers some high-octane visuals to the series.

The car models are top-notch and the courses are slickly detailed, if not a bit sparse. We can also report that the control feels a bit better as well, if not still a bit on the arcade side. The AI seems a bit shallow as well, but hey, you wouldn't really want the intimidator gunning for your bumper, would ya? Other than that, this game looks to be the real deal.

Experience all that NASCAR racing has to offer, whether it's drafting to gain an advantage on the straights, or bumping and grinding through a half-mile bullring. Also, look for the requisite points seasons and other "sim" options NASCAR racing fans have come to expect.



Dreamcast

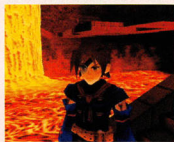
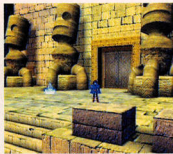
Skies of Arcadia

Publisher: Sega
Developer: Overworks
Release Date: November

Although the Dreamcast has a healthy selection of games, the one genre it lacks most is RPGs. Thank goodness someone at Sega took note of this. Instead of delivering a lackluster title to fill the void, however, Sega has given us a winner in *Skies of Arcadia*.

The game has beautiful graphics and real-time cinematics that advance the story. The main character, Vyse, is a pirate who sets out for adventure on an airship in a world of floating islands. The gameplay itself is traditional RPG fare with spells, swords, dungeons and monsters. However, the game adds new depth with its Moon Stone system that allows you to learn new spells by equipping them on your weapons.

If you've been waiting to sink your teeth into a new RPG, then wait no more. *Skies of Arcadia* is nearly here.



PlayStation

Dance Dance Revolution

Publisher: Konami
Developer: Konami
Release Date: January 2001

Three words, Konami: About freaking time. After what seems like years of begging, the big K has finally decided to release its hit dancing game, *Dance Dance Revolution*, in the US.

For those unfortunate souls who are still unfamiliar with this game, DDR (as it's known by fans) is a music game where you dance along with on-screen arrows to an infectious music mix. Your movements are picked up by the Power Pad-style DDR controller on the floor. Of course, you can also use the standard PlayStation pad, but that isn't nearly as much fun.

In Japan, DDR is frequently given an



update in the form of a new "Mix." Over there, the 3rd Mix is now available for the PlayStation with the 4th Mix just hitting the arcades. The US PlayStation version is a greatest hits

collection, containing the best songs from the first three mixes. If this game sells well, Konami tells us that we'll soon see its other music games.



Nintendo 64

Hey You, Pikachu!

Publisher: Nintendo
Developer: Ambrella
Release Date: November

Just in case two new Game Boy Pokémon games and an N64 Pokémon puzzle game weren't enough for you, along comes Hey You, Pikachu! for the N64. Much like Sega's Seaman for the Dreamcast, Hey You, Pikachu! relies on voice recognition to play the game, which is essentially an expanded virtual pet.

Talk into the microphone and you can become friends with the world's most famous electric mouse. Talk kindly to Pikachu and he will play games with you; call him names, however, and he'll fill the screen with electric shocks and ignore what you say.

Anyone who can't get enough Pokémon should get a big kick out of playing with Pikachu. Even those who are sick of the Pokémon craze should love telling Pikachu where to get off.



Paper Mario

Publisher: Nintendo
Developer: Nintendo
Release Date: January 2001

The long awaited sequel to Mario RPG is finally on its way to your N64. Taking place where the last game left off, the Sacred Stars have been stolen and guess what...the Princess has been kidnapped again!

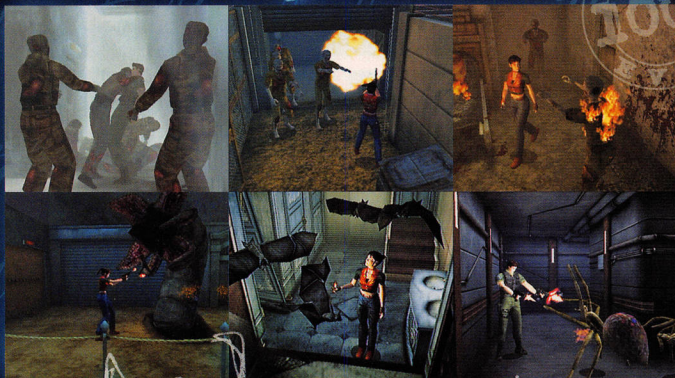
Paper Mario is a unique looking RPG, primarily because all of the characters are flat (they're all paper thin). There's a host of familiar faces that help bring Mario World alive, though, including Bowser, Koopas and other assorted denizens of the Mushroom Kingdom.

The gameplay pretty much follows that of its precursor. Combat is turn-based, similar to games like Final Fantasy. Depending on how you and your party are equipped, you will have familiar Mario-style attacks ranging from Red Turtle Shells to the ability to jump on your enemies' heads.

Paper Mario looks to be the one great RPG for the N64.



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Game of the Month

D E C E M B E R 2 0 0 0



The World Is Square

FINAL FANTASY IX

As the PlayStation chapter of Final Fantasy comes to a close, the style returns to that of the earlier games in the series. It's nice to see some fantasy back in Final Fantasy. A lot of the complex objectives of the past two games have been replaced by a rather relaxed pace and a healthy dose of story-oriented gameplay. Don't think that there aren't any secrets to figure out or hidden locations to explore, though. The Chocobo game alone can take you over 20 hours to complete (if you're not using our location guide). Of course the FMV that we've all come to love in the PlayStation Final Fantasy games has returned and it's better than ever. Not only does it look fantastic but it's directed beautifully. It really feels like you're watching a movie rather than a game cinema. You're sure to enjoy the whole experience that Final Fantasy IX brings.



Final Fantasy IX

INTRODUCTION

To Getting Started



The Field Icon

Any time you are near something that can be examined, opened, taken or manipulated in any way, a Field Icon will appear above your head. This makes searching for hidden items easier than it's ever been before. There are simple items scattered all over nearly every screen in the game, as well as special items hidden away in strange locations. We've indicated the locations of the most important items, but it's easy to find tons of useful items and equipment simply by searching every new area and watching for the Field Icon. Good hunting!



The Mighty Tent

In FF9, the Tent item can actually be used in battle to restore your HP and MP, however, there is a risk in using it. If you use a Tent on yourself, there's a good chance that instead of being healed, you will be bitten by a snake that causes Silence, Darkness and Poison status ailments, even if you have abilities equipped that defend against them. The snake makes the Tent a little too risky to rely on to heal your party, but the crazy thing is that you can use the Tent on the enemy—they have the same chance of getting bitten by the snake. It's a little expensive to do, but for an easy boss battle, start by using a Tent at the beginning of the battle (so it won't matter if you heal the boss) and keep using it until the snake bites. Then proceed to hack away at it while it can't cast any spells, can barely hit you and is losing life to poison.

See? We swear we're not making this up.



The Card Game

The card game is pretty confusing, but we're here to clear it up. Each card has four digits on it that represent the card's attack power, attack type, physical defense, and magical defense. The three numerical digits represent hexadecimal numbers. If the digit is "0" then the strength will be from 1 to 16. If it's a "1," the strength will be from 17-32 and so on. The attack type digit is a letter. P is physical, M is magical, and X will automatically pick the better of the two. To win the card game easily, make sure you have a weak card with all or nearly all of the sides containing arrows. Put the card in the middle of the board so that it's easy for the opponent to take. When it's surrounded by other cards, put one of your stronger cards down to win your weak card back and you'll combo all the cards around it. The card game serves very little purpose, but you might want to hone your skills for a special event later in the game...

Yeah, it looks like the FF8 card game but it's a lot weirder this time around.



Chock Full of Walk-through

by Kenneth "Slim" Miller
kenneth_miller@ziffdavis.com
and Henry LaPierre
freeza@ix.netcom.com

This game was quite an undertaking. Even with both of us working on the project, it's still a miracle that you're seeing this guide at all, so you better appreciate it.

Although we only had a short time with the game, we managed to produce the writing you now hold in your hands. Some of the elements in the game are simple in execution, but can easily take up many hours of your life if you let them.

Needless to say, plenty of elements took up plenty of hours in our lives. Even so, playing the game was an enjoyable experience and we're pretty darn sure that you'll have fun with it.

From Slim:
Thanks to Hiro, Kagami, Mickey, Steve, and Ethan "Seif" Madsen

From Henry:
I'd like to say goodbye to Ben Oh... Both you and your musical talent will be greatly missed.

database

time to complete 12 - 80 hours
challenge Moderate
best ability Auto-Regen
feared weapon Tent
best advice Learn those abilities.

also try Final Fantasy 1 - 6



system PlayStation 1 - 6
publisher Square
developer Squaresoft

www.squaresoft.com

The Complete DISCONE Walk-Through

01 Aboard the Prima Vista

• Before you light the candle, search the room for a potion and 47 Gil. After you light the candle there will be some dialogue, then you fight your first battle. Make sure to steal all the boss's items, then just use physical attacks to win.

02 Alexandria

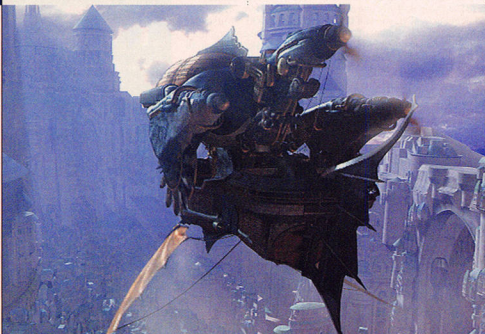
• After you gain control of Vivi, go back through the door you just came through and search the area for several cards and items, then return to the main road and continue on.

continue through the alley (loot the house there for items). If you climb the ladder in the steeple and ring the bell, you will receive more cards. Return to the alley and the Rat Kid will be there again. This time, agree to be his slave. Tell him no one's coming, then follow him. In the steeple you will encounter your first Moogle (Mooglees act like save points where you can use a tent and save your game). Keep following the Rat Kid onto the rooftops. Make sure to search every roof. (For some reason, the citizens of Alexandria keep their savings on their roofs.) Once you cross over into the castle, the play will begin...

04 Alexandria Castle

• Head up the stairs, meet "Mysterious Hooded Girl," then watch the events unfold. Once you gain control of Steiner, return to the balcony and talk to the queen to receive a Silk Shirt, then go back down the stairs (there's a save-Moogle to the right in the knights' quarters). Return to the Hallway and go up into the main hall. Next, head down the stairs under the painting at the other end of the hall, then walk out into the Courtyard. Turn left and follow the path into the West Tower, then climb the stairs until you reach the top.

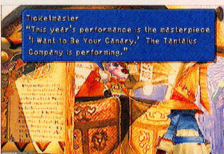
FINAL FANTASY 9



THE AUTO-POTION+ AUTO-REGEN COMBO

Of course Auto-Potion and Auto-Regen are useful abilities by themselves, but when combined on each member of your party, they make you almost unbeatable. Regen will continue to heal you even while you are attacking with a weapon, spell, summon or anything else. It even continues to heal you while the enemy is attacking. The activation of Auto-Potion takes several seconds to complete (during that time, the Regen is still taking effect). If every party member has these two abilities on, any attack will cause Auto-Potion and everyone will regain life from Regen while it is completing. Add Auto-Haste and Chemist for an even greater effect of the combo.

TACTICS



Be sure to search every nook and cranny of every screen for items and Gil (look for the Field Icon). Once you reach the town square, search the area, then go to the ticket booth. (In the jump rope game, just press the button right as you land on the ground. Can you jump 1,000 times to become the ultimate jump rope master?) You'll receive some disappointing news, so head to the lower-left of the town square and go into the alley. When the Rat Kid asks you to be his slave, say "no" for now and



03 I Want to Be Your Canary

• Don't worry about the battle; it's fake. Just keep attacking until you win. The "spells" are just for show and don't do any damage to the others. Once you reach the sword battle, simply follow the on-screen directions to impress the audience. The better you do, the more of a reward you'll receive. You can try as many times as you want, so try for 100-percent!



05 Aboard the Prima Vista (2)

• Once you gain control of Zidane, follow Garnet into the next room and talk to Ruby. When you drop down into the engine room, turn around and turn the pressure control wheel to the right, then to the left—a treasure chest will drop down in another part of the room. Next, walk along the planks to the left and go down the stairs onto the floor. Open the chest for a Phoenix Down and search behind



the engine for a Phoenix Pinion. Head back up and proceed through the door and fight Steiner. Make sure to steal from him, then just use physical attacks (don't worry if Cinna gets KO-ed). Proceed until you fight Steiner again. Unfortunately, you can't steal during this battle, so just take out the two Pluto Knights, then Steiner. Use Garnet's Cure spell if you need to. Watch the FMV, then get ready to fight again. Just ignore the Bomb and attack Steiner until the battle finishes automatically and another FMV sequence begins.

06 Crash Site

• Here you'll see your first ATE (although most ATEs are optional, they do reveal extra bits of the story or show amusing events). Watch the ATE if you want, then save at the nearby Mooglee. Go through the hollowed-out log at the bottom of the screen and enter the Forest.

07 Evil Forest

• This is the first area where you can encounter random battles, so make sure you have your equipment and abilities equipped. It would be wise to fight some battles here to become accustomed to the battle engine and to build up a level or two before moving on. You can also go back and use a tent and save at the Mooglee if you need to. Once you're ready, move into the next room and fight your first boss battle. The point of this fight is to defeat the plant while keeping the princess alive—this is the first battle where you'll get to Trance, so use your newfound power to help defeat the plant quickly. If you're having trouble beating the boss and Garnet is getting low on life, you can use a potion on her to restore her hit points. Even after winning, don't get cocky yet. You will have to fight the plant again—though this time, Vivi gives you some assistance. Just deal with it the same way you did before. After the plant leaves you with an unpleasant surprise, you'll wake up on the Prima Vista.

08 Prima Vista

• Go downstairs and step into the room on the right. Talk to Vivi, then go down to the lower deck and to talk to Baku. Baku does a decent amount of damage, but he sometimes trips and doesn't attack. If you have some potions, it's safe to steal some items from him before you attack; otherwise, just smack him around with normal attacks until he goes down. After the battle, go back upstairs and walk through the door into the Instrument Storage Room. Talk to Steiner, then go talk to Vivi. Now head back down to the cargo room, then go outside. Before you set out, equip any new weapons and armor that you found or stole inside the ship—be sure to note the abilities that each



STELLAZIO LOCATIONS

Stellazio Location

Aries	On ground on the first floor of the Windmill in Dali
Cancer	In the overturned crate in the Burmecea Suburb
Gemini	Throw 130 Gil into the fountain at the Treno Gate
Taurus	On the ground near the Item shop in the Treno Slums
Scorpio	On the ground in the lower level of Quan's Dwelling
Virgo	On the guestroom floor of the Black Mage Village Inn
Libra	Next to the fountain in Madain Sari
Leo	On the ground in the Neptune Room of Alexandria's West Tower
Sagittarius	On the ground in the Lindblum Shopping Area during the rebuilding
Capricorn	In the water in the Entrance room of Daguerrro
Aquarius	In a chest in the entry hall of Ipsen's Castle
Pisces	In chest in the Core area of the Airship Invincible
Ophiuchus	After giving the first 12 to Queen Stella, find the 13th in Quan's Dwelling

gives, as you may want to learn an ability on a weaker piece of equipment before switching to a new one. You can also buy items from Cinna here. Make sure to stock plenty of potions, since you have no healing magic right now. It's also advisable to have a few of the other items as well. Save at the Mooglee, then head back into the forest.

09 Evil Forest (2)

• When you fight a battle here (or at any other time in the game) with both Steiner and Vivi in the party, Steiner can use the Sword Magic technique, which lets him apply any offensive spell that Vivi has for added damage on his attacks (this uses up Steiner's MP, not Vivi's). Make your way through the forest until you reach the healing spring (you can complete your first Mognet mission with the Mooglee here). After you're healed up at the spring, continue to the right. Once you see the FMV, make sure you're ready for battle, then proceed to the next room for your first real boss fight. Use Steiner's Magic Sword with Fire until he runs out of

MP. Vivi should cast Fire and Zidane should either steal or start chopping away. If the Plant Brain blinds you with Pollen, don't worry about using Eye Drops on anyone besides Zidane (even if he's blinded, Steiner can always hit with the Magic Sword, and Vivi shouldn't be doing any physical attacks anyway). Once you do enough damage, Blank will join the fight. He can also steal, so if you haven't taken the Plant Brain's Iron Helm yet, put either Zidane or Blank or both onto stealing until you get it. Keep fighting until you take it out.

• Now it's time to run. As soon as you gain control, go to the subscreen and heal anyone that's low on life from the boss battle, then start hoofing it. If you do get caught, (which you will at least once), just fight off the plants—they're not that tough—and keep running until you reach the FMV. Events unfold (as well as a lesson from Mogster), and eventually you'll reach the overworld for the first time.





10 Mist Continent

• At this time, we suggest building up your characters a bit. Learn the most useful of the abilities available on your equipment and gain some levels. When you're ready, head south to the Ice Cavern. (If you need potions, you can take a detour to the west and enter the Melda Arch where a woman behind the whole party will sell you medicine.)

11 Ice Cavern

• Avoid the gusts of wind in here or you'll have to fight a Wyerd (if you do fight one, use Vivi's Fire or Steiner's Fire Sword to take it out easily). Look out for the ice walls that Vivi can melt to reveal chests and hidden passages (make sure to search the upper wall of the Icicle Field for an Elixir). When the path splits, take the left path to reach a Moogle, then head back down and take the right path. After the chilling conclusion of the scene, Zidane will awake. Make sure you are fully healed, then continue into the next room for a boss battle.

• This is where you'll be glad you built up your characters, since Zidane must take on the bosses by himself. If you happen to Trance during the battle, it will be a lot easier, but even if you don't, you'll be OK as long as you keep yourself healed with potions. Take out the Black Waltz first, then concentrate on the Sealion (if you're confident you can survive, try stealing some equipment). After you rejoin your party, go back into the room where you fought the boss and continue up the path to exit the Ice Cavern.

12 Dalí

• Once you leave the Ice Cavern, head to the village of Dalí. When you arrive in the village and stay at the inn, the party will split up temporarily. Once you gain control of Zidane, leave the inn and head to the top of the village to find Vivi. After talking to him, head to the equipment shop to find the princess, who has changed her name to Dagger. Talk to her, upgrade your equipment at the shop, then head back to the inn. Once you reunite with Dagger, you'll need to search for Vivi. Return to where you found him before and search the small pipe in the ground to the left, next to the building. Next, enter the windmill building to the left and the

kid that was guarding the hatch on the left will be gone. Now you can enter the hatch to go underground. Once inside, proceed through the passages until you find Vivi trapped in a crate—free him and he will join your party again. Now continue through the rooms to the right until the action eventually switches back to Steiner.

them to escape). After they talk for a bit, another Black Waltz will fly in and it'll be time to fight again. As usual, steal or attack with Zidane. Steiner and Vivi should use Sword Magic and spells, but don't use Fire (the Black Waltz will punish you). Use Dagger to heal the party—her Cure spell heals the whole party to full if you use it on everyone at once. If the

Black Waltz takes one of your characters out, quickly use a Phoenix Down to bring them back to life. After the battle, you can leave for the cargo ship right away or go back into town to heal up, save, buy equipment or anything else you need to do before continuing. When you are ready, head back out and jump onto the cargo ship.

14 Cargo Ship

• Head forward and climb up onto the upper deck of the ship. Enter the cockpit, and, after a series of events, it's time for the Black Waltz #3 to take his turn at fighting you. You can use whatever kind of magic you want this time, just let loose with everyone's best attacks. After a nice FMV, you'll end up in Lindblum

15 Lindblum

• Follow Artania to the right and you will eventually end up in the chambers of Cid Fabul. After witnessing the surprising events there, you'll enter a bar as Zidane. In the bar, you'll meet Freya (she won't join you yet). After that, you'll wake up at the inn, then you can explore the city. At this point, you should do all the usual things such as buying items, searching the town for treasure and buying equipment (buy as many Steeped Hats as you can afford—you'll see why later). After you've explored everything in the Business District, head to the Air Cab Station across the street from the inn and go to the Theatre District. From there, follow the path until you come to Zidane's old hangout. Search the room for some useful items, then head back out onto the street and return to the castle.

• In the castle, go to Garnet's room, then head to the fountain room and try to take the lift. You'll need to disguise yourself, so go back to the right and head down the stairs to find the sleeping guard—Zidane will trick him, then you can take the lift up to the top floor. Take the left hallway and proceed up the stairs. After an FMV and some dialogue, you'll end up

SYNTHESIS SHOPS

Item to Create	Ingredient 1	Ingredient 2	Cost
Butterfly Sword	Dagger	Mage Masher	300
The Ogre	Mage Masher	Mage Masher	700
Exploda	Mage Masher	Mythril Dagger	1,000
Rune Tooth	Mythril Dagger	Mythril Dagger	2,000
Angel Bless	Mage Masher	Mage Masher	9,000
Sargatanas	Gladius	Zorlin Shape	12,000
Cotton Robe	Wrist	Steepled Hat	1,000
Silk Robe	Silk Shirt	Bandana	2,000
Magician Robe	Mage Staff	Magician Cloak	3,000
Glutton's Robe	Mythril Fork	Cotton Robe	6,000
White Robe	Gaia Gear	Jade Armet	8,000
Black Robe	Gaia Gear	N-Kai Armet	8,000
Desert Boots	Leather Hat	Leather Shirt	300
Yellow Scarf	Feather Hat	Steepled Hat	400
Glass Buckle	Glass Armet	Leather Wrist	500
Germinas Boots	Desert Boots	Fork	900
Cachusha	Magus Hat	Rubber Helm	1,000
Coral Ring	Lightning Staff	Rod	1,200
Gold Choker	Linen Cuiras	Soft	1,300
Magician Shoes	Germinas Boots	Bone Wrist	1,500
Barette	Needle Fork	Barbut	1,800
Power Belt	Glass Buckle	Chain Mail	2,000
Madain's Ring	Bone Wrist	Stardust Rod	3,000
Fairy Earrings	Magic Armet	Soft	3,200
Extension	Lamia's Tiara	Multina Racket	3,500
Reflect Ring	Anklet	Madain's Ring	7,000
Anklet	Gold Choker	Peridot	4,000
Feather Boots	Magician Shoes	Phoenix Pinion	4,000
Black Belt	Twist Headband	Survival Vest	4,000
Pearl Rouge	Moonstone	Elixir	5,000
Promist Ring	Chimera Armet	Ruby	6,000
Battle Boots	Feather Boots	Wing Edge	6,500
Rebirth Ring	Diamond	Anklet	7,000
Angel Earrings	Fairy Earrings	Barette	8,000
Garnet	Garnet	Remedy	350
Amethyst	Ore	Annoyntment	200
Peridot	Ore	Soft	100
Sapphire	Ore	Antidote	200
Opal	Ore	Potion	100
Topaz	Ore	Eye Drops	100
Thief Gloves	Mythril Armet	Sargatanas	50,000

13 Mountain Observatory Cargo Ship Landing Site

• Follow the old man down the mountain and go into his home. Talk to him, then head out onto the overworld. After Steiner reaches the cargo ship landing site, he will find a crate that contains the other party members (don't worry, both options you'll be presented with will allow



in Garnet's room, where you'll learn that it's time for the Festival of the Hunt. Save at the Moogle, then make your way to the Air Cab station. Once you reach the Theatre District, a 12-minute time limit will begin. You will need to hunt down as many monsters as possible in this area, but you should try to avoid the Trick Sparrows—they don't give very many points. Once you've cleared out the Theatre District, head to the Business District. Search the area for monsters to kill, just like you did in the Theatre District. At the spot where the street splits, head left instead of right. After you've cleared out that area, go back and take the route on the right to fight Zagnhol. Vivi and Freya will join the fight, so you actually can decide who will win the contest. For the best result, let Freya get in the killing blow to win the contest and you will get a Coral Ring as a reward.

• Once the Festival is over and you've received your reward, the party will learn of the situation in Burmeccia. After a discussion and the surprising results of the meal, Garnet and Steiner will head out on their own and you will take control of Zidane, Freya and Vivi. Make sure Freya is equipped, then head to the castle lift and go to the bottom floor. Take the left car to go to the Dragon Gate. Stock up on items and save at the Moogle if you wish, then head back out onto the overworld.



16 Qu's Marsh

• Before you do anything else at this point, head to the north and search for something that looks like a flat forest—in actuality, this will be Qu's Marsh. Enter the marsh (you'll recognize it as where you saw the two lesson ATEs from Mogster) and keep going up until you reach the area with the two Mooglees and the tall grass. If you walk along the grass at the top of the screen, you will find several paths that lead up. Take one of the paths and keep going up until you reach a pond where Quina is trying to catch frogs.

• Talk to her (let's just consider Quina a "she"), then catch a frog for her. Eventually she'll join your party; once she does, you can return to the pond and catch more frogs. As you catch frogs, Quina's teacher will reward her with items and the power of Quina's Frog Drop spell will increase (eat a frog enemy in Qu's Marsh to obtain it). When catching frogs, make sure to leave at least one male and one female so they can reproduce more frogs for later. Also, keep in mind that Golden frogs spawn frogs very quickly, so it's best to just leave them alone.

17 Gizamaluke's Grotto

• After leaving the marsh, it's a good idea,

again, to build up your characters a bit and to learn new abilities. When you're ready, head northeast to Gizamaluke's Grotto. Once inside, head down the path and you will have to fight a series of black mages—you will get a Gizamaluke Bell after you defeat them. You can use each bell only once to open one of the doors. There is no wrong way to do it, as behind each door you'll find a way to get another bell.

• After you go through one of the doors in the main room, you will end up in a room with a large bell and a Moogle. Talk to the Moogle and give it Vivi's Moopie Nut to free the other Moogle trapped under the bell—this will also reveal a chest with another Gizamaluke's Bell. Take the bell and go through the door on the right of the room. In here, there's a save-Moogle as well as a vine that leads outside. It's a very bad idea to take the vine out to the area at this time unless you're interested in a quick and painful death at the claws of the monsters there. Instead, head back into the previous room (you will receive another bell on the way out) and make sure your party is ready for a boss battle, then take the left door.

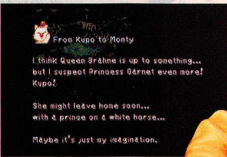
• After you talk to the wounded soldier, you'll have to fight Gizamaluke. The method for fighting it is pretty standard. Zidane should attack or steal, Freya and Quina should attack and

alley again. After Dagger gets out of the bag, continue into the next area. Here, you can buy items as well as save your game. When you are ready, head up and get on the train.

19 Burmeccia

• Back at Gizamaluke's Grotto, you will gain control of the other party as they leave. Once you reach the overworld, head north until you reach an area where it starts to rain. Here you will find the kingdom of Burmeccia. Head up until you reach a large building with several doors. You'll encounter some more black mages; fight them, then proceed through each of the doors to search the building. When you reach the third floor, you will come to a wooden plank balanced across the path. If you run across it, it will fall, so if you want the chest first, walk across to get it, then you should run and cause the plank to fall to the level below. Return to the second floor and use the plank to cross to the other side. Continue until you reach the balcony. Jump to the other side then talk to the wounded soldier. Search the bed for a bell, then head back to the large door that you couldn't open before. Use the bell and the door will open.

• Head up the stairs, and, after the scene there, you will be in an area with another building with a large door. Enter the building to help



Vivi should use Fire or Thunder magic. Just keep everyone's hit points high with potions and the battle should be easy. After the fight, the party will head out of the Grotto and the action will return to Dagger and Steiner.

18 South Gate

• After you trick the guards, you will enter South Gate. Talk to the man fixing the gate (don't kill him), then tell his superior at the right of the screen that his worker is slacking. Next, talk to the man at the top of the screen and console his wife. After the coast is clear, head toward the alley, get your ticket from the guard, then head back to the

out, then head back out and go up the stairs. You will end up in a courtyard with two doors and a path in the middle. Take the door on the right to a save point and the opportunity to buy some nice equipment from the Moogle there. Next, walk back out and take the left door to get a Mythril Spear for Freya. After this, take the path between the two doors. After you comfort Freya, she will jump up the wall and enter the castle. Follow her in and you will see a startling event. Now it's time to fight Beatrix. Although you can't really defeat Beatrix, she can kill you, so be careful. Just keep attacking her and heal yourself with Phoenix Downs and Potions until she uses Status Break to take everyone down to one HP. The battle will end along with disc one.



The Complete DISCTWO Walk-Through

01 Supersoft

Dagger and Steiner will reach a rest stop and get off to wait for the next car to arrive. Enter the rest stop area on the right and talk to everyone (be sure to save at the Moogles). Dagger will hear a familiar voice, so head out to investigate it. Once you've talked to Cinna, Marcus and Steiner, follow them all to the car that has just arrived. You won't go far before the train car will come to a stop, and you will get off to fight Black Waltz #3 again. This is an easy fight, since the Black Waltz's attacks do little damage and Dagger's healing spell will heal everyone. After the fight, get back on the

Unfortunately, you can't buy Steeped Hats anywhere at this point, so you're limited to those that you bought in Lindblum for now. After you're through exploring the rest of Treno, head to the Auction House to meet up with Garnet.

• At this point, you can spend a long time fighting outside Treno to build up money to buy the expensive items that are sold at the Auction, and you can also learn new abilities for your equipment—it's optional, but will really help out in the long run. Either way, once you're ready, head to the Inn/Bar to meet up with Marcus and look for the Supersoft. Eventually,

you will end up in the Synth Shop and meet up with an old friend of Dagger's. Follow him to his home in the tower in the west area of Treno. After you receive the Supersoft and talk with Doctor Tot, take the hatch underground into Gargan Roo.

03 Gargan Roo

• Head to the bottom-left of the screen until you find a room with a switch. Flip the switch then head back up and take the right path. Tot will instruct you on how to use the Gargant to get to Alexandria. Follow his directions and you'll end up riding the Gargant until you

FINAL FANTASY 9



Learned by Quina after eating enemies:

- | | |
|----------------|---------------|
| Ironite | Angel's Snack |
| Clipper | Aqua Breath |
| Carrion Worm | Auto-Life |
| Worm Hydra | Bad Breath |
| Veteran | Doom |
| Adamantise | Earth Shake |
| Gigan Toad | Frog Drop |
| Wrath | Frost |
| Goblin Mage | Goblin Punch |
| Axe Beak | Limit Glove |
| Lamia | LV3 Defless |
| Cave Spider | LV3 Defless |
| Feather Circle | LV3 Holy |
| Whale Zombie | LV3 Death |
| Magic Vice | Magic Hammer |
| Dragonfly | MaRa Magic |
| Serpion | Mighty Guard |
| Bomb | Mustard Bomb |
| Nymph | Night |
| Abomination | Night |
| Ladybug | Pumpkin Head |
| Hecteyes | Roulette |
| Red Dragon | Twister |
| Vice | Vanish |
| Garuda | White Wind |
| Cactuar | 1,000 Needles |

BLUE MAGIC

train car and proceed to the next gate. At the split in the path, take the road on the right and you'll end up on the overworld.

02 Treno

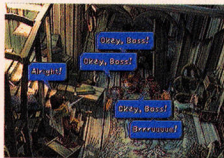
• Head southeast until you reach the city of Treno. Once inside, the party will split up and you will be in control of Steiner. Explore the town and search every area thoroughly. In the weapon shop, it's possible to fight the monster for a nice reward, but you have little chance of success at this point unless you use a tent on it and get the Poison/Darkness/Silence snake on the first try. There is also another Synth Shop on the west part of the town (you can build up money at this shop if you have Steeped Hats in your inventory). The Cotton Robe takes 1 Wrist, 1 Steeped Hat and 1,000 Gil to make, but sells for 2,000 Gil. If you don't have any Wrist, you can head back out of Treno, go back to the South Gate, take the left road to reach the overworld, then head to Dali and buy Wrist in the shop there.



Hey! Watch your mouth there, buddy. This is a family magazine.



encounter a surprising boss battle. This snake isn't that hard to beat, especially if you built your characters up outside of Treno. Just chop away with Steiner and Marcus and heal with Dagger. If you get poisoned, just use an Antidote or Dagger's Pancea spell to cure it. After the battle, you will continue to Alexandria and meet unfortunate circumstances before the action returns to Zidane's party.



04 Cleyra Trunk

After the party recovers from the battle with Beatrix, they head toward Cleyra, the town protected by a magical sandstorm—it's easy to find—just look for a huge sandstorm in the southwest. Even after you enter the big swirling sand-thingy, you won't actually be in the town yet. You must climb the giant tree trunk to get there. After you climb the trunk, proceed through the paths until you pass a large green hole on the left with a chain leading into it. Ignore it for now, but continue and you will come to a switch that redirects the sand into the previous area. Head back to the green hole and climb into it, then go to the left and continue. In the room with the quicksand, you can direct the way you'll jump out if you hold a direction as you tap the Circle button. After the room with the quicksand, you will soon arrive in the town of Cleyra itself.

05 Cleyra

After you gain control of Zidane (and take the tour if you want), head to the room to the right from the entrance of the town to save the game. Explore the town until you hear news of the Antlion misbehaving, then head back to the room with the sand whirlpool near the entrance of the town. Here you will see the Antlion with Puck in its claws. After Puck is set free, you'll have to fight the Antlion (this is going to be a tough battle if you haven't been keeping your party at a decent level). Make sure Freya always jumps so she can avoid some of the Antlion's attacks, and use Potions and Phoenix Downs as necessary—this you may even want to use Hi-Potions at this point. After defeating the Antlion, several events will take place that will end up with your party heading back out onto the trunk of Cleyra. Keep backtracking until the party realizes they've been set up and returns to the town.

Upon your arrival in town, you will need to direct the surviving townspeople to safety. Direct them to the upper-right part of the town and then toward the Cathedral (the more people you save, the more items you will get from them later). After Freya's sad realization about



SUPPORT ABILITIES

Ability	Description
Ability Up	Characters learn abilities faster
Absorb MP	Absorbs MP used by enemy
Accuracy +	Raises physical attack accuracy
Add Status	Adds weapon's status effect when you attack (Add ST)
Alert	Prevents back attacks
Antibody	Prevents Poison and Venom
Auto-Float	Automatically casts Float in battle
Auto-Haste	Automatically casts Haste in battle
Auto-Life	Automatically casts Life in battle
Auto-Potion	Activates Potion when damaged
Auto-Reflect	Automatically casts Reflect in battle
Auto-Regen	Automatically casts Regen in battle
Bandit	Raises success rate of Steal
Beast Killer	Deals lethal damage to beasts
Bird Killer	Deals lethal damage to flying enemies
Body Temp	Prevents Freeze and Heat
Boost	Raises strength of Eidolons
Bright Eyes	Prevents Darkness
Bug Killer	Deals lethal damage to insects
Chemist	Doubles the potency of medicinal items
Clear Headed	Prevents Confusion
Concentrate	Raises the strength of spells
Counter	Counterattacks when physically attacked
Cover	You take damage in place of an ally
Devil Killer	Deals lethal damage to demons
Distract	Lowers enemy's physical attack accuracy
Dragon Killer	Deals lethal damage to dragons
Eye 4 Eye	Raises Counter activation rate
Flee-Gil	Receive Gil even when running from battle
Gamble Disc	Raises Defense occasionally
Guardian Mog	Mog protects with unseen forces
Half MP	Cuts MP use by half in battle
Healer	Restores target's HP
High Jump	Jump higher to raise jump attack power
High Tide	Allows you to Trance faster
HP+10%	Increases HP by 10%
HP+20%	Increases HP by 20%
Initiative	Raises the chance of first strike
Insomniac	Prevents Sleep
Jelly	Prevents Petrify and Gradual
Petrify Lv Up	Characters level up faster
Locomotion	Prevents Stop
Long Reach	Back row attacks like front row
Loudmouth	Prevents Silence
Magik Elem Null	Nullifies magic element
Man Eater	Deals lethal damage to humans
Master Thief	Steal better items
Millionaire	Receive more Gil after battle
MP+10%	Increases MP by 10%
MP+20%	Increases MP by 20%
MP Attack	Uses own MP to raise Attack Power
Mug	Damages enemy when you Steal
Odin's Sword	Attacks with eidolon Odin
Protect Girls	You take damage in place of a girl
Reflect x2	Doubles the strength of spells by using Reflect
Reflect-Null	Nullifies Reflect and attacks
Restore HP	Restores HP automatically when near death
Return Magic	Returns magic used by enemy
Steal Gil	Steal Gil along with items
Stone Killer	Deals lethal damage to stone enemies
Undead Killer	Deals lethal damage to undead enemies

her lost love, you have to fight Beatrix again. Deal with her just as before and you will meet with the same result. After the battle, follow the black mages and you will end up on the Red Rose airship. There isn't much to do here besides just follow the directions. You'll end up back on your way to Alexandria.

06 Alexandria

The scene will switch to Steiner and Marcus trapped in a cage. Once you start swinging the cage, the secret is to push in the direction you're moving right as you pass the middle of the screen. After several swings, you'll break out. Equip Steiner with any weapons and armor that you bought with the other party, then start moving to the left—be quick or you will get caught by Alexandrian soldiers. Once you climb the ladder, you will meet up with the others from the Red Rose and your party will now be Zidane, Steiner, Vivi and Freya. You will now have 30 minutes to find Dagger. If you're using Auto-Potion on any of your characters, you'll want to unequip it for now since the Alexandrian soldiers won't do much damage and Auto-Potion wastes a lot of time. Proceed into the castle through the main gate. If you go into the library, you can find a book on top of a high shelf. Ignore it unless you have at least 20 minutes left and your party is over level 20. If you meet the requirements, turn Auto-Potion back on and examine the bookcase to begin a boss battle. You can't really damage this boss when it's closed up. Vivi should use Focus every turn and each of the other party members should attack until you uncover the boss itself, then use your strongest attacks including Vivi's Firra. If you don't kill it on the first chance, it will close up and you will have to find it again. If you win, you'll receive the Running Shoes that allow you to learn Auto-Haste. After the fight, head back into the main hall and go up the stairs. Return to the balcony where Zidane first met Garnet and go through the door that she ran out of to enter the Queen's Chambers. Examine the purple candle on the far wall to open a passageway.

Proceed through the halls and you will eventually find the room where Dagger is being held by Zorn and Thorn. These two shouldn't be too tough—you only have to defeat one of them to win the battle. After this fight, the timer will finally stop, so go up to rescue Dagger, then return to the Queen's Chambers to meet up with your good friend Beatrix again. Deal with Beatrix just as before and she will deal with you just as before. After she defeats you, watch the events that follow. You will briefly take control of a party consisting of Freya and Beatrix (the monster is easy to defeat with normal attacks). After this brief interruption, you'll take control of Zidane's group again. Head back down to the area where Dagger was captive before, but this time head out the bottom door to end up in the area where Steiner, Dagger and Marcus were originally captured. You'll be captured, too, but some old friends will come to your rescue. Once you've been freed, head out and ride the Gargant until you reach another boss battle. This boss is pretty easy except for the fact that it will use a technique that causes Mini status on you (there's no cure for this except for your precious Remedies). If the boss coils up, don't attack. Instead, make sure everyone is healed. Vivi should use Focus. Continue with

this pattern until you are victorious. After the battle you'll ride the Gargant again, but your trip to Trezo is cut short and you end up pretty far off course.

07 Pinnacle Rocks

• You'll need to talk to Ramuh, who will send you on an errand to find the various parts of his story—explore the area thoroughly and you shouldn't have a problem. When you have found all the pieces, find Ramuh and assemble the first four parts of the story (you can choose either Human or Hero for the ending). After you leave Pinnacle Rocks, you will see an FMV and end up in the now-ruined Lindblum.

08 Lindblum

• Talk to Cid, then buy some equipment and save the game. Tell the man waiting at the fountain that you're ready to go. Cid will help you take the Dragon Gate out of the castle and you'll be back on the overworld again.

09 Fossil Roo

• Head back to Qu's Marsh and find Quina at the frog pond. She will lead you to the hidden entrance to Fossil Roo. If you hit the swinging blades along the path inside, they won't do any damage to you, but they will slow you down. If you hit the monster that she's chasing you, just fight it off as normal; it's not that hard. Keep going until you fight Lani. If you have Auto-Potion turned on for all your party members (which you should), this won't be a tough fight. You can also cast Blind on her to make her physical attacks miss. After the fight, continue through the passages until you reach a room where an excavation is taking place. Save at the Moogle, then flip each of the switches as directed by the thief. To ride a Gargant, just pick a flower, then look for a spot where a Field Icon pops up and

press Circle. Once you reach the room with vines on the back wall, climb the vines to the right, then up, then left to avoid the water jets. Make sure you are ready to leave, then flip the switch at the upper-left of the room. Next, climb back down and return to the previous room. Take the Gargant outside to finally reach the Outer Continent.

10 Outer Continent

• Head northwest around the cliff and go under what appears to be a bridge between two cliffs. Keep going northeast and you will reach another Qu's Marsh, where you can catch more frogs. From there, head up onto the cliff and head to the "bridge," which you will find is actually a village filled with dwarves.

11 Conde Petie

• Explore the town and buy items and equipment as usual. You will meet up with various members of your party and eventually see a black mage buying items at the shop. When you try to talk to him, he will run off. To follow him, head out of the village and back onto the overworld. Go north then east around the cliff and into a long forest. You will eventually reach a small wood.



12 Black Mage Village

• Enter the wood and proceed until you reach a split in the path. Read the sign and go in the direction that says, "Where there are no owls," and you will end up on the other side. Read the sign again and follow the directions again. Continue this until you end up behind the black mage you saw earlier. Follow him and you will end up in the Black Mage Village. Explore the village as usual and you will see a series of ATEs. You can buy some nice equipment here, and there's also some Steeped Hats to use for the Cotton Robe money trick. In the Item Shop, you can finally buy Hi-Potions. It's advisable to gain money outside the village until you can purchase 99 Hi-Potions—they're expensive, but with Auto-Potion, they make you nearly invincible. After you're finished stocking up here, return to Conde Petie.

13 Sanctuary

• Return to the village, then head to the left area of the town. You will find an old dwarf that can perform the ceremony to let you into Sanctuary. After the events that follow, you will end up on the trail of a thief named Eiko. Follow her outside and she'll decide to join your party.

• In this area, there are several colored stones that are inside the statues scattered around. After finding each one, head to the large statue on the path down-right from the save-Moogle

and place them in the statue there to receive a Moonstone. Continue onward and after another FMV sequence, you will fight a boss battle. This guy can be pretty tough if you're not using Auto-Potion with Hi-Potions. Dagger should summon Ramuh while Eiko should act as the healer. Vivi should use any of his strongest spells and Zidane should steal or attack as usual. After that, take the path on the right at the split to go to the overworld and find Madain Sari. When Eiko is preparing the food, make sure to get enough water for at least 11 people. After you explore the area and view the events that follow, head back out to the Mountain Path and take the left path to reach the overworld.

14 Lifa Tree

• Head southwest until you reach the Lifa Tree. After Eiko breaks the seal, proceed inside and follow the path until you reach a platform. Ride the platform down and continue on the path. While riding the green elevator, you'll fight several easy battles. Once you reach the bottom, talk to everyone and watch the water with Eiko (make sure you're ready to fight) and explore the area to the left. This boss can be really hard or really easy depending on how you fight him. Wanna make it easy? Use Phoenix Downs



and Cure spells on him and he'll go down fast. After the post-battle FMV scene, the party will be outside the Lifa Tree. Now head back onto the overworld.

15 Madain Sari (2)

• Return to Madain Sari and head to the Eiko's house and go down the stairs. After you've talked with Eiko and the scene finishes, proceed to the Eidolon Wall. Talk to Morrison to get healed, then go in to save Eiko. When fighting "Scarlet Hair," use attacks and Hi-Potions as needed. It's likely you will Trance in this battle, especially if you're using the High Tide ability, so it shouldn't be too hard. When the fight is over, return to Eiko's house and find her and Vivi in the room beneath the stairs. After the discussion there, walk outside of Eiko's house and wait for a Field Icon to pop up to find Dagger. Once the events unfold, pick your desired party and head back to the Lifa Tree.

16 Lifa Tree (2)

• After you enter the tree, you'll have a choice of action. Make sure you're healed up, then go for it. Follow the path just as before until you reach the trunk. Once you reach the top, you'll have a chance to heal or change party members, then it's time to fight. These first enemies are easy—just treat them like any other battle. Once you have control, head up to a Moogle to save, then head down. Keep running or you'll get caught by another monster. Once you reach the bottom, disc two will end.





The Complete DISC THREE Walk-Through

01 Alexandria

• Search the town and make sure to visit the shops to upgrade your equipment. When you're ready, visit Ruby's mini theatre so the story can progress. Once you gain control of Zidane, head to the top of the town and take the boat to the castle. Search behind the fountain for a Lapis Lazuli, then go up into the castle itself. After the events unfold, you'll be in control of Zidane in Treno.

02 Treno

• After you stock up on the usual items and

03 Alexandria

• Make sure you equip your new equipment, then scour the city and hunt down the monsters. After you gain control of Dagger, head upstairs to the Queen's Chambers and go through the door on the left. Continue up the stairs until the scene comes to an end.

• Head up the stairs above and go in the same direction Dagger went. Take a detour into the Guardhouse to save, then continue up to the top of the castle to complete the scene.

Quina, then return to the castle. Take the lift to the Base Level and take the right cart to go to the Serpent Gate. Go outside to the dock to board the ship.

07 Blue Narciss

• Pick your desired party, then set sail. (If you pick Dagger at this time, her actions will sometimes fail in battle due to her grief.) Now that you have control of the boat, you are free to go anywhere you want and dock anywhere that has a beach. Once you're ready, take the boat to the Outer Continent and go to the Black Mage Village.

HARDIS' LEGENDARY SYNTHESIS SHOP

Item to Create	Ingredient 1	Ingredient 2	Cost
Robe of Lords	White Robe	Black Robe	30,000
Tin Armor	Hammer	Ore	50,000
Protect Ring	Dark Matter	Rebirth Ring	40,000
Pumice	Pumice Piece	Pumice Piece	50,000
Garnet	Ore	Remedy	350
Amethyst	Ore	Annoyntment	200
Peridot	Ore	Soft	100
Sapphire	Ore	Antidote	200
Opal	Ore	Potion	100
Topaz	Ore	Eye Drops	100
Lapis Lazuli	Ore	Dead Pepper	400
Pumice Piece	Hammer	Pumice	25,000
Save the Queen	Javelin	Silver Gloves	50,000
Phoenix Pinion	Phoenix Down	Gysahl Greens	300
Ether	Echo Screen	Vaccine	500



FINAL FANTASY 9



equipment, it's time to play in the card tournament. Go to the Card Game Arena and talk to the man at the desk to register. You should have a decent supply of cards built up by this time, so winning shouldn't be too tough. Before you go in for the final match, save your game. This match is pretty much like any other, but you'll need to play intelligently to win. After the match you'll learn of the newest dilemma.

04 Linblum Castle

• Get the items in the chests, then meet up with Blank. After that, head up to the Upper Level and go up to the Telescope and find Dagger, then go to the Royal Chamber. After the discussion, head to the Guest Room.

05 Linblum

• After you take control of Zidane, head to the Business District. Upgrade your equipment, then talk to Alice outside the weapon shop about the potion to receive the Beautiful Potion. Next, head to the Theatre District and go into the Self-Proclaimed Artist's, Michael, house and search the lower left to find the Strange Potion. Go down to the Tantalus hangout to find Cinna and get the Unusual Potion. Search the hangout for some treasures then return to Cid in the Royal Chamber.

06 Linblum Castle

• Go down to the Business District to retrieve



08 Black Mage Village

• Loot the village, then head to the west side where the graveyard is. Go to the Chocobo shack to meet up with Vivi. Next, enter the shack and you'll learn of Kuja's location—take the ship to a shore on the eastern side of the Outer Continent and look for the desert with the sand whirlpools. Check the northernmost whirlpool to enter. If you pick the incorrect one, you will have to fight Antlion.

After you wake, agree with the request, then cross the bridge. You'll have a conversation with a certain someone, after which you may pick your desired party before you have followed the path to board the ship. Once you land, head northwest and navigate through the Seaways Canyon to reach Oilvert.

09 Oilvert

• At the entrance is a Moogle that sells some nice equipment (make sure you equip everyone in your party with their best equipment before moving on; if you need money, go back outside and fight). When you're ready, continue down the path until you reach the room with multiple paths. (You can't use magic in this area, so use your items carefully. You can, however, use Amaranth's Chakra skill to heal party members in battle as well as restore his own MP used in casting it. You can also stock up on items from the Moogle at the entrance.) Nearly every enemy in this area will be an Epitaph. You can gain huge amounts of EXP from these enemies very easily.

• Head up the stairs at the top of the room and through the door on the left. Activate the blue sphere to turn it red, then return to the first room and head left. Continue to the left of the room and head down the stairs. Head to the top of the room and activate the lights, starting with the upper-left and moving clockwise. Move up the stairs at the top of the room and continue until you reach a gray sphere. Activate it, then continue to the left on the stairs until you come out another door. Take the door on the left and watch the scene unfold. Afterward, head back to the first room with the multiple paths and take the right one. Save at the Moogle, then continue to the right. Take the elevator to the top, but don't activate the stone yet. Remove the Jelly ability and equip Clear Headed and Auto-Potion on each party member—make sure everyone is healed—then, activate the stone. This boss is kind of tough, but having the abilities prevents a lot of trouble. Use your strongest attacks and have the magician in your party use Hi-Potions to heal. After the battle, take the Gulug Stone and the action will return to Kuja's Dungeon.

have your new party, equip any new equipment and the Auto-Potion, Clear Headed and Body Temp abilities for every party member. Next, head to the left and go up the stairs.

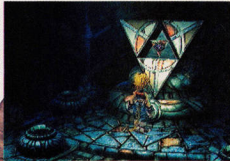
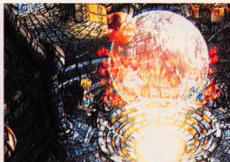
• In this next section, you'll have to light a series of candles in order to open doors, create a staircase or allow you access to another candle. Although there's several candles for you to find and light, you shouldn't have too much of a problem getting them all. Light the candle in the room that you're in and inspect the purple Blood Stone on the right. Proceed up the stairs and head to the left until a bright staircase appears. Climb the stairs and light the candle, then return to the hallway and continue left. Light all three candles, then go through the door at the top of the room. Go through the door on the right, then light all three candles on this side of the room. Once the statues on the left of the room disappear, extinguish the two candles on the right side of the room to open the doors. Return to the left side of the room and go into the middle. Light the two candles at the top of the stairs to remove the right set



• Make sure all four party members have the Jelly ability on before you begin, as the Epitaph's only attack is Petrify. (Have Zidane attempt to steal; you'll often steal a Phoenix Down that makes the method that much easier.) You can take advantage of the Epitaph's Mirror spell, which creates a clone of one of your characters, by letting it clone up to three of your party members. Now if the Epitaph clones a character that's currently in your party, that character will die. Don't worry about the dead character, though, just concentrate on attacking the clone—not the Epitaph itself—until you've killed it. Next, if Zidane is still alive, use Steal again. If he was killed by the clone, however, use the next-weakest attack you have to hit the Epitaph and make it cast Mirror again. After the third clone has been killed, revive any dead characters, then kill the Epitaph once and for all. Each clone you kill contributes up to a total of 7,434 EXP per person. This method also helps build up the strength of Zidane's Thievery skill with every successful steal. We recommend spending quite some time here to build up levels easily.

10 Kuja's Dungeon

• Head across the bridge and go to the right. Tap the button rapidly to move, but stop if the monster turns to face you. Once you get the key, you'll move to the scales. Put the Clay, Stone and Iron weights on, then climb up the hourglass. Once you





of statues. Move to the right side of the room, light the two unlit candles, then go down the stairs and light the final candle. Inspect the purple Blood Stone at the top of the room.

- Go through the new door now on the right of the room and light the candle near the middle of the room. Examine the purple Blood Stone then go to the end of the passage to the left and up the stairs. Light the candle at the top of the stairs, then continue on the path until you reach the Library. Light the candle at the far left, then climb the stairs at the bottom-right and light the candle on the far left of the ledge. Proceed through the new passage to find another purple Blood Stone. Return to the Library and light the candle on the middle shelf to open another door. Proceed through the door and climb the stairs. Light the candle at the landing, then continue up the stairs. Light the candle at the top of the stairs, then return to the Library and light the last candle at the right of the room to open another door. Go through the door and light the candle, then return to the Library once more. Go through the stained glass window on the left to reach a new hall and a save-Moogle (finally).

- Continue left and light the two candles. Examine the purple Blood Stone, then head through the door on the left. Follow the path into the next room and light all three candles to light up another Blood Stone. After you examine the stone, extinguish the middle candle and return to the room on the right. Extinguish the left candle to create another bright staircase in the middle of the room. Proceed up the stairs (make sure you're ready to fight) and light the candle to bring on a boss battle. If you got all the Blood Stones, this boss will be pretty easy. Just keep yourself healed-up and attack. You can use Reflect to make it even easier. After the fight, light the candle and then stand on the light to proceed.

- Once you gain control of Zidane, follow the path into the Palace. Go up the stairs and through the door. After the scene, select your desired party and head out the door. Follow the path until you reach the blue lights. Take the one on the left and proceed to where the airship was docked, but continue down the path to reach another deck. Examine the lever just to the right to lower the ladder. Climb the ladder down and head up to get out.

11 *Esto Gaza*

- Once you get off the boat, you'll be near Chocobo tracks, so you can call one if you want. Head west and you'll soon reach Esto Gaza. Proceed through the door in the middle of the town. You'll have another chance to decide your party, then you should head to the right to find a shop (be sure to buy an Octagon Rod for Vivi—it lets him learn the strongest

CHOCOBO

Hot & Cold Game

- This is a minigame in which you dig for items as well as clues to the whereabouts of valuable Chocobo treasure chests (in the form of small engraved stones called Chocographs). Prizes found by digging, except for the Chocographs, are available in unlimited supplies if you continue to play the "Chocobo Hot & Cold" game.
- Points are awarded per item depending on the depth and rarity of the item found, as well as finding more than one item within five seconds. Bonus time and double points are received if you find four items within the initial 60 second time limit. If you find eight items within the time allotted, you'll receive extra bonus points.
- Chocographs, of which there are 24 (either found whole, or formed by assembling various pieces) can be found in Chocobo's Forest and Chocobo's Lagoon (on the side of the island of Palmnell, south of the Forgotten Continent), as well as Chocobo's Air Garden later on in the game.
- Periodically, each location will run out of Chocographs, at which point you'll either have to try one of the other locations or advance the game.

Chocobo Speak and Tips

Kweh: Nothing
Kweh!?: Far away
Kwehhhl!?: Close
K-KWEHHHH!!!: Found something.
 Dig with Square Button until the Depth reaches zero. Digging raises the Chocobo's beak level (equal to depth dug in one peck)

Items Found by Digging

50 Gil	Ether	Remedy
700 Gil	Extension	Rising Sun
500 Gil	Eye Drops	Soft
5,000 Gil	Gysahl	Tent
Annoyntmnt	Greens	Chocograph
Antidote	Hi-Potion	(23)
Cacusha	Ore	Chocograph
Dead Pepper	Phoenix	Piece (6)
Echo Screen	Pinion	
Elixir	Potion	

Chocograph Location

Streamside	Nomarina Beach - Eunorus Plains - Near Chocobo Forest
Between Mountains	Eunorus Plains - West of Lindblum's Dragon's Gate
Uncultivated Land	Zamo Basin - Southeast of Alexandria
Healing Shore	Eastisern Coast - Near Clebra
Abandoned Beach	Gegalrich Shores - Outer Continent
Cold Field	Mitmakis Ice Field - Lost Continent
Forgotten Lagoon	In the shallow water around island above Forgotten Continent
Faraway Lagoon	In the shallow water off northwest coast of the Forgotten Continent
Abandoned Lagoon	In the shallow water west of Kognish Shores - Outer Continent
Bird's-eye Lagoon	In the shallow water surrounding island off Tuhanda Shores near Lindblum
Small Beach	Lanshake Island - Off the coast of Nomarina Beach
Dawn Lagoon	Off Derek Beach - South of Treno
Forbidden Forest	Nolrich Heights - Southeast of Popos Heights
Green Plains	Alexandria Plateau - Ledge above Togull Beach
Dusk Plains	Seaways Canyon/Gusty Valley - Forgotten Continent
Forgotten Plains	Yuanshao Peninsula - Forgotten Continent
Sea at Dusk	Off eastern coast of Forgotten Continent - Near Oeilvert
Ocean	Slightly west of Everlang Island - Forgotten Continent
Cold Lagoon	In the water off Mitmakis Ice Field - Lost Continent
Mist Ocean	In the deep water off Edgery Coast - Mist Continent
Outer Island	Korusa Island - Off eastern coast of Outer Continent
Outer Island 2	Likanmack Island - Off northern coast of Outer Continent
Fairy Island	Vile Island - Southwest of Lifa Tree
Forgotten Island	Pilkiras Island - Off northern coast of Forgotten Continent

If you feed your Chocobo Dead Peppers, he can dive in the ocean, rocket high into the sky or break open cracks in the ground. Some things you can find by using this ability are:

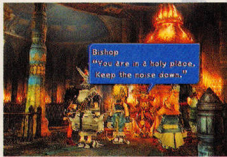
Item Location

Chocobo's Air Garden	Various - Look for shadow to appear in locations noted on Chocograph Pieces
Mognet Central	Cazedil Plains - Island north of the Outer Continent
A treasure trove	Central/Eastern Seaways Canyon - Forgotten Continent
A treasure trove	Western Seaways Canyon - Near Woods - Forgotten Continent
A treasure trove	Seantice Ice Field - Lost Continent
A treasure trove	Jump from near exit of Quan's Dwelling after turning in the 12 Stellazio
A treasure trove	In ocean between the Outer and Lost Continents - Northern area
A treasure trove	In ocean between Mist and Outer Continents - Northwest of Alexandria
A treasure trove	In water in lagoon at Southernmost tip of Forgotten Continent
Chocobo's Paradise	Uaho Island - Upper left corner of the map (not shown)

elemental spells, and you won't be able to buy it later). Return to the hallway and go up the stairs on the left. Follow the path to the right and through the door into Mount Gulug.

12 Mount Gulug

● Follow the path and climb down the rope. At the bottom, examine the lever just to the left of the rope and pull it down repeatedly until it drops the bucket below. Climb the rope down and walk to the left until a dragon busts through the wall and fights you. After the battle, equip the Antibody ability and go through the hole the dragon made. Watch the scene, and don't worry about the battle; just sit back and watch—it'll fight automatically. After the battle and another dialogue sequence, you'll have to fight Thorn and Zorn (Eiko will replace Vivi in your party for the fight). Thorn and Zorn will hit you with Virus that does nothing but prevent you from getting the 11 AP at the end of the fight. Just use your strongest attacks to take them out. After the battle and a series of scenes, you'll take control of Zidane in Lindblum Castle. Save at the Moogles, then go to the Conference Room. After a long series of scenes and some awesome FMV, you'll finally be in control of an airship, the Hilda Garde 3. You are now free to explore the entire world over at your leisure. You can easily use the Cotton Robe trick to acquire money if needed. If you



don't have any Running Shoes, put Quina and Vivi in your party and visit Quan's Dwelling. Check the clock for a pair of Running Shoes. Once you're ready, fly to Ipsen's Castle.

13 Ipsen's Castle

● When you're inside Ipsen's Castle, a strange thing happens. Here, the weaker the weapon you have equipped, the more damage you'll do. Yes, you read right. Throughout the castle you can find each character's weakest weapon that you can equip if you don't already have it. All armor and accessories should be your strongest, however. You'll also want to have the Jelly ability equipped. Making your way through the castle is pretty easy—just take the pole down in the main room, then follow the ladders and ledges until you reach the elevator up. Examine the map at the top of the room, and once you take all four mirrors, it's time to fight. If you're using your weakest weapons, this shouldn't be too tough.

● After the fight, go to the room just across from the elevator and examine the picture on the right wall. Keep picking different options until you can choose rest. After resting on it, you'll open a shortcut for later. Return to the room where you first climbed down the pole and you'll encounter a trap. Walk to the upper-left to fall through another trap that will let you

get the treasure chest on in the room below. Go back up to the room and go back out to the first room in the castle—there should now be a door in the middle. Go through the door and you'll end up in another room with an elevator. Take it down to reach a room with a huge sword with pulsing electricity. Pick up the pots and rotate them counter-clockwise until the pot absorbs the electricity. Examine the pot to get the Ancient Aroma. Leave the castle and after the scene, you'll need to find Amarant. (You MUST have Zidane equipped with the Jelly ability.) Reenter the castle and head back to the Inverted Room with the large chandelier to find him, then leave the castle again.

14 The Shrines

● Just follow the directions of the crewman at the lower-left corner of the bridge to go to each shrine. You should go in the order of Water, Fire, Wind, Earth. This part sounds scary, since you have to split up your party (and use characters you haven't been building), but the only battle you'll fight is in the Earth shrine with Zidane and Quina. Once you're down to just them, you may want to build Quina up some if you haven't been using her in your party. Once you're ready, equip the Auto-Float ability on both of them and equip any armor or accessories that resist or absorb Earth element, then fly to the Earth Shrine. Just press the button



when you see the Field Icon to jump. Eventually you'll reach the boss battle. If you have Auto-Float on, then his best attacks will miss. Just use your strongest attacks with Zidane and have Quina use whatever Blue Magic she has available (such as Mighty Guard and Magic Hammer). After the battle it'll be time to go to the Shimmering Island.

15 Terra

● After a snazzy FMV, you'll be in Terra. You'll be prompted to follow a girl that appears on the screen until you reach the next room. Detour to a path on the left to find a chest, then return to the main path and keep following her. Make sure to search each corner for hidden treasures. After following the girl long enough, you'll come up on some more FMV and eventually end up in the town of Bran Bal.

16 Bran Bal

● Explore the town and make sure to buy new equipment at the Moogles in the house on the right side of town. Talk to the kid watching the water on the left side of town to find out about the inn to the left. Enter the inn to initiate a series of scenes and ATEs. Afterward, go to the underground laboratory at the top of the town. Eventually, you'll end up in Pandemonium.

17 Pandemonium

● Chase Garland around until he takes you out. You'll wake up and start walking automatically. You will go through a series of battles, but your other party members will come in to help you. After the battles are over and you've recovered your entire party, proceed until you reach the Generator room filled with blue lights. Press the switch there to start the lights changing—this also initiates a 30-second timer. Make your way through the room, but avoid the pillars that are lit (or you'll have to start over) and hurry across the light bridge in the next room.

● You'll end up in a room with a strange machine in the background. It's actually possible to manipulate this machine manually and walk back and forth between it and the next room, but it's easier to have the other party do it. Pass the machine and go into the next room and try to get onto the floating elevator. After it bumps you off, return to the machine to have your other party manipulate it for you. Return to the room on the left and start going up. If you need the elevator changed, just switch to the ATE and then switch back. Once you reach the top, take the upper-left path to reach the next room. Use the blue teleporters to get around and make sure to get all the equipment in the chests. Return to the room where you got off the elevator and take the lower-left



path. Make your way to the Moogles to save the game.

● From this point on in the game, you'll really want to have the Auto-Potion and Auto-Regen abilities on all four of your characters. Learn it for anyone you can before continuing. At this point, you'll also want to equip any Wind resistant or absorbing equipment you have, then head through the door on the right. Here, you will fight a series of boss battles that can all be pretty tough (Unless you're all over level 70 like we are. Ahem!). It would be a good idea to steal all the available equipment from these and all future bosses, if you can survive it. Every boss from this point has some of the best equipment in the game available to steal—use the Bandit and Master Thief abilities to make it easier. If you're at a decent level and have the Auto-Potion and Auto-Regen combo, you should be able to take these bosses without too much trouble. You can even cast Blind and Silence on Garland to make him even easier. After the fights, some more nice FMV and a few scenes, disc three comes to a close.



The Complete DISCFOUR Walk-Through

Now that you have another airship, you can finish a few side quests like finding the 13 Stellalights or building up your characters. Once you're ready, it's time to go for it.

01 Memoria

• Fly the ship to the Lifa Tree and head into the pink light above it. After the FMV, you'll end up in a boss battle—just go with your strongest attacks and keep everyone alive with Life or Amarant's Aura and Revive Flairs. After the battle, you'll end up in Memoria—the Body Temp and Antibody abilities are a must in this area. Follow the path until you reach a glowing col-

waterfall. Save the game here and continue on. Once you reach the room with Quina swimming in the ocean, explore carefully behind the coral on the right to find Hardis. If you don't leave him, you will fight him. He's a tough one, but by this point you should be able to take him. Beat him and he becomes the final Synth Shop, offering some rather unique equipment. Before you continue, equip your anti-Water equipment and continue on to fight another boss. Use any lightning attacks you have and take out the tentacles first. After the battle, continue on the path until you reach the room with the big clock (called "Time Warp") and search the ledge near the bottom-right to find

on himself. Once you've hurt him enough, he'll start casting Curaga. To make him stop, cast Reflect on yourself.

• Now the fun begins. After the fight, you can reorganize your party and modify your equipment and abilities. Along with Auto-Potion and Auto-Regen, we recommend Auto-Haste, Auto-Life and as many of the anti-status ailment abilities as possible. The most important abilities are Body Temp, Clear Headed and Antibody. Turn off any abilities like Level Up, Ability Up, Bandit or anything else that doesn't keep you alive or enable you to do serious damage. When you're ready, leave the sub-



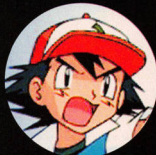
ored sphere that will act like a Moogle. You can fight monsters in this area to gain EXP and AP if you need to (they're tough, but give huge amounts of EXP and four AP each). Follow the path until you reach the room called "Recollection." Near the top of the room is a small ledge—search it carefully to find the Tower, one of Zidane's best weapons. Continue and you'll reach the Outer Path. Before you continue, equip any Fire resistant or absorbing equipment you have. Once you're ready, follow the path and you'll reach a boss battle. Try your best to steal with Zidane and just use your best attacks to finish the fight.

• In the room with the pink clouds in the background (called "The Past"), you can find one of Eiko's best weapons to the left of the grave-stone and a hidden save point on the right of it. Follow the path to the right—once you pass the scene and reach a staircase, equip any Wind resistant and absorbing equipment and proceed to fight a boss battle. Same old, same old. Steal and beat him down. Continue until you reach another glowing save orb near a

hidden save point. Proceed up the stairs, go through the door and continue until you reach the room at the top of the ladders. Equip Auto-Float and any anti-Earth equipment you might have and continue. This guy may be tough, but Auto-Float will make things easier. Take him out like you did the others and remember to steal.

• Continue until you end up in space. Walk to the upper-right of the room until you see a green light. Keep walking until you reach it, and, once inside, follow the path till you reach the last glowing save orb. You can leave from here if you wish or you can just save and continue on through the portal. The next boss fight is pretty basic. He attacks with physical attacks and Death spells—just revive anyone killed by Death and keeping fighting. After the battle, go back through the portal to save your game again before moving on to fight Kuja. Try to keep everyone with Auto-Life on during the battle—this is especially easy with Amarant's Auto-Flair. Also, use physical attackers rather than spell casters, since Kuja will cast Reflect

screen and the fight will begin. This guy can really be hard or not-that-hard, depending on, well, luck. Early in the fight, he will use the Grand Cross spell, which inflicts random status ailments, including Death and Zombie. If he kills off most of your party members, especially your healer(s), then it's pretty much over for you. Use a Magic Tag to cure Zombie status quickly, since the Auto-Regen will do damage to a zombie character. Even if the character is dead, you'll still need to use a Magic Tag on them before you can revive them. If you survive it all, it's time to go to town. Hold nothing back, as this is the final battle. If you have a Dark Matter accessory in your inventory, now's the time to use it for a quick 9,999 points of damage. Use Zidane's Thievery skill if it does significantly more than his physical attack, and make sure everyone has Auto-Life on all the time. Use your strongest attacks and hope for the best. Even at our levels, this guy gave us a hard time. When you finally emerge victorious, though, kick back and enjoy the ending!



Prepare for Trouble!

by Phil Theobald
phil_theobald@ziffdavis.com

Many years ago, when I first started working on *EGM*, the big game at the time was *Tetris Attack* for the SNES. Literally everybody in the office was hooked on it. At one point, the addiction was so bad that the bigwigs had to take away all the office copies and we had to resort to sneaking in our copies from home.

Still, like all games, *Tetris Attack*'s reign eventually ebbed and all the editors gradually returned to work. Unfortunately for the productivity level at XG, Nintendo has just released *Pokémon Puzzle League*, an updated version of *Tetris Attack* mixed with those fiendishly cute Pokémon.

Perhaps the most excited by the game's release was Andy Baran, who cast aside the new *Zelda* cart to spend hours playing this game and to share some of his most powerful combo secrets.

database

time to complete 1-2 hours
challenge Moderate
funniest voice Clayster
James Feels giddy
best advice Form combos and form them fast!

also try *Tetris Attack*
system Nintendo 64
publisher Nintendo
developer Nintendo

www.nintendo.com

POKÉMON PUZZLE LEAGUE



THE BASICS

- ◆ If you're already familiar with *Tetris Attack*, then all of your old strategies will still be effective. You will have to adjust them a bit to adapt to the 3D mode, but otherwise, the game is the same.
- ◆ The main thing to remember is to keep your cool. Once the action gets fast and furious, it's very easy to become distracted by the numerous multi-colored blocks. It gets even worse when they begin to pulsate near the top of the screen. Just stay calm and focused and they won't be a distraction.
- ◆ The other important element is speed. As you learn the game's techniques, you must also learn how to play faster and more aggressively. The game's higher

difficulty levels move at an alarmingly fast rate, and you won't be able to win unless you're fast with the controller.

- ◆ Being able to move quickly will also give you a great advantage in two-player games. Whoever pulls out the most combos in the shortest time is usually the victor, but that's a strategy that we'll cover in another section...



COMBOS AND CHAINS

- ◆ Just like a good fighting game (or *Mr. Driller*), you must master combos to survive the Puzzle League.
- ◆ Of course, you only need to connect three blocks to clear them, but you should only connect so few blocks when it's absolutely necessary. Once you clear four or more blocks, you'll send garbage blocks to your opponent's side and bring them closer to defeat.
- ◆ When you become the victim of garbage blocks (and believe us, you will), quickly link together some blocks touching the garbage block to change the trash into normal blocks. As the garbage reverts to normal, take those few precious seconds as they're changing to set up matching blocks below them for combos. When they finally fall, the comboed blocks will immediately disappear and you'll



- end up causing major damage to your foe.
- ◆ Chains occur when blocks disappear and the falling blocks above them trigger another combo. If you can set up multiple chains, you'll drop a monster-sized block on your opponent's side.
- ◆ When you're setting up combos, be wary of what we at XG call "combo eaters." These happen when you're carefully (and quickly, remember) setting up a combo, only to have it disappear when one of the rising blocks from below triggers it prematurely.
- ◆ Forming combos and chains also stops the blocks from moving up, so if you can keep the chains going, it will give you more time to clear the blocks if they get too high.

POKÉ BALL GARBAGE

- ◆ As you play, you'll notice the gray Poké Ball Blocks that show up on the screen. These are no ordinary blocks, and clearing them yields no ordinary results. Connecting the Poké Ball Blocks sends a cement block to your opponent's side that acts as a barrier when they try to change the garbage block into normal ones.
- ◆ Normally, all connecting garbage blocks will change to normal once they are triggered by a connecting combo. Cement blocks, however, must each be converted separately.

This can be extremely tough, especially when there are more garbage blocks sitting on top of them that need clearing away.

- ◆ If you can wait until you have many Poké Ball Blocks on your screen, you can connect four or more of them to send multiple cement blocks to the other side. The picture below shows just how much damage you can do when seven Poké Ball Blocks are connected. Pulling off a difficult move like this almost guarantees a win.



After taking a hit like this, your opponent is pretty much doomed.

3D MODE

- Besides the addition of Pokémon, the main feature that differentiates this game from Tetris Attack is the addition of the 3D Mode. The game play here is exactly like the standard 2D mode, except instead of taking place in a rectangle, the action occurs in a cylinder. As you move the cursor left and right, the column rotates around, revealing the blocks on the remaining sides.
- The game's basic strategies still apply to this mode, but it becomes more difficult due to the additional blocks. Keep an eye on the background so that the piles of blocks in the back don't get too high. If they do, quickly rotate the cylinder and clear them out.
- For maximum efficiency, constantly rotate around the column and clear blocks as you go. Try to keep the levels even so that a stray pillar of blocks don't slip past you and reach the top of the screen.



SPA SERVICE

- The Spa Service is a fun break from the standard gameplay. In it, Team Rocket has kidnapped your Pokémon and you must defeat their Puzzle League challenges to get them back. To do this, you need to clear all the blocks above the white Clear Line while the stack of blocks quickly rises. Generally, you'll have to eliminate several rows of blocks before the Clear Line appears.
- Early on, the name of the game is speed. Of course, clearing large combos doesn't hurt in getting rid of multiple blocks, but you'll lose valuable time looking for and setting up combos. Just jump in and clear those suckers!
- Once the Clear Line appears and you only have a couple blocks above it, don't waste time trying to clear the blocks away. Simply drop the higher blocks down into any pits that may have formed on the screen. The couple of seconds that you save doing this may not seem like much, but they can be invaluable, especially in the later levels.
- Once you do reach those later levels, combos become more important. Do nothing less than four-block combos to stop the screen from scrolling up. This is your only chance to clear everything away as the stack moves ever higher.
- A handy trick during this mode is to pause the game when you begin to get stuck. Any blocks not behind the Pause message remain visible, giving you time to find some combos to clear away. Sure, it may not be ethical, but it works!



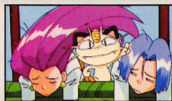
CHOKO-OUTS

- Sometimes a little restraint is essential to your gameplay. While chaining large combinations, make sure that you leave at least one vertical three-hitter near the top. If your opponent slams a large combo at you, the screen can fill up and leave you with no maneuvering space—a three-hitter can take care of this nicely. While it may be cool to really nail your opponent with a large block, you're better to be safe than sorry.



N64 FMV?!!?

- Believe it or not, Pokémon Puzzle League features a few incredibly high-quality full-motion video sequences. This is quite unexpected on a cartridge, especially considering that the sound is great and there is no graininess.



PSY-YI-PSYCHE-OUTS

- Never underestimate the power of using mind games to defeat your opponent. Since no character has any real advantage over another, choose one with annoying voice samples that will get on your opponent's nerves. We suggest using Lorelei and her bizarrely-voiced Cloyster. Team Rocket is also rather effective, since they're just as obnoxious here as they are in the Pokémon cartoon.
- Sometimes simply talking to your opponent will make an excellent distraction, especially if you ask strange incoherent questions. Getting your opponent to laugh is another good way to disrupt his skills. We suggest obscure *Simpsons* references...

POKÉ-SECRETS

As expected, Pokémon Puzzle League contains a few fun secret codes that add a little extra excitement to the proceedings. Finding the codes in the game can be fairly difficult, so look below if you need a helping hand in finding them.

EXTRA DIFFICULTIES

With practice, your skills will grow and the standard game will provide less of a challenge. When this happens, put in these codes to bump up the difficulty. These modes are extremely hard, so good luck!

Very Hard Mode: Go to the Game Settings screen of the 1-Player Stadium and hold down the Z button on Controller 1. While doing this, hit L-Shoulder, L-Shoulder, A, then B. Very Hard Mode will open up below the standard difficulty levels.

Super Hard Mode: Go to the Game Settings screen of the 1-Player Stadium and highlight the Very Hard Mode. Hold down the Z button on Controller 1 and press the R-Shoulder, L-Shoulder, A, then B. Super Hard Mode will now open up next to Very Hard Mode.



BONUS CHARACTERS

There are plenty of characters to play as in Pokémon Puzzle League, but if you want to use the four hidden characters, you need to input the code given to you after beating the Spa Mode. Go to the 2-Player Stadium character select screen and hold down L-Shoulder, R-Shoulder and Z on controllers 1 and 2. This opens up Ritchie, Bruno, Lorelei and the evil Giovanni.



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CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, accessories and 32" monitor. Base prize package value \$1400.

CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gb hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value \$2600.

CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD 200 CD changer, dual tape, Hi-Fi VCR and tower speakers. Options include Satellite TV and camcorder. Base prize package value \$7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in

phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. All entries must be post marked by **March 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY...WE WILL NOT ACCEPT CANADIAN CHECKS.**

PRIZE PUZZLE

WORD LIST

- | | |
|-----------|-----------|
| TOWER - X | LEGAL - V |
| EARTH - P | EMPTY - Y |
| WORLD - U | WATER - T |
| SPACE - W | COAST - A |
| HAPPY - O | FIELD - B |
| SHARE - Z | BLADE - D |

	H	T		
	H	A	P	P
	L			O
			S	
				L

SECRET WORD ↓

SECRET WORD CLUE:
What comes after yesterday but before tomorrow?

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

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102

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This puzzle is void where prohibited. Employees of Elation, Inc. and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than December 01, 2001. This contest is open to residents of the U.S. and Canada only. If you are under 18, you must have parents permission to play. © 2000 Elation, Inc.

Clip This Order Form And Mail It

Value of prize packages as follows: Video Game package \$1400 base prize, bonus options \$2350, cash options \$1250. Computer package \$2600 base prize, bonus options \$2850, cash options \$1250. Home theater package \$7475 base prize, bonus options \$6375, cash options \$1250. For any questions e-mail us at elation@uswest.net or call us at 952-826-0033.

TEKKEN TAG TOURNAMENT

PART



Tag Team Back Again

by Chris Nicoletta
CHRIS@tigertoys.com

By now you have immersed yourself in all the TTT glory, but with 32 characters, whom do you choose as your elite fighting team?

If you're looking for the perfect fighting duo team, your best bet is to concentrate on the main fighters. While the 12 bonus character do offer some additional variety, most of their moves and combos are rehased from those of the original 20 main fighters.

Since we've broken down the 20 main characters, your next goal is to practice, practice and practice some more. You can't just memorize the combos and expect to win matches. TTT is all about strategy and setting your opponent up for the fall. It's also key to know as much about your opponent's character and anticipating his next move before he even does it. This is how real matches are won.

database

time to complete 15 minutes
challenge Adjustable
best move Anything that Snaps, Cracks or Pops!
best outfit Ann's zebra garment
best advice Practice, practice and practice
also try Tekken 2, DOA2
system PlayStation 2
publisher Namco
developer Namco



www.namco.com

BASIC SKILLS

Learn these basic skills before you begin a fight. The following moves apply to every fighter.

FORWARD DASH

Tap **▶**, **▶**

BACKWARD DASH

Tap **◀**, **◀**

AXIS SHIFT TOWARD BACKGROUND

Tap **▲**

AXIS SHIFT TOWARD SCREEN

Tap **▼**

LOW PARRY

Tap **■**

POWER UP

Tap (LP RP LK RK)

RIGHT REVERSAL ESCAPE

Tap **▶** RP RK

LEFT REVERSAL ESCAPE

Tap **▶** LP LK

AIR STUN KICK

While jumping, tap LK

JUMPING ATTACK

While jumping, tap LP, LK, or RK

TAG THROW

Tap (RP and tag button)

CHARGE

Quickly tap **▶**, **▶**, **▶**

CHARGING CROSS CHOP

While charging, tap (LP, RP)

CHARGING SIDE KICK

While charging, tap LK

CHARGING SLIDE KICK

While charging, tap RK



Know Your Controls!

SQUARE = LP (Left Punch)

TRIANGLE = RP (Right Punch)

X = LK (Left Kick)

O = RK (Right Kick)

Left Trigger = Tag in partner

Right Trigger = Tag in partner

MOTION = Move the joystick in one smooth, continuous motion.

TAP = Tap the buttons and directions indicated in a sequence.

() = Execute commands in parentheses simultaneously.

NOTE: All commands are described under the assumption that your character is facing to the right. Juggle combination sequences are to be followed left to right, top to bottom.

TAGGING IN

■ Tagging in with a second player is an essential part of the game, and knowing how to tag in properly can be the difference between winning and losing. Not knowing when to tag in or tagging in at the wrong time can turn the match against you. As a general rule, try to tag in when your opponent is knocked down. Your partner can then tag in without the worry of being juggled or counter attacked. Another safe way to tag in is by using the tag-in

throw, which is done by pressing RP and the tag-in button at the same time. If you're looking to tag in with some style (and cause major damage), the following profile pages list the best tag-in combos. You can even tag in your partner with offensive moves. These moves can take your opponent by surprise but can backfire if they are performed at the wrong time. For example, press the tag button, then quickly tap **▶**, **▶**, (LP RP), LK.



BASIC COMBOS

Two-Hit Juggle
Tap (LP RP), RP

Four-Hit Ground Juggle
Tap RK, RK, LK, LK

Five-Hit Charge Punches
Tap ◀, LP, RP, LP, RP, RK



LEI WULONG

■ Lei has some good juggle combos but his real strength lies in his array of stances and confusing moves. He can easily frustrate an opponent and control the fight. Lei also has several great low attacks.

■ However, if an opponent stays in close, it will make it difficult for you to go into your different stances. Also, if your opponent is good at Okizeme, avoid your lying down moves.

Note: His best tag-in combo is to start tapping (LP RP), RP then tag in.



10-HIT COMBOS

Ten-Hit Combo One
Tap LP, RP, LP, (LK RK), RP, LP, RK, LP, RP, LK

Ten-Hit Combo Two
Tap LP, RP, LP, (LK RK), RP, LP, RK, LP, RK, RK

Ten-Hit Combo Three
Tap LP, RP, LP, (LK RK), (LK RK), (LK RK), LP, LP, RP



JUGGLE COMBOS

Four-Hit Uppercut Juggle Combo

- Tap (◀ RP)
- Tap (LP RP)
- Tap LP
- Tap (♥ LP)

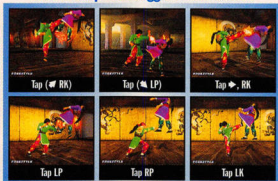
Five-Hit Snap Kick Low Punch Sweep Combo

- Tap (♣ RK)
- Tap (LP RP)
- Tap LP
- Tap (♥ LP)
- Tap (♥ LP)

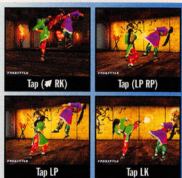
Four-Hit Snap Kick Combo



Six-Hit Snap Kick Juggle Punch Combo



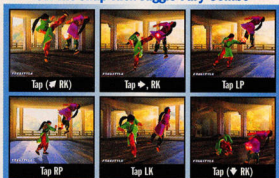
Four-Hit Snap Kick Spin Punch Combo



Six-Hit Snap Kick Punch Fury Combo



Six-Hit Snap Kick Juggle Fury Combo



BASIC COMBOS**Three-Hit Takedown**

Tap (◆ RP), LP, RK

Three-Hit Trip Up

Tap (♣ LK), RK, RK

Three-Hit Headbutt

Tap (♣ LK), RK, (LP RP)

Three-Hit Spin Around

Tap (♣ LK), RK, RK

**EDDIE GORDO**

■ Because of his stance and the confusion inducing quality of his string moves, Eddy can be one of the more difficult characters to play against. He has many low/high strings and single moves which don't require any special stance. He can also side-step extremely well.

■ The biggest problem with Eddy is his predictability. Only use him against an opponent who doesn't know his moves. A skilled player can easily poke or counter attack Eddy's moves.

Note: His best tag-in combo is to start tapping (♣ LK RK), then tag in.

10-HIT COMBOS**Ten-Hit Combo One**

Tap RK, LK, RK, RP, RK, RK, (LK RK), (LK RK), (LK RK), (♣ LK RK), (♣ LK RK)

Four-Hit Combo

Tap RK, LK, RK, RP, LK, RK

**JUGGLE COMBOS****Four-Hit Sweep Juggle Combo**

- Tap LK
- Tap RK
- Tap RK
- Tap (◆ RK)

Four-Hit Sweep Spin Kicks Combo

- Tap LK
- Tap RK
- Tap RK
- Tap RK

Five-Hit Flip Launch Takedown Combo

- Tap (♣ LK RK)
- Walk in, tap LP
- Tap LP
- Tap RP
- Tap RK

Four-Hit Flip Launch Combo**Five-Hit Snap Kick Combo****Four-Hit Snap Kick Juggle Punch Combo****Six-Hit Flip Launch Juggle Punch Combo****Six-Hit Flip Launch Juggle Punch Takedown Combo**

BASIC COMBOS

Four-Hit Fan Sweeps

Tap (♣ LP RP), RP, LP

Four-Hit Low Juggle

While crouching, tap LK, RP, LP, RK

Three-Hit Turnaround Juggle

Tap (♣ LK RK), RP, LP, RK



LING XIAOYU

■ Xiaoyu is one of the fastest and best offensive characters in the game. Her moves are diverse and have good recovery time. She is also very quick at side-stepping and getting behind an opponent. With good medium level attacks, Xiaoyu can set up an opponent for some great juggle combos.

■ Xiaoyu biggest problem lies in her strength. Most of her moves don't inflict a lot of damage, and she takes a lot of damage from an incoming attack. So depending on the opponent, it takes a lot of work to get the job done.

Note: Her best tag-in combo is to start with your back facing your opponent. Tap RK, then tag in.



10-HIT COMBOS

Ten-Hit Combo One

Tap (♣ RK), LP, RP, (LP RP), LP, LK, RK, RK, RK, LP

Ten-Hit Combo Two

Tap (♣ RK), LP, RP, RK, RK, RP, (LP RP), LP, RK, RP



JUGGLE COMBOS

Five-Hit Turnaround Kick Punch Juggle Combo

- Facing Away, Tap RK
- Tap LP
- Tap RP
- Tap ♣, (♣ LP RP)
- Tap (LP RP)

Six-Hit Low Stance Juggle Combo

- Tap (♣ LP RP), (LP RP)
- Tap (♣ LP)
- Tap RP
- Tap RP
- Tap RP
- Tap LK

Six-Hit Twin Slap Punch Juggle Combo

- Tap (♣ RP)
- Tap LP
- Tap LP
- Tap RP
- Tap (♣ RP)
- Tap LP

Seven-Hit Slap Punch Juggle Combo

- Tap (♣ RP)
- Tap LP
- Tap LP
- Tap (♣ LP)
- Tap RP
- Tap RP
- Tap LK

Seven-Hit Super Turnaround Juggle Combo



Seven-Hit Low Stance to High Juggle Combo



Seven-Hit Low Stance Super Juggle Kick Combo



Nine-Hit Turnaround Super Juggle Combo



BASIC COMBOS**Two-Hit Juggle Punch**

Tap (▲ RP), (◀ LP)

Three-Hit Juggle Sweep

Tap (▲ RP), tap ▶, ▶, (◀ LP), hold ▲, tap LK

Three-Hit Juggle Sidekick

Tap (▲ RP), LP, (▲ RK)

Three-Hit Juggle Knee Charge

Tap (▲ RP), LP, ▶, (▶ RK)

Four-Hit Juggle Sidekick

Tap (▲ RP), walk in, tap LP, LP, (▲ RK)

Two-Hit Juggle Jump Kick

Tap (▲ RP), (◀ RP)

**YOSHIMITSU**

■ Because some of his moves recover very slowly, it's best to play Yoshimitsu as an offensive player. First, Yoshimitsu is a very good poker. Try to use the (▲ RK) sidekick when possible. His ▶, (▶ RK) knee bash can't be reversed.

■ It's also a good idea to use his pokes with his (◀ LP, RP) bad breath unblockable move. Yoshimitsu's (▲ RP) uppercut is one of the quickest juggle starters in the game, and it's a great set to juggle combo your way to victory.

Note: His best tag-in combo is to start tapping (▲ RP), then tag in.

TEN-HIT COMBOS**Ten-Hit Combo One**

Tap LP, RP, LP, RK, RK, RK, LP, LP, LP, LP

Ten-Hit Combo Two

Tap LP, RP, LP, RK, RP, RP, RP, RK, LP, LP

Ten-Hit Combo Three

Tap RK, RK, RP, RP, RK, RK, LP, LP, LP, LP

Eight-Hit Combo One

Tap LP, RP, LP, RK, RK, RK, LP, (LK RK)

Eight-Hit Combo Two

Tap RK, RK, RP, RP, RK, RK, LP, (LK RK)

Six-Hit Combo

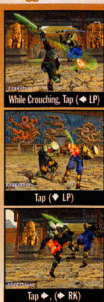
Tap RK, RK, RP, RP, LP, LP

JUGGLE COMBOS**Four-Hit Walk In Juggle Combo**

- Tap (▲ RP)
- Walk in, Tap LP
- Tap LP
- Tap ▶, (▶ RK)

Six-Hit Spinning Punch Juggle Combo

- Tap (▲ RP)
- Tap (▲ LP)
- Tap RP
- Hold ▶, Tap RP
- Tap RP
- Tap RK

Six-Hit Standing Spinning Juggle Combo**Three-Hit Sword Juggle Combo****Six-Hit Turnaround Juggle Combo****Seven-Hit Spinning Sword Slash****Seven-Hit Twin Spinning Juggle Combo**

BASIC COMBOS

Three-Hit Takedown

Tap LP, RP, RK

Three-Hit High/Low Juggle

Tap RP, (♥ LK), RK

Three-Hit Low Juggle

Tap LK, LK, RP

Three-Hit Turnaround Juggle

Tap RK, LK, RP

Four-Hit Punch Kick Juggle

Tap LP, RP, LP, RK

Five-Hit Juggle Punch Takedown

Tap LP, RP, LP, RP, (♣ LP RP)

Four-Hit Uppercut Juggle

Tap RP, LK, LK, RP

Five-Hit Quick Uppercut Juggle

Tap LP, RP, LK, LK, RP

Five-Hit High/Low Kick Juggle

Tap (♥ LK), RP, LK, LK, (♥ RK)

NINA WILLIAMS

■ Nina is a well-rounded character, but is best played as an offensive character. She has great juggle combo starter moves and a wide range of confusing setup moves.

■ On defense, she is a strong poker, and many of her moves have excellent range. When in close, use a lot of low/high mix-up moves.

Note: Her best tag-in combo is to tap (♣ RK, LK), then tag in, or tap (♣ LK), then tag in. A quick way to tag in if Anna is your partner is to motion ♥ ♣ ♣ (LP RP), then tag in.



10-HIT COMBOS

Ten-Hit Combo One

Tap LP, RP, LP, RP, LK, LK, RP, LP, RP, RK

Ten-Hit Combo Two

Tap (♥ LP), RP, LP, RP, LK, LK, RP, LP, RP, RK

Ten-Hit Combo Three

Tap LP, RP, LP, RP, LK, LK, RP, LP, RK, LK

Ten-Hit Combo Four

Tap (♥ LP), RP, LP, RP, LK, LK, RP, LP, RK, LK

Ten-Hit Combo Five

Tap LP, RP, LP, RP, RK, LK, RK, RP, RK, LK

Ten-Hit Combo Six

Tap (♥ LP), RP, LP, RP, RK, LK, RK, RP, RK, LK

JUGGLE COMBOS

Four-Hit Stab Punch Combo

- Tap (♣ LP)
- Tap (♥ RK)
- Tap LP
- Tap ♣, (♥ LK)

Six-Hit Super Stab Punch Combo

- Tap (♣ LP)
- Tap (♥ RK)
- Tap LP
- Walk in, tap LP
- Tap RP
- Tap (♣ LP RP)

Six-Hit Uppercut Juggle Kick Combo

- Tap (♥ RP)
- Tap (♣ RK)
- Tap (♥ RK)
- Tap LP
- Tap (♥ RK)
- Tap LP

Six-Hit Low Rising Kick Launch Combo

- Tap (♣ LK RK)
- Tap (♥ RP)
- Tap RP
- Tap (♥ RK)
- Tap LP
- Tap ♣, (♥ LK)

Four-Hit Uppercut Juggle Combo



Seven-Hit Super Uppercut Juggle Combo



Seven-Hit Rising Kick Launch Combo



Nine-Hit Turnaround Super Juggle Combo



BASIC COMBOS

Three-Hit Juggle Kicks
Tap RK, LK, RK

Three-Hit Juggle Punches
Tap (◆) RP, RP, RP

Three-Hit Kick Launch
Tap (◆) RP, LK, RK

Three-Hit Punch Launch
Tap (◆) LP, RP, LP

**FOREST LAW**

■ Law is a strong offensive player. He has powerful juggle combos and has the ability to punch parry (◆) LP RP), which can automatically counter into more combos.

■ On defense try to stay inside and poke a lot. His flip kick can do some serious damage against confused opponents. Law's only weakness is that some of his moves have slow recovery and he doesn't have many low attacks.

Note: His best tag-in combo is to start tapping (◆) RP, then tag in.

10-HIT COMBOS

Ten-Hit Combo One
Tap (■) LP, RP, RP, LP, LK, LK, LK, RK, LK, RK

Ten-Hit Combo Two
Tap (■) LP, RP, RP, LP, LK, (◆) LK, LK, RK, RK, RK

Ten-Hit Combo Three
Tap (■) LP, LK, RP, LP, LK, (◆) LK, LK, LK, RK, RK

Ten-Hit Combo Four
Tap (■) LP, LK, RP, RP, LK, LK, LK, RK, LK, RK

Ten-Hit Combo Five
Tap (■) LP, LK, RP, RP, LK, (◆) LK, LK, RK, RK, RK

Ten-Hit Combo Six
Tap (■) LP, LK, RP, RP, LK, (◆) LK, LK, LK, RK, RK

JUGGLE COMBOS**Six-Hit Uppercut Juggle Combo**

- Tap (■) RP
- Walk in, tap LP
- Tap RP
- Tap (◆) RP
- Tap LK
- Tap RK

Six-Hit Flip Kick Juggle Combo

- Tap (◆) RK
- Tap LP
- Tap RP
- Tap (◆) RP
- Tap LK
- Tap RK

Six-Hit Flip Over Kick Combo

- While crouching, tap (◆) RK
- Tap LP
- Tap RP
- Tap (◆) RP
- Tap LK
- Tap RK

Four-Hit Flip Kick Juggle Combo**Five-Hit Twin Flip Kick Combo****Four-Hit Quick Twin Flip Kick Combo****Seven-Hit Low Flip Kick Juggle Combo****Eight-Hit Ground to Uppercut Juggle Combo**

BASIC COMBOS

Three-Hit High/Low

Tap LP, LP, LK

Four-Hit High/Low/High

Tap LP, LP, LK, LK

Three-Hit Sidekick

Tap LP, RP, RK

Three-Hit Flying Roundhouse

Tap LP, RP, RK

Four-Hit Power Kicks

Tap RK, RK, RK, RK

Four-Hit Low Sweep

Tap RK, RK, RK, LK

Three-Hit Air Kick Juggle

Tap (↖ LK), RK, LK

Four-Hit Kick Launch

Tap LK, LK, LK, LK

Five-Hit Ground Kicks

Tap LK, LK, LK, RK, RK

HWOARANG

■ Hwoarang isn't a very well rounded character. On defense, your best to try to poke your opponent to death. His biggest handicap is his lack of low attacks and the fact that he is a very linear character.

■ A smart opponent will easily see this and sidestep a lot. Always try to poke or reverse your way into a juggle combo.

Note: His best tag-in combo is to start with motion ◀♦♦RK, then tag in.



10-HIT COMBOS

Ten-Hit Combo One

Hold ◀, tap LK, RP, RP, LK, RK, LK, RK, RK, RK, RK, LK

Ten-Hit Combo Two

Hold ◀, tap RK, LP, RP, LK, RK, LK, RK, RK, RK, RK, LK



JUGGLE COMBOS

Four-Hit High Launch Kick Combo

- Motion ◀♦♦RK
- Tap (↖ LK)
- Tap RK
- Tap LK

Five-Hit Kick Launch Combo

- Tap (↖ RK), RK
- Tap RP
- Tap RP
- Tap (↖ RK)
- Tap RK

Six-Hit Twin Kick Launch Combo

- Tap (↖ RK)
- Tap RK
- Tap LP
- Tap RP
- Tap (↖ RK)
- Tap RK

Five-Hit Kick Launch to Juggle Kick Combo



Five-Hit Kick Launch Stab Punch Combo



Seven-Hit Super Kick Launch Combo



Five-Hit Kick Launch Juggle Punch Combo



Five-Hit High Launch Kick Juggle Combo



BASIC COMBOS

Three-Hit Takedown

Tap (♥ LP), RK, RP

Three-Hit Stepback Takedown

Motion ♥♦♦ LK, RP, RP

Three-Hit Stepback Power Fist

Motion ♥♦♦ LK, RP, LP



PAUL PHOENIX



■ Paul's Deathfist, motions ♥♦♦ ♦ RP will quickly become your best friend. The Deathfist takes off major damage, has great speed and has great priority. It is used best when an opponent misses a move with slow recovery. Another great attack to use is his jump kicks, which cause lots of damage and have quick recovery time, allowing you to kick again after you land.

■ Adding to his defense, Paul also has two great escape throws. On the down side, most of Paul's moves recover very slowly. A good opponent will try to poke and chicken his way to victory, so always try to change-up your attacks.

Note: His best tag-in combo is to start with motion ♥♦♦ LP, then tag in.

10-HIT COMBOS

Ten-Hit Combo One

Tap LP, RP, LK, RP, LP, RP, LP, RK, RP, LP

Ten-Hit Combo Two

Tap LP, RP, LK, LP, RK, RP, LP, RK, RP, LP

Five-Hit Combo

Tap LP, RP, RK, LK



JUGGLE COMBOS

Four-Hit Elbow Launch Combo

- Motion ♥♦♦ LP
- Tap LP
- Tap (♥ RK)
- Tap RP

Four-Hit Elbow Charge Punch Combo

- Tap (♥ RK)
- Hold ♦, tap LP
- Tap (♥ RP)
- Tap LP

Five-Hit Elbow Smash Combo

- Tap (♥ RP)
- Walk in, tap LP
- Tap LP
- Tap RP
- Tap (♦ LP RP)

Five-Hit Snap Kick Combo



Five-Hit Snap Kick Charge Punch Combo



Five-Hit Snap Kick Juggle Punch Combo



Five-Hit Air Launch Combo



Five-Hit Snap Kick Punch Fury Combo



BASIC COMBOS

Three-Hit Punch

Tap LP, RP, LP

Three-Hit Low Sweeps

Tap (♥ LK RK), RK, RK

Two-Hit Side Sweep

Tap (♣ RP)



KING

■ Since King has limited juggle combos, his best offense is playing defense. As far as poking goes, King is the king at poking. So many of his moves come out fast, have good range and do good damage. When in close, try to throw your opponent. At medium range, go for pokes.

■ While King's multi-throws look cool and cause major damage, they are easy to escape—only perform them against a weak opponent.

Note: His best tag-in combo is to crouch, tap (♣ RP), then tag in.



10-HIT COMBOS

Ten-Hit Combo One

Tap LP, RP, LP, LP, RP, RK, RK, RK, LP, LK

Ten-Hit Combo Two

Tap LP, RP, LP, LP, RP, RK, RK, RK, LP, LP

Ten-Hit Combo Three

Tap LP, RP, LP, LP, LK, LK, RK, RK, LP, LK

Ten-Hit Combo Four

Tap LP, RP, LP, LP, LK, LK, RK, RK, LP, LP

Ten-Hit Combo Five

Tap LP, RP, LP, LP, LK, LK, RK, LP, (LP RP)



JUGGLE COMBOS

Four-Hit Takedown Juggle Combo

- While crouching, tap (♣ LP)
- Tap RK
- Tap (♥ LK RK)
- Tap RP

Five-Hit Takedown Air Juggle Combo

- While crouching, tap (♣ LP)
- Tap (♥ LP)
- Tap LP
- Tap (♥ LK RK)
- Tap RP

Five-Hit Juggle Punch Fury Combo



Crouching, Tap (♣ RP)



Tap LP



Tap RP



Tap LP



Tap RP

Five-Hit Snap Kick Low/High Combo



Tap (♣ RK)



Tap LP



Tap RP



Tap (♥ LK RK)



Tap RP

Six-Hit Snap Kick Punching Juggle Combo



Tap (♣ RK)



Tap LP



Tap LP



Tap RP



Tap (♥ LK RK)



Tap RP

Five-Hit Juggle Punch Charging Combo



Crouching, Tap (♣ RP)



Tap RP



Tap LP



Tap (LP RP)



Tap LP

Five-Hit Twin Snap Kick Combo



Tap (♣ RK)



Tap (♣ RK)



Tap (♥ LK RK)



Tap RP

BASIC COMBOS**Three-Hit Backfist**

Tap LP, RP, RP

Three-Hit Charge Punch

Tap LP, LP, RP

Three-Hit Knee Bash

Tap LP, RP, RK

Four-Hit Takedown

Tap LP, RP, LK, (◆ RK)

Three-Hit Juggle Punch

Tap ◆, (◆ RP), LP, (▲ RP)

**JIN KAZAMA**

■ Jin is very fast and has very powerful juggle combos, which makes him a good offensive player. Most of his moves come off quick and have some nice power to them.

■ Use his (◆ RK) kick to Okizeme a downed opponent. When on defense, don't let your opponent get in close range. This is where Jin gets unbalanced. To help avoid this, use your low attacks.

Note: His best tag-in combo is rise from a crouch position, tap RP, then tag in.

10-HIT COMBOS**Ten-Hit Combo One**

Tap LK, RP, RK, LK, (LP RK), RP, RP, LP, RP

Ten-Hit Combo Two

Tap LK, RP, RK, LK, (LP RK), RP, LP

Ten-Hit Combo Three

Tap (◆ RP), RK, RK, RK, RK, RP, (LP RK), RP, LP

Ten-Hit Combo Four

Tap (◆ RP), RK, RK, RK, RK, RP, (LP RK), RP, (◆ LK RK)

Ten-Hit Combo Five

Tap ◆, ◆, RP, LP, RP, RP, LK, RK, RK, LP, RP, LP

Ten-Hit Combo Six

Tap ◆, ◆, RP, LP, RP, RP, LK, RK, RK, LK, RP, LP

Ten-Hit Combo Seven

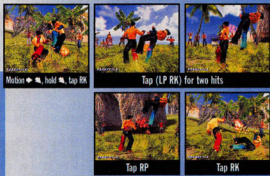
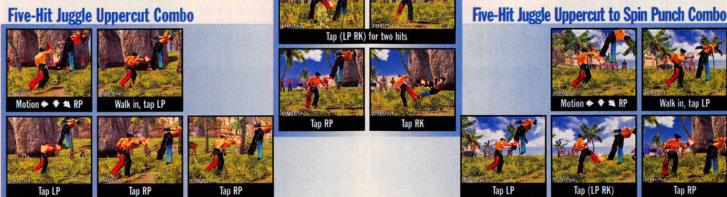
Tap ◆, ◆, RP, LP, RK, RK, RP, RK, LK, RP, LP

JUGGLE COMBOS**Five-Hit Rising Uppercut Combo**

- While rising from crouching, tap RP
- Tap LP
- Tap RP
- Tap RK
- Tap ◆, (◆ RP)

Five-Hit Rising Takedown Combo

- Tap ◆, (◆ LK)
- Tap (LP RK) for two hits
- Tap RP
- Tap ◆, (◆ RP)

Five-Hit Rising Uppercut to Charging Punches Combo**Five-Hit Sweep Kick Juggle Combo****Six-Hit Snap Kick Combo****Five-Hit Juggle Uppercut to Spin Punch Combo**



Time Travel Made Easy...

by Andy Baran

andy_baran@ziffdavis.com

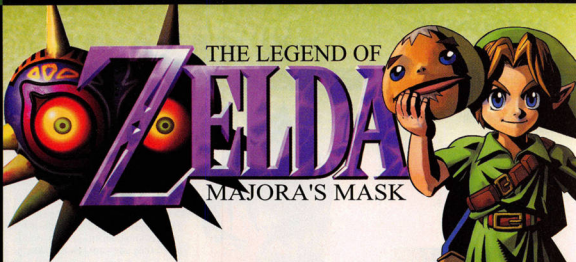
If you want a good idea as to how the new Legend of Zelda game feels, try watching the movie *Groundhog Day*, starring Bill Murray. In that movie, the main character lives out the same space of time over and over until he can resolve the townspeople's problems and enrich their lives. In this game, Link must do the same.

Each day, every character will abide by a set schedule. By going back through time, however, you can start learning what everyone and everything does.

In terms of looks and sounds, this one holds true to the other N64 Zelda. The gameplay is a bit more refined, though, and the three transforming masks add a lot to the game. Although the camera is a little bit quirky and tends to be in the wrong place during important fights, this game still rocks!

database

time to complete 60 hours
 challenge Moderate
 best item Fire Arrows
 best character Goron
 best advice Learn the pathways of time...
 also try Zelda 64
 system N64
 publisher Nintendo
 developer Nintendo
 www.nintendo.com



How to Beat the Clock

1. Although the three-day time period may sound short, it's really not. Why? Because Link must continually go back to Day One in order to complete the many quests and sub-quests.
2. Everyone has their own schedule. For example, Anju the innkeeper will wake up early, go to work, take care of the guests, then fall asleep. The next day her schedule will be completely different. You'll soon learn the cycles of each character in town. By manipulating time, you can see how you can change events. For example, Days Two and Three may be altered depending on one whether or not you stop a thief the first night.
3. Traveling back to Day One saves your game and resets things to how they were. If you complete a dungeon and return to the start, things will go back to how they were. This may seem daunting at first, but you'll find shortcuts along the way to keep the game from becoming overwhelming or tedious.



Day One



Day Two



Day Three

Time Saving Methods

Since you are under a time limit, things can get hairy really fast. To extend the amount of time you have to explore and solve various problems, we have devised these crucial tactics.

The Inverted Song of Time: If you play the Song of Time backwards, you can slow time down considerably. Do this from the very start of the first day and you will get a lot more done. To revert the flow of time back to normal, simply play the song a second time.

The Song of Soaring: As you play, you will invariably come across a number of stone owl statues. You can teleport to these almost at any time by playing the song that you acquire from the owl outside of Deku Palace. If you play this song inside of a dungeon, you will return the entrance. By teleporting around, you'll save hours of time.

The Goron Roll: When in doubt, transform yourself into a Goron and roll to wherever you're headed. The roll is faster than Epona, and you can use it almost anywhere (just stay away from water). The Bunny Hood is another time-saving device.



The Inverted Song of time is the most important song in the game.



You can teleport to each statue after you have activated it.

Time Travel Rules

1. If you stay until the moon crashes into the town on Day Three, any progress made for the previous days will be lost.
2. You will lose all expendable items when you go through time (i.e. rupees, bombs, arrows and most bottle contents).
3. Any crucial game items, log-book entries and Heart Pieces will be retained even if you go back in time.
4. If you complete a sub-quest and then return to Day One, that quest will no longer be completed. People will not recognize you or remember anything you have previously talked about in the original days.



You will have to return to Day One many times.



Stock Town



Prologue

1. First, head to the bottom-left part of town and find the Laundry Pool. There will be a fairy who's hovering over the water there. Pick her up and take her with you.
2. Next, go to the Great Fairy's Cave in the north part of town and talk to the pack of fairies inside. Your fairy will unite with the pack and form one body. Whole again, the Great Fairy will give you the Deku body the **Bubble Blasts** ability.
3. When you exit the cave, you'll find a little boy who's trying to shoot down a balloon. Use your newly obtained power to blast the balloon, then talk to the kid.
4. The kid will tell you that he's a member of a club called the Bombers. Find all five of his friends who've hidden throughout town and you'll get the password.
5. Once you've found all five Bombers, head to the entrance to the secret passage and give the

- password to the Bomber guard. You'll take the passage until you see a balloon floating in the air. Use your bubble blast to pop it, then a ladder will descend. Climb the ladder to the Conservatory, then talk to the man by the telescope. When you get control of the telescope, zoom the lens to the top of the tower to find Skull Kid dancing at the top. When the moon cries its **Moon's Tear**, exit through the nearest door and pick it up.
- 6. In Clock Town's square, speak to the Deku and give him the Moon's Tear. Dive into the plant and launch yourself to the platform. Wait until the door opens on Day Three and pursue the Skull Kid.
- Boss:** Distract Skull Kid by using a bubble to knock the Ocarina from his hands. Play the **Song of Time**,



The Great Fairy needs to be made whole again.



and you'll be whisked away into the past. You will now obtain the **Song of Healing** as well as the **Deku Mask**.

A Look at Clock Town

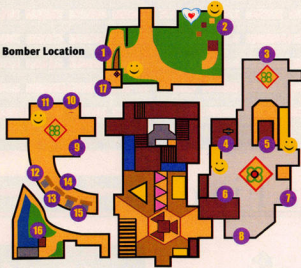
North Clock Town

1. **Great Fairy's Cave:** Return a missing part to her as Link to receive the **Great Fairy's Mask**.
2. **Playground:** Around 2:00 PM on the first night, a Sakon will mug the old lady from the Bomb Shop. Stop him and acquire the **Blast Mask** (If you don't, you can buy the **Big Bomb Bag** from the Curiosity Shop later on).

East Clock Town

3. **Mayor's Residence:** Talk to the Mayor while wearing the Couple's Mask and you will receive a Heart Piece. If you speak to Madame Aroma, she'll ask you to find her missing son. To help you, she will give you the **Kafei Mask**.
4. **The Stock Pot Inn:** Anju, the girl that works here, is tied into the Couple's Mask mystery (see sidebar at right). Also, try to help her unsort some booking mishaps. The Grandmother will want you to hear her stories. If you wear the All-Night Mask and listen to her tales, you'll receive a Heart Piece. Later that at night, head into the bathroom and speak with the thing in the toilet. Give him the Land Title Deed and he'll give you a Heart Piece.
5. **Milk Bar Latte:** You can only enter at night wearing the Roman's Mask. Inside you will find the Troupe leader. If you stand in the spotlights and play the music for Toto in each form you have, you will be able to get the **Circus Leader's Mask**.
6. **Treasure Chest Shop:** Be quick and earn some rupees here.

= Bomber Location



7. **Honey and Darling's Shop:** More minigame action here. Now you can earn some nice prizes.
 8. **Town Shooting Gallery:** Win this game and you will be able to acquire a larger quiver of arrows.
- ### West Clock Town
9. **Lottery Shop:** Here's a chance to win some easy rupees.
 10. **Post Office:** Play the Postman's Game and receive a Heart Piece.
 11. **Swordsman's School:** Break all the logs with leaping attacks within the time limit to earn a Heart Piece.
 12. **Bomb Shop:** Buy your basic explosives here.
 13. **Trading Post:** Basic supplies are sold here.
 14. **Bank:** Store your rupees here

- and they'll be safe throughout time. With 200 rupees deposited, you'll get the **Adult Wallet**. Deposit 2,000 and you'll get a Heart Piece.
- 15. **Curiosity Shop:** Purchase the **All-Night Mask** here on Day Three. Stolen items will end up here.

South Clock Town

16. **Laundry Pool:** Late at night a Troupe member will give you the **Bremen Mask**. A frog can be found here as well. This is where the Postman reveals Kafei's location. You will also be able to find the missing Fairy Piece hovering above the water.
17. **Secret Deku Scrub Playground:** Win some Rupees here.

The Couple's Mask

Completing this section in its entirety will take you several hours of actual game time. Be warned that this is no small task. By reading this, you are saving yourself a lot of heartache.

Finding Kafei

1. Wait at the Stock Pot Inn for the Postman to talk to Anju. When he's done, put on Kafei's Mask, talk to her and she'll arrange a nighttime meeting.
2. Meet Anju in the Inn's kitchen at 11:30 p.m. She will give you a **Letter** to deliver.
3. The next day, deliver the Letter and wait for the Postman to collect it, then follow him until he takes the Letter to the Laundry Pool. When the kid wearing the mask comes out, open the door and enter. Wait for the kid to appear, then talk to him. The kid turns out to be Kafei. He will give you the **Pendant of Memories** to give to Anju. Deliver the item.



At this point you can perform one of three tasks. Choose one.

- A. Head to the entrance to Sakon's Hideout and talk to Kafei. Wear the Stone Mask and wait Sakon to open the way. Hit all of the switches inside and return to the Stockpot Inn. Enter the room that is normally "Employees Only." Wait for Kafei to show up. He barely makes it in time... Anju and Kafei will give you the **Couple's Mask**.
- B. Walk back to the Laundry Pool house on Day Three and talk with the man inside. He will give you the **Keaton Mask** and the **Letter to Mama**.
 1. Deliver the Letter to Mama by hand to Madame Aroma in the Milk Bar to receive the **Chateau Romani** in a **Bottle**.
 2. Give the Letter to Mama to the Postman and follow him to his delivery. After he delivers the letter, speak with him. He will give you the **Postman's Hat**.



Bombers' Notebook

Name

Bombers

Secret Society of Justice

Anju

A courteous woman

Kafei

Strange youth seen near Laundry Pool

Man from Curiosity Shop

Buys and sells stolen goods

Old Lady from Bomb Shop

Runs town Bomb Shop

Romani

Young Girl living at ranch with sister

Cremlia

Manager of Romani Ranch

Mr. Doto

Mayor of Clock Town V.I.P.

Madame Aroma

Mayor's wife

Toto

Famed manager of The Indigo-Go's

Gorman

Leader of a traveling troupe

Postman

Town's postal carrier, very serious

Rosa Sisters

Members of the Gorman Troupe

???

Lives in the Inn's restroom

Anju's Grandmother

Storyteller and grandmother at inn

Kamaro

Ghost of a charismatic dancer

Grog

Cucco Shack's breeder

Gorman Brothers

Horse trainers, suspicious...

Shiro

The incontinent soldier

Guru-Guru

Musician in Gorman Troupe

Name	Day 1			Day 2			Day 3		
	Morning	Midday	Night	Morning	Midday	Night	Morning	Midday	Night
Bombers									
Secret Code: 54312. Code for hideout									
Anju									
Room Key, Secret Meeting, receive letter									
Delivered Pendant									
Couple's Mask in employees room									
Kafei									
Pendant of Memories, promise to deliver									
Escape from Sakon's Hideout									
Man from Curiosity Shop									
Keaton Mask, Letter, All-Night Mask									
Old Lady from Bomb Shop									
Blast Mask, thanks for guarding bag									
Romani									
Become a ranch hand / Saved cows									
Cremlia									
Protected milk delivery									
Mr. Doto									
Thanks for ending long meeting									
Madame Aroma									
Thanks for delivering letter to mom									
Toto									
Circus Leader's Mask, thanks for song									
Gorman									
Circus Leader's Mask, thanks for song									
Postman									
Timing game/Deposited letter to Kafei									
Postman's Hat, thanks for freedom									
Rosa Sisters									
Thanks for teaching the dance									
???									
Thanks for the paper									
Anju's Grandmother									
Prize for now sleeping through story									
Kamaro									
Kamaro's Mask, sign of taking over									
Grog									
Bunny Hood, thanks for changing chicks									
Gorman Brothers									
Prize for winning race/Protected delivery									
Shiro									
Stone Mask, thanks for giving strength									
Guru-Guru									
Breman Mask, thanks for hearing story									



Termina Field



Outside the Gates

1. There is a bird near the entrance to Milk Road that swoops down and takes your Rupees and Bottles. You can get your Bottles back by buying them back at the Curiosity Shop, or by resetting things back to Day One.
2. There's a secret hole in the deep grass near the entrance to Milk Road. Inside you will find a Heart Piece!
3. The western side of Clock Town can be blown up. If you remove it, you'll find a group of those strange-looking statues. Try playing a song here...
4. There is a hole underneath the mushroom-like structures. Inside are two Dodongos. If you kill both of them, you'll earn a Heart Piece.
5. Yet another hole is hidden near



the Observatory.

6. Try checking under a boulder near the entrance to the Ocean.
7. Play the song written on the wall for a lot of Rupees.



Ghostly Dancer

Exit Clock Town from its northernmost point and you'll find a series of mushroom-like rocks. If you go to the ghost that appears late at night near these stones and play the Song of Healing, he'll give you **Kamaro's Mask**. He will lament his lost ability to dance, then request that you carry on by his legacy. Back at Clock Town, look for the two dancers and show them your spiffy new moves.



Naill the strange guy in the tree for a few extra Rupees.



You must play the Song of Healing for Kamaro to ease his suffering.



Southern Swamp & Deku Palace



Finding Deku Palace

1. Find your way through the forest by following the monkey. You'll chase the monkey for a while until you come across a witch who has been hurt by Skull Kid.
2. Go to the Potion Shop and tell the owner of the witch's plight. The shop owner will then give you an energy **Potion** for you to give to the witch.
3. Once you return to the woods and give the witch the potion (you get to keep the **Bottle** that it was in), she'll fly off to the Tourist Shop. On your way out of the woods, talk to the monkeys.
4. Talk to the witch at the Tourist Information Hut — you will get a **Pictograph Box** and a free ride on the boats.
5. Ride the boat to Deku Palace.

Things to Look for

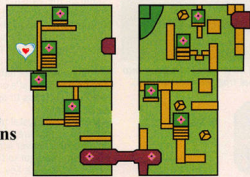
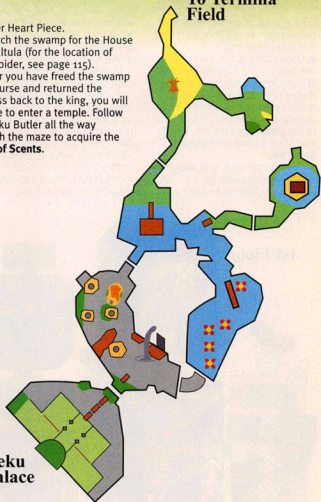
1. Midway through the boat ride, you will see a frog jumping on a log. Remember his location for later...
2. Play the Swamp Shooting Gallery game and you will be able to earn a larger quiver that allows you to hold 10 more arrows.
3. The Tourist Information Guide will let you compete in a picture taking contest. To win, simply put on your Deku mask and take a picture of the Deku King. When you give this picture to the shop owner, you'll be rewarded with a Heart Piece.
4. Next, you'll be able to ride the boat and play a target practice game with the witch, where she puts up things to for you to shoot. Win this game and you'll get

another Heart Piece.

5. Search the swamp for the House of Skulltula (for the location of each spider, see page 115).

6. After you have freed the swamp of its curse and returned the Princess back to the king, you will be able to enter a temple. Follow the Deku Butler all the way through the maze to acquire the **Mask of Scents**.

To Termina Field



Deku Palace Gardens

Deku Palace

1. Disguise yourself as a Deku and head directly to the throne room. Talk with the monkey to hear his story, then leave the room and talk to his brother.
2. Your next move will be to infiltrate the gardens on either side of the hall. The left side will take you to a Heart Piece; the right side will eventually lead to a hole where you can buy **Magic Beans** (while you are here, make sure to bottle some water for your seeds).
3. Exit and make your way to the right side of the palace (you can hop on the lily pads as a Deku without much problem). Continue until you find a place to plant your bean.
4. You will now have to use the Deku's hovering ability to navigate across some platforms. If you can make it all the way to the end, you will find yourself in the cell with the monkey. After talking with him, play the Deku Pipes (the Ocarina in Deku form). He will teach you the song **Sonata of Awakening**.



Speaking to the monkey will trigger an event with his brother.



Buy some Magic Beans from the vendor. They're useful and cheap.

Finding Woodfall

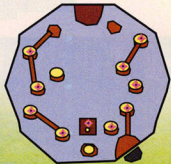
1. Once you have the Sonata of Awakening, head to the flower outside of the Palace, and use it to jump the higher section of the cliff. Use the flowers to cross over to the waterfall. After you meet with the owl who will teach you the **Song of Soaring**, continue past the waterfall and into the new area.
2. Carefully traverse the narrow paths until you get to the stone pedestal with the eyes on it. Play the Sonata of Awakening on your Deku Pipes to make the dungeon appear. Use the nearby flower to

fly across the poisonous water.

3. If you choose, you can follow the platforms further to find the Great Fairy's cave and a chest containing a Heart Piece.



You must play the song to raise the dungeon from the water.





Woodfall Dungeon

Solving the Dungeon

1. As a Deku, hover from flower to flower to get to the door on the far end side of the room.
2. Once you're in the main chamber, head to the door on the right in Deku form. When you get through the door, you'll be in a room with four leaves and a flower. Use the flower to launch yourself to the platform on the left. There, you'll find a chest containing a **Small Key**.
3. Continue onward until you come to a room with some giant turtles. To kill them, hide in a flower and

pop out when they pass by. Killing all of them will earn you the **Map**.

4. Unlock the door on the left side of the main chamber.
5. In this room, you have to clear a path between the torch and the unlit torch by the sealed door. Ignite a Deku Stick and use it to light the unlit torch, then move to the next room. By carrying a lit Deku Stick, you may attract the attention of some aggressive moths; don't worry about the moths; ignore them and concentrate on the task at hand.

6. Take care of the two flying creatures by spitting bubbles at them or launching yourself out of the flowers. As your reward, you will receive the **Compass**.
7. Go back to the previous room, light a Deku Stick and carry it up the stairs. Light the torch at the top of the stairs, then jump from platform to platform until you reach the spider web. Burn the web with your stick and move on.
8. Now run through the darkened corridor. Open the sealed door by using a Deku Stick to light the three non-lit torches in the room.
9. Continue past the room with the floating flowers and take the first door on your left. Keep going until

you come to the room with the lizard mini-boss. When he dies, a chest containing the **Hero's Bow** will appear.

10. Return to the previous room and use the Hero's Bow to shoot the eye on the opposite wall—this makes the flower in the middle of the room hover up and down. Now you can ride the flower to get to the door on the second floor.
11. Use Link's sword to whack the frog boss a few times. When the frog calls upon a turtle for help, turn into a Deku and pop into a flower. When the turtle roars overhead, pop out and knock both him and the frog over. Next, turn back into Link and equip the bow. Shoot the frog off of the ceiling, then transform to a Deku and hide in a flower. Repeat this three times. Your reward will be the **Boss Key**.
12. Go to the main chamber and stand on the switch. From here, use your bow to shoot an arrow through the fire to light the unlit torch on the giant flower in the center. Next, hover to the plant and ride it around. Fire an arrow through the center flame and hit the unlit torch that's on one of the high-up platforms to open the sealed door.
13. Shoot the crystal to shut down the flames that are enveloping the flowers, then hover across the room until you get to the door that requires the Boss Key. Now you should prepare yourself for battle!

1st Floor

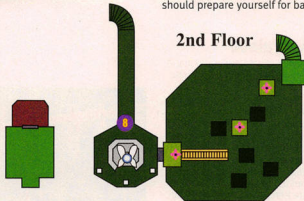


Collect 15 Fairies: The Great Fairy of Power will grant you the Spin Attack.



This frog boss will revert back into a normal frog. Remember this...

2nd Floor



Odolwa

Masked Jungle Warrior

This battle may seem tough, but if you use the Z-Trigger to focus, it isn't too bad. Odolwa has a huge sword that he uses to great effect, so wait for him to commit to an attack, then leap in to hack at his legs. As the battle drags on, Odolwa will start summoning bats. As long as you can

swat them all down, you'll end up on the receiving end of some replenishing Hearts. Also, if you grab the bomb plants lining the walls, you can do some hefty damage without having to risk getting up too close. After you manage to defeat Odolwa, gather the Princess in a Bottle and take her back to the king.



Keep your distance until Odolwa leaps in with an exposing attack.



If you do get in close, try to get in as many hits as you can.



Mountain & Goron Villages



Finding the Dungeon

1. A hungry Goron is trapped in the ice. If you bring him some meat, he will reward you with **Don Gero's Mask**, which allows you to talk to frogs. To get some **meat**, enter the inner part of the Goron Village and light all of the torches—this will start the huge centerpiece spinning. Next, break the pots in the spinning section with your Goron body to reveal the meat.

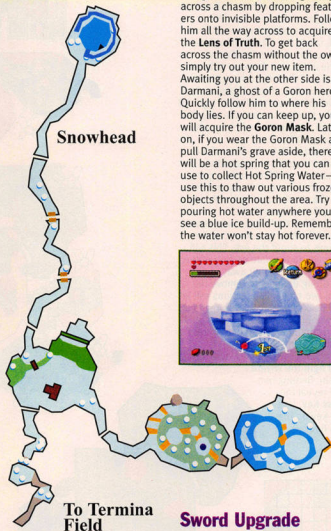
2. If you have completed the Snowhead dungeon and have Don Gero's Mask, you will be able to collect all of the frogs in the frog pond for another Heart Piece.

- A. Laundry Pool, Clock Town.
- B. Mini-boss, Woodfall Dungeon.
- C. The Swamp, boat tour section.
- D. Mountain Village, water.
- E. Mini-boss, Water Dungeon.

4. A secret passage will become available after you have thawed the area out. Look for a hole you can fall into in the corridor that leads up to the Goron's grave.

Reaching Snowhead

The way to Snowhead is blocked by an unnatural storm. Its cause is the angry ghost of a Goron. When you use the Goron Drums and play the Goron Lullaby, the ghostly fella will fall asleep. With him gone, the only real threat are two wolves and a mountain full of rolling avalanche boulders. When you are trying to navigate the narrow walkways and a boulder is heading toward you, use your Goron punch to knock it out of the way. This part is much easier than is actually looks, so you shouldn't have too much trouble with it.



The Ghostly Goron

On the outskirts of the Goron Village is an owl who will guide you across a chasm by dropping feathers onto invisible platforms. Follow him all the way across to acquire the **Lens of Truth**. To get back across the chasm without the owl, simply try out your new item. Awaiting you at the other side is Darmani, a ghost of a Goron hero. Quickly follow him to where his body lies. If you can keep up, you will acquire the **Goron Mask**. Later on, if you wear the Goron Mask and pull Darmani's grave aside, there will be a hot spring that you can use to collect Hot Spring Water—use this to thaw out various frozen objects throughout the area. Try pouring hot water anywhere you see a blue ice build-up. Remember, the water won't stay hot forever...



The Crying Goron

The baby Goron's plaintive cries are driving everyone in the village berserk. To silence this little bugger, you need to find a song that will pacify him. Fill a bottle with Hot Spring Water and quickly take it to the area with all of the bridges. Frozen inside of one of the giant snowballs is an old Goron who will teach you the **Lullaby Intro** song. Run back to the baby and play him the song, then he will tell you the **Goron Lullaby**. As a bonus, he'll fall asleep when you play the song—and so will any Goron within earshot. Do Gorons even have ears?



Play the Lullaby Intro to get this annoying baby to fall asleep!

Goron Village

Sword Upgrade

Make sure to slow time down before attempting this puzzle. First, obtain some of that nice Hot Spring Water from the Goron's tomb, then carry it quickly to the weapon smiths. Use the water to thaw their anvil and they'll be able to grind your sword to make it sharper. This is only temporary, fix, however, as it's only useful for a mere 100 slashes. To make the effect permanent, add some Gold Dust (won from the races) into the mix. This will make the Guilded Sword. Doing this will take all three days, so prepare to set aside some time.

The Goron Races

A Need for Speed: After you have thawed out Snowhead, you should try out the Goron Races. There just happens to be a problem with a few boulders blocking the way... Talk to a Goron shopkeeper who offers to sell you a **Powder Keg**. If you can blow up the boulders before the Powder Keg explodes, you'll be able to buy Powder Kegs from him in the future. To get the Keg up the steps, you must throw it.

Winning the Race: Concentrate on avoiding the other Gorons early in the race. If you get rammed before you are going fast enough, you'll get tossed. The real key to winning the race is to collect as many of the magic jars as possible (they give you speed and deny it to your opponents); if you do this well enough, the other guys will run out of "juice" halfway through the race. Learning the course



isn't too bad of an idea, either. **The Prize:** You will receive a **Bottle of Gold Dust** for winning. Since the race isn't too hard if you know what to do, you should



attempt to race as soon as you can. Don't delay. The chance for a better weapon and the equivalent of another life bar is too good to miss.



Snowhead Dungeon

Solving the Dungeon

1. Use your Goron fists to smash the icicles in your path and shove the block that's in your way.
2. The chamber with three exits has only one exit you can use, so take it to the room with a broken bridge. Bypass the bridge by using your Roll move, then exit through the blue-rimmed doorway.
3. Cross the pillar room and enter the room with block set into the wall. Move the blocks out of the way (behind the block is a chest containing a **Small Key**). Head back to the first room that had the locked door.
4. Behind the locked door is a long hallway with a chest containing a **Compass**. Use a bomb to break the sealed wall at the far end to reveal a set of stairs. Up you go.
5. Upstairs you'll find a series of ice-covered pillars. Shoot the icicles in the ceiling and they'll clear the platforms for you. You will now be able to grab that **Small Key** from the chest under the boulder. Unlock the door and move on...
6. You'll now be in a puzzle room. Stomp the first yellow switch, then the far-end green switch, then the second yellow switch. Now you can leave through the new exit.
7. Jump the chasm in the next room and roll up the snowbank. Enter the nearest door to find a chest containing the **Map**.
8. Return to the chasm room and take the door on the left side.

Inside you will face the Wizard. Turn into Link and equip your bow. The Wizard will teleport to one of the corners of the room before attempting to freeze you. When he starts generating replicas of himself, shoot the solid-looking one. Defeat him for the **Fire Arrows**.

9. Head back to the main pillar room and thaw the door with the green outline. Inside this room is a series of narrow platforms. Light all of the torches to open the way to a switch. Stomp the switch to raise the main pillar.

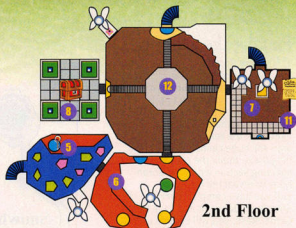
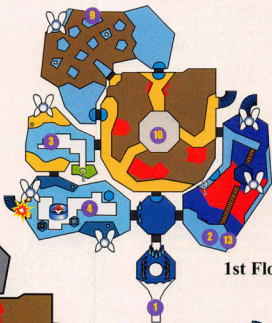
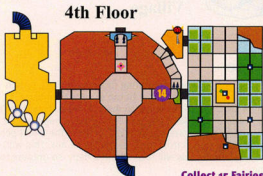
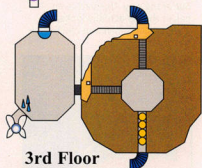
10. Head back to the floor of the pillar where the blue section is exposed—you'll reach it by going through the long hallway and solving the puzzle room again. Punch the pillar in Goron form.

11. Go back to the room where you found the map and use your Fire Arrows to shoot the eye. This will take you to the blue section of the pillar again. Punch it away.

12. Going upstairs to remove the final two blue pillar sections will let you walk atop the pillar to reach a new door. Enter and head upstairs.

13. Grab the **Small Key** from the bridge room.

14. Unlock the opposite doorway and fight the Wizard again. Beating him will reveal the **Boss Key**. Use the key on the top floor.

**2nd Floor****1st Floor****4th Floor****Basement****3rd Floor**

Collect 15 Fairies: The Great Fairy of Wisdom will grant you more Magic Power.



Ghoat Masked Mechanical Monster

To best this baddie in battle, simply unfreeze him with a well-placed Fire Arrow, then transform into a Goron and ram into him over and over until he dies (you will have to learn to dodge the obstacles that progressively get tougher to avoid). Ghoat will kick rocks at you and drop stalactites from the ceiling, and as

he takes more damage, he'll start throwing bombs and shoot homing lightning. Most of this stuff is easy to avoid, and if you can knock him down, you will have a limited amount of time to get in some serious hits. Try rolling directly into him and keep the roll going so he takes damage.



Hit the magic pots to refill your magic. You need MP for speed.



You can always keep up with Ghoat. Never turn around.

Milk Road & Romani Ranch

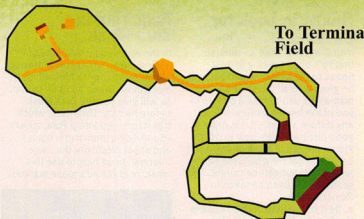


Things to Look for

1. Just in front of where you meet Tingle lies a ring of grass that shakes whenever you approach it. If you put on the Keaton Mask and throw one of the bushes, a Keaton will appear—answer all of its questions correctly to will receive a Heart Piece and some other goodies.
2. In the back the the house in Romani Ranch you will find a small hole in the wall. If you place a bug near it, you will be able to collect a decent amount of rupees.
3. You can race dogs in one of the sections of the ranch. Although this is a risky way to win Rupees, if you gamble and win big, you can acquire a Heart Piece.

Counting Your Chickens

If you acquired the Bremen Mask from Guru-Guru in Clock Town, you will be able to help Grog out at Romani Ranch. It seems that the miserable Grog wants to see his chicks all grown up before the end of the world comes. If you equip the Bremen Mask and march around the field, you'll get all of the baby chicks to follow you. Once you have them all in a procession, walk them past Grog. They will then begin to grow up. For performing this good deed, you will receive the **Bunny Hood**, which is one of the more useful masks in the game.



To Termina Field

Keaton's Questions

- Q:** How many Cuccos are in the barn in Romani Ranch?
A: One.
- Q:** Is Tingle right-handed or left-handed?
A: Right-handed.
- Q:** Mikau is of what race?
A: Zora.
- Q:** What is the name of the festival in Clock Town?
A: Carnival of Time.
- Q:** What is the Clock Town Mayor's name?
A: Dotour.
- Q:** What is Tingle's secret word?
A: Lumpah
- Q:** What is Anju's fathers name?
A: Tortus
- Q:** What time does Romani fall

- asleep each night?
A: 8:00
- Q:** What time does Romani wake up?
A: 6:00
- Q:** What color of trunks does Tingle the mapmaker wear?
A: Red



Answer Keaton's questions to earn some prizes.

Romani's Quest

Training for the Mission: If you meet Romani before the first night, she will try to recruit you for a special mission. It seems as though aliens are abducting her cows. If you shoot the balloon above her, she'll think that you're serious and will offer to test you. You will have two minutes to shoot down all of the balloons—do it and Romani will teach you Epona's Song.



Practice shooting from Epona's back. Can you nail the balloons?

A Close Encounter: At roughly 2:00 PM, the aliens will teleport in and start heading for the barn. Do not use Epona here. Instead, equip the Bunny Mask for extra mobility. Shoot down the aliens and try to hold them off until sunrise (be especially aware of the alien that appears behind the barn). Completing this allows you to help Cremia in the next morning.



Pursue the aliens on foot. Your bow is the weapon to use.

The Sealed Road

En route to Romani Ranch is a giant boulder that's blocking the way. To get past it, you have two options: You can either wait till Day Three, which by then, the worker will have hammered his way through, or you can blow up the boulder. This rock is huge, so you won't be able to use normal bombs. You must use the Powder Kegs from from Goron Village. For more information on how to acquire a Powder Keg, check out the Goron Village section of this guide on page 109. Remember, if you come in on Day One, you will be able to stop the unfortunate events that seem to plague the farm.



Goron Ranch Races

Epona's Test: You must be an excellent rider if you are going to win the race (conserve your carrots, because by tiring out Epona, you'll end up losing). Always hug the inside track and keep a sharp eye out for obstacles. If you can, try to force the brothers into dodging around the obstacles. Make sure to save at least three carrots for the final stretch, as the brothers often get a sudden burst of speed.



Rewards: If you win, you will receive the Garo's Mask. If this mask looks familiar, it should be. The raiders that attack Cremia's caravan were wearing the same



kind of mask. If you have already earned the mask and have won a second race, you will get some milk instead. Completing the race will fill in an entry in the



Notebook. If you wear the mask of their brother, the Troupe leader, they will get pretty sulen and won't compete as intensely.



Great Bay Coast & Zora Hall



Things to Look for

1. In the house where the fisherman lives, you'll see a seahorse that he's been keeping in a jar. Speak to the seahorse and you will be given a small quest. The fisherman wants you to take a picture of one of the female pirates. Not just any picture will do—it has to be a good picture. Here's how to do it: Put on the Stone Mask and you will be able to get right up close to the pirates without getting caught. The seahorse needs to be taken to Pinnacle Rock.
2. Next to the fisherman's house is the Seaside Spider House. This place is infested with Skulltulla Spiders (for locations of all of the Skulltulas, check out page 115).
3. On the beach in front of Zora Hall there are a series of pots arrayed in a peculiar manner. Break all the pots and you will be rewarded with a lot of Rupees. However, there is a 10-Rupee fine for breaking them. You must nail all the pots in one fell swoop. The best way to get them is to face the cliff and stand centered about 20 feet away.
4. The second floor of the Zora Hall has a lonely Zora who wants a picture of Lulu. You must make Lulu happy first, which you can do either by saving her eggs or by beating the boss. You will earn a Heart Piece for your hard work.
5. At the bottom of the waterfall is a monster that will give up a Heart Piece once you slay it.
6. Hookshot to the top of the waterfall to find the home of some beavers. If you complete both of their challenges, you will earn another Bottle.

Acquiring the Zora Mask

In the water you will find a Zora named Mikau who's barely staying afloat. Swim over to him and push him ashore. When you talk to him, he will give you the **Zora Mask** before he dies. This mask, which transforms you into a Zora, allows you to swim, launch arm blades and shoot electricity (for more information on how to use this mask, read Mikau's grave marker).

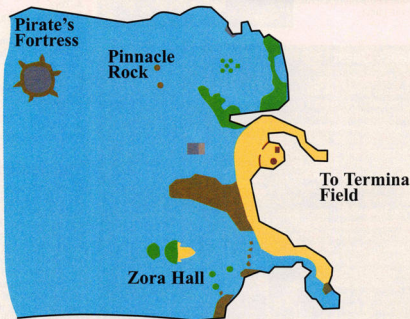


Finding Lulu's Eggs

Seven Zora eggs have disappeared. Four of the eggs have been captured by the female pirates who have a fortress nearby; the remaining three are hidden in Pinnacle Rock and are guarded by a pack of ferocious eels.

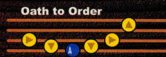
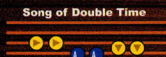
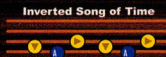
Before you set out to rescue them, make sure that you have at least three to four Bottles in your inventory. While you are collecting the eggs, you will want to drop them off at the Marine Research Lab. To drop them off properly, stand on the grating above the aquarium. You will have to drop each egg in a specific slot so they form a pattern. The first batch of eggs will land just fine.

The last few, however, will be a problem. Just keep trying to place them and eventually they will all sink to the bottom. When they hatch you will receive the song **New Wave Bossa Nova**.



Song List

Using the Ocarina: You'll need to use the songs fairly regularly in order to solve most of the puzzles. Your form determines the effect of the song in some cases. These are the songs that you will use in the first half of the game. When in doubt, pull out your Ocarina and play a suitable tune.



Pirate's Fortress & Eel Crater



Reaching Pinnacle Rock

In the Great Bay Coast, look for two rock pillars jutting out of the water, then sink to the bottom in Zora form and walk between them—this will take you to a new area where the water is extremely cloudy. Next, follow the signs and make your way to a crater. If you fall off of the proper path, you'll be dropped to the start of the section. Needless to say, this area is annoying. If you were able to obtain the Seahorse from the fisherman, though, you can release him in this area and he will guide you to the crater with relative ease. This is the best way to avoid the frustration of the area.



To find Pinnacle Rock, simply walk between the two obelisks.



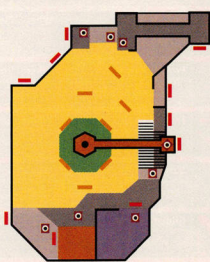
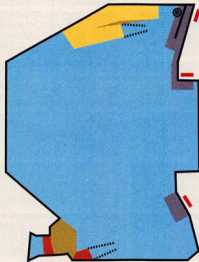
The cloudy water is a frustrating section of the game.



Use your electricity to zap the eels. It takes two hits to kill.

Fighting the Eels

Lure each eel out of its cave. If one tries to bite you, trigger the Zora mask's electricity shield (it only takes two hits to kill each eel). The last creature you kill will reveal a seahorse. Unite this seahorse with the seahorse from the fisherman to obtain a Heart Piece. There are three eggs to retrieve in this area. When you run low on Magic Power, dive down to the bottom of the crater and break the jars for a refill (magic drains quickly when you use your electricity shield).



Sneaking In

1. Look underwater at the base of the fortress for some boards with skulls painted on them. Break through one of the boards to find a tunnel leading inside.
2. Guards patrol the inner pool. If you have the Stone Mask, this next section will be easy; if not, dive in the water as soon as a boat passes by and sink to the bottom. Run to the northernmost point of the map to find a switch. Use a Goron stomp to open the drainage vent.
3. Navigate the obstacle course of vents and mines. There is a Heart Piece locked in a cell. Look for a switch underneath one of the bar-

rels. To continue, activate the crystal switch on the platform.

4. You'll come across a ladder and find a switch at the top. Flip the switch, run over to the water vent, stand on it, then shoot the crystal switch that is revealed.
5. When you gaze through the telescope, look at the base of the central tower. From this point, turn around and shoot the mines behind you—they will explode, revealing another crystal switch.
6. When you get to the main courtyard, sneak your way to the central tower and climb the ladder. Follow the long bridge to get inside. Use

arrows to take out guards.

7. Inside, you'll see the pirate leader. Above her is a bee's nest that you must shoot with your bow. This makes everyone run away. You now get the **Hookshot**.



Eggs & Mini-bosses

The Zora Eggs are hidden inside of the fortress towers. To acquire them, you need to best one of the elite pirate warriors. These battles are fairly easy—use the Z-Trigger to quickly quickly lock on to your target. Simply dodge and parry the attacks headed your way and thrust when you see an opening. After each battle you will come across an aquarium that contains one of the eggs.



Deku Land Trading

The Gift: Starting with Clock Town, you will start seeing Deku merchants. Offer them the correct item and they will give you a Title Deed and the ability to use the flower they were in. At each trading point, you will be able to pick up a Heart Piece. To reach each piece, simply transform into a Deku and launch yourself from the newly acquired flower. You can get one full Heart from solving this mini-quest.

Here's How: Acquire the **Moon's Tear** from outside the Observatory. When you talk to the Deku in Clock Town, give him the Moon's Tear—he'll then give you the **Land Title Deed**.

Take the Deed to the Deku plant in the Swamp (found right outside Tourist information). In return, he will give you the **Swamp Title Deed**.

Use the Song of Soaring to get to the Goron Village so you can speak with the Deku there. Give him the Swamp Title Deed and

he'll give you the **Mountain Title Deed**.

Next, go to Zora Hall and look in Mikau's dressing room (you must be in Goron form). You'll find the Deku setting up shop inside. If you give him the **Mountain Title Deed**, he will give you the **Ocean Title Deed**.

Finally, head to the Ikana Valley, just outside of Sakon's secret den. This Deku plant will accept the Ocean Title Deed, and for your troubles, he will give you a lot of Rupees.



Item List

Here are the items for the first part of the game (plus a few more).

	Ocarina of Time Used For: All of the magical powers of the game are played through this wondrous musical instrument.	Where: From Skull Kid, Clock Town
	Fire Arrow (MP2) Used For: These magical arrows have the added benefit of heat. They can harm certain enemies and melt ice.	Where: Snowhead Dungeon
	Light Arrow (MP2) Used For: These are the most powerful arrows in the game. Use them whenever you are confronted by evil.	Where: Castle Ikana
	Bombchu Used For: Use the Bombchu to nail those hard-to-reach spots. You can control its path before it explodes.	Where: Clock Town Bomb Shop
	Deku Nut Used For: These can stun enemies if thrown. The Deku form can drop these on enemies, too!	Where: Clock Town Trading Post
	Powder Keg Used For: You can acquire these from a shop owner after Snowhead has been defrosted. You can only carry one.	Where: Goron Village
	Lens of Truth Used For: This lens will reveal illusions for what they are. Whenever you're suspicious, whip out this baby.	Where: Goron Village
	Bottle Used For: The Bottles are used to carry various materials. It may be anything from water to insects. They are essential.	Where: Special
	Gilded Sword Used For: This is the best upgrade for your sword. You will need to un-freeze the forge and get some rare materials first...	Where: Mountain Smithy
	Hero's Bow Used For: You can shoot enemies or flip switches. You'll use the bow many times before the game is over.	Where: Woodhead Dungeon
	Ice Arrow (MP2) Used For: You can freeze things easily with these magical arrows. Try shooting into pools of water.	Where: Water Temple
	Bomb Used For: The bomb can be used for killing enemies or revealing secret passages. Just don't get hit by the blast.	Where: Clock Town Bomb Shop
	Deku Stick Used For: You will use the Deku Stick as a torch. Simply stick one end into some flame and behold the power of fire!	Where: Clock Town Trading Post
	Magic Beans Used For: By planting these beans you can make a flower appear. After watering the plant, it'll grow.	Where: Deku Palace/ Swamp
	Pictograph Box Used For: You can take pictures with this enigmatic box. Try acquiring pictures of important game characters.	Where: Swamp Tourist Information
	Hookshot Used For: You can use this item to grapple to out of reach locations. You can also use it as a weapon.	Where: Pirate's Fortress
	Mirror Shield Used For: You can reflect light and spells with this shield. It will replace the one you normally carry.	Where: Ikana Well
	Bombers' Notebook Used For: Use the Notebook to keep track of who in the world needs to be made happy and when.	Where: East Clock Town

Mask List

These are the masks that you collect during the normal game time.

	Postman's Hat Used For: As long as you wear this hat, you can collect items from the mailboxes. Can you find the Heart Piece?	Where: East Clock Town, Postman
	Blast Mask Used For: In exchange for taking a small amount of damage, this mask will explode. Bombless? No problem!	Where: North Clock Town
	Great Fairy's Mask Used For: When a stray fairy is near, this mask will draw her closer to you. The hair on the mask will wave near fairies.	Where: North Clock Town
	Bremen Mask Used For: You can get any sort of animal to follow you while you are marching with this mask on. Best used on chickens.	Where: Clock Town, Laundry Pool
	Don Gero's Mask Used For: Use this mask to collect all five of the frogs hidden in the world. For more details, see the Goron Village section.	Where: Mountain Village
	Romani's Mask Used For: This mask is proof that you are both an adult as well as a member of the club in East Clock Town.	Where: Romani Ranch
	Kafei's Mask Used For: Use this mask to get people to talk to you about the location of Kafei. Try wearing it around Anju...	Where: East Clock Town
	Mask of Truth Used For: This mask allows you to speak to the bizarre statues scattered around. The statues will give you game hints.	Where: Fearful Spider House
	Gibdo Mask Used For: While wearing this mask you will not be attacked by the Gibdo mummies. You can also talk to them.	Where: Ikana Canyon
	All-Night Mask Used For: This mask prevents you from falling asleep when you are told a really boring story.	Where: Curiosity Shop
	Stone Mask Used For: This mask will make everyone forget that you're standing in front of them. Great for sneaking past people.	Where: Ikana Canyon
	Keaton Mask Used For: Kafei's mask will allow you to speak to the Keatons hidden in the moving grass in Clock Town and Milk Road.	Where: West Clock Town
	Bunny Hood Used For: This mask will allow you to run faster and jump farther than you normally can. Extremely useful.	Where: Romani Ranch
	Mask of Scents Used For: Allows you to sniff out the locations of mushrooms in the swamps. Use the Bottle where you sniff the purple haze.	Where: Deku Palace
	Circus Leader's Mask Used For: Use this mask to shame the Circus Leader's two brothers who run the corrupt farm.	Where: East Clock Town, Milk Bar
	Couple's Mask Used For: Wear this mask to clear the Mayor's head and solve the town's problems. It is the toughest mask to obtain.	Where: East Clock Town, Inn
	Kamoro's Mask Used For: Wear this mask and you'll become the Lord of the Dance! Use it to swoon the two females dancers.	Where: Termina Field
	Garo's Mask Used For: The ghostly assassins of the Ikana Canyon will be able to see you. Defeat them and they'll give you information.	Where: Gorman Ranch

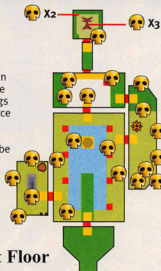
**Captain's Hat****Where:** Ikana Graveyard**Used For:** This creepy looking mask will allow you to speak to the undead soldiers. It's the only way to find some treasures...**Transformable Masks**

There are three main races in the game. Often, you'll have to change your form in order to participate. This is important when you have to play race-specific music. For example, the Goron Lullaby won't have any effect unless you're in Goron form.

**DEKU MASK****Where:** Clock Town**Used For:** This mask will allow you to launch yourself from flowers and glide. You will also gain the ability to shoot bubbles. A feature that's easy to miss is that you can hop up to five steps on the water.**GORON MASK****Where:** Goron's Grave.**Used For:** This mask grants you massive strength so you can break boulders and rocks with your bare hands. You also gain a resistance to lava. Best of all, you can roll into a ball for high-speed action.**ZORA MASK****Where:** Great Bay.**Used For:** This mask allows you to navigate normally in water. You can walk or swim. It's up to you. You can even shoot electricity out at short range. You can fire sharp boomerang barbs at enemies, too.**Fearful Spider House****Gotta Hunt 'Em All**

You need Fire Arrows or a lit Deku Stick in order to burn away the web that covers the entrance to this house. The Skulltulas are fairly easy to find. Just listen carefully, and your ears will lead the way to where the spiders are hiding (they make a lot of noise). To find all of the spiders, you will need to buy two Magic Beans, because some are really out of reach. Odds are that you're going to get annoyed trying to find the last few spiders. Why? Because they are not in the

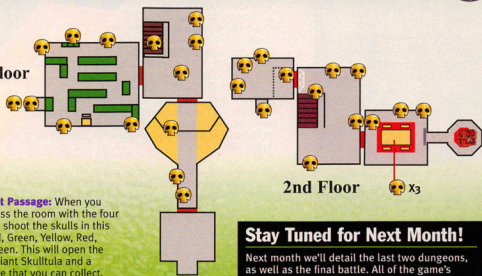
open. To catch these Skulltulas, you will need to nab a few bugs in some of your bottles. Look for the holes in the wall and pop the bugs out in front of them—this will get the Skulltulas out. With all of the spiders caught, head back to the entrance. The owner's curse will be ended. As a reward you will get the **Mask of Truth**.

**1st Floor****Seaside Spider House****Even Harder**

Complete this task on *Day One* and you'll get the **Giant Wallet**, which allows you to carry 500 Rupees.

The house will seem barren at first. Use a bomb to blow the back wall apart. Once inside you will need to use your Hookshot to get over the fence (this is the best thing for getting rid of spiders). The Skulltulas in this area are hidden really well. You'll need to use the Goron form to punch spiders out of crates and jars. You'll need Fire Arrows to burn suspicious pictures from the walls. Check out the gutters of each room for at least one good find. In the library, there are two shelf sections that you must pull.

The Secret Passage: When you come across the room with the four skeletons, shoot the skulls in this order: Red, Green, Yellow, Red, Yellow, Green. This will open the way to a giant Skulltula and a Heart Piece that you can collect.

1st Floor**2nd Floor****Stay Tuned for Next Month!**

Next month we'll detail the last two dungeons, as well as the final battle. All of the game's secrets will be blown away!



Are You Experienced?

by Dan Leahy
dan_leahy@ziffdavis.com

For those of you not familiar with SegaNet, this could be the most important section of the magazine. Of course, that's assuming you're a Dreamcast owner or considering a DC purchase.

What is SegaNet? Put simply, it's your chance to meet and play other gamers online. I know this is nothing new to the denizens of the PC world, but it's really the first service of its kind in the console kingdom (don't mention Heat or X-band to me). Sports fans now can forget about beating the hapless CPU until their eyes fall out. Racing fans will need that extra 1/10 of a second to set a track record. Playing a first-person shooter or RPG will become much more interactive. There's really not enough space to state all the possibilities for SegaNet. It really has delivered on the promise of "opponents are everywhere."

database

time to complete *Infinite*
challenge *Very hard*
best item *Lobby chat*
best character *me*
best advice *Don't play me*
also by *PC online gaming*
system *NA*
publisher *Sega*
developer *Sega*



www.SegaNet.com



LOGGING ON

Thanks to incompetent S6 an hour technical phone consultants, logging on to SegaNet can be a much more difficult process than it should be. To save you the torment of hearing massive amounts of misinformation, we've got an easy, step-by-step guide to getting online. Keep in mind this is for NFL2K1, which is currently the only game to feature online SegaNet play.

- If you don't have or plan on getting NFL2K1, you can sign up through the SegaNet web site. If you have NFL2K1, continue on to step two.
- Follow your username with @seganet.com. Do NOT put any caps, characters or numbers in your username. For instance, if we wanted an XG username it would be expertgamer@seganet.com.
- The other information is self-explanatory. Be sure to enter your area code and be complete with your personal information.
- After you've seen the access numbers, call your local phone provider to make sure that one of them is a local, toll-free call. Nothing like racking up 50 hours of game-play on a toll call.



MODEM HIJINKS

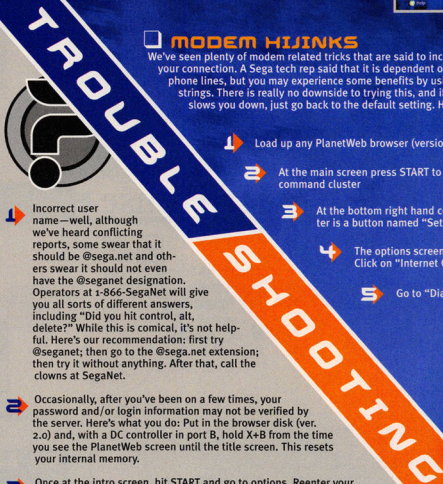
We've seen plenty of modem related tricks that are said to increase the speed of your connection. A Sega tech rep said that it is dependent on your ISP and phone lines, but you may experience some benefits by using different strings. There is really no downside to trying this, and if for any reason slows you down, just go back to the default setting. Here's how you do it:

- Load up any PlanetWeb browser (version doesn't matter)
- At the main screen press START to bring up the command cluster
- At the bottom right hand corner of the cluster is a button named "Settings." Click on it.
- The options screen will come up. Click on "Internet Connection."
- Go to "Dial Options."



- Incorrect user name—well, although we've heard conflicting reports, some swear that it should be @sega.net and others swear it should not even have the @seganet designation. Operators at 1-866-SegaNet will give you all sorts of different answers, including "Did you hit control, alt, delete?" While this is comical, it's not helpful. Here's our recommendation: first try @seganet; then go to the @sega.net extension; then try it without anything. After that, call the clowns at SegaNet.

- Occasionally, after you've been on a few times, your password and/or login information may not be verified by the server. Here's what you do: Put in the browser disk (ver. 2.0) and, with a DC controller in port B, hold X+B from the time you see the PlanetWeb screen until the title screen. This resets your internal memory.
- Once at the intro screen, hit START and go to options. Reenter your information. You should be good to go. Oh, DNS #s are 4221 and 4222. If this doesn't work, call SegaNet.





MODEM HIJINKS [continued]

- ➔ In the middle of the screen there is a box named "Modem Init." This is what you change.
- ➔ Change the modem init to whatever you want, then click "OK" at the bottom of the screen until you get to the main settings screen.
- ➔ Click "Save" to save your settings (a window will pop up telling you it is saving to memory). Here are the choices:

- ▶ ATs28=56
- ▶ MS=V90,1,40000,56600
- ▶ MS=V90,1,53000,53000C1S10=50%co W2,56000,56000
- ▶ MS=56,1,44000,55000
- ▶ MS=56,0,46000,53000
- ▶ MR=2

SEARCH AND DESTROY

Once you've spent some time online, you'll begin seeing a lot of familiar usernames on a nightly basis. If you'd have some good games with a particular person, jot that person's name down. Now, anytime you want, you can instantly search for that person without jumping in between all the lobbies. This is how:

- ➔ Get online and pick any region.
- ➔ Once you're in the region, go to any lobby.
- ➔ Now, hit **START** on your controller and the keyboard will come up. Type in the person's username **EXACTLY** and wait. You'll either see "so and so isn't online," or you'll get a message telling you where they are, asking if you'd like to join them in that lobby and if you'd like to instantly challenge them. Granted, this does require a keyboard, but it's worth it.



SEGA
SPORTS

NFL 2K1

MEET OTHERS WHO'D LIKE TO SMASH YOUR FACE IN

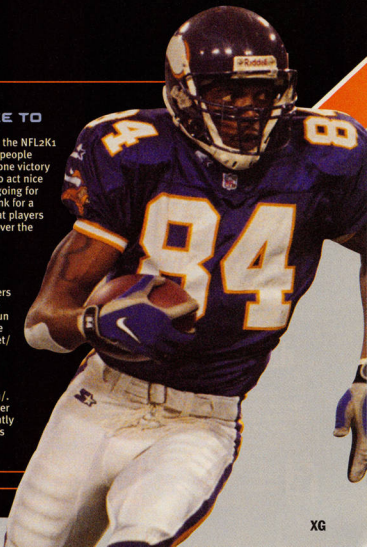
Yeah, one of the best things about SegaNet and the NFL2K1 online experience is that it unites thousands of people with one common goal: to stoke their ego with one victory after another. Sure, there are plenty of guys who act nice during the game and play respectable ball (no going for it in the first half on their own 20), but don't think for a second they want to lose. There are tons of great players out there and new leagues are cropping up all over the place. Here are two of our favorites:

UGOLF

We are a member of this league (currently full), which mimics the real NFL schedule. Team owners play games at scheduled times and report stats and results to a board of commissioners. Very fun and very cool. Look for the league to grow in the future. Check it out at <http://ugolf.virtualave.net/>

NFL2K1 PA

For a pretty comprehensive list of sites and leagues, go to <http://nfl2k1.sports-gaming.com/>. This is also the home of the much-rumored power rankings, a list of 300+ players who are constantly battling to move up the ladder. Register now! It's free, fun and beats playing goofballs who quit.





All the World's a Skatepark

by Todd Zuniga
xg@ziffdavis.com

Skating is all about freedom. So when you start to go on the THPS2 adventure, prepare to find areas that don't, at first, meet the eye. Hidden areas are as plentiful as hidden cash, and there are enough gaps to rival a William Burroughs novel.

If you want to be considered a true pro skater you'll have to secure 100-percent of every level. Sounds like quite a task, but don't let that stop you from cruising around on the greatest PlayStation game ever.

There are plenty of new features, including Create A Skater and the overwhelmingly cool Skatepark Editor, but this strategy doesn't bother with that stuff. We're here to get you to find all the difficult cash and tasks that might take you hours upon hours to get to. Good luck—now go buy a skateboard!

database

time to complete challenge	3 hours per skater
best new skater	Moderate
best special move	Rodney Mullen
best advice	Hang Ten
	Go after one task at a time
also try	Tony Hawk 1
system	PlayStation
publisher	Activision
developer	Neversoft

www.THPS2.com



www.THPS2.com

TONY HAWK'S PRO SKATER 2



Cruisin' Through To 100%

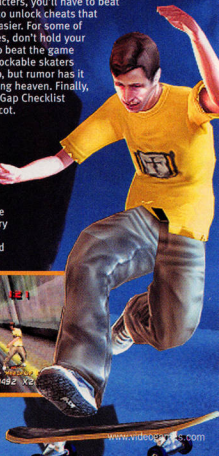
There's plenty to do in Tony Hawk's 2, but just stumbling around the various levels won't get you very far. This guide will help you get through the tough parts (we figure you can find the right ramps and rails to do most of it on your own). So if there's something you just can't seem to figure out, no worries—we've got it here. There are also handy maps of each level that tell you where to go to grab the cash, achieve the goals and be a legitimate pro skater. Scoring Olympic-style gold in the competitions will net you a skating tape of your skater, but you'll have to finish all the levels 100-percent, money included, to get the truest street cred (and to unlock a cheat!).

Unlocking The Sequel

Although the first Tony Hawk's Pro Skater had plenty to do, the reward was simply a skate show. The sequel, on the other hand, has some sweet surprises. Usually we'd hook you up with all the unlocking knowledge, but this is a special game, so we'll just tell you how to unlock the coolest stuff. First off, if you want the sickest unlockable this side of an action game, make a created skater in your image and get 100-percent of everything you can. You'll marvel at the results. As for other characters, you'll have to beat the game, cash and all, to unlock cheats that make the game much easier. For some of the coolest unlockables, don't hold your breath—you'll have to beat the game with every skater, unlockable skaters included. It's a big job, but rumor has it that the result is skating heaven. Finally, hit all the gaps on the Gap Checklist to unlock the final mascot.

OPM's Very Own

Alright, there's one unlockable path, not much of a spoiler, that we have to tell you about. Beat the game with any pro skater and you'll unlock a skater with some authority. Take that skater and go through the Career Mode and net gold medals in all the competitions. You'll unlock a video with *Official U.S. PlayStation's* very own Todd Zuniga "dropping in" on a six-foot half-pipe.—he's the one with the big arrow pointing to him saying, "Never skated before." And yes, that's his butt showing, soon after.





MULLET FALLS

Mullet Falls is a sweet introduction to the new Tony Hawk world. The challenge here is the same as the first game: Do it all in one two-minute run.



The Hidden Tape isn't hard to find once you open the door. You'll need to temper your speed and ollie onto the helicopter blades. Grind the tip of the blade and the chopper will take off, opening a door to the suddenly easy-to-find Tape.



This is one of three Hangtime Gaps, and it's the hardest one to master. If you land in a Manual, you'll get credit for another gap.



Going up this ramp is the only way to get this Wing. If you don't have enough Air skills, it might be tough.



After setting the chopper afloat, you'll have to get up enough speed to reach this hard-to-get light fixture. Boneless off the ramp and push Up to get the mad air.



You'll have to get the Wings here anyway, so you might as well grind this propeller and unlock the secret area. Inside are four big bills to add to your college fund.

THE SCHOOL

We're not going to condone skipping class, but if these hot skate areas were pieced together this well, we might change our minds.



Nabbing the Secret Tape will take time. First, build your skater's Air and Hang Time, otherwise you're asking for a headache. To get the Tape, you'll have to use the ramp with the letter K floating above to get momentum. Next, speed toward the opposite end of that runway, holding down X and tapping Up to get ready for a Boneless. Once you get to the end of the ramp (stay to the right), launch off and let go of X. You'll get the Tape and a couple of bills if you make it over.



Get used to wall riding. Here you'll have to do it ring the bells. But you can Wallie to get air afterward, which leads to the goal below.



If you achieved enough air off the Wallie at the start of the level, you'll have a chance to get to the floating \$100. Line up with the wall before you break through the glass for an accurate leap.



Getting the Hall Passes shouldn't pose too much of a strain—they're all concentrated in the same area. Big air makes it easier.



Here's the spot to do TC's Roof Gap. Just Kickflip across to accomplish this mission. So, tell me, who is this TC guy?

Grind the three rails shown below to blow up the Rail Grind goal. There's one major thing to remember: Make sure you're going downhill on these rails, otherwise you won't get credit.





NEW YORK

If you want to "be a part of it," you best watch out for New York cabbies. Oh, and until you collect the Subway Tokens, you're only seeing half.



First you'll have to grind and fly around and grab five Subway Tokens. Once that's done, the pearly Subway gates open.

Hop onto the subway tracks and grind until you see the brick wall. Leap over and land to conquer this task. And welcome to the Banks.



The Secret Tape takes concentration and a bit of practice. How to get it? Go to the Banks and find the unfinished street. Line up with the rail and grind. Then, ollie early, pushing left, and grind onto the opposite rail.



To the right of the starting point you'll see this sculpture sticking up. Boneless over and hold Triangle.



There's some cash hanging around atop the fence that's keeping you from the river below. To get to the moolah, get speed from the opposite ramps, then boneless off the incline and grind.



Here's a \$50 that'll make your blood boil. Just get to the subway and grind along, then drop off. Easier than it looks.



This isn't the way to go about nabbing this floating \$50. Instead, go to the left and launch off the ramp. Much, much easier than it looks.

VENICE BEACH

The Venice Beach madhouse is as impressive visually as it is skate-wise. You'll need to leap off buildings and you'll even ollie the homeless.



The cruel act of jumping sleeping homeless men is the only way to complete Venice Beach. Remember that they move, so check the map to find the order in which they lie.



The ledge that needs a good tail-grinding is graffiti'ed with the words, "The Ledge." It's far away from the starting point, but this pic will help you find it.



The Secret Tape is an issue of momentum on the beach. Once you ramp onto the roof (or Wallie if you've got the skillz), go at the gray metallic ramp on the left. It's thin, but the momentum from that will let you Boneless from the ledge and grab the Tape.



There's a ramp right by the S that you'll need to get acquainted with. Get the right angle and you'll score a phat \$250.



This cash may seem impossible, but the best way to get it is take the quarter-pipe and launch off of it. Painful, but worth it.



To nab this dough, just use the metal ramp to get your speed up, then ride the high wire.

Finding the Spray Paint Cans isn't hard, but the one near the beginning is easy to forget about.



Here's the hardest Venice Beach gap. You'll have to ride the rails to get speed, then angle hard to the left. You have to go two ramps over, not just one!



LOVE PARK

If you don't love Philly, well, you're wrong. And if you don't love the chance to empty the fountain and skate on phone lines, you're plainly an imbecile.



Once you've managed to reach the balcony, you're in for a headache. Try and try to Boneless, then Wall Ride, then Wallie until you get to the top of the building. Then hop off and grind the wire.

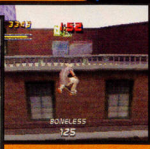


Grabbing the Secret Tape takes rail balance and the usual THPS patience. Get good speed near where the T is floating, cut right and go onto the high wire. Stay on long enough to get both the Tape and the \$250.



Alright, this is freakin' cool. Get up speed by riding this spine. Try tricking onto it with a No Comply or a Boneless.

Now that your speed is up, go off this ramp and bust out some Kickflips. Now grind that rail to straighten up, then Boneless off that little lip.



Voila! You're soaring. Hold down Triangle just in case you barely make it so you can grind that ledge. Sick move!



OK, this is a pain in the bottom. You'll have to land on the ledge in a grind, then transition to the Bluntside (Down, Down, Triangle).



Want to reach the secret area? Stupid question. Ride the wire attached to the handicap incline—it'll break off if you get all the way to the cash.

Marseille

■ If there is a better place in the world to skate than France, it's somewhere on Mars. Here's a Competition where you can mess around, fall, even do lame tricks and you'll still be able to score the points to get gold. The money in the level is pretty concentrated, too. Go straight ahead from the start and look for the odd-colored tree being held up by a stick. Hop down the stick, wait for Chicken Little's prophecy, then jump on into that hole. Grab all that cash (the stuff right by the entrance first) and then jump back out. The only other bill is hanging high. Use a Boneless to a grind.

The Bullring

■ If that dude doesn't stop yelling, "El Toro! El Toro!" many people's lives are in danger. This level challenges accuracy like none other. You're given a ramp to go at right from the start, which is quite nice. But there's another late-in-the-run way to get mucho points. Go into where the El Toro is spazzing and start doing Manuals to Wall Rides to different grinds. Hop off into a Manual (watch for humps) and go right back to the wall. Money-wise, run over the bull doodie to score four \$250 bills. Otherwise, you're going to have to show some air accuracy and grind skills to score.

Skatestreet

■ There's enough wood in this skatepark to build a tiny mansion, but that's not for you to concern yourself with. You just want to score points. Our advice: Do a U-turn from the get-go and go right or left. Going left, you'll sink into a pool that complements your vert skills. If you go right, you can easily get out to bust some serious street tricks. As for the cash, you'll have to take a couple different runs to get it. The curved rail to your left at the beginning will unlock a secret area with a hondo in there, the other cash will lead to the second unlockable area.



THE BULLRING



MARSEILLE



SKATESTREET





Gleaning the Cube

■ The coolest part of any skater is figuring out his Special Moves. But Special Moves do more than make you look like a skate hipster—they're integral for scoring the points necessary to achieve the Sick Score.

■ We figured laying out all the moves for you was a lot easier than making you patiently waiting for the load times, so here are all the pro skaters that are open at the outset of the game. Remember, if someone (like Muska—whose Nose Manual will blow your mind) has a Manual-style Special, they can be executed when you're on a level plain when the Special Meter is lit. Otherwise, tricks with a grind at the end of them need to be done on rails or something close.

■ Once you start in on making more cash than you can spend, you should go straight to your moves list and start spending all kinds of phat cheddar. If you want a 900 in your arsenal, you'll have to dole out \$15,000. Once you buy a move, though, you're not going to be able to get that money back, so choose wisely.

■ Also, play with all the different skaters to find your strength. We personally buy up all the vert Specials when the cash is more than we can spend. The Christ Air is perfect for pulling down big points, and the 900 is something you'll always want to pull. Once you unlock other characters, even more Special Moves will show up. You might want to wait until then.



bobBURNQUIST

Rocket Tailslide

◀ ♦ + Grind

Racket Air

◀ ♦ + Grab

One Foot Smith

▶ ♦ + Grind



jamieTHOMAS

Beni F-Flip Crooks

▼ ▲ + Grind

Laser Flip

▼ ▶ + Kickflip

One Foot Nose Manual

◀ ▲ + Grab

elijahSTEAMER

Madonna Tailslide

▲ ◀ + Grind

Hospital Flip

◀ ▶ + Kickflip

Indy Backflip

▲ ▼ + Grab



rodneymULLEN

Heelflip Darkslide

▶ ◀ + Grind

Nollieflip Underflip

▼ ◀ + Kickflip

Casper to 360 Flip

▼ ▶ + Grab



kareemCAMPBELL

Nosegrind to Pivot

▼ ▲ + Grind

Ghetto Bird

▼ ▲ + Kickflip

Casper

◀ ▼ + Grab



steveCABALLERO

Hang Ten

▶ ▲ + Grind

Triple Kickflip

▲ ◀ + Kickflip

FS 540

▶ ◀ + Grab



tonyHAWK

Overturn

◆ ◀ + Grind

The goo

◆ ▼ + Grab

Sacktap

◆ ▼ + Grab



runeGLIFBERG

One Foot Bluntside

◆ ◆ + Grind

Kickflip One Foot Tail

◆ ▼ + Kickflip

Christ Air

◆ ◆ + Grab



buckyLASEK

The Big Hitter

◆ ▼ + Grind

One Foot Japan

◆ ◆ + Grab

Fingerflip Airwalk

◆ ◆ + Grab

ericKOSTON

The Fandangle

◆ ▼ + Grind

Indy Frontflip

▼ ◆ + Grab

Pizza Guy

▼ ◆ + Grab



andrewREYNOLDS

Nosegrab Tailslide

◆ ▼ + Grind

Triple Heelflip

◆ ◆ + Kickflip

Hardflip Late Flip

◆ ▼ + Kickflip



geoffROWLEY

Rowley Darkslide

◆ ◆ + Grind

Double Hardflip

◆ ▼ + Kickflip

Half Pipe Casper

◆ ◆ + Kickflip



chadMUSKA

Hurricane

▼ ◆ + Grind

Mute Backflip

◆ ▼ + Grab

Muska Nose Manual

◆ ◆ + Grab



Beat Up Your Closest Friends

by Phil Theobald
phil.theobald@ziffdavis.com

There are plenty of wrestling games on the market today, and it's kind of easy to become confused as to which ones are the most fun. My experience has been that I'll have the most fun with whichever game says "THQ" on it. This tradition continues with its latest game, WWF No Mercy.

There's just something about the relatively simplistic grapple-based control scheme that makes the game a blast to play. While there's a lot to do in the one-player mode, this game really shines in multiplayer.

Sure, the moves aren't that complicated (note that we didn't even need a moves list for this guide), but that doesn't mean it can't be fun. Grab some friends, bone up on the rasslin' techniques on the next couple of pages and get down to business. You'll be glad that you did.

database

time to complete **Five hours**
challenge **Moderate**
best weapon **Stop Sign**
best character **Any funny costume-wearing wrestler**
best advice **Wear out your foe also by WrestlingMania 2000 system Nintendo 64 publisher THQ developer Asmik**



www.thq.com

Who mercy

Basic Wrestling Techniques

■ If you've played any of THQ's past N64 wrestling games, you should be extremely comfortable with No Mercy. The game uses the same grapple-based engine that has been in place ever since WCW vs. nWo: World Tour.

■ To initiate a move, you must first engage your opponent in a grapple. From here, you pull off a large variety of moves by pressing either A or B and a combination of directions on the D-pad.



■ Before attempting anything too fancy, however, it's best to weaken your opponent a bit with a few well-placed basic attacks such as straight punches and kicks. Start off a match by unleashing a barrage of punches and kicks. To make it easier, try backing your challenger back into a corner and unload on him. This will weaken

him up a bit so that he can't counter your moves as easily.

■ Occasionally, you can get an initial cheap hit in by immediately charging at your opponent the moment the bell rings and performing a running attack. More often than not, he won't expect this maneuver and you'll get the first attack in.

■ After pulling off a few moves on him, your opponent will slow down a bit. Use this opportunity to land a few more basic attacks. Continue switching off between basic and normal moves.

■ After you've caused enough damage, you'll have a chance to go for the pin. If you're feeling a bit more brutal, you can continue the beating until you cause the challenger to submit. This is always a satisfying feeling.

■ The most important thing to remember is to vary your attacks—using the same techniques over and over again is a sure way to lose. Once your pattern is discovered, it's easily countered. Form a basic strategy and play with it from there. Don't let them expect what's coming.

Ring Outs

■ If you're looking for a quick and easy way to win a match and you're playing a match with a ring out counter, you can always go for the ring out. It's a risky move, but if done properly, it leads to fairly short match.

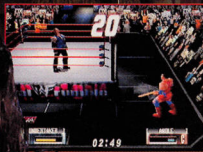
■ Start off by knocking your opponent around inside the ring. Once you've weakened him up a bit, it's time to knock him out of the ring.

■ After you've sent the chump to the ground below, follow him out. Don't even give him a second to recover. Pull off whatever moves you can before time runs out.

■ To really mess up your foe here, knock him to the ground and hold down R-Shoulder to drag him back to his feet. As he stands there, dazed, pull off another move.

■ Once the counter reaches the last couple of seconds, pull off another move that throws the soon-to-be-loser to the floor. Rush back into the ring and let the last few crucial seconds tick away. If you're feeling exceptionally proud, spend those last couple taunting your fallen foe.

■ Be careful when trying the ring-out victory. If your opponent gets the jump on you, the tables can turn on a moment's notice. Another potential problem with that toward the end of the countdown, you may accidentally pull off a move that ends in you pinning your opponent. If this happens, you may not have enough time to break off the pin and climb into the ring.



Special Attacks

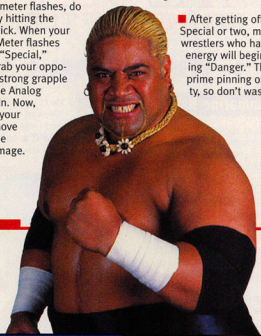


■ Watch your Attitude Meter as you wrestle. If you perform well, it will fill up and turn red. When it is nearly full, it will begin to flash. This is your cue to perform a Special Move.

■ As the meter flashes, do a taunt by hitting the Analog Stick. When your Attitude Meter flashes the word "Special," quickly grab your opponent in a strong grapple and hit the Analog Stick again. Now, watch as your Special Move does some major damage.

■ If you're quick enough, you can sometimes pull off two Specials in a row. As soon as the Special finishes, hold down the R-Shoulder to pick up your fallen foe. As soon as he's back on his feet, grab him again and activate the Special.

■ After getting off a Special or two, most wrestlers who have low energy will begin flashing "Danger." This is a prime pinning opportunity, so don't waste it.



Smackdown Mall

■ If you've been playing the Championship mode, you've probably noticed that you earn money after each match. These WWF Bucks can be spent at the Smackdown Mall on all sorts of things that enhance the game play.

■ There's a wide variety of different outfits and weapons available to purchase, but if you want the most value for your dollar, you'll want to save up for the new characters and moves.

■ Adding more wrestlers to your roster not only gives you more choices when you're looking to dish out punishment, but it can also catch your friends unawake when you start using a wrestler whose moves they're unfamiliar with.



Spend your cash on new wrestlers and moves to give you the edge.



Yes folks, it's Cactus Jack vs. Ho. The match everyone wanted to see.

■ Keeping with the moves theme, buying new moves to use with your custom wrestlers is something that you should do right away. Some very powerful moves are only available if you save up for them, so they're definitely worth your time. Of course, once you've bought all the characters and moves that you feel necessary, go ahead and pick up some of the new outfits and weapons. After all, if you can't beat your opponents over the head with a giant copy of the Rock's book, why bother beating them over the head at all?

Secret Characters

Besides the extra characters you can buy in the Smackdown Mall, there's plenty of secret characters to unlock. **Note:** You will notice that some wrestlers can be accessed through both methods (some can even be purchased at the Smackdown Mall). In these cases, any one of the methods can be used to unlock the character.

Play Through Survival Mode: As you progress, you'll challenge these hidden characters. Defeat them and you can use them in the normal game.

- Jerry Lawler: 21st opponent
- Shane McMahon: 31st opponent
- Mae Young: 41st opponent
- Cactus Jack: 51st opponent
- Ken Shamrock: 61st opponent
- Mick Foley: 71st opponent
- Vince McMahon: 81st opponent
- Shawn Michaels: 91st opponent
- Andre the Giant: 101st opponent

Play Through Championship Mode: These hidden characters will be unlocked when you play through their respective courses.

- Vince McMahon: WWF Course, chapter 10-3
- Shane McMahon: Intercontinental Course, chapter 9-4
- Linda McMahon: WWF Course, chapter 10-2
- Earl Hebner: WWF Course, chapter 10-4
- Shawn Michaels: WWF Course, chapter 10-9
- Cactus Jack: Hardcore Course, chapter 9-7
- Mick Foley: WWF Course, chapter 10-1
- Andre the Giant: WWF Course, chapter 10-8

Custom

Wrestlers

The best way to have fun with No Mercy is to hook up with some friends and tear into the multiplayer mode. While it's definitely great to recreate some of your favorite WWF matches, it's even more fun to use the Create A Superstar mode to fight with your own creations.

There's plenty of different faces, outfits and accessories that you can use to make a unique looking wrestler. After you get the proper physical appearance down, it's time to pick the moves.



"And this one is for that phony All Bonds code that you said was in GoldenEye, Terry!"

There are literally hundreds of different moves and taunts in this game. If you want, you could easily spend hours selecting the perfect moves for your newest WWF superstar. If you're feeling lazy, though, you can just use the default set of moves.

However you create your own characters, you're in for a great time!



You can even make famous superheros with the Create A Superstar mode.



Anybody want a peanut? The late, great Andre the Giant returns in No Mercy.



The Dream of the Dolphin

by Frank Provo
mosaic@innocent.com

As the true sequel to the original Sega Genesis and Sega CD Ecco the Dolphin games, Ecco the Dolphin: Defender of the Future brings the same splendor of the deep to life on Dreamcast.

After millennia of failed attempts, an alien race known only as the Foe have managed to shatter the Guardian and infect our lush planet with bitter turmoil. It is now up to you, as Ecco, to stop their oppressive efforts. Unfortunately, just as Defender of the Future is both larger and more beautiful than previous releases, it is also doubly hard. The game's 30 unique levels are huge, so much so that becoming lost is easy. Second, there are many more enemies to deal with this time out, such as sharks and jellyfish, giving the game a frantic sense of difficulty.

Special thanks to Doug Erickson for all his help.

database

time to complete 30 hours
challenge Hard
best item Machine Harness
(Ecco with armor, wool)
best character Great White
also try Aerowings 2
system Dreamcast
publisher Sega
developer Appalosa
www.sega.com

ecco

THE DOLPHIN

DEFENDER OF THE FUTURE

ACT 1: THE PEACEFUL PRESENT

1: Aquamarine Bay

Vitalit 1: Just above the surface in front of the waterfall (you may need to dash to get it).

Vitalit 2: Found under the stone archway near the waterfall.

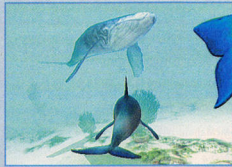
Vitalit 3: Locate the rock with the palm trees, then dash between the trees.

Vitalit 4: Talk to the coach dolphin. You'll have to bring him a red fish before the other two dolphins do.

Vitalit 5: Found on top of the huge rock in front of the floating logs. Position yourself under the logs, swim to build up speed and dash.

■ This first level is mainly for acclimating yourself to Ecco's controls. Use your Sonar to speak with the coach dolphin (the one with the yellow tint) and he will teach you how to swim, swim backward, dash, quick turn and tail walk.

■ Once you've finished the tutorial, go find the whales near the waterfall. When you talk to them, an earthquake will occur and trap a baby whale behind some rocks. First, find the baby and talk to her. Next, swim to where the other bottlenose dolphins are located and talk to them. They will help you push the green rock out of the way, freeing the whale. When you're ready to leave the level, talk to the mother whale again and she will clear a path for you.



2: Perils of the Coral Reef

Vitalit 1: Find the two dolphins and challenge them to a race. You'll need to dash out of the starting gate, swim in a rightward circle around

two large pillars and then return to the gate. Win and the first Vitalit will appear on the second large pillar.

Vitalit 2: Located in a dark area below the dolphin who has lost his brother.

Vitalit 3: Hidden behind a few rocks and some coral in the Great White's pen.

Vitalit 4: Received after defeating the Great White. Just leap toward the waterfall and you'll be pushed back into it.

Vitalit 5: Use the fish song to lead the school of Glow Fish in Turtle Bay into the nearby cave. You'll be running low on air once you find it the Vitalit, so exit back into the Great White pen, surface for air, then make the return trip.

■ The goal of this level is to hone your shark-fighting skills. Other than the dangerous sharks and Great White, you'll face a number of other hazardous fish, namely poisonous Spiky Fish, hungry Barracuda and annoying Jellyfish.

■ Challenge the dolphins for the first Vitalit, then swim out of the racetrack area and head left. Defeat the three sharks in this area, then talk to the dolphin near the wall. He will ask you to find his lost baby brother. To find the little guy, leap over the wall into the bay. Dispose of the three sharks first, then talk to the baby brother; once you do, he will teach you the Turtle Song, which causes turtles to follow you. Next, leap back over the wall and talk to the older brother. You'll have to leap over the wall one more time to bring the baby brother back, but once you do,





the older brother will express his gratitude by teaching you the Shark Song.

■ Next, swim a bit and clear out the sharks swimming nearby (use the Shark Song to stun them if need be). Eventually you'll run into a dolphin chasing a "Crazy Fish." Position yourself in front of the path they're swimming and catch the fish yourself. This will perturb the dolphin into teaching you the Fish Song, which allows you to lead entire schools of fish.



■ Once you've learned the Fish Song, swim until you reach a tunnel opening (use the Fish Song on the school of Spiky Fish—they will prevent you from being cut to ribbons by the Barracuda). Follow the path to the Great White shark's area. The Great White is impervious to your normal attacks, so you need to acquire the Power of Vigor to defeat him. Unfortunately, it's lodged in his mouth! Use your Sonar to catch his attention and he will give chase. The rock in the middle of the Great White Sharks area has three openings. Lure him into following you through one of them and he will get stuck. Dash into his mouth and you'll learn the Power of Vigor.

■ Activate the Power of Vigor by swimming into the crystal on top of the big rock—you'll then have about 30 seconds of super strength. Dash the Great White six times to send him packing. He'll try to circle around behind you during the fight, but you can get the better of him as long as you keep aiming at his tail. Do this and you should defeat him in no time.



■ Once the Great White has been vanquished, swim back the way you came, until you reach Turtle Bay. There, find the Oracle Crystal and talk to it. Next, swim past the rock formation to the right to reach the exit to the level. There's some sharks there, but you can use the Shark song and Vigor Power-up to take care of them quickly. Once they're out of the way, just use the Vigor power-up to give you enough power to swim through the exit.

3: Trial Without Error

Vitalit 1: Defeat the hammerheads, then search behind a rock, near some plants.

Vitalit 2: Reunite all three baby dolphins with their mother and the Vitalit will appear behind you.

Vitalit 3: Swim behind the rocks located to the right and behind the entrance to the area with five sharks in it.

Vitalit 4: If you swim all the way to the tail end of this level, past crocodile rock, you'll come to a Vigor power-up. Turn about 120 degrees to the left and you'll find this Vitalit resting behind a boulder.

Vitalit 5: Located inside the Octopus' lair. It's dark down there, and even when you're right next to it, the Vitalit will still be difficult to see.

■ First, swim ahead and grab the Vigor power-up located under the rocky arch, then clear out the sharks swimming around the area. After you've taken care of them, talk to the lone dolphin, who will ask you to find her three children.

■ The first child is located off to the right, where you'll find a tunnel. If you're having trouble finding it, just look off to the right of the arch that contains the Vigor power-up. Use the Glow Fish inside to light your way, swim along the left portion of the tunnel, catch him and bring him back to his mother.

■ The second child is located behind the rock that lies just before the path that leads to the hammerheads. Swim slowly through here and you should find him. Once you talk to him, the little bugger will make you chase after him. Grab him and send him back to mommy.

■ After delivering the second child, grab the Vigor power-up again and find the inlet with the fallen rock. Defeat the two hammerheads in this area first (they'll take two hits each).

■ The third child is located in this same area. You'll likely find him swimming around behind where you fought the hammerheads. Talk to him and lead him back to his mother (You'll be rewarded with a



Vitalit). From here, swim back into the tunnel where you found the first child. You'll exit into a bay.

■ Next, find the rock structure with a tunnel under it. You have to move the rocks, but you'll need the enlist the help of the Helper Dolphin to do so. When you find the Helper, you must first defeat the five sharks around him. This is actually quite easy if you concentrate on one shark at a time. Use the formation as a regrouping point and you'll make them the Chicken of the Sea in no time. With the sharks defeated, swim into the crevasse and talk to the Helper Dolphin. He will thank you and swim back to the large bay where the other dolphins are. Follow him.



■ The Helper will be waiting at the rock formation near the beginning of the level. Grab the Vigor power-up and break the stone on the right—it's weak, which you can tell by its discoloration. Once you've done so, talk to the Helper dolphin and head down into the newly formed tunnel.

■ Once you swim into the tunnel, you'll come across a giant octopus. The exit to the level is located behind him, but you can't get past alone. Find the Helper Dolphin swimming around in the murk and talk to him. When he gets caught in the octopus' tentacles, make a break for it. If you dash as fast as you can past the octopus' right side, you should be able to make it.



4: Four Ways of Mystery

Vitalit 1: At the beginning of the level, head left and go into the small tunnel. Just to the left of the yellow crystal you'll find a tunnel holding a Vitalit.

Vitalit 2: Located above the pool containing the manta ray and his Dolphin friend. Leap out of the water a couple times and you'll snag it.

Vitalit 3: Find the second manta ray and defeat the two sharks, and you'll find the Vitalit floating peacefully just below the surface.

Vitalit 4: Snag this Vitalit in the exit tunnel by veering right at the blue crystal. Make sure to go right at the jellyfish, though, or you'll swim in circles.

Vitalit 5: Once you finish the level, instead of taking the crocodile rock exit in Trial Without Error, you need to return back to Four Ways of Mystery. Acquire the Sonar power-up to the right of the purple stone and fire it at the loose rock in the ceiling of the main cavern.



■ A series of bubbling fountains and crystals are your only source of air in this underground level, so if there's a lesson to be learned, it's how to manage Ecco's lung capacity. Interestingly, in addition to the fish which you may eat for food, clams also yield health power-ups. Aim your Sonar at a clam and it will reveal a pearl which can fully replenish your health. Be warned: You can only use a pearl once.

■ Swim forward and find the fountain of bubbles with a clam near it—it'll be your main source of air for a few minutes. Just to the left of this fountain is the Air Glyph, which will enable you to utilize Air power-ups. If you swim forward slowly, you'll notice a giant eel stuck to the ceiling. Don't go near it. Instead, take a left turn and swim until you find a small tunnel. Enter the tunnel and you'll find an Air power-up. Dash through the hole, obtain the power-up and follow the path. Watch out for the spiny plants

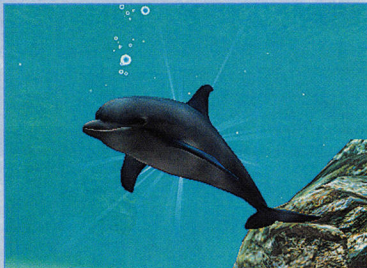
(use your Sonar to quell them). Swim until you find the purple crystal, head left, and, with little trouble, you should come out in a larger area. You should be face to face with a dolphin and a manta ray. Don't worry, the manta ray isn't a bad guy. Talk to the dolphin. He will teach you the Ray Song if you catch him a big gold and blue fish.

■ The gold and blue fish is slow, but his path goes right under the large eel, so be careful. Catch him in your mouth and take him back to the dolphin. Once you give the fish to the dolphin, he will teach you the Ray Song, which lets you control Manta and Sting Rays. Instead of using it on the Manta here, swim back to the main chamber. Next, swim into the small passage to the eel's right (you're in the right place if you're in front of a red crystal). Take out the two sharks in the area and grab the Air power-up. Now, use your Sonar to guide the manta ray into the main chamber. Be careful and calculating with this, as you don't want him going in circles.

■ Now comes the fun part: Using your Sonar, you need to guide the Manta directly under the giant eel. If you're successful, the eel will attack the Manta instead of you when you try to swoop past. Dash as quickly as possible under him into the cavern below—make sure you don't run out of air, though. You should eventually reach an area of rocks. You need to use Ecco's nose to push the rock resting in front of the air fountain into the tunnel and follow it down. If you push past it or let it get too far, you'll be blown back up. If this happens, back-track in the tunnel a bit and the rock will respawn.

■ The next tunnel is dark, very dark. Once you get past the jellyfish, take a left into the next tunnel. If you get stung by a jellyfish, swim forward instead and eat one of the Spiky Fish to cure yourself. If you took the left or swam back in from the clam, you'll find yourself in a passageway. Swim a bit, avoiding the jellyfish, and you'll reach a blue crystal (get a health and air boost by firing your Sonar at it). To the left is a dead end, so swim to the right. Once you reach a split with jellyfish floating about, you can go right for a Vitalit or left to the level's exit.

■ If you swam past a bunch of multi-colored caverns, no doubt you swam into the exit and found yourself...well...back in Perils of the Coral Reef. Don't fear—you won't be here long. Grab the Sonar ability and use the nearby Sonar power-up to shatter the wall just left of the green goop. Exit Perils of the Coral Reef as normal and you'll be back to Trial Without Error. Once you're back to Trial Without Error, swim all



the way to the end of the level, past Crocodile Rock, until you reach the last Vigor power-up. Snag the Vigor and head to the right. With Vigor in tow, you can snag the Sonar power-up next to the waterfall. Head back to Crocodile Rock, fire a Sonar blast into the rock formation in its "mouth" and you're on your way to the next level.

5: Up and Down

Vitalit 1: At the beginning of the level swim forward and spin around 180 degrees before the giant rock. You'll find this Vitalit in the chamber just to your left.

Vitalits 2, 3 and 4: The middle three Vitalits in this stage are all located within the geyser as you travel upward. If you miss one of the latter two, don't fret—you can use the waterfall passage to circle back.

Vitalit 5: Located in front of the waterfall outlet. Don't leap to get it (you'll go back to the geyser). Instead, swim to the other end of the pool and grab the Vigor power-up, then use your increased strength to get the Vitalit.

■ Whereas prior levels emphasized swimming, leaping, endurance or gathering, this level emphasizes pure, unadulterated choice. Although it's the fifth level you'll visit, it's actually the seventh level listed within the game's stage list. Not surprisingly, this level is the gateway to not one, but three other levels. The easiest of these to reach is Passage from Genesis—Pathways from Nowhere and Roaring Forces require a little more effort. If you're trying to get all of the Vitalits, Passage from Genesis is

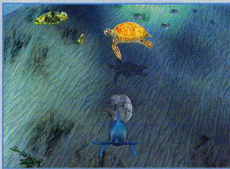




where you'll want to go first, with Pathways from Nowhere the second stop on your journey. Each of these optional levels allows you to return to Up and Down from their entrances, but if you wish to forego the 10 smidgens of health boost, just take the Roaring Forces route instead.

- You begin the level in a tiny area. Swim forward, grab the Endurance Ability, and you'll end up in a room with six chambers. One chamber houses an Endurance power-up, one has a Vitalit, one has an Air power-up, two are empty and one is the place to push the boulder through.

- To get to Passage from Genesis or Roaring



Forces, you'll need to push the boulder past the Help Glyph in the passage behind it. Follow the current down, then grab the Sonar power-up and use it to trigger the four keys farther down to get to Passage from Genesis. However, if you wish to complete the level and go to Pathways from Nowhere or Roaring Forces, swim back up the hole you just went down and zap the giant boulder three times with your Sonar.

- If you decided to blow up the boulder, swim around and snag both the Endurance and Air power-ups, then swim into the area above the rock. As fast as you can, swim upward (don't miss the second Endurance along the way, as you'll be poisoned early on). You should end up in a fairly tranquil pool with some fish and a ring. If you want to go to Pathways from Nowhere, deposit the five crystal fragments



(one is behind the hand-like rock formation) in the ring device. Otherwise, leap into the waterfall at the top and proceed to the third area. If you get swept up accidentally, leap into the waterfall outlet above the fifth Vitalit and you'll come back to this area after a short journey through the geyser.

- In the middle of this area, there's a blob-looking thing on the floor that's actually a lazy sting ray. He's lying on top of the Stealth Ability, which is your key to leaving the level! Hit the turtle with your Turtle Song to position it above the ray, then hit it with a dash—it'll fall on the Ray, causing it to rise momentarily. While it's floating, grab the Stealth Ability.

- In a cave to the right of the Vigor power-up is a mirror. Woah, hi Ecco! Obtain the Power of Stealth, then grab the Stealth power-up lying under the underwater cabana. Swim into the mirror in Stealth mode and you've set Ecco on his way to the next level, Roaring Forces. The next two sections detail the optional levels, Passage from Genesis and Pathways to Nowhere. If you chose Roaring Forces, skip ahead a bit to Chapter 8.

6: Passage from Genesis

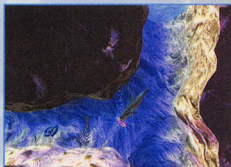
Vitalits 1-5: Without giving everything away, there are five Vitalits on this stage. Two are hidden at dead ends, while three others are hidden behind breakable rocks. The most difficult to acquire is the last one, which is actually located just past the first Helper Glyph.

- You need to swim into the tunnel to the right and keep swimming until you reach a fork. Go left at the fork, grab the Sonar power-up then race back to the beginning of the level and hit the rocks in the tunnel behind the Helper Glyph. With only a few piranhas and an abundance of yummy fish, this should be easy as pie.

7: Pathways from Nowhere

Vitalits 1-5: Once again, in honor of the original Ecco the Dolphin, we're not going to give away everything here. All five Vitalits can be found in the second maze of this level. There are fewer air pockets and more hazards in this section, so be careful. If you go down a bit, then right, then up a bit and right again, you'll likely come across most of the Vitalits. The fifth is hidden within a boulder.

- In Pathways to Nowhere you have collect Vitalits, but before you can do so, you have to collect five gate gems in order to access the Vitalit maze. Begin



the level by swimming forward and finding the air zones. Once you're used to the controls, swim ahead to the gate and go up. The five gems are located in the caverns here. They're all pretty easy to find, and you can dash against the current. Just keep tabs on your air level and you'll do OK.

- While the first four gems are easy to find, the fifth is a bit trickier. Once the current begins dragging you up, remember these directions: right, up, right, up. If you dash into these turns at the first opportunity, you should reach a passage going left (rocks will be blocking your way). If you backtrack to the intersection and go down, then right, you'll find a Sonar power-up. Grab it, then return and shatter the rocks blocking your way. If you have any Sonar left, shatter the boulder ahead to claim the fifth and final gem. Otherwise, go get the Sonar again and come back. Now you just have to find all the Vitalits.

8: Roaring Forces

Vitalits 1: Leap into the air above the logs.

Vitalits 2: Hunt near the waterfall.

Vitalits 3: You'll find this baby just above the switch gate.

Vitalits 4: Go a little past the Helper Glyph and you'll find it crammed between the double walls of the portal leading to the Morph energy.

Vitalits 5: Located just to the right of the exit gate.

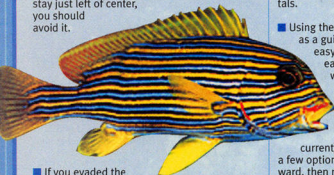
- If Up and Down was all puzzle, then Roaring Forces is all brute force. Forget intelligence, this baby's all button-mashing. If you left Up and Down too soon, you can do a 180 and go back there—worthy of note, since this is one of the few levels offering such an opportunity.

- You'll begin the stage in shark and jellyfish-infested waters. Thankfully, there are plenty of healthy fish around, so you'll be fine. It's proba-



bly best to dispose of a few of the sharks before doing anything else, just to make things comfortable. Above you, near the logs, is a Vitalit. Once you've snagged the Vitalit, locate the Stealth power-up floating nearby—remember its location. Behind the waterfall is an Endurance power-up—grab it and then swim into the cave directly opposite the waterfall (behind you) to acquire the Air power-up. Once you've grabbed it, head back to the Stealth power-up.

■ Acquire the Stealth power-up and swim into the cave directly to the left of the waterfall. In mere seconds, a giant electric eel will appear behind you. KEEP DASHING! Stay to the center of the tunnel and you should be fine. If you got the earlier power-ups, you'll take damage but should survive well enough. The eel's electricity makes an audible charge sound as it is—just swerve a little to avoid it. About halfway into the tunnel there is a dead end; however, if you stay just left of center, you should avoid it.



■ If you evaded the eel, you should now find yourself in a room with some switches. Aren't the cave paintings pretty? They also hold the key to leaving this area. Hit the switches that the dolphin drawings point to and the rocks in the ceiling will open slightly. Don't hit the non-dolphin switches, or else... Swim up, snag the Vitalit just past the opening, then swim higher into the level's last section.

■ The glyph here will give you a hint of things to come. Past the glyph, in the center of the room, is a ball of energy. Swim into this ball and you'll become surrounded by light. Whether you know it or not, those weird fish swimming around within this area are your key to escaping this level. Touch one of them and you'll morph. Wow, Ecco looks just like Seaman. Swim vigorously into the grating and onto the next level.

9: Atlantis Lost

Vitalit 1: Located right above the entrance to the level, on your right side as you're facing it.

Vitalit 2: Swim around and find the patch of green blooms to the left Dome structure.

Vitalit 3: Swim straight ahead from the beginning of the level. The Vitalit is located to the right of the Sonar power-up.

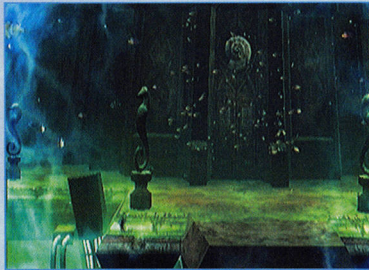
Vitalit 4: Found inside the first building to left of the Dome Structure, but you need to activate the hoop above first.

Vitalit 5: Hidden within the cathedral in the middle of the Dome structure. Swim up to the roof and leap into the center. From here, just

leap dead-center straight up to claim the last nugget of health.

■ This level begins with a gentle view of the sun glistening down and a few jellyfish swimming about. Thankfully, this pretty much sums up this level. Other than the jellyfish (with corresponding Spiky Fish nearby), Atlantis Lost is pretty much a scavenger hunt. Swim ahead and talk to the great Guardian, who will bring you up to speed on what's going on. He'll also enlist you to bring him five crystals.

■ Using the big dome in the middle of the level as a guide, finding the first four crystals is easy. One is located in the canyon to the east, and another is behind a door where the Sonar power-up is located. You can find the third crystal near the shallow beach area, and the fourth is located at the bottom of the crevasse just past the dome (it is protected by a strong current). To get the fourth crystal, you have a few options. You can find a turtle, push it forward, then make it sink into the hole as you swim past it (this option is a bit tedious, though). You can also push a nearby rock down to draft behind, but this too requires work. Instead, just snag the Vigor power-up on the other side of the crevasse and dash like a banshee down the hole with the current. Once you've obtained the fourth crystal, bring it back to the Guardian.



■ Getting the fifth crystal is tricky. You should have noticed that whenever you bring a crystal to the Guardian, a hoop appears above one of the four structures. By leaping through these hoops you can open the door to each of the surrounding buildings. To obtain the fifth crystal, you need to go inside each structure and activate the display box with your Sonar. Once you've done this, leap into the top of the domed building and do the same with the four orbs. This will prime the accelerator rings. Once the accelerator rings are primed, swim to the bottom of the crevasse, grab the Vigor power-up and position yourself behind the first ring. Swim through rings, pumping the A button vigorously and you'll be shot into the fifth and final crystal. Deliver it to the Guardian, and watch the first act of the game come to a close.





ACT 2: MANKIND'S NIGHTMARE

After rebuilding the Guardian, you find yourself in a reality where mankind is king. All of the Vitalits you collected are gone and Ecco's life bar has returned to normal. As you traverse the next seven levels, you'll get the chance to get your Vitalits back, as well as restore the peace man and dolphin once shared.

10: Shrine of Controversy

Vitalit 1: Located near one of the Shell shrine supports in front of the Circle shrine.

Vitalit 2: Found inside the blue Circle shrine.

Vitalit 3: In the Crimson shrine well.

Vitalit 4: Located within the Mover shrine.

Vitalit 5: Found in an offshoot of the left pipe under the Mover shrine.

■ The goal of Shrine of Controversy is to obtain the machine harness from the Shell shrine and to use it to unlock the transit system. To get the harness, you'll need to enlist the help of three other dolphins: Crimson, Mover and Circle. You can get them in any order, but you'll fare better if you do the Circle (blue) and Crimson (reddish-purple) shrines first.

■ The Circle dolphin is swimming around the blue shrine directly ahead of where you begin this level. Swim around the Shell shrine and you'll see it. Talk to him, then the Helper Glyph below, then him again. Once you've done this, you need to swim below and turn the crank one full turn clockwise, then you can bring the Circle dolphin to the Shell shrine.

■ The Crimson dolphin is swimming near the shrine just to the right of where you began the level. He's not going to be very helpful at first, so you'll have some work to do. Swim below the shrine and go into the pipe. Inside, after some searching, you'll find a red pool. Dip yourself in the pool a few times and return to the Crimson dolphin. Now, he'll be happy to help, so lead him to the Shell shrine.

■ Below the Mover shrine (green) are two pipes. Go straight (don't veer left) to find the baby dolphin. Talk to him and follow him into the pipe. You can then swim ahead into the main Mover dolphin's lair, where you'll be challenged to a fight. The Mover fires deadly red Sonar, so be careful. Dash him three times to defeat him. Then, leave the pipe and talk to him again outside and lead him to the Shell shrine.

■ Back at the Shell shrine, the dolphins will unlock the shell door for you. Swim inside, enable the harness and swim back out toward the Crimson shrine. Far below it, amid a sea of jellyfish, is the exit door. Hit it with your Sonar and enter the capsule inside to finish the stage.

11: Master of Forgotten Skill

Vitalits 1-5: Since there are so few enemies on this stage, we'll leave the Vitalits as a challenge. Most are inside tunnels, but two others

are more cleverly hidden. The toughest is located within one of the crane machine's ridges.

■ This level is so easy it's sick. There are plenty of jellyfish around and the water is deep, but with Endurance and Air power-ups hidden in the tunnels, as well as a few air pockets below, you'll make short work of it.

■ First, you need to free the forklift from the crane. Do this by triggering the switches in order: 1, 2, 3. Count the dots. Once that's complete, you need to control the forklift with your Sonar and push one of the boxcars below into the large shaft. To do so, you'll need to complete the Ecco version of a slide puzzle.

■ The forklift will travel in the direction your Sonar goes, so if you want it to move forward, slap it in the butt. If you want it to turn right, hit it in its left side, etc. There are many possible solutions to the puzzle, but the best is to push purple in, turn right, push orange forward, then pull yellow out, swing around and push blue way in. Grab some air, swing around behind the red car, and push it into the big shaft. Clear as mud and the level is done.

12 Process That Never Ends

Vitalit 1: Hidden near the end of the first section of tunnel, behind a pillar.

Vitalits 2 and 3: You find these in the fourth and fifth switch chambers.

Vitalits 4 and 5: Both of these are hidden in the laser room. One is under the conveyor, while the other is hidden in plain sight.

■ First, swim forward and get used to the level. Talk to your dolphin friend, then swim ahead some more until you find another dolphin. Talk to him too. Now swim even farther and chat with the dolphin behind the glass. He will



unlock the conveyor system. That's step one.

■ If you weren't fast enough and are stuck near some teeth, a side room switch will raise them for a brief moment. Swim all the way back behind the boxcar. Talk to the Helper Glyph and your two dolphin friends. Once you've done this, you'll have the strength to push the boxcar into the conveyor, ending step two.

■ The next step, getting past the conveyors, is tricky. Make sure boulders are flowing on the



belt before you attempt this. Swim ahead and enter the air chamber on your left—it will have two Sonar switches. Hit the red one, swim out of the chamber and go under the now-raised teeth mechanism. Enter each chamber one by one until you've managed to swim past all the teeth. If there are any you can't raise, the rocks will temporarily split the double-toothed mechanisms.

■ Now that you've gotten the rocks past the teeth, it's on to step four: refinement. The rocks will go through a laser cleaning process, becoming crystals. Talk to the Helper Glyph here for some encouragement, then swim ahead. Once the crystals are piled up, you need to dash into them, pushing them onto the floor below. A smasher will activate (don't get under it). Use your Sonar to gently coax the crystals into the middle of the floor, which will then open, revealing the exit.

13: Blades in Motion

Vitalit 1: Found just above the conveyor, behind one of the columns.

Vitalit 2: After beating the first set of sharks, swim forward. Break the glass and you'll find this Vitalit rotating on the center wheel.

Vitalit 3: Located near the hole that leads to the boss.

Vitalit 4: Instead of going down in the tubes in the final area, go forward, then up.



Vitalit 5: In plain sight within the downward tube.

■ This level is deceptively easy. Swim down the tube, grab the Endurance power-up and enter the conveyor room. From here, keep low and dash forward against the current. About halfway down, amid some feisty sharks, leap up and grab the Sonar power-up above the fourth hanging tube.



■ Next, grab the Sonar and swim forward into the grinder. Look for a small area with cracked glass about a quarter of the way in. Zap it with your Sonar three or four times and it will break. Swim on through.

■ You'll need to get through four grates now, with blades spinning just above them. You can time a dash through the hole, or just position yourself under the blades. Either way, once you're through, grab the Sonar power-up and swim downward. Once you hit the red room, quickly find the exit out and swim ahead into the smaller tunnel. Using the Sonar, crack the glass in the ceiling. Next, swim outside and grab the Endurance power-up and another Sonar. Using the second Sonar, swim back into the tube and find the cracked glass on the floor. Shatter it and swim down into the hole. Don't swim to the end of the tube or you'll be baked. Instead, take the hole route down and touch the glowing orb below.



■ Once the swimming worm boss comes out, you'll need to hit it three times on its underbelly. The room has an air fountain and plenty of fish, so take it slow. After you've beaten the worm, follow it down into the tubes below.

■ To escape the tubes, swim forward until you find a floating orb—don't touch it! Hit it with your Sonar and it will open the way ahead. Continue this procedure until you find an opportunity to go down. Swim down, then follow the path again until you're swimming upward to another orb. Zap the orb, do a 180, zap two more, then follow the tube upward and out.

14: Perpetual Fluidity

Vitality 1: Found below the shark in the room with two white doors.

Vitality 2: Located in the room with the three proximity mines.

Vitality 3: Found just off from the room with the proximity mines in an empty dead-end room.

Vitality 4: This is sitting at the bottom of the room with the switch you turn from red to green to red.

Vitality 5: At the top of the dead-end room that contains the last switch you'll turn green.

■ Perpetual Fluidity is easily the most aggravating of all of Ecco's levels. In theory, all you need to do is six switches a total of eight times. In practice, though, this is a pain in the butt.

■ For the first part of the level, swim ahead,

grab the Sonar power-up and clean off the red globs inside the tunnel (if you don't, they'll fry you). You'll find yourself in a room with plenty of proximity mines. Avoid their red sensors, swim to the top of the room, then enter the passage at the end. Swim farther ahead and trigger the red switch you see. Avoid the shark here; he's impervious to your attacks. Once you've opened the yellow door to your right, swim inside. Swim into the next shark-infested room and hang a left into a room with more mines. Talk to the Glyph in this room for pointers, but the fun is ready to begin.

■ To solve the puzzle, trigger the switches and enter the doors. You'll have to trigger the switch in the minefield to green and enter the door to your left. Next, exit the tunnel, ignore the switch and enter the tunnel right below. Trigger the switch in the next room, then swim back and trigger the switch you ignored. Enter the new door above, trigger the switch in the next room and the switch in the room past that. Swim back one room, de-activate the switch, then swim all the way back to the room with two white doors at the beginning. If done right, there will be a new white door to swim through. (For reference; that's green, leave red, make green, turn red into green, make green, make green, swim back, turn green into red.)

■ Once you've done all that, you should eventually find yourself in a room with a white door, with the water level barely flowing into it. Grab the Sonar power-up, clean off the growths

inside, then trigger the switch below and swim into the tunnel. Onto the next level.

15: Obscure Ways to Terminus

Vitality 1-5: All five Vitalities are floating dead center above each of the pool dividers. Swim into the red tube and leap over all five dividers without being swept up. Once Ecco is in a dual-tube area, avoid the nearby tunnel and swim into the far side tube. You'll be swept into the next room. Swim into the tunnel dead ahead to complete the level.

16: Sleeping Forces of Doom

Vitality 1: In the boss's chamber.

■ The calm of the last level gives way to a boss battle. A head-on attack is useless. Instead, focus on the crystals swimming around the chamber. Use your Sonar's tractor capability to direct the crystals into the shield—this will weaken it. If one of the four snakes happens to grab a crystal, Sonar it before the creature is able to revitalize the boss. After a few minutes of this, the chamber will dim. A few more ricochets and the snakes will burn up, leaving you to finish off the boss.

■ Use the air chambers at the bottom of the room periodically, and don't forget to snag the Vitality in the ceiling before swimming down into the heart of the machine.

ACT 3: DOLPHIN'S NIGHTMARE

By restoring dolphins to intellectual superiority, you've inadvertently triggered a future where dolphins rule the world. Now, instead of a dreary world ruined by man, you're in a dreary world ruined by dolphins! To make matters worse, the Foe are still out to take over the planet.

17: Anguish of Death

Vitality 1: Scour the ground in the middle of the level.

Vitality 2: Look on top of the highest structure.

Vitality 3: Check in a dead end path.

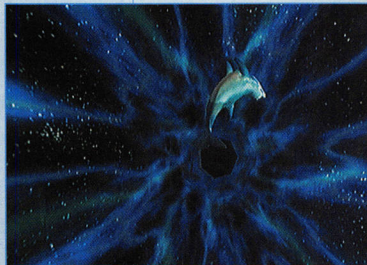
Vitality 4: Look behind one of the houses, up high.

Vitality 5: Found just past the breakable boulders.

■ First thing's first: Talk to the dolphins here to learn their plight. Once you've done that, swim through the passage bounded by two huge rocks until you come to a dolphin-made rock forma-

tion. Dash and flip out of the water to the upper right of it in order to reach the other side. Swim to your right, grab the Sonar power-up and obliterate the obstruction. Once you're on the other side, swing to the school of red fish and bring them slowly back to the village.

■ There are four homes in the village; three in a cluster and one near where you entered the level. The middle home has a sick dolphin laying inside. Take the red fish to him and talk to





him. Once you've done that, talk to his son as well. He will offer to teach you the Song of the Plant, an optional, but very useful song. Follow him into the dreary plant passage.

■ The invisible barbs here are a pain to get past, but if you swim high and carefully, you can make it through. At the midway point, the younger dolphin will teach you how to use the Song of the Plant. From here, use the song yourself to traverse the other half of the passage and exit the level. (If you happen to die at this point, continue your game and swim back to the place where you found the red fish. There's a big blowfish and a Stealth power-up. Acquire the Stealth power-up and swim into his mouth—he can also take you to the next level).

18: Entrapment

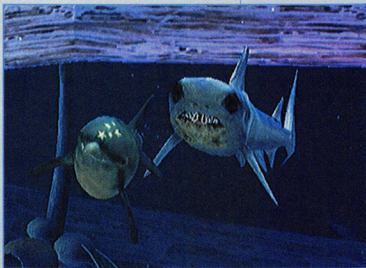
Vitalit 1: Look behind you once the level begins.

Vitalit 2: Look to the right of the prison gate.

Vitalits 3 and 4: Both of these are above the prison spires.

Vitalit 5: Hidden in a dark area behind the prison.

■ For the initial phases of this level, acclimate yourself to the surroundings. Note the Stealth power-up in one of the depressions and use it as your frame of reference. Ahead of you is an Air power-up; to your left, an Endurance power-



up. Acquire Stealth, then grab Endurance, then the Air power-up. Snag Stealth once more, then swim into the chamber to your left (if the door is closed, wait until it opens).

■ Once inside the prison compound, swim to your left and find the trumpet plant. Sonar it to distract the dolphin guards and dash at the switch mounted on the ship (left of you). Quickly swim to the left of the switch and enter the ship. From here, swim right and trigger every switch in each room. In doing so, you'll open a control room off to the left of the main room.

■ Go into the control room, grab the Endurance behind the computer screen, then trigger the switch here. Go into the new room that has opened: You'll know you're on the right track if the tunnel is twice as long as the rest. You'll enter a torture chamber. Hit the tentacle mountings on the wall three times each, then talk to the captive dolphin. You'll both make a break for it.

■ Now for the fun part: You have to lead the captive dolphin back to the village Anguish of Dearth, but to do so, you need to distract the guard dolphins. Talk to your friend once, then swim ahead (rightward) slowly, triggering every trumpet plant you see. Keep this up, and once you've passed four plants, you'll return to the village. If he gets attacked, you'll need to talk to him to get you to follow again—and he may return back to where you started from.

■ Once back in Anguish of Dearth, you need to do three things: 1) Navigate the barbs, 2) defeat the three sharks, and 3) talk to the dolphin in the house behind the rock. Complete these tasks and you'll leave both Anguish of Dearth and Entrapment in the Dust.

19: Caverns of Hope

Vitalit 1: Go forward, left, then right at the beginning of the level.

Vitalit 2: Found floating in the tunnel about eight lengths from the Air power-up.

Vitalits 3 and 4: Both of these are hidden in domiciles to the left and right of the village chamber.

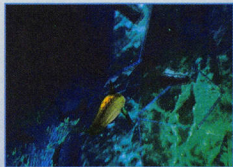
Vitalit 5: Located just past the last set of jellyfish, before the Rebel Dolphin Journey's third leg.

■ Caverns of Hope is easy, but it does have one caveat—there's little air to breathe. Using your dash ability, zoom as fast as you can through the first third of the level. You'll encounter four sentries who'll hurl boulders at you. Taking out one or two of them will make things easier, but ultimately you want to keep pushing forward. Once you reach the Air power-up, you're home free.

■ Swim ahead to the clearing and talk to the dolphins here, until they reveal the existence of the Orb of Compassion and tell you where to find it. Veer left and touch the Orb of Compassion that's hiding behind a dolphin domicile.

■ Once you've touched the orb, all heck will break loose and the evil clan will attack. Don't fight them. Instead, talk to the rebel leader near the end of the passage. He will shatter the mirrored rocks and lead you to safety, provided you can keep the evil dolphin off his back.

■ Now, all you need to do is clear a path for the rebel dolphin to lead you out of the level. Stay close to him and attack the evil dolphins that





appear—after one or two hits, they'll each retreat. You'll need to protect him from three of them, then he will take a left at the end of the passage. You have a similar duty in this last passage, though there are only two clan dolphins to pester. Go right with him into the next tunnel and defend him from the dolphins at the beginning and end. Once you've done this, he'll clear the way to the Crocodile's den.

■ **Grab the Air power-up to the left of the spikes below you, and the Sonar to the right. Fire your Sonar at the stalactites above the crocodile to wound it, and follow it out of the level. Swim ahead, leap into the next pool, and on you go to the next level.**

20: Lair of Evil

Vitalit 1: Go left in the beginning of the level.
Vitalit 2: Located just below where you entered the first big room.

Vitalit 3: Found just past the laser passage.

Vitalit 4: This is in the seaweed-filled spinning-machine room.

Vitalit 5: Look within the room with the level-3 clearance door.

■ Turn right into the first circular door you encounter. Follow the hallway until you pop out of a circular hole in the floor, next to two swimming dolphins. Fill up on air, then take the open door. There will be two sets of lasers in the hallway—time your movements and evade them.

■ Past the lasers, there's a Sid Vicious-looking dolphin that doesn't like you very much. Swim over to the door and Evil Flipper will open it when he gets close enough. Go in. Use the six turbines to traverse the hallway to the giant clam. Use your Sonar on the far left switch followed by the far right one. A dye ball will fall down into the open clam, and the clam will shut. When it opens again, swim into the center of it, then use your Sonar on the middle switch to receive a level 2 marking.

■ Take the turbines back, avoid the enemy dolphin and swim past him to the other tunnel out. The six turbines here will dump you into a chamber. Take the door with the floating marker; it'll open in recognition of your new, tasteful fashion accessory.

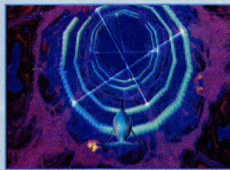
■ In the giant room at the end of the tunnel, talk to the dolphin. Follow him down another tunnel of lasers and then go through the door he opens for you. Go down the long tunnel into a room with a machine. Use your Sonar on the

switch to turn off the blades on the machine. Grab the Power of Sonar from the center

of the room, use it to knock off the seaweed and Sonar the switch again to turn the machine back on. Go back out.

■ Take the other door in the room and follow the tunnel. You'll come out of the tunnel into the earlier room with two dolphins. Go back to the clam room and hit the switch on the wall once to set it to level three. Repeat the branding process from earlier, netting you a fresh new glyph on your tender dolphin hide.

■ Now go back toward the room with the two dolphins in it and enter the green-marked door with blue spheres flying out of it. Go down the hallway, dodging the spheres. When you arrive at an enormous room, take the door with the green marker out front. Take the first left down the tunnel to exit the level.



21: Powers of Levitation

Vitalit 1: Look near the "secret passage" tube.
Vitalit 2: Found hovering near one of the turbine inlets outside.

Vitalit 3: Located in the "soccer" room.

Vitalit 4 and 5: One is near a power rod, the other inside a fan inlet—in the reactor core.

■ On your Sonar map, you'll see three spokes coming out from the center with a fan at the end of each of the spokes. Enter each fan and activate it by Sonaring the switch floating behind it. After you activate a fan, you have to swim further into the tunnel (to avoid being chopped to bits). Continuing through the tunnel will deposit you in the center of machine in its reactor cooling area. In the floor of this area are



two other fan tunnels. Swim in the tunnels and activate each fan.

■ Swim into the passage on the wall and find the control panel. Take the passage way to the right of the control panel down and enter the side tunnel next to the bottom.

■ Once you enter the circular room with the enemy dolphin floating in it, face the door you came through, swim through the wall to the left and touch the back right yellow light on the floor if you want to play dolphin championship soccer. GOALLLLLLLLLLLLLLL!

■ Next, return to the circular room with the enemy dolphin. Talk to her, and follow her outside on her inspection. Don't get too close, or she'll stop and go back to the starting room. Once she gets outside, she'll swim into a hole in the floor; quickly enter before it closes. Be quick—the door only opens for a short time.

■ After talking with your newfound friends, go outside and talk to the engineer dolphin who's swimming near the Help Crystal. Now go back inside the machine and head toward the room with the secret door. Directly past the first organic door that squishes open for you, take a left. Follow the circle around. At each of the four intersections, take a left and turn on the power. You should eventually circle around back to where you entered.

■ Head to the center room of the complex and take a right into the corridor before the second organic door. Take the second door on the left, then fight the boss. After defeating him, hit the switch with your nose. Continue following the circle around and talk to the whales.

■ Now return to the control panel in the complex and stick your nose in between your dolphin comrades.

22: Hanging Waters

Vitalit 1: Look near a plant in the water bubble leaping pool.

Vitalit 2: When you're inside the rock with the many tubes, this one will be in the top tube.



■ Relax. Breathe. You're going to hate this level. You've got three long legs to complete and a boss waiting at the end of each.

■ Swim through the tube you start in, leaping up and over the damaging barriers. After passing six of them, you'll drop into a pool of water. Float on the surface in one of the forming bubbles or jump into one already above the surface. When you float up close to the tube with a swirl on it, jump in and swim to the next pool.

■ This pool has two types of bubbles: transparent floating ones that you can jump into and purple ones that bounce you along. Hop your way between the transparent ones to the next tube, bouncing off the purple ones for extra distance when necessary. When you come to a fork, take a left and jump into the sphere. Use your Sonar on the horn floating in the middle of it, which will create a new tube. Go back out and use the new tube to continue. At the next fork, take the tube with water flowing away from you. Jump into the floating rock and exit via the upper of the two parallel tubes.

■ Swim along to two tubes. The top has the current flowing against you—leap into it and swim against the current. You will probably need to leap against the flow to make any headway. At the next fork, take a left and use your Sonar on the horn inside the rotating geometric shape. Use the newly created tube to continue on to three tubes.

■ Take the one on the right, and swim on through the rocks. Be patient and sit in front of them until they move out of the water.

Continue to the line of horns.

Use your Sonar on each of the horns in front of you to create a tube of water around it. Wash, rinse and repeat; but note that a couple of the horns are below you.

■ Swim on and use the bottom tunnel. Jump across to the next tube, then follow it down and jump into the water bubble. Next, leap into the next water bubble and the large pool. Swim up the tree trunk in the pool to exit the level.

23: Fire and Ice

Vitalit 1: Look near the top of the structure in its air pocket for this Vitalit.

■ The boss on this level alternates between invincible fire and ice forms. Just lure Mr. Boss to the opposite element of the form he's in. When he's been returned to normal form and

dazed, leap at him to damage him. It'll take six hits. There are some fish and air at the top of the level.

22: Round 2 – Hanging Waters

Vitalit 1: Look in the pool near the entrance.

Vitalit 2: On the ground just past the first pool.

■ You're at Hanging Waters again. A new cave will be in the pool, which you should take to a tube. Once in the tube, either steer along with the turns, or, preferably, just brake to keep from being thrown out, then jump into the next tube.

■ From there, you'll need to bypass the walls blocking progress in the tubes by jumping to the far right tube and then down to the bottom tube. Next, leap back up to the upper-right tube, the upper left tube, the middle one, and then the lower-right one. Finally, jump to the middle and upper-left tubes. Now carefully swim along, either braking against the current or steering around corners.

■ Soon you'll come to a calmer area with a giant squid in it. Jump to the floating ball in front of the squid—take the tube on the left until you get shot into a bubble. Sonar the first switch, leap into the other tube and follow it back around to the squid.

■ Take the left exit again, but this time jump out into the first bubble you see. From there, jump into the floating rock hanging overhead, swim through it and jump into the bubble with a horn in it. Use your Sonar on the horn, then jump into the bubble formed overhead.

Follow the tube, use another horn to make the next tube, then jump into the bubble at the end.

■ Turn around and Sonar the second switch. Now take the string of bubbles down to some bouncy bubbles. Cross the double bounce sequence, make the really long bounce, then Sonar the last switch. Jump into the tube below and ride it back to where the squid was.

■ Sonar the crystals above your head to reactivate the tubes and take the tube on the left, braking/turning due to the current. Follow it to a floating rock; jump in and take the bottom exit. Jump over the cross current and follow the tube down to a lake. Swim up into the tree trunk to exit the level.

24: Abyss of Inferno

Vitalit 1: Look under one of the walls for this Vitalit.

■ You or the boss can break one of the large rocks floating around in this level, which will then spit out a lot of floating mines. To trigger a mine, leap at it—it'll then explode the next time you or the boss nears it. Pushing them near the boss by leaping at them is the general idea.

22: Round 3 – Hanging Waters

Vitalit 1: At the end, near the waterspout, hunt around for this Vitalit.

■ Once the boss is defeated, you'll drop back down into Hanging Waters again. Take the new underwater break in the rocks across to the other lake and drop into the waterfall.

■ After you fall into a lake, leap into the floating bubble and take the tube to a string of descending bubbles. Follow them down to a bubble with two tubes exiting it. Take the top one, making sure to brake/turn for the current and follow it down to a water-filled rock.

■ Take the top exit, which has a line of small rocks below it and follow the tube to a fork. Take the upper route, then use the horn in the bubble at the end of it.

■ Swim back against the current to come back to the earlier water-filled rock (or you could just get there faster by dying and being automatically deposited in the area) This time, take the same exit, but use the bottom fork. You'll come to a string of rebound bubbles—use them to access the tube you made.

■ Jump into the next bubble and take the top path, then leap into the bubble on the right. Following the descending bubbles, use the first horn, move on to the upward string of bubbles and hit the second horn. Jump into the tube, enter the water-filled rock it leads to, then use your Sonar on the bird outside the bottom exit.

■ Leave the rock where you came in and return to the bubble with an upper and lower exit. Take the lower one down—at the end of the tube the bird will be waiting for you. Use your Sonar on him and he'll take you to the last pool.

25: Mutaclope

Vitalit 1: This Vitalit is inside a broken rock.

■ Dodge the boss' shots while you break each of the yellow rocks on the floor by leaping at each of them twice. Your controls will be reversed for a few seconds after each one you break, so be warned. Once they're all destroyed, defeat the two fake bosses by leaping at them.

■ Lure the real boss into the vapor chamber. Your controls will be reversed inside, but once he follows you in, he'll be stunned and float in circles. Keep on hitting him to end the level.





ACT 4: THE FINAL CONFRONTATION

26: Chance of Reckoning

Vitalit 1: Look behind you when you enter the level.

Vitalit 2-5: After raising the water level, you can see most of these near the Queen. Look on top of her head, too.

■ Proceed toward the circular area with the queen, noting the Power of Endurance on the way. You'll need it to refill your Health a few times. There's a helpful Power of Stealth to the left of the first set of whirlpools you'll see in this level; it's next to the snake.

■ Grab the Power of Sonar on the right of the queen, under some rocks and a grabber monster. Go around to the left side whirlpool, shoot the dark rock with your Power of Sonar, then leap through the whirlpool and get the Power of Vigor. Push the rock sitting loose nearby into the whirlpool. Now push rocks into the other two whirlpools.

■ Grab the Power of Sonar. For both of the Queen's front eyes, shoot the eye with the Power of Sonar to lower the shield over the eye, and then ram the eye repeatedly with a leap attack. The Queen has an eye on the back of her head, too. Swim over to the right where the Queen created an opening, and exit the level.

27: The Hatchery

Vitalit 1: Look near the ceiling once the level begins.

Vitalit 2: This one's inside an empty egg.

Vitalit 3: The trash chute holds the third Vitalit.

Vitalit 4: Switch off the non-boss force field and look inside for this Vitalit.

Vitalit 5: Once you've taken out the boss, look around in the back of the level for the final Vitalit.

■ The goal here is to destroy the automated birthing arm. Wait by either one of the switches (they're on the opposite end of the level from



the eggs, on the walls), and when one turns on, switch it off with your Sonar. You should see a small cut scene the first time you do it correctly. The arm's shield will be temporarily shut off—now hit the brain on it with a leap attack. Alternatively, you can get the Power of Sonar from the trash chute, which opens when you use your Sonar on the switch on the same side of the tank, and use that to attack the brain once its shield is down.

■ Once the arm is no more, exit through the tube that squishes out eggs.

28: Seeds of Poison

Vitalits 1-5: Look inside the room's crannies for three of these. The last two are in the tube in the middle.

■ Find the side tunnel with the Power of Sonar and grab it. Head up the tunnel in the middle of the room.

■ Shoot the egg hanging from the ceiling with a Power of Sonar. The slimy things that come out won't live very long, so just run back down to the bottom away from them. Head up through the hole you created to the next egg and repeat. There's a total of four eggs.

■ Now in the final chamber, shoot a Power of Sonar blast at the eggs that occasionally pop out. The disgusting young of the eggs inside will eat a hole through the top, allowing you to leave this Giger-esque nightmare.

29: Transfiguration

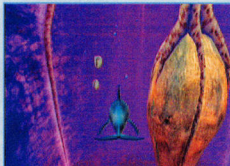
Vitalits 1-4: Find the air pocket in the ceiling for the first. Use the Power of Sonar on the rocks nearby for the other three.

Vitalit 5: This Vitalit is located near the ceiling on the other side of the air pocket.

■ Go down the long side cave, leaping past the three grabbers, and grab the Power of Sonar.

■ Kill all the grabbers in the cave with the Power of Sonar, since they actually stay dead even if you die. Grab the Power of Sonar again, and run outside to the other side of the pillar. Shoot the brown rocks to reveal another Power of Sonar.

■ Grab the new Power of Sonar and head directly up. There'll be some green plants next to a brown rock; shoot the rocks to reveal a Power of Morph. Now, while you're surrounded by sparks, go back down near the Sonar and touch a transformer fish. Swim up and enter the glowing red hole in the central pillar.



30: Heart of the Foe

Vitalits 1-5: Um, they're all floating in the chamber, and easy to get.

■ Sonar the green antibodies into the heart, then dash into the heart when it stops. Repeat as necessary until the final cut scene starts.

Congratulations, Flipper, you're a Defender of the Future™!



Official Contest and Sweepstakes Rules

Trick of the Month:

1. No Purchase Necessary: To enter, send a letter or e-mail to us with your best trick covers for any video game to "Tricks of the Trade" PO, Box 3338, Oak Brook, IL 60522-3338, or email us at: tricksof@ziff-davis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by no later than 20, 2000. All entries become exclusive property of Sponsors and will not be acknowledged or returned.

Sponsors assume no responsibility for lost, misdirected, late, illegible, incomplete, postage due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per video game. Winning entries may be printed in *Expert Gamer* and/or *EGM*, however, only one prize shall be awarded.

2. Prize: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$100. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize award) one (1) GameShark, Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received.

Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about January 4, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation. Neither Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible.

Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. Winners' List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," PO, Box 3338, Oak Brook, IL 60522-

3338. Requests for winners lists must be received by the 15th day of next month following the close of sale of the publication. Allow four weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. Sponsor: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2000 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month:

1. No Purchase Necessary: To enter, send your letter to "Letter of the Month Forum," PO, Box 3338, Oak Brook, IL 60522-3338, or email us at: xg@ziffdavis.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, misdirected, late, illegible incomplete, postage due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.

2. Prize: Grand prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum Fighter Pad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of \$299.95 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," PO, Box 3338, Oak Brook, IL 60522-3338.

3. Eligibility: Non-compliance with the time parameters contained therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize.

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Game Over:

1. No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: Issue #78" PO, Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be received by the 15th day of next month following the on-sale date. Entries must be received by December 20, 2000 All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due or misdirected entries.

2. Prize: Three Grand Prizes. Grand Prize winners will receive one (1) *Expert Gamer* T-shirt (approx. retail value \$20). Winner will be determined by a random drawing from all valid entries containing the correct answer(s) Ziff Davis Media Inc. whose decisions are final. Drawing to be held on or about January 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.

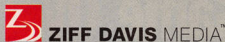
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

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EXPERT GAMES

YOU ARE WHAT YOU READ

Game Over

DECEMBER 2000

Journey to Dark Star



After collecting all the crystals, Kirby and friends celebrate their victory.



Suddenly, the crystal blasts the queen, expelling an evil presence that forms the final level, Dark Star.



Kirby knows what to do. He uses his cell phone to call his transport star.



The crew hops onto the star and rides off to their final challenge.

KIRBY 64™

The Crystal Shards



The Final Boss: O²



O² is one frightening looking boss, but with the power of the crystals, you can defeat him.

Bad Ending

If you don't collect every crystal in the game, not only do you get a bad ending, but you don't even get to go to Dark Star. Search everywhere in the game so that you can see the true ending to Kirby's adventure.



Without all the crystals, the queen won't be free of her evil curse.

• O² seems pretty intimidating, but he's not nearly as tough as he looks. Follow these easy steps to beat the monster:

• Start off by shooting at O²'s eye. You'll have to dodge his shots that are coming your way, but keep blasting until you make contact.

• After hitting his eye, use the L and R buttons to rotate yourself

so that you're looking down at O²'s halo. Keep shooting at the halo until it explodes.

• When the halo is destroyed, a large root will grow out from underneath O². Rotate around and begin shooting the root while avoiding the gas that it emits. After the root disappears, repeat the whole process until O² is destroyed.

A Happy Ending



Win the game and you'll witness an Star Wars-style awards ceremony



Kirby's newest friend, Ribbon, will reward him with a kiss on the cheek.



The innocent peck proves too intense for Kirby, who falls down the stairs.

GUESS THE GAME ENDING AND WIN!

Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than January 20, 2001! Send entries to Game Over #78 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.



CLUE: Rescue the president and get a free hamburger. Sounds like a fair deal to me.

EXPERT GAMER



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Wen Laws
 (415) 547-8114
Sheryl Caramand
 (415) 547-8783
ZD Game Group
 50 Beale Street, 12th Floor
 San Francisco, CA 94105
 (415) 547-8783

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Editor (Name and complete mailing address)					
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EXPERT GAMER

January 2001

On sale December 19

Texas doesn't have the market cornered on big, as *XG* blows up the strategy market next month. We'll have full guides on the hottest holiday games, including part two of our *Zelda* coverage, *Medal of Honor Underground*, *Hey You*, *Pikachu!* *NFL Blitz 2001* and

Shenmue. Also, you may have heard of another little game called *Pokémon Gold/Silver*. You want to catch all those little critters now, don't you? Be a good little "Readerchu" and pick up the January issue of *Expert Gamer*. We guarantee you won't be disappointed.

Feature Story



Pikachu and friends return to the *Game Boy* with their latest games, *Pokémon Gold & Silver*. In the next issue of *XG*, we'll be bringing you all the strategies that you'll need to get through the game and "catch 'em all."



In *Medal of Honor Underground*, you sabotage the Nazi regime in an attempt to stop World War II.

Feature Story



Games like *Shenmue* and *Time Splitters* get the magnifying glass as the *Review Crew* do their thing. Be in the know before you buy!



Pokémon Gold and Silver is finally here, and *EGM* will give you the final word on Nintendo's most addictive game series.

ELECTRONIC GAMING MONTHLY

On sale December 5

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Next month prepare yourself for our annual *Slick 50* feature, where we break out our crystal ball and highlight 50 things in gaming that we know will be important to you in the year to come. If oily features aren't reason enough to buy the next issue, perhaps the parade of

blockbuster games we're reviewing next month is. We'll take a look at Sega's *Shenmue*, *TimeSplitters* (from the makers of *GoldenEye*) for the PlayStation 2 and another sleigh full of games in time for Christmas. This is the issue you won't want to miss!

OFFICIAL U.S. PlayStation MAGAZINE

January 2001

On sale December 12

In January, we take a detailed look at what just might be the greatest racing game of all time, *Gran Turismo 3*. Count on us to help put you behind the wheels of the most exotic cars from around the world. And to help all those procrastinators out there, our guide on the PS2 will put all of the latest news,

previews and reviews at your fingertips—no one else will give you this detailed a look at Sony's mega-system. We've also got the latest news on the *Tomb Raider* flick. Add in all of our usual tricks and strategies and you have the makings of a major issue, and that's not even counting our demo disc!

Feature Story



ANOTHER HUGE DEMO DISC!

PLAYABLES

- Spider-Man
- Driver 2: The Wheelman Is Back
- The Grinch
- 102 Dalmatians
- Army Men: Air Attack

NON-PLAYABLES

- Medal of Honor Underground

BARRETT
CHRISTY

TODD
RICHARDS

CAREY
"HART ATTACK"
HART

BUCKY
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BOB
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"FLYIN"
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DINO CRISIS 2

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the recon team will soon encounter. More action! More intensity!

More prehistoric predators! One question remains... are you the hunter - or the hunted?



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