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50229

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SUPER NES

PLAYSTATION

GENESIS

SATURN

NINTENDO 64

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THE #1 VIDEO-GAME TIPS MAGAZINE

TUROK®

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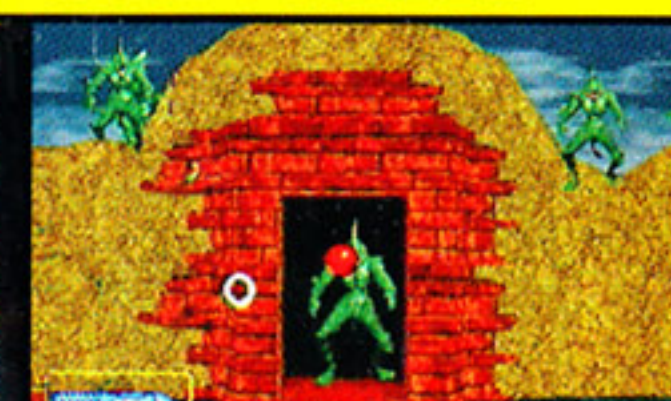
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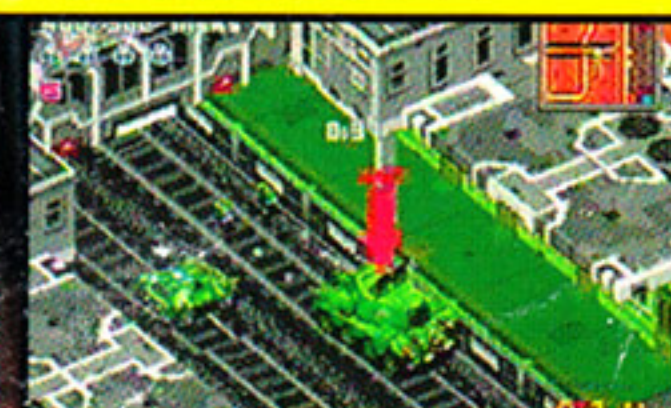
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Classic Coin-Op

ALPINE SURFER



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APRIL 1997



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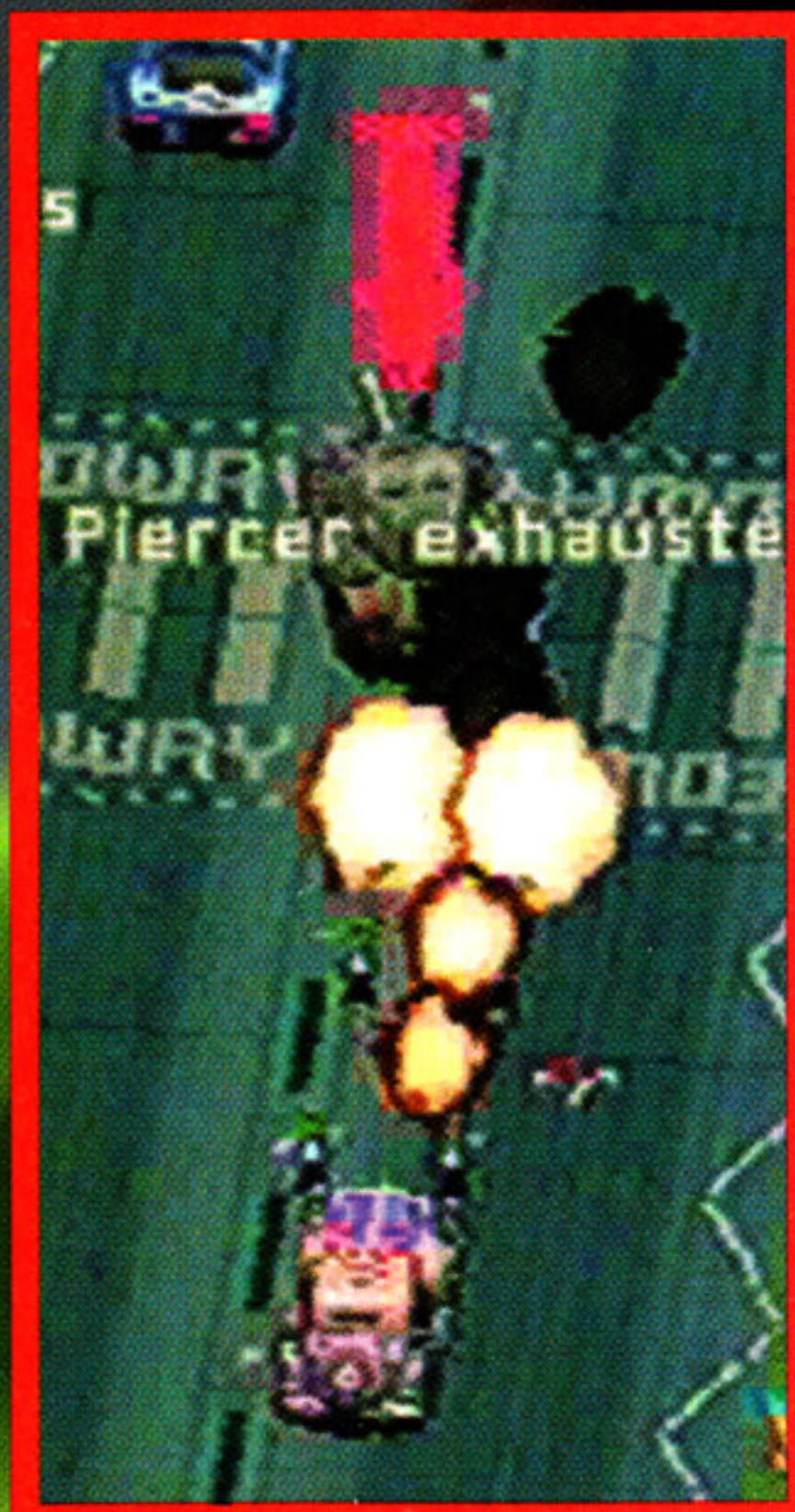
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Once again, Editor in Chief **Chris Bieniek** comes up empty-handed in his continuing search for *Shadow Squadron* cheats. He's bummed that his favorite beverage, R.C. Draft cola, is no longer available, but he hopes that Pepsi or Coke will address the need for a connoisseur cola. "They could call it 'Pepsi Gold' or somethin'," he muses.



Art Director **Ione Flores** fought a horrible cold during this entire issue; it actually reduced her normally smooth speaking voice to a husky, Demi Moore-ish bark. The cold also exaggerated the motion sickness she usually experiences when playing first-person *Doom*-type games, which made it impossible for her to look at *Turok*.



Nikos Constant needed a blast of positive energy to rejuvenate him, and he's getting it from the recent avalanche of gun games that have appeared on the PlayStation and Saturn. To prove his commitment to this issue's *Crypt Killer* strategy guide, he went out and scored a near-complete library of Ray Harryhausen films on video.



The popular "Letter from Betty" almost didn't make it into this issue because **Betty Hallock** has been playing the bookworm, trying to keep her grades up in her quest for that journalism degree. She wants all of our readers to remember to eat a piece of fruit every day and always wear your safety belt, 'cause you just never know what might happen.



Tyrone Rodriguez has a surprise for *T&T* fans, but you'll just have to wait for next issue to find out what it is. He's been moaning about the price of car insurance (when you're a young buck like Tyrone, no insurance company will trust you) and he wishes that they'd just give him and his superior driving skills the benefit of the doubt.



A visit to Club Tekken was just what **Jim Loftus** needed to unwind after the trials and tribulations of this issue's *Spider* strategy guide; he's seen here trying to muscle in on Nina Williams, whose date just got up to go to the bathroom..



Deborah Lockhart has been receiving suspicious gifts at the office from an anonymous suitor; speculation continues about the source of the flowers and balloons that have formed a thick barricade around her desk. Could it be a *TIPS & TRICKS* reader who has been charmed by these ridiculous, often completely facetious biographies?

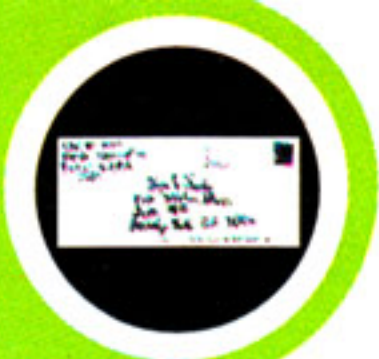


Angel Soriano is a *TIPS & TRICKS* reader from Riverside, CA who sent us his picture; he said we could "keep it or throw it away, whatever." Angel plays soccer in his free time, but he's also fascinated by his new "toy of enjoyment", the Sega Saturn. He wanted to say "hi" to Betty 'cause he thinks she's cool.

Power Up!

POWER

Power Up!



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

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

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

BUTTON PUNCHER

Hey, T&T! Your magazine rocks the Casbah! I like all of the cool codes and strategy guides, but I really love the weird stuff you put in there.

I have a question about a picture you printed a few issues back. It showed a close-up of the controls from the *Street Fighter* arcade game; you could see the six Punch and Kick buttons as plain as day. This confused me because I used to play that game all the time and the controls were very different! I remember there being a big bubble next to the joystick, like a bump made of tough rubber or plastic, and you had to hit it with your palm or fist to make Ryu punch his opponent. I am not making this up! Please tell me it was not a dream; I used to have calluses on my right hand from hitting that thing.

—Elliot Fishman
Long Beach, CA

We believe you, Elliot; we just don't know how many of those big-buttoned Street Fighter machines made it to American arcades. We thought they

were only available in Japan and Europe. Yes, there were two different versions of the game! One had the standard six-button control scheme, and the other had two big...er, "bumps" just like you described. One was for punches and one was for kicks; the strength of your attacks depended on how hard you hit them. If you just whacked away normally, you'd get a *Jab Punch* or *Short Kick*; we understand that they had to be hit pretty hard in order to get a *Fierce* or *Roundhouse* to come out.

Just imagine what today's fighting games would be like if *Street Fighter II* had been released with controls like this; it would have been practically impossible to use any kind of technical finesse or get a decent combo going!

FLAME ON!

Here's a code for *Madden NFL '97* on the PlayStation. At the User Records screen, enter the name TIBURON, then go back to the team select screen to find hidden teams.

—The Human Torch
Chicago, IL

Hey, thanks for the code, match-head! How are things at the Baxter Building? Have you divorced that Skrull yet?

"HEROES" REBORN

I just called the local video-game store and asked them when *Marvel Super Heroes* was supposed to be out for the Saturn and PlayStation. They replied by saying that it had been cancelled! As a Saturn owner, I am very disappointed because that is my favorite fighting game. Was there a falling-out between Capcom and Sega or Sony? Since the game has been "cancelled," does this mean that it will never make it to home systems? I know



a lot of people who will be mad at this turn of events. Is it just on hiatus? Is there any way to get a copy of a "cancelled" game?

—Travis Sengaus
Calgary, Alberta, Canada

P.S. Will *X-Men vs. Street Fighter* suffer the same fate? Your coverage of that game was great.

Good questions, Travis. There have been a lot of rumors about *Marvel Super Heroes: First*, we heard that it was going to be released before the end of 1996, then we heard that it was going to be a Saturn exclusive, then we heard that it was going to be a hybrid CD + cartridge game, similar to the way *The King of Fighters '95* was released for the Saturn in Japan. The truth is that none of the above information is correct!

We contacted our friends at Capcom for the latest news and were told that the game has been delayed several times, but development continues and they expect a U.S. release in June or July on both the Saturn and the PlayStation. We think that's a little bit optimistic, since—as of February—a playable copy of either version had not been shown to the press in this country or in Japan. However, Capcom's arcade-to-home conversions have been coming much more quickly these days; great titles like *Street Fighter Alpha 2*, *Star Gladiator* and *Super Puzzle Fighter II Turbo* all made it from coin-op to console in less than a year. So keep your eyes open; you should be playing the game at home before summer vacation is over.

LOYAL SUBSCRIBER

When I go to Wal-Mart and I see your magazine, I put it on the front of the shelf.

—Chance Mohly
Atoka, OK

Thanks a lot, Chance! You're a true friend of TIPS & TRICKS.





TOKEN OF THE MONTH



This month's token comes from Sega City in Irvine, California. It was picked up by TIPS & TRICKS' own Tyrone Rodriguez, who spends much of his free time there.

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

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

SHARK ATTACK

I own a Game Shark for both my PlayStation and my Saturn and I really appreciate the codes that you print every month. My problem is that some of the other magazines print codes that don't always work. One of their codes messed up my Saturn so bad that I lost my saved game! Can you believe it? Now I try to be careful with my Game Sharks, but it's hard to tell if the codes are "good" until it's too late. Do you have any advice that would help me to keep out of this kind of trouble?

—Danny Kopacz
Lubbock, TX

The only advice we can give you is to stop reading those other magazines! Seriously, the main reason why you're having trouble with the Game Shark is because there are people out there making up their own codes, and some of them are not 100% reliable.

Remember the Game Genie? Nobody had problems like this with the Genie because the only source for working codes was the manufacturer, Galoob. The equipment needed to examine production copies of games and create useful Game Genie codes for them is just not readily available to consumers. The Game Shark, on the other hand, was developed by the same European company that created the Pro Action Replay cartridge for 16-bit systems; longtime readers may re-

call that this device featured built-in software that players could use to create their own cheat codes.

No, you can't hack your own cheat codes with a Game Shark by itself, but over in Europe it is possible to purchase the necessary equipment to create Game Shark codes. And that's where the trouble begins. First of all, there are often significant differences between different versions of a game from one country to the next. A gamer in the U.K. might create codes that work on his copy of Tomb Raider, for example, but when he puts them up on some computer network and you plug them into your Game Shark in America, your saved game gets corrupted because the European version of the game—or even the hardware—uses different memory locations to store important information like the number of lives you have remaining or the stage you're currently on.

The other problem we've seen is when you get a code that works in the side-scrolling stages of a game like Skeleton Warriors—but when you go into one of the bonus rounds, the code interferes with some function of that specific part of the game and causes the game to lock up or reboot. This happens when people create codes but don't test them thoroughly—and of course, these problems perpetuate themselves when people continue to circulate codes without testing them first.

When Interact decided to release the Game Shark in America, the company assumed the responsibility of creating and testing new codes, and they have asked us not to print any untested codes. All of our codes come directly from Interact; the only exceptions were the "oil can", "pick axe" and "dum-dum bullets" codes for Resident Evil that we just couldn't pass up. However, we did test them ourselves, just to make sure they were harmless.

So the only way to keep clear of any bogus Game Shark codes is to make sure you know where they're coming from. Good luck!

GUMBY GOLD

I like your magazine so much that I wrote a rap about it. I hope you like it!

THE TIPS & TRICKS RAP by A.D.H. #1
"I'm playing Tekken 2 and the boss beats me.

Who can help? TIPS & TRICKS, don't you see?

I'm playing Chrono Trigger, I can't find the Masamune;

TIPS & TRICKS will help me find it soon.

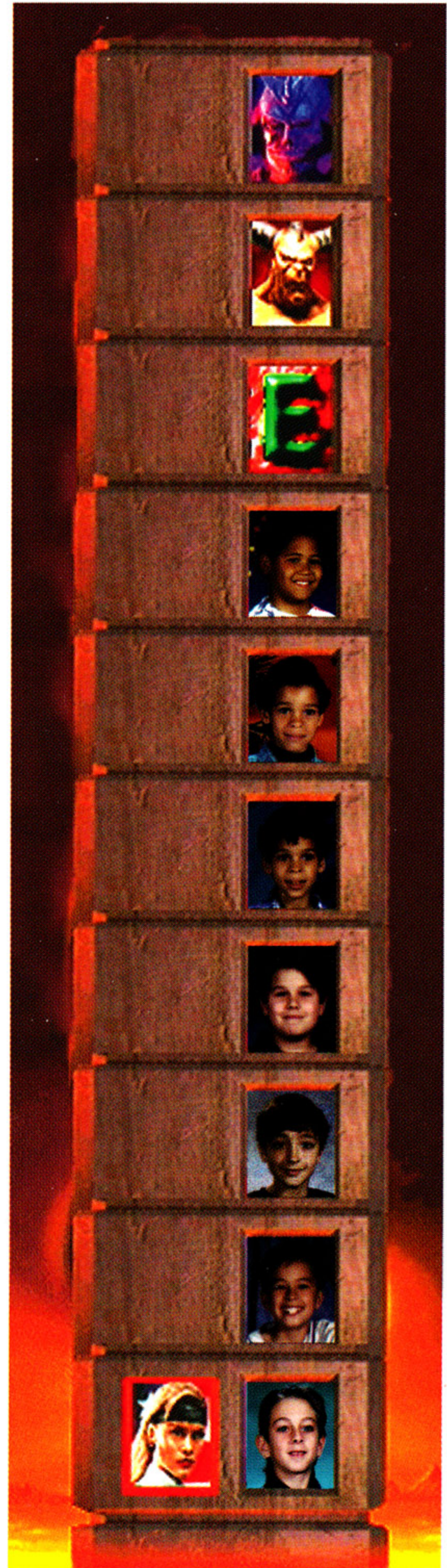
Chris Bieniek, he's the man;

Betty Hallock, I'm her biggest fan.

Nikos Constant, the shape-shifter;
Ione Flores, she's my main sister.
Deborah Lockhart, she's funny;
Tyrone and Wataru make lots of money.
So if you're stuck on a game,
Read T&T before you go insane!"

—Aaron D. Hobson
Muskegon, MI

Great lyrics, Aaron—Tyrone and Wat liked them so much, they started to cry! (At least, we think that's why they were crying...)





TEAM PLAYER

Thanks for the great feature on *The King of Fighters '96*. Love the character art! I can't figure out why none of the other magazines printed moves lists or reviews of this great game. Well, the series isn't as popular in the U.S. as it is in Japan, but it must at least have a cult following. Thanks again!

—Jeff Nevins
San Francisco, CA

You're welcome! Readers: Jeff also sent in a long list of his own favorite team picks from *The King of Fighters '96*. Here are a few of our favorites:

THE BALD TEAM



THE SHADES TEAM



THE BAD HAIR TEAM



THE WEAPONS EXPERTS TEAM



THE DRINKERS TEAM



THE QUICK HANDS TEAM



THE BEARD TEAM



Thanks for the team ideas, Jeff! We're looking forward to *The King of Fighters '97*; maybe some of those "Bad Hair Team" members will get new 'dos before the game is released. Or maybe Choi could use his glove to change them all to "Bald Team" members.

GO FIGURE

I have *Donkey Kong Country 3* for my Super NES. I speak for a lot of my friends. I went with the mirror to Baffle's Code Room in KAOS Kore and he solved the code; it said, "To open the gate, to the two stones make eight." I have no earthly idea about what to do next. Could you please help me?

—Jonathan Davy
Houston, TX

Welllll...OK, but just this once. Walk out of Baffle's cabin and take a look at the map of KAOS Kore. See those two rocks out in the middle of the water? Jump out there and swim around the rocks in a figure-eight pattern. Keep doing this and the grate above the rock on the right side will open to reveal a secret area.

Also, you may not know this, but Baffle is not the only bear who can use the mirror.

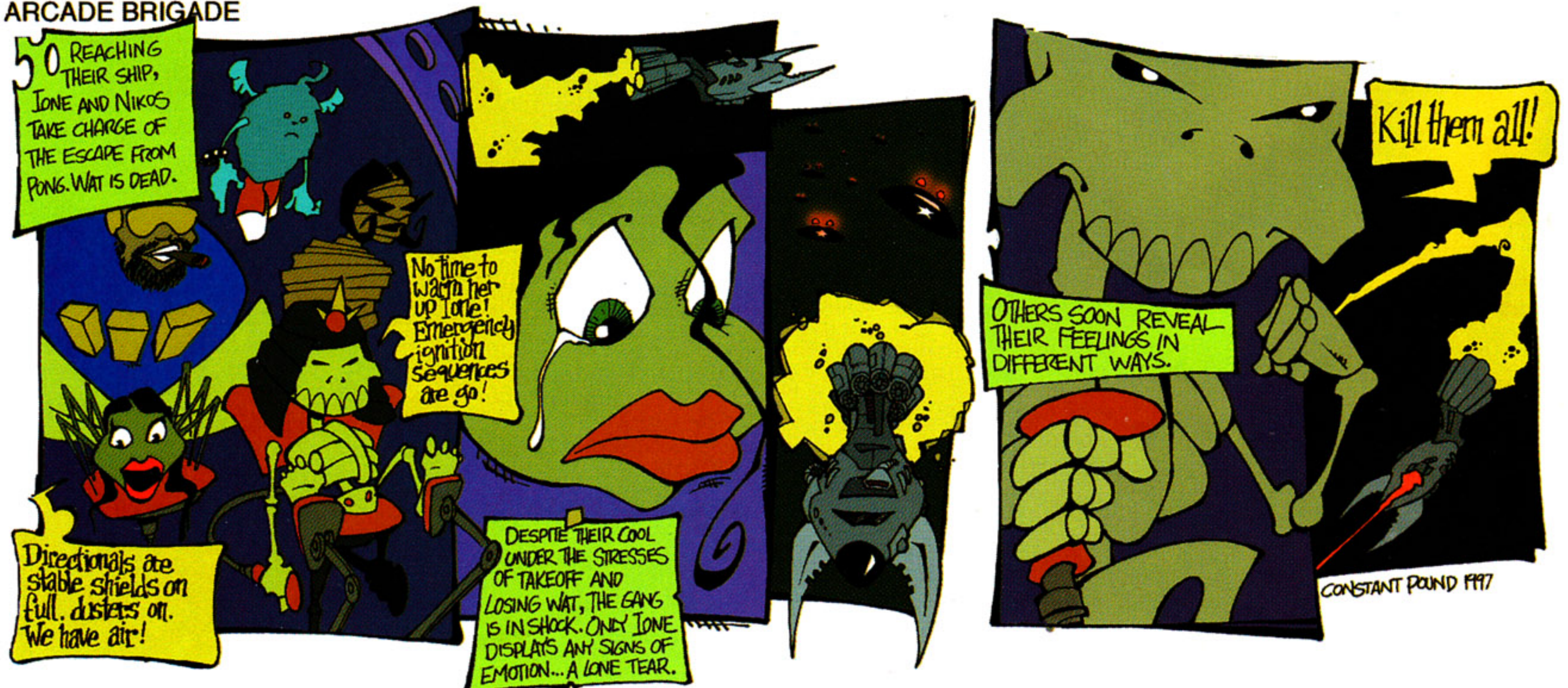
DOUBLE TOOTHPICKS

I don't know if you care about this, but I was a little freaked out by that *Doom 64* ad on the back of your March 1997 issue. It said, "To heck with you" —except instead of "heck" it said that other word, you know, the bad place. Does this mean that I'll go there if I read too much *TIPS & TRICKS*?

—A Concerned Reader
Ashtabula, OH

Heck no, it doesn't mean that at all. But if you're worried about your fate, try moving all the copies of *TIPS & TRICKS* up to the front row of your local newsstand like Chance does at the Wal-Mart in Atoka; that kid's going straight to heaven!

ARCADE BRIGADE



TUROK

STRATEGY GUIDE PART 1

BY NICKS CHINESEVANT



Nintendo 64 Strategy

Nintendo 64 Strategy

WHAT YOU SHOULD KNOW...

- This is the first of a two-part *Turok* strategy guide. Next month we'll give you maps for the second half of the game (levels 5-8).
- The most important thing to learn is how to use the analog joystick to look around. There are parts of the game where you'll have to look down while jumping in order to see where you're landing. You'll also need to look up to shoot snipers that are picking you off from above. Mess around with the joystick sensitivity option to get the right feel.
- There are plenty of secret areas in the game that don't show up on the overhead map. On our maps we've shown secret areas in black with a dark blue border.
- Conserve lives by saving your game often. You may want to go back to a previous save spot and restart if you die too many times the first time through a tough stage.

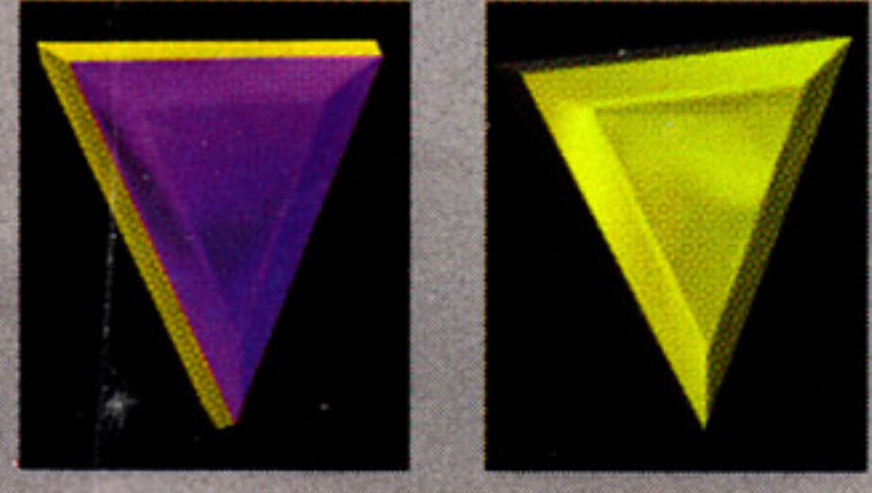
MAP GUIDE

	GRASS		GRANITE
	LAVA DOORWAY/SWITCH		WALKWAY
	SAVE POINT		BUILDING
	WATER		WARP
	DEEP WATER		KEY
	CHASM		GATE
	CAVERN		CHRONOPIECE
	BRIDGE/LADDER		SECRET AREA
	START		

TUROK STUFF

Obviously you're going to want to pick up everything you see, but some items are more important than others. Here's what we think are the best of the game's power-ups:

TRIANGLES



Collect 100 and you get an extra life. Very important! Pink ones are worth 25, yellow are worth 1. You need lives to win!

WEAPONS



The best ones to use are the machine gun and the shotgun. Ammo is plentiful, accuracy is excellent and you can take down anything that you see in the first four levels with them.

HEALTH



Look for ultra-health in the bonus levels; it gives you 200 health points instead of the usual 100. Shoot animals for extra health icons.

KEYS



If you don't get keys, you don't move to other levels. If you miss one, go back into the level and get it.

SHIELD



At least one invincibility shield can be found on each level. If you find one, go directly to one of the larger sub-bosses that fires bolts of lightning and kill them while you're not taking any damage.

TEK ARMOR

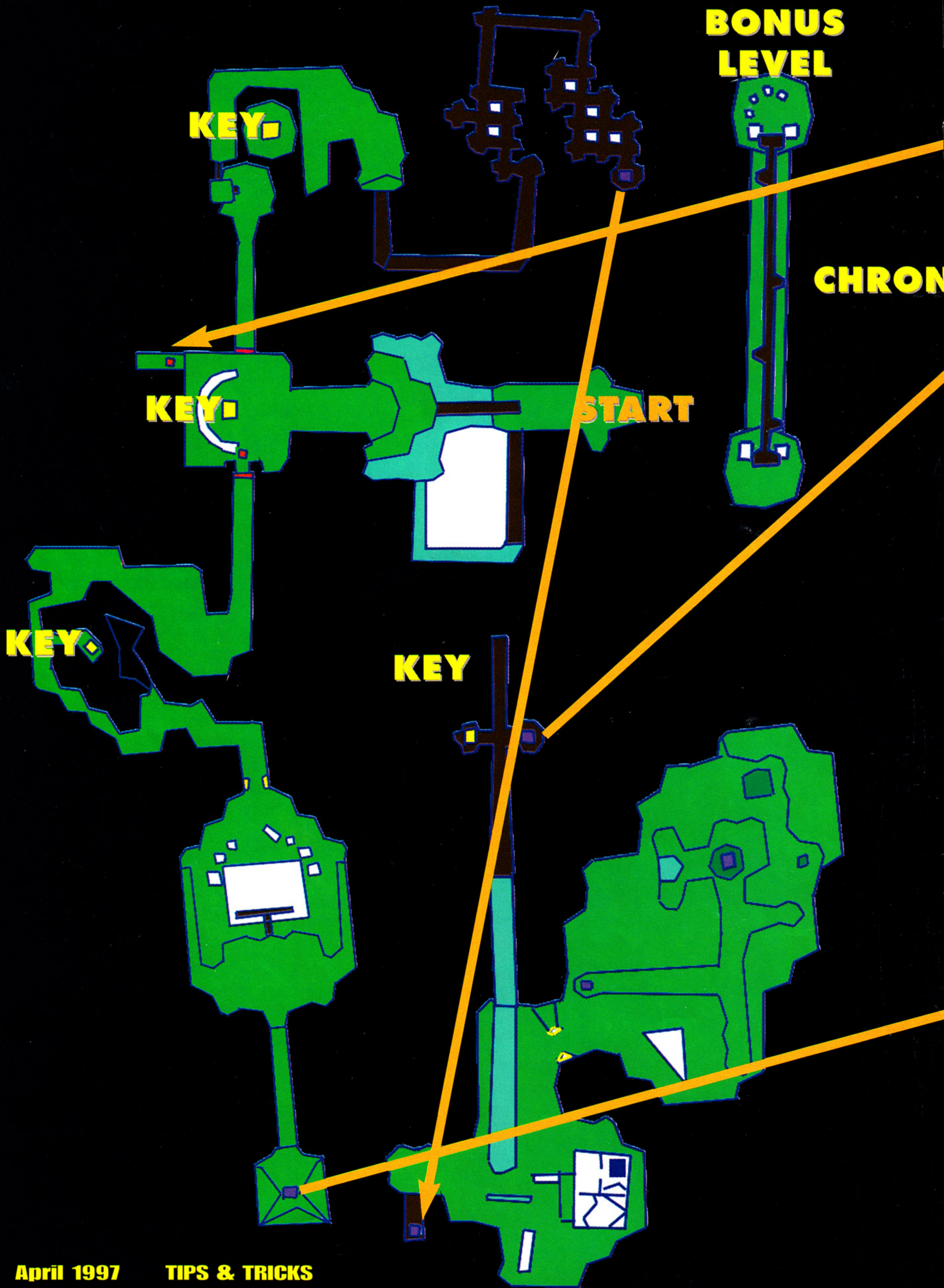


Tek armor preserves your health. Every time you're hit, one Tek point is taken away. Good for bosses.



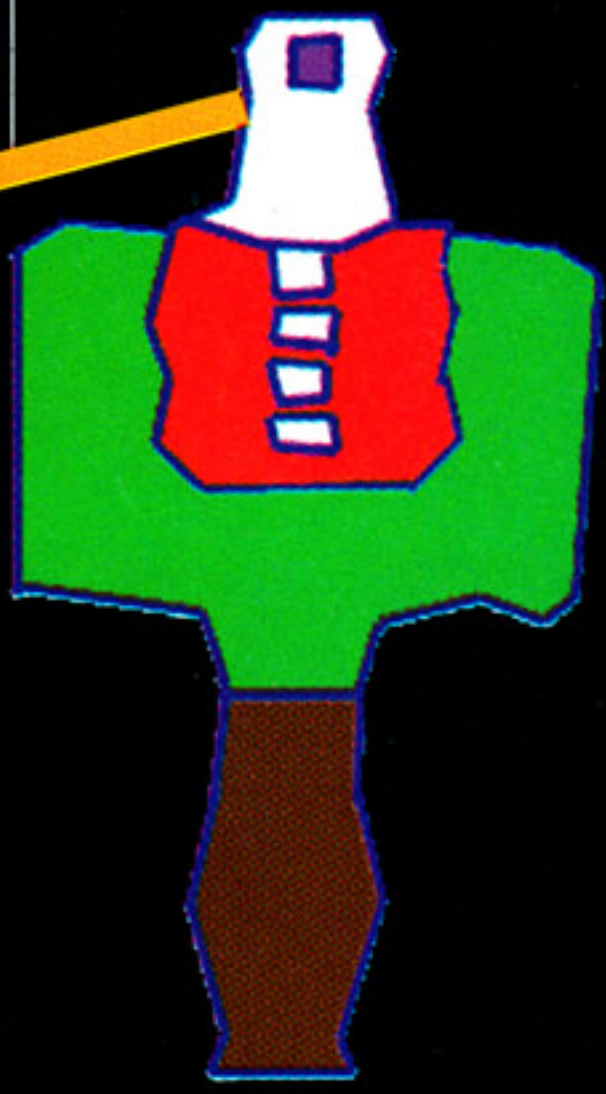
LEVEL 1

Nintendo 64 strategy





OSCEPTOR PIECE



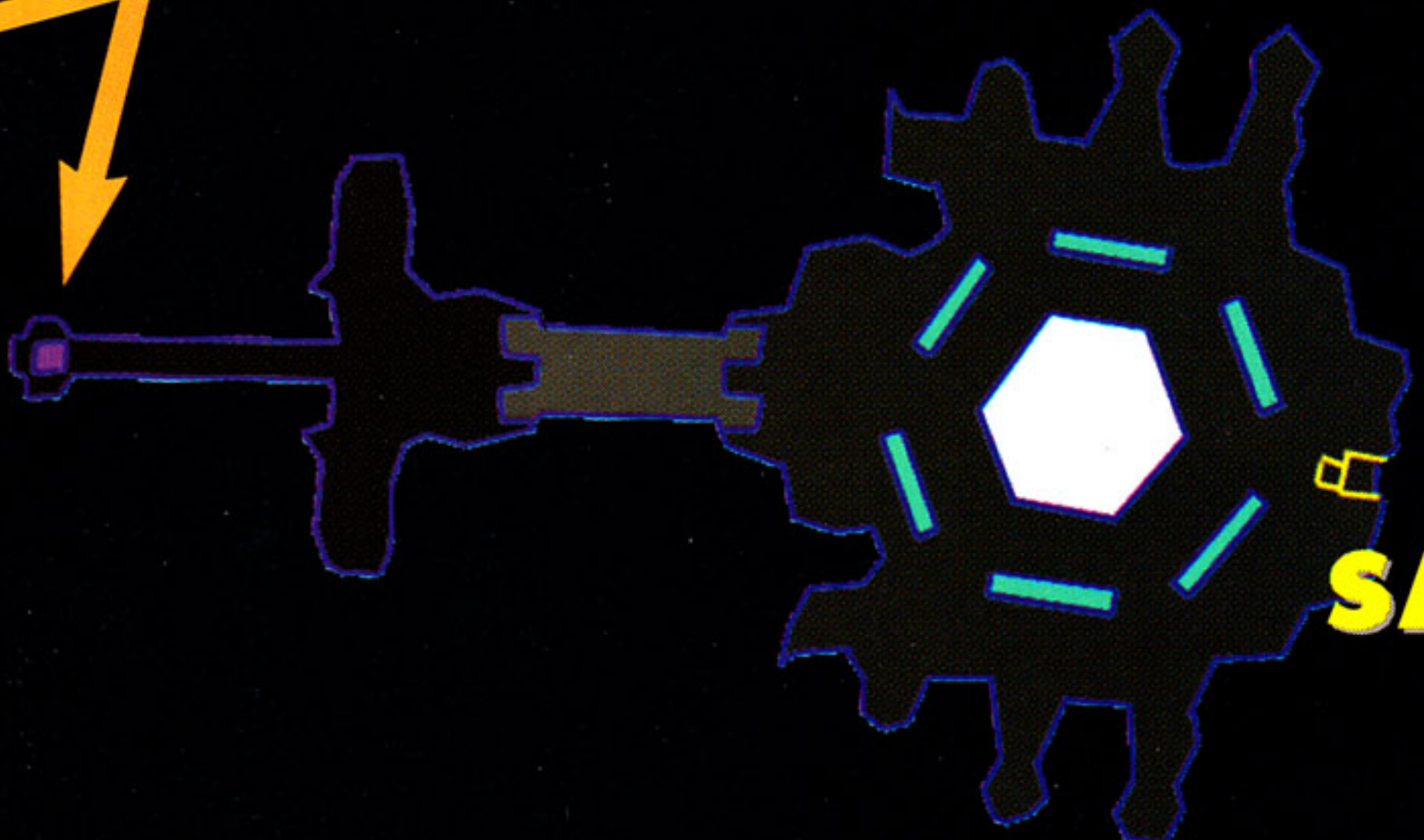
SAVE



KEY



KEY ROOM

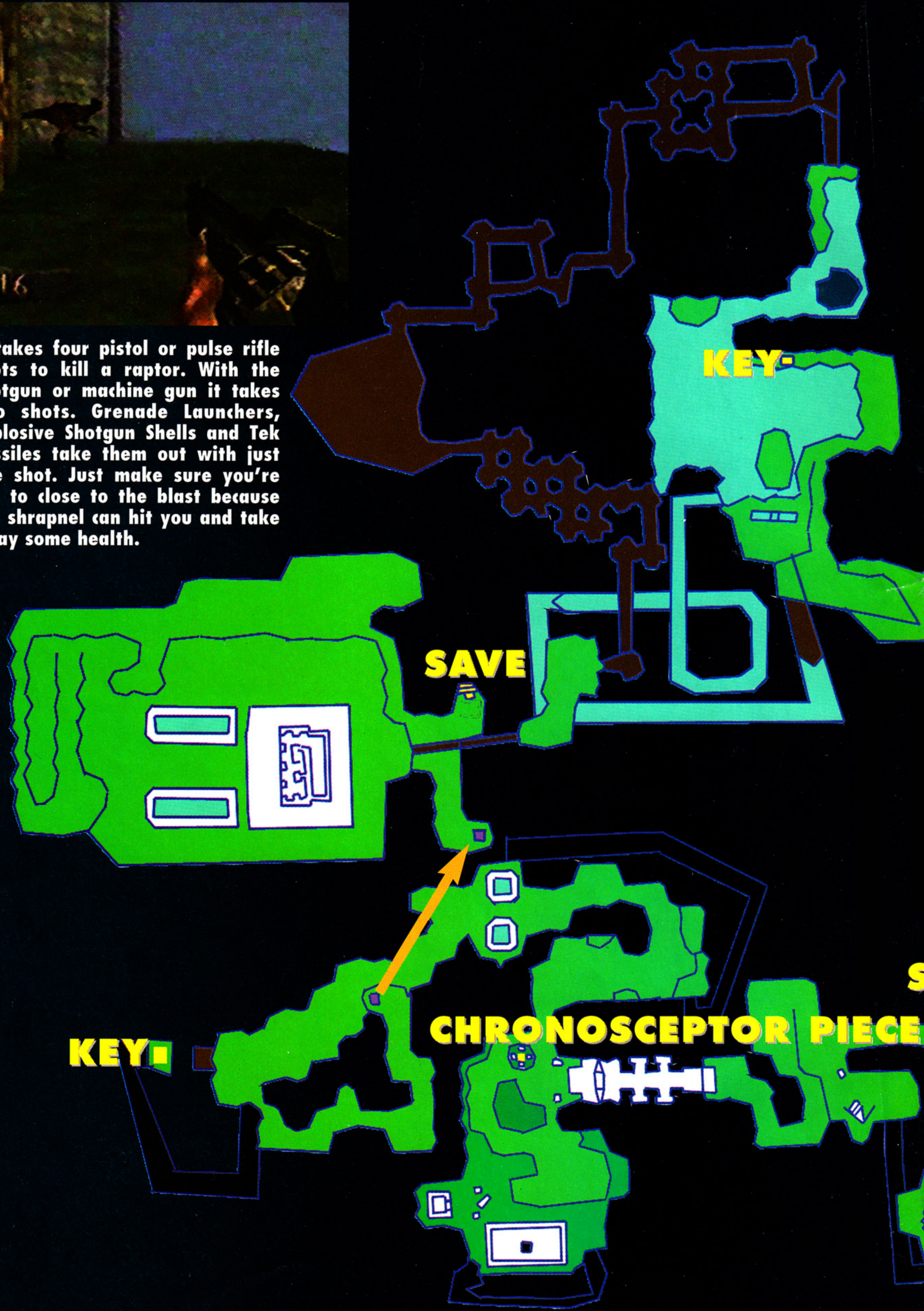


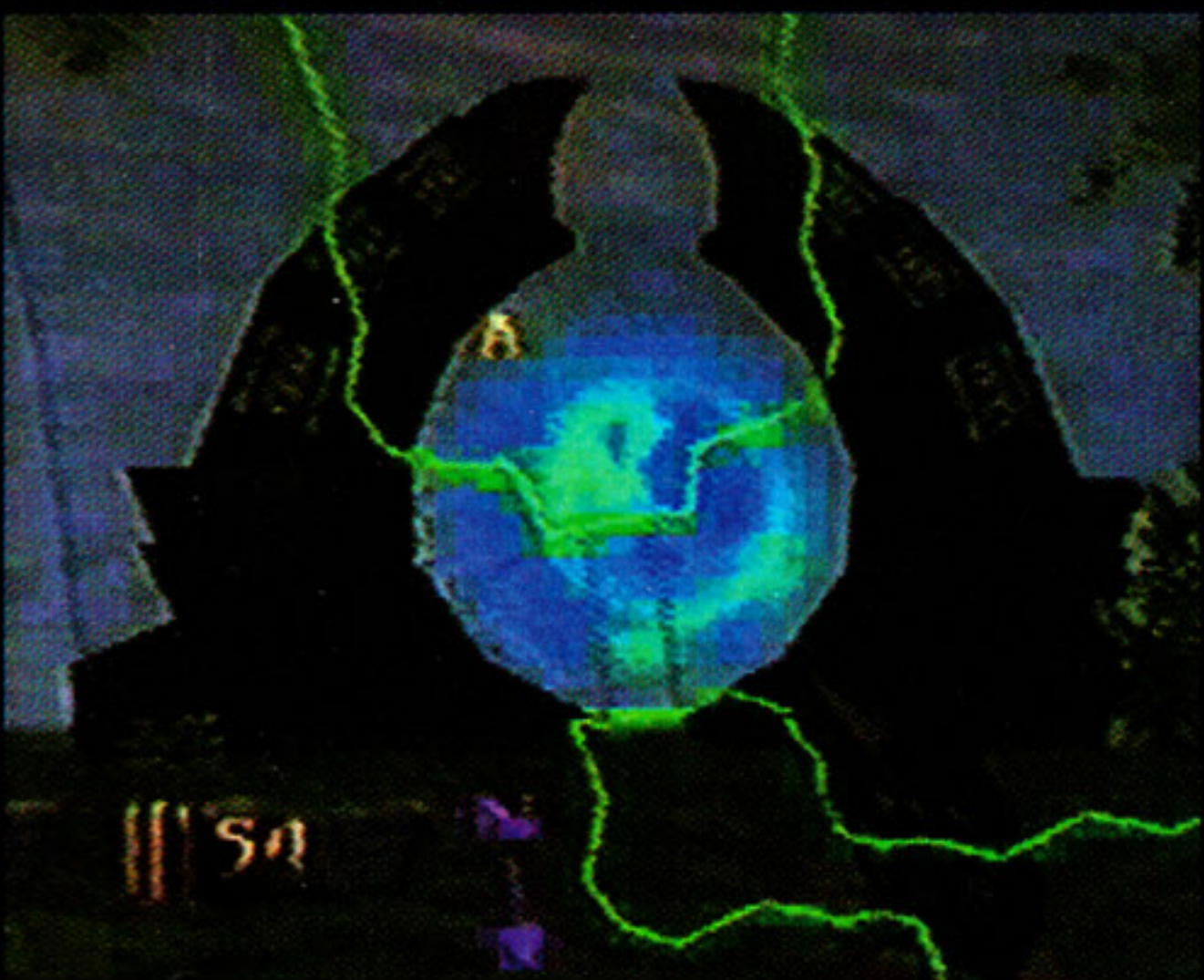
SAVE

When you finish the first level, you'll head to the key room. From here, you'll have access to all levels of the game once you've collected all of the keys. There's also a save point in the key room, so it's convenient to save your games here when you've finished a level. If you've collected all the keys on level one, you'll be able to enter both levels 2 and 3. However, in order to get to level 4, you'll need to find the keys in both levels 2 and 3. The key room is your friend. Use it.



It takes four pistol or pulse rifle shots to kill a raptor. With the shotgun or machine gun it takes two shots. Grenade Launchers, Explosive Shotgun Shells and Tek Missiles take them out with just one shot. Just make sure you're not too close to the blast because the shrapnel can hit you and take away some health.





Portals take you back to the Key Room. Blue clouds in strange parts of the level are ways to get to the bonus level.

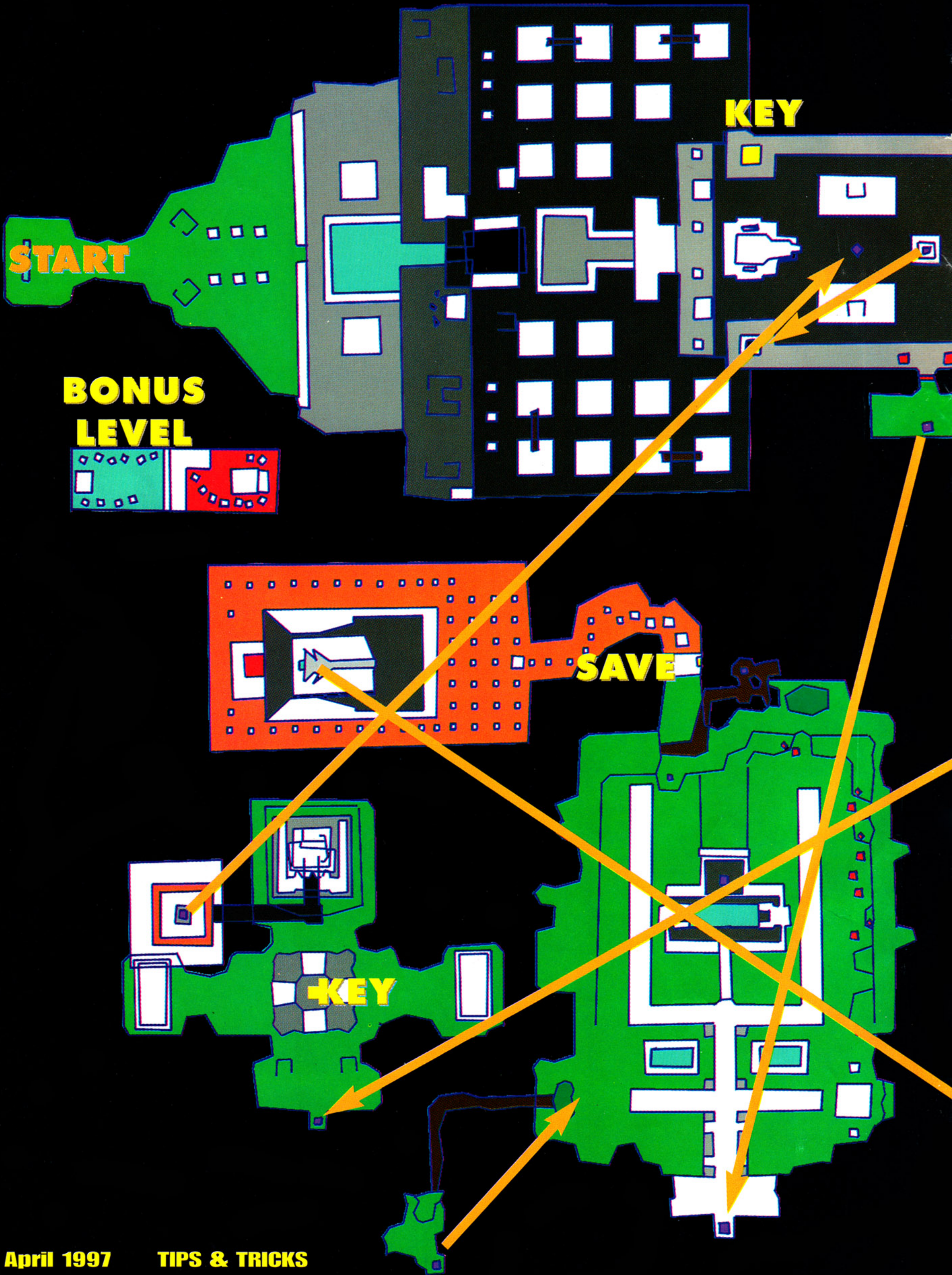


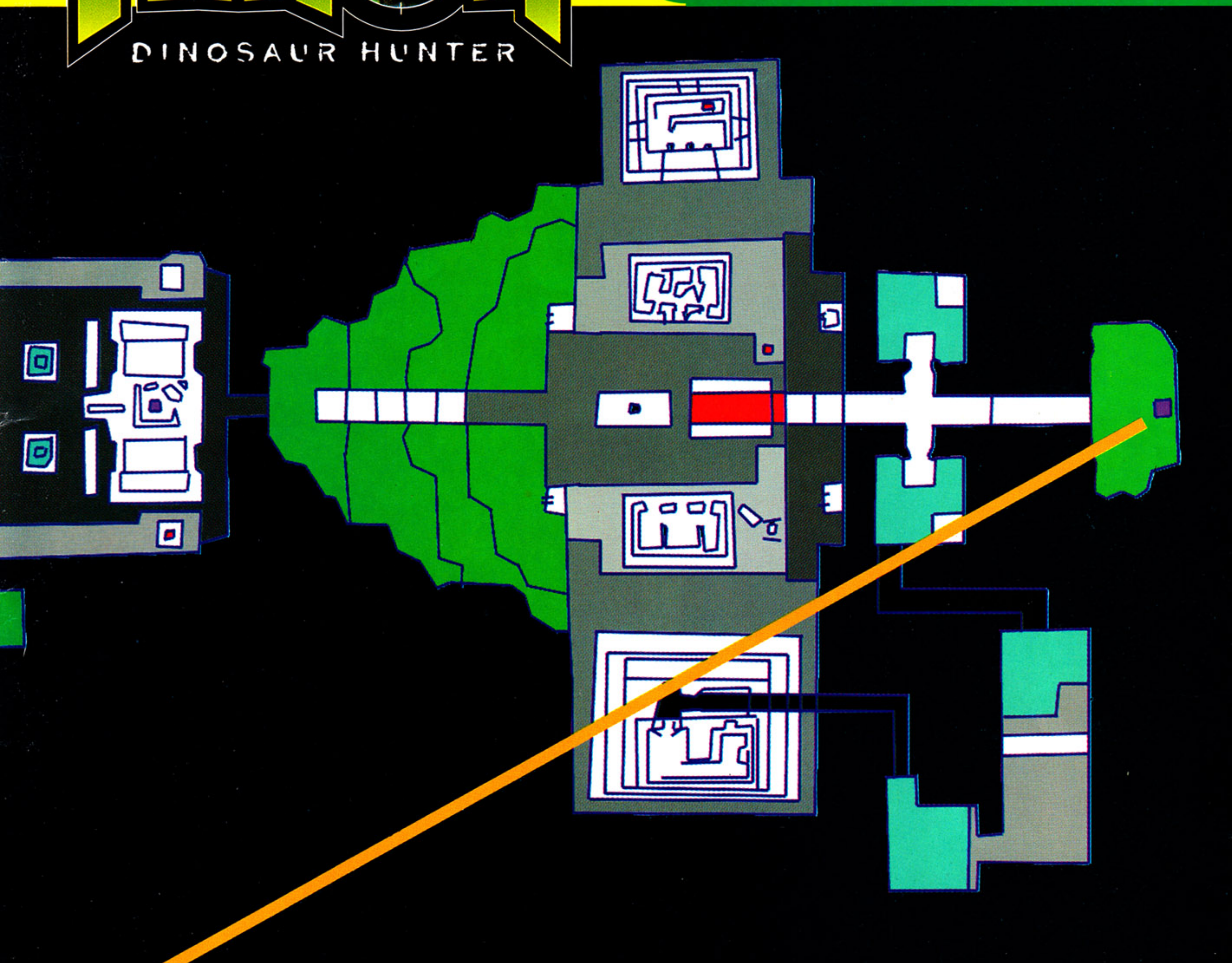
Level 2 has two different bonus levels so whenever you see the blue clouds, jump in before they disappear; you never know what you might get. The smaller bonus level gives you a health boost. The bigger one contains all sorts of power-ups to complement your arsenal. You can fall off the edge in these and not die.

Kill the sub-bosses with Tek Arrows or with the machine gun. It takes about three or four shots of each, but they'll eventually go down. If you've got the grenade launcher you'll only need to hit them with one grenade, but they're a little hard to aim when under pressure.



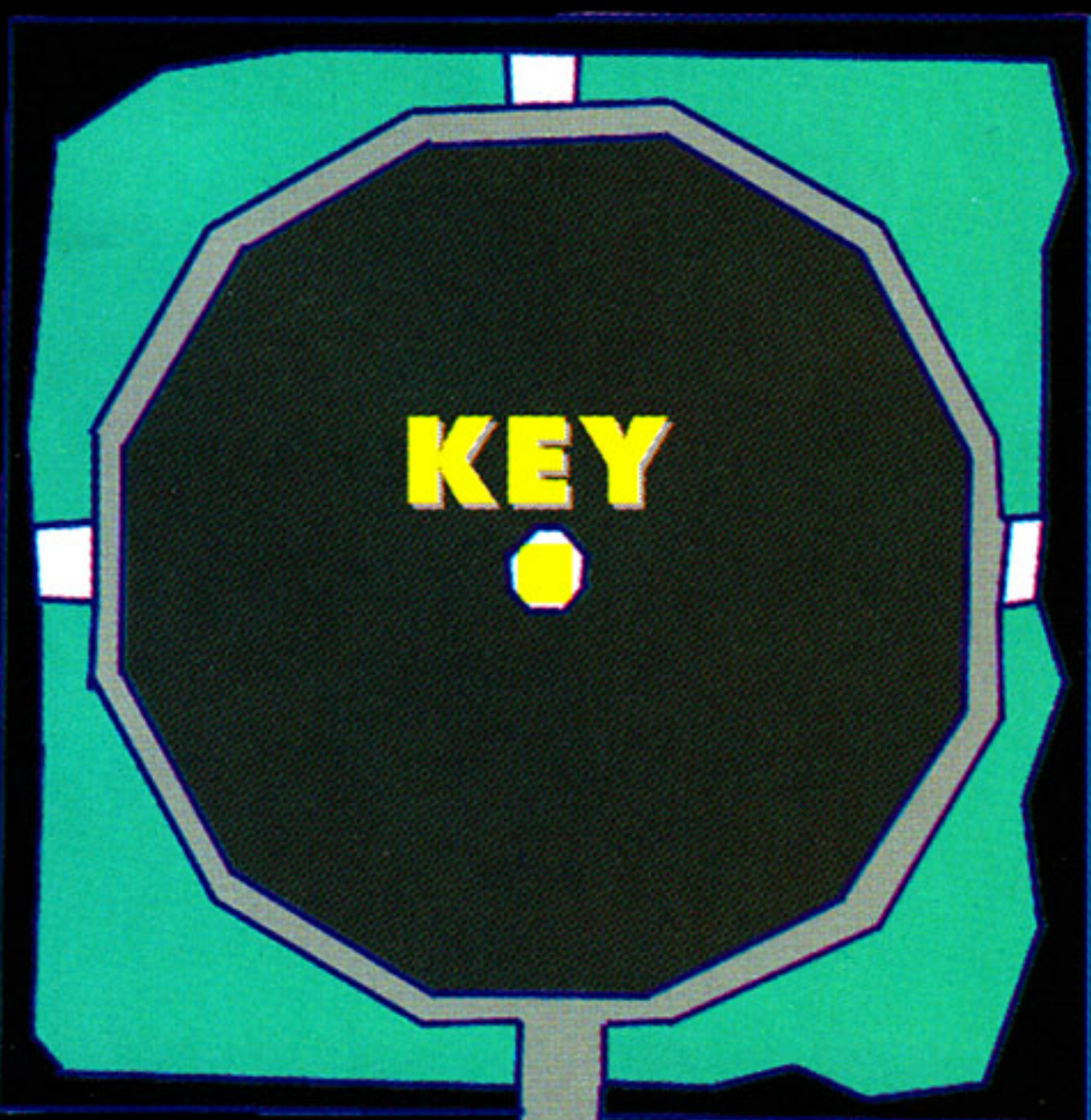
Nintendo 64 strategy
Nintendo 64 strategy
Nintendo 64 strategy





LEVEL 3 BOSS

Get the power-ups in the water surrounding the boss arena before you enter. Just jump over the wall from the path leading to the kill zone.



Level 3 has a boss. First you'll have to kill two Hummers; use Tek Arrows if you have them. Then comes the crazy guy with the pulse rifle. Use anything you can throw at him and keep moving! You'll get the third key when you kill him.



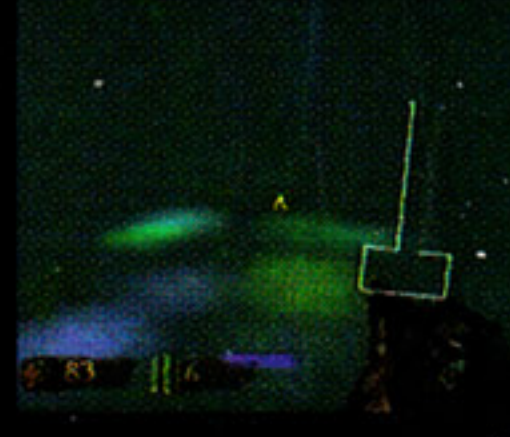
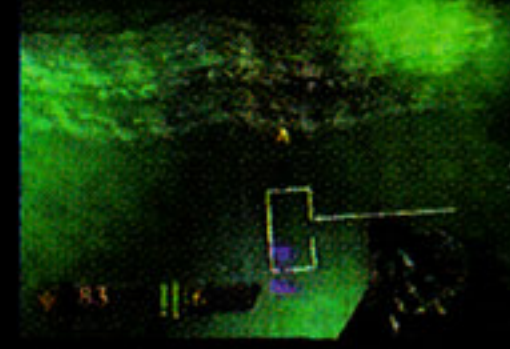
Nintendo 64 strategy
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BONUS LEVELS

START KEY

SAVE





CD BONUS AREAS AND OTHER NEAT JUNK

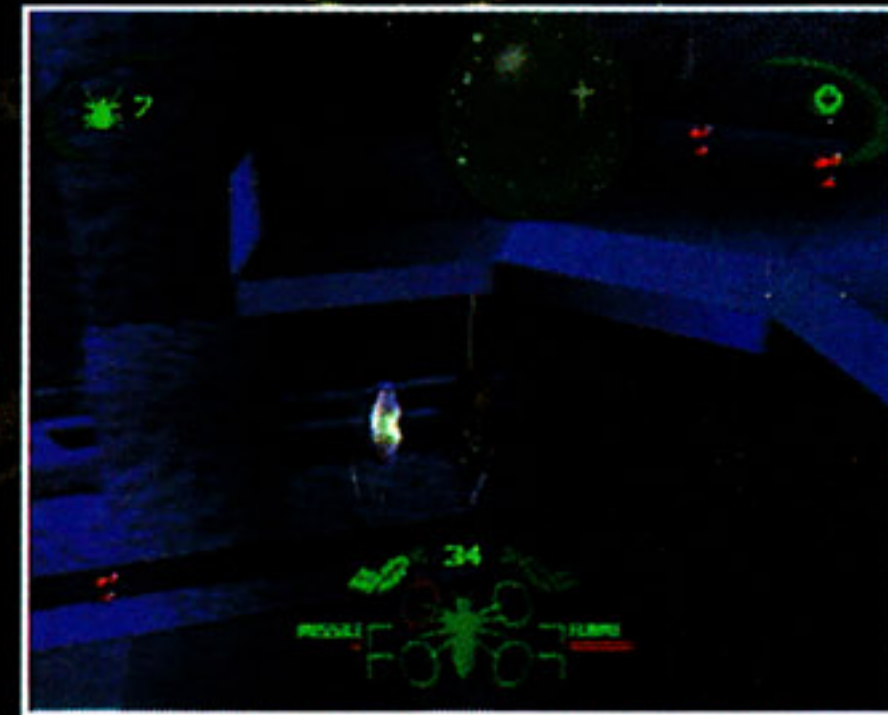
Each level in this game contains three pieces of a broken CD Rom. If you want access to all of the cool, secret Bonus Areas, you'll need to locate these pieces. Some of 'em are fairly tricky to find, so I've explained where each one is hiding. And—because I wanna help out my fellow gamers, of course—I've provided a walk-through of each Bonus Area. Lastly, players who get all Microchips and all CD pieces, get to see a snazzy, bonus FMV clip! The clip contains some cool behind-the-scenes footage of the making of *Spider*!



LABORATORY (Level 1)

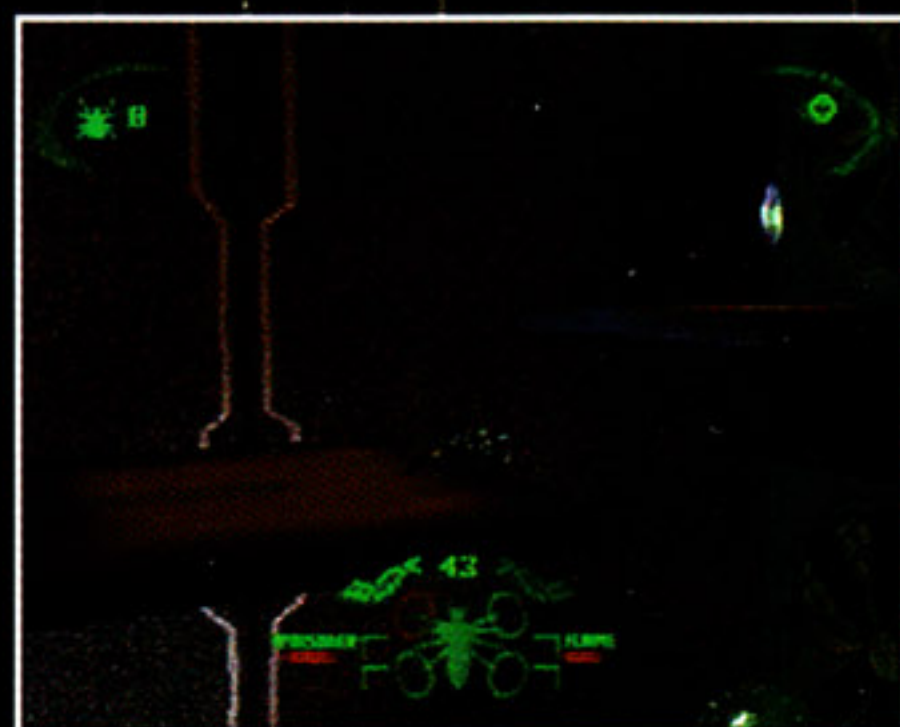
LAB FLOOR - 1 Microchip

There's not a whole lot of traffic here, so it's a good place to practice control techniques. Moving to the right of the start point, jump up in front of the first working monitor; this will give you a free 1-Up. A piece of the CD for this level is floating just below the ledge where the Microchip is. Crawl underneath the ledge and lower yourself with webbing to get it—then, exit the area.



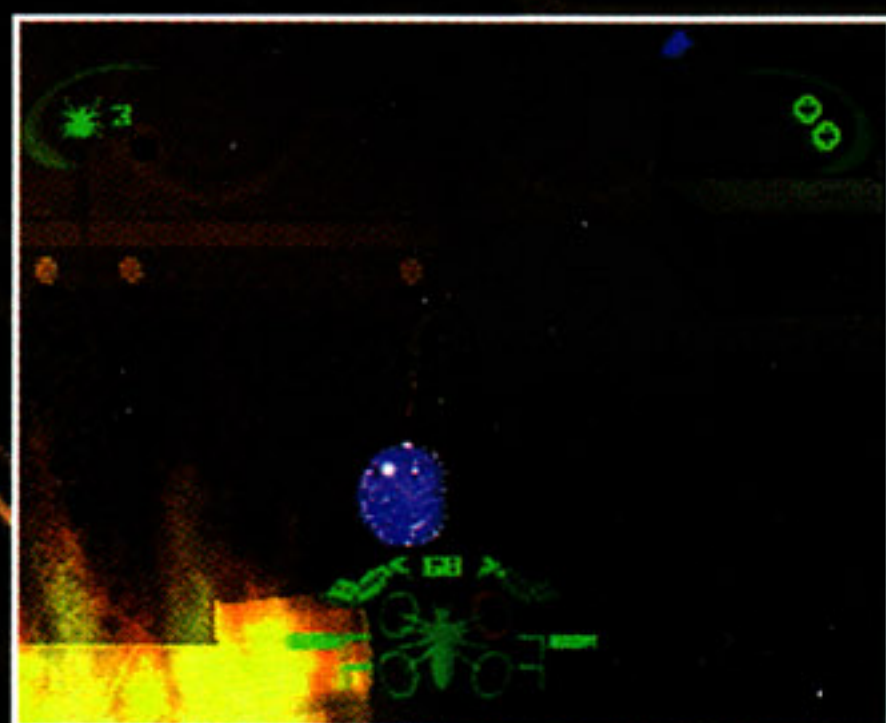
SINKS - 1 Microchip

Before jumping over each sink, wait until the spider on the other side has begun walking away. This will give you room to land safely. The CD piece is located on the shelf above the Microchip sphere. To get there, just travel to the right from the start point... you can't miss it!



LAB TOP - 3 Microchips

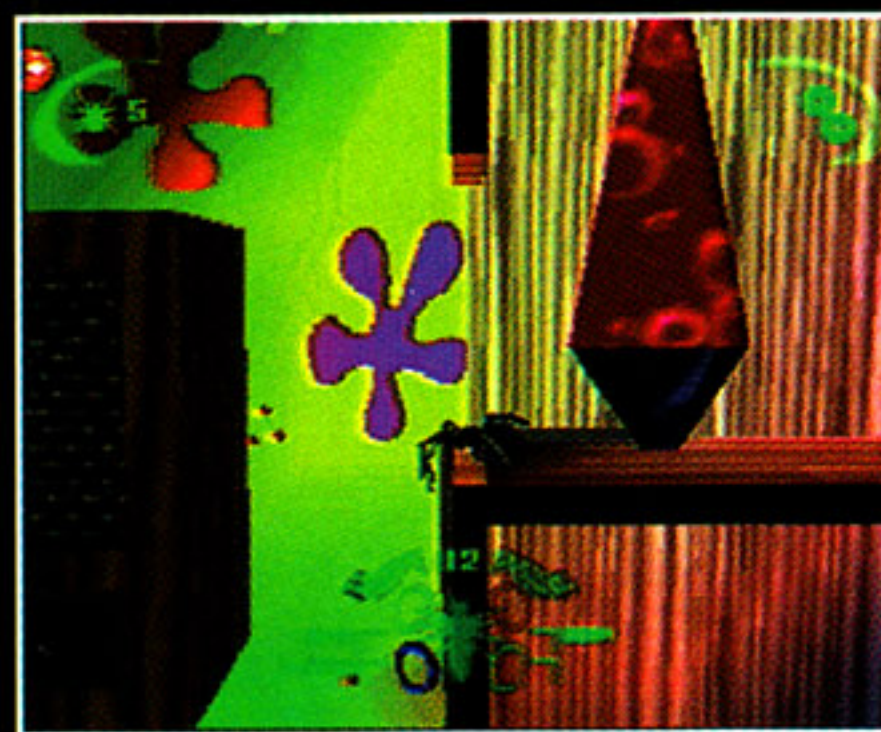
Right off the bat, you can grab the shield to the left of the start point and proceed through the fire for a power-up. Return right to the start point. Watch out for the falling flasks, and zig-zag your way upward, jumping ledges and climbing walls. Grab the boomerang on top of the red glowing box. Jump the flaming gaps. Right after you move across the white lightbox, be ready to hit the hanging enemy spider with your newly-acquired boomerang. Continue to the right, kill the second hanging spider, and go up the wall. Creep up and around the ledge. Run past the falling flask. Hop the first gap and stop to kill the next hanging spider. Leap the second gap. The third gap is much wider, so get a running start to leap across safely. The area with flames below contains the CD piece, so crawl under the ledge and down the wall for it. Crawl back up to the gizmo with the green and blue buttons on it. Go up the wall, kill the yellowjacket, and continue upward to the first Microchip. To get to the second Microchip, go down and to the right of that wacky gizmo (the one with the green and blue buttons on it). Snatch the Smart Bomb power-up on the lightbox. Kill the hanging spider, jump the fire gap, and you'll see the 2nd Microchip just beyond the red glowing lightbox. Microchip #3 is fairly well-hidden. Go to the location of the 2nd Microchip sphere. Pass under it, climb the wall and make your way upside-down and to the left. Continue up and around, and hey—there it is!





CD BONUS AREA: 70'S ROOM - 1 Microchip

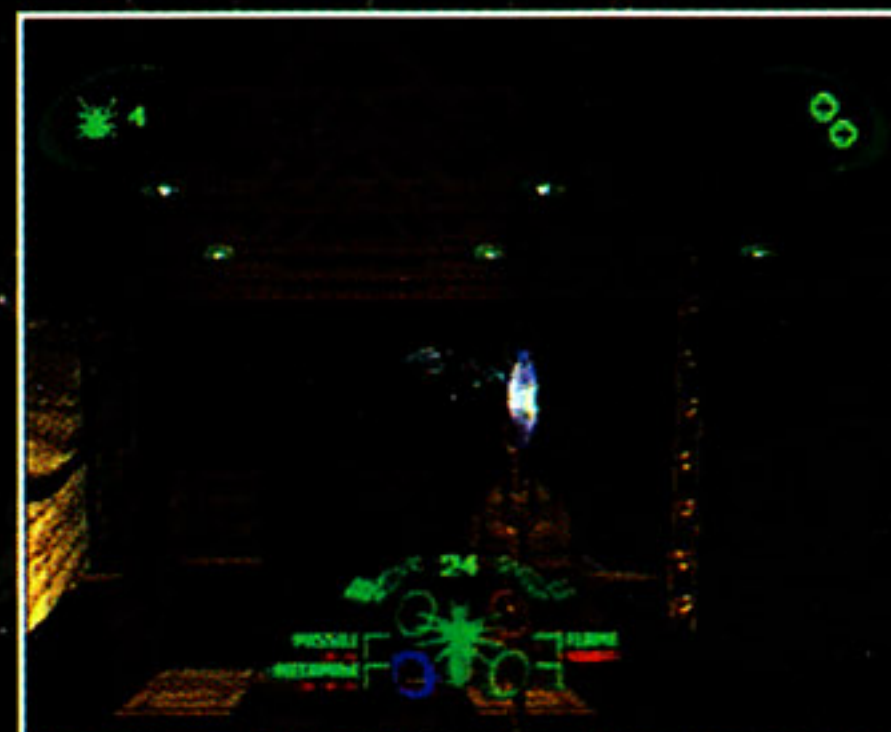
What's this? Lava lamps? Wood paneling? Crappy-looking wallpaper? If I didn't know better, I'd say I was back at Atari's main headquarters... last year! The first Power-Up—a Poisoner—is floating in the bottom lower right corner of the first wooden wall unit. The second wall unit only contains DNA. Avoid the slug by jumping diagonally over it. The third wall unit holds a Mine power-up. The Microchip sphere is on the far side of the fourth wall unit. There are two power-ups to the left of it, though—a poisoner and a mine—so grab 'em before you hop into the sphere.



FACTORY (Level 2)

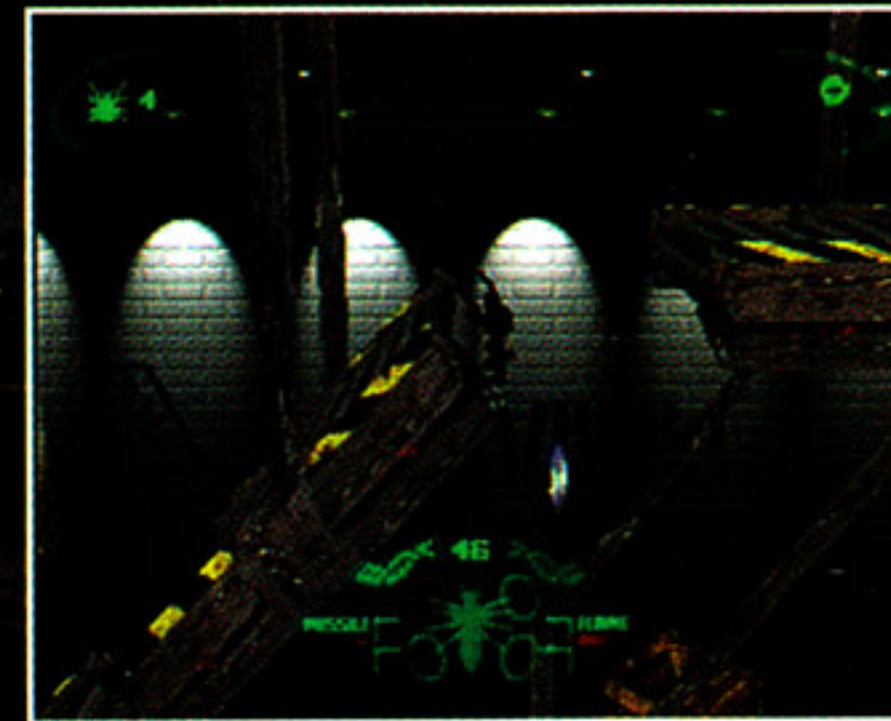
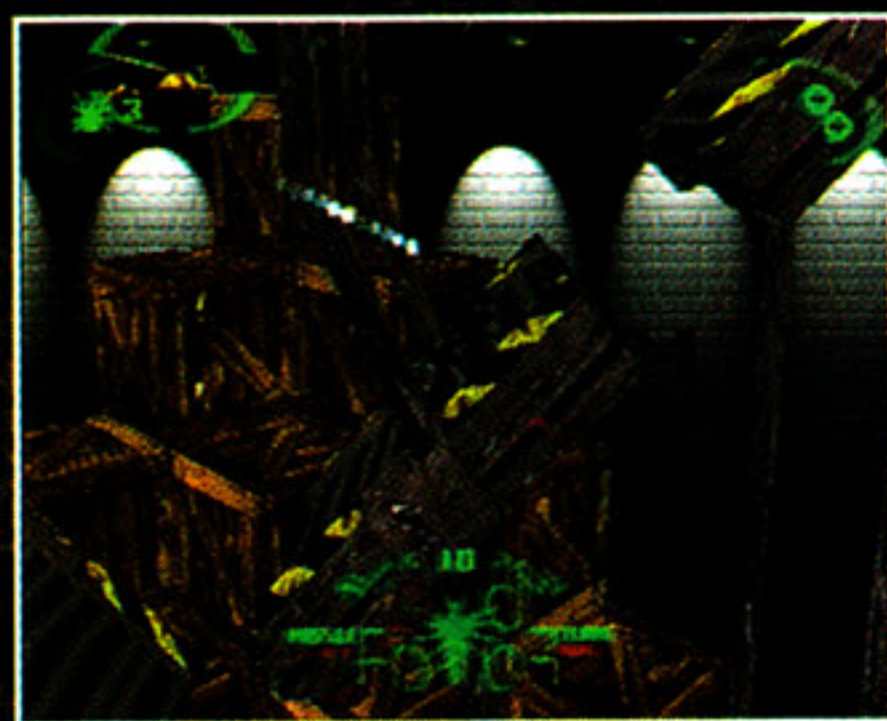
BOXES - 1 Microchip

It gets a bit more dangerous here, mainly because of the many, "do-it-right-or-splat" jumps required. Watch out for the enemy spider to the right as soon as you start. He's tricky to nail with Slash when he rounds-out the corner, so either jump over him or wait for him to come to you. Soon, you'll see a Flame Power-Up hovering alongside a chain. Climb up the crate to the right of the chain and free fall onto the power-up. Torch the bat. Now, move down the red-dish-tinted crate that the bat was flying over. You should end up standing on the crate marked "Fragile". Jump off this crate to the right. Now, grab the Mech Mines by leaping diagonally up and onto the crate; hang for it. Go back down, travel right. The Flame Power-Up is in sight, so go for it. Continue moving right. The screen should rotate. Carry on, but watch for spiders and yellowjackets. Hop upward a few crates. When you see a flowing trail of DNA to the right, leap off and follow the trail down as you fall. Do it right, and you'll nab the CD. Just make sure you land on the crate below, or "seeya"! Continue to the right to get the Microchip!



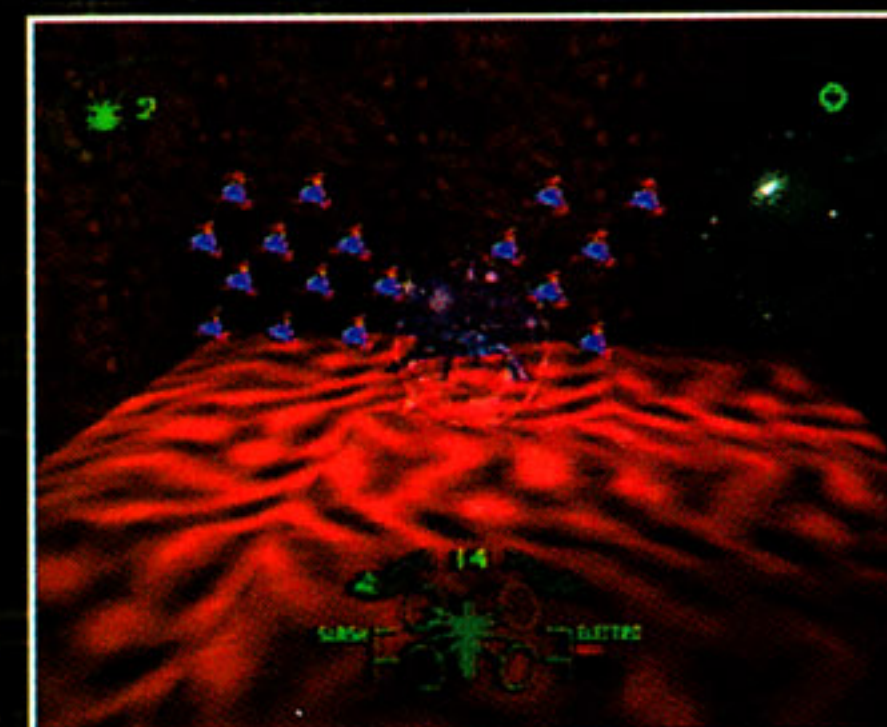
CONVEYORS - 1 Microchip

Grab the Mine on the right, being cautious not to touch the fan. Proceed down the slide and onto the long conveyor belt. Moving upward, you'll see a Flame power-up just below the second short conveyor; hang upside-down for it. The yellow-jackets can be done-in by carefully timing jumps while shooting flames. Run past the Press. There is a Missile waiting at the lower portion of conveyors; go down to retrieve it, then head back up to the top section. The CD piece is located as you approach the top area. Drop down between the two belts to get it. Continue upward and to the right to nab the Microchip.



MACHINE ROOM - 2 Microchips

Things really get tough now. The first hole to the right leads to a very cool Electro power-up. Go down the hole and stick to the right wall. Advance upside-down and wait until the burners go out. Quickly grab the Electro power-up (this baby cooks, so it's worth the danger). Drop down from the ceiling and fry the ever-lovin' daylight out of the rat. Turn and head left. Go up and over the crate to enter the striped entranceway to the small lava room. Drop directly onto the purple shield icon. While protected, quickly grab the goodies and hop into the Microchip sphere. The second Microchip is located above and to the left of the lava room, just beyond the rat. The third Microchip is waiting at the farthest right section of the start point. Take the long vertical conveyor up (don't forget to grab the Boomerang) and, once at the top, jump to the wall. Climb upward. Avoid the trio of burners altogether by going up and over 'em. Just jump diagonally onto the first pipe. Hey, whattaya know—a piece of the CD! Free-fall onto the Smart Bomb. The Twin Presses are much faster than usual; careful timing is required. Kill the remaining enemies and enter the hole to the Microchip.



MECHANICAL ARM BOSS

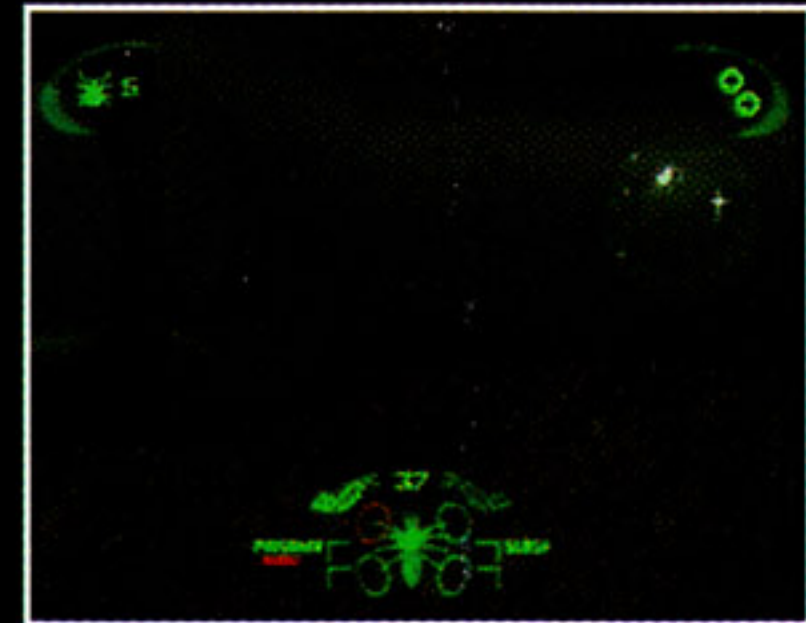
This thing ain't no Robotnic pushover, that's for sure! As the swiveling arm tries to pound you into spider pulp, "lure" it into place, move aside, then come back in to hit the clamp. Bombs will also drop on occasion; unfortunately, their pattern is not easily detected. After 5 hits on the arm clamp, the arm will lower itself and begin to spin in a clockwise motion. Timing is everything; about four jumps will do. Resume slashing the clamp. After 3 hits, the arm will lower and spin again. Two more hits is all it takes to finish the damn thing off.





CD BONUS AREA: TUBES - 3 Microchips

Microchip #1: From the start point, go right. At the first intersection, go down, clinging to the top of the pipe. Maneuver around the yellowjacket. At the 3-way intersection, go up and grab the Poisoner. Go left. Jump the toxic goop, and there it is! Microchip #2: Follow the same route as above, until you get to the 3-way intersection (where the yellow jacket is). Go right, not up. At the next intersection, go down. Be sure you're upside-down. Hang for the Poisoner. Keep moving right. Make your way up and over—the Microchip is at the end of the pipe. Microchip #3: At the 3-way intersection, go up (grab the Poisoner). Make a right. Hop over the toxic crud. When the pipe widens, jump from stone to stone, avoiding the green slime. The Microchip is right there, baby!



CITY (Level 3)

DOWN THE STREET - 1 Microchip

The grasshoppers are a real pain in the buttocks. Let 'em turn around to face you, then rush over them with a long diagonal jump. Go down the grate (watch that slug!) and grab the CD piece. Hop over to the right wall and go down. There is a Mine Power-Up hovering in the sewer; hang for it. The water drops are easily avoided; simply sneak past 'em. Go back up, hop right (over the grate). A slug appears next. Either crawl over and lay mines to kill it, or go the easier route and just quickly jump over it. Jump the grasshopper next and leap across the sewage gap. Now, hop back to the left of the gap to grab the Missiles. Send two of 'em flying to kill the fat slug up ahead. Hop over the two remaining slugs to get to the Microchip.



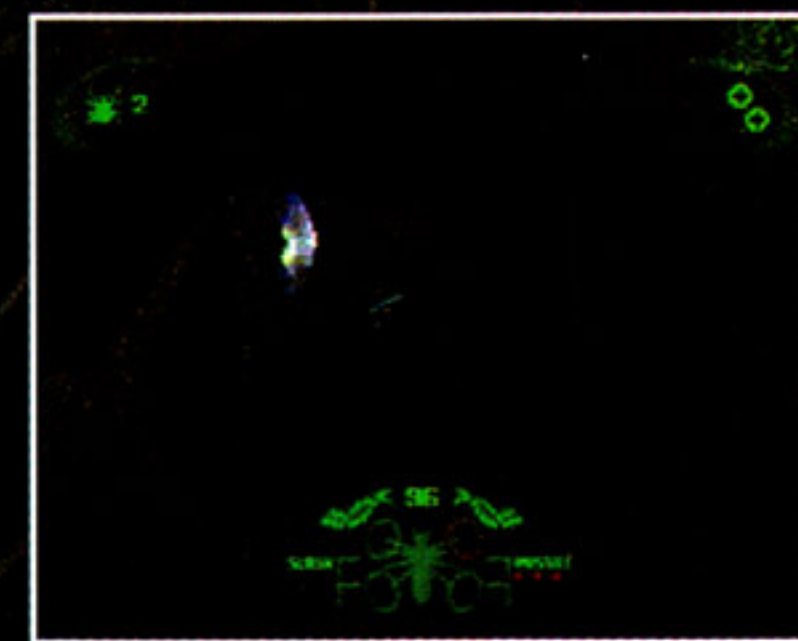
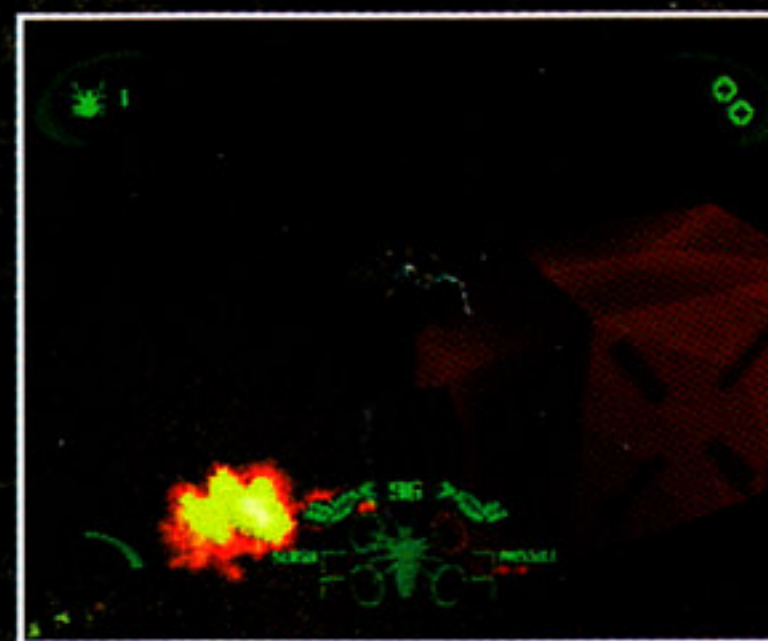
SIDE OF BUILDING - 2 Microchips

This is a pretty cool level. To get to the first Microchip, move left, hopping onto ledges. Go up the vertical beam (watch that spider). Once at the top of the beam, leap to the right. Avoid the yellowjacket. Hop from ledge to ledge and grab the 1-Up and Missiles. Go back to the vertical beam (to the left) and kill the spider with a nice, juicy Missile. Jump up to the pipe. When you get to the top, hop onto the right ledge and then onto the diagonal wooden beam. Hop up and cling to the left edge. Crawl up and around to the Microchip on the left. The other Microchip is actually to the right of the diagonal wooden beam. Hop ledges. The farthest-most right ledge has a string of DNA under it. Hang under this ledge, but drop down from the right side to fall onto the ledge below. The CD piece is right underneath the ledge containing the Microchip sphere. Hang for the CD, then circle the ledge up to the Microchip.



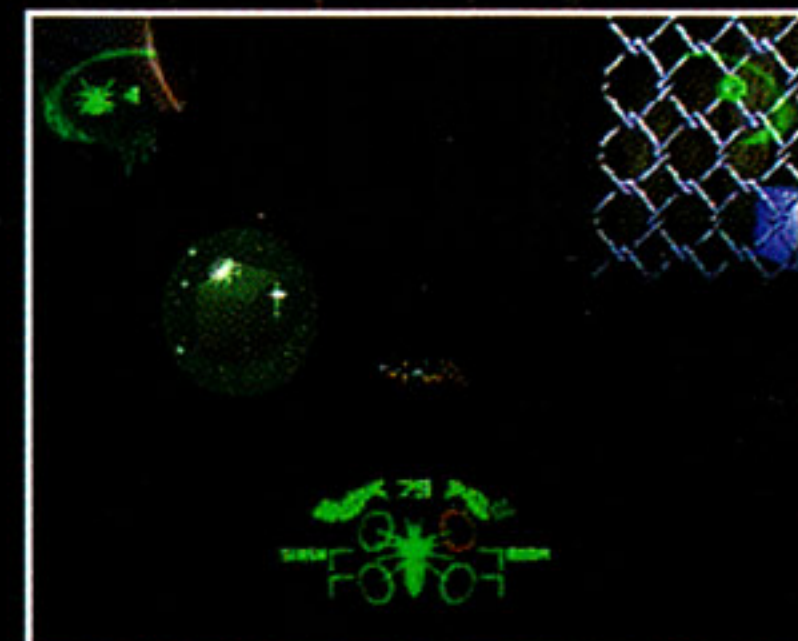
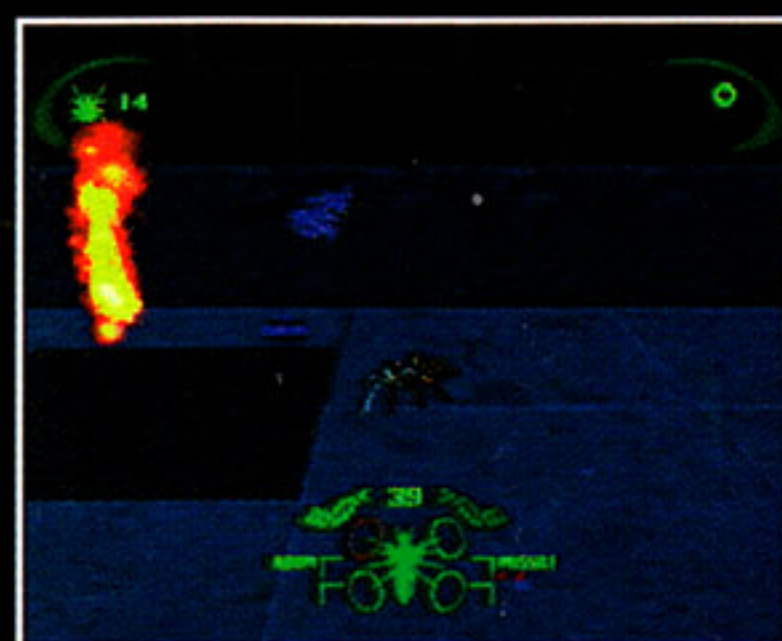
PARK - 2 Microchips

Watch out for the enemy spider on the first log. Grab the Missiles on the rock. Kill the grasshopper. Get past the gas container, crawl into the log and descend. Use the left wall to avoid the flame jets. Wait until the flames shift position, and out of harms way, then crawl downward. Blast the rat, then free-fall onto the 1-Up and Missile icons. Move right, avoid the flame jets, and then head to the surface. You'll find the CD piece in the log. You can't get out from here, so retrace your steps and go back underground until you get to the original entry-point. Hop back up onto the log and this time, go right. Jump up to the cement pipe. Hop across the gaps. Leap upward. Kill the enemy spiders. Once at the top, go into the second cement pipe to Microchip #1. To get to the second Microchip, do this: From the starting position, pass the first cement pipe and continue moving right. When you get to the stream, leap across (you can't cling to the side-wall; you'll slide into the water). Enter the pipe ahead to get to the Microchip!



ALONG THE STREET - 2 Microchips

This is extremely tough, so stay alert. Moving left, you'll see a Kamikaze-type fly buzzing like mad. Lure him towards you, and move away to get him to crash. Be very careful around the purple bats. Grab the Missiles and target 'em before their bombs can hit you. When you get to the metal mantis, let him slink into the ground, then pass quickly. Don't waste Missiles on him, you'll need 'em for the bats. Once the screen rotates, nail the bat overhead and get the Health icon hiding behind the lamppost, as well as the Boomerang Power-Up. Use the boomerang to nail the remaining bats before you cross each trio of flame jets. The metal mantis is back—this time, with a boomerang of his own! Send him to that big bug house in the sky. After taking out the remaining enemies, continue left to the Microchip.





CD BONUS AREA: UNDER THE STREET - 1 Microchip

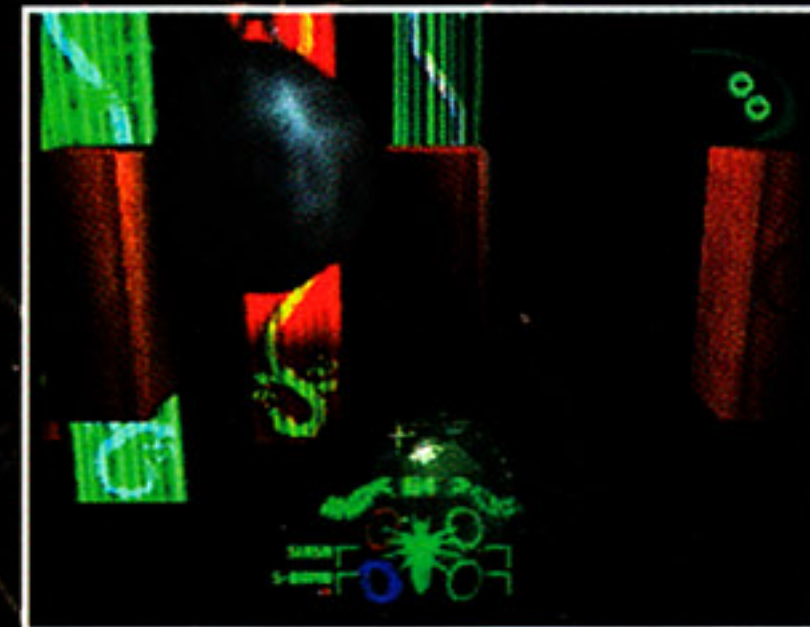
This bogus... er, I mean, bonus area is really not much more than a glorified sewer stage. Hop from beam to beam. Unless you're fortunate enough to have carried over a cool Power-Up from the previous level, you'll be forced to use your Slash to kill enemies here. Be careful; there's not much room to maneuver. Travel all the way to the right and viola—your Microchip awaits!



MUSEUM (Level 4)

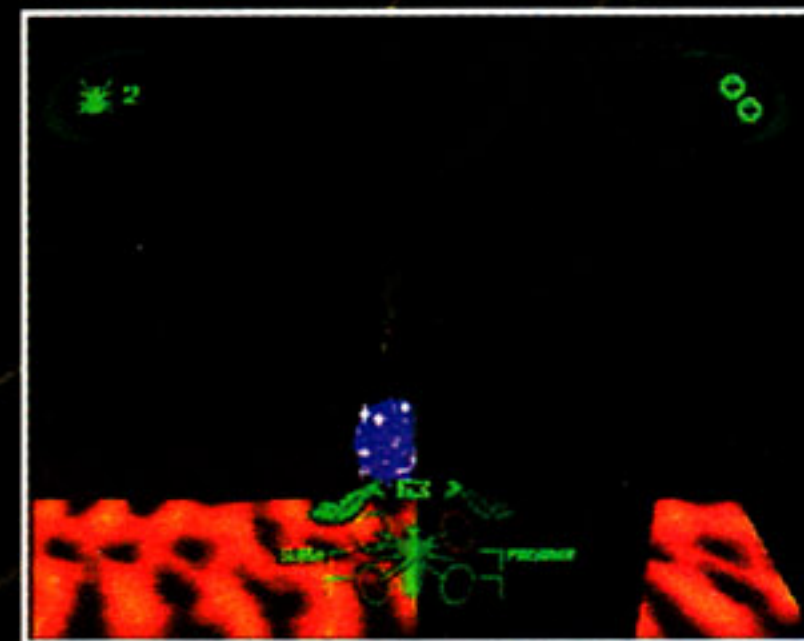
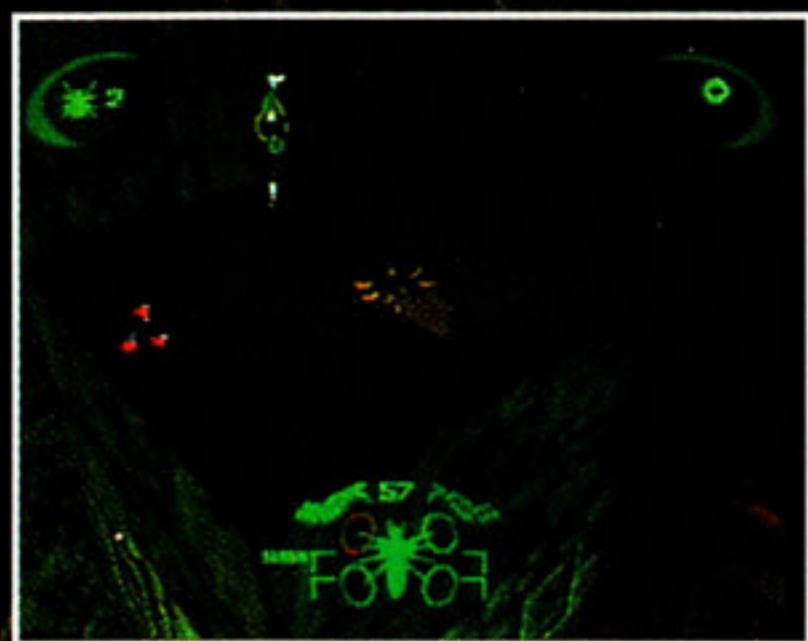
DISPLAY CASES - 3 Microchips

Get the Missiles underneath the 4th display table and blast the bug juice outta them spiders. To get to first of three Microchips, climb the wall. Jump off to the left and make your way across the table tops, and you're there! The 2nd Microchip is accessed by moving all the way up the far right wall (don't leap onto the display tables like you did to get to the first one). Move upward and into the air duct. Crawl to the right about 1/2 screen in length; turn around and leap diagonally to the left. If done correctly, you'll free-fall onto the opposite wall, just barely missing the whirling fan. Crawl along the ceiling, grab the Smart Bomb, and kill the spider up ahead. Drop down to enter the monitor room. Watch your step in here; one wrong move, and you'll either get fried or fall to a nasty death. Move into the 2nd air duct and repeat the same diagonal leap procedure (as per the 1st air duct) to cling to the ceiling. Snatch up the Health icon, and continue out onto the walkway. Time your jumps in order to avoid the trio of swing balls. There's a little surprise under the 2nd vertical beam below the 2nd set of swing balls... yup, it's Microchip #2! When the swing ball gets out of range, quickly crawl under the beam and hang for it. Microchip #3 lies beyond the swing ball zone. Move past them, go up the wall (shades of Bug!), jump the fans, and hop across the wooden beams. Jump to the wall where the enemy spider is—snuff it out—and proceed to the final Microchip.



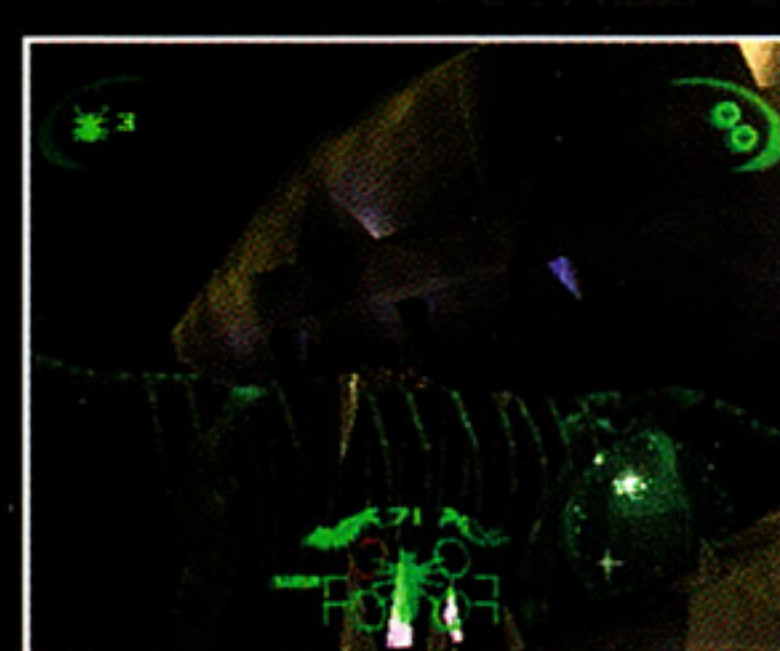
VOLCANO - 3 Microchips

Hmmm... seems there's a whole lot of sneaky stuff going on in this level. Dodge the flames. The scorpions are relatively easy to avoid; just leap over 'em. Climb the wall up to the Poisoner. As you drop down, fire a nice long blast of poison to wipe-out the yellowjacket overhead. Continue moving left over the platforms and rocks. Hop onto the high wall and move up. Before you jump off to the left platform, wait for the spider to move away. Get to the 3rd small platform and kill the spider. Now, standing on this platform (the 3rd one), free-fall off either side. Make sure you keep yourself "centered" under the platform when you fall. Do this correctly, and you'll land smack-dab onto the 1st Microchip sphere. Next, get the CD piece: From the start point, make your way left to the first high wall. Once at the top, turn a bit and face right. See that trail of DNA floating in mid-air? Jump off the high wall and follow the trail; it leads right to the CD piece. Keep pushing to the right as you fall in order to nab it and land in one piece on the rocks below. Go back (left) and up the high wall again. From here, you can get Microchip #2. Go to that 3rd, small platform you fell from to get the 1st Microchip. This time, don't fall, just keep moving to the left. Hop from section to section, all the way to the left. There it is: Microchip #2! Last, but not least, Microchip #3. If you continue to the left from the start point, you'll eventually make it to a high wall where a purple Shield icon is in sight—on the other side. Go up and over the high wall to get it. But here's the hard part: In order to make it to the Microchip to the far left, you'll have to be faster than you've ever been before. Just as the Shield is about to wear off, jump at the very last second to land on top of the Microchip sphere. It's tough, but it can be done. You do have one alternative method to getting it, and that's by jumping down from the platforms way, way above. Unfortunately, it's just as difficult, because you've only got a split-second to line yourself up with the Microchip before you land on it.



DINOSAUR BONES - 1 Microchip

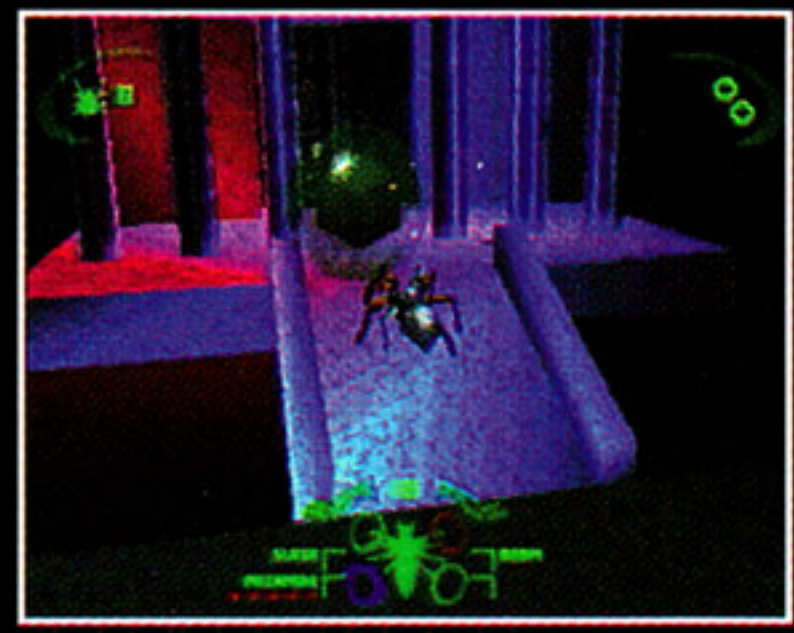
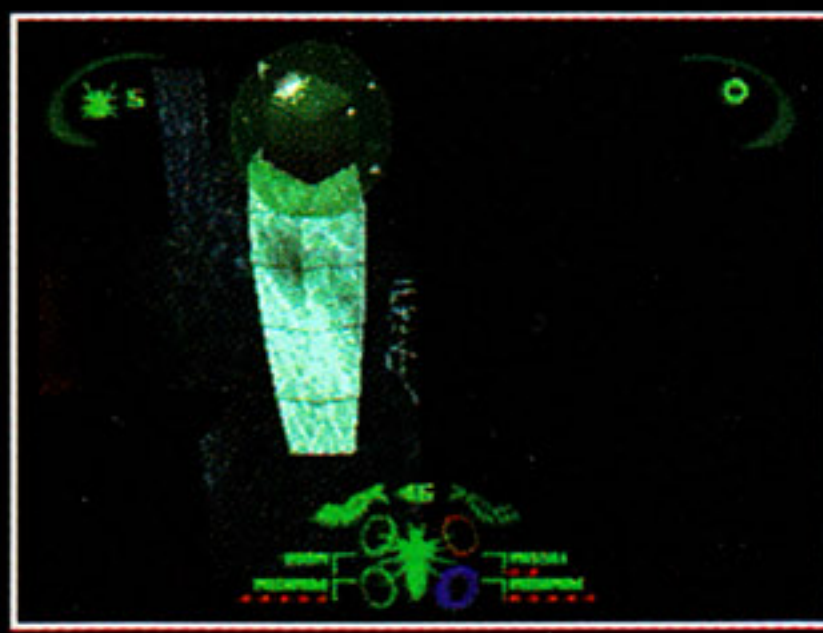
Surprisingly, there's not much to worry about here. Move to the left and take out the spiders. From the 3rd moving platform, jump up to grab an Electro Power-Up. There are several 1-Ups in this area as well, so be sure to get them. The CD is easily swiped by leaping straight up. Keep traveling left, and you'll end up at the skull. Inside its mouth is the microchip/exit. That was too easy!





MODEL CITY - 4 Microchips

Go left. Get the 1-Up hiding in the hole as you come down the 1st statue. Keep going. Grab the Boomerang and Mech Mines. Hop up to the 1st small platform above the fire pit. Jump to the next one over to the left. Now, jump over one more to the left—there's the CD! When you go for it, keep pushing to the left, or you'll fall into the fire pit. Hey—there's Microchip #1! For Microchip #2, repeat the directions above... until you get to the 2nd small platform over the fire pit. Turn around, hop up and to the right. Turn around again. Kill the spider via your trusty Boomerang. Leap up three more stones, and there it is. For Microchip #3: Go right from the start point. Jump between the twin flame jets into the secret area! Once underground, you'll soon see Microchip #3! Microchip #4: Go left—all the way to the area where the CD was. When you get to the edge of the flame pit, move yourself left. Hop over the remaining flame pits and you'll see it nestled between some stone pillars.



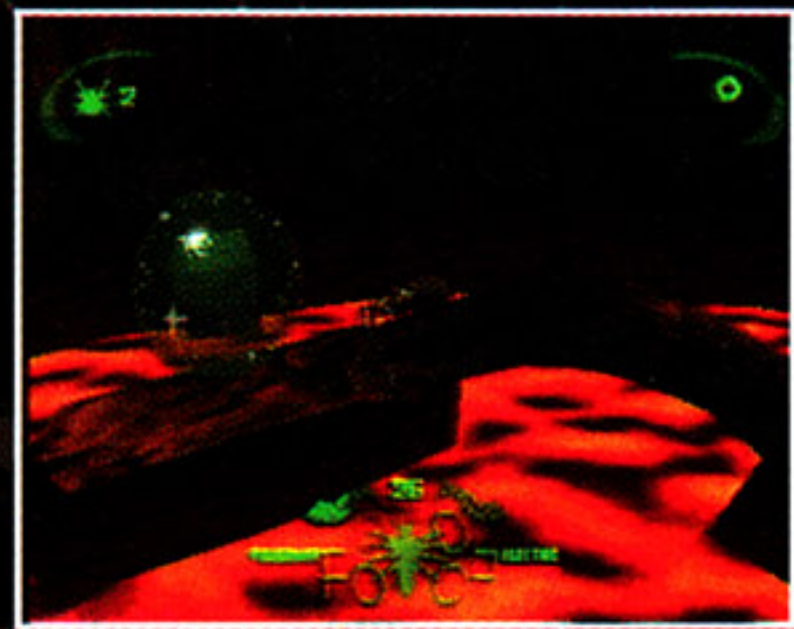
MUSEUM BOSS

Eee-YIKES! Grab the Boomerang; you'll need it. As the stone slabs fall, try to stay centered on the glass ledge—you don't want to be pinned in a corner. If Health icons start appearing, try to avoid touching them, so you can use 'em later if you take damage from the boss. When the boss finally rears its ugly face, stay on the left side and repeatedly jump and throw. When ol' sour puss pauses, be ready for its chains of fire to come at you and jump. After about ten hits, it's a goner.



CD BONUS AREA: TEMPLE - 1 Microchip

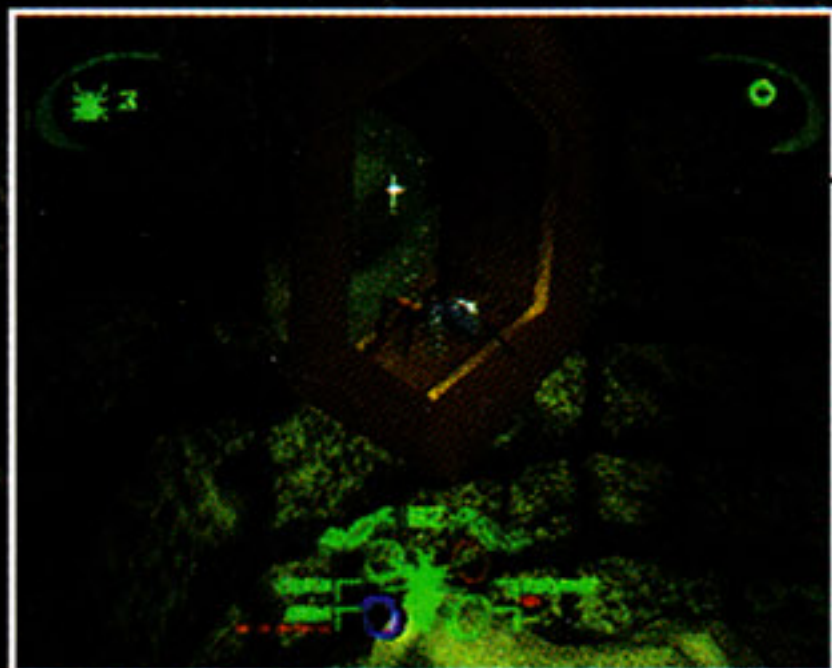
Get the Missiles. Kill the yellowjackets. Leap onto the stone pillars and make your way to the left. At the string of DNA (next to the flame jets), hang and drop to the pillar below. If you can afford it, take the hit and leap through the flames to the pillar on the left. Grab the shield and jet through the lava to the stones. Hop from stone to stone. Now, listen up: Jump to the right edge of the platform with the grey stone slab over it. To avoid becoming spider mush, jump high to the left and over the slab. Do the same for the next one. Poison the mantis, and the Microchip is yours!



SEWER (Level 5)

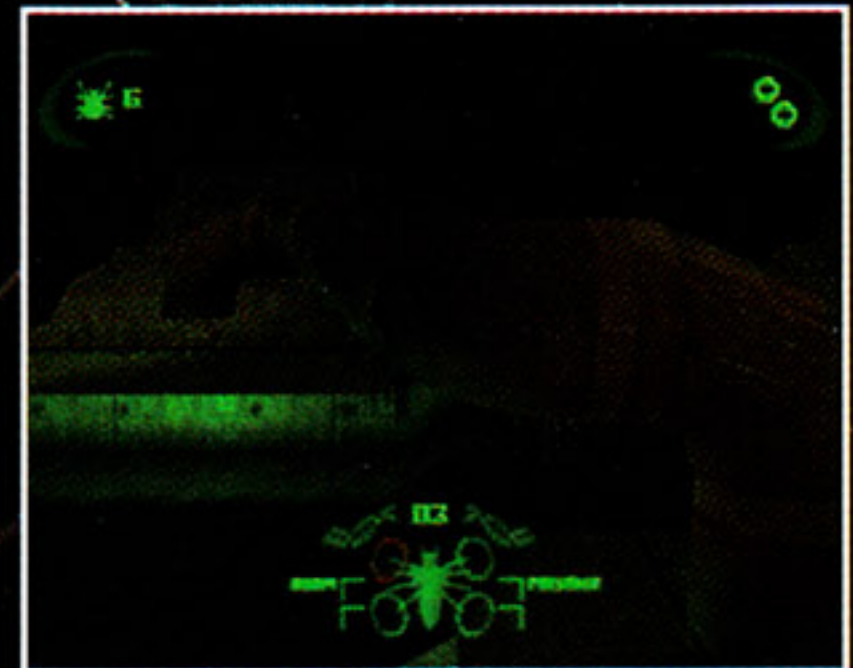
THE WELLS - 3 Microchips

Go right. Keep hopping to nab the Poisoner. Move left. Enter the well. Moving left and up, climb the vertical beam. At the top, jump up to the left, onto Microchip #1. Microchip #2: Repeat the above... until you get to the vertical beam. Jump off to the right and onto the small piece of wood. Go down the right side of the long vertical beam and jump to the right stone. Jump over one more. Turn around; hop up and get to the well exit. Take the pipe to well #2. Climb to the edge of the wooden beam and leap off to the left—and onto Microchip #2! Microchip #3: Go to well #2. Wind your way down to the very bottom of the well. Kill the black widow, and climb in for the Microchip!



ALONG THE SEWER - 2 Microchips

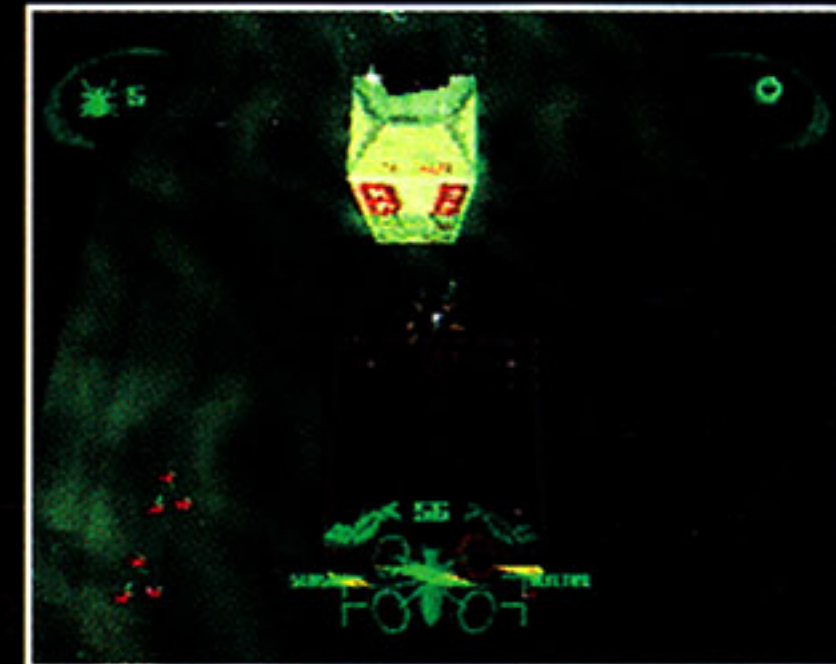
Immediately destroy the spider. Wait for the bat to get out of range and grab the Poisoner. Traveling right, fog the next bat with Poison. Leap the gap. Go up and around. Snatch the Boomerang from under the stone, and nail the two bats. Navigate the spinning wheels. Wind around, leap the gap and get down to solid ground. Kill the spider. Now, crawl under the next pipe and hop to Microchip #1. For Microchip #2, I'll let you in on a little secret (hee-hee! Don'tcha just love little secrets?). That pipe you just crawled under is actually one you can traverse. Just get in and take it under water to the CD and Microchip #2!





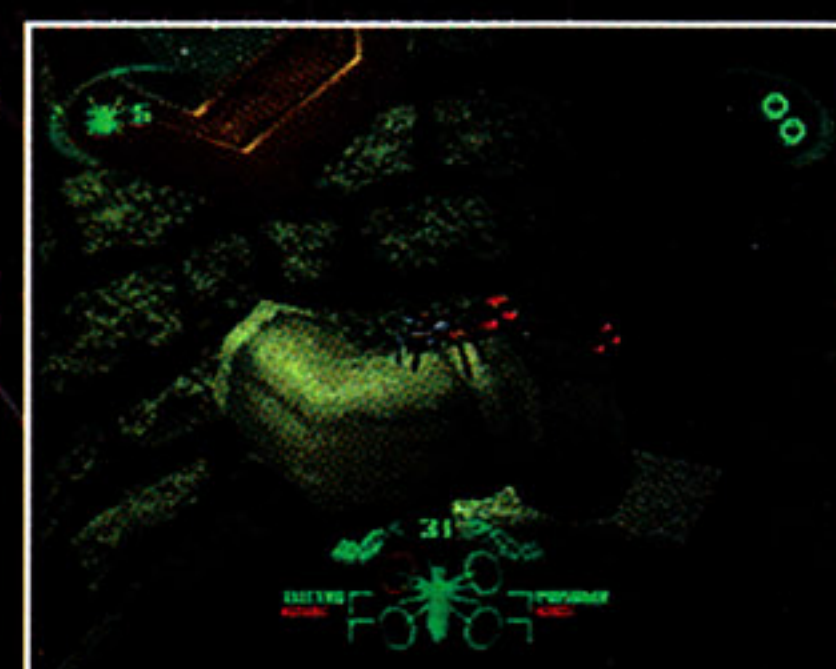
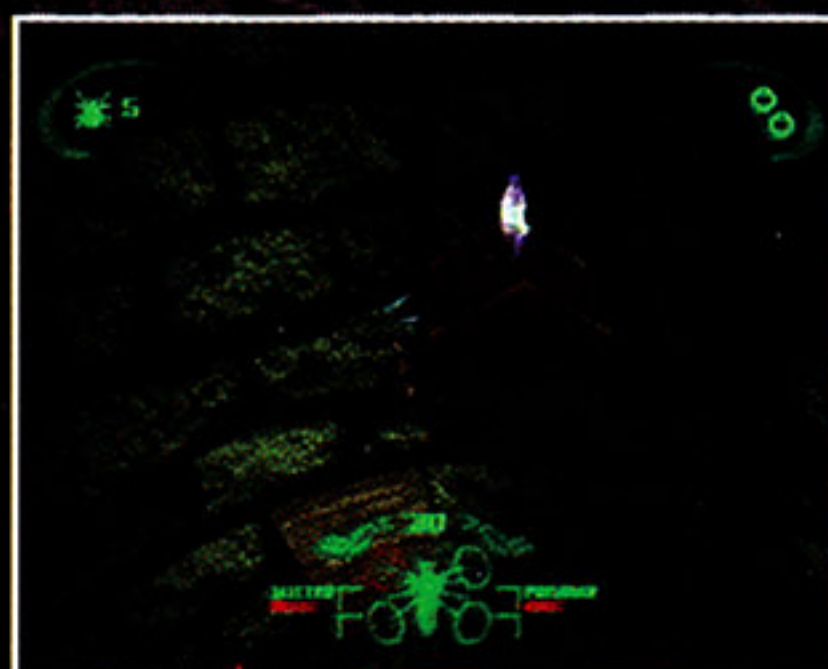
FOOD CARTONS - 3 Microchips

If you haven't already noticed, there's more than just a hint of Crash Bandicoot here. In any case, for Microchip #1, go up into the first pipe. Continue forward. Go into the 2nd pipe. As you go down the slide, jump to grab the 1-Up. If all you have offensively is Slash, attack enemies at a 45 degree angle; this way, their venom can't hit you head-on. Grab the Health icon (if ya need it) and jump up into the 3rd pipe. Once you're out, hop to the next stone platform. From here, you can enter the pipe overhead by turning around and jumping up. Wind over through the pipe and drop out to grab the Poisoner and the 1st Microchip. Microchip #2: From the starting position, go into the 1st pipe. Pass the 2nd one. Go down the slide. Hop onto the striped moving platform. Continue forward. Jump into the pipe. Hop onto the 2nd moving platform. At the next overhead pipe, turn around and hop in. Wind around, hop out, and head forward again. On the way down the slide, jump up to snatch the CD (if you miss it, don't worry; you can hop back up the slide). At the bottom of the slide is Microchip #2! Microchip #3: From the starting point, go into the 1st pipe. Pass pipe #2. Go down the slide. Hop onto the moving platform. Go into the next pipe and wind around. Drop and kill the slug. Hop to the next moving platform. Pass the next overhead tube. Go down the slide. Moving forward, jump to the sideways-moving platform. Jump off to the right stone. Get the Electro. Continue forward, and you'll see it in no time.



UP THE WALL - 3 Microchips

Go into the well. Hop over, up, and to the right. You should be sitting on top of a sewage drain. Skip on over to the wood beam, grab the Poisoner, and go back up. Keep moving in a circular pattern to the left. Jump up and kill the scorpion. Climb the vertical beam. Jump up and over to the right horizontal beam. Keep moving up the stones. Take the two moving platforms and gas the scorpion. Ride the three moving platforms. Kill the next scorpion. Hop right onto the vertical beam, then creep over and around to get Microchip #1. Microchip #2: Do exactly as instructed above, but pass the Microchip #1 sphere. Hop up to the right. Make your way to the next moving platform. Go up the diagonal beam and behind the falls. On top of the sewage drain is the CD piece! Microchip #3 is a tad bit tougher. Standing on the left-most beam of the three horizontal beams, face left. Now, jump up to the stone overhead and position yourself at the left edge of the stone. Leap over and up to the stone; you'll cling to the side. Now crawl on over, baby, and claim your prize!



CD BONUS AREA: RYANS WORLD - 3 Microchips

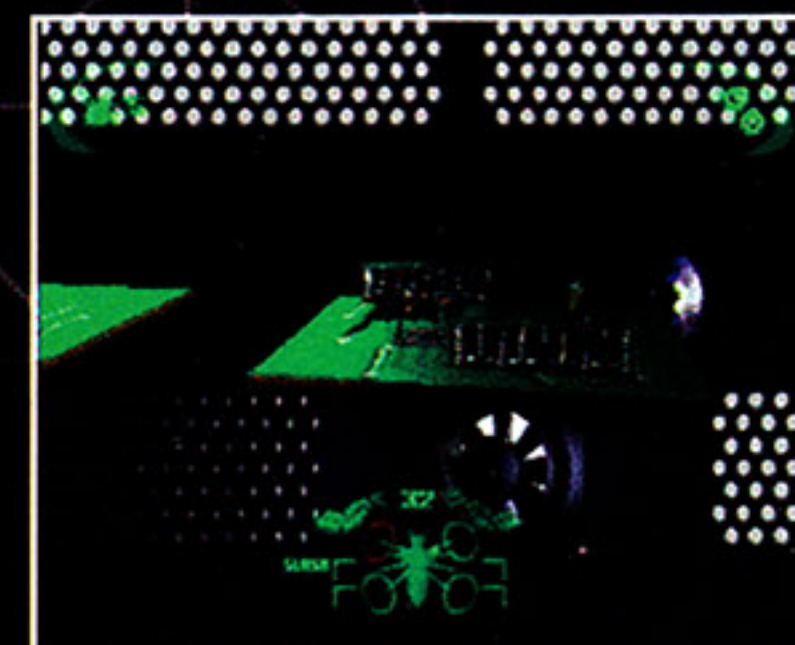
Wow-weee! Lot's of DNA in here! This is without question, the easiest, shortest area in the entire game. Just travel right to the Microchip sphere!



EVIL LAB (Level 6)

CIRCUIT BOARDS - 2 Microchips

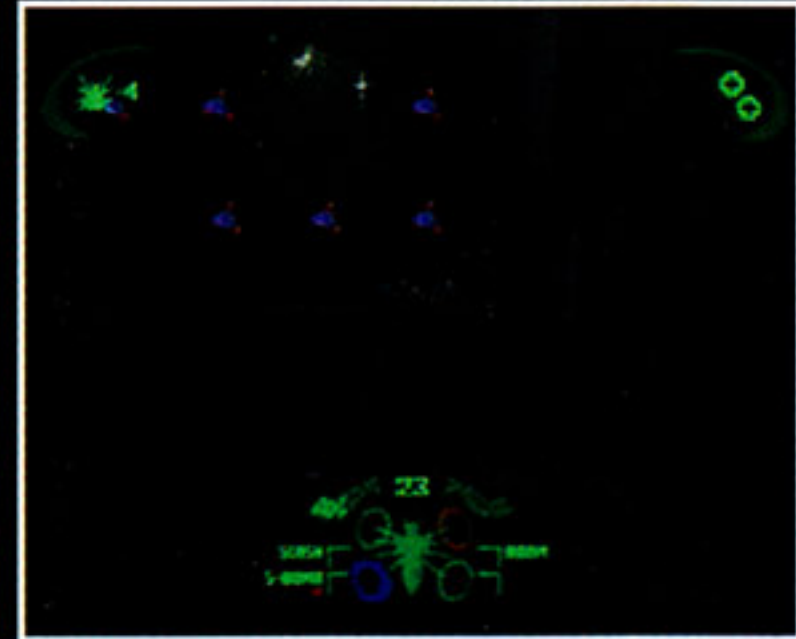
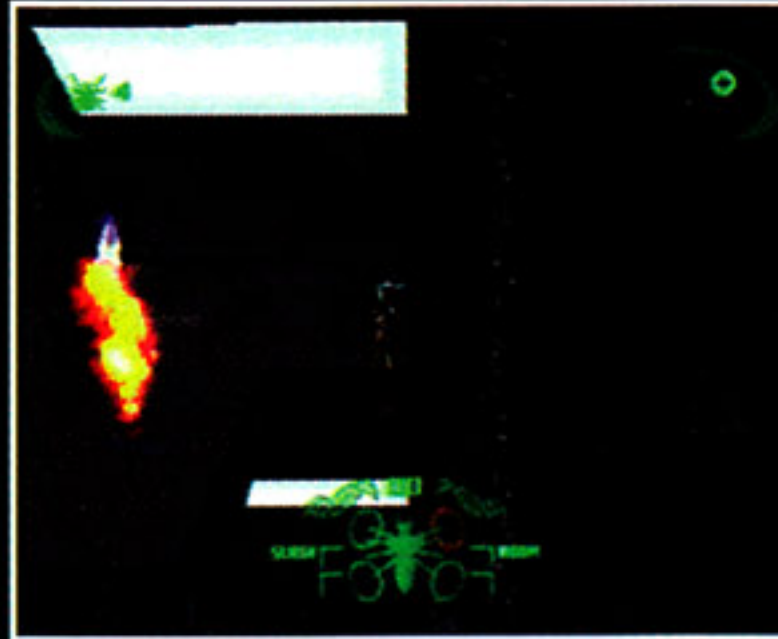
No-ooo! Not the "Evil Lab"! Please... anything but the "Evil Lab"! Grab the Missiles and blast away. At the intersection with the LCD clock, you can either continue moving left, or you can go up. Going left: Jump onto the spinning wheel, leap up, and be ready for the bat. Blast him. Grab the Flame Power-Up. After you burn the spider, get ready to jump off of the end of the slide below. Fry the grasshopper. Next, jump to the ramp ahead. You'll need to keep hopping forward to avoid sliding backwards. The 1st Microchip awaits you at the top of the spiral. Going up: Grab the Missiles (watch the bat). At the next intersection, you can go either up or down. Go down. See that trail of DNA flowing off the edge? Jump and stay on its' trail 'til you land. From this point, if you continue moving left, you'll wind-up at the 2nd Microchip. If you turn to the right, however, you'll see the CD... just don't get zapped!





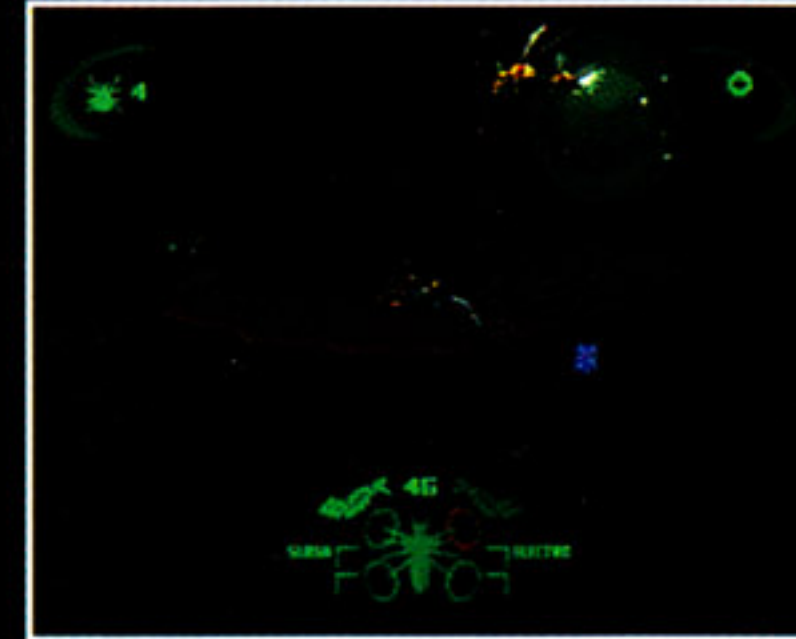
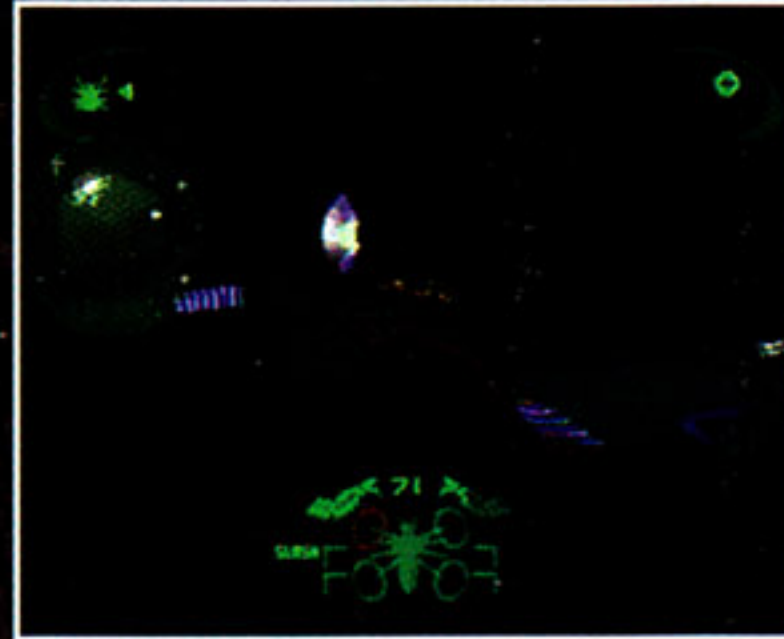
LAB TOP - 3 Microchips

The rats are fully *cybernetic*, now! Move left and grab the Boomerang. Now, travel to the right. Jump sinks and rats. Next, you'll need to be extra snappy if you want to make jumps *and* avoid the flasks. When you've gotten past the next cyber-rat, slink down the right-most gap. Drop down two floors. Go right, and enter the "bio-hazard" corridor. Kill the rat. Grab the Smart Bomb. Moving upward, get past the burners. Drop down. Leap the two sinks. Crawl back up 1 floor. Keep moving, and then go down again. When you begin to enter the next "bio-hazard" section, and after the burner, watch out for the rat—he's not easy to see. Go up. The CD is floating over a burner. Now continue up. Kill the cyber-rat. Grab the shield and quickly move to the left and up, up, up to Microchip #1. Microchip #2: After you jump the 3rd burner, hop to the right wall and crawl up and around; hang for it. Microchip #3: Near the position where the CD was (by the burners), there is a hole in the wall. Go in, and you'll run right into it.



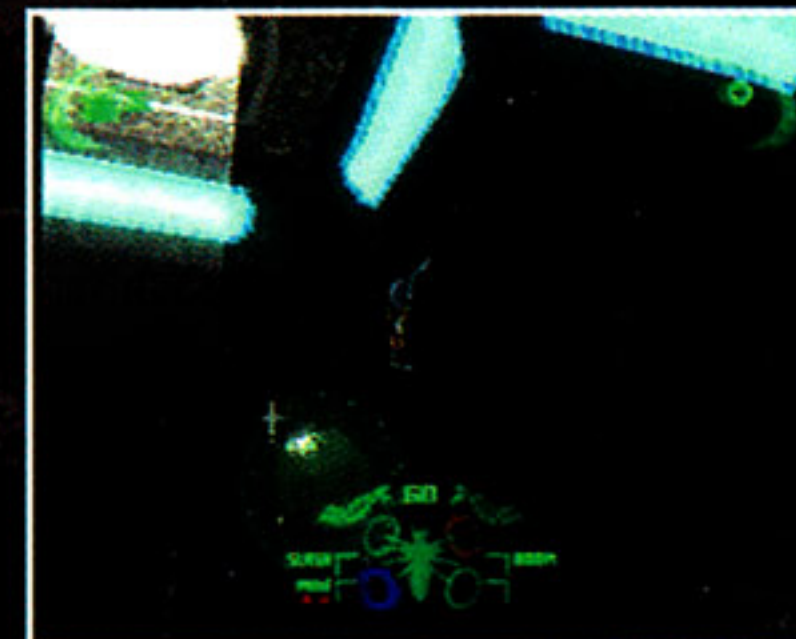
HARD DRIVES - 2 Microchips

Kill the 1st spider from a vertical position. Once over the wheel, go to the right. Move down. At the next wheel, leap out to the DNA trail and swipe the Electro. Go over two wheels. Let the fan blow you over to the wall, but watch that voltage. When you get to the 3rd belt, move against its direction and down until you see a platform on your lower left. Jump onto it, continue left and there they are: The CD and Microchip #1. For Microchip #2, travel left and keep hopping from belt to belt; it's at the very end.



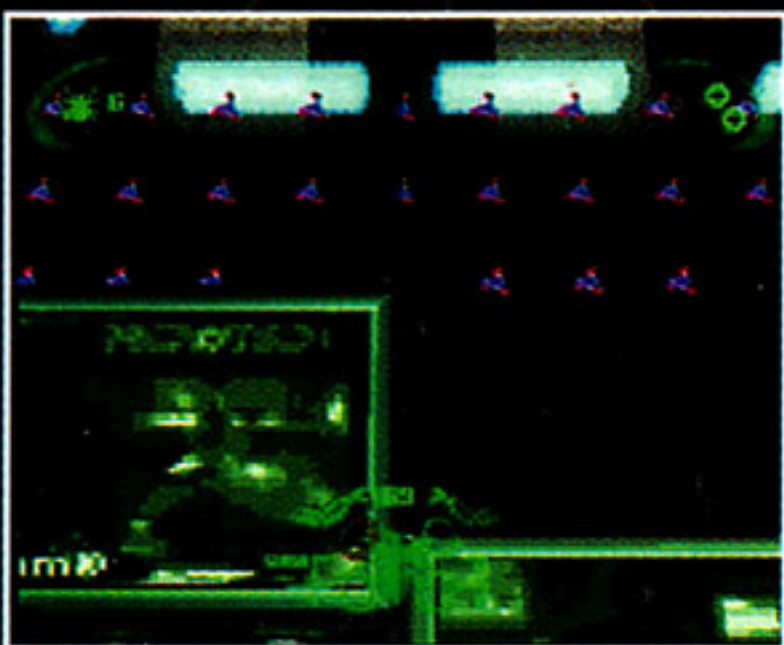
ON THE CEILING - 3 Microchips

Jeezus, I don't know what they're feeding those things, but lemme outta here! Actually, the mosquito is easily avoided by moving aside at the last minute when he charges you. When you get to the monitor with the scorpion, crawl under it. Jump to the monitor on the right. Go up to the ceiling above and get the Poisoner. Crawl down the right wall. Kill the spider. Get under the monitor with the scorpion on it. Hop down and nab the Mines. Now, jump from light to light, leaving Mines behind you at each one to kill the mosquitoes. Hop up to the ceiling, being careful not to touch the blue voltage panels. Next, throw your Boomerang at the spider. Now, at the next flush-mounted, circular light fixture, hang and drop to the platform below. From here, hop up and kill the scorpion with the Boomerang. Next, go back up the ceiling and into the ventilation system. Kill the black widow, then wind around. Avoid the scorpion. Get the Health icon if you need it. Come back down to the main room and snatch the Missiles. Quickly, blast the scorpion from an angle with 3 Missiles—or it's over in a big way. At the next small overhang (right before the blue voltage panel), hang and swing to make the jump to the right. Kill the black widow. Jump down. Kill the spiders and scorpions. Stay on the ceiling and continue to the right. There's the CD! Move fast, or the mosquito will nail you. Keep moving right; kill the scorpion. Drop down onto Microchip #1. Microchip #2: Travel all the way to the right area, pass the 2nd grouping of monitors (stay on the ceiling). The Microchip is in sight, but wait—pass it and grab the final CD piece! Now go back and get the Microchip. Microchip #3: Go to the monitor with the moss hanging from it (the one with the scorpion on top). Kill him, crawl down, and jump right 3 lights. Way to go, baby!



CD BONUS AREA#1: BRIAN'S FOLLY - 1 Microchip

Homo say what? There's DNA aplenty, dat's for sure! Make your way around the lights and monitors. Eventually, you'll wind-up at the upper right corner of the room, where the Microchip is. Before you grab it, though, creep past it, because a piece of the CD is on the other side!



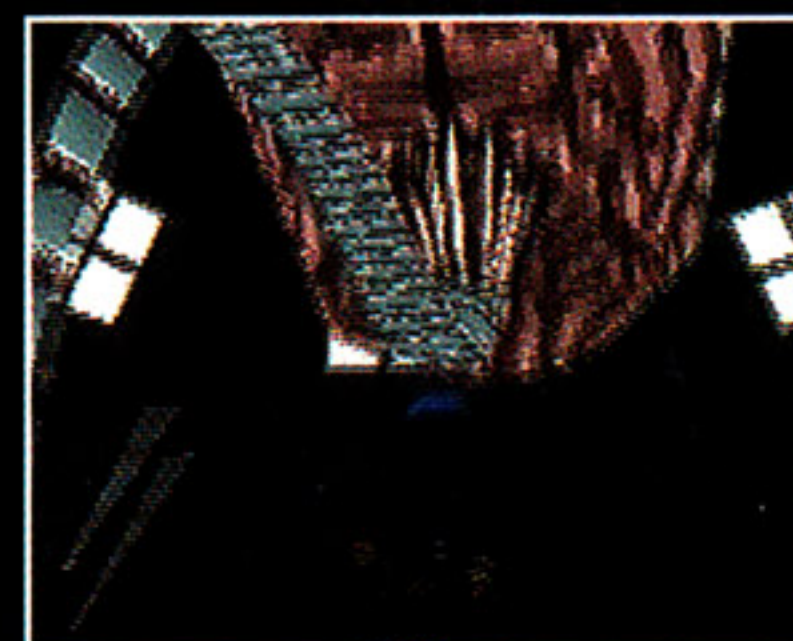
CD BONUS AREA#2: KIP'S BONUS - 1 Microchip

This level lets you search for 1-Ups, DNA, and all that other fun stuff. But hey, if you wanna end the torment real quick, just jump off the starting ledge to the right and drop straight down. That's right; don't even adjust your D-Pad. After a bit of a fall, you'll slam right down onto a slide and into the Microchip.



BRAIN BOSS

My... god. This has to be one of the most intense bosses to ever hit a 32-bit screen! In addition, the method used in killing the darn thing is actually quite clever. Here's what you have to do: Lure the creature into blasting the glass tubes with its laser. Once a tube has been shattered, it exposes electricity (not harmful to you). Now, all you've gotta do is lure the creature into slamming its claw down onto the voltage spikes to shock the crap out of it. After you've repeated this procedure for all of the tubes, hit the beast 4 times to put an end to its miserable, stinky life. Of course, you can kill the thing with about a hundred or so hits, and without voltage, but that's wimpy!



THAT'S IT!

You should be proud. No, seriously. It took a heck of a long time, but you finally beat the game. Now go relax and take some time off from killing stuff by reading the rest of this month's *Tips & Tricks!*



BY Glenn Broderick



This follow-up to the 16-bit *Lost Vikings* adventure picks up where its predecessor left off and, in the process, serves up some very interesting and expansive gameplay. This strategy will help get you through each of the game's more difficult puzzles, the ones that would normally frustrate you to point of donning a Viking helmet and charging your Saturn.

For the record, this guide assumes that you've played the game a couple of times and know the ropes as far as controlling the characters is concerned (i.e., if it says "move Olaf left" and there's a only a small space through which to move, it assumes you'll know to shrink him before attempting the move.) Further, it assumes that you know which items are needed to exit each level; a good way to avoid any confusion is to simply pick up everything you find.



What You Should Know

- Pick up everything! Anything that isn't bolted to the ground should be in your inventory.
- Don't throw items away! If your health is low and you find some food, it might be tempting to ditch an item that doesn't appear to be doing anything for you. Don't do it!
- Practice each Viking's moves; Erik, Baleog, Olaf, Scorch and Fang all have some obvious and not-so-obvious moves.
- Remember: There's no "I" in "Team"!

Character Moves



BALEOG

Bionic Punch—Perfect for getting those hard-to-reach flip switches, punching bad-dies, and swinging (via pegs) from platform to platform.

Sword Swipe—Nothing fancy, just Viking-style can o' whip-ass.



OLAF

Shield Glide—Hold the big oaf's shield over his head as he falls and he'll glide as gracefully as a swan (almost).

Fart—This guy's got class! The Fart is perfect for breaking away stone or crates in the ground and for getting just enough boost to glide across small chasms.

Shrink: Perfect for getting into those tight spaces.



FANG

Climb—Great for scaling walls when everyone else appears to be earth-bound.

Attack—Werewolf-style can o' whip-ass.



ERIK

Bull Charge—Great for breaking away walls of crates or stones that are one deep.

Rocket Boot Jump—You'll find that this is indispensable when it comes to reaching those not-so-easy-to-reach spots.



SCORCH

Fire—Self-explanatory. Toasts anything in its path.

Flying/Gliding—Similar in usefulness to Erik's Rocket Boot Jump.

Level 1 Password: NTR0



No puzzle here. Move all of your Vikings to the right past the witch.

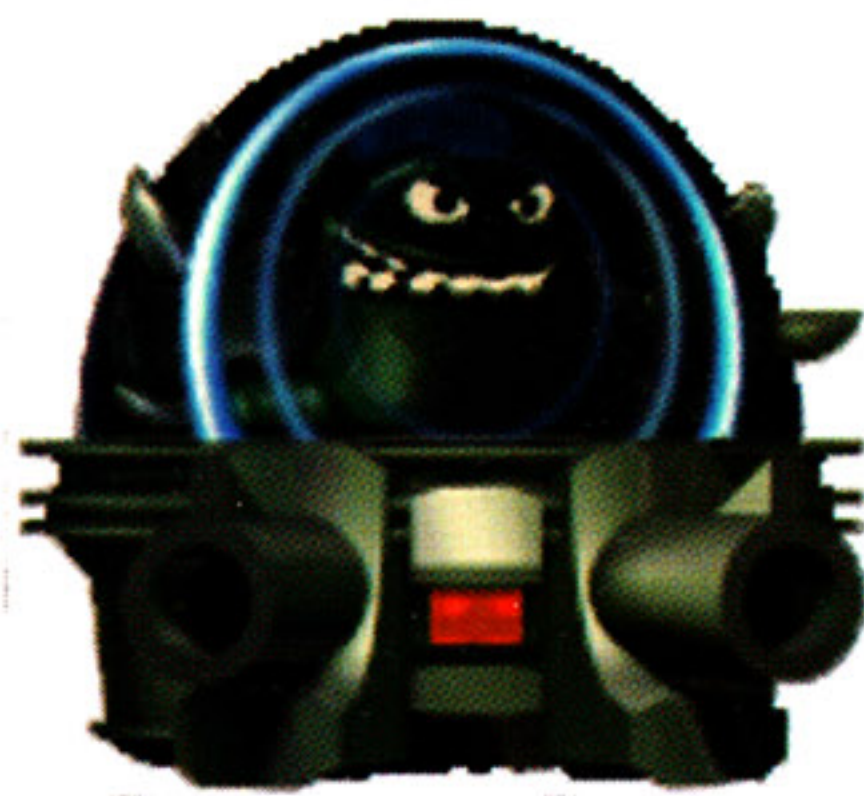
Level 2 Password: 1STS



Move Olaf to the right and block the fireballs while everyone else goes down the ladder. Go down and hold the shield overhead so your teammates can get past the dripping fire.

Level 3 Password: 2NDS

The key to solving this level is in utilizing Olaf's shield correctly. To get the necessary key, you'll have to place Erik on Olaf's shield and Super Jump up. In addition, Olaf's shield is key in protecting members of the team from the onslaught of fireballs.



Level 4 Password: TRSH

Erik's Bull Charge starts this one off and is followed by a series of bionic arm grabs by Baleog. Use Olaf to hunt around in the hard-to-see spaces for the necessary items to exit the level.



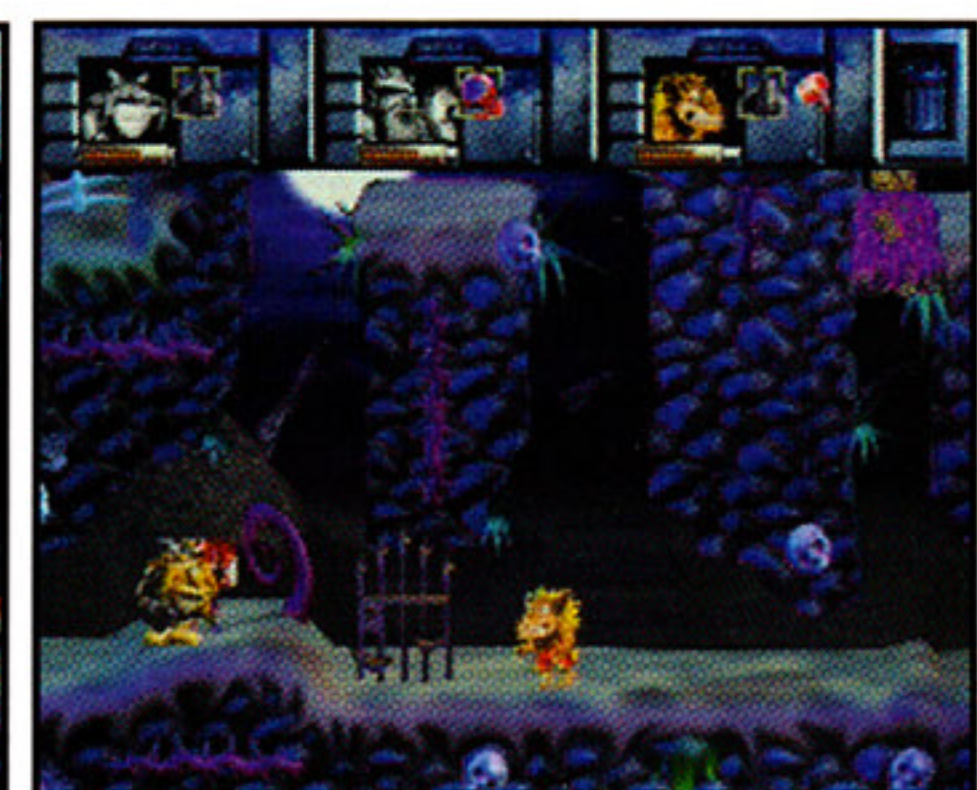
Level 5 Password: SW1M

The key to this level is the proper usage of Baleog and Erik. Make sure that you get the immediately accessible items in the water with Erik before you have Baleog swing over the chasm. After Baleog trips the door switch, dive in the water again with Erik to retrieve the items you'll need to exit the level. Lastly, make sure you don't overlook the small passageway near the end of the level; this is the one through which Olaf needs to go and grab the necessary key.



Level 6 Password: WOLF

The stumper in this level is finding out how to get the first key. The answer is to move Olaf, with his shield over his head, to the bottom right of the ladder. Then, move Baleog on top of the shield and use his bionic arm to grab the key. Once you've freed Fang, there's a small puzzle that involves him climbing the walls; you'll need to use this ability to grab the elevator required to bring your teammates up and exit the level. As always, Baleog is the offensive choice for any and all encounters you might have.

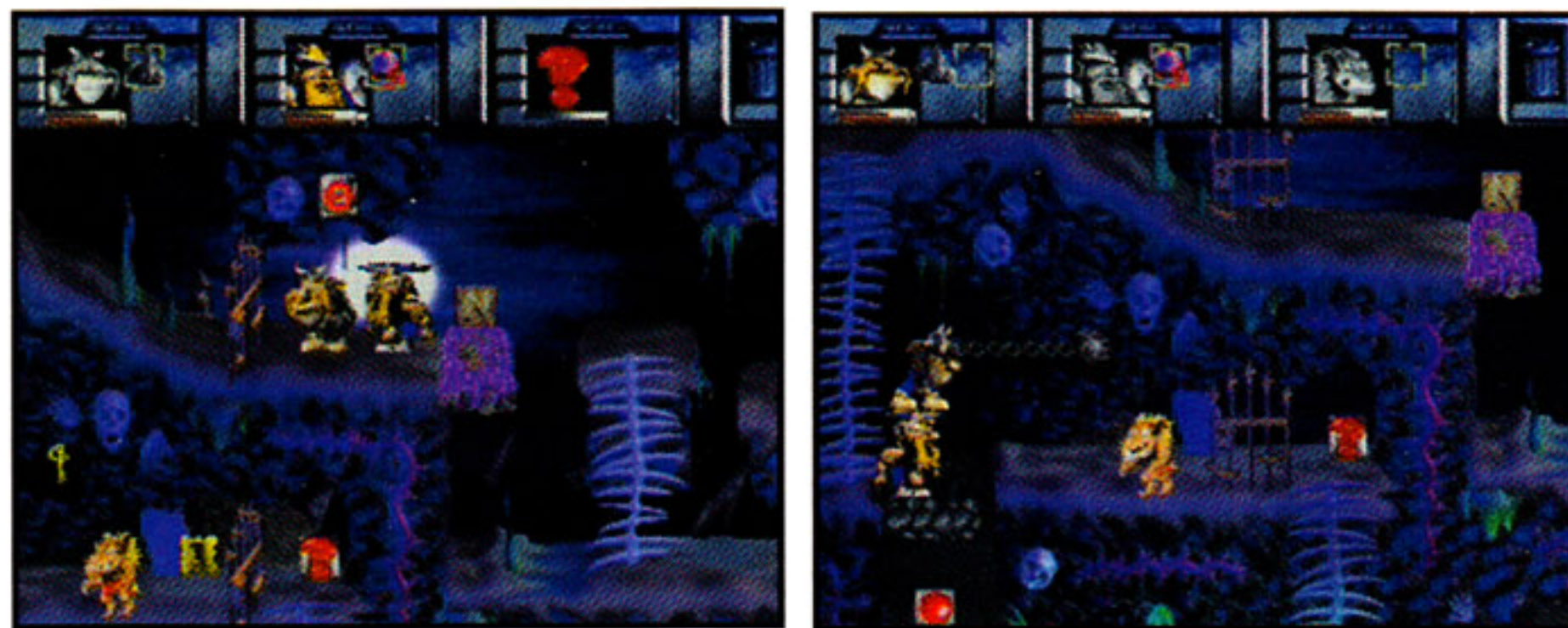




Level 7 Password: T1M3

After Erik has grabbed the first key, you need to give it to Olaf if you want to open the door and survive. Use his shield to block the fireballs coming from the other side. Once you've made it to the elevator and are on your way down, you need to watch for the fireballs; make sure Olaf is facing left with his shield in place to defend against them.

At the bottom, quickly switch between Erik (who needs to smash the wall in order to exit) and Fang (who needs to kill all the baddies.)



Level 8 Password: K4RN



Again, your ability to quickly switch between characters is tested here. After Olaf has returned with the gold key and Baleog and Erik go down the ladder, use Erik to smash the wall and quickly switch to Baleog to dispatch the enemies. If you're too slow, both of them are dead.

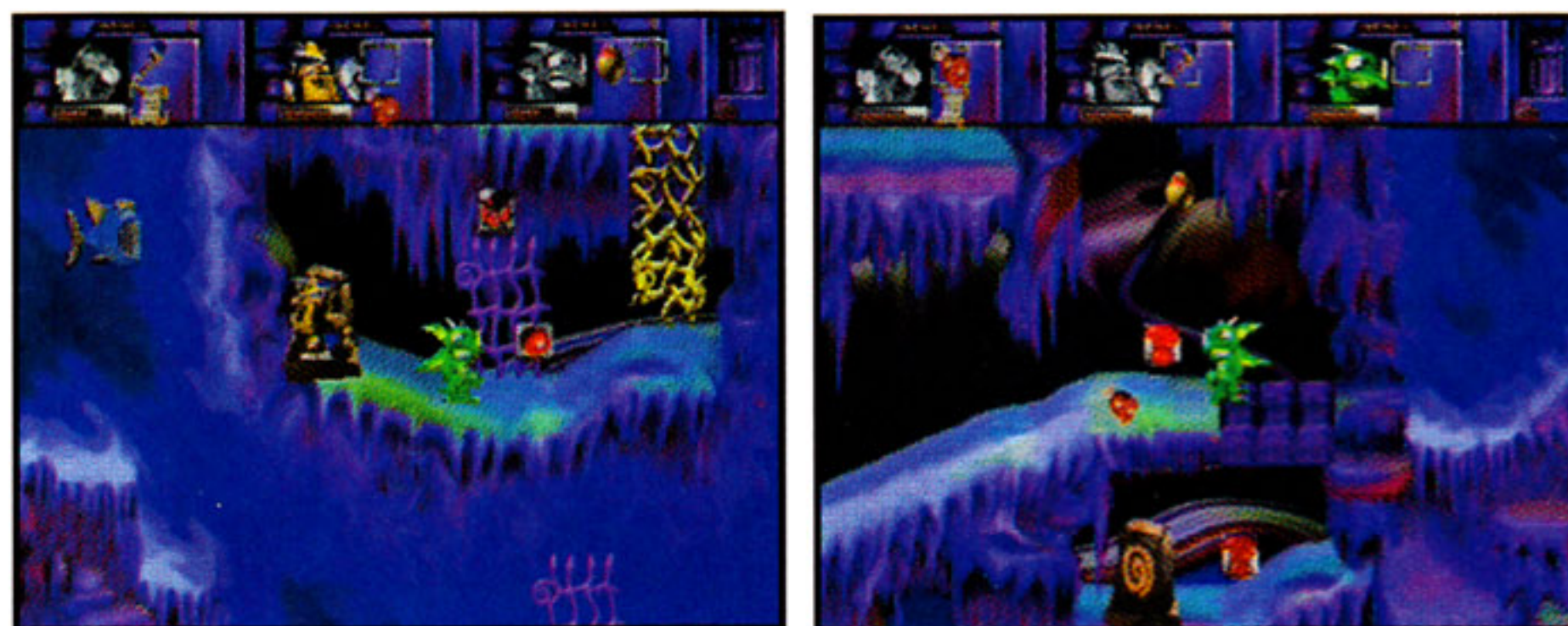
In addition, when you find the key that seems to be out of reach, you'll need to use Olaf as a blocker while Baleog comes up from behind and throws a bionic arm diagonally upward. Once you've got the key, move everyone to the exit.

Level 9 Password: BOMB

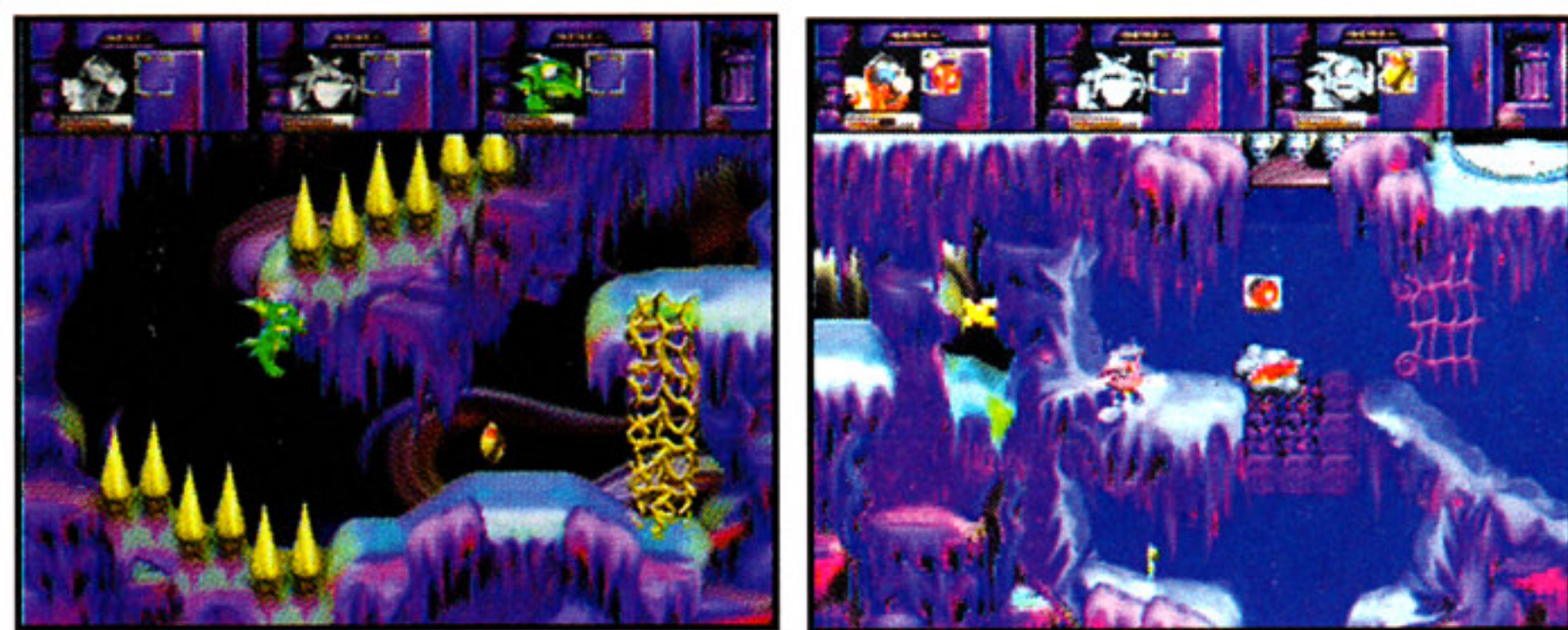
Since Scorch is introduced in this level, a key part of exiting it is through the use of his unique abilities. Once you've freed him, use him to kill the red dragon and the baddie; then fly directly up and grab the dragon's egg, which you'll need in order to exit.

When you go through the first portal, make sure Olaf goes first with his shield ready; follow quickly with Scorch to kill the attacking baddies.

Perhaps the biggest challenge in this level is learning to use the balancing platforms. As a rule, use whoever can jump (Scorch or Erik) as the variables in the balance equation and place the other two, one at a time, on the platforms in order to bring them up.



Level 10 Password: WZRD



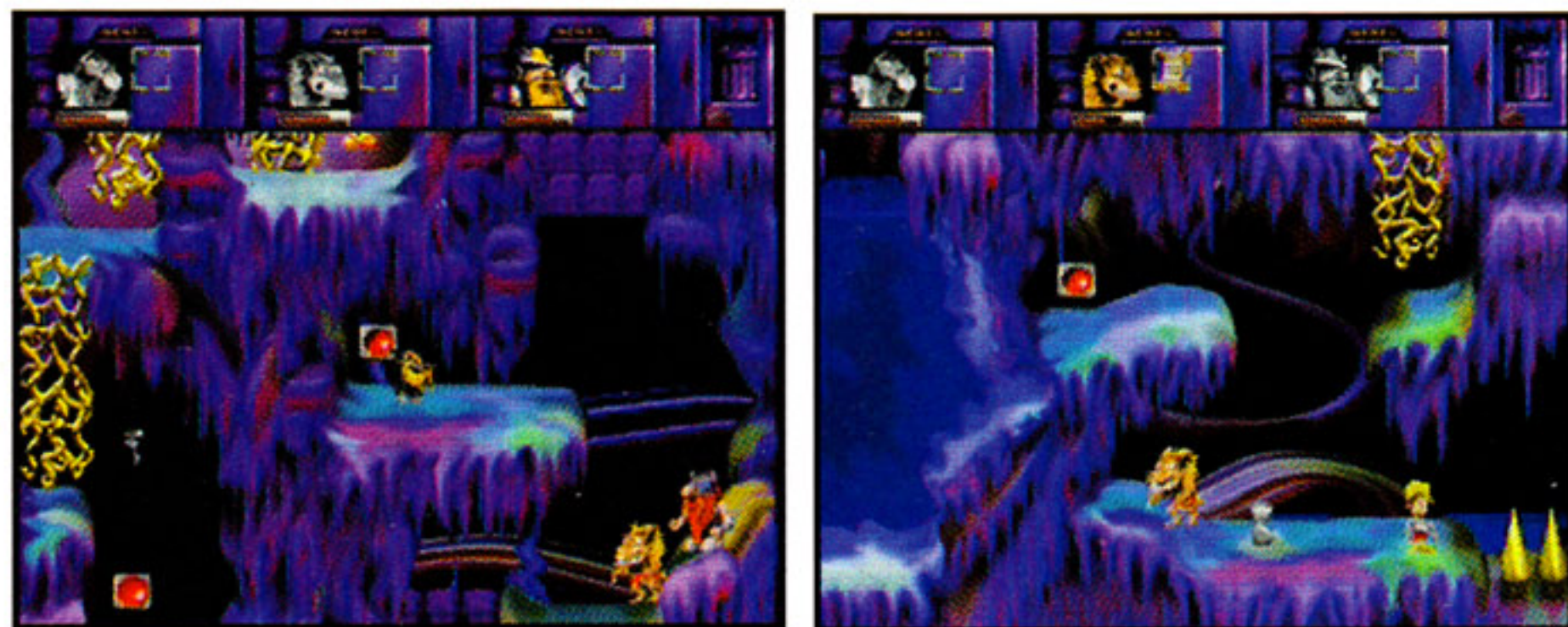
The key to this level is masterful use of Scorch. After Baleog is in place and Erik has retrieved the scroll and gone through the teleporter, use Scorch to fly directly above the bridge that Erik dropped. Go directly up, kill the wizard and push the block off the platform.

Continue all the way right, then go up, then go to the left. The necessary door switch is all the way to the left, past the red dragon. Once this is done, the key needed for exiting will be waiting for Erik near the starting point of the level.

Level 11 Password: BLKS

The first problem here is figuring out how to unlock the first lock. You need to place Olaf with his shield overhead just under the lock, then climb up on to the shield and hit the lock.

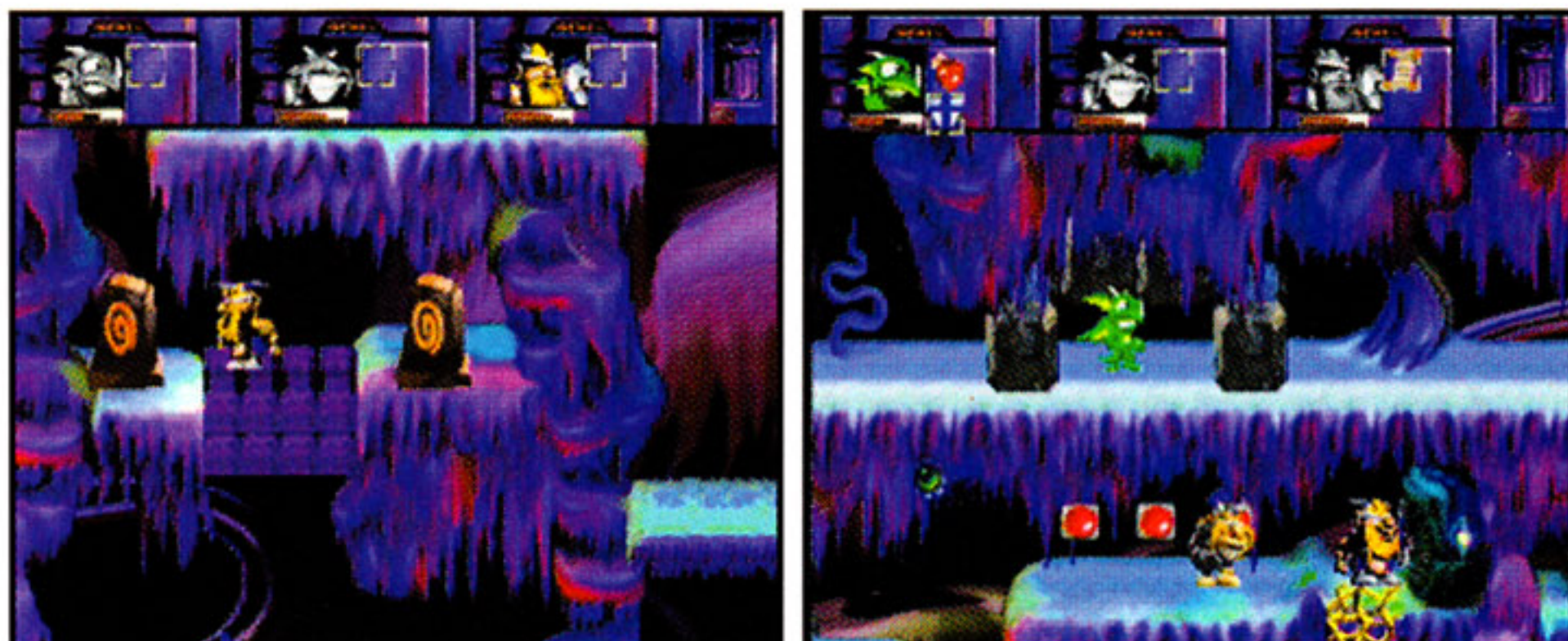
After you've gone through that door, you might be wondering where the red key is. After the first bridge is dropped and Erik moves over it, look directly overhead; there it is! Use Erik to grab it and unlock the door while Fang and Olaf take care of the Wizard.



The key to getting past the "three Rock" scenario is the following: the 1st and 3rd switches will provide safe passage for Erik if they are hit alternately.

When you've made it through the rocks, swim up the other side of the canal with Erik and break the rocks blocking your path—do not hit the switch directly above the rocks; simply jump up and to the right. Use Fang to hit the switch; the bridge will drop and Erik and will have plenty of room to run and crush the wall to the right.

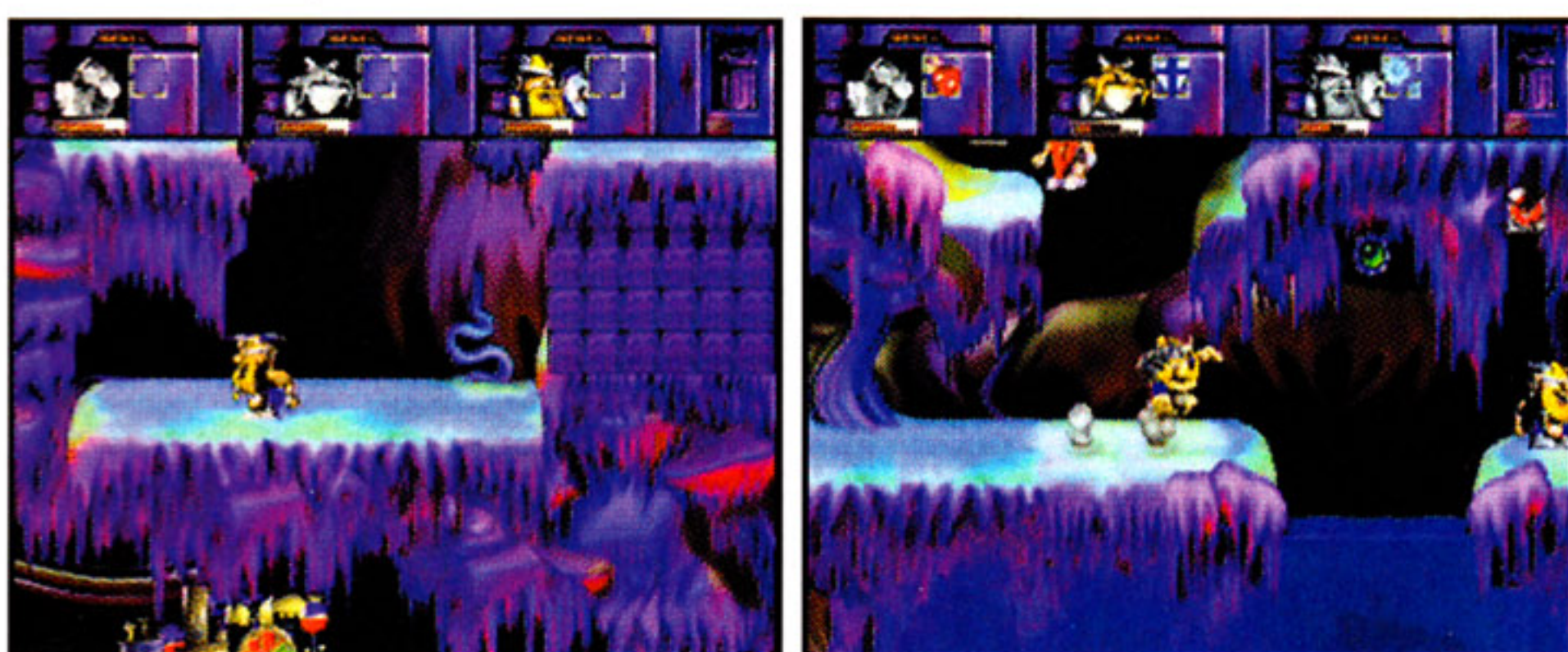
Level 12 Password: TLPT



As in Level 11, one of the biggest problems here is providing safe passage through the rock puzzle. Here's the proper sequence: Hit the middle button first, the right switch second and the left switch third.

If you can't find the magic wand, try taking a look to the left as you ride the series of air streams upwards; after the switch at the top is flipped, Olaf can go down to the next platform, shrink, go in, and grab the wand.

Level 13 Password: GYSR



The balancing platforms come into play again. The best way to get Baleog and Olaf up to the platform on the right is as follows: Using Erik, jump up onto the balancing platform on the right, bring it down, let one of the other two get on, then move Erik off and use him to jump up on the left-hand balancing platform.

After you've used Erik to clear a path for the air streams, use Baleog to continue up and kill all the baddies. Once he's finished, Erik can come up and clear the way for Baleog; then bring Olaf up. Drop Olaf down first to corner the baddie, then send Baleog down to kill him and grab the items needed to exit.

Level 14 Password: B3SV

The most essential bit of strategy for this level involves placement of the bomb that Erik picks up under water. You can either place it on the crates directly across from the starting point or on the crates to the right of the bottom of the elevator. **DO NOT PUT THE BOMB AT THE BOTTOM OF THE ELEVATOR!** Place it on the crates across from the starting point, move



into the room, hit the switch and drop the block down. You'll have to go down and push the block to the right onto the spikes so Baleog can go safely over.

The next challenges here are the balancing platforms. In order to successfully use them, you'll have to hang Baleog by the peg between the two platforms, put Olaf on the left platform and Erik on the right platform. Then swing Baleog over onto Erik's platform; then, you can fart off the platform with Olaf, go left, down the ladder and push the block off to the right so it blocks the fireballs.

Level 15 Password: R3T0

Another new item comes into play here: the see-saw. You'll find that using this piece of equipment well is essential to beating the level. Getting Olaf up to the top of level depends on your ability to place Olaf on the left side of the see-saw and use Baleog to swing and hit the right side of the see-saw, popping Olaf up into the air. Once airborne, all you need to do is

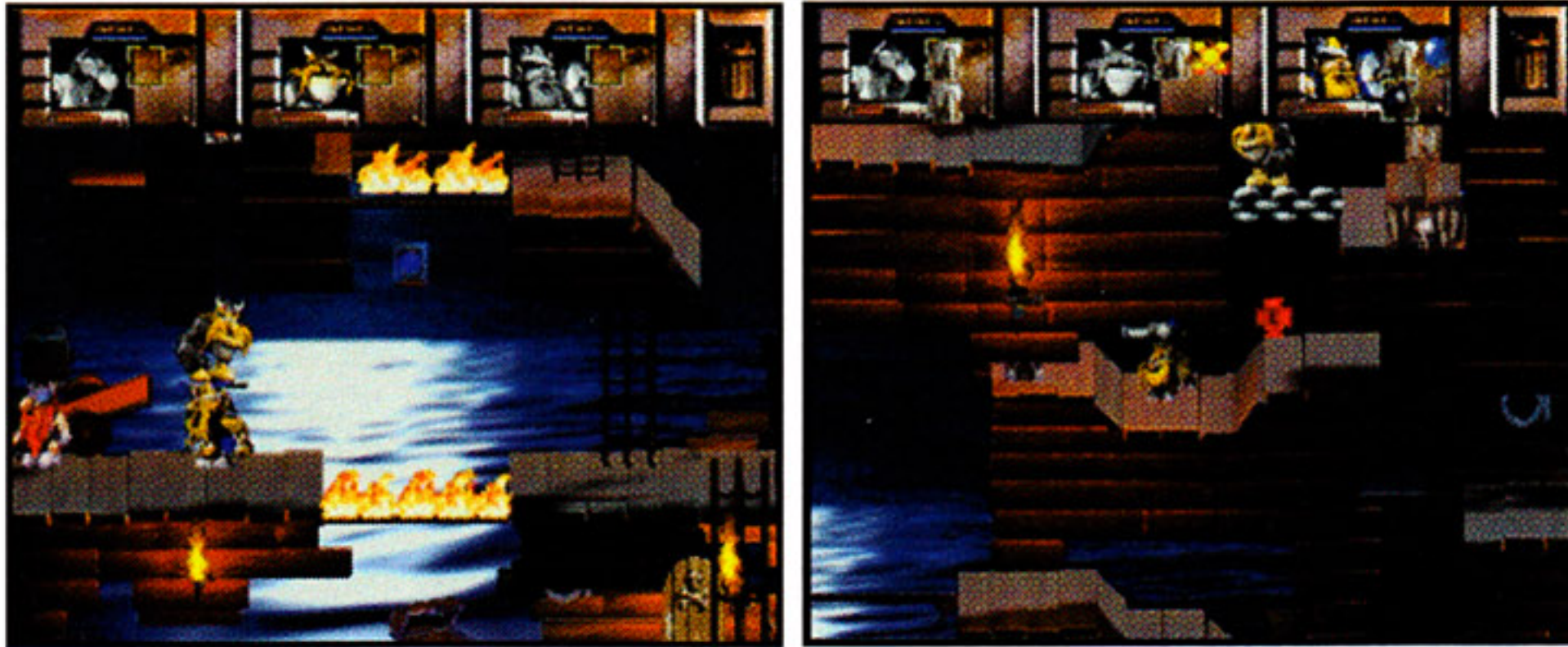


guide Olaf to the left and grab onto the ladder. Once you've got everyone up there, you'll have to decide what the heck to do with them. Assuming that you've already used Erik to swim all the way over to the left and break apart all the crates on that side of the ship, you'll need to move everyone over there by jumping/farting/swinging across the chasm. Once there, you'll need to move left over another chasm (the bottom of which is lined with spikes!) Use Baleog to hit all the red door switches, then send Olaf off to the right, gliding down into the room to the right of the flaming rope. That's where you'll get the hardest-to-find key.



Level 16 Password: DRNK

There are a lot of little nuisances in this level; but one, huge puzzle stands as the biggest obstacle. How do you get the items out of the room when Erik steps on the pressure plate? First, you'll need to get both Erik and Olaf over to that section of the level. Then you have to get the bomb and the key that are kept in the small room to the right of the chasm (you'll have to use Olaf to get them.)

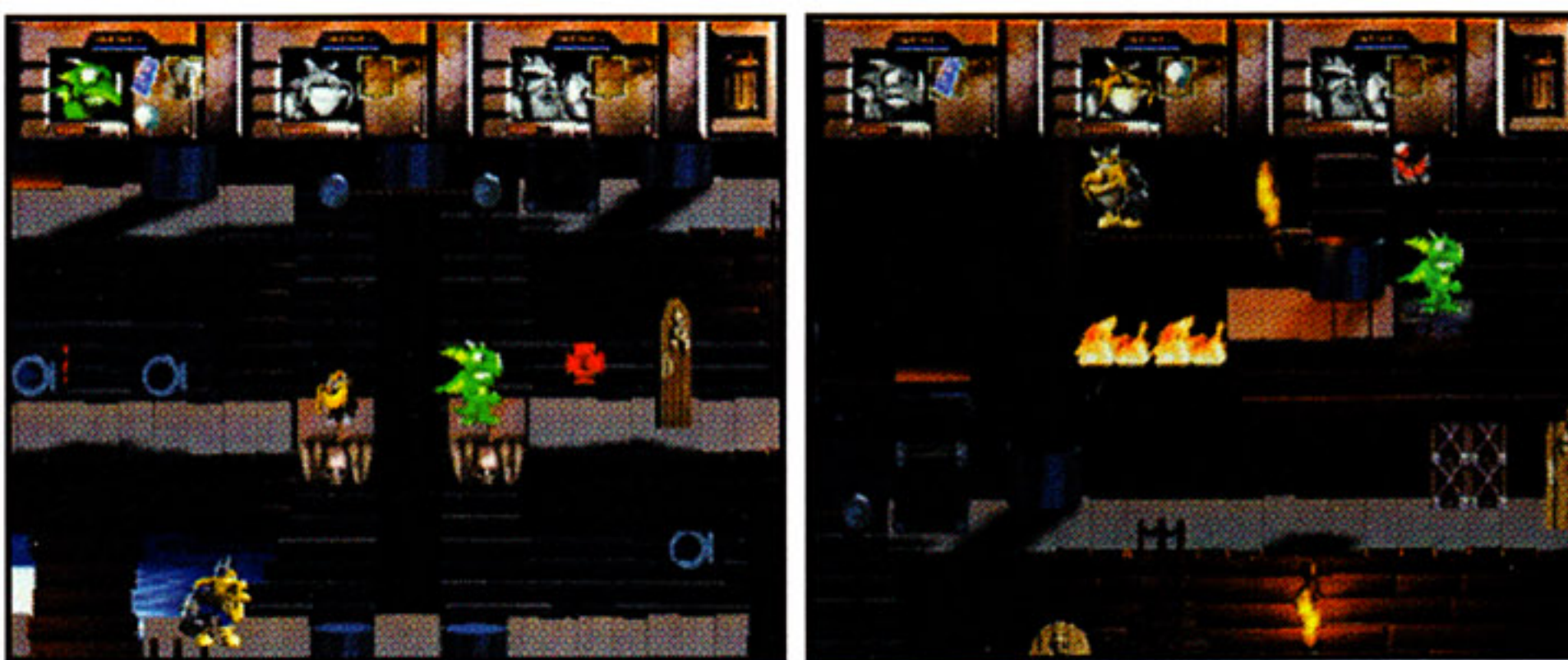


Once you've gotten Olaf through the locked doors on the bottom right side of the chasm, take the elevator up, then bring Erik up out into the upper-left side of the chasm where the pressure plate is. Make sure he's stepping on it before you proceed with Olaf. Switch to Olaf, shrink down, walk all the way to the left (in front of the cannon) and place the bomb. As soon as it goes off and the small crate is destroyed, run directly across the line to the left, run into the room, grab the items and come back out. Glide down to the bottom right platform and follow with Erik before he gets killed by cannon balls.

Level 17 Password: YOVR

This is another level filled with brain-teasers, but one in particular deserves some hard-core explaining; it involves the balancing platforms. In order to exit the level, you need to get Baleog all the way to the top of the screen. Here's a step-by-step on how to get him up there.

Step 1: Position Olaf on the stationary platform on the right and Baleog to the bottom left of the balancing platform.

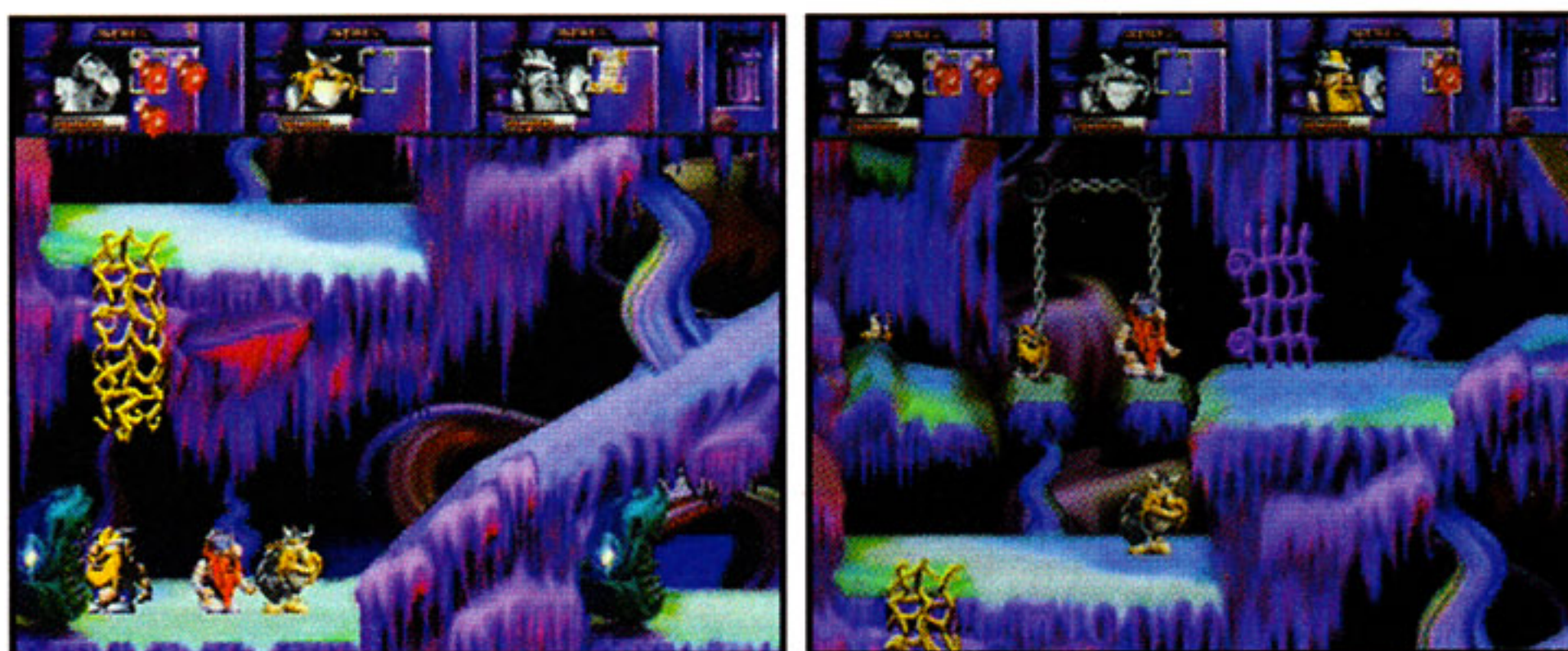


Step 2: Use Scorch to bring the left balancing platform down, move Baleog onto it, move Scorch off.

Step 3: Use Scorch to fly up to the right balancing platform down.

Step 4: Move Olaf onto platform with Scorch. Baleog should then be able to walk over to the left, hit the diving board and land to the right on top of the thick chain that Scorch can manipulate to bring him over to the pressure plate.

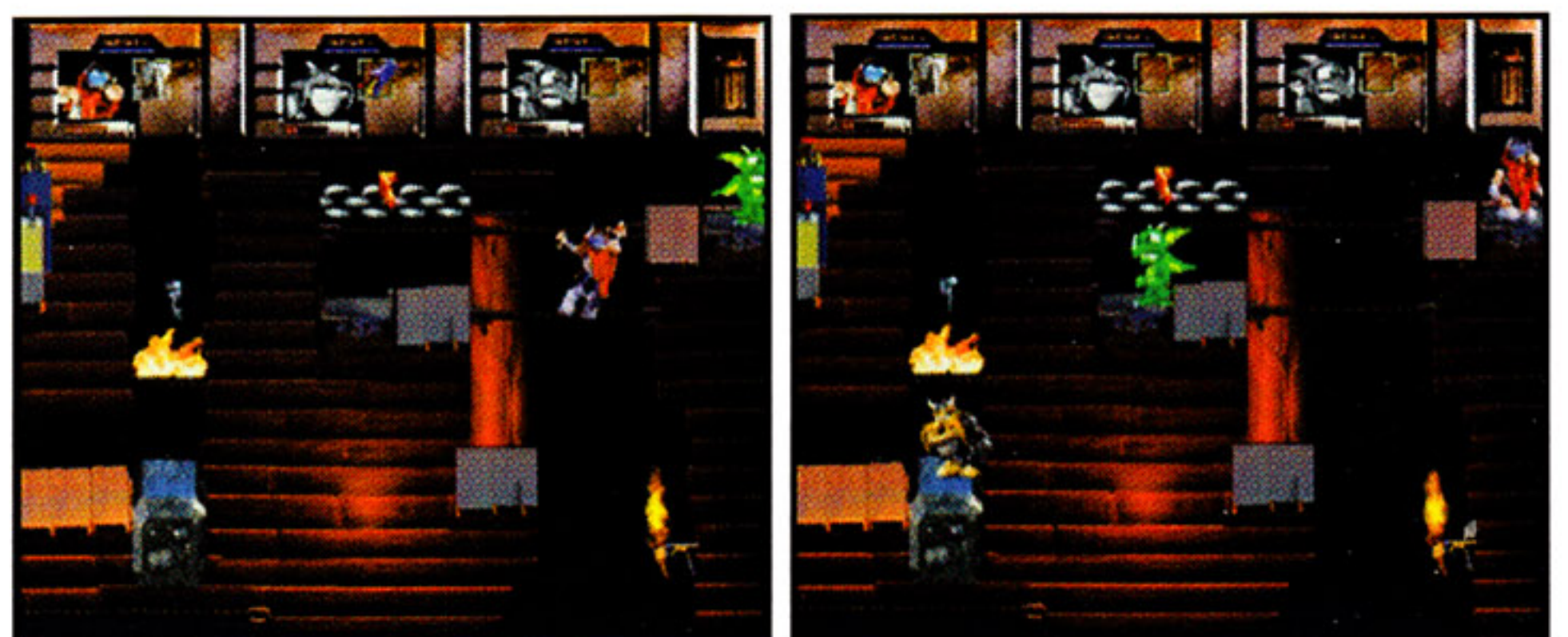
Level 18 Password: OV4L



As with the last, the key in this level is manipulating Baleog correctly. First, get him up into the mast level of the ship. How do you do this? Simple; all you have to do is manipulate the door switches so that (a) Fang can go up to the left and bring down the elevator and (b) Olaf can go up the same way and fart on the necessary crates to clear the way for Baleog. Once he's up there, you simply need to put him on top of Olaf's shield so he can hit the necessary door switch with his arm.

Level 19 Password: TIN3

There are a lot of puzzles in this level, but one deserves an explanation because it's deceptively easy. All you need to do in order get that elusive key is the following: Move Erik to the upper-right corner of the level onto the pressure plate, move Scorch up to the left of Erik to activate the other pressure plate that drops a stone beneath the key. Then use Baleog to go up the elevator, walk over onto the stone and reach up to grab the key.



Level 20 Password: D4RK

There are two fundamental challenges here. The first is getting access to the bouncing platforms. To do this, you simply need to take Olaf to the second platform over from the starting screen and have him glide off and down to the left. Shrink him down, go into the teleporter, and you'll be beamed up on top of some stones. Fart on them to come down and push the block off to the right. This opens up the bouncing platforms for all three. The second challenge is in exiting the level with the balancing platforms. Once you reach this room, remember to keep Baleog from dropping down to the ground; if he falls, you won't be able to counterbalance Olaf up on the left platform. Once Olaf is on the other side, standing on the pressure plate, bring Baleog down to the left platform, counterbalance him with Erik and you're all set.



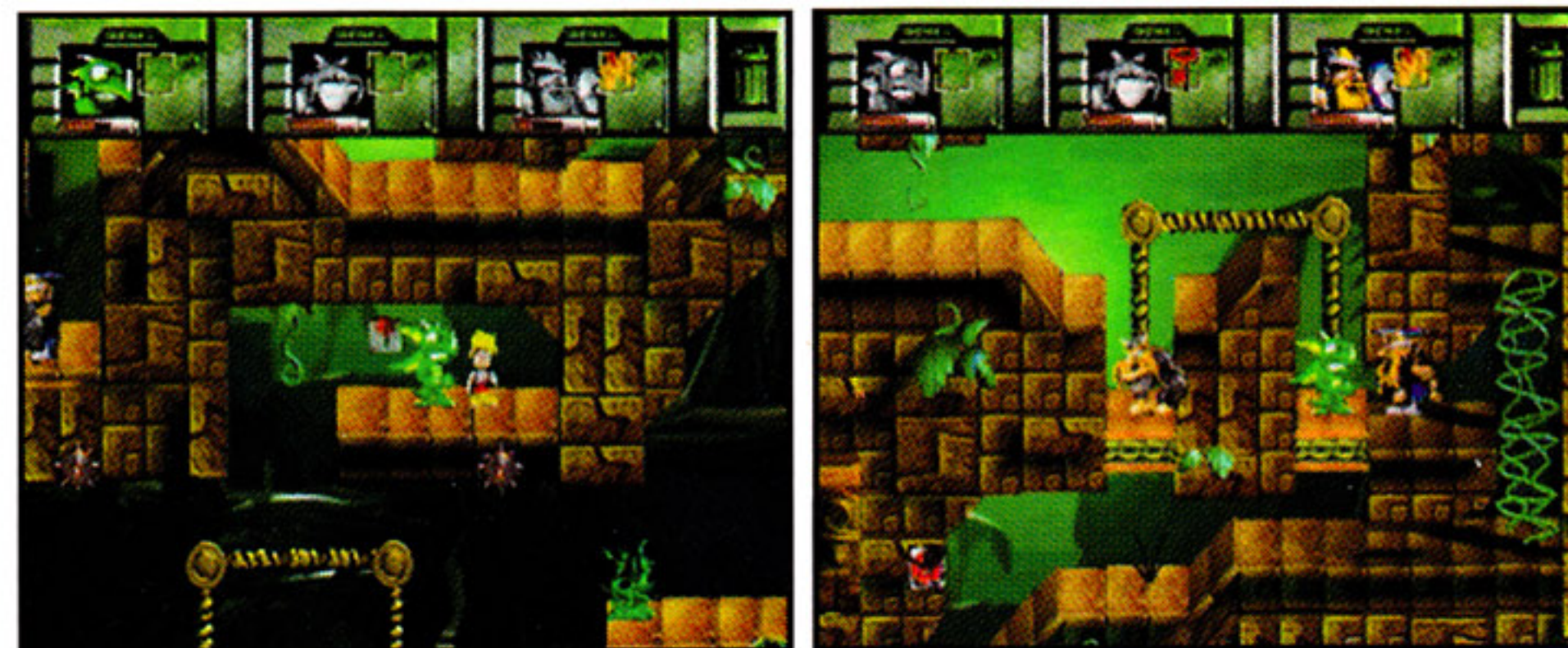
Level 21 Password: H4RD

In order to reach the final area of the game (where you load up on "exit items") you've got to do the following: Take the air stream up with Erik and hit the switch. Switch to Olaf and take him up the air stream; fart on the bricks when you reach the top. Bring Baleog up to hit the switch to the far right. Switch back to Olaf, shrink down, grab the bomb and give it to Erik. Next, bring Erik down and blow up the wall to the right; as this happens, be sure you've got Olaf pushing right on the block in front of him to block the obstacle coming down.

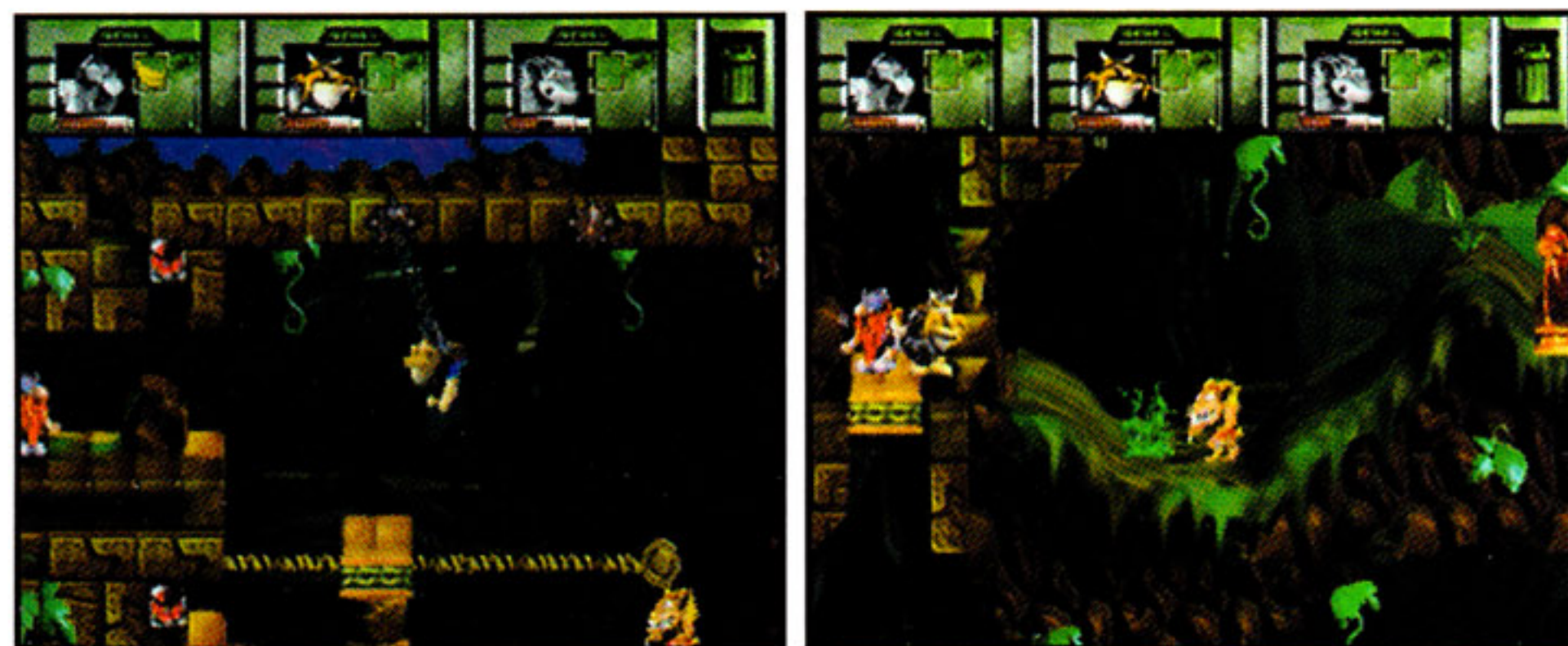


Level 22 Password: HRDR

The various moves needed to bring each character into this level's later realms are sure to baffle even the most experienced player, so here are some sure-fire pointers. Once you've crossed the bed of spikes with Baleog and hit the necessary switches, you need to get him back across the bed and into the teleporter. The catch is that you'll need Olaf's help; he'll have to shrink down and find his way over to the balancing platforms where you'll need to raise yourself up.



Level 23 Password: LOST



After swinging across three consecutive pegs with Baleog, chances are that you've gone ahead with Fang and Erik and tried to finish the level to no avail. You've got to get Baleog up to the top of the screen and here's how you do it. After you've gone past the three pegs (with the moving platform on the ground), you must take the air stream up (with Erik) to the next platform (below the teleporter skull). Move Erik left, over the poisonous plant and on to the elevator. Bring it down and pick up Baleog.





Level 24 Password: OBOY



So you've gone down the fiery cavern and made it to the balancing platforms but you don't know what to do. Get Baleog on the left side and Erik and Olaf on the right; then use Baleog's arm to reach up and grab the bomb. Give it to Olaf to use on the wall to the left. Then, using Olaf, go join Erik in the next room; bounce him up next to the bridge. Then hit the red switch that will lower the bridge, allowing Erik plenty of room to hit the wall on the right.

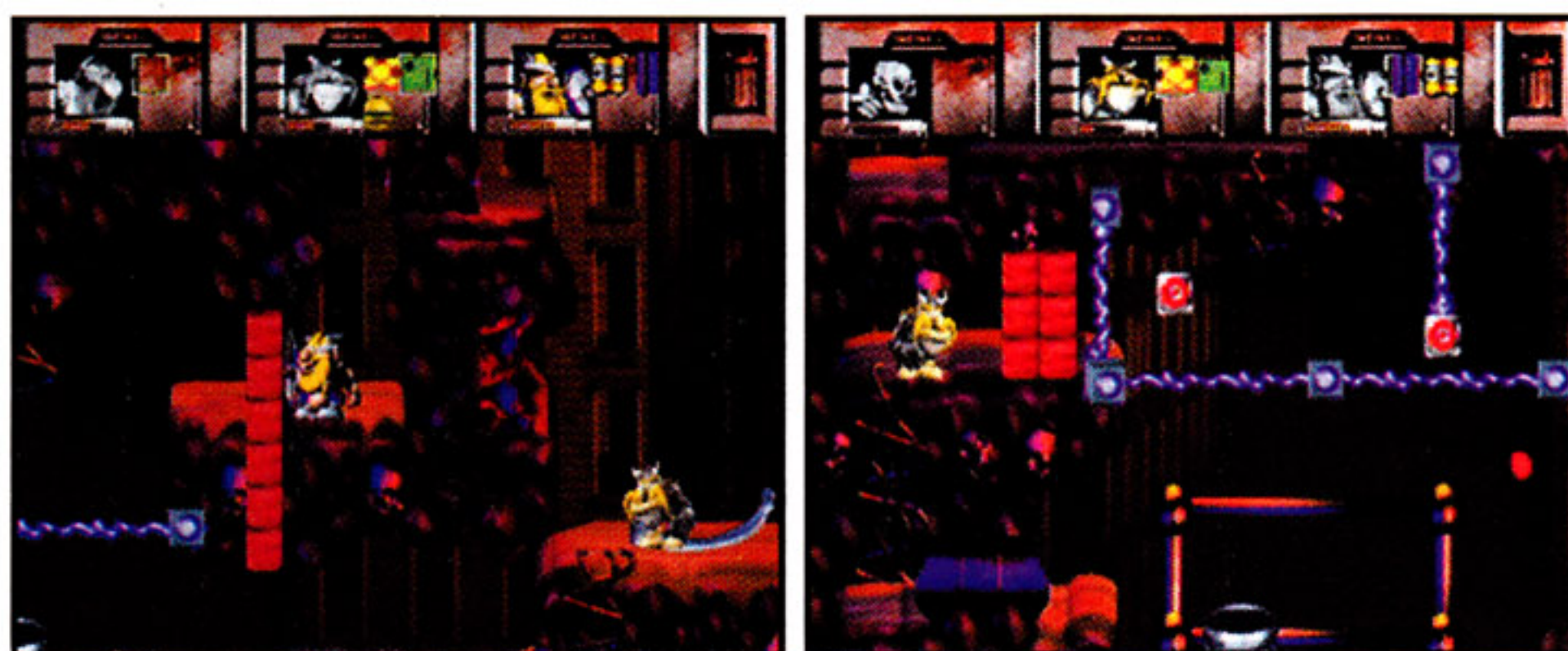
Level 25 Password: HOM3



Torch distribution is generally a huge problem in ...; particularly in this level, since there are two very dark places and only one torch. I've found that the best thing to do is to give the torch to Erik first. Let Fang climb the walls and go to the right until he goes into complete darkness. Let him walk for a second until you hear a "click", then switch to Erik; you'll find that you can go down into the water, come back up, kill the gorilla and let Scorch in through the passage that was opened by Fang. As you progress to the right, you'll find Fang unharmed.

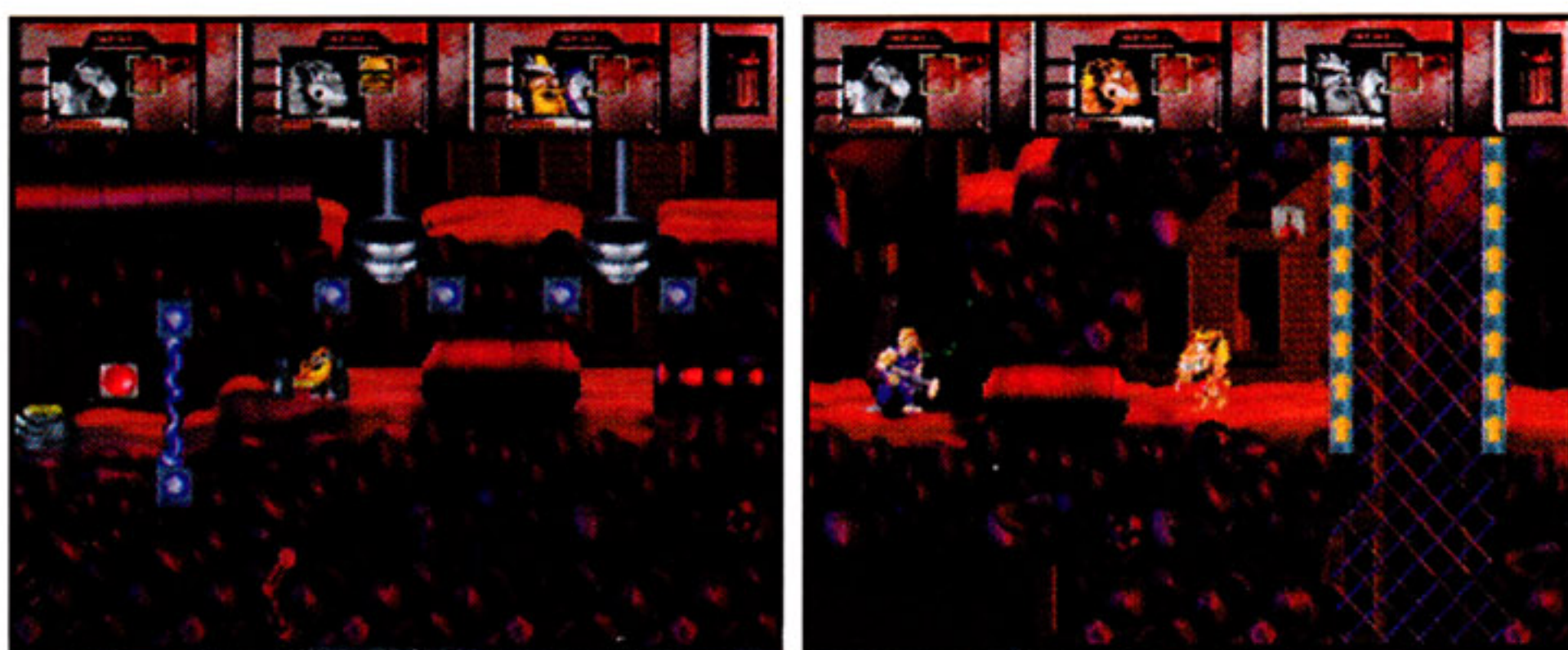
Level 26 Password: SHCK

As the game draws to a close, intricate timing becomes more and more important. Level 26 has two prime examples of this.



The first occurs after Baleog and Erik come down the elevator and free Olaf. The see-saw-like thing on the bottom requires perfect timing. The best plan is to put Olaf on the right side of the thing and drop Baleog down onto the left. Once airborne, you need to avoid the fireballs and guide yourself into the item-filled cavern. The second instance where precise timing is required comes directly after this, with the "tea cups" surrounded by lightning. Unfortunately, the only sure-fire way to manage this is a gentle finger on the control pad and an even gentler finger on the jump button.

Level 27 Password: TNNL

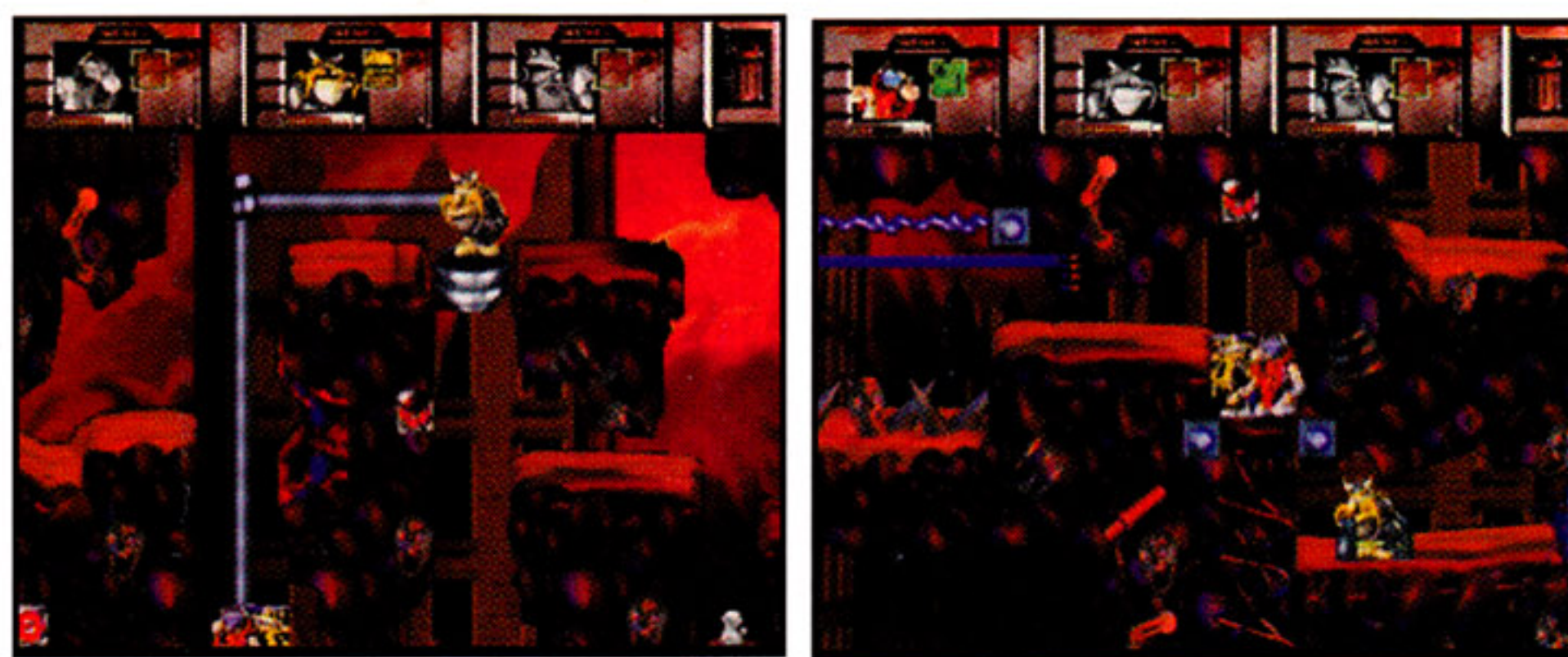


This time around, you not only have to control your guys with intricate timing, but you've also got to deal with what is probably the game's most brain-busting puzzle. Here's the problem: You need to send two Vikings up the air shaft without getting shocked. At the same time, though, you need someone down below controlling the electricity flow near the balancing platforms. Send Erik and Olaf up the air shaft and use Fang (once he's turned on the air shaft) to keep watch on the balancing platforms.



Level 28 Password: H3LL

All right, time to cut to the chase. You're not getting anywhere unless you know how to get your guys down into the thick of this level. You've got to counterbalance Baleog so he can go off into the air shaft first (this is the only way he can go.) Get him over on the right side, put him and Olaf in so they're even, then jump in with Olaf. Walk Baleog immediately off to the right. Once everyone's down, remember to use Olaf's shield for a running surface so Erik can break that hard-to-reach wall.



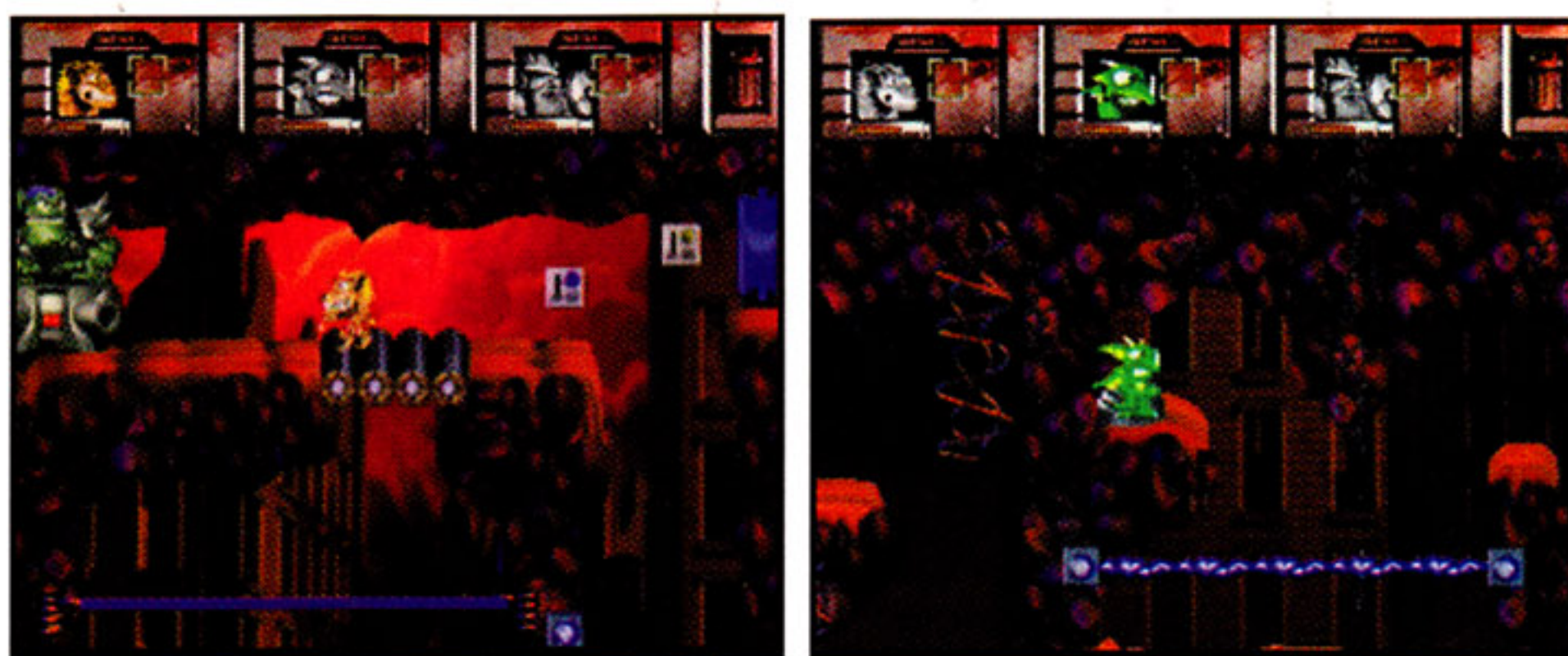
Level 29 Password: 4RGH

Yet another expansive and very demanding level. This (perhaps more than any other level) demands perfect control over all of your characters. To start it off, you'll need to get Scorch over to the right trip switch. Then use Erik to explore the area; have him get the goods and exit.



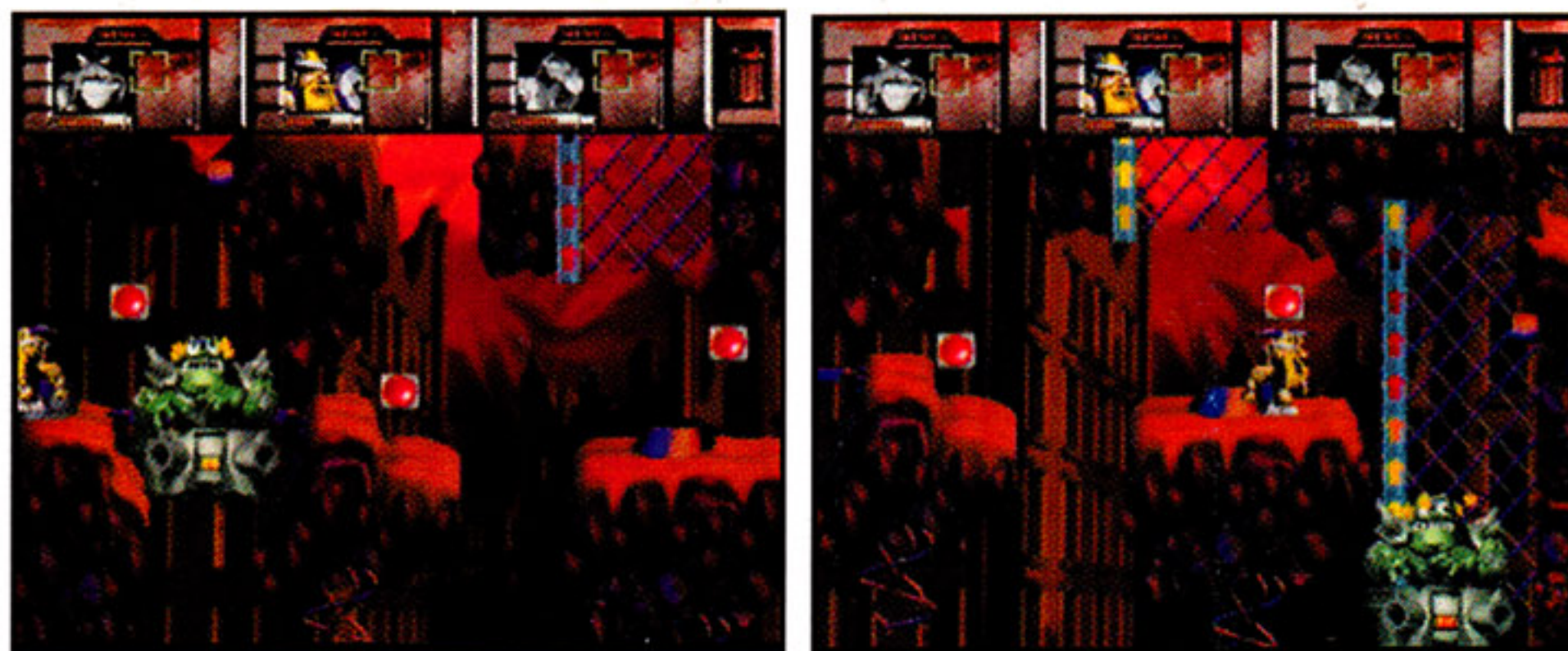
Level 30 Password: B4DD

Olaf takes the left, Scorch takes the center, and Fang takes the right. The next-to-last level is nothing if not big. The key to success in this one is the following: You need to take Scorch through the center portal and do battle with the (under?) boss. In order to beat him, you must kill the baddies at the bottom of the screen and collect the bombs they leave behind. Then go to the top of the screen and drop the bombs on the boss as he rises to chase after you; you'll have to do it so that the bombs deflect his path right into the electric current. Once he hits the current, he'll give up the key which is absolutely vital to finishing the level.



Level 31 Password: D4DY

The perfect end for such a huge and complex game. Start it off with Olaf versus the Boss. Collect a bomb from him by hitting the fire switch on the left. Then quickly shrink down, walk across the blue platform and return to normal size. As he begins to ascend up the chasm to your right, quickly jump across and drop the bomb on his head; this will divert his path to the right. Quickly move to the right and hit the fire switch so he runs into it and collect the key he drops. The other boss encounter worthy of explanation is when Fang and Scorch are stuck underneath the two blocks and it appears that they'll be crushed. You need to run up with Olaf, have him shrink down and hand something important to either of the other two...



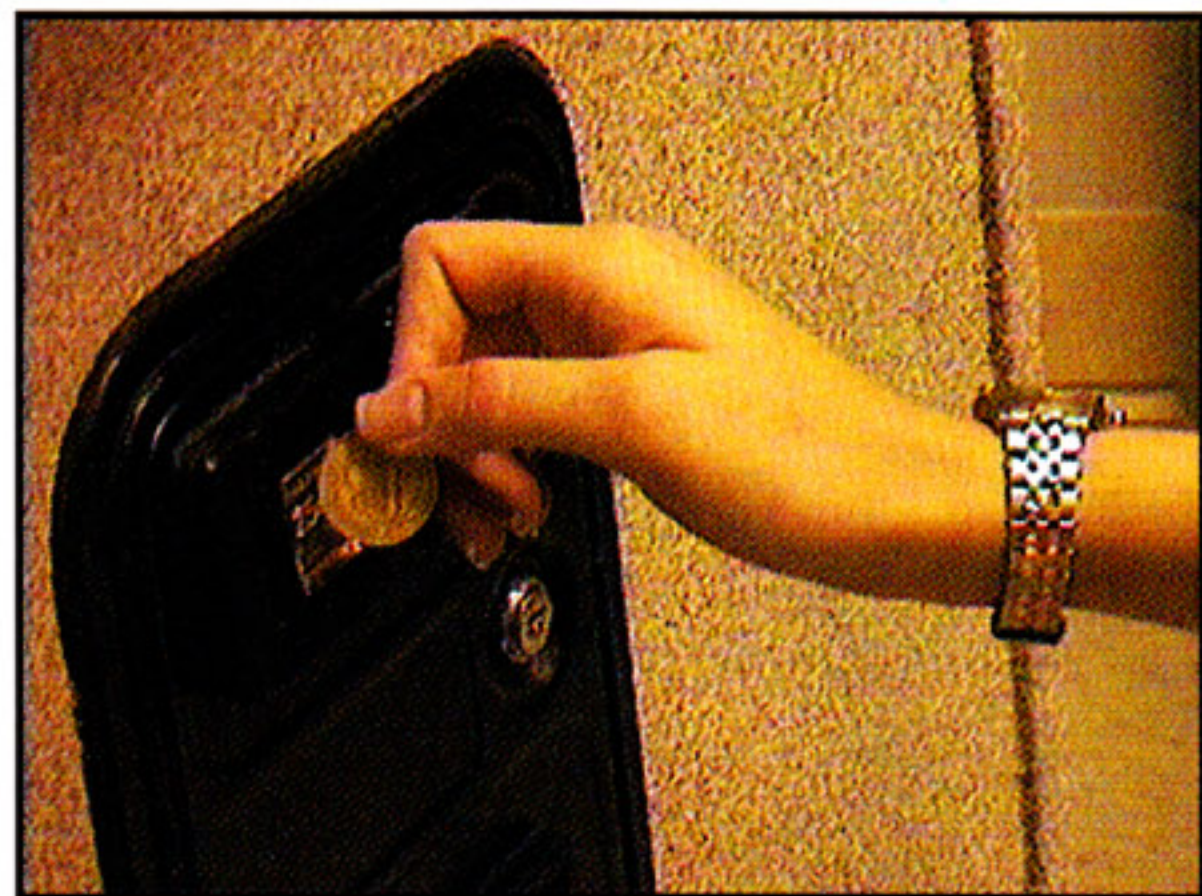


ALPINE SURFER™

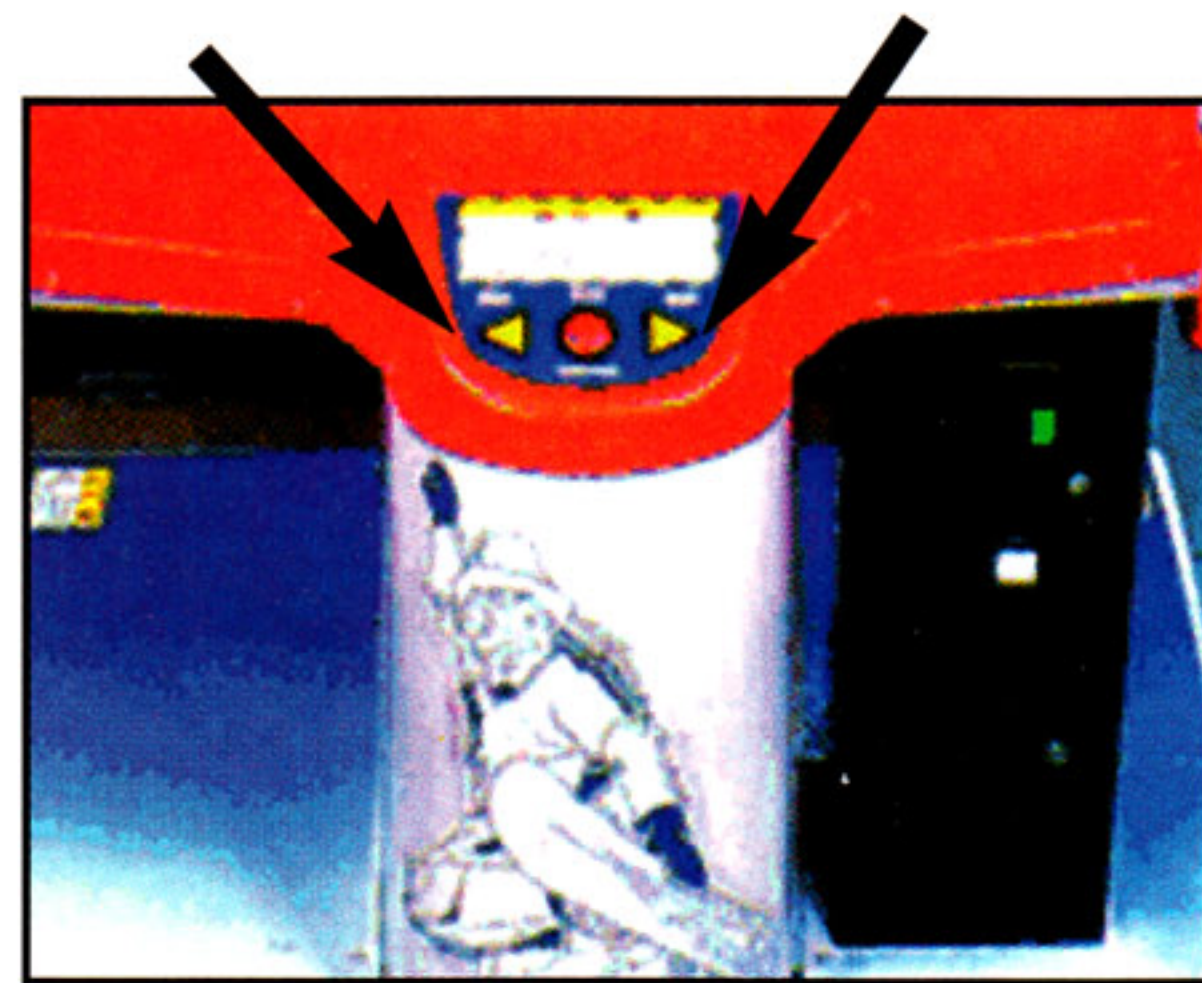
Secret Character!

It may not be as exhilarating as the real thing, but Namco's Super System 22 arcade hardware makes *Alpine Surfer* an excellent simulation of the snowboarding experience. Heck, who can afford to buy all of that crazy snowboarding gear, anyway? Even if you're a pauper who wouldn't be caught dead on a real ski slope, you can always strap on those bindings and gear up for the price of a few tokens.

Not only is *Alpine Surfer* more fun than *Alpine Racer*, but it's also a lot easier for those of you who get tired climbing a flight of stairs. The fact that there are only two runs in the game is less than thrilling, but the cool tricks and secret character make up for it. Secret character? Yep—you can play as a penguin who shreds down the slopes on his stomach, just like in the Big Penguin Race in *Super Mario 64*! Here's how to find him:



1. Insert your tokens or quarters. Some machines may send you right into the Mode Select screen at this point, while others may require that you press the **START** button first.



2. Press and hold both the Left and Right **SELECT** buttons.



3. While holding both buttons, press the **START** button *seven times*. If done correctly, you'll hear a chirp and you'll be playing as the penguin!



While the penguin has better maneuverability and is a harder target for oncoming trees, you cannot qualify for the fastest times with him. But it's still fun to get him on the screen and watch the jaws drop when your friends see him!

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A47000

FROM THE VIDEO-GAME PROS!



STRATEGY GUIDE

BY NIKOS CONSTANT

- The most important skill to learn is how to use the map and the on-screen directional arrow to find the enemy. Follow the enemy on the map and use shortcuts to cut them off.
- As you approach an enemy, the directional arrow will start flashing. Shoot your weapons to slow them down, even if they're still off the screen.
- The fifth enemy in a sector is usually very quick; try to corner them and then blast away.
- Use the brake to keep the enemy in sight.

WHAT YOU SHOULD KNOW...

You'll use these more than the rear weapons, so learn them well.

FRONT WEAPONS

ROCKETS



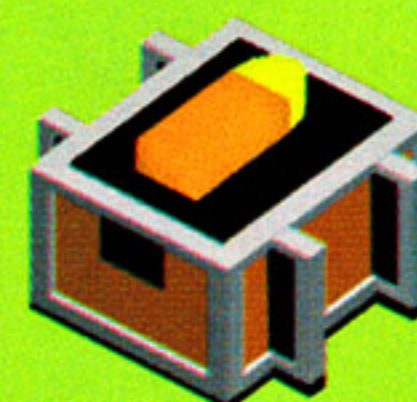
The simplest of the front weapons; about three direct hits will destroy a car.

DOUBLE ROCKETS



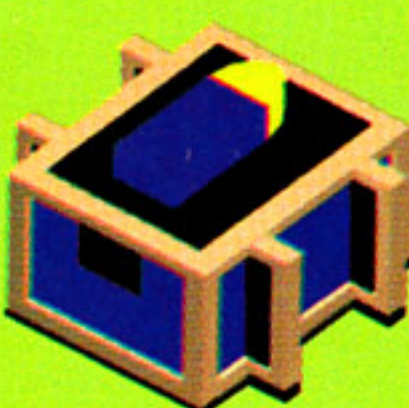
Easier to aim than single rockets because they are a bit more forgiving.

SPREAD FIRE



My favorite weapon for high speed chases because you can concentrate more on driving than aiming. Kill away!

PIERCER



Save them for anything with armor, especially the final enemies in a sector.

SEEKER



Your basic homing weapon, but watch out because the seeker will seek out anything including innocents.

BREAKER



A hard weapon to find, but a joy to kill with. Sends out a slew of bombs that clears a large path ahead of you.



2 GAME PATHS

There are two different game paths when you start to play. The Beach path is easier than the Business. However, you'll receive more powerful weapons sooner on the Business path. Once a sector is open, you can start from that point, but you'll still have to go through all the sectors you have opened before you reach an unopened sector. One advantage to this, however, is that you can start the game with a different car. Some cars are faster and more maneuverable than others, so as the sectors open up you may want to experiment with other cars to find which one fits your style.



POWERUPS

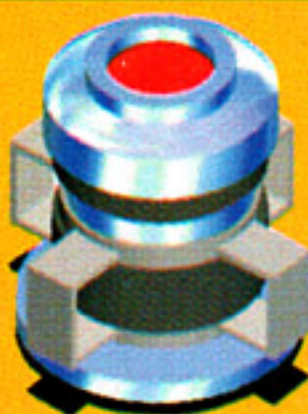
Weapons aren't the only items you should be picking up or shooting for. Look out for these power-ups that will keep you fast and alive.

SILO



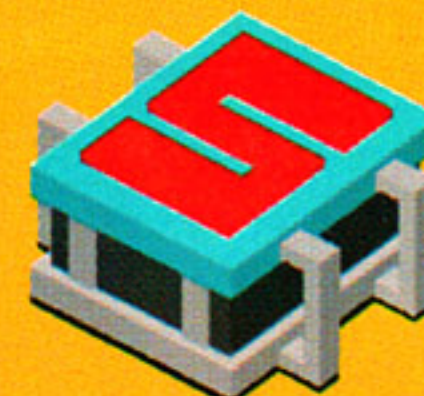
Look for the grey silos and shoot them to reveal weapons

FUEL



These give your car back some energy so you won't blow up.

TURBO



Turbo power-ups give your car extra power and control to gain speed.

REAR WEAPONS

Use these to take out opposing cops that will be on your tail.

SPREAD MINE



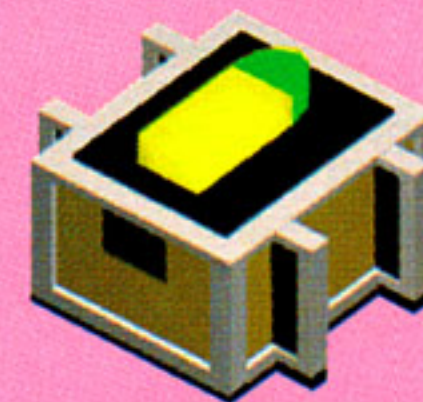
Drops three mines at a time. Go too slow as you release them and you'll mine yourself!

REGULAR MINE



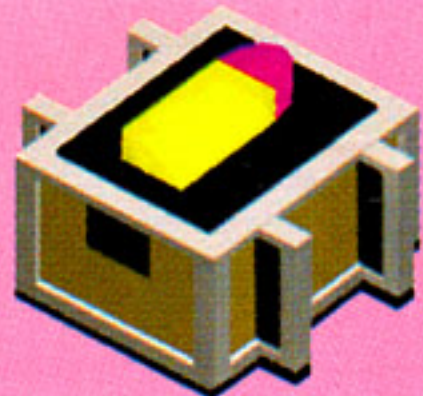
One mine comes out; not very good for anything.

BACK ROCKET



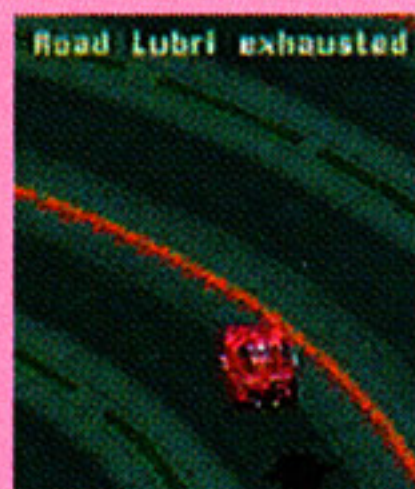
One shot that can surprise the heck out of a rival. Best when used in bursts.

SIDE ROCKET



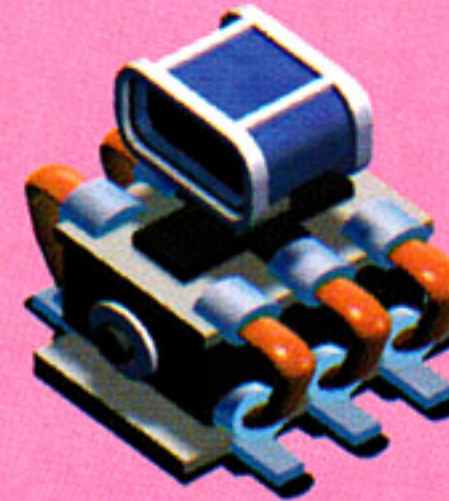
Good when you approach an enemy too fast and pass them.

ROAD LUBE



The most Spy Hunter of all weapons, but not very useful except for laughs.

JATO UNIT



A turbo boost that can be used to catch up to the final sector enemies that are fast.



BEACH SECTOR



The Beach car is a maneuverable Dune Buggy. Some enemies may be cornered on the piers that lead into the water. There you will also find power-up silos. The final enemy is a giant green tank that moves quickly. Many times, it will be hanging out trapped by the railroad tracks, so see if you can corner it there. Most of the roads are two-way, so remember to drive on the left side.



SUBURBS SECTOR



The 'burbs have the twistiest roads and the most obstacles. Hidden amongst many of the houses are weapon silos. Just watch out for the missile turrets that protect them. The blue family-style car is fast and semi-maneuverable. The final enemy is a large fire truck that is really fast. You have to drive perfectly to catch up to it. Once you've got it, use missiles to kill it quickly.



BUSINESS SECTOR



The best place to trap enemies is on the sky highway that travels around the perimeter of the Business sector. Get on it and usually an enemy will appear ahead of you so that you can nail them. This is an especially useful technique for getting the final boss (see right picture.) The car is a police car that is very maneuverable and fast. This is a pretty basic level.



INDUSTRIAL SECTOR



This level is the second hardest next to the Casino level. You're driving around in a tow truck which isn't very maneuverable and there are a lot of little poles and boxes in your way that can hang you up when you're right on somebody's tail. The final enemy is a jet plane that usually traps itself by the runway. It's very fast and hard to catch up with it. Cut it off at the pass.



UPTOWN SECTOR



The high-class neighborhood has you cruising around in a Dusenberg. The second enemy is a tank that's fast and hard to blast; then you get to the final boss which is a real beast. Luckily he traps himself a lot of the time by the train tracks. Stay behind him to avoid weapons.



MIDTOWN SECTOR



Drive around in the attack cap. This level takes its lumps from you with all of the missile silos. Stay out of their way. There are a ton of silos too, so it's your choice whether you want to keep stocking up or take some licks from the missiles. The last enemy is a cement truck that's easy to catch up to but has a lot of armor and a tight turning radius. Stay on him with guns.



DOWNTOWN SECTOR



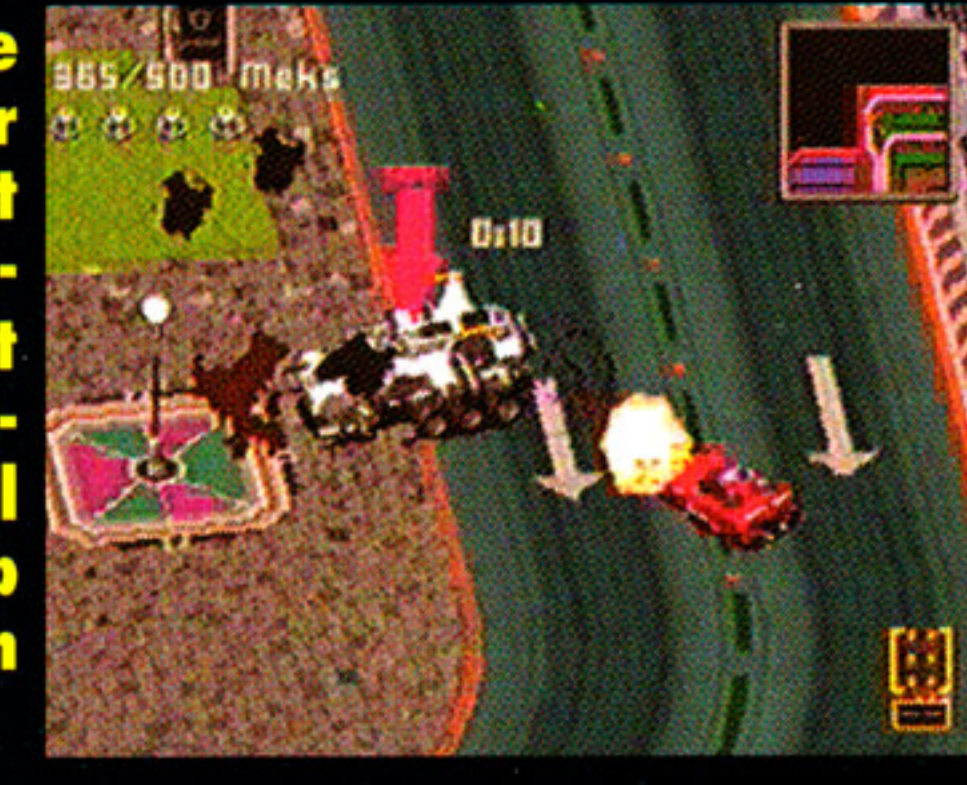
The coolest car in the game, this grey street warrior is really tight. It's hard to get to this level, but it's pretty easy to get your first four enemies. The final guy is another story. There's a ton of armor on this orange behemoth from the construction site. Try to stock up on the missiles because the machine gun isn't going to take him down in the time allotted.



CASINO SECTOR



The hardest level to conquer. The large pink walls and colorful buildings block your path, so watch for the tight openings that you can sneak through to get to the enemies. Your car is a fast red sportster that has a tight turning radius. Use this maneuverability to your advantage. The final enemy is a large white tank that burns up the pavement. Use your speed to hunt him down and then keep on it.





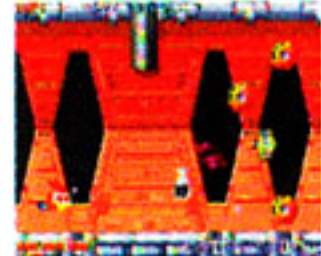
Ten years ago, when all my friends were playing the original *Street Fighter*, I found a shoot-'em-up which is still one of my personal favorites; it's also one of the most taxing shooters

I've ever played and beaten. *Rabbit Punch* is a bizarre game to say the least; imagine the ancestors of Robbit (from *Jumping Flash!*) duking it out with a menagerie of oddball aliens. It was a better-than-average shooter at the time of its release, with plenty of multi-layered scrolling effects, sampled sounds and a difficulty level bordering on insanity; it starts off easier than *Barney's Hide & Seek Game* and ends up harder than the Genesis *Batman & Robin* cart. We hope you enjoy our look at this classic arcade game.

POINTERS

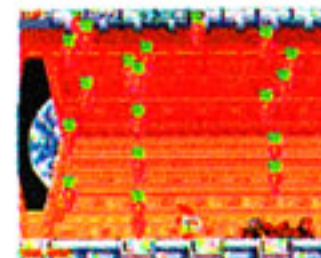
- Unlike most shooters, it is not possible to overlap both rabbits on the screen in two-player mode. Be prepared for this limitation in close quarters.
- Shooting in *Rabbit Punch* is semi-automatic; you can hold the button down for rapid-fire. After a certain amount of time, however, the rate of fire slows down. To speed it back up, release the button and hold it again.
- Bombs which appear on Stages 2, 5 and 7 can be "punched" away.
- Each enemy master has its own weakness, but you must be tenacious in order to find them because there are no "safe spots" in these battles.
- Many of the slower-moving enemies and masters can be eliminated much faster if you use the Rabbit Punch attack.
- You can avoid most enemy masters instead of destroying them; however, when they move off the screen, no Carrot points will be awarded.
- Once you've reached Stage 9, it will forever remain your continue marker. That is, if you die in Stage 11 and continue, you'll start back at Stage 9.

Easter Eggs



Bonus Points

Exactly what the name implies. Remember that in 1987, players actually cared about getting a high score.



Carrot

Besides being a great source of Vitamin A, the small carrots replenish one unit of health.



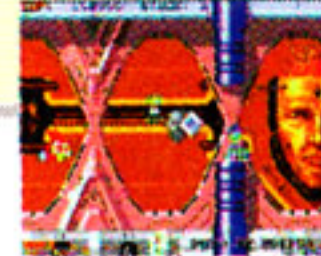
Large Carrot

The same as their smaller counterparts, except these will replenish three units of health.



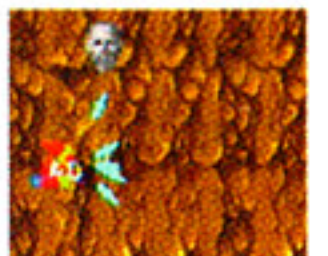
Bunny Attack

Your ticket to temporary invincibility. A trippy trail follows your bunny for the duration of the attack. Just before it ends, an ominous voice will say, "Time over."



Homing Missile Icon

Once you grab this missile-like icon, your bunny dons a cute orange bow and your missiles turn into heat-seekers (if you have any left.) Note that if you pick up extra missiles while you're wearing the bow, they will be homing missiles, but if you get hit, you lose the bow and your missiles return to normal.



Rabbit Abilities



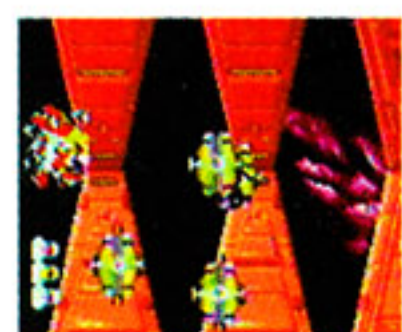
Rabbit Punch

When in close, our furred friends rely on their rabbit reflexes to knock out any obstacles. The Rabbit Punch is much stronger than the standard shot, but it's also more risky as one must get close enough to use it. It works great against slow-moving obstacles and bosses as well.



Standard Shot

Your Bunny Bullets provide you with enough support to get through the game. Nothing too powerful, but it does have a constant rate of fire.



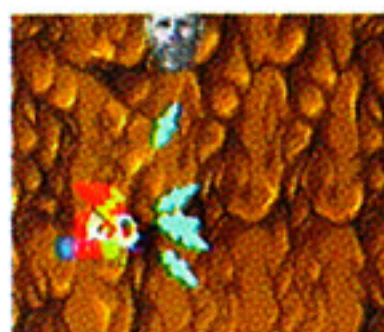
Missiles

Your bunny is equipped with a limited amount of high-powered missiles. These rockets can take out swarms of enemies with ease. Be sure to use them sparingly and save them for your confrontations with the enemy masters. You can also change them to homing missiles with a special power-up.

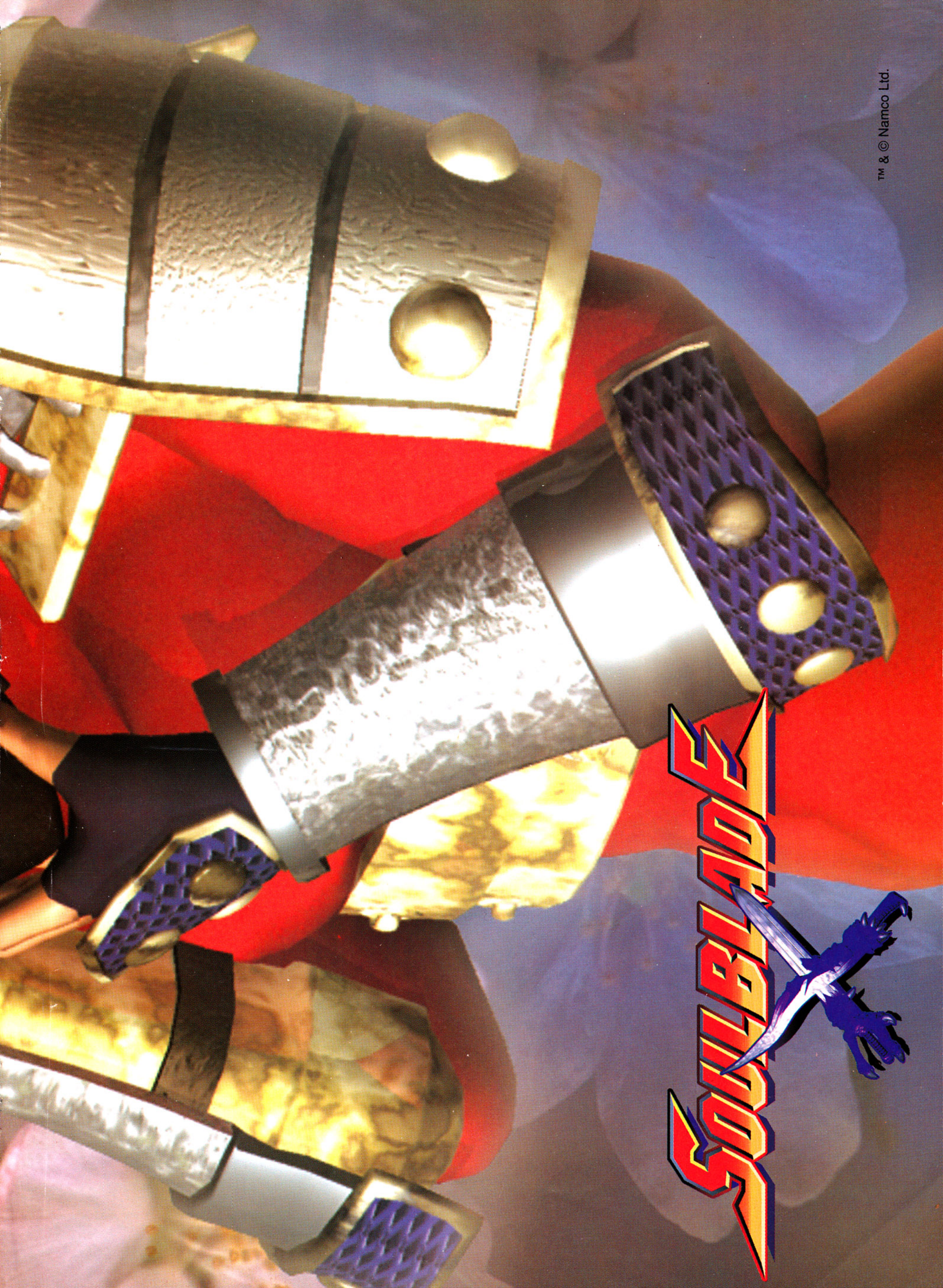


Bunny Hop

The Bunny Hop is the precursor to a special attack made famous by Guile in *Street Fighter II: the Flash Kick*. Hold the joystick **Down** for one second, then quickly press straight **Up**. Your bunny will then fly sky high.







TM & © Namco Ltd.

SOUL BLADE



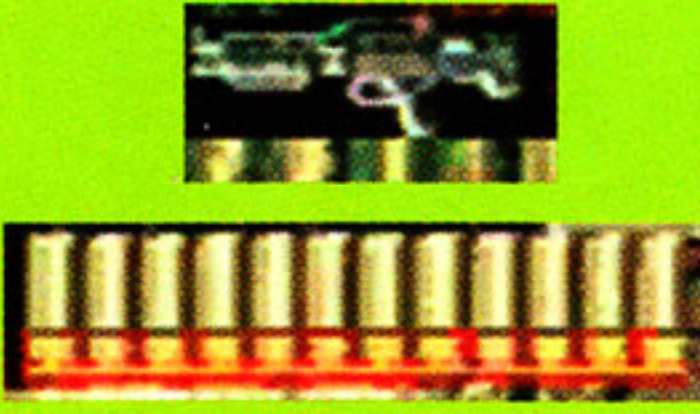
WEAPONS

The best thing about getting a weapon power-up is that you won't have to reload for the duration of you owning that weapon. You start the game with the six-shot. The automatic is good because it lasts a long time. Shotgun and Flare give a burst effect. Gatling is a machine gun.

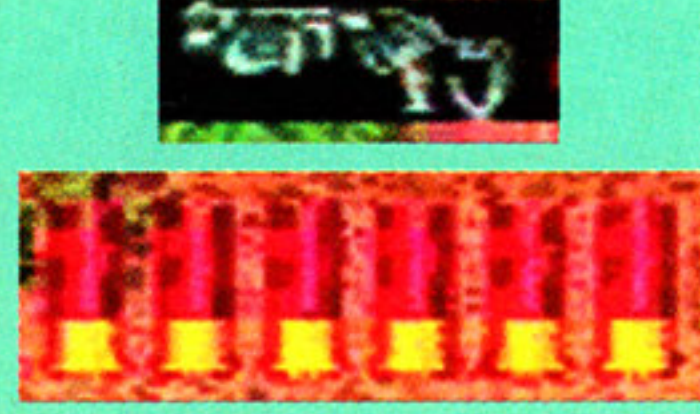
6 SHOT



AUTOMATIC



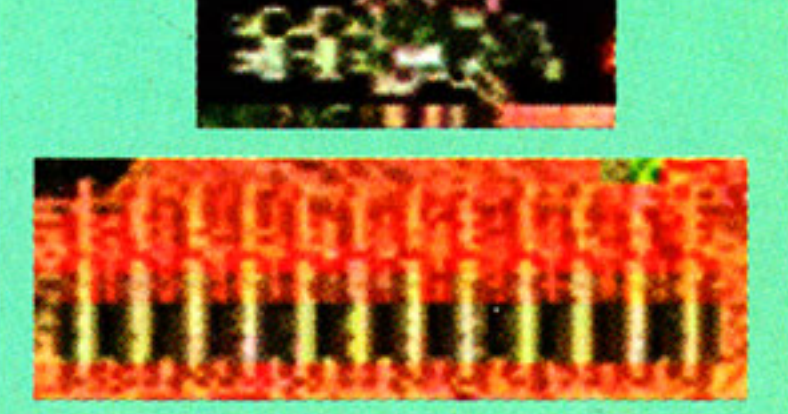
SHOTGUN



FLARE GUN



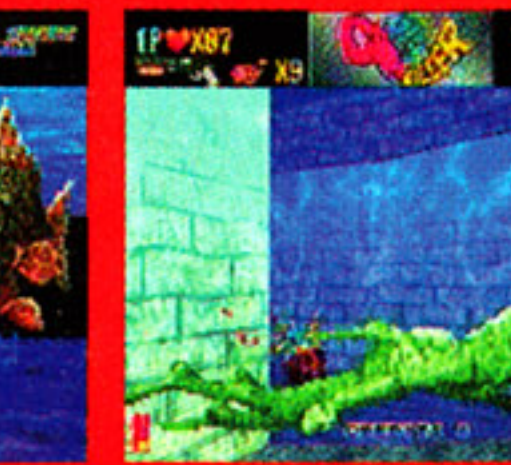
GATLING GUN



Shown is the Left Path. Right is the same as Level 6.



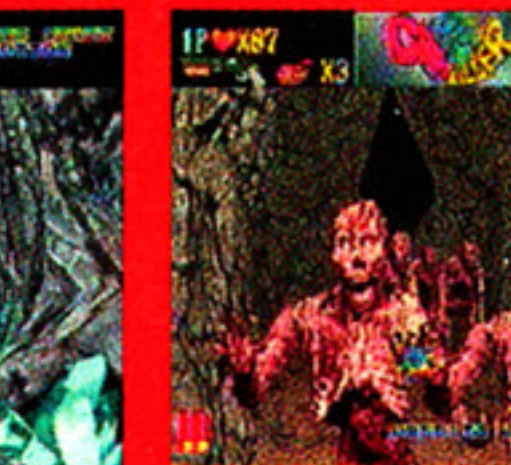
Watch for Medusa's snakes; they swarm. Use bombs to kill 'em.



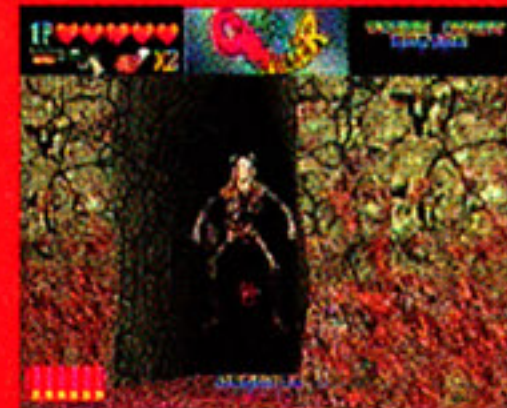
Shown are all the power-up boxes.



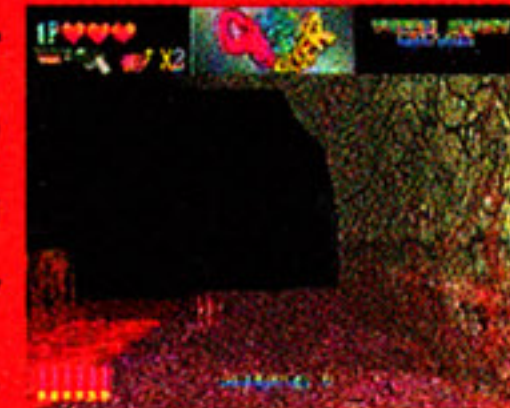
Shown is the Left Path. Right is the same as Level 4.



The rock boss is the hardest one to kill. Bombs don't affect it much, so keep shooting and use the bombs to brush it back.



The undead guys that grow out of the ground (not mummies) are harder to kill because you have to wait for them to grow completely before they can die.



RAY VS. CRYPT KILLER

FROM SIMILARITIES

Why are we talking about Ray Harryhausen? Look at how similar the characters in *Crypt Killer* are to creatures in Ray's movies. Copy or homage?



from Jason & the Argonauts



from The Golden Voyage of Sinbad



GRYPHON from The Golden Voyage of Sinbad



SKELETONS from Jason & the Argonauts



KALI from The Golden Voyage of Sinbad



HARPY



HYDRA





Shown is the Right Path. Left is the same as Level 5.



Aim for the jars on the right side of the screen. They are the ones that contain weapons. The others are empty.

The Gryphon takes more damage when it is moving. Bomb it then.



Shown is the Right Path. Left is the same as Level 2.



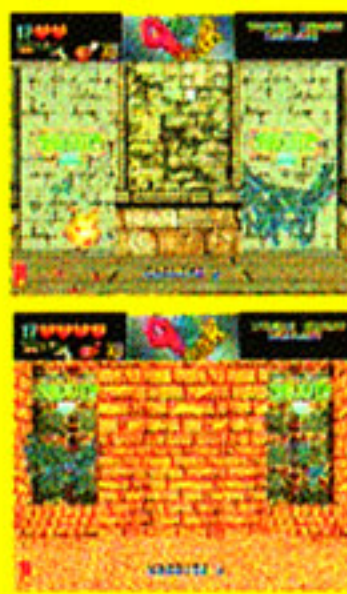
Shoot the right chest for a weapon. Be sure to shoot all three blades that drop from the ceiling. Use a bomb to get rid of fireballs.

Kill Hydra with bombs to get rid of some heads then bullets.

PATHS JEWELS & ENDINGS



There are 6 levels to choose from when you start Crypt Killer.



In each level, there are two times that you must choose a path. The jewel you receive at the end of a level is dependent on which path you chose.



Choose the right path twice in a level and you get the blue Jewel. Left twice gives you the purple one.



over and over hundreds of times, then playing back the film at regular speed, the monster or dinosaur model looked like it was moving normally. They looked alive!

At the time that Ray was doing these experiments, the master of special effects in the movies was a guy named Willis O'Brien who was famous for doing the stop-motion effects in the 1933 version of *King Kong*. Figuring that Willis was the guy to work with, Ray showed him some of his garage experiments in stop-motion. Impressed, Willis hired him as his assistant for the movie *Mighty Joe Young*. Ray did much of the animation in the film himself, and he was on his way to becoming the new master of special effects.

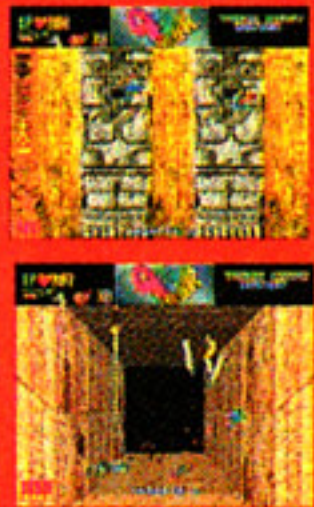
In 1952 Ray was given the job of doing the technical effects on his first feature film, *The Beast from 20,000 Fathoms*. He had been doing short films of Mother Goose fairy tales for a few years and this was his big break. After *Beast*, Ray teamed up with movie producer Charles Schneer. This partnership would last for the rest of Ray's career. Ray and Charles made four films, each improving on stop-motion and other special effects processes. In 1958, Ray wanted to start calling the stop-motion process something that would differentiate it from "animation", a word that made most people think of Bugs Bunny and Mickey Mouse. Ray came up with the name "Dynamation".

MICKEY

- As Technical Effect Assistant:**
Mighty Joe Young (1948)
- As Technical Effect Creator:**
The Beast from 20,000 Fathoms (1952)
It Came from Beneath the Sea (1954)
The Earth vs. the Flying Saucers (1955)
The Animal World (1956)
20 Million Miles to Earth (1957)
The 7th Voyage of Sinbad (1958)



Shown is the Left Path. Right is the same as Level 3.



This level has the most weapons. The box by the coffins is the hardest shot in the game. Watch for the arrows that come out of the walls.



The King Tut head is invincible while spinning. Aim for the arms that attack you at these times. When it's still, use bombs.



Shown is the Right Path. Left is the same as Level 1.



The caskets in the trees are hard to get. Shoot for the middle ones. When given the choice, shoot the left casket. It holds the weapon.

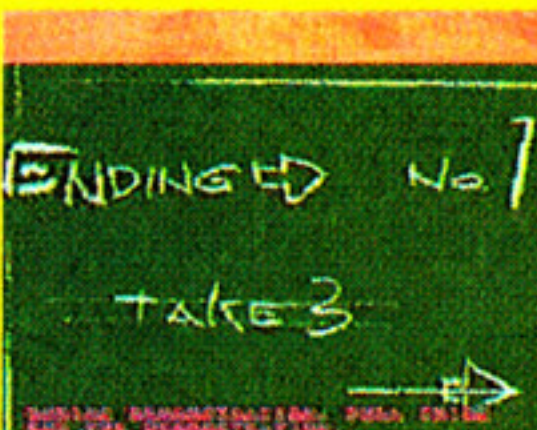


The multi-armed goddess Kali has two tricks up her sleeve. The first is the man-eating flies. The second are the swords that she throws. To deal with all of these weapons, shoot in a circular motion outward from the center of the screen. You'll hit everything.

If you get two purple jewels by going left in two consecutive levels, then you'll get one of the game's bad endings, where all of the game's monsters gang up on you and kill you. But this is not your only ending.



If you go left in the first level you choose and then right in the second level, (purple jewel in the left eye and blue jewel in the right) you will get one of the game's good endings. The sword of fire conquers all.



Take the right path in both levels, getting blue jewels in both eyes, gives the mysterious movie ending. Is this another due to the Ray Harryhausen/Crypt Killer connection? Is the whole game just a move?



Go left in the first level and right in the second (blue jewel in left eye and purple in right) gives you the second good ending. Can you find the secret fifth ending, where you do battle with the strange bald man?

RAY

- The 3 Worlds of Gulliver (1959)
- Mysterious Island (1961)
- Jason and the Argonauts (1963)
- First Men in the Moon (1965)
- One Million Years B.C. (1966)
- The Valley of the Gwangi (1968)
- The Golden Voyage of Sinbad (1973)
- Sinbad and the Eye of the Tiger (1977)
- Clash of the Titans (1981)

DYNAMATION

The first Dynamation movie was *The 7th Voyage of Sinbad*, now considered a classic. (It's no wonder that *Crypt Killer* borrowed so liberally from the creature design.) Ray and Charles went on to do other movie classics using Dynamation, including *Mysterious Island* (A Sequel to *20,000 Leagues Under the Sea*), *Jason and the Argonauts*, *One Million Years B.C.*, and two sequels to the first Sinbad movie, *The Golden Voyage of Sinbad* and *Sinbad and the Eye of the Tiger*. All of these are great movies with lots of ideas for budding video-game designers, so check them out.

WHAT HAPPENED?

So what happened to Ray? Well, his last movie was *Clash of the Titans* in 1981. Unfortunately, it was after the FX masterpiece *Star Wars*, and it never quite saw the popularity of his other movies. Ray made his mark though, and he retired from filmmaking. Now, most movies don't use stop-motion. With the advent of high-end computer workstations, what used to be done using stop-motion is now done with computer animation. Steven Spielberg was originally going to use stop-motion for the dinosaurs in *Jurassic Park*, but George Lucas convinced him to go with computers. It was the end of an era.

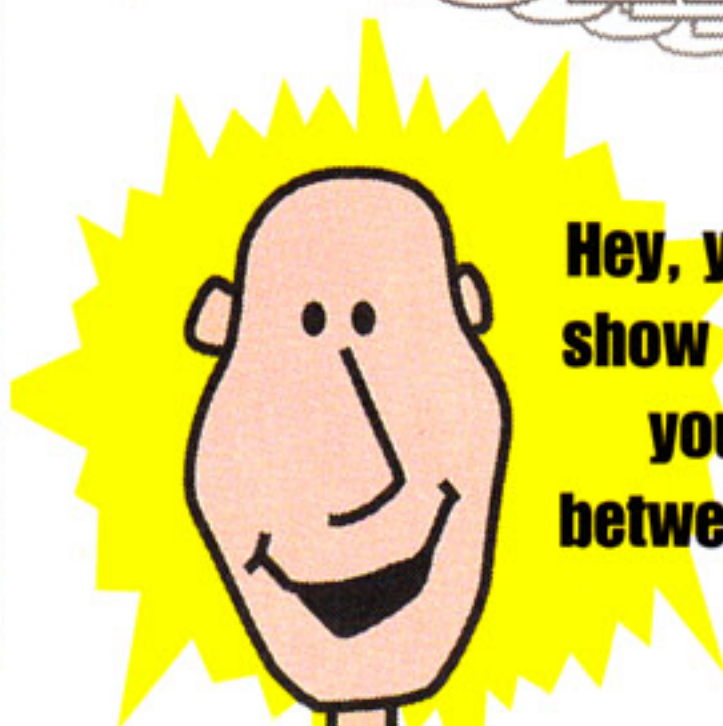


TIPS & TRICKS SELECT GAMES



Pick it!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



BLAST CORPS

Nintendo • 3/97



We've known about *Blast Corps* for a while, but all we heard was that it was a game about smashing buildings. That's part of its appeal, but there's a reason why you're encouraged to be so destructive: There's this nuclear warhead, see, and it has somehow gone into a dangerous meltdown phase as it was being transported across the country on a semi. The driver is dead and the truck is driving by itself in a straight line at a steady five or ten miles per hour. No one can get near the cab without being killed by the radiation, so your job as a member of an elite government

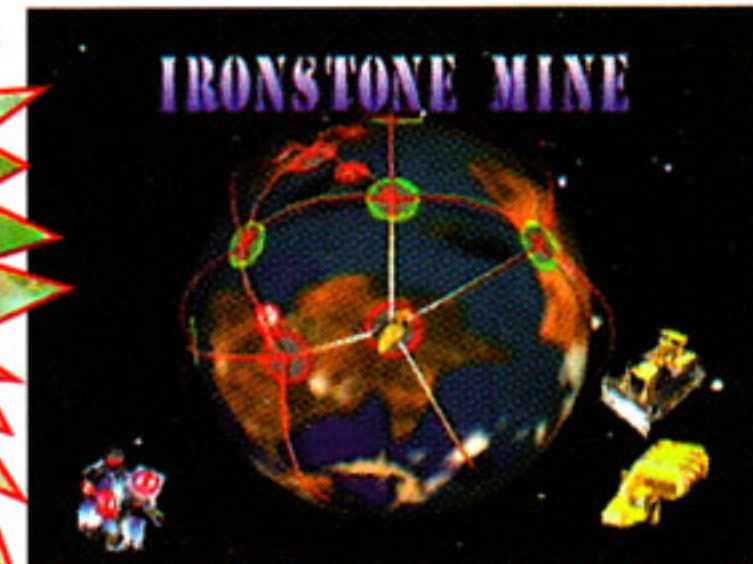
strike force is to get everything out of its way! You'll have a vast array of destructive vehicles at your disposal, including tractors, bulldozers, high-tech drills and even armored flying suits, and all you have to do is smash buildings, walls and other obstacles to clear a path so the truck doesn't blow up and initiate nuclear holocaust. There are even "training" levels where you can learn how to operate the more sophisticated machines. *Blast Corps* is the second Nintendo 64 game from *Killer Instinct Gold* developer Rare; the company's *GoldenEye James Bond* game is also on the way.



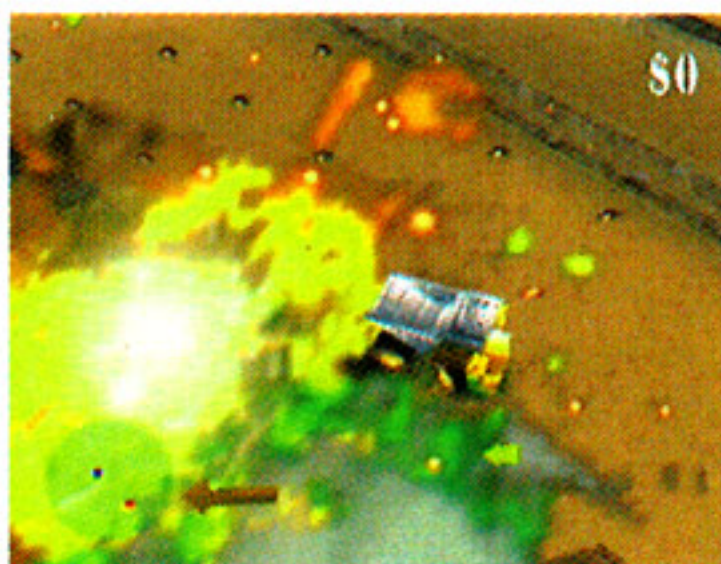
Choose your character from a squadron of demolition experts.



Jump out of your vehicle and climb into a different one!



If you don't smash every obstacle in the truck's path, the nuclear missile it's carrying will explode!





CASTLEVANIA
Konami • 6/97

Konami's incredible *Castlevania* series has given us some of the finest games ever released for the NES, Super NES, Genesis and Game Boy—but the one adventure of the vampire-hunting Belmont family that most American players have never seen is the finest in the series. The game known as *Dracula X* on the PC Engine game system in Japan is considered by many to be Konami's finest hour; even the slightly watered-down *Dracula X* game that appeared on the Super NES could not compare to the beautiful hand-drawn graphics, lush CD soundtrack, wicked enemy intelligence, secret characters, multiple game paths and stunning "boss" battles of the original. The news of the release of this all-new *Castlevania* PlayStation epic has Japanese gamers going crazy, because they remember the magical result of the last time that Konami designed a *Castlevania* adventure for a CD-based system. Watch for this one!



STAR FOX 64
Nintendo • 6/97

Four years after the release of the original *Star Fox*—which needed special FX chip technology to create a polygon-rendered space shoot-'em-up on the Super NES—comes this 64-bit update; Fox McCloud must have been waiting for technology to catch up with him before he took off on another ad-

venture. Co-pilots Peppy, Falco and Slippy have returned to help Fox protect the planet Corneria once again; the game offers a four-player simultaneous mode that takes advantage of the Nintendo 64's four built-in controller ports. Players also get to drive "land tanks" in certain ground-based stages.



RALLY CROSS
Sony • Available Now

An off-road rally racing game for up to four players, *Rally Cross* offers 20 different vehicles and six different race venues, each of which is made up of three courses. In addition to the three levels of difficulty, the game includes five different game modes, including a "sea-

son" mode and an "unlimited laps" setting. Power-sliders will appreciate the variety of racing surfaces in the game; you'll go from mud to grass to gravel or even snow and ice. The screen splits into halves or quarters for multi-player races. Developed by Sony Interactive Studios.



GAME & WATCH GALLERY
Nintendo • 5/97



Even before the release of the original NES, Nintendo's first home video games were LCD "Game & Watch" devices that featured simplistic single-screen games like *Turtle Bridge* and *Snoopy Tennis*. This new Game Boy cartridge faithfully

reproduces four of those classics—*Fire*, *Octopus*, *Oil Panic* and *Manhole*—as well as adding upgraded versions of the same games featuring familiar Nintendo characters like Mario, Luigi, Toad, Donkey Kong Jr. and Yoshi.





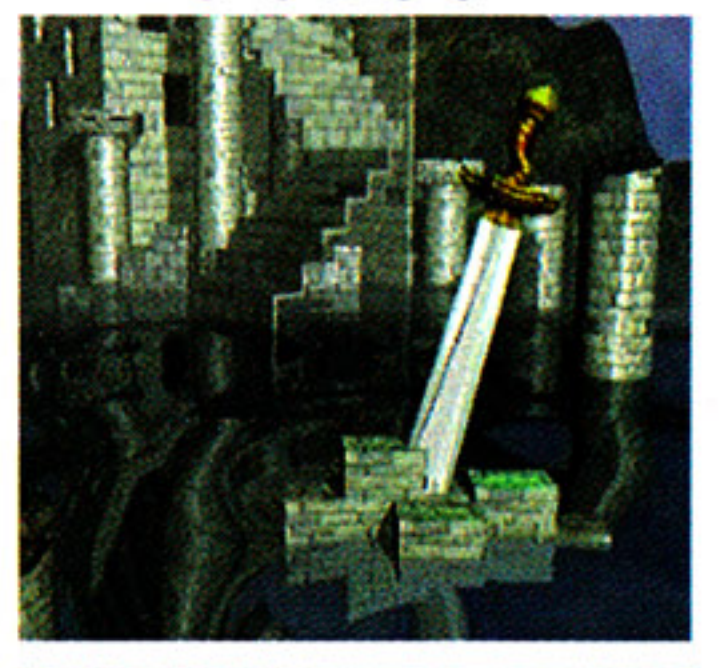
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VANDAL HEARTS

Konami • 3/97

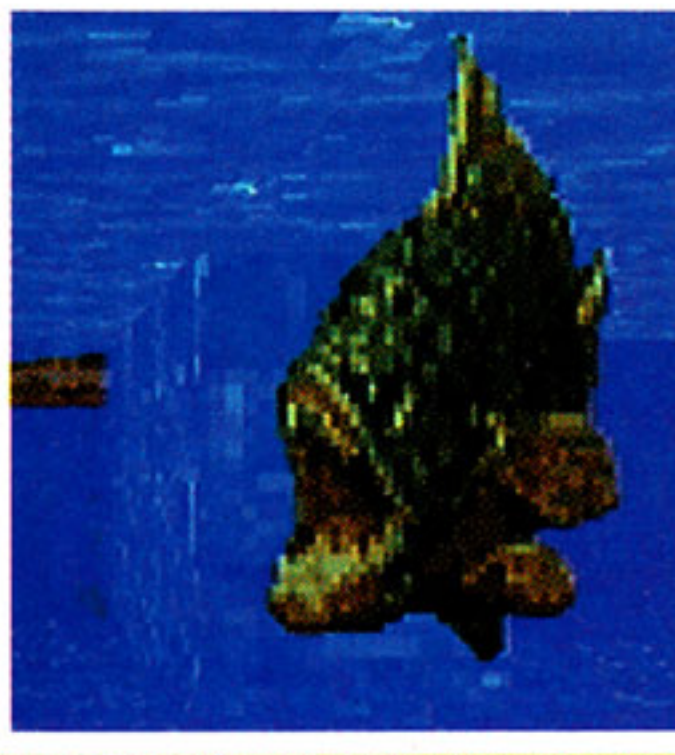
After scoring with its first PlayStation role-playing game, *Suikoden*, Konami is back on top with a new RPG. *Vandal Hearts* has an intriguing storyline, but it's very combat-intensive. Fortunately, the fighting scenarios use a state-of-the-art combat system that allows players to view battle scenes from any distance and at any angle. Unlike traditional video-game RPGs, elevation also plays a part in battle strategy.



CRYPT KILLER

Konami • 4/96

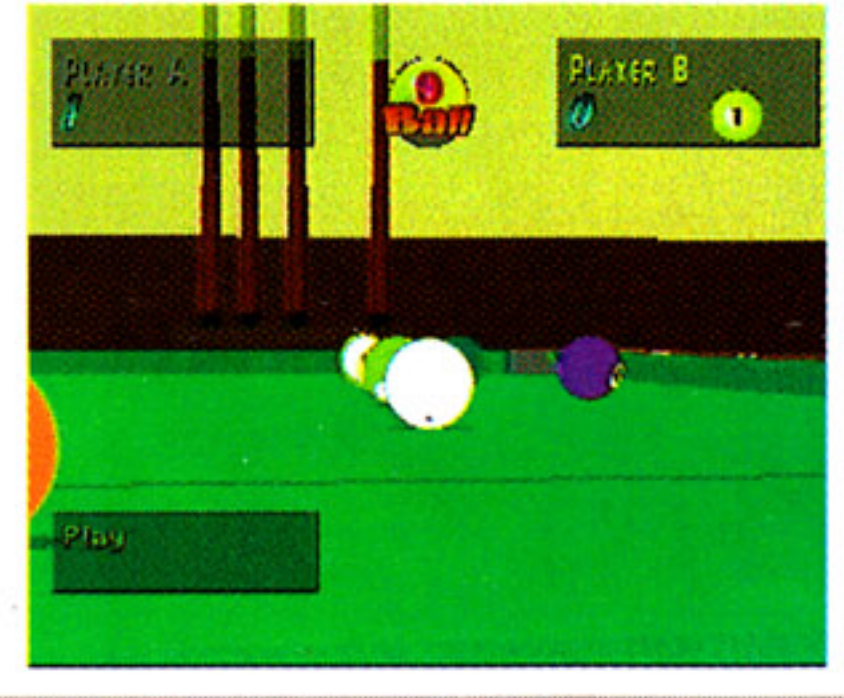
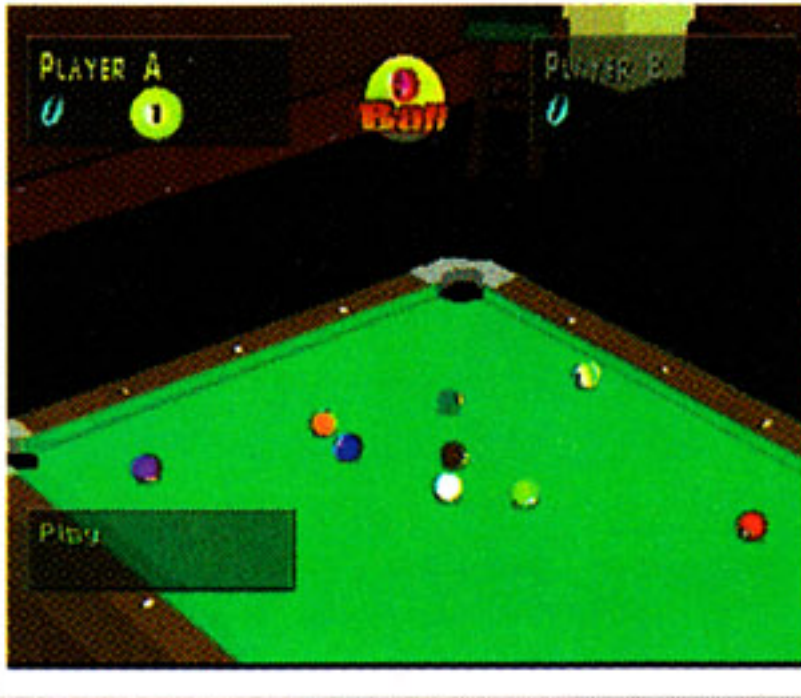
Just before we went to press, we received a copy of the Saturn version of *Crypt Killer*. Based on the arcade "gun game", this spooky shoot-'em-up finds you blasting away at all kinds of monstrosities, from sea creatures and harpies to ghouls and reanimated skeletons. Look for our strategy guide in this issue; you'll find tips on the game as well as information on the special-effects genius who unwittingly inspired *Crypt Killer's* designers with his work in the cinema.



VIRTUAL POOL

Interplay • Available Now

A conversion of the critically-acclaimed PC simulation, *Virtual Pool* offers four pool games—8-Ball, 9-Ball, Straight Pool and Rotation—with real-life physics and geometry. Players can "walk around" the table and use computer-drawn tracking lines to line up shots while enjoying eight original country, jazz, rock and blues songs from the game's built-in jukebox. A library of full-motion video clips is also contained on the disc, offering expert advice from real-life pool champion "Machine Gun" Lou Butera. Developed by Celeris Corporation.



CLAY FIGHTER 63%

Interplay • 6/97

Fans of the original *Clay Fighter* and *Clay Fighter 2* on the Super NES know what to expect from this cartridge; It's a one-on-one fighting game with characters whose movements have been digitized from stop-motion animated footage of clay models. This upgrade to the series offers new characters and fully 3-D-modeled arenas that allow characters to break through and interact with the backgrounds.



CLAY FIGHTER EXTREME

Interplay • 6/97

Like the corresponding Clay Fighter title shown for the Nintendo 64 at left, this new sequel was originally going to be called *Clay Fighter 3*. It was also originally scheduled to appear on the 3DO system and/or Sega's Genesis 32X platform. Can you believe it? This thing has been in development for a long time! Early rumors indicated that Earthworm Jim might appear in the game along with Boogerman!





TRIPLE PLAY 98

Electronic Arts • 5/97

EA is gearing up for yet another of its annual sports monsters. *Triple Play 98* has more features than most other baseball titles. Besides the obligatory Arcade and Simulation modes, the game includes all 30 major league stadiums, new expansion teams, a new "Super Pro" difficulty level, two-man commentary (a first

for any EA Sports title) and—best of all—inter-league play. Another innovative feature is the "intelligent crowds"; the crowd sizes and energy levels can change depending upon your team's performance in the season mode. As in *Triple Play 97*, the players' abilities will be based on ratings provided by STATS Inc.



GTI CLUB

Konami • 6/97

Designed by Konami's internal "Accele and Brake Products Division" on the company's proprietary Scorpion system hardware, *GTI Club* is a racing game set in the Rally Cote D'azur in France. At the highest of its three difficulty levels, players must drive backwards, using the rear-view mirror to see the course ahead. To increase the challenge further, drivers can throw live bombs into each others' cars, tossing them back and forth like a high-speed game of "hot potato". Look for hidden tunnels and secret shortcuts that take you through the back alleys of the French Riviera.

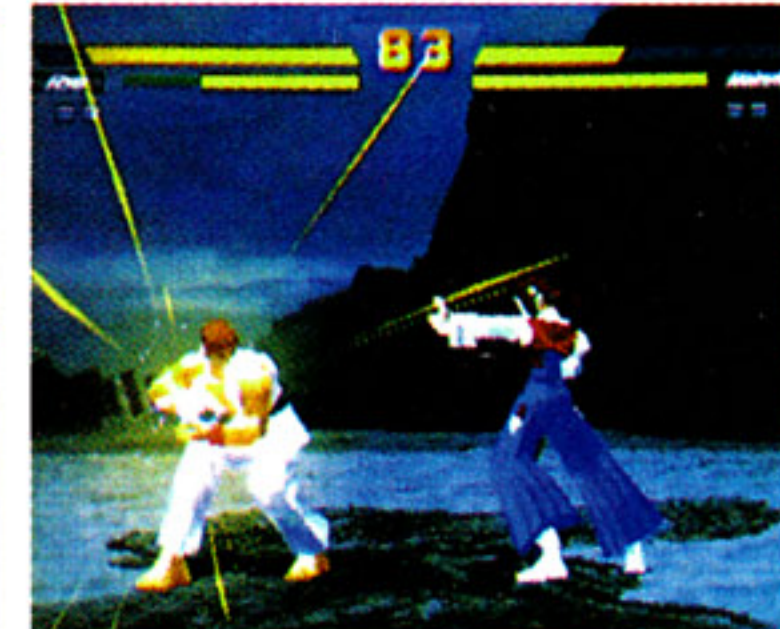


STREET FIGHTER EX

Capcom • 4/97

While the dedicated designers of Capcom Japan have been working around the clock on *Street Fighter III*, a semi-independent division of the company called Arika has been putting the finishing touches on *Street Fighter EX*, the first *Street Fighter* game in 3-D. The cast of characters includes Ken, Ryu, Zangief, Chun-Li and Guile as well as new ruffians such as Doctrine Dark, Cracker Jack, Pullum Purna, Skullomania and Hokuto. Unlike *Star Gladiator*—Capcom's only previous polygon fighting game—the play mechanics of *SF EX* will be very familiar to longtime *Street Fighter* fans; it has a six-button

control scheme and most of the standard special attacks for the returning characters are executed the same way. Look for an in-depth *TIPS & TRICKS* master strategy guide, coming to these pages just as soon as Tyrone gets his butt back from the local arcade.

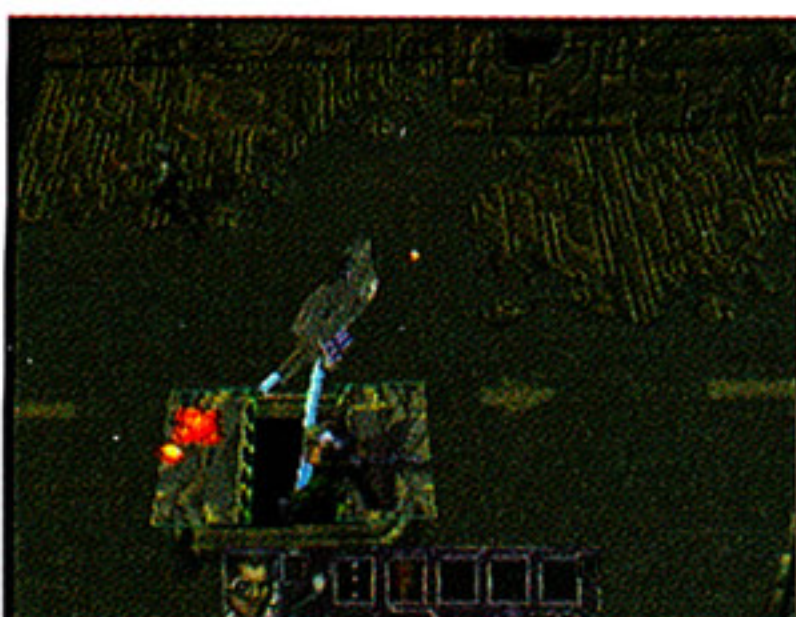


CONTRA: LEGACY OF WAR

Konami • 4/97

This new 3-D installment in Konami's revered *Contra* series is making the jump from the PlayStation to the Saturn. Its texture-mapped polygon-based environments look very different from the 2-D scenery of the 8-bit and 16-bit *Contra* games, but there are still plenty of things to shoot and some in-

credible weapon power-ups. The hero characters are similar to the cast of *Contra: Hard Corps*, the only previous *Contra* game to appear on a Sega platform; they include a werewolf creature, a run-of-the-mill android, a soldier and a hybrid female warrior. We'll keep an eye out for cheats!

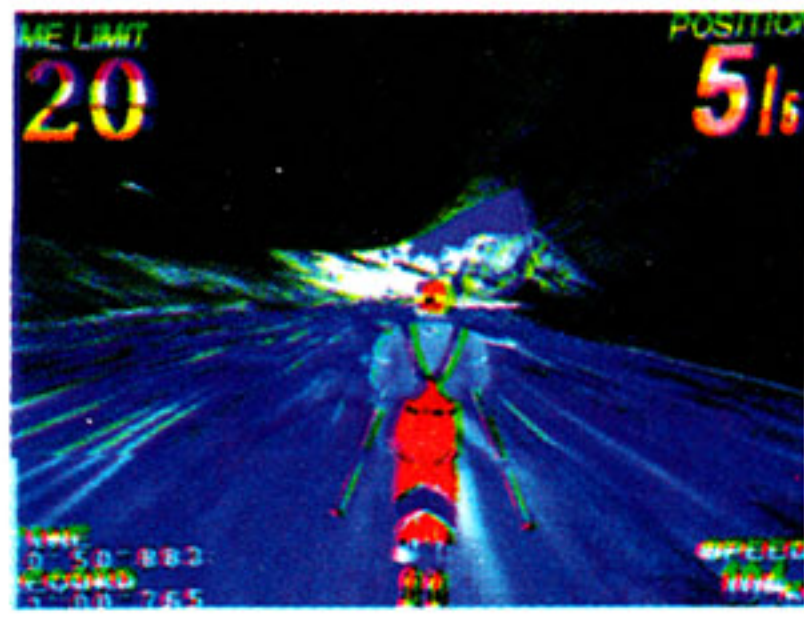


ALPINE RACER 2

Namco • 4/97

More than a year after the release of the original *Alpine Racer*, Namco has delivered a fitting sequel. The game feels much faster now and you'll also find that the designers have tightened up the play control. The game's characters have been given more human characteristics, including the annoy-

ing habit of running into opposing skiers accidentally. Although this is a genuine sequel to *Alpine Racer*, it's not running on new hardware; for arcade owners it consists of nothing more than a simple upgrade. Ask your local operator if he or she plans to get this kit installed.





SEGA SKI SUPER G

arcade Sega • 4/97



The stakes for arcade king between Sega and Namco have just gone up. Each time one of these goliaths introduces a new deluxe game, the other ups the ante a little more. *Super G* is a skiing simulation that compares extremely favorably with Namco's *Alpine Racer 2*. The graphics are highly detailed, but you'll hardly have time to study them because of the sensation of extreme speed that the game conveys. The foot harness gives one a better feel for the real-life sport of ski, and the game appears to offer the player a more varied list of options, which is good for repeat play value.



FINAL FANTASY VII

PlayStation Square • 9/97

Though the first six chapters have appeared exclusively on Nintendo systems, the award-winning *Final Fantasy* series will make its first appearance on a 32-bit machine this fall on the PlayStation. Aside from the real-time polygon character engine, *Final Fantasy VII* takes advantage of the versatile CD for-

mat to offer two of the things that fans of the series crave most: huge amounts of storage space (for longer, more intricate storylines with more characters) and pure digital audio. The new chapter also offers a more dynamic and efficient combat system as well as a counter-attack system.



LUNACY

SEGA SATURN Atlus • 3/97



Atlus has picked up the North American rights to this Sega-developed adventure game, which was known as *Toriko* in Japan. *Lunacy* is similar to the *D* game released by Acclaim; it's a point-and-click puzzle/mystery game with lots of full-motion video storytelling. As with most games of this genre, you must walk around and explore your surroundings, solving mysteries and conversing with the townsfolk as you attempt to advance to the next scene. The multiple plot twists and tricky puzzles make it a good mix for fans of the genre; the game comes on two discs due to its length.

LETHAL ENFORCERS I & II

PlayStation Konami • 4/97

Konami's popular shooting-gallery arcade games are on their way to the PlayStation and Saturn; both games are included on a single disc. *Lethal Enforcers I* and *II* are the forefathers of shoot-'em-up games like *Virtua Cop* and *Time Crisis*. The first game takes place in present day and the sequel (actually, it's more of a prequel) takes place in the old west with six shooters and all. Both titles appear to be accurate conversions, looking and playing just as they did in arcades with a little loading time here and there. The disc is compatible with Konami's *Justifier* and other light guns.



SUPER GT

arcade Sega • 5/97



Since the release of *Virtua Fighter 3*, Sega fans have been wondering what would be the next title to use that game's revolutionary Model 3 arcade hardware. *Super GT* is it! Known as *Scud Race* in Japan, it's a driving game that plays much like *Daytona USA* with a few exceptions. The first is the option of choosing from four super cars, each with its own high and low specs. These abilities can vary from high acceleration to maximum torque. *Super GT* also has four different tracks, making room for a driver of any caliber. There are two

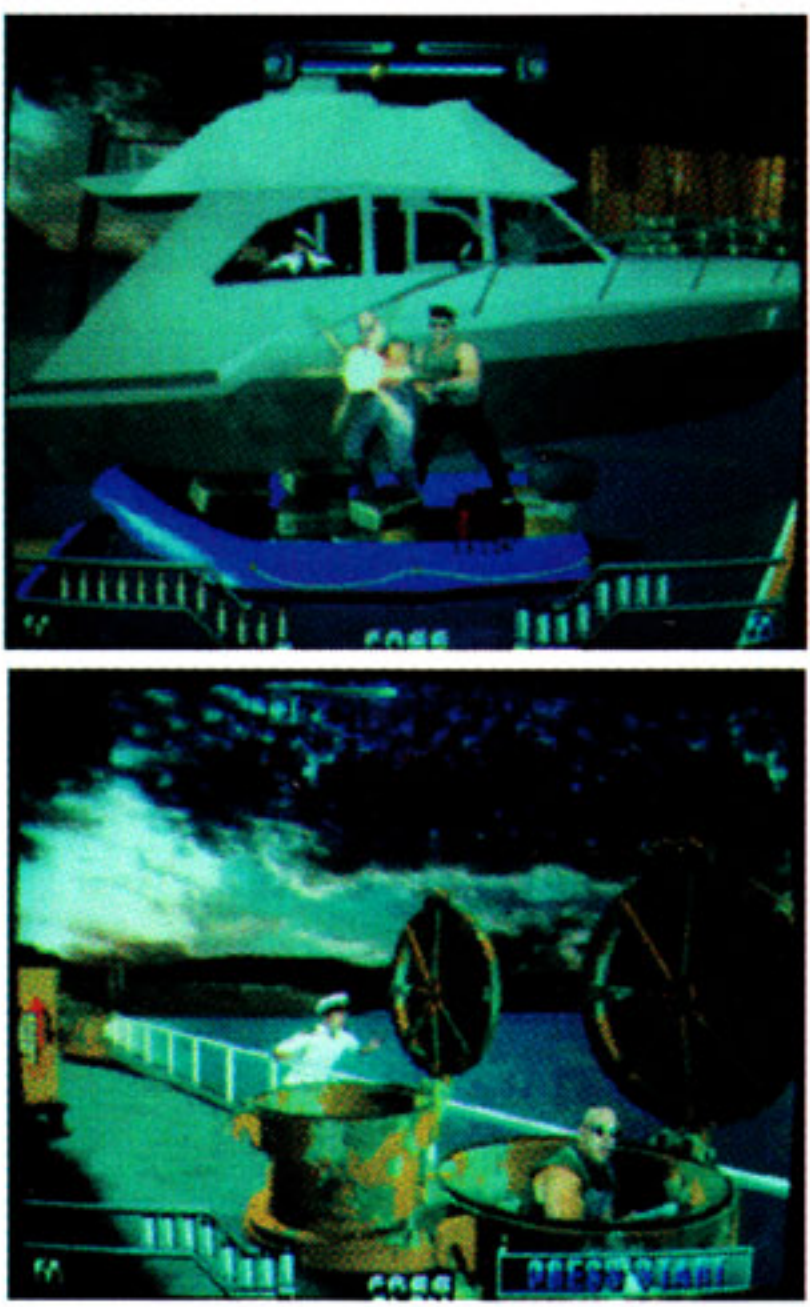
Beginner courses (one night and one day), an Intermediate track and an Expert route for those among us who love to live on the edge. The game is expected to appear in arcades nationwide sometime this summer. It will be difficult to miss, as it comes in a deluxe cabinet with moving driver's seat, deluxe monitor with subwoofers and four speed stick. *Super GT* machines can also be linked, so you can test your mettle against a posse of your best friends or race to the death against a murderer's row of complete strangers.





MAXIMUM FORCE
Atari • 4/97

Hot on the heels of the hugely successful *Area 51* comes *Maximum Force* from Atari Games. You assume the role of a anti-terrorist enforcer this time around. Your mission—should you choose to accept it—is to thwart three nut cases. Atari insiders claim that the game has more than thirty secret rooms; three times as many as *Area 51* had.) The ones we've seen are definitely strange: In the "Bachelor Pad" secret room, you blast cockroaches who scurry out from behind empty cans and fast-food wrappers; in "Chicken Fry" you get to shoot at plucked chickens that fly through the air!



RED EARTH
Capcom • 6/97

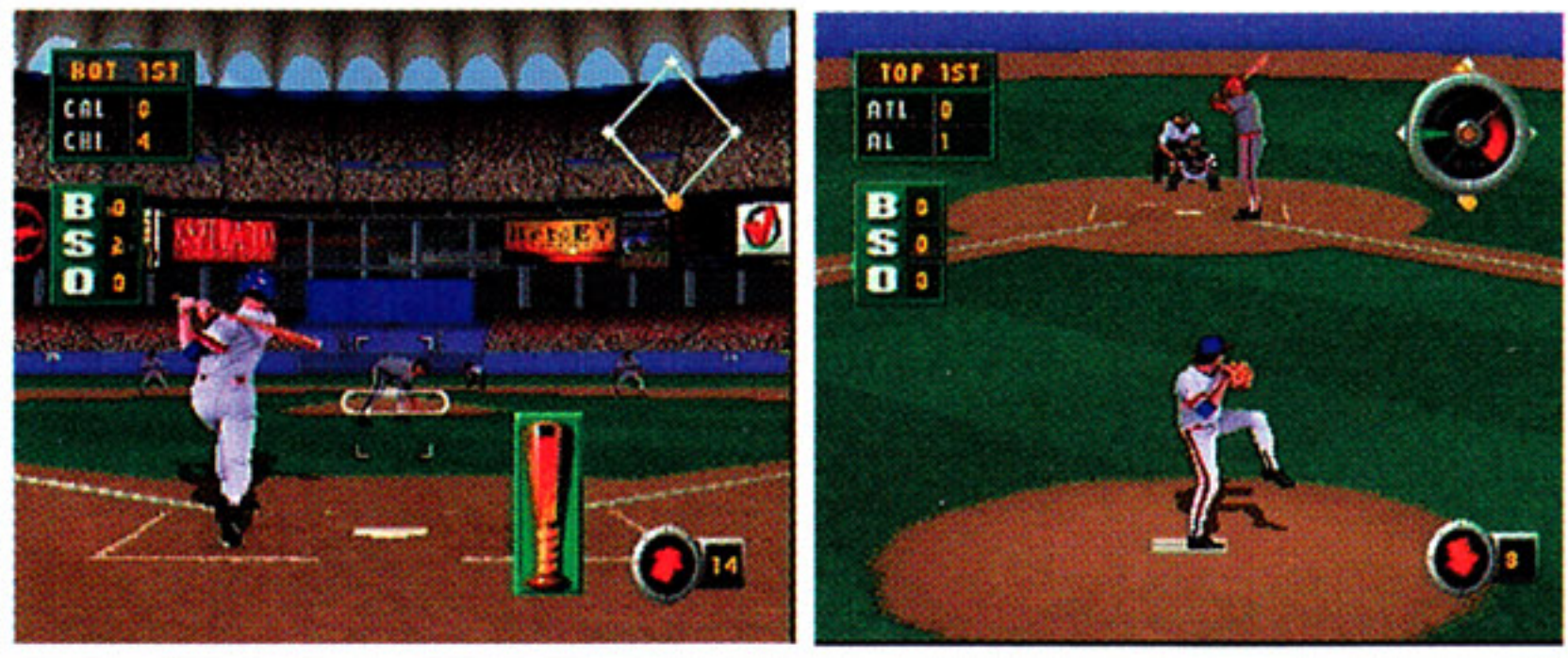
Titled *Warzard* in Japan, *Red Earth* runs on Capcom's newly developed CPSIII arcade board, and it looks as good as a cartoon. These photos may be deceiving because *Red Earth* is far from ordinary. Your selection of fighters consists of just four warriors! It's more than just a standard one-on-one fighting game; each fighter can earn experience points and learn new combat techniques. Because of features like this, the game has more in common with the coin-op *Dungeons & Dragons* games than with the *Street Fighter* series.



GRAND SLAM
Virgin • 4/97


TIPS & TRICKS PICK

Baseball season is upon us and once again we've got some decisions to make. Virgin's *Grand Slam* uses an innovative pitching and batting meter that combine to make the game feel very realistic. The colorful commentary is pretty funny! You have your choice of day, evening or night games; evening games become night games as time progresses. The controls are pretty good, the over-the-shoulder view works well and the artificial intelligence routines have some subtleties that aren't common in baseball video games.



NBA LIVE 97
Electronic Arts • 5/97

Not content with merely having a stunning sports line up for the PlayStation, EA has decided to continue support of the Saturn platform with *NBA Live 97*. If you haven't had a taste of the *NBA Live* series, then you're in for a real treat. The '97 upgrade has everything a round-ball fan could possibly want. Besides a ridiculously large stat tracking system, it allows you to create and save your own polygon player and soup him up anyway you like. Hey, if you've ever wanted to be an NBA superstar, here's your chance.



Other New Game News...

- Two new Game Boy titles should be available from Nintendo by the time you read this: *Mole Mania* is a puzzle game with over 170 levels and *The King of Fighters '95* is a super-deformed version of the Neo•Geo hit of the same name; the characters have big heads and exaggerated features, much like the Game Boy versions of *World Heroes 2 Jet* and *Battle Arena Toshinden*. Also due on the Game Boy this month is *Kirby's Star Stacker*, a *Tetris*-style puzzle game featuring the pink marshmallowy hero Kirby.
- Nintendo has released additional photos of the new *Legend of Zelda* game for the Nintendo



- 64, but information on the game is still sketchy; at press time, Nintendo was still unable to confirm the official title of this eagerly-awaited action/adventure game.
- GT Interactive has announced that the popular PC action titles *Duke Nukem 3D* and *Quake* are in development for the Saturn platform; a Sega press release

- stated that the Saturn version would be the first version of the game to ship on a console game system. We'll see...
- Acclaim's follow-up to the motion-captured "*Big Hurt*" baseball game is called *All-Star Baseball '97 Featuring Frank Thomas*, due on the PlayStation and Saturn in April. Developed by Iguana Entertainment, the game features play-by-play from San Francisco Giants announcer Jon Miller.
- In addition to the new Atari Jaguar titles announced in our last issue, Telegames, Inc. will be releasing two new Atari Lynx cartridges, *Raiden* and *Fat Bobby*.

- Atari fans can contact Telegames at (972) 228-0690 for more information.
- In other Nintendo 64 news, Nintendo has announced a June 23 release date for its Force Pak, an accessory for the Nintendo 64 that plugs into the back of the controller and vibrates when it receives specific signals from the game. One of the earliest compatible titles will be *Star Fox 64*; when your character's ship is hit by laser fire or collides with an object, the Force Pak will cause the controller to jump slightly in your hands, making the game-playing experience slightly more realistic. A suggested retail price has yet to be determined.



CRUIS'N USA

Secret Stages

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

Golden Gate Park (lower-left corner)—Hold L + C◀ + C▼

San Francisco (lower-right corner)—Hold L + C▶ + C▼

Indiana (upper-right corner)—Hold L + C▲ + C▶

Secret Vehicles

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

Lights + Siren

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

KILLER INSTINCT GOLD

Boss Code

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

Bonus Options + Special Colors

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

More Bonus Options

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

See the Credits

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

Stage Select/Music Select

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

Castle Stage—Hold Up and press B

Jungle Stage—Hold Up and press C◀

Spaceship Stage—Hold Up and press C▲

Stonehenge Stage—Hold Up and press A

Museum Stage—Hold Up and press C▼

Helipad Stage—Hold Up and press C▶

Bridge Stage—Hold Down and press B

Dungeon Stage—Hold Down and press C◀

Street Stage—Hold Down and press C▲

Dojo Stage—Hold Down and press A

Spinal Ship Stage—Hold Down and press C▼

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold Up and press B

Maya Tune—Hold Up and press C◀

Glacius Tune—Hold Up and press C▲

Tusk Tune—Hold Up and press A

Fulgore Tune—Hold Up and press C▼

Orchid Tune—Hold Up and press C▶

Jago Tune—Hold Down and press B

Gargos Tune—Hold Down and press C◀

T.J. Combo Tune—Hold Down and press C▲

Kim Tune—Hold Down and press A

Spinal Tune—Hold Down and press C▼

Secret Stage

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

MARIO KART 64

Reverse Tracks

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

Secret Super Mario

Press R at the title screen to see your best Time Trial time in the Mario Raceway course. What's the significance of this number? To find out, race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" the next time you return to the Mario Raceway course in Time Trial mode. It's a ghostly version of Mario with much-improved acceleration and top speed; you must complete the course with a total time of less than 1'27"00 if you want to beat him.

MORTAL KOMBAT TRILOGY

Play as Motaro

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

Play as Shao Kahn

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

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear, allowing you to choose any stage.

Super Hard Mode

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

Free Play

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

Secret "More Kombat" Menu

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

Secret "Kombat Cheats" Menu

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

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold Right, press Pass, Pass

Big Head—Hold Up, press Turbo + Pass simultaneously

Rooftop Court—Hold Left, press Turbo, Turbo

ABA Ball—Hold Right, press Shoot, Turbo, Pass

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



Nintendo Kicks Asphalt

It may be just about over by the time you read these words, but if there's still time, head on over to your nearest video-game retailer and ask them if they're participating in Nintendo's Mario Kart 64 Kick Asphalt 500 promotion. If so, you'll get a chance to fill out a sweepstakes entry form and enter for your chance to win prizes that range from trips to the Indy 500 to real working Mario Kart 64 go carts. The entry form will ask you three questions about the game, so be sure to brush up by playing at home or on the instore display. Even if you don't win, you can still have a good chuckle over the fact that the normally squeaky-clean Nintendo is using a phrase like "Kick Asphalt", hee hee!





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

- Baby Sized Players—025
- No Music—048
- Tournament Mode—111
- Fast Passing—120
- Stealth Turbo—273
- Max. Speed—284
- No Pushing—390
- Unlimited Turbo—461
- Hyper Speed—552
- Max. Blocking—616
- Quick Hands—709
- Max. Power—802
- Goaltending Allowed—937
- Secret Characters**
- To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests:
- Hardaway—AHRDWY 0000
- Amrich—AMRICH 2020
- Bardo—BARDO 6000
- Pesina—CARLOS 1010
- C. Robinson—CLIFFR 0000
- Thompson—DANIEL 0604
- Roan—DANR 0000
- D. Robinson—DAVIDR 0000
- DiVita—DIVITA 0201
- Olajuwon—DREAM 0000
- Ferrier—EDDIE 6213
- Elliot—ELLIOT 0000
- Geer—EUGENE 6767
- Ewing—EWING 0000
- Hill—GHILL 0000
- G. Robinson—GLENNR 0000
- Grant—HGRANT 0000
- Rivett—JAMIE 1000 or MUNDAY 5432
- Japple—JAPPLE 6660
- Skiles—JASON 0729
- Carlton—JC 0000
- Hedrick—JFER 0503
- Hey—JONHEY 6000
- Johnson—JOHNSN 0000
- Kemp—KEMP 0000
- Kidd—KIDD 0000
- Boon—KOMBAT 0004
- Malone—MALONE 0000
- Martinez—MARTY 1010
- Mednick—MEDNIK 6000
- Miller—MILLER 0000
- Miniffee—MINIFE 6000
- Morris—MORRIS 6000
- Tobias—MORTAL 0004
- Mutombo—MOTUMB 0000
- Muresan—MURSAN 0000
- Vinikour—MXV 1014
- Ehrlich—NICK 7000
- Fitzgerald—PATF 2000
- Perry—PERRY 3500
- Pippen—PIPPEN 0000
- Quinn—QUIN 0330
- Rice—RICE 0000
- Rodman—RODMAN 0000
- Root—ROOT 6000
- Liptak—SHAWN 0123
- Smits—SMITS 0000
- Oursler—SNO 0103
- Stackhouse—STACKH 0000
- Starks—STARKS 0000
- Turmell—TURMEL 0322

- Webb—WEBB 0000
- Webber—WEBBER.0000
- Funk—NFUNK 0101
- Mourning—MOURNG 0000

STAR WARS: SHADOWS OF THE EMPIRE

See the Ending
Enter your name as "__Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized.

WAVE RACE 64

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

WAYNE GRETZKY'S 3D HOCKEY

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

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

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

Player Size Tricks
At the Options menu, hold the **CA**, **C** or **C** button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six

digits control the way your character appears in the game as follows:
Big Heads—Hold the **C** button and press **R** until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the **C** button and press **R** until the first two digits of the "Specials" option are "01".

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

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

Giant Players—Hold the **C** button and press **R** until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the **CA** button and press **R** until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the **CA** button and press **R** until the sixth digit of the "Specials" option is "1". Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

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

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

Frequent Fight Mode
At the Options screen, hold the **L** button and press **CA**, **CA**, **C**, **C**, **C**, **C**, **C**, **C**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have fights breaking out approximately every 20 seconds.

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

See Company Logos
Press **Z** at the Options menu to view the logos that appear on the sides of the rink. You can also do this at some of the other menu screens, like the "Records" menu.



Back when we finished our *Mario Kart 64* strategy guide for the March issue, we said that our best time on the Mario Raceway course in the time trials was 1'28"43. We've been brushing up on our skills and recently managed a time of 1'26"99, beating the Super Mario "course ghost" by just one hundredth of a second! It was an amazingly skillful run, and we have the save record to prove it; however, we didn't get any kind of secret bonus after beating this most difficult opponent. If you've got a better time on this course, write us and tell us how you did it; like, which character did you use and when did you use the mushroom power-ups? Come on, we know this can't be the world record, so prove us right by sending us your best times!





3D LEMMINGS

Stage Select

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

Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords:

SPACEAAA—Space movie

EGYPTAAA—Egyptian movie

ARMYAAAA—Army movie

MAZEAAAA—Ending sequence

When you highlight "End" and press X, the scene you selected will appear.

ADIDAS POWER SOCCER

Dream Team

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

ADVANCED DUNGEONS & DRAGONS

IRON & BLOOD

WARRIORS OF RAVENLOFT

Boss Codes

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

The Minion of Chaos—Hold L1 + L2 + R1 + R2 + Up and press X

The Lord of Chaos—Press Up, Down, then roll the D-pad from Up to the Down/Left position and press △ + X simultaneously. (The movement should look like this: ↑ ↓ ↖ ↙ △ + X)

The Avatar of Order—Hold Left and press □, then press Right + ○ simultaneously

Count Strahd von Zarovich—Press Up, then roll the D-pad from Right to Down, then press Left, R1, R2, L2, L1

THE ADVENTURES OF LOMAX

Stage Select

During the game, hold Down on the D-pad and press START to pause. While paused, hold Up and press △, ○, X, □. Two small numbers will appear on the left side of the screen. Press START to unpaue, then hold L1 and press SELECT repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold L1 and press START to warp there. To remove the numbers from the screen, just re-enter the same code.

Stage Warp

With the numbers on the screen as described above, hold L1 and press □ to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold L1 and press □ again.

AGILE WARRIOR F-111X

Invincibility

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

Maximum Fuel and Armor

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

All Weapons=999

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, R1, R1, R1,

R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.

Toggle Minimum Speed

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, X. Now your minimum speed is zero; hold L1 to hover.

Hidden Camera Angles

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

Mission Complete

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

"Dancer" Cheat

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

Play Your Own CD

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

AIR COMBAT

Secret Loading Screen

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

Hidden Game

When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right. A tiny picture of a *Fygar*—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and ○) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the R1 button to toggle between three different control configurations.

999,999,000 Credits

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

Different-Colored Ships (1P Mode)

At the CD loading menu, press Up, Down,

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

Different-Colored Ships (2P Mode)

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

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "GOLVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "GOLVL34".) Highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "GOLVL35", you'll see the video sequence from the end of the game.

Cheat Mode

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

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASSAULT RIGS

Access All Weapons

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

Invincibility

Also during the game, quickly press Left, X, Left, X, Left, X, Right, X, Right, X, X. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs

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

Skip Innings

As above, press the START button to pause, then press △, □, X, ○, ○, ○ on Controller 2. You'll hear a piano sound. Next, press the X button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen.

Press X on Controller 2 to change the inning number, then press START to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

Computer Control

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

BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos

Lunge Grab—→ → + Punch

Hop Kick—→ → + Kick

Uppercut—↓ ↘ → + Punch

Sliding Kick—↓ ↘ → + Kick

Roundhouse Kick—← → + Kick

Block—Hold Punch + Kick (Move D-pad to evade)

Taser Combo—With taser, Hop Kick, Hop Kick, Hop Kick (repeat)

Long Combo—Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Robin's Special Moves & Combos

Palm Strike—→ → + Punch

Flick-Flack—→ → + Kick

Flash Kick—↓ ↘ → + Kick

Reverse Flash Kick—← → + Kick

Jump Kick—Jump, Kick (no kidding)

Twist Kick—Jump, ↓ + Kick

Block—Hold Punch + Kick (move D-pad to evade)

Taser Combo—With taser, Flick-Flack, Flick-Flack, Flick-Flack (repeat)

Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy)

Tips & Secrets

- If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.

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

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

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

BATTLE ARENA TOSHINDEN

Boss Code #1

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

Boss Code #2

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press → ← → ← + □ on Con-



ASCII and Ye Shall Receive

The good folks at ASCII—makers of some of our favorite game controllers—have announced two new PlayStation peripherals. At the left is the Mach 1, a steering wheel/flight yoke controller with four adjustable button configurations, four different controller settings (analog, digital, pulse and "analog joystick") and an independent turbo fire feature. To the right is the ASCII Carrybag, a padded black carrying case that holds a PlayStation with all accessories and up to 15 games. Suggested retail price of the Carrybag is \$22.95; at press time, the cost of the Mach 1 had yet to be announced. Watch out for that tree!





DESCENT

Cheat Codes

Each of the following codes can be entered at any time during gameplay—not while the game is paused:

Turbo Mode—□, △, ○, □, ○, X, □, X, ○, △, □, X

Shield Recharge—△, △, X, □, △, ○, △, X, □, X, △, X

Invincibility—□, △, ○, □, □, △, ○, ○, □, △, □, X

Access All Keys—□, X, ○, △, X, △, △, X, △, X, △, X

Access All Weapons—△, □, ○, X, △, □, X, △, □, X, ○, □

Stage Select/Extra Difficulty Levels—△, □, □, △, ○, ○, □, △, ○, □, □ (After entering this code, pause the game and choose "Quit Game", then select "New Game" from the main menu. Two new difficulty levels have appeared, "Ace" and "Insane". Also, when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.)

DESTRUCTION DERBY

Hidden Photo

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

Hidden Track

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

Opponent Select

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

Invincibility

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

DESTRUCTION DERBY 2

Access All Tracks

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

See the Credits

As above, choose a "Championship" mode and enter your name as "ToNyPaRk". You'll get to see the ending credits from the game. If you enter the name "CREDITZ!" instead, you'll see an alternate credit sequence with caricatures of the game's creators.

DIE HARD TRILOGY

Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game:

Invincibility—Press START to pause, then hold the R2 button and press Left, Right, Up, Down, □

Stick-Man Mode—Press START to pause, then hold the R2 button and press △ ten times, then Right four times

Silly Mode—Press START to pause, then hold the R2 button and press Down, ○, Down, △, Down

Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game:

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

Fergus Mode—Press START to pause, then hold the R2 button and press ○, Down, Down, □, X, □. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.

Die Hard With a Vengeance Cheats

Each of these codes works in the "Die Hard With a Vengeance" portion of the game:

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

Chase View—Press START to pause, then hold the R2 button and press Down, ○, Down, ○.

This adds a new camera angle to the available options.

DOOM

Cheat Codes

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

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

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

Lots of Goodies!: X, △, L1, Up, Down, R2, Left, Left

All Powerful Mode On (Invincibility): Down, L2, □, R1, Right, L1, Left, ○

X-Ray Vision: L1, R2, L2, R1, Right, △, X, Right

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

FINAL DOOM

Cheat Codes

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

FORMULA 1

Cheat Codes

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

Gibberish Mode—Hold SELECT and press Left, ○, Up, Down, Down, Right, ○, □, □

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

Bike Mode—Hold SELECT and press Down, Up, ○, △, Right, Up, □, △

Lava Mode—Hold SELECT and press □, ○, Up, Right, Right, ○, X

German Commentary—Hold SELECT and press Down, Up, Left, Left, □, ○, X

Bonus Track—Hold SELECT and press Left, ○, ○, △, ○, Up, Right. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

GOAL STORM

Easter Island Heads

When the words "Press Start" appear on the title screen, quickly press Up, Up, Down,

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

Invisible Players

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

GUNSHIP

Invincibility

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

IN THE HUNT

Stage Select

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

Infinite Continues

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

INTERNATIONAL TRACK & FIELD

Secret Surprises

- In the Long Jump or Triple Jump, if all three digits of your jump distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a mole will appear from the ground.

- In the Shot Put, if all three digits of your throw distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a dinosaur will appear behind the crowd.

- In the Hammer Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a balloon will appear from the crowd.

- In the Discus Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a flock of pigeons will appear in the sky.

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

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

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

Skimpier Swimsuits

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

JUMPING FLASH!

Stage Select

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

THE KING OF FIGHTERS '95

Boss Code

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

Duplicate Characters

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

KRAZY IVAN

Stage Select

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

LOADED

All the Cheats

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

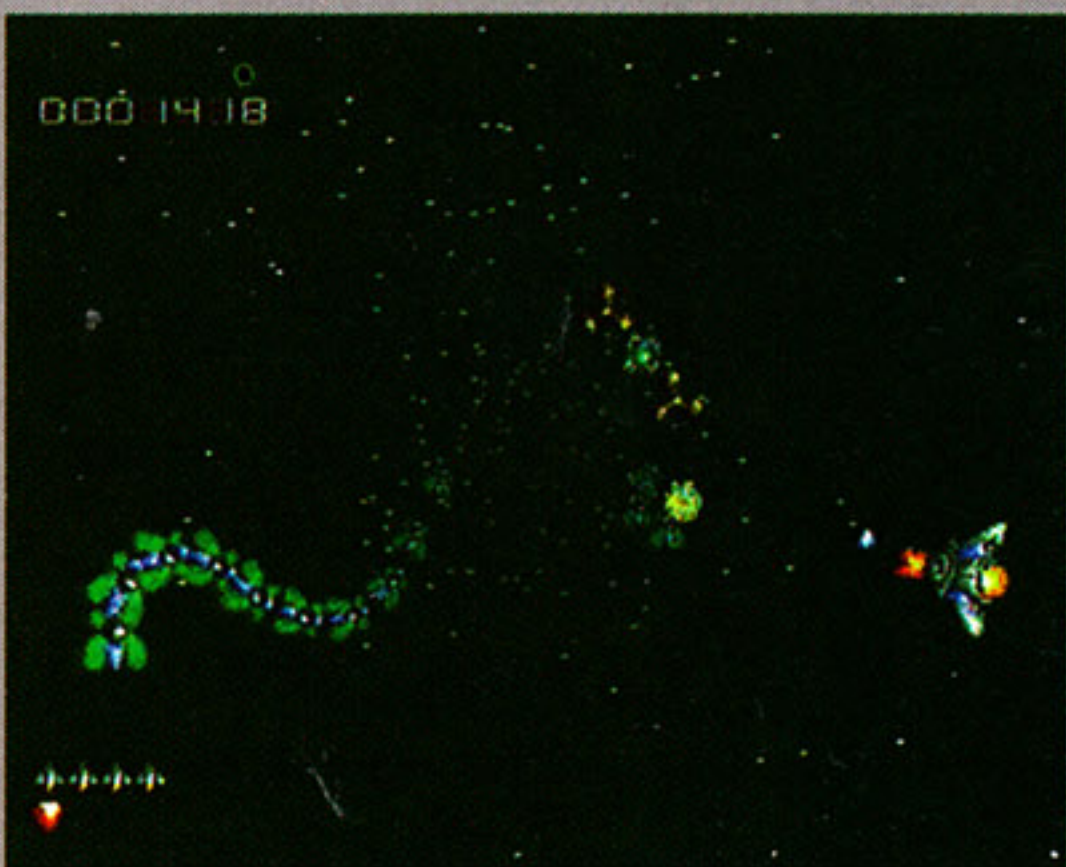
AMMO: Down, Right, ○, Left, Right, ○. Select this option to boost your ammo.

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

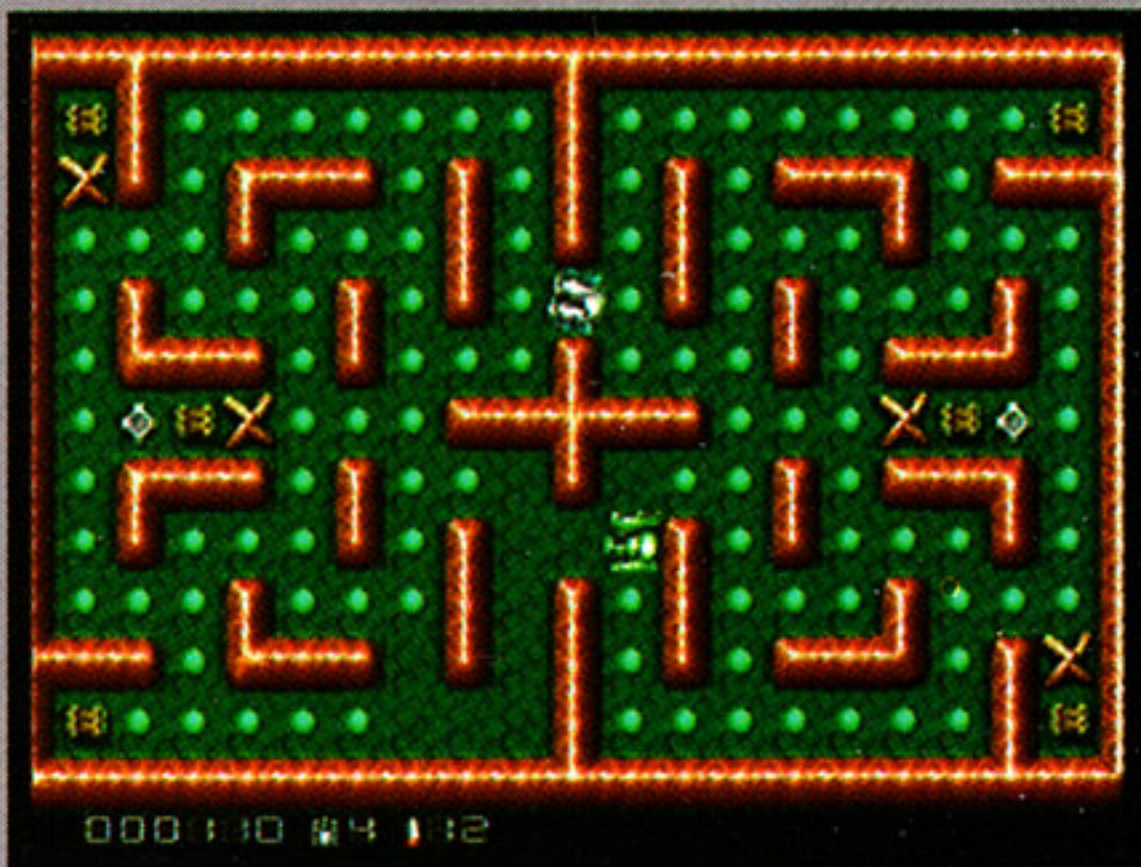
POWER: Right, Down, Right, △. This option will power-up your weapon.

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

SMART: R1, R2, X, △, □, ○, R1, R2, ○, ○, □. Get one extra smart bomb each time you press the button with this option highlighted.



More Classic Coin-Ops on the PlayStation
The PlayStation is the system of choice for fans of classic video games of the early '80s; with the Williams, Atari and Namco collections balanced out by upgrades like *Tempest X3* and *Robotron X*, the only thing missing is *Donkey Kong!* (Don't hold your breath.) We just discovered that another retro gem, Centuri's *Gyruss*, is already available on the PlayStation; it exists as a hidden game in Konami's *Contra: Legacy of War*. It's a pretty decent version of the original game, but it is missing the original game's toe-tapping electronic rendition of J.S. Bach's *Tocatta and Fugue in D Minor*. Another of *Contra's* hidden games is the "Pac-Tank" game seen at right; it plays like a cross between *Pac-Man* and the tank scenario from *Tron*. Rumor has it that there's a hidden *Asteroids*-type game in *TNN Motor Sports Hardcore 4x4*; we'll keep you posted.





SKIP LEVEL: X, R1, △, R1, □, O, R2, R2, X, □, △, X. Use this option to skip the current level and start on the next stage.

MACHINE HEAD

Infinite Energy

At the main menu, press O, L1, L1, L1, O, L1, O, O, L1, O, O, L1, L1, L1, L1, O, O, L1.

Infinite Ammunition

At the main menu, press O, O, O, L1, O, L1, L1, O, L1, O, L1, L1, O, L1, L1, L1, L1.

Level Select

At the main menu, press L1, O, L1, L1, L1, O, O, O, L1, L1, O, O, L1, O, L1, O, O, O. With that code in place, press the R1 button repeatedly to choose your starting stage; the stage names will appear on the screen. If you skip too far ahead, use R2 to go back through the list.

MADDEN NFL 97

Secret Teams

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

Cinematics Menu

Turn the PlayStation on and hold the L1 or R1 button while the game loads. After the copyright screen, you'll get a secret "Cinematics" menu that lets you see any of the rendered cinema scenes from the game.

MORTAL KOMBAT 3

Play as Smoke

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

Secret Cheat Mode

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

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

MORTAL KOMBAT TRILOGY

Stage Select

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

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile,

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

Secret Cheat Menu

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

- Fatality 1—Press △.
- Fatality 2—Press O.
- Animality—Press L2.
- Friendship—Press R1.
- Brutality—Press □.

MOTOR TOON GRAND PRIX

Extra Options

At the main menu, highlight "Options", hold L1 + L2 + R1 + R2 and press X. Now the option menu has additional settings that will allow you to fine-tune the game's configuration.

NBA IN THE ZONE 2

Secret Teams

At the title screen, highlight "Game Start", press and hold L1 + R2 + SELECT, then press and hold START. Continue to hold all four buttons down until the next menu appears. Now choose Exhibition Mode and go to the Team Select screen; you'll find two new All-Star teams.

NBA JAM EXTREME

Secret Teams

To access special teams, enter the initials and birthdates as shown:

- All-Star East, Team 1—LMH Jun 28
- All-Star East, Team 2—EST Mar 14
- All-Star West, Team 1—WST Jul 12
- All-Star West, Team 2—RMC Apr 21
- Misfits—TVC Oct 3
- Smiley Team—MJT Mar 22

Random Select

At the team-select screen, hold Up and press R1 to choose a random team. Once your team has been chosen, you can hold Up and press R1 again to choose two players at random.

Stealth Select

At the team-select screen, hold Down and press R1. Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

NBA JAM T.E.

Secret Characters

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

- Bill Clinton—BIL Jun 3
- Hilary Clinton—HIL Nov 6
- Prince Charles—CHA May 4
- Heavy D—HEA Jan 9
- Jazzy Jeff—JAZ Oct 9
- Fresh Prince—FRS Feb 2
- Frank Thomas—FNK Jan 8
- Larry Bird—LAR Jan 15
- Benny the Bull—BEN Sep 20
- Charlotte Hornet—HOR Jan 12
- Minnesota Timberwolf—WOR Mar 7
- Phoenix Suns Gorilla—APE Apr 2

Extended Roster

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

Power-Up Codes

Just like all of the other versions of *NBA JAM*, the PlayStation *Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

- Display Shot Percentage: ↑ ↑ ↓ ↓ △
- Powerup Dunks: ← → X O X
- Powerup Defense: → ↑ ↓ ↓ ↓ ↑
- Powerup 3-Pointers: ↑ ↓ ← → ← ↓ ↑
- Powerup Fire: ← → O △ ←
- Quick Hands: ← ← ← ← →
- Max Power: → → ← → X X →
- High Shots: ↑ ↓ ↑ ↓ → ↑ O O O ↓
- Push one opponent and both fall: ↑ ↑ ↑ ↑ ← ← ← ←
- Push one opponent and only his teammate falls: ↑ ↑ ↑ ↑ ← ← ← ← O △
- Baby Mode: O □ O □ O □
- Huge Mode: △ X △ X △ X △ X △ X △ X
- Big Head: △ □ X O △ □ X O
- Mammoth Head: O X □ △ O X □ △ O X □ △

NBA SHOOT OUT

All-Star Weekend

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

NCAA FOOTBALL GAMEBREAKER

Easter Egg Codes

At the main GameBreaker menu—the one that says "Exhibition/Roster/Options" etc.—press L1, R1, L2, R2. A secret "Easter Egg" menu will appear. Choose "Add Entry" and press X, then use the O button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown; including the capital letters: Amazons—Cheerleaders are bigger
Big Arm—Quarterback can throw farther
Big Foot—Punter and Kicker can kick farther
Big GB—Players designated as GameBreakers are bigger
Blizzard—Blizzard weather
Blocking Down—Weaker offensive line
Blocking Up—Stronger offensive line

- Bronze—Bronze-colored players
- Cannon—Quarterback can throw quicker
- Circus Flip—Players flip very high when hit
- Copper—Copper-colored players
- Flash—Extra "speed burst" power
- Fumbles—More fumbles
- Giants—Bigger players
- Gold—Gold-colored players
- Hands—Better receiving ability
- Healthy—Start with no injuries
- Hurricane—Hurricane weather
- Interceptions—More interceptions
- Jukes—Better juke moves
- Little Arm—Quarterback can't throw as far
- Little Foot—Punter and Kicker can't kick as far
- Midgets—Smaller players
- Phantoms—Players are all shadows
- Platinum—Platinum-colored players
- Rock Em—Hit harder
- Silver—Silver-colored players
- Slow CPU—Computer opponents are slower
- Swim Down—Players can't swim as well
- Swim Up—Players can swim better
- Tackles—Better tackling ability
- Tiny GB—Players designated as GameBreakers are smaller
- Tornado—Very windy weather
- White Knights—White-colored players
- EMU All Stars—Eastern Michigan All-Star team
- Mich All Stars—Michigan All-Star team
- Neb All Stars—Nebraska All-Star team
- ND All Stars—Notre Dame All-Star team
- OSU All Stars—Ohio State All-Star team
- USC All Stars—Southern California All-Star team

THE NEED FOR SPEED

Hidden Tracks

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

"Rally" Tracks

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

Secret Car

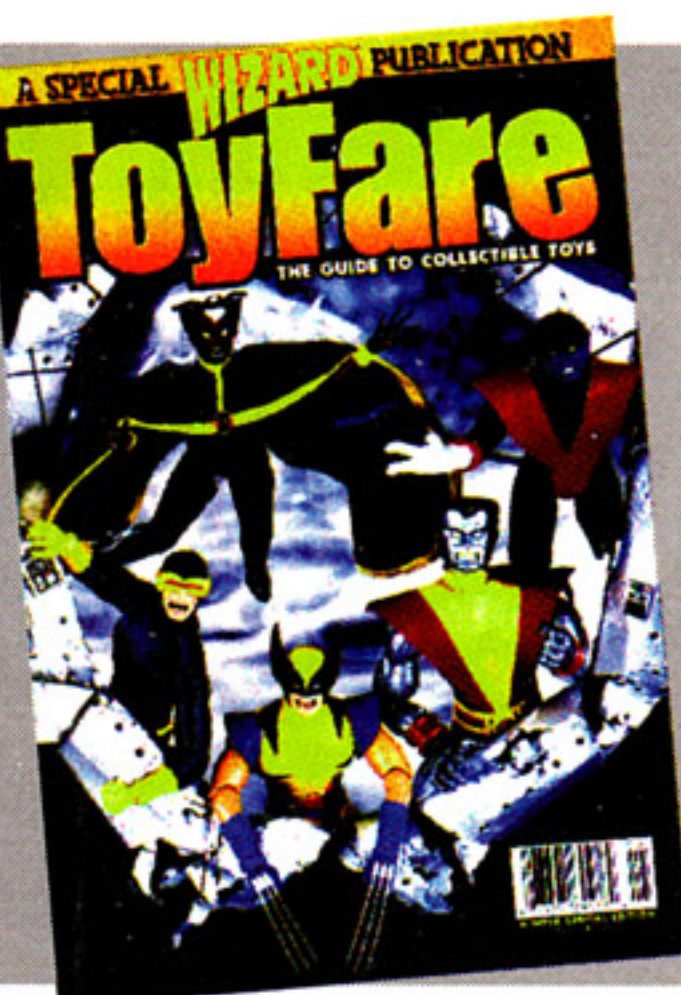
With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car.

Arcade Mode

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

Machine Gun Horn

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



The editors of *Wizard: The Guide to Comics* magazine published this special one-shot called *Toy Fare: The Guide to Collectible Toys* just before the end of '96, and it looks like it was successful; a second issue should be on sale at your local newsstand or comics shop by the time you read this. It's an excellent magazine; the first issue was loaded with funny and informative articles about how action figures are designed and manufactured, previews of new toys and an "accurate and up-to-date" action figure price guide, much more in-depth than the one that *Wizard* features in every issue. However, as video-game fanatics, we had to wonder why it seems that action figures based on video games have been specifically excluded from the guide! We looked up Bandai's *Mega Man* figures, the *Mortal Kombat* line and the *Street Fighter* series and came up empty-handed—despite the fact that the *Street Fighter* action figures were a part of Hasbro's gigantic *G.I. Joe* line-up, which accounted for nearly five whole pages of the *Toy Fare* price guide. What's up with that?





NFL GAMEDAY

Cheat Passwords

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

OFFENSE—Gives you a high-powered offense
 DEFENSE—Gives you a high-powered defense
 JUICE—Gives you a more powerful "speed burst" from the X button when running
 STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier...and hang on to them when you get hit
 BIG.BOYS—Makes the linemen look bigger
 CANNON.ARM—Lets your quarterback throw farther
 STEROIDS—Players fly farther when hit
 CRUNCH.TIME—Injuries happen more frequently
 PICK.CITY—Interceptions are easier
 SKELETON—Lets you play with two secret skeleton teams

NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect:

Landmine Mode—L1, L1, L1, R1, L1, L1
 Fumbles—L1, L1, L1, L2, L1, L1
 No Fumbles—L1, L1, L1, R2, L1, L1
 Constant Turbo—L1, L1, Δ, Δ, L1, Δ
 Crappy Team—L1, L1, Δ, R2, L1, Δ
 Big Players—L1, L1, R1, Δ, L1, R1
 Small Players—L1, L1, R1, R1, L1, R1
 Shadow Players—L1, L1, R1, L2, L1, R1
 Long Range (allow 100-yard throws and kicks)—L1, L1, R1, R2, L1, R1
 Super Slow Motion—L1, L1, L2, R1, L1, L2
 Super Fast Game—L1, L1, L2, L1, L2
 Super Team—L1, L1, R2, Δ, L1, R2
 Super Slippery—L1, L1, R2, R1, L1, R2
 Short, Fat Players—L1, Δ, R1, Δ, L1, R1
 Tall, Skinny Players—L1, Δ, R1, R1, L1, R1
 Eight Downs per Series—L1, Δ, L2, Δ, L1, L2
 Activate All Possible In-Game Cheats—L1, L1, R2, R2, L1, R2

Secret Teams

At the team select menu, press L2, Δ, R2, R2, L2, R2. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams.

NHL OPEN ICE

Secret Character

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

PERSONA

Extra Character

To add the character named Chris to your party, follow these steps:
 1) Talk to the teacher in the room north of the entrance/exit. The teacher will talk about a student going in and out of a sealed classroom on the 2nd floor.
 2) Check out the room on the 2nd floor.
 3) Talk to the student in Classroom 2-1 (the one talking to Mark.)
 4) Go to the casino in Joy Street Mall and talk

to Mark and his friends.

5) Go to the abandoned factory where you'll meet Chris.

6) Go to the Yin & Yan in Joy Street Mall and talk to Chris' mother. When she asks if you know her son Chris, answer "Yes." When she asks if you will be friends with him, answer "OK."

7) Meet Chris in the roadblock in front of the Sebec building (after the world changes.)

8) Don't allow Brad, Ellen or Alana into your party.

9) After the school shifts in the "Ideal" Mary's world, Chris will join your party.

"Good" Ending

To see the game's best ending sequence, you must give specific answers to Mae when you talk to her in the Lost Forest in order to get the compact. Here are the proper responses:

- 1) "If I stay here I'll be safe!"—Stop!
- 2) "Why do you guys fight?"—For everyone.
- 3) "Why do you live?"—For finding the answer.

PO'ED

Refill Health / Ammo

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

Access All Weapons

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

Invincibility

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

Stage Select

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

Fart Trick

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

PROJECT: OVERKILL

Secret Cheats

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

- "Cloak" Stealth Mode—Hold Δ, tap □, O, □, release Δ, hold X, tap Δ, Δ, release X.
- Extra Speed—Hold Up, tap Δ, Δ, Δ, release Up, hold Down, tap X, □, O, release Down.
- Shield—Hold Right, tap O, □, Δ, release Right, hold Left, tap □, O, X, release Left.
- Refill Health—Hold □, tap O, X, Δ, release □, hold O, tap □, X, Δ, release O.
- Refill Ammo—Hold O, tap □, release O, hold Δ, tap X, release Δ, hold O, tap X, release O, hold X, tap □, release X.
- Skip to end of current level—Tap X, Up,

Down, Up, hold □, tap O, release □, hold X, tap Δ, release X.

THE RAIDEN PROJECT

Mission Select

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

RAYMAN

Infinite Continues

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

Full Power-Up + 99 Lives

Press the START button to pause the game, then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then release the buttons in this order: L1, L2, R2, R1. Next, press and release O, then press and continue to hold Left, O, □, then Δ. Finally, release the buttons in the following order: Left, Δ, □, O.

RELOADED

Secret Character

At the character-select screen, press L1, O, R1, Down, Down, R1, O, L1, L1. You'll hear a fanfare and an evil red balloon will appear over Sister Maggie. Now you can play as Fwank from the original Loaded game.

RESIDENT EVIL

Rocket Launcher

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

Special Key

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

REVOLUTION X

Find All Aerosmith Members

See the instructions on how to find the hidden characters in the "Saturn Tips" section; they work the same way on the PlayStation.

RIDGE RACER

Extra Cars

If you earn a "perfect" in the Galaxian loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks

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

Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going

fast enough, you'll pass right through the wall to race in "Mirror Mode".

Galaxian 13

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

RIDGE RACER

Title Screen Trick

If you hold two L or R buttons at the title screen, you can move the spotlight around with the D-pad and change its focus with □ and X.

Extra Cars

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Buggy Mode

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the Galaga '88 game, press and hold Down + L1 + SELECT + Δ + R1; all of the enemy ships will be automatically destroyed with exactly one shot each.

Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows:

- Novice—13th Racing Car
- Intermediate—13th Racing Kid
- Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

- Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.
- Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.
- Assault—Right, Up, Up, Right, Down, Right, Up, Up.
- Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.
- Anil 8—Up, Right, Down, Right, Right, Up, Left, Up.



Battletoads: The Arcade Game

Remember Battletoads? One of the greatest NES games of all time, it spawned a series that stretched across the Super NES, Genesis, Game Boy and Game Gear. However, the most exciting chapter in the saga was said to be this arcade game, developed by Battletoads creators Rare Ltd. years before the company's success with Killer Instinct. These photos were given to us back in 1992 by our friend, the late Terry King of Tradewest, which owned the rights to the Battletoads home games. We never saw the game in the arcades, but it supposedly appeared as one of the only—possibly THE only—arcade games distributed by Electronic Arts. (Well, Tyrone says he's seen it, but he doesn't remember where.) Ever heard of this one?



PlayStation tips



ROBO-PIT

Arena Select

At the main menu, hold L1 + L2 + R1 + R2 and press SELECT; a two-digit number will appear in the upper-right corner of the screen. Press Right or Left to choose the arena you'd like to fight in; the left digit represents the available arenas (0 through 5) and the right digit represents the time of day (0=morning, 1=dusk, 2=night).

ROBOTRON X

Instant Power-Ups

At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that Δ means Fire Up, \square is Fire Left, \circ is Fire Right and \times is Fire Down.

Shield—Down, Left, \square , \circ

Two-Way Weapon—Up, Δ , Up, Δ

Three-Way Weapon—Right, Right, \square , \times

Four-Way Weapon—Down, Down, Up, \circ

Pulse Wave—Up, \circ , Down, Right, Δ

Speed Up—Left, Left, Right, Right, Δ

Flamethrower Weapon—Down, Right, Down, Right, \circ

SHELLSHOCK

Cheat Menu

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

Invincibility

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

SKELETON WARRIORS

Invincibility

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

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Secret Teams

At the main menu—the one that says "Exhibition Game/ New Season" etc.—press Left, Right, Up, Down, R1, L1, \square , Down; you'll hear a buzzer. Now immediately press Left, Right, Up, Down, R1, L1, \square , Up; you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (the game's designers) and the "Monsters" team.

Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press \times or START; as the screen disappears, immediately tap the L1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then

press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press \times or START; as the screen disappears, immediately tap the R1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny.

Shot Percentage Indicator

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

SLAMSCAPE

Invincibility

During the game, hold the SELECT button and press \square , \square , \circ , \circ , \square , \square , Δ .

Level Passwords

Uraniumania— $\Delta \times \times \square \circ \Delta \times \Delta$

Repsychler— $\times \circ \circ \Delta \square \square \circ \times$

Endless Bummer— $\times \Delta \times \circ \Delta \square \circ \times$

Viva Los Vagrantes— $\circ \Delta \times \Delta \times \square \square \Delta$

Movie Passwords

Entrance to Uraniumania— $\circ \circ \circ \Delta \Delta \Delta \Delta \Delta$

Entrance to Repsychler— $\circ \circ \circ \times \Delta \times \square$

Entrance to Endless Bummer— $\circ \circ \circ \square \square \Delta \Delta \times$

Entrance to Viva Los Vagrantes— $\circ \circ \circ \times \times \times \square \square$

Game Over/Death— $\circ \circ \circ \circ \Delta \circ \times \circ$

Game Over/You Win— $\circ \circ \circ \Delta \times \times \Delta \circ$

Credits— $\circ \circ \circ \square \circ \times \times \Delta$

Exit (quit)— $\circ \circ \circ \Delta \circ \Delta \times \square$

STAR GLADIATOR

Big Heads and Feet

Just before a round begins, hold Right + START + \square + \circ until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with Left instead of Right, your character will have a tiny head.

Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming.

Change Camera Angle

Immediately after winning a fight, hold \circ + \times before your character goes into his or her victory pose. During the pose, keep holding those buttons and press \square to zoom in, Δ to zoom out and use the D-pad to change the camera angle.

Night Fighting

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night.

Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glowing "Real Bilstein".

Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor all the way over to the right to Gore and press \times , \circ , \times , \circ , \square , \square , Δ , Δ , Δ , then \circ + \times simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Bilstein.

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold SELECT, move the cursor all the way over to the left to Hayato, then press \circ , \square , Δ , \square , \times , \square , Δ , \square , \circ , \square , then Δ + \times simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press Left to find Kappah.

Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor left to Bilstein, press \times , \square , \times , \square , \times , \square , then press Right to highlight Kappah and press \circ , Δ , \circ , Δ , \circ , Δ , then press L1 + R1 simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level— $\times \circ \times \circ \times \Delta$

Medium Difficulty Level— $\times \times \circ \times \Delta$

Hard Difficulty Level— $\Delta \square \square \times \Delta$

STARBLADE ALPHA

Rapid Fire

At the main title Screen, press Up, Up, Down, Down, \circ , Δ , \square while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press \times to access the rapid-fire laser.

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then \square + Δ simultaneously.

M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then \square + Δ simultaneously.

To choose the alternate-color Bison, end the code by pressing \times + \circ simultaneously instead of \square + Δ .

Akuma (Player 1)—Hold the L2 button and press Left, Left, Left, Down, Down, Down, then \square + Δ simultaneously.

Player 2—Hold the L2 button and press Right, Right, Right, Down, Down, Down, then \square + Δ simultaneously.

To choose the alternate-color Akuma, end the code by pressing \times + \circ simultaneously instead of \square + Δ .

Dan (both players)—Hold the L2 and R2 buttons and press Δ , \square , \times , \circ , Δ .

To choose the alternate-color Dan, hold L2 and R2 and press Δ , \circ , \times , \square , Δ .

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "short-cut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing SELECT. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

Play as "Shin" (True) Akuma

At the character-select screen with the "short-cut" turned off, highlight Akuma, hold the SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not reappear.

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the SELECT button and one of the Punch or Kick buttons to choose from up to six different winning poses. (Not all characters have six poses.)

STREET FIGHTER: THE MOVIE

Play as Akuma

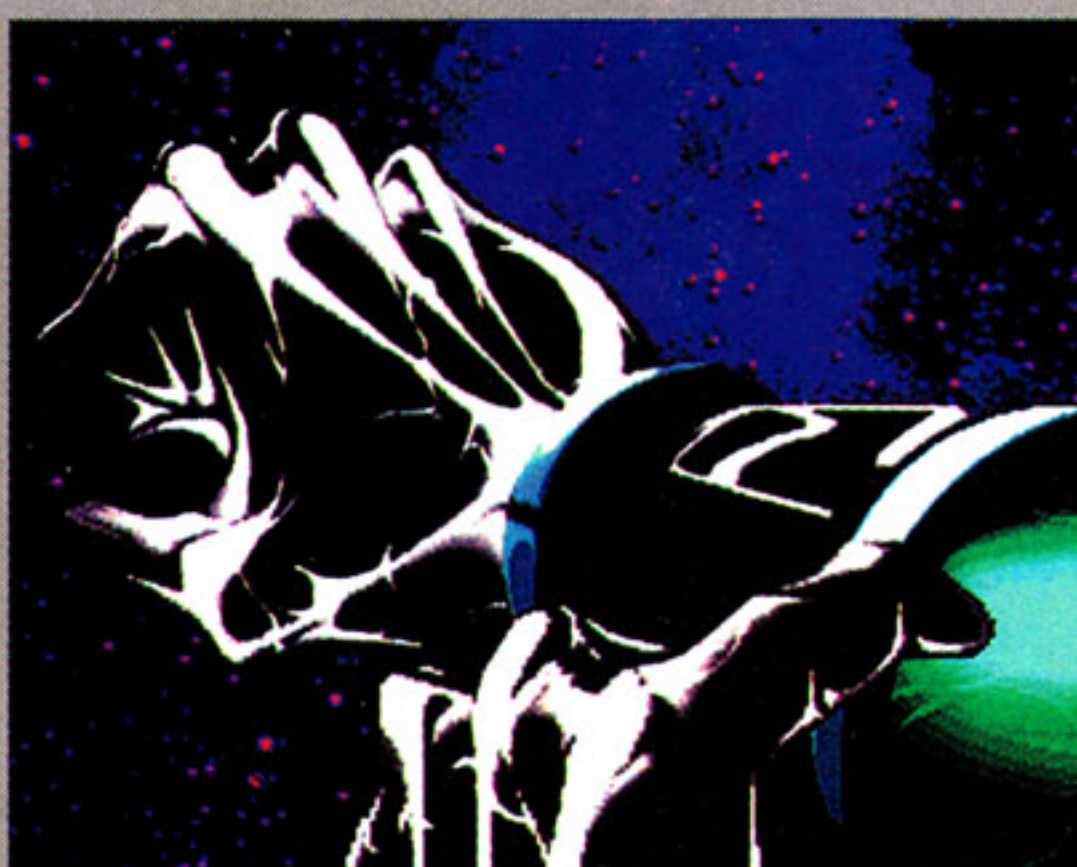
This cheat works in all modes except the "Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot

To play against Devilot in a one-player game, you must accomplish five different things:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.





5. Reach Stage 7 without using any continues.
Play Against Dan
To play against Dan in a one-player game, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left, Left, ○

Akuma (Player 2)—Highlight Felicia, hold SELECT, press Down, Down, Down, Right, Right, Right, ○

Dan (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, ○

Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, ○

Devilot (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, ○

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, ○

Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, ○

Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, ○

Stage Select

In Vs. Mode, choose your character, then hold L2 + R2 + SELECT and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage:

Donovan's stage—Press ○

Hsien-Ko's stage—Press X

Sakura's stage—Press △

Felicia's stage—Press □

Akuma's stage—Press L1

Devilot's stage—Press R1

Morrigan's stage—Press Up

Chun-Li's stage—Press Down

Ryu's stage—Press Left

Ken's stage—Press Right

Dan's stage—Don't press any button

TEKKEN

Galaga Secrets

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

Double Ships

There are two ways to get twin ships in the mini-*Galaga* game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, △ and X on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

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

Play as the Boss

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

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold ↑ on the D-pad

Paul: Hold ↗ on the D-pad

Law: Hold → on the D-pad

Jack: Hold ↘ on the D-pad

Nina: Hold ↓ on the D-pad

King: Hold ↙ on the D-pad

Yoshimitsu: Hold ← on the D-pad

Michelle: Hold ↖ on the D-pad

Heihachi: Hold L1+L2+R1+R2

Lee: Hold L1+L2+R1+R2+↑ on the D-pad

Kuma: Hold L1+L2+R1+R2+↗ on the D-pad

Wang: Hold L1+L2+R1+R2+→ on the D-pad

P. Jack: Hold L1+L2+R1+R2+↘ on the D-pad

Anna: Hold L1+L2+R1+R2+↓ on the D-pad

Armor King: Hold L1+L2+R1+R2+↙ on the D-pad

Ganryu: Hold L1+L2+R1+R2+← on the D-pad

Kunimitsu: Hold L1+L2+R1+R2+↖ on the D-pad

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

Mystery Fruits

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has special significance; it appears in several classic Namco arcade games. You'll also see some characters from *Pac-Man* including the dot-eater himself.

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will

face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

• Kazuya's Purple Suit

Highlight Kazuya and press START to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

• Super-Deformed Characters

Hold the SELECT button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

• Punch-Out!! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

• Super Juggle Mode

Hold SELECT and Up on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

TEMPEST X3

Power-Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do not collect this first power-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold L1, R1, △, ○, START, SELECT and Up/Left on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game:

• Level Skip—Hold R1 and tap L1, then fire your superzapper. The screen will be cleared and you will advance to the next stage immediately.

• Trippy Mode—Hold L2 + R1 + △ + X and press Up. The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party.

• .MOD Music—Hold L2 + R1 + △ + X and press Right. The music will change to the .MOD music when you start the next stage.

• Remix Music—Hold L2 + R1 + △ + X and press Left. The music will change to the remix music when you start the next stage.

• A.I. Droid—Hold L2 + R1 + △ + X and press Down. You'll hear the A.I. droid say "Attack!". Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue

shape in the background of the High Score screen will be changed to a pink triangle.

Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press Down, Down, Right, Up, Up, Right, Up, Up, Right, then repeat that same sequence of directions again. Now press the X button; when the game starts, a stage-select menu will appear.

TOKYO HIGHWAY BATTLE

9,999,999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold L1 + L2 + R1 + Down + START on Controller 2. After the Jaleco logo disappears and the full-motion video scene starts, press START on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want.

Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:

• Car Color Change—At the car select screen, press R2 on Controller 1 to change the car's color or add racing stripes.

• Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King.

• Change Speedometer—During a race, press L1 on Controller 2 to change the speedometer to white.

• Best Time/Lap Indicators—During a race, hold Up and press SELECT to see the best lap or best time records.

TOMB RAIDER

Access All Weapons

During the game, press SELECT to access the inventory screen, then press L1, △, R2, L2, L2, R2, ○, L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons. Note: This code only works while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the code as described above; once you've got the weapons, you can switch back to your preferred control method and continue the game.

TOTAL ECLIPSE TURBO

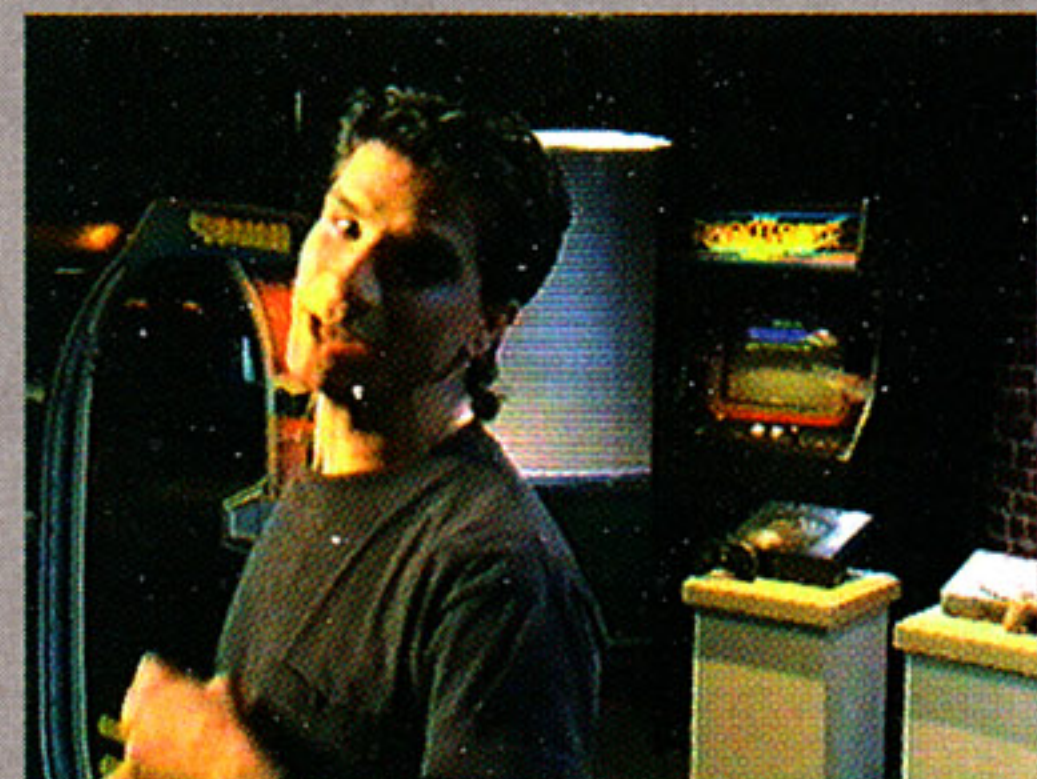
Full Power-Up

During any stage, press the START button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: △, □, ○, □, △, □, L1, L1+R1, SELECT, SELECT. (Note: The plus sign



The TIPS & TRICKS staff recently got a sneak peek at a new TV show featuring our good friend, Tommy Tallarico, the composer/musician behind the soundtracks of *Earthworm Jim*, *Skeleton Warriors* and more. (See, we told you he was ubiquitous!) *The Electric Playground* is a show about video games that actually avoids all of the kiddie-show hype of programs like...uhh, you know, that other video game TV show. Tommy is the host of *Electric Playground*, and he's the perfect man for the job; with his hands-on knowledge of video games and industry contacts, the guy's a natural.

The pilot episode we saw had lots of great reasons why this show should be a smash hit; it had no-nonsense game reviews and previews, arcade footage, interviews with the creators of *Mortal Kombat* and *Earthworm Jim* and even in-depth profiles of the making of Eidos' *Tomb Raider* and Atari Games' new *San Francisco Rush* coin-op. We also loved the celebrity interviews;



Your host, Tommy Tallarico.



means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press Δ , \square , L1, L1, L1, \square , Δ very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold SELECT, press Δ , L1, \square , release SELECT, press Δ , L1, \square , Δ , L1, \square . You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing Left or Right on the D-pad and you're ready to warp.

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view.

- $\square\Delta\square\square\square$ —Warehouse District Warfare
- $\times\square\square\square\Delta$ —Freeway Free For All
- $\times\Delta\square\square\square$ —River Park Rumble
- $\times\square\Delta\Delta\Delta$ —Assault on Cyburbia
- $\square\Delta\times\square$ —Rooftop Combat—The Final Battle
- $\Delta\times\square\square\Delta$ —Battle with Minion
- $\square\Delta\square\square\square$ —Secret Level: The Fight of Your Life
- $\Delta\square\square\square$ —Infinite Weapons
- $\square\Delta\times\square$ —Invincibility
- $\square\square\Delta\times$ —Helicopter Camera Angle

TWISTED METAL 2

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

- Napalm—Right, Left, Up
- Freeze Burst—Left, Right, Up
- Drop Mine—Right, Left, Down
- Rear Attack—Left, Right, Down
- Shield—Up, Up, Right
- High Jump—Up, Up, Left
- Invisibility—Right, Down, Left, Up

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

- Sweet Tooth—Up, L1, Δ , Right
- Minion—L1, Up, Down, Left

Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

- "Assault on Cyburbia" stage from *Twisted Metal*—Down, Up, L1, R1
- "Rooftop Combat" stage from *Twisted Metal*—Down, Left, R1, Down
- "Suicide Swamp" stage from *Jet Moto*—Up, Down, Right, R1

VIEWPOINT

Invincibility

Press START to pause the game, then press \square , Δ , Right, Left, Down, R1, L2, R2, L1.

Stage Skip

Press START to pause the game, then press \square , \square , \square , \square , Δ , \times , \square , Up, Up, Down, Down, L1, R1, SELECT.

V TENNIS

Secret Characters

At the character-select screen, highlight any character and press L2, L2, R1, R1, Down, Δ , Δ , Δ , Δ , \times . You'll hear a kung-fu movie shout ("Atooi!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time his racket touches the ball.

To find a female secret character, access the character-select screen and highlight any player as before. This time, hold L1, R2, Up and \square ; then, while holding those buttons down, press \times . You'll hear a little "Yelp!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

CHEAT CODES

- $\square\square\square\square\square\square$ —Preview the Epilogues
- $\square\square\square\square\square\square$ —Check the Special Upgrades
- $\Delta\times\square\square\square\square$ —Preview the Movies
- $\times\square\square\square\square\square$ —Kali Mode (Powered-Up Weapons)
- $\square\square\square\square\square\square$ —Thor Mode (9999 Flash Bombs)
- $\Delta\square\square\square\square\square$ —Infinite Weapons
- $\square\square\square\square\square$ —Warhawk A-La-Mode (Infinite Weapons + Invincibility)

STAGE CODES

- $\square\square\square\square\square\square$ —Canyon Level
- $\times\Delta\times\square\square\square\square$ —Airship Level
- $\square\square\square\square\square\square$ —Volcano Level
- $\Delta\square\square\square\square\square$ —Gauntlet Level
- $\Delta\square\square\square\square\square$ —In with the Gatekeeper
- $\Delta\times\square\square\square\square$ —Stormland
- $\Delta\times\square\square\square\square$ —Above 1st Force Field
- $\Delta\times\Delta\square\square\square$ —Above 2nd Force Field
- $\Delta\times\square\square\square\square$ —Above 3rd Force Field
- $\Delta\times\square\square\square\square$ —Kreel's Door is Open
- $\Delta\times\square\square\square\square$ —Face-to-Face with Kreel

WIPEOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, \square and \square and press \times . When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar".

Rapier Class

At the "Select Number of Players" menu, highlight "One Player", then hold R2, L2, Left, START and SELECT and press \times . When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WIPEOUT XL

Secret Team

At the main menu, hold L1 + R1 + SELECT and press \times , \times , \times , \square , Δ , \square . The Piranha team will become available at the Team menu.

Access All Tracks

At the main menu, hold L1 + R1 + SELECT and press \square , \square , Δ , \square , \square . Now access the Class and Track menu to find that all of the tracks in each racing class have become available—in-

cluding the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold L1 + R1 + SELECT and press Δ , Δ , Δ , \square , \square , \square .)

Infinite Energy

During the game, press START to pause, then hold L1 + R1 + SELECT and press Δ , \times , \square , \square , Δ , \times , \square , \square .

Infinite Time

During the game, press START to pause, then hold L1 + R1 + SELECT and press Δ , \square , \square , \times , Δ , \square , \times .

Infinite Weapons

During the game, press START to pause, then hold L1 + R1 + SELECT and press \times , \times , \square , \square , \square , \square , Δ .

Mini-Gun

During the game, press START to pause, then hold L1 + R1 + SELECT and press \square , \square , \times , \square , \square , \times , Δ .

Passwords

Enter the following passwords to access two new Race Type options:

- Challenge I— $\square\square\square\square\square\square$
- Challenge II— $\square\square\square\square\square\square$

Funny Ships

Turn the PlayStation on and hold L1 + R2 + SELECT + START until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

WWF IN YOUR HOUSE

Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

- Charge Combo meter with one hit—R1, L2, R2, L2, Right
- Increase damage of each attack—Up, Up, L1, L2, Down
- Decrease damage of each attack—Down, Up, L2, Right, Left
- Turn off computer control of opponents—Left, Left, Up, Down, R2
- Automatic Superpins—Down, Down, Down, Down, L1

WWF WRESTLEMANIA: THE ARCADE GAME

Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

- Invincibility— \times , Δ , R2, Up
- Stop the Timer— \times , Δ , R2, Left
- Super Strength— \times , Δ , L2, Down
- Weaken Opponent— \times , Δ , L2, Right
- Cancel Active Cheats— \square , \square , Δ , \times

Combo Code

At the player select menu, hold the L1 and R2 buttons and press \square , \times , \square , Δ . The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press START on Controller 2.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.

Alternate Character Color/Texture
Press Up + any button when choosing your fighter at the character-select screen.

Additional Color Choices

After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold SELECT. Now push any other button (including the L and R buttons) to choose different character colors.

Watch Mode

To watch the computer fighting itself, hold L1+L2+R1+R2+Down on Controller 1 and choose "VS Play."

Stage Select

When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character-select screen in "VS Play" mode.

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SELECT; you'll see a secret NECO comic strip.

Secret Bosses

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold L1+L2+R1+R2, then SELECT, then START. The text box will say "XTAL" but you will really be fighting against NECO.

Boss Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues.

Flat-Shaded Turbo Mode

The coolest *Zero Divide* cheat has two steps: You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold L1+L2+R1+R2 on Controller 1 and press Down. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled, maybe even quadrupled! To disable the "Shadow Obj" option and return the game to normal, just highlight "Match Point", hold L1+L2+R1+R2 and press Down again.

Hidden Game

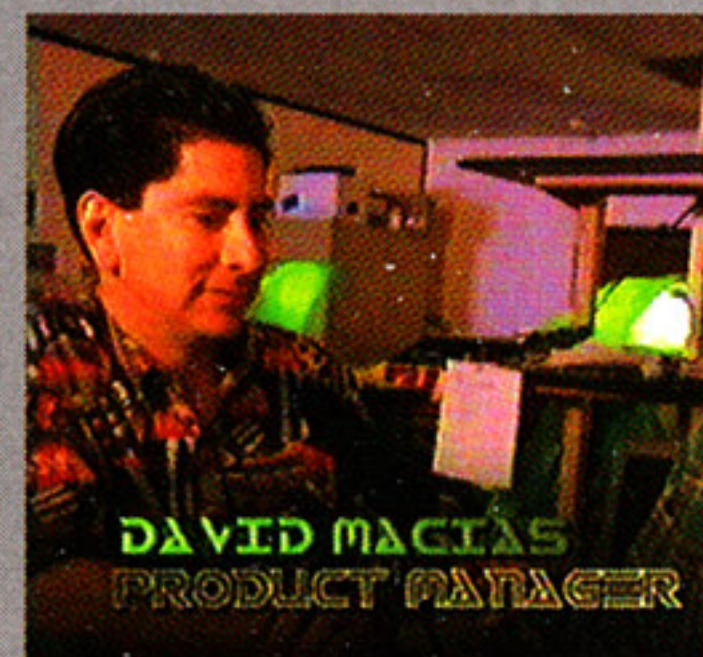
Put *Zero Divide* into your PlayStation, hold the SELECT and START buttons on Controller 2 and turn the POWER switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.

instead of a ridiculous butt-kissing bit where some child actor gets to talk about his favorite Game Boy games, *EP* grabbed a couple of PlayStations and headed over to General Motors Place in Vancouver, where they played *NBA Live '97* with people like Darrell Armstrong of the Orlando Magic and the Grizzlies' George Lynch. The show has a sense of humor but never goes overboard; the cheese factor is very low and you even get to hear some of Tommy's tunes playing in the background of certain scenes.

It may be a while before *The Electric Playground* makes it to your TV; the show's producers are currently negotiating with major TV networks and production companies to determine where and when the show will air. Look for it!



Kelly Benson of *The Electric Playground* talks about video games with Darrell Armstrong of the Orlando Magic.



Atari Games' David Macias gives *EP* viewers the scoop on *San Francisco Rush*.



ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "FLYT0" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game.

Access All Weapons

Go to the password screen and enter the password "F1SH1NGF0RQVNS". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game; you'll have all of the game's weapons in your inventory.

Infinite Ammunition

Go to the password screen and enter the password "F1LLMYPOCK1TS". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game; you'll have infinite ammo for all of your weapons.

ANDRETTI RACING

Secret Cars

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

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASTAL

Restore Energy

During the game, press **START** to pause, then quickly tap **Down, R, Up, L, X, A, Y, B, Z, C, Right, Left**. You'll hear a chime to confirm the code if you've done it quick enough. When you press **START** to return to the game, the fruits in your health meter will be refilled.

Invincibility

Press **START** to pause the game, then quickly press **Up, Y, Left, A, Down, B, Right, C**. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

Sudden Death

If you want to kill Astal and return to the beginning of a stage, simply press **START** to pause the game, then tap **L, A, R, C, B**. You'll hear Astal moan; when you press **START** to return to the game, your energy will be drained and you'll have to start the current stage over.

Secret Mode + 99 Lives

Visit the "Options" menu and press **Left, Right, Left, Right, Up, Down, L, R, START** on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press **Right**; you'll find that—in-

stead of being limited to just five lives—you can start the game with as many as 99.

Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press **Up, Down, Left, Right, L, R, A, Y, C, Z, B, X** on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level.

BAKU BAKU ANIMAL

League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu items say at the League Mode screen:

- **Game Start:** Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".

- **Name Entry:** Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done".

- **Delete Name:** Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes".

- **View Records:** Use this option to check your stats. The first screen shows your winning percentage; highlight your name and press **A** or **C** to view your win/loss records against each player.

- **View Records / Return to Main Menu:** The next-to-last menu item brings up a quick description of how the League Mode works; there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

BATTLE ARENA TOSHINDEN REMIX

Select Gaia, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings; the easy way is to go to the "Press Start" screen and enter the following code: **Up, Down, X, B, A, Y, C, Z, START**. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold **Up** on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

Big Heads

To change the fighters in *Toshinden Remix* into super-deformed bigheads, just hold the **L** and **R** buttons at the main menu when choos-

ing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

Custom Camera

Press **START** during a battle to pause the game. Choose "OPTIONS"; then, at the options menu, highlight any option except "Exit" and hold the **L** button. While holding **L**, move the cursor to "EXIT" and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons:

L—Rotate the playfield clockwise

R—Rotate the playfield counter-clockwise

D-pad—Pan the camera up, down, left or right

Y—Zoom in

X—Zoom out

Press **START** to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode.

BATTLE ARENA TOSHINDEN URA ULTIMATE REVENGE ATTACK

Boss Code #1

At the title screen—while the words "Press Start Button" are flashing—press **A, B, Z, X, Y, C**; you'll hear a chime to confirm the code. Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes.

Easy Super Attacks

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, Z, C, X, B, Y**; you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing **Z + C** simultaneously.

Boss Code #2

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, Y, C, X, B, Z**; you'll hear a chime to confirm the code. Now the bosses Sho and Verm are playable characters in the one-player and Vs. modes.

Secret "Option 2" Menu

With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, X, Y, Z, C, B**; you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "Option", hold the **R** button and press **START**. A secret "Ura Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change the game's effects and much more.

"URA" Mode

At the title screen—while the words "Press Start Button" are flashing—press **A, B, C, C, C, X, Y, Z, Z, Z**; you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "1P Game", hold the **R** and **Y** buttons and press **START**. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed; some battles have fireballs flying around randomly, others last just three seconds...you may even find yourself controlling your opponent.

BATTLE MONSTERS

Battlefield Select

In Vs. mode, choose your character with the **A** or **C** button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

BLACKFIRE

FMV Fiesta

To watch all of *BlackFire's* full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: **Z, A, Z, A, B, A, B, Y, C, A, C, A**. The intermission scenes will automatically start up; press **A** to stop any scene and skip to the next one.

Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press **L, A, Z, Y, A, Down, Down**. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then **B**, then **C**; then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels: Skip ahead one level: Hold **A, B, C** and **Up** and press **L**. Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.

BUG!

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down**. (The **L** represents the button on top of the controller, not **Left** on the D-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.

CHRISTMAS NIGHTS

Date and Time Codes

The *Christmas NIGHTS* limited-edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game. To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little known feature of the Saturn that if you load a game, then hold the **L** and **R** buttons and press **RESET** on the machine, the System Settings menu will appear without having to load the CD menu; when you exit, you'll go right back into the game. This comes in handy when testing out some of the *Christmas NIGHTS* features as follows:

- Enter dates in December or January to play in the snow with a Christmas theme.
- Enter dates from other times of the year to play with the standard *NIGHTS* settings. You'll also see Claris and Elliot's clothes change depending on the season.
- Enter the date April 1 to play as Reala; this

TOKEN OF THE MONTH

Special Bonus Feature!

Our *Token of the Month* feature has become extremely popular; we're getting a lot more than one great token a month! To catch up, here are some bonus *Token of the Month* that we think are pretty cool...



from Aladdin's Castle

sent in by
Jeremy Jett
Niva, MO



from Cosmic Fantasy

Restaurant
sent in by
Mike King
Rancho Palos Verdes, CA



from (unknown)

sent in by
David Brown
Camden, TN



from Fun Factory

sent in by
Judy Siakhasone
Wyoming, MI



will also add a new option to the Presents menu that will allow you to play as Reala whenever you want.

Additionally, the time of day changes the way the game appears. Set the clock for daytime and it will be daytime in the game; set the clock for nighttime and in the game it will be night. Also, if you've got the date set for a time of year when there's snow in the game, you can change the snow to different items as follows:

- At 9:00 AM the snow changes to crescent moon shapes.
- At 9:00 AM the snow changes to crescent moon shapes.
- At 12:00 PM the snow changes to purple gems.
- At 3:00 PM the snow changes to falling candy.
- At 6:00 PM the snow changes to sparkles.
- At 9:00 PM the snow changes to star shapes.
- At 12:00 AM the snow changes to red hearts.

CLOCKWORK KNIGHT

999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z**, **X**, **Y**, **Y**, **Z**.

Stage Select

Press **Left**, **Up**, **Right**, **Down**, **Down**, **Right**, **Right**, **Up**, **R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear; press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left**, **Right**, **Right**, **Up**, **Right**, **Right**, **Up**, **Down**, **Right**, **Right**, **Up**, **R** to add a "Last Boss" option to the list.

CLOCKWORK KNIGHT 2

Boss Select

Choose "Bosses Galore" from the main menu; then, when the "Bosses Galore" title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up**, **Up**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **X**, **Y**, **Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Peppercouch from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Down**, **Right**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Down**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Up**, **Right**, **Up**, **Down**, **Up**, **Left**, **Up**, **Left**, **Up**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage.

See the Ending

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Up**, **Down**, **Up**, **Right**, **Left**, **Up**, **Right**, **Left**, **Down**. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.

Secret Screens

Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left**, **Right+B+C**, **Right+B+C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2. Here are the controller commands:

D-pad Left, Right—Move the boss left or right
D-Pad Up, Down—Move the boss closer or farther away

Z, C—Move the boss up or down

A, B, Y, L, R—Make boss noises

X—Toggle the room light on or off

If you press the **START** button on Controller 2, the computer will take over and go after Peppercouch again.

Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2. Here are the controller commands:

D-pad Left, Right—Make the boss face left or right

A—Make the monkey beat his chest

B—Pick up Peppercouch and slam him to the ground (if you're close enough)

C—Jump into the air and land on Peppercouch

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left**, **Up**, **B**, **Up**, **Down**, **Up**, **Right**, **C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands—**Left, C, B, B, Up**

Max. Power—**C, Down, C, Right**

Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up,**

Down, Down

Power-Up Turbo—**Down, C, Down, Down, Up**
Power-Up Offense—**Right, Up, Down, Down, Up**

Power-Up 3-Pointers—**Up, Up, Up, C, C, C**

Power-Up Dunks—**Down, Up, Down, Up, Down, Up**

Power-Up Push—**Up, C, Up, B, Up, Up**

Push an opponent and both fall—**Up, Left, Left**

Push an opponent and only his teammate falls—**Down, C, Down, C, Down, C**

Teleport Pass—**Right, Right, Right, Up, Up, Up**

High Shots—**Up, Up, Up, Up, Up, Down**

Speed-Up—**Right, Right, Right, Right, Right, Right, Left**

Display shot percentage—**Up, Up, Up, B, B, B**

Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

COMMAND & CONQUER

Power-Up Codes

At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to un-pause, you will have gained immediate access to some very powerful weaponry:

Nuclear Strike—**A, B, C, Up, Left, Down, Right, Up, Left, Down, Right, Up, A**

Ion Cannon—**A, B, C, Up, Left, Down, Right, Up, Left, Down, Right, Up, B**

Air Strike—**A, B, C, Up, Left, Down, Right, Up, Left, Down, Right, Up, C**

CYBER SPEEDWAY

Hide Gauges and Meters

At any time during a race, press **A + B + C** simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action.

DARIUS GAIDEN

Extra Credits

At the "Game Start/Option" screen, press **X**, **A**, **L**, **R**, **Left**, then hold **L** and press **X**, **C**, **Z**, **A**, **Right**, **Right**. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire

Also at the "Game Start/Option" screen, hold **B**, then press **Y**, **Right**, **Left**, **X**, **Z**, **L**, **R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings

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

DAYTONA USA

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold **START** while

making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L**, **R**, **C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Easier Horse Trick

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

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

Hidden Music

Buried deep within the data of the *Daytona* CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A.B—Main theme from *After Burner*

KAG—"Maximum Power" from *After Burner*

KOU—Title theme from *Alex Kidd*

SAO—"Break Out" from *Alien Storm*

JIM—Title theme from *Alien Syndrome*

ANI—"Rise From Your Grave" from *Altered Beast*

YAM—"Choice" from *Bloxxed*

BNB—Theme from *Bonanza Bros.*

YOJ—"BGM A" from *Bonanza Bros.*

YAN—"Filthy" from *Columns*

IGA—"Select" from *Columns 2*

KOS—"King of Speed" from *Daytona USA*

LGA—"Let's Go Away" from *Daytona USA*

SKH—"Sky High" from *Daytona USA*

P.P—"Pounding Pavement" from *Daytona USA*

DST—"Beat Away" from *Dunk Shot*

KAO—"Toast!" from *Dunk Shot*

H.S—"A.HI.RU" from *Dynamite Dux*

E.R—Main theme from *Enduro Racer*

MAS—"BGM 2" from *Enduro Racer*

EXN—"BGM A" from *Exhaust Note*

YUI—"Good! Let's Go!" from *Flashpoint*

GLC—"Air Battle" from *G-LOC*

NAG—Opening theme from *G-LOC*

G.F—"Beyond the Galaxy" from *Galaxy Force*

HSB—"Defeat" from *Galaxy Force*

GDA—"Wilderness" from *Golden Axe*

GPR—"Time Attack" from *GP Rider*

H.O—Main theme from *Hang-On*

K.T—"Advertise" from *Hang-On*

SHO—"Sprinter" from *Super Hang-On*

M.M—"Outside a Crisis" from *Super Hang-On*

KEN—Title Demo theme from *Line of Fire*

UME—"MJ-Dance" from *Michael Jackson's Moonwalker*



from Game Palace

sent in by
Angel Soriano
Mennipee, CA



from (unknown)

sent in by
Sean Wilson
El Sobrante, CA



from Milford Amusement
Center

sent in by
Kurt Podkla
West Haven, CT



from (unknown)

sent in by
Eric Hotchinson
North Vancouver, BC



from Space Station

sent in by
James Saeboonruang
North Hollywood, CA



.KK—"Theme of Kouchi" from *Original*
 O.R—"Magical Sound Shower" from *OutRun*
 TOR—"Rush A Difficulty" from *Turbo OutRun*
 OSI—"Vivacious" from *Turbo OutRun*
 ORS—"Adventure" from *OutRunners*
 P.D—"Like the Wind" from *Power Drift*
 ISO—"Poker Face" from *Power Drift*
 QTT—"BGM 1" from *Quartet*
 MIT—"Earth Frame G" from *R360*
 TRS—"Earth Frame G" from *R360*
 R.M—"Soup Up" from *Rad Mobile*
 OKA—"Theme from Rent-A-Hero"
 KAZ—"BGM 1" from *Scramble Spirits*
 SDI—"System Down" from *S.D.I.*
 MMM—"Blue Moon" from *S.D.I.*
 S.H—"Main theme from *Space Harrier*
 S.C—"Game Start" from *Stadium Cross*
 S.F—"Opening theme from *Strike Fighter*
 ASA—"Funky Bomb" from *Strike Fighter*
 SMG—"Advertise BGM" from *Super Monaco G.P.*
 AO—"Name Entry" from *Super Monaco G.P.*
 VMO—"Theme from *Sword of Vermilion*
 TET—"Tetrimix" from *Tetris*
 T.B—"Burning Point" from *Thunder Blade*
 NAK—"Type 2" from *Thunder Blade*
 TAK—"Type 3" from *Super Thunder Blade*
 AKJ—"Advertise" from *Virtua Cop*
 DEK—"Advertise" from *Virtua Cop*
 V.F—"Akira Stage" from *Virtua Fighter*
 A.Y—"Akira Stage" from *Virtua Fighter*
 J.B—"Jacky Stage" from *Virtua Fighter*
 S.B—"Sarah Stage" from *Virtua Fighter*
 PAI—"Pai Stage" from *Virtua Fighter*
 K.M—"Kage Stage" from *Virtua Fighter*
 W.H—"Wolf Stage" from *Virtua Fighter*
 J.M—"Jeffrey Stage" from *Virtua Fighter*
 LAU—"Lau Stage" from *Virtua Fighter*
 VFT—"Lion Stage" from *Virtua Fighter 2*
 V.R—"Polygonic Continent" from *Virtua Racing*

DECATHLETE

Tumble Racing
 In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Left, Right, Left, Right, X**. When the race starts, your athlete will roll to the finish line like a tumbleweed.
Hop On One Leg
 Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Up, Left, Down, Right, X**. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

EARTHWORM JIM 2

Infinite Energy
 Press **START** to pause the game at any time during play, then press **Left, A, Z, Y, Down, A, Y, Down**. Unpause the game and you'll find that your energy has been restored to 100%. Repeat this code whenever necessary to keep your health maxed out.
Infinite Lives
 Press **START** to pause the game at any time during play, then press **Y, A, Right, Down, Down, A, Left, Right**. Unpause the game and you'll find that your life counter has jumped to nine. Repeat this code whenever necessary to keep your lives maxed out.

F1 CHALLENGE

Change Starting Position
 Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission. Highlight the transmission type you want, then choose it by entering one of the follow-

ing codes; when the race starts, you'll be in the position you chose:
 First Place—Hold **L + X + Y + Z** and press **START**
 4th Place—Hold **L + X + Y** and press **START**
 7th Place—Hold **L + X + Z** and press **START**
 10th Place—Hold **L + X** and press **START**
 13th Place—Hold **L + Y + Z** and press **START**
 16th Place—Hold **L + Y** and press **START**
 19th Place—Hold **L + Z** and press **START**
 22nd Place—Hold **L** and press **START**
Change the Number of Laps
 As above, when the "Select Course" menu appears, highlight the course you want, then choose it by entering one of the following codes. When the race starts, the number of laps will be set to the number you chose as follows:
 1 Lap—Hold **R + X + Y** and press **START**
 2 Laps—Hold **R + X + Z** and press **START**
 3 Laps—Hold **R + X** and press **START**
 4 Laps—Hold **R + Y + Z** and press **START**
 5 Laps—Hold **R + Y** and press **START**
 6 Laps—Hold **R + Z** and press **START**
 7 Laps—Hold **R** and press **START**
 9 Laps—Hold **R + X + Y + Z** and press **START**

GALAXY FIGHT

Boss Code
 Highlight "Vs. Mode" at the main menu, then press and hold **L, R** and **Y** on both controllers. While holding those six buttons down, press **START** on Controller 1. When the character-select screen appears, you'll find four additional characters to choose from: Bonus, Yacopu, Rouwe and Felden.
Taunt Select
 To choose which taunt your character speaks at the end of a match, just hold the **A, B** or **C** button; each one corresponds to a different taunt.

GAME SHARK

Play Japanese Discs
 Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements. Now hold down the **X, Y** and **Z** buttons and press **START**; the game will magically load just as if it were being booted on a Japanese Saturn.

GEX

Password
 Final battle with Rez—**C Z Y D R H Y P**
Stage Skip
 At any map screen, press **START**, then, while the game is paused, hold the **R** button and press **START, Right, Right, Down, Right, Up, L, A, Left, Left**. All of the stages on the current map screen will be opened.
Cheat Codes
 While inside any of the game's stages, press **START**, then, while the game is paused, enter any of the following codes for different effects:
 99 Lives—Hold **R** and press **Up, Up, Down, Right, A, Down**
 Invincibility—Hold **R** and press **B, A, Down, A, Down, Down, Down, Up, Down, Right**
 Super Speed—Hold **R** and press **Right, X, L, Right, A, Down, START, Right, Right, Down**
 High Jump—Hold **R** and press **Down, Up, START, Right, Right, Down, L, Right, START**

Fire Shots—Hold **R** and press **C, Up, Right, Right, Y, B, Up, Right, Up**
Ice Shots—Hold **R** and press **Right, Y, Right, Down, Right, Right, B, Left, Up, Right**
Electric Shots—Hold **R** and press **Down, Up, START, Right, Right, Z, A, START, START, Right, Right**

GOLDEN AXE: THE DUEL

Vs. Mode Shortcut
 When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works: When a match is over and the words "Wins" appears on the screen (e.g. "Keel Wins"), press **START** to pause the game, then press the **L** button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit **L** again and unpause the game. After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character-select menu, you'll go straight into another match with the characters you chose from the mini-menu.

Magic Attacks

To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop. When you have five potions, push **X+Y+Z** to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands.
 Kain Blade's "Firestorm": **→ ↓ ↘ → ↗ + X, Y or Z**
 Milan Flare's "Bloody Tempest": Hold **↓**, then **↘ → ↗ + A, B** or **C**. Press **↓ + X, Y** or **Z** on the way down.
 Gillius Rockhead's "Jaw Break": **→ ↘ ↓ ↙ ↗ + X, Y or Z**
 Zoma's "Dark Carnival": **↓ ↘ → ↓ ↘ → + X, Y or Z**
 Jamm's "Spirit Summons": Hold **←**, then **→ ↓ ↘ + X, Y or Z**
 Doc's "Shockwave": **→ ↘ ↓ ↙ ← → + X, Y or Z**
 Panchos' "Blast Wave": **← ↙ ↓ ↘ → ↗ + any Kick button**
 Green's "Mammoth Slam": **→ ↘ ↓ + Z** (while jumping in)
 Keel's "Insanity Winds": **↓ ↙ ← ↓ ↙ ← + X, Y or Z**
 Death Adder's "Falling Sky": **↓ + C** (in the air)

GUARDIAN HEROES

Cheat Mode
 To access a Debug feature, choose "Option Mode" from the title screen. When the Options menu appears, highlight "EXIT" and hold the **X, B** and **Z** buttons. Here's the tricky part: While holding those buttons down, press and continue to hold **Down** on the D-pad, then quickly tap the **A** button while the "DIP Switch" option is highlighted. Note that you must tap the **A** button before the cursor starts to move down again—remember that you're still holding **X+B+Z+Down**—and you must release the **A** button immediately after you press it, before the DIP Switch menu appears. If you've done this correctly, you'll find three new options at the dip switch menu. Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode. With the "Next Exp. Disp." option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out

how many experience points you need to go up a level. Best of all is the "Debug" option; turn this on to gain access to the following features:
 • A "Test Mode" option will appear at the Options menu; this allows you to see any of the game's seven different endings.
 • In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings.
 • In Story Mode, a stage-select menu will appear after you choose your character.
 • In Story Mode, you can refill your life points at any time by holding **X+Y+Z** and pressing **Up**. (If you hold **X+Y+Z** and press **Down**, you'll die instantly.)
 • In Story Mode, you can skip to different scenes using the following commands:
 Hold **R** and press **START** to skip ahead one event
 Hold **R+A** and press **START** to skip ahead two events
 Hold **R+B** and press **START** to skip ahead three events
 Hold **R+C** and press **START** to skip ahead four events
 Hold **L+R** and press **START** to skip back one event
 Hold **L+R+A** and press **START** to skip back two events
 Hold **L+R+B** and press **START** to skip back three events
 Hold **L+R+C** and press **START** to skip back four events
 • In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game.
 • In Story Mode and Vs. Mode, if you pause the game and tap the **L** button, you will see boxes drawn around the characters that show how the game's collision detection works; if an enemy touches the box, it registers a hit. If you pause and tap **L** a second time, the boxes will be three-dimensional. Pause and tap **L** a third time to remove the boxes.
 • If you have both the "Debug" and the "Next Exp. Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points.

GUNGRIFION

Cheat Codes
 Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing yellow and white. Each of these codes ends with the **START** button, which takes you into the main menu, so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the **B** button to cancel out of it; the game will then return to the main title screen so you can enter another cheat. All codes should also be entered quickly.
 Invincibility—**Left, Right, B, C, C, START**. Entering this code will make you invincible.
 Stage Select—**Y, Y, A, Y, Y, START**. With this code in place, you'll be able to choose any stage in the Main Game.
 Infinite Jumping Ability—**Up, Right, Down, Left, Z, START**. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like.
 Infinite Ammunition—**B, B, B, C, START**. This code gives you infinite 120mm ammunition for your main gun; the weapon status window will always show 80 rounds remaining

Pepsiman Update!

Ever since Pepsiman was included as a secret character in the Japanese version of *Fighting Vipers* for the Saturn, we've been going crazy trying to find out more information about him. We know he's the gleaming metallic computer-animated spokesman for Pesi in Japan; actually, he's never been known to utter a word. What's his secret identity? Does he have any weaknesses? Does he have a girlfriend? What about that gnarly silver chain around his neck; where'd he get it from? Unfortunately, we haven't been able to dig up the answers to any of these questions; the only bit of Pepsiman info we have for you this month is this photo of a honkin' huge Japanese bus with Pepsiman painted on the side. We don't know about the rest of the world, but the *TIPS & TRICKS* staff would be chasing after this puppy on foot if we ever saw it chugging down Wilshire Boulevard...





no matter how many times you fire. See the Ending—**Down, Up, Right, A, Left, START**. Enter this code, then choose "Main Game" to see the ending sequence.

Tackle Attack—**Right, Right, B, C, A, START**. This cheat code allows you to attack your enemies by running into them. However, your mech will also take damage if you use this attack.

Double Hit Points—**X, Y, Z, Up, Down, START**. Your initial hit points will be doubled. This code also doubles your maximum hit points.

Turret Lock—**B, B, B, Up, C, START**. If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the L button.

Change Height—**Down, Left, C, C, START**. When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press Z on Controller 2 to go up, C to go down or A to reset to the default height.

Disable Targeting Cursor—**Left, Right, C, A, START**. This makes the game more difficult by disabling your mech's targeting cursor.

Disable Radar—**B, B, B, Down, C, START**. This makes the game more difficult by disabling your mech's radar systems.

Hard Mode—**Down, C, C, A, START**. This makes the game much more difficult; your enemies will shoot at you much more aggressively.

Silly Controller 2 Codes

During the game, press **Right, Right, X, B, A, L, L, L, R** on Controller 2 to activate the programmers' debugging display, a bunch of basically useless numbers that appear on the screen. With the code in place, press Y on Controller 2 to toggle between three different settings, the best of which is "off". Also on Controller 2: In Stages 1 and 10, if you press the C button rapidly many, many times, the windmills will eventually begin to turn faster and faster.

HANG-ON GP

Access All Courses

Access the Option menu and highlight any icon. Next, press **B** to return to the main menu, then press **R, R, L, R, R** on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

HIGH VELOCITY

Secret Vehicle (The Hard Way)

If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "F", then hold the **L, R** and **Y** buttons and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold **L, R** and **Y** again and press **Right** to find yet another secret vehicle, a diesel truck.

Secret Course

At the "Mode Select" menu, highlight every available option and press the **B** button at each one, one at a time. When you press **B** at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any of the three tracks, hold the **X** button

and press **A**. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the **Y** button to get a pop-up window with an overhead view.

THE HORDE

Cheat Codes

Press **START** to pause the game, then enter any of the following cheat codes. The effects will appear when you press **START** to unpause:

Invincibility—**B, Up, Right, Down, A, Down, A, Right**

Double speed—**B, Right, A, B**

Infinite continues—**A, Down, Right, A, Down**

Show entire map—**Left, A, Up, Down, B, A, A, B**

30,000 Crowns (money)—**Left, A, A, B, Left, A, Right, Down**

All Items available—**B, Right, A, Left, Left, Down, Right, A, A, Left**

Game does not end when village is destroyed—**A, Down, Down, Right, A, Down**

Skip to Next Level—**Down, A, Left, Left, Down, A, A, Right**

Watch all video scenes—**Right, A, Left, Left, A, Up, B**

IMPACT RACING

Cheat Passwords

Enter any of these cheat codes at the Password entry screen to get power-ups or other effects:

I.AM.IMORTAL—Infinite shields

ALL.TOOLEDDUP—Access all weapons

LOADSOFTSTUFF—Infinite weapons

BONUS.LEVELS—Play all of the bonus stages in succession

RABBITBADGER—Adds a "Skip Level" option to the "Pause" menu

ENDGAMELEVEL—Warp to the game's final stage

JOURNEYS.END—See the end sequence and credits

IRON STORM

Multiplayer Campaign Mode

When you play *Iron Storm* in Campaign mode, you can't use the "CPU/User Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound" option from the System menu, go to the "Snd. Test" option and set the BGM to "5 UK". Now highlight the "SE" (sound effects) option and listen to all 116 sounds with the C button. Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set up a multiplayer game.

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the **A** button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle.) Still don't know what "Ruiseki" means...

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press **X, Y, Z, X, Y, Z, C, B, A, Up, START**. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: **C, B, A, A, B, C, Y, Z, X, Down, Down, START**.

Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START**. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press **A**; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A**. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press **Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START**. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the **X** button and press **Up**; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing **Z** when the corner number is set as follows:

00—Multiball

01—Roman Triumph

02—Retiarius

03—Bloody Arena (Two-Ball)

04—Chariot Races (Three-Ball)

05—Extra Ball Lit

06—Senator Mystery Lit

07—SPQR

08—Thracians

09—Empire

10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold **X** and press **Down**; while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time.

Secret Scene

Last Gladiators uses the internal clock of the

Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

THE LEGEND OF OASIS

Two-Player Mode

At any time during the game, move Leon to a place where there are no enemies on the screen. Press **Z** to open the Weapon Select window, then hold the **L** button and press **X**. A duplicate of Leon will appear; he's controlled by Player 2. To get rid of him, just enter the code again.

LOADED

Cheat Menu

During the game, press **START** to pause, then highlight the "BGM Volume" option at the pause menu. Now press and hold the following buttons in order (you must continue to hold each button down until the sequence is complete): **L, Z, B, X, C, R**. A cheat menu will appear, allowing you to skip the current level or boost your ammo, power and lives. Once this code is in place, you can call up the cheat menu again at any time by pressing **L** at the pause menu.

MORTAL KOMBAT II

Cheat Menu

When the "story" screens appear during the introduction sequence, press **Down, Up, Left, Left, A, Right, Down, B, Y, C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

MR. BONES

Stage Select

At the Start/Options screen, press **R, L, R, R, L, R, L, L, R, L, R, R**. A stage-select menu will appear; highlight the name of any stage and press **A** to warp to it.

NBA JAM EXTREME

Secret Teams

To access special teams, enter the initials and birthdates as shown:

All-Star East, Team 1—LMH Jun 28

All-Star East, Team 2—EST Mar 14

All-Star West, Team 1—WST Jul 12

All-Star West, Team 2—RMC Apr 21

Smiley Team—MJT Mar 22

Misfits—TVC Oct 3

Super Sports—LAN Sep 10

Random Select

At the team-select screen, hold **Up** and press **R** to choose a random team. Once your team has been chosen, you can hold **Up** and press **R** again to choose two players at random.

Stealth Select

At the team-select screen, hold the D-pad in the **Down** position and press the **R** button. Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.



Our international contacts scored us a couple of pictures of *BioHazard* for the Saturn; yes, this is the game that was released for the PlayStation under the name *Resident Evil*. If you haven't heard of it, it's only the hottest action/adventure game released for that system to date (not to mention the scariest!) We haven't heard about a release date for this one, either in Japan or America; Capcom's U.S. office has yet to make an official announcement other than to acknowledge that the game is in development. However, we think it's a pretty safe bet that American Saturn owners will be playing this one before too long.





NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect:

Landmine Mode—X, X, X, Z, X, X
Fumbles—X, X, X, L, X, X

No Fumbles—X, X, X, R, X, X
Constant Turbo—X, X, Y, Y, X, Y

Crappy Team—X, X, Y, R, X, Y

Big Players—X, X, Z, Y, X, Z

Small Players—X, X, Z, Z, X, Z

Shadow Players—X, X, Z, L, X, Z

Long Range (allow 100-yard throws and kicks)—X, X, Z, R, X, Z

Super Slow Motion—X, X, L, Z, X, L

Super Fast Game—X, X, L, L, X, L

Super Team—X, X, R, Y, X, R

Super Slippery—X, X, R, Z, X, R

Short, Fat Players—X, Y, Z, Y, X, Z

Tall, Skinny Players—X, Y, Z, Z, X, Z

Eight Downs per Series—X, Y, L, Y, X, L

Activate All Possible In-Game Cheats—X, X, R, R, X, R

Secret Teams

At the team select menu, press L, Y, R, R, L, R. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams. Look for Nikos, Betty and the rest of the *TIPS & TRICKS* staff on the "VideoGames" team.

NHL ALL-STAR HOCKEY

Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press L+R+X+Y+Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

• Press L+R during the national anthem for giant players.

• Press A+B during the national anthem for short players.

• Press A+Y+Z during the national anthem for upside-down players.

• Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)

• Press A+X during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press Up; you'll see the "Point Pool" total jump to 600. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

NIGHT WARRIORS

DARKSTALKERS' REVENGE

Extra Turbo Speed

At the "Option Mode" menu, highlight

"Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.

- "Max Round" lets you change the round counter from three to one or five.

- "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).

- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.

- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.

- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.

- "BGM Test" lets you listen to the game's music.

"Pause" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press A, C, Y, Y, Up. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press START to pause, the screen will not darken and the word "Pause" will no longer appear.

OFF-WORLD INTERCEPTOR EXTREME

Extra Money

At the Options menu, quickly press A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L. You should hear a voice to confirm the code; now you have lots of extra cash to upgrade your vehicle.

PANZER DRAGON

Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

Infinite Continues

Press START at the first title screen, then press Up, X, Right, Y, Down, Z, Left, Y, Up, X while the words "Normal Game" and "Options" are

on the screen. You will hear a laser-like sound; you will now have infinite continues.

Invincibility

Press START at the first title screen, then press L, L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Stage Select

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Suicide Maneuver

Press L, R, A, B, and C all at the same time; your dragon will take a dive right away and the stage will start over.

Level 0

At the difficulty/options title screen, enter Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons

At the difficulty/options title screen, enter the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold A or X for normal weapon, B for red lasers, C for sidewinders, Y for multi-shot, or Z for wide shot.

Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press Left, Left, Right, Right, Down, Up, Down, Up, L button, R button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon's* demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the X, Y and Z buttons and press START. Now you can manipulate the image with Controller 2 as follows:

Right—Rotate screen clockwise

Left—Rotate screen counter-clockwise

A+Right—Rotate image clockwise

A+Left—Rotate image counter-clockwise

Down—Zoom in

Up—Zoom out

A+Down—Tilt backward

A+Up—Tilt forward

X or Y—Hold either of these buttons to change the character's shading

A+B+C—Reset to the initial position and shading

When you're finished playing with the polygons, press START on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PANZER DRAGON II ZWEI

Radar Change

At any time during the game, if you hold the A button on Controller 2, the radar will change from a top-down scanner to a side-view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.

PEBBLE BEACH GOLF LINKS

Secret Video Menu

Start a game of *Pebble Beach*, then hold Right on the D-pad, also hold the X and Z buttons and press RESET on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press A or C to start any scene; B brings you back to the menu.

Gallery Code

Start a game, hold Down and B button and press RESET on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

RAYMAN

Infinite Continues

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

Infinite Lives

At any time during the game, press START to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the A button, press B+Right on the D-pad simultaneously and release, press R+diagonal Down/Left on the D-pad and release, press C+Y+Z simultaneously and release, then release A. Press START to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

REVOLUTION X

Find All Aerosmith Members

Tom Hamilton—On the roof of Club X, watch to see if the screen scrolls to the right or left. Once inside, after the ticket window you can choose to go right or left; choose the direction the screen scrolled on the roof. Now shoot the bathroom sign to go into the bathroom; you'll find Tom Hamilton in the last bathroom stall.

Steven Tyler—Go into Club X and use CDs to shoot the two swordfish above the mirror. Next, shoot the mirror; you'll go through the mirror to a secret room. Shoot the light switch and the two bad guys that appear; you'll go up the ladder to find Steven Tyler.

Joe Perry—In the Amazon Jungle, after you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets. Continuing down the hallway, shoot the elevator button; once inside, shoot the button for floor three. You'll see a bunch of girls tied up; use CDs to shoot the two halves of the circular grate behind them. You'll head outside and see Joe Perry flying by.

Joey Kramer—In the Middle East, shoot the noses of the first three sphinxes that appear and get the gold CD that comes out of the sphinx's mouth. You will then stop to pick up Joey Kramer.

Brad Whitford—When you reach the area with the crates in the Pacific Rim, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it) then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. You'll see three boxes stacked to the right of Gate 7; shoot the top box and quickly shoot the Arrow icon that appears. You'll keep going right, then down a corner where you're attacked by fork-



Tyrone's Favorite Arcade

Besides being one of the larger arcades in Southern California, Sega City in Irvine has a huge selection of deluxe and sit-down arcade kits. If you don't believe us, the following list should change your mind. Within the premises there are four deluxe sit-down *WaveRunner*, two *R-360s*, two Model 3 *Super GTs*, four *Virtua Fighter 3* machines, one *Super G*, two *Alpine Surfers*, two *Alpine Racer 2s*, four *Manx TTs*, four *Tokyo Wars* machines, two *GunBlade NYs*, three *Virtua Cops*, one *Prop Cycles*, four *Daytonas* and an eight-player *Indy 500*. And those are just the larger machines! On the down side, you'll spend twice as much at Sega City than at, for example, Southern Hills Golfland. This is really a place for deluxe machines, if that's your bag.





lifts. You'll find Brad Whitford on a forklift at the end of the hall.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.

Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.

Assault—Right, Up, Up, Right, Down, Right, Up, Up.

Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.

Anil 8—Up, Right, Down, Right, Right, Up, Left, Up.

SEGA RALLY CHAMPIONSHIP

Secret Course

At the main menu, hold the X and Y buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press Right at the course menu to find the new track when playing in Arcade Practice mode.)

Secret Car

At the main menu, press X, Y, Z, Y, X on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press Left find the automatic Stratos at the Arcade car-select menu or press Right to choose a Stratos with manual transmission.)

SHELLSHOCK

Cheat Menu

Press START at the main menu, then—when the hangar appears—press Down, Up, Down, Up, Up, Up, Up, Up, Up, Down, Down, A, A, A. A cheat menu will appear with three options:

• LEVEL: Press C to change the level number to any of the game's 25 stages. When you press B to exit the cheat menu, enter the briefing room to start at the level you chose.

• "INVUNERABILITY": Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the C button.

• FULL UPGRADES: Press C to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra \$50,000 to spend in case Props decides to break out some of those microwave ovens or VCRs he keeps telling you about.

SHINOBI LEGIONS

999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shurikens will change to 999.

99 Lives

Press START at the first title screen, then highlight the words "Game Start" and press A, Z, B, Y, C, X, START. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

Expert Mode

Press START at the first title screen, then highlight the words "Game Start" and press A, B, C, B, A, START. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

Stage Select

Start a game, then press START to pause. While the word "PAUSE" is on the screen, simply press A, B, A, B, C. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press Left or Right on the D-pad. Once you've decided which stage you want to play, press the START button to warp directly to it.

SKELETON WARRIORS

Invincibility

At any time during the game, press START to pause, then press C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y ("crazy lard baby"). When you press START again to return to the game, you'll find that your character is now invincible.

Infinite Lives

At any time during the game, press START to pause, then press B, A, Down, B, A, Left, Down, Right, Y, Up ("bad bald Ryu"). When you press START again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives.

Infinite Crystals

At any time during the game, press START to pause, then press Left, A, Z, Y, C, Right, A, B, B, Y, Down, A, Down, Down, Y ("lazy crabby daddy"). When you press START again to return to the game, you'll find that your crystals counter has jumped to 80. Press the Z or C button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

Stage Select

At any time during the game, press START to pause, then press Left, Up, C, C, Y, Left, Up, C, C, Y. Press START again to return to the game, then hold A + B + C and press START to reset. Now choose "Options" from the title screen; you'll find a new stage-select option called "Test Start" at the top of the menu.

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Secret Teams

At the main menu—the one that says "Exhibition Game/ New Season" etc.—press Left, Right, Up, Down, R, L, A, Down; you'll hear a buzzer. Now immediately press Left, Right, Up, Down, R, L, A, Up; you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters" team.

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press C or START; as soon as the screen starts to fade to black, immediately enter one of the following codes:

Big Head Mode: Tap the X button quickly and repeatedly until the tip-off.

Tiny Player Mode: Tap the Z button quickly and repeatedly until the tip-off.

Shot Percentage Indicator: Press the L button and hold it down until the tip-off.

After the tip-off, press the START button to

pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

SOLAR ECLIPSE

Cheat Codes

Each of the following codes should be entered while the game is paused and the "Chase Plane View/Cockpit View/Sound/Abort Mission" menu is on the screen:

Invincibility: Right, Down, Down, Left, Right, A, START, C, A, Left

Ammo re-supply: Right, Down, Down, Left, START, C, Up, Down

Scatter weapon: Right, Down, Down, Left, START, A, Left, A, Down

Energy Sponge: Right, Down, Down, Left, B, Up, START, Y

Secret undersea level: Right, Down, Down, Left, START, Up, B

Secret "Corkscrew" level: Right, Down, Down, Left, START, C, Right, Up

Secret "Trench" level: Right, Down, Down, Left, Right, Right, Down, Down

Secret "Fade to Black" level: Right, Down, Down, Left, X, Y, Z, Z, Y

Secret "Chowder" level: Right, Down, Down, Left, Y, Down, Down, Up, Right, C

Secret "Heads Up" level: Right, Down, Down, Left, C, Right, A, Z, Y

Secret "Horde" level: Right, Down, Down, Left, C, Up, Down

Secret "Off-World" level: Right, Down, Down, Left, Right, A, C, Y, C, A, Right

SONIC 3D BLAST

Cheat Mode

At the title screen—while the words "Press Start" are flashing—hold the C button and press START. Now start the game; to use a cheat, just press START to pause the game and press any of the following buttons:

A—Skip ahead one stage

B—Skip ahead three stages

C—Skip to Panic Puppet Zone, Act 3

X—Add one extra life

Y—Add one extra medal

Z—Earn all Chaos Emeralds

STREET FIGHTER ALPHA

Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:

Player 1—Highlight Ryu, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ryu with the Jab button (the default is X on the Saturn.)

Player 2—Highlight Ken, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ken with the Fierce button (the default is Z on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

Fight Akuma First

Hold the L and R shift buttons and press B when selecting a character. Continue to hold all buttons until the start of the match.

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L button and press Left, Left, Down, Down, Left, Down, Down, then X+Y simultaneously.

M. Bison (Player 2)—Hold the L button and press Right, Right, Down, Down, Right, Down, Down, then X+Y simultaneously.

To choose the alternate-color Bison, end the code by pressing A+B simultaneously instead of X+Y.

Akuma (Player 1)—Hold the L button and press Left, Left, Left, Down, Down, Down, then X+Y simultaneously.

Akuma (Player 2)—Hold the L button and press Right, Right, Right, Down, Down, Down, then X+Y simultaneously.

To choose the alternate-color Akuma, end the code by pressing A+B simultaneously instead of X+Y.

Dan (both players)—Hold the L and R buttons and press Y, X, A, B, Y.

To choose the alternate-color Dan, press Y, B, A, X, Y.

STREET FIGHTER ALPHA 2

Extra Sakura Colors

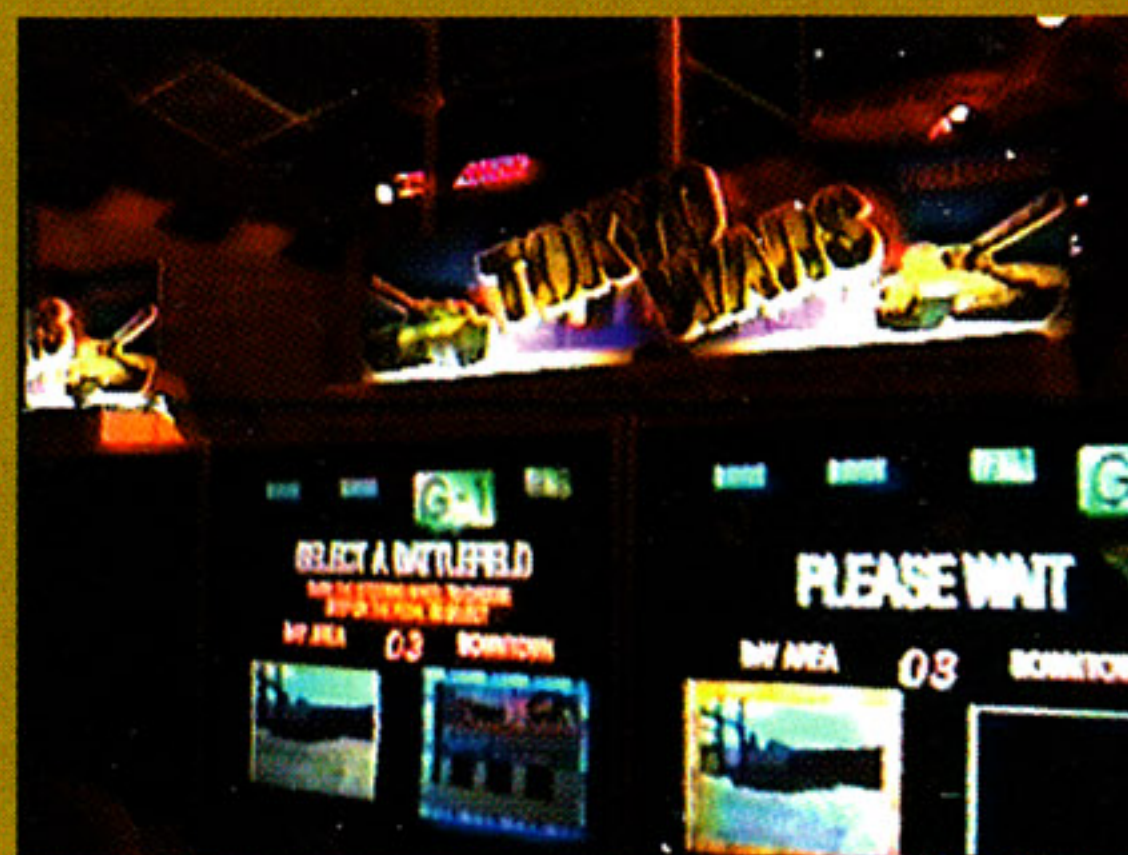
Choose Survival Mode and highlight Sakura at the character-select screen. Hold the START button for one second, release it, then press Up, Left, Down, Left, Down, Right, Right, Down, Left, Left, Down, Down, Down, Right, Up, Up, Right. The cursor should be on Ryu. Now hold the START button for one second and press an action button before you release START. Ryu will magically change to Sakura. This gives you access to six extra color schemes for Sakura (depending on which button you press) for a total of 12. Note: to do this on the Player 2 side, the moves are Up, Left, Down, Left, Down, Right, Down, Left, Left, Up, Right, Right, Up, Left, Up, Right, Right.

Play as "Classic" Chun-Li

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the START button for at least three seconds, then press any button to choose her before releasing START. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

Play as "Classic" Zangief

At the character-select screen with the "shortcut" turned off, highlight Zangief, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, Zangief. Now press and hold START for one second, then press an action button to choose Zangief before releasing START. Now Zangief plays the way he did in *Street Fighter II Champion Edition*; no air blocking, no Super moves, but a more powerful Piledriver. The D-pad directions for the above pattern is as follows: Start at Zangief, then Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down.



Saturn tips
Saturn tips
Saturn tips
Saturn tips

Funco Mail Order

Nintendo			SNES			SEGA			PlayStation			GameBoy							
10 Yard Fight	3	Mario Brothers	5	7th Saga	29	NBA Jam	13	After Burner 2	25	NFL QB Club 96	15	2 Extreme	49	NBA Jam-Tourn	19	Alleyway	13	Motor Cross Mniac	15
1942	7	Mega Man 1	13	Act Raiser	13	NBA Jam-Tourn	19	Aladdin	19	NHL Hockey	3	Alien Trilogy	29	NBA Live 96	25	Baseball	8	NBA All Star	13
Adv Byu Billy	3	Mega Man 2	7	Act Raiser 2	15	NBA Live 95	13	Altered Beast	4	NHL Hockey 94	4	Andretti Racing	39	NBA Live 97	55	Bases Loaded	9	NBA Jam	19
Adv Island	7	Mega Man 3	9	Aladdin	25	NBA Live 96	29	Barney's Hide Seek	35	NHL Hockey 95	8	Battle Arena Tsh	19	NBA Shootout	29	Batman	19	NFL	9
Adv Of Lolo	9	Mega Man 4	13	Alien 3	19	NBA Showdown	13	Batman & Robin	19	NHL Hockey 96	19	Battle Arena Tsh 2	29	NCAA Gamebreaks	35	Battletoads	15	Operation C	9
Anticipation	3	Mega Man 5	25	Aliens/Predator	25	NCAA Basketball	13	Batman Forever	19	NHL Hockey 97	39	Beyond the Beyond	39	Need For Speed	39	Bo Jackson	9	Pac-Man	28
Arkanoid Game	25	Mega Man 6	13	Batman Forever	15	NFL QB Club	15	Batman Returns	13	NHLPA 93	2	Big Hurt Baseball	19	NFL Game Day	19	Bugs Bny	24	Paperboy	19
Back to the Futr	3	Metal Gear	3	Batman Returns	15	NHL Hockey 94	13	Beavis & Buttthead	19	Pat Rily Bsktbl	2	College Slam	19	NFL Game Day 97	55	Caesar's Palace	19	Play Act Ftbl	8
Bad Dudes	3	Metroid	3	Beavis & Buttthead	25	NHL Hockey 95	19	Bill Walsh Ftbl	4	PGA Tour Golf	19	Crash Bandicoot	55	NFL QB Club 96	29	Castlevania Adv	8	Qix	9
Baseball	3	Mickey Mouse	5	Big Hurt Baseball	29	NHL Hockey 96	29	Bill Walsh Ftbl 95	7	PGA Tour Golf 2	25	D (3CDs)	29	NHL FaceOff	19	Donkey Kong	29	Ren & Stimpy-SC	15
Baseball Stars	13	Millipede	19	Boxing Legends	15	NHL Hockey 97	59	Bobby	19	PGA Tour Golf 3	45	Darkstalkers	25	NHL FaceOff 97	49	Donkey Kong Land	39	Revenge Of Gator	8
Bases Loaded	3	Monopoly	18	Brain Lord	29	NHL Stanley Cup	13	Bulls vs Blazers	2	PGA Tour Golf 96	39	Descent	15	NHL Hockey 97	39	Donkey Kong Land2	29	Simpsons-B vs Jug	15
Bases Loaded 2	3	Ninja Gaiden	3	Breath of Fire	35	NHLPA 93	13	Bulls vs Lakers	3	Phantasy Star 2	29	Destruction Derby	29	Off World Extreme	19	Double Dragon	13	Simpsons-Escape	19
Bases Loaded 3	9	Ninja Gaiden 2	3	Breath of Fire 2	3	Nigel Mansil-Wld Ch	25	Buster Douglas Bxg	5	Phantasy Star 3	29	Destruction Derby 2	55	PGA Tour Golf 96	39	Double Dragon 2	15	Skate Or Die 1-B&R	8
Batman	5	Operation Wolf	3	Bubsy	35	Paperboy 2	19	Capt America	9	Phantasy Star 4	35	Die Hard Trilogy	49	Project Overkill	29	Dr Mario	15	Solar Striker	8
Battletoads	5	Pac-Man	25	Bugs Bny Rampage	25	Pilot Wings	15	Castlevania Blood	19	Pitfall Harry	19	Discworld	25	Rayman	29	Duck Tales	18	Spiderman	15
Bionic Commando	3	Paperboy	5	Bulls vs Blazers	7	Pitfall Harry	19	Coach K Bsktbl	13	Pitfighter	7	Doom	45	Resident Evil	55	F 1 Racer	12	Spiderman 2	17
Black Bass	19	Pinball	5	Cast America	13	Populous	7	College Ftbl	7	Power Rangers	13	ESPN Extreme Gms	29	Ridge Racer	29	Final Fant Adv	38	Supr Mario Lnd	17
Blades Steel	5	Play Act Ftbl	3	Castlevania 4	13	Power Rangers	25	College Ftbl USA96	15	Power Rangers-Mov	25	Fade To Black	29	Ridge Racer Revltn	39	Final Fant Leg	28	Supr Mario Lnd 2	24
Blaster Master	3	Pro Am Racing	5	Chessmaster	45	Primal Rage	19	Columns	19	Primal Rage	19	FIFA Soccer 96	29	Road Rash	39	Final Fant Leg 2	39	Supr Mario Lnd 3	29
Boy & His Blob	4	Pro Wrestling	3	Chrono Trigger	49	Ren & Stimpy-Vdts	15	Comix Zone	19	Prime Time NFL	15	Final Doom	45	Sim City 2000	45	Final Fant Leg 3	39	Supr RC Pro Am	15
Bubble Bobble	9	Punch Out-MT	3	Clayfighters	13	Robocop vs Term	13	Contra	25	Quackshot	25	Gex	39	Soviet Strike	55	Fortress Fear	8	Tecmo Bowl	12
Bugs Bny Bday	7	Q Bert	7	College Slam	19	Samurai Shodown	15	Contra 3	25	RBI Basbl 4	4	Hardball 5	19	Star Wrs-Rebel Aslt 2	49	Gargoyle's Qst	13	Tennis	8
Burgertime	7	Rad Racer	5	Contra	25	Secret Of Evermore	29	Cool Spot	29	Road Rash	13	Int'l Track & Field	29	Street Fighter-Alpha	25	Golf	9	Terminator 2	9
Calif Games	5	Rad Racer 2	9	Cool Spot	29	Secret Of Mana	35	Desert Strike	29	Road Rash 2	29	Jet Moto	59	Suikoden	49	Home Alone	17	Tetris	29
Capt Skyhawk	3	Rampage	5	Daffy Duck	5	Shadowrun	29	Earthworm Jim	29	Road Rash 2	29	John Madden 97	45	Tekken	29	Home Alone 2	15	Tetris 2	29
Castlevania	5	RBI Basbl	5	Death Valley Rly	13	Shaq Fu	7	Earthworm Jim 2	39	Robocop vs Term	15	Jumping Flash	19	Tekken 2	49	Jurassic Park	17	Tetris Attack	29
Castlevania 2	3	Renegade	3	Desert Strike	29	Sim City	35	Ecco The Dolphin	15	Samurai Shodown	15	Jumping Flash 2	19	Tobal No. 1	49	Killer Instinct	19	TMNT 1 FFC	9
Castlevania 3	5	Rescue Rangers	5	Donkey Kong Cty	25	Simpsons-B Ntmr	13	Ecco Tides of Time	15	Shadow Dancer	7	Kileak-DNA Impertv	23	Tomb Raider	59	Kirbys Drmld	19	TMNT 2	13
Champ Bowling	13	Ring King	5	Donkey Kong Cty2	45	Slam Masters	15	Eternal Chmpns	5	Shadowrun	19	Kings Field	29	Triple Play 97	39	Kirbys Drmld2	33	TMNT 3	24
Commando	3	Robo Cop	5	Donkey Kong Cty3	69	Spiderman/X-Men	13	Evander Hlyfid	5	Shaq Fu	4	Legacy of Kain	45	Twisted Metal	39	Kirbys Pinball	25	World Cup Soccer	12
Contra	5	Roger Rabbit	4	Doom	29	Star Fox	13	F 22 Interctr	19	Shining Drkns	13	Loaded	29	Twisted Metal 2	59	Kwikr	9	WWF Superstars	9
Defender 2	9	Rush N Attack	3	Drakkhen	13	Star Trek Next Gen	19	Fatal Fury	19	Shining Force	29	MLB Pennant Race	29	Viewpoint	13	Mega Man 1	22	WWF Superstars 2	12
Disney Adv	7	Rygar	4	Earth Bound	29	Star Wars	19	FIFA Soccer	19	Shinobi 3	13	War Hawk	29	Wing Commander 3	29	Mega Man 2	24	Yoshi	19
Donkey Kong 3	13	Sesame St 123	9	Earthworm Jim	29	Street Ftr 2	13	FIFA Soccer 95	13	Skitchin'	19	Wing Commander 3	29	Mega Man 3	28	Yoshi's Cookie	19		
Donkey Kong Cls	19	Sesame St ABC	9	Earthworm Jim 2	35	Street Ftr 2-Trb	13	Flashback	19	Sonic & Knuckles	19	Wipeout	29	Metroid 2	13	Zelda Link	19		
Double Dragon	5	Shadowgate	4	F Zero	13	Stunt Race FX	19	General Chaos	19	Sonic Hdghog	7	Namco Museum V1	39	WWF Wrestlm-Arcd	25	Mortal Kombat	24		
Double Dragon 2	3	Silent Service	3	FIFA Soccer	25	Supr Bases Lded	13	Golden Axe	7	Sonic Hdghog 2	9	NBA In The Zone	25	Mortal Kombat 2	24				
Double Dragon 3	5	Simpsons-B vs SM	5	Final Fantasy 2	39	Supr Double Dragon	13	Golden Axe 2	9	Sonic Hdghog 3	28	Playstation Deck	179	Mortal Kombat 3	27				
Double Dribble	3	Simpsons-B vs Wrld	5	Final Fantasy 3	45	Supr Empire Strks	19	Greatest Hvywts	15	Sonic Spinball	13								
Dr Mario	7	Skate Or Die 1	3	Final Fantasy MQ	13	Supr Ghoulis	13	Hard Drivr	13	Spiderman	13								
Dragon Warr	3	Spy Hunter	3	Final Fight	13	Supr Mario Allstars	19	Hardball	4	Spiderman/X-Men	13								
Dragon Warr 2	29	Spy vs Spy	5	Flashback	15	Supr Mario Allstr/Wld	35	Joe Mntna	3	Sports Tlk Bsl	3								
Duck Tales	7	Star Tropics	4	Gradius 3	15	Supr Mario RPG	49	Joe Mntna 2	2	Star Trek Next Gen	13								
Excitebike	5	Supr Contra	3	Griffey's Baseball	19	Supr Mario Wrld	7	Joe Mntna 3	3	Street Ftr 2 SCE	7								
Faxanadu	4	Supr Mario 2	5	Griffey's Winning Run	39	Supr Metroid	13	John Madden 92	3	Streets Rage	7								
Fester's Quest	3	Supr Mario 3	5	Home Alone	15	Supr Play Act Fb	7	John Madden 93	3	Streets Rage 2	13								
Final Fantasy	9	Supr Mario/Dk Ht	1	Home Alone 2	15	Supr Punch Out	15	John Madden 94	4	Subterrania	7								
Final Fantasy 2	9	Supr Off Road	5	Illusion of Gaia	15	Supr R Type	9	John Madden 95	9	Supr Street Ftr 2	13								
Final Fantasy 3	9	Tag Tm Wrest	3	Joe & Mac	13	Supr Return Jedi	29	John Madden 96	19	Tazmania	19								
Galaga	19	Tecmo Bowl	5	John Madden 92	7	Supr Scoop (6in1)	2	John Madden 97	49	Team USA Bsktbl	4								
Gauntlet	3	Tecmo Bowl 2	13	John Madden 93	7	Supr Street Ftr 2	19	Jungl Strike	25	Tecmo Super Bowl	7								
Gauntlet 2	4	Tecmo NBA Bsktbl	7	John Madden 94	7	Supr Tennis	7	Kid Chameleon	8	Terminator 2-Arcd	35								
Ghost Bstns	4	Tetris	7	John Madden 95	15	Tecmo Super Bowl	13	Lakers Celics	2	TMNT Hyperstone	19								
Ghosts & Gblns	3	Tetris 2	19	John Madden 96	25	Tecmo Super Bowl 3	55	Lethal Enforcers	25	TMNT Tourm Ftrs	7								
Golf	3	Tiger Heli	3	John Madden 97	45	Tecmo Super NBA	13	Lion King	19	Toe Jam & Earl	29								
Goonies 2	3	Tiny Toons	13	Judge Dredd	13	Tetris 2	35	Maximum Carnage	13	Toe Jam & Earl 2	19								
Hogan's Alley	5	TMNT	3	Jurassic Park	19	Tiny Toons Buster	15	Menacer Game	4	Tom Lasorda Basbl	3								
Hoops	3	TMNT 2	3	Killer Instinct	19	TMNT 4	13	Michl Jksn Mwk	7	Tony La Russa	4								
Ice Hockey	3	TMNT 3	7	Lethal Enforcers	19	TMNT Tourm Ftrs	13	Mickey Mania	29	Toughman Contest	7								
Ikari Warriors	4	Top Gun	3	Lion King	25	Top Gear	29	Mickey Ms Cstl	15	Triple Play 96	15								
Iron Sword	3	Track & Field	5	Lufia	39	Toy Story	49	MLBPA Baseball	7	Urban Strike	29								
Jackal	3	Track & Field 2	3	Magical Quest	19	Ultimate MK 3	49	Mortal Kombat	9	Vector Man	25								
Jaws	3	Vegas Dreams	25	Mario Is Missing	15	UN Squadron	15	Mortal Kombat 2	13	World Series 95	15								
Jeopardy	13	Vegas Dreams 2	3	Mario Kart	35	Vegas Stakes	29	Mortal Kombat 3	29	World Series Bsbll	9								
Jeopardy 25th	15	Wheel Fortune	9	Mario Paint Game	7	Wing Commander	13	Ms Pac-Man	29	WWF Raw	19								
John E Qback	3	Wheel Fortune 2	9	Maximum Carnage	15	Wizards 5	15	Mutant Lg Ftbl	8	WWF Royal Rumble	13								
Jordan vs Bird	3	Wheel Fortune Fam	13	Mech Warrior	19	Wrestlemania	13	NBA Action	5	WWF Sup Wrstlm-Arcd	29								
Joust	9	Wheel Fortune Jr	9	Mega Man X	19	WWF Raw	25	NBA Jam	7	WWF Wrstlm-Arcd	29								
Karate Champ	3	Wizards & Wars	3	Mega Man X2	45	WWF Royal Rumble	15	NBA Jam-Tourn	13	X-Men	7								
Karate Kid	3	Wrath Blk Mnta	3	Mickey Mania	25	WWF Wrstlm-Arcd	19	NBA Live 95	9	X-Men 2	19								
Kid Icarus	9	WWF Challenge	5	MLBPA Baseball	15	X-Men	25	NBA Live 96	19	Zombies Ate Nghbr	19								
Kirbys Adv	13	Yoshi	7	Monopoly	59	Yoshi's Island	35	NBA Live 97	59	Sega Genesis 1 Deck	29								
Kung Fu	3	Zelda	5	Mortal Kombat	13	Zelda 3	15	NFL 95	3	Sega Genesis 2 Deck	35								
Life Force	4	Zelda 2	5	Mortal Kombat 2	13	Zombies Ate Nghbr	13	NFL 96	7	Nomad Unit	99								
Liti Nemo Dream	3	Nintendo Deck	18	Mortal Kombat 3	25	Ms Pacman	55	NFL QB Club	5										
Major Lg Bsbll	3																		
Marble Madness	5																		

Saturn			Game Gear				
Astal	19	NHL Hockey 97	45	Aladdin	22	Pro Baseball	4
Battle Arena Tsh-Rmx	35	NHL Powerplay 96	35	Batman Returns	9	Ren & Stimpy	15
Black Fire	25	Night Warriors	35	Clutch Hitter	5	Road Rash	29
Bug	29	Nights	29	Columns	9	Road Runner	18
Clockwork Knight	19	Off World Extreme	25	Ecco The Dolphin	18	Shining Force-Swrd	17
Clockwork Knight 2	35	Panzer Dragoon	19	Ecco Tides of Time	19	Shinobi	9
College Slam	25	Panzer Dragoon 2	29	Fred Couples Golf	7	Shinobi 2	12
Cyberia	29	Pebble Beach Golf	25	G Golf	12	Sonic Blast*	25
D	29	Robotica	13	Garfield-Caught	19	Sonic Chaos	17
Daytona USA	19	Sega Rally Champ	35	George Frmn	5	Sonic Hdghog	13
FIFA Soccer 96	29	Shining Wisdom	45	Incredible Hulk	9	Sonic Hdghog 2	9
Gex	39	Shinobi	35	Joe Mntna	7	Sonic Spinball	28
Ghen War	13	Street Fighter-Movie	25	John Madden 95			



Warp to "Puppy Love 1"—C, C, C, C, C, A, A
 Warp to "The Villi People"—A, B, C, C, Up, C, Left, Right
 Warp to "The Flyin' King"—C, B, C, Left, Right, Left, A, B
 Warp to "Puppy Love 2"—Left, Right, B, C, C, Left, Right, A
 Warp to "Udderly Abducted"—Down, A, C, Left, Right, Down, A, C
 Warp to "Inflated Head"—B, B, C, A, B, C, Left, Right
 Warp to "ISO 9000"—A, B, C, Right, Right, Right, Right, Right
 Warp to "Puppy Love 3"—Right, Right, A, B, C, Left, Right, A
 Warp to "Level Ate"—C, C, Down, Down, A, Right, Right, Left
 Warp to "See Jim Run—Run Jim Run"—B, B, C, Left, Left, Left, Left, Right

ECCO THE DOLPHIN

Super Cheat Menu
 Start the game and move Ecco left and right. Press START to pause while Ecco is turning—you have to catch him while he's facing you. Next, press Right, B, C, B, C, Down, C, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

Invincibility

Input a valid password, press START, and wait for the screen that shows the name of the current level with your password. Press and hold A and START, and hold those buttons down until Ecco appears on the screen. Press START to unpaue, and you'll be invincible.

ESPN NATIONAL HOCKEY NIGHT

Extra Teams

Press Left, Right, C, A, B, B at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

Pong

The code B, C, C, C, Up, Down lets you play Pong using hockey players as paddles.

Octopong

A, C, B, Up, Right, Up adds some variation to the simple Pong code, by turning the Octopus into a puck.

EX-MUTANTS

Cheat Menu

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

F-15 STRIKE EAGLE II

Hidden Re-Supply Option

Choose "See Credits" from the "Options" menu. At the credit screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up. Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

FATAL FURY

Victory Counter

Choose "Control" from the option menu then highlight the "Point" option. Hold B and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

FLASHBACK

Walk Through Walls

Walk up to a wall in any stage of the game. Turn away from the wall, then hold the A button and point the D-pad away from the wall. The instant you see Conrad start to run,

quickly release the A button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

"Easy" Level Passwords

Level 1: PIXEL
 Level 2: BETSY
 Level 3: PANCHO
 Level 4: STUDIO
 Level 5: TOHO
 Level 6: AKANE
 Level 7: INCBIN

"Normal" Level Passwords

Level 1: FALCON
 Level 2: DATA
 Level 3: MMILORD
 Level 4: QUICKEY
 Level 5: BIJOU
 Level 6: BUBBLE
 Level 7: CLIP

"Expert" Level Passwords

Level 1: CLIO
 Level 2: ACRTC
 Level 3: BLUB
 Level 4: STUN
 Level 5: MIMOLO
 Level 6: HECTOR
 Level 7: KALIMA
 Ending Code: CYGNUS

FLICKY

Bikini Girl

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

GALAHAD

Cheat Password

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

GARGOYLES

Secret Messages

Pause the game at any time and press A, B, Right, A, C, A, then press START to unpaue. You'll get a secret message from the creators of Gargoyles. If you pause the game and press A, B, Right, A, C, A, Down, A, then press START to unpaue, you'll get another secret message, this time with some funky spheres spinning around the screen. You can control the movement of the spheres with the D-pad and buttons. To get out of either "message" screen, hold A + B + C and press START.

Refill Energy

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

Fireball Trick

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

Stage Skip

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

GENERAL CHAOS

Secret Cheat Mode

Pause the game. Press and hold buttons A and B on Controller 1 and button C on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:

Maximum Medics

Press and hold A and C on Controller 1 and B and Down on Controller 2.

Battle Advance

Press and hold A, C and Up on Controller 1 and B on Controller 2.

Full-Scale War Advance

Press and hold A, C and Down on Controller 1 and B on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press A+C on Controller 2 and B+Down on Controller 1.

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

Sound Test

On the game-mode screen, press START on Controller 2. Push Down to select the sound you want, then push A to begin the sound or B to end.

JAMES POND

Open Exit Door

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

JAMES POND II—CODENAME: ROBOCOD

Invincibility

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

Power-Up Code

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

Infinite Lives

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

Cheat Menu

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

JENNIFER CAPRIATI TENNIS

New Players

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

Secret Configuration Mode!

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

THE JUNGLE BOOK

Debug Menu

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

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Extra Time

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

JURASSIC PARK

Super Cheat Mode

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

Stage-Select/Sound Test Menu

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

JUNGLE STRIKE

Super Cheat Passwords

These codes will start you at any mission with ten lives and all of the co-pilots rescued.

RXVWT7456KB—Campaign 2

9WT7NL6MHBV—Campaign 3

X7NL45HPG94—Campaign 4

VL456MGCZVH—Campaign 5

WS6MHPZJFTZ—Campaign 6

TMHPGCFDYN3—Campaign 7

7PGCZYK34X—Campaign 8

NCZJFD3BR67—Campaign 9

KRUSTY'S SUPER FUN HOUSE

Level Codes

WHOAMAMA: Stage Two

FLANDERS: Stage Three

BROCKMAN: Stage Four

SIDESHOW: Stage Five

SMALLIWI: Infinite Lives/All Doors Unlocked

THE LAWNMOWER MAN

Cheat Code

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

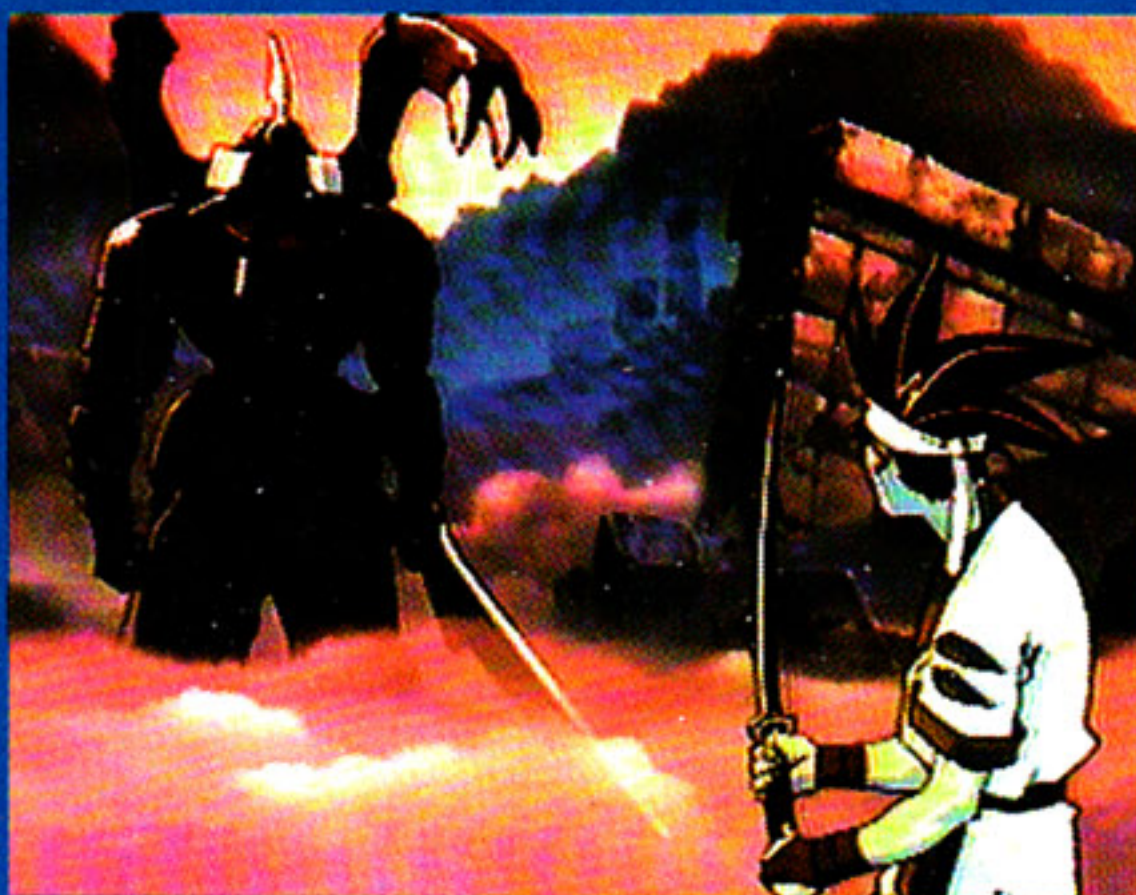
LIGHTNING FORCE

99 Ships

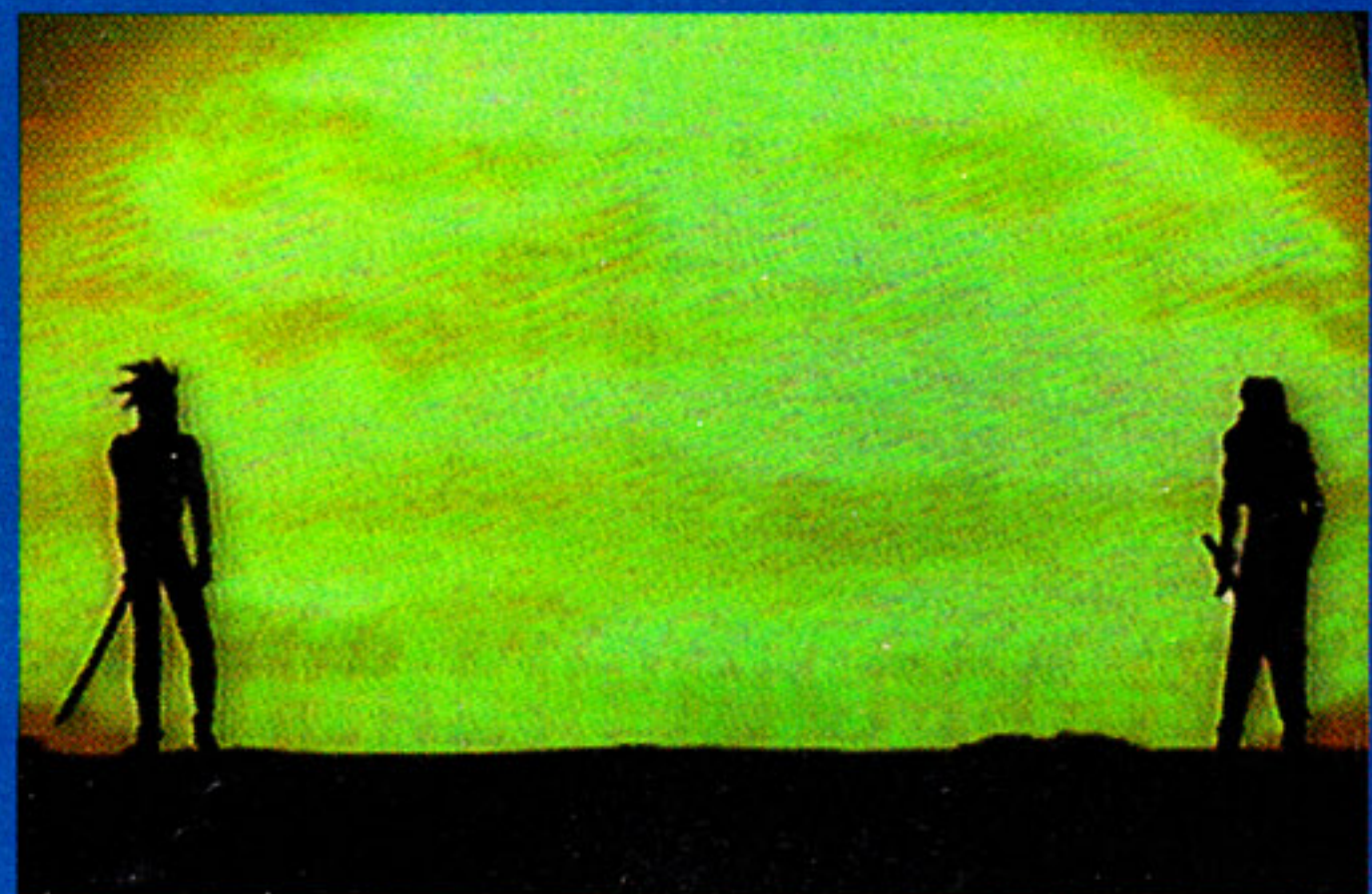
When "Press Start" appears on the title screen, press A and START together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.

Full Power

Pause the game during play and enter the following code: Up, Right, A, Down, Right, A, C, Left, Up, B, and Up. Press START and all weapons will be available to you.



Battle Arena Toshinden features brief nudity and violence, but an edited version is available for younger viewers.





LOTUS II

Hidden Pod Game

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

LOTUS TURBO CHALLENGE

Password Cheats

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

MADDEN NFL 96

Secret Teams

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

AABBBCA—'80 Atlanta Falcons
 AABCACC—'70 Baltimore Colts
 AACAAAB—'68 Baltimore Colts
 AACACBA—'64 Baltimore Colts
 AACBBBC—'65 Cleveland Browns
 AACACB—'93 Buffalo Bills
 ABAAAAA—'92 Buffalo Bills
 ABAACAC—'91 Buffalo Bills
 ABABBBB—'90 Buffalo Bills
 ABACACA—'73 Buffalo Bills
 ABACCCC—'85 Chicago Bears
 ABBACAB—'77 Chicago Bears
 ABBBBBA—'66 Chicago Bears
 ABBACBC—'63 Chicago Bears
 ABBCCCB—'88 Cincinnati Bengals
 ABCACAA—'81 Cincinnati Bengals
 ABCBBAC—'93 Dallas Cowboys
 ABCCABB—'92 Dallas Cowboys
 ABCCCA—'78 Dallas Cowboys
 ACAABCC—'77 Dallas Cowboys
 ACABBAB—'75 Dallas Cowboys
 ACACABA—'71 Dallas Cowboys
 ACACBC—'70 Dallas Cowboys
 ACBABC—'89 Denver Broncos
 ACBBBAA—'87 Denver Broncos
 ACBCAAC—'77 Denver Broncos
 ACBCCBB—'62 Detroit Lions
 ACCABCA—'67 Green Bay Packers
 ACCBACC—'66 Green Bay Packers
 ACCCAAB—'80 Houston Oilers
 ACCCBA—'69 Kansas City Chiefs
 BAAABBC—'66 Kansas City Chiefs
 BAABACB—'62 Dallas Texans
 BAACAAA—'90 Los Angeles Raiders
 BAACCAC—'83 Los Angeles Raiders
 BABABBB—'80 Oakland Raiders
 BABBACA—'76 Oakland Raiders
 BABBBCC—'67 Oakland Raiders
 BABCCAB—'91 Los Angeles Rams
 BACABBA—'84 Los Angeles Rams
 BACBABC—'79 Los Angeles Rams
 BACBCCB—'68 Los Angeles Rams
 BACCCAA—'84 Miami Dolphins
 BBAABAC—'82 Miami Dolphins
 BBABABB—'73 Miami Dolphins
 BBABCCA—'72 Miami Dolphins
 BBACBCC—'71 Miami Dolphins
 BBBABAB—'76 Minnesota Vikings
 BBBBABA—'74 Minnesota Vikings
 BBBBCBC—'73 Minnesota Vikings

BBBCBCB—'69 Minnesota Vikings
 BBCABAA—'85 New England Patriots
 BBCBAAC—'76 New England Patriots
 BBCBCBB—'79 New Orleans Saints
 BBCCBCA—'90 New York Giants
 BCAAACC—'86 New York Giants
 BCABAAB—'70 New York Giants
 BCABCBA—'68 New York Jets
 BCACBBC—'80 Philadelphia Eagles
 BCBAACB—'60 Philadelphia Eagles
 BCBBAAB—'79 Pittsburgh Steelers
 BCBBAC—'78 Pittsburgh Steelers
 BCBCBBB—'75 Pittsburgh Steelers
 BCCAACA—'74 Pittsburgh Steelers
 BCCACCC—'75 St. Louis Cardinals
 BCCBCAB—'94 San Diego Chargers
 BCCCBBA—'81 San Diego Chargers
 CAAAABC—'66 San Diego Chargers
 CAACCCB—'63 San Diego Chargers
 CAABCAA—'94 San Francisco 49ers
 CAACBAC—'89 San Francisco 49ers
 CABAABB—'88 San Francisco 49ers
 CABACCA—'84 San Francisco 49ers
 CABBBCC—'81 San Francisco 49ers
 CABCBAB—'78 Seattle Seahawks
 CACAABA—'79 Tampa Bay Buccaneers
 CACACBC—'91 Washington Redskins
 CACBBCB—'74 Washington Redskins
 CACCBAA—'83 Washington Redskins
 CBAAAAC—'82 Washington Redskins
 CBAACBB—'72 Washington Redskins
 CBABBCA—Hall of Fame I
 CBACACC—Hall of Fame II
 CBBAAB—'95 All-Madden
 CBBACBA—'95 AFC Pro Bowl
 CBBBBC—'95 NFC Pro Bowl
 CBBACB—'95 Amsterdam Admirals
 CBCAAAA—'95 Barcelona Dragons
 CBCACAC—'95 Frankfurt Galaxy
 CBCBBBB—'95 London Monarchs
 CBCACA—'95 Rhein Fire
 CBCCCC—'96 Scotland Claymores
 CCAACAB—'95 EA Sports Team Madden
 CCABBB—All '50s
 CCACABC—All '60s
 CCACCCB—All '70s
 CCBACAA—NFL Players Association I
 CCBBCAB—NFL Players Association II
 CCBABBB—NFL Players Association III
 CCBCCCA—NFL Players Association IV

MARIO LEMIEUX HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRA2" and press START—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press START. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press Up or Down on the control pad to highlight any skill of your team or your opponent's team, and press A or B to change that skill.

MEGA TURRICAN

Stage Skip

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

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight EXIT and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MICRO MACHINES

Super Cheats

Press B, Down, C, Down, Up, Down, Left, Down while the game is paused to earn infi-

nite lives.

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

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

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

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

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

MORTAL KOMBAT

Fatalities

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

Liu Kang—Down, Back, Up, Forward, Down
 Johnny Cage—Forward, Forward, Forward, A
 Kano—Back, Back, A

Rayden—Forward, Back, Back, Back, A
 Sub-Zero—Forward, Down, Forward, A

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

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

Secret Boss

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

Arcade Mode

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

Super Cheat Code

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

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below).
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles.

"0" disables the Bonus stage entirely.

- Demo—This option will show you different sequences from the game; just pick a scene and press the A button to view it.
- FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.
- FLAG5—Gives you infinite credits.
- FLAG6—The computer does fatalities on you in one-player mode.
- FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

MORTAL KOMBAT II

Test Modes

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

Fergality

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

MORTAL KOMBAT 3

Play as Smoke

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

Endurance Mode

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

Secret Cheat Menus

At the main menu, press A, C, Up, B, Up, B, A, Down. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret

T&T Anime



Fatal Fury: The Box Set

Consisting of three VHS videos, this collection from Viz Video is just about the most exciting piece of merchandise we've seen all year. Included are *Fatal Fury: Legend of the Hungry Wolf*, *Fatal Fury 2: The New Battle* and the epic *Fatal Fury: The Motion Picture*. You just can't beat a package like this, whether you're an Anime follower, a Neo-Geo fan or just a video-game junkie; it's got over 3½ hours of action based on the popular fighting-game series. For more information, contact Viz Video at P.O. Box 77010, San Francisco, CA 94107—please tell them you read about it in *TIPS & TRICKS!*



Fatal Fury: Legend of the Hungry Wolf

This first chapter provides background elements for those familiar with the game. After Jeff Bogard is viciously killed by Geese Howard, Bogard's two sons, Terry and Andy, take it upon themselves to avenge their father's death. Terry learns the art of street fighting while Andy trains with more discipline in Japanese arts. Along with their friend Joe Higashi, they seek their father's murderer.





menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button.

Also at the main menu, press **B, A, Down, Left, A, Down, C, Right, Up, Down**. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

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

NBA HANGTIME

Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

ABA Ball—Hold **Right**, press **A, B, C**
 Rooftop Court—Press **Left, Left+B, Left, Left+B**
 Hawaii Court—Press **B, A, Right, Right, A, C, Up, Down, A**
 No Drift—Press **Down, Down, B, A**
 Computer Assistance Off—Hold **Right**, press **C, C**

In addition to the above codes, the following power-ups can be activated by using the **A, B** and **C** buttons to change the numbers at the bottom of the screen as follows:

- Tournament Mode—111
- Fast Pass—127
- Max. Speed—284
- No Pushing—390
- Hyper Speed—552
- Max. Block—616
- Max. Steal Ability—709
- Max. Power—802
- Goaltending Allowed—937

NBA JAM

Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmell: Enter **MJ**, highlight **T**, hold **START** and press **A**.
 Sal DiVita: Enter **SA**, highlight **L**, hold **START** and press **C**.
 Jamie Rivett: Enter **RJ**, highlight **R**, hold **START** and press **B**.
 Bill Clinton: Enter **AR**, highlight **K**, hold **START** and press **A**.

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

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

Secret Power-Ups

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

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

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

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

Power-Up Defense: Press **A** five times.

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

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

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

NBA JAM TOURNAMENT EDITION

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right Max. Power: Right, Right, Left, Right, B, B, Right**

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

Powerup Fire: **Down, Right, Right, B, A, Left**
 Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks: **Left, Right, A, B, B, A**
 Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, A, B**
 Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, Down**

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

Slippery Court: **A, A, A, A, A, Right, Right, Right, Right, Right**

NBA LIVE '95

NBA Golf?

Start an exhibition game and choose teams. Go to the player selection screen and push **Up** on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in "REFLOG." (That's GOLF spelled backwards.) You'll get a playable demo of a golf game.

NHL '95

30-Second Periods

When the Controller Configuration screen comes up, hold **A, C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A, C** and **START** again. On the next screen, choose Abort Game. The Period Length will now say 30 seconds.

OUTLANDER

Level Passwords

Level 1: **F Y B Y 1 Q Z F Q 2 4 0 Q 0**

Level 2: **8 9 D 0 2 0 J C Y Y 8 C Z 8**
 Level 3: **P 6 9 H O S K 7 Y C K C X**
 Level 4: **T Z Z Y 2 1 5 9 Q 9 Y K 8 0**

OUTRUN

Cheat Menu

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

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

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

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

OUTRUN 2019

Music Select

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

PAC-MAN 2: THE NEW ADVENTURES

Original Pac-Man and Pac Jr.

Enter the code **PCMNORG** at the password screen to play the original *Pac-Man*.

Enter the code **PCJRDPW** at the password screen to play *Pac Jr.*

Sound Test

Enter **SO*NDTP**.

Pattern Test

Enter **P*TT*RN**.

Time Trial

Enter **TR**LMP** for the Time Trial.

(Note: * represents the Pac-Man symbol.)

PETE SAMPRAS TENNIS

New Options

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

PHELIOS

Nine Continues

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

THE PIRATES OF DARK WATER

Password

Enter the password "DSILLER" to start the game with the full sword.

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

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

PITFALL: THE MAYAN ADVENTURE

Stage Select

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

Nine Lives

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**.

99 Weapons Power-Up

At the title screen, press **Right, A, Down, B,**

Right, A, B, Up, Down.

Go to the *ABC Simon Game*

At the title screen, press **B, A, Down, C, Right, A, B** (BAD CRAB).

Direct to 2600 Pitfall!

At the title screen, press **Down**, then press **A** 26 times and press **Down** again.

RADICAL REX

Stage Select

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

RED ZONE

Mission Passwords + Invincibility

Mission 1: **BAABAACBCBA**

Mission 2: **ABBBABACBBC**

Mission 3: **BAABAACBCBA**

Mission 4: **ABBBABACBAC**

Mission 5: **BAACAABAACA**

Mission 6: **ABBCAACACCC**

Mission 7: **BAACAABAABA**

Mission 8: **ABBCAACACBC**

Secret Asteroids Game

Enter the password **ABCACACBCAC**. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

RINGS OF POWER

Nude Code

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

RISTAR

Cheat Passwords

Enter the following passwords for different effects:

MUSEUM—Boss Rush Mode

DOFEEL—Practice Bonus Rounds

ILOVEU—Stage Select

SUPER—"Super" difficulty level appears at the option screen

MAGURO—Adds a freaky new option to the sound test menu

ROBOCOP VS. THE TERMINATOR

54 Lives

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

"TurboCop" Mode

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

Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message that you have found the "Immortality Level."

SHAQ FU

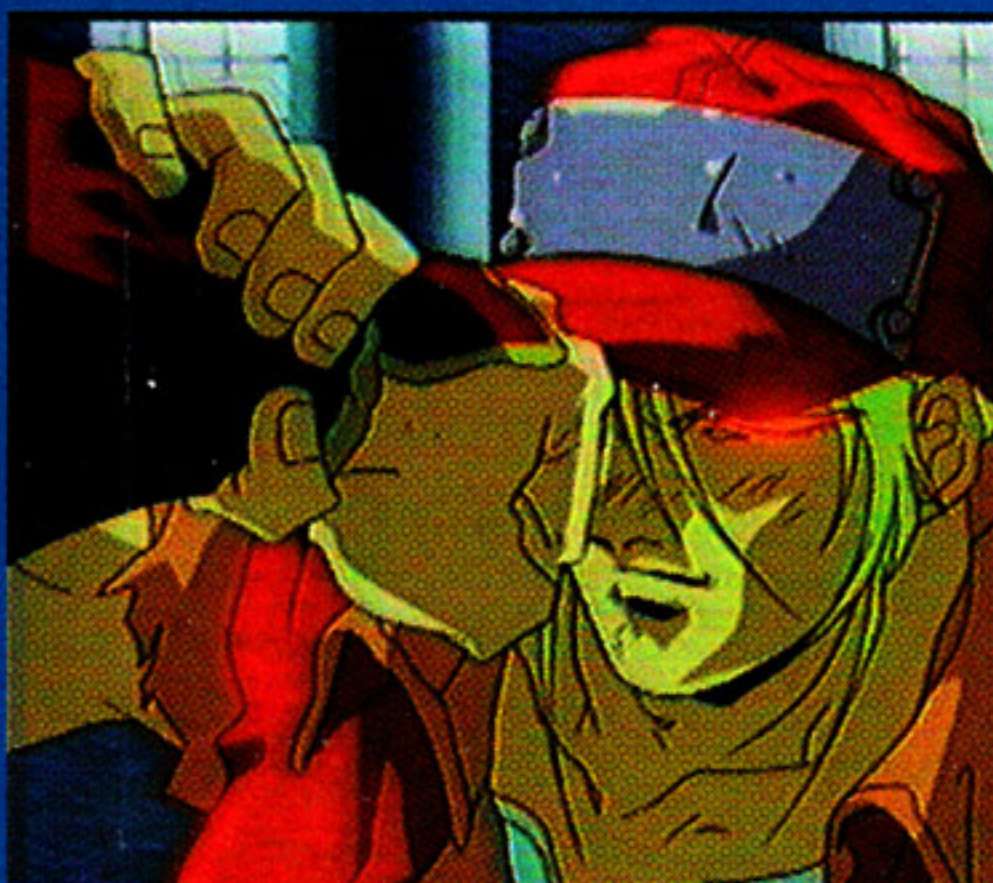
Blood Code

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

SONIC 3-D BLAST

Stage Select/Stage Skip

At the title screen—while the words "Press Start" are flashing—press **B, A, Right, A, C, Up, Down, A**. The main menu will appear. Choose "Start" and the Level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip through the game at any time if you press **START** to pause, then press **A** to warp to the next stage.



Fatal Fury 2: The New Battle

After the defeat of Geese Howard at the hands of street fighter Terry Bogard, Howard's half-brother, Wolfgang Krauser, challenges and defeats Terry. With the help of Tony, a street-smart kid, Terry gets back on his feet and trains to regain the power he once had. But before Terry faces Krauser for the second time, Mai Shiranui squares off against Lawrence Blood and Thai kickboxer Joe Higashi gets worked by Wolfgang. In the end you've got a battle between Bogard and Krauser to remember. A worthy sequel to *Legend of the Hungry Wolf*, *Fatal Fury 2* prepares us for the third installment in the series.





SONIC THE HEDGEHOG

Stage Select/Sound Test

At the title screen—just as Sonic is starting to appear—press **Up, Down, Left, Right**. You'll hear a chime. Now hold the **A** button and press **START** to get a secret menu that allows you to start at any stage or hear any of the game's music or sound effects.

Cheat Code

At the title screen—just as Sonic is starting to appear—press **C, C, Up, Down, Left, Right**. You'll hear a chime. With this code in place, you'll have access to the following features:

- **System Reset**—Press **START** to pause the game, then press **A** to reset to the title screen.
- **Slow-Motion**—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.
- **Debug Mode**—When the name of the current zone appears in big letters at the start of a stage, press the **A** button and hold it down until Sonic appears. Your "Score" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press **B** during gameplay to change Sonic a different object from the game; while Sonic is a different object, you can move the object anywhere in the current stage with the D-pad. Also, when in "object" mode, press **A** to change to a different object, **C** to place a copy of that object on the screen or **B** to change back into Sonic and continue play. Use this feature to modify the game's stages or even "draw" hundreds of gold rings on the screen; when you change back into Sonic you can pick them all up.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 09 and 17 in order; you'll hear a chime when you activate the last sound. Next, return to the title screen, highlight "1 Player", hold **A** and press **START** to access the stage-select menu. With this code in place, you'll also have access to the following features:

- **System Reset**—Press **START** to pause the game, then press **A** to reset to the title screen.
- **Slow-Motion**—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 04, 01, 02 and 06 in order; you'll hear the fanfare that sounds when you get a Chaos Emerald. This code gives you all of the Chaos Emeralds; you can grab 50 rings and jump to change into Super Sonic. You'll also be able to see the "good" ending when you beat the game.

Debug Mode

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 01, 09, 09, 02, 01, 01, 02 and 04 in order; you'll hear a chime to confirm. Now highlight the name of any stage, hold the **A** button and press **START**; don't release **A** until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 2*.

"Night" Mode

Enter the "Debug Mode" code above, then highlight the name of any stage at the stage-select menu, hold the **C** button and press **START**. This darkens the graphics, making it appear as if you're playing at night.

SONIC THE HEDGEHOG 3

Stage Select

After the Sega logo appears at the start of the game, you'll see a blurry scene of Sonic rushing toward you. The instant Sonic appears, quickly press **Up, Up, Down, Down, Up, Up, Up, Up**. You'll hear a chime to confirm the code. Note: This is a very difficult code to enter. You must press the buttons at a consistent speed, starting at the exact moment when the screen turns black; you should finish entering the code just a split-second before the screen turns pure white. Use a very light touch on the D-pad and press **Up** and **Down** evenly, making sure not to touch the diagonals. If you don't hear the chime, just reset and try again. Once you've done it right, press **Up** or **Down** at the title screen menu until you see a new item called "Sound Test"; this gives you a stage-select and sound test menu. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features:

- **System Reset**—Press **START** to pause the game, then press **A** to reset to the title screen.
- **Slow-Motion**—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.

Debug Mode

At the stage-select menu (see above), highlight the name of any stage, hold the **A** button and press **START**; don't release **A** until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 3*. However, if you get killed when playing in Debug Mode, just press the **B** button quickly before Sonic falls off the screen with the surprised expression on his face; this will change him into an object and freeze the action. Now just use the D-pad to move the object to a safe place and press **B** to change back into a healthy Sonic.

"Night" Mode

At the stage-select menu (see above), highlight the name of any stage, hold the **C** button and press **START**. This darkens the graphics, making it appear as if you're playing at night.

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of *Sonic & Knuckles*. If the screen says "No Way! No Way?", press **A+B+C** to access randomly-generated sphere bonus levels.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: **Down, Z, Up, X, A, Y, B, C**
THREE-BUTTON CODE: **Down, C, Up, A, A, B, B, C**. Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

TAZ IN ESCAPE FROM MARS

Cheat Menu

When the Sega logo appears, press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button to get the cheat menu.

TOY STORY

Invincibility

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

Stage Skip

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

ULTIMATE MORTAL KOMBAT 3

Secret Cheat Menus

At the main menu—the one that says "Start Game/Options"—press **A, C, Up, B, Up, B, A, Down**. You'll hear Shao Kahn say, "Excellent!" and three new menu options will appear. "Cheats" gives you a sound test, a "Bio Screen" select and the ability to give yourself up to 95 continues. "Secrets" lets you adjust or disable the timer, see any fighter's "Win Screen" and choose any Kombat Zone. "Killer Codes" lets you perform "Quick End" finishing moves, activate Shao Kahn or Motaro as playable characters in two-player games or play the hidden shoot-'em-up game. See the description of "Quick Ends" in the tip section under *Mortal Kombat 3* for more information on how they work.

VECTORMAN

Hidden Game + Level Warps

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

Blow Up Sega

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

Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpaue. Try the following codes while the game is paused for different effects:
ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)—Refill your energy at any time.
DRACULA (Down, Right, A, C, Up, Left, A)—When you get hit, the game will slow down in

order to help you to recover safely.

CALL A CAB (C, A, Left, Left, A, C, A, B)—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the **CALL A CAB** code again.

Super Cheat Menu

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

VECTORMAN 2

Refill Energy

Press **START** at any time during the game to pause, then press **B, A, B, A, Left, Up, Up**. When you unpaue, you'll find that your energy has been refilled. Repeat whenever necessary to keep your health maxed out.

Add Extra Lives

Press **START** at any time during the game to pause, then press **Right, Up, B, A, Down, Up, B, Down, Up, B**. When you unpaue, you'll have one extra life. Repeat whenever necessary to keep your lives maxed out.

Get Special Weapons

Press **START** at any time during the game to pause, then press **C, A, Left, Left, Down, A, Down**. When you unpaue, your weapon will be upgraded to the next most powerful one. Repeat the code as necessary until you've got the weapon you want.

Stage Select/Sound Test

Press **START** at any time during the game to pause, then press **Up, Right, A, B, A, Down, Left, A, Down**. When you unpaue, you'll see a top-secret cheat menu with sound and music test options as well as a full stage select menu that allows you to warp to any stage in the game, including any of the ending screens, the bonus rounds and even a special testing stage called "Ron's Test Level".

VIRTUA FIGHTER 2

Boss Code

At the character-select screen, hold **Left** or **Right** on the D-pad (or **Right** if you're Player 2.) The cursor will cycle quickly through the available fighters. After a few seconds, the announcer will say, "Five...four...three...two...one..." then you'll hear a metallic sound. Dural is now a playable character; you'll find her just to the left of Akira (or to the right of Jacky.)

VIRTUA RACING

Backwards Tracks

Hold **A, B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

X-MEN 2: CLONE WARS

99 Lives

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**.

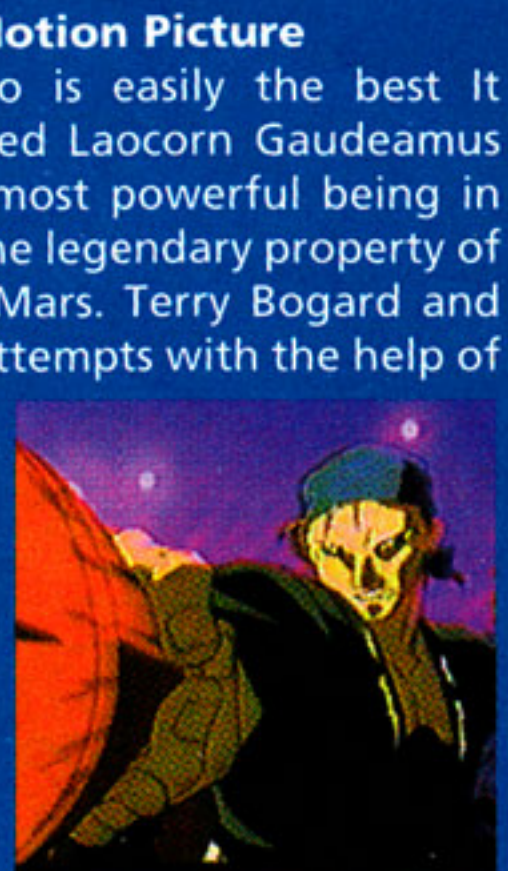
Level Skip

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

Fatal Fury: The Motion Picture

The latest *Fatal Fury* video is easily the best it involves a young man named Laocorn Gaudeamus who seeks to become the most powerful being in the world by searching for the legendary property of his ancestor: the armor of Mars. Terry Bogard and crew plan to foil Laocorn's attempts with the help of Silia, Laocorn's twin sister.

Fatal Fury: The Motion Picture is loaded with high-impact battles and features cameo appearances by such favorites as Billy Kane, Jubei Yamada, Duck King, Big Bear and Kim Kaphwan, among others.





coin that gives you incredible 75 Kremcoins. Now you can access the Lost World through Klubba's Kiosks on any part of the island.

DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE!

Cheat Passwords
At the "Select Game" menu, highlight the saved game you want to play in and press L, R, R, L, R, R, L, R, L, R. The words "Enter Code" will appear at the top of the screen and the name of your saved game will turn into a password entry menu. Enter one of the following code words; you'll hear Dixie giggle if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows:

- LIVES**—Enter this password to start the game with 50 lives.
- ASAVE**—With this code in place, your game will automatically be saved after you complete each level without having to go visit Wrinkly Kong.
- COLOR**—This code makes Dixie's clothes purple and Kiddy's pajamas green; it also changes the colors of the flags that mark each completed level accordingly.
- TUFST**—Entering this password makes the game harder by removing all of the continue barrels from each level.
- MERRY**—This code changes the music in all of the game's bonus stages to a Christmas motif; it also changes the stars and bananas in the bonus stages to ornaments and presents.
- MUSIC**—Enter this code to access the secret "Dixie Kong's Music Test" screen, which allows you to sample all of the background tunes from the game.

EARTHWORM JIM

Cheat Codes
Start the game, press **START** to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. **A+Left**—must be pressed at the same time; each code consists of exactly eight steps.)
Debug Menu: A+Left, B, X, A, A, B, X, A
Nick Jones Code: Y, A, B, B, A, Y, A, B
Level Skip: A, B, X, A, A+X, B+X, B+X, X+A
Jump to Princess: A+Left, X, X, X+B, X, A, X, A+Left
Extra Life: B+X, B, B, B, A, A, X, A
Energy Refill: A+X, B, A, B, B, X+Y, B, A
Ammo Refill: A+X, B, A, B, X, X, X, X
Plasma Power-Up: A+X, B, B, A, A, X, B, L+R
Extra Continue: Y+X, B, Y, B, X, B, X, X
Map View Mode: A, X, A, X, A, A, A, A

EARTHWORM JIM 2

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

press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press **A** to make Jim reappear.

- Warp to End of Current Level:** SELECT, B, X, A, A, X, B, SELECT
- Warp to End of Game:** SELECT, Left, Right, L, R, Left, Right, SELECT
- Invincibility:** A, A, X, A, Left, Right, Right, Left
- Map View Mode:** SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, B
- Energy Refill:** X, SELECT, X, B, X, SELECT, X, A
- Ammo Refill:** SELECT, X, X, X, X, X, SELECT
- Extra Life:** Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT
- Extra Continue:** A, SELECT, A, B, X, Y, X, Y
- 81 Meal Worms:** A, B, A, B, A, B, A, B
- Mega Plasma Gun:** X, X, X, A, A, A, SELECT
- 3 Finger Gun:** X, X, X, A, A, X, SELECT
- Homing Missiles:** X, X, X, A, A, B, SELECT
- Barn Blaster:** X, X, X, A, B, X, SELECT
- Bubble Gun:** X, X, X, A, B, A, SELECT

EMMITT SMITH FOOTBALL

Custom Tips & Tricks Plays
Select the Editor mode to bring up the play editor screen, then choose the Playbook option and select Password to enter each of the following play passwords. The plays will be saved in the cartridge's memory, so you can use them in the game.
Geoff's QB Keeper
? Z C J < f = & g \$ G h
R 9 5 X 2 w S F < # B M
N : T + # + 3 D Z h
Chris B. Pitch
m Z # D c w p + Z p R 4
— g L < X j v j + Z S Z
g Z h Z y Z 7
Bieniek Bootleg
f X p Y # : R J F k G X
K H R Z # S k + d + N J
C H X % y b Z y b g b g
P < C < 9 Z 9
Higgy Hula
f * k g ? L C Z C # n K
p m + 9 # V Z T & Z F p
g ? g % Q g C # Z d & w
* K + 3 T g b g P < C <
9 + # + 3 T g b g P W
Clouseau
\$ X p Y g # g d : R X *
\$ C F w % g Q % — F M b
C w c F g F v < # < Z Z
L
Dump Truck
F Z + B Y # G S g K + p
5 g d Z H g F Z S < Z Z
h
Roid Rage (Defense)
V D = R C j h * N # Z f
b \$ p b b 3 < L + Y T Z
P < 7 Z C
Betty Blitz (Defense)
s J 5 b S L 3 Z C L F Q
D 8 D + Y T Z P k C Z D

EQUINOX

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

EXTRA INNINGS

Hidden Scenes/Sound Test
Go to the "Mode Select" screen, hold the L and R buttons and press **START**, Y or B. You'll

get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

F-1 ROC II RACE OF CHAMPIONS

Track Select
Use **Controller 2** at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press **A** four times and **B** 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press **Up** or **Down** to change tracks.
Time Attack Mode
Press **Up, X, Right, Y, Down, B, Left, A, A** on **Controller 2**. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to compete, and the time you want to beat.
Sound Test
Press L, R, L, R, L, R, L, R, L, R, R on **Controller 2**. The number "100" will appear in the corner of the screen.
Hidden Game #1
Press X, X, X, X, Y, Y, on **Controller 2**. The number "100000" will appear in the corner of the screen. It's a *Breakout*-style game that you can play with up to four players.
Hidden Game #2
Press Y, Y, Y, Y, X, X on **Controller 2**. The number "10000" will appear. It's a two-player *Pong*-like fighting game.

FACEBALL 2000

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

FATAL FURY

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

FIFA INTERNATIONAL SOCCER

Super Cheats
Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.
Super Kick: Press **B, A**, then **B** eight times.
Invisible Walls: Hit **Y** three times, **X, A** three times, **B**.
Crazy Ball: Press **X, A, B, Y, Y, B, A, X**.
Crazy Curve Ball: Press **B, A, R, B, Y, L** to activate. (A ball kicked into the air can be steered wildly with the L and R buttons.)
Super Goalie: Press **A** five times, then **Y** five times.
Super Offense: Press **R** five times, **L, R**.
Super Defense: Press **L** five times, **R, L**.
Dream Team: Press **A** twice, **B** twice, **Y** twice, **X** twice.

FINAL FIGHT

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

FINAL FIGHT 2

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

THE FLINTSTONES

Invincibility
Enter the password "MS STONE MAKES WEIRD JELLY".
Stage Skip
Enter the password "BARNEY GRABS BLUE TREES". During the game, press **START** to pause, then press **X** to skip to the next stage or press **B** to skip to the end of the game.

GEORGE FOREMAN'S KO BOXING

- Passwords**
- Fight 1—2413-41-14-2133
 - Fight 2—4231-14-41-1233
 - Fight 3—1324-14-41-3321
 - Fight 4—2324-34-14-1323
 - Fight 5—3243-43-41-1323
 - Fight 6—4323-34-14-3132
 - Fight 7—2312-43-41-1233
 - Fight 8—1441-21-13-4142
 - Fight 9—4114-11-23-1424
 - Fight 10—2233-44-21-1224
 - Fight 11—1112-44-13-1343
 - Fight 12—2121-31-42-3241
 - Fight 13—4334-14-34-4432
 - Fight 14—3443-41-43-2443
 - Fight 15—1314-24-41-4212

GRADIUS III

Extra Credits
At the title screen, press the X button as quickly as you can. You should see the number of credits at the top go up. Press **START** before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code.
30 Extra Ships
At the title screen, press and hold **L** and then press **A, A, A, START**.
Full Power-Up
Press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A** and **START** to unpause.

HAGANE

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

HOLE IN ONE GOLF

Super Clubs
Enter your name as "METAL * PLAY" to play with a set of super golf clubs.

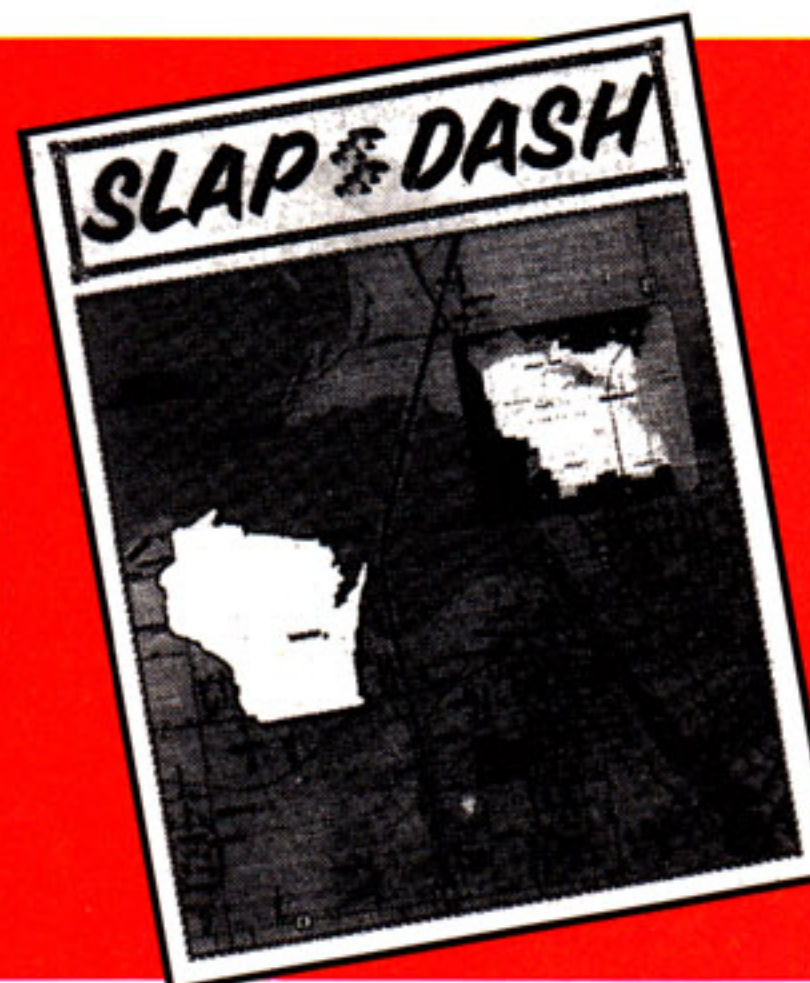
HYPER ZONE

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

THE IGNITION FACTOR

Level Warps
To start at any stage, hold the L or R button on **Controller 2** when you start the game with

Fanzine Patrol



Though it comes highly recommended by *TIPS & TRICKS*—particularly if you're a fan of classic video games—casual fanzine readers should be warned that *Slap-Dash* gives you a very...uh, *personal* look at the video game industry. Editor Russ Perry Jr. is a highly respected collector and video-game historian who doesn't mind devoting many pages to tales of alcohol consumption, redheads and Hot Wheels cars, but his most notable non-gaming obsession is a fascination with women who play bass guitar. We were ready to slam him for leaving out both Kathy Valentine and Michael Steele, but the fact is, you'll always find information in *Slap-Dash* that you just can't get anywhere else. Russ even had the balls to ask classic game programmer Todd Frye about his infamous *Pac-Man* conversion for the Atari VCS, and you may be surprised at the response he got. Unfortunately, *Slap-Dash* is published "very, very irregularly", so you may want to hold off on a subscription and just send \$1 for a sample copy to Russ Perry Jr., *Slap-Dash*, 1750 Lombard Ave. #7, Oshkosh, WI 54901-4135...and tell him *T&T* sent ya.



Controller 1. Holding **R** will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold **L** to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

Secret Level

If you hold **both L and R** on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES.

IZZY'S QUEST FOR THE OLYMPIC RINGS

Stage Select

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

JAMES BOND JR.

Level Passwords

Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3353

JOHN MADDEN FOOTBALL

Password

Championship Game—**B B B B 5 G S H G H**

JUDGE DREDD

Stage Select + Energy Gain

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

THE JUNGLE BOOK

Level Select/Cheat Mode

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

JURASSIC PARK II

Infinite Continues

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

KABLOOEY

Password

Level 130—**D F M Q**

KEN GRIFFEY JR.'S WINNING RUN

Secret Cheats

The following codes will only work in two-player mode:

- **Max Ability**—Pause the game and press **A, Right, Down, Left, A, Down, SELECT**. This will power-up your team's players for the current half-inning.

- **Slow Down**—Pause the game and press **Left, A, Right, Down, Y, SELECT**. This will slow down the opposing team's players for the duration of the current half-inning.

- **Randomize Pitches**—While batting, pause the game and press **Left, Y, A, Right, SELECT**. This will change your opponent's pitches to random throws for the duration of the current at-bat.

- **Super Pitches**—While pitching, pause the game and press **B, A, Down, B, A, Left, Left, SELECT** to supercharge your pitches for the duration of the current at-bat.

- **Instant Home Run**—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the game and press **B, Y, B, Y, SELECT**; any fair ball hit during the current at-bat will be a home run.

KENDO RAGE

Stage Select

Press **START** at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press **X, Y, A, B, X, Y, A, B, START**. The "Special Presents" menu will appear, allowing you to choose your starting stage.

KILLER INSTINCT

Boss Code

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

Speed Codes

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

Slow Speed: Hold **Left + R + A + B**

Fast Speed: Hold **Right + L + X + Y**

Faster Speed: Hold **Right + R + A + B**

Fastest Speed: Hold **Left + L + X + Y**

Easy Combo Breakers

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

Stage Select/Music Select

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

Up+L: Ice Temple

Up+R: Castle Roof

Up+X: Ice Sculpture

Up+Y: Skull Room

Up+A: Desert Roof

Up+B: City Roof

Down+L: Canyon Bridge

Down+R: City Street

Down+X: Lava Pit

Down+Y: Bloody Arena

Down+A: Factory

Down+B: Fireplace

Down+B (on both controllers): Sky Arena

KING OF DRAGONS

99 Continues

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

KRISS GUNDERSON

Secret Message

Hello, Kriss! How are things in Battle Ground, Washington? We hope you're not staying up too late to read these Super NES tips. Take it easy and thanks for reading *TIPS & TRICKS!*

KRUSTY'S SUPER FUN HOUSE

Cheat Password

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

THE LAWNMOWER MAN

Super Cheat Mode

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

Stage Select

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

Infinite lives

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

LEGEND OF THE MYSTICAL NINJA

Passwords

Level 2—**▲ L 1 | x |**

Level 3—**/ p ? N ?**

Level 4—**2 0 Y 7 ;**

Level 5—**\$ w h : J :**

Level 6—**x & T ▲ > ▲**

Level 7—**k = " R d R**

Level 8—**W d 3 + 3**

Level 9—**H — W N x N**

LEMMINGS

"Sunsoft" Level Passwords

Level 1: **TPCWFP**

Level 2: **WSJCLDX**

Level 3: **PVNRMB**

Level 4: **HZSQNV**

Level 5: **KCGHCNC**

THE LOST VIKINGS

Level Passwords

Level 10: **BBL5**

Level 20: **BTRY**

Level 30: **TRDR**

Level 37: **MSTR**

MADDEN 96

Secret Teams

At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen:

'75 Cardinals—Highlight the Cardinals, press **A, B, B, A**.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

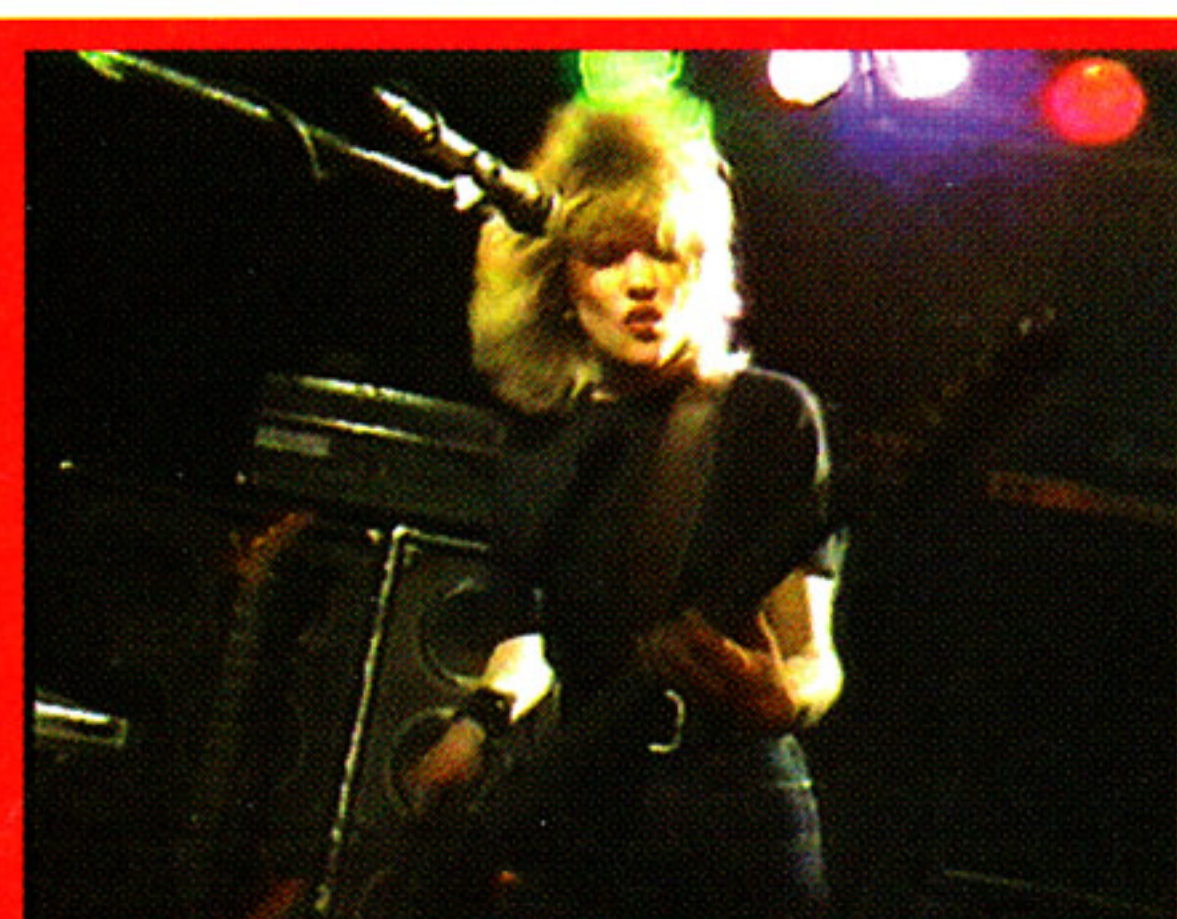
EA Sports—Highlight the All-Madden team, press **B, A, L, L, SELECT**.

15-Second Quarters

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

Super Bowl Win Screen

To see a sneak preview of the victory ending that appears when you win the Super Bowl,



Here's some bass chix for ya, Russ...



go to the "Game Setup" menu and press A, Y, A, Y, L.

MADDEN NFL '95

Expansion Teams

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

MADDEN NFL '97

Secret Teams

At the "Team Select" screen in "Play Now" mode, enter one of the following codes while the '97 version of the indicated team is on the screen:

'75 Cardinals—Highlight the Cardinals, press Y, R, A, L, L.

'80 Falcons—Highlight the Falcons, press A, L, L, Y, R.

'90 Bills—Highlight the Bills, press B, Y, L, L, SELECT.

'85 Bears—Highlight the Bears, press A, L, L, R, B.

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

'86 Browns—Highlight the Ravens, press B, Y, R, R, Y.

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

'86 Broncos—Highlight the Broncos, press L, L, Y, A, Y.

'52 Lions—Highlight the Lions, press SELECT, Y, L, L, Y.

'66 Packers—Highlight the Packers, press SELECT, R, B, A, Y.

'93 Oilers—Highlight the Oilers, press R, SELECT, R, SELECT, Y.

'70 Colts—Highlight the Colts, press B, R, SELECT, SELECT, Y.

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

'72 Dolphins—Highlight the Dolphins, press A, L, L, B, SELECT.

'76 Vikings—Highlight the Vikings, press B, R, R, R, R.

'85 Patriots—Highlight the Patriots, press B, L, Y, SELECT, A.

'87 Saints—Highlight the Saints, press L, B, L, B, SELECT.

'90 Giants—Highlight the Giants, press B, Y, R, L, SELECT.

'68 Jets—Highlight the Jets, press Y, Y, A, L, L.

'76 Raiders—Highlight the Raiders, press B, R, A, L, Y.

'80 Eagles—Highlight the Eagles, press B, A, L, B, Y.

'78 Steelers—Highlight the Steelers, press SELECT, L, A, SELECT, R.

'79 Rams—Highlight the Rams, press L, R, R, A, SELECT.

'94 Chargers—Highlight the Chargers, press SELECT, A, L, L, Y.

'88 49ers—Highlight the 49ers, press B, A, Y, Y, R.

'78 Seahawks—Highlight the Seahawks, press A, R, R, Y, Y.

'79 Buccaneers—Highlight the Buccaneers, press R, R, L, L, SELECT.

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

NFLPA Players Inc.—Highlight the All-Madden team, press A, L, L, A, L, L.

Tiburón—Highlight the Jaguars, press SELECT, Y, SELECT, R, L.

EA Sports—Highlight the Panthers, press L, A, R, R, Y.

MAGIC SWORD

Secret Menu

Highlight the word "EXIT" at the Option

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

THE MASK

Cheat Menu

At the options screen, press A, B, X, Y, L, R, L, A, B. If you've done this correctly, you'll get a secret "Cheat Options" menu that allows you to give yourself unlimited lives, energy and morph ability. If you turn the "Level Selector" option on, you can skip stages at the level map screen by pressing the SELECT button.

MAUI MALLARD IN COLD SHADOW

Passwords

Level 2—Q V R B L P

Level 3—C N F J T S

Level 4—P H M B T T

Level 5—N F X D Q H

Level 6—S X G D L J

Level 7—M D V C B Q

Level 8—H R T G D V

MECHWARRIOR 3050

Stage Passwords

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

Mission 1—BMBRMN

Mission 2—65C816

Mission 3—B1GBND

Mission 4—FSPRNG

Mission 5—YHWX11

MEGA MAN VII

Hidden Versus Mode

Choose the password option from the title screen and enter the following password: 1415/5585/7823/6251

When all of the numbers/faces are in place, hold the L and R buttons on top of Controller 1 and press START. You'll go to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players.

Full Power Password

Enter the password shown above under "Hidden Versus Mode", but don't hold the L and R buttons when you start. You'll begin at Dr. Wily's Castle with all items and weapons fully charged.

MEGA MAN X 3

Get Zero's Weapon

Play through the first stage of Dr. Doppler's lab, then play as Mega Man *only* during the second stage. When you find the door that leads to the robot boss, switch to Zero, then enter and defeat the robot boss. Zero will be damaged during the battle and will give you his special weapon.

MICHAEL JORDAN

CHAOS IN THE WINDY CITY

Password

Cells, Laboratory, and Factory with all captives rescued: T S M M H G B W 4 3 D.

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Highlight "EXIT" and hold the L button for seven seconds; you'll hear a jingle. You'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Passwords

3847—Level 2

5113—Level 3

3904—Level 4

1970—Level 5

8624—Level 6

2596—Level 7

0411—Two-Player Battle #1

1007—Two-Player Battle #2

1212—Two-Player Battle #3

MIGHTY MORPHIN POWER RANGERS

THE FIGHTING EDITION

Boss Code

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

MIGHTY MORPHIN POWER RANGERS

THE MOVIE

Power-Up Code

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

MORTAL KOMBAT

Secret Boss

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

MORTAL KOMBAT II

Endurance Mode

At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four characters. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been chosen, press START to begin the match, a two-player elimination battle.

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

Near Invincibility + 1-Hit Opponent "Danger" Mode

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

30 Credits

Quickly press Left, Up, Right, Down, Left+SELECT at the character-select screen. Repeat whenever necessary to refill your credits.

Extra Fatality Time

Quickly press Up, Up, Left, Up, Down+SELECT at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

Go Directly to Shao Kahn

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

Go Directly to Kintaro

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

Go Directly to Smoke

Quickly press Up, Left, Up, Up, Right+SELECT

at the character-select screen.

Go Directly to Jade

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

Go Directly to Noob Saibot

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

Disable Throws

Immediately after choosing your characters in two-player mode, hold Down and HIGH PUNCH on both controllers until the match begins.

MORTAL KOMBAT 3

Play as Smoke

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

Tournament Mode

At the main menu, highlight the word "Start", hold the L and R buttons on top of the controller and press START. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold Up and press START for a random selection of all eight characters.

"Kool Stuff" Menu

At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the credits.

"Kooler Stuff" Menu

At the main menu, press SELECT, A, B, Right, Left, Down, Down, Up, Up. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

"Scott's Stuff" Menu

At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

MR. DO!

99 Lives

When the Universal logo appears at the beginning of the game, press Left eight times. When the game starts, you'll have 99 lives.

Stage Select

When the Universal logo appears at the beginning of the game, press Down eight times. When the main menu appears, you'll find a stage-select option.

NBA GIVE 'N GO

Super Difficulty Level

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

ione's dogs



muchacho thor p.d.



The battle of the century...



NBA HANGTIME

Secret Characters

Select "Enter Name" at the "Choose Option" screen, then enter one of the following names with the PIN number shown to play as a secret character:

- Olav—OLAV 2509
- Chris—CHRIS 0912
- Nils—NILS 5555
- Che—CHE 6581
- Kungen—KUNGEN 1414
- Henrik—HENRIK 6502
- Johan—JOHAN 1911
- Turmel—TURMEL 0000
- DiVita—DIVITA 0000

Team Photo

Enter your name as "FUNCOM" with the pin number 1993 to see a photo of the design team that converted *NBA Hangtime* for the Super NES.

Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

- No Tag Arrow—Press **Left, Left, B, R**
- Rooftop Court—Press **Left, Left+Y, Left, Left+Y**
- City Court—Press **Down+B, Down, Down+A, Down, Down+X, Down, Down+Y, Down**
- Jungle Court—Press **L, R, SELECT, START, Up, Down, A, B, Y, X**
- Grand Champion Demo—Press **START, Y, Right, A, B, Up, START, Up, Down, Down, START, L, A, Down, Down**
- Unlimited Turbo, Hyper Speed, Max. Block, Max. Speed, Fast Pass—Press **Up, Right, Down, Left, START, A, B, Y, X, SELECT**
- Computer Assistance Off—Press **Right, Right+B, Right, Right+B**

In addition to the above codes, the following power-ups can be activated by using the Y, B and A buttons to change the numbers at the bottom of the screen as follows:

- Tournament Mode—111
- Fast Pass—120
- Stealth Turbo—273
- Max. Speed—284
- Unlimited Turbo—461
- No Pushing—390
- Hyper Speed—552
- Max. Block—616
- Max. Steal Ability—709
- Max. Power—802
- Goaltending Allowed—937

NBA JAM

Secret Power-Ups

Enter the following cheats at the "Match-Up" screen just before the tip-off:

- Shot Percentage Indicator: Press **A**, then press and hold **A, B** and **Down** until the tip-off.
- "Juice Mode": Press **A**, then press and hold **B** and **X** until the tip-off.
- Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **Y** until the tip-off.
- Power-Up Fire: Press **B** seven times, then press and hold **B, Y** and **Up** until the tip-off.
- Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Power-Ups

Each of these codes can be entered at the "Match-Up" screen just before the tip-off.

- Powerup Fire: **Down, Right, Right, B, A, Left**
- Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**
- Powerup Dunks: **Left, Right, A, B, B, A**
- Speed Up: **Up, Up, Up, Up, Left, Left, Left, Left, B, A**
- Slippery Court: **A, A, A, A, A, Right, Right, Right, Right, Right**

OGRE BATTLE

Secret Area

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

PAC-MAN 2: THE NEW ADVENTURES

Play the Original Pac-Man

Enter the password **PCMNDPW**.

Play Ms. Pac-Man

Enter the password **MSPCMND**.

Time Trial

Enter **TRLMDPW**.

Pattern Test

Enter **PCMNPPT**.

PINOCCHIO

Refill Energy

Whenever you're low on energy during the game, press **START** to pause, then press **Right, Left, X, X, X, Up, Down**. When you unpaue, you'll see that your energy has been maxed out.

50 Lives

At the main menu—the one that says Start/Options—press **B, Up, B, B, L, Y**. When you start the game, your life counter will show "9", but you really have 50 lives.

Stage Select

At the main menu—the one that says Start/Options—press **L, Up, X, Up, R, Y, START**. A stage-select menu will appear.

PRIMAL RAGE

Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press **Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right**. A new menu item called "CHEATS" will appear on the screen.

STREET FIGHTER ALPHA 2

Secret Stage

Select "Versus Mode" and choose your characters. When the stage-select menu appears, highlight Sagat's stage and hold the **START** button for four seconds, then press an action button before you release **START**. You'll get to fight in a grassy Australian field.

Play as "Classic" Chun-Li

At the character-select screen, highlight Chun-Li, hold the **START** button for at least three seconds, then press any button to choose her before releasing **START**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

SUPER STAR WARS: THE EMPIRE STRIKES BACK

Sound Test + Screen Codes

During any side-scrolling stage, hold **Down + A + B + X + Y** and press **START** to enter the sound test screen. Press **START** again to go back to the game, then return to the sound test by executing the same trick. You'll notice that the words under "Sound Test" have changed. Repeat this trick several times until you've revealed the following two codes: **Y, Y, Y, Y** for "title fun" and **X, Y, A, B, X, X** for seven continues. These codes can be entered at the title screen as described under "Debug Menu" below. ("Title fun" means that during the introduction, you can use the D-pad and L and R buttons on both controllers to rotate the *Star Wars* logo, rotate, tilt and scroll the introductory text or even move the Star Destroyer around the screen.)

Debug Menu

When the words "Start Game", "Option

Menu" and "Password" appear after the title screen, quickly press **A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X**—listen for Darth Vader's voice to confirm the code. Note that this code will only work the first time the main menu appears after you turn the game on; the LucasArts logo must appear before the game is ready to accept the code, and you only get one chance to put it in before the demo starts. If you screw up, turn the power off, remove the cartridge and start over. Once you have successfully entered the code, start the game and you'll have access to the following special functions:

- Infinite Thermal Detonators.
- Luke has all of the force powers at the start of the game.
- The "Title Fun" trick works as described under "Sound Test" above..
- Stage Skip—Press **START** on Controller 2 to skip the current stage.
- Debug Menu—During any side-scrolling stage, press **L + R** on Controller 2 to call up the "Game Debug Menu", which lets you choose any stage, change weapons or even boost your life counter. (The "Health" option doesn't mean much, since your health meter will always be refilled when you exit the debug menu.)
- Invincibility/Map Mode—During any side-scrolling stage, grab Controller 2, hold **A + B + X + Y** and press **SELECT**. Release the buttons and your character's X and Y coordinates will be displayed on the screen. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously.)

SUPER STAR WARS: RETURN OF THE JEDI

Sound Test + Screen Codes

During any side-scrolling stage, hold **Down + A + X + Y** and press **START** to enter the sound test screen. Press **START** again to go back to the game, then return to the sound test by executing the same trick. You'll notice that the words under "Sound Test" have changed. Repeat this trick several times until you've revealed the following codes: **Y, Y, Y, Y** for "title fun", **A, B, A, Y, A, X** for seven continues and **A, B, A, B, A, B, A, B** to see the ending credits. These codes can be entered at the main menu as described under "Debug Menu" below. ("Title fun" works as described above under *The Empire Strikes Back*.)

Debug Menu

- When the words "Start Game", "Option Menu" and "Password" appear after the title screen, quickly press **A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X, Y**—listen for Salacious Crumb to confirm the code. Note that this code will only work the first time the main menu appears after you turn the game on; the LucasArts logo must appear before the game is ready to accept the code, and you only get one chance to put it in before the demo starts. If you screw up, turn the power off, remove the cartridge and start over. Once you have successfully entered the code, start the game and you'll have access to the following special functions:
- Character Select—A character-select menu with all five characters will appear before each side-scrolling stage. Highlight Leia and press **Right** to choose one of her alternate costumes.
- Infinite Thermal Detonators.
- The "Title Fun" trick works as described above.
- Stage Skip—Hold **B** and press **START** to skip the current stage.
- Debug Menu—During any side-scrolling

stage, press **L + R** on Controller 2 to call up the "Game Debug Menu", which lets you choose any stage, change characters or weapons or even boost your life counter. (The "Health" option doesn't mean much, since your health meter will always be refilled when you exit the debug menu.)

- Invincibility/Map Mode—During any side-scrolling stage, grab Controller 2, hold **A + B + X + Y** and press **SELECT**. Release the buttons and your character's X and Y coordinates will be displayed on the screen. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously.)

TOY STORY

Invincibility + Stage Skip

In the game's first level ("That Old Army Game"), walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the bottom drawer. When you're standing on the bottom drawer, hold **Down** on the D-pad for about six seconds. You'll see Woody's health star begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit **START** during the game, then press the **SELECT** button while the game is paused. You'll be warped instantly to the end of the current stage.

ULTIMATE MORTAL KOMBAT 3

Tournament Mode

At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.

Play as Human Smoke

Choose Smoke at the character-select screen, then press and hold High Punch + High Kick + Block + Run and point the D-pad away from your opponent (**Left** for Player 1, **Right** for Player 2.) When the fight begins, Smoke will change into Human Smoke.

"Kool Stuff" Menu

At the main menu, press **Right, Up, B, B, A, Down, Up, B, Down, Up, B**. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

"Kooler Stuff" Menu

At the main menu, press **Up, B, A, Left, Down, Y**. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

"Scott's Stuff" Menu

At the main menu, press **B, A, Down, Down, Left, A, X, B, A, B, Y**. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos.

Sound Test

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



Interplay's new *Clay Fighter* game is on the way, so they sent us this tub of Bad Mr. Frosty "Clay-Doh" to warn us.

Behind the scenes at *Mario Kart 64*: The plumber pops off a celebratory bottle of bubbly to share with his brother...



In Japan, Sega's Game Gear looks like this and is called the "Kids Gear".



Codes for use with Galoob's
Game Genie Video Game Enhancers

NES

The Legend of Zelda

NOTE: When continuing a saved game, you must re-enter the same code or codes you entered at the start of the game.

- AVVLAUSZ—Don't take damage from anything
- YYKPOYZZ—Create character with 8 life hearts
- NYKPOYZX—Create character with 16 life hearts
- SZVXASVK—Don't lose rupees when buying
- SZVXASVK + AEVEVALG—All items are free
- SZNVQVVK—Infinite bombs
- ESKUILTA—Wear a blue ring
- OSKUILTA—Wear a red ring

SUPER NES

**The Legend of Zelda:
A Link to the Past**

- AEEC-A586—Some shops don't take your money
- AE67-0D30—Infinite bombs
- AE6E-DF2A—Almost infinite energy
- AE8A-D4FA + AE8D-0D9A—Almost infinite magic

GAME BOY

**The Legend of Zelda:
Link's Awakening**

- FAO-999-4C1—Infinite energy
- 09C-56B-E6E + 09C-74A-E6E—All items you get start at max power (when you get an item, you must have a space open, either A or B)
- 054-EE9-E6E—Get 5 rupees for each single rupee
- 324-EE9-E6E—Get 50 rupees for each single rupee
- FF4-EE9-E6E—Get 255 rupees for each single rupee
- FAF-BDA-4C1 + FAF-B2A-4C1—Infinite rupees (rupees aren't deducted for purchases you can afford)



Codes for use with Interact Game Products'
Game Shark Video Game Enhancers

PLAYSTATION

Andretti Racing

- 801EB35C-A36D + 801EB360-C9AE + 801EB374-0111—Qualify in 1st
- 801EB3A8-3CF8 + 801ECA8C-3732 + 801E019C-0040—Infinite Fuel

Cool Boarders

- 80016210-0000—High Scoring
- 80016212-0000—High Scoring
- 801EF82A-0005—Extra Tracks
- 801EF82E-0007—Extra Boards

Ridge Racer Revolution

- 801DD208-0001—Extra Cars
- 801DC9C8-0707—Course Select
- 8007C43A-000C—Race as Black Car
- 8007C43A-000D—Race as Black Kid Car
- 8007C43A-000E—Race as White Car

Twisted Metal 2

- 80187D00-0096—Infinite Armor
- 801882EA-0009—Infinite Homing Missles
- 801882F4-0009—Infinite Lightning
- 801882F0-0009—Infinite Napalm
- 801882EC-0009—Infinite Remote Bombs
- 801882F2-0009—Infinite Ricochet Bombs
- 801882E8-0009—Infinite Power Missles
- 801882EE-0009—Infinite Fire Missles
- 801882FE-0000—Rapid Fire
- 801882E6-0009—Infinite Specials
- 80188AFA-0009—Infinite Specials, Player 2
- 80188AFE-0009—Infinite Homing Missles, Player 2
- 80188B08-0009—Infinite Lightning, Player 2
- 80188B04-0009—Infinite Napalm, Player 2
- 80188B00-0009—Infinite Remote Bombs, Player 2
- 80188B06-0009—Infinite Ricochet Bombs, Player 2
- 80188AFC-0009—Infinite Fire Missles, Player 2
- 88188514-0096—Infinite Armor, Player 2
- 80180D04-0101—Extra Vehicles

Warhammer

- 800DB920-270F—Infinite Cash

Wipeout XL

- 30094529-0001—Infinite Energy
- 801FE4D2-0001—Track Select
- 801FE4AC-0100—Piranha Team

SATURN

Andretti Racing

- F6000914-C305 + B6002800-0000—Master Code
- 160B3786-0064—Qualify in 1st

NBA JAM Extreme

- F6000914-C305 + B6002800-0000—Master Code
- 1602E446-0000—Home Team Scores 0
- 1602E44A-0000—Away Team Scores 0

PowerSlave

- F6000914-C305 + B6002800-0000—Master Code
- 1608607E-FFFF—All Weapons and Artifacts
- 16086096-003C—Infinite Pistol Ammo
- 1608609A-001E—Infinite M-60 Ammo
- 160860A2-00E0—Infinite Flame Thrower Ammo
- 160860AA-00E0—Infinite Ring of Raw Ammo
- 160860AE-0004—Infinite Manacle Ammo
- 1608608A-00C8—Infinite Health
- 1605186E-0001—All-Seeing Eye
- 1604A556-FFFF—All Keys

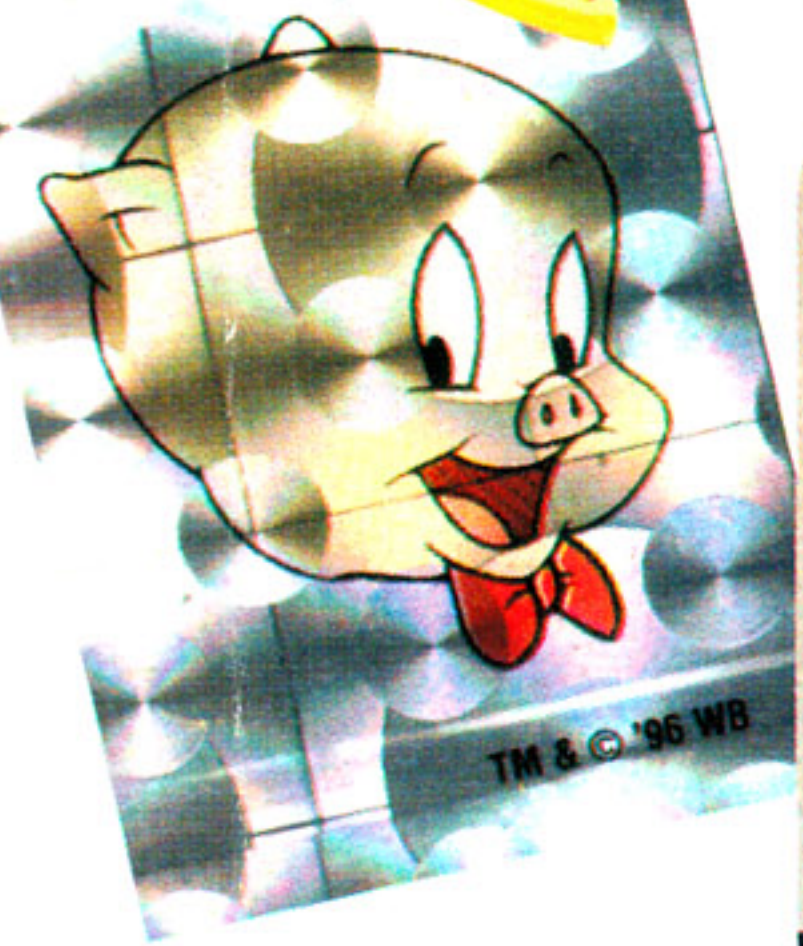
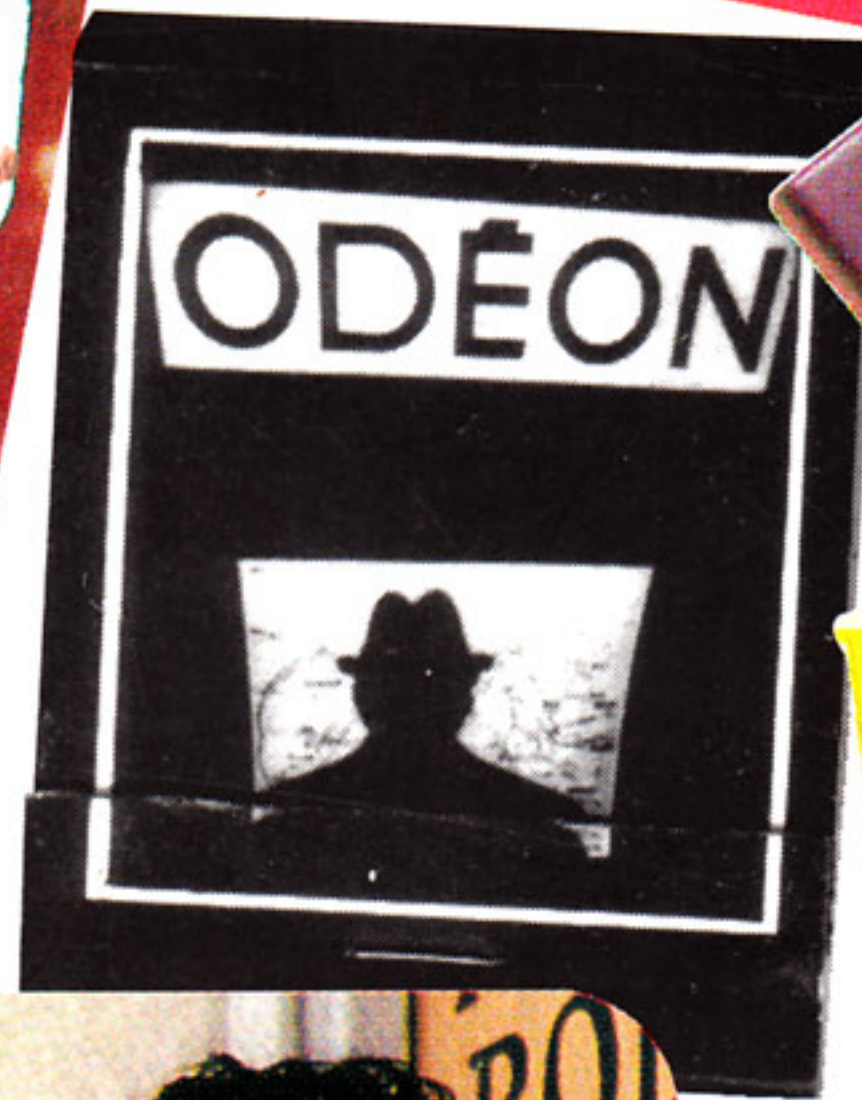
Spot Goes To Hollywood

- F6000914-C305 + B6002800-0000—Master Code
- 160694C2-0009—Infinite Lives
- 16066FB4-001F—Have five Stars



I like nothing better than them!

Hi! It's me again. I've been hanging out in Jimus Square a lot lately because a new high-tech arcade opened there, called X's New York. It's supposed to be "the world's grandest, most comprehensive virtual reality center," according to its owners. It's cool because you bring debit cards to play. Sega bameworks might be opening an arcade around the corner, too. I'm also very excited about the new curly Coke cans that will be available exclusively in the South and Midwest. I need somebody to send me one. More next time. Bye!



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