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TRICKS, CODES, & STRATEGIES

ZD Ziff-Davis Publishing

December, 1996

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12 >

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December, 1996
Number 3.5

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Francesca Koe

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Jennie Parker

sales & mkt

advertising

inquiries

contact:

Eisenberg Communications

Group, Inc.

20700 Ventura Blvd., Suite 205

Woodland Hills, CA 91364

818-712-9400

630-916-7222

Jeffrey Eisenberg

Jon Yoffie

national ad director

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What better time to announce some great changes than at the end of the year? Once again the winds of change are stirring about at *EGM*, and further enhancements are helping to redefine and strengthen *EGM*'s place as the leader in strategy, tips, tricks and all-around gaming.

Over the last year, *EGM* has strived to give the most current and freshest info in terms of strategy as well as news. In order to improve the depth and detail of strategy, we've decided to make more room by removing the news and preview elements. Our goal is to provide even more pages for tips and ultimately, a larger forum to display and completely cover the top games. What this means to the reader is that we won't be rushing to cover games that will be released way in the future, and that we will be delving in deeper to find all the secrets, combos and real tactics so you can play better and basically get more from your game.

These changes are based on the philosophy that there are a lot of news vehicles out there (including our sister publication *Electronic Gaming Monthly*), and we want to clearly define *EGM*'s role as more than a quick read or a newspaper-type publication. The goal of the magazine is that it is a must-have for game owners to either help them advance or to simply get more enjoyment out of the game. To this end, all of the new features and sections (such as the new *Gamer's Forum*) are going to be geared toward gaming enthusiasts and those who really get into games. From the outside, it may seem similar, but as it grows, you'll see obvious changes like more maps, illustrations and tips. This is not to say that the magazine is going to just focus on only hardcore or the elite titles. Each game will get its fair share of detailed coverage.

So what does all this mumbo-jumbo and rearranging mean to you the readers? Nothing but the best! You can look forward to seeing a more "gamers feel" throughout the sections like *Gamer's Forum*. We've got a lot of exciting ideas, and all will follow the spirit of making you play better or simply enjoy playing more. Rather than just showing a few pixs of what is to come, we'll dive deep into the game and tell you about how it plays, where the tough parts are and how to get the most out of it. It's almost like having your very own *EGM* staff member right there helping you through the game! To help us in our quest, we're recruiting some of the best players and artists. As well, we're determined to go beyond just informing you of release dates and what's going to be released. We'd like to get you into the games by showing them off and what they have to offer as well as support the products you buy. If you're in the market for a new controller and want to know if a new peripheral will aid your gameplay, then *EGM* will be there to cover it from one gamer to another.

Overall, the magazine won't majorly change initially. It will take a few months to gear up to the challenge of giving you all the real, quality info. However, stay tuned each month and watch as the new *EGM* kicks off and starts tearing up the competition with the most in-depth coverage, exclusive maps and strategies around.

The *EGM* Crew would like to wish you all a happy holiday season. Relax and enjoy!

BY
HOWARD
"THE GRINCH"
GROSSMAN
EDITOR IN CHIEF

EGM (ISSN 1074-9471) is published monthly by the Ziff Davis Publishing Company, 1920 Highland Avenue, Suite 202, Lombard, Illinois 60148. Periodicals Mail postage paid at Lombard, IL and additional mailing offices. Postmaster: Please send address changes, change of address, write to: EGM, P.O. Box 50177, Boulder, CO 80520. E-mail: egm@ziffdavis.com. This notice and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyright reserved herein, no part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of Ziff Davis Publishing Company. Copyright © 1996, Ziff Davis Publishing Company. All rights reserved. ZDM is a trademark of Ziff Davis Publishing Company. We and/or for all other products and the characters contained herein are owned by the respective trademark and copyright holders. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14369-8720-01.

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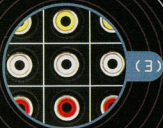
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tricks

80 super mario 64
Reach those out-of-sight areas for stars and more by doing the owl trick.

86 burning road
Access the backward track to quickly take first place in your next race!



76 waveracer 64
Ensure yourself a huge head start at the beginning of your next race with this code.



77 kof '95
Select the same character for all three slots with the Team Battle code.

58 trick of the month wipeout xl
Check out the many codes that will help speed freaks win easier in this awesome driving game.



egm² wraps up the year with the best of the best!

When looking back at 1996, the year was chock-full of some pretty fantastic video games. In this issue, we say goodbye to this year and hello to 1997 with a wrap-up of the best 1996 games. Starting with the Tricks section, Code Wizard highlights 50 awesome codes.

Then, it's off to another look at the games that battled it out to be number one with players: Super Mario 64, NIGHTS, Crash Bandicoot and more. The story begins on **PAGE 80**.

"This was the year of the mascots. Who would be the number-one hero? Mario, Crash or NIGHTS..."



strategies

everybody will be video game fighting this year!



Gamers better be careful while thumbing through this issue of EGM. We've packed it to the busting point with all the latest and greatest fighting games: Mortal Kombat Trilogy, Ultimate Mortal Kombat 3, Virtua Fighter 3, Killer Instinct Gold, Street Fighter Alpha 2 and many more. Each game's moves, super moves, friendships, Ultras, etc. threaten to explode from within. So beware or you might accidentally get Hurricane Kicked by an overzealous fighting page! The action starts on **PAGE 90**.

90

"Chameleon is a semi-hidden character in MKT."

don't attempt to adjust the screen...you are seeing things in 3-D!

The 3-D trend has caught on, and because of its popularity, many games will have that three-dimensional feel to them. In this issue, there are a plethora of games that utilize that feel. Powerslave, Tomb Raider, Disruptor and more will pop out at gamers while they are playing. Why, they'll even grab your attention in the magazine! Check out our awesome 3-D gaming coverage. The action starts on **PAGE 132**.



132

"In this stage, Lara will meet the crazed and angry gorillas from hell!" (Tomb Raider)

sunday drivers beware--this issue will be driving gamers insane...

...with our asphalt-scorching coverage on today's hottest racing games to date. Cruis 'n' World, Motor Toon and WipeOut XL will give speed freaks a nose bleed just reading the coverage provided in this magazine. Learn how to handle all the turns, twists and ruthless opponents dirty-trickster style! The action starts on **PAGE 278**.

"The control takes a little while to master all of the finer points--this makes for a greater challenge." (WipeOut XL)



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you complete 360° freedom of gameplay. With just a machete to begin with, search for 7 other weapons like hand grenades, a flame thrower, an M60 machine gun and a magical cobra staff. **Dynamic lighting** allows for stunning visual effects. Cross bridges, crawl

through tunnels and swim through underwater grottos. Your only salvation is the guiding Spirit of the Great Pharaoh Ramses.

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The Crystal

Drop it in your reactor to increase your time.

The Kickers

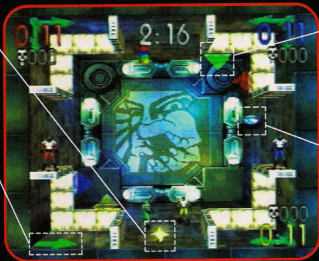
Kicking these rotates the chamber 90 degrees.

The Reactors

Drop the crystal in an opponent's reactor to drain his Kill-Clock.

The Power-Ups

Hi-Jumps, Crystal Bombs, Mercuries, Mag Boots & more.



Your arena is a rotating chamber...
Turn it left. Turn it right.
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press start

Breaking News

n64 gets big supply boost

On the heels of rumors that Nintendo would double its 1996 supply of the Nintendo 64 system, company officials revealed that 700,000 more units would be made available due to increased demand.

The figure brought the total number of available North American systems to 1.2 million—significantly above the 500,000 mark Nintendo initially predicted when the system launched in late September. The company has estimated demand for N64 systems this year to be between 1.5-2.0 million. To meet this demand, Nintendo has diverted systems slated for markets such as Japan and Europe.

Nintendo's initial supply figures triggered claims that the company had intentionally given "conservative" estimates to increase fears of shortages—charges that officials have hotly denied.

In the N64's first month of release, more than 460,000 systems have been sold—a rate four times faster than sales of the Sony PlayStation and 10 times that of the Sega Saturn, according to a company statement.



back to (virtual) reality

Pac-Man finds a new home, and a chance to place 3-D gaming into the mainstream

The man with a voracious appetite for power pellets and a fear of ghosts is back in the arcades, but in a way you've never seen before: full-fledged 3-D.

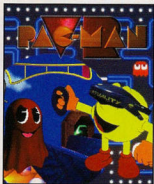
Virtual-reality machine maker Virtuality has crafted a new game around the little yellow fellow, entitled Pac-Man VR, for use in its entertainment machines. Virtuality developed the game after it struck a licensing deal with Namco, which created the original arcade Pac-Man.

"The VR gameplay keeps a much of the classic look and feel of the original," according to the company. However, this time the user is thrown into the maze as Pac-Man himself, instead of watching him from a flat 2-D screen.

"We're very excited about bringing Pac-Man to the VR medium," said Virtuality Vice President Mike Adams. "For the first time ever, you'll be able see the world through Pac-Man's eyes, running around the maze, picking up pills and avoiding the ghosts."

Aside from the virtual-reality setting, this game will be one of the first Pac-Man titles to support simultaneous multiplayer participation. The game allows up to four players to see and talk to each other, as they navigate the mazes. Players can choose to cooperate with one another, or they can battle head-to-head instead.

Virtuality hopes the appeal of Pac-Man—an icon that



Namco's Pac-Man is the first character to make the move from 2-D video game to 3-D virtual reality. Who's next?

owned the video-game scene in the mid-'80s—will entice more users (and vendors) to try virtual-reality systems.

As a company, Virtuality has been one of the most successful: It has 1,400 of its VR systems installed in 41 countries—800 of them in the U.S. alone. But for all the successes in the virtual-reality industry in general, it has yet to find a "killer game" that can turn VR machines into mainstream arcade staples. Both Namco and Virtuality officials believe Pac-Man VR can push toward that decisive turning point.

As a 2-D game, "Pac-Man set the standards for arcade gameplay," said Hideki Yoshimoto, a spokesperson for Namco. "We fully expect that Virtuality's new product will...bring virtual-reality entertainment to a new high."

Evolution

Pac-Man has had an illustrious career. Here are some of his more memorable moments:



1980: Blinky, Pinky, Inky and Clyde join Pac-Man in the arcade.

1981: The first home version appears for the Atari 2600.



1982: A slew of sequels ride the coattails of Pac-Man's success: Jr. Pac-Man, Ms. Pac-Man, Baby Pac-Man and Super Pac-Man (above).

1984: The side-scroller Pac-Land hits arcades.

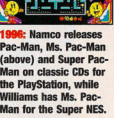
1988: The 3-D Pac-Mania hits arcades, while the home Pac-Man comes to the NES.

1990: Pac-Man goes portable with Game Boy and Game Gear versions.

1993: Pac-Attack is the first home puzzle game.

1994: Pac-Man 2 shifts gears, from arcade to 16-Bit adventure game.

1995: The adventure game Pac-In-Time comes out for 16-Bit.



1996: Namco releases Pac-Man, Ms. Pac-Man (above) and Super Pac-Man on classic CDs for the PlayStation, while Williams has Ms. Pac-Man for the Super NES.

Source: Various

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press start

hot update

■ **RENT A' ME, MARIO:** Can the Nintendo 64 still be successful if no one buys it? Sure—at rental stores, anyway. The N64 and Super Mario 64 have muscled their way into the rental scene, according to sales figures from the Video Software Dealers Association. In its debut week, Super Mario 64 was in the top three video game titles rented, overall with \$52,000 in gross revenue. That may sound like small potatoes, but if you figure an average rental cost of \$4, that comes down to one Mario 64 rental per minute—not bad, considering that it was just the first week of the N64's release.

■ **FF7 TO HIT U.S.:** This news has been expected for a while, but in case you've been living in a cave...Sony has packed in a demo CD of Squaresoft's epic Final Fantasy VII game, with the 3-D fighting game Tobal No. 1—just as it was in Japan. It's not known yet if this demo disk will offer the same miniplot as the Japanese version.

■ **SONY'S WIDESCREEN TV:**

In Europe, Sony has out a 16:9 widescreen stereo TV dubbed the "Game Max"; similar models have been out in Japan for a while, specifically for use with video game systems. No word yet whether this model will ever come to the United States.

Product Preview



Sony's WebTV Internet Terminal will sell for \$350.

sony's WebTV warrior launches for holidays

Last month, EGM² showcased Sega's route to the Web, via the Net Link, an Internet-access peripheral that hooked up to the Saturn. This month, we show Sony's first stab at a Net browser.

Unlike Sega, Sony has decided not to tie its WebTV Internet Terminal to the PlayStation—at least not yet—because Sony wants to sell this device to families, not just video game owners.

That shift, in strategy, is evident with the features included with this Web box. First, it operates more like a cable box—just plug it in and turn it on. It will automatically hook itself up to the nearest phone connection for WebTV (Sony's Internet access provider).

The terminal offers some capabilities PCs can't easily provide. First, it can handle e-mail for up to five different addresses—each with its own mailbox and password. Also, it offers a "Lineshare" option, so users with call waiting can know if someone's trying to reach them on the phone.

Sony's surfing box caters to families, not just video game players



The wireless keyboard (above) is an optional accessory. At right, the remote has controls for both TV and Web surfing.

For those with a picture-in-picture feature on their TVs, users can surf the Net and watch TV at the same time—a great way to pass the time, while waiting for a page to load.

Sony, sensing the Internet's potential, has built in several expansion ports. Most notable is a "smart card" slot in front of the machine, which could be

used for banking or shopping transactions. There's also a port for a possible printer or disk drive.

Of course, the terminal doesn't come cheap. The package (box, remote control plus cables) sells for \$350—cheaper than the



The browser provides customized bookmarks, shown by icons, and e-mail as well.

Saturn's \$400 price tag for a Web surfing system, but keep in mind, that it can't play video games.

Spec Sheet

Hardware:

- 33.6 Kbps, V.34bis modem
- 112 MHz, 64-Bit R4640 RISC processor
- Custom WebTV graphics processor
- 16-Bit stereo sound
- Stereo A/V output, S-Video output, RF

output available with optional adapter

- Inputs: 96-pin WebTV port for future add-ons, telephone line jack, PS/2 input jack, IR control input (for optional keyboard or remote), ISO Smart Card slot

Browser Features:

- HTTP, MIMF, HTML 3.0 compatible; also supports Netscape 3.0 and Explorer 3.0 extensions
- Parental control
- E-mail, bookmarks saved for up to five different users

- Realtime synthesis of 128 tonal musical instruments, 84 percussion instruments, plus audio effects
- Automatic upgrade of browser program
- Supports MIDI, RealAudio embedded audio files

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press start

hot update

■ KICKIN' NAMES JOIN BMG:

Several months ago, BMG Interactive announced a deal with the upstart Major League Soccer organization to publish an officially licensed soccer game for the PlayStation and Saturn. BMG isn't going it alone; the company has now enlisted the help of MLS superstars, Eric Wynalda and Alexi Lalas. Both players will aid in the game's development, by crafting the offensive and defensive strategies for the title that should be ready by 1997, according to BMG.

■ BACK TO THE FUTURE:

Seer Technologies and INFOgy have developed a new way to pay for Internet access: Prepaid debit cards. This may not seem important now, but they hope to apply the technology to video game machines—both home and arcade—when the service comes out in the United States in late 1997. The card, when stuck in a "video game box" with proper software, will give users instant access to the Internet and e-mail. Each card will cost \$15 for 100 minutes of connect time. The company hopes its route to the Web will prove more appealing than current options, which usually require monthly fees and sign-up hassles, officials from both companies contend.

Product Review



no cords? no problem

Just say no to wires: That's what Naki hopes gamers will be saying with the new Wireless Pro Controllers for the Sony PlayStation (above) and the Sega Saturn.

The controllers look exactly like Naki's 32-Bit controllers, and offer similar features, such as a slow-motion button and turbo-fire functions. But instead of cords, the controllers send infrared signals to a receiver that plugs into the controller ports. An LED shows the battery power and ensures the controller is sending out signals properly.

EGM² tested out the PS controllers with Doom and Street Fighter Alpha.

According to Naki, the controller can be held at up to a 45-degree angle up to 14 feet away from the system—and up to 30 feet when pointed head-on with the receiver. For the most part, that playing range should work well with almost all gamers.

The controller doesn't have to stay at the same level as the system either; the pad worked fine several feet above and below the system from a 10-foot distance. (A nice bonus: For those who have their PS hooked up to a stereo speaker system, the wireless pad becomes an audio CD remote control.)

Another plus for the controller is an automatic shutoff feature after no buttons are pressed for 140 seconds, which helps reduce battery consumption.

The Final Verdict

wireless PS pad

- + Pad still responsive at long-range distances
- + Responsive when held at almost any angle
- + Works well with 3-D action/platform games
- + Auto shutoff feature prolongs battery life
- D-pad unresponsive for some fighting games
- No user instructions



With games such as Doom, the PS pad worked fine, with no noticeable lag time or hiccups in responsiveness. However, the D-pad seemed unresponsive with fighting games such as Street Fighter Alpha. Moves such as forward jumps and fireball/dragon punch motions would only register about one-third of the time, which became rather annoying after a while. So while EGM² would recommend the controller for standard platform games, players will probably be better off not using it for fighting titles.

Both controllers should now be in stores. The PS version will retail for \$42.99, while the Sega Saturn version will sell for \$49.99. Each requires two AAA batteries, which the company says can power up to 40 hours of nonstop play.

Breaking News

sega rallies first net link title


A follow-up to last month's Sega Saturn Net Link story: The company has announced the first of its Net Link-compatible CD games.

As expected, the first game will be a new version of Sega Rally Championship, which is expected to be out by next March, according to Sega. Gamers with a Net Link, and this version of the game can race head-to-head via the phone lines. (Apparently, older versions of Sega Rally won't be Net Link compatible.)

The company also stated that additional Net Link games will come from third parties such as GT Interactive and Capcom in 1997. No specific titles were named, but several obvious candidates spring to mind (a Street Fighter game and any of GT's Doom-like games). Based on the number of Net Link games available, it seems Sega is facing development delays—the company originally planned for 10 such networkable titles by the end of 1996.



Sega Rally Championship is the first of many Net Link-compatible games expected from Sega.



You blasted your way through an onslaught of undead marines and

hell-spawned hordes in Doom, Ultimate Doom and

Doom II. Now you can ~~MM~~ retire, right? Wrong.

Seems flesh-eating mutants have the mortality rate

of a cockroach and are

alive and kicking in Final Doom—the last of the ~~MI~~ legendary Doom products.

It's two new 32-level episodes complete with

new stories (Evolution & The Plutonia Experiment),

new frighteningly realistic graphics and new pulse-

~~MM~~ pounding music. It's time to finish what you started.

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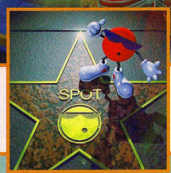
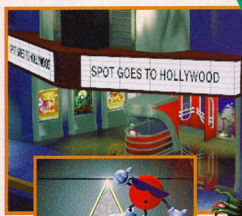
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INTERFACE

Sushi-X Strategy Talk

LETTER OF THE MONTH

Street Fighter III should be in 3-D...not 2-D!

Dear EGM²,

Street Fighter III in 2-D? What's wrong with Capcom? I should admit that I was never a fan of 2-D fighters or the Street Fighter series for that matter, but with Capcom releasing quality fighting games like Star Gladiator and Street Fighter EX, I was expecting Street Fighter III to be in 3-D.

Now I know a lot of people might be thinking that if I must have a 3-D SF, then I should be happy with Street Fighter EX, but that would be settling for a game that doesn't seem to be a

primary concern of Capcom because all the focus is on SF3. (I'm sure I'll play SF EX anyway.) I think that because of all the 2-D versions of SF2 and Alpha plus with all the existing 3-D fighters, many people saw SF3 as an event, and expect it to be 3-D. But it appears that Capcom has taken the "stick with the winning formula" approach, which just isn't good enough to keep up with the Virtua Fighters or Tekkens of the fighting genre.

Now I'm sure SF fans and some fighting fans will cough

up the dough for SF3, but I just don't believe there's room for another 2-D fighter in a 3-D fighting world. I guess I just expected more from Capcom.

Tim Jankovic
Eastlake, Ohio

Well, it's actually ironic that most people refer to games like VF and Tekken 2 as 3-D. Sure graphically they are made of 3-D rendered polygons, but the gameplay is still 2-D. I guess Capcom could have gone and revamped the graphics (like SF EX), but I'll take this argument one step further, Tim. What I really would like to see from Capcom is not just a 3-D look but an all-new experience. Sure the SF II engine is the best in the business, but isn't it time for more than just a facelift? We need some new gameplay!

Tim won his choice of either the Super NES or Genesis version of Acclaim's hot, Dual Turbo Wireless Remote System.



2 Evil

Dear EGM²,

Rumor has it that makers of the plattest game in the world, Resident Evil, will be coming out with a number two. Is this true?

If so, I want to know if you video game wonders will get me and other Resident Evil 2 cravers in the world some info on when it will be released?

Alan Alfred
Irvington, NJ

Yes, there will be a sequel to the bloody Resident Evil which will be released sometime in



Can Resident Evil be any more gory? The answer is YES!

GAMERS' FORUM

Gamers' Forum goes above and beyond the normal letters section. Inside, learn who's scored big, gripe about gaming wrongdoings, find out what bigwig said what about whom, throw around some trash talk, check out the coolest envelope art around and, of course, learn the answers to some of the

toughest strategy questions plaguing the gaming world.

As always, write to us at:
EGM² Gamers' Forum
1920 Highland Ave. Suite 222
Lombard, IL 60148
Remember to always include your name and complete mailing address when submitting letters for Letter of the Month (even when e-mailing!).



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If you have a computer, you must check out EGM²'s articles, reviews and more on the World Wide Web via the NUKE home page at www.nuke.com. Be sure to look for the weekly chats and awesome upcoming strategy articles from the EGM² Crew. Send any mag comments directly to egm@mcs.com.

EGM²'s Strategy Corner:

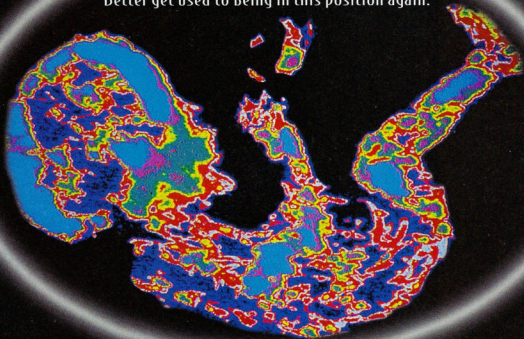
Beginning in September there will be tons of tricks and strategies online, starting with Tekken 2! Following hot on its heels will be the latest tips for the home systems and arcades such as Street Fighter Alpha 2, Super Mario 64, Mortal Kombat Trilogy and more...

Get in the mix...

Don't just sit there, write us and be part of the mag! Send in your comments, trash, gripes, ideas, etc. Also, send in your high scores (with a picture...it's not that we don't trust you). Get your name in print and impress your family or intimidate your enemies. Well, maybe not all that, but it will certainly give you something to do, and it will get you more involved in the mag.



Better get used to being in this position again.



This is more than Mortal Kombat. This is **ULTIMATE MK3**, featuring 8 new playable characters, 5 new backgrounds, 3 modes of play,

selectable ending sequences, new secret moves and combos and player selectable characters even the arcade version doesn't offer.



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MIDWAY



SUPER NINTENDO

GENESIS

the second quarter of 1997.

The story line is this: A cop and a young college girl are holed up in a police station battling zombies that are trying to make the two into a late-night snack. Resident Evil 2 boasts it will be even bloodier and more gory than the first.

Stay tuned here, because we will have more info as it breaks!

Besides the usual

Dear EGM²,

Can you put more arcade games that you sit or stand on like Aqua Jet in your



Gamers actually ride a Jet Ski when playing Aqua Jet.

magazine? At Fantasy Island in Long Beach, they have a game where you stand on skis and ski down hill. I think this is a pretty cool concept.

I find that these games are very interesting, but hardly anyone covers them thoroughly. Thanks!

Ryan Ciampi
Garnerville, NY

We have given coverage to these "unusual" type games before, Ryan. Aqua Jet was featured in issue #27. Also, the skiing game you mentioned is Alpine Racer which we have covered in the past. As well, riding games like Alpine Surfer and Prop Cycle have also graced our pages!

Gamers need a gun...

Dear EGM²,

Hello almighty gaming gods. I bet you know what my favorite game in the world is. Yep, you guessed it: Area 51.

Like everybody I know, I have a PlayStation, and I know that Area 51 is coming out for my system. So, I was ballistic about it. However, after a week of happiness, I wondered, "Wait a minute! What about the gun?"

That's why I am writing this letter, because I am desperately needing to know if there will be A GUN? What's the fun of Area 51 without a gun?

I can just see Saturn owners laughing at PlayStation owners because they have a gun and we don't!

Bret Hebbbron
Cameron Park, CA

Well Bret, there isn't a gun controller coming out specifically for Area 51, but the PS does have a lot of

gun controllers that would be compatible with the game either out



or soon to be released.

Mad Catz' Fazor (pictured) looks like a cool Trekkie gun that is easy to use. As well, Konami has the Hyper Blaster and Interactive will soon release their own gun controller, too.

3-D EZ?

Dear EGM²,

Why is it that games based around 3-D environments, such as Super Mario 3-D, are easier than their 16-BIT counterparts?

You used to be able to play a game for months without finding out all of the secrets in it. I find it easier to find secrets in a game that incorporates 3-D freedom.

Don't get me wrong...I love games like Super Mario 64. I just wish programmers would add difficulty settings in games with 3-D. This would increase replay value and give you more options for your money.

Rob Britton
Stevensville, MD



Fed up with current gaming trends? Is there something that really bugs you about games or the gaming industry? Don't just gripe among friends, do it in public! Send your comments to EGM² Gamers' Forum and speak your mind!

The N64 price is excellent at \$199.95, which is the same as the Saturn and the PlayStation, but what about the price of the games? If you look at the price statues for the Saturn and PlayStation games, they range from \$35 to \$65. The N64 games are going to range from \$70!

Lee Linton; Baltimore, MD

I'm tired of impatient people writing asking when games are coming out. BE PATIENT! It makes the game better. Unless, of course, it is cruddy to begin with.

Tony Treloar; Raleigh, NC

There are way too many fighting games out today. Remember the good old days when it was just a few good fighters. Now it seems like every company has to have a Street Fighter or Mortal Kombat rip-off!

Bob Simone; San Juan, Texas

Most games are too easy to beat. After a game is beaten, gamers lose interest. Game companies should make games harder every time you make it to the end and defeat the Boss.

Giuseppe Contelli; Holland

The Buzz

Here's the latest gaming gossip from the big brains of Quartermann and Sushi-X. Can you keep up? Send us your inside info.

Sega and Sony are both looking at price drops to \$149 for the holiday season. Nintendo will probably follow suit.

Tekken 3 for N64? The game's at about 60 percent complete, and Nintendo has had some closed-door discussions with Namco about it. Namco says they'll go with whoever will make their

games look better than Sega's mega arcade lineup.

MK4 will probably be in 3-D. It will supposedly be on the new Obsidian hardware utilizing a modified Voodoo chipset capable of producing 1 million texture-mapped polygons a second. Raiden, Scorpion and Sonya are present, and there may be a new innovation like the Run button was to MK3.

Bombberman is back! A new version of the hit was just released for the Saturn in Japan and may make it here.

Meanwhile, Hudson Soft has set up shop in Washington, and rumors say there may be new versions for the PS and N64 as early as mid '97.

Zelda 64 is said to look even better than Mario, and will be the big N's huge game of '97.

Word was that Acclaim might buy Psygnosis, but after the big employee shakedown at Acclaim, Nintendo might just acquire them.

Nintendo is trying a new third-party developer strategy

to entice new companies into making games for the N64. Right now the cost is \$33 per cartridge and the minimum order is 100,000, so do the math and you see the problem: \$3,300,000

Street Fighter III will definitely show up on the M2 next year. Capcom is also bringing out X-Men Vs. Street Fighter for the Saturn, but not on PS, due to limited RAM.

Psygnosis' ongoing dispute with Sony may send the high-profile company to the Nintendo 64.

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What do all you gamers out there think? Does the 3-D hamper difficulty or increase it? Write us with your answers and we'll publish the best pro and con letters.

Oooh, scary

Dear EGM²,

What do you think of my threads? I worked really hard on this costume, and I'm also taking a few minutes out of my French class to write this letter. I even paid the postage—SO PLEASE PRINT MY PICTURE!

Christin "Nakoruru" Deville Baker, LA



Yes, it's a cool costume (now pay attention in French class).

Hey all you trick-or-treaters, send us pictures of your cool video game-type Halloween costumes

and we'll print them in a future issue (if they're good, that is).

Uncomfy controller

Dear EGM²,

The N64's controller is very uncomfortable. Has anyone at EGM² encountered the same problem? Do you think Nintendo should've noticed that when they manufactured it?

P.S. The new paper the magazine is printed on is great!

**Jeff Homen
Fall River, MA**

Some of the staff has found the controller to be a tad uncomfortable. However, with new controllers coming out for this system, there will be a plethora to choose from.

Has anyone else had discomforts with the controller? Write us!

(From the editor: And by the way...Ken what are you doing down in Memphis? The same to you too buddy—Click!)

***Please note that we receive thousands of letters daily, and, although we would like to, we cannot answer every one personally. This also means we cannot send codes or tricks to gamers...even if gamers send money! If you have any questions and/or problems with your EGM² subscription please write to:

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Congratulations to Dan Peluso, copy editor for EGM², and his wife Sherrie on the birth of their daughter, Mia Kristen.

Trash Talk

Dish out some of your best intimidating and ranting comments (no swearing!).

I won't, I'm sorry, I wasn't paying attention!

I bet your name's Mr. I-Really-Sink-At-This-Game.

I hear Wednesday's Seniors Night.

Look, I'm tired of beating you. Here's a dollar—go take a cab home.

**Rain Flower
W. Palm Beach, FL**

What If?

Okay, here's another chance to let your creativity really shine! Send your "What If's" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

...Crispin Boyer came out of Earthbound?

...the N64 had LCD games built-in?

...this "What If" list was the hottest thing in your mag?

**Giuseppe Contelli
Holland**

(Ed. note: Hey "What If" guru, how about a wallet-size picture so we know what you look

like? We might even put it in the mag next to your incredible lists!)

...Mario loves Yoshi as much as some country folk love their sheep?

...Beavis and Butt-head killed Mario and took over Mario 64?

...Luigi became a wrestler, wore black, beat up Mario 100*

times and proclaimed himself the real hero of video games?

...before Mario did a Backflip, he made his butt talk a la Ace Ventura (Hey! It's me, Mario.)

...Crash gave Mario a wedgie?

...Sonic gave Mario a noogie?

...Mario is the Princess? (I really like Mario...honest)

**Todd Fulkerson
Phoenix, AZ**

EGM² Letter Art

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal!

**Gene Armand
F. Ruvera
Philippines**



**Stephen Mac Neil
Sydney, N.S.
Canada**

winner

Adam Kils of Springfield, VA, won an ASCII Specialized Control Pad for the PlayStation.



Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: EGM² Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.



* Or at least get you in the magazine and win yourself a controller from ASCII (First Prize Only!)

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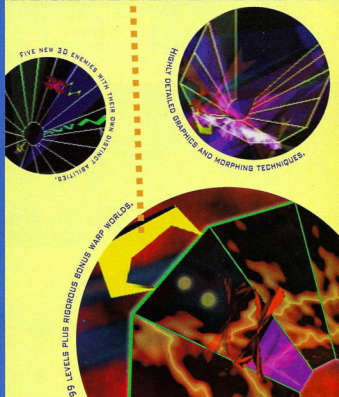


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Evil Ryu

Dear EGM²,

Hi. I have a question for you since you guys know all of the answers: How do you play as Evil Ryu in the Saturn version of Street Fighter Alpha 2?

**John Woo
Alvin, Texas**

It's simple: Highlight Ryu. Hold Start and move Right, Up, Down and Left. Then press any Punch or Kick button and let go of Start.

Keep looking in future issues of EGM² for more awesome Street Fighter Alpha 2 codes.



Playing as Evil Ryu is as simple as pressing R, U, D and L.

Way Beyond...

Dear EGM²,

I recently bought the game Beyond the Beyond for the PS. At the Bondare Castle, I'm able to get Sir Kevins out of the volcano and the Gold Key to get the Ancient Tablet.

However, in issue #27 page 94, you mentioned receiving Domino as a party member. Now, I don't know how to get to this point. Do you have to go through the gate the Emperor goes through in the castle?

**Regg Galles Jr.
Ketchikan, Alaska**

Dear EGM²,

I recently purchased Beyond the Beyond for my PlayStation and it's great. The graphics are cool, and the battle scenes are awesome. The puzzles are pretty challenging. This is why I'm writing to you.

How or where do you find the magic bean? I already have the Vase of Life, so all I need is the

bean to go Beyond the Beyond.

**Frank Zhang
Gainesville, FL**

Dear EGM²,

In Beyond the Beyond, how do you find the Ring of Defense? I can't seem to locate it. Could you please help me?

**Donald Green
Dallas, Texas**

Dear EGM²,

Your September issue had a walk-through for Beyond the Beyond. I did everything in the book, but it still didn't answer all of my questions.

So, how do you wake the dragon in the Dragon Shrine to



Secrets are hiding anywhere... even behind tombstones.

get the Skeleton Key? Where can I find the final tablet (the fifth one)? Finally, could you play Percy a second time after he leaves you in the beginning of the game?

Also, how come some merchants in the game sell Mystic Knuckles, Shadow Gi and silk Scarf but none of my characters could equip it? Could there be a secret character? If so, where and how can I get he/she? I really need some help.

**Henry Pham
San Diego, CA**

Phew! Let's take these questions one step at a time. Regg: Yes, you do need to follow the Emperor through the gate.

Frank: The bean is a secret item that is tricky to find. If anyone out there has located it, please write us.

Donald: At Marion Castle near the tombstones, be sure to examine the upper left-hand stone to uncover the Ring of Defense!

...Mega Man X decided to quit, and Capcom hired Huitzil to be the new Mega Man?
...Tyrant from Resident Evil was Lord Raptor's brother?
...Dan was really Robert and Ryu combined?
...Akuma joined DarkStalkers?
...Lord Raptor was the mascot for Megadeth?
...Capcom made Super Street

Fighter Alpha 2 Turbo?
...Ryu and Ken decided to perform the Gokou and Vegetta dance to become Gogita?
...and become Akuma?

**Dave Lo
Fremont, CA**

...Sindel tripped over her own hair?
...Liu Kang burned his hands?

...Sub-Zero liked to play Freeze Tag when he was a kid?
...Stryker tried to shock Raiden with his tazer gun?
...Kabal got a job blowing balloons for children?
...Kano got a job as a cross-walker and he would use his eye as a stop sign?

**Francisco Hernandez
Phoenix, AZ**

...Kung Lao's hat never returned back to him?
...Motaro and Sheeva had a kid?
...Stryker was really a plumber?
...Sindel's hair fell out?
...Sushi-X was really Kabal?
...CyraX's net had a big hole?

**"Mortal Fan"
Huntington Beach, CA**

**Duong Dang Vu
Salinas, CA**



**Ian LaBlance
Sault Ste. Marie, Ont.**



**Laura Schumacher
Toledo, WA**

**Nick Delcore
Westland, MI**



**David Pacheco
Salinas, CA**

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IBM



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BATTLESHIP®



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CD-ROM

Henry: Your first three questions can be answered by following these steps. First, Go to the Shrine and resurrect the dragon. You'll be given the last tablet. Then go back to the cave and you'll notice that the dragon will be gone.

Yes, you can play as Percy the second time, and once again, Cyber's girlfriend unveiled how to obtain him.

According to Tracy, when you fight the black knight, keep defending through the entire match. Percy will soon join you.

She also told us about Merlin, another hidden character who



The last tablet will be given to you at the Dragon Shrine.

won't join your party, but will give you a spell. Go to the secret cave at the neck on the "V" of the mountains above Marion. However, you must use your ship to obtain him. And yes, the reason you cannot get some of the items is because only secret characters can equip it!

If anyone else has the locations of any other hidden characters or items, write us!

KoF fan

Dear EGM²,

I really love the King of Fighters series. I was wondering if you could show the moves and other things for my friends and me for KoF '96? We just saw the game and we don't know anything about it.

**Jonathan Hyun Sung
Belleville, NJ**

Check out our last issue (EGM #29)—we had some info on KoF '95 and '96. However, make sure you stay tuned to future issues for more KoF updates.

STATEMENT OF OWNERSHIP, MANAGEMENT AND CIRCULATION
 PUBLICATION TITLE: EGM; PUBLICATION NUMBER: 1074-0471; FILING DATE: 10/19/96; FREQUENCY: Monthly; NUMBER OF ISSUES PUBLISHED ANNUALLY: 12; ANNUAL SUBSCRIPTION PRICE: \$24.97; COMPLETE MAILING ADDRESS OF KNOWN OFFICE OF PUBLICATION: 1920 Highland Avenue, Lombard, IL 60148; COMPLETE MAILING ADDRESS OF HEADQUARTERS OF GENERAL BUSINESS OFFICE OF PUBLISHER: 1920 Highland Avenue, Lombard, IL 60148; FULL NAMES AND COMPLETE MAILING ADDRESSES OF PUBLISHER, EDITOR, AND MANAGING EDITOR: PUBLISHER: Jonathan Lane, 1920 Highland Avenue, Lombard, IL 60148; EDITOR: Joe Funk, 1920 Highland Avenue, Lombard, IL 60148; MANAGING EDITOR: Howard Grossman, 1920 Highland Avenue, Lombard, IL 60148; OWNER: Ziff Davis Publishing, One Park Ave. New York, NY 10016; and Softbank Holdings Inc., 10 Langley Road, Suite 403, Newton Center, MA 02159. KNOWN BONDHOLDERS, MORTGAGEES, AND OTHER SECURITY HOLDERS OWNING OR HOLDING 1 PERCENT OR MORE OF TOTAL AMOUNT OF BONDS, MORTGAGES, OR OTHER SECURITIES: None. PUBLICATION NAME: EGM; ISSUE DATE FOR CIRCULATION DATA BELOW: October, 1996. TOTAL NO. COPIES (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 294,222. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 269,487. PAID AND/OR REQUESTED CIRCULATION—SALES THROUGH DEALERS AND CARRIERS, STREET VENDORS, AND COUNTER SALES (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 61,350. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 57,000. PAID AND/OR REQUESTED CIRCULATION—PAID OR REQUESTED MAIL SUBSCRIPTIONS (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 7,382. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 10,472. TOTAL PAID AND/OR REQUESTED CIRCULATION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 68,732. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST FILING DATE): 67,472. FREE DISTRIBUTION BY MAIL (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 1,655. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 1,552. FREE DISTRIBUTION OUTSIDE THE MAIL (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 0. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 0. TOTAL FREE DISTRIBUTION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 1,655. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 1,552. TOTAL DISTRIBUTION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 70,987. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 69,024. COPIES NOT DISTRIBUTED—OFFICE USE, LEFTOVERS, SPOILED (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 3,236. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST FILING DATE): 1,163. COPIES NOT DISTRIBUTED—RETURN FROM NEWS AGENCY (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 200,000. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 199,300. TOTAL (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 294,222. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST FILING DATE): 269,487. PERCENT PAID AND/OR REQUESTED CIRCULATION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 97.67%. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 97.77%. THIS STATEMENT OF OWNERSHIP WILL BE PRINTED IN THE October, 1996 ISSUE OF THIS PUBLICATION. I CERTIFY THAT ALL INFORMATION FURNISHED ON THIS FORM IS TRUE AND COMPLETE. I UNDERSTAND THAT ANYONE WHO FURNISHES FALSE OR MISLEADING INFORMATION ON THIS FORM OR WHO OBTAINS MATERIAL OR INFORMATION REQUESTED ON THE FORM MAY BE SUBJECT TO CRIMINAL SANCTIONS. SIGNATURE AND TITLE OF EDITOR, PUBLISHER, BUSINESS MANAGER, OR OWNER: (signed) Baird, Davis, Senior Vice President. DATE: 10/19/96.

Q&A

Here it is, the monthly feed-back column where we (or you) pose a specific question and everyone writes his/her views. Let's get REAL!

This focus is on is what you think we could do to make EGM² better.

...more fighting game coverage

...EGM² pack-ins like a poster, strategy book, or a demo CD-ROM.

...use more artwork and exclusive illustrations.

...do a section of deadbeat game reviews.

Coming This Holiday Season

NINTENDO 64

Kl Gold
MKT
Turok
WaveRace 64
Wayne Gretzky
Blast Corps
NBA Hang Time
Shadows of the Empire
Tetrisphere
Cruis'n USA
Robotech
Impossible
Mission

PLAYSTATION

Command and Conquer
NBA Hang Time

Dest. Derby 2
Syndicate Wars
Soviet Strike
Dark Forces
Discworld II
NFL GameDay

SATURN

Bedlam
Virtual On
Virtua Cop 2
NFL '97
NFL '97
Crypt Killer
Daytona
Champion
Lost Vikings 2
Dragon Force
MechWarrior 2

SUPER NES

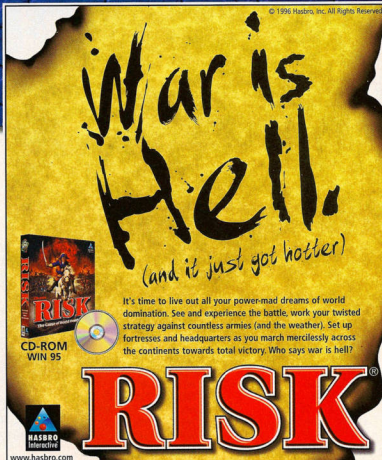
DKC 3
UMK 3
NBA Hang Time
Star Wars
NHL '97

GENESIS

Bass Masters
Classic
UMK 3
VectorMan 2
Sonic 3D Blast
NBA Hang Time

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...use more artwork and exclusive illustrations.

...do a section of deadbeat game reviews.

CD-ROM WIN 95

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Top 10 16-Bit Games

1. Madden 97 EA
2. SFA2 Capcom
3. UMK 3 Williams
4. DKG 3 Nintendo
5. Tetris Attack Nintendo
6. Kirby Superstar Nintendo
7. Sonic 3D Blast Sega
8. Mr Do! THQ
9. VectorMan 2 Sega
10. Caesar's Palace Virgin



Arcade Games

1. Die Hard Arcade Sega
2. Tekken 2 Namco
3. Metal Slug SNK
4. Golden Tee 3D Golf Incred. Tech
5. Bust-A-Move Again Taito
6. Soul Edge Ver. 2 Namco
7. Super Puzzle Fighter 2 Capcom
8. Ninja Masters SNK
9. Striker 1945 Worldwide Video
10. Dungeons & Dragons '96 Capcom



Pinball Games

1. Attack From Mars Bally
2. Arabian Nights Williams
3. Theatre of Magic Bally
4. Addams Family Bally
5. Twister Sega
6. Star Trek Williams
7. World Cup Soccer Bally
8. Whodunit Bally
9. Road Show Williams
10. Indiana Jones Williams



Console Games

1. MK Trilogy (PS) Williams
2. Super Mario 64 Nintendo
3. Madden 97 (PS) EA
4. UMK3 (Super NES) Williams
5. Monopoly (Gen) Parker Bros.
6. UMK3 Williams
7. Ridge Racer Revolution (PS) Namco
8. UMK3 (Gen) Williams
9. Crash (PS) Sony
10. Caesar's Palace (Gen) Virgin



Courtesy of Replay Magazine, October 1996

Courtesy of Replay Magazine, October 1996

Courtesy of Best Buy, October 1996

Reader's Top Fives



Carlo Carrasco Philippines

1. SFA2
2. Resident Evil
3. Final Fantasy III
4. Tekken 2
5. Ridge Racer Revolution



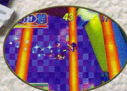
Alex D'cruz Malaysia

1. Tekken 2
2. Crash Bandicoot
3. SFA2
4. Super Mario 64
5. Tobal #1



Logan Vandall Venetta, PA

1. NIGHTS
2. X-Men: CoA
3. Marvel Super Heroes
4. Virtua Fighter Kids
5. MKT



Josh Pochester Lawrenceburg, TN

1. Lufia 2
2. Beyond the Beyond
3. Tekken 2
4. Final Fantasy III
5. Chrono Trigger

Jerry Keelie Rockford, IL

1. Crash Bandicoot
2. Tekken 2
3. Beyond the Beyond
4. SFA2
5. Resident Evil

Editors' Top Fives

Howard "The Grinch" Grossman

1. Kain
2. MKT
3. Bubble Bobble
4. SFA2
5. War Craft 2

Jason "Scrooge" Streetz

1. Super Mario 64
2. Spot Goes to Hollywood
3. Disruptor
4. Tetris Attack
5. Paradoxia

Tim "Yukon Cornelius" Davis

1. Tomb Raider
2. Fi Challenge
3. SFA2
4. Star Gladiator
5. Ridge Racer Revolution

Scott "Jingle" Augustyn

1. Super Mario 64
2. KI 2
3. Tetris Attack
4. Resident Evil
5. Iron Storm

Mark "Ghost of Christmas Future" Hain

1. X-Men Vs. SF
2. WipeOut XL
3. Cruis'n World
4. Super Mario 64
5. Solitaire

Andy "Lump of Coal" Baran

1. Tetris Attack
2. TokiMemo Puzzle Ball
3. MechWarrior Mercenaries
4. Legacy of Kain
5. Alpine Surfer

Guest's Top Ten: Anonymous Williams Rep

1. MKT
2. UMK3
3. Cruis'n World
4. San Francisco Rush
5. War Gods
6. Final Doom
7. Arcade Classics
8. Area 51
9. Scared Stiff
10. Defender

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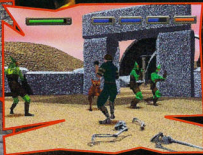
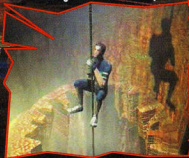
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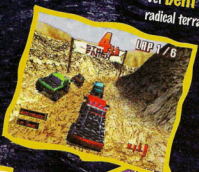
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Preview's



CRIMEWAVE



TUNNEL B1

Theme
Action
Available
November
Players

% Complete
99%
Developer
Acclaim

This hot new action game by Acclaim puts you in the seat of a lethal fighting machine. The gameplay is similar to Doom in many aspects, but the control is so much more refined. The graphics are top-notch too. You won't believe it's a PlayStation game.

Set in the dark future, you must fight gun turrets and race against time as a madman plans world domination. This one looks totally hot.



Theme
Action
Available
November
Players

% Complete
75%
Developer
Eidos



Crimewave is a cool, new action game where you must search a city for criminals and apprehend them. The whole game is rendered in 3-D, and it rotates constantly as you play. There are several sections you can patrol, from the beach to an industrial complex. Earn money by catching crooks, but don't hurt the civilians. Can you bag the bad guys?



BEDLAM

Theme
Action/Strat
Available
November
Players

% Complete
50%
Developer
GT Interactive



Bedlam is a hot new action/strategy game that puts you in charge of a squad of customizable mechs.

Use your fast reflexes to mow down enemies with gunfire, or puzzle out the pathways with your mind. There

are many different ways to tackle each mission, so no two games are the same.

One really cool feature is that you can blow nearly everything up. Is there a wall in your way? No problem. Blast it with your cannons.

Bedlam looks and feels like a PC game, but the strategy should win over PlayStation owners who are sick of 3-D polygons.



Equip your battlesuits before combat. Try to see what works out best.



VR GOLF TIP 5

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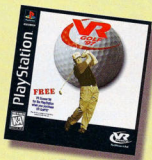


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DOOM

Theme
Action

Available
November

Players
1 or 2

% Complete
75%

Developer
GT Interactive



The king of 3-D fighting games is back once again (this game is tougher to kill than a Demon!). You must brave a world filled with vicious hellspawn who want to feast on your remains.

The Saturn version is a direct port of the PlayStation game. The game is pretty choppy, but it still is early. With some tweaking, this Doom could compete with the other incarnations of this game that are on the other systems.

If you haven't played Doom to death yet, you should. There's nothing like mayhem...



AMOK

Theme
Action

Available
November

Players
1 or 2

% Complete
75%

Developer
Sega



Take control of an underwater craft and pursue a number of objectives in this eerie shooter. Scavenger has done an awesome job creating a strange underwater world complete with aquatic denizens and power-ups to find.



SPACE JAM

Theme
Sports

Available
November

Players
1-4

% Complete
50%

Developer
Acclaim



Based on the movie that's set to hit this holiday season, Space Jam pits our favorite Warner Bros. cartoon characters against aliens who wish to liven up their boring planet.

The engine of Space Jam is similar to NBA Jam, complete with cool but wacky special dunks. Michael Jordan and Bugs can team up, as well as a large cast of others. To keep things fresh, there is a whole assortment of bonus games that upgrade your players if you win them. Space Jam looks like it's going to be a lot of fun.



HEAVY METAL

Theme
Fighting

Available
November

Players
1 or 2

% Complete
70%

Developer
Acclaim



Iron Man & X-Manwar in Heavy Metal is a side-scroller where the two must team up to stop terrorists from turning the world into a toxic dump. Lots of super powers and deadly enemies.



ALLIED GENERAL

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PSYCHIC FORCE

Theme
Fighting
Available
1st Qtr. '97
Players
1 or 2
% Complete
N/A
Developer
Taito



Acclaim will be releasing a fighting game that anime fans should like. Choose from a cast of fighters who look like they could've stepped from any manga. Each one has a number of powers, like the ever-popular fireball.

What makes Psychic Force different from the plethora of fighters out there is the fact that it is in true 3-D. Characters literally fly around in space lobbing fireballs after each other. The gameplay is quite unique.

There are two types of play. One is where you simply fight and the other is a Story Mode where you get a dose of animation. Psychic Force is fun, if not original. Check it out.



MAGIC: BATTLEMAGE

Theme
Strategy
Available
November
Players
1 or 2
% Complete
75%
Developer
Acclaim



The Magic craze is still going strong, and no doubt it'll get stronger with the release of this game based on the popular card game. Summon monsters and cast spells in a duel against your fellow PlaneWalkers. Earn new abilities and control all of Domina. Look for more soon!



CRUSADER: NO REMORSE

Theme
Action
Available
December
Players
1
% Complete
60%
Developer
Origin



You are a black ops agent sent in behind enemy lines to accomplish a series of missions. From sabotage to assassination, you must sneak through an enemy complex.

Crusader: No Remorse is a mirror image of the PC game of

the same name. The control scheme is much simpler to match the Saturn's controller.

You must use the wide variety of items in your disposal in order to accomplish your tasks. The remote-controlled spiders are especially nasty. If you want danger, this games got it!



NECRODOME



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PLAYERS



HOW TO ASSEMBLE
K&A
K&A
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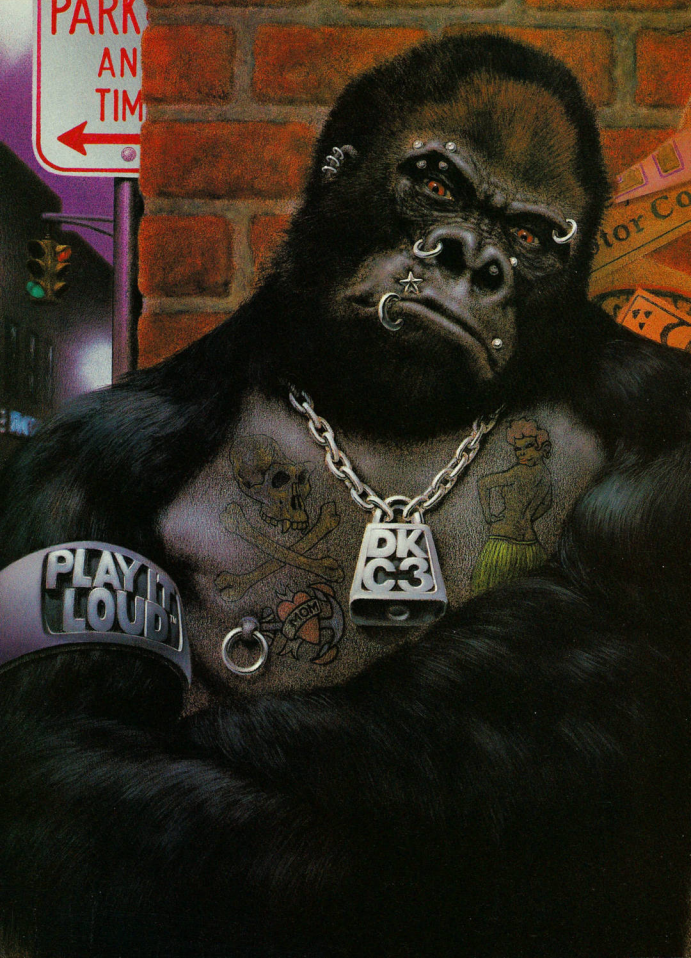
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YOU AND WHAT ARMY?





PARK
AN
TIM

stor Co

PLAY IT
LOUD

DK
C3

MOM

MEET DONKEY KONG'S NEW WILD CHILD.

YOU WANT WILD?
WE'LL SHOW YOU WILD.
WE'LL SHOW YOU
A DONKEY KONG
YOU'VE NEVER
FACED BEFORE

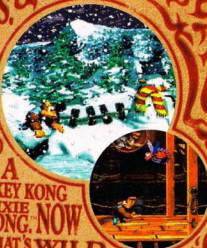
BECAUSE YOU'VE
NEVER SEEN
NEVER COME UP AGAINST

BOSSSES

LIKE THIS.
NEVER
PLAYED
ON LEVELS
LIKE THIS.
AND NEVER
SEEN

A CHARACTER AS WILD
AS KIDDY KONG. THIS IS A

WHOLE NEW ADVENTURE. DONKEY KONG
COUNTRY 3 FEATURING
KIDDY KONG AND DIXIE KONG. NOW
THAT'S WILD.



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Die Hard Trilogy

(Fox Interactive/PlayStation)
Area Passwords from Last Issue

Here are the final series of passwords to go with the last game, "Die Hard with a Vengeance" of the Trilogy.



Enter these passwords at the Game Code Screen found within the Memory Control Option Screen. Enter all the codes completely, then press the X button. If it was entered correctly, the words Official Game Code will appear at the top of the screen. Then exit with the Triangle button and begin your game! Note: The following passwords will grant you 15 lives and 25 of each of the grenades to start out with. Die Hard with a Vengeance Passwords:

Central Park #1

XJ1GFT17XMLG9
T74XMLD3K72X1
LG82RC8VMZKSH
HXWQZWM7GVHSJ

Chinatown #1

T31XMLG9TC5DP
L0BTC6EIV0D77
5DN96F24Y7QQ
7TW1X6CK5JV6J

Downtown #1

Z511CYHPZWWHF
YRQZWWF7PRJZR
WHD67TBLVY7QR
TZ31HBI1_2BJ

Central Park #2

KS28P3DFKV78Y
3NGKV7BRCN8KQ
78XS415M6VCC4
K63SGSJDFD2J

Chinatown #2

Z4115XRLZ7S13
XHKZ7SY9NHRZC
SI271ZBGTD7LR
J17XHKI1CVWFG

Continued on pg. 62



MORTAL KOMBAT TRILOGY

System **PlayStation**

Publisher **Williams Entertainment**



To choose a Random Select at the Character Select Screen...

To access a Random Select, just press Up+Start, while highlighting Noob Saibot on controller one or Rain if on controller two. The computer will then choose your next character for you. To enter the Ultimate Kombat Kodes for various options in the game, just



...go to Noob Saibot and press Up+Start simultaneously.

choose your characters in Vs. Mode and enter them at the Vs. Screen using Square, Triangle and Circle buttons on both controllers. Unlimited Run: 466-466 Disable Throws: 100-100 Disable Blocking: 020-020 Dark Fighting: 688-422
Keep looking for many more!



At the Vs. Screen, enter the Ultimate Kombat Kodes.



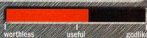
If entered correctly, the trick will appear at the bottom when the match begins.

Cheat Sheet

Random Select,
Ultimate Kombat Kodes

Follow the instructions above to play with a few new options using Kombat codes and a Random Select at the Character Select Screen.

POWER TRIP



MARIO 64

System **Nintendo 64**

Publisher **Nintendo**



In order to go to the tree where the owl is, go into the right door.



Then enter the picture of the castle and go up to the tree...



...In the beginning of the level. Climb the tree and make the...

Here's a great trick that will take Mario to the sky! When you are at the lower level and you have already beaten the Wall Boss, go into the Door #1 on the right-hand side. Inside, there will be a picture of a castle. Jump inside this world and go to the tree at the beginning of the level. There should be an owl inside. Climb up the tree and scare this owl out. You should now be able to talk to the owl. He will offer you a ride around the island, just as long as his wings hold out.



...owl fly out. Talk to it and he will offer you a ride.

Take him up on this offer and you will be able to fly around, locating hidden secrets that were out of reach before.



Using this method will allow you to find secrets you couldn't before!

With his help, you can now find stars that are located up on platforms. Jump down and retrieve them.

Tim Davis
Bellville, OH

Cheat Sheet

Owl Trick

Here's a clever way to reach those out of sight areas for stars and more! Just follow the procedure above to use an owl to fly around.

POWER TRIP



"...Time Commando could rewrite
the book on fighting games."

— happypuppy.com

"It's 2 a.m. and I'm still playing
Time Commando..."

— GameSpot



Prehistoric



Roman Times



Feudal Japan



Medieval



Congulatador



45 Deadly Weapons

Master dozens of lethal weapons
— from Prehistoric clubs to Wild
West guns to futuristic lasers.

Over 80 Fierce Enemies

Defeat more than 80 real-time
polygonal 3-D enemies from past
and future battlefields.

Modern Wars



Western



The Future



The Virus



Incredible Environments

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ACTIVISION

Die Hard Trilogy

(Fox Interactive/PlayStation)
Area Passwords Continued

Die Hard with a
Vengeance Passwords:

Urban #2
I81JMZHTICYHP
ZRVCYFIQRX17
YHN57PC2XX9MH
TZ3T17VPC4H_

Downtown #2
5422VBKB54NLL
B9954NJS29H58
NLMKT6KFP6VT1
C48J2198NRRGJ



Aqueduct #1
S82DFJG1SC1D5
JQ25C1GHSQ4S7
1D4C6FD2 SM 6
7TW5XQ4QG6C2

Wharf
7N23LHKZ7NZMV
H9Y7N2KJ79W7S
ZMNWNTLMIY6ST9
T6 V38MH9T9RJ

Aqueduct #2
8J24 KV78K248
K248K262T228Y
249BLCXS3K66L
3996NV53LHKJ

Simon Gruber (Final Level)
9N24MLG9P6NV
MBF9P6OJWBC9T
6NW8V2YX72L82
C89248C9MQZN_

Iron & Blood

(Take 2 Interactive/
PlayStation)
Play As Hidden Bosses

Just when you thought that there were enough characters. Here are a few more! These codes when entered at the Character Selection Screen will allow you to play as the hidden Bosses in the game.

Continued on pg. 66

PROJECT OVERKILL

System **PlayStation** Publisher **Konami**



Load your game from an empty file on your memory card.



These are the stats that you should normally have without the cheat.



When you begin, let your agent get killed by his enemies.

This trick will allow you to start your game with extra ammo and health. It's not a code that you enter, but rather a method to follow. Just begin a new game and load an empty file from your memory card. Don't choose an agent before you begin your mission. In the game, let the agent die and reload a new game using the empty file method again. You will find that all four agents are in M.I.A status. Begin your game, and you will notice that the agent starts out with zero everything and will die after being shot once. Begin once more and look at the agents stats when choosing. Extra amounts will be added! Begin the game and you will start out with more health, ammo and an additional weapon!

Chew Chee Hoe
Singapore



Then reload the empty file again and begin your game.



You will notice that you will start out with zero everything and die.



Then begin once again and look at the agents stats!



You will begin your game with extra health, ammo and a new weapon.

Cheat Sheet

Extra Items Trick

Follow the preceding instructions to begin your game with extra health, ammo and an additional weapon. Use your memory card to enter it.

POWER TRIP

worthless useful godlike

GUNSHIP

System **PlayStation** Publisher **Sony Computer Entertainment**



At the Loading Screen before the mission begins, enter the code.



If done correctly, "Cheat" will appear in the upper right.

While at the Loading Screen, press down at the same time: L1, L2, R2 and X buttons. If done correctly, "Cheat" will appear in the upper left-hand corner, when you begin your mission. This will access an Unlimited Ammo cheat, which will allow you to have enough fire power to blow your way through each mission.

Gene McClure
Baltimore, MD

Cheat Sheet

Unlimited Ammo Cheat

Just enter the cheat above during the Loading Screen right before your mission begins in order to access an Unlimited Ammo cheat.

POWER TRIP

worthless useful godlike



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THIS IS
THE ONLY THING
YOU'LL MISS



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PINBALL GAME I'VE
EVER PLAYED."

Rick Stetta
Five Time World
Pinball Champion



With a flick of your finger, you slam the silver orb north, where it explodes in a storm of lights and awesome sound



effects. No sweat, you think. But as five more screaming balls descend toward your faithful flippers, you realize, this isn't a game for amateurs. In fact, with an ingenious regiment of ramps, loops, orbits, targets, sink holes, lights, and more, it's the most realistic pinball game ever to come to the computer.

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- Four different action packed games:
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- Play six balls simultaneously.
- Six different table views to choose from.

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INTERACTIVE

Interplay
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01:00:13:06

How did we come up with the exciting
new features found in Destruction Derby 2?

By accident.

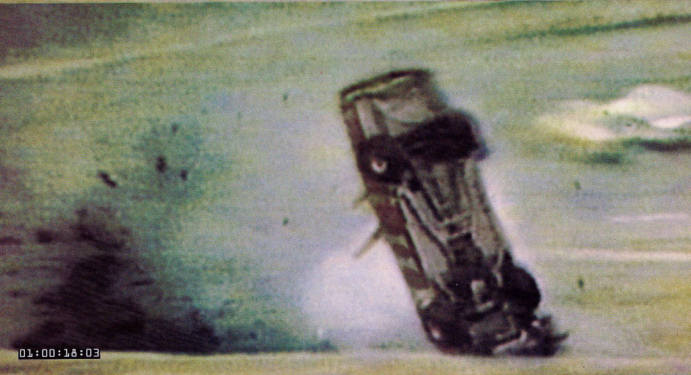
01:00:16:21

Destruction Derby™ 2 is the perfect combo of balls-to-the-wall racing and 3D wreckage. Seven new tracks are longer, wider, faster, plus four destruction bowls. Cars roll, cars flip, cars fly off the track. There's more deadly debris to deal with - tires, doors, hoods get jettisoned and serve as incoming missiles. There's all new fire, new explosions, and improved suspensions for more realistic handling. Destruction Derby 2. Designed exclusively for the true connoisseur of crash. www.psygnosis.com

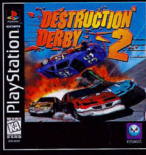


PSYGNOSIS™

01:00:14:17



01:00:16:03



Iron & Blood

(Take 2 Interactive/
PlayStation)

Hidden Bosses Cont.

Just begin your game and at the Character Selection Screen enter the following:



Lord of Chaos: Up, Up+Left, Left, Down+Left, Down, Triangle+X. His moves are—
Combo Hi: Up+Circle, Up+Triangle+Circle.
Combo Medium: Circle, Square, Square.
Combo Low: Down+Circle, Down+X.
Charge Attack: Up+Square+X.
Attack While Down: Right, Left, Right, Circle.



Minion of Chaos: press L1, L2, R1, R2, Up, X simultaneously. His moves are—
Combo Hi: Up+Circle, Up+Circle.
Combo Medium: Circle, Square, Circle.
Combo Low: Down+Circle, X, Attack While Down: Right, Left, Right, Circle.
Minion of Order: Left+Square, Right+Circle. His moves are—
Combo Hi: Up+Circle, Up+Circle.
Combo Medium: Circle, Circle, Circle.
Combo Low: Down+Circle, Down+Circle.
Attack While Down: Right, Left, Right, Circle.
Strahl: Up, Right, Down, Left, R1, R2, L2, L1. His moves are—
Combo Hi: Up+Circle, Up+Square+X.
Combo Medium: Circle, Triangle, Triangle.
Combo Low: Down+Circle, Down+X.
Attack While Down: Right, Left, Right, Circle.

GUN GRIFFON

System **Saturn**

Publisher **Bega**



Enter the following codes here at the Main Title Screen.

Here are several cheats to quickly enter at the Main Title Screen, in your next game of Gun Griffon. The codes are as follows:

For Mission Select enter: Y, Y, A, Y, Y and Start.

To Change Your Enemies enter: Right, Right, B, C, A and Start.

For Invincibility enter: Left, Right, B, C, C and Start.

To Double Hit Points enter: X, Y, Z, Up, Down and Start.

To See Ending Sequence enter: Down, Up, Right, A, Left and Start.

To Change Height enter: Down, Left, C, C, Start and then press C or Z on controller two to change height.

To Disable Centering on Turret enter: B, B, B, Up, C and Start.

The following codes are not to be entered at the Main Title Screen, but when within the game.

To See Debugging display enter: Right, Right, X, B, A,



Enter the Mission Select code to choose a new mission.



Reach for the sky and increase your size with the Height code.



You can also see the Ending Sequence by entering a code.

L, L, L, R on controller two. A Debug Screen will then appear, if done correctly.



Who says you need fire power to do some damage on your enemy?



Having Invincibility on your side is always a helping hand!



Just for kicks, increase the speed of the windmill with this code!

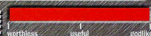
To Rotate the Windmill repeatedly press the C button on controller two quickly to make it go faster.

Cheat Sheet

Various Cheats

Enter the previous codes at the Main Title Screen to access several cheats in the game, such as Invincibility and Mission Select!

POWER TRIP



BURNING ROAD

System **PlayStation**

Publisher **Playmates Interactive**

You've seen it in Ridge Racer and now it's in Burning Road. To play the Backward Track, just enter "Practice Mode" and begin your race. Then immediately turn around and pass the Start line. You will automatically be in first place. Watch out though, the other cars will quickly turn around and be right on your tail!



When in Practice Mode, just begin your race and turn your...



...car around immediately past the Start line. You will then be in first place, for as long as you stay ahead of the other cars.

Cheat Sheet

Backward Track

To access the Backward track and quickly take first place in your next race, just follow the procedure above when in Practice Mode.

POWER TRIP

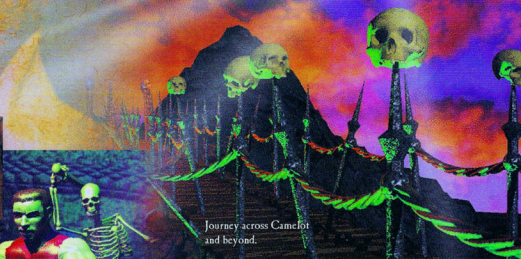


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Formula One

(PlayStation)
Bizarre Cheats

Here are some bizarre cheats to enter after selecting your driver and track you wish to race on. To enter them, go to the "Practice, Qualify and Race" Screen and hold down the Select button while entering the following codes. If you can't seem to access the codes, then you need to enter them quicker.



Enter the following codes here at the "Race Qualify" Screen.

For **Bike Mode** press: Down, Up, Circle, Triangle, Right, Up, Square, Triangle.

For **Buggy Mode** press: Right, Up, Triangle, Left, Up, Square, Triangle.

For **Gibberish Mode** press: Left, Circle, Up, Down, Down, Right, Circle, Square, Square. This code will make the announcer speak gibberish.

For **Bonus Track** press: Left, Circle, Circle, Triangle, Triangle, Circle, Up, Right. This code activates the Bonus track. You have to choose a course, then quit the course you have selected and go back to the Track Select Screen where you can choose the Bonus Track.

For **Lava Mode** press: Square, Circle, Up, Right, Right, Circle, X. This code once entered, will give you a track covered in lava and the track side objects covered in ash.



TOSKINDEN URA™

System **Saturn**

Publisher **Takara**



While at the Title Screen enter the following codes.

The following codes when entered at the Title Screen will allow you to choose four new characters and a way to use your specials on your main buttons. Note: These codes need to be entered in the following order to work. For **Repli/Wolf** enter: A, B, Z, X, Y and C. For **Special Weapons** enter: A, Z, C, X, B and Y. For **Vermillion/Sho** enter: A, Y, C, X, B and Z.



If done correctly, Wolf and Repli will be selectable.



The final code will allow Sho and Vermillion to be playable.



You will also be able to select your keys for your specials.



Now you will be able to select more characters and use the specials to your advantage!

Cheat Sheet

Specials and Hidden Bosses

The previous codes when entered in the correct order at the Title Screen will allow you to choose four new fighters and access your Specials.

POWER TRIP

worthless | useful | godlike

TETRIS ATTACK

System **Super NES**

Publisher **Nintendo**



When at the Password Screen, enter the passwords below.

The following passwords should get you through the rest of the game for those of you who are still throwing their controllers! To enter them, just go to the Password Screen at the beginning of the game, enter the codes, then highlight "End" and begin the stage.

Hard Mode
Stage 2: **S&DJ771!**



The dark red background shows that you are in Super Hard Mode.

Stage 3: **SXDG779!**
Stage 4: **SLD8771!**
Stage 5: **S4DF771!**
Stage 6: **S8D577D!**
Stage 7: **SGDL772!**
Stage 8: **SFRL77N!**
Stage 9: **SM7L76C!**
Stage 10: **SC7L76!**
Stage 11: **SM7LS6!**
Final Stage: **S7L767!**

Super Hard Mode
Stage 2: **STDJ7Y!**



These passwords will get you through both skill levels.

Stage 3: **SDNG7Y9!**
Stage 4: **SHD87Y1!**
Stage 5: **S2DF7Y1!**
Stage 6: **SQD57YD!**
Stage 7: **S1DL7Y2!**
Stage 8: **S1RL7Y1!**
Stage 9: **SC7L7BC!**
Stage 10: **SM7LSB!**
Stage 11: **S17L9B9!**
Final Stage: **SC7L%B7!**

Chris Sine
Danville, IL

Cheat Sheet

Stage Passwords

Enter the passwords above at the Password Screen in order to access all the stages within Hard and Super Hard skill levels.

POWER TRIP

worthless | useful | godlike

I WOULD BE
HONORED
TO BREAK
YOUR
FACE

Hope you aren't too attached to your nose. Play Street Fighter Alpha 2 for your Super NES® and you have a good chance of having it rearranged. Ryu, Ken and Chun-Li are back along with over a dozen more characters, all spoiling for a fight. Custom Combos, new Super Moves and Alpha Counters give you a fighting chance. Almost. You can bet some things going to get broken first.



TEEN
T
AGES 13+



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SUPER NINTENDO
ENTERTAINMENT SYSTEM

Spot Goes To Hollywood

(Virgin Interactive
PlayStation)
Various Cheats

The following are a bunch of cheats that can be activated to help out your game. Level Select, Invincibility, Extra Lives and more can be accessed just by entering the following codes at the correct screens.

When you are on the Title Screen press the following sequence: Triangle, Up, Right, Down, Left, Triangle, Left, Down, Right, Up, Triangle.



This will activate the "Cool Menu" on the Title Screen. Select this Menu Option with the X button and you can Open All Levels which allows you to play any level of the game, in any order.

When this has been activated, on the Level Select Screen, if you hold down the Square button and press the Start button, you will be able to see all the flicks in the game, except the "Making Of." Also, when the cool menu has been activated, when you pause the game while playing and then hit the Square button, you will receive 50 lives! This should help you out in your next game.



SUPER MARIO 64

System **Nintendo 64** Publisher **Nintendo**



On the Upper level in the castle, go to door number 1.

When on the upper level of the castle, enter door #1. Then jump into the right window with the Princess on it. You will enter the Red Slide Level. Slide down through the tunnel. When you come to the yellow barrier, jump and dive over it on the left side. You should land on the lower part of the slide and continue on sliding to the end. This will save you time in trying for the Secret Star!



When inside, jump through the right window with the Princess and head down the red slide.



Perform a dive over the yellow barrier on the left side and head for the lower slide.



You should then land on the lower part of the slide.



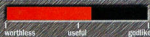
Then continue on down the slide. This trick will increase your chances of getting the secret star in under 21 seconds time.

Cheat Sheet

Red Slide
Trick

Follow the procedure above to give yourself a lead in going for the Secret Star. You might have to try this a few times to get it to work.

POWER
TRIP



SUPER MARIO 64

System **Nintendo 64** Publisher **Nintendo**



Enter the Cool, Cool Mountain stage through the picture.

Here is yet another hidden secret to the game Super Mario 64. To access the hidden slide containing two extra lives, go to the "Cool, Cool Mountain" stage. Then at the beginning of the stage jump up on the rooftop and go down the chimney.

Here, there will be an ice Slide. Begin to slide down, and on the first left turn, you come to will be a



Then at the beginning, jump up on the roof and down the chimney.

row of coins. If you head in the direction of the coins and into the right side of the wall, you will enter the secret slide. Continue down the slide and go for the two extra lives.

The slide will eventually run into the same ending room as the other slide. But the secret slide will end up on a ledge with a floating box. Hit this box at the end, for another life!



Head down the ice slide and when you see a row of coins, slide into the wall on the right side.



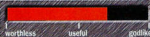
You will enter the secret tunnel containing two extra lives!

Cheat Sheet

Extra Lives
Trick

Use the instructions above to locate a hidden slide in the Cool, Cool Mountain stage, that contains two extra lives and another one at the finish.

POWER
TRIP



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Final Doom

(Williams Entertainment/
PlayStation)
Level Passwords

There have always been great cheats for the Doom games. Here are all the Level Passwords to the Final Chapter of Doom, that offer plenty of added weapons, health and shields to get you through. Just enter them at the Password Screen within the Options Menu.

- Level 2: **I2CJ077179**
 Level 3: **9JBQTR728!**
 Level 4: **HS311HHHK**
 Level 5: **ZTMSKZ0S21**
 Level 6: **17NRHYW820**
 Level 7: **F4!3WDGLDB**



- Level 8: **8XJRL68W64**
 Level 9: **4JDHZ140!8**
 Level 10: **RF2VHNQBNI**
 Level 11: **C1670JBQJG**
 Level 12: **9YKBLD5B53**
 Level 13: **3KCJ5G7J79**
 Level 14: **155B!ZYMYW**
 Level 15: **2PTLCXLLXV**
 Level 16: **TQ3!LHFTHK**

- Level 17: **CX1W3PRCPM**
 Level 18: **02FG7R9Z97**
 Level 19: **JZV2!8R2RT**
 Level 20: **YXJTL0W64**
 Level 21: **1KFR!H1G97**
 Level 22: **RT49TGGSGJ**
 Level 23: **0KCJ777J79**
 Level 24: **1YHD6GLD35**
 Level 25: **T370XCKPCF**
 Level 26: **HF2VRNQBNL**
 Level 27: **SQLT!K!F!02**
 Level 28: **QP85KFSNBD**
 Level 29: **R57!XDKPCF**
 Level 30: **RP85N!9NBD**

And just in case you need these, here they are. Enter these during game:
God Mode: Down, L2, Square, R1, Right, L1, Left, Circle.
Happy Ammo: X, Triangle, L1, Up, Down, R2, Left, Left.

Jeff Eberly
Navarre, OH

ULTIMATE MORTAL KOMBAT 3

System **Saturn**

Publisher **Williams Ent.**



Enter the following codes here at the Title Screen.

Forget having to enter those UKK codes! Here's a great new code which is much easier, that will access a hidden Cheat Menu full of goodies to mess with, such as Free Play and One Round Matches!

At the Title Screen (with the Skeletons in the background) press the buttons: C, R button, A, Z, Y, C, Y, R button, A and X. This spells out CRAZY CYRAX. Then go



If done correctly, you be able to access the new Option Menu.

to the Options Screen (the rotating cube) and hit Up. A "?" will appear as the new Option Menu.

Enter this menu and you will be able to select various options like Hidden characters, Freeplay, the option to turn off Fatality time and other options!

Michael Woo
Lake Mary, FL



You will be able to select hidden players and more!



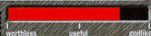
After selecting the options in the Cheat Menu, begin your game and you should find the hidden fighters to choose from.

Cheat Sheet

Hidden Cheat Menu

Enter this simple code at the Title Screen with the skeletons and then hit Up at the Options to access the Cheat Menu.

POWER TRIP



PROJECT OVERKILL

System **PlayStation**

Publisher **Konami**



While playing within a game, press Start to pause.

It may not be invincibility, but it sure is close to it! Here is a code that will allow your character to be unseen. Quite advantageous when moving in for the kill! To enter the cloak code, just press Start on controller one to pause, when within the game. While paused, highlight "Review Mission." Then hold Triangle, press Square, Circle, Circle, Square and



Highlight "Review Mission" and enter the following code.

If done correctly, "Cheater!" should appear at the top of the screen. Then press Start again to un-pause the game, and you will notice that your character has cloaked. Now you can wander right in front of your enemy without him taking any notice.

Note: This code works just



"Cheater!" should appear at the top and you are now cloaked.

as if you picked up the item, so the effect will wear off after a while. Enter the code again when this happens, as often as you wish. This gives you the opportunity to continue the game without cheating the whole time! Also, when you are cloaked, certain enemies such as the Insectoids can still attack you, if provoked.

Michael Yip
Brooklyn, NY

Cheat Sheet

Cloaking Cheat

In order to cloak your character, the next time you are playing within a game, press Start to pause and enter the code above.

POWER TRIP



SUPER MARIO 64

System **Nintendo 64** Publisher **Nintendo**



In the Cool, Cool Mountain Stage, find this enemy and jump on it.



You will start to spin like a helicopter. Hold the A button.

Go to the Cool, Cool Mountain Stage and make your way to the edge of the cliff past the snowman without a body. You will see a creature shaped like an egg with a flower on top of its head. Go to the edge of the cliff, let the enemy follow you and jump onto it. You will begin to spin like a helicopter.

Press and hold the A

button to spin faster, and guide yourself off the edge. Maneuver Mario close to the mountain, but if you hit it, you will fall. You will see a crevice on the lower part of the mountain. Aim for this opening and try to land on the platform right underneath the mountain. Once you land here, it will be easy to find one of the more difficult stars, "Wall Kicks Will Work."



Spin off the cliff and try to move into the crevice as shown.



This is an easy way to find one of the stars that would otherwise be difficult to find.

Cheat Sheet

Helicopter Shortcut

Go to the Cool, Cool Mountain Stage and jump on the egg-like enemy off the cliff. Spin until you reach the lower platform to find the star.

POWER TRIP

worthless useful godlike

NFL QUARTERBACK CLUB '97

System **Saturn** Publisher **Acclaim**



Here at the Team Selection screen, enter the codes for various results.

Here are a few more of those crazy football codes to enter in your next game. In order to enable these codes,

enter the Preseason mode at the Play screen and go to the Team Select screen. Here enter the following codes to receive various results.

For No Fumbles press: X, X, X, R, X, X.

For Midget Players press: X, X, Z, Z, X, Z.

For QB to throw 100-yard passes press: X, Z, R, X, Z.

For Slow Motion in game press: X, X, L, Z, X, L.

For Fast Motion in game press: X, X, L, L, X, L.

Jean-Pierre Bouvier Jr.
Salisbury, MD

Cheat Sheet

Various Cheats

To enable the previous codes, go into the Preseason Mode and then to the Team Select screen. Here, enter the various codes.

POWER TRIP

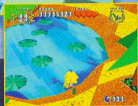
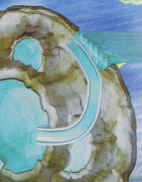
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Slamscape

(Viacom New Media/
PlayStation)
Various Cheats

Here are several cheats to enter at the Password Screen.

- Level Codes:**
Uraniumania: X, X, X, X, Triangle, Circle, X, Square, Triangle.
Repsychler: Square, Circle, Square, Square, Triangle, Circle, Triangle, Triangle.
Endless Bummer: Square, Circle, Square, X, Triangle, Triangle, Square, X.
Viva Los Vagrantes: Circle, Triangle, X, Triangle, X, Square, Square, Triangle.



Movie Codes:

- Entrance to Uraniumania:** Circle, Circle, Circle, Triangle, Triangle, Triangle, Square, Triangle.
Entrance to Repsychler: Circle, Circle, Circle, X, Triangle, X, Triangle, Square.
Entrance to Endless Bummer: Circle, Circle, Circle, Square, Square, Triangle, Triangle, X.
Entrance to Viva Los Vagrantes: Circle, Circle, Circle, X, X, X, Square, Square.
Game Over (Death): Circle, Circle, Circle, Circle, Triangle, Circle, X, Circle.
Game Over (You Win): Circle, Circle, Circle, Triangle, X, X, Triangle, Circle.



- Credits:** Circle, Circle, Circle, Square, Circle, X, X, Triangle.
Exit (Quit): Circle, Circle, Circle, Triangle, Triangle, Circle, X, Square.

Continued on pg. 77

WAVERACE 64*

System **Nintendo 64** Publisher **Nintendo**



Choose whether you wish to play a one- or two-player game.

This trick maybe won't win you the race, but it will certainly give you a generous head start! Before you start a race, you can begin with a special Boost of Power to



Then before the announcer says, "One" hit the...

really throw your opponent off! To do this, just wait until the announcer says "One" then immediately press the Accelerator button before he says, "Go!" The arrows on



...accelerator for maximum power at the start!

the bottom of the screen will fill up all the way! This will give you the head start. You will fly right by your opponent. Note: The timing is a little tricky, so keep trying.

Michael Spencer
Bettendorf, Iowa

Cheat Sheet

Head Start
Cheats

Follow the the above procedure to ensure yourself a powerful head start at the beginning of your next race.

POWER TRIP

worthless useful godlike

ULTIMATE MORTAL KOMBAT 3

System **Super NES** Publisher **Williams Ent.**



Hold Left and A, then hold Right and B here at this screen.



Then hold the X and Y buttons at this screen.



If done correctly, Smoke will walk out at the Title Screen.

Here's a great trick to play as the famous Kombarat, Human Smoke. To access him, just follow these easy directions. At the Copyright Screen, press and hold Left and A. Release these buttons. When the "Williams" Screen appears, press and hold Right and B. Release these buttons. Finally, when the screen with the quote, "There is no knowledge that is not power" appears, press and hold X and Y. Then release these buttons.

If Robo-Smoke appears at the Title screen, you have done it correctly. Now



Select Smoke and then do the rest of the code.

choose Robo-Smoke at the Player Select Screen. Right after this hold: Left, X, Y, L and R buttons until the match begins. For controller two press: Right, X, Y, L and



If done correctly, Human Smoke will then appear!

R buttons. If done correctly, Robo-Smoke will immediately turn into Human Smoke and you will be able to play as him.

Durius Bonner
St. Louis, MO

Cheat Sheet

Play as Human
Smoke

Follow the above procedure to be able to play as the fighter, Human Smoke. Both players can select him by entering the correct code.

POWER TRIP

worthless useful godlike

KING OF FIGHTERS '95

System **PlayStation** Publisher **Sony Computer Entertainment**

tricks
of the
trade



At the Character Selection Screen enter the Boss code.

Let's just say that you get really good with a particular fighter, but you have to choose three different fighters in "Team Battle," right? Not any more! Now you can select the same character for all three slots to fight with in "Team Battle!" Just enter the Boss code at the Character Selection Screen: Choose (yes) for the Team Edit and while holding Start press: Up+Circle, Right+Square, Left+X,



The Bosses should then appear. Then enter the Same Player code.

Down+Triangle. If done correctly, the hidden Bosses will appear as new options. Now you can enter the "Same Character" code. Press and hold Start again and enter: Down+Triangle, Left+X, Right+Square, Up+Circle. This is just the Boss code reversed. You should now be able to enter the same character in all three slots!

Michael LoCoco
San Jose, CA



If done correctly, you will be able to choose the same character...



...three times. It will help out if you happen to be especially successful with a certain fighter.

Cheat Sheet

Same Character
Trick

For those of you who wish to fight with the same character in all three slots in "Team Battle" enter the Boss code and then the previous code after.

POWER
TRIP

worthless useful godlike

Slamscape

(Viacom New Media/
PlayStation)
Secret Codes Cont.

Secret Codes: Enter the following within a level (not paused.)
Invincibility: Press and hold the Select button and enter Square, Square, Circle, Circle, Square, Square, Triangle.
Full Power-Up: Press and hold the Select button and enter Left, Square, Right, Circle, Up, Triangle.

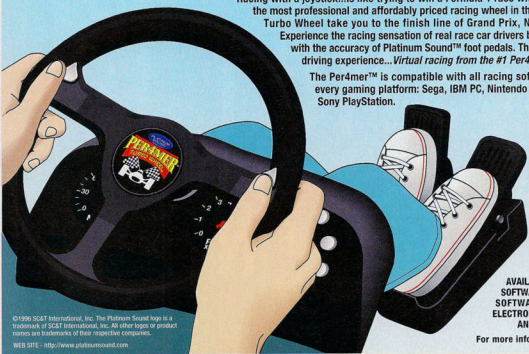
Kill annoying Things: Press and hold the Select, L1 and R1 buttons and enter Left, Square, Left, Square, Left, Square.



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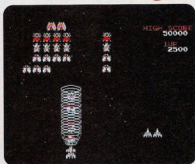
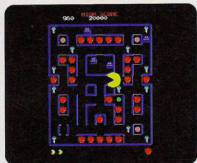
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tricks of the trade YEAR'S BEST

Hey, trick lovers! The year is finally coming to a close, and what a year it's been. For this reason alone, we have decided to gather up all the greatest tricks and codes of this year and jam them into this special feature. There are so many that we couldn't fit them all in this issue. So look to the next issue for even more! Enjoy! —Code Wizard

PLAYSTATION

3-D Lemmings

Psygnosis

Level Select

You may have already finished through the levels by now. But here is a great password that will access a hidden Level Select Menu. To access this screen, go to the Main Menu and select the Password Option. At the Password Screen, enter: LAMPWICK. If entered correctly, "Password Correct" will appear. Now, hit the End command using X and select the difficulty you wish to play in. After you choose Play, you will be taken to the Hidden Screen full of levels (up to 80) to choose from. Use the X button to select the level you wish to play and begin your game.

Adidas Power Soccer

Psygnosis

Dream Team Code

Wouldn't it be great to have the best team in the league? Well, you can. The Dream Team is here and can be accessed by entering the following code: At the Main Title Screen (Start/Option Screen), press Start to begin a game. Then when the Team Selection Screen appears, enter the code: L2, R2, Square and X simultaneously. If done correctly, DREAM TEAM will appear as your newly chosen team. Then begin your game. Notice just how much of an improvement this team is over the rest! You should have a better feel after the first few goals!

Alien Trilogy

Acclaim

Cheat Menu

To enter this great code, go to the Password Screen and enter the code: 1G0TP1NK8C1DB00TSON or otherwise known as "I Got Pink Acid Boots On." Then choose Accept, and go back to the Title Screen. Enter the Cheats Option to choose the cheats you wish

to use during your game, such as Unlimited ammo and Invincibility!

Alien Trilogy

Acclaim

Level Select

At the Title Screen, access the Options and press Start. Move down to the "Enter Password" Option and choose it. On the Password Entry Screen, put in the letters, GOLVL and the number of the level you want to access. The levels go up to 34, and 35 is the ending cinema. After entering the password, move down and choose Accept. The screen will say, "Cheats Activated."

Assault Rigs

Psygnosis

Various Cheats

Enter these codes while you are playing within a game. For Invincibility: Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. For All Weapons and Items: Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down.

Battle Arena Toshinden

Takara

Boss Codes

To access Master/Uranus: As the Options fly in together at the Main Title Screen, quickly enter: R1, L2, X, L1, R2, Circle on the first controller. A chime should then sound, and the yellow box should then turn to blue, if done correctly. Choose the Bosses at the Player Select Screen by highlighting the Random Select box. Press and hold the Select button to slow things down. Uranus and Master should now be selectable! After this code is entered, you can enter the second Boss code. Press Start and go to Reset. Choose Yes. To access Sho/Vermilion: As the Options fly in together at the Main Title Screen, quickly enter: Circle, R2, L1, X, L2, R1 on the second controller. A chime should then sound, and the blue box should turn red, if done correctly. Choose these Bosses at the Player Select Screen by highlighting the

Random Select box. Press and hold the Select button to slow things down. Sho and Vermilion should now be selectable!

Blast Chamber

Activision

Infinite Lives

For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the "Games" Option and choose the "Solo Survivor" Option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now, when you die in the game, your lives meter will not go down!

Bogey: Dead 6

Sony Computer Entertainment

Time Trick

If you're having trouble, use this code to add time to the clock. When the Now Loading... Screen appears, after the plane and weapon Selection Screens, but before the mission starts, press and hold buttons: L1, L2, R1, R2, X, Circle, Triangle, Square and Left. Keep buttons held until you begin the mission then you should notice an increase of time on the clock to 999 seconds!

Bogey: Dead 6

Sony Computer Entertainment

Access All Fighters

To get access to all the fighter jets, go to the Plane Selection Screen and enter the following code: Left, Left, Right, Down, Up, Down, Right, Select. You will hear a shout to confirm that the code was entered correctly. Now all of the fighters will be available for you to select. Choose a plane with good speed, endurance, maneuverability and stability to fight for you. Use any plane, even an F22 to combat in the beginning missions!

Bust-A-Move 2

Acclaim

Another World

When the Title Screen appears, press Start to get to the menu (with Game Start, Time Attack and Options). Now press: R1, Up, L2, Down. A little character will appear in the right-hand corner of the screen. Highlight Game Start and choose it, in the Game Select Option

under Puzzle Game will be "Another World." Choose to play the Puzzle Game, and you will be trying to complete a brand-new set of puzzles!

Bust-A-Move 2

Acclaim

More Credits

From the Title Menu, choose Options. In the Options Menu, press: Left, Right, R1, R2, L2, L1, Up, Down. A timer counting down from 30 seconds will appear. Highlight the Credits Option, and press the X button quickly and repeatedly. Your credits will build up quickly at first, but then they'll be harder to get as you accumulate more.

Crash Bandicoot

Sony Computer Entertainment

Ultimate Level Password

Enter this awesome password at the Password Screen to unleash every level in the game: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Cyberia

Interplay

Ultimate Level Code

At the beginning of your game, you will be asked to enter your identification. Put in the name: NEMROSIM then press the Enter key on the screen's keyboard. Once you do this, a screen with arcade and puzzle skill levels will appear. Both skill levels will be at one. Now begin your game, then press Start to pause. A menu will appear. Choose Load from this menu. You will have access to all of the passwords of the game!

CyberSled

Namco

Access More Sleds

Wait for the opening cinema to pass. When the Title Screen appears with the words, "Press Start Button," take the controller and press: Up, Left, Down, Right, Up, Triangle, Up, Right, Down, Left, Up, Circle. You should hear a faint explosion. When you go to the Sled Selection Screen, move to the right and you can access more sleds.

Descent

Interplay

Various Cheats

Just begin playing a game and enter the following codes for various results. All Keys: Square, X, O, Triangle, X, Triangle, Triangle, X, Triangle, X, Triangle, X. Turbo: Square, Triangle, O, Square, O, X, Square, X, O, Triangle, Square, X. All Level Access: Triangle, Square, Square, Triangle, O, O, Square, Square, Triangle, O, Square, Square, Triangle, O, Square, Square, O, Mega Zowie Wowie: Triangle, Square, O,

X, Triangle, Square, X, Triangle, Square, X, O, Square. Invulnerability: Square, Triangle, O, Square, Square, Triangle, O, O, Square, Triangle, Square, X, 10 Lives, Mega Zowie Wowie, All Level Access: Triangle, X, Square, Square, Triangle, O, O, Square, Triangle, Square, O, X.

Doom

Williams Entertainment

Various Cheats

The following cheats are entered by pausing within the game. For God Mode press: Down, L2, Square, R1, Right, L1, Left, Circle. For Weapons Full press: X, Triangle, L1, Up, Down, R2, Left, Left. For Level Select press: Right, Left, R2, R1, Triangle, L1, Circle, X. For X-Ray Vision press: L1, R2, L2, R1, Right, Triangle, X, Right. To View all Map press: Triangle, Triangle, L2, R2, L2, R2, R1, Square. To view Map (all things) press: Triangle, Triangle, L2, R2, L2, R2, R1, Circle.

Doom

Williams Entertainment

Bonus Levels

The following passwords are to the Secret Bonus Levels. Just enter them at the Password Screen, to warp ahead and begin playing. Level 55: Fortress of Mystery-PFTYZ3NWW Level 56: Military Base-3P67ZNBQJG Level 57: The Marshes-JCGDNFL555 Level 58: The Mansion-WLHYHCPOQQ Level 59: Club Doom-JCGDNFL556

Fade to Black

Electronic Arts

Level Passwords

Stuck on a certain puzzle? Fed up with a difficult level? Here are all the level passwords to help you out! Just enter the following passwords at the Password Screen then load the level you entered. You should then be taken right to that level, where you can begin playing.

- Level 1: Square, Circle, Triangle, X, Circle, Square.
Level 2: Triangle, Circle, X, Circle, Square, X.
Level 3: X, Circle, X, Circle, Triangle, X.
Level 4: X, Square, Triangle, Circle, Circle, Triangle.
Level 5: Square, Square, Triangle, X, X, Triangle.
Level 6: Triangle, X, X, X, X, Circle.
Level 7: Circle, Circle, Triangle, X, Triangle, X.
Level 8: Square, Square, X, Triangle, Square, Square.
Level 9: Triangle, X, X, Triangle, Circle, Triangle.
Level 10: X, Triangle, Square, Circle, Triangle, X.
Level 11: Circle, Square, X, X, Square, X.
Level 12: Square, Triangle, X, Square,

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for
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Circle, X.
Level 13: X, X, Circle, Triangle, Circle,
Triangle.

Gox

Crystal Dynamics

Invincibility, Power-ups

Enter the following codes for instant power-ups. Just pause the game and hold R1 when entering the power-up codes. For Infinite Lives press: Up, Circle, Triangle, Down, Right, Square, Down. For Fireballs press: X, Up, Right, Up, Right, Right. For Iceballs press: Circle, Circle, Left, Down, Circle, Up, Right. For Electricity press: Right, Left, Right, Circle, Triangle, Right, Circle, Down, Right. For Instant Speed press: Down, Start, Right, Right, Down, Up, Start. For Super Jump press: X, Circle, Up, Up, Down, Right, Right. For Invincibility press: X, Square, Down, Down, Up, Down, Right.

Gunship

Micropose

Invulnerability

Get your mission orders and begin a game. At the Loading Screen, press and hold L1, L2, R1 and R2 buttons simultaneously for the entire time. As soon as the Mission Screen appears, you see in the left-hand corner, "Cheat." This is how you know the trick worked. You now have Invulnerability.

Impact Racing

JVC Musical Industries

Many Cheats

Here is a game that came loaded with great tricks!

The following are several passwords that will grant you different results, such as Invincibility, Weapons, Level Skips and much more! To access them just go to the Password Screen and enter these codes:

For Invincibility (full energy and front/rear shields) enter: I.AM.IMORTAL
For Infinite Weapons (when you acquire them in a race): LOADSOFSTUFF
To Gain All Weapons (at start of race) enter: ALL.TOOLEDUP

For Level Skip enter: RABBITBADGER
For Final Level enter: ENDGAMELEVEL
For Extra Bonus Tracks enter: BONUS.LEVEL

To access ending credits and a special jukebox feature: JOURNEYS.END
After entering this code, credits will role then an option will appear that will allow you to replace the game CD with a music CD of your liking. It even comes with its very own light show!

In the Hunt

T*HQ

Various Cheats

When the Title Screen appears, press Start to get to the menu (with Start and Option). Now, hold the directional pad

Up-Left and hold the Select button at the same time. With these held, press the Circle button. A Stage Selection Menu will appear above the Title on the screen. You may choose any level and begin or a two-player battle with your submarines. Also, you can choose to see the different endings of the game.

Johnny Bazoakotone

U.S. Gold

Various Cheats

When in Options, access Password. On this screen enter any of the following codes, Level 2: AFLEAPIT, Level 3: TEA-SPOON, Level 4: SEDATION, Level 5: VERNYICE, Invincibility: PILCHARD, Level Select: KRISTIAN.

Krazy Ivan

Psygnosis

Stage Select

This is a rather awkward way to choose your mission, but it works fine. Begin your game by choosing Start Game at the Title Screen. When the blue screen with the Russia mission appears, press Right to move to the Japan mission. Before the information appears on the screen, press and hold X and diagonally Down-Left. The Earth will be rotating to different missions. To choose one, just let go of the buttons at the point on the globe that you want to play. It's a guessing game when trying to figure out where the missions are on the globe, but with a little practice, you'll get the hang of it. Just look at the countries as they pass on the globe, and with the correct timing, you will be able to let go of the buttons and start the game on the mission of your choice.

Loaded

Interplay

Various Cheats

The following cheats will only work by pressing Start while in the game, then holding L1 and L2 for 10 seconds. Enter the following for various results. For Smart Bombs: Press R1, R2, X, Triangle, Square, Circle, R1, R2, Circle, Circle, Square. For Level Skip: Press X, R1, Triangle, R1, Square, Circle, R2, R2, X, Square, Triangle, X. For Lives: Press Left, Down, Right, Triangle, Square, X, Circle. For Level Select: Press Up, Right, Down, Left, Triangle, Circle, X, Square, X, Triangle, Square, Circle. Then, quit out of the game and go to the Main Menu for Level Select. For Ammo: Press Down, Right, Circle, Left, Right, Circle. For Health: Press Right, Right, Left, Down, Down, Up, Triangle, Circle.

Mortal Kombat Trilogy

Williams Entertainment

Secret Configure Menu

This awesome trick will let you access a Secret Configure Menu, which gives you

five extra options to choose from. On the Main Menu Screen, highlight and choose "Options." In the Options Screen, highlight one of the selectable boxes and hold the top four L and R buttons. With these held, hold Up. The game will make a noise, and the screen will shake. Now you may access the Secret Configure Mode that will let you turn on or off these special options: One Button Fatalities—the top four buttons are now used to give your opponent fatalities, babalties, brutalities, etc. Instant Aggressor—the Aggressor meter comes up very quickly in the game. Normal Boss Damage—the Bosses are harder to kill. Low Damage—it's harder to kill any opponent. Health Recovery—you will recover energy in the game.

Mortal Kombat Trilogy

Williams Entertainment

Level Select

Start a game and highlight Sonya on the Character Select Screen. With Sonya highlighted, hold Start and press Up. Then choose your character and a screen that says, "Select Kombat Zone" will appear. Press Left or Right on the directional pad to switch the level on the bottom of the screen. Choose it and you will be warped to that level!

Mortal Kombat Trilogy

Williams Entertainment

Secret Chameleon

At the Player Select Screen, choose Human Smoke. Now, before the round begins, hold Left+High Punch+High Kick+Block+Run at the same time (For player two, hold Right instead of Left). As soon as the match starts, Smoke will disappear in a burst of flames and Chameleon will be his replacement! This transparent fighter has the powers of all the ninjas when he turns into them. Unfortunately, you cannot control which ninja you will be, because this is a random process.

Namco Museum Classics-Vol. 1

Namco

Galaga Cheat

In Galaga, when the ships fly in their formation, don't shoot any of them. Locate the two blue and yellow ships in the first row on the left side of the screen. Once all the ships are on the screen, begin shooting them except the two on the left side. Then after they are the only ones left, let them fly around shooting at you for 14 to 15 minutes. At this point, they will have stopped shooting. When you're sure they have stopped, you may destroy them and from then on in the entire game, no enemies will fire a shot!

NINTENDO 64

Mortal Kombat Trilogy

Williams Entertainment

Continue Trick

Start a one-player game. Choose your player at the Character Select Screen. Now when you have been defeated and it says, "Finish Him," press Start on the second player's controller. Back at the Player Select Screen, choose a character for players one and two. It doesn't matter who you pick. Have player one defeat player two. After you do this, continue a one-player game and you will have all of your continues intact. Now you can keep doing this trick to get through the game without worry of losing any continues.

PilotWings 64

Nintendo

Warp to New York

Just choose the Rocket Belt as your flying device and go into the Class A Level. Pick your character and begin playing. Now fly to the ocean, and go north along the shore, until you reach the other city. As you get closer, you should notice a greenish-looking building. Fly in front of it, and you will also notice that there are two entrances. Go inside the side entrance, until you reach the other end. If done correctly, you should see that there are different surroundings. There should also be a special star to your left that will turn you into "Birdman!" Fly around a little more and you should see that you have warped to the city of New York!

PilotWings 64

Nintendo

Fly by Night

Just choose Rocket Belt in the Beginners Class and begin your game. When you take off, fly toward the big castle. As you get closer, be on the lookout for a sewer hole just at the base of the castle. A river is connected to the sewer hole, so look for that. Now, when you get close, carefully fly inside and go toward the iron gate. If you touch it without falling into the water, you will warp to the other side where once was day, is now nightfall!

Super Mario 64

Nintendo

No Obstacles Trick

Just before you enter Course 14, there is a grandfather clock. What you must do is go up to it and wait until the hands are at one o'clock. At that very moment, enter the level. If the trick was done correctly, all the obstacles throughout the course will be turned off.

Super Mario 64

Nintendo

1,000 Coin Trick

Enter your Bowser level (the first being the easiest). Get to Bowser, but instead of killing him, just keep dodging his flame attacks. Every time he breathes fire, he will drop coins. Keep collecting coins until you reach 1,000. After this point, an "M" will appear by your number of lives. Now, exit the level and let the fun begin. Every time that you die—no matter what horrible fate you put Mario through—you will gain a life instead of losing one. However, if you gain any 1-Ups, you will lose one life. So be careful. Also, be wary that once you achieve 1,000 coins, you cannot save the game with this trick. So, if you restart, you need to repeat the trick.

Super Mario 64

Nintendo

Water Trick

Within Mario, there are plenty of areas where you could easily get wiped out. Fortunately, if your stage should happen to contain any part with water, getting life energy back is simple. Any time you have taken any amount of damage, go to any source of water. There, simply jump into the deep end and float on the surface. Your life will completely recharge. For reference, there's water on stages 3, 7, 5, 6, 9, 11, 12 and 13. Stage 10 does contain water, but it will kill you, instead of heal you, due to the cold.

SATURN

BAT Remix

Sega

Play as Bosses

In order to Play as the Bosses, go to the Press Start Screen and enter the code: Up, Down, X, B, A, Y, C, Z and press Start. Now if you go to the Player Select Screen, you will notice that Goia and Sho are now accessible. The only character left is Cupido who can also be accessed by pressing Up, while highlighting Sho at the Player Select Screen. Then begin your match. Note: Hidden characters will appear in all modes, except in Story Mode.

Black Fire

Sega

Various Cheats

The following codes are to only be entered at the Title Screen. The codes are as follows: Replenish Fuel and Weaponry: Press L button, A, Z, Y, A, Down, Down. You'll hear a sentence to

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M
A
M
M
A'S
BABIES

the hard core sequel!

confirm that it worked. During the game, press Start then Start again to replenish ammunition or fuel. Skip Stages: Press and hold C, then B, then A, then Up, then L button. Now, release A, then C, then L button, then Up. You'll hear a voice confirmation. Now in the game, hold A, B, C and Up. Press L button to skip ahead. Invincibility: Press and hold A, then B, then C. Release C, then B, then A. Now press B, A, B, Y, hold X, press Up, press and hold Down and release the X button. You will hear a voice to confirm this is correct. Now you're invincible!

Clockwork Knight 2

Sega

Various Cheats

Just enter the following at the Title Screen and press Start. For Stage Select press: Right, Up, Left, Up, Right, up, Down, Up, Left, Up, Left, Up. For 999 Lives press: Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down. To View Ending press: Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down.

Darius Golden

Acclaim

Nine Credits

At the Start/Options Screen press: X, A, Left shift, Right shift, Left then hold Left shift and press: X, C, Z, A, Right, Right. If done correctly, you should hear a sound. Then, begin playing.

Darius Golden

Acclaim

Rapid Fire, New Settings

To gain two new difficulty settings and a rapid fire weapon, enter the following. At the Start/Option Screen enter these codes: For Easy/Abnormal settings hold X and press: Z, C, L, B, Left, R, L. To gain Rapid Fire weapon hold B and press: Y, Right, Left, X, Z, L, R.

Earthworm Jim 2

Playmates Interactive

Infinite Lives, Energy

Press the Start button when within a game and enter: Left, A, Z, Y, Down, A, Y, Down for Energy. Y, A, Right, Down, Down, A, Left, Right for Lives. Your energy should increase to 100 percent and lives will max out at nine! Just keep entering these codes after you lose energy and lives.

FIFA '96 Soccer

Electronic Arts

Cheat codes

Begin a game and press Start to pause. Now select Options from the Menu, and while you're on this screen, enter the following codes for various results. Invisible Walls: BBBZAAA. Curve Ball: ZABZBB. Super Power:

ZAZZZZZZ. Super Goalie:

AAAAAZZZZ. Super Offense: AAAAAZB.

Super Defense: ZZZZBZ. Shootout:

AZABAZ. Stupid Team: AZBAZB. Dream

Team: AAZZBBAA.

Gex

Crystal Dynamics

Many Cheats

To enter codes, just press Start to pause within your game. Then, hold Right shift and enter the following. For 99 lives: Up, Up, Down, Right, A, Down. For Fireballs: C, Up, Right, Right, Y, B, Up, Right, Up. For Ice Balls: Right, Y, Right, Down, Right, Right, B, Left, Up, Right. For Electricity: Down, Up, Start, Right, Right, Z, A, Start, Start, Right, Right. For Speed: Right, X, Left shift, Right, A, Down, Start, Right, Right, Down. For High Jump: Down, Up, Start, Right, Right, Down, Left shift, Right, Start. For Invincibility: B, A, Down, A, Down, Down, Down, Up, Down, Right.

Gun Griffon

Sega

Infinite Jumping Code

Enter: Up, Right, Down, Left, Z and Start to access endless jumping ability. Begin your game, and you will notice that the meter will no longer go down!

Gun Griffon

Sega

Unlimited Ammo

Go to the Main Title Screen, and when the words "Press Start Button" appear, enter: B, B, B, C then Start. When switching weapons around during the game, you will notice that all of your other weapons' ammunition goes down, but the main gun ammo will not deplete.

Johnny Bazookatone

U. S. Gold

Various Tricks

These passwords will allow you to go to any level in the game: Level 2: Hotel-WALKER. Level 3: Kitchen-OVERTIME. Level 4: Hospital-VILLA. Level 5: Penthouse-ENDBOSS. To acquire infinite lives and the ability to select your levels, enter the word TAEHC. Your life counter will say 24 lives, but it will not decrease when you die. To skip to the next level, just press Start to pause and then press X.

Mortal Combat 2

Acclaim

Secret Cheat Menu

Wait for the opening cinemas to appear. As soon as you see them, quickly press: Down, Up, Left, Left, A, Right, Down, B, Y, C. Now go past the Title screen to the Main menu. You will see a new option called "Switches."

Need for Speed

Electronic Arts

Various Cheats

Here are some great cheats to enter in your next race. In order to access all the great options, go in the Race Type Menu and choose Tournament. Pick the Password Option and enter: TSYBNS. Press button A. Go back to Race Type and choose a different one (like Head-to-Head). At the Race Location Screen, scroll through until you find the hidden track, Lost Vegas. With this location highlighted, hold the top L and R buttons for Lost Rally (Rally Mode). Then, at the Vehicle Selection Screen, highlight any car and press and hold the top L and R buttons. You will see the Warrior car! Choose it for an incredibly fast ride! Also, if you go back to Race Type, highlight the Head-to-Head Option and press and hold the top L and R buttons. This will give you "No Mercy Mode" (no cops or traffic).

NFL Quarterback Club '97

Acclaim

Various Cheats

The following codes are entered at the Team Select Screen after choosing Preseason Mode. For Pro Bowl Teams press: X, X, X, Y, X, X. For Turbo during game press: X, X, Y, X, Y. For High School skills press: X, X, Y, R, X, Y. For Mongo Players press: X, X, Z, Y, X, Z. For Fumbles on play press: X, X, X, L, X, X. For Land Mines on field press: X, X, X, Z, X, X.

NHL All-Star Hockey

Sega

Perfect Players

At the Main Menu Screen, choose Manage Rosters. In the Roster Screen, choose New Roster. Pick Default Roster and enter a name. Choose any RAM method you want. Now choose the Construct Player Option. Create a player, then customize him or her. At the Player Construction Screen, go to the place where you edit the player's abilities and press A+B+C+X+Y+Z+Up simultaneously, once you do this, you will get enough extra points to put your player up to 100 percent in all attribute categories! Do this method for all the players on your team to have a perfect team.

SUPER NES

Base Master Classic:

Pro Edition

Black Pearl

Circuit Password

Take your fishing skills to the end of the Derby and go for the Big One! Enter the following code to take you to the last

lake of the circuit in the Derby. You should be taken to Lake Calabasas, if done correctly. Just go to the Password Screen and enter this password: 1M0CVBLBB BNLHSB043 LV5QC00BH.

Batman Forever

Acclaim

Level Select, Blueprints

Go to the Main Menu Screen (with Normal game, One player, Control method, etc.) and press: Left, Up, Left, Left, A, B, Y. The screen will flash when the trick is entered correctly. Now choose the options you want and play a normal game. After you choose your options and weapons, the Level Select Screen will appear. From here, pick your level and stage.

Donkey Kong Country 2

Nintendo

50 Lives, Remove Barrels

Both codes are entered at the Cheat Mode. To access the Cheat Mode, go to the Player Select Screen, and continuously press Down. You will first see a Music Test Mode. Then if you continue pressing Down, you will see Cheat Mode. While this is highlighted enter these codes: For 50 Lives at start press: Y, A, Select, A, Down, Left, A, Down. For DK Barrels Removed press: B, A, Right, Right, A, Left, A, X.

Earthworm Jim 2

Playmates Interactive

Various Cheats

Just pause the game and enter the following: For Debug Mode: hit Select, Left, Right, A, X, X, Left, Right. This code will allow you to play around with the different features in the game. You will be allowed to continue your game without dying. Press "Y" to turn a mode on and "B" to turn off a mode. For Ammo: hit Select, X, X, X, X, X, X, Select. For Three Homing Missile Shots: hit X, X, X, X, A, A, B, Select. For Three-Shot Gun: hit X, X, X, X, A, A, X, Select. For Two-Plasma Gun Shots: hit X, X, X, X, A, A, A, Select.

Earthworm Jim 2

Playmates Interactive

Level Skip, Full Life

Pause within a game and press these buttons in order to access the various results: Level Skip: Select, B, X, A, A, X, B, Select. Full Life: X, Select, X, B, X, Select, X, A. After one of the codes has been entered, you will hear a noise to confirm that it worked, then press Start.

MechWarrior 3050

Activision

Various Cheats

To Play as the Enemy Mech: At the

Tiburon Entertainment Screen, press Down, A and X. Then go to the Password Screen and enter the code: XTRM3K. For Level Codes: Mission 1: BMBRMM. Mission 2: 65C816. Mission 3: B1GBND. Mission 4: FSPRNG. Mission 5: YHWX11. For Unlimited Ammo: enter M1ROG3. For Invincibility: The password is MKWFLL. This code works only after the unlimited ammo and all level codes have been entered.

Mega Man X3

Capcom

Golden Mega Man

Note: To find the capsule with the enhanced, golden armor, your energy must be at full power. Otherwise, you will just get to an empty room without Dr. Light in it. From the Title Screen, go to the Password option and enter: 2357 5633 6462 7738. Now, you will begin on the first stage of Dr. Doppler's lab, with all of the necessary items. Now, just refer to the pictures on the right and their descriptions to get the secret chip enhancement that also gives you gold armor!

3DO

Captain Quazar

Studio 3DO

Instant Refill Trick

Begin your game and play through, until you have depleted much of your ammunition, health, etc. At this point, press Start to pause. Now press L button, R button, L button, R button, L button then B. You will hear Captain Quazar say, "Whoahoh!" This will confirm that the trick worked. Unpause the game and all of your weapons, ammo and health will be filled to maximum capacity! You can enter this code as often as you wish.

Captain Quazar

Studio 3DO

Vanishing Wall Trick

This code will make the wall in front of you disappear for about 20 seconds. Pause the game and press R button, L button, B, B, B, R button, L button, Up. The wall will disappear in front of you. Unpause the game, to see the results of the code.

Deadalus Encounter

Panasonic

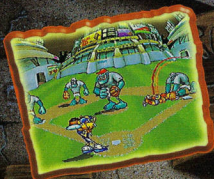
Unlock All Levels

Enter this level code at the Main Screen to unlock all 36 levels in the game per player. Press buttons: L, R, X, P, A, B, C simultaneously. Now, when you highlight the "Jump To" option, you can enter a later level.

Stay tuned for the next segment of "Tricks of the Year" in the January issue of EGM!



PLAY DIRTY!



- Thousands of evil orcs have landed in the big city—make sure they get a rude welcome!
- Choose a dwarf (Greg, Taconac or Corthag) and one of their trusty weapons (baseball bat, bowling pin or shotgun).
- Blast, bludgeon or seven-ten split hordes of villains in the Bronx, then rescue four genius kids taken by a sinister general.
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SEGA SATURN



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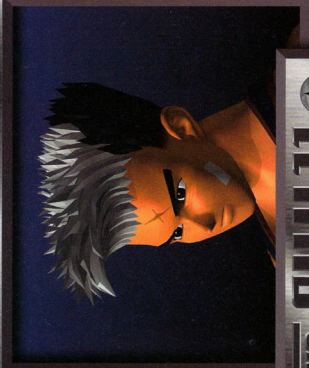
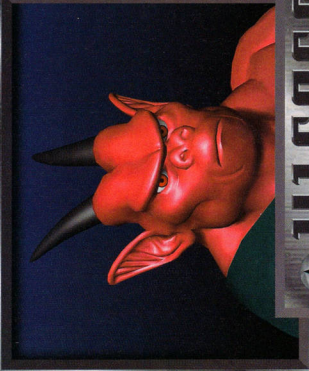
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WITH HEAD-DISPLACEMENT FOLLOW THROUGH.

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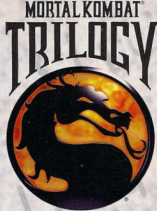
strategy talk

Here is the motherlode of all Mortal Kombats. Whether you have a 16- to 64-bit system, there are great new features like all-new moves, options, brutalities and extra characters, to keep you playing for a long time.

—Mortal "Cold Miser" maniacs

Kombat Kodes

033-000 PLAYER ONE HALF POWER
000-033 PLAYER TWO HALF POWER
707-000 PLAYER ONE 1/4 POWER
000-707 PLAYER TWO 1/4 POWER
100-100 THROWING DISABLED
020-020 BLOCKING DISABLED
010-010 THROWING ENCOURAGED
300-300 SILENT KOMBAT
987-123 NO POWERBARS
985-125 PSYCHO KOMBAT
460-460 RANDPER KOMBAT
688-422 DARK KOMBAT
466-466 UNLIMITED RUN
642-468 PLAY SPACE GAME
227-227 EXPLOSIVE KOMBAT
THROWING DISABLED
788-322 FAST UPPER CUT RECOVERY
123-926 "THERE IS NO KNOWLEDGE."
205-205 Winner battles Human Smoke
969-141 WINNER BATTLES MOTARO
033-564 WINNER BATTLES SHAO KAHN
044-440 SANS POWER
999-999 LIST GAME VERSION



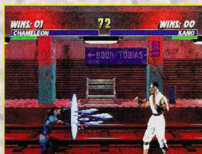
MKT-UMK3 Moves

HP=High Punch
LP=Low Punch
HK=High Kick
LK=Low Kick
F=Forward
B=Back
U=Up
D=Down
Db=Down/Back
Df=Down/Forward

Blk=Block
R=Rain
H=Hold Button

Finishing Moves
C=Close
F=Far
A=Anywhere
S=Sweep Distance

MORE MK SECRETS!!!



Chameleon is a secret character in MKT. The code is the same for both versions of MKT, but on the PS you must select a male ninja and the N64 must be a female. Then simply hold Back, R1, R2, Square and Triangle.

EXTRA OPTIONS: Access the extra options (like one button fatalities) at the ? by pressing L1, L2, R1, R2, and press and hold Up.

STAGE SELECT: On the Characters Select Stage move the cursor over Sonya and hold Up while pressing Start, you will hear a boom and after you choose your character, you'll be able to select the stage.



There are more characters than ever, including the Bosses. Now all the imagined and dream matches can take place in Multiplayer Mode!



On the PS, you can play as original Kano, Jax, Kung Lao and Rayden—just press Select while highlighted at the Character Select Screen.



Some of the good old characters have gotten a new special move. Here's a few to give you an idea:
SCORPION can now Teleport Punch forward. This will confuse your opponent if used correctly.
STRYKER can now throw two grenades by doing a half circle and a High or Low Punch.
SEKTOR can now fire two straight missiles by pressing Back, Back, Forward and then a Low Punch.
KANO'S Vertical Ball now randomly bounces around the screen until he hits you.



SHANG TSUNG MORPHS

Kitana: F,D,F,RN
Reptile: R,Bik,Bik,HK
Sonya: D+R+LP+Bik
Jax: F,F,D,LP
Nightwolf: U,U
Jade: F,F,D,D,Bik
Scorpion: D,D,F,LP
Kano: B,F,Bik (FAST)
Ermac: D,D,U
Mileena: R,Bik,HK
Johnny Cage: B,B,D,LP
Baraka: D,D,LK
Raiden (MK2): D,B,F,LK
Raiden (MK1): B,B,F,R
Rain: R,Bik,LK (fast)
Kano (MK1): (Bik) B,D,F,U
Jax (MK2): D,F,B,HK
Classic Sub-Zero:
Bik,Bik,R,R
Sub-Zero: F,D,F,HP
Sektor: D,F,B,R
Sindel: B,D,B,LK
Stryker: F,F,HK
Cyra: Bik,Bik,Bik
Kung Lao: R,R,Bik,R
Kabal: LP,Bik,HK (FAST)
Sheeva: MKLK,F,D,F
Liu Kang: Counter
Clockwise Circle
Kung Lao (MK2): B,D,B,HK
Robotic Smoke: F,F,LP
Goro: B,B,B,LP
Shao Kahn: B,F,HK
Motaro: F,D,B,HP
Kintaro: MKLP 3 sec release

MOTARO

Grab Punch: F,F,F,HP
Teleport: D,Db,B,HK
Projectile: LK
Fatality 1: S F,F,F,HK

KINTARO

Teleport Stomp: D,U
Fireball: B,B,F,HP
Grab and Pound: F,F,HP
Taunt: D,D,LK

GORO

Grab and Pound: F,F,HP
Hand Spin: B,B,F,HK
Fireball: B,B,B,HP
Taunt: D,D,LK

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RAIN

Control Ball: **D,Df,F,HP**
 Lightning: **B,B,HP**
 Teleport Kick: **B,HK**
 C1: **HP,HP,LP,HP**
 C2: **HK,HK,LK,HK,B,HK**
Fatality 1: **CF,F,D+HP**
Fatality 2: out of sweep, **D,B,F,HK**
Brutality: **HP,HP,Bik,LK,HK,Bik,LK,HK,Bik,HP,LP**
 Animality: inside sweep, **b,b,r,r,b**
 Friendship: **D,F,F,F,LP**
 Babality: **F,B,B,HP**
 Stage Kill:

(MK2) RAYDEN

Bolt: **D,Df,F,LP**
 H.Dive: **B,B,F**
 Shocker: **HP**
 R.Bolt: **D,B,LP**
 Teleport: **D,U**
 C1: **HP,HR,LP,LP**
 C2: **HK,HK,LK,B,HK**
Fatality 1: **CHHP 2S**
Fatality 2: **CHLK 2S,LK**
Brutality: **HP,HP,LK,LK,LK,HK,LP,LP,LP,Bik,Bik**
 Animality: out of sweep **D,F,D**
 Friendship: **D,B,F,HK**
 Babality: **D,D,U,HK**
 Stage Kill: **D,D,D,HP**

(MK1) RAYDEN

Lightning Bolt: **D,Df,F,LP**
 Torpedo Dive: **B,B,F**
 Teleport: **D,U**
 C1: **HP,HP,D+LP**
 C2: **LK,LK,HK,LK,LK**
Fatality 1: close **D,D,F,F,LP**
Fatality 2: **HP,LK,HK,LP,HP,LH,HK,HP,HP,LP,HP**

REPTILE

S/F Energy Ball: **B,B,F,F,HP&LP**
 Acid Spit: **F,F,HP**
 Invisibility: **HBik,D,HK**
 Slide: **B,Bik,LP,HP**
 Elbow Rush: **B,F,LK**
 C1: **HP,HP,D,LP**
 C2: **HP,HP,HK,B+HK**
Fatality 1: **F,B,F,D,Bik**
Fatality 2: **CF,F,U,U,HK**
Brutality: **HP,Bik,HK,HK,Bik,HP,LP,LK,LK,Bik,HP+HP**
 Animality: **CD,D,D,U,HK**
 Friendship: **CD,D,F,F,HK**
 Babality: **F,F,B,D,LK**
 Stage Kill: **Bik,R,Bik,Bik**

SCORPION

Spear: **B,B,LP**
 Teleport Punch: **D,B,HP**
 Air Throw: (in air) **Bik**
 F. Teleport Punch: **D,F,HP**
 C1: **HP,HP,HK,B,HK**
 C2: **HK,HK,LK,LK**
Fatality 1: **F,D,D,U,HK**
Fatality 2: **CF,F,D,U,R**
Brutality: **HP,HP,Bik,HK,HK,LK,HK,HP,HP,LP,HP**
 Animality: **CF,U,U,HK**
 Friendship: **CF,B,F,F,LK**
 Babality: **D,B,B,F,HP**
 Stage Kill: **F,U,U,LP**

SEKTOR

Homing Missile:
F,Df,D,Db,B,HP
 Dumb Missile: **F,F,LP**
 Teleport Punch: **F,F,LK**
 C1: **HP,HP,HK,HK,B,HK**
 C2: **HP,HP,D,LP**
Fatality 1: **SLP,R,R,Bik**
Fatality 2: **F,F,F,F,B,Bik**
Brutality: **HP,HP,Bik,Bik,LP,HP,HP,HP,Bik,LP,HP**
 Animality: **F,F,D,U**
 Friendship: **F,R,R,D**
 Babality: **B,D,D,D,HK**
 Stage Kill: **R,R,R,D**

SHANG TSUNG

Fireball: **B,B,HP**
 2 Fireballs: **B,B,F,HP**
 3 Fireballs: **B,B,F,F,HP**
 Eruption: **F,B,B,LK**
 C1: **HK,HP,HP,LP,B+HP**
 C2: **HK,HK,B+HK**
Fatality 1: **CHLP,R,Bik,R,Bik**
Fatality 2: **CHLP,R,Bik,R,Bik**
Brutality: **HP,Bik,Bik,Bik,LK,HP,LP,LP,Bik,HK,LK**
 Animality: **CHHP,R,R,R**
 Friendship: **LP,LK,R,R,LP**
 Babality: **R,R,R,LK**
 Stage Kill: **U,U,B,LP**

SHAO KAHN

Laught: **D,D,R**
 Taunt: **Bik,U,U,R**
 Fireball: **F,D,FLK**
 Hammer: **F,B,B,HP**
 Shoulder Stamp: **F,F,HP**
 Shadow Leap: **D,D,F,HK**
 C1: **LK,HP,HP,LP,B+HP**
 C2: **HK,HK,B+HK**
Fatality 1: **F,B,B,HP**
Fatality 2: **CHLP,R,Bik,R,Bik**
 Animality: **CHHP,R,R,R**
 Friendship: **LP,R,R,D**
 Babality: **R,R,R,LK**
 Stage Kill: **U,U,B,LP**

SHEEVA

Fireball: **D,F,HP**
 Ground Stomp: **B,D,B,HK**
 Teleport Stomp: **D,U**
 C1: **HP,HP,LP,HK,HK,LK,B,HK**
 C2: **HP,HP,LP,F,HP,HP,Fireball**
Fatality 1: **CHHK,B,F,F**
Fatality 2: **CF,D,D,F,LP**
Brutality: **HP,LP,Bik,LK,HK,Bik,HK,LK,Bik,LP,HP**
 Animality: **CF,R,Bik x 4**
 Friendship: **F,F,D,F,HP**
 Babality: **D,D,D,B,HK**
 Stage Kill: **D,D,F,LP**

SINDEL

Fireball: **F,F,LP**
 Fireball: in Air **D,F,LK**
 Levitate: **B,B,F,HK**
 Scream: **F,F,F,HP**
 C1: **HK,HP,HP,D,HP**
 C2: **HK,HP,HP,LP,HK**
Fatality 1: **SR,R,Bik,R,Bik**
Fatality 2: **CR,Bik,Bik,R+Bik**
Brutality: **HP,Bik,LK,Bik,LK,HK,Bik,HK,LK,Bik,LP**
 Animality: **F,F,U,HP**
 Friendship: **SR x 5, U**
 Babality: **R,R,R,U**
 Stage Kill: **D,D,D,D,LP**

SMOKE

Spear: **B,B,LP**
 Teleport Punch: **F,F,LK**
 Invisibility: Hold Block **U,U,R**
 Air Throw: **Bik**
 C1: **HP,HP,LK,HK,LP**
 C2: **HP,HP,LP**
Fatality 1: **F,U,U,F,D**
Fatality 2: **SHR+Bik,D,D,F,U**
Brutality: **HP,LK,LK,HK,Bik,Bik,LP,LP,HP,HP,Bik,Bik**
 Animality: **F,D,F,F**
 Friendship: **FR,R,R,HK**
 Babality: **D,D,B,B,HK**
 Stage Kill: **F,F,D,LK**

HUMAN SMOKE

Spear: **B,B,LP**
 Teleport Punch: **D,Db,B,HP**
 Air Throw: **Bik** (in air)
 C1: **HP,HP,D+LP**
 C2: **HP,HP,HK,B+HK**
Fatality 1: **CR,Bik,R,R,HK**
Fatality 2: **F,F,B,R**
Brutality: **HP,LK,LK,HK,Bik,Bik,LP,LP,HP,HP,Bik**
 Animality:
 Friendship: **D,F,F,F,R**
 Babality: **D,B,B,F,R**
 Stage Kill: **F,U,U,LP**

SONYA

Energy Ring: **D,F,FLP**
 Energy Wave: **F,B,HP**
 Leg Grab: **#D,LP+Bik**
 Up Bicycle Kick: **B,B,D,HK**
 C1: **HK,HK,HP,HP,LK,B,HP**
 C2: **HP,HP,LP,B,HP**
Fatality 1: **AB,F,D,D,R**
Fatality 2: **FHBik+R,U,U,B,D**
Brutality: **HP,LK,Bik,HP,LK,Bik,HP,Bik,HK,LK**
 Animality: **MLP,B,F,D,F**
 Friendship: **B,F,B,D,R**
 Babality: **D,D,F,LP**
 Stage Kill: **F,F,D,HP**

STRYKER

L/H Grenade: **D,B,LP/HP**
 Truncheon Trip: **F,B,LP**
 Truncheon Throw: **F,FK**
 Gun: **B,F,HP**
 C1: **LK,HP,HP,LP**
 C2: **HK,HK,B+HK**
Fatality 1: **CF,D,F,F,Bik**
Fatality 2: **F,F,F,LK**
Brutality: **HP,LP,HK,LK,HP,LP,LK,HK,HP,LK,LK**
 Animality: **SR,R,R,Bik**
 Friendship: **LP,R,LP**
 Babality: **D,F,F,HP**
 Stage Kill: **F,U,U,HK**

(NEW) SUB-ZERO

Ice Blast: **D,F,LP**
 Ice Shower: **D,F,HP**
 Ice Shower Front: **D,F,B,HP**
 Ice Shower Back: **D,B,F,HP**
 Ice Clone: **D,B**
 Slide: Hold **B+Bik+LP+LK**
 C1: **HP,HP,LP,LK,HK,B+HK**
 C2: **LK,HK,B+HK**
Fatality 1: **SBik,Bik,R,Bik,R**
Fatality 2: **F,B,B,D,B,R**
Brutality: **HP,LK,HK,LP,HP,HK,HK,HP,LP**
 Animality: **CHBik,F,U,U**
 Friendship: **LK,R,R,U**
 Babality: **D,B,B,HK**
 Stage Kill: **B,D,F,F,HK**

(OLD) SUB-ZERO

Ice Blast: **D,F,LP**
 Ground Freeze: **D,B,LK**
 Slide: **HB,Bik+LP/LK**
 C1: **HP,HP,D,LP,D,HP**
 C2: **HP,HP,LK,B,HK,F,FK**
Fatality 1: **CD,D,D,F,HP**
Fatality 2: **CD,F,F,F,HP**
 Animality: **B,B,F,D,LP**
 Friendship: **D,B,B,F,LK**
 Babality: **D,F,FK**
 Stage Kill: **F,D,F,HP**

BARAKA

Spark: D,Db,B,HP
 Slicer: B,B,B,LP
 Big Slash: B,HP
 Top Spinner: F,D,Dr,Bik
 C1: HP,HP,B,HP,F,HP
 C2: HK,HK,LK,B,HK
 Fatality 1: B,B,B,HP
 Fatality 2: B,F,D,F,LP
 Brutality: HP,HP,HP,LP,LP,
 Bik,HK,HK,LK,LK,Bik
 Animality: HP,F,D,F, HP
 Babality: F,F,F,HK
 Friendship: D,D,D,F,FK
 Stage Kill: LK,R,R,R,R

CYRAX

Bomb Close: LK,LK,B,B,HK
 Bomb Far: LK,LK,F,F,HK
 Energy Net: B,B,LK
 Teleport: F,D,Bik
 Air Throw: D,F,Bik,LP
 C1: HP,HP,HK,HP,HK,
 B,B,HK
 Fatality 1: C,D,D,F,U,R
 Fatality 2: A,D,D,U,D,HP
 Brutality: HP,HK,HP,HK,HK,
 HP,HK,HP,HK,LK,LP
 Animality: U,U,D,D
 Friendship: R,R,R,U
 Babality: F,F,B+HP
 Stage Kill: R,Bik,R

ERMAC

Fireball: D,B,LP
 Teleport: D,Db,B,HP
 Invisio Slam: B,D,B,HK
 C1: HP,HP, B,LP, HK,LK
 C2: HK,HK,LK, F,FK
 Fatality 1: C,R,Bik,R,R,HK
 Fatality 2: B,D,U,D,D,Bik
 Brutality: HP,HP,LP,Bik,HK,
 LK,Bik,HP,LP,LK,HK
 Animality: F,F,B,B,LK
 Friendship: D,D,D,F,FK
 Babality: F,F,F,HP
 Stage Kill: R,R,R,R,LK

JADE

Boomerang: S/U/D B,F
 LP/HP/LK
 Glow Slide: Kick D,F,LK
 P. Invinible: B,F,HK
 Star W/Return: B,B,F,LP
 C1: HP,HP, D,LP,LK,HK,
 B,B,LK, B,B,HK
 C2: HK,HK,LK, B,B,HK
 Fatality 1: C,R,R,R,Bik,R
 Fatality 2: C,U,U,D,F,HP
 Brutality: HP,LK,HP,LP,HP,
 HK,LK,Bik,HP,HK
 Animality: F,D,F,F,LK
 Friendship: B,D,B,B,HK
 Babality: D,D,D,F,LK
 Stage Kill: B,F,D,R

JAX

Two Missiles: F,F,B,B,HP
 Dashing Punch: F,F,HK
 Gotcha Grab: F,F,LP(tap LP)
 Earthquake: LK,LK, release
 Quad Slam: Throw,tap HP
 Backbreaker: Bik (in air)
 C1: HK,HK,D+HP,HP,
 Bik,LP,B,HP
 Fatality 1: C,R,Bik,U,D,F,U
 Fatality 2: F,R,Bik,R,LK
 Brutality: HP,HP,HP,Bik,LP,
 HP,HP,HP,Bik,LP,HP
 Animality: Hold LP,F,D,F
 Friendship: LK,R,R,LK
 Babality: D,D,D,LK
 Stage Kill: D,F,D,LP

(MK2)JAX

Sonic Wave: D,Db,B,HK
 Gotcha Punch: F,F,LP
 Ground Smash: (LK) 3 sec.
 Quad Slam: After throw
 repeatedly tap HP
 Backbreaker: Bik (in air)
 C1: HK,LK,LK,HK,LK
 C2: HP,HP,HP,B+LP,B+HP
 Fatality 1: C(LP) F,F,FK
 Brutality: HP,HP,HP,Bik,LP,
 HP,HP,HP,Bik,LP,HP
 Friendship: D,D,U,U,LK
 Babality: D,U,D,U,LK
 Stage: U,U,D,LK

JOHNNY CAGE

Low Fireball: B,D,F,LP
 High Fireball: F,D,B,HP
 Shadow Elbow: B,D,Db,HP
 G: B,F,LK
 R: B,B,F,LK
 C1: HP,HP,LP,D,HP
 C2: LK,LK,HP,LK,LK
 Fatality 1: C,D,D,F,LP
 Fatality 2: B,D,D,F,LK
 Brutality: HP,LK,HK,LP,HP,
 HK,HK,HP,HP,LP,HP
 Animality: C,D,F,F,FK
 Friendship: D,D,D,D,LK
 Babality: F,B,B,HK
 Stage Kill: D,B,F,F,Bik

KABAL

Eye Spark: B,B,HP
 Ground Blade: B,B,B,R
 Spin Dash: B,F,LK
 C1: LK,LK,HP,HP, D,HP
 C2: LK,LK,HP,LP,HP
 Fatality 1: C,R,Bik,Bik,
 Bik,HK
 Fatality 2: F,D,D,B,F,Bik
 Brutality: HP,Bik,LK,LK,LK,
 HK,LP,LP,LP,HP,LP
 Animality: HP,F,F,D,F
 Friendship: R,R,LK,R,U
 Babality: R,R,LK
 Stage Kill: Bik,Bik,HK

KANO

Blade Toss: D,B,HP
 Blade Uppercut: D,F,HP
 Cannonball: LK,LK, release
 Grab & Shake: D,F,LP
 Vertical Ball: F,D,F,HK
 C1: HP,HP, D,LP, D,HP
 Fatality 1: B,LP,Bik,HK
 Fatality 2: C,NL,P,F,F,D,D
 Brutality: HP,LP,Bik,HP,Bik,
 HK,LK,Bik,HK,LK
 Animality: HP,Bik,Bik,Bik
 Friendship: LK,R,R,HK
 Babality: F,F,D,D,LK
 Stage Kill: U,U,B,LK

(MK1) KANO

Knife Throw: B,Bik,B,F
 Flying Cannonball:
 Clockwise Circle
 Spinning Blades: B,F,HP tap
 HP for more
 C1: HP,HP,HP,HP
 C2: HK,LK,HK,F+HK
 Fatality 1: B,D,F,LP
 Brutality: HP,Bik,HP,HP,
 LK,HK,HP,HP,LP,HP

KITANA

Fan Toss: F,F,HP&LP
 Fan Wave: B,B,B,HP
 Square Wave Punch:
 D, B HP
 C1: HP,HP, B,LP,F,HP
 C2: HK,HK,LK, B,B,HK
 Fatality 1: C,R,R,Bik,Bik,LK
 Fatality 2: C,B,D,F,FK
 Brutality: HP,Bik,HP,Bik,
 LK,Bik,LP,Bik,HP,Bik
 Animality: C,D,D,D,D,R
 Friendship: D,B,F,LP
 Babality: F,F,D,F,FK
 Stage Kill: F,D,D,LK

KUNG LAO

Hat Toss: B,F,LP
 Dive Kick : Jump,D,HK
 Teleport: D,U
 Top Spin: F,D,F,R (Tap R)
 C1: HP,LP,HP,LP,LK,HK,
 B,HK
 C2: LK,LK, B+HK
 Fatality 1: B,F,F,D,HP
 Fatality 2: A,R,Bik,R,Bik,D
 Brutality: HP,LP,LK,HK,Bik,
 HP,LP,LK,HK,Bik,HP
 Animality: C,R,R,R,R,Bik
 Friendship: B,B,B,D,HK
 Babality: D,F,F,HP
 Stage Kill: D,D,F,F,LK

LIU KANG

High Fireball: F,F,HP
 Low Fireball: F,F,LP
 Flying Kick: F,F,HK
 Bicycle Kick: LK,LK, release
 C1: HP,HP,Bik,LP,LK,
 HK,LK
 C2: HP,HP, D,LP
 Fatality 1: A,F,F,D,D,LK
 Fatality 2: A,D,U,U,b+R
 Brutality: HP,LP,HP,Bik,LK,
 HK,HK,LK,HK,LP,HP
 Animality: C,D,U,D
 Friendship: R,R,R, D+R
 Babality: D,D,D,HK
 Stage Kill: R,Bik,Bik,LK

MILEENA

Sai Throw: HP,HP, release
 Drop Kick: F,F,LK
 Roll: B,B,D,HK
 C1: HP,HP,HK,HK, U,
 LK, D, HK
 C2: HP,HP,HK,HK, D,FK
 Fatality 1: F,B,B,F,LK
 Fatality 2: C,D,F,D,F,LP
 Brutality: HP,LP,HP,Bik,
 HK,LK,LK,HK,Bik,HP
 Animality: F,D,D,F, HK
 Friendship: D,D,B,F,HP
 Babality: D,D,F,F,HP
 Stage Kill: D,D,D,LK or LP

NIGHTWOLF

Arrow: D,B,LP
 Axe Uppercut: D,F,HP
 Project Reflect: B,B,B,HK
 Shadow Shoulder: F,F,LK
 C1: LK,HP,HP,LP,Axe,
 Axe,HK
 C2: HK,HP,HP,LP, B,B,HK
 Fatality 1: F,B,B,D,HP
 Fatality 2: C,U,U,B,F,Bik
 Brutality: HP,HP,HP,LK,LK,
 Bik,Bik,LP,LP,HP,HK
 Animality: C,F,F,D,D
 Friendship: R,R,R,D
 Babality: F,B,F,B,LP
 Stage Kill: R,R,Bik

NOOB SAIBOT

Disabler: D,D,F,LP
 Teleport PD: D,U
 Shadow Throw: F,F,HP
 C1: HP,HP,LP,HK
 C2: HK,LK,LK,LK
 Fatality 1: B,B,F,F,HK
 Fatality 2: C,D,D,U,R
 Brutality: HP,LK,LP,Bik,LK,
 HK,HP,LP,Bik,LK,HK
 Animality: C,B,F,B,F,HK
 Friendship: F,F,B,HP
 Babality: D,F,F,F,LP
 Stage Kill: D,F,Bik

arcade

Capcom

strategy talk

This is one of the coolest combinations I could think of. The only complaint I have is that it's Street Fighter characters in the X-Men universe instead of vice versa. Everyone has new Super move animations, and regular moves have been updated as well. If you've played X-Men or Marvel Super Heroes before, it's familiar.

—The EGM Machine



Use the moves legend to the right to decipher the moves lists below. You will need to master each character, before you can conquer X-Men Vs. Street Fighter. Experiment with various character combos to win!

So far, the only hidden character is Akuma. It is unknown if there are any X-Men guys hidden anywhere, or if Apocalypse is playable.

- C - Charge (Hold for 2 sec.)
- DF - Diagonal Down Forward
- DB - Diagonal Down Back
- UF - Diagonal Up Forward
- UB - Diagonal Up Back
- QCF - Quarter Circle Forward
- HCF - Half Circle Forward
- QCB - Quarter Circle Back
- HCB - Half Circle Back
- P - Any Punch (1, 2, or 3)
- K - Any Kick (4, 5, or 6)
- 2P - Press 2 Punch Buttons
- 2K - Press 2 Kick Buttons
- 3P - All Three Punch Buttons
- 3K - All Three Kick Buttons
- 1 - Quick Punch
- 2 - Medium Punch
- 3 - Fierce Punch
- 4 - Quick Kick
- 5 - Medium Kick
- 6 - Fierce Kick
- U - Up
- D - Down
- F - Forward
- B - Back

M. BISON



MOVES

- Psycho Shot: HCF + P
 Demon Knee press: HCF + K (Air)
 Head press: QCB + K, K
 Psycho Field: HCB + P
 Float: QCB + 3K (Repeating will make him land; can do in the Air)
 DP or RDP + P or K

- Vega Warp:
 Super Combo 1 Raging Psycho Crusher: QCF + PP
 Super Combo 2 Demon Hell Fury Kick: QCF + KK



AKUMA



MOVES

- Gouhadoken:
 ZankoHadoken:
 Shakunetsu Gouhadoken:
 Goushoryuken:
 Zankokyaku:
 Overhead Punch:
 Overhead Kick:
 Ground Roll:
 Air Roll Attack:
 Devil's Gift of Destruction:
 Unmerciful Hell Fury:
 Raining Hell From Above:
 Blissful Death Strike:
- QCF + P
 QCF + P (In The Air)
 HCF + P
 DP + P
 QCB + K (Air)
 F + 2
 F + 5
 QCB + P
 D, DF, F, UF + P or K
 QCF + PP
 QCF + PP
 QCF + PP (In The Air)
 1, 1, F, 4, 3 (Level1+)



CYCLOPS



MOVES

- Optic Blast: QCF + P
 Optic Reflect: QCB + P
 Gene Splicer: DP + P
 Cyclop Kick: QCB + K (Air)
 Neck Breaker Throw: F, F + 3+6 (Near)
 Rapid Punch: F, F + 1+4, then P.rptd.
 Hyper X 1 Mega Optic Blast: QCB + PP
 Hyper X 2 Hyper Optic Blast: QCF + PP

COMBOS

- Ground Combos**
 4 hits: 1,4,5,QCF+1 or 2
 4-5 hits: Push 1 Repeatedly (Close,Corner)
 4-5 hits: Push 4 Repeatedly (Close,Corner)
 6 hits: 1,1,1,5,QCB+6 (Corner)
 6 hits: 1,4,4,5,QCB+6 (Corner)
Air Combos
 5 hits: 2:Hold U,1,4,5,6
 6 hits: 2:Hold U,1,4,2,5,6
 7 hits: 2:Hold U,1,4,2,5,3,6
 7 hits: 2:Hold U,1,4,2,3,5,6

GAMBIT



MOVES

- Kinetic Card: QCF + P (Diagonal Air)
 Trick Card: QCB + P
 Cajun Slash: DP + P
 Cajun Strike: CD, U + P, then K
 Cajun Escape: CD, U + K
 Hyper X 1 Royal Flush: QCF + PP

COMBOS

- Ground Combos**
 4 hits: Hold D,1,4,5,6
 5 hits: 1,4,2,5,3
 7 hits: 1,4,2,5,DP+3
Air Combos
 6 hits: 1,4,D+3,Hold U,4,5,6
 7 hits: Jump F+1,4,D+3,Hold U,4,5,6

WOLVERINE



MOVES

- Berserker Barrage: QCF + P
 Tornado Claw: DP + P
 Drill Claw: Direction + 2+4 (Air)
 Hyper X 1 Berserker Rage: QCF + PP
 Hyper X 2 Weapon X: DP + PP

COMBOS

- Ground Combos**
 6 hits: Jump F+1,4,5,5,6
 12 hits: 4,5,5,QCF+3 Push 3 Repeatedly,Wait,3
 12 hits: 4,5,5,DF+3,HCF+3, Push 3 Repeatedly
 13 hits: 1,1,5,DF+3,HCF+3,Push rapidly.
Air Combos
 6 hits: 1,4,6,Hold U,4,2,3
 8 hits: 1,4,6,Hold U,5,5,5,5,3



It's a simulation...



...of what it feels like to bring 20,000 people to their feet with one hand.

"...silky-smooth motion-captured players... wilder dunks...tons of new features...sure to please."

- ULTRA GAME PLAYERS

"A new era in arcade hoops."

- CYBERSPORTS

"You'll want to play just to watch these guys move."

- ULTRA GAME PLAYERS

"This is no mere T.E. Too...brings jams to a whole new level..."

- SLAM

"What else could they possibly add to make this game more fun?"

- VIDEOGAMES



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ZANGIEF



MOVES

Spinning Lariat: 3P (Air)
 Short Spinning Lariat: 3K (Air)
 Spinning Piledriver: 360 + P (Air)
 Siberian Suplex: 360 + K (Close)
 Banishing Punch: DP + P
 Flying Power: HCF + K (Far)
 Ariel Throw: HCB + K
 Earthquake: F + 2 (Air = D + 2)
 Grab Dash: F, F then 2, 5, 3 or 6
 Super Combo 1 Siberian Bear Crusher: 360 + PP
 Super Combo 2 Leaping Death Snatch: 360 + KK

COMBOS

Ground Combos

3 hits: Jump F+1,1,3P
 3 hits: 6,3P

Air Combos

4 hit: D+2, Hold U, 4, 5, 6
 5 hits: D+2, Hold U, 4, 5, 6, 6



CAMMY



MOVES

Spinning Arrow: QCF + K (Air)
 Assault Knuckle: QCF + P
 Cannon Spark: DP + K
 Furiga Combo: QCB + K, then P
 Cannon Counter: QCB + P (Counter)
 Air Thrust Kick: QCB + K (In The Air)
 Super Combo 1 Spinning Hell Mirage: QCF + KK
 Super Combo 2 Power Ranger Assault: QCB + KK (Air)

COMBOS

Ground Combos

3 hits: 5, 6, DP+6 (Close, Quick)
 4 hits: 4, 5, 6, QCF+6
 4 hits: HD, 1, 4, 5, 6

Air Combos

5 hits: 5, 6, Hold U, 1, 5, 6
 5 hits: 5, 6, Hold U, 1, 4, QCF+4
 6 hits: 5, 6, Hold U, 1, 4, 5, 6
 7 hits: 5, 6, Hold U, 1, 4, 2, 5, 6



ROGUE



MOVES

Repeating Punch: QCF + P
 Rushing Repeating: DP + P
 Power Drain Kiss: QCB + K (Air)
 Use Drained Power: QCF + K
 Southern Air Attack: DP + K
 Hyper X 1 Goodnight Sugar: QCF + PP
 Hyper X 2 (After Draining Akuma): 1, 1, F, 4, 3

POWERS ROGUE CAN STEAL

RYU: Hadoken
 KEN: Shoryuken
 WOLVERINE: Berserker Barrage
 CHARLIE: Sonic Boom
 MAGNETO: Hyper Gravitation
 CHUN-LI: Kikoken
 STORM: Whirlwind Toss
 CAMMY: Spinning Arrow
 SABRETOOTH: Berserker Claw
 ZANGIEF: Sp. Piledriver
 JUGGERNAUT: Earthquake Punch
 M. BISON: Psycho Love
 ROGUE: Lots of Love
 AKUMA: Shakunatsu Gouhadoken
 Blissful Death Strike (Hyper X)



CHARLIE



MOVES

Sonic Boom: CB, F + P
 Somersault Shell: CD, U + K
 Somersault Slash: U, U/F, F + K (In The Air)
 Super Combo 1 Sound Wave Barrage: QCF + PP
 Super Combo 2 Murderous Kick Assault: QCF + KK
 Super Combo 3 Fatal Kick Mirage: QCB + KK

COMBOS

Ground Combos

4 hits: HD, 1, 4, 5, 6
 4 hits: 1, CD+5, U+6
 4 hits: Throw (F+3), D, U+6
 5 hits: HD, 4, 5, U+6
 6 hits: HD, 1, 4, 5, U+6

Air Combos

5 hits: 1, D+3, Hold U, 1, 2, 3
 6 hits: HD, 1, 2, 3, Hold U, 4, 5, 6



RYU



MOVES

Hadoken: QCF + P (Horiz. Air)
 Shoryuken: DP + P
 Tatumakisenpuukya: QCB + K (Air)
 Fake Hadoken: QCF + Start
 Overhead Punch: F + 2
 Overhead Kick: F + 5
 Super Combo 1 Hurricane Crusher: QCB + KK
 Super Combo 2 Bloody Hell Wave: QCF + PP (Air)

COMBOS

Ground Combos

4 hits: F+5, HD, 4, 5, 6
 4 hits: 1, 4, 5
 After a 1 or 4, F+5, 1, HD, 4, 5, 6

Air Combos

5 hits: HD, 5, 3, Hold U, 2, 3
 7 hits: HD, 1, 5, 3, Hold U, 1, 4, 2 (Corner)



CHUN-LI



MOVES

Hundred Kick: Repeat K
 Tenshokya: CD, U + K
 Kikoken: HC + P
 Senbankya: HCB + K
 Super Combo 1 PMS Atomic Wave Death: QCF + PP
 Super Combo 2 Dancing Nail Stab: QCF + KK
 Super Combo 3 Illusional Kick Wave of Pain: QCB + KK

COMBOS

Ground Combos

4 hits: 1, 4, 5, D+6
 5 hits: Jump+2, 1, 4, 5, D+6
 6 hits: CD, 1, 4, U+6
 9 hits: 1, 4, Repeat Kick-6 (Corner)
 Air Combos
 6 hits: 6, Hold U, 1, 4, 5, 6
 7 hits: 6, Hold U, 1, 4, 2, 5, 6



MOVES

Yoga Fire: QCF + P (Horiz. Air)
 Yoga Flame: HCB + P
 Yoga Strike: HCB + K
 Yoga Teleport: DP or RDP + 3P or 3K
 Super Combo 1 Expelling The Evil From Within: QCF + PP
 S. Cmb. 2 Harmonic Destruction: QCF + KK

DHALSIM



MAGNETO

MOVES

E-M Disruptor: QCF + P (Air)
 Hyper Gravitation: QCB + K (Air)
 Magnetic Blast: U, U/F, F + P (In The Air Diagonal Air)
 Forcefield: HCF + K (Counter)
 Float: QCB + 3K (Repeating will make him land, can do in the Air)

Hyper X 1 Magnetic Shockwave: QCF + PP
 Hyper X 2 Magnetic Tempest: QCF + KK (Air)





MOVES

Roll: QCB + P
 Hadoken: QCF + P
 Shoryuken: DP + P (Air)
 Tatsumakisenpuukya: QCB + K (Air)
 Fake Roll: QCF + Start
 Overhead Kick: QCF + 4
 Overhead Kick 2: F + 5
 Super Combo 1 Hellish Fury Dragon: QCF + PP
 Super Combo 2 Murderous Frozen Dragon: QCF + KK

KEN

COMBOS

Ground Combos

4 hits: HD, 1, 4, 5, 6
 5 hits: 1, 4, 5, D+6
 5 hits: 1, 4, 5, QCF+3
 8 hits: HD, 4, 5, QCB+6, D+6
 9 hits: 1, 4, 5, QCB+6, D+6 (Corner)
 11 hits: HD, 1, 4, 5, QCB+6, DP+3 (Corner)



JUGGERNAUT

MOVES



Citorak Power-Up: DP + PP
 Earthquake Punch: QCB + P
 Juggernaut Punch: QCF + P
 Juggernaut Body Press: HCF + K (In the air)
 Nail Slam: HCB + K (Near)
 Object Toss: D, D + 3P (Over an object)
 Hyper X 1 Juggernaut Head Crush: QCF + PP



SABRETOOTH

MOVES

Berserker Claw: QCF + P
 Wildfang: QCB + P
 Armed Birdie: QCB + K
 Hyper X 1 Berserker Claw X: QCF + PP
 Hyper X 2 Super Armed Birdie: QCB + KK
 Hyper X 3 Weapon X Dash: DP + PP



STORM

MOVES

Whirlwind Toss: QCF + P (Air)
 Lightning Static: Direction + 2+4 (Air)
 Double Typhoon: QCB + P (Air)
 Fly: QCB + KK (Repeating will make her land, can do in the Air)
 Hyper X 1 Lightning Storm: QCF + PP (Air)
 Hyper X 2 Ice Storm: QCB + PP



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 JUST GOT
 A LOT
 NAFTER!**

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strategy talk

It's Tekken 2 for the Sony PlayStation. Need I say more?
—Jason "Scrooge" Streetz



WANG

- 1,1,1, 1, d+4,1
- 1,1,1, 1,1,1
- (WS)+2,1,1, d+4,1
- d/1,D/F+2+4, 1,1
- 2,1,1,2,3,3,3,4,4,1
- d/1,D/F+2+4, 1,1, (WS)+2,1,1, 1, (OCT)+2
- d/1,D/F+2+4, 1,1, (OCT)+2
- d/1,D/F+2+4, 1,1, b,B+1, (OCT)+2
- d/1,D/F+2+4, 1,1, (WS)+2,1,1, 1, 1, 1, f, f+1+2
- d/1,D/F+2+4, 1,1, (WS)+2,1,1, 1, (WC)+4,1
- b,B+1, (OCT)+2
- b,B+1, 1, d+4,1
- b,B+1, 1,1,1
- b,B+1, (WS)+2,1,1
- b,B+1, 1, 1, f+1+2
- b,B+1, 1, D#, d/1+4,3
- b,B+1, 3 or 4 or u/1+4, d/1+1+2

GENERAL TIPS

Extra Damage: Holding directions during certain moves can add or subtract damage, for example Kazuya's 1 (left punch) does 10 damage, but if you perform F+1 it does 12 damage.

The Theorem for Blocking: This is true for any predetermined strings that does not involve an unblockable or juggles. The blocking system in Tekken 2 is such that when hit, you are vulnerable for the next hit. The third hit—be it high, mid or low—can be successfully blocked by a buffered pull on the joystick and the rest of the string is rendered useless most of the time, so long as you know how the remaining string will go.

One More Time: A HARD POUNCE is guaranteed after certain moves connect such as Michelle's (WC)+4,1, Bruce d/f+3,1 and some unblockables. Exceptions are Paul's B+2, Wang's B+1+2, Roger's B+1 which send you far away, and Yoshi's ShoulderCut/Kuni's Kunal Stab (low damage unblockable).

Reversal Fun: Any character with a counter-attack can catch (reverse) a pounce (provided they are standing). The rules of elbows and knees apply here also. Some heavy pounces cannot be reversed.

While performing a combo or move that sets up a possible juggle, hold F immediately after starting the setup series and your first juggle will be able to come out faster even if you do not move. This is advantageous because: 1) Holding a direction adds damage to many normal punches and 2) you can get more hits because your juggle starts higher: more hits=more damage as well. Adds about 5-7 percent to most combos, but when it's a close match, it all adds up.

d,u,f,b	(tap direction)	Key to Moves
D,U,F,B	(HOLD direction)	
N	(return stick to Neutral position)	
1,2,3,4	(tap a button)	
+	(at the same time)	
,	(in sequence)	
(WC)	(While crouching)	
(WS)	(While standing)	
~	(IMMEDIATE action)	
□	(Optional)	
#	(Hold briefly)	
-	("or")	

BAEK

- f,N,d,d/1+3, 3,3,3,4
- f,N,d,d/1+3, d+4,3,3,3
- f,N,d,d/1+3, 1, d+4,3,3
- f,N,d,d/1+3, 1, D+3,N+3,3
- f,N,d,d/1+3, D+1, N+3,4,4
- f,N,d,d/1+2, 1, F+4,3
- f,N,d,d/1+3, 1, 1-2, 1,F+4
- f,N,d,d/1+3, 1-2, 1,F+4, 1,F+4
- f,N,d,d/1+3, 1, 2,2
- f,N,d,d/1+3, u/1+3,4,3, 1,F+4
- f,N,d,d/1+3, 1,1+3, 1,F+4
- f,N,d,d/1+3, 1,1+3, 1,F+4
- f,N,d,d/1+3, d/b+3+4
- f,N,d,d/1+3, (WC)+3,4,4, 1,F+4

GANRYU

- d/1+2, 1, 1+2,1+2
- b,d,b,d,D/F+1, D+4
- b,d,b,d,D/F+1, b,d,b,d,D/F+2
- b,d,b,d,D/F+1, (WC)+2,2,2
- b,d,b,d,D/F+1, D#+1,1,1,2,1
- b,d,b,d,D/F+1, 2,1,2,1,2, d/1+2+3
- b,d,b,d,D/F+1, 2, 1+2,1+2
- b,d,b,d,D/F+1, D#,d/1+1,2,1
- b,d,b,d,D/F+1, 1,1, u/1+3+4
- b,d,b,d,D/F+1, d/1+2, 2,1,2
- b,d,b,d,D/F+1, b,d,b,d,D/F+2, u/1+3+4
- d/1+2+3, D#+1,1,1,2,1

YOSHIMITSU

- See *Ultimate*
- d/1+2, d/1+2, d/1+2, u/1+3+4
 - d/1+2, 1, 1, 1, f+4, d/b+1
 - d/1+2, 1, D/B+3,3,3,3
 - d/1+2, 1, 1, f+4, D/B+3,3,3,3, f+4, 1, d/b+1
 - d/1+2, b+1, d/b+2,2, d/b+3,3,3, f+4, (d/b+1 or (run up) u/1+3+4)
 - d/1+2, b+1, 1, 1, f+4, (run up) d/b+3,3,3, f+4, (d/b+1 or (run up) u/1+3+4)
 - d/1+2, B+1,1, N+1, 1, f+4, (run up) d/b+3,3,3, f+4, (d/b+1 or (run up) u/1+3+4)
 - d/1+2, 1, 1, 4, 1, d/b+1
 - d/1+2, 1, d/b+1, d/b+1
 - 4-3, b+1, 1, 1, f+4, u/1+3+4
 - 4-3, (WC)+1+4
 - 4-3, D+1, 1, 1, f+4, d/b+1
 - 4-3, D+1, N+4, d/b+1
 - 4-3, D+1, N+4, 1, u/1+3+4
 - 4-3, 1, 1, 1, f+4, u/1+3+4
 - D#,d/1+3, N+4, 1, f+4, d/b+1

NINA WILLIAMS

- See *Anna Williams*
- d/1+2, 1, d/b+4,3
 - d/1+2, 1-2, d/d/b+3
 - d,d/b+3, d/d/b+3, u/b+4
 - d,d/b+3, u/1+3, d/b+4,3
 - d,d/b+3, u/1+3, d+3,4
 - d,d/b+3, u/1+4, d+3,4, 1, f+4

JACK 2

- 1+3, u/1+3+4
- 1+3, b,d,b,d,D/F+1
- b,d,b,d,D/F+1, 2, 2, 1+3+4
- b,d,b,d,D/F+1, D, #, 1,1,1
- b,d,b,d,D/F+1, 2, 1+2,1+2
- b,d,b,d,D/F+1, 3(or 4), u/1+3+4
- b,d,b,d,D/F+1, 2, 2, (WC)+1
- b,d,b,d,D/F+1, 2(or 4), b,d,b,d,D/F+1
- b,d,b,d,D/F+1, 2, 1+2,1+2,1+2
- b,d,b,d,D/F+1, b,d,b,d,D/F+2, u/1+3+4
- b,d,b,d,D/F+1, b,d,b,d,D/F+1, b,d,b,d,D/F+1
- b,d,b,d,D/F+1, 1+3
- (F or f), 1+2, 1+3+4
- 2+4, d/b,d,D/F+2, 1+3+4

ROGER/ALEX

- u/1+4, 1, 1, f+4
- u/1+4, 1-2, 1, f+2
- u/1+4, 1-2, 1, f+4
- u/1+4, 1, 1-2, d/1+3+4
- u/1+4, 1(or 2), 1-2, (WC)+3+4,4,4
- u/1+4, 1, 1-2, 1, f+1+2
- u/1+4, 1-2, 1-2, 1, f, (WC)+3+4
- u/1+4, 1-2, 1-2, 1, f, N+2
- u/1+4, 1-2, 1, f, N, d/1+1, (WC)+3+4

KUNIMITSU

- d/1+2, d/1+1, b+1, 2,3
- d/1+2, d/1+1, B+1, 1, 3(or 4)
- d/1+2, 1, 1, u/1+4+3(or 3 or 4)
- d/1+2, 1, 1, 1, f+4, d/b+2
- d/1+2, b+1, 1,2,1,4
- d/1+2, B+1, 1, N+1, 1, f+4, (d/b+2 or u/1+3+4)
- f,1,N+2, D/B#+3,3,3, f+4, d/b+2 or (run up) u/1+3+4

HEIHACHI

-1,f+2, 1-2(or 1,1), 1,f+2, 4-3
-1,N,d,d1+2, 1, 3(or 4 or Uf+4 or 1+4)
-1,N,d,d1+2, 1, 1,f+3
-1,f+2, 1, w1+3,4
-1,N,d,d1+2, 1, 1,N,d,Df+4,N+4,4
-1,N,d,d1+2, 1, 1, 1, 2
-1,N,d,d1+2, 1, 1, 2, 2
-1,N,d,d1+2, 1, 1,N,d,Df+4,N+4, 4-3
-1,N,d,d1+2, 1, 1,N,d,Df+4,N+4, 1,f,f, (WC)+4
-1,N,d,d1+2, 1, d1+3,2,2,4,4
-1,N,d,d1+2, 1-2, 1,N,d,Df+2, 4-3
-1,N,d,d1+2, 1-2, 1,f+2, 4-3
-1,N,d,d1+2, 1-2, (OCT)+2
-1,N,d,d1+2, 1-2, d1+1, 2
-1,N,d,d1+2, 1-2, (WC)+1
-1,N,d,d1+2, 1-2, 1,N,d,d1,N+4,4
-1,N,d,d1+2, 1-2, 1-2, 4-3
-1,N,d,d1+2, 1-2, 4
-1,N,d,d1+2, 1, 1-2, 1,f,f, (WC)+4
-1,N,d,d1+2, 1, 1, 1,N,d,Df+3
-1,N,d,d1+2, 1, 1, 1, 1, 2
-1,N,d,d1+2, 1, 1, 1,N,d,Df+4,4,4
-1,N,d,d1+2, D, 1, N+4,4
-1,N,d,d1+1, 1,N,d,Df+3
-1,N,d,d1+1, 1,f, 4-3
-1,N,d,d1+1, U+2
d1+1, 2, 1, 1,N,d,Df+4,4
d1+1, 2, 1, 1,f+2, 1,f, 4-3
d1+1, 2, 1-2, (OCT)+2
d1+1, 2, 1-2, d1+1, 2
d1+1, 2, 1-2, 1,N,d,Df+2, 4-3
d1+1, 2, 1-2, (WC)+1
d1+1, 2, 1, 1, 1, 2
d1+1, 2, 1, 1, 2, 2
d1+1, 2, 1, 1,N,d,Df+4,N+4,4

JUN KAZAMA

-F+1,4, 1+4,2,4
-F+1,4, F+1,4
-F+1,4, 3-4,4,4,3
-F+2, 3+4, F+2, 3-4
-F+2, 3+4, 1+4
-F+2, 3+4, 1, 3+4
-F+2, 4, F+2, 3-4
-F+2, 3+4, d,b+4,4,4
-F+2, 3+4, 1,f, 1+4, d,b+4
-(WC)+3+4, 1+4,2,4
-(WC)+3+4, (WC)+3+4
-(WC)+3+4, 1,1,4, d,b+4
-(WC)+3+4, 1,2, d,b+4,4,4
-(WC)+3+4, 1,2, 3+4
-(WC)+3+4, D+1, N+4, d,b+4,4,4
-(WC)+3+4, d,b+4,4,3
-2, d,b+4, 1+4,2,4

KING

w1+4, 1, 1,f+4
w1+4, 1-2, 1,f+2
w1+4, 1-2, 1,f+4
w1+4, 1, 1-2, d1+3+4
w1+4, 1-2, (WC)+3+4,2
w1+4, 1-2, 1,2, d1+1+2
w1+4, w1+4, d1+1+2
w1+4, 1(or 2), 1-2, (WC)+3+4,4
w1+4, 1(or 2), 1-2, F+1+4
w1+4, 1, 1-2, (WC)+1+2
w1+4, 1, 1-2, 1,f+1+2
w1+4, 1-2, 1-2, 1,f, (WC)+3+4
w1+4, 1-2, 1-2, 1,f,N+2

JACK-2

-1+3, b,d,b,d,Df+1
-1+3, d,b+3
-1+3, w1+3+4
d1/d1+1+2, 1+2, 1+2
d1/d1+1+2, 2, b,d,b,d,Df+1
d1/d1+1+2, 3(or 4), w1+3+4
d1/d1+1+2, F+1+2, 1+2
d1/d1+1+2, (OCT)+1
d1/d1+1+2, 1, 1+3
D+1+2, 1+2, 1+2
D+1+2, d,b+3,4,3
D+1+2, d+1, N+4, w1+3+4(or b,d,b,d,Df+1)
D+1+2, d,b+1, D+1, 2
d1+2, D+1, 2
d1+2, d,b+1, D+1, 2
d1+2, 1+2, 1+2
d1+2, 1, (WC)+1
d1+2, 1, b,d,b,d,Df+1
Df+2, 1, N+1

LEE CHAOLIN

See Law

-d1+2, D+1, N+3,3
-d1+2, 1, 1-2, 1,f,N+3+4
-d1+2, 1, 1,f,3,4
-d1+2, 1, 1,f+3
-d1+2, 1, d,b+4
-1,f,N+3,4, d+4,N+4
D#,w1+4, D+1, Uf+4, d+3 or D#,d1/d1+3

LEI

-w1+4, 1, 1,N+1,2,1,2,4
w1+4, 1, 1,N+4,1,2,3
-w1+4, 1(or 4), 4-4,4-3
w1+4, 1, 1+2, D+4
w1+4, 1, 3(or 4 or 1,N+3)
w1+4, w1+4, d,b,4
w1+4, w1+4, 4-4,3,3
w1+4, 1-2-1, 3+4,3+4,3+4
w1+4, 1-2-1, D+1,1,4
b+3+4, d+4, #4, 4-4,3,3
d+3+4, 3, #4, 4-4,3,3
b+3+4, D+1,1,1,1,1,4
d,b,4, #4-4,3,3
d+3+4, 3+4, w1+4,
1,N+1,2,1,2,4
d+3+4, 3+4, w1+4, 1,N+4,1,2,3
d+3+4, 3+4, w1+4, 1+2, D+4
d+3+4, 3+4, w1+4, w1+4,
d,b+4
d+3+4, 3+4, w1+4, 1, d,b+4
d+3+4, 3+4, b+3+4,
D+1,1,1,1,4
d+3+4, 3+4, d,b+4,4

MICHELLE CHANG

-d1+1, 1, 2+3,1
-3-2,4,1, 2+3,1
-1+1+4, 2+3,1
-1+1+4, 1, d+4,1
-1+1+4, 1-1,1
-1+1+4, (WS)+1,1
-1+1+4, (WS)+2,2
-1+1+4, U+2
-1+1+4, 4, 1,f, (WC)+4,1
-1+1+4, 1+2, 1,f, (WC)+4,1
-1+1+4, 2, 1,f+1,4, (WC)+4
-1+1, 2+3,1
-1+1,d+4,1
-1+1, 1, 1+1
-1+1, 1+1, d+4
d1+2, 1,U+2
d1+2, 1, 1,f+1, (WC)+4,1

ANGEL/DEVIL

-1,N,d,d1+2, 1, 3(or 4 or Uf+4 or 1+4)
-1,N,d,d1+2, 1, 1,f+3
-1,N,d,d1+2, D, 1, N+4,4
-1,N,d,d1+2, 1, 1, 1, 2
-1,N,d,d1+2, 1, 1, 2, 2
-1,N,d,d1+2, 1, 1,N,d,Df+4,4
-1,N,d,d1+2, 1, 1,f+2,1,2,2,3
-1,N,d,d1+2, 1-2, 1,N,d,d1,N+4,4
-1,N,d,d1+2, 1-2, 1,N,d,d1,N+4, 4-3
-1,N,d,d1+2, 1-2, 1,N,d,Df+2, 4-3
-1,N,d,d1+2, 1-2, 1-2, 4-3
-1,N,d,d1+1, 1,N,d,Df+3
-1,N,d,d1+1, 1,f, 4-3
-1,N,d,d1+1, U+2

ARMOR KING

-1,N,d,d1+2, 1, 1,f+4
-1,N,d,d1+2, 1-2, d1+3+4
-1,N,d,d1+2, 1-2, 1,N,d,Df+2
-1,N,d,d1+2, 1-2, 1-2
-1,N,d,d1+2, 1(or 2), 1-2, (WC)+3+4,4,4
-1,N,d,d1+2, 1-2, (WC)+3+4,4,4
-1,N,d,d1+2, (WC)+3+4,4,4
-1,N,d,d1+2, 1-2, 1-2, 1,f, (WC)+3+4
-1,N,d,d1+2, 1-2, 1-2, 1,f,N+2
-1,N,d,d1+2, 1, 1-2, 1,f+1+2
-1,N,d,d1+1, w1+1+2, D
-1,N,d,d1+1, Uf+3+4
-1,N,d,d1+1, U+2
-1,N,d,d1+1, 1,f,f, d1+3+4
-1,N,d,d1+1, 1,f, 1,N+2
-1,N,d,d1+1, 1,f, (WC)+3+4

LAW

-d1+2, 1, 4,3,4
-d1+2, N+4,U+3
-d1+2, 1, d+3,3
-d1+2, 1, F+3,3
-d1+2, 1, F+1,1,2,2,2
-d1+2, 1, Uf+4
-d1+2, 1-2, 4
-d1+2, (d+4,3)(or (d+2,3) or (d1+4,3) or (D,#3,4))
-d1+2, d+3,3,3
-d1+2, 1-2, 1-2
-d1+2, 3,3,3
-d1+2, 1, d+3,3
-d1+2, d1+1,2,2,1,3
-d1+2, 1, 1, d,b+4
-d1+2, 1-2, d,b+4
-d1+2, 1, d+4,3
-3,3,4, 1, 1-2, U+2

KUMA

-1+3, b1+2+3
-1+3, 1+2
-1+3, w1+3+4
-1+1,1,1, 1+1,1,1
-d1+2, 1+1, 1+2+1+2
-d1+2, 1+1, 1+1,1,1
-d1+2, D+1,1,1
-d1+2, 1+1, 1+1, w1+3+4
-d1+2, 1,2, w1+3+4
-(WS)+1+2, w1+3+4
-w1+2, 1+2
-B+1+2, w1+3+4

KAZUYA MISHAMA

See Behind
See Angel/Devil
-1,N,d,d1+2, 1, 1,N,d,Df+4,4
-1,N,d,d1+2, 1, d1+1, 2
-1,N,d,d1+2, 1, 1,f+2,1,4,4
-1,N,d,d1+2, 1, 1-2+4
-1,N,d,d1+2, 1-2, d1+4,4
-1,N,d,d1+2, 1-2, d1+4, 4-3
-1,N,d,d1+2, 1-2, 1,N,d,Df+4
-1,N,d,d1+2, d1+1, 2, 1,N,d,d1+2
-1,N,d,d1+1, 1,N,d,d1+3

PAUL PHOENIX

-w1+4, d1+1, 1, (OCT)+2
-w1+4, 1, 2,3
-w1+4, 1, 1-2-3
-w1+4, 1, (WC)+4,2
-w1+4, 1, Uf+4
-w1+4, 1, 1-2, (WC)+2
-w1+4, 1, 1,2,3,1,4,2,1,4,2,1
-w1+4, 1-2, (OCT)+2
-w1+4, 1-2, 3(or 4)
-w1+4, 1-2, 1-2
-w1+4, 1-2, 1,f+3,4,d+4
-w1+4, D, 1, Df+2, 1(or 2)
-w1+4, 1, 1, (WC)+1
-w1+4, 4, (OCT)+2
-D,Df+2, 2, (WC)+4,2
-D,Df+2, 2, (WC)+1
-1,f+3,4, (WC)+1
-1,f+3,4, (WC)+4,2

ANNA WILLIAMS

-d1+2, 1, Uf+4
-d1+2, 1,2,1,2,3,3
-d1+2, 1, 1,2,4
-d1+2, 1, d1+3,2,4
-d1+2, 1-2, 1-2, 1,f+4
-d1+2, 1-2, d1+3,1,2
-d1+2, d+4,1, d+4,1, 1,f+4
-d1+2, d+4, 1, 2, 1,f+1+2
-d1+2, 1, w1+4, d+4, 1, 1,f+4
-d1+2, 1-2, 1,f+1+2
-d1+2, 2, 1,2,1,4
-d1+2, 1, D+3,2, 1,f+4
-d1+2, 1, 1-2, D#,Df+2
-d1+2, w1+4, d+4, 1, D#,Df+2
-D#,w1+4, D+1, Uf+4, d+3 or D#,Df+2
-D#, w1+4, 1,2,4, 1,f+4
-D#,1+1, d+3,4, 1,f+4
-D#,1+1, d+4, 1, d+4, 1, 1,f+4

BRUCE IRVIN

-d1+1, 2, b+4,3,4
-d1+2, b+4,3,4
-d1+2, d1+1, d1+1, 3,3
-d1+1, 2, d1+1, Uf+4,3,1
-d1+1, 2, d1+1, Uf+4(or 4)
-d1+1, 2, 2,3
-d1+1, 2, d1+1, d1+1, d1+3,1
-d1+1, 2, d1+1, F+1,2,1
-d1+1, 2, d1+1, 2,4
-d1+1, 2, d1+1, 2,N+3
-d1+1, 2, d1+1, d1+1, N+2,4
-d1+1, 2, d1+1, 1,2,3
-d1+1, 2, d1+1, 1,f+3,4,3
-d1+1, 2, d1+1, b+3,2
-d1+1, 2, d1+1, b+4,3,4
-d1+1, 2, d1+1, d1+1, 1,2
-d1+1, 2, d1+1, 1,4
-d1+1, 2, d1+1, b+3,4
-d1+1, 2, b+4,3, b+4,3,4

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strategy talk

This is just a quick recap of the special moves in VF3. The game is finally out, and getting some good play, so watch out in future issues for combos and hidden special moves & strategies. Mark "Ghost of Christmas Future" Hain

Virtua Fighter 3



Akira Yuki

- Renkantai: F, F, K, K
- Mouko Kouhazan: D, F, P
- Youhou: DF, DF, P
- Tetsuzan Kou: B, F, F (P+K)
- Kaiko: F, (P+G) close
- Shin Iha: DB, F, P+G (close)
- Youshi Senrin: B, DF, (P+G)
- Daiden Housui: B, F, P+G
- Gaimoncyocyo: B, P+K
- Ryusoshiki: DF, K+G
- Sokahosui: DF, P+K
- Syomanhosui: B, F, P+K
- Hibiljogotsu: DF, P+G
- Dahajido: P+G

- Kormnogumna: F, F, P
- Rejonne: F, K
- Kusahijuci: D, K+G
- Salisojo: DF, P
- Four-hit Combo: P, P, P, K
- Hloyo: F, P
- Sojudanobitori: B, P+G
- Tijometoshin: D, P+K+G
- Edakudaki: DF, P+G
- Ryuinsisyu: B, P
- Haoboro: DB, P
- Tenshinoyushiri: B, P+G
- Ryunoazato: DB, P+K
- Alkinage: D, F, P+G



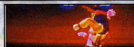
Aoi Umenokoji

Jacky Bryant



- Knee Strike: F, B (P+K) close
- Spin Kick: P+K
- Elbow Spin: F, P+K
- Hook Kick: B, K
- Ditch Step: D, D
- 3-Hit Combo: K, P, K
- Elbow Knuckle: F, P, P, K
- Low Spin Combo: F, P, P, D, K
- Double Punch Kick: P, P, F, K
- Arm And Hammer: P, K, P, K
- Double Kick: D, K, K
- 4-Hit Combo: P, P, B, P, K
- Lightning Attack: DF, K, K, K, K
- Low Spin Kick: K, D, K

Jeffery Mcwild



- Elbow Down: B, P
- Knee Kick: B, F, K
- Power Stamp: F, P+G
- Power Bomb: DF, DF, P+K
- Splash Mountain: DF, DF, P+G
- Triple Upper: DF, P, P, P
- Knee Hammer: B, K, P
- Kenka Hook: B, F, P
- Middle Stab: F, P+K
- Hell Dunk Hammer: D, P+K
- Kick Hammer: K, K, P
- Kenka Upper: DF, DF, P
- Tornado Hammer: F, B, P
- Roaring Hammer: B, DF, P, P

Don't play one,



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Rakupinjin:	F, P+K
Hagaryuu:	F, F, K+G
Raiiryuu:	F, F, P+K+G
Genyou:	B, P+K
Katinsojinshu:	DF, P+G
Koeraku:	B, P+G
Rounakatoshi:	U, P+G
Toushin:	B, P
Enyokagusi:	UF, P+G
Hshoinjinko:	DF, P+K
Gastraniha:	DF, P
Jungyakojinri:	F, P+G
Fushorgini:	UF, P+G
Genpujin:	D, P+K





Kage Maru




Lau Chan





Senpuuga:	K+G
Ensenoyu:	D, K+G
Toukuu Kosen Kyaku:	UF, K
Genhjusitsi:	F, D, K
Junhocyoyu:	DF, DF, P
Tenshinkyaku:	P, P, P, K
Tenshin Soukyaku:	P, P, P, D, K
Tenshin Haiinshou:	B, F, P+G
Ryuushu Katou:	B, D, P+G
Rsninokyaku:	D, K, K
Hlerninyisyo:	B, B, P
Enjinsorpuyak:	B, B, K+K
Rensyitsorougk:	K, K
Daichitosyu:	DF, DF, P+G

Jusyosensyo:	U, P+K
Kosotal:	D, K+G
Tohososyu:	D, P+K
Sojisenpu:	F, P+K
Sachsoisnto:	B, P+G
Senkyutin:	DB, K
Rakusensyu:	DF, P
Haikasonko:	DF, P+G
Rensuisosyu:	P, P, D, P
Rensental:	K, K
Shipposyosensyo:	D, F, P
Bancyuankansyu:	F, P, P
Totanhaosyryaki:	D, F, P+G
Tenshintoikyaku:	B, P, P, K

Lion Rafale

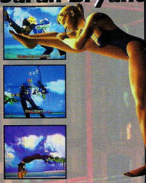



Pai Chan






Ensenaryu:	D, K+G
Enaripukyaku:	B, K+G
Seroyuken:	F, P
Ronrekkyaku:	UF, K, K
Renkan:	P, P, P, UB, K
Tenshikomaku:	F, B, P+G
Ensenhairyu:	B, P+G
Salumkato:	D, D, P+G
Hienhinko:	DF, P+G
Sosrensuisyo:	DF, P, P, F, P
Rensankenonyaku:	D, K, K
Rensoneokyaku:	D, K, K
Enseiksofia:	D, F, P
Rankukotakyku:	P, P, P, F, K

Sarah Bryant

Double Joint Butt:	F, P, K
Illusion Kick:	DF, K, K
Tornado Kick:	UF, K+G
Round Kick:	U, K+G
Spinning Kick:	K+G
Punch Combo:	P, P, P, UB, K
Neck Lunge:	F, F, P+G (close)
Spin Heel Kick:	B, K+G
Low Spin Kick:	DF, K+G
Double Thrust Kick:	K, K
Full Spin Dive:	UF, K
Moonsault:	UF, P
Dragon Cannon:	DB, K
Lightning Knee:	B, P+G


Shun Di





Rensaigakusyu:	B, F, P, P, P
Cyubusotaokyaku:	F, F, K
Tenshinsocyusyo:	F, P+K
Senpusotai:	D, K+G
Tosyuricyu:	B, P+G
Zababsetsu:	D, D
Tenshinsoko:	DF, P+G
Cyubushin:	U, P+K
Tenhinsuijkosyu:	P+K(close)
Kasenko:	F, P, P, P, K
Renhicyogeki:	K, K
Syasotunrmyaku:	F, K+G
Sulsensyu:	P+K
Shinhosulkosyu:	B, DF, P




Tsuppari:	P, P, P, P, P, P
Monita:	F, F, P
Kutuchiage:	DF, P+K
Hijjata:	F, P
Mirgeharita:	P+K
Tarukudaki:	D, F, P
Hatakikomi:	B, P+K
Tsuyuharai:	D, P+K
Onigoroshi:	DF, P
Seiokako:	DF, P+G
Izori:	D, B, P+G
Yotsumi:	F, P+G
Yaguranage:	F, P+G (close)
Tsukaminage:	DF, P+K+G





Takarashi

Wolf Hawkfield

Shoulder Attack:	B, F, P
Drop Kick:	UF, K
Body Slam:	DF, P+G
Double Attack:	DB, P+K+G
Rolling Sabbot:	F, K+G
Dragon Screw:	DF, P+K
Arm Whip:	F, F, P+G
Dragonfish Blow:	F, P, P
Tomahawk Chop:	UF, P
Short Range Shoulder:	B, F, P+K
Grizzly Lariat:	DF, P+K
Catch:	F, P+G (close)
Power Bomb:	P+G (close)
Captured:	B, P+K (close)

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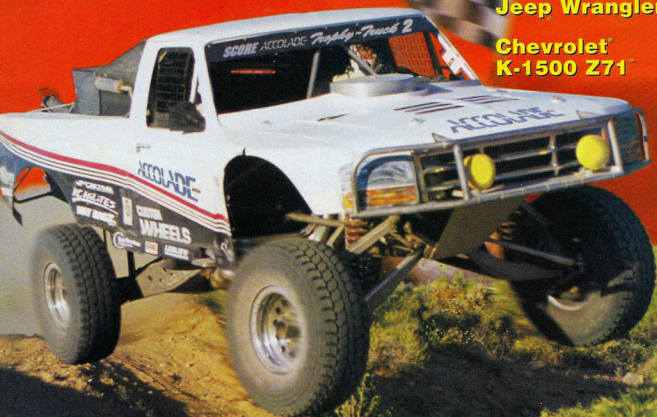
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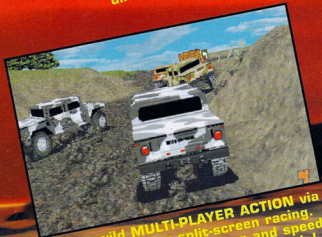
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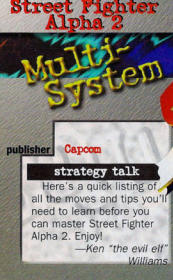
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SFA2 PLAYER'S QUICK REFERENCE GUIDE

Street Fighter Alpha 2 is the premier title in the SF lineup, having the most selectable characters ever in the series.

Now that it's coming home for the holiday season, it's only appropriate that we present you with the latest set of attacks for each character. The legend below should help you decipher the moves lists with ease.

MOVES LEGEND

U=Up D=Down F=Forward B=Back UF=Up+Forward
UB=Up+Back DF=Down+Forward DB=Down+Back
Start=L/R button CB=Charge Back CD=Charge Down
CDB=Charge Down+Back O=Rotate stick in one full circle
2P=Any two punch buttons 2K=Any two kick buttons
3P=All 3 punch buttons 3K=All 3 kick buttons P=Any Punch K=Any Kick

Blue-colored numbers show # of hits per move.

Super Combos are highlighted in red text.

CUSTOM COMBOS

This feature is new to the Street Fighter series, adding a whole new dimension to fighting. By pressing any two punch buttons and one kick button, or any two kick buttons and one punch button, you will enter Custom Combo Mode. You will get two seconds for each level of your Super Meter. In this mode, you will be able to chain any moves together for amazing combos.



ADON
Jaguar Kick: D, DF, F+K 1
Jaguar Tooth: F, DF, F, D, DB, B+K 1
Rising Jaguar: F, D, DF+K 2
Jaguar Assault: (Tap for maximum hits) [D, DF, F]2+P 4-6-9
Jaguar Revolver: [D, DF, F]2+K 3-4-6

Adon is far more effective now that his Jaguar Kick motion has been optimized. He can tear apart most firewall characters with ease, but is far weaker against other warriors.



AKUMA
Go Hadoken: D, DF, F+P 1
Shakunetsu Hadoken: F, DF, D, DB, B+P 1-2-3
Kuchu Hadoken: (White jumping) D, DF, F+P 1
Tatsumaki Zankuu Kyaku: D, DB, B+K 1-2-3
Ashura Senkuu: F, D, DF+3P or 3K 0
Hyaku Ki Go Zan: D, DF, F, UF+P, then P or K 1
Forward Roll: D, DB, B+P 0
Demon Kick: (At height of jump) D+Forward Kick 1
Messatsu Go Hadoken: [F, DF, D, DB, B]2+P 4-6-8
Messatsu Go Shoryuken: [D, DF, F]2+P 4-6-8
Tenma Gozanku: Jump, [D, DF, F]2+P 4-6-8
Raging Demon: (Level 3) Jab, Jab, F, Short, Fierce x-x-15

Akuma has been greatly weakened, but is still a fighter to be feared. His defensive and offensive strengths have been increased to compensate for his less effective attacks. The forward roll is exactly the same as Ken's now, so use it widely.



BIRDIE
Bull Head: CB, F +P 1
Bull Horn: Hold 2P or 2K, then release 1
Chain Slam Attack: O+P 2
Bandit Chain Slam: O+K 3
Bull Mega Slam: O+2P 2-3-4
Bull Revenger: CB, F, B, F +P 3-4-5

Birdie is almost exactly the same as his SFA incarnation. His Bandit Chain Slam is no better than his standard Chain Slam, so his effectiveness has not been improved at all.

ALPHA COUNTERS

The turtle's dream, Alpha Counters will reverse any blocked attack, including Super Combos. One Alpha Counter will use one level of your Super Meter, so use them effectively! To execute an Alpha Counter, use the motion B, DB, D+P or K. Each character now has two Alpha Counters, using P or K, for different situations and effectiveness.



CHARLIE
Sonic Boom: CB, F+P 1
Somersault Kick: CD, U+K 1-1-2
Hop Kick: F + Forward K 1
Sonic Break: CB, F, B, F+P (tap) 2-3-4
Somersault: CDB, DF, DB, U, K 6-6-9
Crossfire Blitz: CB, F, B, F+K 4-5-6

Much like his carbon copy Guile, Charlie needs little improvement and it shows. His best asset is the higher priority of his Somersault Kick over other attacks. It's much harder to air block this deadly move.



CHUN-LI
Kikoken: B, DB, D, DF, F+P 1
Hyakuretsu Kyaku: Tap K repeatedly 2-3-4
Tensho Kyaku: CD, U+K 1-2-3
Senen Shuu: F, DF, D, DB, B+K 1
Kikoshu: [D, DF, F]2+P 5-7-9
Senretsu Kyaku: CB, F, B, F+K 3-4-6
Hazan Tenshokyaku: CDB, DF, DB, U+K 5-6-7

Chun-Li has been greatly improved with her new fireball motion for her Kikoken. She can now keep pace with any fireball character, and, with her great speed, is almost the new "unfair" character of the game. Her effectiveness is nearly back to her old Street Fighter status. Deadly!



DAN
Gadoken: D, DF, F+P 1
Koryuken: F, D, DF+P 1
Danikuukyaku: D, DB, B+K 1-2-3
Rolling Taunt: D, DF, F or D, DB, B+Start 0
Super Koryuken: [D, DF, F]2+K 4-5-6
Shinku Gadoken: [D, DF, F]2+P 3-4-5
Hissho Mural Ken: [D, DB, B]2+K 5-7-11
Super Taunt: [D, DF, F]2+Start 0 (1)

Let's face it, Dan was a joke in SFA, and he's even more of a joke in SFA2. Although his attacks are more robust, they are less effective! To make Dan a real character in the SF universe, he's in need of some training. Try the Super Taunt if you dare...





Yoga Fire:	D, DF, F+P	1
Yoga Flame:	F, DF, D, DB, B+P	1
Yoga Rush:	F, DF, D, DB, B+K	1
Yoga Teleport:	B, D, DB or F, D, DF+3K or 3P	0
Yoga Inferno (not disco):	[D, DF, F]x2+K	3-8-13
Yoga Strike:	[D, DF, F]x2+K	1-2-3

In Street Fighter, Dhalsim was second only to Guile for pure power. His great reach and high priority moves made him a star. This version, however, is barely even better than Dan.



CRANE STYLE		
Snake Roll (C):	CB, F+P	3-4-5
Wall Dive (C):	CD, U+K	1
Snake Strike (C):	[D, DF, F]x2+P	4-6-8
Mad Tooth (C):	Jump, [D, DB, B]x2+K	4-6-8

SPECIAL NOTE: Gen has two attack styles, Crane and Mad. Switch between these styles using 3P or 3K.

MANTIS STYLE		
Reverse Dragon (M):	F, D, DF+K	6
Hundred Hand Punch (M):	Tap P repeatedly	3-4-5
Shadow Rush (M):	[D, DF, F]x2+P	1
Touch of Death (M):	[D, DB, B]x2+K	4-6-8

Gen is the most innovative character to be introduced, and the most awkward to use. His dual-style attacks give him a wide array of attacks, but switching between them can be tedious during gameplay. He is one of the few characters still able to chain standard moves for devastating combos.



Kage Sukid:	D, DF, F+Forward K	1
Kage Hayagake:	D, DF, F+Roundhouse K	1
Hurricane Kick:	D, DB, B+K	1-2-2
Bushin Air Throw:	D, DF, F+P	1
Rushing Hand Punch:	D, DB, B+K	1
Bushin Goraiki Kyaku:	[D, DF, F]x2+K	4-6-7
Bushin Hasso Ken:	[D, DF, F]x2+P (one)	4-6-8

Guy was very powerful in SFA, but without the ability to chain normal moves, he's a bit player. In fact, his signature combo (Jab, Strong, Fierce, Roundhouse) doesn't work!



Hadoken:	D, DF, F+P	1
Hurricane Kick:	D, DB, B+K	3-4-5
Shoryuken:	F, D, DF+P	1
Roll:	D, DB, B+P	0
Fake Roll:	D, DF, F+Start	0
Shinryuken:	[D, DF, F]x2+K	4-6-7
Shoryureppa:	[D, DF, F]x2+K (tap)	6-10-12

Ken is also weakened in this upgrade, with only a lame addition of a fake roll. It seems Capcom has run out of ideas for the brash, flashy, Shotokan fighter. He still is a force to be reckoned with, so don't think he's a pushover. His flaming Dragon Punch is still the most powerful and effective attack in the game.



Psycho Shot:	CB, F+P	1
Scissor Kick:	CB, F+K	2-2-2
Head Stomp:	CD, U+K, P	1 or 2
Death From Above:	CD, U+P	1
Psycho Warp:	B, D, DB or F, D, DF+3P or 3K	0
Scissor Kick Blast:	CB, F, B, F+K	4-6-9
Psycho Crusher:	CB, F, B, F+P	3-4-6

Bison isn't feeling too good these days, with less speed and no new moves to speak of. If anything, his lag times between special attacks have been increased. Luckily for him, however, is the strength and speed of his standard roundhouse attack.



Patriot Circle Spin:	[D, DF, F+P]x3	11
Delta Attack:	D, DB, B+P	1
Delta Escape:	D, DB B+K (any button)	1
Delta Air Raid:	3P, P	1
Stinger Attack:	F, D, DF+K (any button)	1
Quick Jump:	D, U (any direction)	0
Grenade Suicide:	[D, DF, F]x2+P	2-3-4
Call In The Troops:	[D, DB, F]x2+K	1

Yet another Final Fight character makes his debut in a Street Fighter title! Rolento is another awkward character, but is amusing to use. His abilities put him in the medium range of skill.



Soul Spark:	DB, D, DF, F+P	1
Soul Reflect:	D, DB, B+P	1
Soul Show:	F, D, DF+P	1
Soul Thaw Spiral:	D, DF, F+K	1-2-3
Aura Soul Spark:	[D, DB, B]x2+P	3-6-4
Aura Soul Throw:	[D, DF, F]x2+P	1-3-4
Soul Illusion: (higher levels more time)	[D, DF, F]x2+K	0

Rose has a new move that helps her ground attacks, plus her Soul Reflect is almost twice as fast to execute. Thanks to these enhancements, Rose is a contender for top ranking in Street Fighter Alpha 2. Her greatest weakness is her sliding kick, which leaves her wide open for punishment.



Hadoken:	D, DF, F+P	1
Hurricane Kick:	D, DB, B+K	1
Shoryuken:	F, D, DF+P	1
Fake Hadoken:	D, DF, F+Start	0
Shinkuu Hadoken:	[D, DF, F]x2+P	3-4-5
Shinkuu Hurricane:	[D, DB, B]x2+K	5-8-13

As the main character, Ryu has much to live up to. He's always been a solid character, with few enhancements over the years. Unfortunately, his greatest and only new move, his fake fireball, proved worthless in the arcades due to the use of the Start button for execution. Now at home, it will be a deadly addition.



High Tiger Shot:	D, DF, F+P	1
Low Tiger Shot:	D, DF, F+K	1
Tiger Blow:	F, D, DF+P	1-3-7
Tiger Crush:	F, D, DF+K	2
Tiger Cannon:	[D, DF, F]x2+P	4-5-6
Tiger Genocide:	[D, DF, F]x2+K	5-9-12
Tiger Raid:	[D, DB, B]x2+K	6-6-7

Sagat really needs to head back to training because his methods are no different now than years ago. His jumping punches are utterly worthless, so only use the kick buttons while airborne. On the ground, his kicks are still his only good strategy. Only use the punch buttons for Tiger Blows, if you want to win.



Hadoken:	D, DF, F+P	1
Shoken:	F, D, DF+P	1-4-6
Senpuukyaku:	D, DB, B+K	1
Overback Kick:	F, Forward K	1
Shinkuu Hadoken:	[D, DF, F]x2+P	3-4-5
Shoryureppa:	[D, DF, F]x2+K	4-6-7
Low Spin Attack:	[D, DB, B]x2+K	5-6-7

Sakura is a contender for the cutest new fighter. Her fighting skills are obviously wild and unfocused, yet her anime-style motions will keep any gamer amused, even as they get pummeled by seasoned fighters. Eye candy only.



Jigoku Swipe:	D, DF, F+P	1
Butsumetsu:	O+P	1
Dalkyo Burning:	O+K	2
Tengu Walk:	(after knockdown) B, DB, D, B+K	3
Escape Roll:	(after knockdown) B, DB, D+K	0
Melido No Miyagyo:	[D, DF, F]x2+P	3-6-7
Tenshusatsu:	Ox2+P	2-2-3

Sodom is apparently falling to the wayside in this version, with no useful enhancements. His overall cheese factor has been decreased, and custom combos are useless for him.



Spinning Clotheline:	2P	1
Short Spinning Clotheline:	2K	1
Banishing Punch:	F, DF, F+P	1
Spinning Pile Driver:	O+P	1
Siberian Bear Crusher:	(thrust) O+K	1
Siberian Suplex:	(slope) O+K	1
Atomic Buster:	Ox2+P	1-2-4
Aerial Russian Slam:	[D, DF, F]x2+K	1

As a returning fighter, he should have been far more deadly, but Zangief is as weak as Dan in some matchups. With the power and range of the Spinning Piledriver drastically reduced, he just doesn't have the fear-inspiring effect of years past.





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KI GOLD



system **NBA**
publisher **Nintendo**

strategy talk

Here is the moves list and a few combos again for all those fighters who just want to jump into the killer smash, *KI Gold*. Have fun!

—Scott "Jingle" Augustyn



Check out the in-game teacher to learn all the moves and counters. Do well enough and you will get the secret gold character.



KEY TO MOVES

- B Back
- F Forward
- D Down
- DF Down Forward
- DB Down Back
- QP Quick Punch
- MP Medium Punch
- FP Fierce Punch
- QK Quick Kick
- MK Medium Kick
- FK Fierce Kick



TUSK

Web of Death

DF, D, DB+FP

Back Kick

DF, D, DB+QK, MK or FK

Skull Splitter

DB, D, DF+QK, MK or FK

Conquer

F, D, DF+QP, MP or FP

Back Stab

F, D, B+QP

High Sword/Low Sword

B, DB, D, DF, F+FP

Combo Breaker

F, D, DF

Shadow Move

F, DF, D, DB, B, F+MK

Recovery Move

F, D, DF+QP, MP, or FP

Destroyuss

D, DB, B, F, D, DF, F+FP

Flame Sword

B, DB, D, DF, F+QK

Vicious

B, DB, D, DF, F, B+FK

Rushing Kick (in combo)

F, DF, D, DB, B, F+FK

Rolling Claymore (in combo)

F, DF, D, DB, B, F+FP

Ultra Combo

F, DF, D, DB, B+MP

Assault

B, DB, D, DF, F+MP

Ultimate (Dinosaur)

F, D, DF+MK

No Mercy (Mater Shower)

B, DB, D, DF, DB, D, DF, F+MP

COMBOS

Highest basic combo: 9-hit Boot Kick: FP, MP, DF, D, DB+MK, QP, DF, D, DB+MK, F, D, DF+FP

Highest combo with a Super: 24-hit Counter: DF, D, DB+FP, MP, F To B, F+FP, MP, F To B, F+FK

ENDERS

- 1. F, D, DF+FP
- 2. DF, D, DB+FK
- 3. D, DF, F+FK
- 4. F, DF, D, DB, B+QP
- 5th Special: F, D, DF+QP

TORNADO KICK

DF, D, DB+QK, MK or FK

Firecracker

DF, D, DB+MP or FP

Split Kick

DB, D, DF+MK or FK

Fire Flower

D, DF, F+QP

Fireball

D, DF, F+MP or FP

Diagonal Air Fireball

D, DB, B+MP or FP

Combo Breaker

F, D, DF

Shadow Move

F, DF, D, DB, B, F+FK

Recovery Move

F, D, DF+QP, MP or FP

Snap Dragon

B, DB, B, DB, D, DF, F+QP, MP or FP

Spin Slashes

F, DF, D, DB, B, F+FP

Super Air Fireball

B, DB, D, DF, F, B+MP

Ultra Combo

D, DF, F+QK

Assault

D, DB, B+QK

Ultimate (Star)

B, DB, D, DF, F+QK

No Mercy (Chest Stomp)

CF, B, DB, D, DF, F+MK

COMBOS

Highest basic combo: 9-hit DF, D, DB+FK, MP, DF, D, DB+MK, QK, Any Ender

Highest combo with a Super: 15-hit Ducking FP, DF, D, DB+MK, D+FP, FP, MP, FP, Super

ENDERS

- 1. D, DF, F+QK
- 2. DF, D, DB+FP
- 3. DF, D, DB+FK
- 4. D, DF, F+FK
- 5th Special: D, DF, F+MK

KIM WU



MAYA



Flip Kick

B, F+MK

Savage Blade

B, F+MP

Mantis

B, F+FP

Jungle Leap

B, F+FK

Cobra Bite

B, F+QP

Air Dive (In Air)

F, DF, D, DB, B+FP

Combo Breaker

F (ONLY)

Recovery Move

B, F+QP

Tree Cutter

F, DF, D, DB, B, F+FP

Lawnmower (In Combo)

F, DF, D, DB, B, F+MP

Flip Kicks (In Combo)

F, DF, D, DB, B, F+MK

Super Jungle Leap

F, DF, D, DB, B, F+FK

Ultra Combo

F, B+FK

Assault

F, B+FP

Ultimate (Elephant)

DF, D, DB, B, F+QP

No Mercy (Shrinker)

B, DB, D, DF, F+QP

COMBOS

Highest basic combo: 12-hit D+MP, B, F+MP, QP, FP, B, F, MP, QP, FK, Any Ender

Highest combo with a super: 18-hit D+MP, B, F+MP, QP, FP, F To B, F+MP, QP, FK, F To B, F+FK

ENDERS

- 1. B, F+QP
- 2. B, F+FP
- 3. B, F+FK
- 4. B, F+QK
- 5th Special: F, B+QP

SKELE SCREW

D, DF, F+MP

Flame Blade (Fireball)

D, DF, F+QK, MK or FK

Skull Scrape

DB, D, DF+FK

Soul Drain

D, DF, F+QP

Teleport

D, DB, B+QK, MK or FK

Shield Catch

B+QP

Dart Kick (In Air)

D+FK

Skull Replenish

D, DB, B+MP or FP

Combo Breaker

D, DB, B

Grim Reaper

D, DB, B, DB, D, DF, F+FP

Sword Smash

F, DF, D, DB, B, F+MP

Skull Assault

B, DB, D, DF, F+FK

Super Dizzy

F, DF, D, DB, B, DB, D, DF, F+MK

Ultra Combo

D, DB, B+FP

Assault

D, DF, F+FP

Ultimate (Lightning)

D, D, D+QK

No Mercy (Skull Drop)

B, DB, D, DF, F, B, DB, D, DF, F+QP

COMBOS

Highest basic combo: 7-hit-D, DF, F+MP, QP, D, DF, F+MP, QP, Any Ender

Highest combo with a Super: 16-hit-D, DF, F+MP, QP, D, DF, F+MP, D To F, B+MP, QK, D To F, B+MP, D+FP

ENDERS

- 1. D, DB, B+MP
- 2. D, DB, B+QK
- 3. D, DB, B+MK
- 4. D, DB, B+FK
- 5th Special: D, DF, F+QP

SPINAL



GLACIUS



Shoulder Rush D, DF, F+MP	Combo Breaker D, DF, F
Liquidize D, DF, F+QK, MK or FK	Recovery Move D, DF, F+FK
Ice Grip D, DF, F+QP	Beating B, DB, D, DF, F, B+MP
Arctic Blast B, DB, B+QP, MP or FP	Fireball F, DF, D, DB, B, F+FP
Ice Pick DF, D, DB+FP	Quad Throw B, DB, D, DF, F, B+QP
Energy Gain B, DF, F+Hold QK	

Reverse Uppercut D, DB, B+FK	COMBOS
Super Uppercut Rush B, DB, D, DF, F, B+FK	Highest basic combo: 12-hit D+FK, D, DF, F+MP, QP, FK, MK, D, DF, F+MK, QK, FK, D, DF, F+FK
Ultra Combo DB, D, DF, F+QK	Highest combo with a Super: 17-hit D To F+MP, QK, FK, MK, D, DF, F+MK, QP, F+FP, D To F+MP (N/AIR), F+FK, F To B, F+FP
Assault F, DF, D, DB, B+QK	ENDERS
Ultimate (Crusher) B, F, DF, D, DB, B+QK	1. D, DF, F+QP
No Mercy (Ice Spear) D, DB, B, F+MK	2. D, DF, F+FP
	3. D, DB, B+FP
	4. D, DF, F+FK
	5th Special. D, DF, F+QK

Shindouken F, D, DF+QP, MP or FP	Fake Endouken D, DF, F+QK
Wind Kick DF, D, DB+QK, MK or FK	Combo Breaker F, D, DF
Laser Sword D, DF, DB+QK, MK or FK	Spirit Move F, DF, D, DB, B, F+QK
Ninja Slide DB, D, DF+QK, MK or FK	Shadow Move F, DF, D, DB, F+MK
Endouken D, DF, F+QP, MP or FP	Recovery Move F, D, DF+QP, MP or FP
Red Endouken Hold FP+D, DF, F+Release FP	'Feel The Juice' Uppercut D, DB, B, DB, D, DF, F+FP

Multiwind Kick F, DF, D, DB, B, F+MK	Slide Kick (In Combo) B, DB, D, DF, F, B+FK
Ultra Combo DF, D, DB+QK	Assault DB, D, DF+QK
Ultimate F, D, DF+FK	No Mercy (Fireball) F, DF, D, DB, B, F+MP

ENDERS

- DF, D, DB+FP
- F, D, DF+FP
- D, DF, F+FP
- DF, D, DB+FK
- 5th Special. DF, D, DB+MP

COMBOS

Highest basic combo: 10-hit DB, D, DF+MK, QP, DF, D, DB+MK, QP, F+MP, Jump Kick+FK, DF, D, DB+MK, Hold FP, Release FP

Highest combo with a Super: 24-hit Counter, DF, D, DB+MK, QP, F To DB To F+MK, QP, F To DB To F+MK, D To B To F+FP

JAGO



T.J. COMBO



T.J. Tremor B, F+MK	Skull Crusher B, F+FK
Air T.J. Tremor B, DB, D, DF, F+MK	Cyclone Hold FP for 3 seconds
Spinning Fist B, F+QP	Fake Dizzy F, DF, D, DB, B+QK
Double Roller Coaster B, F+MP	Run Past B, F+QK
Triple Roller Coaster B, DB, D, DF, F+MP	Combo Breaker B, F
Powerline B, F+FP	Shadow Move F, DF, D, DB, B, F+MP

Recovery Move F, DF, D, DB, B+FP	No Mercy (Uzi) CF, DF, D, DB, B, F+FK
Combo of Pain F, DF, D, DB, B+FP	Air Shocker (In Air) F, DF, D, DB, B+MK
Ultra Combo F, B+FP	Assault B, F+K
Ultimate (Screen Punch) Hold QK+Charge F, B+Release	

COMBOS

Highest basic combo: 9-hit Boot Kick, FP, MP, DF, D, DB+MK, QP, DF, D, DB+MK, F, D, DF+FP

Highest combo with a Super: 24-hit Counter, DF, D, DB+FP, MP, F To B, F+FK

ENDERS

- F, D, DF+FP
- DF, D, DB+FK
- D, DF, F+FK
- F, DF, D, DB, B+QP
- 5th Special. F, D, DF+QP

FILK FLAK

Filk Flak DF, D, DB+QK, MK or FK	Fake Fireball D, DF, F+QK
San D, DB, B+FP	Combo Breaker F, D, DF
Air Buster F, D, DF+QK, MK or FK	Helicopter Kick B, DB, B, DB, D, DF, F+FK
Tonfa Fire D, DF, F+QP, MP or FP	Tiger F, DF, D, DB, B, F+MK
Slide B, DB, D, DF, F+QK, MK or FK	Super Tonfa Rush B, DB, D, DF, F, B+FP
Baton Dash D, DB, B+MP	

Ultra Combo D, DB, B+QK	COMBOS
Assault D, DF, F+FP	Highest basic combo: 12-hit D+FP, DF, D, DB+MK, QP, FP, DF, D, DB+MK, QP, FP, Any Ender
Ultimate (Scorcher) B, F, DF, D, DB, B+MK	Highest combo with a Super: 20-hit D+FP, DF, D, DB+MK, QP, FP, F To B, F+MK, QP, FP, D To B To F+FK
Ultimate (Shocker) B, DB, D, DF, F, B, DB, D, DF, F+QK	ENDERS
Recovery Move F, D, DF+QK, MK or FK	1. DF, D, DB+FK
	2. DB, D, DF+QK
	3. DF, D, DB+FP
	4. F, D, DF+FK
	5th Special. D, DF, F+QP

COMBOS

Highest basic combo: 12-hit D+FP, DF, D, DB+MK, QP, FP, DF, D, DB+MK, QP, FP, Any Ender

Highest combo with a Super: 20-hit D+FP, DF, D, DB+MK, QP, FP, F To B, F+MK, QP, FP, D To B To F+FK

ENDERS

- DF, D, DB+FK
- DB, D, DF+QK
- DF, D, DB+FP
- F, D, DF+FK
- 5th Special. D, DF, F+QP

ORCHID



SABREWOLF



Saber-Spin B, F+MP	Fake Howl F, B+QK
Double-Spin F, F, B+MP	Combo Breaker B, F
Saber-Claw B, F+MK	Loopy F, DF, D, DB, B, F+FK
Double-Claw F, F, B+MK	Dizzy (In Air) F, DF, D, DB, B+FP
Saber-Flip B, F+FK	Fireball F, DF, D, DB, B, F+FP
Power Howl B, F+QK	Rock 'n' Roll F, DF, D, DB, B, F+MP

Wiry Wulf F, DF, D, DB, B, F+MK	Ultra Combo B, F+QK
Assault F, B+QK	Ultimate (Electrocution) Hold FK, Release FK
No Mercy (Bat Attack) Hold QP, Release QP	Recovery Move B, F+6

COMBOS

Highest basic combo: 9-hit B, F+MP, QP, B, F+MP, QP, Any Ender

Highest combo with a Super: 27-hit D+FK, B, F+MP, FK, MP, B, F+QK, Super Move

ENDERS

- B, F+QP
- B, F+FP
- B, F+MK
- B, F+FK
- 5th Special. B, F+QK

CYBER DASH

Cyber Dash B, DB, D, DF, F+QK, MK or FK	Super Charge DF, D, DB+MK
Plasma Shield D, DB, B+QK	Lock-On/3-Fireballs DB, D, DF+QK, D, DF, F+QP
Eye Spark DF, D, DB+MP or FP	Combo Breaker F, D, DF
Laser Storm D, DF, F+QP, MP, or FP	Recovery Move F, D, DF+QP, MP, or FP
Teleport D, DB+Any Button	Uppercut D, DB, B, DB, D, DF, F+FP
Invisibility DF, D, DB+FK	Chest Spark (In Combo) F, DF, D, DB, B, F+QK

Super Clawspin (In Combo) B, DB, D, DF, F, B+FK	Ultra Combo F, D, DF+QK
Assault F, D, DF+QP	Ultimate (Gun) F, B, DB, D, DF, F+MK
No Mercy (Laser) B, DB, D, DF, F, B+MP	

COMBOS

Highest basic combo: 11-hit B, F+FK, MK, DF, D, DB+MP, B+QP, F+MK, B+FK, DB, D, DF+FP

ENDERS

- DF, D, DB+FP
- F, D, DF+FP
- D, DF, F+FP
- DF, D, DB+FK
- 5th Special. DF, D, DB+MP

Highest combo with ender ratio 5: 15-hit B, F+FK, MK, DF, D, DB+MP, B+QP, F+MK, B+FK, F, D, DF+QP

FULGORE



EVERYTHING ELSE TAKES A BACKSEAT.



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BLACK DAWN



system PlayStation
publisher Virgin

strategy talk

There are so many flight simulation games out there that the interest in them has steadily declined. Finding a helicopter sim with something new is hard to do. However, Black Dawn has done it.

The beautiful graphics and killer sound of this game give it a feeling of actually flying the machine. Everything from altitude control to being able to look and shoot out the right window has been given to you. The control is a trick and takes some time to get used to, but once you got it—you got it.

This awesome flying game gives so much, that it definitely should be played at least once.

—Scott "Jingle" Augustyn



STRAFING

Strafing is something that you will have to learn quickly or you will not get very far. After you have a lock or if you are hitting an enemy with cannon fire, move around. Avoid being hit by return shots and get a better position.

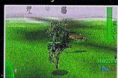
OBSTACLE SHOOTING

This is one technique that is especially useful in obstacle-heavy areas. Always stay low in a ravine or depression. Once you have a lock on a target, angle your heli up and fire your missile straight up. It will angle up and over.



NATURE'S GIFT

Use the trees around you to absorb one of the enemy's shots.



ARSENAL



The elusive Wingman icon is one of the best you can get. Once acquired, you will have a friendly chopper that will fly and fight with you during the mission.



The backbone of any mission is fuel. The blue gives 25 percent more fuel and gold gives 50 percent.



The three types of rockets is equal to the level of damage that they will inflict. Blue is the weakest, red average and gold maximum.



The rockets are the most used weapon. The blues are very weak. The red are fairly strong. The gold fires off four missiles.



There are three types of Shield icons. The blue gives 10 percent more armor, the red is 25 percent more and the gold gives you 50 percent more.



The red gun gives you the dual shot and the gold gives the tri shot. The tri shot is a very strong weapon.

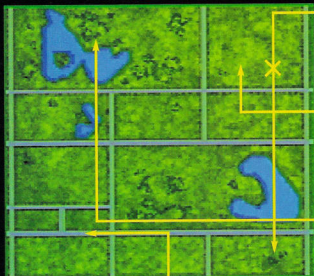


A tactical nuke...enough said.

Napalm hops once it hits the ground. Hard to aim, though.

OPERATION URBAN SHIELD

SECTOR MAP



OBJECTIVE 1

In this first mission, you will have to zoom in to rescue some hostages. Clear out the tanks and helis before you attempt to land and gather the hostages.



OBJECTIVE 2

You now have to cripple their radar. There are six radar trucks you have to destroy. They don't fire at all, so destroy the defenses then kill them.



OBJECTIVE 3

The terrorists are bombing Manhattan. You have to go and take out the artillery. Don't get into the path of their fire, though.



OBJECTIVE 4

The final objective. Take out their APCs. These trucks will fire rockets at you so strafe and move. Remember, they are moving so don't lose them.

TARGETS

JEEPS



The jeeps are a minor threat; they fire guns at you that don't do too much damage.

HELICOPTERS



The helicopters are quick movers and missile launchers.

TANKS



The tanks aren't a threat either unless they swarm on you. Two missiles.

OSPREYS



The ospreys are slow movers but they can do good damage if left alone.

HIDDEN ITEMS

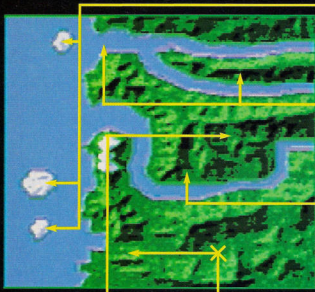
The best place to look right from the start is the police barricades. If you destroy these barricades, you will receive bonus power-ups. You will also find the Wingman icon in one of those. Be careful not to

shoot the police cars when you are attacking the barricades.



OPERATION BLACK OUT

SECTOR MAP



OBJECTIVE 5

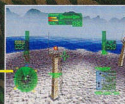
Now all you have to do is to destroy the drug labs and go home. No serious threat here—just watch out for straggling Hinds from the previous objective. Destroy the surrounding buildings for extra power-ups.

HIDDEN ITEMS

Right at the start of the level, you can get a whole bunch of power-ups. Head south from the landing pad at headquarters. You will find a small village of huts. Take out these huts to get a couple of fuel



and armor power-ups. You will also receive the highest gun power-up. This gun packs a wallop and can take out most ground units and air units with one hit.



OBJECTIVE 1

For the first objective in this mission, you will have to destroy the drug lord's look-out towers. One Level Two missile or a couple gun shots will do it.



OBJECTIVE 2

Now you have to face their air force. These helis are quick and take a few missiles to destroy. Get in their face and fire off some well-placed shots.



OBJECTIVE 3

Now you have to destroy these APCs before they locate your Black Ops team. They move quick but only fire off gun rounds. Keep your distance.



OBJECTIVE 4

You must extract a Black Ops team. Watch for enemy Hinds though. These power-houses are slow-moving but well-armed. Rockets work well against them.



These turrets are a problem, if you get close to them. Pound them from afar.



A couple of well-placed gun shots will take down these prop planes.

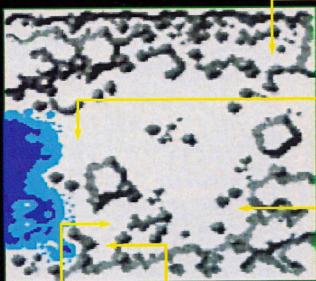


These represent one of the highest threats in this operation. They take multiple missiles but are slow movers.



OPERATION ICE STORM

SECTOR MAP



OBJECTIVE 1

The first part of this mission is easy. There is light air resistance as you make your way in, but once you land, you will get an armor and fuel bonus.



OBJECTIVE 2

Time to create a diversion. You will be facing a lot of hovercrafts. Watch their slow-moving shots. If hit by them, you will sustain a large amount of damage.



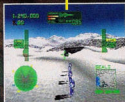
OBJECTIVE 3

Now you have to maneuver close to these buildings in order to pick the black box recorders. Take out the gun turrets before you try landing.



OBJECTIVE 4

In order to pick up the seal team, you have to destroy the patrolling Kiowas. They can't take much damage, so a few shots will do enough damage to take them down.



OBJECTIVE 5

With all the opposition in disrepair, you now have to go and pick up the seal team. Watch out for any lingering helis that are in the area. Try to get the seals away from the ice coast. Sometimes they'll get trapped by it.

HIDDEN ITEMS

If you access your map or while you are just flying around, you will come across some solar panels and towers. Shoot these down to get some free power-ups. They are very easily shot down and may or may not provide anything useful.



TARGETS

TURRETS



Use the same tactic against these, as you have used for previous.

GLIDERS



The gliders are the last enemies to be faced. They are very quick, but easily beat.

MISSILES

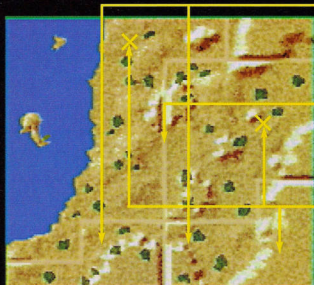


These have to be pounded quick, or they will launch their missiles and be out of range, before you can turn around.



OPERATION DESERT FURY

SECTOR MAP



TARGETS



SAM SITES

SAM sites are littered everywhere. If they group up on you, you will face a ton of missiles soon.



TANKS

Tanks are tanks. Use previous strategies against them.



OBJECTIVE 1

For this first objective, you can coordinate your attacks with a group of tanks and fighters that will also be attacking. Use teamwork to take these guys out quick.



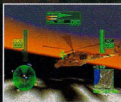
OBJECTIVE 2

These trucks will fire off a missile at you every once in a while but are otherwise unarmed. Watch the surrounding area for SAM sites though.



OBJECTIVE 3

Tank crews are down. They are split into two groups. Both are surrounded by tanks and SAM sites. Approach carefully and take SAMS out from a distance.



OBJECTIVE 4

The last mission is another coordination of attacks. Use the help provided by the Apaches to take out the Hind helicopters quickly. Don't shoot friendlies, though.

HIDDEN ITEMS

Out on some of the islands in the northwest corner of the map, there will be a SAM site and two oil drums.



Shoot the drums in order to get some power-ups. Usually you will get armor bonuses.





WAYNE IS IN THE DETAILS

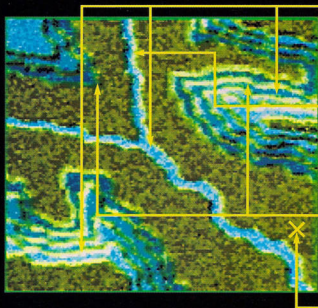
Wayne puree. Wayne concentrate. Essence du Great One. Call it what you will, this game is 100% pure Gretzky. In 3-D no less. With Wayne's own moves, strategies, and thoughts digitized for future generations. So you can use Wayne's skills plus his brains as you play 3-on-3, 4-on-4, or 5-on-5 against the best in the NHL. It's not just the monster arcade hit coming home, it's the most realistic 3-D hockey game ever. The way Wayne really plays. Fast. Furious. And in 3-D. Amen.



www.gretzky.com

OPERATION TIGER TRAP

SECTOR MAP



OBJECTIVE 1

For this mission, you may wish to zoom through the ravine and gather the cameras. Don't. Take it slow and steady. You will be attacked every step of the way.



OBJECTIVE 2

After collecting the cameras, this objective will seem easy. Be ready to bug out as soon as you destroy the bridge, though. You will be surrounded by tanks.



OBJECTIVE 3

Lure the tanks until they are in smaller groups then fire on them with impunity. This is the second hardest objective in the missions you will face.



OBJECTIVE 4

Gathering the students won't be too hard. Getting back will be. Be sure to have plenty of missiles to take care of the remote drones.

TARGETS



The drones are dangerous. They pack a quick-repeating cannon and are very fast.



Similar to previous helicopters. They are quick and fire missiles if given time to.



The jeeps are the same as previous levels. They fire off close-range cannon fire.

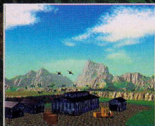


Same routine. Slow-moving, missile-packing goliaths. They can't absorb much damage though.

HIDDEN ITEMS

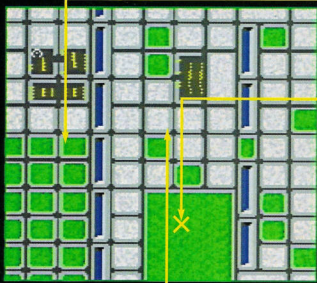


Once again you have the huts that you can blast apart for some power-ups. You also have some forklifts that seem to be wandering the battle field. They are defenseless. Free power-ups.



OPERATION CRACK DOWN

SECTOR MAP



OBJECTIVE 1

These crack houses are dangerous. They will try to fire through buildings, in order to get at you. One shot from the full cannon will take them out.



OBJECTIVE 2

Some ATF agents are down and need a pick-up. One of the greatest things you'll have to worry about is the surrounding trucks that are laying down fire.



OBJECTIVE 3

These gang cars are going around the streets. Use your map to locate all of them. Two missiles will take care of them before any real damage can be done.



OBJECTIVE 4

This final objective is tricky. Take it real slow, because you have to maneuver in between some buildings to get all the weapons. Be sure to shoot the trees down.

TRUCKS



The trucks will fire off huge bolts of fire. They are slow-moving though.

TRAPS



Same as previous levels. More of a nuisance than a serious threat.

TARGETS

HIDDEN ITEMS

Throughout this city, there are many places where you can get bonus power-ups. Near the hospital, there are many police barricades that you can destroy to receive power-ups. Also scattered throughout the city you will find fuel trucks. From the trucks you will mostly receive, yup you guessed it, fuel. You can, however, try to shoot these power-ups to see if you can get some better ones.



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OF THE
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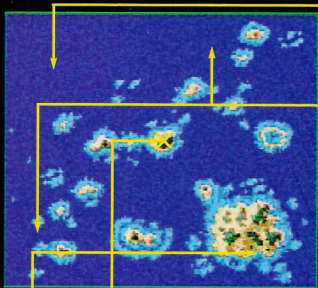
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OPERATION HURRICANE

SECTOR MAP



OBJECTIVE 5

After clearing out all the SAM sites, you will get to do the easiest part of the mission. You have to land on the center island and rescue an aviator.



OBJECTIVE 6

For this final assault, use a nuke on the island to take out the SAMs and maybe the base itself. Check below to find a free nuke.

BONUS NUKE

In the bottom-left corner of the map, there is a free nuke floating ready for pick up. You have to be quick though.



OBJECTIVE 1

You have to be quick here. Lift off the ship and quickly spin to take out the two helis attacking your ships. Remember: They are going for your ships, not you.



OBJECTIVE 2

The speed boats are tough to catch, because they are constantly moving. They are also usually surrounded by SAM sites. Be quick and aim sure.



OBJECTIVE 3

The Hind helis are scattered throughout the sector. Use teamwork against them with your Apaches. Don't forget about those SAM sites though.



OBJECTIVE 4

It's your turn to go after those SAM sites. They are scattered across the islands. Attack them from afar to avoid being hit by numerous missiles.



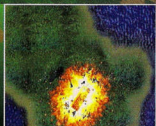
COPTERS

In addition to all the Hind helicopters you will face, you will also meet a lot of smaller copters. They are quick but easily damaged.



SAM SITES

The SAM sites are a real pain in the butt. They are scattered all over the islands in this level. Attack them from a distance to avoid damage.



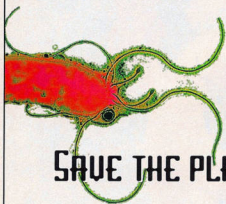
Bring an Old Friend Home for the Holidays!



SUPER NINTENDO

MIDWAY

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**MACHINE
HEAD**



IF THE GAME GRAPHICS
DON'T BLOW YOU AWAY,
ONE OF THESE WILL.

GO WHERE NO MAN
HAS EVER COME
OUT ALIVE. NOTICE
WE SAID "MAN."



TREASURE SEEKING,
PUZZLE SOLVING, ALLIGATOR
WRESTLING, AND STILL TIME
FOR A FIGHT.

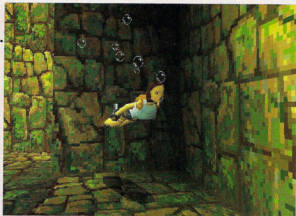


SOMETIMES, HAVING A

Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.



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... NOTHING LIKE A
LITTLE SWIM BEFORE
FENDING OFF A PACK
OF WOLVES. ...



KILLER BODY JUST ISN'T ENOUGH.

... NOT EVERYONE SEES
A BRIGHT LIGHT
JUST BEFORE DYING.
(LUCKY STIFFS.) ...

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at www.tombraider.com.



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TOMB RAIDER

ARTIFACTS



Sandals of Inkempet: Will allow you to jump higher than mortal men.



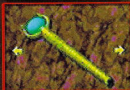
Sobek Mask: Allows you to breath underwater for about 50 seconds.



Shawl of Isis: Allows you to float down from your jumps.



Protective Anklets: Will let you walk over the swamps and lava.



Kilmaat Scepter: Will turn off the green force fields.



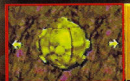
Horus Feather: Allow you to levitate. You will no longer float down.

WEAPONS



Machete: Your first weapon, strong but very limited range.

Pistol: Can be found in Rames' Tomb. Weak but accurate.



Amun Bomb: Found in Amun Mines and can destroy weak walls.



M-60: Found in Karnak Sanctuary, strong but inaccurate.



Cobra Staff: Found in Heket Marsh and is a powerful homing weapon.



Flame thrower: Found in the Cave of Penit and is good at distance.



Manacle: Found in Canyon of Chaos—the most powerful weapon!



Ring of Ra: Found in Magma fields, great in clearing out corridors.



POWERSLAVE

system
publisher **Sierra
Playmaker**

strategy talk

My first impression was: another Doom-clone. However, Powerslave is more on par with games like Dark Forces (PC), Duke Nukem (PC) and Disruptor (PS).

The game flows smoothly with very little slow down. The game has a total of 21 levels, with Karnak being the catalyst for all of the other missions. You have eight weapons to choose from and six artifacts to collect that give you different abilities.

The best strategy to use is to 1) collect as many Ankh symbols as you come across. These increase your life bars, so you can take more damage. 2) Return to Karnak frequently to replenish your life and ammo bars. By doing this, you should be able to tackle every level.

My largest complaint is that the diversity of enemies is severely lacking. They could have increased the differences between the enemies—made them more difficult to kill or smarter. Instead, they stuck to the Doomish mentality of, "Hey let me just stand in the middle of a hallway and shoot you while making a big target out of myself." I guess that a difficult enemy is just to hard to program. I was able to beat this game in about ten hours. That's not to say I found every secret in that ten hours but just blitz straight through. Only finding what I needed to beat the levels.

Powerslave also suffer form the same bad ending syndrome that most other games seem to be suffering from lately.

—David "Blitzen" Ruchala

KARNAK



Shoot this wall and you will find the exit to Karnak Sanctuary off to the left of the newly created corridor.



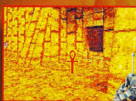
This is the entrance to the exit in Sobek Pass and to one of the symbols needed to get to the Amun Mines.



Jump across the gorge, and you will get the Symbol of Time.



This water way will lead you to the area where you can find an Ankh.



Collect this Ankh, and you will increase your life capacity.

Karnak has three exits you will have to find. The first is the exit to Karnak Sanctuary. It is located behind the wall that you blow up (upper-left picture). The second is the exit to the Sobek pass, which is on top of the cliffs that you must climb (lower-left picture). But to do this, you need to get the Sandals of Inkumpet from Karnak Sanctuary. The third is the exit to the Amun Mines, and to reach this, you need to get the Sobek Mask from the Sobek Shrine. There is some swimming which is good practice for later levels where there is extensive swimming. Karnak isn't a difficult level by far, but it is the nexus point for all other levels.



The underwater ways have these little piranha, which will whittle your life down quickly.

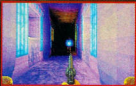
This is the exit to the Amun Mines. To reach it, you will have to get the Sobek Mask from Sobek Shrine.



KARNAK SANCTUARY



When you make this jump, try to stay on the block, because immediately to your right is a Full Health power-up.



Use the corridor junctions as cover when you are being shot at.

You must time your jump so you will avoid the fireball.



You need the Protective Anklets, if you want to proceed to the Heket Marsh.



The M-60 is found straight ahead. Also, the key to the door is off to the right.



The Symbol of Time is found to the right of the three-way junction.



Karnak Sanctuary is another easy level. Here you will find the Sandals of Inkumpet and the M-60. This is also the level that you will have to go through to progress to the Heket Marsh and the lands that lie beyond. But to progress, you will need the Protective Anklets from the Thoth Treasure Reliquary to get across the swamp. The sandals are located just beyond the middle picture. Once you dodge the fireball, you will have to turn on two switches and make your way across a bridge. Once you make it across, you will find the sandals in an open field. Again, this is not a very difficult level.

SOBEK PASS



There are a lot of crabs in this level. Not all are worth shooting. Keep jumping and you should not get bit.

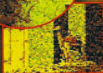


The path leading to the exit door is boobie trapped with falling rocks.



Below is the location of the first transmitter part. There are a bunch of ledges that you can jump down on to get there.

This is the level where you will really appreciate the Sandals of Inkumpet. There are a lot of jumps that would be impossible without them. Sobek Pass is also the first level that you will come across a transmitter part. It is an easy one to get to. All you have to do is jump down on the ledges, like stairs. Don't try to jump down onto the ledge that has the transmitter part because the drop is more than you can take and you will die. Other than that, the level is rather easy. Just watch your jumps and you should be fine. Watch out when you begin your climb to the last two doors, because the wall will start shooting boulders at you.



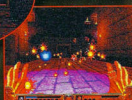
It is an easy double jump to this symbol, after you blow up the obstacles on the ledge.



Here you will find the Sobek Mask. It will let you breath underwater for up to 50 seconds. This level is on par with a maze—an easy maze, but a maze nonetheless. There is also the first green forcefield door here, but you will not be able to enter it, until you get the Kilmaat Scepter from the Selkis Burrow. The door leads you to the magma field, which you will be going to later. When entering a room, you will see a lot of enemies looking around. See if there are any exploding pots. Get the enemies close, then blow up the pots. This is a very effective way to clear a room full of enemies.



To turn the lasers off, turn around and flip the two switches.



The entrance way is protected by two guards and a bunch of crabs.



Don't get caught in the doorways—it makes you a very easy target.



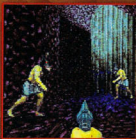
To take out a group like this, shoot the exploding pots to the right.



In rooms like these, you not only have to watch for guards on the ground, but also for the catwalks above.

SOBEK MOUNTAIN SHRINE

AMUN MINES



Don't get too close, when destroying this obstacle, or you'll take damage.



The pond here holds a symbol, but it also has some hungry inhabitants.



This is the way to the Caverns of Peril, but to get here, you need the Shawl of Isis.

Well, if you didn't figure it out from the title, then I will tell you. Here is the level where you pick up the Amun Bomb. It's a very powerful weapon that is able to destroy weakened walls. It can also kill some enemies in one direct hit. Make sure you keep the ammo level for the Amun Bomb full, because there are a lot of walls that are going

to need to be blown up. There is a little underwater action but only to the point of turning off a switch. The Amun Mine's first exit will lead you to the next stop on this whirlwind tour of Egypt's Set Palace. But before you leave, make sure that you head back to Karnak to fill up on both ammo and health.

SET PALACE



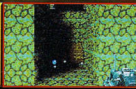
Mummies are strong opponents, taking nine hits from the pistol to kill.



There's a lot of long jumps in this level, but none are very difficult because of the large landing area.



If you drop off the left side of the bridge, you will find a weapon and a Health power-up.



When you destroy the exploding pots in the center, you should have killed all of the crabs that were in this room.



In the start of this level, you will run into three giant wasps.



You will have to make the jump to get the symbol.



Here is an example of some of the more difficult jumps.

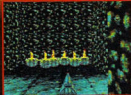
Set Palace is harder than the last levels. Not only are there some difficult jumps, but you will also have to deal with the giant wasps, which take four hits from the pistol to kill. Once you enter the palace, you will have to make a few jumps to continue. Since you don't have the Protective Anklets yet, if you miss, land as close to the building or rock face as you can. Otherwise you will get killed by the lava. This is also the location of the second transmitter part. It is hidden behind a weaken wall. When you find it, toss an Amun Bomb at it then hop over it to pick the part up.



He is fast but not too bright. Keep backing away and watch for his jump.



Before you do battle, you should stock up on health and ammo.



Blow up the pots and you will be able to make your way into the arena.



The arena is circular, and once you're in, there is no way back out.

You must beat the monster in this level to get the Shawl of Isis. You can fill up on both your health and ammo. But when jumping across, make sure you don't fall in because it is instant death. The arena is in a circular shape, with two doors leading out of it. The monster has two attacks. First he will shoot miniature versions of himself at you in rapid succession—easy to dodge, if you are paying attention. In his second attack, he will jump up, and when he lands, you will be frozen for about five seconds. As long as you are not on the ground when he lands, you will be fine.



Don't get caught off-guard or you will be hit hard.



SET ARENA CAVERN OF PERIL

The Cavern of Peril is where you will find the flame thrower. It is also the first place you get to test your new found ability of floating down. The flame thrower is a good medium-range weapon. It is especially useful against the mummies. With normal guns, they can still shoot you, but the flame thrower stops them in their tracks, making your job easier. Remember to destroy the explosive pot only when enemies are near them—this way you conserve ammo and the possibilities of you being hit. There are a lot of jumps in this level that are very dangerous, but with practice you should breeze through it.



Be careful on this jump. If you time it incorrectly, you will plummet into the swamp and die.



Destroy the wall and use your new floating ability to drift down the shaft.



This is the room where you will find the flame thrower.



The wasps can be a big pain. Back up and shoot them.



Drop down and refresh your supply of ammo and health. Don't miss, because the swamp is below.

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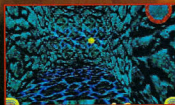
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Nile Gorge stumped me for a while until I jumped off the end of the stone walkway behind the symbol of Time's Door. After you get the symbol, open the War Door and float down the shaft. You will come to a room with a switch...flip it and head back the way you came. Go back to the time door and move to the stone walkway. Jump to the platform (middle-top pic), and turn to your left. Jump across and flip both switches. You're going to have to travel underwater here, but that shouldn't be a problem. Get back on the walkway. As soon as you enter the door, turn left and jump across. Flip the switch then follow the bottom-middle picture to the end of the level.



Make sure you clear a path before trying to jump to this small platform.



This is where the next transmitter piece is located. You need the Horus Feather to get it, though.



This is where the exit is located. Jump onto the platform then across to the exit to Thoth.



Jump off the end of the stone walkway and float around the corner. You will find an entrance.

NILE GORGE

THOTH TREASURE RELIQUARY



In front of you, in this picture, is the exit to the Canyons of Chaos, but you need the Horus Feather to get here.

The Thoth Treasure Reliquary is where you are going to find those long-awaited Protective Anklets. With these, it is no longer instant death when you walk on a swamp or lava field. (You do take damage while standing in a lava field.) To get this, you are going to have to do a lot of jockeying back and forth. Turn on this switch in this room, then run to the other side of the compound to get into the room that the switch just opened. It isn't very hard to get through this level, it's just tedious. The Protective Anklets will allow you to finish the levels that you weren't able to finish before.



You must jump across this open field and activate the switch across the room. Make sure you don't touch the lasers.

Destroy the pot to the right, so the explosion will take the mummies with.



Behind this door are the Protective Anklets which protect you from swamps.



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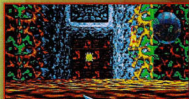


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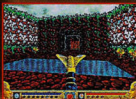
HEKET MARSH



Look for notches like this in the woods. It means that a hidden area is there.



This symbol is located at the bottom of the area containing the green force field.



You will be seeing a lot of this pond. You will come up in it at least two times.

The Heket Marsh holds both a piece of the transmitter and the coveted Cobra Staff. The Cobra Staff fires powerful homing bolts of snake-shaped energy. Within two hits, most larger foes are dead. They also explode with a small area effect, so don't use it up close. Heket Marsh is not a difficult level. It can get a little confusing though. You must remember to look for hidden ledges. Since most of this level is of a green-and-brown color, it is easy for you to pass over ledges that look like parts of the walls.



Behind this exploding hidden area sits a full health recharge.

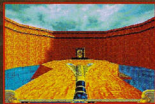


The red arrow is pointing to the location of the transmitter part.



These creatures don't have a long-range attack, but they can teleport right in front of you.

SUNKEN PALACE



Two piranhas are located to the left and right of you, shoot them before you go into the water.



The underwater mines are proximity mines. Use the Amun Bomb to blow them up.



Look for false floors and walls. They will be of a light gray color.



To get the symbol of Earth and get hurt toss, an Amun Bomb before you go.

This was my most hated level. I must have died here 15 times...no joke. You are going to spend a lot of time underwater, so make sure you take a breath of air every chance you get. The secret here is not to dilly-dally. If you have to go up and get a breath more than once in one segment, don't sweat it. I found that the best strategy is to go down to the level and see if there are any piranhas.

If there are deadly fish swimming, kill them then swim back to the surface and take a breath. Swim back down to the next obstacle you encounter. Remove the obstacle then swim back to the surface and take a breath, etc... Continue doing this until you reach your goal and you should make it out relatively unharmed. It's simple enough strategy!



After you get the Symbol of Power, take the right exit. The left one will leave you trapped to drown.



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DESERTED SLAVE CAMP



Behind this wall, there will be a bunch of power-ups.

In the slave camp, you will be spending a lot of time jumping up through holes in the ceilings. But it isn't that hard to keep track of where you need go, or where you have been. One jump is especially difficult, because there is a hole in both the ceiling and the floor. The easiest way to get through this is to angle yourself with one of the corners and keep jumping back and forth. It is only a matter of timing and you will get it eventually. There is also a transmitter part located here, but you will need the Horus Feather to get it.



After you get the Earth symbol, jump across to get the Full Health power-up.

The red circle indicates the location of the secret entrance to the next transmitter part.

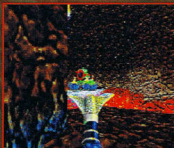


When going for this symbol, you will be assaulted by two of the cat people coming from behind the wall.



When going for this symbol, you must time it carefully, because you will be dodging fireballs.

SELKIS PATH



Shoot the pot across the lava field, and you will kill the mummy.



Use the flame thrower to limit the area where you can be attacked from.



Keep your view angled down and look for swamp ledges to land on.



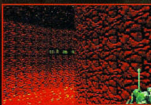
The most difficult part of the Selkis Path is the part shown to the left. You must float down this long, winding path hoping that you have enough speed and height to make it to the next safe ledge. Otherwise there isn't anything really hard about this level. When you start jumping from platform to platform just gauge the distance correctly and you should be okay. If it makes you more comfortable, angle your View Screen down a little. I strongly suggest you get used to jumping like this, because it will save you on the Magma Fields level.



Carefully peek around corners because you don't know where a baddie might be hiding.



Don't get into a face-to-face confrontation like this, or your health bar will regret it.



Jump toward the platform when it reaches the top of its motion.



Make sure you float down, or you will loose at least a health bar or two.



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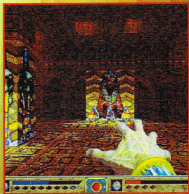


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SELKIS BURROW



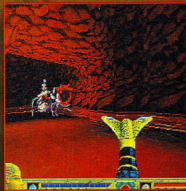
Don't get into face-to-face combat with her, because her pincers will rip you apart.



The best tactic is to keep backing away, while letting her have it with all of your weapons.



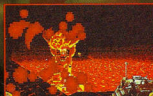
Her projectile attack is just like the mummy and your own Cobra Staff weapon.



The Selkis Burrow is not only home to this mix of human and scorpion, but it is also the place where you will find the Kilmaat Scepter. Selkis has only two attacks, and she isn't too bright. Her first attack is to rush forward and hit you with her pincers. Her second attack consists of shooting you with a weapon that bares a striking resemblance to your own Cobra Staff. Since her Bolts home-in, they are very difficult to avoid. Power-ups can be found throughout the levels, in case you run out of ammo or your health is getting low.

MAGMA FIELDS

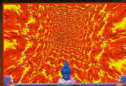
This is one of the more difficult levels. But it has two perks: One is that another transmitter part is located here, and the second is that you will acquire the Ring of Ra, a very powerful weapon. Remember to angle your view down, or run the risk of missing the platforms and ending up in the field of lava below. Once you pass the platform stage, you will have to navigate narrow walkways while fending off wasps and the lava spawn.



These monsters spawn from the lava and shoot fireballs at you.



Be careful and watch for ledges that blend into the wall.



When traveling down the volcano be careful not to hit the sides.



There are switches hidden all over the palace. But watch your back or the lava spawn will get you.



Time your jumps carefully, or you'll end up in the lava fields below. Remember to angle the view slightly down.

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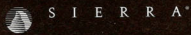


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^(NBA)
LIVE
7

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apply. Where swish is the national anthem. And man soars closest to perfection. This is the Ultimate Judge™. Throw it down.

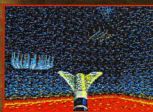


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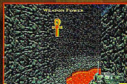
HORUS PEAK



If you don't move fast enough, the wood walkway will give underneath you.



Look out for birds swooping down to attack. There are also a lot of wasps flying around.



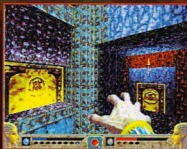
The Ankh is located underneath the first stone archway. But it's very difficult to get.



CANYONS OF CHAOS



Look in every nook and cranny of this level to find where you need to go.



Here is a secret room. Once inside, move to a different area and find full ammo and health.



The Manacle is the most powerful weapon in the game. Charge it full and let it fly.

This is the location of the final transmitter part. Be careful not to hit the lasers.



Only two more levels to go, and you will have beaten the game. This is the hardest level to get through. But, by now, you have figured out that you can use the Amun Bomb or the Cobra Staff to increase your levitation height. Well, if you didn't figure it out,

here's how you do it: Jump and levitate, next move to the wall near the object that you want to get to. Aim either weapon at the wall and fire. You should now shoot up, and if it isn't enough, do it again. Be careful though, because it does take life away.

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KILMAAT COLONY

This may be the next-to-last level, but it's way too easy. You would think that the second-to-last level would be almost impossible. Well, that is not the case here. Once you get past the first locked door, you're home free. When you get into the room guarded by the locked door you're home free. Move over to the left octagon and use the height increase trick to get you up there. Then it is onto the last level.



The new aliens shoot a laser at you that will remove about a fourth of your life bar.



The flame thrower is still the best crowd suppression weapon you have.



Turn off this switch to open the door hiding the symbol of power.



Turn off this switch, and the one on the other side, to open the two side doors.



The red arrow is pointing to the exit to the final level. Use the height increase trick and you should be there.

KILMAAT HAUNT



Place all of the sacred artifacts you have collected, on the pedestals before you.



Don't let him get close, because he will try to push you off the edge.

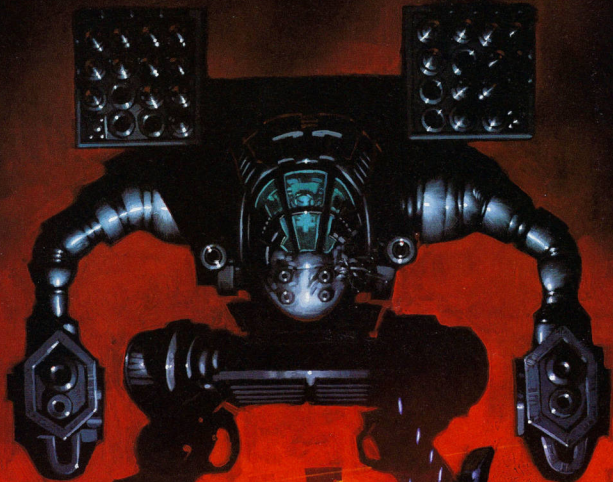


These little monsters act like piranhas, but they also give you power-ups when you kill them.

This is the last level, and well, it isn't very challenging. The final Boss is easy enough to beat. To beat him, first make sure your health and ammo is fully charged. Hop out onto the battle field and start with your most powerful weapon then work your way down. The most important thing to remember is to not let him push you off the battlefield, because it is a sure way to die. He has an attack like the littler aliens, but it moves much slower. Then there are the piranha-like homing teeth. Once you have damaged him enough, he will turn into a flaming head that is very easy to kill.



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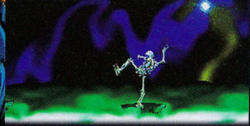
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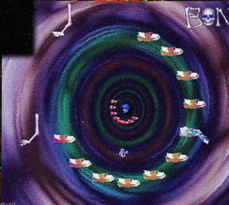
Mr. Bones still out on the line.



BON



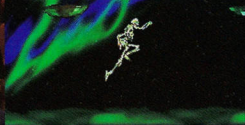
The Shadow Monster. Nasty.



BON

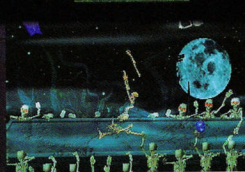


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DISRUPTOR

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strategy talk

Had enough of the same old, strategy-thin corridor shooters? Disruptor is the answer. At first glance, this title may resemble those archaic games of yesteryear. Watch for more than a few seconds, and you'll see the difference.

The weapons are handled in much the same way as the numerous Doom clones, but in a more high-tech style. Rather than a shotgun, you have an AM Blaster. If you run out of ammo, you hit people with the butt of your gun. So, what does all this add up to strategy-wise? What impact do these mundane weapons have on the overall gameplay? Not much.

Anyone can fire a gun, but this game introduces somewhat of an innovation with its use of "psionics." Psionics are powers of the mind, such as Drain or Shock, which use mental power to exact certain physical displeasures on the bodies of your opponent. You could say, "With a rifle who needs psionics?" Rest assured, the designers of the game made sure to integrate the importance of psionics to a degree which cannot be ignored.

Psionics are more powerful and more difficult to maintain at constant availability. You must "Drain" opponents of their mental power, in order to restore your own mental activity.

Oh, be sure to check out the Tera Blast psionic. It makes the BFG2000 look like a Fourth of July sparkler.

—Jason "Scrooge" Streetz



Some of the stages are simple corridor mazes.



More complex outdoor areas provide even more challenges.

Surely the most diverse Doom-clone to hit the shelves yet, Disruptor is also chock-full o' strategy. Because this is NOT a simple corridor-based game, there are many other fine methods to test and play out when attempting to perfect your skills. Side stepping, also very popular in Doom, is crucial in this game during corridor battles, as well as the large open spaces. One of my favorite methods is to run circles around the enemy, while firing at him. Most foes never get a real chance to reorient long enough to fire back! Be sure to check out all the tips and hints in the following pages for the specifics...

GUIDE TO THE MAPS

Each of the stages detailed in this guide conform to a set of icons showing where items can be located. Use the below key to decipher these icons. Look for numbered clue areas on the maps as well.

- Phase ammunition
- Health
- Lock-on ammunition
- 18mm ammunition
- AM ammunition
- psionic energy
- Switch location

GENERAL LIGHTSTORMER TRAINING RECAP



When using your firearms, remember to make good use of the corners and other obstructions. The less your enemy sees you, the better.



Be sure to use Drain occasionally to rebuild your psionic points. Be sure to collect the blue spheres of power before they disappear.

WEAPONS SUMMARY



18mm Auto
Short-range, weak



Phase Rifle
Very slow



Phase Repeater
Crowd stopper



Lock-on Cannon
Chases enemies



AM Blaster
Slow, very strong



AM Cyclone
Mass devastation



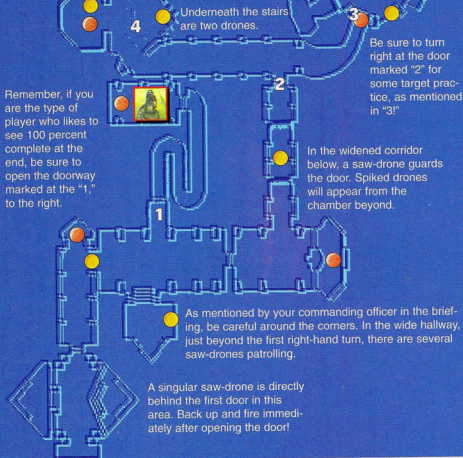
Zodiak
Slay entire areas



Plasma Lance
Wield the hand of god

PRELIMINARY RECON FOR MISSION 1 MISSION CODENAME: THE GAUNTLET

A saw-drone is directly behind this door!



Remember, if you are the type of player who likes to see 100 percent complete at the end, be sure to open the doorway marked at the "1," to the right.

Underneath the stairs are two drones.

Be sure to turn right at the door marked "2" for some target practice, as mentioned in "3!"

In the widened corridor below, a saw-drone guards the door. Spiked drones will appear from the chamber beyond.

As mentioned by your commanding officer in the briefing, be careful around the first right-hand turn, just beyond the first right-hand turn, there are several saw-drones patrolling.

A singular saw-drone is directly behind the first door in this area. Back up and fire immediately after opening the door!

ENEMY PROFILES



THE SPIKED-BALL DRONES ARE VERY FAST, HOWEVER, ATTACK ONLY WHILE IN CLOSE. MOST CAN BE SPIED FROM A DISTANCE, BEFORE THEY NOTICE YOUR PRESENCE. RATHER THAN WASTE AMMUNITION WHILE THEY ARE MOVING, TRY SNEAKING UP AND TAKING SHOTS AT THEM BEFORE THEY DETECT YOU AND ARE STATIONARY.



THESE SAW-DRONES WILL DETECT YOU AT A LINE-OF-SIGHT RANGE ONLY. IT IS IMPERATIVE THAT YOU KEEP YOUR DISTANCE FROM THEM, OR MORE PARTICULARLY, THE SAW WEAPON THEY WIELD. USE BACKWARD RUNNING AND SIDE SWIPPING SHOTS TO AVOID THEIR AIM.

1 In the chamber with patrolling saw-drones, head to the switch around the small corner near the center of the room. Once activated, this switch will open a door at the right. This door leads through a minor passageway into a corridor which has a couple of Health icons, as well as an automated version of the default 18mm weapon. This is a must-get!



Simply hold down the button with the 18mm auto!

2 A saw-drone will attack from the left once you're beyond this door. Additionally, a spiked-ball drone will come in from the right. Quickly shoot the spiked-ball, then duck back through the doorway, past the half-closed portal locks. The saw-drone will then be trapped between the doorway and the portal locks. From there, it's easy shooting, free of danger.



Lure the drone into this area then let him have it.

3 Once you have dispatched the challenges from the doorway mentioned to the left, proceed to the right for a moment. At the end is a terrace overlooking the chamber below. Notice the orbiting spiked-ball drones below. You can take shots at them all you like from here; they cannot trace your position. It's a good time to practice your aim!



From here, take pot shots at the unaware drones below.

4 This area has MANY drones patrolling it—all of the spiked-ball variety. Instead of charging headlong into a fray, slowly approach and take shots at them as they emerge. Do so from a distance as far away as possible. If done correctly, they will one-by-one line up to be shot before charging in to attack you. There are approximately eight total drones, depending on the difficulty level.



To avoid getting swamped, shoot them from a distance.

ENEMY PROFILES



THE LARGE BUG CREATURES ARE SLOWER THAN THE SPIKED-DRONES FROM THE PREVIOUS MISSION BUT ARE MORE AGGRESSIVE. THEY WILL GET IN CLOSE, THEN CIRCLE YOU WAITING FOR AN OPPORTUNITY TO ATTACK. SHOOT THEM FROM A DISTANCE, WHENEVER POSSIBLE. THEY ALSO ATTACK PHYSICALLY, SO BE SURE TO ERADICATE ALL.

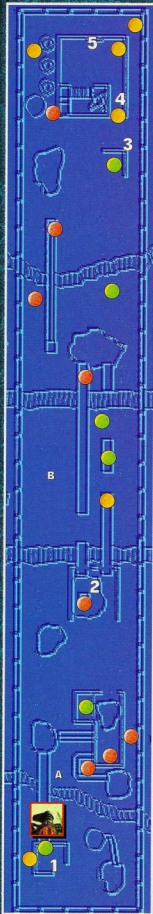


THESE CREATURES ARE THE FIRST TYPE YOU WILL ENCOUNTER WITH PROJECTILE WEAPONS. THEY WILL ALSO YIELD A HIGHER PSIONIC RESIDUE WHEN KILLED USING DRAIN. THEY ALSO ATTACK PHYSICALLY, WHEN IN CLOSE RANGE!

MISSION 2 MISSION CODENAME: CHEMICAL FACTORY

A. At the other side of the ravine, you may see some insects flying about. Do not remain on the double pipes while firing, as the force of your gun (and their potential hits) will send you off the edge. Watch for the yellow pools of chemicals—they DO harm you!

B. Avoid falling off the edge of the ducts here. The chemical soup below hurts. To engage the enemies, which fire at you in this area, run past them to the other side, then fire back.



1 At the outset of this stage, there will be several bug creatures flying around. Kill them, then quickly duck into the structure nearby, as shown below. There are many more insects which will come looking for their fallen friends. Use the opening in the walls to fire at them as they pass by, saving you the hassle of direct confrontation with them.



Lure the large bugs into this area, then let 'em have it.

2 Running low on some health and ammo? The easiest way to get the Health icon, on top of the crooked venting, is to take a slight walking jump onto the side which is leaning downward. If you want the 18mm ammo on the venting directly to the right, you will have to jump on the venting to land soundly, and not slide off. From there, hop to the duct and procure the ammunition.



First, get the Health icon by jumping on the tilted side.



Next, jump across to the duct with ammo on top.

3 This area will be congested with the humanoid creatures which throw projectiles. Use side stepping and jumping around this corner piece in efforts to avoid their shots. Be sure to snag the ammo which is on the inside of the wall structure.



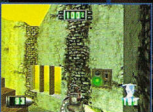
Side step the corners here for your best cover.

4 As you approach this building, take note of the windows facing you. Skim past them quickly to see if there are any drones visible. If there are, take your shots from here. Otherwise, carefully go up the ramp, guns blazing, or else they'll make ribbons out of you.



Take down the drones one at a time, or you'll get swamped.

5 Although the sight of the end-stage teleporter may tempt you to leave immediately, flip the switch nearby and exit the structure, proceeding to the rear. There you will notice a secret room has opened, with one last chance to acquire the 18mm auto apparent.



Be sure not to pass up the wall switch near the end.

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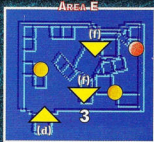
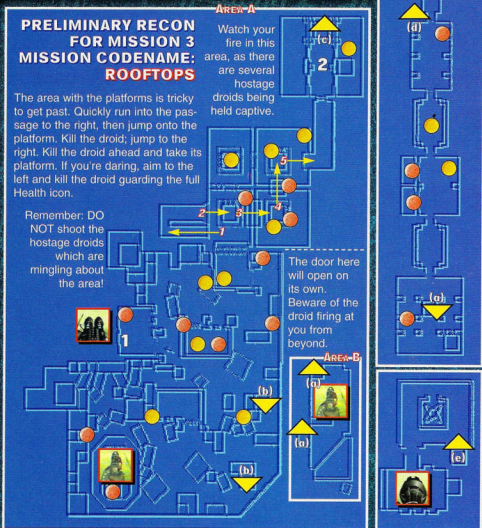
PRELIMINARY RECON FOR MISSION 3 MISSION CODENAME: ROOFTOPS

The area with the platforms is tricky to get past. Quickly run into the passage to the right, then jump onto the platform. Kill the droid; jump to the right. Kill the droid ahead and take its platform. If you're daring, aim to the left and kill the droid guarding the full Health icon.

Remember: DO NOT shoot the hostage droids which are mingling about the area!

AREA-A
Watch your fire in this area, as there are several hostage droids being held captive.

The door here will open on its own. Beware of the droid firing at you from beyond.



ENEMY PROFILES



STANDARD MODEL TERRORIST DROIDS CAN BE EXPECTED THROUGHOUT THIS STAGE. THEIR RATE OF FIRE AND WEAPON STRENGTH IS SOMEWHAT DIMINISHED, COMPARED TO THOSE LATER IN THE GAME, HOWEVER. THEY WILL ATTEMPT TO USE HOSTAGE DROIDS AS COVER FIRE, IF AVAILABLE. SEE THE BELOW DESCRIPTION FOR MORE.



STRANGE BUT TRUE. THESE ARE HOSTAGE DROIDS, AND ARE NOT TO BE FIRED UPON. SOME WILL BE ENCOUNTERED MILLING ABOUT THE AREA UNATTENDED. HOWEVER, SOME ARE NEAR AREAS OF POTENTIAL CONFLICT, AND SHOULD BE CONSIDERED A NON-TARGET. INADVERTENTLY FIRE UPON THEM WILL CAUSE THEM TO CHASE YOU AND EXPLODE, COSTING FAR MORE ENERGY THAN SUCH A MISTAKE IS WORTH.

1 Getting tired of the old 18mm and Phase Rifle? Proceed to the area shown on the map and "open" the computer panels there. The one on the right opens to a chamber containing the AM Blaster! Although there is very little ammo on this stage for its prolonged use, you should pick it up to use during tight squeezes, and for later missions.

2 Once past the platform area, a question of morality is at hand. There will be some terrorist droids safeguarding two hostage droids. You can either draw them out and prevent the hostages from being hit, or you can shoot one hostage droid, which will kill the droids in one fell swoop, saving you the fight. Also, you can access a hard-to-reach full Health icon!

3 In area "E," rather than taking the lift down, try dropping down the hole, which is just around the corner, behind a few boxes. There you will find several hostage droids orbiting a Plasma Lance! Carefully take out the spiked-ball drones first, then step through the hostages to acquire the second biggest weapon in the game! Simply exit out the door and find the teleporter.



A secret chamber is behind the rightmost computer.



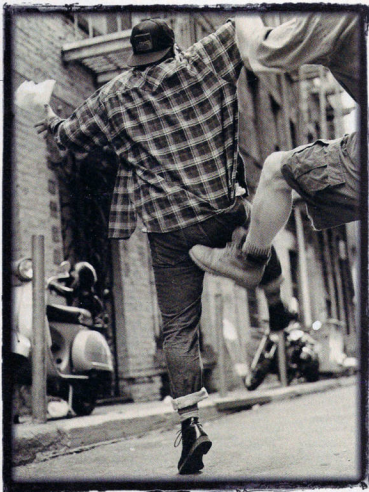
For the cost of one hostage droid, you can have this.



Drop down this hole in order to get the Plasma Lance!

Hey there. Are you tired of this?

Get that boot print off your butt once and for all. Call the Sega 900 line. You'll learn hidden moves, secret power ups, bonus levels and tips that will make you the video game master of all time. And you can even order a Sega calling card, already stocked with \$10 of calling time. Just think, you can get all the juicy tips you want 24 hours a day, 7 days a week. No more embarrassment. No more insults. Just you, pummeling your opponents and laughing while you do it. Don't waste another minute. Change your life today.



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FOURTH EMPIRE



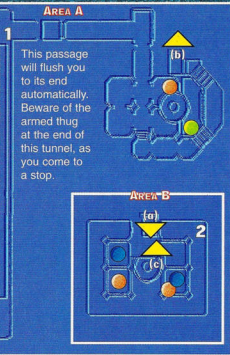
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**STAR
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EPISODE: I
FINAL CRUSADE

**PRELIMINARY RECON
FOR MISSION 4
MISSION CODENAME:
JUPITER STATION**



1 This passage will flush you to its end automatically. Beware of the armed thug at the end of this tunnel, as you come to a stop.

1 You will automatically be escorted down the long tube, where an enemy lies in wait for you just around the corner. Turn to your right and wait for him to come up. You'll have a second to fire, as his weapon requires charging time.

2 Believe it or not, the tight corners here are to your advantage. Take out the few thugs along the way and deal with the drones, by luring them around corners and blasting them before they get a chance to reorient.



With very little room to maneuver, shoot quickly.



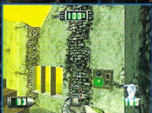
Use the corners to lure the ED-209 droids out.

4 From here, you will find the second control computer, as well as several icons. Take them. You will need them to survive the long fight back down one side of the reactor, to the final far-left wing of the triple-section area below.

5 As you first encounter this room, some of the doors are unavailable. Don't waste time looking for hidden or secret door switches. The final exit door will open once you manage your way to, and through, the upper-right arm of the complex.



More narrow corridor fights require deft dodging!



Be sure not to pass up the wall switch near the end.

ENEMY PROFILES



THESE THUGS ARE A SHADE MORE INTELLIGENT THAN THE DRONES YOU MAY BE USED TO BY NOW. ALSO, THEY HAVE WEAPONS WITH CONSIDERABLY HIGHER RATES OF FIRE. THE GOOD NEWS IS THAT THEY YIELD AMMO THAT YOU CAN USE WITH YOUR AM BLASTER (DID YOU FIND IT IN PREVIOUS LEVELS? SEE THE PREVIOUS STAGE...)



PERHAPS THE MOST FORMIDABLE OF ALL DRONES, THIS LITTLE MONSTER CARRIES SOME VERY DAMAGING FIREPOWER. YOUR BEST STRATEGY AGAINST THESE THINGS IS TO POKE AROUND A CORNER, DRAW THEIR FIRE, WAIT OUT THE SHOWER OF ARTILLERY, THEN POP OUT AND GAK 'EM.

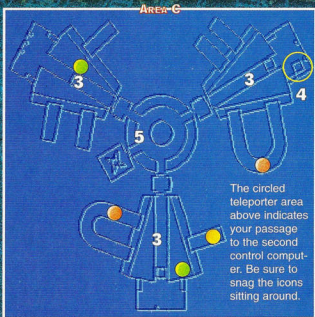
3 You will need to first take out any of the thugs on the upper level before descending beneath the main bridge to combat the drones. If you fail in killing the thugs first, they will shower you with fire while you scurry around below. Remember, your gun's kick and the force of enemy fire can knock you off of the edge. The only way back up is the teleporter located below. Be sure to get the switches down there, if any.



First, clear the resistance on the upper level.



Next, take out the droids below and use the teleporter.



The circled teleporter area above indicates your passage to the second control computer. Be sure to snag the icons sitting around.

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In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

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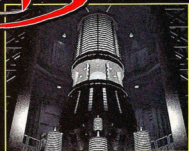
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1 Although you may see that mysterious weapon on the floor and pick it up thinking, "Darn, those beasties would be baked with the Zodiak," don't do it. Kill them manually, with a smaller weapon. Use the Health icons there for replenishment of lost resources. Save the Zodiak for later!



Resist the temptation to use the Zodiak here.

2 Don't discount this area as just another enemy pit. Maneuver your way through the area, getting your first glimpse at a foe soon to become common. Rack up their fallen 18mm ammo (it'll come in handy), and keep going until you encounter the end—and two high-frequency phase cells.



Snoop around in the odd trenches to find these.

3 These two posts are heavily guarded by 18mm-wielding mutants. Keep your range and take them out from the outside, if possible. Dart inside, then run out to lure more into your line of sight. Avoid the center region, where both sides can see and fire at you—divide and conquer.



Take out guards from the outside, first.

ENEMY PROFILES



THESE SLOW-WITTED CREATURES CARRY ENOUGH FIREPOWER TO COMPENSATE FOR THEIR TERRIBLE INTELLECT. THEY DON'T EVEN NEED TO AIM AT YOU IN ORDER TO HIT YOU—THE PROJECTILES THEY FIRE ARE TRACKING. IN OTHER WORDS, GET IN CLOSE FOR A FEW SHOTS, THEN BACK OFF QUICKLY, SHOOTING DOWN HIS TRACKING PROJECTILES.

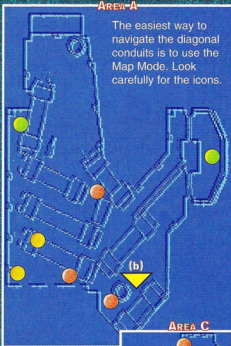


YET ANOTHER GARDEN VARIETY MUTATION. THESE WONDERFUL CONTRIBUTIONS TO HUMANITY WIELD TYPICAL 18MM AUTOMATED PISTOLS, SO STAY ON YOUR TOES. THEY HAVE THE FASTEST RATE OF FIRE YET, AND DON'T NEED GREAT AIM TO HIT YOU. REMEMBER TO USE AS MANY LONG-RANGE, CORNER SHOTS AS POSSIBLE.

PRELIMINARY RECON FOR MISSION 5: MISSION CODENAME: TRITON

AREA A

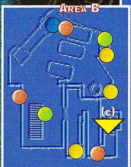
The easiest way to navigate the diagonal conduits is to use the Map Mode. Look carefully for the icons.



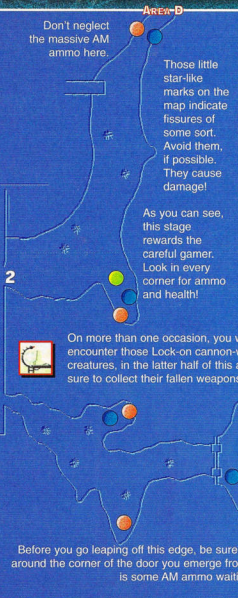
AREA C

1

(d)



AREA B



AREA D

Don't neglect the massive AM ammo here.

Those little star-like marks on the map indicate fissures of some sort. Avoid them, if possible. They cause damage!

As you can see, this stage rewards the careful gamer. Look in every corner for ammo and health!

2



On more than one occasion, you will encounter those Lock-on cannon-wielding creatures, in the latter half of this area. Be sure to collect their fallen weapons!

Before you go leaping off this edge, be sure to check around the corner of the door you emerge from. There is some AM ammo waiting there.

WIN! The Ultimate Gaming Rig!!

OVER \$20,000⁰⁰ CA IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 200 Mhz Pentium, 16 meg. RAM, 2.3 Gig. HD, 8X CD-ROM, 17" monitor, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Nintendo 64! Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!

We're talkin' GAMING HEAVEN!
Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					
		E				
	P	I	N	C	H	W
	R					
	S					

M
Y
S
T
E
R
Y
W
O
R
D

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

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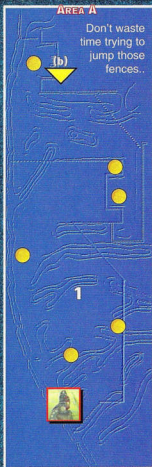
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1 Your first immediate concern is those floating bloaties all over the place. Be sure to hit all the marked areas on the map for ammo to your 18mm. Also, there will occasionally, and seemingly, be random appearances of free psionic power. Snag it. Try using some of your psi powers on the creatures, like Drain or Blast for replenishment.



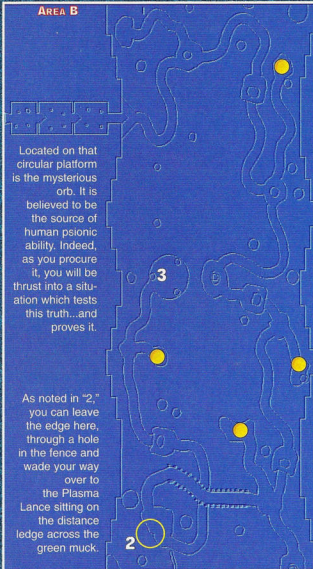
Be on the lookout for naturally occurring psionic power.

PRELIMINARY RECON FOR MISSION 6 MISSION CODENAME: MARS RUINS



AREA A

Don't waste time trying to jump those fences...



AREA B

Located on that circular platform is the mysterious orb. It is believed to be the source of human psionic ability. Indeed, as you procure it, you will be thrust into a situation which tests this truth...and proves it.

As noted in "2," you can leave the edge here, through a hole in the fence and wade your way over to the Plasma Lance sitting on the distance ledge across the green muck.

2 Where the yellow circle is on the map, you can jump off the bridge and swim across the green stuff. Head directly to the distant ledge in the corner, where you will find the Plasma Lance next to a former, fallen LightStormer. Retrieve the formidable weapon and resume your path on the bridge, to the final area.



Take the exit, as marked above, to get this trinket.

3 Once you have muscled your way this far, you will have procured the Psionic Orb and descended into the final, short, but deadly stretch of these ruins. Here you will encounter blistering attacks by the larger creatures with psionic ability. Because there are NO Health icons apparent, save power for frequent Heal psions later.



Once you have the orb, your psionics become huge.

ENEMY PROFILES



FUNCTIONALLY EQUIVALENT TO THE PESKY BUG CREATURES FROM PRIOR STAGES, THESE THINGS ARE FIERCER, STRONGER AND HAVE MORE OF A PACK INSTINCT. THEY ATTACK IN LARGE NUMBERS, AND WILL USE MORE SOPHISTICATED HIT-AND-RUN TACTICS TO THROW YOU OFF GUARD. YOUR BEST BET IS THE PHASE REPEATER OR 18MM.



THOSE LITTLE PEAPOD-LOOKING THINGS CAN ADD UP TO SOME SERIOUS DAMAGE, IF IGNORED FOR TOO LONG. IT'S BEST TO SIMPLY TAKE THE TIME TO BLAST THEM BEFORE THEY GROUP UP. IF YOU DO TAKE TO THE GREEN MUCK BELOW THE BRIDGES, BE SURE THESE HAVE ALL BEEN CLEARED OUT OF A SPECIFIED REGION FIRST, OR ELSE THEY WILL IMPEDE YOUR TRAVEL.



THE SINGLE, MOST DEVASTATING CREATURE YET, THESE HAVE HIGHLY POTENT PSIONIC BLASTS THAT WHITTLE YOU DOWN VERY QUICKLY. USE DRAIN OR BLAST, WHEN POSSIBLE, TO REAP THEIR PSIONIC REWARDS. IT'S VERY DIFFICULT TO AVOID THEIR SHOTS WHILE ON THE NARROW BRIDGES, SO SEE IF YOU CAN RUN TO AN "ISLAND" BEFORE DIRECTLY ENGAGING THESE CREATURES.



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Objective: A full-time position shooting things

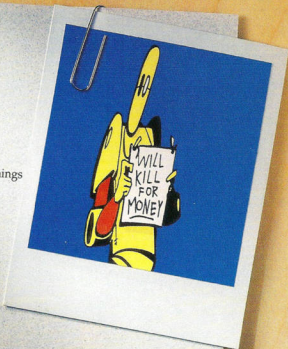
Education: Shooting things

Work Experience: Shooting zombies
Shooting robots
Shooting mutants
Shooting mafia crime bosses
Shooting mannequins
Shooting cult leaders

Special Skills: Shooting things with D-pad
Shooting things with gun
Shooting things with D-pad and gun
Shooting things with D-pad and partner
Shooting things with gun and partner
Shooting things with gun in each hand

Interests: Guns, ammo, shooting things

References: Don Cortese: Deceased
Chuck Brown: Deceased
Barry Polipoey: Deceased



Available for employment starting November '96



ENEMY PROFILES



THESE AWFUL THINGS TOTE THE DEVASTATING AM CYCLONE AS THEIR MAINSTAY WEAPON. IT IS ABSOLUTELY SUICIDAL TO ENGAGE THESE THINGS IN AN ALL-OUT FRONTAL ASSAULT. DON'T BOTHER WITH THE 18MM OR PHASE GUNS, IT'LL TAKE YOU FAR TOO LONG. IF POSSIBLE, USE THE AM BLASTER OR THEIR OWN WEAPON AGAINST THEM.



THANKFULLY, THESE THINGS HAVE A VERY SMALL INTELLIGENCE PROGRAM. THEY JUST FLY UNTIL THEY SEE YOU, AIM THEM SHOOT. ALTHOUGH THEY MAKE NO EVASIVE MANEUVERS, IT'S DIFFICULT TO LINE UP A SHOT WHILE THEY ARE FIRING AT YOU. BE PATIENT.

1 The large circular double-doors can only be opened by locating their corresponding switch. Each door and its switch is marked on the map by yellow lines and circles, each number coded. Be sure to keep your trigger finger prepared for switch areas, as they tend to be heavily guarded. Try luring enemies one at a time around corners, rather than tackling them all head-on.



Security doors can be opened by finding switches.

3 Like before, many passageways and lifts are blocked by security locks, which can only be deactivated once you have thrown the switch. Of course, the switches are generally located nowhere near the door, so some hunting is required. Thankfully, they are arranged in logical order, so that behind one door you should somewhere find the switch to another, newly discovered door.



Penetrate the raised structures and get the switches.

2 In some locations there are croppings of ice which block direct travel, but not line of sight. This means that such areas are ideal for covered target practice on the enemies which lie beyond. Dodge off to the side when they turn to examine the direction of your fire, and they may ignore the shot!



Use areas like this to get a jump on distant enemies.

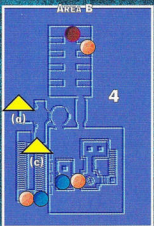
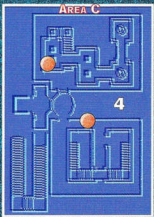
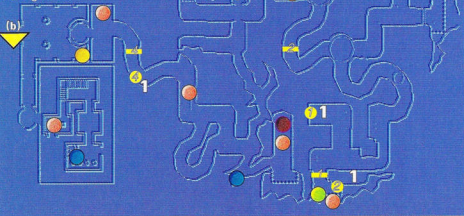
4 When making your way through these rooms, beware the roaming, armored AM Cyclone wielders. They have incredibly poor aim, however the explosive radius of AM Cyclone shots makes up for that deficiency. Whenever possible, try to rally all of them into an open area in the chamber, and then loop around them while firing. If you get caught in the corridors, or in the corner, you are as good as dead. Rather than wasting perfectly good health icons or Heal psionics, just try hit and run tactics when nothing else prevails.



Circle around these guys to avoid a barrage of fire.

PRELIMINARY RECON FOR MISSION 5 MISSION CODENAME: TRITON

In the room immediately outside the lift, there are at least three 18mm thugs roaming about, waiting to ambush.



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ENEMY PROFILES



THESE THUGS ARE A PIECE OF CAKE. NOT ONLY DO THEY HAVE TERRIBLE AIM, BUT A GOOD AM BLAST IN CLOSE WILL CAKE 'EM. DON'T WASTE TIME NOR PHASE AMMO ON THESE GUYS, IT'S MUCH MORE EFFICIENT TO NAIL 'EM WITH THE 18MM OR THE AM WEAPONS. THEY WILL FOLLOW, AND GENERALLY ATTEMPT TO SPREAD THEIR FIRE TO PIN YOU.



THESE DUDES ARE COMPLETE IDIOTS. THEY WILL FIRE AT YOU WITH AN AM CYCLONE, WHICH HAS A BLAST RADIUS THAT NORMALLY TAKES THEM OUT AS WELL. AGAIN, DON'T WASTE YOUR PHASE AMMO ON 'EM. DON'T GET CLOSE ENOUGH FOR AN AM, JUST USE THE CYCLOE.

1 In this general vicinity, you will have to navigate a loose collection of tunnels and shafts. Of course, each of these places is populated with baddies. Rather than trying to outrun overwhelming circumstances, which may arise in this area (which probably won't be easy), instead try stepping in tunnels momentarily, to draw the foes out, then around a corner to place your shots. Using this method you can

avoid a lot of unneeded loss of ammunition and health. Be sure to collect their ammo to replenish your stock.



Avoid confrontations like this by luring enemies to corners.

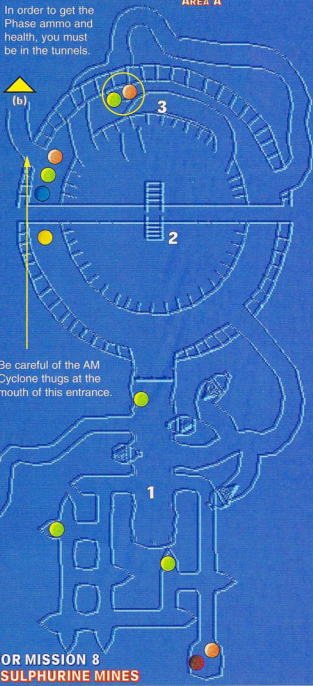
2 Be sure to take out each of the guardian enemies on the way down this three-layered underground terrace. As you approach the division point, the door will swing open and an AM Cyclone guy will appear. Lead him out first, then take him out.



Clean up the guys above to make this fight easier.

In order to get the Phase ammo and health, you must be in the tunnels.

AREA A



Be careful of the AM Cyclone thugs at the mouth of this entrance.

3 In order to make your way up the other side of the terrace, use the tunnels located in the base of each step. Beware, these tunnels are infested with large numbers of both kind of trooper. Ammo is in short supply, so it may be wise to resort to area effect psions.



Take out these goons while it's still convenient.

4 In this area, you'll find that there are fewer Phase Repeater soldiers and a small handful of AM Cycloners. It is imperative that you take the Cycloners out before you enter the tunnels, as their area effect weapons will chew you up if they follow you inside!



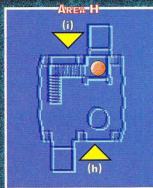
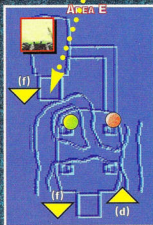
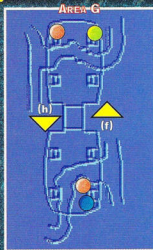
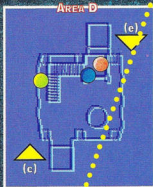
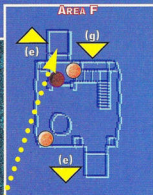
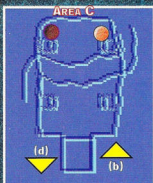
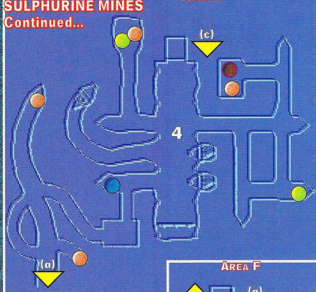
More of the same old tunnel routine gets a tad rougher.

PRELIMINARY RECON FOR MISSION 8
MISSION CODENAME: **SULPHURINE MINES**

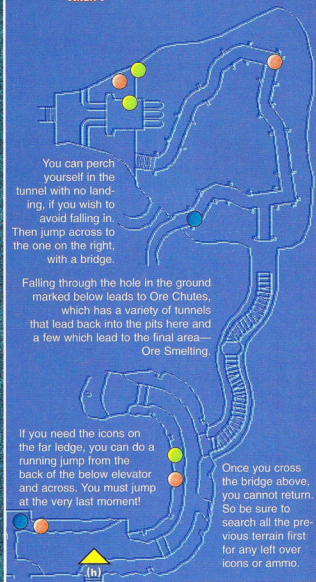
SULPHURINE MINES

Continued...

AREA-B



AREA-I



You can perch yourself in the tunnel with no landing, if you wish to avoid falling in. Then jump across to the one on the right, with a bridge.

Falling through the hole in the ground marked below leads to Ore Chutes, which has a variety of tunnels that lead back into the pits here and a few which lead to the final area—Ore Smelting.

If you need the icons on the far ledge, you can do a running jump from the back of the below elevator and across. You must jump at the very last moment!

Once you cross the bridge above, you cannot return. So be sure to search all the previous terrain first for any left over icons or ammo.

5 Again, John Wayne tactics do not always apply. Here, for instance, you can let the guardians of these rooms kill each other by slimily using fancy footwork. Dance around the ground troop's spots while letting the fire from the enemy in the upper post cut down his own forces.

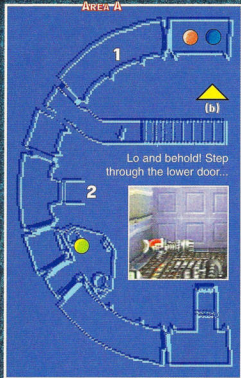


Let the Cycloner shoot down his own men from behind.

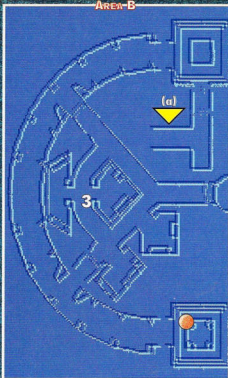
6 The Zodiac is good. How would you know? Follow these instructions: Keep using the elevators until you get to area "F," or Ore Extraction 2, as the game labels it in Map Mode. Allow the elevator to go all the way up. Step off, then get back on. It will descend to a hidden part of Ore Extraction 3!



Ever wonder where this chute leads to? Read above...



Lo and behold! Step through the lower door...



IT LOOKS LIKE OUR GOOD FRIENDS THE MUTANTS HIT THE GAP AND GOT THEMSELVES SOME SPIFFY JACKETS...AS WELL AS SOME ATTITUDE. THEY FIRE MORE OFTEN AND MORE ACCURATELY ON THIS STAGE.



THESE ARE BASICALLY TONED-UP VERSIONS OF THE ORIGINAL SILVER BALLS FROM MISSION 1.



COMBAT THESE CREATURES MUCH THE SAME WAY YOU DID THEIR PREDECESSORS ON PRIOR STAGES. THEY'RE NOT JUST PALETTE-SWAPS, AND THEY DO FIRE MORE QUICKLY AND MORE FERCELY THAN BEFORE!

PRELIMINARY RECON FOR MISSION 10 MISSION CODENAME: ORBITING HABITAT

1 Without the benefit of sharp corners and large blockages to fend off the armored things, you will have to resort to the doors for protection. Allow them to approach, back through a door and allow the door to close in their face. If you time it correctly, they will fire at the door and kill themselves.



Use the automatic doors to shut off pursuant foes.

2 Just before entering this chamber, let the door have it with a Tera Blast. Be sure to stand back far enough so that you can willingly detonate it nearby (by simply pressing the psion button while the Blast is in flight). If done correctly, you will nuke the two guardians beyond as well.

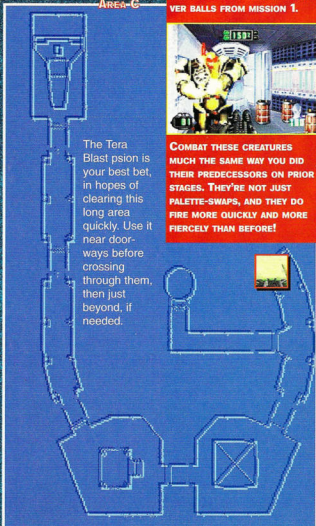


Let loose with the Tera Blast psion at the door first!

3 Much like in Mission 8, you can attempt to play fancy footwork in order to get the larger enemies to kill off the smaller ones by use of crossfire. Simply weave in and out of the doorways, killing those who get in your way with psions like Tera Blast.



See if you can arrange for baddies to kill themselves off.



The Tera Blast psion is your best bet, in hopes of clearing this long area quickly. Use it near doorways before crossing through them, then just beyond, if needed.



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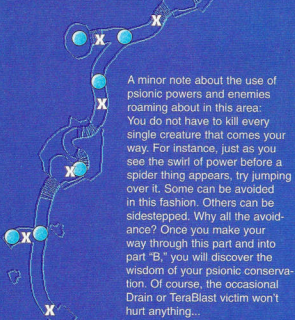


AWESOME REVIEWS.
IT'S LIKE WINNING THE CUP WITH
A SLAPSHOT FROM THE BLUELINE.



AREA A
PRELIMINARY RECON FOR MISSION 11
MISSION CODENAME: DREAM
SEQUENCE

Enemies here simply appear with little or no warning. Areas marked with an "X" indicate highly potential sites for such unannounced violence. Word to the wise: Those cute little islands of psionic power, off to the left, are major ambush points!



A minor note about the use of psionic powers and enemies roaming about in this area: You do not have to kill every single creature that comes your way. For instance, just as you see the swirl of power before a spider thing appears, try jumping over it. Some can be avoided in this fashion. Others can be sidestepped. Why all the avoidance? Once you make your way through this part and into part "B," you will discover the wisdom of your psionic conservation. Of course, the occasional Drain or TeraBlast victim won't hurt anything...

Enemies have a tendency to just up and appear. Not even politely so. Most often, the large hamburger-looking things will appear directly behind your field of vision. The best and only words of advice I have to relay to gamers who want to be better at this stage is **KEEP YOUR EYES OPEN**. Make sure you don't waste your psionic points on Tera Blast all the time, there simply isn't enough power to go around. Use Drain or Blast.



From the split second you start, little buggers get you.



Let loose with the Tera Blast psion at the door first!

ENEMY PROFILES



THESE ARE THE COMMON RATS OF THIS STAGE. THE SPIDER THINGS MAKE A SLIGHT NOISE, JUST BEFORE SWIRLING INTO EXISTENCE (RIGHT IN FRONT OF YOU) AND COMMENCE THE CHOMPING. KILL THEM AS QUICKLY AS POSSIBLE, THEY STACK UP ALL TOO QUICKLY FOR ANY KIND OF FINESSE. OTHERWISE, JUST AVOID 'EM!



THE BURGERS FROM HELL SPROUT UP JUST AS SUDDENLY AS THEIR COUNTERPART, THE SPIDER THINGS (ABOVE), HOWEVER, HAVE AN ANNOYING AND CONSISTENT TENDENCY TO APPEAR DIRECTLY BEHIND YOUR FIELD OF VISION. THAT'S ALRIGHT, A WELL-PLACED Tera Blast clears out a good old area. WAIT FOR MORE THAN ONE OR TWO TO APPEAR, BEFORE USING SUCH A TACTIC, HOWEVER.



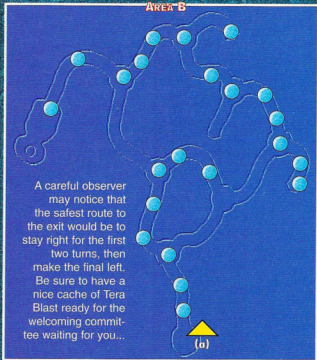
THESE CREATURES ARE STRICTLY DWELLERS OF THE SECOND HALF OF THIS AREA. THEY APPEAR SUDDENLY (OF COURSE, WHAT DOESN'T ON THIS MISSION) AND IMMEDIATELY BEGIN THE ONSLAUGHT OF LONG-RANGED, WIDE-AREA PSIONIC BLASTING. BEST TO SEE IF YOU CAN ROUND UP MORE THAN ONE (JUST WALK MORE THAN A FEW YARDS...) AND LET 'EM HAVE IT WITH A GOOD OLD TERA BLAST.

In a more enclosed space, this area provides more areas for enemies to hide and less room for you to move. Not to mention, the larger creatures do substantially more damage than any of the hundred little spider things combined. Try to use Tera Blast in areas where you think three or more enemies will die as a result of its use. This provides the maximum psionic point yield.



Here is where Tera Blast comes in VERY handy.

AREA B




A careful observer may notice that the safest route to the exit would be to stay right for the first two turns, then make the final left. Be sure to have a nice cache of Tera Blast ready for the welcoming committee waiting for you...

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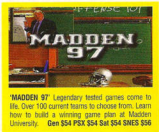
NAM '97 On the campsite, look ready for action, the smell of the morning grass made you momentarily forget the war. Sounds of enemies rifles reminds them they are at the bedside with a hatch, the nightmare was starting again.
NEC GD CD 546



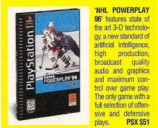
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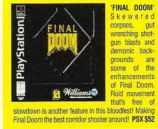
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You must overcome many of these baddies outside.

Despite the overwhelming size of this mission, there is very little variety. Simply drudge your way through each cell block structure and search for the teleporter switch to the next upcoming prison wall.

Flip the switch to open the doors.

When you first begin, you will have no guns and no ammo. The bulk of your weaponry will have to come from killing the 18mm thugs. Of course, this is no match for the energy weapons of the droids outside. Once again, it is wise to implement a run-away-while-shooting method.



Try slide jumping in close to evade shots in the trench.

PRELIMINARY RECON FOR MISSION 11 MISSION CODENAME: PRISON ESCAPE

In this final area, rather than trying to directly confront the guards here, try running sideways along the ravine wall, blasting away with your weapons. This should clear away a good portion of the armored troops, leaving behind only a handful of automated droids.

It would be a terrible shame not to backtrack to see what you missed after the trench ends.

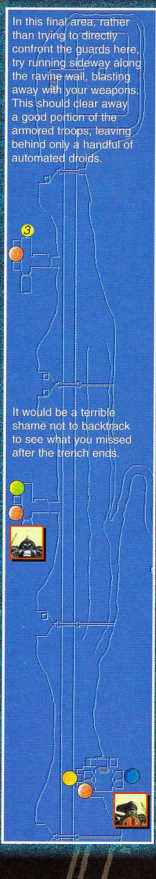
In each structure, there is a switch which controls an upcoming teleporter pad. You can identify such switches easily, as they are marked "teleporter." Use the myriad of doors and corners in these structures to your advantage. In those blocks with second levels, try taking shots at the enemies from there rather than engaging them on the ground floor, where they swamp you.



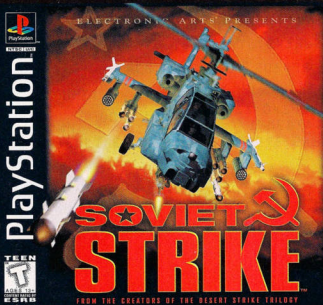
Flip the teleporter switches in order to get past gates.



Your Heal psion may come in handy, during areas like this.



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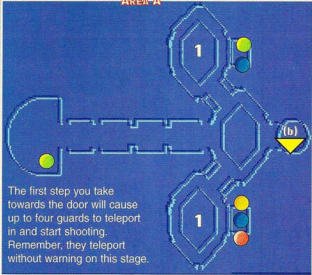
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ELECTRONIC ARTS®



AREA A



The first step you take towards the door will cause up to four guards to teleport in and start shooting. Remember, they teleport without warning on this stage.

1 If you're in the mood for some more icons, be sure to get the wall switches in these two areas. Beware, however, that a droid guards the secret rooms which open. Also, more troops are likely to teleport in to have a few words with you once inside. Back out, as quickly as possible if this happens!

2 You can open the metal grates walls off to the side of the doorway. Each will reveal a passageway to a secret room containing teleporters. Be sure to explore each of the four teleporters you will discover. Two of them are meaningless, the others lead to hidden calling areas containing many Health icons.

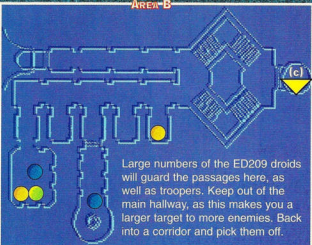


Let loose with the Tera Blast pistol at the door first!



The metal grated walls are actually doors.

AREA B



Large numbers of the ED209 droids will guard the passages here, as well as troopers. Keep out of the main hallway, as this makes you a larger target to more enemies. Back into a corridor and pick them off.

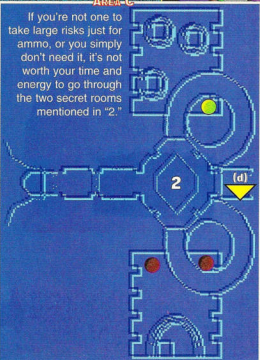


Be prepare to pay for all those icons you rack up.



A total of four teleporters are available inside.

AREA C

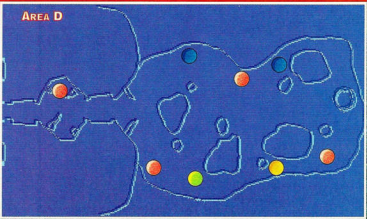


If you're not one to take large risks just for ammo, or you simply don't need it, it's not worth your time and energy to go through the two secret rooms mentioned in "2."



KEEP MOVING AT ALL TIMES. USE THE LARGE SPIRE STRUCTURES FOR COVER. USE LONG RANGE ATTACKS LIKE THE AM CYCLONE OR TERA BLAST. REFUEL YOUR PSIONIC ENERGIES AT THE FAR POINTS ON THE MAP.

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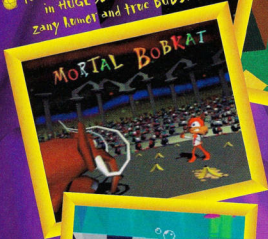
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BUBSY 3D





system **Multisystem**
publisher **Eidos**

strategy talk

Tomb Raider from Eidos is simply one of the best games that I can think of in recent memory. Basically, you assume the role of Lara Croft, archeologist and adventurer extraordinaire in a whole slew of missions that will take her around the world and down to some of the deepest secrets the planet has to offer. Truly cool.

Each of the levels are rendered in a real 3-D environment, which really helps the player to get involved in the game. And they'll have to use their wits as well as Lara's amazing acrobatic skills to leave these underground palaces alive.

And if the numerous traps and deadly pits weren't enough to hamper Lara's progress, she has to face the creatures of the depths such as lions, bears, crocodiles, bats and the like. The only downside to Tomb Raider? The control. While it's not exactly unresponsive, it isn't quite as tight as it should be for a game like this, that requires such precise jumps and leaps. Still though, this is one very impressive title and worth a look.

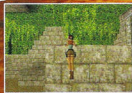
—Tim "Yukon Cornelius" Davis



TOMB RAIDER

Before starting a mission, it's a good idea to spend some time learning the control of the character in the Gym option from the Main Menu. Otherwise, you might set yourself up for some serious frustration.

Special Techniques



A lot of Lara's moves can be combined to form a new one. For instance, if you press Up, Jump and the Action button, she will take a running jump and then grab the edge of the platform.



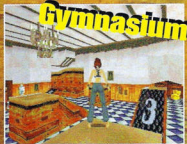
Moves of the Trade



Indiana Jones was never this agile! In the later stages, you'll need to use the walk command to set up important (and most often fatal) jumps without falling.



At any time you can practice all of Lara's diverse abilities in her own gym.



DARE TO COMPARE

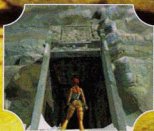
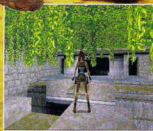


The PlayStation continues to show just how well it can render 3-D polygons. However, the Saturn version appears grainy and less detailed by comparison.





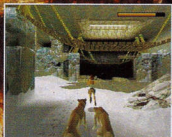
THE CAVES



Right away, you'll run into two sets of eight slits in the wall that will fire darts at you. If you don't stop running, you should be fine.

In the room just after the bridge room, you'll find a jump with a save point on the other side. If you miss the jump, however, she'll get mauled by a hungry grizzly bear lying down below, so be careful how you plan your jumps.

Meet the Wildlife



Wolf packs are your main concern in the Caves Stage, as they

often are found resting, just out of your line of sight and by the time you see them, it's too late. Run around with your pistols drawn whenever possible because Lara can target enemies out of the player's sight.



The Rundown



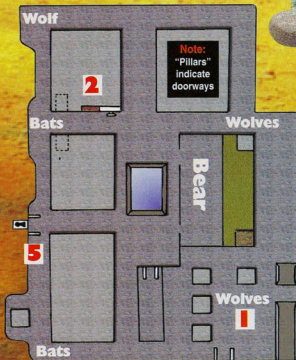
Right from the start, you'll find a hidden Health icon at the end of the hall just after your first right turn (1). Make your way to the room with the pit (2 and 3), fall down there and open the door with the switch that's next to it (4). This will lead you into a room with a gate on your right side and a hole in the ceiling in the northeast corner. Climb your way through there to the bridge room (6) and make your way across both bridges to the next room to save your game. Be careful about falling off anywhere in here as there are two hungry wolves waiting down below. The only way out of the pit with the bear is through a door on your right. (7) In the next room you'll have to flip the switch in front of you and run through it before it closes. Find the switch in the last room to exit the level (8).



You need to locate this switch to open the large gate at the end and exit the level.

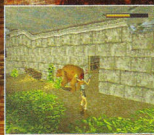


CITY OF VILCABAMA



In the temple of Vilcabama you'll be greeted by such traps as swinging axes from the ceiling to trap doors in the floor.

Make sure you explore everything you wanted and have the golden Idol in your possession before you use the silver key to enter the temple building. You won't be able to make your way back out of the room very easily.



Grizzly bears are your biggest natural problem in this stage. Whatever you do, don't let them push you up against a wall or it's all over. Although they're extremely strong, bears also make a large target, so you should be able to hit them with both pistols at the same time.

The Rundown

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From the start of this level (1), you'll want to make your way to the main room where there is a pond in the center of it. From here, you'll want to find a door with a switch (2) that will lead you to a room with a breakaway floor. (3-4) Push the block on the floor through the wall to find the silver key and golden idol and make your way back to the main room to the door with the lock on it. (5) This will lead you to the room with the temple. (6) To get out of here, first enter through the left doorway and make your way to the top to the switch. (7) The switch is on a timer so you'll have to hurry down the roof and enter the doorway on the right. Repeat the process to enter the center doorway and make your way past three swinging axes to the switch. Use the idol to exit the room with the bear and the pool.

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THE LOST VALLEY

Meet the Wildlife



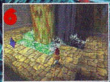
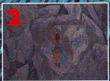
If you happen to fall into the river, its strong current will take you on a little journey, so you'll have to backtrack a little.

The Lost Valley is not filled with traps as much as some of the earlier levels. Instead, it tests your action skills by offering super high jumps that have to be executed exactly, or you'll break your neck on the ground below.

If you thought the bears in the City of Vilcabama were tough, you ain't seen nothing yet! Just after you cross under the broken bridge, you'll come face to face with a T-Rex surrounded by little Raptors! As long as you keep backing up while firing, you should kill them.



The Rundown

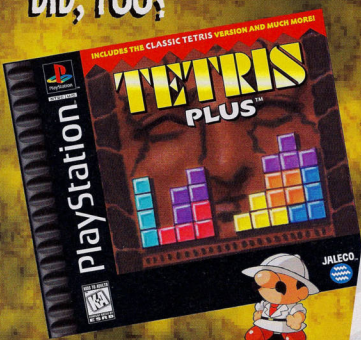


Make your way to the right and down the side of the waterfall first and kill the two wolves waiting below (1). From here you can make your way through a large cavern at the end (2-3). Your objective is to find three machine cogs in the valley. The first one you'll find at the top of a waterfall from a path in the wall to your right. (5) The second is in a shrine-type building at the end of the path guarded by two raptors. Jump in the right side of the pond to acquire it. (6) The last is found across the broken bridge via the side path. (7-8) Now go back and follow the river upstream to the machine puzzle and replace the missing components to redirect the current to it. (9) Before jumping into the stream, you'll find a shotgun at the bank to the right of the puzzle. Make your way back to the lake.



Swim in the stream to the end and exit it through a hole at the top of the ceiling.

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TOMB OF QUALOPEC

Meet the Wildlife



You didn't think that you were through running from raptors did you? Good, because you'll find plenty of them in this stage. Be on guard when pulling a lever or opening a door somewhere because more than likely you'll find raptors or wolves where they weren't before. Be careful when falling down the trap door by the fake door switch, as you'll come face to face with a pack of angry wolves.



The Tomb of Qualopec is filled with breakaway floors that reveal large, sharp spikes that protrude up through the floor.

At the beginning of the level, you'll be tempted to move forward up the hall to see what is beyond the iron gate. If you do, you'll be subjected to being steamrolled over by a giant boulder that's released when you walk up far enough.



For some reason, Lara can shoot down the mummy on the left of the main throne.

The Rundown



At the beginning of this stage you'll find a switch that opens the door immediately to your right (1). Be careful when flipping the switch because you'll also release two raptors into the room. Once in the room, take the corridor to your right. Push the block there (2) into the wall followed by another one on your left. Jump over the broken floor to release the first gate (3). Now take the middle corridor to the wolf's den and pull that giant block out of the way to release the second gate (4-5). You'll have to maneuver the two columns in the room to your left (6-7) to jump across and release the last gate (9). Now go through the new corridor and grab the Scion as the tomb begins to fall apart. Make your way back to the waterfall to have a showdown with your friend Larson.



CHOKING ON A GAME?

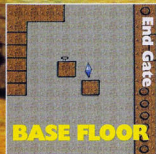
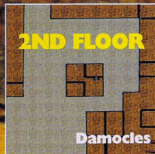
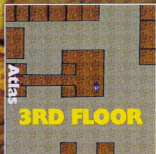
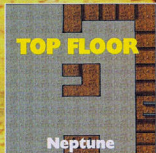
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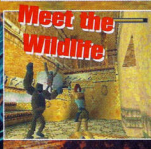
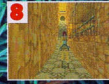
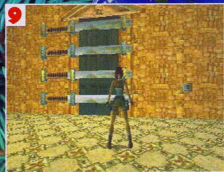
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ST. FRANCIS FOLLY



The Rundown



In this stage, Lara will meet the crazed and angry gorillas from hell for the first time. Like most of the other jungle life, the gorillas will come after you when they spot you, although instead of biting, they'll try to back your character into a corner and just pound on her for a while. The gorillas are quicker than they look.

At the start of St. Francis Folly, you'll want to move the cement block on your right to each of the omega symbols on the track (East to west) (1). This will open a room up to the west where you'll face three gorillas (2). Pull both switches in here to open up to different exit doors. There's a secret room on the top off to your left where you'll have to do some fancy jumping to make your way up to the hidden health and shotgun icons (4). Move the cement block all the way to the west to jump on the yellow pillars and exit the room (3). From there, you'll enter a room of four mythological gods from different pantheons. In the room of Thor, you must stand on the omega sign long enough for his hammer to come down and release two cement blocks for you to move around (5). In the room of Damocles, use the walk command to maneuver your way past the falling swords from the ceiling (6). The puzzle of Neptune is simple enough, just find the release lever to open the gate for his key (7). In the room of Atlas you have to avoid an oncoming boulder, then climb the wall to your left (8).

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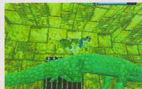


THE COLOSSEUM

Meet the Wildlife



This stage seems to contain all the types of predatory animals that you would find in all the other stages thus far. (With the exception of the dinosaurs, of course.) The lions will be your biggest headache, simply because of their large numbers. Be cautious of the two gorillas at the end by the cement block and the locked door, as they will appear from around the center pillar and attack you together.



Beware of a charging tiger lunging at you as you pull the switch to open up the black iron gate ahead of you.

The colosseum is an ancient battle room that is now inhabited by families of lions and gorillas. Be sure to explore any room entirely here, as levers sometimes open their cages, as well as doors elsewhere in the level.



The Rundown



At the beginning of this stage, you'll find a switch that opens the door immediately to your right (1). Be careful when flipping the switch because you'll also release two raptors into the room. Once in the room, take the corridor to your right. Push the block there (2) into the wall followed by another one on your left. Jump over the broken floor to release the first gate (3). Now take the middle corridor to the wolf's den and pull that giant block out of the way to release the second gate. (4-5) You'll have to maneuver the two columns in the room to your left (6-7) to jump across and release the last gate. (9) Now go through the new corridor and grab the Scion as the tomb begins to fall apart. Make your way back to the waterfall to have a showdown with your friend Larson.

For some reason, Lara can shoot down the mummy on the left of the main throne.

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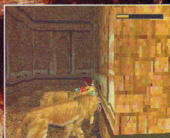
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PALACE OF MIDAS

Meet the Wildlife



As if you didn't have enough fun with the

lions in the previous stage, the palace is loaded with them! Not to mention the land crocodiles and gorillas around every turn. The lions are more difficult to spot here due to their excellent camouflage, so be careful.

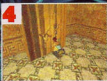


An important safety tip for when you discover the remains of the statue of Midas: Do not jump on his dismembered hand!

The palace of Midas has its fair share of deadly traps and natural wildlife. Now more than ever, this stage will put Lara to the test when it comes to using her wits as well as her own acrobatic skills to achieve success.



The Rundown



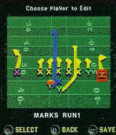
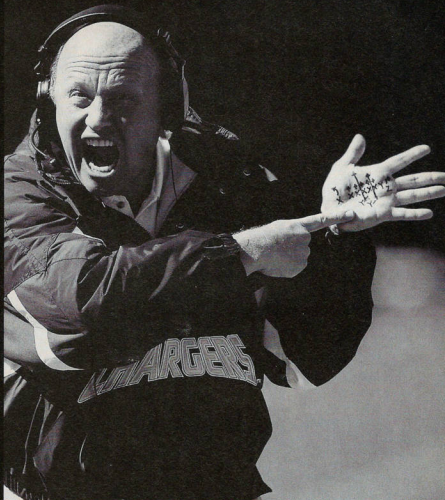
Your first goal here is to climb out of the water and go right and up the stairs to the main control room for 4 more puzzles (1). The symbols over the doors directly relate to the levers in the center of the room (2) Omega=up, Y=down and so forth. In room (3) you'll have to time your leaps so that Lara jumps and lands in the middle of each platform so you can reach the end before the flames reappear. In room (4) run downstairs and pull out the large wooden block so can jump across the top to the other side. In room (5), you must pull out a cement block off the side of a ramp to raise the ones in the main room first. Once you've obtained the three lead bars, you must take them to the ruins of Midas (8) and place them into the severed hand to turn them to gold. Now go to the last door in the puzzle room and put the bars in their proper places.

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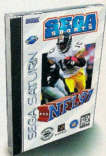


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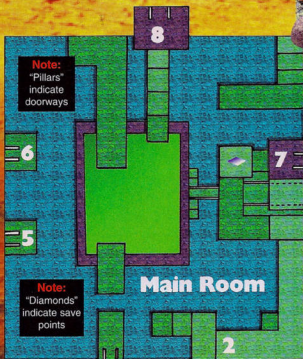


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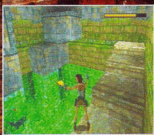
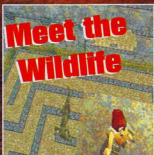


THE CISTERN



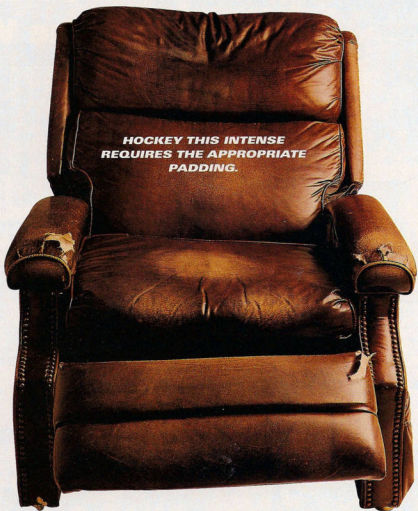
The puzzles in the rat-infested Cistern must be completed in the correct order or else you'll never see the tomb.

When you come across the spike pit, be warned—it's not as deep as you would think, and if you try to hang down over the edge, it will be an instant death. A well-placed standing jump will get you across, despite the low ceiling.



Huge mutant families of rats will make their appearance here in the Cistern Stage. Although they can't take as many hits as some of the other creatures that dwell here, they are extremely fast and will chomp off a leg or two faster than you often have time to react.





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TOMB OF TIHOCAN

Meet the Wildlife



Be ready to avoid the crossfire created by the dart shooting from two adjacent walls when you jump to the middle column.

Once you come upon the jump with the swing ceiling axe (above left), time it so that Lara leaps from her running jump at the point when the axe is to her left in the alcove or else Lara Croft's journey ends here.



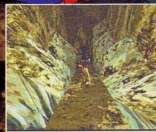
When you come across the gorillas on the ledge above, with a little patience they'll eventually walk in front of Lara's targeting and you can fire at them. If you try to fight them on the same place you could risk getting knocked into the pit below, filled with the bloody red and white spikes.



The Rundown



Take the lower path in the tunnel to flip the switch and lower the water (1). The switch on your left will open the door ahead of you. Once there (2), flip the switch to turn on the water current. (3) In the room with the swinging axe, jump up to the left passageway and use the switch in here to again raise the water level (5) and make your way to the room with a large female tiger. There you can take either two paths to open the door on the floor above (6) so you can acquire the gold key (7). Use the key in the next room over and it will raise the blocks in the water for you to cross to the puzzle room (8). To get past here, simply push or pull the cement block over each of the tiles on the floor that have writing on them (9) and this will give you the keys to Tihocan's tomb.



After you open the door to Tihocan's tomb, get ready for a little ride!

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strategy talk

After many hours, I have finally been able to defeat Kain. Hopefully this strategy guide will help point you in the right direction. I decided to remove the list of items found in each area, as their placement is not yet final. Kain is constantly being tweaked.

Kain is a huge game, with tons of subplots. As a vampire, you will come to realize the value of blood. Later on, in areas like swamps and snow, it is scarce. Conserving Hearts of Darkness is a good idea. It really rots to get far into a dungeon and run out. Over-feeding with hearts will hurt you in the long run.

Fighting is a big part in Kain. Simply standing still and slashing will not work. With some weapons, like the swords, you must hit and step back. The Repel spell becomes invaluable throughout the game. In my opinion, it is the most powerful tool. Enemies cannot hurt you (water still can...), but you can hurt them. Learn to change your armor and weapons as the situations change.

One thing many players will forget to do is explore. Despite the fact that most of Kain is linear, many secrets are waiting to be found by enterprising gamers. Use your mist form anytime you see a body of water. If you see a cluster of trees, hack them with your axe. Smash stones with the mace.

Need I say more? Explore! Overall, I hope this guide will clue you into the many techniques found in Kain. If you haven't tried it yet, you might want to.

—Andrew "Lump of Coal" Baran

BLOOD OMEN LEGACY OF KAIN

Strategy: Part 2

This strategy guide will take you from the Oracle of Nosgoth to the battle against the armies of the Nemesis. As well it will tell you what new spells and weapons you will find along the way. Take special note when new enemies are mentioned, as they may have nasty powers.

1. Kain is killed by a band of brigands, and resurrected by the Necromancer. Awakening in a vampire form, Kain must journey through crypts and mausoleums. Once free from the cemetery, vengeance was the first thing to enter Kain's mind. Those rogues who had murdered him in cold blood were drained of the precious fluid and left to rot.
2. Eventually, Kain reaches the Pillars of Nosgoth. The keeper of the Pillars tells you of the Circle of Nine, for whom each pillar represents.

You are sent to find and kill Nupraptor.

3. Kain found a cave which contains an item that grants him the ability to assume the form of a wolf.
4. Nupraptor's Retreat is a labyrinth of danger, but the Necromancer falls prey to your sword. It is here that Kain finds the mace.
5. Coorhagen, Kain's home town, has been hit by a plague. Most of the populace has died, and undead stalk the living. The Bone Armor and several valuable spells can be found within the maze

of buildings.

6. The Protector of the Circle, the fallen Paladin Malek, was your next target. Fly in bat form to his frigid Bastion. After surviving the endless blade traps and animated suits of armor, Kain fights with Malek. The battle was fierce, and victory seemed sure, however, Malek tossed a deadly spell. Discouraged, Kain's only reward for failure is the axe. Now you must find the Oracle, to learn who knows how to defeat the paladin. Here's how to do so...

Going Back...

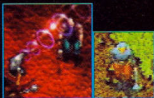
Once you have strength, return to the Mausoleum. There are boulders sitting on arcane symbols. Push them to reveal triggers that allow you to reach a few power-ups. Collect every item. You'll see why in the ending.



Last Issue...

In case you missed our last issue, here's what happened.



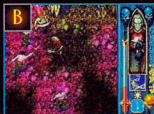


Stun

When you wish to feed, cast this spell upon a human and he shall be immobilized.



Dodge blobs to acquire a complement of power-ups. Use mist form (when found) or waste a few hearts to get across the water to here.



Enter this cave if you wish to find the Stun spell. You can drink your fill from the army of humans in this cave. Easy enough to get through.

ORACLE of Nosgoth

The perilous trek to the Oracle will take you through a series of caves. A Blood Fountain in the uppermost cave will grant you resistance from the snow. This area has no humans to speak of, so you'll need to find some blood vials. Once you reach the Oracle, Kain will be told of a great vampire called Vorador, who was able to defeat Malek and the Circle ages ago. You will be directed to the Termagant Forest where Vorador resides.



Incapacitate

This spell freezes an enemy so that you can attack them at your leisure and drink.

Strategy: The cave maze itself isn't too difficult to navigate, but sometimes you'll come across an area where it looks like you cannot pass. Use your mace to bash the stalagmites and Ice pillars to get by or reveal power-ups.





Blood Fountain

Drink from this pool of blood to increase your strength.



Demon Forge

Sacrifice blood to receive some anti-toxins.



Blood Gout

Uses your blood to collect blood from enemies. Just don't miss or you'll lose life.

Found in: Cave E



Control Mind

Take control over a human's mind to get past doors and traps. A useful spell.

Found in: Cave D

Strategy Tip

The Blood Gout spell and a certain piece of armor can accidentally suck the blood from the undead, thus poisoning you. Avoid using these items around the dead or slimes. Only the use of the Anti-toxin will restore Kain back to normal.



This weapon cuts down undead with ease.



Flame Sword

This powerful sword is capable of charring opponents into ashes, with a few slices of its lethal blades. Power does not come without cost, however, as you will not be able to acquire blood from those you burn. Still, this is the ideal weapon for combating the undead.



TERMAGANT FOREST



Trigger the green switches to obtain a powerful new sword.



Take command of enemy soldiers in order to hit switches.



Get the Blood Gout spell here and siphon enemy blood.

THIS MAN WANTS TO
SAVE HUMANITY.



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VORADOR'S MANSION



Blood Shower

Drink from all around you. Just don't have any slimes or undead nearby.



Once you've powered up Kain within the Termagant Forest, fly to Vorador's place.



Vorador's Mansion is safeguarded with traps only a member of the undead can get past. There are plenty of hidden switches that reveal passages to treasure. If you see anything that looks like a vent,

try to enter it in mist form. For example, try searching the room you meet Vorador in. The denizens of the Mansion are vampires, however, they can still provide you with the nourishment you need to survive.

Whenever you see a spiked room, try to use your mist abilities to stroll past. Try possessing some of the vampires stationed on walls to trigger switches if you get stuck. Most players forget this useful ability.



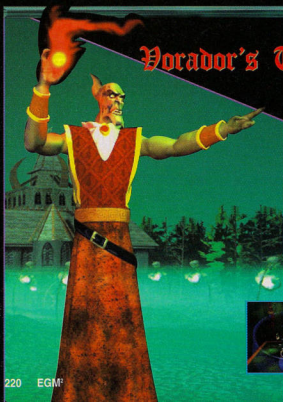
You do more damage to enemies, however, they do an increased amount to you as well. Use this armor with the Repel spell, or you'll suffer many wounds. Novice players should avoid using it.

Chaos Armor

Hit this secret trigger to open up an area with some goodies to find.



Feed in Vorador's pantry to restore your depleted health supply.



Vorador's Test



The vampire Vorador tests your strength by pitting you against an animated chess board. You need not fight to get past. Possess one of the pieces and checkmate the king on the other side. Once beaten, Vorador will grant you an audience and his ring...



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Dark Eden is in sight, but do not fly there just yet. Gain your energy first.



Items



X4



X4



X7



Abomination

This fat man will poison you with his taint. Attack from a distance. Tarots work well.



Spike Man

This being constantly shoots out spikes in all directions. Find a place to stand between his shots and hack at him with your sword.



This fountain will let you recharge your magic faster!



Stepping outside of Vorador's Mansion will give you an excellent view of Dark Eden, your next objective. However, resist the temptation to fly directly there. If you morph into a wolf and follow the pathways, you will come to a town that has enough citizens to restore your life. A few power-ups are available if you wish to spend the time. After recharging, venture North until you reach two caves. The first, on the right, contains a Blood Fountain. The second is loaded with items to pick up. Be wary of the beings here. Killing them while close, or being hit by them will poison you. If you are low on anti-toxins, you might want to journey to the Demon Forge in the Termagant Forest and stock up. With these two caves out of the way, fly to Dark Eden. The remaining sections are not worth the trouble of venturing through.

Uschlenhem



DARK EDEN

Three of the Circles reside within, corrupting all who come near. One will flee, but you will have their tokens at the end of battle.

Dark Eden is the haven for three powerful Circle members. They have filled it with the results of their blasphemous experiments on mankind. Freaks, the same as outside the Tower, reside within. Dark Eden will force Kain to rely on his Repel spell capabilities more and more. The best armor for this region is the Iron Armor. Not only does it offer the best protection, it doesn't have any negative effects. Your choice of weapon should be the Flame Sword. Just be careful and listen for the sound of chained people. You don't want to accidentally char them before you drink their blood.

The maze isn't complicated, just move slowly, and you'll get through quite easily.

The maze isn't complicated, just move slowly, and you'll get through quite easily.



Circle around the lava flows to pick up some extra blood.



Dark Eden is bigger on the inside than the outside.



Spirit Death

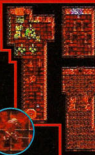
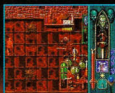
Rip the souls from those who get in your way. This spell is a one-way ticket to oblivion. However, it uses a lot of magic power.



Section One



The first section of the Dark Eden keeps you repeatedly choosing from two paths and re-orienting you into the center section. Move through **A** and follow it through to the switches. Then move on to path **B**. That will open the center door. Take the left path (**C**) until you hit door **D**. You'll come out of **E**. Then section **F** will open to another similar area. Keep to the pattern.



Sucks the blood from all who die by your blade.



Flesh Armor



Meet the circle in their chambers and challenge them.



Bane creates pools of water. Dodge and whack them away.



Use your mist form to cross the small flow of water.



Hit Dejoule from the far side bank two times.

The Bosses

As you approach the three Circle members, Malek appears. However, you summon Vorador to your side to battle the Paladin. Dejoule and Bane stay to fight you, while the third flees for his life. You must now fight Dejoule and Bane at the same time. Cast the Shield spell and bash Bane till he drops. Then turn into mist and cross the water and hack at Dejoule from behind. Take two swipes with the very tip of the flame sword to vanquish her. Once the battle is over, you'll find Vorador's spoils: Malek's torn remains. Return to the Pillars with the tokens.



Tokens...



TECMO SU



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PER BOWL™

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CREATE YOUR OWN SUPER TEAM

Tecmo Super Bowl allows the user to trade any player, to any team, at any time. With this feature you have the ability to create your own Super Team. Just be careful when you're playing a friend. You had better make sure he didn't set you up. The only advice we can give is check your opponents roster.

LIVE COMMENTARY

Tecmo Super Bowl's announcer gives true play by play commentary, not just an occasional phrase or two. If perhaps you think he's an idiot, you always have the option of turning him off.

TOURNAMENT MODE

Over the years Tecmo Super Bowl players have let us know about the friendly competitions which sometimes take place. This new version has



a built in tournament mode for a total of 8 players playing one on one till one of the players wins the tournament. Chips and drinks are sadly not included.

DIFFICULTY LEVELS

Knowing that some people haven't been playing Tecmo Super Bowl for years we've included 3 difficulty settings. Easy, Normal and Hard. Our football game gives you the ability to grow with the game. Internally we call this a screen save 'cause you don't have to throw a rock through the TV screen when you get frustrated with the game.

INSTANT REPLAY

If you want to analyze the last several seconds of play, simply pause the game and start the instant replay. In addition you can go frame by frame to fully analyze all of the action. Then again, you may not want to see

the interception again, and again, and again, and again.

NEW RECORDS & STATS

Tecmo's stats engine has always been unsurpassed. This year we've added the ability to keep the stats from any player in any position even if it's only for 1 play during the entire season. Here's your one and only chance to re-write the record book.

NEW PLAYBOOK

From the game play menu, you now have access to the entire playbook for the immediate play...for more plays than you can possibly want, use, call, send-in, modify, change, and/or run as the case may be.

VARIABLE WEATHER CONDITIONS

Ordinary football games sometimes have weather conditions. So far as we know, Tecmo Super Bowl is the only



game to actually change the weather during the game. So one minute it could be raining, and then it could start snowing, or then again stop or actually it's too variable to give you all of the possible scenarios.

MORE, MORE AND MORE

We've tried to highlight some of the most important new features of Tecmo Super Bowl for the Sony PlayStation. Obviously there are more features than we can possibly list. Tecmo Super Bowl is one of the most realistic and sophisticated football simulators ever created. Aside from all of the technical improvements, think about the following:

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Tecmo's Deception answers (There are no correct answers... Welcome to Tecmo's Deception)

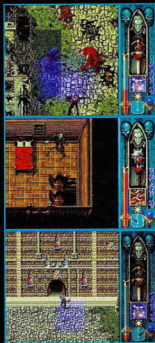


PLAYERS

The city of Alberneath has fallen. Demons now ravage the city looking for blood. The cause for the slaughter lies within the cathedral, which lies within the center of the city. Kain must make his way there by navigating the maze of buildings. Use the sewers (accessible from certain basements) to reach farther into the heart of the city. The maze pattern will circle you in a clockwise fashion.



Gaze upon the burning city of Alberneath and fly there.



Demon Survival Tips...

Demons are tough adversaries. Don't bother fighting them like mortals. Wasting items on them is another bad idea, as it takes around 10 Flays to kill the larger baddies. Instead, use your Repel spell and either switch to the Axes or the Flame

Sword. Remember to switch off of your Flesh Armor when fighting them, as their blood is toxic, even to you. You must conserve your blood.



Run from the larger demons.



Repel Spell away when fighting.



Use your mace on the human guards. You'll need blood.



In the sewers, turn to mist form and fly right through.

SECRET AREA

The Cathedral

Inside the cathedral lies a maze of teleporters and switches. Make your way through in the numerical order shown on the map. The enemies inside are mages. Use your Iron sword and Flesh Armor to stock up your blood supply. When you teleport, you'll enter a netherrealm where demons lie. Use your Repel spell and hack at them with the Flame Sword. Once you travel to the main alter, you'll come to two large mazes. One has another series of teleporters. The exit teleporter is in the bottom left-hand corner of the map. The other is a series of criss-crossing bridges. You will gain a new sword and armor.



Teleport to Hell to trigger switches to open up areas further ahead.



Find this bizarre script and a huge supply of power-ups at the secret area.



AVERNUS CATHEDRAL



Slide down the icy passages to get a sword.

Soul Reaver

Soul Reaver is a two-handed sword. This means you cannot use magic or items while it's equipped. One swing of this weapon will shred nearly any enemy. However, there are no remains to drink from. You will find this sword down a slippery path, past the teleporter areas.



Lady Azimuth teleports from the top and bottom of the screen in set locations. She won't attack, but she will summon demons in pairs who will. Stay near the bottom location where she zaps in. Hit her, pretend to move up and smash her when she comes back. Repel, as always.



Lady Azimuth



Wraith Armor makes you nearly invisible to the enemies, and it provides some of the best protection. However, the amount of light determines its overall effectiveness.



Wraith Armor

Spirit Wrack

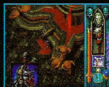
Possess the souls of monsters and force them to do your bidding. Attack or trigger switches...

Northeast of a gypsy camp is a cave that contains a new spell, that possesses monsters. Use this spell to get the undead to trigger switches. A simple maze, but you'll need to conserve your magic. Don't wear Flesh Armor.



Road to Wilendorf

Wilendorf is the next location you must travel to. Venture East from Dark Eden through the series of caves. After a small trek, you will come to the dungeon that contains Spirit Wrack. Follow the path farther. **A**. Travel to the southmost cave first to find a blood fountain. It will increase your strength. **B**. Enter the mine and use your strength to push the mine cars. Use the mace here, and you should be able to keep your blood meter high. Near the exit will be a special fountain that upgrades your Disguise morphs. Now you will resemble royalty. Useful indeed. Exit through **C**. Collect items from the houses around Wilendorf. With that accomplished, turn to mist and hover over the water due south of the main gates. A secret area will be there.



Upgrade your disguise powers.



Mist over to a hidden island on the lake.



Gain the strength to shove boulders at the Fountain.



Travel through the mines to get to the actual city.





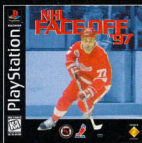
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clawing and grinding for the
right to play in the NHL.® All
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for you along the boards.*



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You're a marked man. But try not to let that intimidate you. Because you have all the teams with all the starting lineups. You have advanced gameplay and artificial intelligence, with players cycling and executing powerplays just like they do in the pros. You can create your own strategy for breakouts, forechecking and offensive and defensive attacks. You'll be able to swarm the net or focus your offense around your right winger, left winger or center. You've got Icon Passing, which lets you execute give-and-goes as well as any assist leader. Of course, when you go skate to skate with the likes of Jagr, Lemieux, Hatcher, Coffey and Brodeur, there's one thing you haven't got. A prayer.

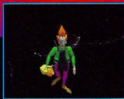


More Secrets

Once you gain more powers (particularly in strength), you should go back through areas you have already been. How many times have you seen a giant boulder blocking a path? Very often you will find vials and magic containers in these hidden areas. Kain is a tough game. You might as well power yourself up as much as possible. Remember to go back.



Talk to the King to begin another difficult quest.

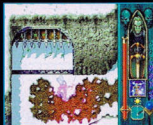


To Find a Dollmaker:

Travel through the tunnel found in the west corridor of Willendorf castle. This will lead you to an outpost with Nemesis soldiers. Mind Control the two guards on the outer walls and force them to open the main gates. Travel north through the war-torn cities. Once you reach the giant statue, head north-west until you reach an impassable gate. You will notice weird puppets moping about. Use the Spirit Wrack on one nearby and force him to open the gate. Walk to the Dollmaker.



You must use your Mind Control on the wall guards.



Spirit Wrack can possess the mysterious puppets.



Drink blood whenever you can. There are many traps.



Exploding teddy bears are best dealt with using a Flame Sword.

The Dollmaker's place is small, but deadly. Traps of all kinds will continually whittle at your life. Your Repel spell is your best bet for survival. The Dollmaker lives in the center. Equip yourself with the Flame Sword to take him and his toys down. Keep on him with your shields and he should fall easily. The top-most room has the Princess' soul.

Dollmaker's Toyshop





Return to the throne room and give the doll-imbued soul to the King. Instead of giving you the kingdom as he promised, you decide that his military forces would be better used against the Nemesis armies to the North. The King agrees and the battle for the peace and safety of Nosgoth begins in earnest. You must fight through the war now...



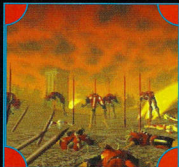
TIME FOR WAR



Join the forces of the Lost Hope army and march north against the Nemesis. Try to move quickly. The war consists of three maps, each filled with carnage and death. Midway through the second map, the King of Willendorf will perish. The tides of war will change against you. Equip yourself with the mace and Wraith armor for the easiest time. At the end, a strange warp will send you into the distant past. It is here that you must stop the Nemesis before it even begins to gain strength.



Path of least resistance



During the second map, the noble King will fall to the dark forces.

Strategy Tip: You don't need to fight the Nemesis forces. Just move north with Repel activated.



Kill a peasant to acquire some of his recent memories.



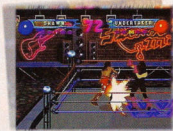
Kain's Conclusion

At last, Kain's quest nears its end. Travel north through the town of Stahlberg until you reach the Land of the Nemesis. You'll notice that the tents are now buildings this time, and overall it is a much happier place. Your next quest involves Kain finding the founder of the Nemesis armies and crushing him. Then you must return to your own time somehow. Take heart, your quest is almost complete.



Enter the fortress at the far north to face your final test.

THERE GOES THE



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system **PlayStation**
publisher **ASCII**

strategy talk

It's finally here and not a minute too late. Most of you playing this sequel have probably played the first game and remember how fun it was. This one brings back the enjoyment for a second round. This one is almost identical to the first game, except that it is an entirely new quest.

—John "Rudolph" Gurka



The cinemas are very fluid and have almost no pixelization. The best part, however, is that there are tons of cinemas to watch.

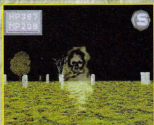


KING'S FIELD II

Fighting Strategies



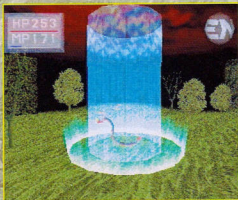
The fighting engine has been altered slightly, providing a new challenge. In the first game, you could hit an enemy with magic and stun him/her long enough to get in a quick sword swipe. Not any more! Also, hitting an enemy with your sword doesn't always make him/her slouch back and stop his/her attack. Now you have to be at a certain strength level, before your enemy even flinches. You can still kill him/her, but it takes a lot more time than it used to. Overall, the change is good, and it has made for a new skill to master.



Magic Strategies



Magic is used a bit more differently in this game than in the first. It seems to be more powerful, but it doesn't make the enemies shutter like it used to. Now you must rely on the heavy-hitting spells to deliver the punches. There are more spells in this game, and they all kick butt. It's nice to see some really cool magic.





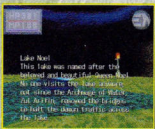
The Earth Heal spell is the most anticipated spell. Once obtained, it will allow you to heal at the expense of your MP. Also, Blessings is a new spell that will cure you of all ailments including dark and poison. This is a much-needed spell.



Just like in most RPGs, there are stores and inns. The inns don't fill your MP, but you do get to see some pretty cool dream sequences.



If you have a Dragon Crystal in your possession and you die, you will start back at this tree in Map 01.




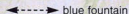

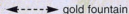


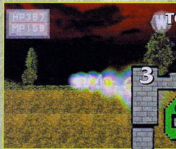
Use the truth mirror everywhere because a lot of the storyline and monster strategy is revealed through it.

This is Leon Shore and he will put the pieces of Ilthilius together for you at the end of the game.

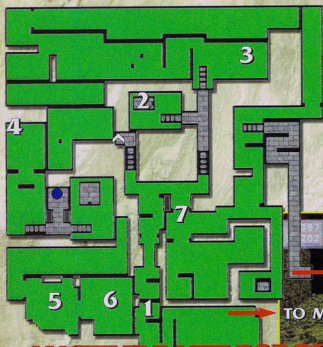


Map Icons

-   save point
-   blue fountain
-   gold fountain

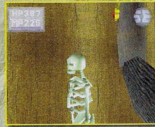
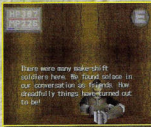


1. You will start the game here. Receive your first sword from Leon and begin your quest.
2. Kill the mantraps here—one will have a key to Silviera.
3. This is your mother's tomb. You'll find a Truth Mirror in here after Ed opens the chest.
4. This is a statue of Commander Silviera. Next to him is a sealed chest. Come back when you have found other swords and use one of them to cleave through the seal on the statue to open the box.
5. Ed will open this door for you later.
6. This is the Dragon Crystal Tree. If you have Dragon Crystals and you die, you will start here.
7. This treasure chest contains the sword named Triple Fang. Return here once you have found the royal key, and you will be able to open it.

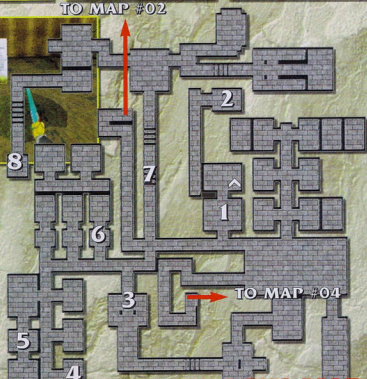
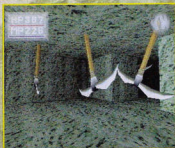


1. You will need Silviera's key for this door. You'll get your first one on the first map. There are several laying around this map.
2. A little old woman will give you a charm and ask you to give it to her son. Keep it for when you find him.
3. This is Ed and he always has interesting stuff for you to buy. Visit him every so often.
4. This corpse has a key of Silviera. You'll need it for the door ahead of you.
5. Place the charm around the corpse's neck—the way forward is then opened.
6. Claim the fire magic then go talk to Ed. He will open the door and chests behind the inn for you.
7. Use a Silviera key here for easier access to Quist.

ANCIENT BATTLEFIELDS-MAP #02



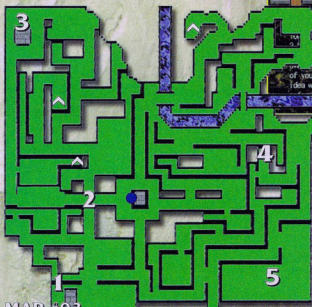
TO MAP #02



1. This is James Seward McCain V. He was Silviera's right-hand man. He is depressed, because he was wounded in a battle for the castle.
2. You will find the jail key here. It gives you access through a hidden door.
3. Cut down the reaper here and take the copper key that it leaves behind.
4. Get the large bow from the corpse here.
5. Get past these scythes, and there will be an iron shield lying there.
6. Hit the distant targets with your arrows and these doors will open.
7. You will need three Silviera keys to get through here, then two more to get at the sword "Capricorn" that is in #8.

GARRISON BARRACKS-MAP #04

TO MAP #06

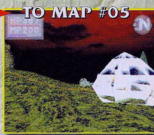
VARDE'S FOREST-MAP #04

... have heard that there are
 of Ithilius was given
 at by King Alfred to watch
 and keep safe until the day
 of your coming, but he has no
 idea who has been entrusted to
 the other two Seals.



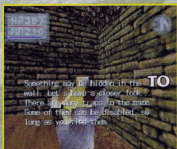
1. This man was supposed to have the Eye of Ithilius, but the oaf lost it to a fairy. He will give you Varde's key instead.
2. When you first enter the forest, there are large tree stumps blocking the way. Use Varde's key on the wovarden boards with three holes to make them disappear.
3. This is Varde. He gives you the Eye of Ithilius and the Pixy's Map.
4. Here is a piece of wisdom fruit which is extremely rare. Only four are known throughout the land. Make sure you obtain these.
5. This room is teeming with poisonous gases. Only the bravest should enter here.

TO MAP #03

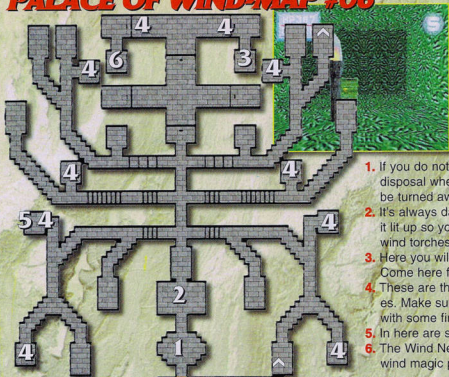


1. This sick child here needs a dose of Blood Herb.
2. Blood Herb is said to grow on cliffs overlooking a lava flow, but it actually grows in the mountains beyond the cliff. Once you obtain the medicine, return to the mother and child.
3. Give the Blood Herb to the mother and come back later. The little boy will give you a Wind Crystal.
4. Here Jamie Porter will build a bridge for you to get to the Cave of Orladin, after you help the Green family.
5. This is the location of Jamie's bridge. It does not show up on the Pixy's Map.
6. After Jamie builds the bridge, check the walls here for the silver key.
7. Mark Johnson will appraise items for you once your wisdom is at five.

TO MAP #04

**RALUGO-MAP #05**

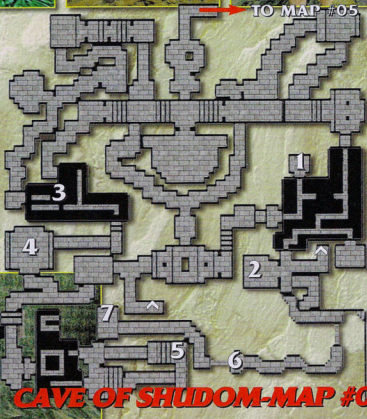
PALACE OF WIND-MAP #06



1. If you do not have wind magic at your disposal when you arrive here, you will be turned away.
2. It's always dark in here. The only way to get it lit up so you can see is to light all of the wind torches.
3. Here you will obtain some more magic. Come here first if possible.
4. These are the locations of all the wind torches. Make sure you light every one of them with some fire magic.
5. In here are some very quick boots.
6. The Wind Necklace here will increase the wind magic power of anyone who wears it.



1. The drawbridge is up. Look around for some gears and push the button to start them up. Now you may continue on.
2. Here you will obtain more new magic.
3. The two footholds here have a slight breach in between them. Just simply run across it, and you'll jump over the hole.
4. You will find many of these Gorem. Destroy them all so the giants may rest in peace.
5. This is a larger, different colored version of a Gorem. Kill it and collect the Promeus.
6. When you destroy every Gorem in the stage, the giant will open the way to the relics of its master, Orladin.
7. On the floor here is found the Magician's key, a black jewel and more Promeus.



CAVE OF SHUDOM-MAP #07

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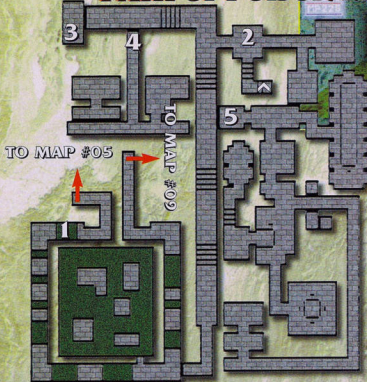
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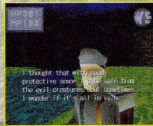


NBA Entertainment, Inc.

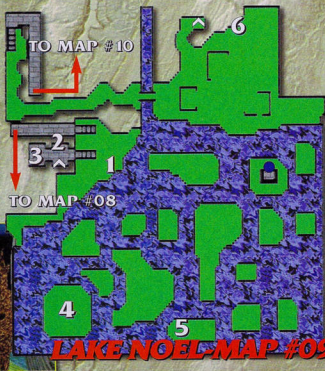
PATH OF POISON-MAP #08



1. The first barrier encountered by all who enter is the River of Poison. Attempting to cross this river of earth-sprung poison without poison-resistant armor means certain death.
2. Most of the chests around here require the silver key to open them.
3. The Aquarian Boots are found here. You will need them shortly in the game. You will have to kill a tough enemy, so be prepared.
4. All the monsters here were made by Orladin. That may indicate this treasure trove is of his making. You cannot access the treasure without the Key of Orladin. Come here again sometime.
5. Orladin gained great strength, but he rarely used it to do anything. This is one of the few buildings he built. Explore for some very cool items.



1. You can buy items off of this guy to give to Zul, when she requests them.
2. You need to give items to this woman, in order to move the water bridges around.
3. Each movement of the dial changes the positions of the bridges connecting the islands in Lake Noel. Connect it to 4 first, where the magic camp is, to minimize the number of items you have to give to Zul.
4. You will now receive water magic from here.
5. Crush the logstalker at this position to obtain a Water Crystal.
6. Search the half-destroyed tomb to find some Fruit of Life. This item boosts strength by three.



LAKE NOEL-MAP #09

YOU?

SHAWN KEMP 49"

SCOTTIE PIPPEN 48"

PENNY HARDAWAY 47"

DENNIS RODMAN 46"

ALONZO MOURNING 45"

HAKEEM OLAJUWON 41"

DAVID ROBINSON 35"

JASON KIDD 33"

DAN MAJERLE 30"

DIKEMBE MUTOMBO 26"

CHUCK PERSON 20"

LUC LONGLEY 15"

TERRY MILLS 10"



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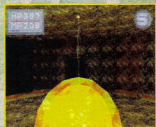


IT'S GAME TIME.

THIEVES' PASSAGE-MAP #10



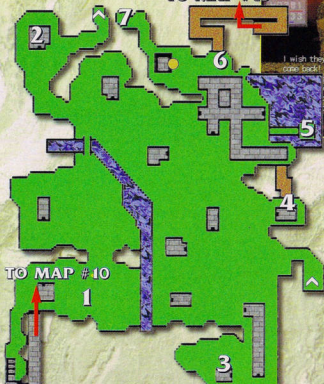
1. Balls with iron spikes are swinging across the room. Run through them then turn them off with the switch which is just past them.
2. & 3. You will find a gigantic skeleton holding a staff. Kill him if you can, because he holds an interesting item.
4. Get the Dragon Crystal here, but beware of the skeletons that fall from the ceiling.
5. This is Krone Licht's assistant.
6. You will find an evil crescent axe here. It is extremely powerful, but with every swing, you risk paralysis.
7. EGM tip: Don't fall in these holes.
8. Run here to avoid the wall spears.



1. This guy is looking for Promeus. If you kill him, you can gain some, but Jens doesn't grant favors to murders.
2. This is an image of the master swordsman Warren.
3. This trader sells keys of Orladin.
4. Kill all of these hellworms—one of them holds a piece of Verdite in its stomach.
5. This is Jens and he will make Promeus armor if you bring pieces of Promeus to him. He will not make any weapons however, because his son lost his life to a weapon forged by Jens.
6. Here you will find the dwarf key in a green slime.
7. Here you find an Elchris bow for shooting light arrows.



TO MAP #13

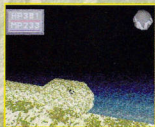


I wish they'd all hurry up and come back! Are you going to stay here all alone here now about what Lord Veryac might? I'm going over to where he

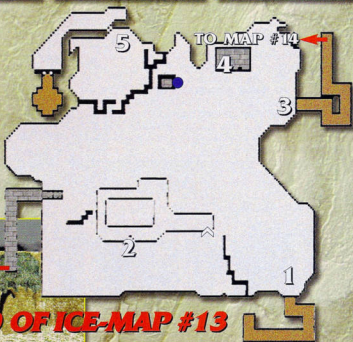
How about a lesson before you go? I miss your grandfather, Boulder. We used to have so much fun sword fighting with each other! Ah, the memories.

1. Here is a young girl doing garden work while she awaits her sister's return. She harbors a seething hatred for the monsters.
2. Lord Veryac is here turned to stone by monsters. He holds the Wings of Ithilius and will give them to you upon freeing him. You must obtain Orladin's pic in order to save him.
3. This woman holds Orladin's pic. She will give it to you then you must use it on Lord Veryac.
4. This is a cave that is hard to see. Go through it to get to the marshes holding the Vaculacia Sword.
5. Get the sword by wearing the Aquarian Boots.
6. You must find another Orladin's pic in order to cure this monster. Kill him next and move on. Look to map #15 for another pic.
7. Here is the Dragon Head.

CASON VILLAGE-MAP #12

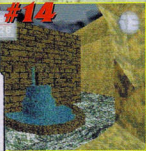


1. After getting through the cave, a snow-swept landscape fills your entire vision. Ice monsters that appeared after the king's transformation have encased this once-verdant land in ice.
2. The monsters have recently begun searching for something. The gaping holes have left no trace of the beautiful grasslands.
3. A giant boulder seals the cave leading to Garan. You can go through the cave after Lyn opens the seal.
4. Lyn is here and you should talk to her.
5. Do not try to jump off the cliff unless you have more than 250 HP.



THE FIELD OF ICE-MAP #13

GARAN VALLEY-MAP #14



1. You will find an Earth Crystal at this spot.
2. A Fruit of Knowledge hides behind this spring.
3. Another Promeus Gorem lives here. Kill him and take the Promeus to Jens for more armor.
4. You will find Groundal pieces of armor here. They are on the high end as far as defense is concerned, but you can't use magic while equipped with it.
5. You will find a Morguline Axe at the dead end behind the Promeus Gorem. Grab the axe then kill the Gorem with it.
6. Lyn ties dead here. Take her ring to remember her by.
7. Kill all the Garan lizards, grab Ilthilius' Crown and if Excelecor is in its third form, go visit Leon Shore.



1. Krone Licht lives here. Talk to him and receive some information.
2. The Shell Dragons are only affected by attacks to their head. Try using an explosive magic attack to kill them.
3. Here you will find Groundal Boots.
4. You need to jump to the next part of the cliff from here. There will be a Dragon Crystal on the ledge you need to get to.
5. If you are without the key of Ilthilius, go to Leon Shore with the pieces immediately. Once you have the key, insert it into the pedestal. You can now use the gates to get back and forth on this map.
6. Here is the Groundal Arm. It is accessible through the gate.
7. This magic camp gives you access to the Labyrinth of Orladin.
8. This is where the second Orladin's pic lies.



THE RUINS OF THE HIGH ELVES-MAP #15

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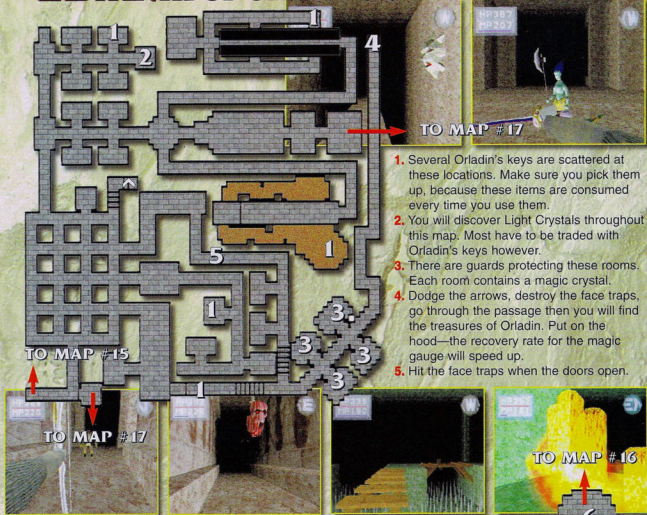
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LABYRINTH OF ORLADIN-MAP #16



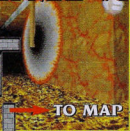
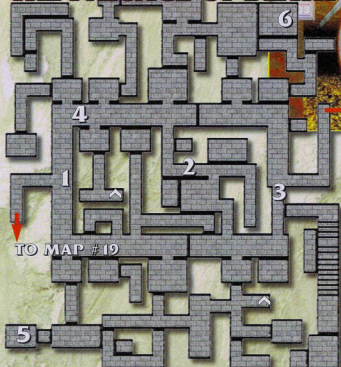
1. Several Orladin's keys are scattered at these locations. Make sure you pick them up, because these items are consumed every time you use them.
2. You will discover Light Crystals throughout this map. Most have to be traded with Orladin's keys however.
3. There are guards protecting these rooms. Each room contains a magic crystal.
4. Dodge the arrows, destroy the face traps, go through the passage then you will find the treasures of Orladin. Put on the hood—the recovery rate for the magic gauge will speed up.
5. Hit the face traps when the doors open.

1. Here you will find the fossilized fairy.
2. Here is a bridge badly in need of repair. To cross these, align one board in the middle of your screen then simply walk across.
3. Kill the head that the lava is coming from and you will be able to walk across.
4. Orladin ended his own life for the purpose of leading others to the truth. He gave up his own head as the key to the truth.
5. Place the head of Orladin on the body and the way forward is open.
6. The Dragon King Tree will give answers and divine armor of gold.

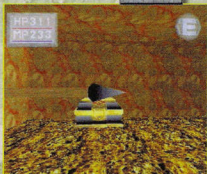


THE PALACE OF THE BEGINNING-MAP #17

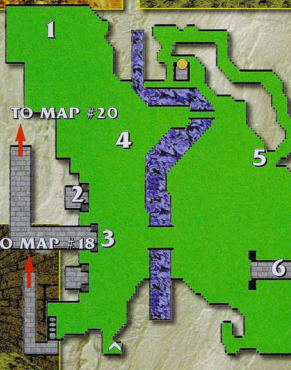
THE PASSAGE OF DEATH-MAP #18



1. A hidden door leads only to skeletons.
2. & 3. You will hear these rotating blades long before you see them. Avoid them—they do hurt and are poisonous.
4. You will find many swinging iron balls. Note that the off switches are always right in the general vicinity, so it's best to look for them immediately.
5. Here we find the Royal Key. It opens up most of the huge treasure chests in the game, making this a high-priority item to grab.
6. The evil ring here will sap your HP but immensely boost your magical powers. Use it sparingly.

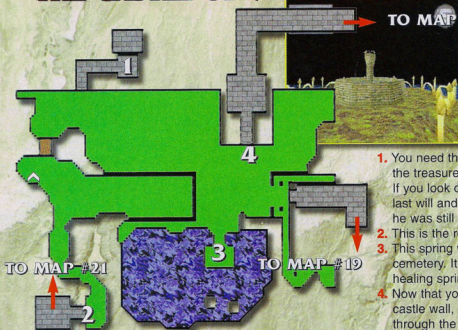


1. This tomb is sealed by a spell. Once you learn all the magic and touch the tomb, the spell will be gone. You will find the broken Moonlight Sword here.
2. Kill the skeleton and grab the Dragon Crystal.
3. You will not be able to go through the entrance of the castle, unless you have the broken sword.
4. There is a ton of wraiths around here. Leave them alone if you wish, but they'll hound you if you do.
5. There is an important key hidden in this tomb. Get around the tombstones and trees by going behind the Illhiliu spring and coming around.
6. This woman tells of her husband.

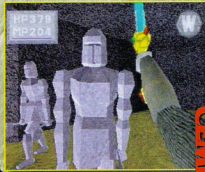


THE HILL OF PRAYER-MAP #19

THE CASTLE OF VERDITE-MAP #20

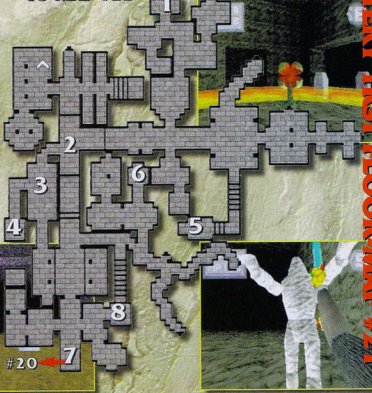


1. You need the Royal Key in order to open the treasure box which resembles a casket. If you look on the wall, you will see the last will and testament of the king left while he was still in his right mind.
2. This is the royal cemetery.
3. This spring was moved from the royal cemetery. It no longer functions as a healing spring. Use Lyn's ring here.
4. Now that you have entered the inside of the castle wall, it is very easy for you to go through the entrance of the castle.



1. Here you will tangle with a Boss in order to gain access to the next level of the cemetery. You will also get his sword if you kill him.
- 2-5. These are the walking-dead mummies, wrapped in swaddling clothes. Some of them will issue Blood Stones when killed.
6. A merchant named Light who used to be engaged in business in or near the royal cemetery has been turned into a living corpse. You can obtain some gold coins from the treasure chest nearby.
7. This magic camp allows access to and from the tomb here.
8. A skeleton here will provide a long sword for you when killed.

TO MAP #22



CEMETERY FIRST FLOOR-MAP #21



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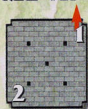


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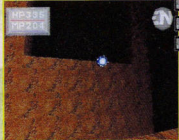


1 to 2 player game unless
used with "Player" adapter

TO MAP #21



GYRA'S CHAMBER-MAP #22



1-3. These magic camps are used to move around this level and the previous one.

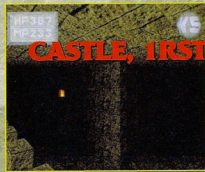
4. You need to watch out for one Demon Lord who will attack you unrelentingly.

5. Use the fossilized fairy to make a bridge for you.

6. Get the Moonlight Sword restored.



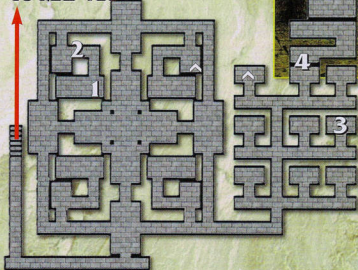
1. Kill the two dragons here and open the chest with the Royal Keys for some items.
2. Kill the dragons and obtain the Phantom Crown. With it you can discern the location of the hidden door. Stand before the hidden door wearing the crown, and the Eye of the Phantom will appear before you.
- 3-4. These are the two keys you absolutely need in order to open the door to the second floor (6). The dead body of Endt holds one key and a live dragon holds the other.
5. You can't open this door right off the bat, but once you find the extra two keys, you should then open this door for easier access to the castle.



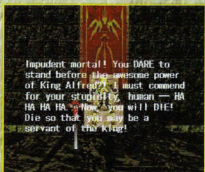
CASTLE, FIRST FLOOR-MAP #23

CASTLE, BASEMENT-MAP #24

TO MAP #23

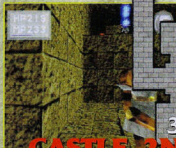
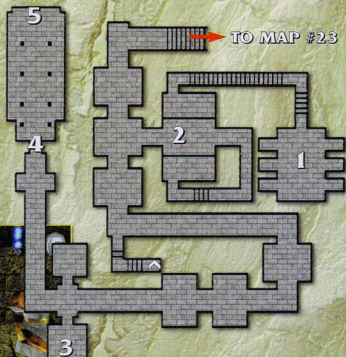


1. The fourth key of the corridor lies here.
2. Kill the gatekeeper and take the Earth Crystal that he drops.
3. This cell contains a gatekeeper that is holding on to a Wind Crystal. Kill him and take that crystal.
4. Here hangs a portrait of the king. This picture hides the secret passage behind it.
5. Kill the blood demons, and you can then grab the Ebony bracelet which is a magic power booster.



Impudent mortal! You DARE to stand before the awesome power of King Alfred? I must commend for your stupidity, human — HA HA HA HA — you will DIE! Die so that you may be a servant of the King!

1. There is a ton of stuff here for you to pick up, but you'll need to kill all the enemies first.
2. Upon entering here, you will be hit by about four different enemies. Just run through this room to the other side and kill the enemies one by one.
3. Here you can obtain the Luster Wing which increases your light magic. It helps to protect you against specialized enemy attacks.
4. When you finally arrive here, there is no turning back.
5. You will now fight the king, your father. After defeating him, you should leave and save before taking on the final fight.



CASTLE, 2ND FLOOR-MAP #25

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THE FLYING ELBOW DROP

PRO-WRESTLING MOVE **no. 49**



THE ROUNDHOUSE KICK

PRO-WRESTLING MOVE **no. 10**



THE OUT-OF-RING BACKBREAKER

PRO-WRESTLING MOVE **no. 33**



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Pandemonium!



system **PlayStation**
publisher **Crystal Dynamics**

strategy talk

With all the 3-D games out on the market like Crash Bandicoot, some of the attraction toward it is dying off. People are getting too much freedom while some people don't enjoy it at all. In that case, less is more.

Pandemonium! offers a 3-D world with a 2-D track. This way, it gives the feel of freedom but the definition of a track.

The graphics are incredible with very little slowdown. Control is pretty good, it takes a while to get used to, but once mastered, it can be used to a great extent.

There are two characters to choose from but you can tell from the first few levels which character is more valuable.

It's an awesome game with possibilities.

—Scott "Jingle" Augustyn



PANDEMONIUM!



NIKKI

Nikki is the best out of the two. Her Double Jump can be invaluable in times of need. It does take a while to get used to the timing for it, however. Avoid losing your magic and you'll get far.



FARGUS

Fargus is a little difficult to control. His cartwheel can be important, though. You will always be armed but you will have to time your jumps more. He is the tougher of the two to use.



YOUR MAGIC

The magic you collect through the game will be your only distance weapon. These weapons either kill or stop the enemy from hurting you. However, one hit, and you lose it. Remember, the freezing and shrink weapons aren't permanent. The enemies will revive.



BOSS ONE: SHROOM LORD

When you fight this guy, be sure to head to the right. It's easier to navigate. Jump by the catapults to launch the fire toward this baddie.



Watch out for falling rocks and the mushroom's giant club.

BOSS TWO: GOON HONCHO

You have got to jump on the head of this Boss. To do that, flip the switch that sends over the fire. Race around to the balloon and jump.



You can stand on the balloon without fear of the saws.

BOSS THREE: WISHING ENGINE

The last Boss. To get control of the cannon, you must push the upcurrents to smash the gems. Jump on the button and spin the cannon.



You have to jump through the colored triangle to reload the cannon.

WORLD 1-SKULL FORTRESS

This is your everyday intro to any game. In this level you will learn how to handle each of the characters that you have at your disposal. With all of the coins available in this level, you can gather some free guys if you are running low here as well.

LEVEL 1 SKULL FORTRESS



Right at the start of the level, you can get an awesome weapon. Knock over the statue at the start and grab the Ice power-up.



Use the plant to jump to the high platform on the left.



Hop across the birds to get more treasure.



Whenever you can, try to hop on the heads of the birds in each level. More often than not, you will find a secret area with coins.



WORLD 2-HOLLOW STAIRWAY

The first part of this level is a breeze. Follow the tower up and hop over the openings. If you fall, you will land on the track, just a little farther back. On the way down, all the holes are closed, but collecting all the treasure is the trick.

LEVEL 2 HOLLOW STAIRWAY



In order to get this bonus item (a free life), be sure to pick Nikki at the start of the level. Hop up on the bats and then do a Double Jump off the top bat to get to the ledge and earn a free life.



These purple baddies don't pose much of a threat.



Hop on the birds in order to get the coins.



The top floor of the stairway is an easy run. Be sure to hop on each and every plant up there. Under some of them are red coins. There is also a doubler under one of them. Use this and the coins to gather enough coins for some free lives, and maybe gather all the treasure.



WORLD 3-DUNGEON TOWER

The tower offers you a little more danger. It also introduces the fire sparks to you. These traps flare up every once in a while, and timing is critical to get over them. You will also have to work the multiple paths a little more than you have.



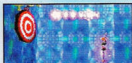
Use the drum to take the sky route here.



Hop up to the higher level for a nice shortcut.



While hopping through this level, be sure to check the floor for power-ups and secrets. Hop in this hole for a game of target practice.



Right before the spikes part (pictured below), there is a secret against the wall. Run through the door to obtain some free coins.



WORLD 4-LOST CAVES

This place is a cave-in in the making! As you travel through the level, you will encounter falling rocks, killer plants and enemy stalactites. To beat the stalactites, jump up then on the fall down, move underneath them.



After collecting the key by the many platforms surrounding them, head to the left. Push the stone away and enter the secret area for a couple of coin rings. Now you are one step closer to getting 100 percent of the treasure in this level.



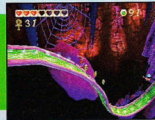
Avoid the rocks and hop over the gaps quickly.



Be quick to gather the coins before the rocks crush you.

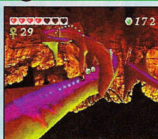


Although it is very hard to maneuver side to side when you are facing forward, the payoff is worth it. When you jump the platforms with the falling rocks, the end platform will hold a secret. You will be able to gather the Shield icon. This will make you invulnerable for a time!



WORLD 5-FUNGUS GROTTO

The fungus grotto will introduce some nasty enemies. The fungus bombs must be avoided at all costs! They cannot be destroyed. The snails are a little tricky, but they can be destroyed if you can get on their heads. Avoid their snail trail though.



Toward the end of the level, you will get yourself in a slide. This part is very fast. If you find yourself going too quickly, press in the opposite direction to slow yourself down. Remember the faster you are, the farther you will jump when it comes time to jump.



Right at the start you can get to a bonus area.



Try double jumping over this fungus bomb.



When you are transformed into the frog, you will immediately notice that you will have incredible jumping ability. That, coupled with a spring board, will send you to the upper level of mushrooms.



WORLD 6-ACID POOLS

The acid pools are quick-paced as well. You will have to navigate a few slides in order to make it to the end. You will also have to jump on some mushrooms. Try to gather the Shield icon if possible to make the passage that much easier.



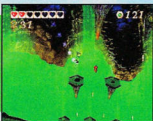
After traveling a certain distance in the level, you can find a secret source of coins. In order to find this stash, you must first collect a key that seems to have no purpose. After collecting the key, travel back to the left and there will be a tunnel open for investigation. You will fall down and be caught in a jet stream. You will only have one chance for this, so take it slow and be sure to collect all the coins you can grab.



There are hidden bonuses in the upper mushrooms.



Learn to hop on the mushroom stalks.



WORLD 7-BURNING DESERT

In the Burning Desert, you will be faced with some dangerous dinosaurs. As soon as you hit the ground, you will awaken them. You will also have to make some tight squeezes to push a boulder along and crush those enemies.



Scattered throughout the level you will find these entrances. Although they are not too secret, they do hold a coin or power-up. These can be essential to all those hardcore players who are trying to get 100 percent, or all those beginners trying to get a free life.



Run on the top of the rock to get across the lava.



If you jump, you will awaken the sleeping monster.



When you find these holes, jump in. They will send you along in the course. Sometimes try falling on the same hole that you arrived in to get farther along than what other holes may offer.



WORLD 8-BRANKY WASTES

You will hit a couple of slides again in this level. Use previous experience to gather all the coins that are available. You will have to take it slow, except for the parts where you are running for your life while the dinos are chasing you.



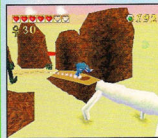
Once again, you will have to deal with some prehistoric baddies. You can outrun them if you can avoid the obstacles in your path. If things get messy, try jumping onto a higher or lower platform. This will give you a chance to get your bearings and lead them away.



Be selective when choosing your treasure.



The slides offer a great source for coins.



The Rhino transformation is a very strong one. With its horn, you can ram any monster and kill it. Remember that you have to be running.

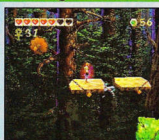


The jumping capability is less, so get used to it quickly.



WORLD 9-SPIDER FOREST

Yes, in the Spider Forest you will face a lot of spiders, but you will also face some other dangers that will require patience to get past. Bear traps and broken limbs are some of the problems. Logs and moving platforms are more.



The timing for these moving platforms is tricky. You can do it on your first try if you are quick, but you have got to be careful. One missed platform or one hit from an enemy will send you falling to an early demise. If you are lucky, you may fall to the lower level.



Don't stay on any one branch for too long.



The spiderwebs make great trampolines.



The logs will start rolling without warning and will continue to roll for a while as you continue to travel. There is no destroying them so jump over and get past the log box to put it past you.



WORLD 10-CANOPY VILLAGE

This level will offer you a new transformation and test your ability to jump precisely. You will once again be tested on your timing as well, with more moving platforms and falling leaves. Be quick with the leaves.



The turtle transformation is an interesting one. While you are the turtle, you move slowly, but you have a secret invulnerability. Pressing down will put you in your shell, making you unmovable.



Watch out for the nasty blow-dart baddies.



The upper levels hold many helpful power-ups.



The tunnel part of the level is pretty short, but offers an interesting perspective. As you are watersliding down the tube, don't forget that there is an abundance of coins that will come up as you are going down. Sway to the sides and collect that treasure.



WORLD 11-SOLDIER BARRACKS

The Soldiers Barracks will test your jumping skills a little more. One sure tactic to use while you are going through the level is to always kill as many baddies as you can. Sometimes a key will appear in the place the baddie was.

LEVEL 11 SOLDIER BARRACKS



The saws make good trampolines. You can achieve some serious air with them. When you are jumping onto the board, be sure to stay in the middle until the end of your trip. The boards will tip very easily, and one fall can give you many hours of grief.



Push or run on the log to propel it over the bump.



These troops require a couple hits to kill.



You can jump on these boxes, or you can shoot them with a weapon. Once they burst open, you will receive either a huge



amount of coins or a new weapon to fire. Grab every one.



WORLD 12-HONCHO'S LOGMILL

This is one of the more challenging stages in the game. The numerous saws and quick jumps can give you a couple problems. Use the turtle's powers to avoid some killer saw cuts. Watch the background for any surprise saws coming at you.

LEVEL 12 HONCHO'S LOGMILL



While traveling through the logmill, you will be pressed into many situations where an unfriendly saw will try to get you. Stay alert and be quick to duck or jump over the many saws that are in here.



While you are in your shell, you can't collect any coins.



The turtle's jumping power is less, so be careful.



When you get the turtle transformation again in this level, be aware that if you go into your shell, you will be invincible to the saws.



You can't move while you are like this though, so be wary.



WORLD 13-HONCHO'S AIRSHIP

This level will really teach you how to jump onto the multiple levels of a single track. Unless you get used to it, you may find yourself going in circles many times.

Be sure to explore everywhere when you become the dragon.



It is important to learn how to manipulate the cannons so that you can be fired to the area you wish to go. Once you are in the air, you do have some limited mobility. Use this to get a precision on landing.



Uncrossable on one side, but it holds valuable coins.



Jump into the cannon to reach the next area.



The Dragon transformation is the strongest in the game. With this body, you can fly around at will and you also have a permanent weapon.

You can use your fire breath to clear out walls.



WORLD 14-DRAGON SKYFORT

In this level you will have to do a lot of cloud jumping. This isn't that hard to do until you reach the clouds that disappear after you step on them. Your biggest problem will come in the form of flying fish. They are quick!



Although the missiles look very threatening, and they can knock you off a ledge or two, they are not that bad. With some patience and some careful timing, you can avoid being hit by a single missile.



Be sure to check all the ceiling parts while flying.



Floating bombs should be avoided at all costs.



Being hesitant in searching for any coins is understandable in this level. There are, however, some secret areas where you can get greedy and grab a few coins. Look downward to find them.



WORLD 15-CLOUD CITADEL

This level will send you into the clouds again. You will also be moving in and out of a giant citadel though. The hardest part will come with the end. Jumping from cloud to cloud and dealing with the air currents is no easy task.



When traveling on the outside of the tower, be sure to pay attention to the clouds. Sometimes a cloud may be conveniently placed by a flying baddie. Use the cloud to jump onto the baddie and follow the trail of baddies for a shortcut over a particularly dangerous spot.



These are usually free rides so sit back and enjoy.



You will be moving in and out of the citadel a lot.



Use the upward air currents to travel to the upper parts of the level. Try jumping into the current to get a higher max jump.



WORLD 16-EFREET PALACE

You will have to tackle an enormous amount of currents in this level. The best strategy to use is to try to keep a weapon through this all. Although that may sound weird, if you have a weapon, you can shoot baddies in your way while flying.



In the wind tunnel area of the tower, be sure to collect all the keys and trigger all the flags. This will fill the area with coins for your efforts.



You're one step closer to 100 percent treasure in this level.



The darker the current, the stronger the rush up.



The arrows will become very useful at this point.



The parts like this can get very frustrating and are very tough. You must navigate the wind currents while trying to get somewhere. This is harder than it sounds, though, especially when you are trying to dodge baddies in the middle of it. Try and hold a weapon through this.



WORLD 17-FROZEN CAVERN

In the Frozen Cavern, you must prove your mastery of air currents. You will encounter them all through the level. The end part of the level is the toughest. It will take you many tries. Make trips back to the first level to get enough lives.



When you reach the point at the left, go up and to the left to get a free bunch of coins and a free life. Definitely handy for upcoming levels.



This tunnel is the same as previous ones.



Use the dragon's breath to destroy floating bombs.



These floating bombs will cause you some serious problems. Try to keep a weapon handy so you can destroy them and make for an easier passage. Still tough, but easier to get through.



WORLD 18-STORM TEMPLE

You will find this level to be one of your biggest problems. The evil faces you encounter are nothing but trouble. If you see them, head for a light. The air currents will be a problem also. You have limited mobility while flying.



This booth will save your life many times throughout this level. This will keep you from flying away when a tornado or lightning ball comes storming through. In front is safe as well.



You will first encounter a storm while in this booth.



Be sure you are in this box when the storm hits.



The evil faces will cause you grief. If you don't have a weapon, quickly head toward a light globe for some temporary protection.





system **N64**
publisher **Nintendo**

strategy talk

That's right, more Mario coverage. Sure, you've seen it before in EGM #87, and in EGM issues #27 and #28, however we felt one more recap wouldn't hurt. For some of you, Mario will be a gift this season, so have fun!

—Jason "Scrooge" Streetz

With all the gift giving of the holiday season, Super Mario 64 is sure to hit more than one of Santa's lists. With that in mind, we present a quick recap of some Mario strategy. If you missed all of our prior coverage in *EGM* and *EGM* as well as our Nuke coverage, then here it is one more time. While playing Mario over the holiday season, be sure to have this strategy extra in hand.



SUPER MARIO 64



Mario will be able to fly with the red "!" boxes.

Switch to first-person view and look straight into the light, which appears in the main castle room. You will be teleported to a bonus stage where Mario has the ability to fly temporarily. Butt Stomp a landing into the middle of the stage and trigger the red "!" switch.



Collect all the red coins by flying through them.

Once you have drained the moat from the castle, there will be a hole in the ground leading to a bonus stage, where Mario starts off as a ghost. Carefully collect the red coins on the way down, being careful not to slip. Persevere through the challenges that await for the blue "!" switch.



Collect all the red coins by flying through them.

This area can be reached from within Course 6 itself. Be careful not to fall off the platforms and get swept under by the strong currents. Careful timing and coordination pays off in the end: The green "!" switch awaits. With its power, Mario becomes metallic and invulnerable to all damage.

OR IMMORTALITY?



On any given Bowser stage, he will blow fire.



Wait for the fire to extinguish and produce coins.



Repeat this until you have over 1,000 coins.

Collect 1,000 coins. Rather than losing lives when he dies, he gains them. However, 1-Ups now have an opposite effect. They subtract lives from your total amount. Just stay away from 1-Ups!

NEED 100 LIVES?



After 120 stars, the cannon pit outside the castle opens.



Launch yourself up there and see...



Yoshi! He will grant you 100 lives and then leave.

If you manage to collect all 120 stars in the game, the castle will open its cannon for use. Outside you can fire yourself onto the roof. You will run into an old friend. With Yoshi's help you will gain 100 lives. He will quickly depart.



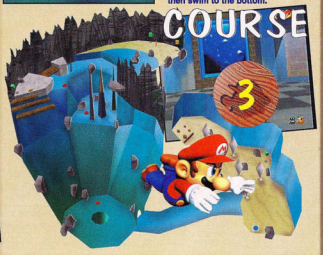
1. At the top of the mountain, defeat the bomb Boss. 2. Race the turtle to the top of the mountain. 3. Use the cannon on the upper-right side of the mountain to launch yourself onto the air island. 4. From the cannon on the air island, fire Mario into the middle of the ring of coins. 5. Butt Stomp the wooden peg, which holds the large-toothed ball.



1. At the top of the mountain, fight the stone Boss. 2. Climb to the top of the tower and snag the star resting there. 3. Fire the cannon as indicated in the picture. 4. Fire at the conspicuous ledge. 5. Climb to the top of the first tree. Use the owl that appears to carry you to the cage floating overhead.



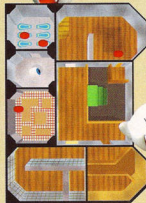
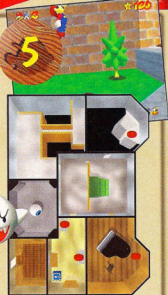
1. Lure the eel from the ship. Swim inside the window he left open. 2. Trick the eel into leaving his hole. On his tail is a star. 3. Swim through the underwater channel into the cavern. Open the four chests in the proper order and it's all yours. 4. Use the cannon to launch yourself into the left-most spire (aim high). 5. Use the green "T" box to make Mario heavy then swim to the bottom.





1. Inside the chimney at the start of the course is an underground ramp. Complete it. 2. Collect the baby penguin at the start and bring it back to its mother at the bottom. 3. Race the penguin waiting inside the ramp. 5. Follow the snowball found at the top of the hill to the bottom. 6. Aim as the picture shows. Follow the path until you reach a wall, then a ledge.

COURSE



1. Enter every room and kill every ghost in the main mansion. This will summon the larger ghost to the main room. 2. In the annex, kill all the ghosts in the spinning fun house. 3. In the library there are three books ajar. Push in the top one first, then right, then left. 5. Jump onto a conspicuous ledge inside the mansion and follow it through to a large ghost. 6. Use the blue "1" switch to get the ghost hat. Walk through the pictured wall and kill the eye creature for a star.

COURSE



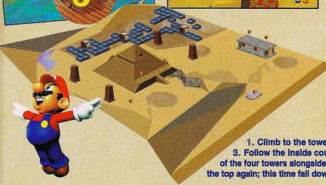
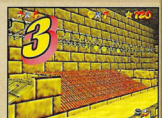
COURSE



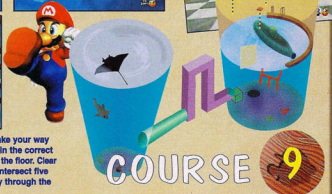
1. Use the blue creature to reach the center island. 3. In the same underwater area as in Star 1, use the green "1" switch. Quickly race to the switch beneath the red grating to part the gates. 4. Consult map pictured. Both left-hand circles correspond to star locations. 5. As mentioned above, there is a star at both left-hand circled locations. 6. Climb up the boulder ramp then Wall Jump above the door at the top of the ramp.



1. Defeat the large horned bomb Boss. 2. At first there will be three smaller bomb guys. Knock them off, then take care of their larger companion. 3. Make your way across the bridges and panels until you are beyond the metal grating on the far end of the level. 5. Carefully scale the interior of the volcano. 6. Go to the left instead this time and use the automated trolley bricks. Beware the quick exchanges which take place.



1. Climb to the tower with the bird. Knock the star from its grasp. 2. Get to the top of the pyramid. 3. Follow the inside course of the pyramid until you reach the top-most point. 4. Touch the top of each of the four towers alongside the pyramid. Dive inside the pyramid and strike down the Boss inside. 6. Climb to the top again; this time fall down into the small notch. Grab the five special coins.

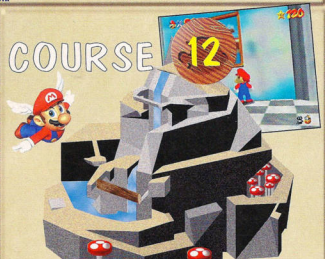


COURSE 9

1. Swim your way to the top, where there is a purple switch. Activate it and make your way across to the submarines. 2. Unlock the treasure at the bottom of the first area in the correct order. 4. At the bottom of the second tank, there are rings emitting from a gate on the floor. Clear through five rings and use the green "I" to get the star. 5. Follow the manta and intersect five consecutive rings in order to get the star. 6. Use the blue "I" to make your way through the grating at the bottom of the second tank area.



1. Go to the top of the course. Wait for the penguin to provide you with a barrier from the gust of wind from the snowman. 2. Make your way around to the right. There is a large icy bomb Boss waiting for you. 3. Solve the 3-D puzzle at the outset of the stage. 4. Use one of the helicopter guys for a lift over the far wooden wall on the right. The star is in the yellow "!" box on the left. 6. In the same area as Star 4, this time use the turtle shell to ride the slopes until you see the entrance to the cavern.



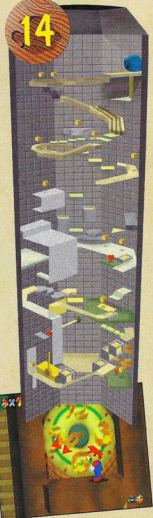
1. Use the floating platforms to go to the tower with a star. 2. Using the purple switch, activate blocks. Climb up and across the wooden plank. 3. This star appears when you touch five special areas on the map. 4. Wall Jump up the cage near the large ramp. Once on top, use the elevator to go down. Jump off and take it up the other side. 7. Use the blue "!" switch to pass through the corner cage, then Wall Jump to a ledge.



1. Simply follow the natural progression of things until you reach the top. 2. There is a monkey on top of the mountain. Catch him and he will surrender a star. 4. Find the pictured hidden doorway. Slide down the ramp inside. 5. Climb to the top-most switch. Trigger it, then run over to the bridge. Notice the box in the waterfall? 6. Use the cannon to reach the star near the starting area.



1. As Small Mario, fight the five large killer plants near pipe #1. 2. Use Tube 3 to make Mario small. From there climb to the top of the mountain and hit the yellow brick. 3. Use Tube 3 to make Mario large. Run past all of the circled areas on the map. 5. When small, find the large turtle and challenge him to a race to Tube 2. 6. As large Mario, Butt Stomp the top of the mountain. Then become small and enter the side of the hill. Once inside, stomp the Boss' head.



Simply follow the map to the areas marked on the map.

1. Just make your way to this point. 2. Explore the castle and find your way to this hidden little treasure. 4. Keep riding the magic carpet to stars, like this one. 5. Yet more simple wait-and-see star collecting. 6. Uh oh. You may have to work for this one. Get in the cannon and position yourself so that your angle matches that of the picture to the left.



system **PlayStation**
publisher **Sony**

strategy talk

I think we all know enough about Crash by now, according to the immense coverage we've given it! However, for those of you who missed it, here it is—all wrapped up. Locate the gems, both white and colored, to win.

—Jason "Scrooge" Streetz and Andrew "Lump of Coal" Baran

KEY TO ISLANDS



- NO GEM
REQUIRED

-  ISLAND 1
-  ISLAND 2
-  ISLAND 3

CRASH

BANDICOOT

FINDING THE



THE LOST CITY



GENERATOR ROOM



TOXIC WASTE



SLIPPERY CLIMB



LIGHTS OUT



THE LAB

COLORED GEMIS

ACCESS ALL THE STAGES IN THE GAME
WITH THIS CODE!

All you have to do is enter the code below at the Password Screen, and you'll have access to every level in the game—all at once!



The white gems are the most common. You'll find them in most levels, if you hit all of the boxes in a level without dying. The game gets tricky when you have to find the colored gems. Knowing which level has what kind of gem and what you need should save you from getting a headache.



LV: 01

N. SANITY BEACH



LV: 02

JUNGLE ROLLERS



LV: 03

THE GREAT GATE



LV: 04

BOULDERS



LV: 05

UPSTREAM



LV: 07

ROLLING STONES



LV: 08

HOG WILD



LV: 09

NATIVE FORTRESS



LV: 10

UP THE CREEK



LV: 13

TEMPLE RUINS



LV: 14

ROAD TO NOWHERE



LV: 15

BOULDER DASH

THE SECRET KEYS

To collect all of the white gems, you'll have to find the two hidden levels. These are opened up by collecting the keys. Find the evil doctor's three heads on a level and defeat the bonus game.

KEY LOCATION 1: SUNSET VISTA

FROM BOULDER DASH TO WHOLE HOG

KEY LOCATION 2: JAWS OF DARKNESS

FROM LIGHTS OUT TO FUMBLING IN THE DARK



WHERE ARE THEY?

NITROUS BRIO



He jumps around firing his machine gun. Occasionally, it'll jam up, and you can spin him once or twice. However, dodging the shots is not an option. The solution? There are two chairs placed on either side of the screen. Duck behind these until Pinstripe pauses, then you can nail him. Patience is the key to beating this Boss.



Wait until his gun jams before you try to spin him to death.



THE GREAT GATE



After hitching a ride on the yellow gem, you will come to an area with a Bounce Box that seems to be there for no reason. You can use these to bounce farther in the game's background.

NATIVE FORTRESS

You can pounce into the background in this level too! Hop on the turtle's back, bounce and push up. You'll collect a plethora of mangos. Not too special, but a lot of players will pass it up.



Use the Bounce Box to propel yourself to the background.



WHOLE HOG



SUNSET VISTA



HEAVY MACHINERY



CORTEX POWER



THE HIGH ROAD



FUMBLING IN THE DARK



JAWS OF DARKNESS



CASTLE MACHINERY

system
publisher EA Multisystem

strategy talk

Over the years, many different John Madden Football games have arrived and much of the same strategy remains. It isn't too difficult to win, especially if you have the right team and plays. You don't need to pick the '94 Niners or the '95 Cowboys to beat up on someone else, you can do it just as well with mediocre teams such as Detroit, Kansas City and Philadelphia.

What makes these mediocre teams good is that they all have great running backs. Having an excellent runner is the most important key to winning a game. With him, you can control the clock, and use him as both a receiver out of the backfield and a runner. This also opens up the passing game for your other wide receivers by making the defense respect your running game and react strongly to play-action passes.


—Craig "Frosty" Kujawa

GENERAL TIPS

Since pressuring and sacking the quarterback is one of the most important keys to winning, you wouldn't think that using him like a running back would be one of the most effective plays in Madden... Guess again. To consistently chew up chunks of yardage at a time, call a pass play, roll out of the pocket and run for it. You don't even need a speedy quarterback like a Steve Young in order to run this well, though it will certainly help improve your gains.

Madden 97 isn't redesigned from the ground up, although

MADDEN 97




it is the first to hit the 32-Bit Sony and Sega systems. The code that makes up the artificial intelligence was mostly taken from the '96 version of Madden for the Super NES. As a result, both have the same problem: The computer has a really hard time computing tackling angles. This isn't a good thing to be bad at in a football game. This means that if you do a few weird jukes, the computer is very likely to miss tackling you altogether. One good technique to use is to move to one direction to group all of the computer players to one area, then reverse your field to the other side. Because of this lack of intelligence, the computer players will often form a "human train" behind you because they are too dumb to figure out the best angles of pursuit.

OFFENSE



General

Like many real football defenses and past Madden titles, the computer is still not good at covering the running backs out of the backfield. This is a bit ironic,

considering that running backs are some of the most powerful and speedy offensive weapons in the game. You don't leave dangerous weapons uncovered. For this reason alone, you can easily beat the computer by simply dumping passes off to your running backs over and over. As an added bonus, they are one of the safest plays in the game, and rarely result in a turnover (unless your RB has bad hands and fumbles). Using a team with a good fullback or halfback is strongly advisable to make this strategy work optimally. The biggest bonus of having a great back to receive these passes is of course that he can run the



ball, providing an awesome double threat.

On running plays, move your man in motion (usually a receiver, but sometimes a TE or H-Back) approximately where the "hole" is designed to open in the running play. This will usually result in the receiver in motion to serve as an extra blocker in the play, almost like a second fullback or tight-end.

To help get your receivers open, try rolling out with your quarterback. Roll to the left or right, and when the defenders sag toward you, pop it over their head for big gains. If they don't come after you, run the ball with your quarterback for big yardage. Rolling outside might also give you the passing angle you need to

rifle the ball to your receiver.

These plays generally work almost as well against a human opponent.

Easy Dump Off Passes to Your Running Backs

Shotgun/Double X's

This is a great play because the running back out of the backfield (Receiver R) goes deeper than normal because the "Double X" receivers clear most of the defensive coverage, thus leaving the RB wide open. Being in the Shotgun also gives you a bit more time to pass and let him get deeper. Remember to hold down the button to bullet pass to him, as lobbing it will give the defenders more time to react.

Goal Line/Flat In

Deception is one of the most essential ingredients of football. Lining up in a Goal Line formation gives the illusion of smash-em up football, especially if a human opponent is peeking at your play selection screen (you might try Bluff Mode to remedy this problem). Surprise the defense by passing to Receiver R out of the backfield, once he gets past the line. Most defenses will pack it in against a Goal Line offense, complete with linebackers shooting the gap to stop the run. This leaves your backs wide-open for big plays.

RUNNING PLAYS



I Form/Power Strong

This is a great running play that is well-blocked and gives a fast runner a great opportunity to break away for a long play, especially against the computer. To cross up a human opponent, choose the "Power Weak" play that looks

just like the I Form/Power Strong, but runs to the opposite side. Essentially, this allows you to "flip" the play without giving away your intentions. Keep in mind, you'll have one less blocker since the play is designed to run to the side opposite your



tight end (hence running weak side).

Goal Line/QB Sneak

This is no doubt the best short yardage play in the game. Save this for the crucial goal line plays and third-down situations. Don't necessarily go straight-ahead over the center. Sometimes angling left or right of your center will give you better



results, especially against a 3-4 defense.

Pro Form/HB Toss

This is a wider than normal toss play that makes aggressive Linebackers (especially blitzing ones) pay for over-aggressiveness. Because this toss takes so long to materialize, by the time your QB pitches the ball outside, many of the surging linebackers are already past the play and sitting uselessly in the offensive backfield.

OTHER GOOD PASSES

Pro Form/HB Opt Pass

After you've made someone paranoid by successfully using the Pro Form HB Toss, try this trick play. It looks almost identical to the Pro

Form HB Toss play, but allows your running back to throw the ball for big plays. Not only is it a great pass play, but works well as a run-



ning play if all of the receivers happen to be covered.

Shotgun/Quick Slant

Quick Slants are a sweet way to pick up at least five to seven yards, especially when the defense is in man-to-man coverage and/or is ignoring the middle. As soon as the wide receiver breaks to do his slant toward the middle of the field, rifle it in. This typically works best with the slot receiver (Receiver L). If you catch him perfectly on the



run, chances are you'll get a big gain.

Shotgun/Quick Hitch

This is an excellent quick five yards. If defenses are playing Nickel or Dime formations, use this pass to your slot receivers (Receivers L and X). Chances are if they are in these defensive formations, they are playing zone which will give you the cushion needed to easily complete the passes. The receivers will go out about five yards, and then will comeback and "hitch." When they do this, bullet pass the ball right in. Beware of using this against tight "man-to-man" defenses.

DEFENSE

To be honest, there are no all-working defensive plays out there. Much of it is reaction time, and understanding

what the offense is doing, in addition to selectively taking away their best weapons. Also analyze your own team. You don't want to play a 3-4 if your linebackers are horrible, or man-to-man coverage if your DBs are slow. Obviously, there are many defensive plays that work better in certain situations, and this is a listing of those.

In Madden, blitzing doesn't work too consistently except against the computer, which is very slow and dumb to throw the ball away under pressure. If you want to blitz, take a player and do it yourself, instead of using a slower computer blitz. Another good way to get additional pressure is to quickly take your defensive ends and move them further outside of the offensive line. This is great against long yardage downs, as it makes you weaker to the inside run (for obvious reasons), but does work well against bootlegs and outside runs. Man-to-man coverage is much weaker than zone coverage in this game. If you have great DBs, going man-to-man is less risky, but the



zone defense in Madden is much less apt to break down.

Nickel/Double Out

This is a great defense to take away the opposition's wide receivers via double coverage. This is useful against a team whose only weapons are the wideouts. It also frees you up to play "center field," guarding the middle of the field or play against the run.

4-3/46 Cover

A deceptive defense that places a lot of players on the line that looks like a blitz or a run defense, but then drops

them all into coverage. Great



against short passes, but you can get hurt deep.

4-3 / Tuf Bronco

This is a good play for pressuring the quarterback, but also because it doesn't leave your pass defense in the cold—DBs hate that. The line stunt on the left side of the defensive line plays tricks with the offensive line, but can leave that side susceptible to running plays.

3-4/Wide Zone

One of the best defenses for stopping "flat" passes caught by running backs. It leaves the middle of the field open to passes to the tight ends, and WRs however.

3-4/Inside Heat

This play works doubly as both a pass rush and an excellent inside run blitz. To remedy this, you can take a safety and patrol the middle of the field while the linebackers flood the middle of the offensive line.

Goal Line/80 Zone

If you want to stop the run, but aren't a betting man use this play. It keeps a safety net against deep passes when you want to stop the run, which don't want to bet the farm, but at the same time beefing up your defensive front. Not a bad defense inside the red zone, and certainly inside the 5.

SPECIAL TEAMS

FK FG RUN

This works great on two-pt conversions. Hike the ball and roll very wide to your right. This works almost every time against the CPU.



system
publisher

Sega
Sega

strategy talk

Here's a quick overview of the game. Although not all of the gameplay was truly 3-D, it was still spectacular to look at, played well and sounded great which helped fuel its recognition by Saturn players. In a theme that was very close to their own main hedgehog, NIGHTS allowed players to fly around specific tracks in various dream-like environments with a host of interesting, friendly and not-so-friendly inhabitants. With a slew of players out there waiting for the next Sonic title, NIGHTS should hold them over.

—Tim "Yukon Cornelius" Davis

YOU GOTTA MAKE THE GRADE!



The collection of gold chips—as well as the time from the start of the level to overload the Ideya Captures (time bonus)—helps in receiving a high grade later on.



For a good grade, remember the combo of tricks, chips and bonuses.



GENERAL TACTICS



The paraloop is extremely important to master. It not only helps you destroy enemies but collect items as well.



Although this attack works as a speed-up maneuver, it is also limited. Replenish it by passing through the rings.



Utilizing your acrobatic skills not only looks cool, it will help you rack up bonus points for a good rating too.

Spring Valley



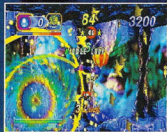
The first mare of Spring Valley is your typical get-to-know-the-play-mechanics level. Enemies here are practically non-existent, so it's a good idea to take your time to learn Paraloops, Drill Attacks and other acrobatic moves, and at the same time, discover hidden items and passages.

Splash Garden



The Splash Garden stage is Elliot's first adventure, and this one's an eye opener. By the end of this mare, he'll even find himself deep-sea diving! Some of the chips are more hidden than the others, so you'll have to get creative if you want to find all of them.

Mystic Forest



The Mystic Forest holds more than its fair share of secrets (thus the name). At

the core, you'll find an industrial-covered mountain that houses a hidden cave full of goodies. Keep an eye on your Drill Level Meter and replenish it before it gets too low by flying through as many rings as you come across.

Frozen Belt



The frozen landscape of the Frozen Belt is filled with natural disasters,

along with some man-made ones, so be careful! On the top part of the railroad bridge, you'll come across a collection of blue chips, as well as some that are located on the high banks of the bobsled path, so keep an eye out for them!

Soft Museum



In the middle of this European garden-type stage, lies a huge museum.

Don't worry about finding a door—it doesn't have one. Instead, just fly through the first wall you find to enter it. Inside, you'll be given plenty of chances to fill your chip meter which is needed to overload the Ideya Capture.

Stick Canyon



In the Stick Canyon, blue chips are few and far between, while the stages

themselves become more hazardous than before. Beware of the electro magnets—one will subtract from your time limit, while the other charges you positive, so objects start clinging to you, which slows you down in the process.

Twin Seeds



Position yourself as horizontally as possible in front of the zooms to collect these chips.



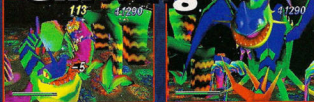
The Growth



Hit the orange polygon-shaped switch to release a burst of star items for bonus points

The Twin Seeds level is different from the rest because there are no more gold chip bonuses. Your main objective now is to fly around and destroy the Ideya Captures as soon as possible, then move on. You're only given one countdown to run through and complete the entire stage—without any pause between the sub-levels as before, so keep an eye on that clock! Use your Drill Attack as much as possible to keep a high top speed. If played right, the third part of this stage should be completed in one shot. And in the last section, be on the lookout for blue chips in sets of two, floating around the main tower.

Gillwing



Despite his menacing appearance, this end-level Boss is really a pushover. His weak spot is his huge head which can be hit from top or bottom to inflict damage. While he recovers, try to position yourself just above and in front of him.

Jackle



Jackle is one of the more annoying Bosses in the game simply because of the high-pitched cackle he makes as he hits you with one of the many cards he tosses. To end his laughter, zoom in close to him and knock him away from his cape.

Gulpo



Gulpo is a giant piranha-looking fish that's enclosed in a large cylindrical barrier. To attack him, line yourself up with him from the outside of it and use his fish allies to propel into the cylinder for an easy kill.

Clawz



To fight Clawz, Drill Attack your way to him by hitting the explosively charged mice he launches at you head-on. Repeat this procedure for the top level as well as the bottom. When he's used up all his ammunition, move in for the attack!

Puffy



Puffy is one of the more unique level end Bosses in the game. He has no offensive attacks, so it's your job to grab him and toss him through the breakable walls, sending him on his way.

Reala

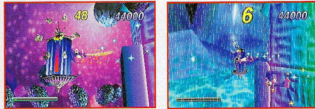


Reala can be described as the alter ego of Nights, a baddie who's got all of your abilities and then some. Your best tactic against him is to hit him off course, then do a Paraloop maneuver around him. Repeat this two more times.

Wizeman



You're only allowed one or two mistakes, tops, in defeating Wizeman before time runs out.

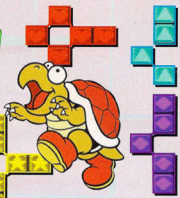


For being the last Boss in the game, Wizeman is not that tough to beat. He'll attack you in waves, including a barrage of asteroids and a whirlpool, to name a few. Hit him once to get past his force field, then again to cause damage.



system
publisher **Super NES**
Nintendo

TETRIS ATTACK



AIR COMBO THEORIES AND STRATEGIES



strategy talk

Those of you who had a chance to see the original coverage on this game by Andrew Baran may have thought to yourself, "Sure, you play great, Andy, but how about some other strategies?" Well, I've been given the liberty to express my method of crushing competition in Tetris Attack (including Andrew Baran).

There are basically three different methods which predominate playing styles in Tetris. First is the "I'm-So-Scheming" method (employed by our beloved Andy, self-proclaimed deity of Tetris). It involves systematic organization of blocks for future use. Rather than dropping every combo as they appear, a player using this method will more likely stack up potential combos for the larger kill.

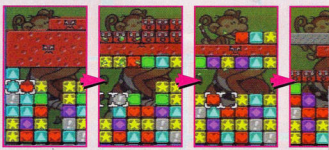
Second is the "Wait-And-See" method. Those who follow this style tend to sit back, countering the garbage blocks dropped upon them by their opponent. Air combos are a favorite for this group.

Third, we have the "Flood" style, which I prefer. Just blitz 'em with everything you've got while they're busy waiting or building combos. Choke the opponent.

No matter which style you use, your game of Tetris is sure to gain some challenge and focus against others.

—Jason "Scrooge" Streetz and Andrew "Lump of Coal" Baran

Air Combos are the key to creating the big block combos. Trigger a Garbage Block at the top of your stack. (Try to trigger it with a combo for a better effect.) As the bricks turn to blocks, line up the bottom parts in sets of matching twos under the corresponding color. This way when they drop, you'll get a few minicombos. If these new combos trigger another Garbage Block, the combo counter keeps on going. Build combo after combo this way to unleash a flood of Garbage Blocks. If you act swiftly, a foe can be finished off quickly and efficiently.



WATCH AND LEARN



A flurry of five-hitters will cause a quick pileup.

SHOCK BLOCKS

These stop you from clearing combos. Dump one on an opponent before you throw a few Garbage Blocks his/her way. Keep moving your "concretes" to the bottom, or you might get choked out on top. A seven-hit Focus is truly deadly.

GARBAGE BLOCKS

The Garbage Blocks are the result of combos that are of four or more pieces. When sent down, they must be destroyed by another combo. If you perform chains (look for the tutorial in the game), the amount dropped is multiplied.

First, times a factor of two, then three and so on. How many can you get?



Hold the L and R buttons on both controllers.



Keep your Shock Blocks away from the top of your stack.

TRICKS AND CODES

Wanna play as the characters you free in One-player Mode? Simply press and hold X and Y during their cinema of freedom. Repeat this for each character and play as them instead of Yoshi!

Looking for a REAL challenge? Press and hold L and R during the Difficulty Select Screen in a one-player game. The screen will turn red if done correctly.



publisher **Midway**

strategy talk

A couple years back, Midway surprised the industry with Cruis'n USA. It didn't have the same "polygon" feel of Sega and Namco driving games, but it was filmed throughout the U.S. for a realistic feel never present before. Now here comes Cruis'n World. This one was filmed around the world, and not only that, but the car was given many more awesome abilities, and the tracks are even more elaborate and visually stunning. Cruis'n World also won the best new innovative hardware award at the AMOA.

—Mark "Ghost of Christmas Future" Hain

Cruis'n WORLD

CAR ABILITIES



The best new addition to Cruis'n is all the abilities given



to your car. Pump the gas twice and you do a wheelie.



Pump the gas twice and turn the wheel, and your car will go up on two wheels. While up on your left or right wheels, quickly turn the wheel the other way, and you'll do a flip! All of these can help throughout the game.

There are 10 selectable tracks, and then there's Cruis'n World.

There are a ton of tracks when you cruise the world, some of which are not normally selectable. You start out in Hawaii, and drive on tracks that aren't selectable otherwise, like Australia and Florida. Hawaii itself is a fairly easy track, as the twists and turns won't give you any trouble. The only trouble spots are the underground aquarium parts of the level. It is a tight fit



down there, and at high speeds, it will be hard not to smash into an incoming car. Try to do the wheelie trick over the incoming cars to gain time. Hawaii is interesting, because it seems you may not be able to use an automatic. Using an



auto-

matic and not crashing once, you'll still only snag second place (even though they are still working on the difficulty settings). Even with a manual transmission, it's not an easy track (and it's the first one!). They are still programming

the later tracks in Cruis'n World, but Florida is the last track, and it is rumored

that there might be some kind of space track in the works. Even if there isn't though, the Florida track is supposed to be the hardest in the game. Cruis'n World is the only way to see some of the tracks currently, but by the time the game is out, there will be tricks that will allow you to get to these "hidden" tracks. Look for more info in future issues!



MOSCOW

EASY: This track is extremely easy. It is also a pretty small track compared to the length of the ones that follow. There are a couple of bumps that

allow you to do some cool tricks. There is a tollway in



EASY: Moscow is one of the most visually stunning

tracks in the game. You go from normal pavement to brick roads that look really cool. You also see Chernobyl, and it just so happens that right when you're



Germany that's really hard to get through, but after that, it's clear sailing. The turns are really easy to maneuver and won't give

you too much trouble. There's also your first cow sighting on this track (they've added several new animals to slam into),

facing it (see lower-right picture), there is a small shortcut that will let you jump a place or two. Not only that, but you get some

jet sightings in this level, one of many moving objects to divert your attention from the objective at hand: winning!

EGYPT

EASY: This track is probably the hardest of the easy tracks. It's not that hard, but there is sand in the middle of the track, some patches you can jump, but others you

have to avoid or it will slow you down (if the sand



MEDIUM: England is really an easy track with a few

trouble areas to watch for. There are some areas that are a tight fit, and will probably cause you to slam into other cars. There are also a couple of bridges to



covers the whole track, jump it, otherwise avoid it). Also midway through the level, you go right through the middle of a pyramid,

through a small maze (that does get a little confusing), and then back to the original track then it's a jump to the finish line.

navigate on this track. After you go underground a couple of times, Stonehenge is here, and as you pass through it, there are

numerous flying here to greet you. Watch out for other cars here; the AI seems to slam you more here.

ENGLAND



MEDIUM: France is hardly different than any of the other tracks. It starts out simply enough, then has some tricky turns. There is a small forest that is an extremely small fit, however you can just run the trees over if you really have to—they usually won't force you to crash. It also seems the checkpoints on this

level are placed a bit farther apart than normal. There are also a couple of underground tunnels that make it really hard to navigate around in. This is also a fairly long track, it seems, than all the other tracks. The hardest part in France are the tight spots.



The checkpoints are a little farther apart in this level, and you have to worry



The underground parts are really tight.



about the tight forest parts, but running over the trees not only looks cool, but it gives



you a little room if you need it. AI is hard on this level as well.



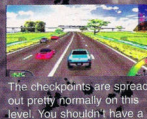
Watch out for the buddhas! You can't run 'em over!



MEDIUM: Japan is not all that hard. There are a couple of twists and turns, and some excellent jumps. This one is probably the easiest of the medium levels, as there aren't many twists and turns to deal with. You also have buddhas on the side of the road to watch



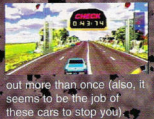
out for—they will make you crash (as opposed to some trees and bushes in other levels that you CAN run over). If there is a shortcut on this level, it's not very easy to find, as there are not many spots you're able to go off the main road. Computer AI is really hard on this level too, if you wipe out twice, no first place.



The checkpoints are spread out pretty normally on this level. You shouldn't have a



very hard time reaching them, but you won't be getting a free race if you wipe



out more than once (also, it seems to be the job of these cars to stop you).



MEDIUM: This track is very reminiscent of the city track in *Need for Speed*. The action basically takes place in a city setting and in underground expressway tunnels. You see an elevated train speeding by a few times, and there are walls on either side of you for most of this level, so there's not much breathing

room. There's also a very small shortcut (see caption to right) on an off ramp—it should give you a jump. Last of all, there's a couple suspension bridges to deal with, but since there's very little room to maneuver all through this level, you won't have any problems with it.



The bridges and tunnels on this level are a little hard to navigate on, but as stated



Shortly after this checkpoint, there's a shortcut.



previously, this whole track takes place with walls on either side, so it's the same



difficulty throughout. New York is one of the hardest medium levels.



The underground parts of this level are easy.



There's plenty of room to maneuver on this level, with trees on either side that are

easy to knock down if you're in a real jam. The checkpoints seem to be fairly close on this



EXPERT: There's some excellent scenery on this level, like the Colosseum, and some cool cities on the river. There's plenty of room to maneuver throughout most of the level, but the turns are really tricky. This is by no means the hardest level in the game, but it



moves pretty fast, and the AI is set on "Super Jerk" Mode as they get right in front of you constantly. There's a couple of underground tunnel parts, but these parts go by really fast and don't really add to the difficulty. There is a shortcut on this level, but, it's not really easy to find, be looking on each side of the road.



EXPERT: This level has to be the easiest expert level there is. It takes place mostly on the Great Wall, and then finally in Chinese cities. The shortcut on this level is extremely easy to find as well. Just look while you're on the wall to your left. You'll see a part of the wall is missing and then you're off-roadin'! (See cap-

tion to right.) Other than that, there's really nothing especially hard with this level. Once again, you're stuck between two walls most of the time again, so you don't have much maneuvering room. There are also cars constantly coming at you!



As you can see, there are a lot of cars to avoid in this level. One tip: If you pump



the gas twice, you do a wheelie. If you time it right, you'll be able to jump some



This is the longest shortcut in the game!



of the pesky AI drivers out to make you crash. Watch the small entrances!



You're driving on gravel through the whole level.



This entire track is on gravel. It doesn't effect your driving that much, but there

are several turns that you'll have to back down on. The tunnels are really hard to



EXPERT: Mexico is arguably the hardest level in the game. If doesn't have a lot of small spaces or anything like that to worry about, but what it does have is a lot of turns. The corners are really hard to navigate and there are a ton of them. There are also



a couple of tunnels here—they look awesome! You have dragons shooting fire at you (no, you don't have to avoid them, they won't hit you). The AI is hardest on this level as well, the AI cars will constantly ram into you, and getting first place here is INCREDIBLY hard. There is a shortcut somewhere on this level as well.



navigate as well, but stay toward the inside to pass as many people as you can.

WipeOut XL



system **PlayStation**
publisher **Polygona**

strategy talk

The long-awaited sequel for one of the PlayStation's first games has been released. This game is everything the predecessor was and more.

The graphics have been refined and are even quicker than in the first. It runs very smooth and some of the weapon effects are incredible. Of course, the one thing that made the original a great hit, the music and sound, has been reworked by some great artists like the Chemical Brothers and the Prodigy. This adds to the techno-futuristic setting of the game. It also gets your blood pumping and pulse moving.

The control is similar to the first and takes a little while to master all the finer points—this makes for a great challenge.

This is definitely worth buying and should have a high replay value.

—Scott "Jingle" Augustyn



FEISAR

The Feisar ship is average. Good for beginners and can get you through the game.



DIREX

The Direx ship is only for those who can use the air brakes effectively. Master level.



AURICOM

The most average vehicle. Very hard to win entirely with this vehicle though.



AG SYSTEMS

This vehicle is good to play with if weapons are off. Low shields are the weak point.



PIRANHA

The secret ship. Offered only to those who can master all the challenges.



THRUST
SHIELD ENERGY
TURNING ABILITY
TOP SPEED
AERODYNAMICS

THRUST
SHIELD ENERGY
TURNING ABILITY
TOP SPEED
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THRUST
SHIELD ENERGY
TURNING ABILITY
TOP SPEED
AERODYNAMICS



AUTOPILOT

The autopilot can be used to get you through some pretty tight corners.



ELECTRO BOLT

Use the bolt to make your opponent lose some energy and slow down.



FLASH BOMB

This will take out all of the opponents' vehicles you can see on the track.



MINES

Use the mines to keep the opponents off your back and give you a lead.



MISSILES

This temporarily slows down opponents ahead of you. Self-locking.



QUAKE

This weapon takes out forward opponents. Avoid speed bursts afterward.



ROCKETS

This is the strongest weapon. Use when right behind opponents. Instant kill.



THREE SHOT

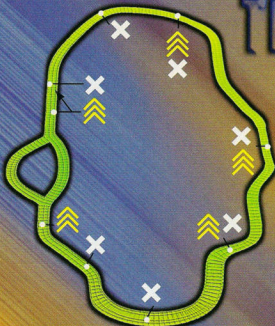
Three chances to slow down the opponents who are in front of you.

WIPEOUT XL

TRON'S REACH

DIFFICULTY: EASY

Tron's Reach is the first track you will want to try. This track will give you all of the previous racers from the first WipeOut—it's a refresher course on how to handle the vehicle. The track is pretty easy and straightforward. Until you get to the Rapier class, you should not need to use the air brakes at all. Be quick, hit the speed bursts and learn which weapons to keep and which ones to ditch. The Feisar ship is best to be used in this track. It is quick and has a good acceleration. Until you get used to the dimensions, you will need that acceleration.



Some of the turns in this track can get pretty hairy, if you are in the higher classes. Use the air brakes early to get through them.

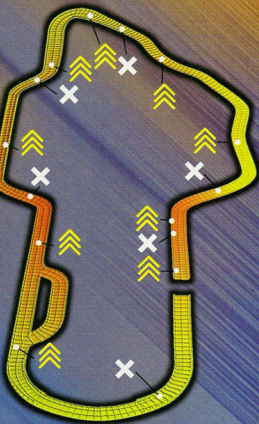
SARGARMATHA

DIFFICULTY: EASY



When you make this jump, be sure to press Up on the controller, so you can achieve more speed when you land.

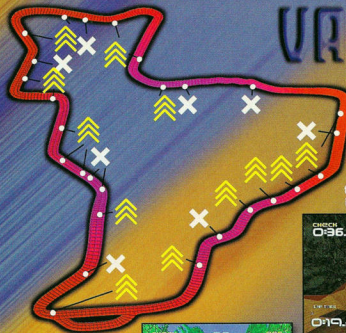
This is the next-easiest track. You will have to learn how to manage your weapons properly. You will not have to use your air brakes in this level, until the Rapier class. Watch out if you use your quake weapon. Do not use a speed boost or hit a speed-up pad, or you will run into your own weapon and do a lot of damage to your vehicle. Watch how you lean into turns, when you are in the tunnels. This is another good track to learn on: not too hard and not too easy to pick up.



VALPARAISO

DIFFICULTY: TRICKY

This track will be pulling you around a lot of turns and bumps. Get used to the tight turns and even experiment with the air brakes a little to learn how to use them.



Try using the AG Systems vehicle to have an easy run.



When you reach this part of the tunnel, you will come upon some bumps in the track. Unless you are really cruising, you will be slowed down by this. After that, catch the speed boost instead of the item to catch up.



The arrow shows a good spot when to use the air brakes on the curve.

PHENIXIA PARK

DIFFICULTY: TRICKY

This track takes a steady hand more than anything else. You have to take time to aim for a center, on the turns you take.



Keep your nose down to gain some much-needed speed.

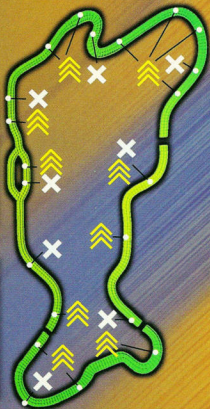


When you reach the higher classes, this turn will be very challenging. Start your turn then air brake a little. Accelerate away.



Pay attention to the side lights to see the walls of the caves.

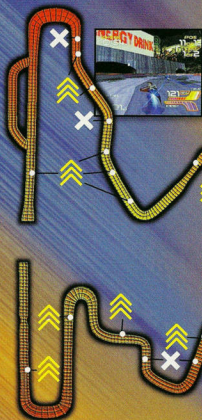
The challenge for this series of turns is the second turn. Use the air brakes to slide through it. Keep accelerating, though.



GARE D'EUROPA

DIFFICULTY: HARD

This is the trial-by-fire track. On it, you will have to use the air brakes to avoid bouncing off the walls. Once you get anywhere past the Vector class, you will be slamming into a lot of walls. Tap the air brakes to slide around a turn, but do not lose too much acceleration. Try bumping off other vehicles to turn easily around a corner.



When you reach this bumpy bridge, watch your acceleration die. When you hit that last jump, you might have to pull back to keep airborne a little longer.

ODESSA KEYS

DIFFICULTY: HARD



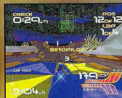
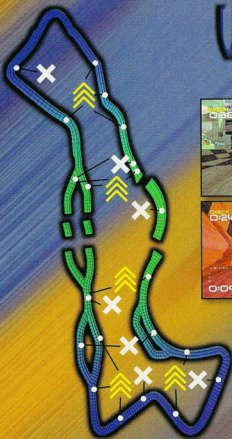
Try to take the inside of corners as much as possible. In the earlier classes, you will have an easier time with them.

This is the last level of normal play. This level will force you to use either the vehicle with the best turning ability or the air brakes. You will also be forced into some tight raceways. These straightaways will quickly change into turns. Try using as many speed-ups as possible to overtake opponents.



VOSTAK ISLAND

DIFFICULTY: VERY HARD



There are a ton of turns in this track, but this is the easier of the two tracks. Don't be afraid to use the speed boosts in this level. Try to concentrate on using a vehicle with a good top speed and turning rate. Use the air brakes minimally, though.



SPILSKIMANKE

DIFFICULTY: VERY HARD

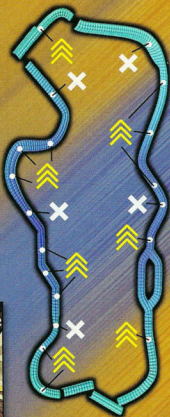


Watch the turns that come up in the tunnels.

This is the last of the secret tracks. It will really test you to see if you have the necessary air-brake savvy to get the secret challenge. Try to pick a vehicle with a good acceleration rate. You will definitely have to try this track a couple of times, before you get it, so don't get frustrated by it.



When you see the sign on the right, engage your air brakes, before the end of the track.



CIRCUIT CHALLENGES

PHANTOM CLASS



If you thought that the Rapier class was something, then you are in for a great surprise. In this class, you will have to race through all six of the normal tracks at Rapier speed. The once-easy tracks will now become a little more complicated. In this class, you will have to really learn your air brakes. They will be crucial to your victory.

These tracks should be a breeze, since they are the tracks you have already beaten.



PIRANHA CLASS



There is no rest for the weary. After beating the Phantom class, you will have to take on the next hardest class. For

this circuit, you will have to race at faster-than-Phantom speeds, and you will also have to race on the two new secret tracks! These tracks are very hard. If you practice on them before trying this feat, there should be little challenge.



TIME TRAILS

The time trials are perfect training grounds. They will let you race through any given track with absolutely zero competitors. This is a good way to practice for the challenge circuits.



HINTS & TIPS

- Try ditching an autopilot after it gets you through tough turns, by discarding it.
- Wait until you are very close to an opponent's vehicle, before you release a rocket at it.
- Learn the air brakes as quickly as possible. You will need them throughout the game.
- Never let go of the Thrust button. You will always need to accelerate throughout the game.
- Slam into close-by opponents, during a turn, to get a free turn out of it.

- If a speed-up boost is placed right before a tricky turn, try air braking into it, to get through easily.
- Avoid collecting the shield power-up, unless you are leading the race.
- If your shield energy is low while racing, you may stumble across a special energy pack power-up.
- Remember: When you use the air brakes, you are slower down. Use only when necessary.
- Try to use the speed boosts on long stretches of track, or jumps, to get over and ahead.
- Avoid using a quake power-up, followed by a turbo boost. You will end up hurting yourself.



system
publisher PlayStation
Sony

strategy talk

While the first MotorToon didn't come out in the States, the sequel definitely will. In case you're not familiar with this series, it takes a cast of loony characters and pits them against each other in a number of races. Unlike most racing games, the tracks of MotorToon Grand Prix are wacky. You will zoom through toys or around a dark haunted castle.

MotorToon Grand Prix takes a cue from Mario Kart, by introducing weapons into the mix. There are the normal power-ups like Turbos and Oil Slicks, but MTGP has bizarre items that change your size or dizzy everyone. If you like competing against your friends, you're going to have to buy a link cable. There is no Split-screen Mode, so players who don't want to transport their PlayStation will be out of luck.

One thing that players should look out for are the number of secrets hidden inside. Beating the game on set levels will allow you to obtain new cars and extra "reverse" levels. Minigames are yours to be had too!

Strategy and technique are predominant in MotorToon. You have to master Powerslides or you won't stand a chance. Memorize the levels in the Free Run and race the ghost versions of yourself, before attempting to beat the game on any setting higher than normal. This guide will give you some tips, secrets and an overview on what you need to master this CD.

—Andy "Lump of Coal" Baran

MotorToon GRAND PRIX

GAME MODES:

There are five basic modes of play. The Championship pits you against the computer in a series of races. The Single Race is just that. Free Run is simple driving. The Time Attack lets you try to achieve the best time, while creating ghostly apparitions of yourself to race against. Two-player Mode lets a friend join.



HIDDEN OPTIONS

Hold down L1, L2, R1, R2 while entering the Options Screen. When you scroll down, you'll notice a whole plethora of new options that let you tweak your game. You should turn off the missile camera here.

POWER SLIDES

Mastering the hairpin curves will allow you to win much easier. Before a turn, try to get on the inside of the turn. At the start of the curve, break hard and turn into it. Let go of the brake, when you are sideways or you'll over turn. With practice, you'll master power slides.



Slide into a hairpin turn and you'll be able to pass it by easily.

HAIRPIN CURVES

CAPTAIN ROCK

If you want a character with control, choose Captain Rock. He's slow but steady.

SPEED:	■■■■■
ACCEL:	■■■■■
CORNERING:	■■■■■
HANDLING:	■■■■■



PRINCESS JEAN

The Princess is the best character to use for beginners. She's as average as you get.

SPEED:	■■■■■
ACCEL:	■■■■■
CORNERING:	■■■■■
HANDLING:	■■■■■



BOLBOX

Bolbox accelerates fast, but he slides around a bit when he gains speed.

SPEED:	■■■■■
ACCEL:	■■■■■
CORNERING:	■■■■■
HANDLING:	■■■■■



PENGUIN BROS.

These guys are great for Power Sliding, but their slow pacing holds them back.

SPEED:	■■■■■
ACCEL:	■■■■■
CORNERING:	■■■■■
HANDLING:	■■■■■





WONDER CLOCK	Freezes all opponents in place.
STEALTH SHIELD	Turns your car invisible to enemies.
32 TON WEIGHT	Slows down enemy ahead of you.
CRAZY MUSHROOM	Confuses a single enemy car.
DYNAMITE & BOMBS	Stops enemies behind you.
FIREBALL	Knocks one enemy into the air.
JUMP	Lets you jump over objects.
MISSILE	Homes in on one single opponent.
OIL CAN	Creates a slippery patch of oil.
SUPER SHIELD	Protects you and speeds you up.
TINY, TINY, TINY!	Shrinks your cars, top speed higher.
BIG, BIGGER, BIGGEST	Makes you huge. Slower top speed.
PANDORA'S BOX	Confuses all other cars.
TURBO	A single blast of super speed.
POWER-UP	Increases overall performance.

Items are an integral part of winning in this game. You must use coins that you pick up to "purchase" them from a revolving wheel.



TWO-PLAYER ITEMS!

Magic Hand: Steals items from opponent.

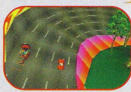
2nd Boost: Opponent gains more power.

CHAMPIONSHIP RACING



When you play against the computer in the normal setting or higher, there are several responses the computer will do to stop you from winning. First, whenever you are behind an opponent (within 10 feet) for four seconds or more,

the nearest computer opponent will send a spray of mines your way. Whenever you are in front of an opponent for longer than three seconds and within 10 feet, you can be sure that a fireball will be sent your way. Prepare to dodge.



RAPTOR & RAPTOR

Terribly quick but near impossible to control. Master them and rule Motortoon for sure!

SPEED:

ACCEL:

CORNERING:

HANDLING:




VANITY

Fast but like Raptor and Raptor, she really takes getting used to. Not for beginners.

SPEED:

ACCEL:

CORNERING:

HANDLING:




BILLY THE TOUGH

Billy takes a while to get chugging along, but once he does... One of the better characters.

SPEED:

ACCEL:

CORNERING:

HANDLING:




CHING TONG SHANG

Ching can't slide well, but his speed makes up for it. Great for long straightaways.

SPEED:

ACCEL:

CORNERING:

HANDLING:




GOODIES FOUND THROUGH SKILL



Every time you beat MotorToon Grand Prix, you will receive a goodie based on the difficulty you beat it on. For example, if you win while it is set on Easy, you will benefit from four new racing cars.



Play a cool Daytona clone in MotorToon GP!



At point **A** you'll want to place mines, as they'll shoot your opponents over the edge. Point **B** is the toughest hairpin curve. Slide here. **C** shows where there is a strange path to follow.

Brake hard and slide through this difficult hairpin curve.



HOW TO GET MORE COINS

For the most part, coins are laid out in sets of two in both lanes of the road. Most players will only get two coins, however, you can get three if you want to try sliding for an extra one. Be warned: This is much harder to do at high speeds.



Cross over and you can collect an extra coin.



The Toon Village is a high-speed course with little red sections in the track that boost you to your maximum speed. Plant mines while you drive on these, to snag the cars behind you. This course isn't rough as long as you keep your cool. It is possible to cheat near the end of the level if you have a Jump item. When you see the loop, try jumping.



Watch your speed around this turn. Brake lightly.



There is a nasty hairpin turn on this track—power slide.



Use the jump ability and you can cheat here.



NIGHT LAND



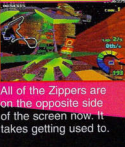
It's the secret backward course of the Toon Island II track.

SNOW VILLAGE

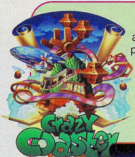


The fountain is frozen over so you can drive across it now!

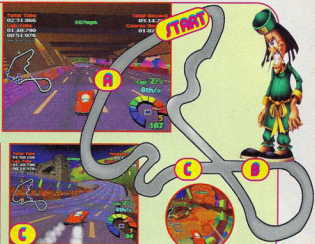
GALAXY COASTER



All of the Zippers are on the opposite side of the screen now. It takes getting used to.



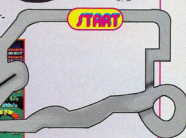
A. Use the Zip track to jump to a pit, but stay centered on the path or you'll fall to your death. **B.** Don't let your eyes deceive you, the track is transparent. **C.** This is the big turn in the level. For the most part, you'll want to gently brake on all of the turns. The track is fast but simple.



The key to this track is memorization. By knowing what is ahead, you won't get confused by the bright flashing colors and animation. Your eyes deceive you, so don't trust them. Other than that, just make sure you keep to the Zippers when they're presented. The boost of speed always helps out.



The Haunted Castle is a short but difficult race. The turns are tight, and you can fall off the edges easily. When you hit the Zippers, center yourself or you'll plummet into lava. Hopefully, you have chosen a car that's excellent at cornering. This is it: Good Luck!



GULIVER NIGHT



This course plays the same as the normal version, just backward.

HEAVENLY CASTLE



Extra jumps and more zippers make Heavenly Castle tough.

Grand Old Power

STREET FIGHTER ALPHA 2

Here they are...at last! Everyone's end Boss is here—text and all, and they totally add to the story! There are no different endings for any of the special characters (Super Akuma, Evil Ryu, SSF2T versions of characters, etc.) and most or all of these characters' mid-Bosses are their end Bosses as well.



Adon

"Aah, Sagat! Did you think you could escape from me? Now that I found you, you must be killed."

"In your dreams, warrior! My dreams are your nightmares."



"Sagat, you're through. Your Muay Thai is old and useless. If you try me again I'll crush you! YEAAAAH! Out with the old, in with the new." Months later at a Muay Thai Arena 10 minutes before the main event with the champion Adon. "Master Adon! There is a problem! Your challenger was killed by a mysterious warrior moments ago!"

"Who? What did he look like?" "Dressed in black with red hair. He didn't look...he wasn't..." "I know him. He uses the same power Ryu used to defeat Sagat. I must annihilate him now to prove Adon of Muay Thai is the mightiest champion of THIS World!"

"I hear you're the Boss...make me an offer."

"I offer to destroy you."

"Make me a better offer."

"All right, if you live, you're in."



"I am the BEST! What do you 'ave to say for yourself Bison?"

"You are strong, Okay! I'll accept you as a member of Shadaloo."

"Yes! With my help you can rule anything your 'eart desires!"

Shadaloo Command Center. Data Room.

"YEAH! Bison, you lunatic! Now I know your hidden agenda. You won't exploit me! I'm outta 'ere! Watch your back, mate."



Akuma

"Master Gen!"

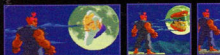
"What do you want with me, Akuma?"

"Your defeat."

"I think not."



"I'm finished, Akuma! You have won!" (Come on. Just a little closer.) "What?! He knew, He's gone! Where did he go?! Worthy opponents have challenged me, maybe this world is not as weak as I thought. I could live in this mortal place and perfect my killing power. I will be next to die!"



"You're an impressive street fighter Ryu. With my guidance you could be unequalled."

"Who the hell are you?"

"I am your lord and master. You will give me your respect."
"I'll give you something—but it's not respect."



"So Ryu, you want ultimate strength? I can make your dreams come true!"

The laboratory at Shadaloo Headquarters.

"What's taking so long?"

"He is resisting, sir!" "No one has held up this long. You are truly unique, Ryu. You amuse me. But, I'm tired of this game. Give in! Don't you see...I can make you the strongest fighter ever! Side by side you will be invincible."

Ryu is racked with pain as enormous power is forced into his body. But his mind is strong. Can he survive? Will his unknown "power" awake...What is the answer???



Birdie

Bison

Charlie

"Lord Bison, Commander of Shadaloo, you are under arrest!"

"By who's army?"

"I order you to surrender now. Our helicopter is arriving in five minutes."

"Interesting...that will be the last five minutes of your life."



"Get up! Tell me everything you know! What's your connection to the Army Brass? Who put you up to this? TALK! What the...!? NOOOO! (WHY?!) Ahhhhhhh..."

"Commander Bison, should we send a 'recon' unit to confirm his death?"



"No. No one could survive that fall. Even if he is alive, he won't be back. Now he knows everyone has a price."

Chun-Li

"Evil in the flesh, Lord Bison. What happened to my father? What have you done with him? You know something!"

"Don't ask questions if you aren't prepared for the answers."

"Chun-Li! You surprised me. Next time I'll use both hands. Unfortunately, I have no time for these petty games."

"Where do you think you're going?"

"Don't worry child, we will meet again. I hope you'll amuse me then. More than your father did! Ha ha to hell!"

"...my father? Bison! It was you! You killed my father!"

Bison disappeared to the underworld. A few days later...at the China Branch Interval Headquarters...



"Chun-Li, I have appointed you as Special Investigator of Shadaloo. Revenge your father's death with us!"

"I'll get you Bison! Next time we meet, we'll settle it! This is the last time I cry. Don't worry...Father!"



Dan



"I've made it...Yahoo! I've finally avenged your death. I'm the strongest now, and the best!"

Back in Hong Kong, Dan opens a school where he can teach his style.

"For you, my father...People all over the world will soon know my powerful moves!"

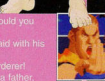
"What's the problem? You must focus to be a Saikyo style warrior!!" With blind ambition, Dan pursues worldwide fame. Is this his destiny?



"Nice eye, Sagat! Would you like the other one to match?"

"The fool who took my eye paid with his life."

"That was my father, you murderer! Tak! So young to be without a father. Perhaps you should join him?"



Dhalsim



After returning to his village, Dhalsim sinks into deep meditation.

"I must cleanse myself of the evil force which has taken over my mind. What good could possibly come from my damaging power?"

"Oh Great Yoga Master Dhalsim. Your victories have truly blessed us. Medicine, food, shelters... All the people in the village thank you, husband."

"Yes...have I created bad karma?"

"No. You have made things better for all. I'm very proud."

"I hope you are right. Does the end justify the means?"



"You have an evil spirit. Your soul is dark with hate."

"I will crush you with true power!"

"Real power is achieved by mercy. May the spirits have mercy on your soul."

"You have fought your soldiers. Now I've come for you."

"My soldiers are skilled, but I am supreme."

"Yea, a supreme fat-head!"



"You must be Akuma. You have a human body, but you are not of this world."

"Which one are you?"

"I'm the one who will send you back to hell."

"Amusing but ignorant."



"...What's your problem? Finish me now! What are you waiting for?"

Gen leaves Akuma to his fate. What is on his mind?

"It would be no challenge to finish him. But then my greatest joy for my remaining days is lost. Uh...I'd rather die fighting!"



"Bushin-style ninjas are no match for Shadaloo soldiers."

"I've fought your soldiers. Now I've come for you."

"My soldiers are skilled, but I am supreme."

"Yea, a supreme fat-head!"

"I've got it! I've found the inner secret!"

With driving force, Guy brings new life into the old Bushin style.

"You have tapped the power, my pupil."

"Master"

"Remember my son, Bushin style is only a name. Do not be impressed by its label and you will be truly strong. Fighting style is not something handed down, but something created."

"Master, you once told me to be a Master, I must overcome everything. The time has come!"

"Do you stake your life on it?"

"Of course!"

YAAAAA!! There is no hatred in the faces of The Master and his Disciple. Only the spirit and fighting power from facing a worthy opponent.



Gen

Guy

Ken



"Where have you been?"

"Why? Need some more schooling?...Like the lesson I gave Sagat?"

"Sure, let's see your moves. Show and tell!"



"Get up Ryu! Something's bugging you. Your heart wasn't in it this time. That battle with Sagat really messed with your head man. Stay focused! Remember, it's nothing but the fight... I guess?! Here, you keep this. If you lose it again, this will remind you of me and the fight."

"Thanks, Ken. You helped me a lot!"

They left each other going their separate ways. Promising to meet and fight again.

"I was lucky! He was stronger than I expected. I've got to pump up my training or I won't be so lucky. Next time..."



"The time has come! Enough of this "panty-waist polticking"! This country needs a powerful militia! We need discipline, order, strength, power. I'll make soldiers out of the whole, damn lot of them!"

Rring..... rring.....

"Yes, what is it?"

"Mayor! The whole city is in an uproar!"

"What happened?"

"A man named Rolento is terrorizing the city! He's driving through the business district in a tank!"

"What?!"

"Listen up, you pencil-pushing geeks! I will rebuild this country if you all follow me. I'll make this country the strongest in the world!"



"What?! You again?"

"I see you remember your supreme leader."

"Well, I see you haven't learned your lesson. Man, I hate a slow learner."

"Pity! Now I will have to rebuild my empire...ON YOUR FACE!"



Rolento

Rose



"Bison, you are on the wrong path. I've tried to warn you."

"Your annoying warnings mean nothing to me."

"I'll give you to the count of three.

1... 2... 2 1/2... 2 3/4..."



"You're finished Bison!"

"Never!!"

"It's over. I've sealed his "Psycho Powers" forever...I think." Unable to escape her ominous feeling, Rose consults her Tarots expecting to see Bison's end.



"What!? How can this be? This is the card of... There must be some mistake! ND!!!! The nightmare should have ended." Paralyzed with fear, she realizes she is powerless. It's not over...yet!"



"You possess the same power as I. When the 'Evil intent' awakens within you, then you will know. All these past battles will seem like child's play." "...what?! The island... it's... it's disappearing!?"

"When you have learned to summon all your inner power, find me. Then

we will truly learn who is more powerful."

As Akuma's island disappears, so does Akuma. Leaving behind the feeling of his evil presence.

"AKUMA!!"

Left only with the sense of his untapped powers, Akuma's words give Ryu yet another test. Ryu's journey, to be a true warrior, is never ending.



"Well, we meet again!"

"It's been awhile Akuma. So, have you gotten any better?"

"You tell me!"



Ryu

Sagat



"Ryu, now is the time for revenge."
 "You still haven't recovered from our last duel."
 "I have something new for you. This time you'll be scared."



"I've defeated Ryu! I am the Champion! I've gotten my revenge. But, it seems a hollow victory. Champion, hah! I know now, that's why Ryu just stared at me. He knew, he just didn't say."
 "What's the matter Sagat?"
 "I'm getting off here, I have something I have to do! Later you must tell me about your "Psycho-Power."
 "Okay. Go now. You are on my path. Come back to me when you are stronger."

Leaving Bison, Sagat decides to train alone.



"Damn! I'm going to need a more powerful move than the Tiger Blow next time! But I must find it on my own!"
 "Sagat's mind is clear as he searches for his own inner strength to be a True Champion!"



"Wait! Where are you going? I want to be stronger. I want to learn more. Please! Please teach me! Be my master!!!!"
 "I'm still learning myself. I don't have time for school girl games! You're on your own. I've got to go."

"At least give me something to remember you by!" (He took it easy on me, I just know it! What did he mean—"he is still learning"? I thought street fighting was just for fun. Maybe he knows the true meaning of "light." I have to see him again to ask him.)
 "Good morning Sakura. Who's that?"
 "My master, maybe?"
 "What?! What do you mean?"
 "Forget it. We don't have time. We'll be late for school!"
 "Hey! Wait for me!"
 "I'm going to need a crash course."



"I've been looking for you, Ryu."
 "What do you want with me little girl?"
 "Is that anyway to talk? I'm your number-one fan. That's Ms. Little Girl to you!"



Sakura

Sodom



"You're still so outclassed."

"I'm in a class of my own. You've destroyed my gang. Now you insult me? You will die!"

"Bring it on."



Defeating Guy, Sodom starts reconstructing Mad Gear. In a search for strong allies, he visits Japan:

(The Old Coke Factory??) "...Oh, here it is. Sumo wrestlers...the strongest fighters in Japan. Mad Gear will be invincible if I can persuade them to join."

"In this corner, weighing 450 lbs., Fujimoyama! And, in this corner—What?! Who are you?"

"I am Sodom. I've come to recruit Sumo wrestlers. I'm interested in only the strongest.

Are you up for the challenge?"

"You don't know me, little man. I welcome your challenge!"

YAAAA!!!
 HI-YAAAA!!!



"Ha ha ha! See? This is the true power of Mother Russia!"
 "What?!"

"I've seen all your fights, comrade."
 "I did it for the Motherland, my tsar."

"Our country demands great responsibility of you. You must prove to all of the world the unbeatable power of Russia. Our success is my, uh...our success."

Working out at the training facility, he grows even stronger.

"Comrade, our budget is limited, but we will continue to support you. With your success Russia will once again rise to power. I'm sending a bottle of our finest vodka. CHEERS!!! All the best, comrade."



"What boat did you step off of?"
 "I'm Zangief from Mother Russia."
 "A mamma's boy, eh!"
 "Imbecile! I'll snap you like a twig."



Zangief

Next Month

ELECTRONIC GAMING MONTHLY

January 1997

The *EGM* editors are flying to Japan to gather the latest game info from the new Tokyo E³ trade show. In addition, we should have the most up-to-date pictures (including a hands-on test of Resident Evil 2) of the new discs being



The EGM editors have discovered some very important info about Nintendo's hot new N64.



Don't buy a game until you see our Review Crew's scores for all the hot new holiday titles.

debuted at the Tokyo PlayStation Show. As usual, you'll find this exclusive information and news only in *EGM* months before everyone else.

FEATURE STORY



The *EGM* editors will be back on the road covering the Tokyo E³ Show and the Japan PlayStation Show. Watch for the latest update on Resident Evil 2 and more!

Our Review Crew is already tearing into Sonic 3D. Next issue they'll tell you if it lives up to its reputation. Also watch for a special blowout Review Crew section where they rate all the top holiday games.

Finally, watch for an N64 article that is so top-secret

we can't tell you (or the competition who is also reading this) what it is about! Don't miss the January issue!

EGM²

Tips, Tricks and Strategies from real gamers to real gamers

January 1997



Now that the holiday buying spree is over, *EGM* is here to support all the hot titles (like Shadows of the Empire—shown above) of the new year. Look for some top strategies on this and other high-end titles.



***EGM* is determined to bring you the latest coverage on Donkey Kong Country 3, VectorMan 2 and Sonic 3D.**

Now that the holiday rush is over, *EGM* will help you get the most from the ton of games that all you good little kiddies received. Well, even if you weren't good and need a cheat to get past a level or two, check out this New Year's special with info on everything from controllers, tricks, strategy and just about anything else you need to get more from your games.

We'll start the coverage with a list and review of the best controls for each system as well as each genre. Then we'll continue the coverage from the very latest 64-Bit titles like



Is it a new raygun from Star Wars or Trek? No, it's part of next month's controller guide.

Shadows to the tried-and-true classic 16-Bit games like Sonic and Donkey Kong Country. Finally, look for the second part of the year's best tricks for all the top games from '96 into the best of '97.

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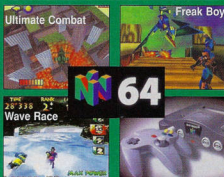
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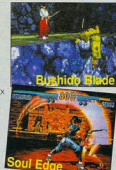
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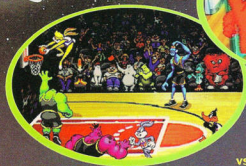
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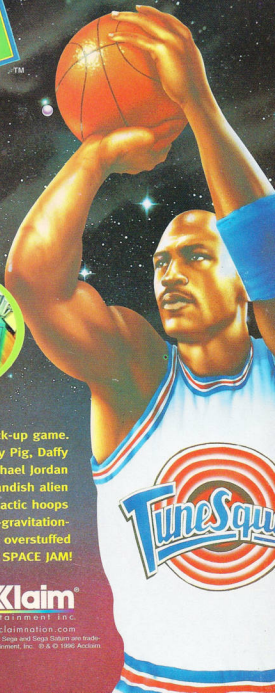
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