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OCTOBER
No. 56
1999

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FINAL FANTASY VIII

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Zero Hour Strategy

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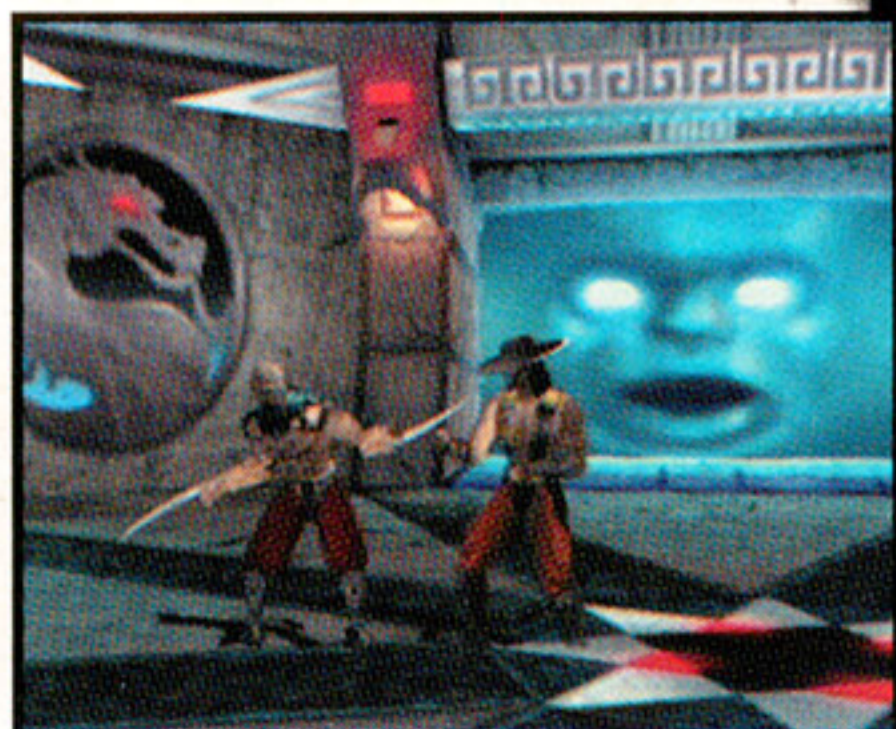
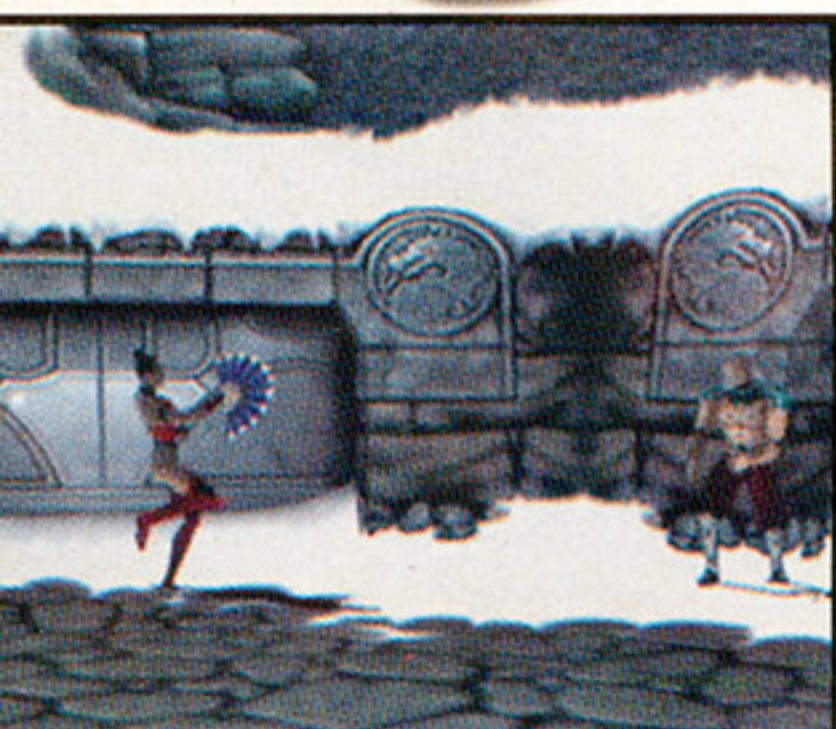
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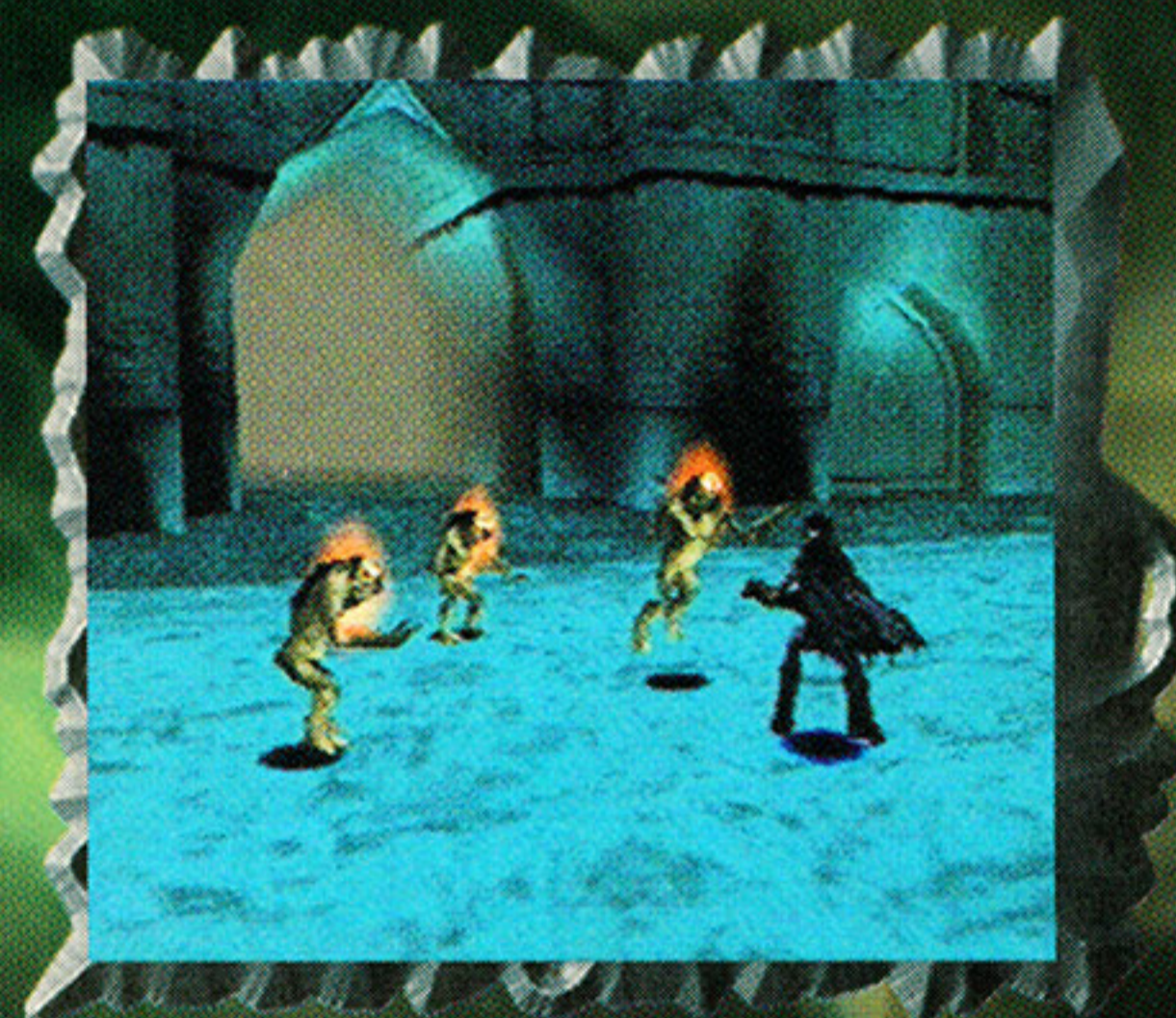
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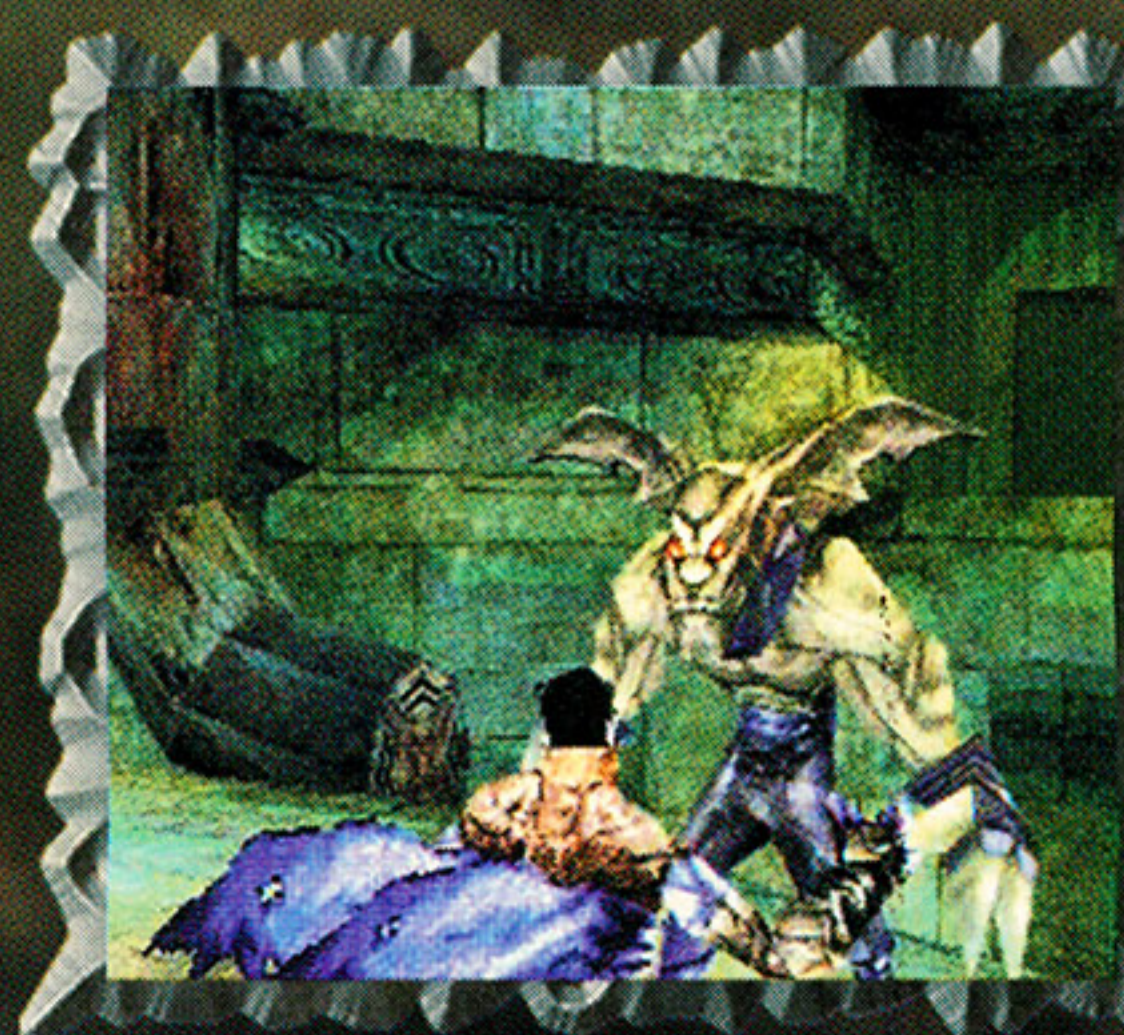
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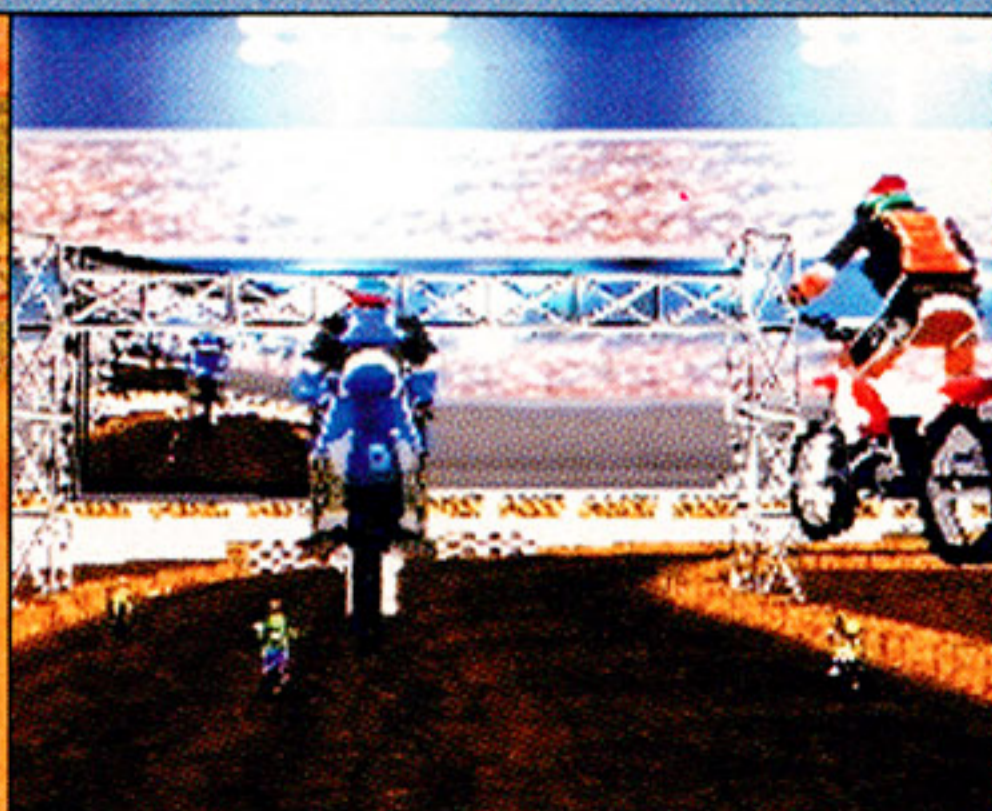


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CONTENTS

Did you make your choice? If you're sitting at home reading this paragraph, you probably did. You picked up a copy of *TIPS & TRICKS* instead of *People*...instead of *TV Guide*...instead of all those other video-game magazines. And why did you do it? Is it because you own one of the games listed below and you're having trouble with it? Are you interested in finding out the latest video-game cheats, codes and passwords? Or is one of the people shown on page 14 your best friend? Regardless of the reason why you have this magazine in your hot little hands, we're here to guarantee that you're getting your money's worth—unless you're one of the aforementioned friends, in which case you're probably getting the magazine for free.

departments

Power Up!	14
Readers' Tips	22
T&T Select Games	60
Hi Scores	93
Japan Report!	112
Cool Zone	113

strategies

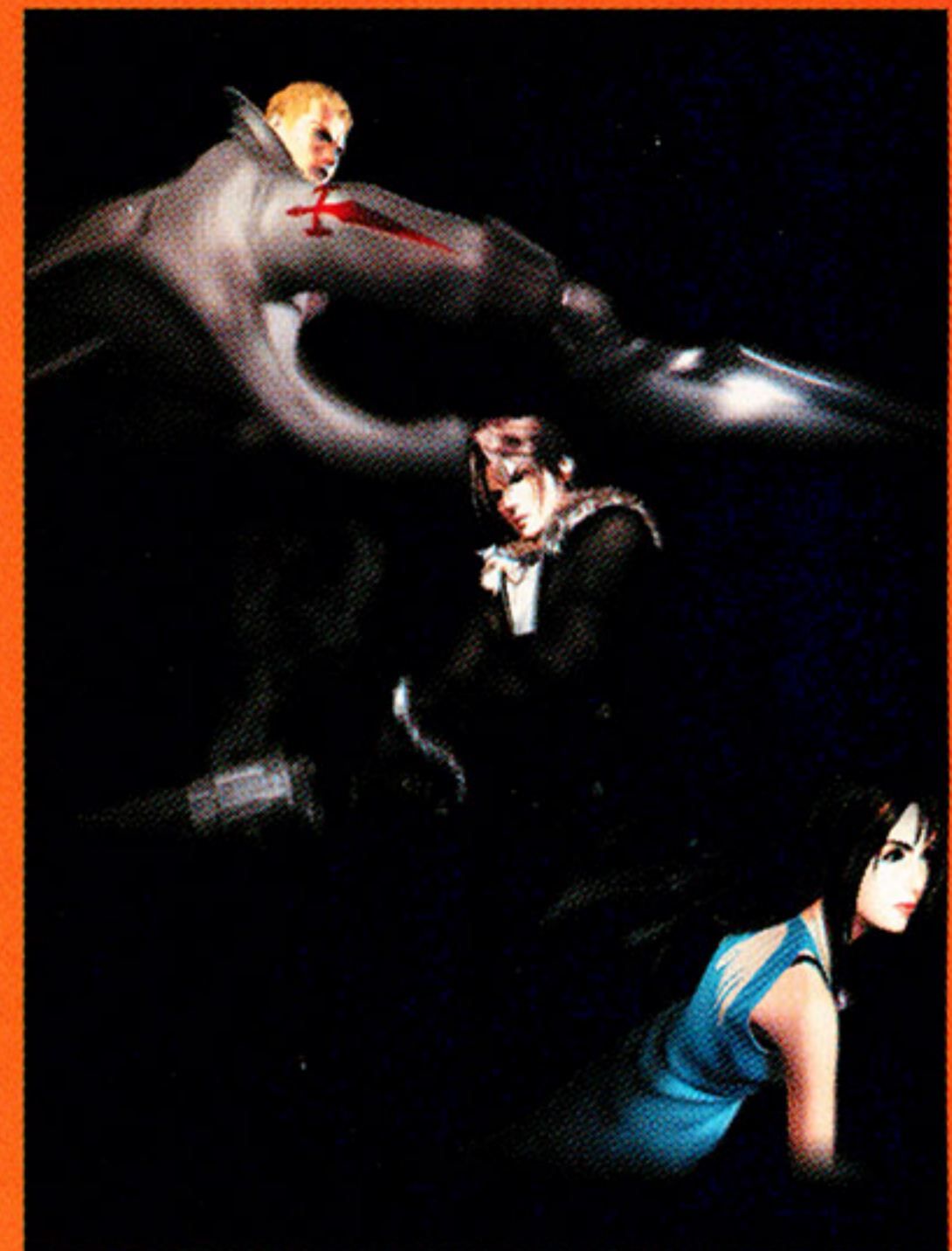
Final Fantasy VIII (Part 1)	26
by Ara Shirinian	
Dino Crisis	32
by Anatole Brown	
Duke Nukem: Zero Hour	44
by Pat Reynolds	
Sonic Adventure	54
by Jason Wilson	
Survival Kids	94
by Julian Brummitt	

codes

Nintendo 64	70
PlayStation	80
Game Boy	90
Game Shark	92



TIPS & TRICKS



OCTOBER 1999

ON THE COVER:

Experience the wonder, the drama, the combat, the ball-room dancing and the endless card games of *Final Fantasy VIII*™.

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26



QUOTE OF THE MONTH:

It should have been called "Wario Golf."

—Wario, Mario Golf



Survival Kids

94



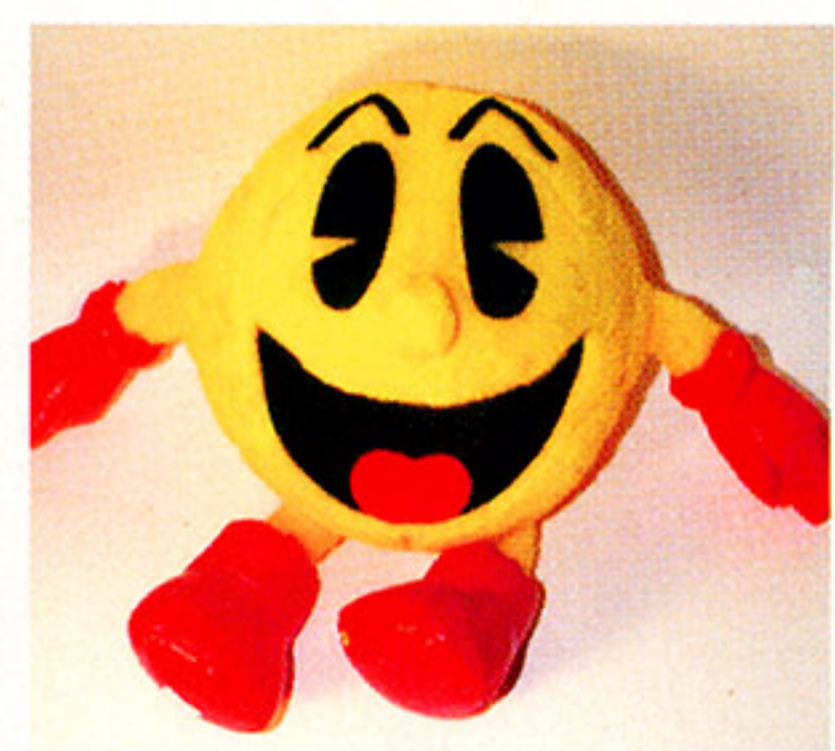
Select Games

60



Otakon Report

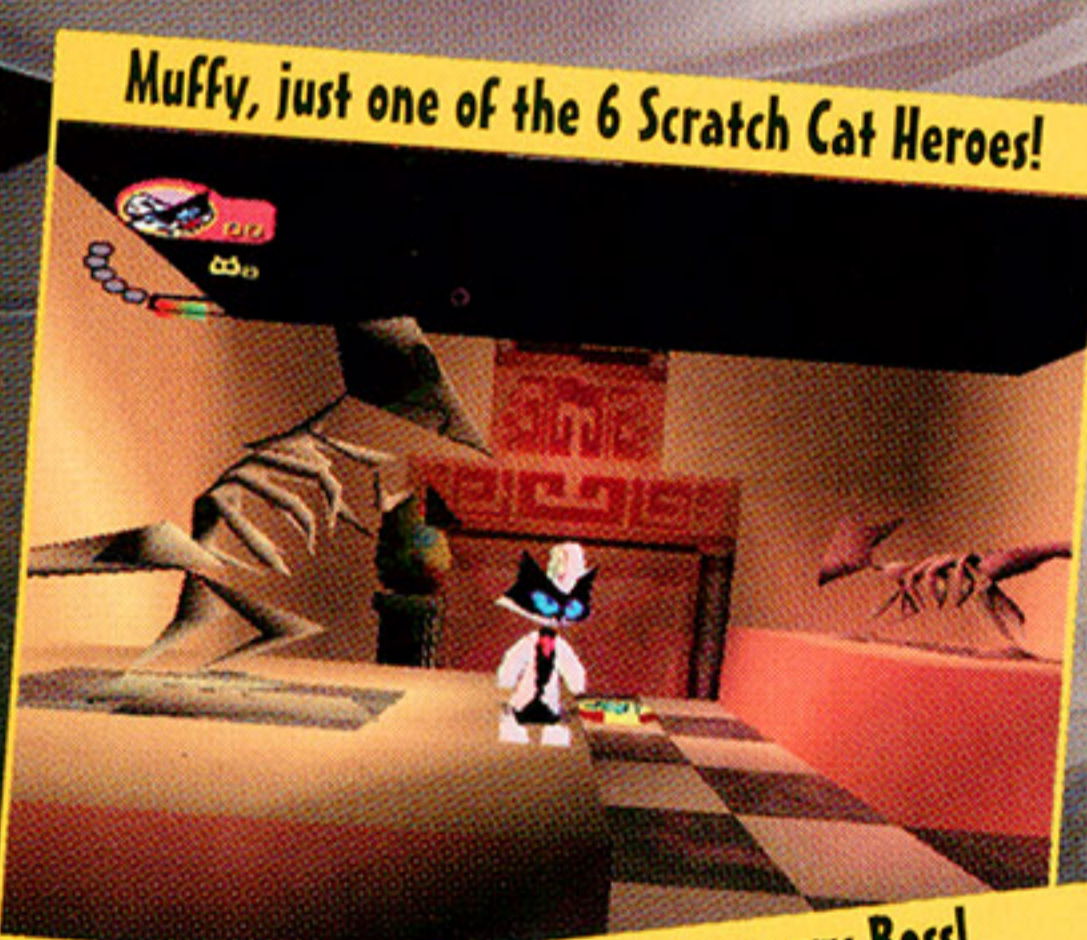
110



Cool Zone

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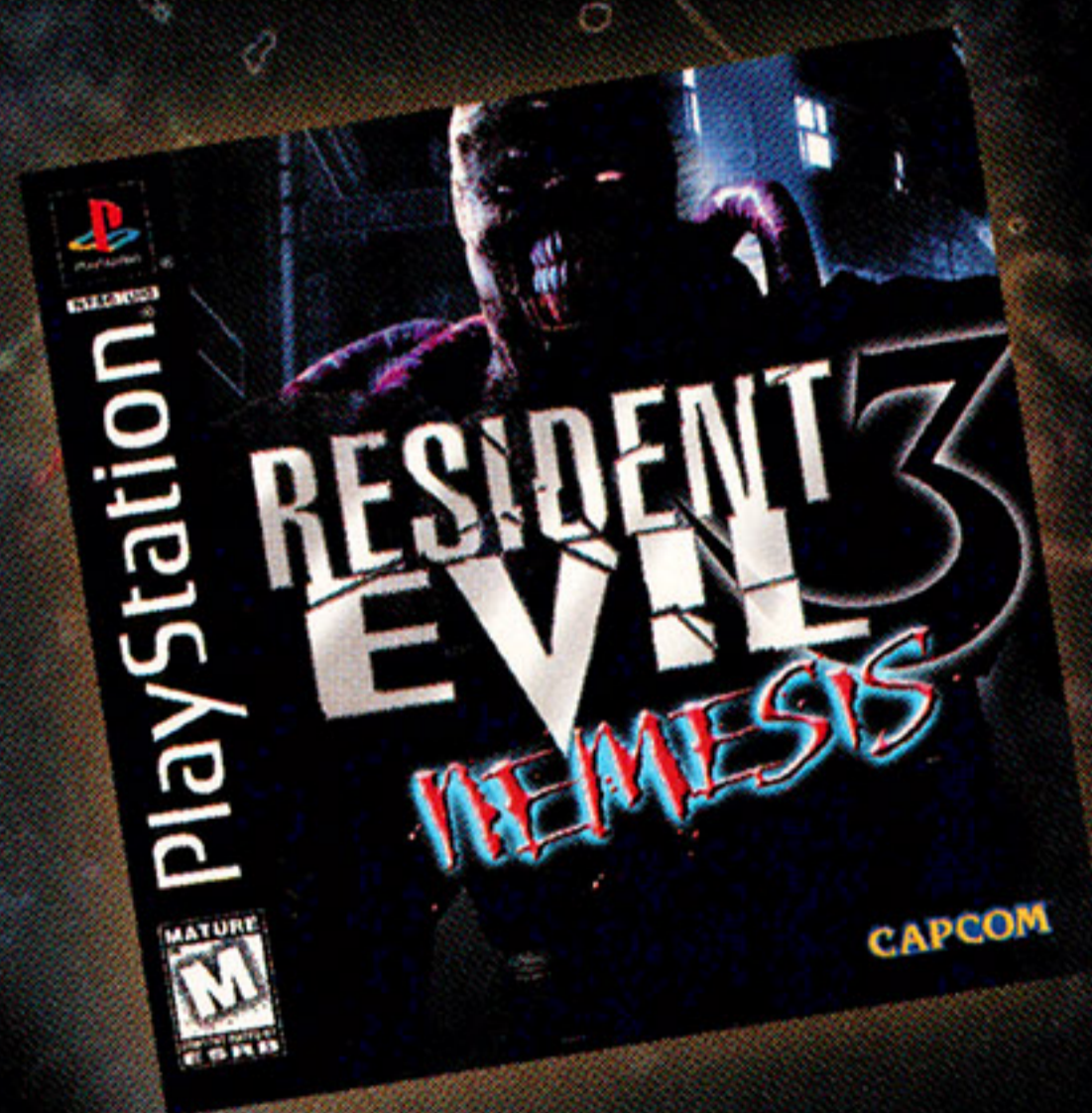




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As the editor of *VIDEOGAMES & COMPUTER ENTERTAINMENT* magazine's monthly "Gaming on the Go" column from 1991 to 1993, *TIPS & TRICKS* Editor in Chief **Chris Bieniek** is very excited about the new Game Boy Color, NeoGeo Pocket Color and WonderSwan systems. He's currently preparing for *Pokemon Yellow* and *Dive Alert* by stocking up on AA batteries.

Current Favorite Games: Mario Golf, Um Jammer Lammy, Hot Wheels Turbo Racing, Howitzer



Senior Editor **Anatole Brown** was gripped by "Madden Fever" early this year, given the surprise August release of *Madden* for the PlayStation. He's been busy modifying team rosters and using the game's new playbook editor to prepare for another season of button-pushing, nacho-eating, trash-talking mayhem in his living room.

Current Favorite Games: Madden 2000, Guitar Freaks, Dino Crisis, Gun Pey



When he's not playing *Street Fighter Alpha 3* or arguing with his landlady over the use of electricity, Associate Editor **Jason Wilson** can usually be found at the movies, looking for cameo appearances by obscure video game consoles. He recently spotted a TurboExpress in *Enemy of the State* and a Virtual Boy in *Runaway Bride*.

Current Favorite Games: Twin Cobra, Pac-Man, Winback, Double Dragon



Associate Editor **Ara Shirinian** has a tendency to sleep late, but he's also been known to work late and stay up late. He's just as interested in video-game hardware as he is in software and has taken apart every major video game console released in the '90s. And for somebody who claims not to be interested in sports games, he's surprisingly good at them.

Current Favorite Games: Guitar Freaks, Cadash, Seaman, Bloxeed



Art Director **Ione Flores** has become much more comfortable with her role as the "Goddess of *TIPS & TRICKS*" ever since the editorial staff started to hide most of the scary mail that's addressed to her. She's recently been given a new desk, a bigger one with plenty of space for her to display her unique collection of pop culture memorabilia.

Current Favorite Games: Mario Golf, Klustar, Um Jammer Lammy, Grand Theft Auto Director's Cut



Pat Reynolds likes the character Mog from the *Final Fantasy* series because its bulbous red nose, squinty eyes and sarcastic demeanor remind him of W.C. Fields. He heartily recommends *The Bank Dick* as "the funniest movie of the century." Pat also enjoys Abbott & Costello films, especially the ones in which Shemp Howard has cameo roles.

Current Favorite Games: Um Jammer Lammy, Gundam: The Battle Master, Dino Crisis, Final Fantasy VIII



Geoff Arnold's new nickname is "Mr. Do," but he swears that it has nothing to do with the classic arcade video game of the same name. Geoff does all of his writing—including the strategy guides he writes for *TIPS & TRICKS*—by tapping forcefully on an old manual typewriter that punches tiny holes in the paper whenever he uses punctuation.

Current Favorite Games: Rizing Zan: Samurai Gunman, Street Fighter Alpha 3, Breath of Fire II, Street Fighter III: 2nd Impact



TIPS & TRICKS contributor **Rich Krupa** is closely associated with the Chicago-area heavy metal scene of the mid-'80s. He owns an original vinyl copy of the super-obscure self-titled debut album by prog-metal pioneers Slauter Xstroyes. Glam rockers Diamond Rexx even wrote a song about him; it's called "I Wish I Was Rich."

Current Favorite Games: Um Jammer Lammy, Echo Night, Legacy of Kain: Soul Reaver, Lunar: Silver Star Story Complete

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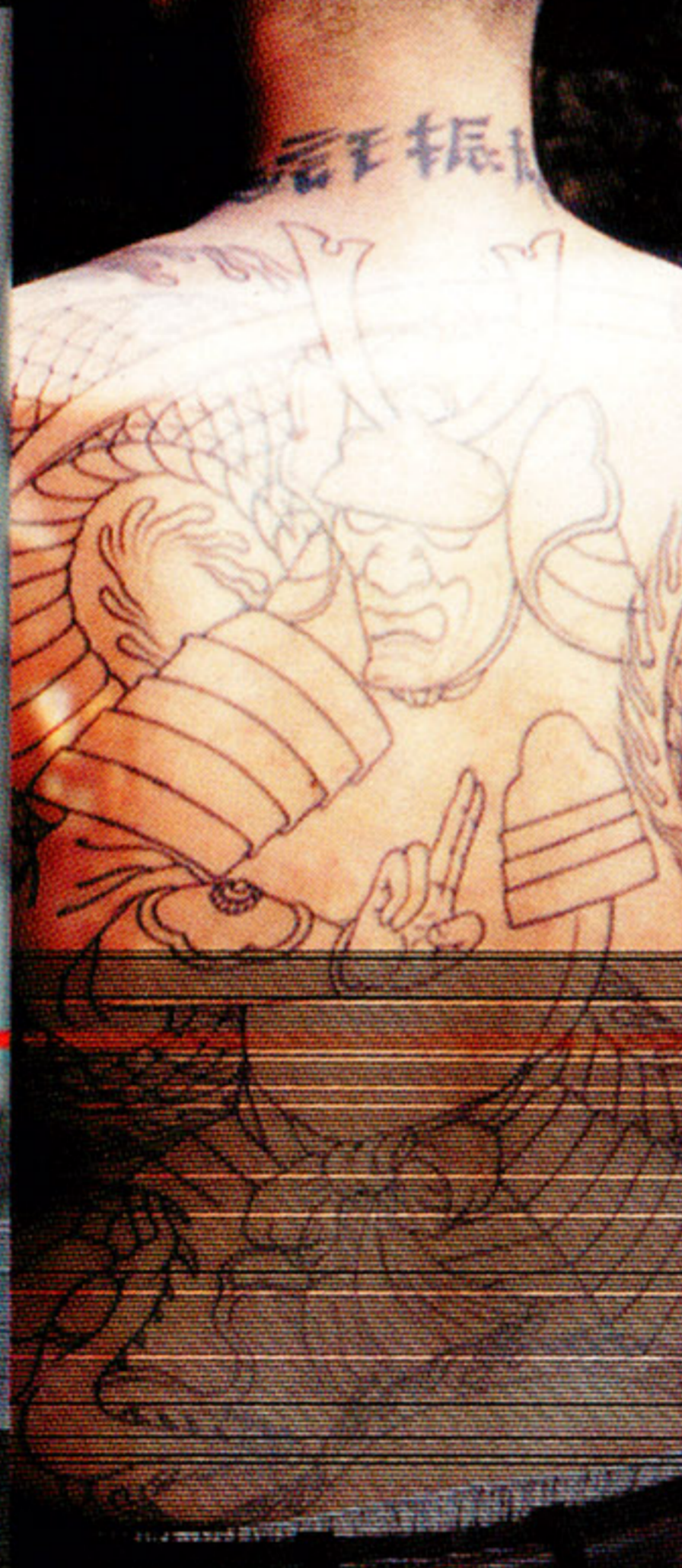
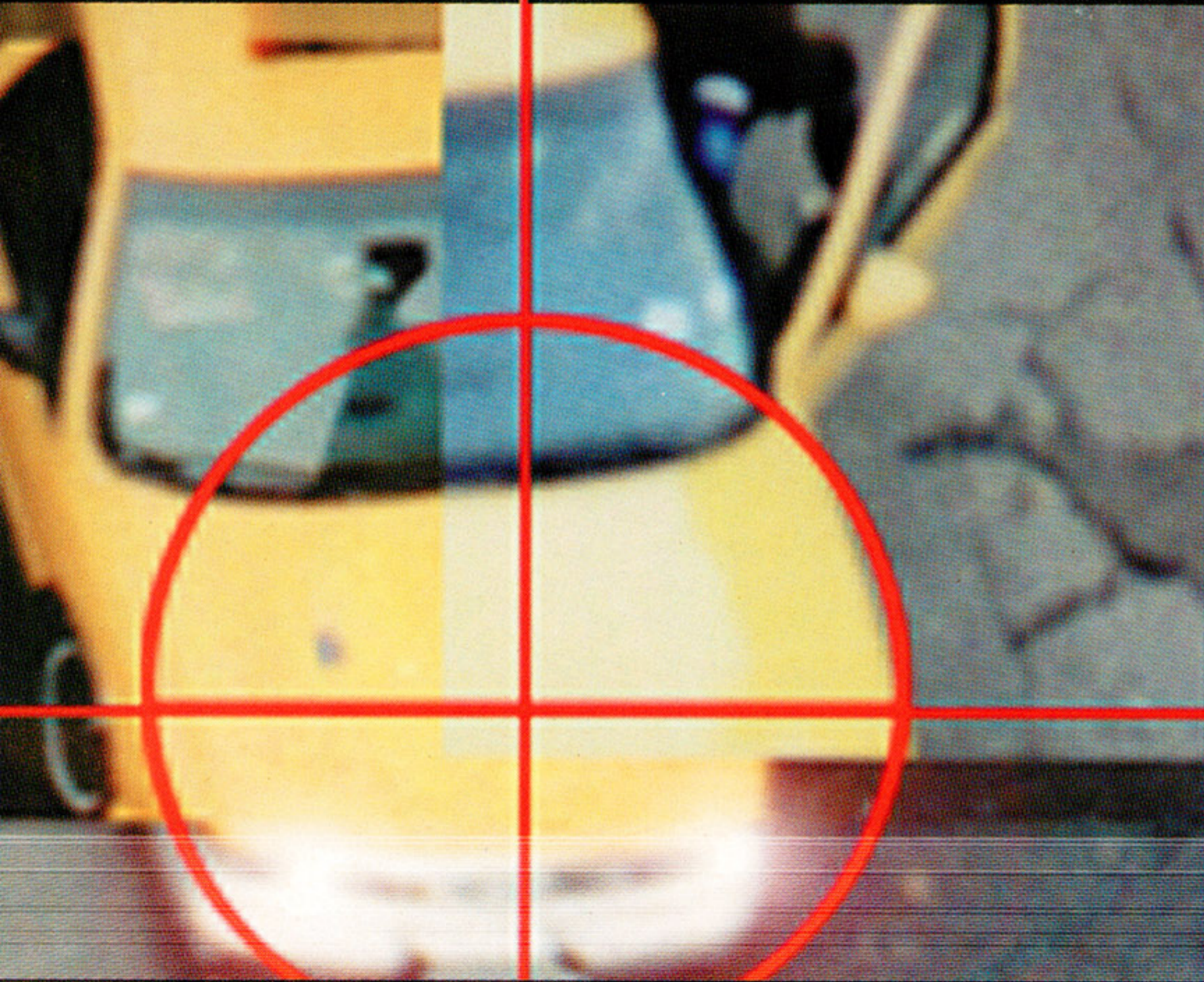
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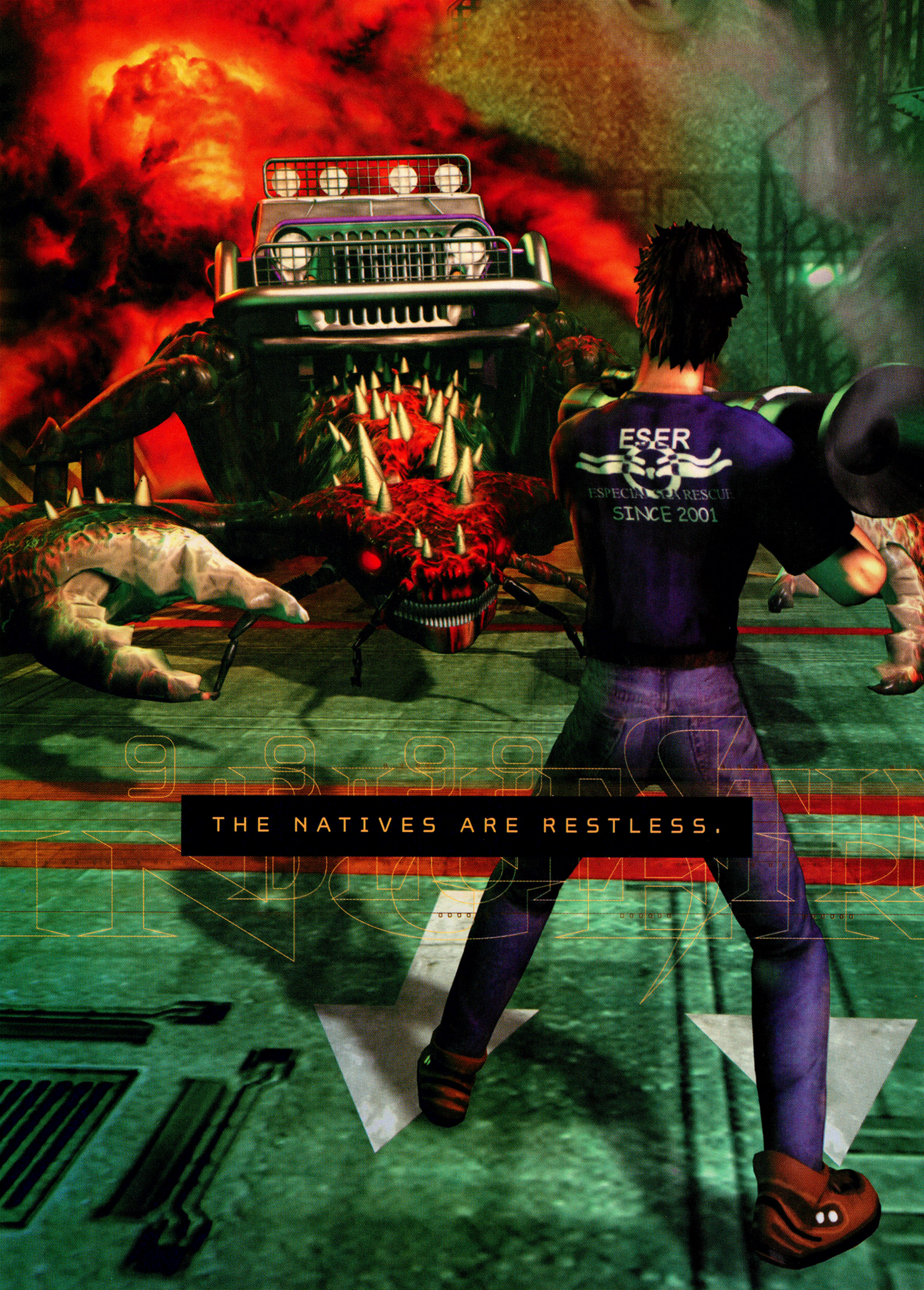
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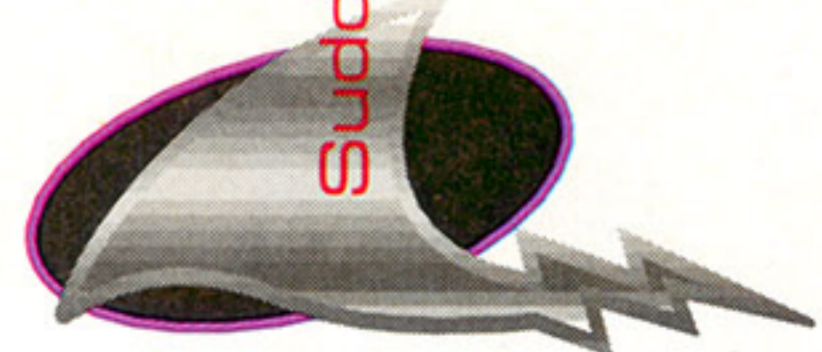


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SOLID STATE

Since the first-ever *Metal Gear* game was played on the Nintendo Entertainment System, what I want to know is: Why is *Metal Gear Solid* on the PlayStation and not on the Nintendo 64?

—Scott Haney
Kelseyville, CA

That's a pretty good question, Scott. Konami—the publisher and developer of the *Metal Gear* series—does have a healthy relationship with Nintendo; there's certainly no reason why it couldn't do a *Metal Gear* game on the Nintendo 64. However, here are two reasons why it may not happen: First, a PlayStation CD simply has a lot more read-only memory than the average cartridge game. It would be very difficult to condense *Metal Gear Solid* into an affordable N64 cartridge without compromising the grandeur of its storyline, its soundtrack and its depth of gameplay. Second—you may not know this, but Sony made a financial contribution to supplement Konami's



The original *Metal Gear* for the MSX home computer, circa 1987.

Metal Gear Solid marketing budget. This gave the game extra advertising exposure while reinforcing the idea that you had to buy a PlayStation if you wanted to play it. For Konami to turn around and release the game on another platform would just screw up the company's relationship with Sony, which is unlikely to happen.

Incidentally, the NES *Metal Gear* was not technically the first game in the series. *Metal Gear* originated as a game for the MSX home computer in Japan during 1987; the Famicom (NES) cartridge version was released later that same year. Thanks for writing!

THAT'S AMORE

This is dumb, but...have you guys ever fallen in love with a video game character? What do you think of Rinoa from *Final Fantasy VIII* and Luna from *Lunar: Silver Star Story Complete*?

—Oliver Willhoft
Jakarta, Indonesia

Oh, yeah, it happens all the time. As previously reported, Ara's unrequited love for Ma-San—drummer of the Milk Can band in Um Jammer Lammy—has been the cause of a great deal of romantic tension in the *TIPS & TRICKS* offices. And Rinoa sure is pretty...

FLUSHED

I have been playing *Resident Evil 2* on the PlayStation and I noticed something very odd: There isn't one bathroom in the police station, labs or anywhere. Capcom should have added one of these to make the game more realistic; you should find that reporter guy (in the prison on Leon's mission) on the toilet instead of the cell.

—Chris Killeen
Englishtown, NJ

Hey, it's just like on the *Brady Bunch*, where they had bathrooms with no toilets! There were bathrooms in the first *Resident Evil*; maybe the zombie virus had some weird effect on the Raccoon City architects...

THEY STOOGES TO CONGA

I was wondering if you could design a game for the Nintendo 64 called *The Three Stooges* with Curly, Moe and Larry. One day I was thinking and this idea popped up in my mind; I thought it would be a lot of action and fun. Could you make this game? I am sure



It's not available for the Nintendo 64, but you might be able to find *The Three Stooges* at the arcade.

that designing *The Three Stooges* would be hard, but it sure would be a lot of fun. I am eight years old, so can you try your best to give *The Three Stooges* a rating of "E" for "Everyone"? I'd be very happy if you will.

—Joshua Littleton
San Antonio, TX

We've got good news and bad news, Josh. First, the bad news: *TIPS & TRICKS* is a video game tips magazine. We don't make games, we just write about 'em. The good news, however, is that there are already two different *Three Stooges* games that somebody else has already programmed! The first was an arcade game from Mylstar that was released in 1984; then Activision released a totally different game called *The Three Stooges* for the Nintendo Entertainment System a few years later. Good luck finding these classics!

TOKEN OF THE MONTH



Front



Back

This month's token comes from the (now defunct) Pinball Plus arcade in Fullerton, California; it was sent to us by James Flynn from Anaheim, who used to play *Battletoads* there. Thanks, James!

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

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FINAL FANTASY VIII®

The latest *Final Fantasy* epic is finally here! Square continues to outdo itself with each new game in this series. The new adventure is by far the longest ever, giving the player well over 100 hours of playing time if all of the side quests and events are taken. This first installment of our strategy guide will take you through the first two discs of this huge four-disc game.



Part 1
by Ara Shirinian

BATTLE SYSTEM

Final Fantasy VIII uses Square's Active Time Battle (ATB) system. What this means is that enemies don't wait for you to finish your turn before attacking. While this system certainly makes battles more exciting, it does work to your disadvantage; as the battles get harder, this feature will become more of a hindrance than anything else. When you first begin the game, I suggest that you turn the ATB setting in the configuration screen to "Wait." Note that this will only prevent enemies from attacking while you're selecting a magic spell. Second, if you're having trouble defeating a certain enemy, remember that you can adjust the speed of battle in the configuration screen also. Later in the game it will become important to keep the battles at a slow pace as enemies get more aggressive. Don't hesitate to pause the game during a boss battle to think out your strategy before inputting commands.

JUNCTION SYSTEM

For the early parts of the game, junctioning is fairly simple since you won't have many Guardian Forces (GF) to junction—and you won't have much magic, either. As you get more and more GFs, you may be tempted to junction many of them to one character. While this isn't necessarily a bad idea, there are a number of tradeoffs that must be considered. First, when you junction multiple GFs to a party member, the EXP gained at the end of a battle will be divided among all of them—but the Ability Points (AP) will not. Each junctioned GF will receive the full AP. If you have only one GF junctioned and you summon it during a battle, that GF's affinity with your character will increase. However, if you have other GFs junctioned as well, the summoned GF's affinity with your character will increase while all the other GF's affinities with your character will decrease.

EXPERIENCE (EXP)

There are a number of subtle points about the way your characters "level up." First, every character needs 1,000 EXP to gain a level, no matter what level they were at previously. Second, in most locations the levels of enemies you fight will increase as your own characters' levels increase. Basically, this means that gaining levels will not necessarily allow you defeat some enemies more easily. In some cases, it even puts you at a disadvantage, since higher-level enemies can use spells and techniques that lower-level foes can't. Basically, there are two major categories of enemies: those that have a fixed level and those that don't. Whether the enemies' levels are fixed or not usually has more to do with the location in which you encounter the enemy rather than the enemy itself. For example, enemies in the Fire Cavern are always very weak. Most bosses' levels are fixed, but only to a certain degree. If you encounter a boss at a

certain point in the game and your characters are weaker than they should be for that point in the game, then sometimes the boss' level will be lower as well. But if your levels are much much higher, the boss' level will not increase. Of course, there are a few exceptions. For enemies that don't have a fixed level, their level is roughly based on the average of your three party members' levels. For this reason, it's very important to keep your characters' levels balanced. If one or two of your party members ends up ten or more levels below another, you'll quickly find that they'll keep getting killed easily in battles. An easy way to ensure that no character stays much weaker than the others is to always select the lowest level party members whenever you have an opportunity to switch them.

STORY PROGRESSION

At many times in the game, you'll have to make choices. More often than not, it will appear as if making an incorrect choice will have a significant impact on the events that follow it. Fortunately, that isn't that case. The worst things that can happen when you're faced with such decisions is that you might miss some items, your SeeD rank might go down or you might have to fight some extra battles. The overall storyline won't change. There are many, many ways to get even rare items, so the penalty incurred for making bad decisions isn't very big.

After you complete the events at Dollet, you'll receive a SeeD rank. Afterward, you'll get a salary at various intervals based on this rank. The actions you take for the rest of the game can either cause it to go up or down. The higher your rank, the more money you'll receive. To easily increase your rank, you can take the SeeD written test (located in the tutorial menu). Unfortunately, there are more things you can do to make your rank go down than there are to make it go up. If you use GF constantly during battles, your rank may go down. If you select the wrong choice during some events, your rank may also go down. If you run around for a long time without battling or making progress, your rank may go down. On the other hand, if you fight a lot of battles without resorting to GF, then your rank may go up. Some choices you make may also cause your rank to go up. Much of the time, your rank might go down and the go

right back up at the next interval, or vice-versa. The highest rank is A, which is one level above 30. If you reach this point, you'll get a salary of 30,000 G (rank 30 gets 20,000 G). Be very careful if you get to rank A. It's extremely difficult to stay there and you'll probably find yourself slipping back to 30 almost immediately.



SeeD Written Test Answers

Here are the correct responses for all 30 SeeD tests:

Questions

Test	1	2	3	4	5	6	7	8	9	10
1	Yes	No	Yes	Yes	Yes	No	No	Yes	No	No
2	Yes	No	Yes	Yes	Yes	No	Yes	Yes	No	No
3	No	No	Yes	No	Yes	Yes	Yes	No	Yes	No
4	No	Yes	Yes	Yes	No	No	Yes	Yes	No	No
5	No	No	No	Yes	Yes	No	No	Yes	Yes	Yes
6	Yes	No	Yes	Yes	No	No	Yes	Yes	No	Yes
7	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes	No
8	No	Yes	No	No	Yes	Yes	No	No	Yes	No
9	No	Yes	No	No	No	No	No	No	Yes	Yes
10	Yes	No	No	No	No	No	No	No	Yes	No
11	Yes	Yes	No	Yes	Yes	No	Yes	No	No	Yes
12	No	Yes	No	No	Yes	No	Yes	No	Yes	No
13	Yes	No	No	No	Yes	No	No	No	No	No
14	Yes	Yes	Yes	Yes	No	Yes	Yes	No	Yes	No
15	Yes	Yes	No	No	No	No	No	Yes	No	Yes
16	Yes	No	No	Yes	No	Yes	No	No	Yes	No
17	Yes	No	No	No	Yes	No	No	Yes	No	No
18	Yes	No	No	No	Yes	No	No	No	No	No
19	Yes	No	No	Yes	No	No	No	No	No	Yes
20	Yes	Yes	No	Yes	No	Yes	Yes	Yes	No	No
21	Yes	Yes	Yes	Yes	No	No	Yes	Yes	Yes	No
22	No	No	No	Yes	No	No	No	Yes	Yes	No
23	Yes	No	No	No	No	Yes	Yes	Yes	Yes	Yes
24	Yes	Yes	No	No	Yes	Yes	No	No	No	Yes
25	Yes	No	Yes	Yes	Yes	No	No	Yes	No	No
26	Yes	Yes	No	Yes	No	Yes	No	Yes	No	No
27	No	Yes	No	No	No	No	Yes	No	Yes	No
28	Yes	No	No	Yes	Yes	Yes	No	Yes	No	No
29	No	No	No	Yes	Yes	No	No	No	Yes	No
30	No	Yes	No	No	No	No	Yes	No	No	No

CARD GAME

The card game is a part of *Final Fantasy VIII* that is totally disjointed from the main game. You can start playing cards right away when you start the game, or you can choose to never play one game at all. It's totally up to you. Playing cards takes a great deal of patience if you want to collect all of them, so be prepared to invest lots of time. Note that many cards are useful for refining into different items (Quezacotl's Card Mod ability), so there is a real advantage to collecting cards. If you do want to build up a card collection, I suggest you spend a few hours playing cards right in Balamb Garden in the beginning of the game, even before you leave to go to the Fire Cavern. You can obtain some cards from the person next to the elevator on 2F. Note: Your initial set of cards is very poor. I recommend going to either save point in Balamb Garden (dormitory or near the exit) and playing cards with people near those locations. If you lose, just reset the machine and try again. After a few tries you'll accumulate a decent set of cards and you'll be able to win more and more often.

TRIPLE TRIAD STRATEGIES

The Triple Triad card game is more complex than it seems. Usually, it just comes down to who has the best overall cards. However, this doesn't mean that you should be throwing down cards randomly. Although higher-level cards are much more powerful than lower-level ones, each card is relatively weak on at least one of its sides. Sometimes, it's actually to your advantage to play a very weak card rather than a strong one. Consider this: The stronger a card is on its

exposed sides, the more difficult it will be to flip over. The weaker a card is on its exposed sides, the easier it will be to flip over. This goes for both yourself and your opponent. The same card can be flipped multiple times in one game. Knowing this, the key is to time the strategy of how cards are placed to make it as difficult as possible for your opponent to flip over your cards...and as easy as possible for you to flip over your opponent's cards.

Look at this example: Suppose you place a weak card in the upper left corner (Step 1). It can easily be flipped over if your opponent places his card adjacent to it (Step 2). At first it appears to be a bad move, but if you place



STEP 1



STEP 2



STEP 3

another of your cards on the remaining adjacent space (Step 3), you can quickly and just as easily flip the card back to your side. Now, the card you placed in Step 1 is still yours and can never be taken by your opponent again (unless you're playing with rules like Same or Plus). On the other hand, if you attempt to protect one of the weak card's sides by placing another of your cards adjacent to it first, then your opponent can take the weak card and you won't be able to reclaim it. It all depends on the order of moves. If you have a number of strong cards and one or two really weak ones, it's more advantageous to play your weak cards first and the stronger ones later. Also, weak cards should generally be placed as far away from corners as possible. A card in the center of the board can be flipped over between sides a maximum of four times, while a card in a corner can only be flipped over two times or less. All of this is based on the premise that you will have to play a weak card at some point in the game and that your opponent will flip it over. If you follow these rules, you'll maximize the opportunities you'll have to reclaim cards flipped over by your opponent. Another strategy that works fairly well—at least for the first half of the game where you won't encounter Same or Plus rules—is to make sure that on every move you turn over at least one of your opponent's cards. If you can do this while preventing your opponent from turning over more than one of your cards per turn, it will be very easy to win.

- See page 107 to find out how to collect cards in Discs 1 and 2.
- See page 109 to learn about special rare card events.



MAGIC CATALOG

Here's a listing of all the spells in the game and their power when junctioned to a specific stat. In the HP column, the number reflects how much HP is raised for each unit of magic that is junctioned to HP. For example, if you junction 1 Fire to HP, your HP will go up by 1. If you junction 100 Fira to HP, your HP will go up by 100. In all the other columns, the values listed are the quantities that your stat will go up if 100 of the magic is junctioned. For example, junctioning 100 Fire to Str will increase it by 10. When abilities like HP+10% are used, the percentage increase is applied to the value after a magic is junctioned, not before. For example, if your original HP=1,000 and you equip HP+10% and junction 100 Ultima to HP, your resulting HP will be 7,700, not 7,100. All spells only affect one enemy or ally except where noted.

Abbreviations	
E/A	enemy or ally
All	all enemies or allies
NE	non-elemental

MAGIC USAGE

In *Final Fantasy VIII*, magic is relatively weak. Usually, summoning a GF is more effective. Magic is also used almost exactly like an item. There are no "Magic Points" or anything like that. For these reasons, it's usually more useful to use magic just to junction it to your stats rather than to use it directly. Having magic junctioned to some of a character's stats can make a huge difference in his or her strength.

DRAW POINTS

Throughout the world there are draw points from which you can collect magic. There are two kinds of draw points: Those which can only be drawn from once and those which regenerate. The ones that regenerate can be drawn from again when you return to them after leaving the area. Additionally, there are

some draw points which are invisible. These will only appear on the screen when you have the "Move-Find" ability, although you can still draw from them even if you can't see them. What's more, on the world map you can also find hidden draw points; these will never be visible, however, even if you have "Move-Find."

Spell	Effect	Junction Power							
		HP x1	Str x100	Vit x100	Mag x100	Spr x100	Spd x100	Hit% x100	Luck x100
Attack Magic									
Fire	Fire damage; low level	1	10	4	10	4	8	10	8
Fira	Fire damage; med level	2	15	8	15	8	12	16	12
Firaga	Fire damage; high level	14	30	16	30	16	14	20	14
Blizzard	Ice damage; low level	1	10	4	10	4	8	10	8
Blizzara	Ice damage; med level	2	15	8	15	8	12	16	12
Blizzaga	Ice damage; high level	14	30	16	30	16	14	20	14
Thunder	Thunder damage; low level	1	10	4	10	4	8	10	8
Thundara	Thunder damage; med level	2	15	8	15	8	12	16	12
Thundaga	Thunder damage; high level	14	30	16	30	16	14	20	14
Water	Water damage	3	20	14	18	14	12	18	13
Aero	Wind damage	3	17	10	16	10	20	22	15
Bio	Poison damage	7	24	15	24	15	5	4	4
Demi	Damages E/A by 1/4 of its HP	16	34	18	36	18	12	14	10
Holy	Holy damage	38	55	28	45	48	10	24	14
Flare	NE damage	32	56	26	44	26	12	26	12
Meteor	NE damage All	46	75	34	52	34	30	40	12
Quake	Earth damage All	26	40	20	40	20	7	30	12
Tornado	Wind damage All	30	48	24	42	24	33	38	14
Ultima	NE damage All	60	100	82	100	95	60	60	60
Restore Magic									
Cure	Restore HP; low level	2	4	15	4	15	3	2	2
Cura	Restore HP; med level	5	8	28	8	28	4	3	3
Curaga	Restore HP; high level	22	20	65	20	65	10	10	10
Life	Revive dead	12	8	50	10	50	4	3	4
Full-life	Revive dead to max HP	48	20	80	20	85	8	8	20
Regen	Restore HP at regular intervals	26	18	70	18	60	8	8	8
Esuna	Remove all abnormal status	5	6	36	12	36	3	3	10
Indirect Magic									
Scan	Find out info on E/A	1	5	5	5	5	3	3	3
Sleep	Cause Sleep	1	6	5	12	10	4	3	2
Blind	Cause Darkness	1	6	5	12	10	3	30	2
Silence	Cause Silence	1	6	5	12	10	4	3	2
Confuse	Cause Confuse	7	22	18	28	18	18	8	8
Berserk	Cause Berserk	3	13	8	14	8	5	4	3
Break	Cause Petrify	10	20	20	34	35	10	10	12
Zombie	Cause Zombie	8	15	24	15	12	2	2	2
Death	Cause Death	18	22	22	38	58	10	10	38
Double	Cast 2 spells in one turn	2	15	6	18	6	10	40	2
Triple	Cast 3 spells in one turn	24	70	10	70	10	70	150	30
Dispel	Remove effects of magic	10	12	38	16	60	8	8	14
Protect	Increase Vit temporarily	4	6	40	10	18	3	3	14
Shell	Increase Spr temporarily	4	6	18	10	40	3	3	14
Reflect	Reflect magic to caster	20	14	46	20	72	10	8	16
Drain	Absorb E/A's HP	4	13	30	20	24	6	5	4
Haste	Increase Spd temporarily	5	12	16	20	20	50	10	10
Float	Make E/A float	2	8	15	8	15	16	12	20
Slow	Decrease Spd temporarily	5	12	16	20	20	40	10	10
Stop	Stop all action temporarily	8	18	20	30	24	48	20	10
Meltdown	Reduce Vit to 0 & NE damage	15	24	80	20	20	3	12	8
Pain	Cause Poison, Darkness, Silence	28	42	38	60	45	4	4	40
Aura	Use Limit Breaks more often	34	70	22	24	24	10	50	40

THRASHER

PRESENTS

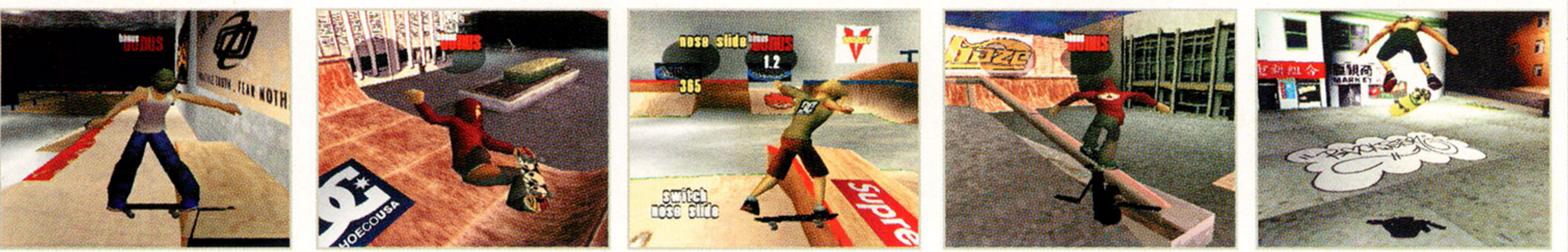
SKATE AND DESTROY



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GUARDIAN FORCES

There are 16 GFs in all. This is a catalog of the first 11 GFs which you can obtain during Discs 1 and 2. Attack power rank is a value between 1 and 12, where 1 is the highest attack power and 12 is the lowest. It does not include Diablos, Carbuncle, Cerberus or Cactaur because those GFs use non-standard attacks or don't attack. All GFs have the Magic, GF, Draw and Item starting abilities in addition to what is listed. Other Abilities denotes what abilities each GF can learn and how much AP is required to learn each one. Some abilities will only appear after you've learned other abilities. These are denoted by an arrow leading from the prerequisite ability to the more advanced one. The points during the game where each GF can be obtained is also referenced in the Major Events/Bosses section later in this strategy.

REFINING ABILITIES

Here's a catalog of what items or magic can be refined using your GFs' abilities.

T Mag-RF

Refine Thunder magic from items (Quezacotl's ability)

Item	Refines into
M-Stone Piece	Thunder x5
Magic Stone	Thundara x5
Coral Fragment	Thundara x20
Wizard Stone	Thundaga x5
Dynamo Stone	Thundaga x20
Shear Feather	Aero x20
Windmill	Tornado x20

I Mag-RF

Refine Ice/Water magic from items (Shiva's ability)

Item	Refines into
M-Stone Piece	Blizzard x5
Magic Stone	Blizzara x5
Arctic Wind	Blizzara x20
Wizard Stone	Blizzaga x5
North Wind	Blizzaga x20
Fish Fin	Water x20
Water Crystal	Water x50


L Mag-RF

Refine Life/ Recovery magic from items (Siren's ability)

Item	Refines into
M-Stone Piece	Cure x5
Magic Stone	Cura x5
Healing Water	Cura x20
Wizard Stone	Curaga x5
Tent	Curaga x10
Cottage	Curaga x20
Healing Mail	Curaga x20
Whisper	Curaga x50
Healing Ring	Curaga x100
Mesmerize Blade	Regen x20
Life Ring	Life x20
Regen Ring	Full-life x20
Phoenix Spirit	Full-life x100
Holy Stone	Holy x1
Moon Stone	Holy x20
Holy Water	Zombie x2
Zombie Powder	Zombie x20
Death Stone	Death x1
Saw Blade	Death x10
Dead Spirit	Death x20
Chef's Knife	Death x30


QUEZACOTL

Action	Thunder Storm (Thunder damage to all enemies)
Attack power rank	11
Starting level	1
EXP for level-up	500
How to obtain	Go through the tutorial in the terminal at Squall's desk in the classroom in Balamb Garden.
Starting Abilities	Mag-J
Other Abilities	AP to Learn
HP-J	50
Vit-J	50
→ Elem-Def-J	100
→ Elem-Def-J x2	130
Card	40
→ Card Mod	80
Mag+20%	60
→ Elem-Atk-J	160
→ Mag+40%	120
SumMag+10%	40
→ SumMag+20%	70
→ SumMag+30%	140
GFHP+10%	40
→ GFHP+20%	70
Boost	10
T Mag-RF	30
→ Mid Mag-RF	60



IFRIT

Action	Hell Fire (Fire damage to all enemies)
Attack power rank	9
Starting level	1
EXP for level-up	500
How to obtain	Defeat Ifrit in the Fire Cavern near Balamb Garden.
Starting Abilities	Str-J
Other Abilities	AP to Learn
HP-J	50
Elem-Def-J	100
→ Elem-Def-Jx2	130
Str+20%	60
→ Str+40%	120
→ Elem-Atk-J	160
→ Str Bonus	100
SumMag+10%	40
→ SumMag+20%	70
→ SumMag+30%	140
GFHP+10%	40
→ GFHP+20%	70
→ GFHP+30%	140
Boost	10
F Mag-RF	30
Mad Rush (Available after level 10)	60
Ammo-RF (Available after level 10)	30



F Mag-RF


Refine Fire magic from items (Ifrit's ability)

Item	Refines into
M-Stone Piece	Fire x5
Magic Stone	Fira x5
Bomb Fragment	Fira x20
Wizard Stone	Firaga x5
Red Fang	Firaga x20
Bomb Spirit	Firaga x100
Phoenix Pinion	Firaga x100
Phoenix Spirit	Firaga x100
Flare Stone	Flare x1
Inferno Fang	Flare x20




SHIVA

Action	Diamond Dust (Ice damage to all enemies)
Attack power rank	10
Starting level	1
EXP for level-up	500
How to obtain	Go through the tutorial in the terminal at Squall's desk in the classroom in Balamb Garden.
Starting Abilities	Spr-J
Other Abilities	AP to Learn
Str-J	50
→ Elem-Atk-J	160
Vit-J	50
→ Vit+20%	60
→ Vit+40%	120
Spr+20%	60
→ Spr+40%	120
→ Elem-Def-J	100
→ Elem-Def-J x2	130
SumMag+10%	40
→ SumMag+20%	70
→ SumMag+30%	140
GFHP+10%	40
→ GFHP+20%	70
Boost	10
I Mag-RF	30
Doom (Available after level 10)	60



SIREN

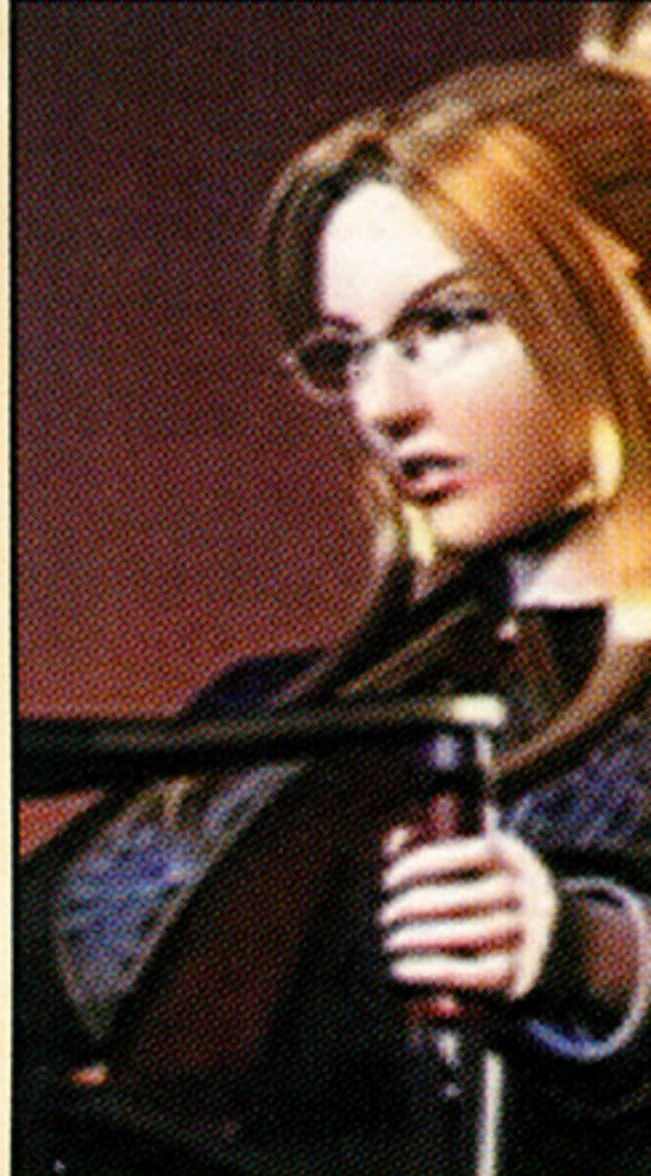
Action	Silent Voice (Non-elemental damage + Silence to all enemies)
Attack power rank	12
Starting level	3
EXP for level-up	400
How to obtain	Draw from Elvoret during the Dollet attack event. (Event 2)
Starting Abilities	Mag-J ST-Def-J
Other Abilities	AP to Learn
ST-Def-J	130
Mag+20%	60
→ Mag+40%	120
→ ST-Atk-J	160
→ Mag Bonus	100
Move-Find	40
SumMag+10%	40
→ SumMag+20%	70
→ SumMag+30%	140
GFHP+10%	40
→ GFHP+20%	70
Boost	10
L Mag-RF	30
ST Med-RF	30
Tool-RF	30
Treatment (Available after level 12)	100



Time Mag-RF

Refine Time/ Space magic from items (Diablos's ability)

Item	Refines into
M-Stone Piece	Slow x5
Spider Web	Slow x20
Wizard Stone	Stop x5
Magic Stone	Haste x5
Lightweight	Haste x20
Aegis Amulet	Haste x100
Accelerator	Haste x100
Dino Bone	Quake x20
Steel Orb	Demi x15
Black Hole	Demi x30
Dragon Fin	Double x20
Rocket Engine	Triple x50
Samantha Soul	Triple x60
Three Stars	Triple x100



Continued on page 100...

CHOOSE YOUR WEAPON. CHOOSE YOUR QUEST.

CHOOSE YOUR TEAM VERY CAREFULLY.



Face Hordes of monsters,
search for treasure, avoid
traps, pick up magic potions.



It's the arcade classic
with all new power-ups and
new bosses to defeat.



Be the warrior, archer,
wizard or Valkyrie. Each with
unique skills and powers.



It'll take more than you've
got to defeat the forces of
evil and reclaim the world.
With Gauntlet Legends, the
nonstop assault is so intense,
you can't do it alone. The
more players you team up
with, the better your chances
of defeating the most relent-
less enemies you've faced.

 MIDWAY

GAUNTLET LEGENDS



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Shinji Mikami, the mastermind behind the *Resident Evil* series, has concocted another malevolent brew of fear for your PlayStation. Unlike *Resident Evil*, however, *Dino Crisis* mixes plenty of cerebral puzzle elements along with straight-on action. There's no question that there's a heavy Jurassic Park influence here: a lost island, rampant dinosaurs, experiment gone awry, etc. In *Dino Crisis*, however, your mission is to locate and capture the culprit of this dino disaster, Dr. Edward Kirk. Your character, Regina, is also armed to the teeth...so you have a lot more offensive power than Jeff Goldblum ever had! Now let's get down to the order of the day: beating *Dino Crisis*. An important note before we begin:

This strategy is for Normal Mode only.



by Anatole Brown



Controlling Regina

Those of you who are familiar with the *Resident Evil* series can basically jump right in, but there are a couple of things about Regina's controls that you should keep in mind. One of the most important—and life-saving—functions is using the R2 button to make Regina do a quick 180° turn on the spot. This will help you run away if the situation gets ugly. Another key feature is the auto-aiming system. By pressing the R1 button, Regina will point at the closest target with her weapon. You can even use it as sort of a "dino-radar" if you suspect that there's one lurking behind a corner. If there are multiple dinosaurs in one area, you must remember to release the R1 button each time you want to lock on to a different dinosaur. Holding the fire button down will also allow you to auto-fire; it's very useful with the handgun.

Every now and then, Regina will be startled by a dinosaur and knocked to the floor in a sudden cut scene. The word "Danger" will flash on the screen, indicating that Regina is in a desperate situation. During a Danger event, you have to quickly press all the buttons on the controller, including wriggling around the D-pad. That's

right—mash on all those buttons until Regina gets off the floor. The same thing applies when a dinosaur knocks you to the ground in a regular battle situation. Start button-mashing to get up before the dinosaur picks you up and starts swinging you around like a rag doll. The dinosaur can also knock the weapon out of Regina's hands. A blue arrow will indicate where the weapon fell. Regina can retrieve it simply by walking to it, but you must re-equip the weapon. Finally, be ready to quickly enter the sub-menu at any time during a dinosaur battle. You may need to reload, change your weapon or immediately heal yourself when being mobbed by a pack of Raptors. Entering the sub-menu will give you time to collect yourself and plan out your next course of action. A note for those trying to get a best time: Pausing the game will stop the game clock, so use this feature freely.

Mixing Items

Items can be mixed in the Mix sub-menu to create different and more powerful items for your disposal. There are a couple of things you should know, since mixing items can be a very confusing process. When an item gets powered up, you will see a "+" after its name. When it gets powered up again, you will see "+ +" after the name. The next time the item is powered up, it will graduate to the next power level. For example, a Med. Pak S + + will turn into Med. Pak M. However, adding a "+" to the item doesn't make it any stronger than its predecessor. For example, combining an Anes. Dart S with another Anes. Dart S creates an Anes. Dart S. +, but an Anes. Dart S. + has the exact same effect as a regular Anes. Dart S.; basically, you just wasted some darts for nothing. Increase the level of your items only when you know you have enough to increase them to a whole level higher. The only time a "+ +" makes a difference is when you have a Med. Pak L + +. By combining a Med. Pak L + + with a Resuscitation pak, you can create a Poison Dart which can kill any dinosaur with one shot (except the T-Rex). Take a look at the chart below to see how new items can be made by combining various items:

Battling Dinos

You'll start the game with only a Glock handgun, but you will find stronger weapons as you progress through the game. You'll also get a lot of ammunition along the way—but it's important to know which ammo is effective against which dinosaur. A simple sleeping dart may even suffice to get you by and go on with your business; it won't kill the dinosaur, but it will prevent it from attacking you a lot faster than trying to kill it with bullets. An Anes. Dart L can keep a dino asleep for a good half a minute, while an Anes. Dart M will keep one asleep for about 15 seconds. Two Anes. Dart Ss are needed to put a dino to sleep, but it will also last about 15 seconds. Kill the dinos in areas you will frequent, but don't rest assured because they can still regenerate in certain areas. They also have the ability to bust through doors, so don't relax just because you left the room! Another good thing to remember is that every dinosaur retains its damage level even if you leave the room, so you can still return and continue to finish them off later. Here's a rundown of the five dinosaur types you'll encounter:

	Hemostat	Med. Pak S	Med. Pak M	Med. Pak L	Resuscitation	Anes. Dart S	Anes. Dart M	Anes. Dart L	Anes. Aid	Recovery Aid	Intensifier	Multiplier
Hemostat	Hemostat	Med. Pak S	Med. Pak M	Med. Pak L		Hemostat	Anes. Dart M	Anes. Dart L	Hemostat	Med. Pak S	Med. Pak S	Hemostat
Med. Pak S	Med. Pak S	Med. Pak M	Med. Pak L	Med. Pak L		Med. Pak S	Med. Pak M	Anes. Dart L	Med. Pak S	Med. Pak M	Med. Pak S	Med. Pak S
Med. Pak M	Med. Pak M	Med. Pak L	Med. Pak L	Med. Pak L		Med. Pak M	Med. Pak L	Med. Pak L	Med. Pak M	Med. Pak L	Med. Pak M	Med. Pak M
Med. Pak L	Med. Pak L	Med. Pak L	Med. Pak L	Resuscitation*		Med. Pak L	Med. Pak L	Med. Pak L	Med. Pak L	Med. Pak L	Med. Pak L	Med. Pak L
Resuscitation												
Anes. Dart S	Hemostat	Med. Pak S	Med. Pak M	Med. Pak L		Anes. Dart S	Anes. Dart M	Anes. Dart L	Anes. Dart M	Anes. Dart S	Anes. Dart M	Anes. Dart S
Anes. Dart M	Anes. Dart M	Med. Pak M	Med. Pak L	Med. Pak L		Anes. Dart M	Anes. Dart L	Anes. Dart L	Anes. Dart L	Anes. Dart M	Anes. Dart L	Anes. Dart M
Anes. Dart L	Anes. Dart L	Anes. Dart L	Med. Pak L	Med. Pak L	Poison Dart*	Anes. Dart L	Anes. Dart L	Anes. Dart L	Anes. Dart L	Anes. Dart L	Anes. Dart L	Anes. Dart L
Anes. Aid	Hemostat	Med. Pak S	Med. Pak M	Med. Pak L		Anes. Dart M	Anes. Dart L	Anes. Dart L	Anes. Dart S		Anes. Dart S	Anes. Dart S
Recovery Aid	Med. Pak S	Med. Pak M	Med. Pak L	Med. Pak L		Anes. Dart S	Anes. Dart M	Anes. Dart L		Hemostat	Hemostat	Hemostat
Intensifier	Med. Pak S	Med. Pak S	Med. Pak M	Med. Pak L		Anes. Dart M	Anes. Dart L	Anes. Dart L	Anes. Dart S	Hemostat		
Multiplier	Hemostat	Med. Pak S	Med. Pak M	Med. Pak L		Anes. Dart S	Anes. Dart M	Anes. Dart L	Anes. Dart S	Hemostat		

*For these items you must use a Med. Pak L + + rather than a regular Med. Pak L.



Velociraptor

(a.k.a. Raptor)

The Raptor is fast, furious and has the ability to knock the weapon out of Regina's hands. Use sleeping darts to disable them immediately. You can really hurt them if you fire a SG Bullet right in their chest just as they pounce on you. The purple Raptors are extra vicious!

Compsognathus

(a.k.a. Compy)

If you've seen *The Lost World: Jurassic Park*, then you know who they are. You can run from these little guys without being touched. These carnivores will jump up and chomp your skin if you really want to hang out and watch!

Pteranodon

Pteranodons can only take a few bullets, but they're hard to shoot at because they fly around. If you get knocked to the ground, quickly get up or they'll grab you and drop you from the air. The best strategy is to run away!

Therizinosaurus

(a.k.a. Therizino)

Therizinos will also knock you down and do some serious damage. Save your grenade rounds for these monsters; they take two shots each. Another way to do away with Therizinos is to put them to sleep with a dart and proceed to kill them with a handgun. They're so big that handgun bullets can't wake them up!

Tyrannosaurus Rex

(a.k.a. T-Rex)

The giant beast keeps running into Regina like an old friend, but he's far, far from friendly! You can never kill the T-Rex, but you will need to fire a couple of rounds during some encounters in order to avoid being eaten alive in one bite. Darts and even the Poison Dart have absolutely no effect, so don't waste them on the king.

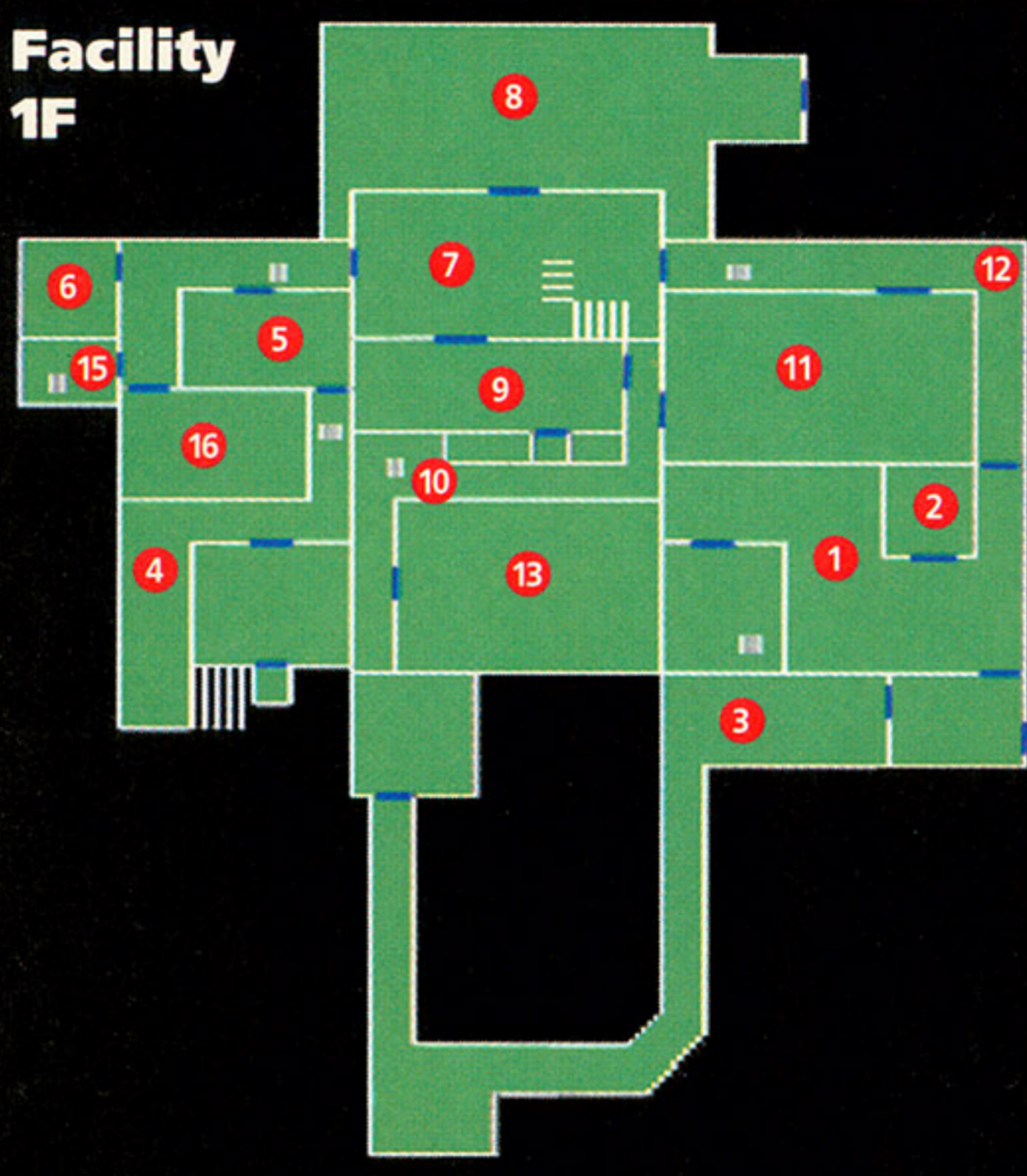
Here are the approximate numbers for every type of bullet needed to kill each dinosaur (numbers vary depending on distance):

	9mm	40S&W	SG	Slag	Grenade	Heat
Raptor	15	9	6	4	2	2
Compy	1	1	1	1	1	1
Pteranodon	4	3	1	1	1	1
Therizino	17	11	7	5	2	2
T-Rex	N/A	N/A	N/A	N/A	N/A	N/A

Maps & Items


Every location for each item is listed in this section. Note that many items are randomly generated and may not be the same item every time you play. Furthermore, a random item may not even appear in the area at all. Sometimes random items will also appear in Emergency Boxes. Move suspicious shelves and crates by pushing against them with your D-pad (just like *Resident Evil*). Stealing from the dead can get you cursed, but corpses have all kinds of useful things in *Dino Crisis* so always check them out.

Facility 1F



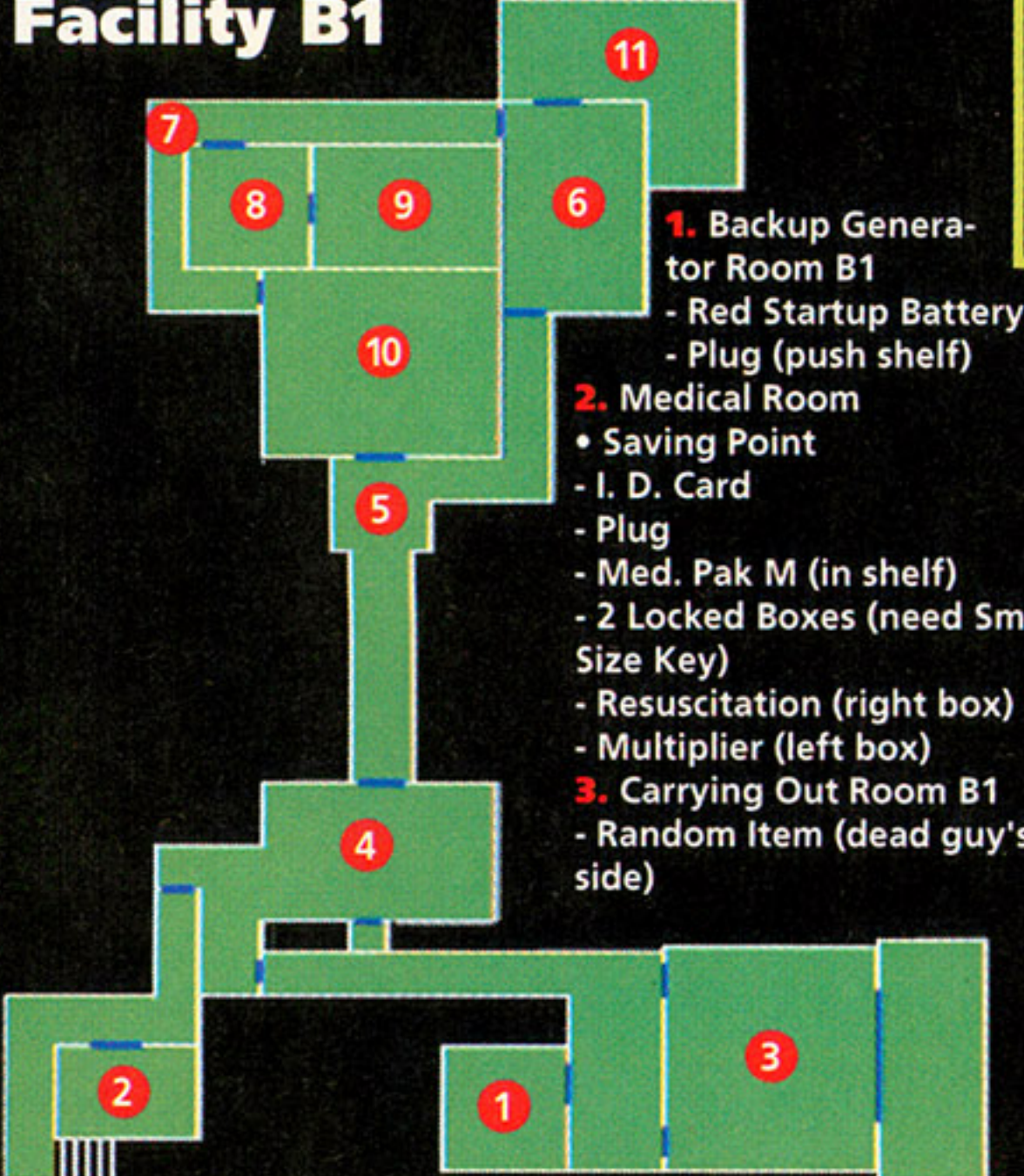
- 1. Backyard of Facility**
 - Random Item (push block)
 - Anes. Aid (need BG Room B1 Key)
- 2. Material Storage**
 - BG Area Key
 - Resuscitation (push shelf)
- 3. Passageway to the Back-up Generator**
 - Random Item (on dead guy)
- 4. Control Room Hallway**
 - 9mm Parabellum
 - Random Item (beyond shutters)
 - Green Emergency Box (1 plug)
 - Hemostat
 - Med. Pak M (x2)
 - Recovery Aid (x2)
- 5. Management Office**
 - Saving Point
 - DDK Input Disc H
 - Shotgun
 - Plug (in cardboard box)
 - Panel Key 2 (on dead guy)
 - Main Entrance Key (locker combo: 0426)
 - Resuscitation (locker combo: 0426)
- 6. Locker Room**
 - DDK Code Disc H
 - Anes. dart M
 - Random Item
- 7. Main Entrance**
 - Anes. Aid
 - Random Item (x2)
- 8. Front Area of Entrance**
 - DDK Input Disc N
 - SG Bullets
 - Anes. Aid (on dead guy)
 - Random Item
- 9. Elevator Hall**
 - Map of Facility 1F
 - Plug
 - Med. Pak M. (push box)
 - Red Emergency Box (2 plugs)
 - 9mm Parabellum
 - SG Bullets
 - Poison Dart
 - Intensifier
- 10. Lecture Room Hall**
 - Plug (on dead guy)
 - Random Item (x2)
- 11. Office**
 - Random Item
- 12. Office Hallway**
 - Random Item
- 13. Lecture Room**
 - BG Room B1 Key
- 14. Piping Check Passageway B1F (not shown)**
 - ~ between Lecture Room Hall and Toilet ~
 - Random Item
- 15. Toilet**
 - Random Item (x2)
- 16. Strategy Conference Room**
 - DDK Code Disc E
 - F. C. Device
 - Plug
 - Yellow Emergency Box (1 plug)
 - Slag Bullets
 - Intensifier
 - Med. Pak M

Facility 2F



- 1. Main Entrance (2F)**
 - Anes. Aid (push block)
 - Random Item
- 2. Hall 2F**
 - SG Bullets
- 3. Lounge**
 - Resuscitation
 - Random Item
 - Handgun Slide (safe combo: 8159)
- 4. Chief's Room**
 - Panel Key 1
 - DDK Code Disc N
 - SG Bullets
 - Key Card L (safe combo: 705037)
- 5. Communication Room**
 - Saving Point
 - Antennae Key
 - Slag Bullets
 - Red Emergency Box (1 plug)
 - 9mm Parabellum
 - SG Bullets
 - Anes. Aid
 - Multiplier

Facility B1



- 1. Backup Generator Room B1**
 - Red Startup Battery
 - Plug (push shelf)
- 2. Medical Room**
 - Saving Point
 - I. D. Card
 - Plug
 - Med. Pak M (in shelf)
 - 2 Locked Boxes (need Small Size Key)
 - Resuscitation (right box)
 - Multiplier (left box)
- 3. Carrying Out Room B1**
 - Random Item (dead guy's side)
- 4. Computer Room**
 - Saving Point
 - Plug
 - Screwdriver (in toolbox)
 - Random Item
- 5. Main Hallway B1**
 - Red Emergency Box (2 plugs)
 - Slag Bullets
 - 40 S&W Bullets
 - SG Bullets
 - Poison Dart
- 6. Research Meeting Room**
 - Random Item (up ladder, push shelf)
 - Random Item (near B1 crane panel)
- 7. Hallway to the Research**
 - Random Item (up ladder, push shelf)
 - Random Item (near B1 crane panel)
- 8. Hall B1**
 - B1 Map
 - Random Item (x2)
- 9. Gas Experiment Room**
 - Plug
 - Handgun Sights
 - Med. Pak M
 - Random Item (x2)
 - Key Card R (solve puzzle)
- 10. Library Room**
 - B1 Key Chip (on dead guy)
 - Small Size Key (on dead guy)
 - Shotgun Stocks (push shelf)
 - Anes. Dart L
- 11. Experiment Simulation Room**
 - Random Item



Facility Outdoors

1. Large Size elevator Passage-way
- Slag Bullets
- Random Item
2. Large Size Elevator
- Plug (check large crates)
- Random Item
3. Large Size Elevator Control Room
- Outdoor Area Map
- DDK Input Disc L
- DDK Code Disc L (on Tom)
4. Passageway to the Power Room
- Random Item (x2)
5. Elevator Power Room
- B1 Crane Card
- Anes. Aid (push shelf)
6. Passageway to the Heliport
- Random Item
7. Airplane Hangar
- Grenade Gun (up ladder)
- Grenade Bullets (up ladder)
- Grenade Bullets (after block puzzle)
8. Heliport
- Random Item (x3)

Outdoors Underground

1. Materials Room
- C. O. Pass Card (on dead guy)
- Anes. Aid (on dead guy)

Facility B2

1. Passageway to the Experiment Area
- Anes. Aid
2. Security Pass Room
• Saving Point
- DDK Input Disc S
- B2 Key Chip 1
- Plug (near dead lady)
3. Experiment Room Passageway
- Key Card Level C
- Anes. Dart L
- Resuscitation (beyond shutters)
- Red Emergency Box (2 plugs)
- Poison Dart
- Slag Bullets
- 40 S&W Bullets
- Multiplier
- Green Emergency Box (1 plug)
- Hemostat
- Med. Pak M (x2)
- Intensifier
- Recovery Aid
4. Stabilizer Design Room
- DDK Code Disc W
- Protect P-2A (code: 0367)
- Protect P-1A (code: 0204)
- Protect P1-B (code: 0204)
5. Researcher Rest Room
- Plug (in shelf)
- Random Item
6. Stabilizer Experiment Room
- DDK Code Disc D
- Plug
- Shotgun Parts (combo:1281)
- Protect P2-B (beyond Level A door)
7. Passageway
- Anes. Aid
8. Third Energy Area Control Room
- Key Card Level B (downstairs)
- Intensifier (downstairs)
- Plug (upstairs/up steps)
9. Third Energy Power Distribution
- B2 Area Map
- "1281" Memo (on dead girl after event)
- Red Emergency Box
- Heat Bullets
- Grenade Bullets
- Slag Bullets
- Intensifier
- Green Emergency Box
- Recovery Aid (x4)
10. Dr. Kirk's Personal Lab
- Key Card Level A (from Dr. Kirk)
- Planning Disc (from Rick if agreed)
- Plug (in large cardboard box)
11. Dr. Kirk's Library Room
- Med. Pak M.
- Pulse Receiver (from injured Gail)
12. Parts Storage
- Plug (push shelf)
- Core Parts 2 (code: 367204)
- Core Parts 1 (code: 367204)
- GG Parts (way in the back)

Facility B3

1. Carrying Out Room B3
- Grenade Bullets
- Random Item
2. Backup Generator Room
- Random Item (push shelf)
- White Startup Battery
3. Control Room B3
• Saving Point
- B3 Crane Card 2
- B3 Crane Card 1 (near Rick)
- Plug (push shelf)
- Random Item
- Red Emergency Box (3 plugs)
- Grenade Bullets
- SG Bullets
- Intensifier
- Anes. Aid (x2)
- Yellow Emergency Box (1 plug)
- Hemostat (x2)
- Multiplier
- Anes. Aid
- Recovery Aid
4. General Weapons Storage
- Resuscitation
- DDK Input Disc W (after crane puzzle)
5. Transport Passageway
- C. O. Area Key
- B3 Crane Card 3
- Plug (beyond shutters/in boxes)
- Grenade Bullets (beyond shutters)
6. Passageway to the Carrying Out Room
- Random Item
7. Rest Station
- Plug (on dead guy)
8. Central Stairway Area Passageway
- Plug (beyond shutters)
- Red Emergency Box (3 plugs)
- Poison Dart
- Heat Bullets
- Intensifier (x2)
- Grenade Bullets
- Anes. Aid (x2)
- Green Emergency Box (1 plug)
- Hemostat
- Intensifier
- Resuscitation (x2)
9. Disembarkation Immigration Office
• Saving Point
- B2 Key Chip 2
- Plug (on dead guy)
10. Large Size Elevator (after T-Rex event)
- Port Card Key (from 1st dead guy)
- DDK Input Disc (from 2nd dead guy)
11. Passageway to the Port
- DDK Code Disc S
- Random Item (after 3rd Energy barrier)
12. Port
- Random Item
13. Hovercraft Storage
- Red Emergency Box (1 plug)
- Intensifier
- Multiplier
- SG Bullets
14. In Hovercraft
- Plug
- Grenade Bullets (x2)
- Yellow Emergency Box (1 plug)
- Recovery Aid
- Slag Bullets
15. Port Transport Passageway
- Random Item
16. Special Weapons Storage
- Initializer (up the lift)
- Stabilizer (up the lift)
17. Heliport Transport Passageway
- Random Item
18. Underground Heliport
- Plug
- Grenade Bullets (x2) (if Dr. Kirk spotted)

Objectives and Puzzles

Listed here are the key points in the game. There are some tough—but very logical—puzzles in *Dino Crisis*. The best thing to do is to have a pen and paper ready at all times; this is a game where you need to take notes! The files found throughout the game have hints, combinations and codes. If you get really stuck,

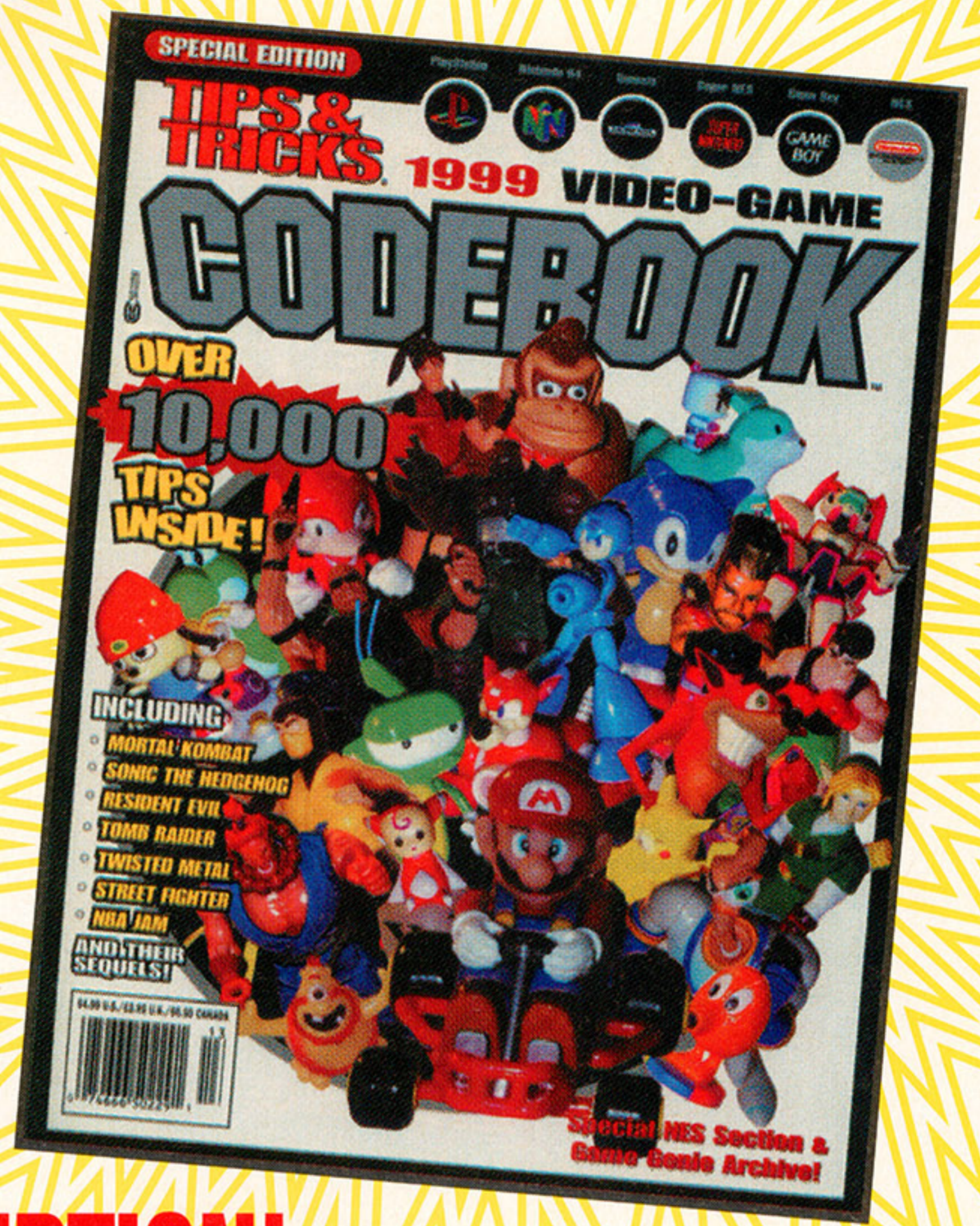
however, we have the solutions right here. Gail and Rick may respect each other's skills, but they always disagree on protocol. At several points in the game, Regina will be forced to choose between following Gail's way or Rick's way. Check the Maps & Items section for all keys and discs.

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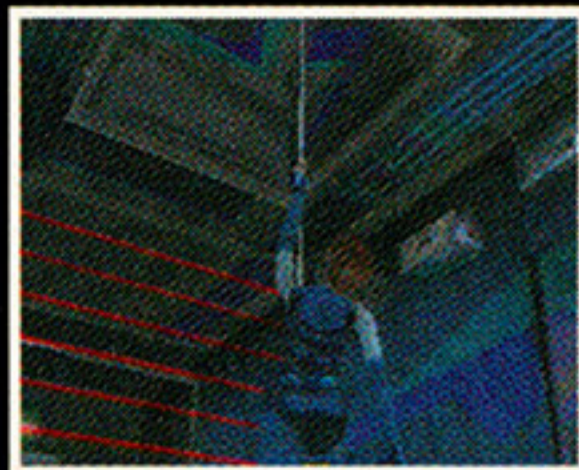
AXA900



The first puzzle is simple. Just line up the batteries in this order: red, blue, green and white (just like the switches on the wall).



Your first encounter with a Raptor! You can run or engage it with your handgun. Keep moving or it'll pounce on you.



Use the ventilation shaft to enter the facility. Go down the first hole and enter the Control Room to talk to Rick.



The locker combination in the Management Office is 0426. Rick will release the security shutters when you exit the room.



The combination for the safe in the Lounge is 8159. Use sleeping darts on the Raptors on the second floor to give you some space!



The DDK-H code to enter the Chief's Room is HEAD.



The code for the SOL and LEO Panel Key safe is 705037; look at the keys upside down. But watch out for...



...a giant T-Rex! You can run to the door and say goodbye or shoot at it with your rifle until it leaves.



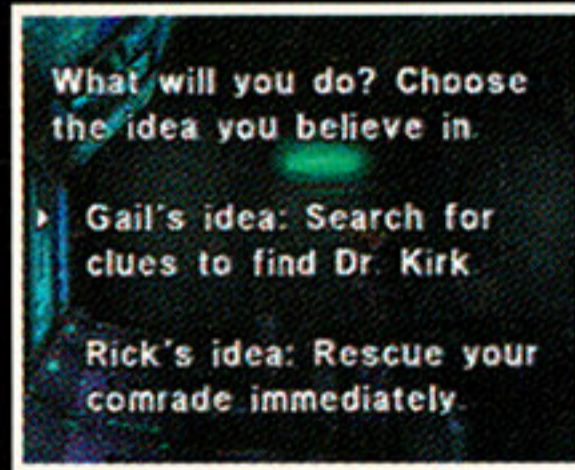
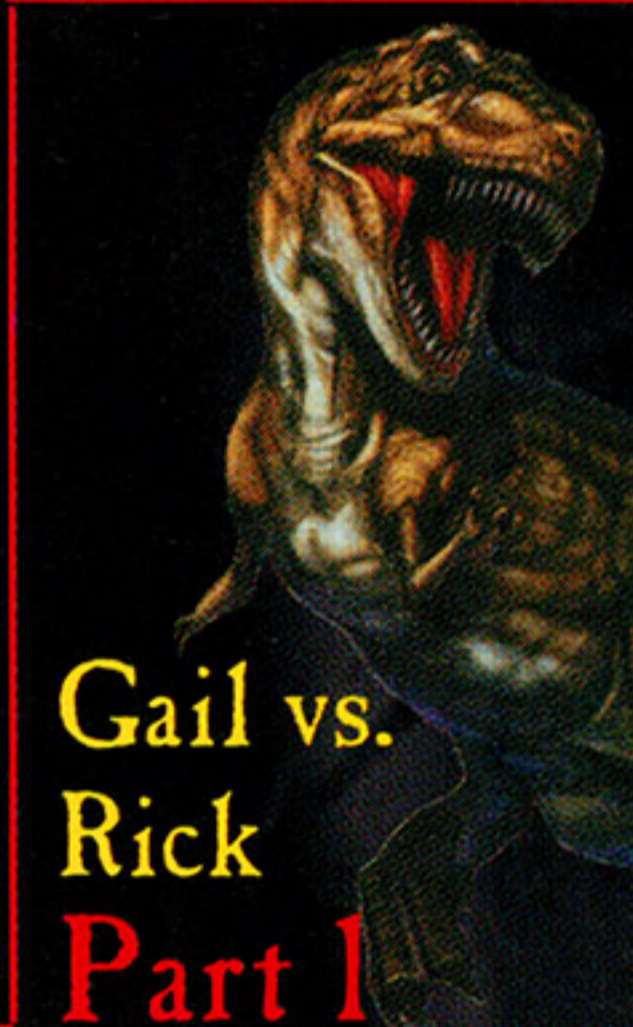
The DDK-N code to enter the Elevator Hall is NEWCOMER.



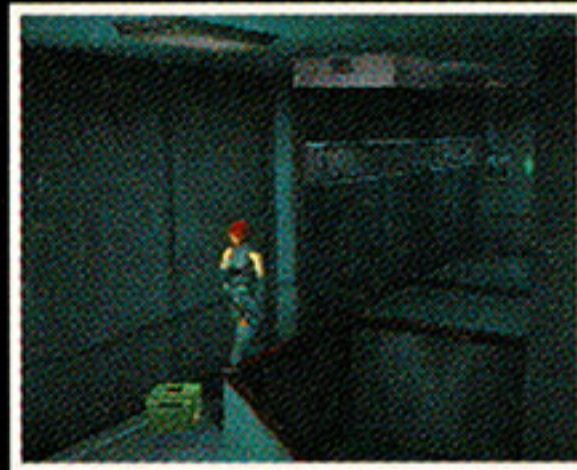
The first Danger event occurs when you grab the BG Room B1 Key in the Lecture Room. Mash on those buttons or it'll be "Game Over!"



Get the Red Startup Battery in the charger before operating the B1 generator. The puzzle should be familiar. Check behind the shelf, too!



The first Gail vs. Rick event occurs back in the Control Room.



A. Gail's Idea: Find Dr. Kirk

Head down the stairs immediately to the left as you exit the Control Room. You'll meet a bunch of Compys downstairs near the Medical Room. After seeing Gail and Dr. Kirk, you'll get shut out by the gates. There will be a Danger event with a Raptor in the Hallway for Carrying Out Materials. After getting to the Backyard of the Facility through the Backup Power Generator Room B1, you'll get bad news from Rick regarding Tom.



B. Rick's Idea: Rescue Comrade Tom

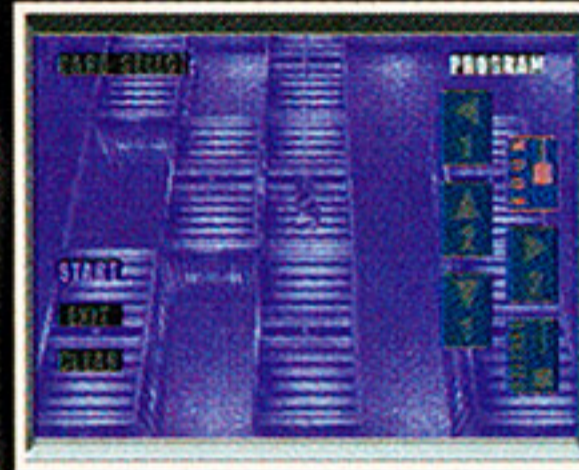
Simply use the ventilation shaft and go through the Office Hallway to the backyard where Rick will unlock the gate. In the Large Size Elevator Control Room you'll find Rick and a very bloody (but alive) Tom. He doesn't make it no matter which path you choose, but Rick's way is the quickest.



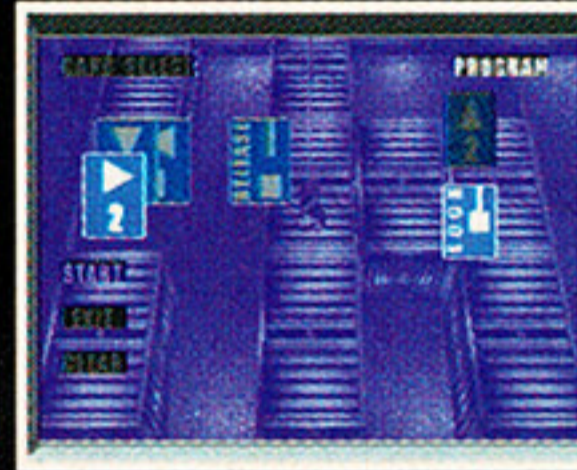
A Pteranodon Danger event occurs at the Large Size Elevator. You'll lose your weapon, so get ready to retrieve it quickly.



Pipe puzzle: Face the three consoles toward the wall and turn them on in this order (from left to right): 1st console = red, 2nd console = green, 3rd console = blue. Now face the other three and do them in the same order.



B1 crane puzzle commands: First set—1 Left, 2 Up, 1 Down, Hook, 2 Right, Release, Start. Second set—2 Up, Hook, Start.



After you get the I. D. Card and F.C. Device, you can re-write it with a doctor's identity to get access to the elevator to Hall B1. First you have to get a fingerprint with the F.C. Device from one of the two dead doctors.



If you used the phone to page Paul Baker, then you know where his corpse is; it's in the Elevator Hall. You can also use Mark Doyle's fingerprint found outside in the Front Area of the Entrance. Go to the computer in the Office and use the I. D. Card. If you have Paul Baker's fingerprint, the registration number is 58104. If you have Mark Doyle's fingerprint, the registration number is 57036.



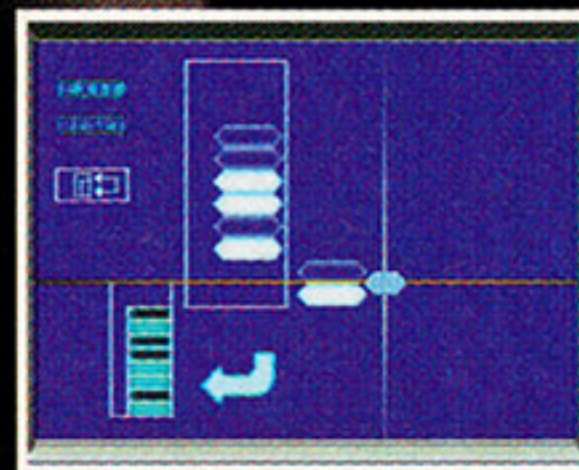
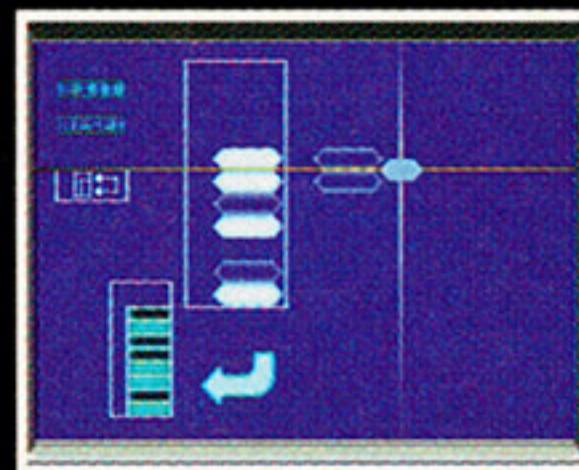
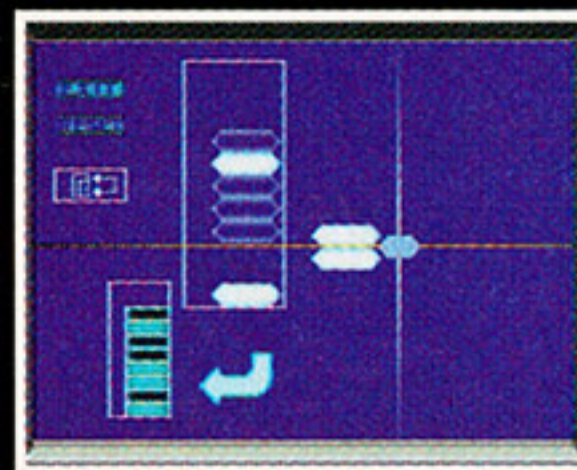
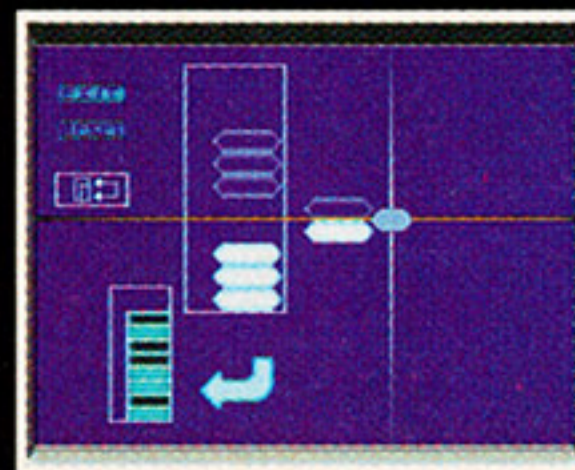
The DDK-L code to enter the Main Hall B1 is LABORATORY.



Use the computer in the Computer Room and enter the code 7248 to unlock the door for the Gas Experiment Room.



Turn on the gas switches in this order to save the doctor: green, blue, green, red and blue. Check the doctor again for a Small Size Key for the small boxes in the Medical Room (only one can be used). Kill the doctor if you want to bypass a noninteractive "cut scene." Watch out for the Raptor as you exit the Gas Chamber!



Place the B1 Key Chip you got from the doctor into the computer in the Library Room. Enter the code shown on the Key Chip: 3695. Now match the combination as shown in these photos. Note that everything that's placed on top will eventually be pushed down, so think ahead.

The DDK-E code to enter the Experiment Simulation Room is ENERGY.



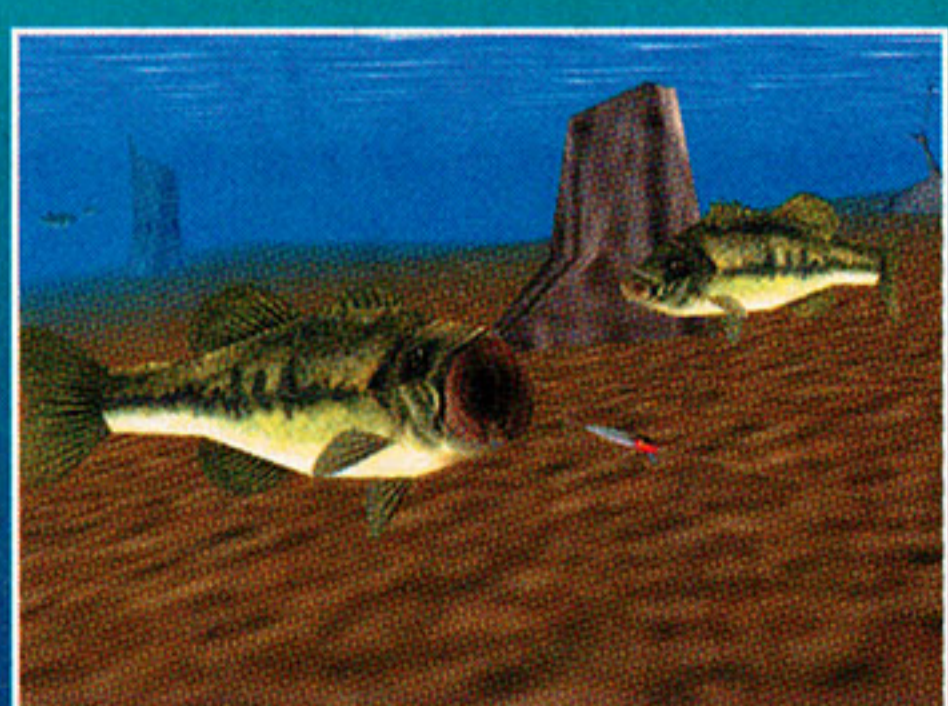
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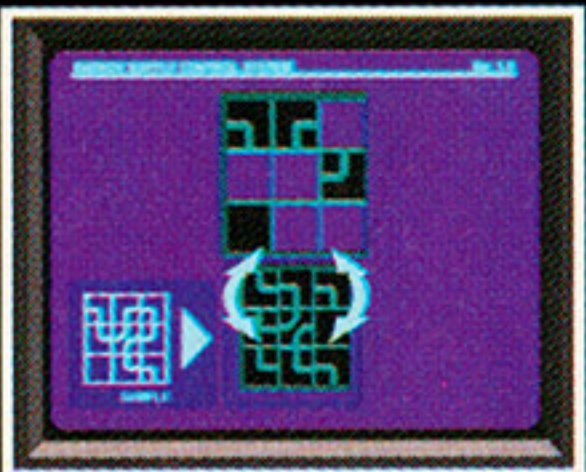
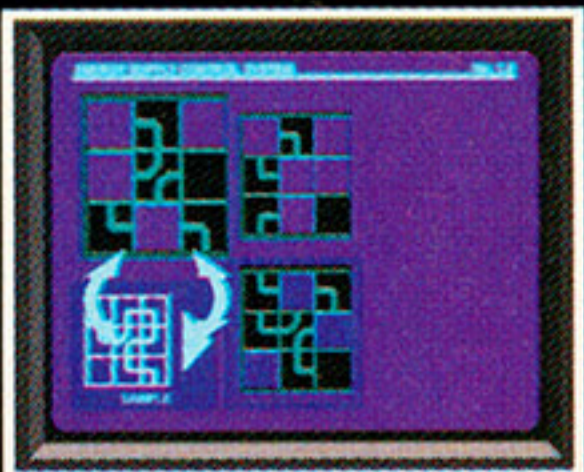
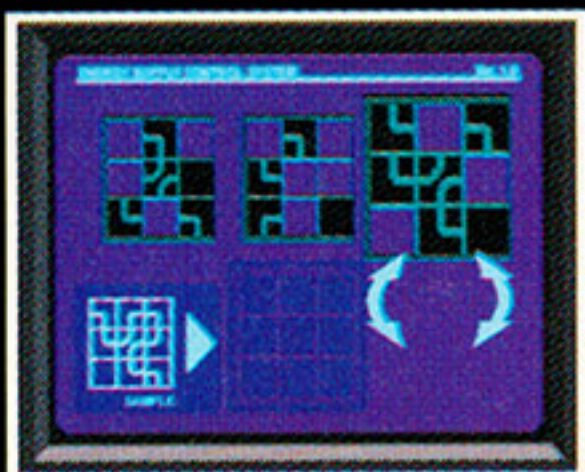


Actual 3D lakes and environments



Monster bass await your next move!

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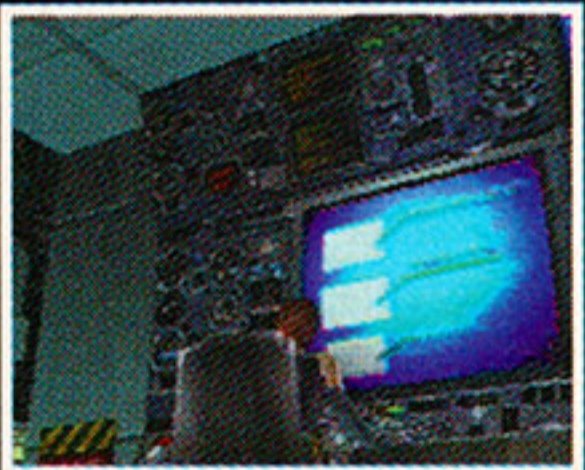
An emergency lockdown will ensue in the Computer Room. Use the screwdriver on the panel to open it. Solve the panel puzzle like this:
 1) Rotate the right panel 90° to the right once and set it down.
 2) Set down the left panel as is.
 3) Rotate the center panel 90° to the right once and set it down.

Gail vs. Rick Part 2

What will you do?
 Choose the option you believe in.

- Gail's strategy: Break through the area. Relying upon your skill.
- Rick's strategy: Cooperate with Rick and escape through the hatch.

After the lockdown is disabled, Gail and Rick get into it again.



A. Gail's Strategy: Break Through, Relying on Skill

First, go through the Hallway to the Research area, then through the Library Room, the Main Hallway B1, the Hallway for Carrying Out Materials and finally to Carrying Out Room B1. Use sleeping darts and evasion tactics to get by all the Raptors filling the halls. In the Carrying Out Room B1, you will receive the elevator pass from Dr. Kirk. Believe it or not, this route can be faster than choosing Rick's Strategy if you really boogie through the halls.

B. Rick's Strategy: Escape Through the Hatch

Go back into the Experiment Simulation Room and use the computer at the far end of the room. You will receive three sets of codes presented as flipping cards with letters. The codes are randomly generated, so we can't give you a proper solution here.



This is where a pen and paper comes in handy. You must memorize a series of letters, then type in the correct sequence to unlock each of the three locks on the hatch. The first series will flash one letter card at a time. The second series will flash one letter card and a blank card at the same time. The third series will show all the cards, then leave one letter card unturned as the letter in the code. Good luck!

After setting the Antennae Key, it's T-Rex time! You'll keep falling to the ground as you run to the Comm. Room, so get up quickly. When you get to the door, quickly use the R2 button to turn around. Begin firing at the T-Rex every time he tries to lunge at you for a bite. After three or four shots of Slag bullets, Rick will unlock the door, saving you from being Dino chum.

Head outside through the Main Entrance toward the Heliport. You'll get resistance from Pteranodons and Raptors, but you can outrun them.



Grab the Grenade Gun and Grenade Bullets up the ladder. Follow the screen shots to see the order in which the crates need to be pushed to get across to the other side. The first crate you push may make it seem like there isn't enough room to pass through, but Regina's a slim gal. If you mess the puzzle up, you can always exit then re-enter the room to reset the puzzle.

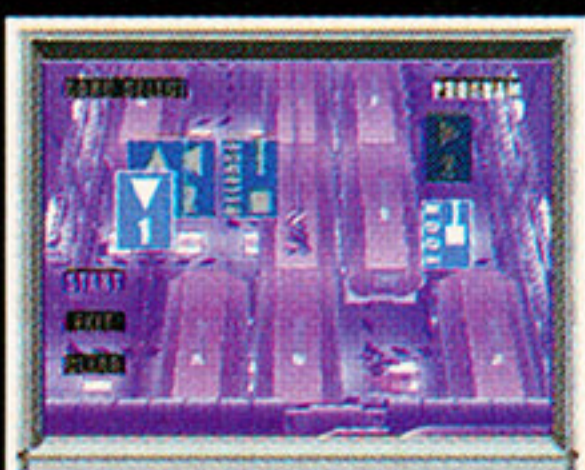
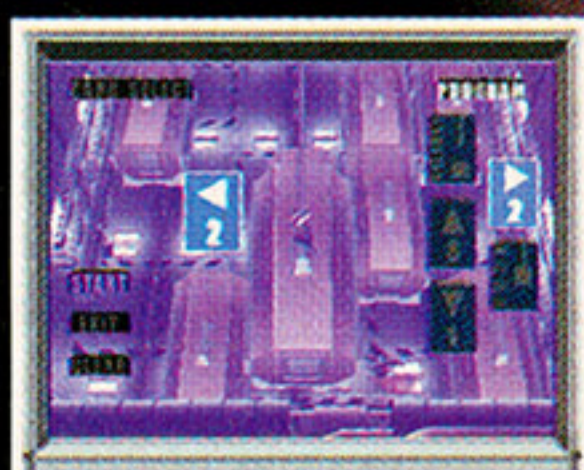
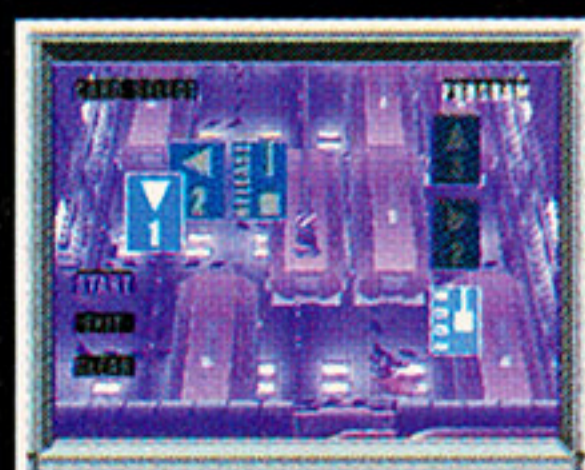
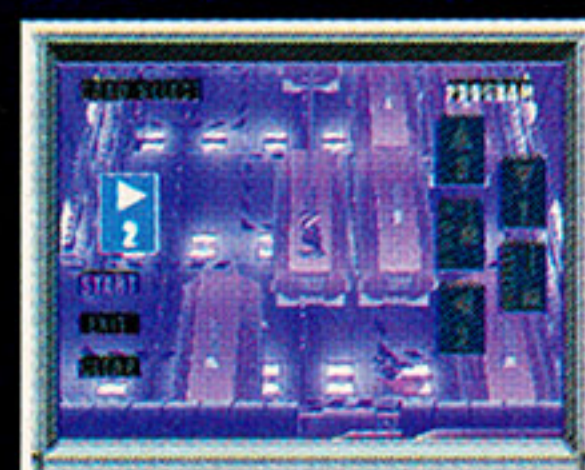


You can run around the Heliport and fire at the T-Rex with your Grenade Bullets, but I advise you to conserve your ammo. Firing at the T-Rex isn't necessary, since it will not die. Keep running from the T-Rex around the burning chopper; eventually Rick will signal you toward the elevator. You won't be able to leave until Rick gives the signal, so keep running!

You must retrieve the C.O. Pass Card and read the dead man's memo in the Materials Room in order for Rick to fix Liaison Elevator No. 1.

Grab the White Startup Battery for Rick in Backup Generator Room B3 next to the elevator.

Your introduction to a Therizino comes as a Danger event. Act quickly and save yourself from the falling crate. Therizinosaurs are the creatures that you've been conserving your Grenade Bullets for. Running from them is tough, since they take up a lot of space in small areas!



B3 Crane Puzzle commands:
 First set—3 Up, Hook, 2 Left, 1 Down, Release, Start.
 Second set—3 Up, 2 Right, Hook, Start.

Third set—Release, 3 Up, 1 Down, 2 Right, Hook, Start.
 Fourth set—3 Up, 1 Down, Release, Start.
 Fifth set—2 Right, Hook, Start.

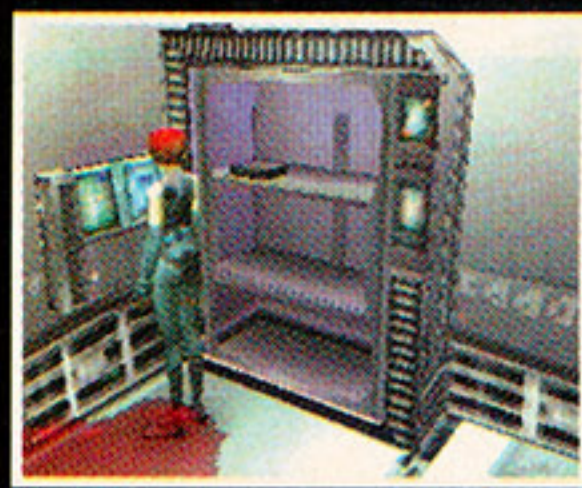
Notice the ventilation shaft in the Passageway to the Experiment Area that leads to the Experiment Room Passageway.



A purple Raptor (enough Barney jokes!) will appear when you reach for the Key Card Level C in the Experiment Room Passageway. Use sleeping darts!



Rick will open the shutters when you get back down to the Central Stairway Area Passageway.



The combination to get the Shotgun Parts in the Stabilizer Experiment Room is 1281.



When returning to the Rest Area, you may have a surprise visit from a Therizino if you didn't kill them in the halls.



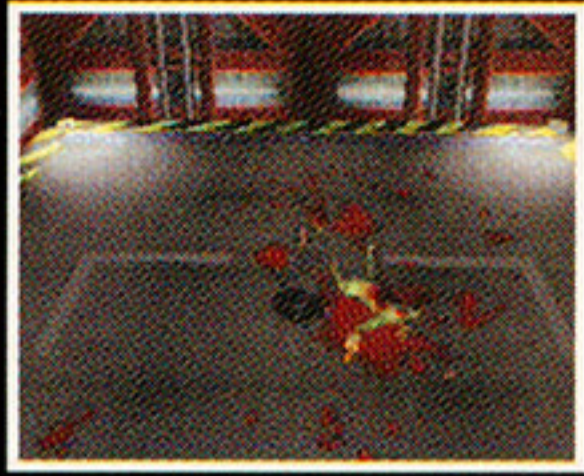
The DDK-W code to enter the Disembarkation Immigration Office is WATERWAY.



After meeting Rick, head down to Carrying Out Room B3. After the T-Rex gets zapped in an awesome cut scene, grab the White Startup



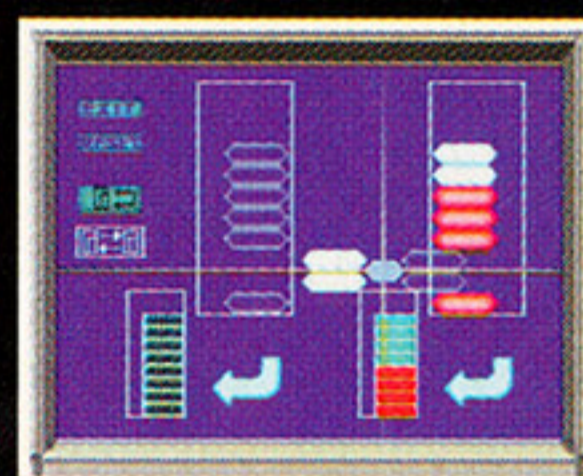
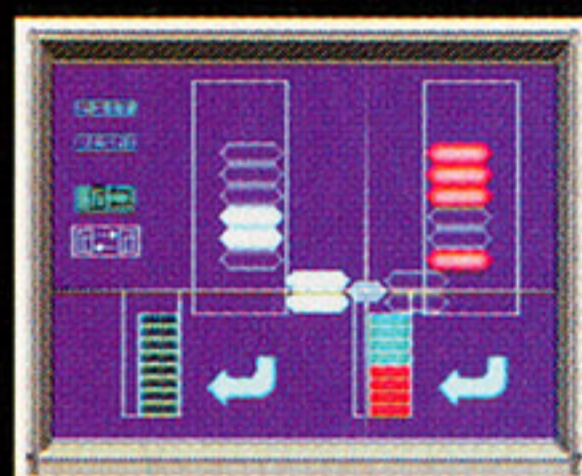
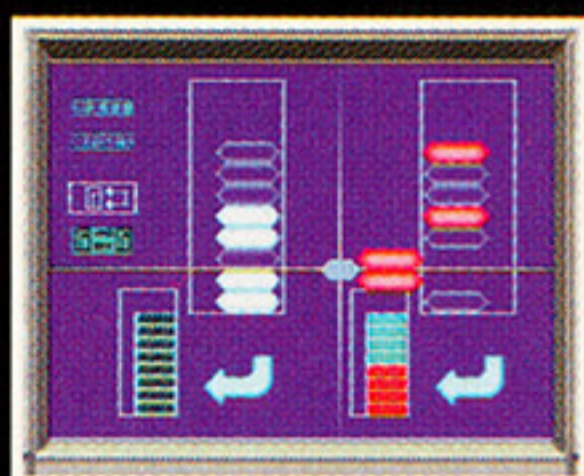
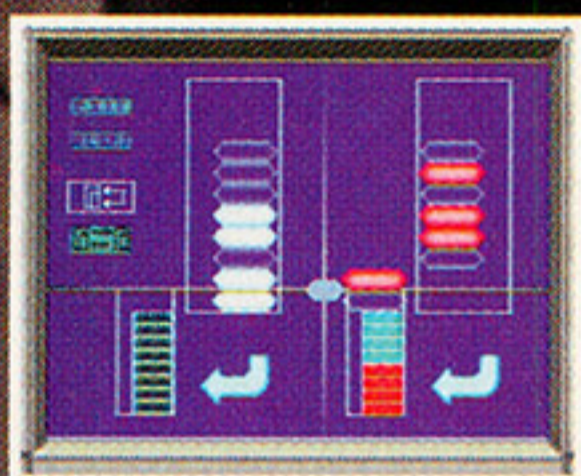
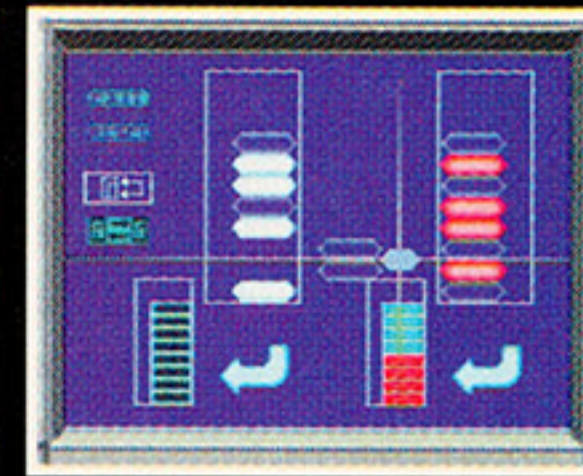
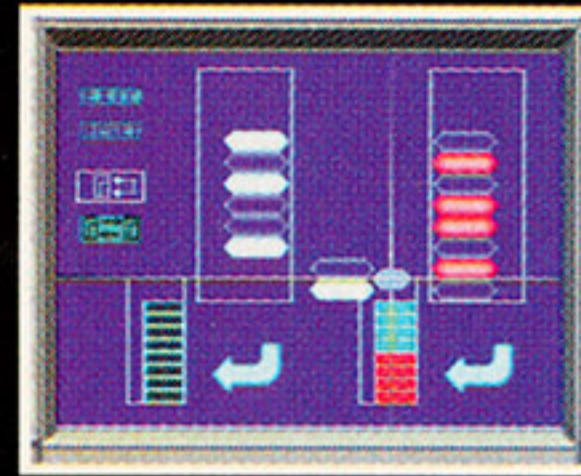
Battery from the Main Generator and return it to the Backup Generator Room B3 to power the elevator back up. Enter the elevator and frisk the three dead doctors. Shhh, don't wake up the T-Rex!



After giving the Port Card Key to Rick, you'll discover that the Passageway to the Port is blocked by a Third Energy field. Don't forget the DDK Code Disc S on the ground!



Use the large computer console to disable the alarm in the Security Pass Room. Use the two B2 Key Chips on the wall monitor and enter the code 0392. Now match the combination as shown in these photos. The key is to group the objects together in twos before switching them between the two piles.



The DDK-S code to enter the Parts Storage is STABILIZER.



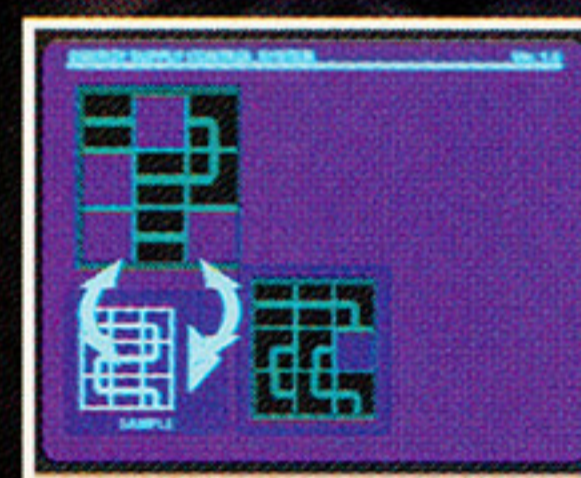
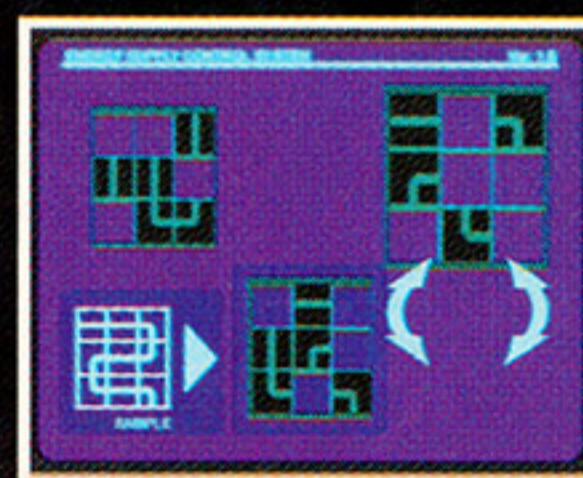
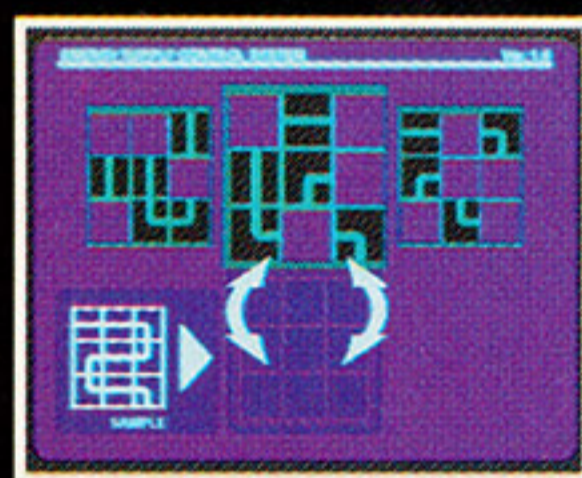
The DDK-D code to enter the Passageway is DOCTORKIRK.



Use B2 Key Chip 2 on the first door of the Passageway, then use B2 Key Chip 1 on the second.



Enter the Third Energy Control Room, then go into the Third Energy Power Distribution Room. Check the screen on the wall and solve the puzzle like so:
1) Rotate the center panel 90° to the left once and set it down.
2) Set down the right panel as is.
3) Rotate the left panel 90° to the left once and set it down.



Exit the Power Distribution Room and use the computer directly across (near the yellow file). Regina will slam her fist down in frustration. You hear gun shots...

Operation Wipeout If you beat the game in under five hours, you will unlock a new mode called "Operation Wipe Out." Save the game after the ratings screen. When you load up the saved game, you will be able to choose your costume, then choose between Operation Dr. Kirk (normal game) and Operation Wipe Out. Operation Wipe Out is a fast-paced mini-game in which you race against the clock as you try to wipe out all the dinos on each of the three stages. Unfortunately, you don't get anything extra if you beat it, but it's a really fun challenge to try to bring down your time. Send us proof of your best times and we'll try to print them in a future issue!



Mad Skills You'll get a special screen that says "You got Mad Skills" at the end if you beat the game without using any of the five continues.

Super Grenade Clear the game a third time. Save the game after the rating screen. Load up the saved data and you will have the Super Grenade in your inventory the next time you play. The Super Grenade gives you infinite Grenade Bullets.



Extra Costumes and Special Bonuses

What's a horror game by Capcom without some extras, right? Contrary to what you may believe, the three different endings do not affect what kind of bonuses you receive. Here's how it works:

Army Type and Battle Type Costumes

Simply clear the game once. Save the game after the rating screen. Load up the saved data and you will be able to choose between three costumes before playing again. You will also have a Shotgun in your inventory the next time you play.



Ancient Type

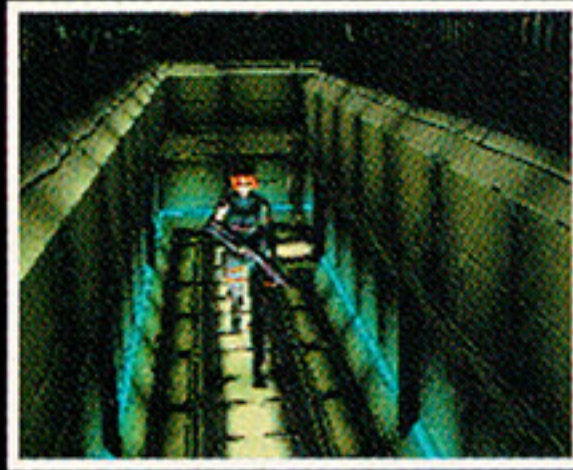
Clear the game a second time. Save the game after the rating screen. Load up the saved data and Ancient Type will be added to your costume selection. Check it out when Regina holds a Grenade Gun; it's a giant fish! You will have a Grenade Gun added to your inventory the next time you play.



At 9:00 pm, an armed male attacked Doris on a New York City subway. She has never been the same since. . .

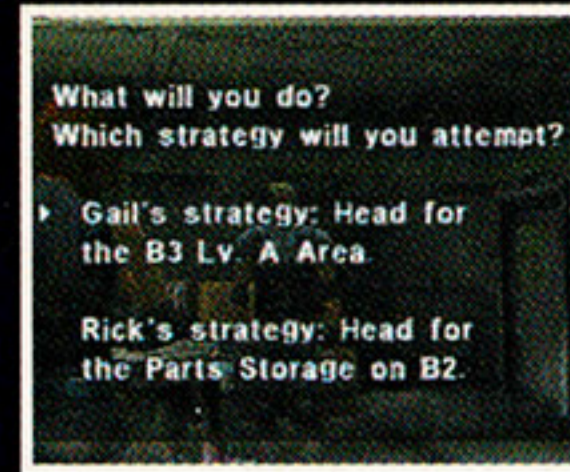


Re-enter the Power Distribution Room; the girl is dead (she has the 1281 memo). Use the F.C. Device to get Dr. Kirk's fingerprint from the bloody monitor. Read his files on the table for his registration number. Follow Kirk out the back.

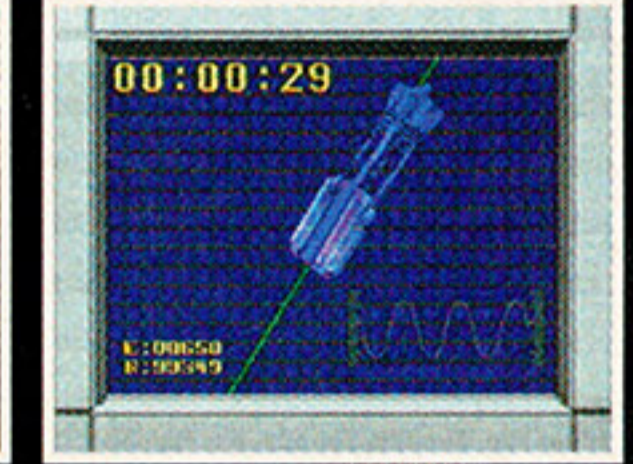
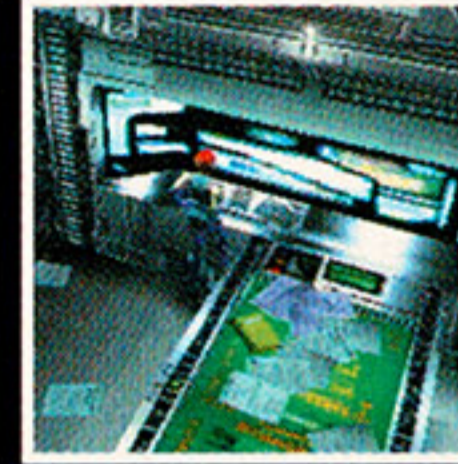
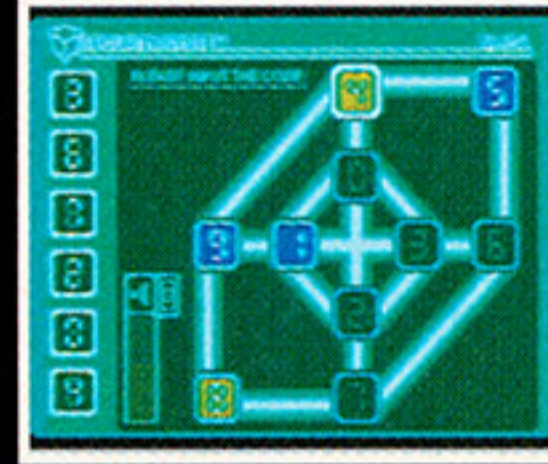


You run into Dr. Kirk and his gun, but Gail saves you. Dr. Kirk hands over the Level A Key Card.

Gail vs. Rick Part 3



Now it's time to get the Initializer and Stabilizer for the slam-dunk, but Gail and Rick have separate ideas on how to get them. Whichever path you take, remember to go to the Security Pass Room and re-write the I. D. Card into Dr. Kirk's I. D. Use the computer near the dead nurse and enter Kirk's registration number: 31415.



A. Gail's Strategy: Head to B3 Level A Area

Head all the way down to the Transport Passageway on B3 and enter the Level A Security door near the truck. Go up the lift at the end of the room with the energy tanks and get the Initializer and Stabilizer. Taking this route may be quicker than Rick's Strategy, but all the dinosaurs are regenerated along the way.

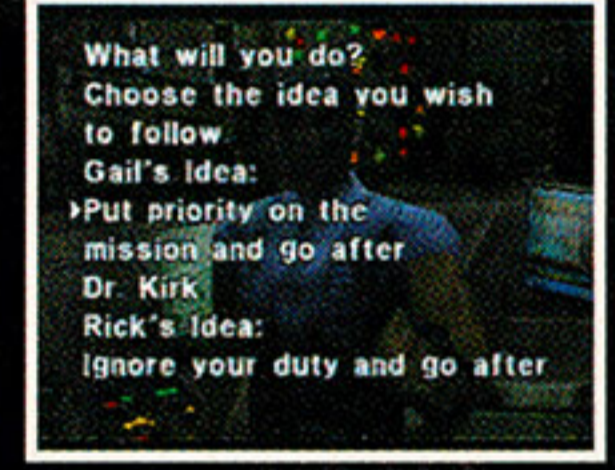
B. Rick's Strategy: Head to the Parts Storage

Rick's Strategy requires assembling the two parts, but the objects are much closer. Rick will hand you a Planning Disc which you'll need to use to operate the computers to obtain the parts. Enter the Level A door in the Parts Storage. Push the shelf and activate the recorder behind it. You'll hear a series of notes: C, G#, G#, G#, C, F#. Use the terminal and enter this code: 367204 (corresponds with notes). Core Parts 1 and 2 will appear. There are Grenade Gun Parts way in the back of this room, too. Head to the Stabilizer Design Room and use the computer near the memo. Enter code 0367 to obtain Protect P-2A. Now use the terminal on the far wall and enter code 0204 to get Protect P-1A and Protect P-I-B. Now enter the Level A room in the Stabilizer Experiment Room. Head all the way to the back and use the Planning Disc to get Protect P2-B. Use the computer to assemble all six parts together by lining them up as they float by on the screen. Assembling the Stabilizer is easy, but the Initializer is a little harder since the alignment is a little harder to control.



After obtaining the Initializer and Stabilizer, head to the Third Energy Control Room and use the computer (the same one Regina slammed her fist against earlier). Go back out to the Third Energy Area B2 and take the elevator down to the B3 level. Press the green button and insert the Initializer. Use the Initializer computer and go back up to B2. Press the switch and drop the bridge down to get across. Press the green button and insert the Stabilizer. Turn on the Stabilizer computer and watch a cut-scene. Head over to Dr. Kirk's Personal Library and a badly injured Gail will give you a Pulse Receiver.

Gail vs. Rick Part 4

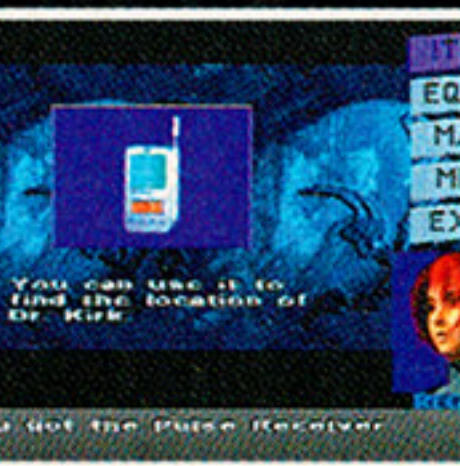
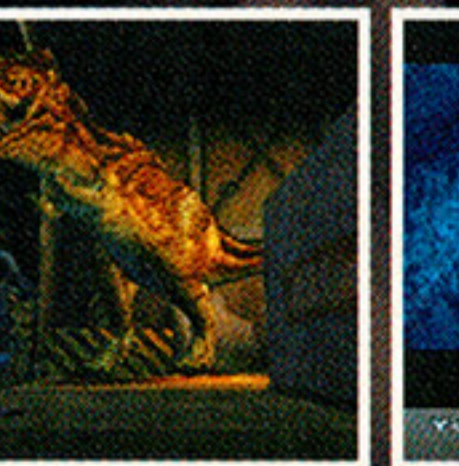


OK, here's what you've been waiting for! The decisions you make from here on out will determine which of the three endings you'll get. You can still have two different outcomes for each person that you agree with. You can get the best ending (everyone saved) whether you choose to follow Gail or Rick's advice; it depends upon whether you discover Dr. Kirk's Underground Heliport.



A. Gail's Idea: Go After Kirk
First Ending—Gail Dead, Dr. Kirk Captured, Data Disc Recovered
Head to the Special Weapons Storage on B3 (marked in red on your map) and you will meet Gail and Dr. Kirk. Gail doesn't make it, but you retrieve the Data Disc and capture Dr. Kirk. Head to the Port and ignore the stunned T-Rex. Enter the Hovercraft Storage and you're home free. Grab the Grenade Bullets in the hovercraft and do your last showdown with the T-Rex. Four or five Grenade Bullets should just about do it.

B. Gail's Idea: Go After Kirk, Discover Kirk's Helicopter
Best Ending—Gail Alive, Dr. Kirk Captured
Enter the Researcher Rest Room and use Dr. Kirk's Level A panel. This puzzle is the same random letter card game as the emergency hatch panel earlier, but they mix up the patterns a little more. Use that paper and pen! Use the transport and you will discover Dr. Kirk's Underground Heliport. Now head to the Stabilizer Experiment Room and meet Gail and Dr. Kirk. Pick up the Grenade Bullets by the Helicopter and step back out to get Rick and Gail. You will battle the T-Rex on the transport deck. Four or five Grenade Bullets and you're there!



C. Rick's Idea: Disable Gail, Go to Hovercraft
Second Ending—Gail Alive, Dr. Kirk Missing
Agree with Rick and Regina will disable Kirk. Head out to the Hovercraft and Rick will give you an Energy Tank. Step back out to the Port and get some fuel from the barrels on the deck. When you go back to the Hovercraft with the fuel, you'll hear the T-Rex outside. Head back to the Port and start running around the deck from the T-Rex. Every time you see the word "FIRE" appear on the screen, aim the Grenade Gun, shoot the T-Rex and continue running. Four or five rounds should do it. Gail gets saved, but Dr. Kirk is missing somewhere in the demolished facility.

D. Rick's Idea: Disable Gail, Use Pulse Receiver
Best Ending—Gail Alive, Dr. Kirk Captured
Remember the Pulse Receiver Gail gave you? Use it to view Dr. Kirk's location. He'll eventually end up in the Underground Heliport where you'll find him. Grab the Grenade Bullets by the Helicopter and head out to get Gail and Rick. Battle the T-Rex on the transport deck. Four or five shots into his head and you've made it!

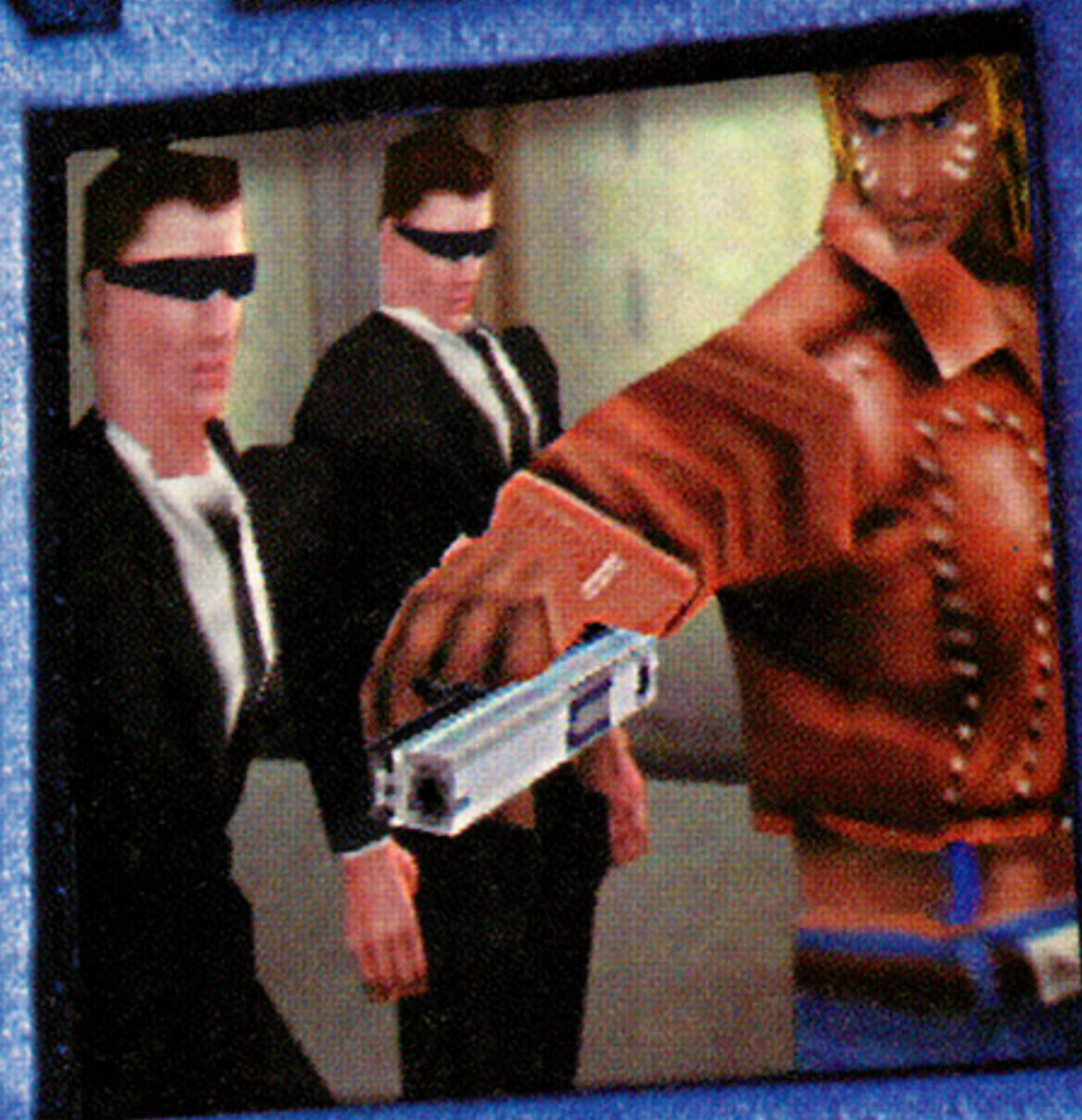
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New York has just become more dangerous. But for whom? You are Secret Service agent Johnny Slater, and you're about to be challenged by over thirty of the toughest hybrid monsters you've ever seen. And if they succeed, an alien-created clone of the U.S. President will take over the world. So failing isn't an option. Only fighting.

Don't just pick a fight, pick how you fight.



Nothing personal, they just want you dead.



You think, then you act. Not always in that order...



Cuz she whipped his ass good.



THE FIRST **GO**
ANYWHERE

GRAB
ANYTHING



FIGHTING
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POWER STONE



Finally – 3D worlds where players interact with the environment like never before. Swing off a light post, run up walls and pick up items like tables and barrels in swashbuckling battles with opponents. Plus, collect three power stones and your character transforms into a raging super being, capable of executing deadly, power fusion moves.
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 **Sega Dreamcast**





The Basics

Before you even start playing *Zero Hour*, you have some decisions to make. The game offers several different control schemes, including the requisite *Goldeneye* and *Turok* settings. I recommend the *Turok* style (using the C buttons to move and the analog stick for aiming). Many enemies will attack from above and below; the quick aiming available with the stick is a must. You should also set the auto-aim feature to "high," so Duke will acquire targets easily.

Zero Hour runs beautifully with Nintendo's Expansion Pak, but—tempting as it is—the Hi-Res mode may not be your best choice. The action gets a bit jerky at times as frame rates drop. Fortunately, the game offers Medium and Normal settings. The Medium resolution mode looks almost as good as Hi-Res but runs more smoothly.

Duke's Arsenal

Unlike many shooters, this game doesn't dole out the hardware little by little. Duke starts with a few weapons and gathers new ones left and right. Picking the right gun for the job at hand is key to survival. Duke finds different weapons in each time zone, all of which are described in the instruction book. Throughout this guide, I'll indicate which weapon works best for particular situations.

Duke Nukem strikes again on the N64—this time, he's out to save the past and preserve the future from those pesky aliens. *Duke Nukem: Zero Hour* is an all-new Duke adventure featuring all of the classic staples we've come to expect from his titles. Humorous billboards, racy night clubs, drinking from fire hydrants...it's all in there. *Zero Hour* is a third person adventure game, but its gameplay is classic Duke shoot-em-up. This guide will help you make the most of your time with the Duke. Enjoy! And, oh yeah...Hail to the King, baby!

by Pat Reynolds

The Walkthrough



The first area serves as a training ground for you to familiarize yourself with Duke's new repertoire of moves and jumping skills. Grab health kits in the medical room if you hurt yourself while practicing, then follow the exit signs to Duke's chopper.

Level 1: Mean Streets New York City—Present Day



When the aliens blast through the wall, take them out with the help of the marines in the area.

Don't get in the marines' line of fire or you'll get a shotgun blast to the back. After the last wave of alien Enforcers teleports in and is dealt with, collect the ammo and health in the area before heading into the hallway. If any marines got killed, you can pick up the Claw-12 shotguns they leave behind. If you're particularly vicious,

you can blast the ones who lived through the attack to get their weapons. Press the button on the wall next to the left elevator. When the door opens, wait for the car to pass, then drop in. When the elevator stops, you can blast the vent cover on the wall and crawl into an area with holes in the floor. Drop through and you'll end up in a pool of water. Climb out and head for the streets.

Turn right when you emerge onto the street. Use the sniper rifle to take out the cyanide-gas firing pig lurking on top of the truck—the gas mask will nullify the effects of the gas if you get too close. Follow the street until you come to the Dukeburger restaurant; head upstairs to get the key and further direction from the marines there. Grab all the stuff and head back downstairs with your gas mask on. Two pigs will ambush you from outside as soon as you reach the ground floor. Take them out quickly with your shotgun and head back toward the spot

where you entered the street. If you take damage, don't forget that classic staple of Duke's diet: refreshing fire hydrant or toilet water. Whenever you come across either of these objects, blast them and press B to slurp your way back to 100 health.



Look for this grate and blow it open to enter The Booby Trap, where you'll rescue your first babes. Babe-rescuing is a big part of *Zero Hour*. Not only will each babe you rescue refill 10 health points,



but if you get all of them on a level you'll be able to unlock cheat codes! Some babes are on the beaten path through a level, but most are in hidden areas like this one. After you've done the babe rescue, leave the club by the front door and return to where you left the parking garage to find a previously closed gate broken open by a tank. Head through the gate until you spot the dark alley on the left and enter it.

Climb to the rooftop and you'll find the power station. Behind the generator is a switch on the wall. Flip it and the way into the subway station across from Dukeburger will open. Head back there now, but be careful as you'll be attacked by new enemies along the way.



The subway station has hallways on both the far left and right walls. The right side tunnel (behind the train) leads to the first time machine part. Every level except boss levels and the hidden level will have one of these; when you've collected them all, you'll be able to play a secret level. After collecting the time machine part, head to the hallway on the left and fight your way past the enemies camped out to reach the level exit.



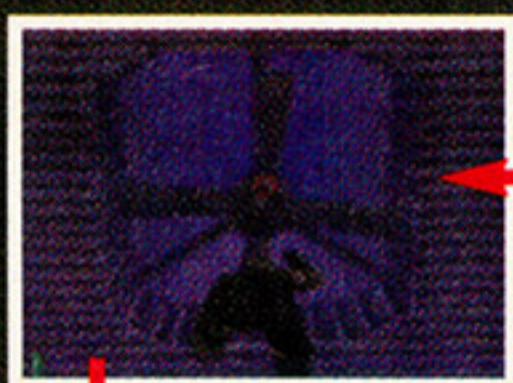


Level 2: Liberty or Death Liberty Island—Present Day

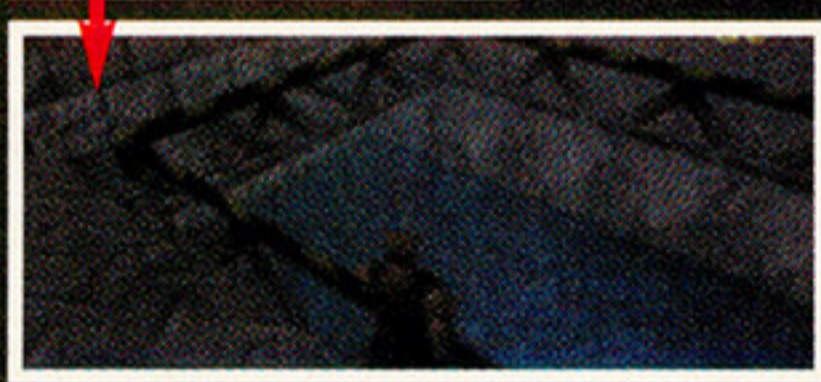


Make your way to the raised platform and find shelter from the Cerberus Turret behind the wall. On the floor between you and the turret is a grate; blast it and drop in to reach the underground facility that comprises the level. The turret can be taken out with a few well-placed grenades, or you can simply run like a madman to the grate and drop

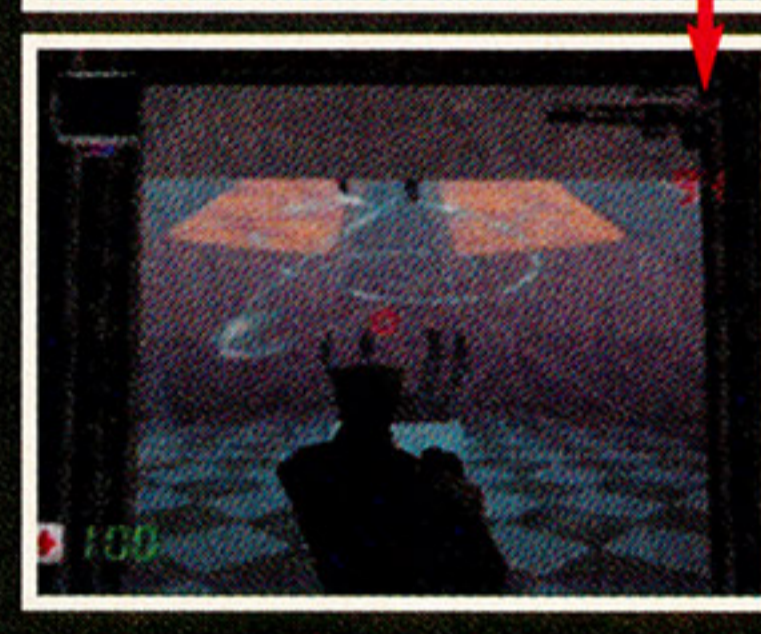
through before it can get a bead on you. Once inside the facility, take note of the locked door in front of you and head left. Follow the rooms until you come to the one marked "High Voltage." You need to flip the switch—but if the electrical currents touch you, it's "Game over, man." Now head back to where you first entered the underground area. On your way you'll be attacked by a pig who emerges from a previously locked hallway. Enter it to find the key you need.



Run across the catwalk and jump over the missing section (it's tough to see) to enter the main area of the level. Carefully take out the ceiling-mounted gun to your left before jumping into the water below. Look for the large square tunnel and follow it, blasting the fan with your shotgun to get past it. Surface in the room past the fan and take out the enemies in the area before entering the small room here. Grab the key and head back to the main room with the walkways again.



Head for the large metal door and use the new key to enter it. Follow the narrow ledge into the room and throw the switch. Jump into the water and enter the broken vent to swim through a tunnel. The hallway which was previously blocked by flaming debris is now flooded and you can swim past the obstacle. You'll come out in a tunnel where you'll find the service elevator key. Use it on the elevator to reach the visitors center high in the statue. Carefully take out the guns and sentry drones in this area before heading upstairs to activate the elevators. Visit the Dukeburger for some items, then return to the lobby. Enter the left elevator. Kill the broodlings that attack you when you leave the elevator, then climb the ladder to where the time portal stands open. Enforcers will teleport in—you must kill them all. Use the SMG and fire in short, controlled bursts. When they've all been killed, the level ends.



Level 3: Nuclear Winter Ruins of New York—Post-Apocalypse (The Future)



Jump to the island in the toxic waste pool right at the level start, then to the ledge to the right to find a teleporter leading to an Atomic Health power-up. Grab the second M-80 blaster near the start point before heading into the street. Look for the open hotel entrance just around the corner and enter it. Run straight down the hallway to the second floor and all the way to the far end to get the sawed-off shotgun. Now return to the lobby, dealing death to the Apocalypse Zombies roaming the halls with the shotgun. Enter the rooms they broke out of and collect all the goodies before returning to the second floor. In the last room on the right you'll find a hole in the wall leading outside. Jump across to the ledge, then to the platform with the armor before dropping down to street level again. You'll find yourself right across from the subway station from level 1. Turn right and go around the corner to find night-vision goggles, then return to the subway.

In the subway area you'll find the first of three power cells. As soon as you grab it, Enforcers will begin teleporting in, so be ready. Check the top of the wrecked train for some pipe bombs and climb the ladder on the wall near the train to find an area with a babe to rescue. With power cell alpha in your possession, return through the hotel (use a pipe bomb to clear out the grenade-launching pig guarding the way back). Once back outside the hotel entrance, turn right and you'll reach a toxic pool with some floating cars. Grab the armor hidden behind the fire to your right before venturing further.



Carefully cross the toxic waste by jumping from car to car. When you reach the street again, you'll be attacked by two sentry drones from above. Use the sniper rifle to take them out, then continue to the large crack in the road. As you approach you'll be faced with three more sentries. Take them out and cross to the street where you'll need to use the Havoc launcher to down a Fang Bomber. Continue until you come to an icy slope. This area is guarded by a sniper stationed down the street to the left. You'll be able to see his red laser sight searching for you. One word of warning about snipers: They are extremely dangerous and highly accurate. One hit from them can do 30-40 points of damage; they'll kill you in a matter of seconds if you're not careful. From this point on, snipers will be the most dangerous enemies you'll face in the game. Luckily, in cases like this one, you can take him out from a safe distance before he even knows you're there by using your own sniper rifle.

At the bottom of the slope, turn right; you'll come to the parking garage where the game started. A grenade-equipped pig will charge you as you approach. Take him down and head inside, using the teleporter to reach the top floor where you'll have to destroy another Fang gunship. This one hovers in place, making it an easy kill. Power Cell Delta is here, along with the first alien regenerator. Use it now to replenish health, then leave the garage and make a right at the street. You'll pass a wrecked winnebago as you proceed.



You'll come to another subway tunnel on the left. Enter it and a third gunship will move in to block the entrance. Use the heat-seeking rockets you'll find in this area to take it down before moving into the subway area. Follow the tunnel and jump across the train roofs until you reach the service access tunnel. Crawl through it and blast the grate on the floor, dropping through onto a narrow pipe. Carefully walk to the end of the pipe and hop down onto the pipe with the third and final power cell. Grab it, drop to the ground and use the



rocky ledges to reach the section of track hanging on the wall. Climb this to the tunnel, then enter the vent shaft near the Transtek sign to return to the main subway station.

Now head back to where the sniper was; another has appeared in a high window and needs to be dealt with. Next, follow the street to the bank. Enforcers will teleport into the area behind the teller windows. Jump in there and clean them out before entering the elevator shaft and climbing the ladder. Enter the teleporter and kill the Parapsyche waiting for you on the other side, then jump across to the ladder and climb to the top. Run across the suspended track to the beacon and the level will end. However, if you drop off the track and jump into the water below, you'll find the hidden exit leading to the secret Wetworld stage.





Level 4 (secret level): Wetworld Man-Made Atoll Somewhere in the Atlantic Ocean — Post-Apocalypse (The Future)

Wetworld is a small area full of sniper Enforcers. If you are easily frustrated, I advise you to skip this level altogether. Otherwise, here are a few tips. Right at the start, kill the enforcer on the platform, then equip your sniper rifle. A sniper teleports in across the water on a platform in direct sight. Quickly take him out, then back up and wait for the sniper that teleports onto the platform right in front of you. Now inch around the corner and kill the sniper camped out above you, then turn around and target the small platform behind you. When the sniper teleports in, pop him immediately. Congratulate yourself for making the first portion of this level about 80% easier; all of the snipers who would have pestered you in this area are now deceased. Follow the walkways and rooms until you come out into the main enclosed area with the large pool in the middle. You'll have to deal with more snipers (they're everywhere on this level). Dive into the water and enter the overturned ship through the hole in its funnel. (A quick tip that applies to all underwa-

ter areas: Enemies lurking in the water cannot harm you if you surface. If you have a problem with taking lots of damage from these enemies, just surface and dog-paddle your way around.) Swim straight through the ship to find a key, then return to the platform. Now it's a simple matter (made difficult only by the snipers) to follow the rooms and walkways until you reach the balloon and the level ends. Look on the bright side; if you survived this level, the snipers in the remainder of the game won't seem nearly as threatening anymore.



Level 5: Fallout East Coast Badlands—Post-Apocalypse (The Future)



Leave the tunnel you start in and hop onto the train on the street below to get the items there. Climb the ladder to enter Travis' Taxis. Grab all of the items in there, then exit onto the street through the garage door. Enemies will blow out a wall ahead of you and attack. Take them out and use the crate to get on top of the truck where a sniper rifle rests. Now enter the building via the second floor ledge.

Follow the hall to a hole in the wall. Jump into the water and swim until you find the red button. Press it and the water will drain out, leaving you in an alien corridor.

Follow the organic tunnel until you reach the generator room on the right. Destroy it, then hightail it out of there by continuing down the tunnel the way you were going originally. A blast wave from the generator is right behind you, so don't stop to deal with the enemies here; they'll be killed in the explosion anyway. Drop



down into the water and return to where the force field blocked the passage—there's a new sniper you'll have to take out on the way. You can now enter the passage in the wall.

Take out the zombies and enforcers on the rooftops and follow the bridge until you reach a spot where you can jump down to the lower roof, then across to a narrow ledge. Follow the ledge around to a ladder, but be careful; as soon as you get to the ladder, a sniper teleports in behind and above you. The ladder takes you to a rocky tunnel leading to the level exit. Just before you come to the exit, look for the cracked wall and blast it open with a pipe bomb or grenade to find a hidden area.



Level 6: Under Siege U.S. Special Forces Base, East Coast Badlands—Post-Apocalypse (The Future)



Follow the path straight ahead, ignoring the route to the left. Climb the ladder on the right wall to find a hidden area, then return to the path and follow it until you come to a ledge. Use the wall for cover as you take out the sniper in the tunnel entrance, then lob grenades or use your Havoc Launcher to take out the turret below you. With these threats gone, drop to the ground. Drink from the hydrant if you are injured, then enter the tunnel.

As soon as you enter the tunnel, a countdown starts. You have less than two minutes to get to the Gorgon Turret at the end of the tunnel and destroy it before it blasts its way into the base. Run straight down the tunnel, taking out enemies with your SMGs and avoiding the holes in the floor. Go through the blast door at the end to find a second set of doors, beyond which is the turret. The Gorgon fires a bolt of energy with a very wide blast radius that will kill you instantly if you're caught in it. The best way to deal with this threat is to run about halfway into the room and strafe left and right while pelting it with grenades, pipe bombs or missiles. As long as you don't get hit by the beam itself, you should be far enough into the room to avoid the blast. When the turret is destroyed, the timer ends. Return to the tunnel and enter the guard post you passed on the way in. Go down the half-destroyed stairs to enter the base.

Enter the first door on the left and take out the Cerberus Turret and pair of Parapsyches. You'll find a Havoc Launcher (if you don't already have one) and a key behind the ruined turret. Now head back to the hallway and continue on. Take note of the medical bay on the right...but don't enter it just



yet. Instead, continue to the next door on the left. You'll see laser beams in the room—they are connected to bombs that will kill you if you break the beams. Lob grenades or bombs into the room to take out all of the tripwire bombs.



Past the room with the laser traps is a chamber that will lock behind you and release waves of zombies. Take them all out and heal yourself in the regenerator. Grab the gas mask, hit the switch to open the door and head back to the medical labs. Go carefully; a

sniper has positioned himself in the hallway and is guarding the door. Use the gas mask to get through the initial gas-filled room in the medical suite, then make your way through the rooms until you find a switch. You'll also find a freezethrower here. Leave the medical suite and continue around the corner where you'll see another laser tripwire. Clear it out with grenades after checking the room on the left to find the Time Machine Part and a babe—be careful, it's guarded by snipers! The vent shaft in this room will lead to an Atomic Health.

Enter the Temporal Research labs, avoiding the hole in the floor outside. Throw the switch in the room, then turn and run into the adjacent room with the Time Portal to finish the level.



Pre-Derby Checklist

- Weld Doors Shut
- Tape Fender to Chassis
- Strap Down Hood
- Renew Life Insurance Policy

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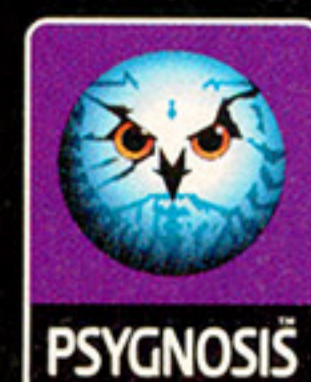
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Level 7: Boss Hog

U.S. Special Forces Base,
East Coast Badlands

— Post-Apocalypse (The Future)

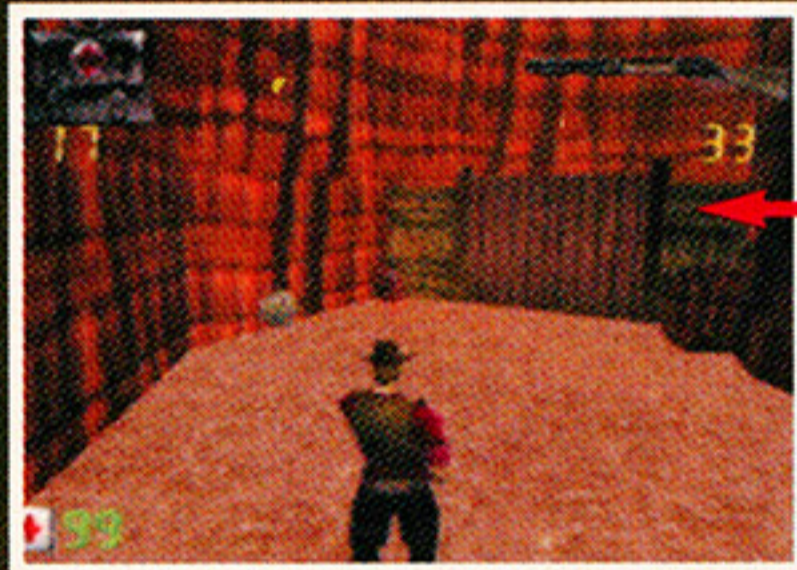


Get the Havoc Launcher and wait in the starting room until Boss Hog rolls by. Run out and fire at his back with missiles or grenades. His rockets are easy to avoid, but his mortar fire can be annoying. Try to stay ahead of him (he follows a path around the walls) and lay pipe bombs, detonating them when he reaches their position. Pipe bombs do the most damage to him, so you'll make short work of this boss as long as you can avoid his fire...which is pretty easy if you stay around the next corner from him whenever you can.

Level 8: Dry Town

Dry Town, California—1848

From the starting point, go forward until you're ambushed by an Enforcer who attacks from a window. Enter the alley next to the building he was in and follow it around to a well. Jump into the well to find a hidden area, then resurface and enter the door to find your Claw-12 shotgun teleported in for you. Return to the main street and make a left at the end of the road. Enter the saloon on the right and fight your way upstairs, cleaning house until you find the plunger box in the last room. Grab it and jump out the window.



Get back to main street by hopping the fence here and head for the Goldmine Hotel (the door is on the wall with the "Dancing Girls" sign). It's a bloody, brutal battle as you fight your way upstairs to a second floor bedroom where you'll find the Hotel Key. Head back downstairs and use it on the locked door to leave the

hotel. Head left toward the cannon (press B to fire it and reveal a secret area), then continue on to find the fuse wire. When you grab the wire, two futuristic SMG-packing Battle Enforcers teleport in, but they're no match for Nukem's attitude and twin .45 Peacemakers.

Head through the newly-open gate toward the stables. Go past the stables to the area pictured here to find a secret area with a great weapon: the Gamma Cannon. Now enter the stables. When you're inside, the doors close, trapping you in darkness with an Enforcer and a pig. Take 'em down, then go



to the far corner, lobbing a stick of dynamite onto the landing at the top of the ladder to kill the waiting pig. Climb the ladder to find yourself inside the saloon. Follow the hallway to a room in the back with the Saloon Key. Now make your way back out and head past the stables again to find the Miner 69er.

Use the key to get in and kill your way to the second floor where you'll find an open window. Drop down, turn around and enter the room to find the Time Machine Part and a babe. Then jump into the water and swim out to the island in the middle to get the TNT Barrel. Swim back and climb the ladder to the rooftops, following them until you can drop back onto the street again.



Head down the street, killing the Enforcers that teleport in, until you see a hole in the wall of the jail. Enter it and you'll be able to cut through the Sheriff's office back onto main street. Turn right and continue until you come to the bank. Inside the bank you'll find a switch which opens a hidden lift. Ride it down and pull the chain on the wall of the tunnel to raise the wall. Waste the Enforcers and save the ladies; Duke will automatically use the explosive components you've collected to blow the vault and end the level.



Level 9: Jail Break

Federal Jail, New Mexico—1848



You start this level in a locked cell with no weapons. Luckily, when you approach the door an Enforcer will open it to look in on you—you can give him a patented Duke two-fisted greeting. Grab his gunbelt and head down the hallway where you'll have to knock two more enforcers silly before you can acquire a .45 and some more ammo. This first area is

easy. You should search out all the cells to find loads of goodies. You'll rescue two female deputies who will each pull a switch at a door while you pull the other to progress. After cleaning out the detention block, you'll find a way outside—but before you step out, arm your sniper rifle and peek around the corner to take out the sniper camped out there. Then climb to his tower and grab the ammo and health power-up.

Run through the overpass and enter the cell block guarded by two enforcers. Search all of the cells here and you'll find lots of stuff, including a Time Machine Part and the key to the east wing. Now head back outside and go around the corner to use the key on the east wing door. You'll face some sentry drones, then enter a large room guarded by three snipers perched on a long L-shaped balcony. Pick them off from the corner of the room, then climb to the balcony where you'll find the south wing key. Head back to the south wing door (right around the corner from this room). Go into the large open area to the left, taking out the three Enforcers standing there. Continue on and you'll see another sniper tower. Take him out; you'll find the north wing key in his perch. There's no reason to use this key; it just opens a corridor between two areas you've already cleared out. Instead, continue past the tower to cell block H. Search all of the rooms until you find the one with a hole in the back wall. You'll enter a large cave with a few enemies. Now just go forward until you see a pool of water. Swim across the end the level.



Level 10: Up Ship Creek

Captured Paddle Steamer, Pecos River, New Mexico—1848

From the starting point, run around to the narrow ledge to your left and follow it through the cave. Make a break to the tele-

porter (the turrets on the steamer will fire at you, but you can easily avoid them by making a beeline to the teleporter).

You'll be in a control room when you exit the teleporter. The round button on the wall disarms the turrets on the boat. The second switch causes a wall to raise in the room. Jump out and into the water and start swimming for the boat. Climb on board and enter the boat through the door at the back, between the two turrets. Blast your way through the storeroom,



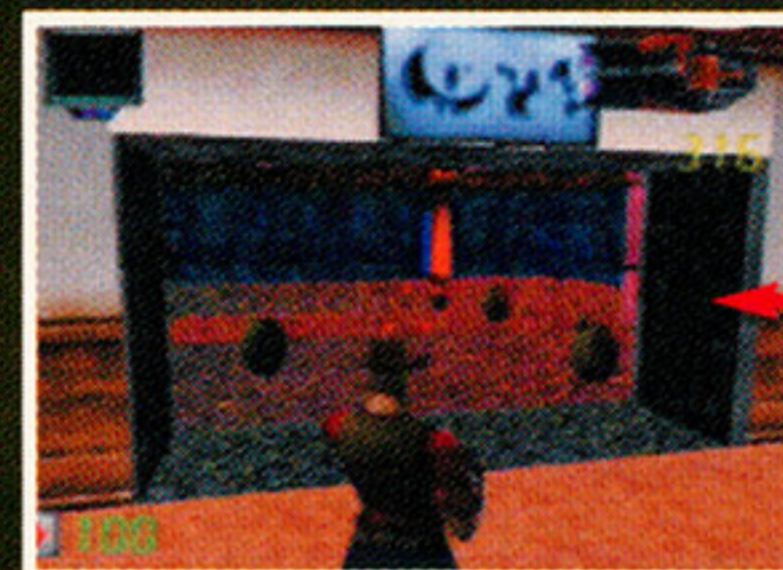
kitchen and dining room. When you leave the dining room, make a right.



The next room has a Level 2 pass card and two teleporters. Take the left one. Use the card to disarm the force field and advance cautiously. A sniper is camped out ahead. Enter the generator room and destroy all three generators.



In the red room, you'll get a key from the Enforcer on the balcony. Watch for a sniper behind the bar. Now head back to the room with the force field and use the key to disarm it. Between the two disarmed fields is a door on the left. Enter it and look to the left to find a teleporter; it leads to the engine room. You'll be attacked by the first Cyborg Enforcer here. These heavily-armed and armored four-armed robotic monsters attack ruthlessly with Gamma Cannons and laser beams. Hit it with whatever powerful weapons you have until it stops moving, then clear the area and wait for it to explode. Cyborg Enforcers always drop Gamma Cannon ammo, so retrieve it and continue on until you come to the hallway with three doors.



Back out in the hallway, you'll find that the destruction of the generator has shut down the second force field. Proceed through, taking out the Enforcers that block your way until you come to a room full of alien eggs. Destroy the eggs from a distance; they release toxic gas which will quickly drain your health (you can use the gas mask to counter it if you get too close). Grab the Level 3 key card after the eggs are cleared out, then return to the room you teleported into. There's a new sniper in the halls for you to deal with. When you reach the teleporter room, you'll be attacked by two Cyborg Enforcers. Enter the room to the left of the remaining force field to find a Time Machine Part, then de-activate the field, run upstairs and collect the Level 4 key before returning to the teleporter room. Use the teleporter on the right.

The first and third doors lead to storage rooms; each has a Cyborg Enforcer you'll have to kill. When both are dealt with, check out the room with the parked spacecraft to find some items, then exit the area through the door in the back of the room where the second Cyborg Enforcer attacked you. You'll have to take out two drones in the next room. A regenerator here will refill your health.



You have just one more Cyborg Enforcer to fight off before you can enter the teleporter in this room and end the level.

Level 11: Fort Roswell Fort Roswell, New Mexico—1848

Follow the canyon from the starting point, avoiding the falling rocks (instant death) and using the sniper rifle to take out the Enforcers stationed at the cannons from a safe distance. When you reach the main gates, enter the fort and start cleaning house. Shoot the barrel attached to the tripwire from a safe distance before entering the doorway on the left and climbing the ladder there.



Enter the door at the top of the ladder and fight your way through the rooms until you find the silver Barracks Key. Continue on over the rooftops and use the key on the door. Press on and you'll come to a lever in the wall. Pull it to open the door to a room in which you'll have to face several Enforcers which teleport in. Kill them all and the far door will open. A sniper guards the exit, so take him out before proceeding through the door. Clear out the

courtyard beyond, then head up the stairs and through the door. Fight your way through to a courtyard guarded by two snipers.



After the snipers are gone, move into the courtyard and past the building on the right. Don't stop in front of it or the dart guns will get you. Go around the left side of the building to find a cracked wall; you can bomb it open to reveal a Time Machine Part. Now enter the building and get ready for a fight as the doors close behind you and the inner courtyard fills with enemies. Take out the Enforcers on the ground, then whip out the

sniper rifle to polish off the enemies that teleport onto the raised platforms. When all of the enemies are killed, the door in the far right corner will open—but don't use it yet. Instead, go to the far left corner and pull the lever to lower a ladder in the front left corner near the main door. Climb this to find a grenade launcher and other goodies, then leave the area through the newly opened door.

Look for the wall with the dart traps on it and run behind it to find concrete stairs leading up.



Follow these, then rush into the door on the right as it opens automatically, blasting the two Enforcers as you enter. A sniper appears back out in the hallway, so lean out the door and take him out before leaving the room. Keep going until you come to another open area. Avoid the bear traps on the ground and pick off the broodlings as you make your way around the large building to face a Cerberus Turret. Use grenades or dynamite to destroy it, then search the area behind it to find another key. With the key in hand, head back to the hallway where you killed the sniper. The door you need is directly opposite the door the sniper appeared in. Follow the battlements around to a guard tower. Pull the switch inside, then exit the room, drop to the ground and return to the ruined Cerberus Turret. You'll find that the door it was guarding is now open. This leads back to the main courtyard where you'll have to fight General Custer. Circle around and fill him with 30-30 rifle rounds; he'll drop in no time. If you have it, the Gamma Cannon works great on him. Enter the door behind him to finish the level.

Level 12: Probing the Depths Copper Mine, New Mexico—1848

It's time to white-knuckle it through a tightly timed

and quite difficult level. As the level starts, so does a timer—less than 10 minutes to get all the way through the stage. With no time to waste, make your way through the cave you start in and waste the two Enforcers who ride up on the lift. Take the lift down and run into the tunnel. A boulder appears behind you; it will crush you unless you duck into the niche on the right side. When the huge rock



rolls by, follow it into another cave. Shoot the enemies here and climb the ladder to the raised platform. A door will open and an Enforcer riding a mine cart will appear. Shoot him, then jump into the cart in front of his. Shoot the enemies along the mine cart's route and duck by pressing B to avoid the wooden plank. You can jump up to nab the health power-up floating above the track. When the cart stops, jump out and shoot the pump which is behind you to reveal health-restoring water. Continue down the tunnel into a cave and turn right. You'll be in a deep cave with a ledge running along the right. Follow the ledge and pick off the Extermination Drones that will try to detonate near you. Take out the dynamite-throwing pig, then make your way across the raised platform he was on to throw a switch. Drop down into the cave and hop in the mine cart to your right. Follow the same routine as the last cart ride—there's even another health item above the track near the end. When the cart leaves the track at the bottom of a steep hill, jump out and hold the D-pad or stick forward to grab the ladder on the

other side. Look to the right to spot a ledge and jump to it, then follow it to a ladder. Go halfway up the ladder and wait for a mine cart to roll over the edge before climbing the rest of the way. The Time Machine part is on the left in this tunnel. Follow the tunnel to the third and final cart and get in. This cart will take you into a pit and automatically end the level..



Level 13: Cyborg Scorpion

Earth's Core, New Mexico—1848

If you leave the room you start this level in, it will close behind you and you'll face the boss in the dangerous open cavern beyond. If you choose to go toe-to-toe with the boss, get close and circle while hitting it with all the heavy firepower you can muster. The better way to fight him, though, is to do it from the cover of the room. As long as you don't fully leave, you can pop a little way out to launch grenades, missiles and dynamite at him, then duck for cover in the safety of the room when the boss fires missiles at you. This is a great strategy and makes dealing with

this boss even easier than the last one. If you are lacking in explosive weapons, the gatling gun and Gamma Cannon will do nicely also.



Level 14: The Whitechapel Killings

Whitechapel, London, England—1888

Clear out the streets, then open the large wooden door that the soldier pig was guarding.



Be sure to search all of the rooms off the street here to find loads of ammo and items (press B near the shelves in the grocery store to reveal hidden areas) before dropping down the hole in the ground made by blowing up the carriage in the street. Make your way through the sewers until you reach a metal door in the wall. To

the left are some bombs and health. Be sure to get the bombs before you enter the door. It leads to a short hallway with a pipe at the far end. Turn the wheel on the pipe to flood the tunnel. Run back to the other end and lob a bomb at the cracked section of wall. Swim through the hole it creates, then repeat the process on the next wall. Surface in the next chamber to catch your breath, then swim through the area until you see a small square-shaped tunnel in the side of a wall. Swim into it and follow it until you can surface in a sewer tunnel.

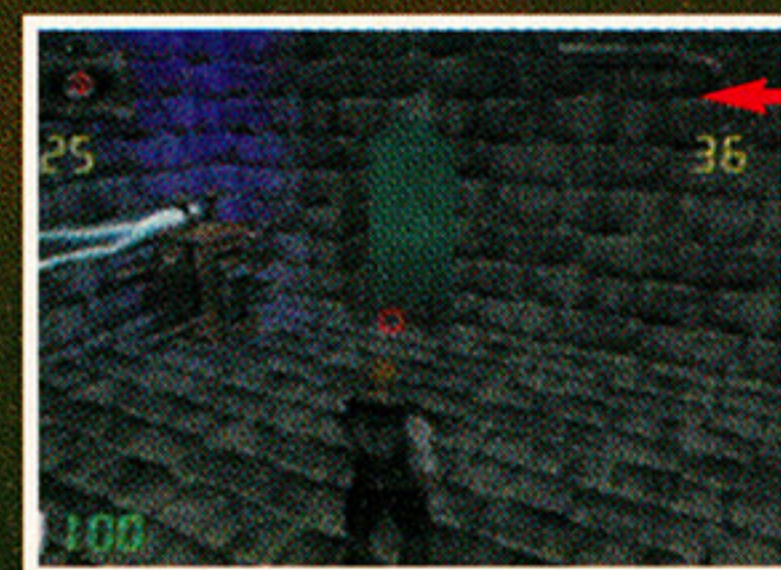
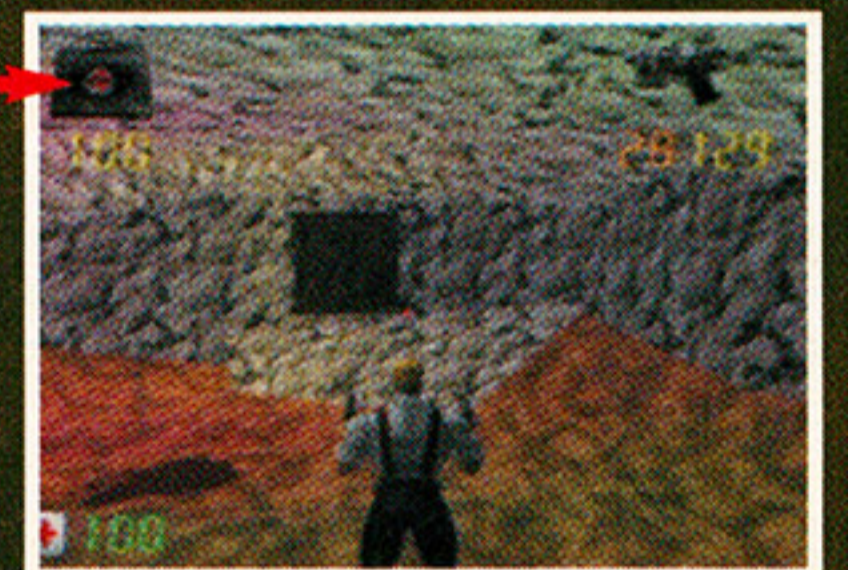
Follow the sewer tunnel to the discolored brick wall and blow a hole in it to enter another room. Head upstairs and you'll be in a pub. You'll find secret compartments with items if you press B near the shelves behind the counter. Leave the pub and destroy the zombies in the street. There's a pump nearby if you need health. Take the fog-filled tunnel to the left of the pub to find the Time Machine piece, then continue up the street through the overpass marked "Miller's Road."



Check the pit behind this fence to find an Atomic Health (behind a false wall) before continuing on to face Jack the Ripper. Jack throws knives from a distance that don't do a whole lot of damage. It's his rushing attacks you should watch out for. If he gets close, he'll dice you up quickly—so play keep-away and try not to get cornered while blasting him with whatever you have

handy. After Jack is dead, you can enter the house he emerged from to take a look at his handiwork (it's too late to save the babe in this case...) before entering the house through the newly-opened hole in the wall.

Search the house completely before entering the closet under the stairs and activating the switch which takes you down into a cave. Go around the corner and into the small passage in the wall. Follow the ledge and kill the Parapsyches that appear, then drop into the water and follow the tunnel. You'll end up in a chamber with a giant Parapsyche. Get out of the water and kill the thing as fast as you can (it's so big it's hard to miss).



Go through this door when the Giant Parapsyche is defeated and enter the pool to end the level.

Level 15: Dawn of the Duke

Highgrave Cemetery, London, England—1888



As you explore the cemetery, be sure to search all of the stone mausoleums to find items. You can enter the crypt through one of these doors as well. Broodlings have infested it, so switch to the SMGs and take them out. In the back room you'll find the Crypt Key; use it to open the locked crypt door near the beginning of the level. Follow the path until you come to a door with a chain nearby.



Pull the chain to open the door and continue on. Follow the path until you reach the tunnel that reads "Elementary Canal." Before you continue through, turn around and enter the crypt opposite the tunnel to find an Atomic Health.





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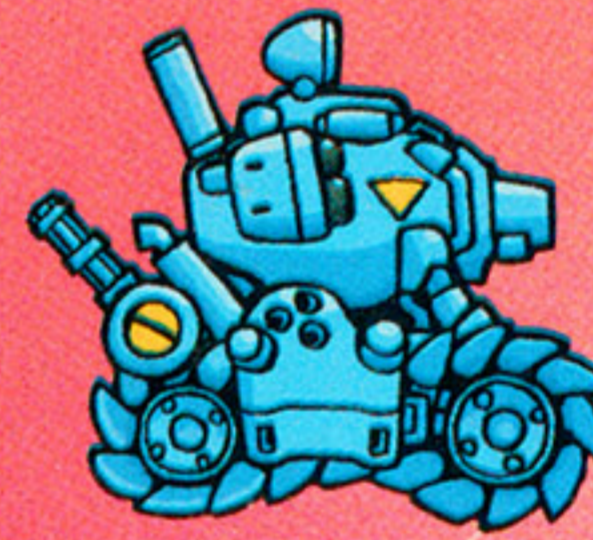


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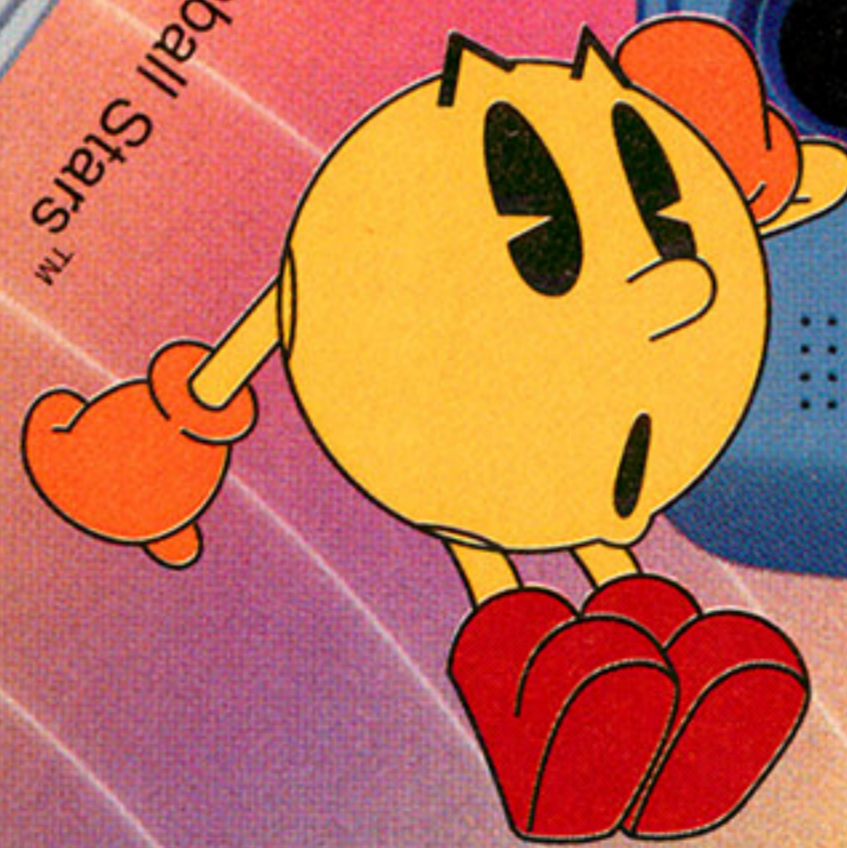
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At the dead end, jump into the water and follow it around until you reach the ladder. You'll come to a set of stairs leading down. Bomb the wall to the right of the stairs to collect another Atomic Health, then follow the stairs down and turn left at the bottom. You'll find a canal with a barge tied to the dock. Get into it and it will start moving. As the barge begins the last turn through the "U" at the end, hop out onto the platform and pull the switch. Quickly catch the boat and jump back into it. The switch opens a series of barriers that the barge can now proceed through.



When the boat stops, get off and grab the Time Machine Part on the platform before jumping across the floating boxes to reach the second barge. Use the stacked boxes to reach the platform. From there, follow the platform through the arches to end the level.

Level 16: Hydrogen Bomb Airship D-LZ129, Destination: Scotland —1888

Blast your way out of the crate you start the level in. Work your way through the storage cabin to the stairs. Shoot the crate at the base of the stairs to score a body armor before proceeding into the main area of the zepelin. Follow the halls until you reach stairs leading down. The path through this level is very linear. Be sure to search all of the calendars. Some open hidden doors nearby and others activate remote doors as well as changing from scenes of the Hindenburg to paintings of the equally ill-fated Titanic.



You'll come to a purple patch on the wall; it's an alien door. Open it and head through. It leads to the bridge, where—after dealing large helpings of death to the alien captain and crew—you'll find the Skeleton Key. Retrace your steps all the way back to where you emerged from the cargo hold at the start of the level and use the key on the door there. Climb the ladder all the way down (up leads nowhere), then carefully walk across the bridge to the plane and the level will end.



Level 17: Dunroamin Castle Dunroamin Castle, Scottish Highlands —1888

Dive to your wrecked plane to collect the items on the seabed there before rising to the surface and taking out the lone Enforcer sentry. Around the left side of the castle is a ladder—that's your way in. Follow the ramp to collect the night vision goggles, then head downstairs. You'll find the stables where the Great Hall Key can be had in the blacksmith area. Enter the Great Hall and make your way to the second level library.



Check the bookcases for secrets, then grab the catapult rock (where Duke holds that, I don't want to know) and backtrack to the hall until you see the courtyard with the catapult. A Cyborg Enforcer will attack you before you can activate the catapult. The catapult will open up a door on the second floor. Head up to it and continue through. In the room with the fireplace, you'll face another Cyborg Enforcer; this time when you defeat it you'll be able to pick up its head. Go through the door on your right, then jump back down to the courtyard. The cyborg head is a key to open the alien door ahead. Head down the staircase and take out the sentry gun at the bottom. If you have all the pieces to the time machine, you can head straight into the room at the bottom of the stairs to take a ride to 1912 and hop onboard a famous ship (remember those pictures back on the zepelin?). Otherwise, turn left and you'll see the level exit.

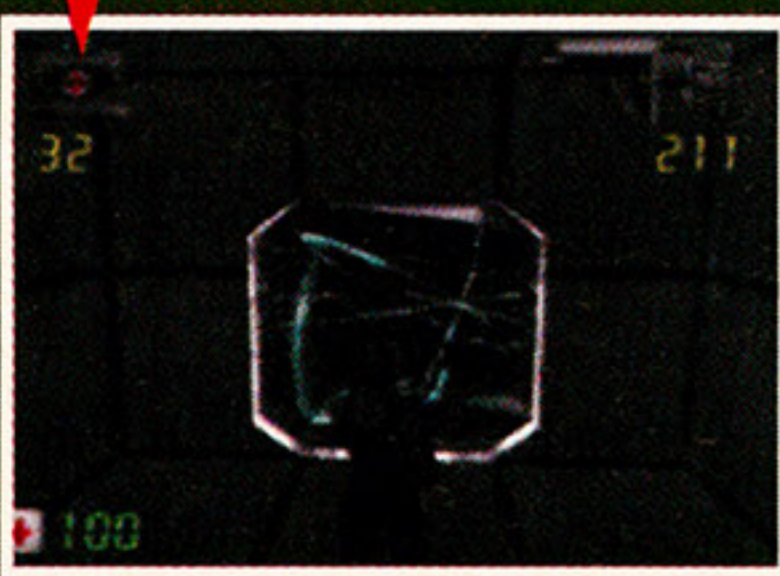
Level 18 (secret level): Going Down

I don't want to ruin the surprise of this level. I will say that it is easier than the alternative path back at Dunroamin Castle which leads to the most frustrating level of the game. I'll also say that you'll need to play this level if you want to find out what really caused the Titanic to go down...

Level 19: Brainstorm Dunroamin Castle, Scottish Highlands —1888



Well, this is it. If you can get through this level, the rest of the game is a breeze. This is technically a boss level...but instead of taking on the boss (a giant brain) straight out, you'll have to run through hazardous areas destroying four generators to kill the thing. Follow the stairs down and you'll come to a chamber with the first generator. Enforcers teleport in and will blink out if you shoot them. They keep coming, so aim your gatling gun at the generator and take it out. As soon as it explodes, the Enforcers disappear. Head to the next chamber where you'll find the brain itself, suspended in fluids. Jump from pillar to pillar until you reach the door. You'll come



to the second generator room. This one is shielded; you have to run straight through the room and pull the lever to the left of the generator to destroy it. Again, barreling right through the Enforcers is the easiest way to do this. So far, so good. Now comes the hard part. First you're attacked by swarms of broodlings which are annoying, but easily dealt with. When they are all dead, the shielded door in the far wall opens. Follow it into a maze-like cavern. Explore this area until you see the generator room, but do not enter it. Instead, follow the path to the exit, which is shielded. Try to memorize the route from the generator room to this door. Go back to the generator room and step in. Quickly turn around and hightail it to the exit. The ceiling starts falling in segments, but you should be okay if you stick to the middle of the path and move quickly. The shield is down and you can go through the door. Follow the tunnel back to the brain's lair and drop to the floor to find a door behind one of the taller pillars. You'll come to a room guarded by three snipers. Don't bother trying to kill them; more will teleport in. You have to run through their room—with no cover!—and activate all three buttons before a door at the far end opens with a fourth button. If you fall off the walkway, you'll die. Jump around a lot to throw the snipers' aim off. After you press the fourth button, the shield around the generator in the sniper room is deactivated. It's hard to see; try aiming just past the far sniper. When the generator is destroyed, jump to the platform the snipers were on and go into the room with the time portal to finish the level.



Level 20: The Brothers Nukem New York City —Alternative Present

In the garage where you start, head down both ramps to collect two Atomic Health power-ups.



Head up the ramp and take out the pigs from the old west and collect their gear. A Cyborg Enforcer will teleport in, so be ready for a fight. Beat him and take the door in the corner out of there. Bomb the far wall, then jump down into the river. Climb to

the small ledge the Enforcer was on to get the medkit, then swim across to the main area. Cut through the park and kill the two pigs blocking the path. Go through to the streets. You'll be attacked by Western Duke. Luckily, he doesn't know the fine art of circle strafing and you do. Run around him while targeting him and blasting away with your weapon of choice. He'll be toasted in no time. Next, Post-Apocalypse Duke 'ports in. While he's a bit tougher, you can use the exact same strategy on him.

Blast the grill in the corner and drop a pipe bomb down to clear out a waiting laser trap. Drop down and follow the tunnel into a watery chamber where you'll be attacked by Victorian Duke. He's armed with a volt cannon, but—luckily—doesn't aim too well. Plus, all of the supports in the room work in your favor. Keep moving and peck away at him.



before he can launch even one of his dangerous havoc missiles at you! Next up is Sniper Duke, who can be extremely dangerous but also incredibly easy. If you position yourself just right (as in the accompanying photo) you can see him and he can't see you. A tiny bit of his elbow is all it takes—well, that and several rounds of sniper bullets—to put him down.

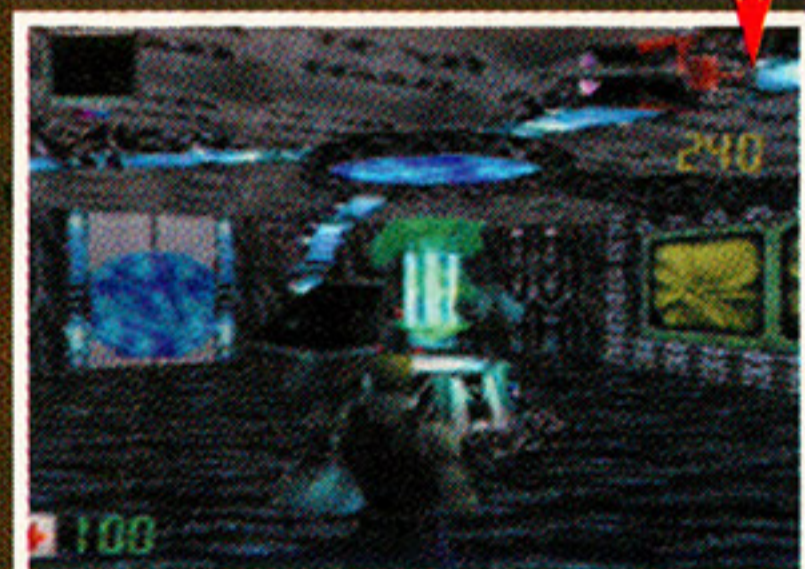
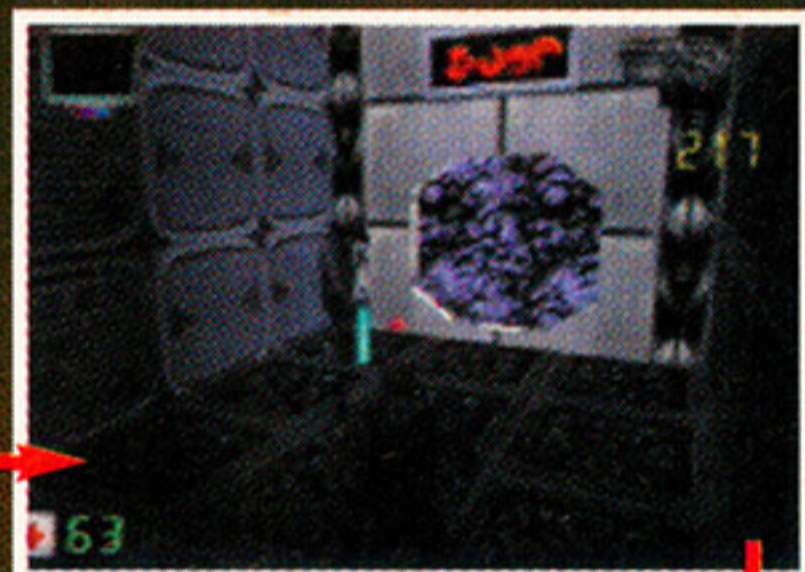
When Sniper Duke is out of the picture, the final evil Duke—the X-Terminator—teleports in. Use your gamma cannon and strafing techniques and you'll make short work of him. When he's terminated, the parking lot up the road opens up. Enter it, then jump back to attract the attention of the sniper lurking around the corner. Take him out and proceed. Head left and enter the teleporter. Things get hairy as soon as you teleport, so be ready. Kill the enforcer directly across from you and run into his room. Take out the sniper that teleports into the room, then deal with the pig and sniper out in the hallway before moving on. Go into the meeting room and out the window onto the ledge. You'll have to face a Parapsyche, three drones and an Enforcer before you reach the hangar with an alien shuttle and Atomic Health. The level exit is there also.

Head out and you'll find yourself in a highway underpass. Laser tripwires block the exit ramps. Move up the ramps until you see evil Military Duke down the road a bit. If you do this right, the most dangerous evil Duke will practically take himself out for you. First, lob several grenades in his direction to let him know you're there and soften him up. Try to lead him with the grenades as he runs mindlessly toward you...right into the laser tripwires that will explode and most likely kill him

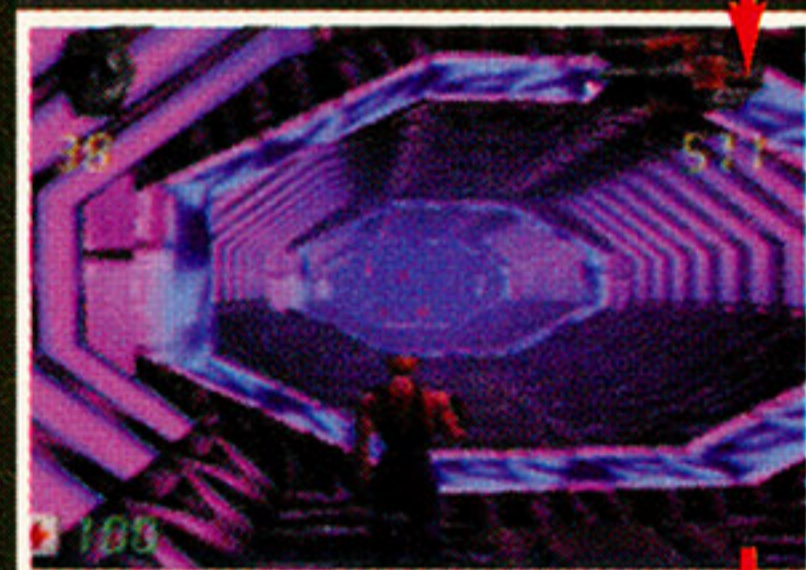
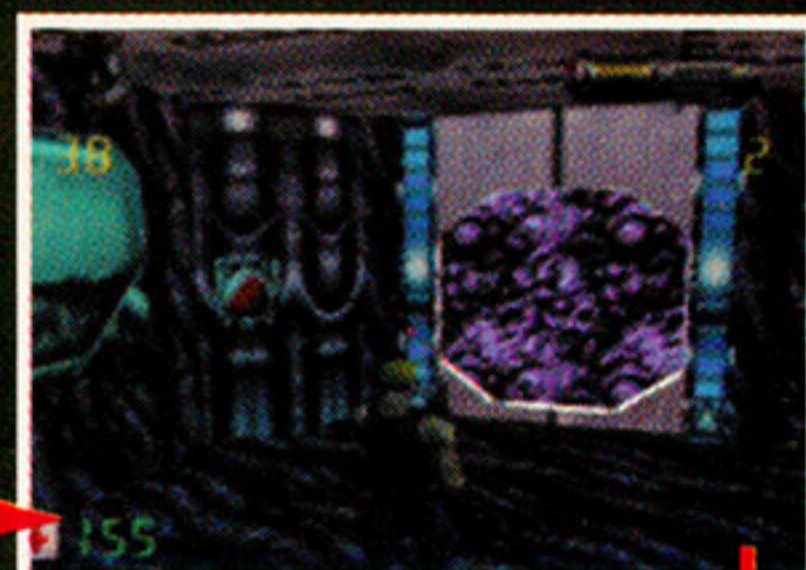


Level 21: Alien Mother... New York City —Alternative Present

Take out all of the Enforcers that teleport in, running up onto the balcony in the process. Kill the Cyborg Enforcer that appears on the pit floor from above and use its head on the machine across from the left hangar door to open it. Follow the rooms until you confront a second Cyborg. This one is easy; you can use grenades or missiles from the cover of the hall to kill him. Open the door, lob a few in, duck for cover and he's toast in no time. Grab his head and use it to open the door here. Enter the teleporter on the far side of the next room and follow the tunnel around.



In the chamber beyond the tunnel, you'll face a pair of Parapsyches guarding the brood mother. Kill them, then target the brood mother with your sniper rifle. One shot is all it takes to end her alien-producing days. Use the sniper rifle to explode the eggs from afar and dissipate their lethal gas, then head up the ramp to where the brood mother sat and jump down to the platform below. In the area beyond, you'll have to swim through dangerous waters to reach another room. Kill the chimera before leaving the small pool, then don the gas mask and make your way out. The tunnel leads back to the brood mother's chamber where you can collect the bio emitter and teleport back to the control room. Now the far door will open when you press the red button. Simply follow the tunnels, fighting off more Cyborg Enforcers and other enemies as you go. When you reach the generator rooms, shut them down and continue on to the teleport platform to end the level.



Level 22: Zero Hour Rooftops of New York City —Alternative Present

This level is aptly named; it may well take you an hour to defeat final boss Zero. Avoiding his ranged attacks is actually pretty easy—it's the effect of his powerful landings on the roof and the possibility of his landing right on top of you (instant death) that make this level so tough. Then there's the ever-present danger of plunging off a roof to your death. Keep track of Zero as you make your way across the rooftops. If it seems like he's about to land, get away from the edges fast. Hit him with pipe bombs, grenades, BMF rounds or missiles for the most damage. He's heavily armored, so even



these will only chip away at him...but if you play it carefully, you'll emerge victorious. Good luck!



SONIC ADVENTURE

by Jason Wilson

It seems fitting that *Sonic Adventure* is the first Dreamcast game to be chosen for a *TIPS & TRICKS* strategy guide. This is Sonic's first three-dimensional adventure game; it's fast and frantic...and as you can imagine, the game's "camera" has a hard time figuring out how to give you the best possible viewpoint in every area. After getting used to the controls and funky camera problems, however, you will be amazed by the extraordinary landscapes and beautifully conceived action sequences.

The hardest part of the game is to finishing it while playing as Sonic, which you should do first to get it over with. This strategy guide will concentrate on Sonic's adventure, which accounts for roughly 75% of the game. Once you beat the game with Sonic and complete all of the tasks we're about to describe, you will have earned the chance to play as five other characters, which is much easier and can be accomplished at your leisure. We will, however, chart the locations of the Sonic Emblems with all of the characters and note the differences in the levels when playing as any character besides Sonic. If you need any information that you can't find in this strategy guide, be sure to check out the game's incredibly detailed instruction manual—it's loaded with information on performing special moves and playing in the Chaos Races!

Note: Though the game's Internet mode was not available for us to test at press time, you should be able to use the Dreamcast's built-in modem to see how your score matches up with those on the World Wide Web. Fastest level completion times, largest amount of rings and top overall scores will be posted so you can compare yourself to other players from around the world.

Sonic Emblems/ Mission Objectives/ Unlocking Characters

Each character can pick up a certain number of emblems. You do not need the emblems to finish the game with ANY of the characters at 100%; they're just there for added challenge and replay value! Under normal circumstances, when playing as Sonic you will gain one emblem first for finishing the level, the next for finishing a level with 50 rings in your inventory and another for finishing the level under the time limit displayed at the beginning of the level. Each time you finish a level with Sonic specifically, a certain mission objective has been fulfilled. Mission C is fulfilled for completing the

level, Mission B for completion of the level with 50 rings and Mission A for successful completion of the level in the amount of time given. Note: You will only be able to gain one emblem at a time, so it is necessary to complete the levels numerous times if you want to find ALL of the emblems. To unlock the other playable characters, you must meet them in the game while playing as Sonic. You will be notified when each character is selectable when this occurs during Sonic's adventure. Super Sonic will become available when each of the six characters has a 100% completion rating.



Sonic

10 levels x 3 emblems
per level = 30

2 Special Levels x 2
emblems = 4
(Air Chase Acts 1 and 2)

2 in Twinkle Circuit = 4

2 in Sand Hill = 2



Tails

5 levels x 3 emblems
per level = 15

2 Special Levels x 2
emblems = 4
(Air Chase Acts 1 and 2)

2 in Twinkle Circuit = 4

2 in Sand Hill = 2



Knuckles

5 levels x 3 emblems
per level = 15

2 in Twinkle Circuit = 2



Amy

3 levels x 3 emblems
per level = 9

2 in Twinkle Circuit = 2

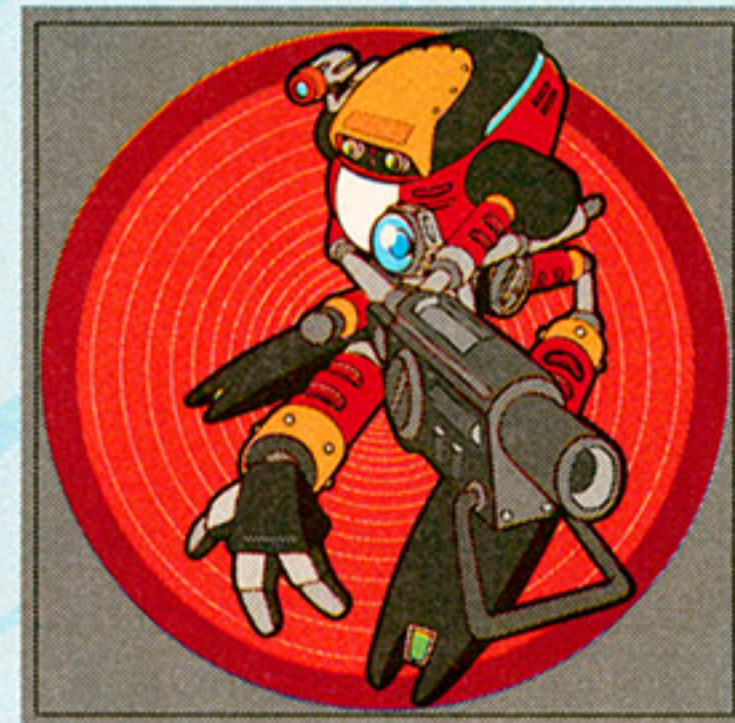
2 in Whack-a-Sonic
mini game = 2



Big

4 levels x 3 emblems
per level = 12

2 in Twinkle Circuit = 2



E-102

5 levels x 3 emblems
per level = 15

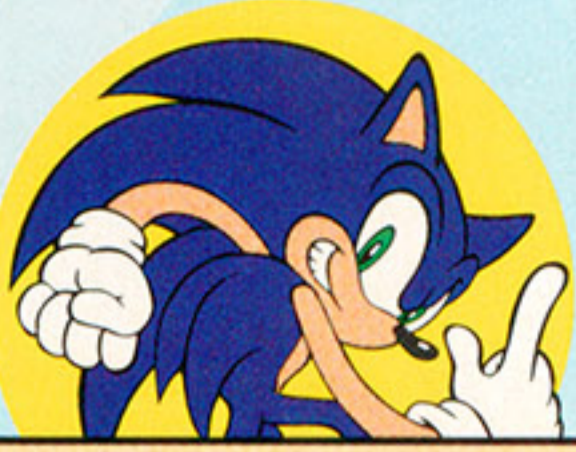
2 in Twinkle Circuit = 4

5 Emblems total from Chaos Races

Chaos Races

This mini-game allows you to train the various Chaos creatures you find in the Chaos gardens, building up their character status in the various races to try to win Sonic Emblems.

Power-Ups



Here's a list of power-ups and where they can be found by each of the playable characters:

SONIC

Light Speed Attack	Located under the sewers before you make it to the Casino
Bracelet (Light Speed Dash)	Found on the second floor of the hotel
Power Spin	Found in a cave near Stage 7 while in the Mystic Ruins



TAILS

Shoes	Found in the sewers behind Twinkle Park
Rhythm Badge	Found on the left side of the Echidna Temple out skirts in a circle on the ground

KNUCKLES

Silver Shovel Claws	Located in the cave closest to Tails' workshop
Gold Shovel Claws	Located on the ledge in the valley of the Mystic Ruins

AMY

Warrior Feather	Located in Egg Carrier after finishing the "Whack-a-Sonic" mini game
Long Hammer	Complete the "Whack-a-Sonic" game a second time to get this item

BIG

Life Belt	Found in the Ice Cave in the Mystic Ruins
Power Rod	Under Big's Bed in his house in the forest
Fishing Rod	In a sewer behind Twinkle Park
Fishing Rod	In the smelly rainforest in the Mystic Ruins
Fishing Rod	Near a skull in the Ice Cap Stage
Fishing Rod	In a prison cell on the Egg Carrier

E-102

Jet Booster	Found on the second floor in a building of the Emerald Coast
Gun	Found across the room where the Jet Booster is located

Boss: Egg Hornet

The boss battles may never end! Dr. Robotnik will hurl missiles at you; carefully dodge them by running around in a clockwise or counterclockwise rotation. When he does his dive attack, roll into a ball and smack him! Repeat this process—dodging the missiles, then hitting him after the dive attack—twice more for victory!

Mystic Ruins

After defeating Robotnik, Chaos will steal another Emerald and you will need to make your way to Tails' Workshop, which is located near the ocean—there's a windmill twirling outside, you can't miss it. Take the Stone of Wind and head back toward the forest. Look for an opening in the cliffs that you can pass through. In this area, look for a place where wind is blowing from the ground. Put the stone on the lever nearby and you will be shifted to the Windy Valley!



Boss: Chaos 0

As your adventure begins, you'll immediately face a boss; he has a "0" at the end of his name because he has yet to steal any Chaos Emeralds. Simply pick up some rings, press the A or B button to jump, then press it again in mid-air to strike a blow to Chaos. You will need to do this three times, after which you can pass the opening sequence and move along in your quest!



Stage 1 Emerald Coast



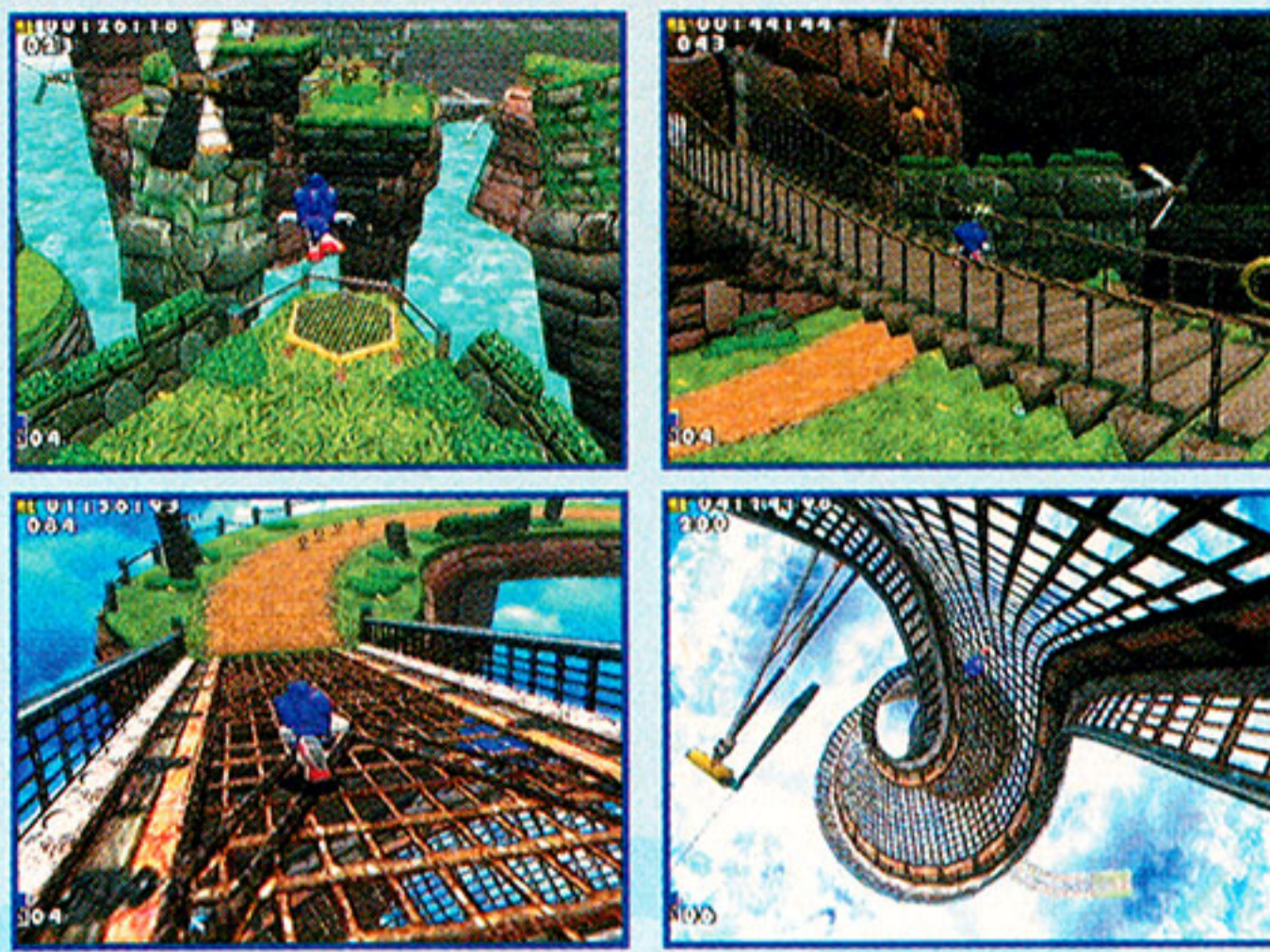
This opening action stage will familiarize you with the exceptional speed that Sonic maintains throughout the course of the game. After finishing this level, you will see an intermission scene; you have now "unlocked" Tails as a playable character! Head for the train station and ride the rails to the Mystic Ruins where you will continue your quest.





Stage 2 Windy Valley

Let the wind guide you in this level. You might think that the wind's sole purpose is to extend the length of your jumps, but it can also drift you off to other areas that you would not be able to get to without it. Be sure to follow the tornado on its way up and jump on the numbered spaces. These will allow you to make it through the next area. The last part of the level is a winding roller coaster. Make sure you just follow along; speed doesn't matter, but erratic jumping will cause you to fall down the cliff. Try not to jump often in this area; let the wind and the red trampolines do the work for you!



Stage 3 Casinopolis

It's time for Sonic to go gambling and waste all of his money! Actually, Sonic's objective in this level is to acquire 500 rings from the various mini games, including a *Sonic Spinball*-type game and a *NiGHTS*

mini-game!) You can play these games as many times as you wish, then add the rings to vault that looks like Uncle Scrooge's gold coin stash. When you reach 500, your pile of gold will have risen high enough for you to grab the switch and enter the next level!



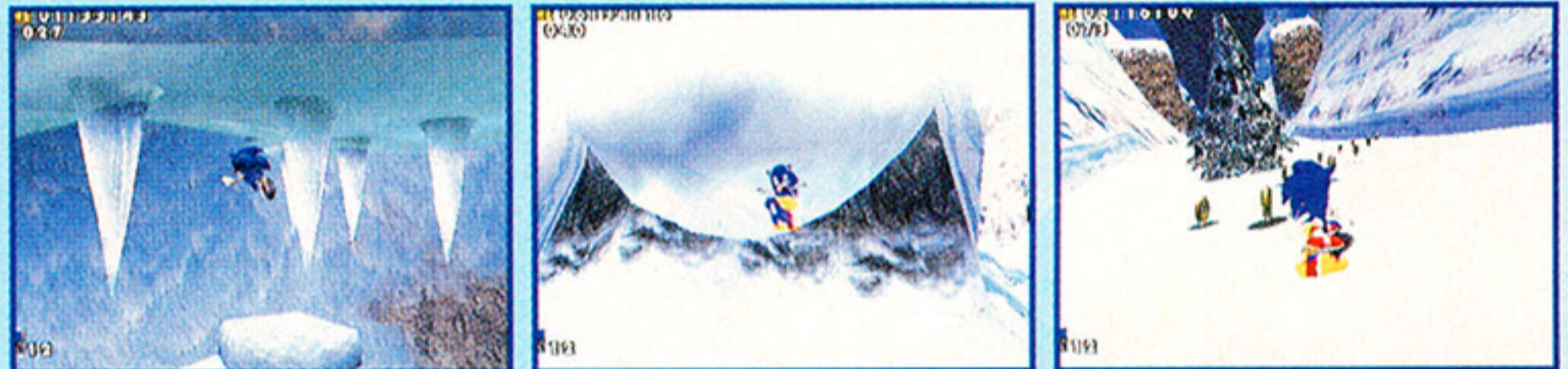
Station Square/Mystic Ruins

Make your way to the corner alley on your right side, where you will locate the Stone of Ice. Take the Stone of Ice and head back to the train that takes you to the Mystic Ruins. After entering the Mystic Ruins, you will notice that the cave directly ahead of you is now broken into a pile of rocks and you can finally enter it without trouble. Place the Stone of Ice on the column and a door will open to Stage 4.



Stage 4 Ice Cap

In order to jump across the icicles successfully, you will need to move to the back of each icicle, then press the **Jump** button to jump backwards; this technique will enable you to follow the path without falling to the depths below. This is the longest action stage you have played so far...and they don't get easier. Take your time and don't worry about the time bonus; your first priority is to complete the level. You will be rewarded with a snowboarding bonus level!



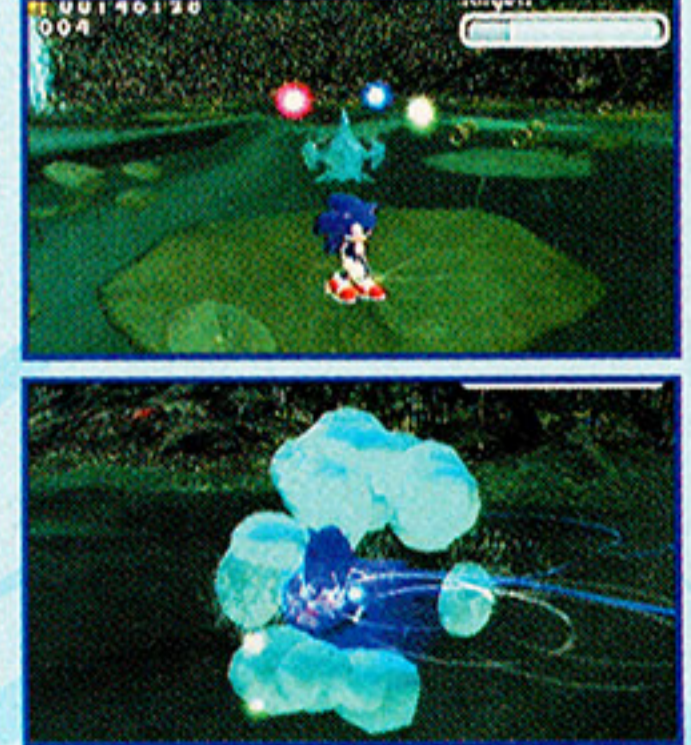
Boss: Knuckles

Knuckles wants your Chaos Emeralds...but after relinquishing the others to Chaos, you're not in the mood to give them up! Use your rolling attack three times to finish off Knuckles; not much of a challenge for Sonic.



Boss: Chaos 4

Well, you lost another Chaos Emerald. Once again, Dr. Robotnik's sidekick Chaos has swiped it from under your nose. This time, you will need to jump from lily pad to lily pad to avoid Chaos 4's attacks, then press the **Jump** button twice when he is stable in the water to initiate the proper attack. After defeating Chaos, head back to Tails' Workshop where you originally found the egg to take you to Stage 2. From there you will be transported to the first air chase scene!



Sky Chase - Act One

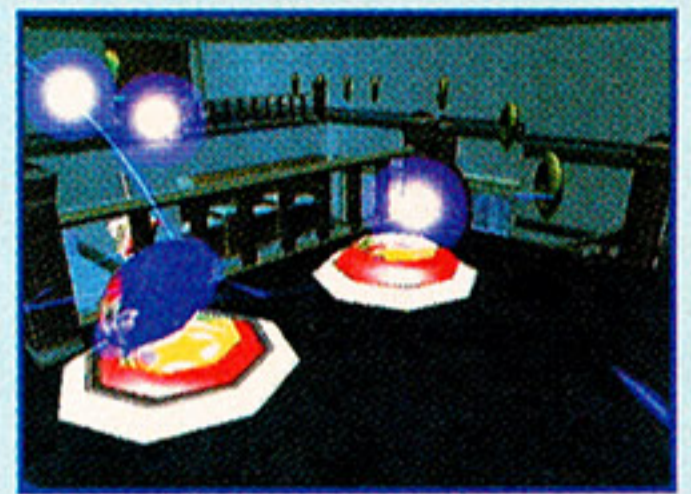


Unlike the flight-stick controls of most flight-simulator games, Tails' plane actually climbs when you point the joystick **Up** and dives when you press **Down**. Don't waste your firepower here, as your accuracy will be rated at

the end of the stage. An accuracy rating above 50% will reward you with another useless Sonic Emblem! After finishing this easy stage, go back to the Casino to meet up with Amy who will now be playable at the character select screen! After speaking with her, head back to where you landed on the beach and head for the sign that reads "Twinkle Park."

Station Square

Why do you bother getting Chaos Emeralds if Robotnik keeps stealing them? At this point, it will be night and the casino will be open—but don't go in yet. You will need to explore the outer regions of the city to find one of Sonic's crucial power-up items, the Light Speed Attack! Locate a manhole...er, hedgehog hole in the streets of this level. Go through it and follow the path until you find the shoes, then use them to jump out of the sewer. (Note: It is possible to get out of the sewer without using the Light Speed Attack technique, but it will take a bit of practice to jump that high.) Next, you will need to backtrack to the hotel in order to find the Bracelet. Go up the staircase in the hotel; you will see two switches. The switch on the left will open the panel across the hall; the switch on the right will display a row of rings that leads to the door. Simply charge up the Light Speed Attack to easily warp to the other side of the hall before the door shuts; you'll gain the Light Speed Bracelet! The Bracelet reduces the amount of time needed to charge up power to use the Light Speed Attack. Go back to the Casino and use this to jump on the bumper, then enter the Casino!



Stage 5 Twinkle Park

To jump across a row of enemies, press the Jump button repeatedly; you should be able to bounce continuously to the other side. Jump into the go-kart and keep on rolling! Also on this level is a mini-racing game called Twinkle Circuit that can win you a Sonic Emblem! After finishing the levels, go to a patch of grass near the beach and you will find an employee ID card that will give you access to the garage door. Access the elevator inside the level to get to the next stage. Note: If you attempt to get in without your ID card, the elevator will drop you to your death, so don't screw around—get the ID card and you will be safe from death!



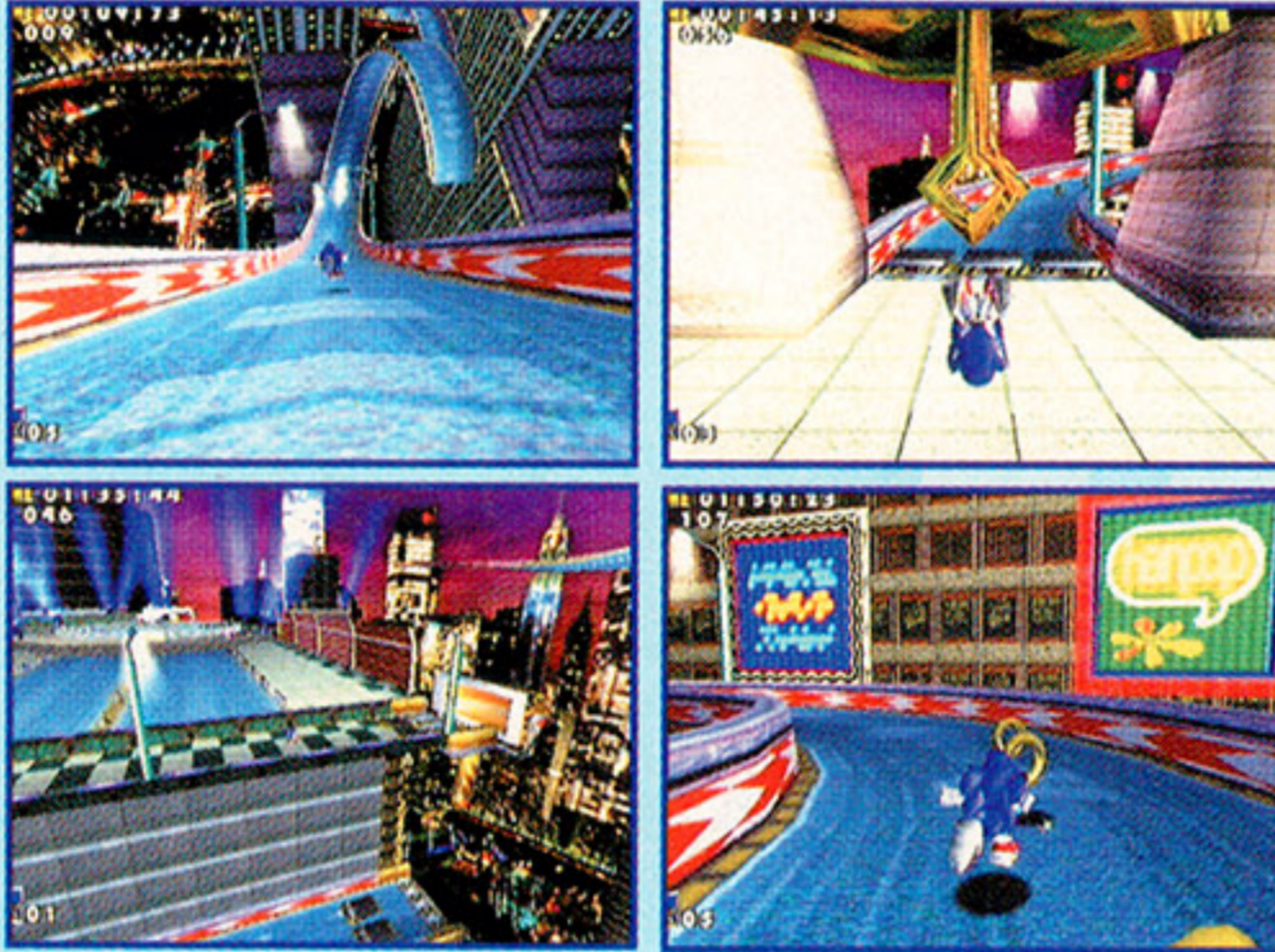
Sky Chase - Act 2

There are more enemies spread throughout this level. They may give you a bit of trouble at first, but they can be easily avoided by maneuvering to the bottom of the screen. At the end of the level, aim for the center point of the main cannon; this should allow you to destroy it with minimal effort. You need not waste your time by destroying the outer regions of it.



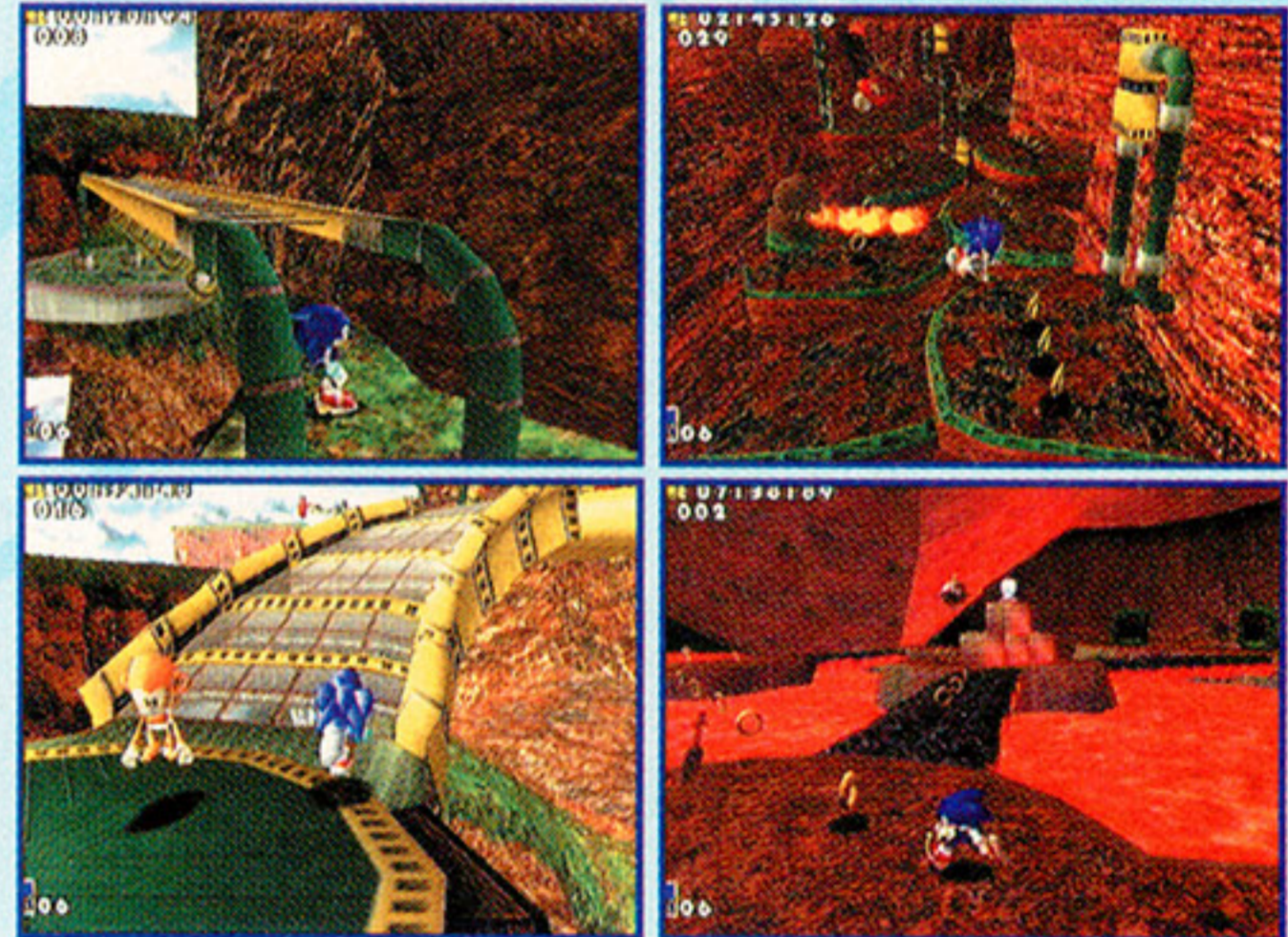
Stage 6 Speed Highway

Similar to a bonus level, this stage is appropriately named. It's extremely fast, but not much of a challenge. You should breeze by in no time at all. Concentrate on picking up as many rings as possible. Remember, for every 100 rings you receive an extra life!



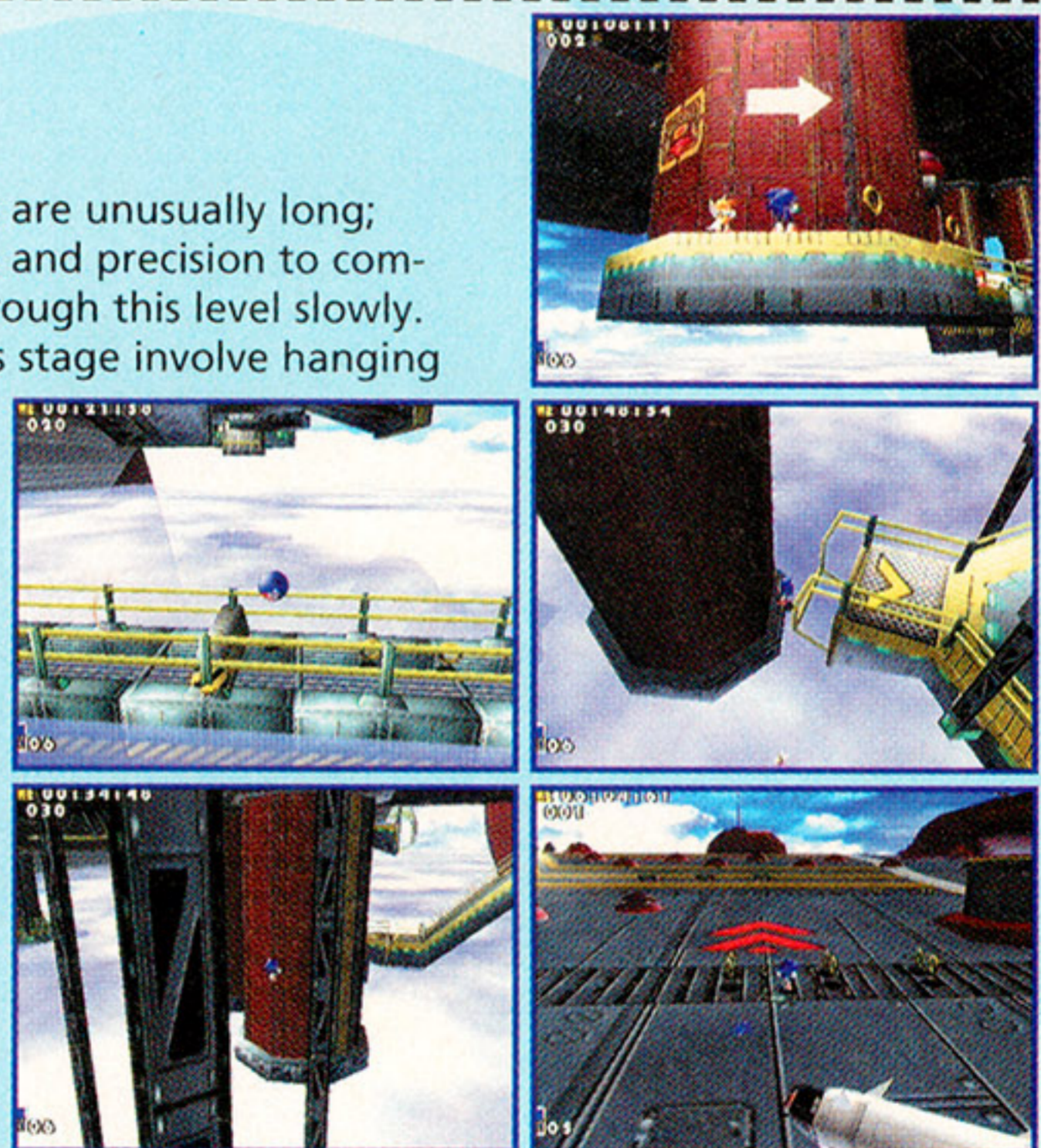
Stage 7 Red Mountain

Much of this level involves taking rockets from platform to platform. Carefully walk around the spikes that slam incessantly through the mountain. The pulley will automatically take you to the next part of the stage when you come across it. A row of flying enemies is hovering above a huge gorge; bounce on them like a pinball to move to the next region. The final area of this level is underground; a straightforward sequence that does not require any outrageous jumps for a change...just precise jumping over lava, that's all! After completion of this level, you and Tails will meet up again for Act 2 of the Sky Chase!



Stage 8 Sky Deck

The last three levels of the game are unusually long; therefore you will need patience and precision to complete them. Carefully wander through this level slowly. The long, drawn-out parts of this stage involve hanging on to various pillars and keeping your balance from the wind that will eventually pull you off the carrier. Keep an eye on the arrows that give you clues to move upward. You can hang on to the pillars and still jump across—and on top of—them without worrying about falling. Landing will be a problem if you do not control Sonic correctly when you are in the air. Follow the arrows and keep your balance by positioning yourself near various objects that are immovable. This will keep you from flying off the ship in the second half of the level. Try to bounce across your enemies as much as possible to alleviate any problems they may cause.



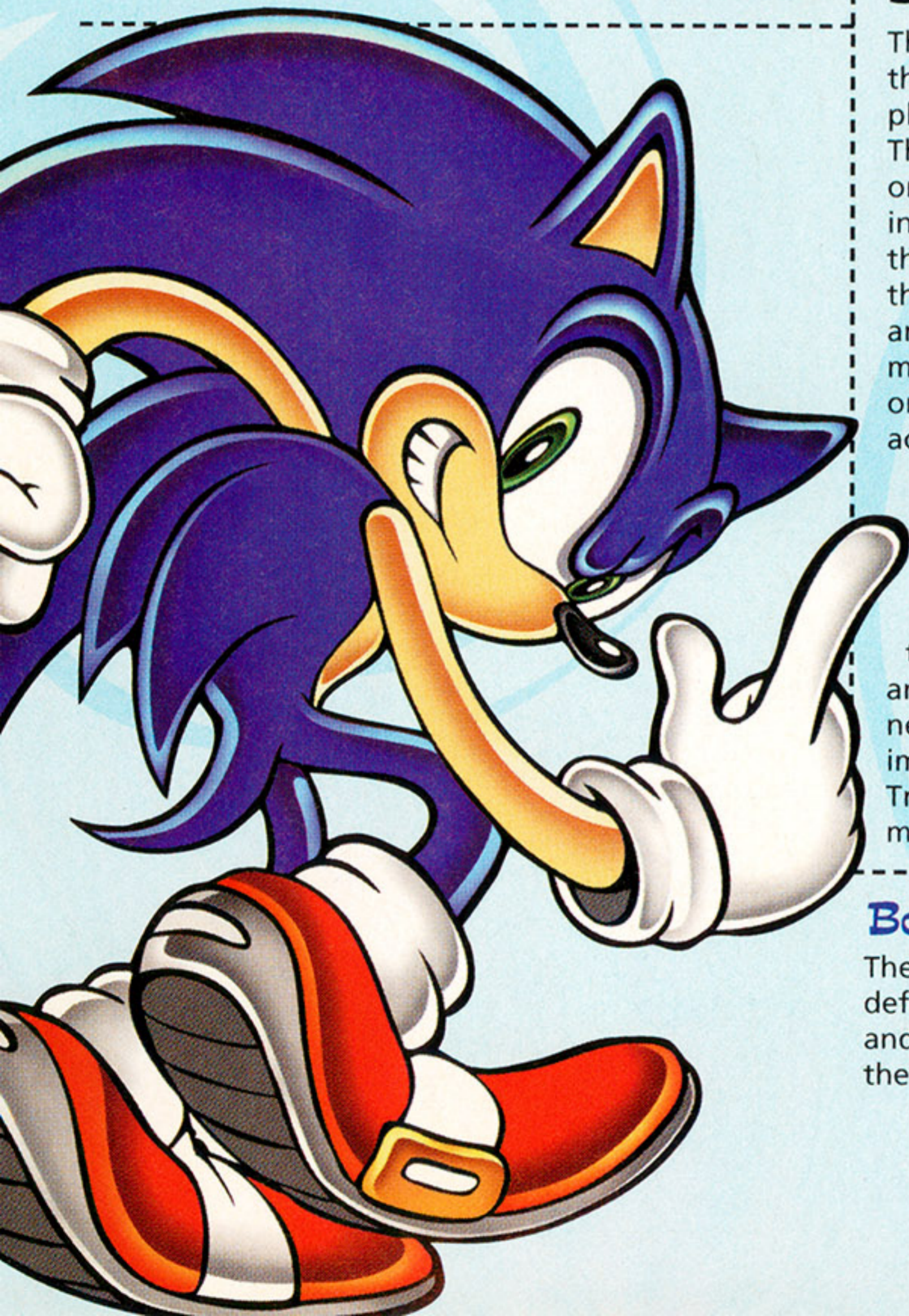
Boss: E-102

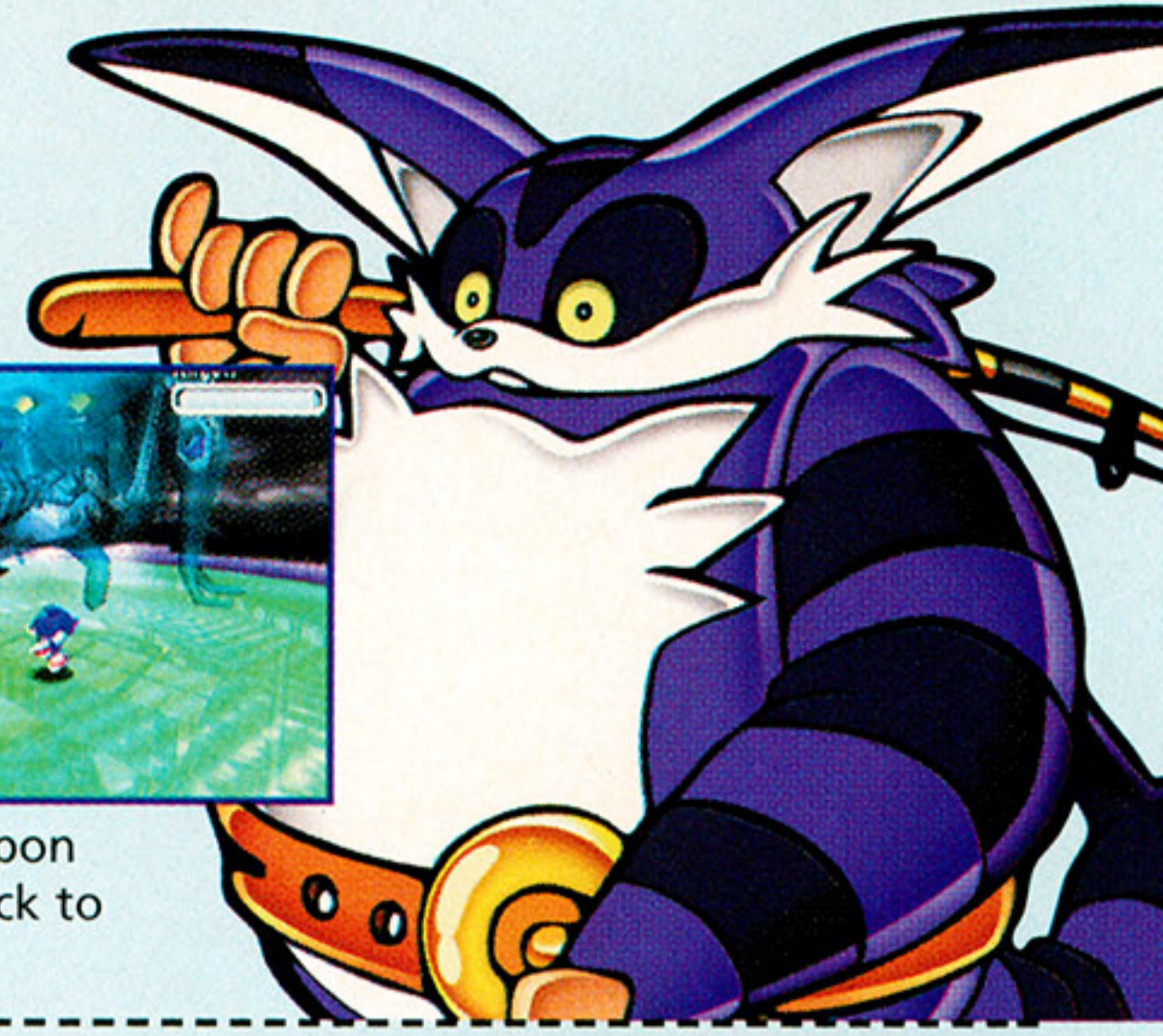
The robot boss is not difficult to defeat; just hit him three times and he will become available at the character-select screen!



Mystic Ruins

After finishing Stage 6, you will now be able to enter the cave that was previously blocked off near the Ice Cap stage. Enter this area and stay to the right to locate Sonic's final power-up, which allows you to enter the next level! Go back to the area that you passed earlier with the monkey guard in a cage. Smash him and you will be able to enter the locked cave into the next level.



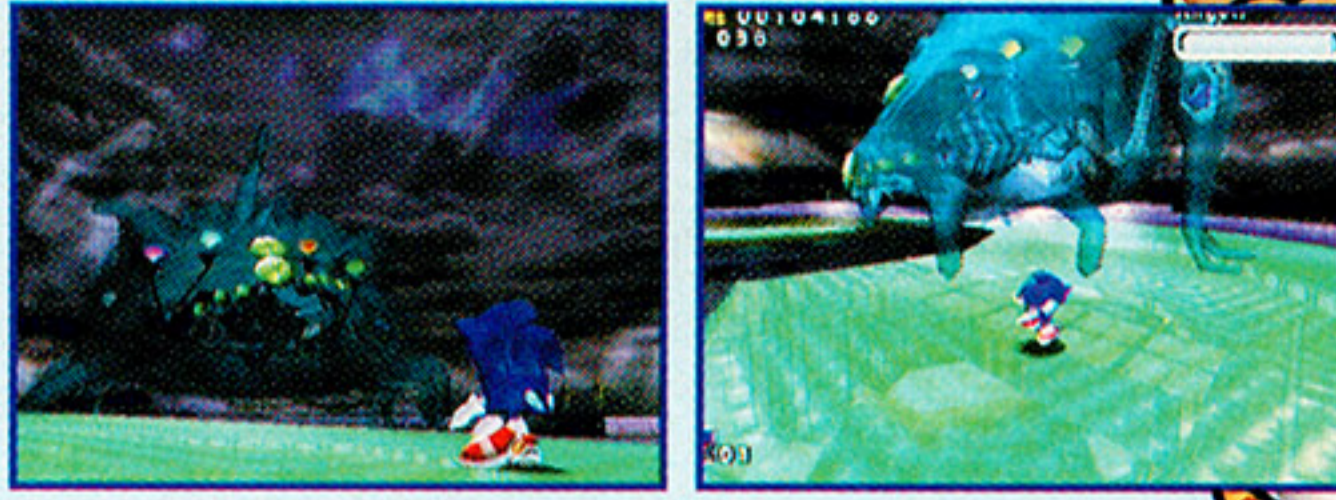


Egg Carrier

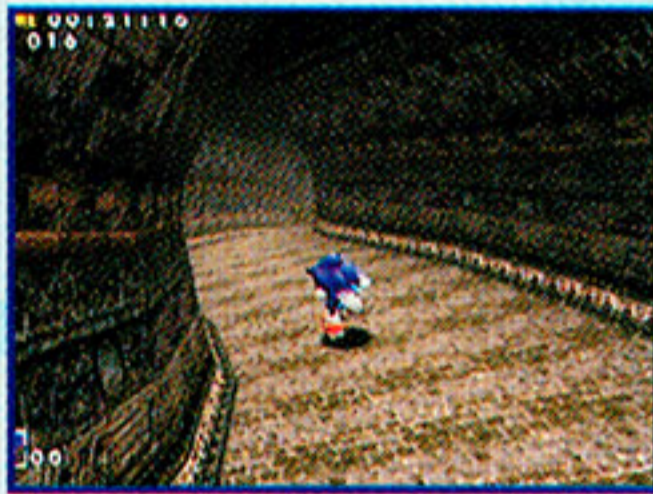
After defeating E102, run into one of the doors, then hop in the chair to activate the switch. You will then have to fight Chaos 6. At this time, Big the Cat will also become a playable character.

Boss: Chaos 6

Chaos 6 will try to warp you closer to him, then crush you. Grab some rings and rotate around him. When Chaos 6 is blowing freeze breath at you, use a spin attack to freeze him instead, then use your spin attack as an offensive weapon while he is frozen to cause grave damage. You will be warped back to the Mystic Ruins one last time after defeating Chaos 6.



Stage 9 Lost World

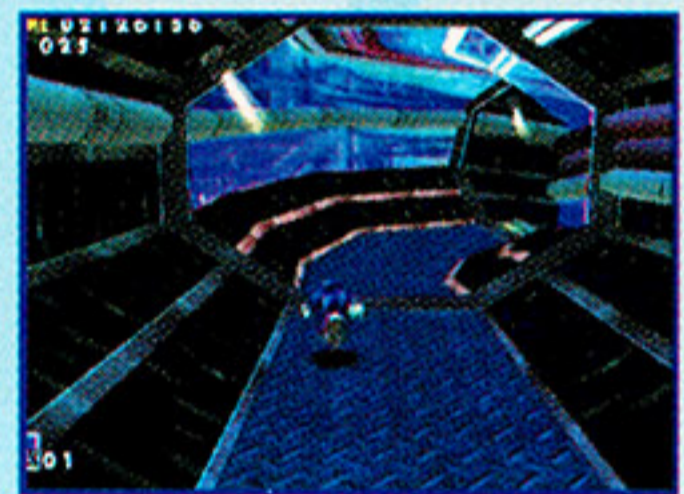
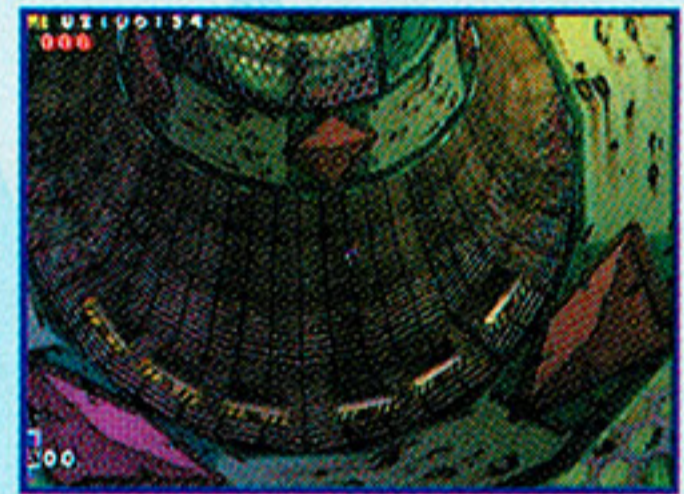


Halfway through this extremely long level, you will need to learn how to make water rise! There are switches that coincide with the water level and give you access to a moving pillar. It will take you to areas above and below the water, allowing you to hit three switches that will open a door near a row of spikes. Everything is ridiculous from here on. You will need to carefully place mirrors in order to reflect light around the pyramid in order to see the upcoming portions of the level. Use the Light Speed Attack to make it through the difficult latter portion of the level and to make crucial jumps. Your greatest challenge will be the numerous tiles that are spread all over the walls throughout the last part of the level, forcing Sonic to walk in awkward directions. Remember, you can only fall off of these tiles if you are over the edges, so walk along the lighted tiles carefully. Don't worry about the time bonus. You are more likely to fall off the edge of the panels if you are impatient. Anticipate each move and don't jump around hastily.



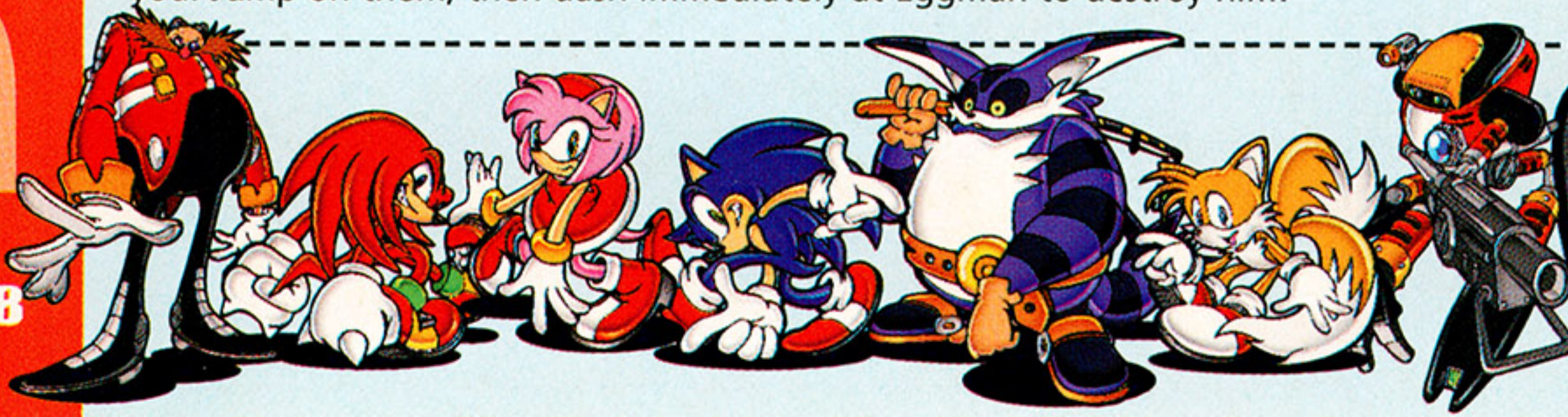
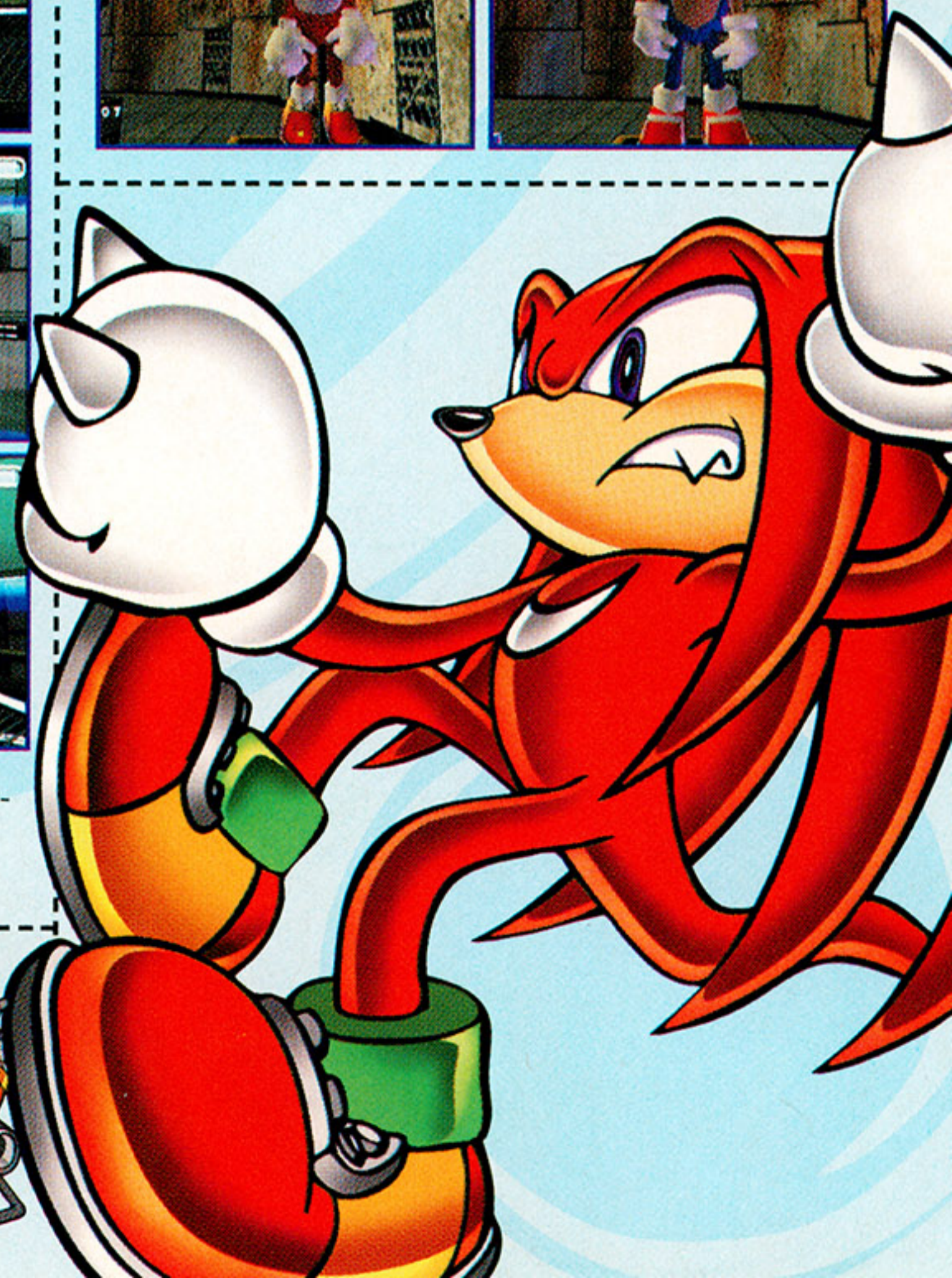
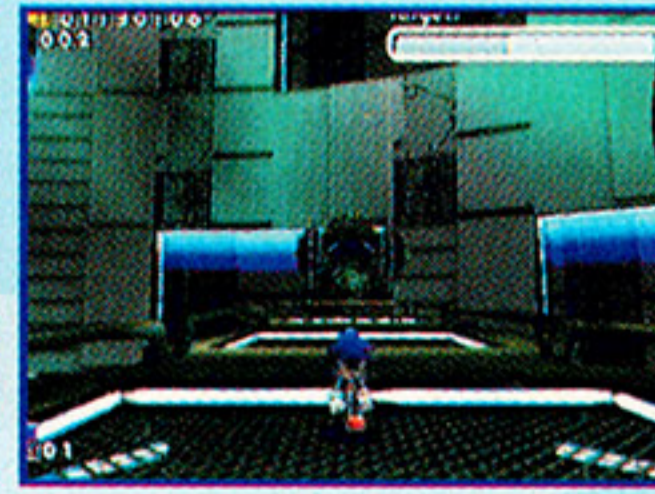
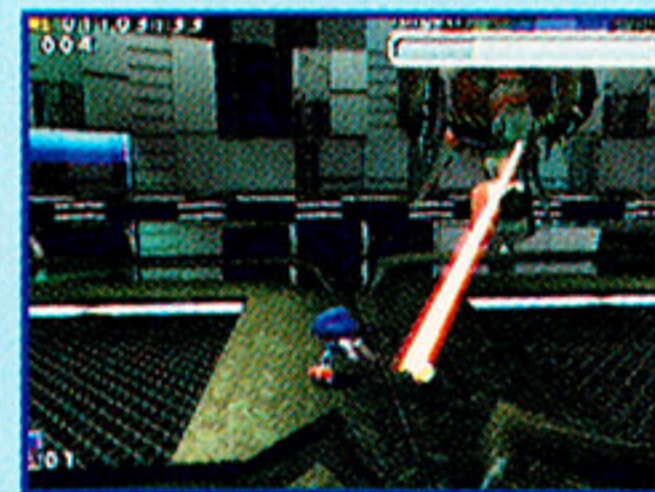
Stage 10 Final Egg

Jump through the laser beams carefully. As in Zaxxon, you must maneuver between them to successfully arrive at the next area. Make sure you ALWAYS have at least one ring on you; this level can take up to 15 minutes to complete. Watch the way the conveyor belts move before you attempt to jump on them—and don't be afraid to use the double jump to get from place to place. Midway through the level, air vents will rotate Sonic around with gusts of wind. Speed through these—and the inner levels—and you will come to moving platforms that rise from the ground; you will need these to make key jumps. Again, use your double jump to get to the next phase of the final level; you will soon fight Eggman in a battle to the finish!



Final Boss: Egg Viper

The final boss can be VERY, VERY frustrating, but patience is the key. There are rings on each side of the two platforms on this stage. Grab a couple of them in case Sonic gets hit by Eggman. Dodge the lasers by moving quickly to the right for the first set, then to the left for the second set. When Eggman lays a path of spikes, jump off the edge of the the platform you are standing on and jump on the first shining green light. Continue to hold the Jump button down and move toward Eggman. You will hit him on the head and land on the other platform. Repeat this procedure, jumping far away from the giant frickin' laser beam that Eggman hurls at you. About halfway through Eggman's life bar, the screen will turn to a vertical viewpoint where you must move toward Robotnik to avoid his lasers, after which he will repeat his previous pattern once again. The boss' final pattern will also involve this vertically-scrolling viewpoint—only this time, Eggman will hurl two spiked platforms at you. Jump on them, then dash immediately at Eggman to destroy him!



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IT GIVES YOU A CHANCE TO FIGHT
BRAIN HUNGRY ZOMBIES

THE HOUSE OF THE DEAD 2

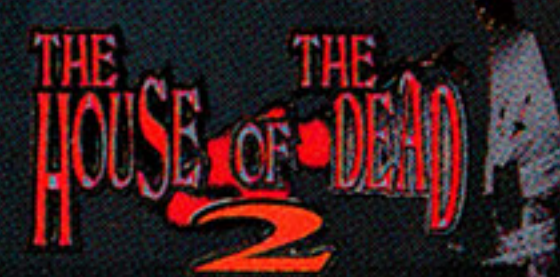
Sega Dreamcast

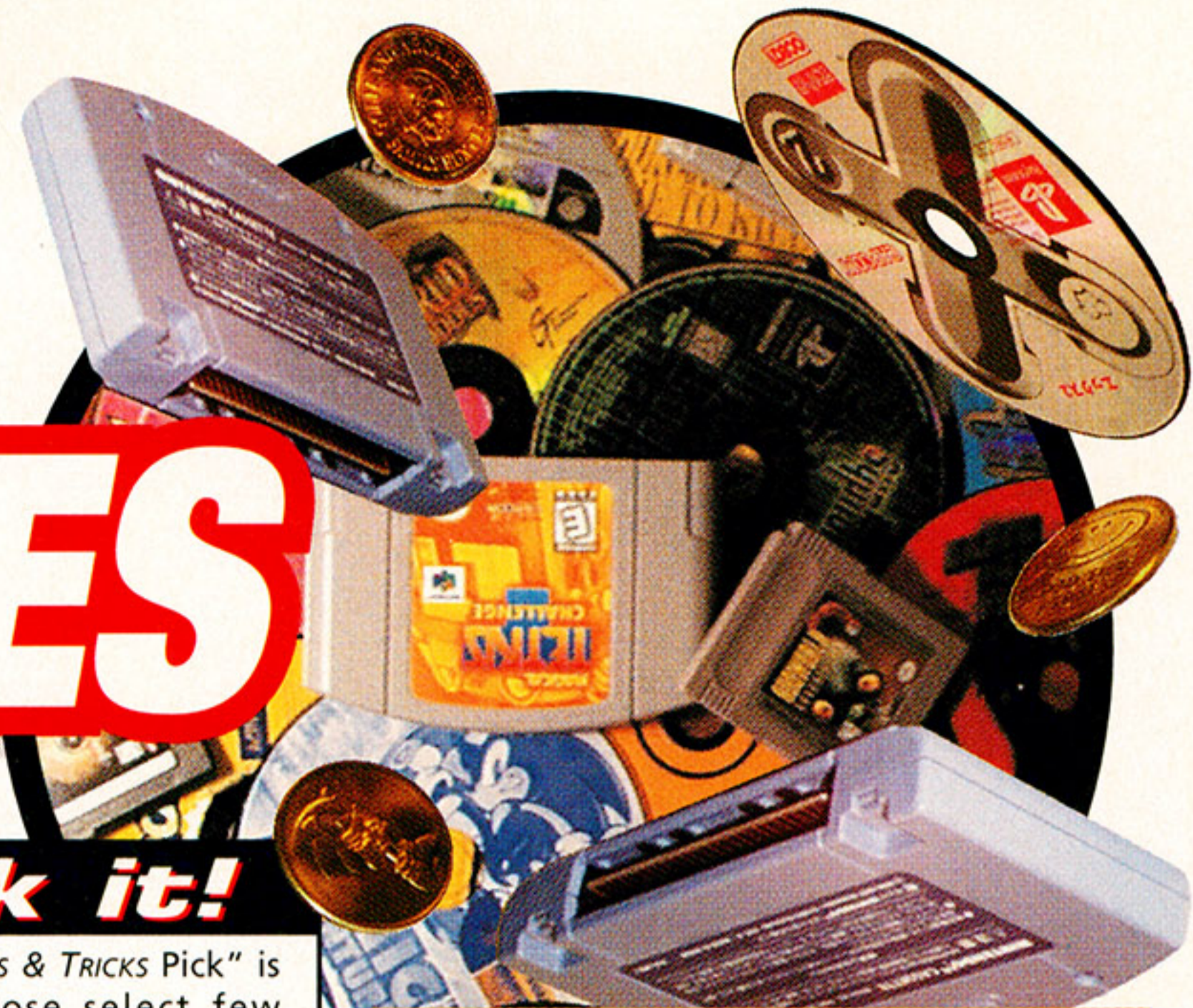
IT'S THINKING

APPARENTLY YOU'D RATHER SUCK HATCHET

new characters travel branching paths on 6 intense levels for ultimate replayability to confront over 20 kinds of mutants with hatchets, chainsaws and razor sharp teeth. check your shorts for cake. sega.com

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB





SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

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

SUPER Watch for it!



Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



MORTAL KOMBAT GOLD

Midway • September • 1-2 Players



Midway's *Mortal Kombat Gold* is a monster first-generation title indeed. Dreamcast owners get an exclusive upgrade to the popular *Mortal Kombat 4* arcade game which was previously released on both PlayStation and Nintendo 64. Those conversions only contained minor upgrades from the arcade, plus the addition of Goro and Noob Saibot. Now all of the characters from Midway's classic *Mortal Kombat II* game have returned, adding Mileena, Kitana, Kung Lao and Baraka to the fray, along with Cyrax from *Mortal Kombat 3*. All the returning characters have their old moves from the previous versions of *Mortal Kombat*, along with their old fatalities as well. With 20 characters available from the start—plus two hidden fighters to be discovered—Dreamcast fans will have endless hours of fun playing with the fatalities, combos and new weapons that each kombatant has in his or her arsenal. Each time you finish the game with a specific character, you can view his or her movie-like ending in the options screen! *Mortal Kombat Gold* also supports the Dreamcast Arcade Stick for precision fighting control.



Select Games
Select Games
Select Games



EARTHWORM JIM 3D

Rockstar • October • 1 Player



After a long hiatus since the 2-D Genesis days, our favorite annelid comes out of hiding and into the 3-D world of the N64. *Earthworm Jim 3D* is another bizarre and hysterical adventure as Jim tries to figure out his own consciousness! A falling cow knocks our hero out and he is transported into the deep recesses of his brain. Jim's got a bunch of new moves—like the duck-and-roll—and a whole slew of nifty gadgets to conquer his mind. The game has four huge levels and features tons of wacky puzzles and missions, including rescuing someone's underwear! Over 30 different enemies will be encountered in *Earthworm Jim 3D*. New characters like Disco Zombies will try to ruin your day in the level Fear, while old friends like Pscrow and Evil the Cat will take out their frustrations on you for what you did to them on your Genesis. It's one guy against his whole brain!



POKÉMON: SPECIAL PIKACHU EDITION

Nintendo • October 1999 • 1 Player



Better known as *Pokémon Yellow*, this new edition of the year's hottest game features numerous improvements over the red and blue versions. Instead of walking around alone, Ash Ketchum is now accompanied by Pikachu! As the little guy follows you around the screen, you can access a close-up view to check up on him and see what kind of mood he's in. You can also hook up with the Game Boy Printer to print out information from your Pokédex! You'll still need to trade with owners of the red and blue versions of *Pokémon* if you want to "catch 'em all," but the Pokémon that are classified as "few" or "none" will be different in the yellow version. Best of all, the *Special Pikachu Edition* has improved graphics that have been optimized for Game Boy Color. The game will be available in a limited-edition package featuring a special yellow Game Boy Color unit with pictures of Pokémon all over it! Up until now, this limited-edition Game Boy Color was only available at special *Pokémon* retail stores in Japan; you can buy the new game separately if you want, but true *Pokémon* fanatics will definitely want the special "bundle." Oh...and watch for Jessie and James from Team Rocket!



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VAGRANT STORY

Square/EA • 1st Quarter 2000 • 1 Player



Square has just announced a new game called *Vagrant Story*; it's a bold new adventure game directed by Yasumi Matsuno, who is known for his work on *Final Fantasy Tactics*. Unlike many other genre-specific Square games, *Vagrant Story* attempts to combine action, adventure, puzzle and RPG elements all into one epic game. The name of the main character that you control is Agent Ashley Riot. Ashley is believed to have killed Duke Bardorba and he is on the run. He follows a mysterious cult leader named Sydney into the dungeons and that's where the game begins. Using fully polygonal backgrounds, *Vagrant Story* steps away from Square's usual graphic presentation. The battle system may remind people of *Parasite Eve* since each weapon forms a range "grid", indicating the attacking range of each weapon. The focus of the game is on acquiring stronger weapons. Your character doesn't increase in experience level, but rather the weapons become more powerful as it is used. According to Matsuno, the medieval theme of *Vagrant Story* is heavily influenced by *Dark Ages Spawn* comics. We'll bring you more updates in the future on this intriguing new title!

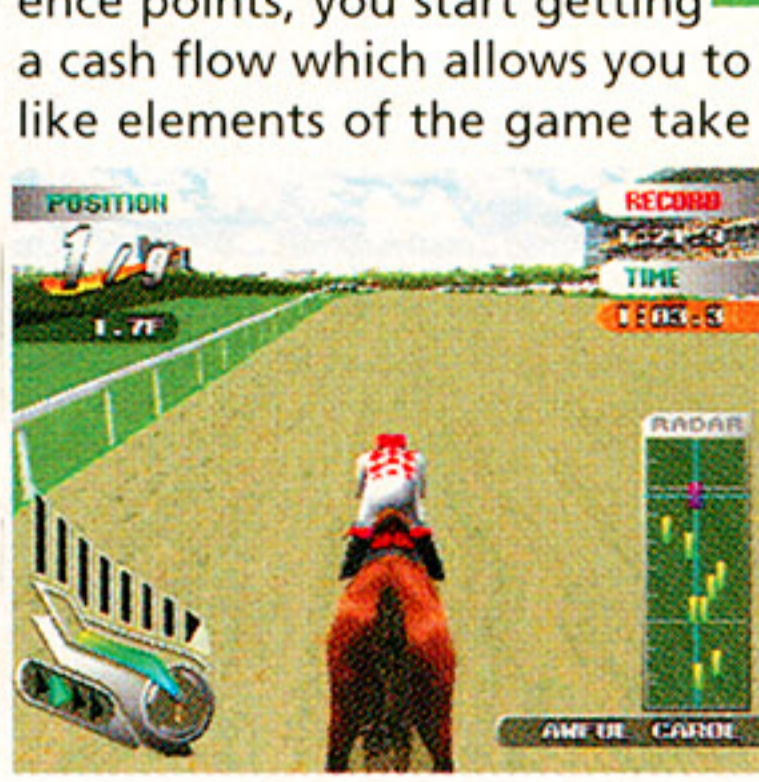


GALLOP RACER

Tecmo • October • 1-2 Players

SUPER
輸入
IMPORT!

Tecmo's *Gallop Racer* series has been very popular in Japan and it's finally coming to our shores! This version of *Gallop Racer* (which was actually released as *Gallop Racer 3* in Japan) is a deep and involved game in which you decide all the factors surrounding horse racing: buying, breeding and even racing. The game uses the *Monster Rancher 2* engine to simulate the breeding and nurturing of horses. The Season Mode advances through weeks of qualifying and tournament races where you—as the owner—decide which horse participates in each race. As you gain experience points, you start getting



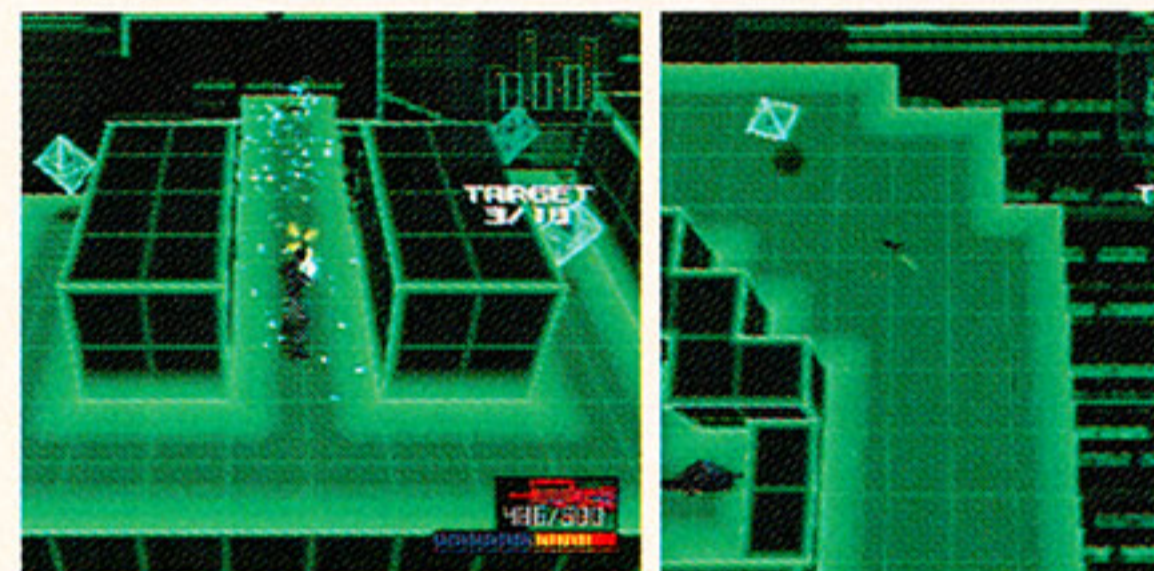
a cash flow which allows you to buy more horses to breed. The more arcade-like elements of the game take place during the race when you control the

jockey and his horse. Various on-screen displays indicate the horse's speed, pace and even emotion in case you crack the whip too many times! Like *Monster Rancher 2*, the game also invites you to trade and collect various horses with your track-going buddies. *Gallop Racer* certainly isn't for everybody, but as far as horse-racing games go, this one's the best.



METAL GEAR SOLID VR MISSIONS

Konami • November • 1 Player



SUPER
輸入
IMPORT!

Are you dying for the sequel to last year's hit, *Metal Gear Solid*? Well, to ease the pain of rabid *Metal Gear* fans, Konami is about to release an addendum disc filled with nothing but VR Missions. *Metal Gear Solid VR Missions* will retail for about half the



price of a normal PlayStation game and you won't have to have the original *Metal Gear Solid* game to play it. *VR Missions* has literally hundreds of mini-missions where you control Solid Snake through various stealth exercises. There are different sets of missions for each weapon: the SOCOM pistol, C4, Stinger, Nikita, etc. There's also a set of missions where no weapon is used, forcing you to rely on stealth alone. Relive all of your favorite *Metal Gear* moments—like shuffling undetected in a cardboard box or smoking cigarettes to illuminate motion detection sensors. The disc comes with tons of extra bonuses for all you *Metal Gear* freaks, including a photography mode, staff credits and even a movie viewer. *Metal Gear Solid VR Missions* is a very cool addition to an already mind-blowing game.

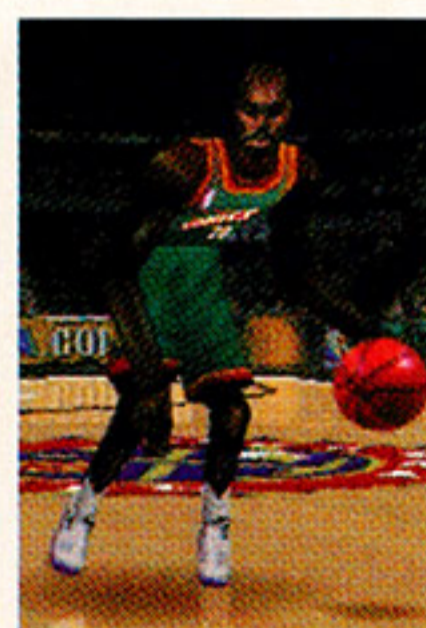


NBA SHOOTOUT 2000

989 Studios • October • 1-8 Players



After failing to deliver the much-anticipated *NBA Shootout 99* because of quality issues, the folks at 989 Studios have been up day and night making sure that *NBA Shootout 2000* will make people forget about last year's absence. A new and exciting feature in *NBA Shootout 2000* is the revolutionary "Create a Dunk" option that lets you customize your own style of high-flying antics. On top of that, there will be more than 40 new signature dunk animations, each one personalized for various NBA players. Other new features include one-handed bounce passes, no-look passes, reverse lay-ups, finger rolls and a whole bunch of other ankle-breaking maneuvers that make the NBA so exciting. In addition to the new features, *NBA Shootout 2000* will also improve on older features like Icon Passing and the playbook. All 29 NBA teams and their updated rosters will be available, including the ability to create, trade, sign, release and draft any player. Sometimes you have to wear a pin-striped Armani suit and watch a whole season from the sidelines. Fortunately, 989 Studios is looking to come back this year as an All-Star.



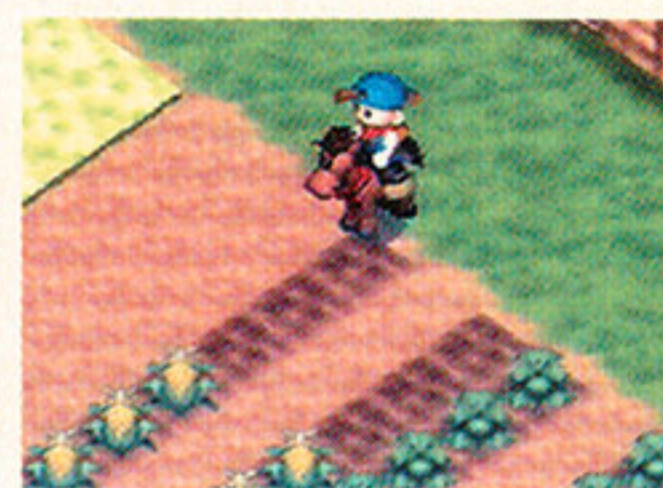
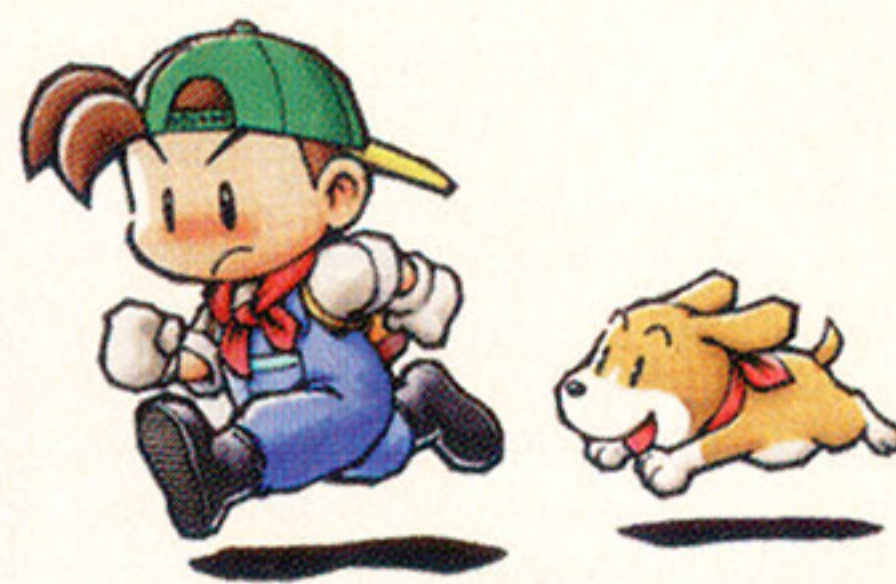


HARVEST MOON 64

Natsume • October • 1 Player



Harvest Moon 64 has been a long time coming, but it's finally going to hit your N64 this fall! It's a farming simulation just like its predecessors on the Super NES and Game Boy. You are the master of your family's ranch and you must grow vegetables and raise livestock to ensure your survival. *Harvest Moon 64* also features RPG elements with more than 50 different characters to interact with. Each character has a "Friendship Meter" which influences their reactions towards you. For example, there are several bachelors in the game trying to win the affections of the five available women in the town. If you start showing interest in any of these women, you'll notice that your old buddies are suddenly cold towards you, signaling their envy. With various situations and continually changing sub-plots, *Harvest Moon 64* puts you into a world of numerous possibilities. There is also a feature called the Part-Time Job System that features various mini-games—like horse and dog racing—allowing you to make extra money for your farm. Is your thumb green enough for *Harvest Moon*?

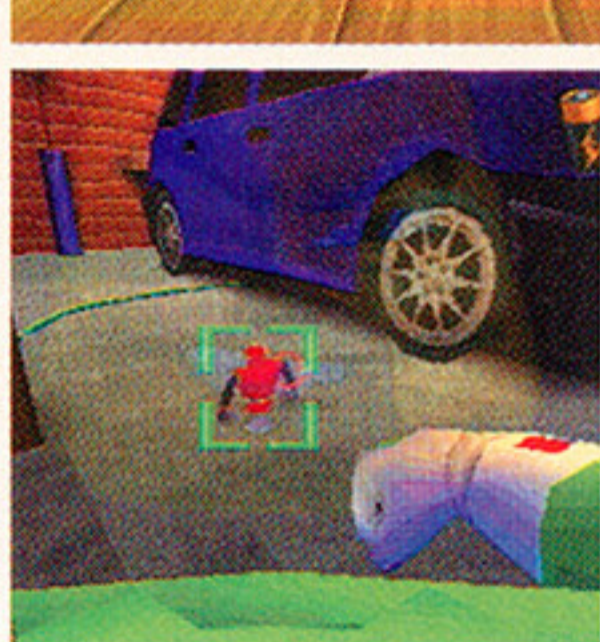
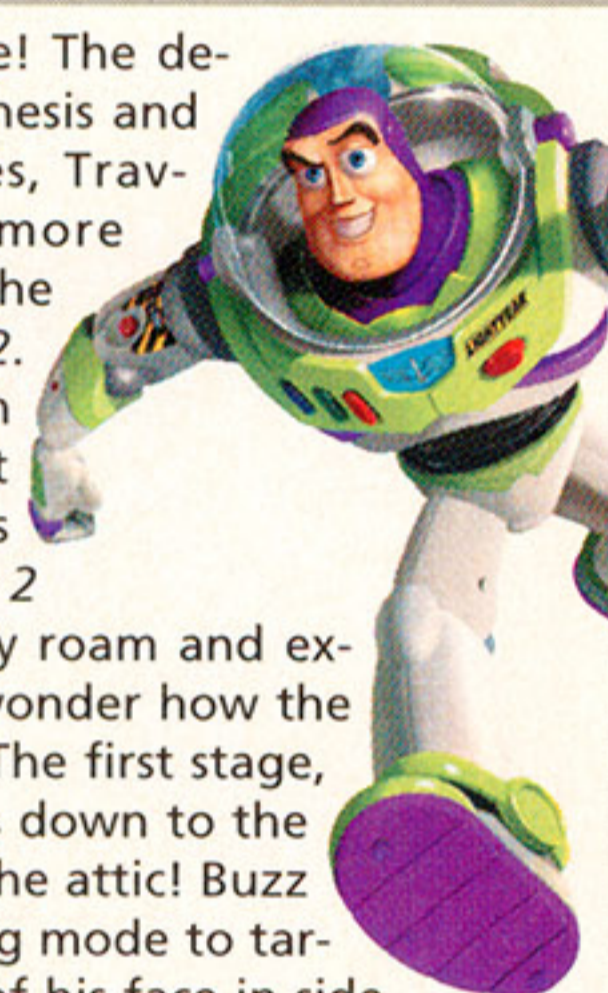


TOY STORY 2

Activision • November • 1 Player



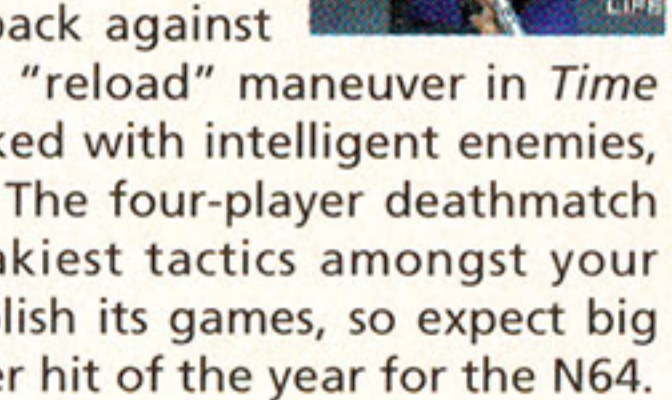
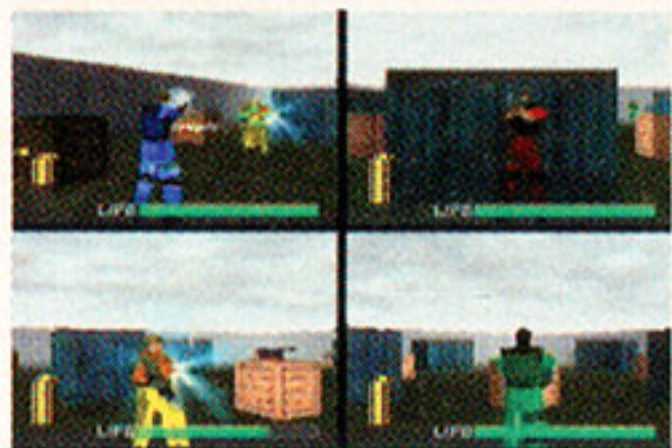
Buzz Lightyear to the rescue! The developer of the awesome Genesis and Super NES *Toy Story* games, Traveller's Tales, is bringing more room-trashing madness to the PlayStation with *Toy Story 2*. This time Woody has been abducted by an avid but mean toy collector and it's up to Buzz Lightyear to save the day. *Toy Story 2* has huge 3-D environments where Buzz can freely roam and explore. The levels are so gigantic that it's really a wonder how the PlayStation can load the entire level at one time. The first stage, for example, begins in the bedroom, then extends down to the living room, kitchen, basement, garage and even the attic! Buzz has the ability to switch into a first-person shooting mode to target his enemies—you can even see the reflection of his face in side the glass helmet! The game is also packed with tons of side-missions like racing RC around the track in the backyard. Along the way you'll even meet Hamm, Slinky and Rex to help you through the 15 different levels in your quest to save Woody. This game is a real blast if you've ever wondered what it's like to be the size of an action figure!



WINBACK

Koei • October • 1-4 Players

N64 owners will finally get a taste of the stealth when Koei's *Winback* hits the stores this October. Created by the company's hot new in-house development team, Omega Force, *Winback* is an intense action game featuring covert operation tactics. You play as Jean-Luc, a member of S.C.A.T. (Strategic Covert Action Team); your mission is to infiltrate a terrorist underground control center. Sneaking and hiding is a big part of this game as you try to move through the levels without being detected by the enemy. Jean-Luc's movements are unbelievably smooth; there are over 350 animations for the main character alone. He has the ability to put his back against the wall, look around the corner, take a shot and get back against the wall in one swift move (much like the "reload" maneuver in *Time Crisis*). There are four immense stages packed with intelligent enemies, weapons and challenging boss characters. The four-player deathmatch mode will let you see who has the sneakiest tactics amongst your friends. Koei has been known to really polish its games, so expect big things from *Winback*; it could be the sleeper hit of the year for the N64.



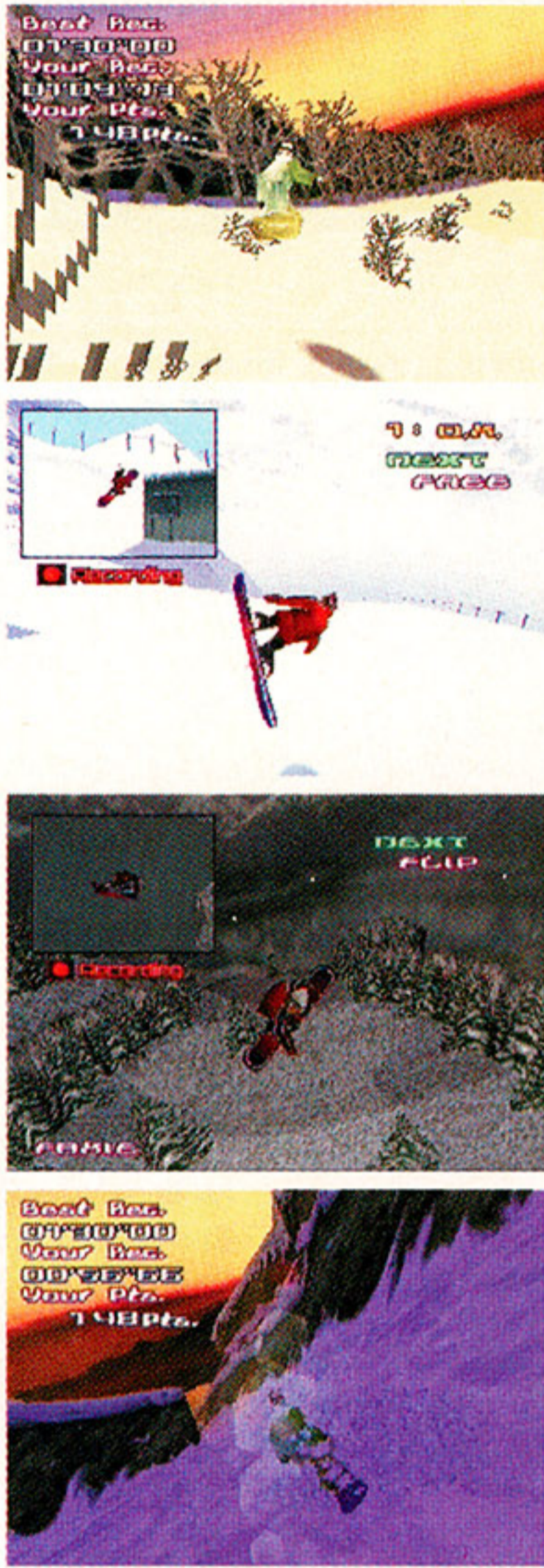
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TRICK'N SNOWBOARDER

Capcom • October • 1-2 Players

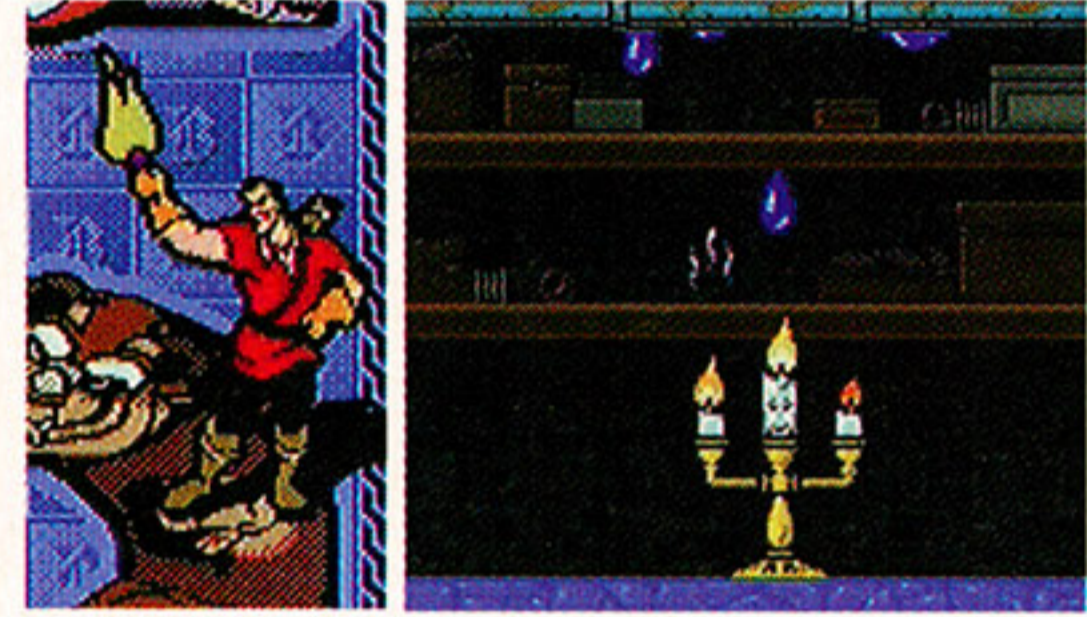
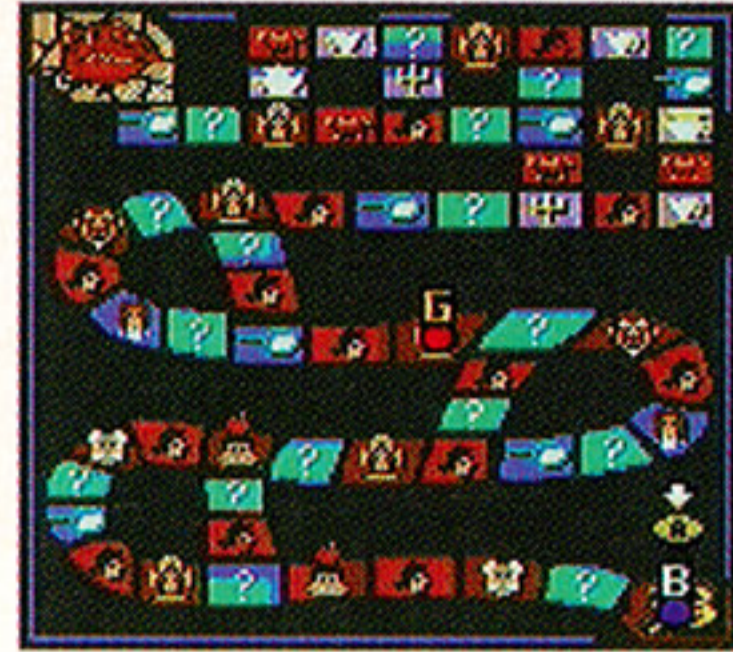
Trick'N Snowboarder was released earlier this year in Japan as *Tricky Sliders* and proved to be a popular title. Players can choose from various snowboarders and shred on 10 different courses including Alpine, Half-pipe, One-Shot Aerial and Snowboard Park, to name a few. There are four different modes of play including Story Mode, Free Mode, Versus Mode and Edit Mode. The Story Mode takes you around the world as you try to put together the ultimate snowboarding video. The Edit Mode allows you to customize the snowboarder's costume and snowboard, plus the ability to edit replays and even your own logo. The secret is already out about this game: You can play as Leon, Claire and the Zombie Cop from *Resident Evil 2*! Do you need any other reason to buy this game? You can get them through a secret little code. What's the code, you ask? We'll get it to ya, don't worry. In the meantime, check out the photo of the Zombie Cop getting serious air! Rad!



BEAUTY AND THE BEAST: A BOARD GAME ADVENTURE

Nintendo • September • 1-4 Players

Video board games like *Mario Party* and *Rugrats Scavenger Hunt* seem to be catching on; this new Game Boy cart features characters from Disney's *Beauty and the Beast* in a board game setting. Roll the die and move around the virtual game board; depending on the space where you land, you may be called upon to answer a *Beauty and the Beast* trivia question, face a challenge from the egomaniacal Gaston or participate in one of eight different mini-games (at varying difficulty levels). A "challenge mode" allows you to play the mini-games independently of the board game and even save your high scores in each event. Unlike most recent Game Boy Color carts, *Beauty and the Beast: A Board Game Adventure* is also compatible with old-school Game Boy and Game Boy Pocket systems.



DIVE ALERT

SNK • October • 1-4 Players

Part *Pokémon*, part *Battleship* and part *Waterworld*, this RPG/simulation for the NeoGeo Pocket Color could be the new system's most compelling game. Like *Pokémon*, two separate *Dive Alert* cartridges will be available: the "Burn version" (featuring a young submarine captain tentatively named Matt) and the "Rebecca version," which has similar gameplay but features a sub with an all-female crew. Set in the distant future, *Dive Alert* spins the tale of an exploding star that moved the earth closer to the sun, causing polar ice caps to melt and submerging all of the planet's major cities in a deep, global ocean. Fighting to survive in this watery wasteland, you must maintain your submarine by purchasing upgraded motors and special weapons to do battle with enemy fleets. You'll also encounter lots of new characters, including the cute animal Mo-chu and a mysterious trio of drifters who can turn out to be friends or enemies. Character development is a big factor in the game's appeal; developer Sacnoth has uniquely defined the personality of every crew member from both Matt's and Becky's submarines. *Dive Alert* is one of the first NeoGeo Pocket Color games to allow head-to-head play using the system's Wireless Communication Unit; an American release date for this cool peripheral is still pending.



Play as Matt in the "Burn" version.



Becky stars in the "Rebecca" version.



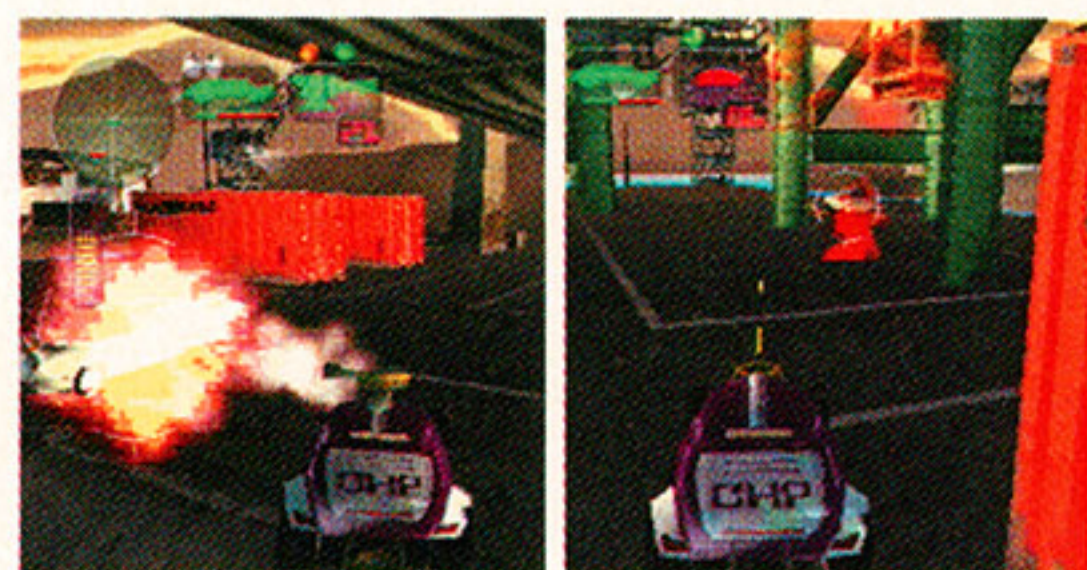
VIGILANTE 8: SECOND OFFENSE

Activision • October • 1-2 Players



Activision's *Vigilante 8* took the crown last year from the *Twisted Metal* series for the best

car-battle game. The competition is on again as the sequel, *Vigilante 8: Second Offense*, gets ready to take the stage. Second Offense brings back the same '70s disco theme and eight of the original wackos and their cars, including Lord Clyde and John Torque. 10 new characters and vehicles join the battle arena like the new Drifter Gang, the garbage truck and a futuristic space vehicle. All the cool special effects like lens-flare, car damage and extreme pyrotechnics make their return to give you the full mayhem that made the first one such a blast. Activision is also developing *Vigilante 8: Second Offense* for the N64 and Dreamcast so there's plenty to go around! The '70s, demolition and aliens; what a great stew!



(*) Bonus Pack Includes:

- Free Magazine Offer • Collectible 3D Trading Card • Memory Card Stickers
- Special CD Offer* Includes: Music Soundtrack, PC Screensaver Program, Anime Wallpaper, and Selected Voice Files. *(small shipping & handling fee required for Special CD offer)

*"Thousand Arms fuses hand-drawn sprites, beautiful polygonal landscapes, and interactive anime cut scenes together with stunning results."
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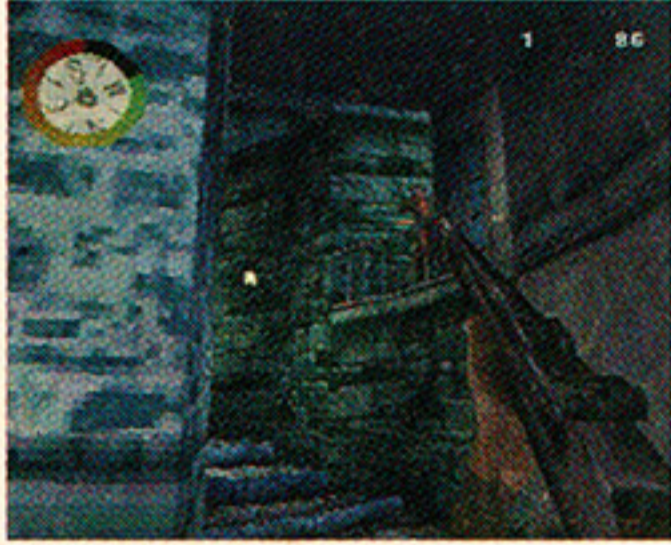
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MEDAL OF HONOR

Electronic Arts • October • 1-2 Players



Medal of Honor was conceived by the Hollywood master himself, Steven Spielberg, and was developed by his studio, Dreamworks SKG. The game takes place during the tumultuous times of World War II and immerses you right into the battle between the Axis and Allies. You take on the role of an agent in the Office of Strategic Services (OSS), a covert group of American soldiers who infiltrated the Nazi headquarters as spies. In order to ensure the realism and accuracy of wartime drama, Dreamworks brought in Captain Dale Dye, USMC (retired). Captain Dye is the most respected military consultant in the entertainment industry. He has worked on such films as *Saving Private Ryan*, *Born on the Fourth of July* and *Platoon*, just to name a few. All the scenarios, weapons and characters were all put together under the keen eye of Captain Dye. Although *Medal of Honor* may come across as another one of hundreds of first-person shooters out there, the World War II atmosphere is distinct enough for it to rise above the rest. There's nothing more hair-raising than entering a virtual Nazi camp with nothing but you and your rifle!

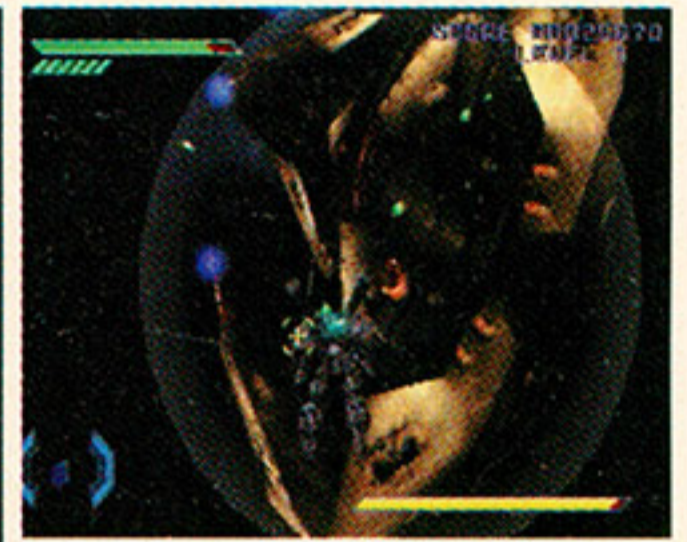


OMEGA BOOST

Sony • October • 1 Player



Omega Boost's graphics are top-notch—and that's no surprise, since it was developed by Polyphony, the same team that developed *Gran Turismo*. With booster rockets, a *Panzer Dragoon*-type lock-on system, giant bosses and various types of terrain, *Omega Boost* makes the other so-called mech games look tedious. There's no question that this game was influenced by the famous anime series, *Macross*. Some enemies even transform from mech to spacecraft as they try to blow you out of the sky. Each level has two sets of bosses, making *Omega Boost* a shooter fan's dream. Each mech also has the ability to do kamikaze-like dives where you can ram into the side of your opponent. *Omega Boost* focuses on constant action and looks like a million bucks on the PlayStation. You can be sure that Polyphony is thinking about a sequel!



RESIDENT EVIL 3: NEMESIS

Capcom • November • 1 Player



Just mentioning the name *Resident Evil 3* makes most gamers salivate like Pavlov's Dog. This much anticipated title could also be called *Resident Evil Extreme*, since it's not meant for anyone picking up a *Resident Evil* game for the first time. Zombies are practically around every corner and the puzzles are challenging right from the start. This ain't for the squeamish! This time you play Jill Valentine, who just quit the S.T.A.R.S. team (thus her civilian clothing in the screen shots) and must get out of Raccoon City. Along the way she meets Carlos, an Umbrella employee who is also trying to get to the bottom of the mystery. Naturally, Jill is suspicious of anyone working for Umbrella, but when everyone else is a zombie she doesn't have much of a choice. Time and time again, Jill is attacked by a "nemesis" who's mission is to wipe out any S.T.A.R.S. team member. That's all we can say for now without spoiling the story, but take a look at these photos; isn't that the Raccoon City Police Department from *Resident Evil 2*?

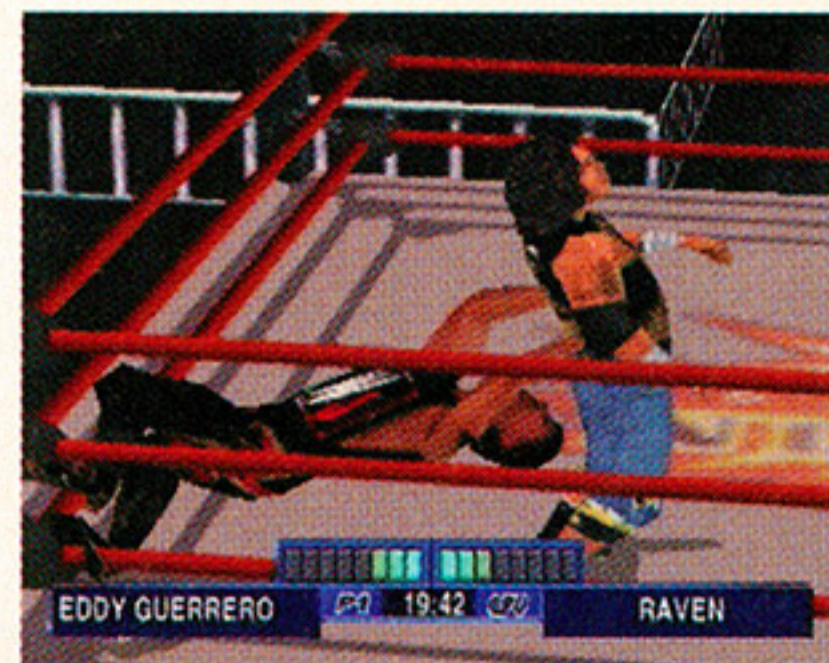


WCW MAYHEM

Electronic Arts • October • 1-4 Players



With countless wrestling games hitting the video game market, it's getting harder to determine which one is the definitive wrestling game. EA is ready to put an end to the confusion with *WCW Mayhem* and grab the championship belt. Everything from the wrestlers' looks to individual fighting techniques are all presented in incredible detail. No more dial-a-moves or hapless button mashing; *WCW Mayhem* introduces a very intuitive control scheme that is easy to learn but tough to master. Thanks to the incredible motion capture studio in EA, they were able to animate all the wrestlers' moves. The motion-capture sessions featured an all-star cast of Goldberg, Booker T, The Sarge, Bam Bam Bigelow, etc. Word from EA is that they showed the game to the wrestlers after it was done and now they can't put the game down! That's what we call an endorsement!





GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 OCTOBER

1	Airboardin' USA	Agetec
2	BattleTanx: Global Assault	3DO
3	Carmageddon	Interplay
4	Castlevania Special Edition	Konami
5	Destruction Derby	Rockstar
6	Earthworm Jim 3D	Rockstar
7	Harvest Moon •	Natsume
8	Jet Force Gemini	Nintendo
9	Lego Racers	Lego Media
10	NBA Live 2000	EA Sports
11	Paper Boy	Midway
12	Rat Attack	Mindscape
13	Rayman 2	Ubi Soft
14	Starcraft	Nintendo
15	Supercross 2000	EA Sports
16	Tom Clancy's Rainbow Six	Southpeak
17	Winback	Koei

NOVEMBER

18	Asteroids	Activision
19	Bassmasters 2000	THQ
20	Brunswick Circuit Pro Bowling	THQ
21	CyberTiger Woods Golf	EA Sports
22	Donkey Kong 64	Nintendo
23	Knockout Kings 2000	EA Sports
24	Major League Soccer	Konami
25	Monopoly	Hasbro
26	Motocross	EA
27	NBA JAM 2000	Acclaim
28	NBA Showtime (NBA on NBC)	Midway
29	Nuclear Strike	THQ
30	Kobe Bryant's NBA Courtside 2	Nintendo
31	Resident Evil 2	Capcom
32	Ready 2 Rumble Boxing	Midway
33	Roadsters 99	Titus
34	Space Invaders	Activision
35	Tiny Tank	Crave
36	Toy Story 2	Activision
37	Turok: Rage Wars	Acclaim
38	Vigilante 8: Second Offense	Activision
39	WWF: Wrestlemania 2000	THQ

DECEMBER

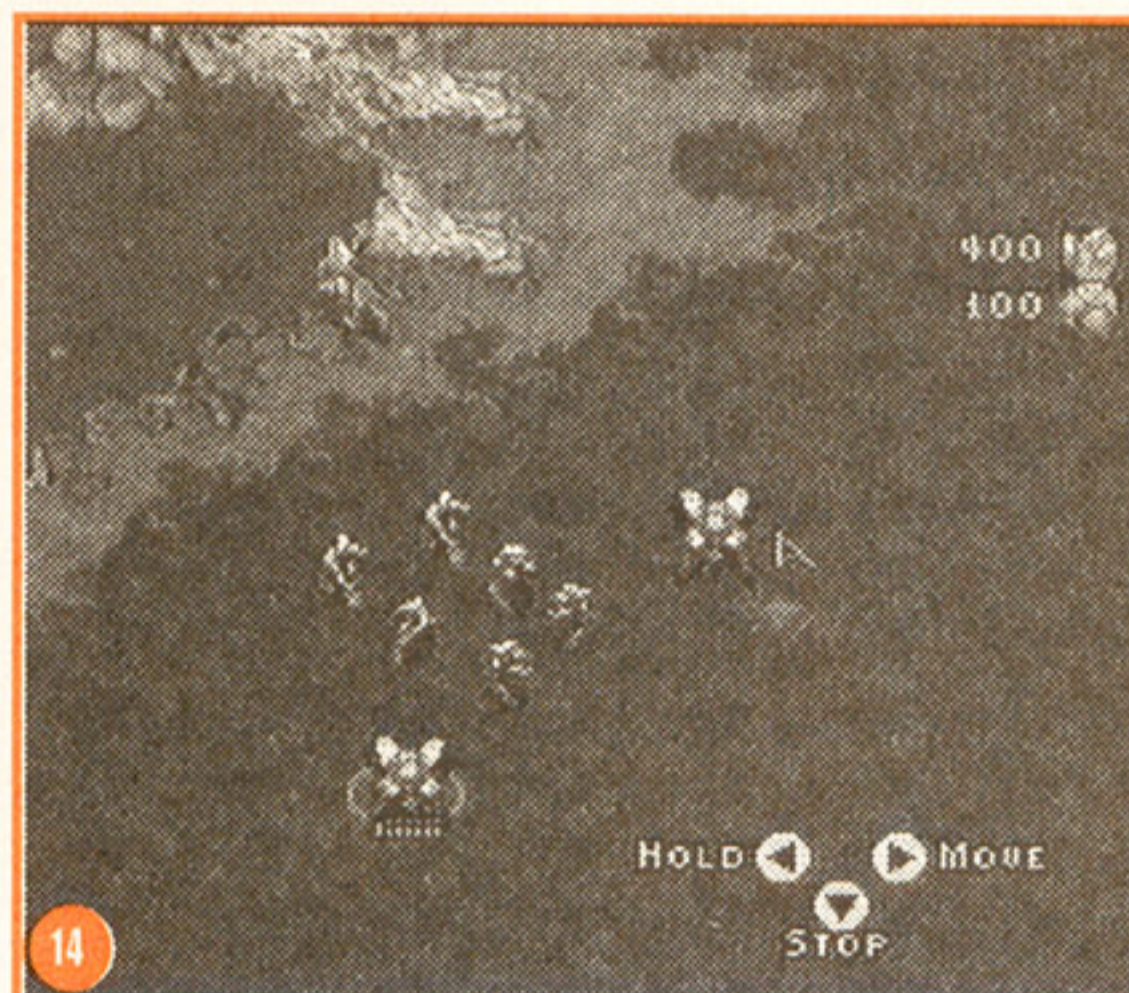
40	Armorines	Acclaim
41	Duck Dodgers	Infogrames
42	Perfect Dark	Nintendo
43	Earthbound (Mother 3)	Nintendo
44	Excitebike 64	Nintendo
45	Harrier 2001	Video Systems
46	South Park: Chef's Love Shack	Acclaim
47	Taz Express	Infogrames
48	Tony Hawk Pro Skater	Activision

1st QUARTER 2000

49	Hydro Thunder	Midway
50	Kirby 64	Nintendo
51	Mortal Kombat Special Forces	Midway
52	NHL Blades of Steel	Konami
53	Pokemon Stadium •	Nintendo
54	Spider-Man	Activision
55	Super Mario RPG 2	Nintendo
56	Tarzan	Activision
57	X-Men	Activision

POSSIBLE IN 2000

58	1080° Snowboarding 2	Nintendo
59	Assault	Telstar
60	Banjo Tooie	Rare
61	Battlezone	Activision
62	Blues Brothers 2000	Titus
63	Bomberman 2 •	Hudson
64	Chameleon Twist 2 •	Sunsoft
65	Charlie's Blast Territory	Kemco
66	Daikatana	Kemco
67	Dethcarz	GT
68	NBA In the Zone 2000	Konami
69	Ogre Battle 3 •	Nintendo
70	Pikachu Genki De Chu •	Nintendo
71	Pitfall	Activision
72	Quest for Camelot	THQ
73	Rakuga Kids •	Konami
74	Rollerball	MGM
75	Ridge Racer	Nintendo
76	Star Wars: The Phantom Menace	Nintendo
77	South Park Rally	Acclaim
78	Tamagotchi •	Bandai



PLAYSTATION OCTOBER

1	Arcade's Greatest Hits Vol. III	Midway
2	Army Men: Air Attack	3DO
3	Army Men: Sarge's Heroes	3DO
4	Broken Sword 2	Crave
5	Carmageddon 2	Interplay
6	Crash Team Racing	Sony
7	Crusaders of Might & Magic	3DO
9	CyberTiger Woods Golf	EA Sports
10	Dune 2000	Westwood
11	Earthworm Jim 3D	Rockstar
12	FIFA 2000	EA Sports
13	Fighting Force 2	Eidos
14	Final Fantasy Anthology •	Square/EA
15	Gallop Racer •	Tecmo
16	Grand Theft Auto 2	Rockstar
17	Jeff Gordon XS Racing	ASC
18	Jeremy McGrath 2000	Acclaim
19	Lego Racers	Lego Media
20	Lego Rock Raiders	Lego Media
21	Mag 3	Crave
22	Major League Soccer	Konami
23	Metal Gear Solid VR Special Edition •	Konami
24	NBA Basketball 2000	Fox
25	NBA Live 2000	EA Sports
26	NBA Shootout 2000	989
27	Need For Speed: V-Rally 2	EA
28	NHL Blades of Steel 2000	Konami
29	Nickelodeon CatDog	Hasbro
30	Official Formula One Racing	Eidos
31	Pac-Man World •	Namco

* Publishers, please contact us with updates and/or corrections.
• Denotes that the game is available as an import at press time.



PLAYSTATION OCTOBER continued

32	Pong	Hasbro
33	Scrabble	Hasbro
34	Supercross 2000	EA
35	Test Drive 6	Infogrames
36	Test Drive Off-Road 3	Infogrames
37	TNN Motorsports Hard Core	ASC
38	Tom Clancy's Rainbow 6	Redstorm
39	Tony Hawk Pro Skater	Activision
40	Trickin' Snowboarder •	Capcom
41	Xena: The Warrior Princess	EA
42	The X-Files	Fox

NOVEMBER

43	Barbie Race & Ride	Mattel
44	Clock Tower 2 •	Agetec
45	Cool Boarders 4	989
46	Danger Girl	THQ
47	Darkstone	Rockstar
48	Die Hard Trilogy 2	Fox
49	Elmo in Grouchland	Mindscape
50	Formula One '99	Activision
51	Glover	Hasbro
52	Grandia •	Sony
53	Grand Turismo 2 •	Sony
54	Hot Wheels Turbo Racing	EA
55	Juggernaut •	Jaleco
56	K-1 Grand Prix •	Jaleco
57	Knockout Kings 2000	EASports
58	Konami Rally	Konami
59	Medal of Honor	EA
60	Messiah	Interplay
61	Missile Command	Hasbro
62	Mission Impossible	Infogrames
63	NBA Showtime (NBA on NBC)	Midway
64	NCAA Final Four 2000	989
65	Q*Bert	Hasbro
66	Resident Evil 3: Nemesis •	Capcom
67	Ready 2 Rumble Boxing	Midway
68	Road Rash Unchained	EA
69	Rugrats: Studio Tour	THQ
70	South Park Rally	Acclaim
71	Spyro 2: Ripto's Rage	Sony
72	Superman	Titus
73	Thrasher: Skate & Destroy	Rockstar
74	Tomb Raider: The Last Revelation	Eidos
75	Tomorrow Never Dies	EA

76	Toy Story 2	Activision
77	Twisted Metal 4	989
78	Warpath: Jurassic Park	EA
79	Wild Wild West	Redstorm
80	Worms Armageddon	Hasbro
81	Wu Tang: Shaolin Style	Activision

DECEMBER

82	ESPN NBA Tonight	Konami
83	ESPN Outdoors Bass Fishing	Konami
84	Family Game Pak 2	3DO
85	Fear Factor	Eidos
86	Iron Soldier 3	Telegames
87	March Madness 2000	EA Sports
88	Panzer Assault General	Mindscape
89	Urban Chaos	Eidos
90	Wipeout 3	Psygnosis

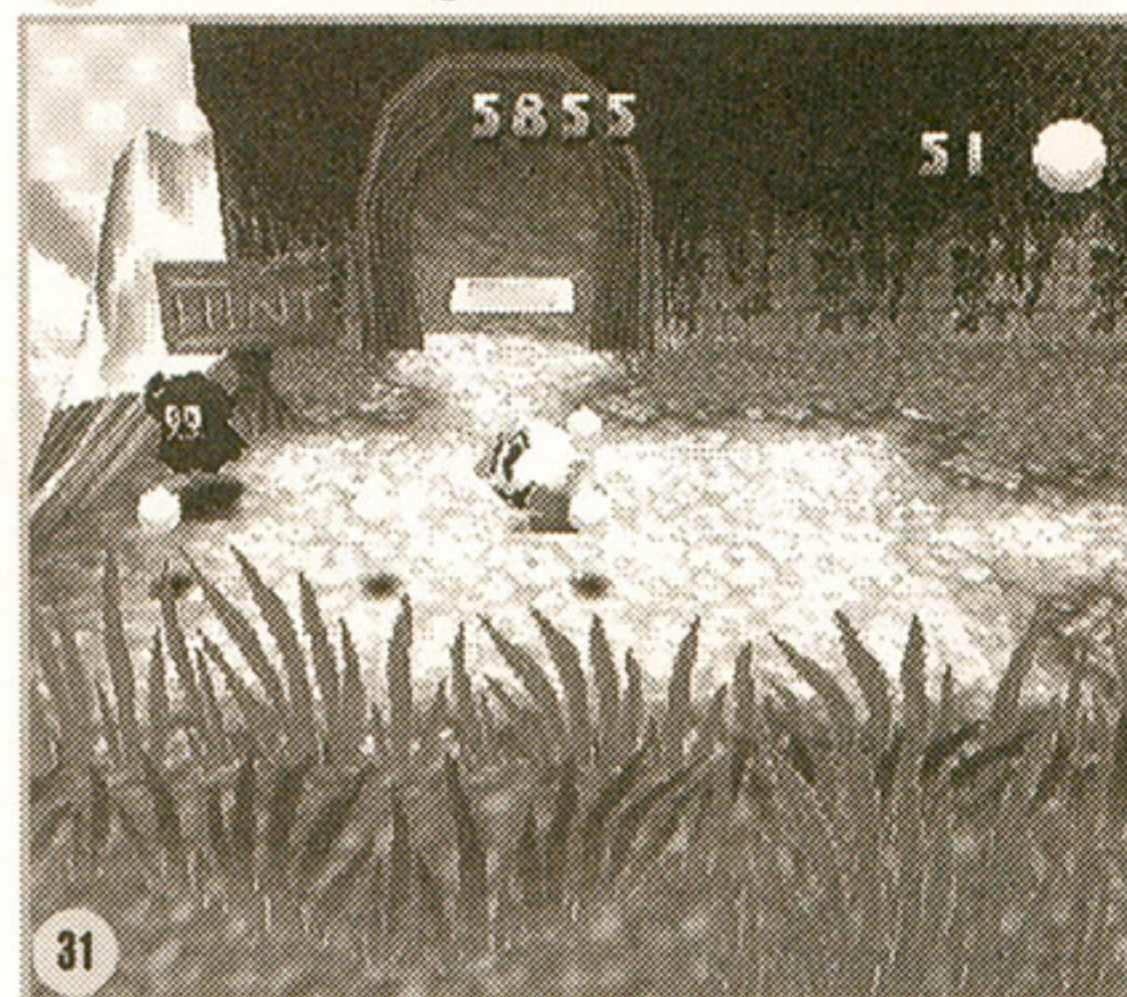
1st QUARTER 2000

91	Chocobo's Mysterious Dungeon 2 •	Square/EA
92	Colony Wars: Red Storm	Psygnosis
93	Darkstone	Crave
94	Gauntlet Legends	Midway
95	Jackie Chan Stunt Master	Midway
96	Lemans	Psygnosis
97	The Misadventures of Tron Bonne •	Capcom
98	Motocross Madness	Activision
99	Mortal Kombat Special Forces	Midway
100	Paper Boy	Midway
101	Railroad Tycoon 2	Rockstar
102	Rayman 2	Ubi Soft
103	Reel Fishing II	Natsume
104	Rollcage Extreme	Psygnosis
105	Saga Frontier 2 •	Square/EA
106	Spec Ops	Rockstar
107	Spider-Man	Activision
108	Team Buddies	Psygnosis
109	Test Drive Cycles	Infogrames
110	Test Drive Rally	Infogrames
111	Vagrant Story	Square/EA
112	Vandal Hearts II •	Konami
113	X-Men	Activision

POSSIBLE IN 2000

114	Ace Combat 3 •	Namco
115	Alien Resurrection	Fox
116	Armored Core: Master of Arena •	T.B.D.
117	Bust A Groove 2 •	T.B.D.
118	Chrono Cross	Square/EA
119	Dragon Quest VII •	Enix

120	Dragon Valor	Namco
121	Dukes of Hazzard	Southpeak
122	I.Q. Final •	SCEA
123	Kiss: Psycho Circus	Rockstar
124	Macross Digital Mission VF-X2 •	Bandai
125	Mega Man Legends 2	Capcom
126	Nightmare Creatures 2	Activision
127	Onimusha the Demon Warrior	Capcom
128	Planet of the Apes	Fox
129	Racing Lagoon •	Square/EA
130	Snowboard Kids Plus •	Atlus
131	Zeus: Carnage Heart 2 •	ArtDink



DREAMCAST OCTOBER

1	Evolution •	Tommo
2	Landers •	Sega
3	Marvel vs. Capcom •	Capcom
4	Metropolis	Sega
5	Sega Sports NBA 2000	Sega
6	Sega Bass Fishing •	Sega
7	Soul Fighter	Mindscape
8	Speed Devils	Ubi Soft
9	Suzuki Alstare Extreme Racing	Ubi Soft
10	Wild Metal Country	Rockstar

NOVEMBER

11	Dynamite Deka 2 •	Sega
12	NBA Showtime (NBA on NBC)	Midway
13	Redline Racer	Ubi Soft
14	Slave Zero	Infogrames
15	Street Fighter Alpha 3 •	Capcom
16	Test Drive 6	Infogrames
17	Vigilante 8: Second Offense	Activision
18	Virtua Fighter 3tb •	Sega

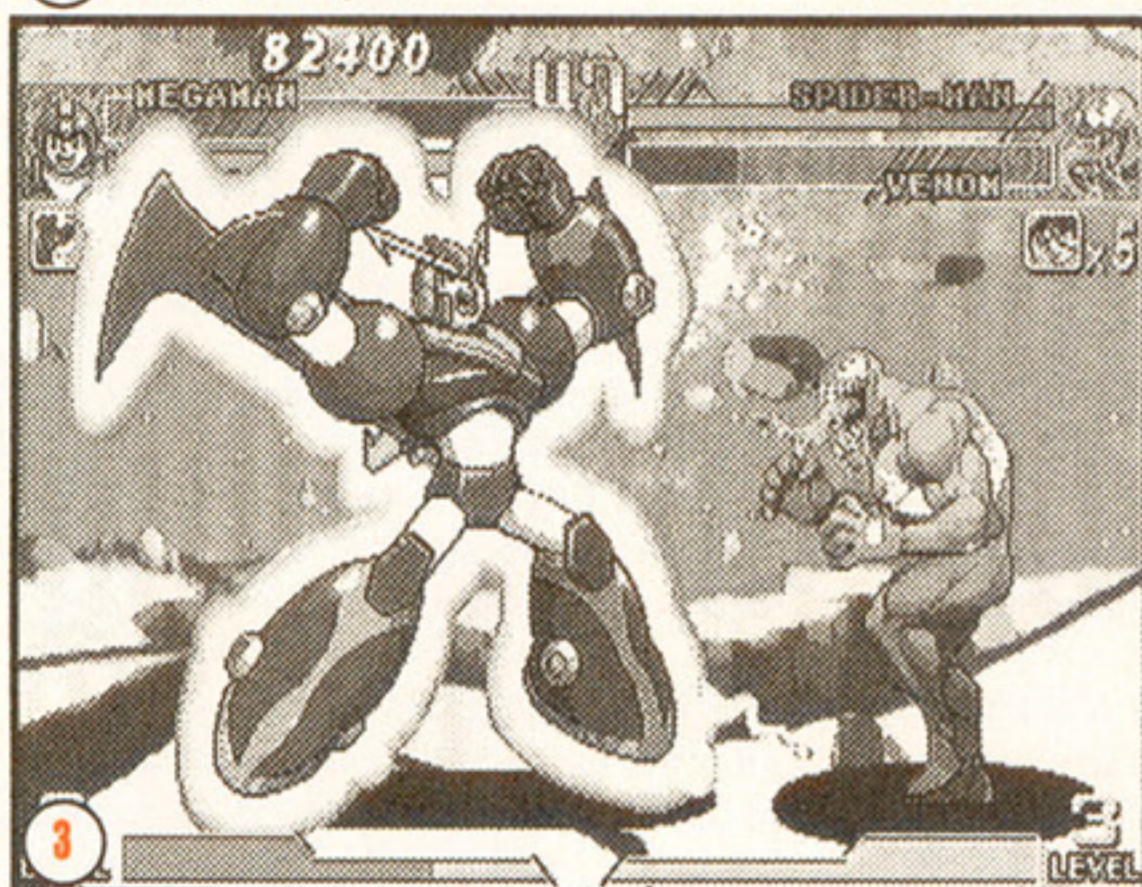
DECEMBER

19	Carrier	Jaleco
20	Microsoft Combat Flight Sim	Konami
21	Shenmue	Sega



1st QUARTER 2000

- 22 Castlevania Resurrection Konami
- 23 Sega Sports NHL 2000 Sega
- 24 Rayman 2 Ubi Soft
- 25 Resident Evil: Code Veronica Capcom
- 26 Space Invaders Activision
- 27 Toy Story 2 Activision



GAME BOY OCTOBER

- 1 All Star Tennis '99 Ubi Soft
- 2 Antz Infogrames
- 3 Azure Dreams Konami
- 4 Babe Crave
- 5 Beauty and the Beast Nintendo
- 6 Brunswick Pool Vatical
- 7 Carmageddon Interplay
- 8 Carnivale Vatical
- 9 Catz Mindscape
- 10 Daffy Duck Electro Brain
- 11 Darts Vatical
- 12 Dogz Mindscape
- 13 Earthworm Jim Crave
- 14 FIFA 2000 THQ
- 15 Ghosts 'N Goblins Capcom
- 16 Godzilla Crave
- 17 Harvest Moon Crave
- 18 Kiss: Psycho Circus Rockstar
- 19 Legend of the River King Natsume
- 20 Madden 2000 THQ
- 21 Mario Golf • Nintendo
- 22 Micro Machines 1 & 2: Twin Turbo THQ
- 23 Micro Machines V3 THQ
- 24 Ms. Pac Man Namco
- 25 Muppets Rockstar
- 26 NBA Live 2000 THQ
- 27 NFL Blitz 2000 Midway
- 28 NHL 2000 THQ
- 29 Obelix Infogrames

- 30 Pokemon Yellow • Nintendo
- 31 Rugrats Time Machine THQ
- 32 Shadow Man Acclaim
- 33 Survival Kids Konami
- 34 Tazmania Electro Brain
- 35 Test Drive 6 Infogrames
- 36 Tiger Woods 2000 THQ
- 37 TNN Outdoors Fishing ChampASC
- 38 Top Gear Rally Vatical
- 39 Towers: Lord Baniff's Deceit Telegames
- 40 Wicked Surfing Interplay
- 41 Yoda Stories THQ

NOVEMBER

- 42 Alice In Wonderland Nintendo
- 43 Armada Secret Weapon Metro3D
- 44 Bassmasters 2000 THQ
- 45 The Cage Metro3D
- 46 Golf King Crave
- 47 Grand Theft Auto Rockstar
- 48 International Track & Field Konami
- 49 Jeff Gordon XS Racing ASC
- 50 Marble Madness Midway
- 51 Mickey Racing Nintendo
- 52 Mission: Impossible Infogrames
- 53 NBA Showtime Midway
- 54 NHL Blades of Steel 2000 Konami
- 55 Ninja Metro3D
- 56 Polaris Snowcross 2000 Vatical
- 57 Rampage Universal Tour Midway
- 58 Ready 2 Rumble Boxing Midway
- 59 Space Invaders Activision
- 60 Street Fighter Alpha Capcom
- 61 Toy Story 2 Activision
- 62 Wings of Fury Mindscape
- 63 Worms Armageddon Infogrames
- 64 WWF Wrestlemania 2000 THQ

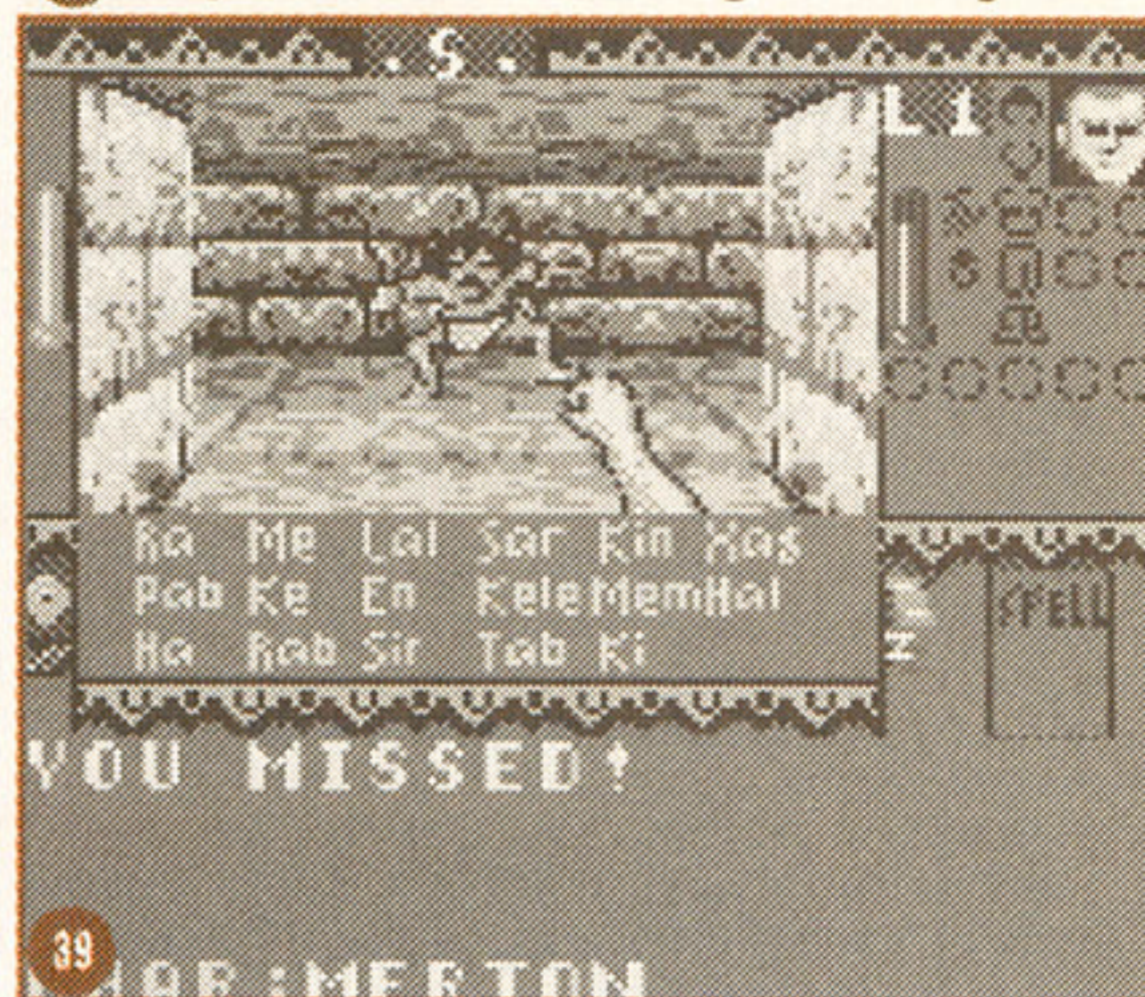
DECEMBER

- 65 Evil Knievel Rockstar
- 66 Game & Watch Gallery 3 Nintendo
- 67 Jack Nicklaus Golf Vatical
- 68 Knockout Kings THQ
- 69 Magical Tetris Challenge Capcom
- 70 NBA Courtside Nintendo
- 71 Star Wars Episode 1 Racer Nintendo
- 72 WCW Mayhem THQ

1st QUARTER 2000

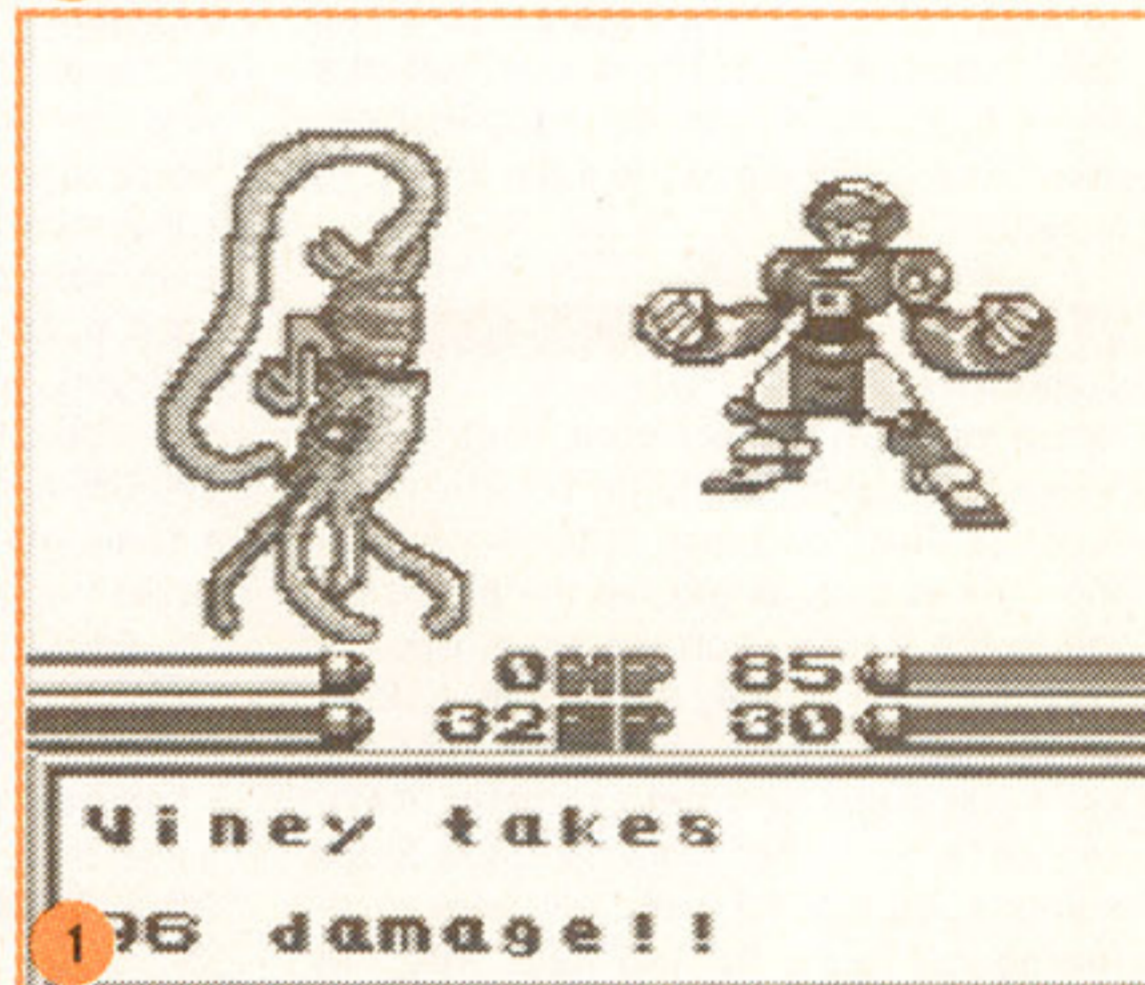
- 73 2000-1 Tunes Infogrames

- 74 Dark Angel Anna's Quest Metro3D
- 75 Supreme Snowboarding Infogrames



NEOGEO POCKET 4th QUARTER '99

- 1 Biomotor Unitron • SNK
- 2 Neo Turf Master • SNK
- 3 Pac-Man Namco
- 4 Puzzle Link • SNK
- 5 Puyo-Pop • Sega



ARCADE 4th QUARTER '99

- 1 Airline Pilots • Sega
- 2 Brave Fire • Sega
- 3 Drum Mania • Konami
- 4 F355 • Sega
- 5 Rush 2049 Atari
- 6 Spawn Capcom
- 7 World Series Sega



Select Games
Select Games
Select Games



A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold **C** and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L** + **R** + **Z** on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap **Up** on the D-pad and the **C** button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the **R** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the **A** and **B** buttons. When the announcer says, "Set, Ready, GO!" release the **B** button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the **A** button to accelerate, hold **Z** and point the joystick hard **Left** or **Right**, then release both buttons and quickly press **A** again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: **Up**, **C**, **Left**, **C**, **Down**, **C**, **Right**, **C**, **L**, **R**, **Z**. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press **C**, **C**, **C**, **C**, **C**, **C**, **C**. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already gained access to Mao Mao if you've continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:
1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ALL-STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

A T E M Y B U I K—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode

P R P P A P L Y R—Players are paper-thin

G O T H E L I U M—Players' heads, feet, hands and bats are big

A B B T N C S T L O—Some players are fat, others are thin

B B N S T R D S—Big baseball

G R T B L S F D S T—Baseball leaves a smoking trail

Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes; you don't need to enter the above passwords to use these:

• Players are paper-thin—Pause the game, then hold **Z** and press **C**, **C**, **A**, **C**, **A**, **C**, **C**, **C**, **A**, **C**, **C**

• Players' heads, feet, hands and bats are big—Pause the game, then hold **Z** and press **C**, **C**, **A**, **C**, **C**, **B**, **C**, **A**, **C**, **C**, **C**

• Some players are fat, others are thin—Pause the game, then hold **Z** and press **A**, **C**, **C**, **C**, **C**, **A**, **B**, **C**

• Big baseball—Pause the game, then hold **Z** and press **C**, **A**, **C**, **C**, **B**, **A**, **C**, **C**, **C**

• Baseball leaves a smoking trail—Pause the game, then hold **Z** and press **B**, **C**, **C**, **C**, **C**, **B**, **A**, **C**, **C**, **C**

ALL-STAR BASEBALL 2000

Cheat Passwords

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects.

B C H B L K T P T Y—Big baseball

F L Y A W A Y—Players fly back into the dugout when they're out

M Y E Y E S—Sherbet stadium

T O M T H U M B—Tiny players

W L D W L D W S T—Baseball leaves a smoking trail

W T O T L—Dark stadium

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes to get different effects:

• Big baseball—At the pause menu, hold **Z** and press **C**, **A**, **C**, **C**, **B**, **A**, **C**, **C**, **C**

• Baseball leaves a smoking trail—At the pause menu, hold **Z** and press **B**, **C**, **C**, **C**, **C**, **B**, **A**, **C**, **C**, **C**

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "C H E A T L O T S O F G O E S W I T H M A N Y B A N J O S" to earn infinite lives.

• Enter "C H E A T A N E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb pieces.

• Enter "C H E A T D O N T B E A D U M B O G O S E E M U M B O" to earn infinite Mumbo Tokens.

• Enter "C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y" to earn infinite red feathers.

• Enter "C H E A T A G O L D E N G L O W T O P R O T E C T B A N J O" to earn infinite gold feathers.

• Enter "C H E A T G I V E T H E B E A R L O T S O F A I R" to have infinite air when underwater.

• Enter "C H E A T B A N J O B E G S F O R P L E N T Y O F E G G S" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the **C** button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "B O T T L E S B O N U S O N E" to give Banjo a big head.

• Enter "B O T T L E S B O N U S T W O" to give Banjo big hands and feet.

• Enter "B O T T L E S B O N U S T H R E E" to make Kazooie big.

• Enter "B O T T L E S B O N U S F O U R" to make Banjo tall and thin.

• Enter "B O T T L E S B O N U S F I V E" to get a tall, thin Banjo with big hands and feet.

• Enter "B I G B O T T L E S B O N U S" to activate all of the above codes at once.

• Enter "W I S H Y W A S H Y B A N J O" to

change Banjo into a washing machine.

• Enter "N O B O N U S" to deactivate all active codes.

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

M S T S R V V—Invincibility

C R S T L C L R—Invisibility

L T S F B L L T S—Unlimited ammo

L V F R V R—Unlimited lives

P L V R Z M—All weapons

F R G Z—Giant frogs randomly roam the streets

T D Z—Queen Lords are replaced by toads

W M N R S M R T R—Unlock Storm Ravens gang

L T S L T S G N G S—Select any gang in Campaign mode

C D P L T—Run Story (allows you to view the entire story of the game)

C J S K P F L G M H—Level code (play on State Street in Chicago, IL)

C N C T H R T M—"Trippy mode"

H V R L—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press **A** + **B** simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BEETLE ADVENTURE RACING

Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!". Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them.

BIO FREAKS

Secret Screen

Hold any **C** button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

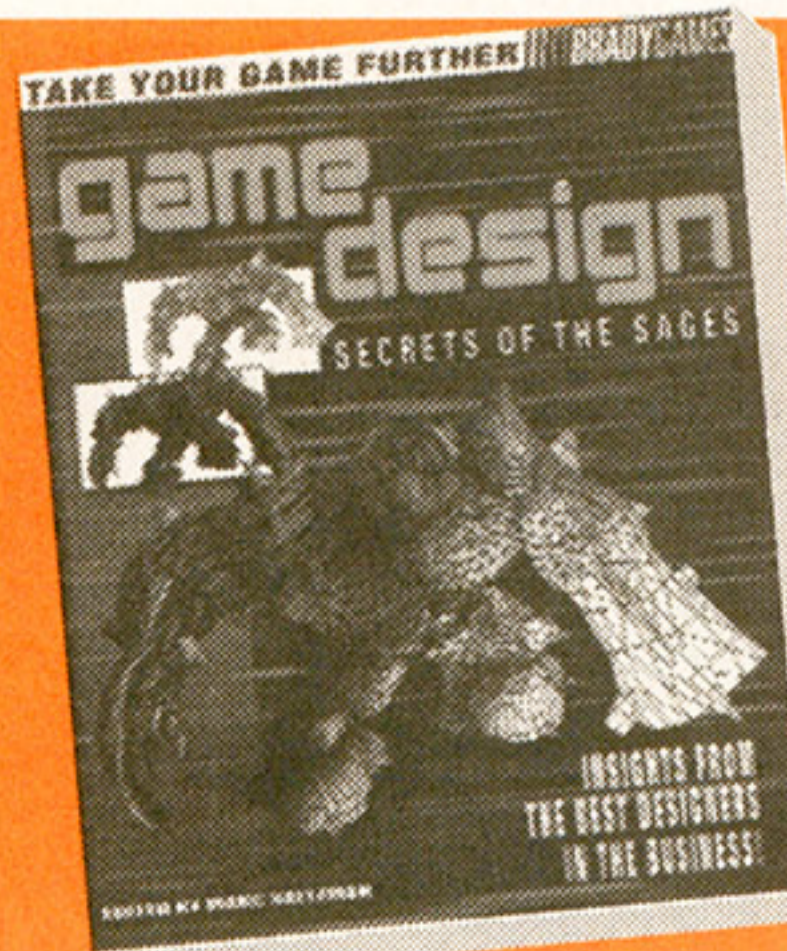
During any battle, hold **Left** on the D-pad or analog stick and press the **START** button to switch to a first-person view. To change back to the normal view, hold the pad or stick **Down** and press **START** again.

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following

T&T Book Review



GAME DESIGN SECRETS OF THE SAGES

Do you have visions of being a game designer but don't know where to start? A good friend of *TIPS & TRICKS*, Marc Saltzman, has put together an incredibly informative book called *Game Design: Secrets of the Game Sages* published by Brady Games. The book is meant for readers who are deeply interested in what goes into making video games, but don't want to get bogged down by a bunch of technical jargon. Marc interviews numerous game designers, producers and programmers about their ideas on how a great game is made. Some of the biggest names in the business give their

expert advice: Shigeru Miyamoto of Nintendo, John Romero of ION Storm, David Perry of Shiny, Peter Molyneux of Lionhead Studios and Alexey Pajitnov of *Tetris* fame, just to name a few. Basic terminology and concepts of video game programming like character design, Artificial Intelligence, level editing, music, etc., are all laid out carefully for any reader to understand. There are even some surprising stories about how some well-known games came to be made, making it an interesting read not just for novices. Read about the mistakes developers made and what they learned from them. Learn what makes a successful game char-



codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—A, C_▲, C_▲, C_▲, Left
Restore health—Down, Up, Right, A, B, Left, C_○

All artifacts—Up, C_○, C_○, Z, Up, Left
Dancing Adam—Down, Up, C_▲, Down, C_○, C_○

Bad Adam—C_○, C_○, A, C_○, C_○, Left
Tall Adam—B, A, C_▲, A, C_▲, A

Short Adam—Down, C_○, A, Right, Z
Kill Adam—B, Left, C_○, C_○, Down
Blouse cheat—Z, C_○, C_○, B, Left, C_○

Access all weapons—A, Right, C_○, C_○, C_▲, A, Left
More powerful weapons—C_○, C_▲, Up, Z, Z, Left, C_○

Surreal Mode—C_○, Up, Right, Right, C_○, A, Left
Change Nearest Harvester into Mutant—C_○, Up, Z, Z, C_○, Right

Fat Legged Aliens—Left, A, Right, Down

BOMBERMAN 64

Secret Stages
At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

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

Character Select
Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

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

CHOPPER ATTACK

Secret Options Menu
At the title screen—when the words "Press

START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (in Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63'1/2

Secret Options
At the character-select screen, hold the L button and press C_○, C_○, C_○, C_○, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.

Secret Characters
Each of the following codes can be entered at the character-select screen:
• Doctor Kiln—Hold the L button and press B, C_○, C_▲, C_○, C_○, A
• Sumo Santa—Hold the L button and press A, C_○, C_○, C_▲, C_○, B
• Boogerman—Hold the L button and press Up, Right, Down, Left, Right, Left on the D-pad

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters
At the character-select screen, enter any of the following codes, then highlight the "?" box and press the R button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing R at the "?" box to cycle through the secret characters:
• Earthworm Jim—Hold the L button and press B, C_○, C_▲, C_○, C_○, C_○
• Sumo Santa—Hold the L button and press A, C_○, A, C_○, C_○, C_○
• Boogerman—Hold the L button and press B, B, C_○, C_○, C_○, C_○
• High Five—Hold the L button and press C_▲, C_○, C_○, C_○, B, A

Computer-Controlled Characters
At the character-select screen, highlight the character you'd like to see fighting, hold the L button and press A, A, A, A, A, C_○, C_○, C_○, C_○, B, A, C_○. The computer will take over your character, so just sit back and watch him or her fight.

Debug Mode
At the character-select screen, hold the L button and press A, B, A, B, A, B, C_○, C_○, C_○, C_○. Now start the game; when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C_▲ and C_○ buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

CRUIS'N USA

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

Golden Gate Park (lower-left corner)—Hold L + C_○ + C_○

San Francisco (lower-right corner)—Hold L + C_○ + C_○

Indiana (upper-right corner)—Hold L + C_○ + C_○

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

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

DARK RIFT

Fight Demitron
At the title screen—when the words "PRESS START" are flashing—press Up, C_○, R, Right, Down, B, B, B, C_○ to warp to a one-player Demitron vs. Demitron battle.

Boss Codes
At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:
Sonork—L, R, C_○, C_○, C_○, C_○
Demitron—A, B, R, L, C_○, C_○
You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings
As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:
Aaron's Ending—Up, C_○, R, Right, Down, R, R, C_○
Demitron's Ending—Up, C_○, R, Right, Down, R, R, C_○
Demitron's Ending—Up, C_○, R, Right, Down, L, L, C_○
Eve's Ending—Up, C_○, R, Right, Down, R, R, C_○
Gore's Ending—Up, C_○, R, Right, Down, R, R, C_○
Morphix's Ending—Up, C_○, R, Right, Down, R, R, B
Niiki's Ending—Up, C_○, R, Right, Down, R, R, A
Scarlet's Ending—Up, C_○, R, Right, Down, L, L, C_○
Sonork's Ending—Up, C_○, R, Right, Down, L, L, C_○
Zemuron's Ending—Up, C_○, R, Right, Down, L, L, C_○

DEADLY ARTS

Secret Characters
At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:

Gouriki—Up, Up, Down, Down, Left, Right, Left, Right, B, A

Reiji—A, B, Right, Left, Right, Left, Down, Down, Up, Up

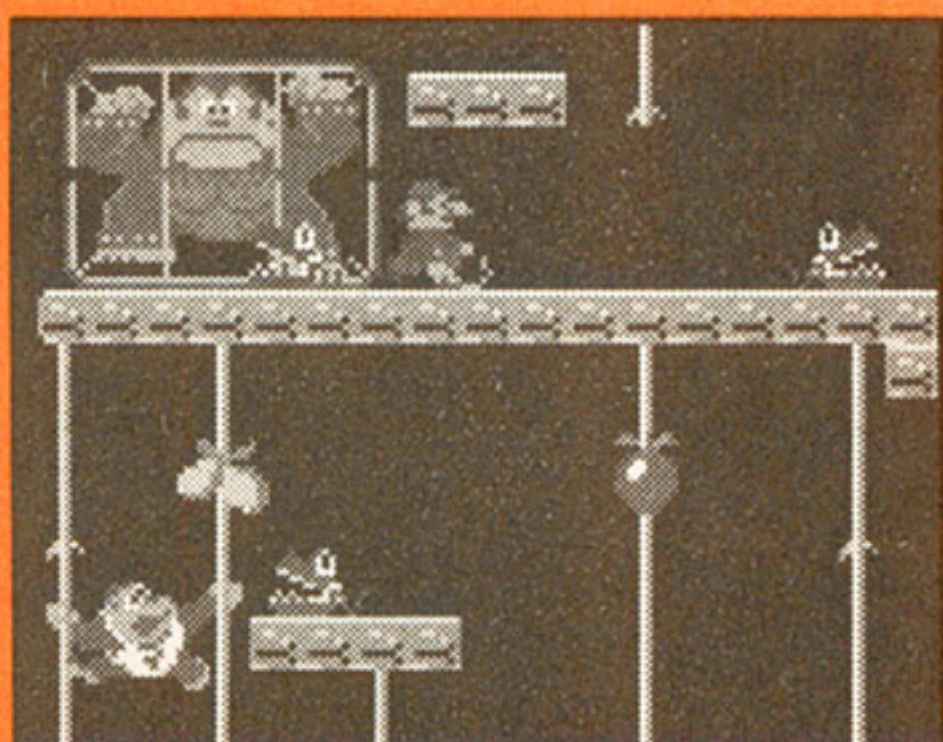
You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick
To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.
To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes
Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).
ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBASAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both



Do you have what it takes to be the next Shigeru Miyamoto?

acter like Mario or Link from Shigeru Miyamoto. See what Tommy Tallarico has to say about getting your foot in the door as a music composer for video games. Every person interviewed has a short biography in the back of the book. You also get an exclusive look at some never-before-seen design documents and works in progress from several studios. Even the business side of video games, like marketing and public relations, is discussed in great detail. This is a must-read for anyone who wants a behind-the-scenes look at video game development and the obstacles that need to be overcome in order to get a video game from the conceptual stage to

the retail shelf. *Game Design: Secrets of the Game Sages* is available in stores or over the net through Brady Games. It also comes packed in a beginner programming software package called *Game Program Starter Kit 3*. Marc Saltzman has also written two books on Internet gaming for Macmillan Publishing and two PC in-game manuals: *Quake II* and *Sin*. He is also a regular contributing writer for several consumer publications, including *USA Today*, *PC Gamer*, *Yahoo! Internet Life*, *PC Accelerator*, *PC Games*, and many more. (Brady Publishing, \$19.99)



Author Marc Saltzman



players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

?TJL BDFW BFGV JVV B

With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.

Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left, Left, L, L, Right, Right, Left, Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- **Invincibility On/Off**—Press the **R** button seven times, then press **Left**
- **Monsters On/Off**—Press **L, C, Left, R, C, Right, Left, Left**
- **All Items On/Off**—Press **R, C, Right, L, C, Left, C, Right**
- **Level Select**—Press **L, L, L, C, Right, Left, Left, C**

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME-G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

- ANTIGRAV**—Enter this code to turn the entire course upside-down
- ARSENAL**—With this code in place, you'll have an endless supply of weapon pick-ups
- BANANA**—Enter this code to make the tracks extremely slippery
- FERGUS**—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the

head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed
XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include **ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE** and **OMRI**). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

- 2064**—Changes all vehicles into *WipeOut*-style planes
- FLICK**—Blurry graphics
- LINEAR**—Wireframe graphics mode
- MISTAKE**—Infinite special weapons
- NOPANEL**—Removes all timers, gauges and counters from the screen
- NEUTRON**—"Tron" mode (alternate track graphics)
- NITROID**—Infinite Nitro boosts
- PIXIE**—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"
- RA50**—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in

when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPYEE—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important*: You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L, Z, R, C, C, C, C, C, START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L + R + C + C**; all of the available vehicles will shrink.

FIFA: ROAD TO WORLD CUP 98

Secret Cheats

To access each of the following cheat codes,

choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

- **Small Players**—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".
- **Ghost Players**—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".
- **Invisible Players**—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".
- **Players Fall Down Randomly**—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.
- **Invisible Stadium**—Choose any team and change any player's name to "CATCH22".
- **Invisible Walls**—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.
- **Black Line Mode**—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".
- **Upside-Down Screen**—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".
- **Access Road to World Cup, Round 2**—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.
- **Unlimited Player Attribute Points**—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.
- **Watch Victory Animations**—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press **C + C + Z**. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press **A** to view it.

FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

- **Turbo Crazy Mode**—**B, B, R, Up, Left, Down, C, C**

Fanzine Patrol



As you can guess from the title, *Classic Gamer Magazine* doesn't necessarily belong in our *Fanzine Patrol* column. At 52 pages, its size is enough to distinguish *CGM* from the eight-page xeroxed 'zines that we usually feature here—but the bigger difference is that it's entirely in color. With retro-feature articles on games like *Donkey Kong*, Publisher Chris Cavanaugh admits to aiming for the style and content of the original *Electronic Games* mag from the early '80s. In some ways, *CGM* actually exceeds that standard; for example, emulation technology is used to grab clear photos of real game screens, a luxury that didn't exist when these games were originally released. Send \$4.50 for a sample issue (or \$15 for a quarterly subscription) to *Classic Gamer Magazine*, 7770 Regents Road #113-293, San Diego, CA 92122.





- Psychedelic Mode—A, R, Left, Right, Down, C, C, C
- Wireframe Mode—L, L, R, Z, Left, Right, C, C
- Gore Mode—Z, Down, C, C, C, C, C, C, C
- Stealth Mode—Up, Up, Up, Up, Right, Down, C, C
- Infinite Primary Weapon—A, R, Z, Right, C, C, C, C, C, C
- Infinite Secondary Weapon—B, B, Z, Left, Left, C, C, C, C
- Infinite Weapon Energy—L, Z, Left, Right, Down, Down, C, C
- Infinite Titans—A, B, L, Up, Up, C, C, C, C
- Infinite Solaris—B, L, L, Z, Up, Down, C, C, C
- Kill Enemies with One Shot—B, B, B, L, R, Left, Down, Down
- Freeze Enemies—R, Z, Right, Right, C, C, C, C, C

FOX SPORTS COLLEGE HOOPS '99

Secret Codes

Access the "Secret Codes" input screen from the options menu, then enter any of the following passwords to get different effects:

- N O G G I N—Big head mode
- G H O S T—Ghost mode
- Z - W O O D—Z-Axis basketball court
- T E A M - Z—Z-Axis team
- N O F A N S—Dark background, improved frame rate
- T R A I L S—"Trippy" ball effect
- B U Z Z Z—No shot clock
- T H I R T Y—60-second game
- H O M I E—Home team is favored
- M O N K E Y—Alternate sound effects

GLOVER

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes using the C buttons:

- Level select—C, C, C, C, C, C, C, C, C, C
- Open portals—C, C, C, C, C, C, C, C, C, C
- Open levels—C, C, C, C, C, C, C, C, C, C
- Locate Garibs—C, C, C, C, C, C, C, C, C, C
- Call ball—C, C, C, C, C, C, C, C, C, C
- Checkpoints—C, C, C, C, C, C, C, C, C, C
- Infinite lives—C, C, C, C, C, C, C, C, C, C
- Powerball—C, C, C, C, C, C, C, C, C, C
- Control ball—C, C, C, C, C, C, C, C, C, C
- Infinite energy—C, C, C, C, C, C, C, C, C, C
- Enemy ball—C, C, C, C, C, C, C, C, C, C
- Low gravity—C, C, C, C, C, C, C, C, C, C
- Big ball—C, C, C, C, C, C, C, C, C, C
- Fisheye—C, C, C, C, C, C, C, C, C, C
- Camera rotate R—C, C, C, C, C, C, C, C, C, C
- Camera rotate L—C, C, C, C, C, C, C, C, C, C
- Mad Garibs—C, C, C, C, C, C, C, C, C, C
- Death spell—C, C, C, C, C, C, C, C, C, C
- Frog spell—C, C, C, C, C, C, C, C, C, C
- Hercules—C, C, C, C, C, C, C, C, C, C
- Speed up—C, C, C, C, C, C, C, C, C, C
- Boomerang ball—C, C, C, C, C, C, C, C, C, C
- Vanish ball—C, C, C, C, C, C, C, C, C, C
- Froggy—C, C, C, C, C, C, C, C, C, C
- Secret cheat—C, C, C, C, C, C, C, C, C, C
- All cheats off—C, C, C, C, C, C, C, C, C, C

GOLDENEYE 007

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

- 1) Hold L + R and press C
- 2) Hold L and press C
- 3) Hold L + R and press Left on the D-pad
- 4) Hold L and press Right on the D-pad
- 5) Hold R and press Down on the D-pad
- 6) Hold L + R and press C
- 7) Hold L and press C
- 8) Hold L + R and press Right on the D-pad
- 9) Hold L + R and press C
- 10) Hold L and press Down on the D-pad

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

Cheat Options

Each stage in *GoldenEye* will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:

- To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.
- To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
- To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.
- To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty setting.
- To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.
- To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
- To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty setting.
- To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
- To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.
- To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.
- To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.
- To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.
- To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.
- To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.
- To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.
- To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Secret Agent" difficulty setting.
- To earn the "2x RC-P90s" cheat, defeat the Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.
- To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" difficulty setting.
- To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.
- To earn the "All Guns" cheat, defeat the Egyptian stage in 6:00 or less at the "00 Agent" difficulty setting.

HEXEN

Cheat Menu

During the game, press START to pause. When the "Paused" menu appears, quickly press C, C, C, C. A new option called "Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu:

- God Mode (invincibility)—C, C, C, C
- Clipping (walk through walls)—Press C 20 times, then C
- Visit (stage select)—C, C, C, C, C, C, C, C
- Butcher (kill all enemies in the area)—C, C, C, C
- Health (refill health)—C, C, C, C, C, C
- Collect All Keys—C, C, C, C, C, C
- Collect All Artifacts—C, C, C, C, C, C
- Collect All Weapons—C, C, C, C, C, C
- Collect Puzzle Items—C, C, C, C, C, C, C, C

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

- THEUNIVERSE—Allows you to access all of the secret worlds
- HAPPYHEADS—Unlocks all but one of the secret characters
- GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
- ICEPRINCESS—"Ice Mode" (all tracks are slippery)
- GOBABY—Gives you a maxed-out turbo meter
- 2TIMES—2X Turbo Mode (turbo boosts last twice as long)
- NONSTOP—"Roll Mode" (constant turbo)
- SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
- ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
- 2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
- MICROBALLS—Activates "Tiny Mode"
- TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
- JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press C, C, C, C, C, C, C, C, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

INTERNATIONAL SUPERSTAR SOCCER '98

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press C, C, C, C, C, C, C, C, B, A, then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and you'll find that all of the players on both teams will have huge heads.

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, C, Up, C, Down, C, Down, C, Left, C, Right, C, Left, C, Right, C, B, A, then hold the Z button and press START; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

KEN GRIFFEY JR.'S SLUGFEST

Secret Codes

Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name in each of the following examples:

- For thin players, enter the name "CODE TOOTHPICK".
- For flat, paper-thin players, enter the name "CODE STEAMROLLED".
- For thin players with huge arms and chests, enter the name "CODE THETICK".
- For thin players with huge heads and legs, enter the name "CODE WEBBLEMAN".
- For tiny players, enter the name "CODE LIDDLELEAGUE".
- For invisible players, enter the name "CODE INVISIBLEMAN".
- For players with large bats, enter the name "CODE PHATTBATT".
- For players with big feet, enter the name "CODE BIGFOOT".
- For players with big heads, enter the name "CODE BIGGHEDZ".
- To have the computer control both teams, enter the name "CODE CPUVSCPU".

KILLER INSTINCT GOLD

Boss Code

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

Bonus Options + Special Colors

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

More Bonus Options

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

See the Credits

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

Stage Select/Music Select

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

- Castle Stage—Hold Up and press B
- Jungle Stage—Hold Up and press C
- Spaceship Stage—Hold Up and press C



Stonehenge Stage—Hold Up and press A
 Museum Stage—Hold Up and press C_Ⓢ
 Helipad Stage—Hold Up and press C_Ⓢ
 Bridge Stage—Hold Down and press B
 Dungeon Stage—Hold Down and press C_Ⓢ
 Street Stage—Hold Down and press C_Ⓢ
 Dojo Stage—Hold Down and press A
 Spinal Ship Stage—Hold Down and press C_Ⓢ

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

Sabrewulf Tune—Hold Up and press B
 Maya Tune—Hold Up and press C_Ⓢ
 Gladius Tune—Hold Up and press C_Ⓢ
 Tusk Tune—Hold Up and press A
 Fulgore Tune—Hold Up and press C_Ⓢ
 Orchid Tune—Hold Up and press C_Ⓢ
 Jago Tune—Hold Down and press B
 Gargos Tune—Hold Down and press C_Ⓢ
 T.J. Combo Tune—Hold Down and press C_Ⓢ
 Kim Tune—Hold Down and press A
 Spinal Tune—Hold Down and press C_Ⓢ

Secret Stage

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

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.

Big Head Mode

At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads to normal, just enter the code again.

Disco Court

At any time during the game, press A, C_Ⓢ, Down, Up, C_Ⓢ, R, R, B, C_Ⓢ, C_Ⓢ, Z on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Highlight "Pre-Season" at the main menu, hold the L button and press START or A. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

Tiny Players

At the main menu, press C_Ⓢ, C_Ⓢ, B, R, R, C_Ⓢ, Up, Down, C_Ⓢ, A, Z. Now when you start a game, the players will be tiny.

Alien Team

At the main menu, press C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, START, START, A, B, A, R, Z. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

LODE RUNNER 3-D

Unlock Worlds

While inside any level during the game, press START to pause. When the "Options" screen appears, hold Z and press R, B, A, B, A, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MACE: THE DARK AGE

Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor

Enter the following code at the character-select screen:

- 1) Highlight Koyasha and press START.
- 2) Highlight the Executioner and press START.

- 3) Highlight Lord Deimos and press START.
- 4) Highlight Xiao Long and press Quick (A or B in the default control configuration).

Bunny Slippers

Enter the following code at the character-select screen:

- 1) Highlight Ragnar and press START.
- 2) Highlight Dregan and press START.
- 3) Highlight Koyasha and press START.

Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces

Enter the following code at the character-select screen:

- 1) Highlight Al-Rashid and press START.
- 2) Highlight Takeshi and press START.
- 3) Highlight Mordos Kull and press START.
- 4) Highlight Xiao Long and press START.
- 5) Highlight Namira and press START.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN FOOTBALL 64

Secret Teams

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories):

- Create a player named "AT MADDEN" to access the All-Time Madden team.
- Create a player named "SIXTIES" to access the '60s Conference B team.
- Create a player named "SEVENTIES" to access the All '70s team.
- Create a player named "EIGHTIES" to access the All '80s team.
- Create a player named "HOWLIE" to access the '97 Conference A team.
- Create a player named "LEI" to access the '97 Conference B team.
- Create a player named "STATS MEN" to access the All-Time Stats Leaders team.
- Create a player named "ELEC ARTS" to access the EA Sports team.
- Create a player named "TIBURON" to access the Tiburon team.

Secret Stadiums

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

- Create a player named "SAN MATEO" to access the EA Sports stadium.
- Create a player named "MAITLAND" to access the Tiburon Sports Complex.

See the Ending

When the EA Sports logo appears, hold L + R + Z; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADDEN NFL 99

Secret Codes

Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features:

- B E S T N F C—Unlock NFC Pro Bowl team
- A F C B E S T—Unlock AFC Pro Bowl team
- B O O M—Unlock All-Madden team
- I M T H E M A N—Unlock All-Time Stat Leaders team
- P E A C E L O V E—Unlock All '60s team
- B E L L B O T T O M S—Unlock All '70s team
- S P R B W L S H U F L—Unlock All '80s team
- H E R E A N D N O W—Unlock All '90s team
- T U R K E Y L E G—Unlock All-Time Greats team
- T H R O W B A C K—Unlock NFL 75th Anniversary team
- G E A R G U Y S—Unlock NFL Equipment Managers team
- W E L C O M E B A C K—Unlock 1999 Cleveland Browns
- I N T H E G A M E—Unlock EA Sports team
- H A M M E R H E A D—Unlock Tiburon team

E A S T A D I U M—Unlock EA Sports Stadium

O U R H O U S E—Unlock Tiburon Stadium

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats

During a one-player game in "Endless Tetris" mode, press the A and B buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

MAJOR LEAGUE BASEBALL

FEATURING KEN GRIFFEY JR.

Secret Teams

At the main menu—the one with the spinning baseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.

See the Ending

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

Fireworks

At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

MARIO GOLF

Secret Course

At the main menu, hold L + R and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Enter the password "K P X W N 9 N 3" to unlock a special tournament mode on a secret course that's not available during normal gameplay. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO KART 64

Reverse Tracks

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

Course Ghosts

• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.

• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.

• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARIO PARTY

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a

star, press START to pause, then press A to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MICRO MACHINES 64 TURBO

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Slow down computer cars—C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ

Super speed—C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—Up, Down, Down, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ, C_Ⓢ. With the Debug code in place, the following options become available:

- Press all four C buttons simultaneously to make all of the vehicles on the track explode
- Hold Z and move the D-pad to tilt or rotate the camera angle
- Hold Z and press L or R to zoom in or out
- Hold Z and press C_Ⓢ to have the computer control your car
- Hold Z and press C_Ⓢ to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.

• Enter the name "WINTER" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MIKE PIAZZA'S STRIKE ZONE

Secret Codes

During the game, press START to pause, then enter any of the following codes at the "Today's Game" screen:

- Aluminum bats—L, R, L, R, B, L, B, A, Right
- Red bats—L, R, L, R, Down, B, A, Right
- Rainbow bats—L, R, L, R, Z, B, R, A
- Devil's Thumb stadium—L, R, L, R, Right, A, C_Ⓢ, L, A
- Activate all options on the Pitch menu—L, R, L, R, C_Ⓢ, A, Z, C_Ⓢ, R, L

See the Credits

When the Major League Baseball logo appears right after you turn the game on, quickly press R, A, Z, R, C_Ⓢ, A, B; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.

Secret Dedication

When the Major League Baseball logo appears right after you turn the game on, quickly press C_Ⓢ, R, B, B; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.



MISCHIEF MAKERS

Sound Test

At the title screen—when the words "Press Start" are flashing—hold **L + A + C** + **C** and press **START** to access a secret sound test menu.

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

- Turbo Mode—**C**, **Z**, **C**, **Z**, **C**
- Big Feet Mode—**C**, **R**, **Z**, **C**, **C**
- Kids Mode—**C**, **C**, **R**, **L**, **Z**
- Start with Uzi Sub Machine Gun—**C**, **C**, **C**, **R**
- Start with Mini Rocket Launcher—**R**, **L**, **C**, **C**, **C**
- Start with 9mm High Power Gun—**R**, **L**, **C**, **C**, **C**
- Start with 7.65 Silenced Pistol—**C**, **L**, **C**, **C**, **C**

MORTAL KOMBAT 4

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold **Run + Block** (**C** + **C** in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press **Run + Block** simultaneously
- Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press **Run + Block** simultaneously

MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter **T D F C L T** for invincibility (you can still be killed by ceiling traps or long falls)
- Enter **G T T B H R** for infinite lives
- Enter **N X C V S Z** to start with 10 Urns of Vitality in your inventory
- Enter **C R V D T S** to see the credits from the end of the game

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press **Forward, Down, Forward + High Punch**; Sub-Zero will punch his opponent's head off.

Combos

- 3 Hits—High Punch, High Punch, Low Punch
- 5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
- 6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords

- Wind Stage—**T H W M S B**
- Earth Stage—**C N S Z D G**
- Prison Stage—**R G T K C S**
- Water Stage—**Z V R K D M**
- Fire Stage—**J Y P P H D**
- Bridge of Immortality—**Q F T L W N**
- Qhan Chi's Fortress—**Z C H R R Y**

Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold **A** to warp to the battle with Quan Chi or **B** to fight Shinnok.

MORTAL KOMBAT TRILOGY

Play as Kameleon

When the "story" screens appear during the game's demo mode, quickly press **C**, **C**, **A**, **B**, **C**, **C**, **C**. If you're fast enough, you'll hear Shao Kahn say, "Kameleon." Now Kameleon is a selectable character at the character-select screen.

Play as Motaro

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

Play as Shao Kahn

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

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

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

Free Play

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

Secret "More Kombat" Menu

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

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press **High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch** (that's **C**, **C**, **C**, **A**, **B**, **B**, **A**, **A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red

question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press **B**; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**.

NASCAR 99

Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press **C**, **C**, **C**, **C**, **L**, **R**, **L**, **R**, **Z**, **Z**
- To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press **C**, **C**, **C**, **C**, **L**, **R**, **L**, **R**, **L**, **R**
- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press **Z** eight times, then **R** twice.
- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press **C**, **C**, **C**, **C**, **Z**, **Z**, **Z**, **L**, **Z**, **Z**
- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **L**, **R**

Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA HANGTIME

Vs. Screen Codes

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

- All Computer Assistance Turned Off—Hold **Right**, press **Pass, Pass**
- Big Head—Hold **Up**, press **Turbo + Pass** simultaneously
- Rooftop Court—Hold **Left**, press **Turbo, Turbo**
- ABA Ball—Hold **Right**, press **Shoot, Turbo, Pass**
- Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the **Turbo, Shoot** and **Pass** buttons

to change the numbers in the box at the bottom of the screen.

- Baby Sized Players—025
- No Music—048
- Tournament Mode—111
- Fast Passing—120
- Stealth Turbo—273
- Max. Speed—284
- No Pushing—390
- Unlimited Turbo—461
- Hyper Speed—552
- Max. Blocking—616
- Quick Hands—709
- Max. Power—802
- Goaltending Allowed—937
- Secret Characters
- To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests:
 - Hardaway—AHRDWHY 0000
 - Amrich—AMRICH 2020
 - Bardo—BARDO 6000
 - Pesina—CARLOS 1010
 - C. Robinson—CLIFFR 0000
 - Thompson—DANIEL 0604
 - Roan—DANR 0000
 - D. Robinson—DAVIDR 0000
 - DiVita—DIVITA 0201
 - Olajuwon—DREAM 0000
 - Ferrier—EDDIE 6213
 - Elliot—ELLIOT 0000
 - Geer—EUGENE 6767
 - Ewing—EWING 0000
 - Hill—GHILL 0000
 - G. Robinson—GLENNR 0000
 - Grant—HGRANT 0000
 - Rivett—JAMIE 1000 or MUNDAY 5432
 - Japple—JAPPLE 6660
 - Skiles—JASON 0729
 - Carlton—JC 0000
 - Hedrick—JFER 0503
 - Hey—JONHEY 6000
 - Johnson—JOHNSN 0000
 - Kemp—KEMP 0000
 - Kidd—KIDD 0000
 - Boon—KOMBAT 0004
 - Malone—MALONE 0000
 - Martinez—MARTY 1010
 - Mednick—MEDNIK 6000
 - Miller—MILLER 0000
 - Minifee—MINIFE 6000
 - Morris—MORRIS 6000
 - Tobias—MORTAL 0004
 - Mutombo—MOTUMB 0000
 - Muresan—MURSAN 0000
 - Vinikour—MXV 1014
 - Ehrlich—NICK 7000
 - Fitzgerald—PATF 2000
 - Perry—PERRY 3500
 - Pippen—PIPPEN 0000
 - Quinn—QUIN 0330
 - Rice—RICE 0000
 - Rodman—RODMAN 0000
 - Root—ROOT 6000
 - Liptak—SHAWN 0123
 - Smits—SMITS 0000
 - Oursler—SNO 0103
 - Stackhouse—STACKH 0000
 - Starks—STARKS 0000
 - Turmell—TURMEL 0322
 - Webb—WEBB 0000
 - Webber—WEBBER 0000
 - Funk—NFUNK 0101
 - Mourning—MOURNG 0000

NBA JAM 99

Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick):

- Large players—**L**, **L**, **C**, **L**, **L**, **C**, **L**, **L**, **C**, **Z**
- Tiny players—**L**, **L**, **C**, **L**, **L**, **C**, **L**, **L**, **C**, **Z**
- Enable full-court dunks—**L**, **L**, **C**, **L**, **L**, **C**, **L**, **L**, **C**, **Z**
- Guarantee next shot—**L**, **L**, **C**, **L**, **L**, **C**, **L**, **L**, **C**, **Z**
- Super push—**L**, **L**, **Up**, **L**, **Up**, **L**, **Up**, **L**, **Up**, **Z**
- Tie scores—**L**, **L**, **Down**, **L**, **L**, **Down**, **L**, **L**, **Down**, **Z**
- Team on fire—**L**, **L**, **Right**, **L**, **L**, **Right**, **L**, **L**, **Right**, **Z**
- Cancel all cheats—**L**, **L**, **Left**, **L**, **L**, **Left**, **L**, **L**, **Left**, **Z**



THE NEXT TETRIS

Fast Mode

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NFL BLITZ

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322
SAL—0201
JAPPLE—6660
JENIFR—3333
LUIS—3333
DANIEL—0604
JASON—3141
ROOT—6000
BRAIN—1111
GENTIL—1111
RAIDEN—3691
ROOT—6000
SHINOK—8337
SKULL—1111
THUG—1111
FORDEN—1111
CARLTN—1111
VAN—1234
BILLZ—0526
ZZ—1221
JIMK—5651
MARKA—1112
ED—3246
TODD—1122
MITCH—4393
JOHN—5158
JOSH—4288
RYAN—1029
BETH—7761
BRIAN—0818
GRINCH—2220
PAULO—0517
LT—7777
NICO—4440
GATSON—1111
ROG—8148
MONTY—1836
SHUN—0530
GENE—0310
PAULA—0425
DBN—6969

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left
No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Turn Off Stadium—5-0-0-Left
Tournament Mode—1-1-1-Down
Show Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1-2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Big Head—2-0-0-Right

Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Night Game—2-2-2-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2-5-Down
Weather: Clear—2-1-2-Left
Fog On—0-3-0-Down
Thick Fog—0-4-1-Down
Lights Out—5-3-4-Down

NFL QUARTERBACK CLUB 98

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:
G L Y T H M D—Giant players
S M L M D G T—Tiny players
B B M N T B L—Players are tall and thin
J P N S M W R—Players are short and fat
T R N T D L F R—Passing accuracy is at zero for all quarterbacks
B R D W Y N M T H—Passing accuracy is at maximum for all quarterbacks
C R L L W Y S—Acceleration attribute is at maximum for all players
W L T R P Y T N—Agility attribute is at maximum for all players
S T Y C K Y H N D S—Hands attribute is at maximum for all players
M C H L J N S N—Speed attribute is at maximum for all players
R N L D S W Z N G R—Strength attribute is at maximum for all players
Y N S T Y N S—Discipline and Awareness attributes are at maximum for all players
B G B F Y D F—All attributes are at maximum for all defensive players
B G B F Y F F—All attributes are at maximum for all offensive players
L L D F S C K—All attributes are at zero for all defensive players
L L F F S C K—All attributes are at zero for all offensive players
S P R T M M D—All players' attributes are at maximum
P W H Y R M N—All players' attributes are at zero
S P R B G R M S—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100 yards
S P R T R B M D—Super turbo mode
F R M B Y F R M—Slow motion mode
D W N D R V—Eight downs instead of four
N B C T C K L S—Computer-controlled players don't try to tackle
S P R D P R T C K L—Super-duper tackles
T G H T G R P—No turnovers
G T N H N D S—Nearly every hit causes a fumble
S P R S L Y D—Slippery field
B G S P R D V—Dive distance is greater
L D S T R T R K—Passes appear instantly in receivers' hands
L W Y S T P S S—Passes are always tipped
B G T W S T R S—Ball carrier spins and spins until he's tackled
M N F L D M D—All players do the "up and over" dive every few seconds during game-play
P B Y B Y M D—All players crawl like babies
Y L C T R C F B—Players move around like the old "electric football" games
S N W S L D S—Players slide around on their butts
S T N T X T M—Access Acclaim, Iguana, NFC and AFC teams

NFL QUARTERBACK CLUB 99

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:
S C L L Y M L D R—Alien stadium
P W R P Y L N S—Giant end-zone pylons
B G M N Y—Huge coin in the coin toss
M R S H M L L W—Big players
B C H B L L—Giant football
T R B M N—Unlimited turbo
S T C K Y B L L—No fumbles
F R R S T G M P—Slow-motion
D B L D W N S—Eight downs instead of four
X T R T M S—Unlock secret teams
X T R V L T G—Electric football mode

B T T R F N G R S—Always fumble
H S N F R—He's on fire!
P N B L L—Players bounce off each other
F L B B R—Flubber ball
P P C R N R T R N S—Land mine mode
P W R K C K R—Powerful kickers
R G B Y—Rugby mode
H S P T L—Lots of injuries
T T H P C K—Toothpick players
R C Q T B L L—Racquetball mode
S L P N S L D—Slippery mode

NHL 99

Secret Codes

Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or gameplay:
F A S T—Faster gameplay
B R A I N Y—Big head mode
B I G B I G—Giant players

NHL BREAKAWAY 98

Cheat Menu

At the main menu, quickly press C, C, C, C, C, R, R; you'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's programmers prefer them.

Secret Teams

At the Team Select screen in Exhibition mode, quickly press C, L, C; you should hear a slap-shot sound. Now you can find three secret teams between the "Controller Pak" team and Anaheim; they're called New York, Salt Lake and Parts Unknown.

Extra Bonus Points in Season Mode

At the Season Menu—the one that shows your bonus points on the right side of the screen—press C, C, C, C, C, C, C, C, C, R; you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you need.

See Injured Players for All Teams (Season Mode)

At the Season Menu, press L to call up the Season Menu. If the Trainers Room option is not available, press C, C, C, C, C, C, C, C, C, R to unlock it. Now enter the Trainers Room and press C, C, C, C; you'll hear a signal to confirm. Now you can view any team's injured players; just press Left or Right to switch teams.

NHL BREAKAWAY 99

Secret Codes

Note: All of the codes listed above under *NHL Breakaway 98* will work with *NHL Breakaway 99* except for the "Secret Teams" code.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code Left, Up, C, C, C, C, C, C, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

- Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.
- El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.
- Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

OLYMPIC HOCKEY NAGANO 98

Multiplayer Practice

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

Instant Start

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

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Note: This trick does not work in "Olympics" mode.

Player Size Tricks

At the Options menu, hold the C, C or C button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C button and press R until the first two digits of the "Specials" option are "10".

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

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

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

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

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

Tall, Thin Players—Hold the C button and press R until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press START to pause, then access the Options screen. Hold the L button and press C nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you. Note: You may have to enter this code twice to get it to work.

Frequent Fight Mode

At the Options screen, hold the L button and press C, C, C, C, C, C, C, C, C, C, C, C, C, C, C, C. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fight breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

PILOTWINGS 64

Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

QUAKE

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with *Quake* saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press B to exit to the password screen; if not,



choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:

S3TC 00LC 0L0R S???:—Changes the background colors

S3T1 NF1N 1T3S H0T5—Infinite ammo

S3TL 0WGR V1TY ????:—Low gravity

RAMPAGE WORLD TOUR

Stage Select
At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the **D**-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George

S 4 V R S—Unlock Lizzie

L V P V S—Unlock Ralph

N 0 T 3 T—Unlock Myukus

B 1 G 4 L—Unlock Purple Myukus

S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

ROBOTRON 64

"Setup" Menu Cheats
Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:

- 50 Lives—Press **Up, Up, Down, Down, Left, Right, Left, Right, C, C, C, C, C**.
- Level Select—Press **Down, Up, C, Down, C, C, Down, C**; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
- "Game Boy Mode"—Press **Up, Down, Right, C, Down, Up, Left, C, Up, Down**.
- Demo Mode—Press **Left, Right, Up, Down, C, C, C, C, Left, Right, Up, Down, C, C, C, C, Left, Right, Up, Down, C, C, C, C**.

Instant Power-Ups
At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

Shield—**Down, Left, C, C**

Two-Way Weapon—**Up, C, Up, C**

Three-Way Weapon—**Right, Right, C, C, C**

Four-Way Weapon—**Down, Down, Up, C**

Radiation Spray—**Up, Down, C, C**

Speed Up—**Left, Left, Right, Right, C**

Flamethrower Weapon—**Down, Right, Down, Right, C**

SAN FRANCISCO RUSH

Circuit Password + Secret Car
Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P 5 K G 5 L 4 G 5 9 P

G 9 2 W V C Q Y 0 D R D Q

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the **Z** button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find

a new vehicle, the "Team Rush" Formula 1 racer.

Secret Alcatraz Track
First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

- 1) At the Select Car screen, hold **C**, press **Z**, release both, tap **Left** on the **D**-pad, then press **B** three times to return to the main menu.
- 2) Choose "Setup;" at the setup screen, hold **C**, press **Z**, release both, tap **Up** on the **D**-pad, then press **B** to return to the main menu.
- 3) Choose "One Race" again; at the Select Track screen, hold **C**, press **Z**, release both, tap **Right** on the **D**-pad, then press **A** to advance to the Select Car screen.
- 4) At the Select Car screen, hold **C**, press **Z**, release both, tap **Down** on the **D**-pad, then the **L** button, then the **R** button; you'll hear a signal to confirm the code. Now press **B** to return to the Select Track screen, where you'll find that Track 7 is now available.

"Setup" Screen Cheats
Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

- To disable the in-game timer, hold **Z** and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**.
- To disable the automatic abort feature, press the **C** button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
- To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the **D**-pad and press **C**, then release both and press **C**, **C**, **C**, **Z**.
- To change the game's detailed polygon textures into flat shades of color, hold **C**, press **L**, release both, press **Z**, hold **C**, press **L**, release both, press **Z**.
- When your car crashes, you will return to the closest possible spot near the crash if you hold the **Z** button at the Setup menu and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**.
- To turn all of the traffic cones in the game into mines, press **L, R, L, R, L, R**.
- To turn the courses upside-down, press **Up, Right, Down, Left, Down, Right, Up, Left**.
- To change the game's gravity, hold **Z**, press **Up, Down**, then release **Z** and press **Up, Down, Up, Down**. Repeat the code up to three times for three different gravity settings.

"Select Car" Screen Cheats
Each of the following codes works at the "Select Car" menu:

- To change the height of your car, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat up to four times for different heights.
- To change the size of your vehicle's front tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.
- To change the size of your vehicle's rear tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.
- To start your vehicle on fire, hold **C** and press **Z** four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
- To change your car into a mine, press **C**, **C**, **Z**, **C**, **C**, **Z**, **C**, **C**.
- To change the color of the fog in the game, hold **Z** and press **C** three times; repeat the code to get different colors.

Extra Camera Angles
While driving with one of the two "external" camera angles, hold the **L** button and press **Up** or **Down** on the **D**-pad to change the distance between the camera and your vehicle.

Drive at Night
During the game, press **START** to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing **Left** or **Right**. If you hold all four **C** buttons, you'll see that the "Extreme" fog setting

has been replaced with a new option called "Foggy Night."

SNOWBOARD KIDS

Cheat Code
At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joystick, then **Down, Up** on the **D**-pad, then **C**, **C**, **L, R, Z**, then **Left** on the **D**-pad, **C**, **Up** on the analog joystick, **B, Right** on the **D**-pad, **C**, **START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code
At the title screen, carefully enter the following code: Press **Z, B, C**, **Down** on the **D**-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the **D**-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu
Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions
When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.

Stage Select
At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the **D**-pad, not the analog stick.

Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**

Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C, Z, Down**

Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C, Z, Down**

Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**

Unlock "Big Celebration Parade"—**Up, Down, L, Z, Down, Right, Z, Down**

Unlock secret shoot-'em-up level—**Down, Up, Z, L, Down, Left, Z, Down**

STAR WARS: EPISODE I RACER

Cheat Menu
Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the **D**-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and **D**-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to

tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

- Hold **Up** on the **D**-pad to fast-forward
- Hold **Down** on the **D**-pad to reverse at high speed
- Press **Right** on the **D**-pad to self-destruct
- Hold **Left** on the **D**-pad to make your vehicle invisible
- Hold **Z + Left** on the **D**-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

Special Control Scheme

Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the **Z** and **L** buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing **Up** on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:

- Player 1, left pod: Controller 1
 - Player 1, right pod: Controller 3
 - Player 2, left pod: Controller 2
 - Player 2, right pod: Controller 4
- Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes
Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

A C E—Higher difficulty

C H I C K E N—Access bonus level

C R E D I T S—See the game's credits

D E A D D A C K—Unlocks all stages at the Select Level screen

D I R E C T O R—Enables "Showroom" menu at the Options screen

F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen

H A R D R O C K—Alternate title screen (start a game and quit to see it)

I G I V E U P—Infinite lives

K O E L S C H—Changes the V-Wing into an automobile

M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu

R A D A R—Alternate radar

T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected

T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

Unlock Naboo Starfighter
Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code " ! Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode
Enter your name as "_Wampa__Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press **START** to pause; when the pause menu appears, hold **L + R + Z + C + C + C + C + Left** on the **D**-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick



slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use **L** and **R** to scroll through the different cheat codes and press **A**, **B** or **START** to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press **Up** on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press **Down** to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press **Up** on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press **START** to pause, then hold **Left + L + R + Z + C** + **C** + **C**; with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "Wampa__Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press **START** to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold **C** and press **Up**, then press **C** repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press **C** to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage, hold **C** and press **Left** on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold **Down** to attack. Once the code is in place, press **C** to switch between Dash and the Wampa.
- Also in the "Escape from Echo Base" stage, hold **C** and press **Right** on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold **Down** to fire. Once the code is in place, press **C** to switch between Dash and the Snowtrooper.
- In the "Gall Spaceport" stage, hold **C** and press **Left** on the D-pad to control a Wampa or **Right** on the D-pad to control an

Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.

- In the "Imperial Freighter Suprosa" stage, hold **C** and press **Right** on the D-pad to control a Stormtrooper as described above.
- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold **C** and press **Right** on the D-pad to control one of Prince Xizor's armored guards.

See the Ending

Enter your name as "Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press **START** to return to the title screen; when it appears, point the analog joystick in the **Up/Right** position to see a photo of the game's creators.

Wampa Noises

Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press **C**, **C**, **C**, **C**; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:

- To skip the current level, press **START** to pause the game, then press **C**, **C**
- To refill your energy meter, press **START** to pause the game, then press **Z**, **R**
- To refill your super-speed ability, press **START** to pause the game, then press **R**, **Z**
- To refill your freezing breath ability, press **START** to pause the game, then press **Z**, **L**
- To refill your heat vision ability, press **START** to pause the game, then press **R**, **L**
- For super punching ability, press **START** to pause the game, then press **L**, **Z**

TETRISPHERE

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX." Choose "OK" to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **L** button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or "Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press

the **L** button as above to change the numbers on the menu to different characters. Enter the name "GAMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

See the Credits

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TOP GEAR OVERDRIVE

Cheat Codes

Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the **Z** button at each one. Each time you enter a code correctly, you'll hear a sound and a smiley face will appear at the bottom of the screen.

- Unlock first bonus car—Highlight "Credits," then "Versus," then "Setup," then "Championship," then "Versus," then "Versus" again, pressing the **Z** button at each stop.
- Unlock second bonus car—"Championship," "Credits," "Versus," "Setup," "Versus," "Championship," "Setup," then "Credits"
- Unlock third bonus car—"Versus," "Versus," "Championship," "Credits," "Championship," "Versus," "Championship," "Credits," "Setup," "Versus," then "Setup"
- Unlock all cars—"Credits," "Credits," "Versus," "Credits," "Setup," "Championship," "Championship," "Versus"
- Skip to Season 4—"Versus," "Championship," "Championship," "Credits," "Setup," "Setup," "Championship"
- Skip to Season 5—"Setup," "Championship," "Credits," "Versus," "Versus," "Setup," "Championship," "Versus," "Credits," "Championship"
- Skip to Season 6—"Credits," "Setup," "Versus," "Championship," "Championship," "Credits," "Setup," "Championship," "Credits," "Setup," "Setup"
- Alternate credits—"Setup," "Setup," "Championship," "Versus"

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—**A**, **Left**, **Left**, **C**, **A**, **Right**, **Z**
- Access All Tracks (except Mirror Tracks)—**A**, **Left**, **Left**, **Right**, **Down**, **Z**
- Access Mirror Tracks—**Right**, **Up**, **Left**, **C**, **Right**, **Down**, **Z**
- Access Milk Truck—**Down**, **A**, **Right**, **Z**, **Right**, **Up**, **C**
- Access Helmet Car—**Up**, **Up**, **Z**, **B**, **A**, **Left**, **Left**
- Access Ice Cube Car—**C**, **Up**, **B**, **Right**, **A**, **C**, **A**, **Right**
- Access Beach Ball Car—**B**, **B**, **A**, **Left**, **Left**, **C**, **A**, **Right**
- Access Mirror Cars—**Right**, **Up**, **Left**, **C**, **C**, **A**, **Right**, **Z**. With this code in place, press **C** at the Car Select screen to change any car into a mirror-textured vehicle.
- Non-Blur Mode—**B**, **Left**, **Right**, **Up**, **Left**, **Z**, **Right**. This code turns off the N64's "bilinear filtering" effects, making the graphics appear to be more "pixelated."
- ZBuffer Mode—**C**, **Z**, **B**, **Up**, **Up**, **Right**. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off.

See the Credits

Choose "Options" from the main menu,

then highlight "the Load Configuration" option and press **C**, **Right**, **Down**, **Z**. You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

TRIPLE PLAY 2000

Cheat Codes

At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs:

- Three ball count—Hold **L + R + Z** and press **Up**, **Down** during the game
- Three outs—Hold **L + R + Z** and press **Down**, **Up** during the game
- Add one run to home team's score—Hold **L + R + Z** and press **C**, **C**
- Add one run to the visiting team's score—Hold **L + R + Z** and press **C**, **C**

Special Sounds

After hitting a home run during a game, press **C**, **C** or **C** to hear the fans salute you with horns and whistles as you round the bases.

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits".)

- R B N S M T H**—Invincibility
- L K M B R D**—Fly mode (use **L** and **R** to fly through the air; you can also walk through walls)
- T H S S L K S C L**—Spirit Mode
- C M G T S M M G G T S**—All Weapons *
- B L L T S R R F R N D**—Unlimited Ammo *
- F R T H S T H T T R L S C K**—Infinite Lives
- G R G C H N**—Big Head Mode **
- D N C H N**—Tiny Enemy Mode
- D L K T D R**—Pen and Ink Mode
- L L T H C L R S F T H R N B**—Purdy Colors
- S N F F R R**—Disco Mode (enemies don't attack)
- C L L T H T N M T N**—Quack Mode
- T H B S T**—Gallery (view the characters)
- F D T H M G S**—Show Credits ***
- N S T H M N D N T**—Show Enemies (on the map)

(* This cheat is also activated by the "RB-NSMTH" and "GRGCHN" codes.)

(** This cheat is also activated by the "RB-NSMTH" code.)

(*** This cheat is also activated by the "RB-NSMTH", "GRGCHN" and "DNCHN" codes.)

"The Big Cheat"

At the "Enter Cheat" menu, input the code "N T H G T H D G D C R T D T R K". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

- U B E R N O O D L E**—Big Head mode
- H O L A S T I C K B O Y**—Stick mode
- S T O M P E M**—Big Hands and Feet mode
- P I P S Q U E A K**—Tiny mode
- I G O T A B F A**—Pen and Ink mode
- L I G H T S O U T**—Blackout mode
- F R O O T S T R I P E**—Fruity Stripe mode
- W H A T S A T E X T U R E M A P**—No textures
- H E E E R E S J U A N**—"Juan's Cheat"
- A A H G O O**—"Zach Attack Cheat"
- O N L Y T H E B E S T**—Warp to credits
- B E W A R E O B L I V I O N I S A T H A N D**—Unlocks all cheats

VIGILANTE 8

Cheat Codes

Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:



A_MOON_GETAWAY—Reduce gravity

LIVING_FOREVER—Invincibility

MIX_MATCH_CARS—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode

MISSILE_ATTACK—Enhanced missile

I_AM_TOUGH_GUY—Hardest difficulty level

GO_REALLY_SLOW—Slow motion mode

MAX_RESOLUTION—Ultra high-res display mode

FIRE_NO_LIMITS—No weapon delay when firing

LEVEL_SHORTCUT—Unlocks Sand Factory and Secret Base levels

GANGS_UNLOCKED—Unlocks all vehicles except flying saucer

GIMME_DALIEN—Unlocks flying saucer

JTBT7CFD1LRMGW—Unlocks everything

POPULATION_OUT—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "-"; this will eliminate all of the enemies. Press **A** to accept and start the game.

LONG_SLIDESHOW—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press **A** to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

VIRTUAL CHESS 64

Debug Mode
At any time during the game, press **C**, **C**, **C**, **C**, then **Up**, **Down**, **Left** and **Right** on the D-pad. With this code in place, symbols will appear on the screen whenever the computer is "thinking" about its next move. Unfortunately, these symbols won't mean anything to you unless you're the guy who programmed the game.

VIRTUAL POOL 64

Second Chance Shot
To re-take your last shot, press **Left** on the D-pad to bring up the instant replay, then hold the **A** button for a second chance at the shot. (You can't re-aim, but you can change the shot strength.)

WAR GODS

Fatalities
Ahua Kin—In close, 3-D, **↑ ↓ ↑ + High Kick**
Anubis—3-D, **→ ↘ ↓ ↙ ← + High Punch + Low Kick**
Pagan—From 1/2 screen distance, **← → + Low Punch**
Tak—**← ↙ ↓ ↘ → + Low Punch + High Kick**
Maximus—Hold 3-D, press **→ → + High Punch + Low Punch**
CY-5—From 1/2 screen away, **← ← + High Punch**
Warhead—Far away, 3-D, **→ ↘ ↓ ↙ ← + High Kick**
Voodoo—From 1/2 screen away, **← → + Low Punch**
Vallah—In close, **→ → + Low Kick**
Kabuki Jo—At sweep distance, **← ↙ ↓ ↘ → + Low Kick + High Kick**
Play as Grox
At the character-select screen, quickly press **Down**, **Right**, **Left**, **Left**, **Up**, **Down**, **Right**, **Up**, **Left**, **Left**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.
Play as Exor
At the character-select screen, quickly press **Left**, **Down**, **Down**, **Right**, **Left**, **Up**, **Left**, **Up**, **Right**, **Down**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.
Infinite Continues
At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—

quickly press **C**, **C**, **Right**, **A**, **B**, **C**, **C**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."
Cheat Menu
At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **Right**, **Right**, **Right**, **B**, **B**, **A**, **A**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAVE RACE 64

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

WAYNE GRETZKY'S 3D HOCKEY

Invisible Players
Pause the game and select "Replay". Press **L** or **R** to highlight a player; that player will flash for a brief instant. If you press **Z** quickly before the player stops flashing, he will turn invisible. Press **START** twice to return to the game; that player will stay invisible. Note that pressing **Z** causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the **L** or **R** button. To turn your entire team invisible, advance through the line-up with **L** or **R** until you reach the last player on your team, press **Z** to turn him invisible, then use the same button to advance to the next-to-last player, press **Z**, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible.
Multiplayer Practice
To play in Practice mode with more than one player, each player aside from Player 1 should hold the **A** button at the title screen, then have Player 1 highlight "Practice" and press **A**. If you do this, all of the other players who were holding **A** will get to play in practice mode with you.

Instant Start

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

Select Opposing Team

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

Player Size Tricks

At the Options menu, hold the **C**, **C** or **C** button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the **C** button and press **R** until the first two digits of the "Specials" option are "10".

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

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

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

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

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

Tall, Thin Players—Hold the **C** button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

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

Trade Players

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

Frequent Fight Mode

At the Options screen, hold the **L** button and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fight breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams

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

See Company Logos

Press **Z** at the Options menu to view the

different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

WAYNE GRETZKY'S 3D HOCKEY '98

Secret Codes

All of the codes listed above for the original *Wayne Gretzky's 3D Hockey* will work in *Wayne Gretzky's 3D Hockey '98* except for the "Invisible Players" code and the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets—instead of the "super" teams from the original game.

WETRIX

Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red background. Now access the Options menu; you'll find a new option called "Floor." Highlight this option and press **A** repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

New Puzzle Pieces

After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press **A** to change the bubble into a rubber duckie; this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks.

Make Waves

Once you have earned the green background as described above, hold **C** at the main menu to create a waterspout—or **C** to create a vortex—which you can move around the screen with the analog stick.

WIPEOUT 64

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:

Unlock Piranha II team—Hold **L + R + Z** and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Unlock Velocitar track—Hold **L + R + Z** and press **C**, **C**, **C**, **C**, **C**, **C**

Power-up weapons—Hold **L + R + Z** and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

In-Game Codes

Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you un-pause. To deactivate a code, just enter it again:

Race doesn't end when timer expires—Hold **L + R + Z** and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Infinite shield energy—Hold **L + R + Z** and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Unlimited weapons—Hold **L + R + Z** and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

World Driver Championship

Unlock All Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): **Z**, **Right**, **Z**, **Z**, **B**, **C**, **A**, **Right**, **START**. Now all of the teams and their cars will be available.



3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press **Right** or **Left** to access the "codes" option. Now you can enter any of the following codes to access special features:

t r i x x y—Unlock all courses in Freestyle mode

v o u y e u r—Unlock all courses in Exhibition mode

a s t r o m e n—Unlock three alien characters

w h i t e l i n e—Unlock white car

r e d l i n e—Unlock red car

b l u e l i n e—Unlock blue car

l u g n u t—Unlock Lug Nut (like Frankenstein)

d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)

t p—Unlock TP (mummy)

AKUJI THE HEARTLESS

Debug Menu

Pause the game, then hold **L2** or **R2** and press **Left, Up, Up, Δ, Right, □, Left, Δ, Up, Down, Right, Right**. This gives you access to the level select menu.

Invincibility

Pause the game, then hold **L2** or **R2** and press **Right, Right, Left, Δ, X, Up, O, Left**.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left, Δ, Left, Left, O, Left, Δ, Right, O, Up, Up, Down**

APOCALYPSE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes: **Invincibility**—Hold **L1**, press **Down, Up, Left, Left, Δ, Up, Right, Down**

All Weapons—Hold **L1**, press **□, O, Up, Down, X, □**

Infinite Lives—Hold **L1**, press **Δ, O, X, □**

Restore Health—Hold **L1**, press **X, Δ, O**

See Programmers' Debug Info—Hold **L1**, press **Down, Down, Δ**

Stage Select—Hold **L1**, press **Δ, Up, X, Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera

While in the middle of a mission, hold **O + X** and press **START** to pause the game. Press **START** again to return to the game and the camera will stay fixed in place. Pause and un-pause the game to return the camera to normal.

1st Person View

While in the middle of a mission, hold **Δ + □** and press **START** to pause the game. Press **START** again to return to the game; the camera will now give you a first-person view. Pause and un-pause the game to return the camera to normal.

Change Raven's Nest Background

From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold **L1 + R1** and press **SELECT**. The background texture will change to whatever is the current emblem.

ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing:

Unlock Secret Excalibur Ship—Hold **SELECT** and press **Δ, O, O, Δ, □, O, □**

Stage Select/Invincibility—Hold **SELECT** and press **□, Δ, O, Δ, Δ, □, O** (With this code in place, start the game, then hold **SELECT** and

press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)

Unlock "Classic Asteroids" Game—Hold **SELECT** and press **O, O, Δ, □, □, O**

"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—**Up, Down, Left, Right, O, □, X, Δ**

99 Lives—**Up, X, Down, Δ, Left, □, Right, O**

Invincibility—**Down, Down, Up, Up, O, □, Δ, Δ**

BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, Δ, X, □, START**. Now your character's weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, Δ, X, X, Δ, Right, Left, Down, Up, START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLAST RADIUS

Secret Levels

At the main menu, press **L1, Left, L2, Down, SELECT, Left, Down, R2, R2, R2, SELECT, Up**. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.

Programmer Backgrounds

At the main menu press **Down, Up, L1, Right, L1, Up, Right, SELECT, Right, R2, L1, L2**. You will hear a sound if done correctly. Now you can see the programmers' faces floating in space (if you have not already entered the Secret Levels code; see note above).

Powered Up Ships and Sector 5

At the main menu press **Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down**. Select any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above).

Wraith Ship and Sector 8

At the main menu press **Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up**. This code may not work if you have already entered the Secret Levels code (see note above).

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold **R1 + L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUST-A-MOVE 4

Secret Codes

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

• **Access All Characters**—**Right, Right, Δ, Left, Left**

This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.

• **Tarot Reading**—**Up, Δ, Down, Δ, Up**

This code adds a new option called "Tarot Reading" to the Option menu.

• **"Ura" Puzzle Mode**—**Δ, Left, Right, Left, Δ**

This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.

• **"Talk Demo" Mode**—**□, Up, Left, Down, Right, Up, □, Down, Left, Up, Right, Down, □**

Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

BUST-A-MOVE '99

Extra Worlds

At the title screen, quickly press **O, Left, Right, O**. A small green character will appear on the lower right corner of the screen when the code is successfully input. Now start the game in "Puzzle Game" mode to play in a world that's different from the normal "Puzzle Game" setting.

CARDINAL SYN

Cheat Codes

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:

• **Unlock all characters except Syn and Kron**—**L1, R2, R1, □, Down, O, Down, L2, □, □, □, □**

• **Unlock Syn**—**R1, Right, R2, □, R1, Down, R1, R2, R2, O**

• **Unlock Kron**—**L2, L2, Up, Up, Up, Left, Down, Up, O, L1**

• **New costume for Orion**—**R2, Down, Down, O, □, □, R2**

• **New costume for Nephra**—**□, L1, O, Up, Δ, Left, Δ**

• **New costume for Juni**—**Down, □, Down, L2, Down, Down, Down**

• **New costume for Syn**—**O, O, O, L1, R1, O, Left**

• **Infinite Magic**—**Right, Right, Right, Left, Δ, Left, Left, □**

• **Allow dismemberment in any round**—**Up, Up, Right, Right, Left, O, O, Down**

• **See characters' ending sequences instead of opening sequences**—**Δ, Right, Δ, Right, Δ, Δ, R2, R1, L1, L2, Δ, Δ**

CART WORLD SERIES

Cheat Codes

At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:

BANZAI—No collisions with other cars

EPILEPTI or **SPACERID**—Race on *Tron*-style tracks

FAT TIRE—Fat rear tires

NIGHTRID

Drive at night
GEK—In Season mode, each race is only two laps long

WHEELS—All cars have no body or chassis

FLOAT—Reduced tire grip

RADBRAD—Extra tire grip

PUSHBUTT—With this name in place, start the game in analog control mode; when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch.

CENTPEDE

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press **R1, R1, R2, R1**; now you can choose any stage.

Extra Lives

Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1, L1, L2, L1**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CIRCUIT BREAKERS

Unlock All Tracks

At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1 + L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

Backwards Tracks

At the track selection screen, press **L2 + R2 + X + Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

CONTENDER

Play as Jackal

Note: You must have a memory card with a previously saved character in Slot 1 before attempting this code. From the main menu, select "Exhibition." Then, select either a 1- or 2-player game. From the character select screen, press **□** to switch to the character on your memory card. Next, press **□** again. Jackal's face will now appear among the other selectable boxers.

CRASH BANDICOOT

Password

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

Δ Δ Δ Δ X □ Δ Δ
Δ Δ □ X Δ O Δ Δ
Δ O □ Δ X X X X

CRASH BANDICOOT 2

CORTEX STRIKES BACK

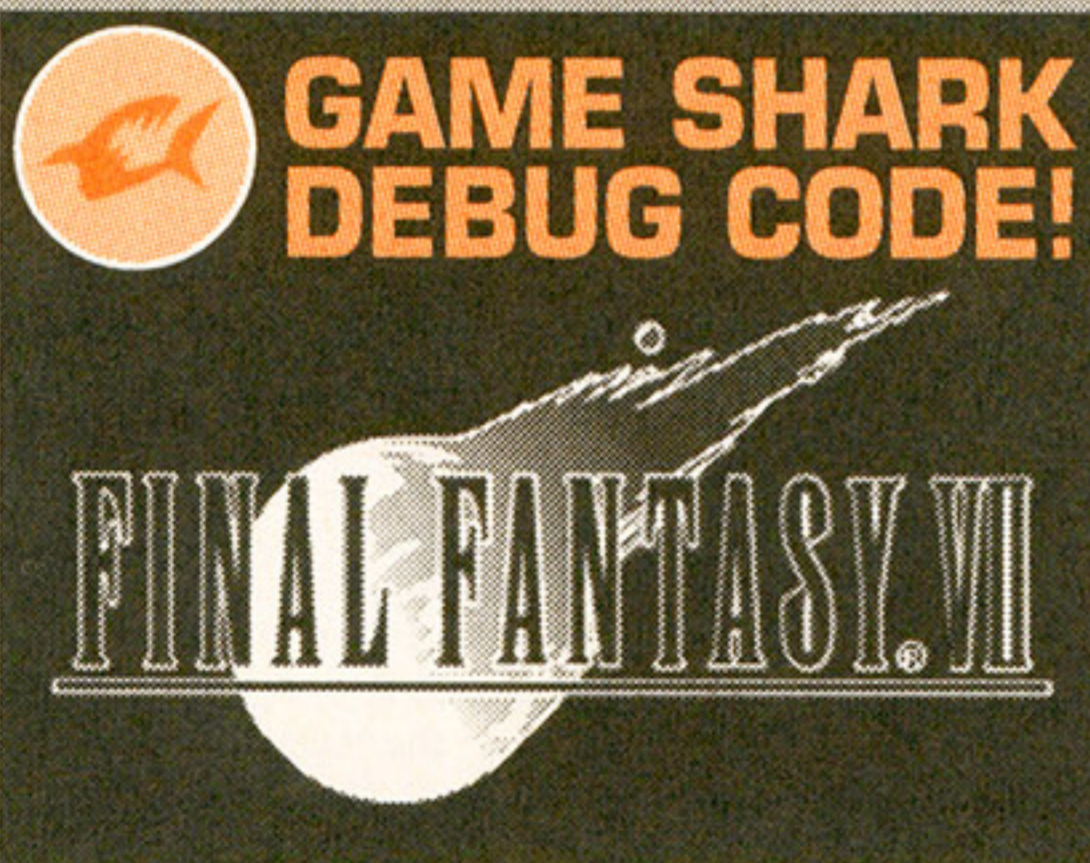
10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

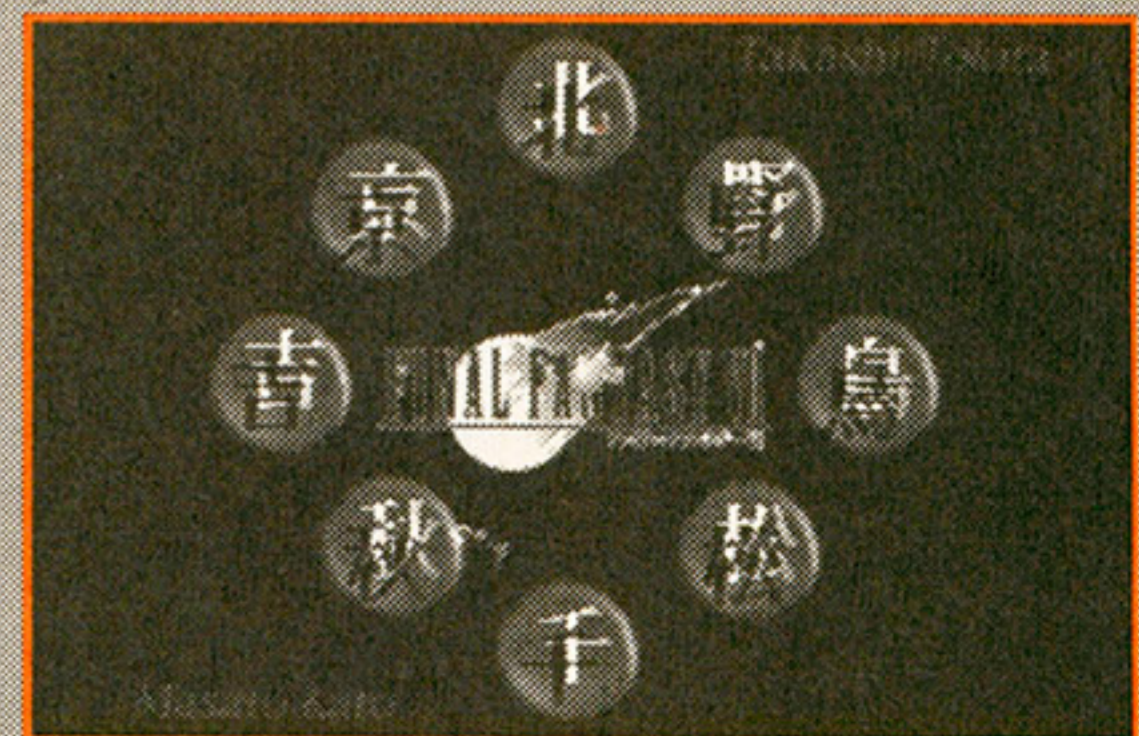
Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging"



Even though *Final Fantasy VII* has been out for over a year, a secret Game Shark code has recently been discovered that lets you access a part of the game that has never been seen before! With your Game Shark, enter the code 8009A05C 0041 and start the game. Select "New Game" and you'll appear in a secret "debug room!" Important: As soon as the debug room appears, switch off the Game Shark. Now walk around and check out the menus that appear when you talk to different people; you can do all kinds of strange things including jumping to any point in the game. Unfortunately, the menus that appear are very cryptic—remember, they were meant for the programmers' eyes only—so it's hard to tell what each selection will do. If your game "crashes," just restart and try again. Have fun!



Here's the "debug room." Each symbol leads to a different room with more debug options.



Menu 1, "2" or "3") and press **Left** or **X** to cycle between three different menus.

Debug Menu

When you're on the Media Dimension map, press **START** to pause, then hold the **L2** button and press **Right, Right, Left, Right, Δ, Down, Right, Right, Δ, Right, Left, Δ, X, Right, Δ, Right, Left, Δ, X**. When you un-pause, press **SELECT** to call up a debug menu. Press **Left** or **Right** to turn the different options on or off; use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map.

GHOST IN THE SHELL

Stage Select

At the main menu, press **R2, R1, □, □, Up, Down, □, □, R2, R2**; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes

Press **□** at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

- Enter the name "W E Y H E Y" to start with 9,999,990 points.
- Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.
- Enter "E A T T H I S" to max out your "Wanted" level.
- Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

GRAND THEFT AUTO: LONDON 1969

Secret Codes

Start a new game. At the character-select screen, press **□** to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects.

- S W E E N E Y—Display coordinates on the screen
- G R A S S—No police
- O L D B I L L—Maximum filthometer
- S I D E B U R N—Bonus multiplier starts at x5
- B I G B E N—Start with 9,999,990 points
- M C V I C A R—Start with 99 lives
- R A Z Z L E—Stage select
- H A R O L D H A N D—Activates all of the above, plus all weapons with infinite ammo and all items

GUILTY GEAR

Extra Difficulty Level

At the PlayStation logo screen, hold **□ + R2 + L1 + Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters: Testament and Justice

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.

Secret Character: Baiken

To fight against Baiken, you must beat the

game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

HEART OF DARKNESS

Cheat Mode

Hold **L1 + L2 + R1 + R2** on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu.

INTELLIGENT QUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1 + R1** and press **X**. Instead of watching a non-interactive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

INVASION FROM BEYOND

Level Select

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, Δ, X, □, □, □, □, X, Δ

All Ships & Weapons

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

IRRITATING STICK

Extra Lives

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press **X**. You'll hear the crowd cheer to confirm the code.

KAGERO: DECEPTION II

Sound Test

When the words "Press Start" appear at the title screen, press **R1** four times, then **R2** six times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu.

KNOCKOUT KINGS

Note: The following codes may be difficult to enter. Be sure you're pressing the D-pad in the exact directions specified without pointing it diagonally, and whenever you see a "+" sign between two buttons, it means that those two buttons must be pressed at exactly the same instant.

Play as a Bear

At the main menu, press **Right + □, Right + Δ, Right + ○, Right + X**. If you are doing it correctly, you should hear the bell sound after every button command. Now no matter what boxer you choose, you will be playing as a bear.

Big Head Mode

At the main menu, press **Left + ○, Left + Δ, Left + □, Left + X**. As above, you should hear the bell sound after every button command. This cheat only works with created boxers or boxers which can be edited.

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up, Down, Left, Right, Δ, START**. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.

View All FMV Scenes

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of Lunar" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.

• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

• Dr. Doom—Press **Down, Down**, then press and continue to hold **X**, then **○**, then **R1** (you should still be holding **X** and **○** when you press **R1**)

• Thanos—Press **Up, Up**, then press and continue to hold **L1**, then **Δ**, then **□** (you should still be holding **L1** and **Δ** when you press **□**)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

• Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold **X**, then **○**, then **R1** (you should still be holding **Down + X + ○** when you press **R1**)

• Thanos—Press **Up, Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then **Δ**, then **□** (you should still be holding **Up + L1 + Δ** when you press **□**)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button

• U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button

• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button

• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button

• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button

• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button

• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu

From the main menu, select "Option." Next, press **R1, ○, Left, Δ, Δ** very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Low camera angle—**Left, Right, □, ○, Left, Right, □, ○**

Slow down computer cars—**○, Δ, □, X, ○, Δ, □, X**

Super speed—**X, ○, □, Δ, X, X, X, X**

Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**

Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—**Up, Down, Down, □, ○, ○, Δ, X**. With the Debug code in place, the following options become available:

• Press **□ + ○ + Δ + X** to make all of the vehicles on the track explode

• Hold **SELECT** and move the D-pad to tilt or rotate the camera angle

• Hold **SELECT** and press **L2** or **R2** to zoom in or out

• Hold **SELECT** and press **□** to have the computer control your car

• Hold **SELECT** and press **X** to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

• Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.

• Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "3LIVES" to cancel this code.

• Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.

• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MORTAL KOMBAT 3

Play as Smoke

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

Secret Cheat Mode

During the opening demo, quickly press **X, ○, Δ, R1, R1, R2, R2, R1, R1**. You'll hear Shao



Like the top-secret *Final Fantasy VII* Game Shark code on page 80, Square's *Xenogears* also has a code that will allow you to access the programmers' debug menus. With your Game Shark, enter the code 8004F34C 0000 and start the game. You'll automatically enter the debug room after the Square logo animation. Important: Be sure to switch off the Game Shark as soon as the debug room appears. Like the *Final Fantasy VII* debug menus, there's a lot of really strange stuff that you can access and we don't guarantee that it will all be useful. However, you do get a very creepy "I'm-not-supposed-to-be-here" type of feeling. Again, if your game "crashes," just restart and try again. There are also rumors of a similar code and secret debug room for the newly released *Final Fantasy VIII*!



Talk to the person just north of the cow to gain access to the other rooms.



Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

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

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

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

- Player 1: Press Low Punch three times and Low Kick twice
- Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold **Run** + **Block**. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

- 1) Highlight the "Hidden" box at the bottom of the screen, press **Block** and continue to hold it down.
- 2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press **Run** and continue to hold it down.
- To play as Noob Saibot, move the invisible cursor to Reiko, press **Run** and continue to hold it down.
- 3) Continue to hold **Block** + **Run** until the fight starts.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press **Forward**, **Down**, **Forward** + **High Punch**; Sub-Zero will punch his opponent's head off.

Combos

- 3 Hits—High Punch, High Punch, Low Punch
- 5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
- 6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Cheat Passwords

Choose "Options" from the main menu and

select "Password," then enter any of the following cheat codes:

- Enter "GTTBHR" for infinite lives
- Enter "NXCVSZ" to start with 10 Urns of Vitality in your inventory
- Enter "CRVDTS" to see the credits from the end of the game
- Enter "RCKMND" to see a demo of the rock boss exploding

Stage Passwords

- Wind Stage—THWMSB
- Earth Stage—CNSZDG
- Prison Stage—RGTKCS
- Water Stage—ZVRKDM
- Fire Stage—JYPPHD
- Bridge of Immortality—QFTLWN
- Qhan Chi's Fortress—ZCHRRY (With this code in place, you can warp directly to the battle with Qhan Chi if you hold the **L1** button when you die. If you are holding the **L2** button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TRILOGY

Stage Select

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

Secret Character

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

Secret Cheat Menu

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

MOTOR TOON GRAND PRIX

Secret Saves

(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the **R1** button and press **X** or **O**. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press **X** or **O** during each video to switch to the standard camera angle.

Secret Ghosts

(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the **R1** button and press **X** or **O**. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators.

Extra Options

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

MOTORHEAD

Secret Passwords

Access the "Code" option at the Options menu and enter the following codes to access different effects:

- softhead—Motion blur effect
 - supercar—Overhead view
 - insanity—Alternate demo
 - lastcode—Unlock all cars and tracks
 - nochests—Disable cheats
- Note that when you enter these cheat codes, high scores will not be recorded.

N2O NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

- X X X X X X X X X X—Infinite Firewalls
- X X X X X X X X X X—Infinite weapons
- O X X X X X X X X X—Infinite lives
- X X X X X X X X X X—Access any level
- X X X X X X X X X X—Bonus level access
- X X X X X X X X X X—Enable fifth ship (Speed-core)
- O X X X X X X X X X—Activate "water" effect
- X X X X X X X X X X—Bonuses don't reset when you die

NANOTEK WARRIOR

Cheat Codes

Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

- Refill Shield—**SELECT**, **O**, **Right**, **Up**, **Up**, **L1**, **L1**, **X**
- Warp Speed Boost—**O**, **O**, **O**, **O**, **O**, **O**, **O**, **X**
- Stop Ship—**Left**, **Left**, **Right**, **Right**, **Up**, **Up**, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the **Up** button)
- First-Person Viewpoint—**Left**, **O**, **O**, **O**, **O**, **O**, **SELECT**, **START**
- Randomize Level Curves—**O**, **SELECT**, **Left**, **O**, **O**, **Down**, **Up**, **X**

Passwords

- Level 2—X X X X X X X X X X X X X X X X
- Level 3—X X X X X X X X X X X X X X X X
- Bonus Level 1—O X X X X X X X X X X X X X X X X
- Level 4—X X X X X X X X X X X X X X X X
- Level 5—O X X X X X X X X X X X X X X X X
- Level 6—X X X X X X X X X X X X X X X X
- Bonus Level 2—X X X X X X X X X X X X X X X X
- Level 7—X X X X X X X X X X X X X X X X
- Level 8—X X X X X X X X X X X X X X X X
- Level 1 with upgraded NanoTek ship—X X X X X X X X X X X X X X X X

NCAA FOOTBALL 2000

Secret Teams

From the main menu, enter the "Game Options" screen, then access the "Secret Codes" screen. Input any of the following codes to unlock the corresponding secret team. You'll hear a voice say "it's in the game" each time you enter a correct code.

- FATIGUES—'86 Miami
- MONSTERD—'87 Miami
- SHUTOUT—'91 Miami
- TOOTALENTED—'92 Miami
- RUNOUTSIDE—'94 Miami
- GAMEOFCENTURY—'71 Nebraska
- GOFOR2—'83 Nebraska
- STEAMROLLER—'94 Nebraska
- CORNFED—'97 Nebraska
- GREENGANG—'94 Oregon
- LINEBACKERINT—'86 Penn State
- ALMOSTNO.1—'94 Penn State
- PLAYTHEPASS—'73 Alabama
- GOALLINESTAND—'78 Alabama
- BLOCKTHATKICK—'85 Alabama

- REALMENPLAYZONE—'92 Alabama
- MISSEDCANCES—'89 Colorado
- PUTINLARRY—'96 Florida
- TOMAHAWK—'93 Florida St.
- GETTHEQB—'96 Florida St.
- SICEMDAWG5—'82 Georgia
- NICEPOSE—'91 Michigan
- GOLDPAINT—'46 Notre Dame
- STREAKOVER—'57 Notre Dame
- TAKETHETIE—'66 Notre Dame
- LEPRECHAUN—'88 Notre Dame
- LIFTOFF—'89 Notre Dame
- SCHOONER—'71 Oklahoma
- SLOWSTART—'87 Oklahoma
- HURTOB—'88 W. Virginia
- REVENGE—'65 UCLA
- PRESSBOX—'67 UCLA
- LBBRUINS—'88 UCLA
- FIGHTFORTROY—'62 USC
- WHITEHORSE—'67 USC
- NICERUN—'68 USC
- RALLY—'74 USC
- MVPRUN—'79 USC
- WILDDOGS—'91 Washington
- DEJAVU—'75 ASU
- WOPIGSOOEY—'69 Arkansas
- SMARTBACK—'85 Auburn
- THEPLAY—'82 Cal
- TEXASFIGHT—'69 Texas
- INSIDENOUTSIDE—'46 Army
- MIRACLE—'84 BC
- TOUCHTHEROCK—'81 Clemson
- HEDGES—'76 Georgia
- SPLITVOTE—'97 Michigan
- BRUTUS—'70 Ohio State
- SMOKEY—'97 Tennessee
- TURNOVER—'97 Wash St.
- LASERBEAMS—Tiburon
- INTHEGAME—EA Sports

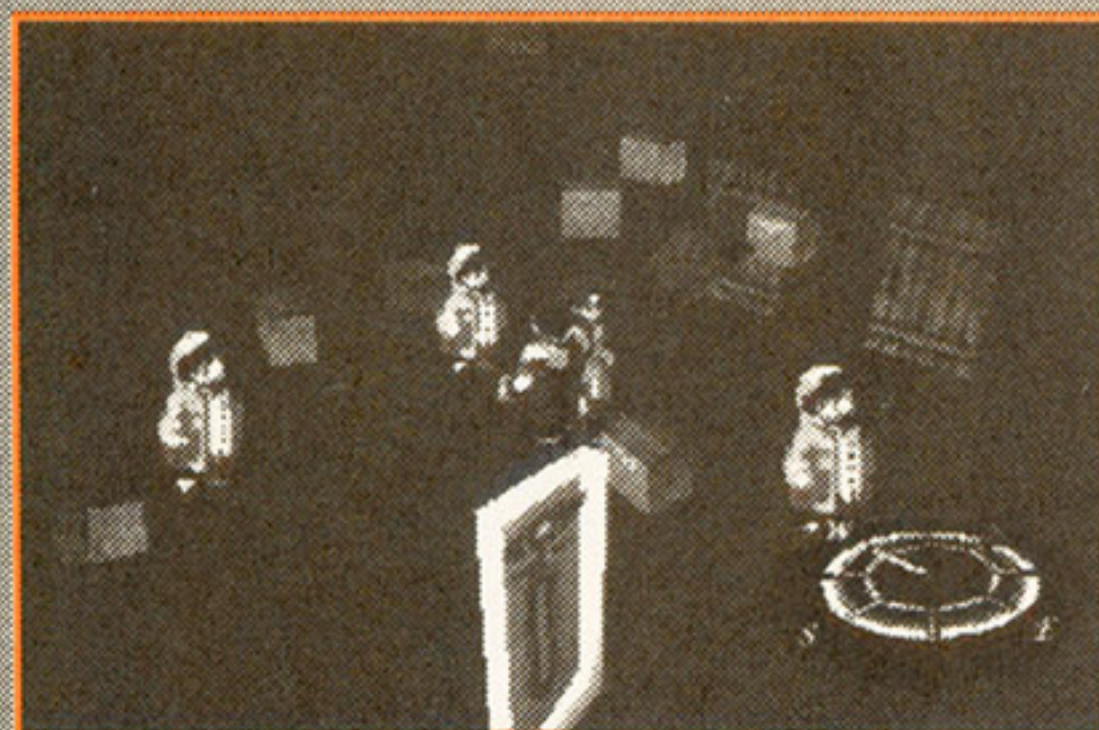
From the same "Secret Codes" screen, enter these codes to activate the corresponding cheats:

- CONTROVERSY—See entire poll
- BIGSCREEN—Watch intro movie
- STADSGALORE—All stadiums available
- MINDREADER—See the CPU's plays
- TIMEFLIES—Day passes more quickly during game
- SCRAMBLE—Gameplay moves faster
- BLUECHIP—Create a player with maximum attributes in the "Create A Player" mode
- STAFFUP—Earn maximum recruiting points
- GIMMEDABALL—Player always catches the ball
- PIXGALORE—Player always intercepts ball
- BRICKWALL—Player always tackles successfully on defense
- SAFETY—High wind during game
- ICBM—Player can make very long field goals
- UNSTOPPABLE—Select the "Juggernaut" team type in the "Create A School" mode
- BADCALL—Player earns 1 point for knocking down referee
- K3G3UH10CCG0—Disable TV style cameras before plays
- Q209AH60A0—Junior Varsity mode becomes easier
- S3GCAH0500G0—All American mode becomes easier
- VBGIN62008041—Disable the game's demo mode

NEED FOR SPEED: HIGH STAKES

Secret Vehicles

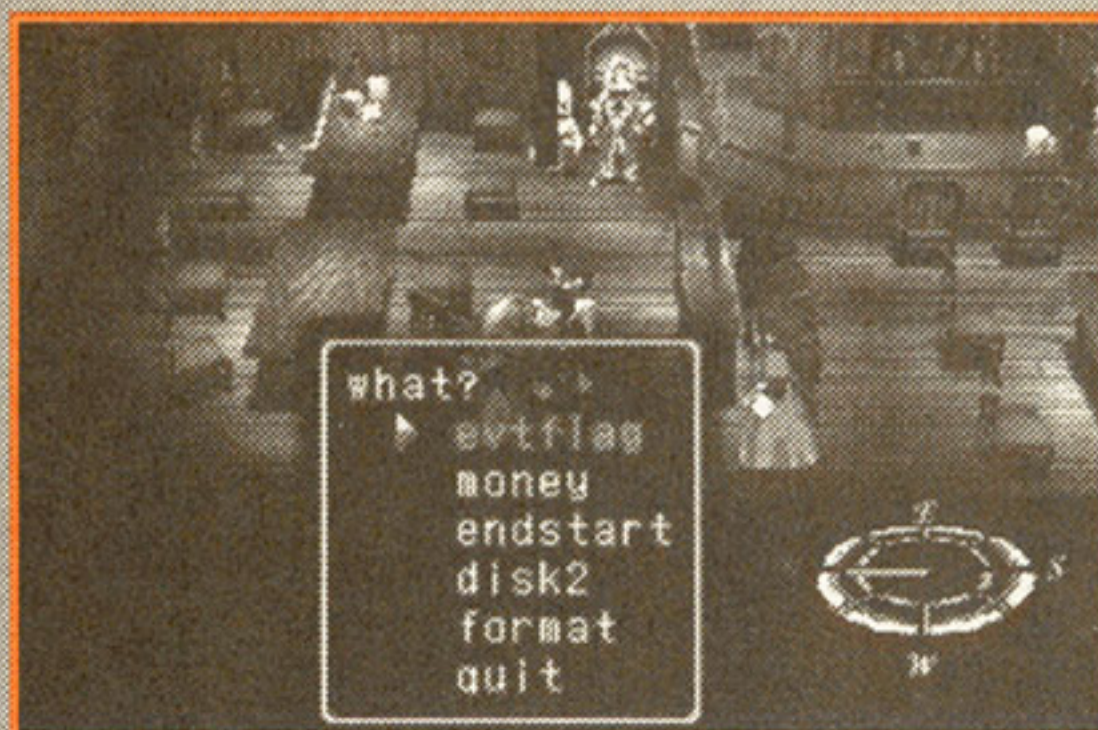
Enter any of the following passcodes as your user name to unlock the corresponding vehicle:



Kazuomi's room has lots of strange boxes flying around.



Suzuki's room has a convulsing alien body that doesn't appear anywhere else in the game!



There are many interesting menus to play with in each room.



HOT ROD—Unlocks the Titan
FLASH—Unlocks the Phantom
WHIRLY—Unlocks the Police Helicopter
Slower CPU
 In Tournament or Special Events mode, just after you select "Race," quickly hold **Left** + **□** + **○** until the race begins.
Blurry Mode
 In any mode, just after you select "Race," quickly hold **Up** + **R1** + **L2** until the race begins.
Turbo Mode
 In any mode, just after you select "Race," quickly hold **Up** + **△** + **X** until the race begins. During the race, hold **Up** any time for a speed boost.

NFL BLITZ 2000

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322
 BRAIN—1111
 DANIEL—0604
 JASON—3141
 JAPPLE—6660
 JENIFR—3333
 GENTIL—1111
 LUIS—3333
 RAIDEN—3691
 ROOT—6000
 SHINOK—8337
 SKULL—1111
 LEX—7777
 THUG—1111
 SAL—0201
 FORDEN—1111
 DAVID—3333
 AZPOD—4777
 LATINO—0007
 JOVE—6644
 AUBREY—7777
 AOB—1111
 FRANZ—1010
 BRIAN—2221
 ALEC—1197
 CALEB—0996
 GRINCH—0222
 GUMBY—8698
 GUIDO—2222
 PUNKR—1221
 PUNKB—2112
 SHRUNK—6666
 EDDIE—3333
 MXV—1014
 BOXER—2111
 DINO—1111
 SMILE—1111
 SAD—1111
 PIRATE—1111
 ALIEN—1111
 TREX—1111
 MOOSE—1111
 RALPH—1111
 CURTIS—1111
 JEFF—1111
 NATHAN—0515
 RANDU—6666
 WHODAT—1844

NFL XTREME 2

Secret Codes

For each of the following codes, enter the "Create Player" screen from the "Rosters" menu. Enter the first word as the new player's first name and the second word as the player's last name, then press **△** to exit and save the new player. Select "Quick Start" from the

main menu and the game will have the corresponding effect. Except for the different field codes, the effects are cumulative, so you can combine them by entering multiple codes.

BIG BEN—Huge players
TINY TOM—Tiny players
BIGHEAD BOBBY—Players with big heads
GEORGE GIRAFFE—Players with long necks
COINHEAD COREY—Players with flat heads
SHRIMPY SEAN—Players with short arms
LAMEBOY LENNY—Players with weird animations
POOL TABLE—Game is played on a pool table field
EGYPT SPHINX—Game is played in a desert field
CITY SCAPE—Game is played in a city field
LUNAR FIELD—Game is played on the moon
AIRCRAFT CARRIER—Game is played on an aircraft carrier

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: **← ↑ △ ↓ ○ □ ↓**. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to earn infinite continues; you can also play as a monster or start on any level.

NO ONE CAN STOP MR. DOMINO

Secret Characters

To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages. To unlock the alien domino named **D▲M○?O**, you must achieve a score that the game considers to be "the best in the U.S." in all six stages. These rankings show up each time you clear a stage; unfortunately, this information is not preserved at the high-score table, so you'll have to remember what your rankings were in each stage. The rankings, in order from lowest to best, are as follows: Town, City, County, Country, U.S., World, Earth, Universe.

O.D.T.

Cheat Codes

Each of these codes can be entered while the game is paused:

50 lives—**△, Up, ○, Right, SELECT, □**
 Refill energy—**Left, Right, Left, Right, □**
 Refill ammo—**Left, Right, Up, Down, ○, □**
 Refill mana—**Left, Right, Left, Right, ○**
 Weapon powerup—**R1, L1, R2, L2, Left, Right, Up, Down**
 Raise abilities by 10%—**□, ○, △, SELECT, Left**
 Fill experience gauge—**○, △, L1, L2, R1, SELECT**
 Raise each spell 1 level—**Down, △, SELECT, L1, R1, SELECT**
 Toggle monsters' energy bars—**△, □, ○, △, ○**

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu:

• Level Select—Hold **R1** and press **Down, Right, Left, Right, □, ○, □, △, ○, □, Right, Left**.
 • Movie Select—Hold **R1** and press **Up, Left, Right, □, ○, △, □, Right, Left, Up, Right**.
 • Green Farts—Hold **R1** and press **Up, Left, Right, □, ○, X**. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip

At any point in the game, hold **R1** and press **○, ○, X, X, □, □**. You will skip to the next

Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the **R1** button and press **Down, Up, Left, Right, △, □, ○, △, □, ○, Down, Up, Left, Right**.

Video Scene Select

At the main menu, hold the **R1** button and press **Up, Down, Left, Right, □, ○, △, ○, □, ○, Up, Down, Left, Right**.

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PANDEMONIUM 2

Cheat Passwords

All Levels Access—**GETACCESS**
 31 Lives—**IMMORTAL**
 Invincibility—**NEVERDIE**
 Mutant Mode—**GENETICS**
 Permanent Weapon—**MAKMYDAY**
 Access to Bonus Levels—**SKATBORD**
 Full Health—**HORMONES**
 Camera Roll—**GONAHURL**
 Regenerating Monsters—**JUSTKIDN**
 Strange Textures—**ACIDDUDE**

PARAPPA THE RAPPER

Rapping Tips

• If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the **△** button, press and release the **○** button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the **△** ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.

• One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the **X** button. If you hold **Left** on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold **Right** on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release **Right**, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords

Level 2—**METROPOLIS**
 Level 3—**DEEPDARK**
 Level 4—**TEMPLEME**
 Level 5—**HOTROCKS**
 Level 6—**GOINGDOWN**
 Level 7—**WOWTHATSHOT**
 Kryll Thular Boss—**BIGWORMGUY**
 Level 8—**JAILBREAK**
 Level 9—**THUNDERDOMES**
 Level 10—**MAGICGARDEN**
 Level 11—**SPOOKY MESAS**
Cheat Passwords
 Floating Harry—**ZEROGHARRY**
 Big Head Mode—**BIGHEADHARRY**
 Skinny Harry—**2DHARRY**
 See Credits—**CREDITS**
 99 Lives—**STEVECRANEME**
 See All Movies—**PLAYMOVIES**
 See All Comics—**PITFALLCOMIC**
 Disable Witty Banter—**STOPTALKING**
 Get an extra 10 lives in the next game—**GIVEMELIFE**

Access Original Pitfall!—CRANESBABY

Note: Each of the following codes works during the original *Pitfall!* game:

- Programmer's Head—Press **R1** + **R2**
- Baby (Elvira) Head—Press **○** + **R1**
- Croc Talk—Press **R1** + **△** when there are crocodiles on the screen; one of them will say, "Hi, mom!"
- Infinite Lives—Press **L1** + **L2**

POOL HUSTLER

Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down, △, △, X, X, Left, Right, □, ○**; you'll hear a signal to confirm. You'll find a new option called "Bowliards" at the main menu; it's a billiards game that's scored like bowling.

PSYBADEK

Cheat Passwords

GO ANYWHERE—Enable level select
GREASEDEEK—Slippery board
JELLYJELLY—Jelly mode
TOPSYTURVY—Upside down mode
WALKONMOON—Low gravity
DONDACHAOS—Invincibility
DONTDIOME—Nine lives
INLILLIPUT—Big characters
SIZOFANANT—Small characters
DEKPOWERUP—Faster Dek

R-TYPE DELTA

Infinite Credits

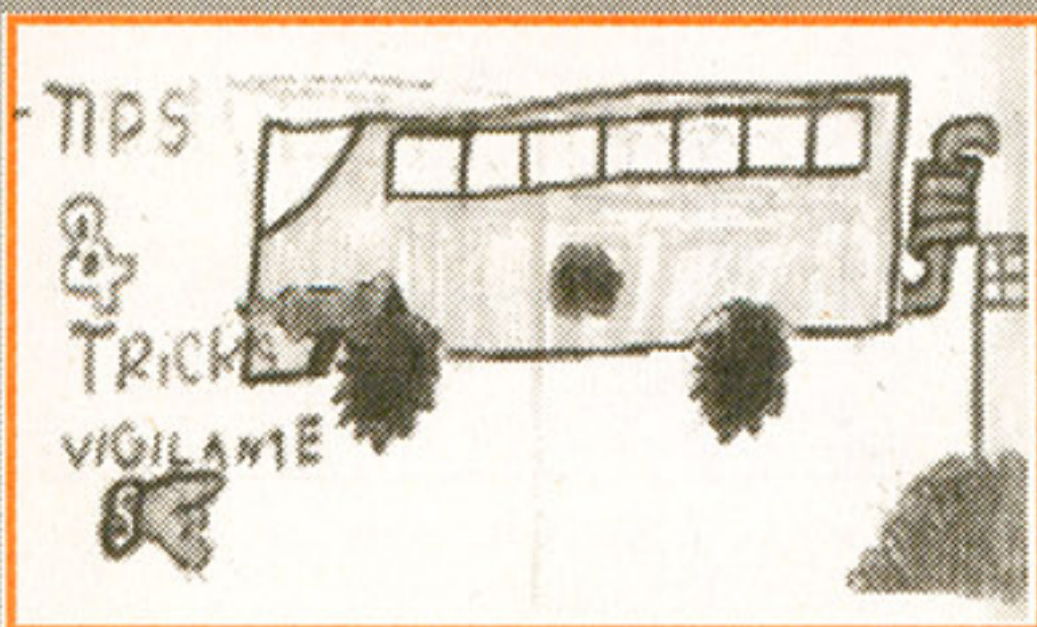
If your total gameplay time reaches three hours, the number of credits per game will become nine. If you play the game for more than six hours, the words "Free Play" will appear on the screen and you'll be able to continue as many times as you want.

Acquire New Background Images

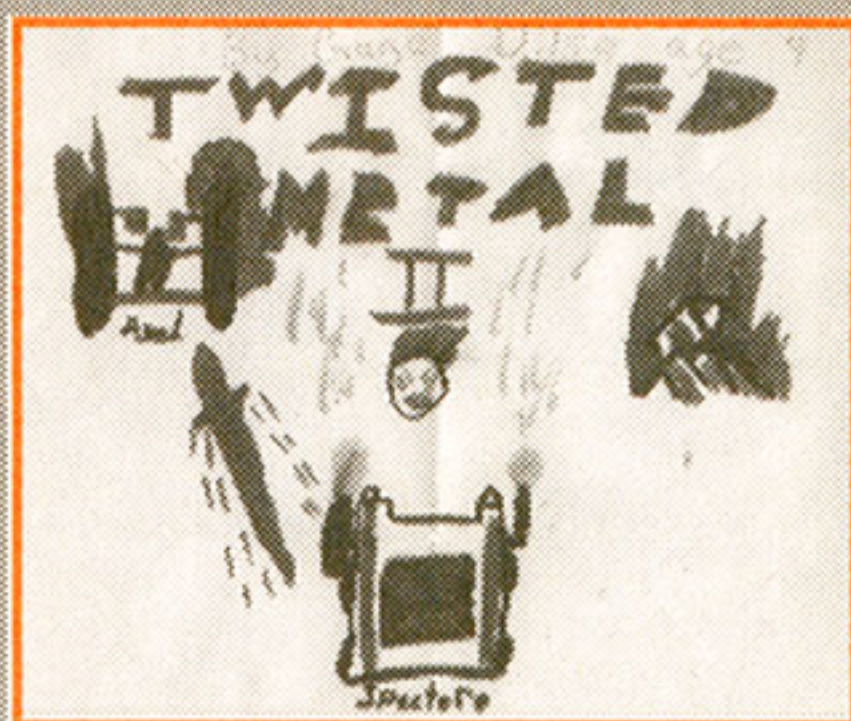
Satisfy the requirements below to acquire new background images:
 Image 2—Play using the **RX**
 Image 3—Play using the **R13**
 Image 4—Play for 20 hours total
 Image 5—Finish the game on Human difficulty with the **R9**
 Image 6—Finish the game on Human difficulty with the **RX**
 Image 7—Finish the game on Human difficulty with the **R13**
 Image 8—Play the game 100 times
 Image 9—Finish the game on Bydo difficulty with the **R9**
 Image 10—Finish the game on Bydo difficulty with the **RX**

TIPS & TRICKS

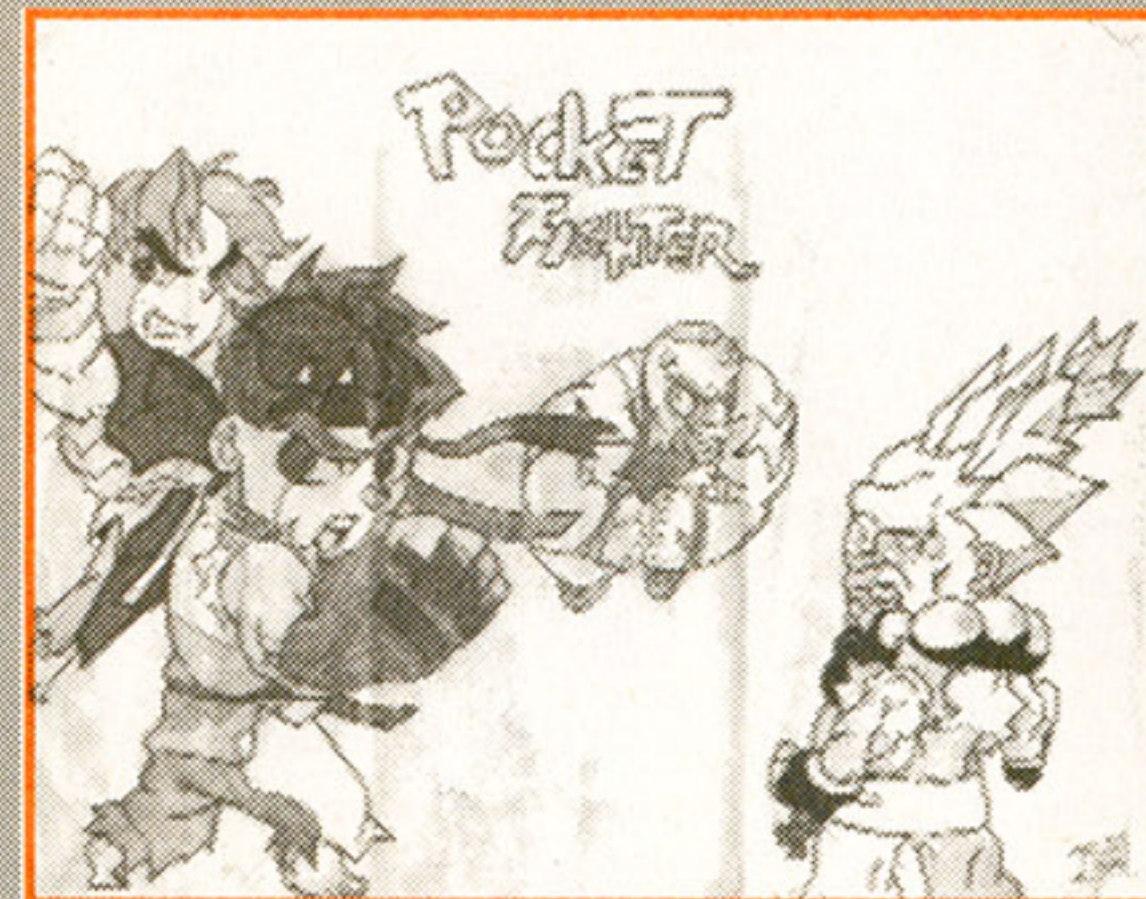
Reader Art Gallery



by Colton Siglin, Perry, IA



by Gage Dilse, Boonville, MO



by Ricardo Yanez, Inglewood, CA



Image 11—Finish the game on Bydo difficulty with the R13
Image 12—Finish the game on Bydo difficulty with the POW

R-TYPES

Level Select

Highlight either *R-Type* or *R-Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause; you can choose any stage with the stage-select option at the pause menu.

Increase Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left, O**.

Decrease Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left, X**.

Use Any Weapon

Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either Δ , \square , \times , or \circ to equip yourself with a different weapon.

RAGE RACER

Mirror Mode

At the Car Select menu, highlight "Race Start," hold **L1 + R1** and press **START** and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team Logo design screen, highlight any color on the color palette, hold **L1 + L2 + R1 + R2** and press **SELECT**; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the palette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RALLY CROSS

Cheat Codes

Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of these names for different effects. With a code in place, you can back out of Season mode with the Δ button and use the code in any race mode:

Access "Veteran" mode—vet_me

Access "Pro" mode—im_a_pro

Access all cars, trucks and tracks—weewoo

No viscous friction (mud, water, etc. don't slow the car down)—noviscous

No collisions with other vehicles—banzai

Double the normal gravity—stone

1/2 normal gravity—float

3/4 normal gravity—feather

Realistic gravity—radbrad

Car wheels can turn 90 degrees—spinner

Cars with no wheels—no_wheels

Wheels with no cars—wheels

Fat tires—fat_tires

RALLY CROSS 2

Secret Codes

Enter the following codes as your name when you start a new season:

MOOBMOOB—Unlock all cars

PREVET—Unlock Veteran level cars and tracks

PREPRO—Unlock Pro level cars and tracks

INCORPOREAL—Pass through other cars

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George

S 4 V R S—Unlock Lizzie

L V P V S—Unlock Ralph

N O T 3 T—Unlock Myukus

B 1 G 4 L—Unlock Purple Myukus

S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RASCAL

Stage Skip

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the **R1** button to change the name of the stage, then hold the **R1** button down until you warp to the stage you chose. To skip to a different room within a stage, tap the **R2** button to change the room number, then hold the **R2** button down until you warp to the room you chose.

RAYSTORM

Free Play Mode

When the words "Press Start Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**; when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

• Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**

• Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**

• Play as Enzo—**Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**

• Play as Dot Matrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RESIDENT EVIL

Rocket Launcher

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

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue

Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode

Highlight "New Game" at the main menu and hold **Right** on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RESIDENT EVIL 2

Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.

Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into different clothing at any time.

Shoot the Camera

Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original *Resident Evil 2*, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

RIVAL SCHOOLS

Note: The following codes work with the "Evolution" disc only.

Extra Characters

Choose "1P Game" and finish the game with any character at any difficulty setting. Once you've done this, access the box marked "Extra" at the character select screen and a hidden fighter will be selectable. Each time you finish the game this way, another character will be unlocked; there are 24 extra characters in all.

Unlock Hidden Outfits

- To play as Hinata in her underwear, finish the game with Hinata, Batsu and Kyosuke.
- To access Tiffany's school outfit, finish the game with Tiffany, Roy and Boman.
- To play as Natsu in a dress, finish the game with Natsu, Roberto and Shoma.
- To access Kyoko's Polo shirt and boxers, finish the game with Hideo and Kyoko.

Secret Mini Games

- To access Home Run Mode, finish a one-player game as Shoma at the highest difficulty setting.
- To unlock Shoot-Out mode, finish a one-player game as Roberto at the highest difficulty setting.
- To access Service mode, finish the game with Natsu at the highest difficulty setting.

Kyoko's Office

To enable Kyoko's Office of massaging, beat the game at the highest difficulty setting with Kyoko. Kyoko's Office will become available in "Extra" mode at the mode selection screen.

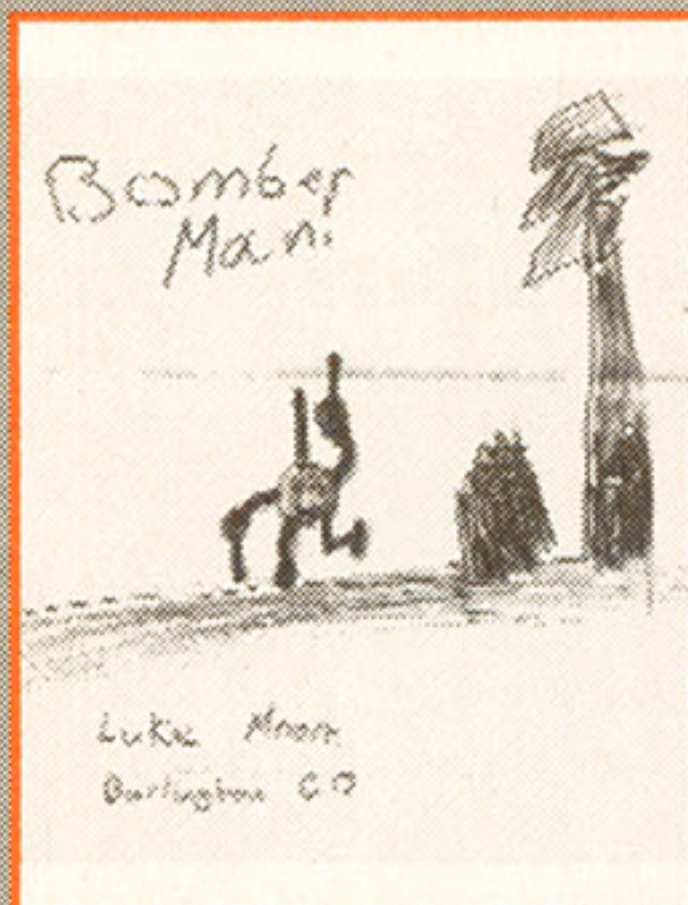
ROBOTRON X

Instant Power-Ups

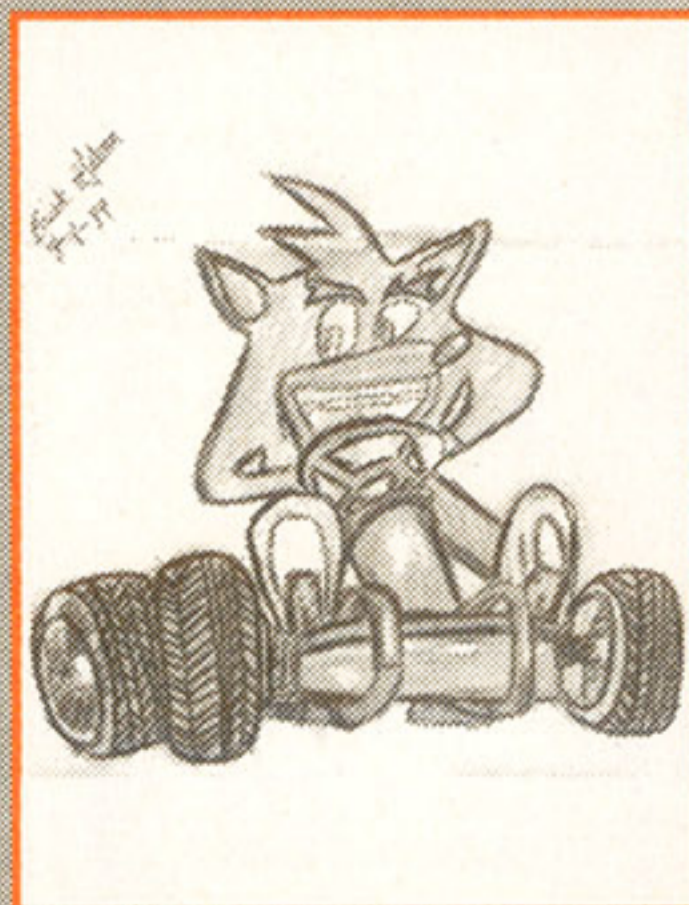
At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the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



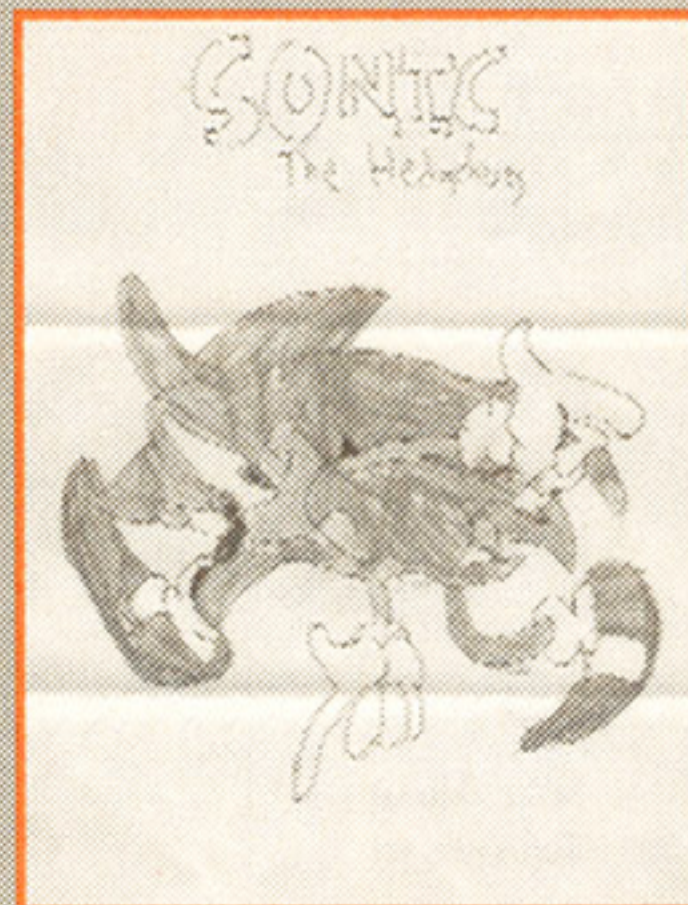
by Jordan Moore, Burlington, CO



by Luke Moore, Burlington, CO



by Erick Galvan, Houston, TX



by Patrick Callahan, Fayetteville, NY



just remember that Δ means Fire Up, \square is Fire Left, \circ is Fire Right and \times is Fire Down.
 Shield—Down, Left, \square , \circ
 Two-Way Weapon—Up, Δ , Up, Δ
 Three-Way Weapon—Right, Right, \square , \times
 Four-Way Weapon—Down, Down, Up, \circ
 Pulse Wave—Up, \circ , Down, Right, \square
 Speed Up—Left, Left, Right, Right, Δ
 Flamethrower Weapon—Down, Right, Down, Right, \circ

ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold $L1 + R1 + R2$ and press **SELECT**; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick \$10,000 Cash—Hold $R1 + R2$, press $L1$, Up, Down, Up, Down

Infinite Weapons—Hold $L1 + R1$, press Up, Down, Up, R2

Mega Guns Mode—Hold $L1 + R1 + R2 + \times$, press Down

Invulnerable Mode—Hold $L1 + R1$, press Up, Down, Left, Right

Upgrade Weapons—Hold $L1 + R1$, press Left, Right, Left, Right

Note: If you hold $L1 + R1 + R2$ and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold $L1 + L2 + R1$ and press **SELECT** to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath— Δ , $L1$, $R1$, \times , $L2$, $L2$

Enable Nightshade— $R1$, $R2$, $L1$, $L1$, \times , \circ

Enable Helicopter— $L1$, Δ , $R2$, Δ , Δ , $R1$

Enable Alien Saucer— $R1$, \square , \times , \square , $L2$, \circ

Access "Funtopia" stage (Challenge mode only)— \times , \circ , $L2$, \times , \square , $L1$

Access "The Gulch" stage (Challenge mode only)— \times , \square , \circ , $L1$, $L2$, \square

Battle Boss 1 (Challenge mode only)— \circ , $R2$, $R1$, \square , $L1$, $R2$

Battle Boss 2 (Challenge mode only)— \circ , \circ , $L2$, $L1$, Δ , Δ

Infinite Jump— \circ , \square , $R2$, \times , Δ , $R2$

Infinite Turbo— \square , \times , \circ , Δ , $R1$, $R2$

Double Pickups— $L1$, $L2$, \circ , $L1$, $R1$, \square

Increased Armor— $R1$, Δ , $R1$, Δ , $L1$, \square

See *Duke Nukem: Time to Kill* movie— \square , \square , \circ , Δ , Δ

Play as Big Daddy

From the main menu, select "Options." Then, select "Password." Enter Δ , \square , $R2$, \times , Δ , $R2$. Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

ROLL AWAY

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

• Chess pattern background— $L1$, \circ , Left, Right, $L2$, Left, $R2$, $R2$

• Enable motion blur—Right, \circ , $L2$, \circ , $R1$, \circ , \square , \circ

• Extra 30,000 points— \square , Up, Down, $L2$, $R1$, Δ , \times , Δ (works only once per level)

• Temporary invincibility—Right, Down, $L1$, $R2$, $R1$, \circ , Δ , \square

• 30 extra seconds in Time Trial mode— \circ , $L1$,

Δ , Δ , \circ , \times , Δ , Down (works only once per level)

• Warp to bonus stage— Δ , Up, Δ , $L2$, $L1$, $L2$, \square , \times

• Clear screen in bonus stage—Right, \circ , \square , $L1$, \square , \circ , \square

ROSCO MCQUEEN FIREFIGHTER EXTREME

Passwords

Laundry 2—FLUFFY

Laundry 3—SWEATY

Auto 1—HOTROD

Auto 2—GREASE

Auto 3—BIGEND

Harolds 1—SMELLY

Harolds 2—WIDETV

Harolds 3—PILLOW

Leisure 1—TRICEP

Leisure 2—MOTION

Leisure 3—HIPHOP

Residential 1—KENNEL

Residential 2—BARREL

Runaround—SPLASH

RUSH HOUR

Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars—Up, Left, Right, \times , \circ , \square

Bonus Track— \times , Up, Δ , Down, $R1$, $L1$

Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, Δ , $R1$, \circ , $L1$, Down

Access "Super Championship" race mode—Right, \square , Left, \circ , Up, \times

RUSHDOWN

Unlock All Tracks

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Δ , \circ , Δ , \circ . Now all of the tracks will be available when you select Arcade Mode.

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the \times button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

• Hold Δ to race in a U.F.O.

• Hold $L1$ to race in a pick-up truck

• Hold $R1$ to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

S.C.A.R.S

Ultimate Password

Choose "Options" at the Game Select menu, then select "Settings" and use the $L1$ and $R1$ buttons to change the Password option to "ALLVID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press $L1 + L2 + R1 + R2 + \circ$ simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

Invincibility

In the same room described above, after defeating the aliens inside, press $L1 + L2 + R1 +$

$R2 + \times$ simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

Stage Select

In the same room described above, after defeating the aliens inside, press $L1 + L2 + R1 + R2 + \Delta$ simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game; you'll find a stage-select option on the main menu.

SKULLMONKEYS

Cheat Codes

Press **START** during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—Down, \circ , Up, $R2$, Left, Δ , **SELECT**, **SELECT**

Maximum Phart Heads— $R1$, Left, Up, $L1$, $L1$, \square , Right, **SELECT**

Maximum Phoenix Hands— \square , Δ , $R2$, Left, **SELECT**, \circ , Δ , Right

Maximum Universe Enemas—Left, Δ , Right, Down, Δ , **SELECT**, **SELECT**, **SELECT**

Maximum Super Willies— $R1$, Left, \square , Δ , $L1$, Δ , $R2$, **SELECT**

Maximum 1970s Icons—**SELECT**, \circ , Up, Left, Down, Up, Down, \square

Maximum Swirly Cues— $R1$, Right, \circ , $R2$, $R2$, \square , Right, **SELECT**

Maximum of All Status Items (except 1970s icons and Swirly Qs)— $L1$, Δ , Down, $R1$, \circ , Right, Up, **SELECT**

Shield— $R2$, \circ , \circ , Down, Left, \circ , Right, Down, Clean "Pause" Screen— $L2$, Left, \circ , $R2$, Down, \square , Δ , Down

Change Klaymen's Color— $L2$, \circ , \circ , Left, **SELECT**, $L2$, Up, Down

Psycho Klaymen—Down, Right, Δ , $L2$, Up, Left, Δ , **SELECT**

Slow-Motion Mode— $L1$, Δ , Left, Down, $R2$, Δ , Left, **SELECT**

Super Fast Klaymen—Left, \square , $R2$, \circ , $R1$, Down, \circ , $R2$

Tiny Klaymen— $R1$, Left, \square , Δ , $R1$, Left, \square , Δ

Shoot Heads Instead of Bullets—Down, \square , Δ , Down, Down, \square , \square , Right

Skip Current Sub-Level— Δ , $L1$, $L1$, \square , Right, \circ , Δ , Down

SLAMSCAPE

Invincibility

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

Weapon Power-Up

During the game, hold the **SELECT** button and press Left, \square , Right, \circ , Up, Δ .

Level Passwords

Uraniumania— Δ , \times , \times , \square , \circ , Δ , \times , Δ

Repsychler— \times , \circ , \circ , Δ , \square , \square , \circ , \times

Endless Bummer— \times , Δ , \times , \circ , Δ , \square , \circ , \times

Viva Los Vagrantes— \circ , Δ , \times , Δ , \times , \square , \square , Δ

SMALL SOLDIERS

Cheat Passwords

\circ , \circ , Δ , Δ , \circ , \times , \square , \times —Invincibility

Δ , Δ , \circ , \circ , \circ , \times , \square —All Weapons

Stage Passwords

\times , \times , Δ , \square , \square , \times , \circ , \times —Gorgon

\square , \times , Δ , \square , \square , \square , \circ , \times —Dimensional Temple

\circ , \times , Δ , \square , \square , \square , \circ , \times —Floating Fortress

Δ , \times , Δ , \square , \square , Δ , \circ , \times —Spirit Bog

\times , \square , Δ , \square , \square , \times , Δ , \times —Canyon Village

\square , \square , Δ , \square , \square , \square , Δ , \times —Creepy Caverns

\circ , \square , Δ , \square , \square , \circ , Δ , \times —Space Ship
 Δ , \square , Δ , \square , \square , Δ , Δ , \times —Hall of Patriots
 \times , \circ , Δ , \square , \square , \times , \times , \square —Graveyard
 \square , \circ , Δ , \square , \square , \square , \square , \square —Nuclear Mine
 \circ , \circ , Δ , \square , \square , \circ , \times , \square —Launch Center
 Δ , \circ , Δ , \square , \square , Δ , \times , \square —Ulhaden Fier
 \times , Δ , Δ , \square , \square , \times , \square , \square —Garrison
 \square , Δ , Δ , \square , \square , \square , \square , \square —Inner Sanctum

SOVIET STRIKE

Stage Passwords

Campaign #1: Crimea—W O R S T C A S E

Campaign #2: Black Sea—G R A N D T H E F T

Campaign #3: Caspian—G R O Z N E Y

Campaign #4: Dracula—C H E R N O B Y L

Campaign #5: Kremlin—C I V I L W A R

Cheat Password

Enter the password **T H E B I G B O Y S** to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

• Temporary invisibility—Hold $L1 + R1$ and press \square , \square , \circ , \circ , Δ , \times

• All power-ups—Hold $L2 + R2$ and press Δ , \circ , \square , \times , \times

• All inventory—Hold $L2 + R2$ and press \times , \square , \circ , Δ , \square , \circ

• Refill health meter—Hold $L1 + R1$ and press \times , \circ , Δ , \square , \times , \circ

• Refill Magic—Hold $L1 + R1$ and press Δ , \circ , \times , \square , Δ , \circ

• Skip current level—Hold $L1 + R1 + L2 + R2$ and press Δ , \times , \square , \circ , \circ , \circ

SPEED RACER

Access All Cars

At the car-select screen, hold $L1 + L2 + R1 + R2 + \text{SELECT} + \text{Down}$ and press Δ ; now all of the cars in the game will be available.

Extra Camera Views

During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

• Hold $L1 + L2$ to race in bright daylight

• Hold $R1 + R2$ to race at night

• Hold $L1 + L2 + R1 + R2$ to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the **START** button and press \circ , \square , \circ , \square .

Hidden Messages

Also at the "globe" menu, hold the **START** button and press \circ , Δ , Δ , \circ . You'll see the code on the screen to confirm. Now hold **START + SELECT** and press \circ , \circ , \circ to see a hidden message. You can also try Δ , Δ , Δ , Δ or \square , \square , \square , \square ; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the **START** button and press \square , Δ , \circ , Δ . With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

TIPS & TRICKS

Reader Art Gallery



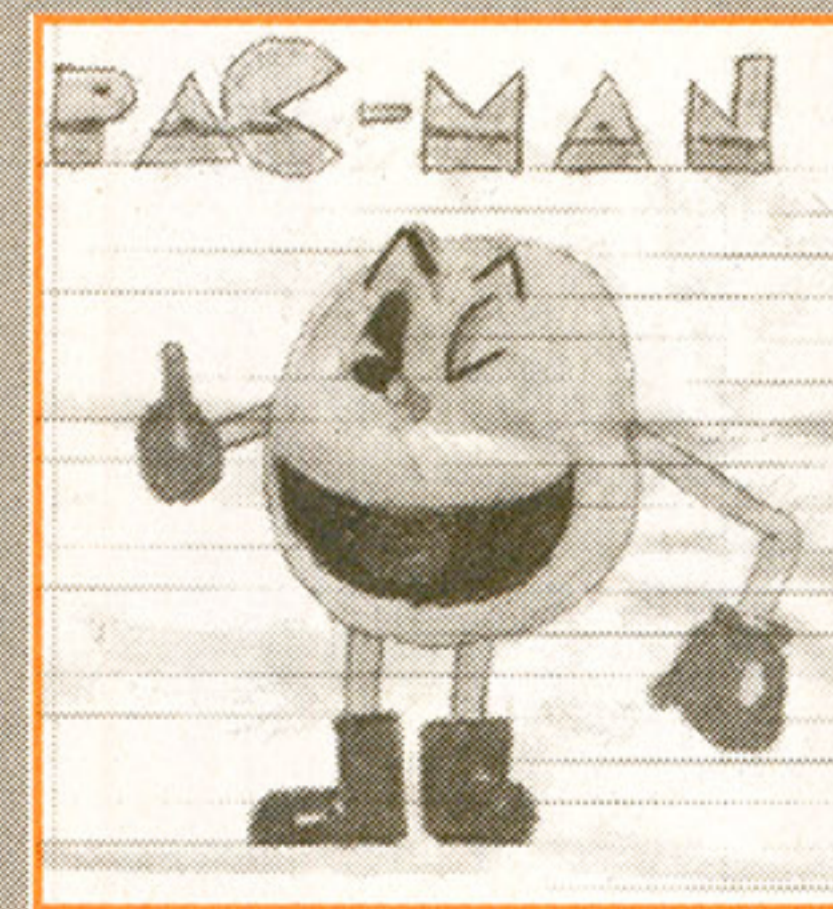
by Max Zamora,
Chicago, IL



by Tommy Eisenhauer,
Burbank, CA



by Desman Wells,
Bullard, TX



by Bill Hazelton,
West Deptford, NJ



Naked Spice Code

At the globe menu, hold the **START** button and press **O, Δ, Δ, O**. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME

Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

- Refill Energy + Weapon Power-Up—Press **Δ, X, X, X, O, X, □, Δ, X, Δ, O**. Repeat whenever necessary.
- Change into a Flea—Press **Δ, □, O, Δ**. Repeat the same code to change back into the spider.

SPYRO THE DRAGON

99 Lives

At any time during the game, press **SELECT, □, □, □, □, □, □, O, Up, O, Left, O, Right, O, START**.

STAR GLADIATOR

Big Heads and Feet

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

Wall Mode

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

Change Camera Angle

Immediately after winning a fight, hold **O + X** before your character's victory pose. During the pose, keep holding those buttons and press **□** to zoom in, **Δ** to zoom out and use the D-pad to change the camera angle.

Night Fighting

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

Fight "Real Bilstein"

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

Fight Kappah

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

Play as Bilstein

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

Play as Kappah

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

Play as Blood

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

STAR WARS: DARK FORCES

Cheat Menu

At any time during gameplay—not while paused—carefully press **Left, O, X, Right, O, X, Down, O, X**. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

STAR WARS: MASTERS OF TERAS KASI

Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:

- To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.
- To access Jodo Kast, play in "Survival" mode and defeat seven or more characters.
- To access Mara Jade, set the game's difficulty to "Jedi" and hold **L1 + L2 + R1** while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

Arena Select

Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords

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

- Easy Difficulty Level—**X O X O X Δ**
- Medium Difficulty Level—**X X Δ O X Δ**
- Hard Difficulty Level—**Δ □ □ O X Δ**

STEEL REIGN

Invincibility

At the main menu, press **L2, L1, R2, O, □, O, O, L1, L2, L1**. You'll hear a signal to confirm; now you're invincible.

Access All Tanks

At the main menu, press **L1, L2, L1, O, □, O, O, L2, L1, R2**. This code unlocks all of the remaining tanks in the game, including the Anaconda, which has unlimited weapons.

Secret Level

At the main menu, press **L1, L2, L1, L2, R2, R1, □, O, □, □**. You'll hear a chime, then you'll be taken immediately to a secret level called "Martian Surface."

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the char-

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

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

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

To choose the alternate-color Bison, end the code by pressing **X + O** simultaneously instead of **□ + Δ**.

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

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

To choose the alternate-color Akuma, end the code by pressing **X + O** simultaneously instead of **□ + Δ**.

Dan (both players)—Hold the **L2** and **R2** buttons and press **Δ, □, X, O, Δ**.

To choose the alternate-color Dan, hold **L2** and **R2** and press **Δ, O, X, □, Δ**.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

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

Play as "Shin" (True) Akuma

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

Fight Against "Shin" (True) Akuma

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

Mid-Level Bosses

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

STREET FIGHTER ALPHA 3

Dhalsim's Wife

Choose Dhalsim as your character. During the loading screen, just before the first round,

hold **□ + R2**. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.

Unlock Guile

Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.

Unlock Evil Ryu

After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.

Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2**.

Unlock Arcade Balrog

Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing **L2**.

Unlock Team Battle Mode

Clear the China course in World Tour Mode, or play the game for 16 hours.

Unlock Survival Mode

Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.

Unlock Dramatic Battle and Final Battle

Clear Arcade mode on the hardest difficulty level.

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

Super Street Fighter II Turbo: Play Against Akuma

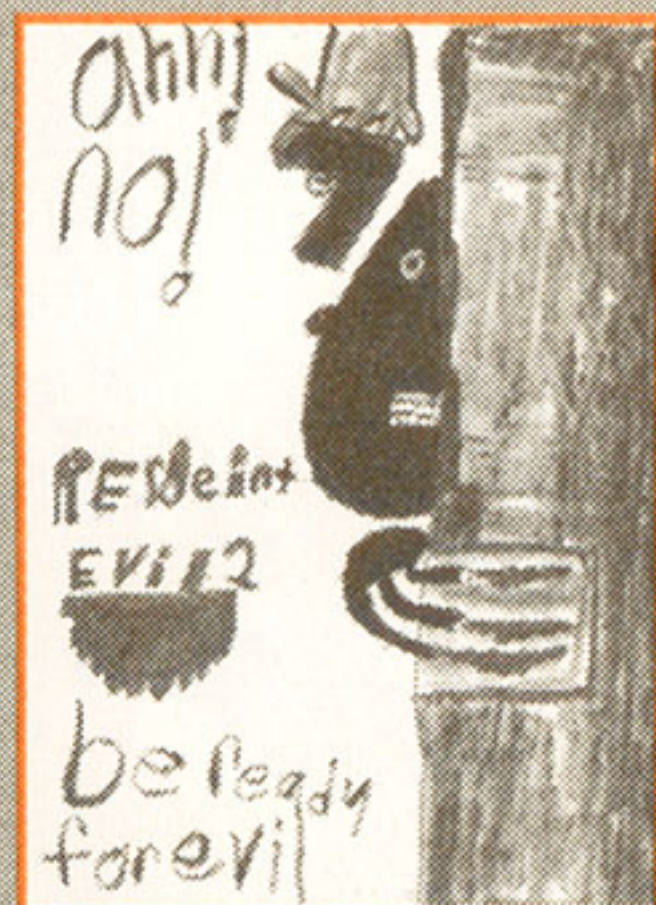
Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

Super Street Fighter II Turbo: Remove Super Meter

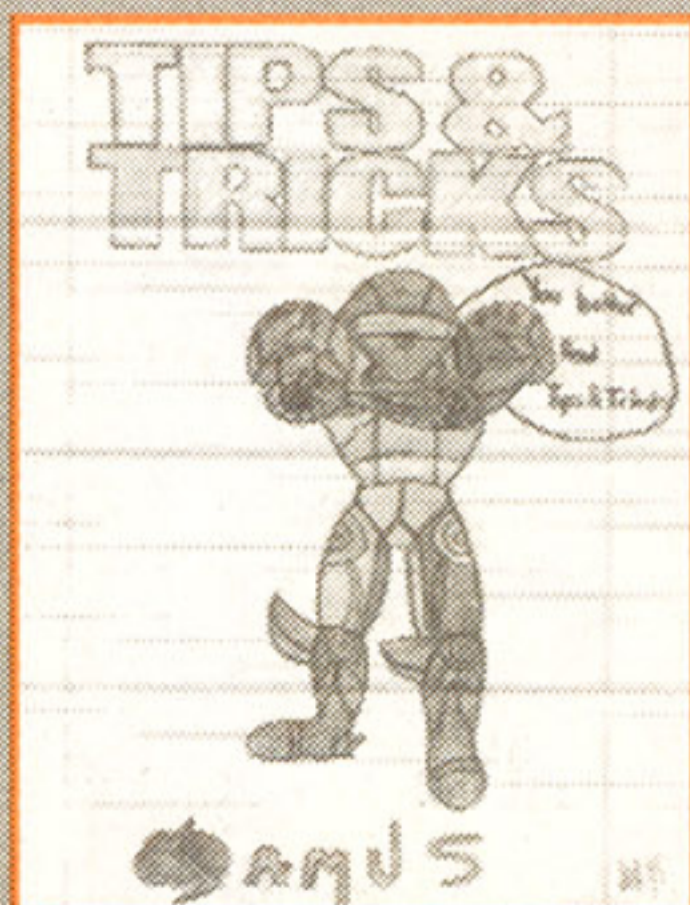
At the character-select screen, choose your fighter with the **□** (Jab) button, then release **□** and quickly enter one of the following codes before the airplane flies across the map: For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping **□**.

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping **□**.

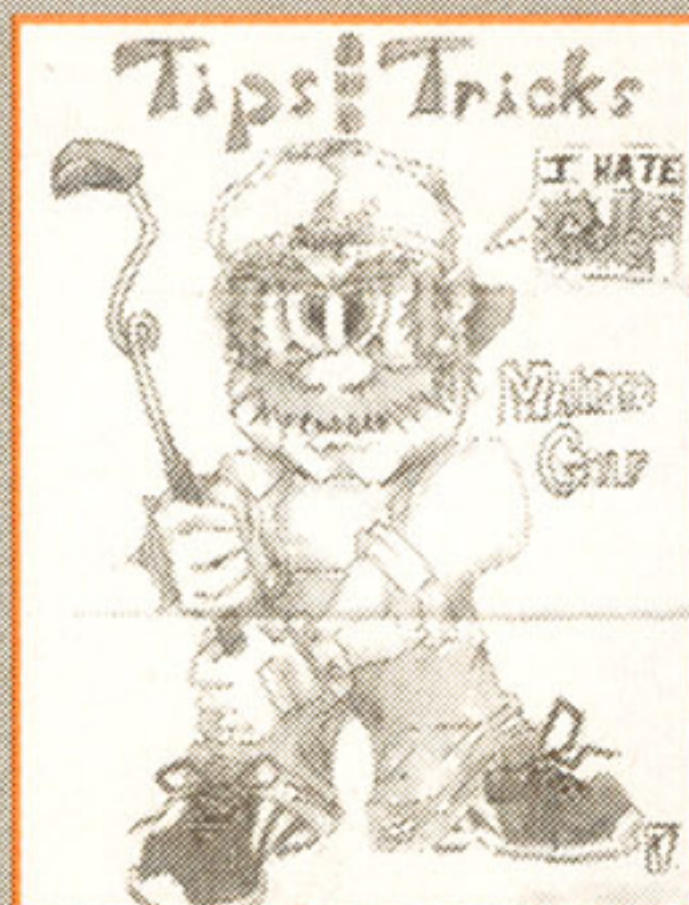
If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.



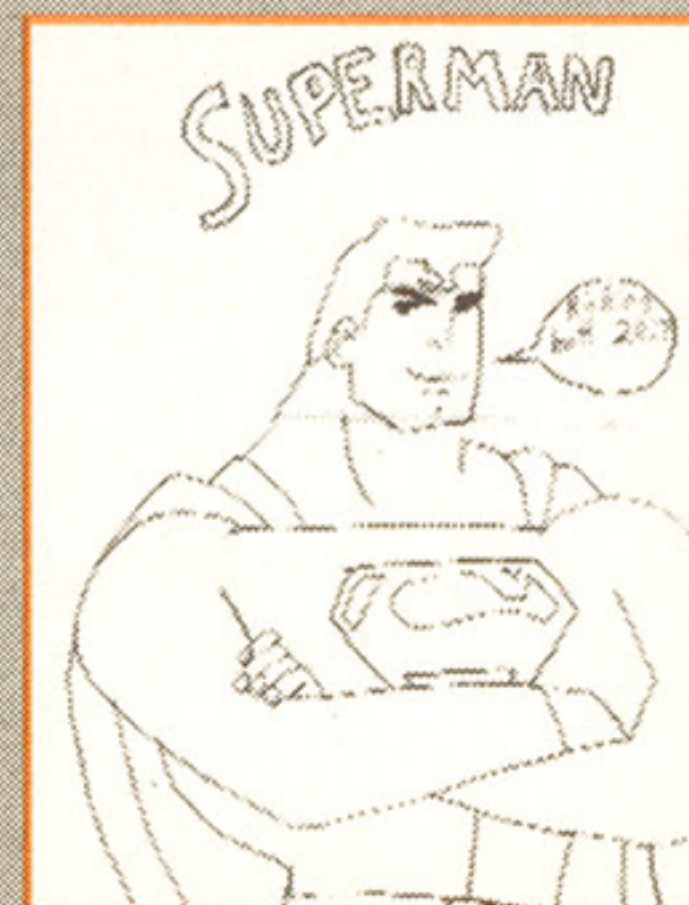
by Grant Lawson Stewart, Doniphan, MO



by Stevie Ruiz, Rio Rancho, NM



by Paolee Vang, Camp Douglas, WI



by Stephen Shopper, Como, TN



- Refill air & health—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, Up, Down, Left, Right, X, X
- Infinite air—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ○, X, □, Up, Right, Down, Left
- Infinite health—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, X, X
- Max continues—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R2, L2, L2, L2
- Turbo speed—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2
- All equipment—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, R2, R2, R2
- All weapons—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2
- Reveal entire map—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, X, ○, X, □
- No fines for killing endangered species—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R1, L2, L1
- Open all doors—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, ○, △, □
- Disable currents—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, L1, L2, R2, X
- Extra \$2,000,000 gold—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, L1, L2, R1, R2, L1, L2
- Unlimited payload—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, Up, X, Down
- Get Atlantis tablet piece for current stage—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L1, L2, L1, L2, □, ○
- Complete current mission—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, △, Down, Down, Down
- Access all missions—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, Down, Right, Up, Left, △, X
- All missions complete—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, X, X, X, □, △, △, △, □, X, X, X
- Overhead Camera Angle—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, □, X, □
- Super Spear Gun—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, X, Up, △, Down
- Pass Through Objects—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, □, ○, ○
- Extra time in Shark Attack bonus stage—Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, L2, L2, L2, R1, R1, R1, R2, L1

TRIPLE PLAY 2000

Secret Team
At the team select menu, press Right, Left, Right, Left, Right, Left, Right, Left, Right on the D-pad. The top-secret "EA Dream Team" will appear; all of its members have weird graphic features or superhuman abilities.

Camera Control

During a game, hold L1 + L2 + R1 + R2 and press Right, Left, Up, Down, Right, Left. Now you can control the camera with the D-pad and buttons to look anywhere in the stadium.

TURBO PROP RACING

Secret Codes
At the name selection screen, enter any of the following names to unlock different features. Note that all of the names that are three characters long must begin with a space.
boa—Unlock all boats
str—View all FMV sequences
day—Unlock all Day courses
nit—Unlock all Night courses
rim—Unlock all Mirror courses
qak—Race with ducks instead of boats
frac—Unlock Fractal courses

TWISTED METAL III

God Mode
At any time during gameplay (not while paused), quickly press Up, Down, Up, Up, ○, Right, △, □, Up, Down, L2.
Temporary Invisibility
At any time during gameplay (not while paused), quickly press Up, Down, Left, Right.
Cheat Passwords
L1, L1, R1, R1, R1—Infinite Special Weapons
↑, ↑, ↑, ←—Access Warehouse level in Deathmatch mode
○, ○, L1, L1, START—Play as Sweet Tooth in Tournament mode
→, →, →, ←—Play as Sweet Tooth in Deathmatch mode
↑, START, ↓, L1, □—Play as Minion in Tournament mode
←, ←, →, →—Play as Minion in Deathmatch mode
START, START, START, START, START—Unlock memory card save option

VIGILANTE 8

Cheat Passwords
Choose "Options" from the main menu, then select "Game Status," press ○ to call up the passcode menu, then enter any of the following cheat codes:
W M N N W L H T S C U C L H—Unlock all secret characters and levels
M O N S T E R _ W H E E L S—Wheels are double size
S A M E _ C H A R A C T E R—In two-player mode, both characters can use the same vehicle
R E D U C E _ G R A V I T Y—Less gravity
G O _ S I G H T S E E I N G—No enemies in Arcade mode
I _ W I L L _ N O T _ D I E—Invincibility
H A R D E S T _ O F _ A L L—More difficult enemies
D E A D L Y _ M I S S I L E—Enemies start with secondary weapons

WCW NITRO

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2, L2, SELECT; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.

Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

- Big Head—R1, R1, R1, R1, R1, R1, R1, R2, SELECT
- Big Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R2, R1, SELECT
- Swelling Head—L1, L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT, then press SELECT repeatedly to advance through the list. Now you can access several secret rings.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

- Big Head—R1, R1, R1, R1, R1, R1, R2, SELECT
- Big Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R2, R1, SELECT

WILD 9

Cheat Codes
Each of the following cheats can be entered while the game is paused:

- Red Beam—Right, Up, Left, ○, Up, ○, ○
- Restore Energy—R1, △, L1, Left, △, ○, X
- 10 Grenades—R1, X, R1, Right, □, Right, □
- 10 Missiles—X, ○, R1, Right, △, X, △
- Open all Levels—Up, Left, Down, R2, Right, □, X (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WWF IN YOUR HOUSE

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

- Invincibility—R2, L1, R2, L2, R1
- Charge Combo meter with one hit—R1, L2, R2, L2, Right
- Increase damage of each attack—Up, Up, L1, L2, Down
- Decrease damage of each attack—Down, Up, L2, Right, Left
- Turn off computer control of opponents—Left, Left, Up, Down, R2
- Automatic Superpins—Down, Down, Down, Down, L1 (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)

Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of these cheats, just enter the same code again.

WWF WRESTLEMANIA: THE ARCADE GAME

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

- Invincibility—X, △, R2, Up
- Stop the Timer—X, △, R2, Left
- Super Strength—X, △, L2, Down
- Weaken Opponent—X, △, L2, Right
- Cancel Active Cheats—□, ○, △, X

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

X GAMES PRO BOARDER

Secret Passwords
X ○ X △ △ □—Unlock all normal circuits
△ X □ X △ ○—Play as Ollie B
△ X □ X △ ○—Unlock Super Circuit and extra boarders

X-MEN VS. STREET FIGHTER

Secret Options Menu
At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, Right, ○, L1; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

- "Game Mode" lets you use a limited version of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
- If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

- ↓ ↘ + Punch—Ground Pound
 - ↓ ↘ → + Medium Punch—Shoulder Rockets
 - ↓ ↘ → ↗ + Fierce Punch—Drill
 - ↓ ↘ → ↓ ↘ → + any button—Mace
- Alternate Chun-Li Costume**
Highlight Chun-Li at the character-select screen, hold the SELECT button and press any action button to choose her. Chun-Li will appear in her Street Fighter Alpha costume.

ZERO DIVIDE

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

Boss Codes

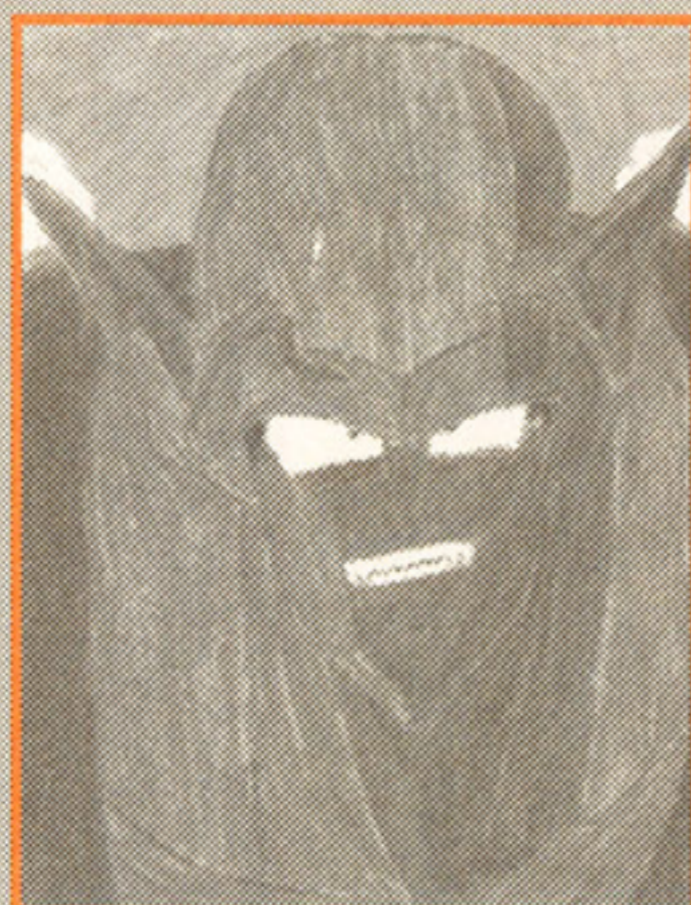
To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time. To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL. To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues.

Hidden Game

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



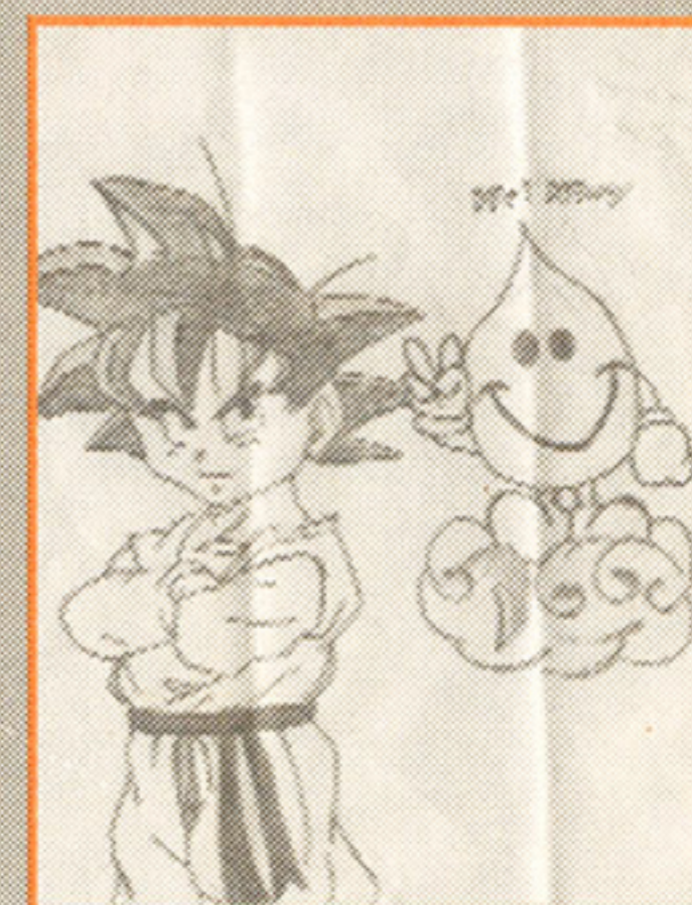
by Harry Semack, Marietta, GA



by Ryan Burry, Grand Island, NE



by Melina Gosselin, Lewis, Quebec



by Greg Sandoval, La Mirada, CA

A BUG'S LIFE

Passwords
 Level 2—9 L K K
 Bonus Level—B L 2 6
 Level 3—5 P 9 K
 Level 4—6 6 5 2
 Level 5—B K K 2
 Level 6—2 P L B
 Level 7—6 5 6 2
 Level 8—L 5 9 B

CARROT CRAZY

Stage Skip
 Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

GEX: ENTER THE GECKO

Password
 Choose "Password" from the main menu and enter the following code:
 ↓ ↓ ↓ ↓ ↓
 ↓ ↓ ↓ ↓ ↓
 ↓ ↓ ↓ ↓ ↓
 ↓ ↓ ↓ ↑ → ←
 ← ↓ ↓ → →

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the **D**-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead.

KLAX (Game Boy Color version)

Passwords
 Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
 Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
 Yellow alien, yellow alien, blue square, green alien—Wave 10 completed
 Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
 Green diamond, blue square, green diamond, green alien—Wave 20 completed
 Pillar, yellow alien, blue square, pillar—Wave 25 completed
 Green alien, red circle, pillar, pillar—Wave 30 completed
 Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
 Pillar, green diamond, green diamond, red circle—Wave 40 completed
 Yellow alien, green diamond, red circle, pillar—Wave 45 completed
 Blue square, green diamond, yellow alien, blue square—Wave 50 completed
 Pillar, blue square, blue square, yellow alien—Wave 55 completed
 Red circle, blue square, red circle, green alien—Wave 60 completed
 Red circle, green diamond, green diamond, green alien—Wave 65 completed
 Red circle, blue square, blue square, pillar—Wave 70 completed
 Green alien, green alien, yellow alien, red circle—Wave 75 completed
 Pillar, red circle, red circle, pillar—Wave 80 completed
 Blue square, green alien, green diamond, red circle—Wave 85 completed
 Yellow alien, green alien, red circle, green diamond—Wave 90 completed
 Pillar, pillar, green alien, blue square—Wave 95 completed
 Pillar, yellow alien, green diamond, green diamond—See the credits

Blue square, pillar, green diamond, green alien—Read the "story of Klax"
 Yellow alien, pillar, pillar, green alien—Read the real story of Klax
 Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
 Red circle, green diamond, blue square, green alien—Mini-game "Snake"
 Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

LUCKY LUKE

Passwords
 Stagecoach—Dog, Prospector, Horse, Luke, Horse
 Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
 Train—Luke, Horse, Horse, Prospector, Luke
 Saloon—Horse, Prospector, Horse, Prospector, Dog
 The Prairie—Prospector, Luke, Luke, Dog, Horse
 Buffalo—Dog, Horse, Luke, Prospector, Prospector
 Ranch—Luke, Horse, Dog, Prospector, Dog
 Rapids—Horse, Horse, Luke, Dog, Prospector
 Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
 Tornado—Luke, Luke, Dog, Prospector, Horse
 Jail—Dog, Horse, Luke, Prospector, Dog

MEN IN BLACK: THE SERIES

Access Codes
 Manhattan—2 7 1 0
 Sewers—1 8 0 7
 Aerodrome—0 3 0 9
 Rooftops—2 7 0 5
 Forest—3 1 0 7
 Game ending—1 9 4 3

Zoom Mode
 Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the **D**-pad to make your character fly through the air to any part of the current stage.

Stage Skip
 Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MORTAL KOMBAT 4

Extra Credits
 At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.
Kombat Codes
 At the "Enter Kombat Code" screen just before a fight, enter the following codes using the **D**-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:
 1) Highlight the first icon box, press **Up** once.
 2) Highlight the second icon box, press **Up** nine times (or **Down** once).
 3) At the third box, press **Up** twice.
 4) At the fourth box press **Up** twice.
 5) At the fifth box press **Up** three times.
 6) At the last box press **Up** four times.

You'll get a message to confirm proper entry of each code:
 1 9 2 - 2 3 4—Unlock Reptile
 2 0 5 - 2 0 5—Fight against Reptile
 0 0 1 - 0 0 1—Unlimited Run
 9 8 7 - 1 2 3—No power bars
 1 0 0 - 1 0 0—Throwing disabled
 0 2 0 - 0 2 0—Blocking disabled
 6 8 8 - 4 2 2—Dark Kombat
 9 8 5 - 1 2 5—Psycho Kombat
 3 3 3 - 3 3 3—Randper Kombat
 0 0 0 - 7 0 7—Computer starts with 1/4 life
 7 0 7 - 0 0 0—Player 1 starts with 1/4 life
 0 0 0 - 0 3 3—Computer starts with 1/2 life
 0 3 3 - 0 0 0—Player 1 starts with 1/2 life

NFL BLITZ

Passwords
 Play as the Midway Blitzers—0 6 2 6 7 5 4 5
 Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4
Secret Codes
 Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:
 Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
 No Fumbles—**START, START, START, START, B, B, A, A, Down**
 Invisible Receiver—**START, START, START, START, B, B, B, A, A, Up**
 No Pointer—**START, START, START, B, B, B, A, A, A, Left**
 Start in Overtime—**A, A, A, A, A, Up**
 Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
 Space Field—**START, START, A, A, Right**
 Night Game—**START, START, B, B, A, A, Right**
 Predator Mode—**START, START, START, START, START, B, B, B, B, A, Up**

ODDWORLD ADVENTURES

Super Jump
 When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpaue, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.
Password
 Final Level—T B T B T

PITFALL: BEYOND THE JUNGLE

Passwords
 The Wilderness—S W N G R B T S
 Underground Caverns—F L T Y W T R S
 The Volcano—G N G D W N
 The Prison 1—S L T H H R N G
 The Prison 2—B N G D N S D
 The Scourge—S W P N G B L W

RAMPAGE WORLD TOUR

Two-Player Mode
 To unlock a secret two-player link cable option, hold the **SELECT** button at the main menu and press **Up, Down, Left, Right, Down, Up**. Note that you must have two Game Boys, a link cable and two copies of the *Rampage* cartridge to play in two-player mode.

THE RUGRATS MOVIE

Passwords
 Train Crash—B V B Y F J N D
 Hospital—T Q M M Y _ Q K
 Light Woods—R J D B C V R T
 Dark Woods—V N G B L J C V
 Reptar Ride—B J G S M V S H
 Ancient Ruins—L J T B W Q Q D

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords
 Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
 Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
 Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
"Hard" Mode Passwords
 Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
 Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
 Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

TARZAN (Disney version)

Passwords
 Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the **D**-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:
 • Highlight the first character of the password, press **Up** once
 • Highlight the second character, press **Up** twice
 • Highlight the third character, press **Up** six times
 • Highlight the last character, press **Up** three times
 Now you can press **START** to lock in the password.
 The Jungle is my Playground—3 1 2 3
 I'm No Second Banana—0 0 4 5
 Jungle Legend—1 2 6 3
 Go Out on a Limb—6 6 2 0
 Ship Escape—5 4 3 6

TETRIS DX

Rising Pieces
 At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the **D**-pad and rapidly tap the **B** button.

TWOUBLE

Passwords
 Granny's House—Hector, Granny, Tweety, Taz, Sylvester
 Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
 In the Garden—Sylvester, Tweety, Hector, Taz, Granny
 Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
 In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99

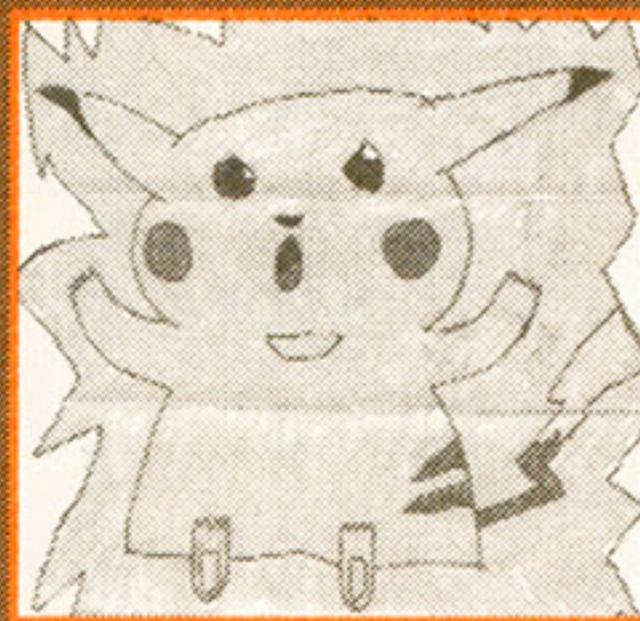
(a.k.a. V-RALLY CHAMPIONSHIP EDITION)
Passwords
 F A S T—Unlock "Medium" courses in Arcade mode
 F O O D—Unlock "Hard" courses in Arcade mode

YARS' REVENGE

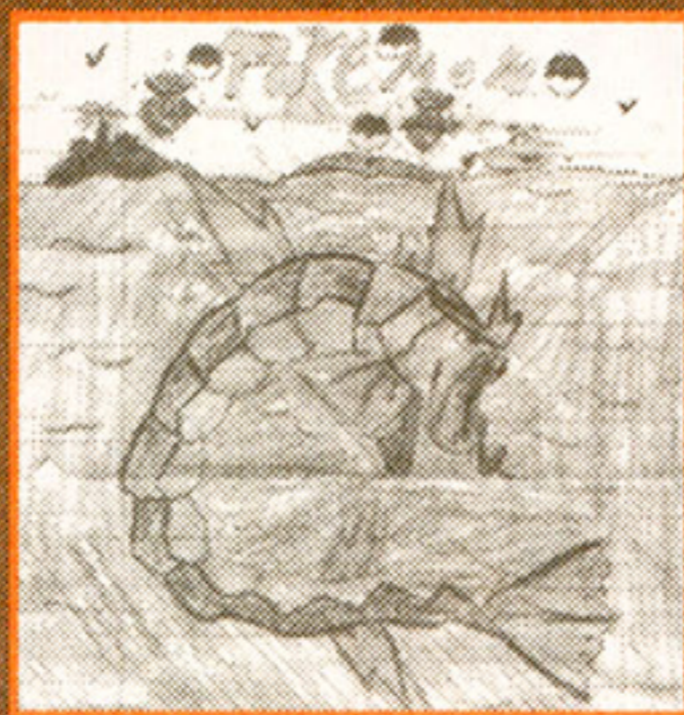
Password
 Enter the passcode "O + O O" to start at any stage up to and including Level 240.

TIPS & TRICKS

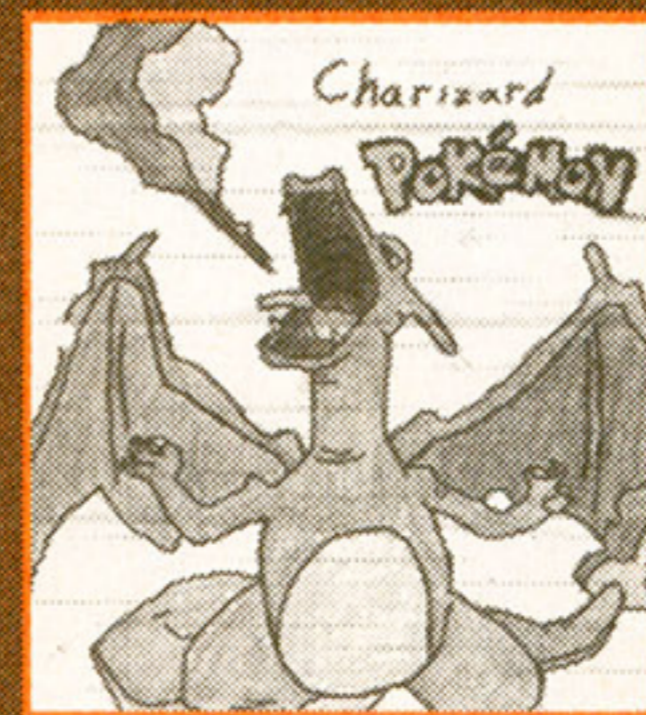
Reader Art Gallery



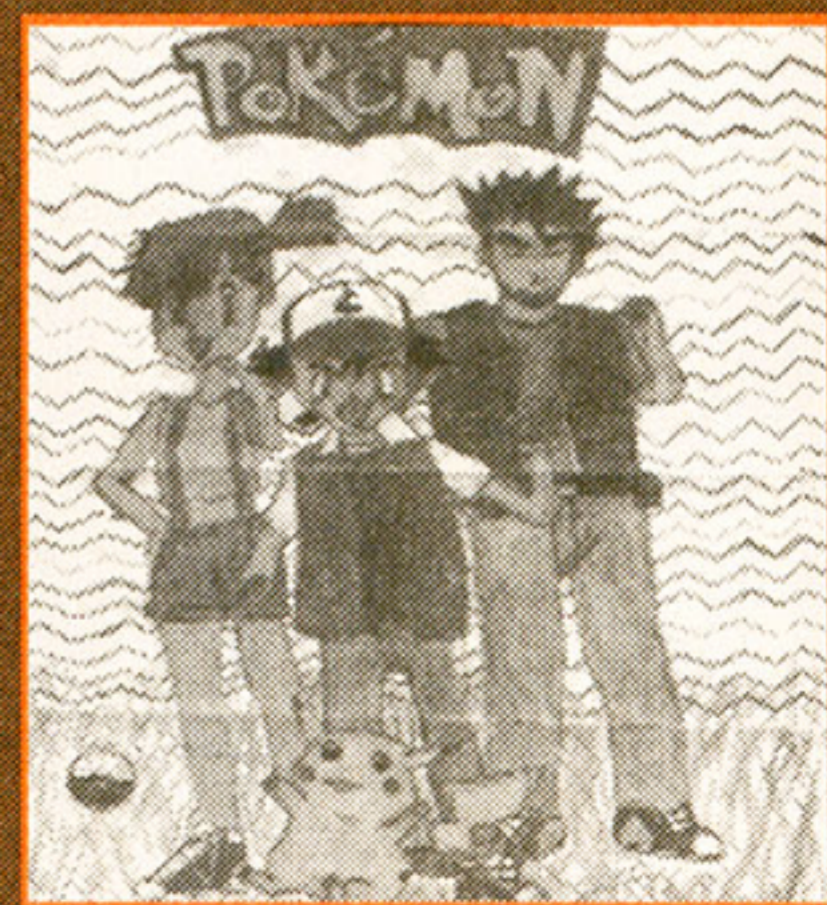
by Mike Medina, Corpus Christi, TX



by Frank Zapata, Miami, FL



by Matt Hefferman, Olathe, KS



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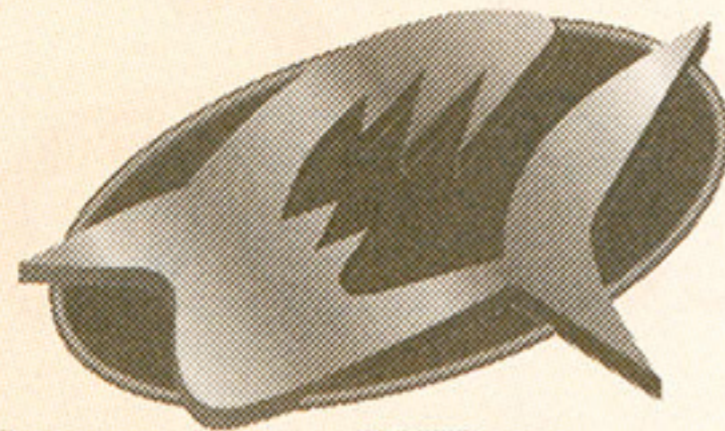
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GAMESHARK

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PlayStation

Ape Escape

D00F51C4-0003 + 300F51C4-00FF—Have all gadgets
800F4DC8-0258—Infinite air
800EC2C8-0005—Infinite health
800F448C-0063—Infinite lives

Bloody Roar 2

80178A5C-0100 + 80178A5E-3211 + 80178A64-000D + 80178A66-1020—Infinite health, Player 1
80178A5C-0100 + 80178A5E-3211 + 80178A64-000D + 80178A66-1420—Infinite health, Player 2

Bubsy 3D

8002E23E-2400—Extra health
8002DDC6-2400—Infinite lives

Dead in the Water

8010D828-0005—Big Wave mode
800AB018-0001—Chicken mode
800A86CC-0001—Enable Amazon
800A86C2-0001—Enable Bayou
800A86D0-0001—Enable Bermuda Triangle
800A86C0-0001—Enable Hong Kong
800A86C6-0001—Enable Loch Ness
800A86CE-0001—Enable log ride
801131F8-000F—Infinite Flamethrower, Player 1
801133BC-000F—Infinite Flamethrower, Player 2
801131F4-000F—Infinite Grenades, Player 1
801133B8-000F—Infinite Grenades, Player 2
80113264-0078—Infinite health, Player 1
80113428-FFFF—Infinite health, Player 2
801131EC-000F—Infinite Heat Seekers, Player 1
801133B0-000F—Infinite Heat Seekers, Player 2
80113210-000F—Infinite Inviso Ray, Player 1
801133D4-000F—Infinite Inviso Ray, Player 2
801131FC-000F—Infinite Lightning, Player 1
801133C0-000F—Infinite Lightning, Player 2
80113204-000F—Infinite Mines, Player 1
801133C8-000F—Infinite Mines, Player 2
801131D8-0001—Infinite Nitros, Player 1
8011339C-0001—Infinite Nitros, Player 2
80113208-000F—Infinite Oil Slicks, Player 1
801133CC-000F—Infinite Oil Slicks, Player 2

801131E8-000F—Infinite Rockets, Player 1
801133AC-000F—Infinite Rockets, Player 2
80113214-000F—Infinite Shields, Player 1
801133D8-000F—Infinite Shields, Player 2
8011320C-000F—Infinite Shockwaves, Player 1
801133D0-000F—Infinite Shockwaves, Player 2
80113200-000F—Infinite Skip Discs, Player 1
801133C4-000F—Infinite Skip Discs, Player 2
80113348-002E—Infinite Superbombs, Player 1
801135DC-0036—Infinite Superbombs, Player 2
801131E4-000F—Infinite Torpedoes, Player 1
801133A8-000F—Infinite Torpedoes, Player 2
80115048-00FF—Max Points, Tournament Mode
800AB010-0001—RC Boat Mode

Fighter Maker

801E2230-C800—Infinite health, Player 1
801E2234-C800—Infinite health, Player 2

NBA In the Zone '99

80091A7C-0000 + 80091B00-0000 + 80091BDC-0000—Away team scores 0
80091A7C-0096 + 80091B00-0096 + 80091BDC-0096—Away team scores 150
8009197C-0000 + 800918CC-0000 + 80091848-0000—Home team scores 0
8009197C-0096 + 800918CC-0096 + 80091848-0096—Home team scores 150
800916B2-0502—Infinite shot clock

Need for Speed: High Stakes

30115F81-0001 + 80115F82-0101 + 80115F84-0101 + 80115F86-0101 + 80115F88-0101 + 80115F8A-0101 + 80115F8C-0101 + 80115F8E-0101—Have all Gold Medals

Star Ocean: The Second Story

D002B54C-0001 + 50002E01-0000 + 3009B965-000A—Max. skill levels for character in 1st position
D002B54C-0001 + 50000506-0000 + 8009A9EA-270F + 3009AA08-00FF—Super stats for character in 1st position
D002B54C-0001 + 50002E01-0000 + 3009BA35-000A—Max. skill levels for character in 2nd position
D002B54C-0001 + 50000506-0000 + 8009AA4A-270F + 3009AA68-00FF—Super stats for character in 2nd position
D002B54C-0001 + 50002E01-0000 + 3009BB05-000A—Max. skill levels for character in 3rd position
D002B54C-0001 + 50000506-0000 + 8009AAAA-270F + 3009AAC8-00FF—Super stats for character in 3rd position
D002B54C-0001 + 50002E01-0000 + 3009BBD5-000A—Max. skill levels for character in 4th position
D002B54C-0001 + 50000506-0000 + 8009AB0A-270F + 3009AB28-00FF—Super stats for character in 4th position

C1000000-0000 + D0061CA4-0010 + 80061CAC-0004 + D0061CA4-0010 + 80061CAE-AC62 + D0061CA4-0010 + 80061CB0-0001 + D0061CA4-0010 + 80061CB2-2442 + D0061CA4-0010 + 80061CB4-000C + D0061CA4-0010 + 80061CB6-AC62 + D0061CA4-0010 + 80061CB8-0001 + D0061CA4-0010 + 80061CBA-2442 + D0061CA4-0010 + 80061CBC-0008 + D0061CA4-0010 + 80061CBE-AC62 + D0061CA4-0010 + 80061CC0-0009 + D0061CA4-0010 + 80061CC2-1000 + D0061CA4-0010 + 80061CC4-0010 + D0061CA4-0010 + 80061CC6-AC60—Enable code (MUST BE ON)

Street Fighter Alpha 3

D0194310-0090 + 80194310-0001—1-hit death, Player 1
D0194758-0090 + 80194758-0001—1-hit death, Player 2
80194310-0090—Infinite health, Player 1
80194758-0090—Infinite health, Player 2
801944C0-0050—Max. Guard meter, Player 1
80194908-0050—Max. Guard meter, Player 2
80194402-0090—Max. Power meter, Player 1
8019484A-0090—Max. Power meter, Player 2

Street Fighter Collection 2

8016BEA8-0090 + 8016BEAA-0090—Infinite health, Player 1
8016C1B0-0090 + 8016C1B2-0090—Infinite health, Player 2

Tekken 3

D00A9130-0004 + 200A961E-0001—Player 1 press **L1** to increase Player 1's health
D00A9130-0001 + 210A961E-0001—Player 1 press **L2** to decrease Player 1's health
D00A9130-0008 + 200AAEAA-0001—Player 1 press **R1** to increase Player 2's health
D00A9130-0002 + 210AAEAA-0001—Player 1 press **R2** to decrease Player 2's health

Warzone 2100

800DC350-0000—Infinite build units
8014CE94-967F + 8014CE96-0098—Infinite power
8006FE0E-2400—Power never decreases

Nintendo 64

All-Star Baseball 2000

81103350-4170—Infinite creation points
811039BC-4170 + 811039C0-4170—Infinite pitch type points

Shadowgate 64

F109D550-2400—Enable code (MUST BE ON!)
50002402-0202 + 810EC350-0001 + 50004601-0000 + 800EC3D1-0003—Have all items
FF1E0000-0000—Enable code for N64 without expansion pak



TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *TIPS & TRICKS Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *TIPS & TRICKS*. Players—show this page to your local arcade owner/operator and spread the word!

FAMILY FUN ZONE

1133 Los Angeles Ave. • Simi Valley, CA 93065 • (805) 527-3546

GAME	HI SCORE	NAME
Ms. Pac-Man	657,850	Jason Wilson
Jr. Pac-Man	979,400	Unknown
R-Type	377,200	Jason Wilson
Street Fighter Alpha 3	1,865,700	CPS
Street Fighter III: 3rd Strike	27 wins	Jason Wilson
Street Fighter III: 2nd Impact	17 wins	Mike Parker
Double Dragon	171,210	Jason Wilson
Cadash (Mage)	Finished	DDD
Street Fighter II Hyper Fighting	1,100,400	VEG
Tekken Tag Tournament	15 wins	DCP

BOULDER BOARDWALK

1119 13th Street • Boulder, CO 80302 • (303) 447-9655

GAME	HI SCORE	NAME
Crazy Taxi	\$20,000.00	MRK
Crazy Taxi	\$17,000.00	MRK
Crazy Taxi	\$13,000.00	MRK
Crazy Taxi	\$11,000.00	Julian Brummitt
Crazy Taxi	\$10,560.00	MRK
Crazy Taxi	\$10,210.00	Julian Brummitt

SEGA CITY

31 Fortune Drive STE 302 • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Street Fighter III: 2nd Impact	9,999,900	J.R
Street Fighter III: 3rd Strike	6,000,000	J.R
Street Fighter III: 2nd Impact	82 wins	Adolfo
Street Fighter III: 3rd Strike	75 wins	George
Marvel vs. Capcom	2,190,100	Marcos
Street Fighter Alpha 3	2,275,600	Moro
Blitz 99 (Winning Streak)	243	CLM
Gauntlet Legends (Archer)	Level 99 x 9	J.R
Attack from Mars (pinball)	200,245,263,590	Rick
Gauntlet Legends (Archer)	Level 99 x 9	CHM

SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Giga Wing	1,812,871,188,820	TOM
Top Skater (Normal)	586,356	SRB
Top Skater (Expert)	376,017	SRB
Time Crisis II	1,356,000	DNK & PMM
Street Fighter EX Plus 2	986,700	ALB

GAMEWORKS STUDIO

8431 Park Meadows Center Drive • Littleton, CO 80124 • (303) 708-1091

GAME	HI SCORE	NAME
Revenge from Mars (pinball)	1,070,279,640	CRDi
Hydro Thunder (Arctic Circle)	1:50'56	JPS
Time Crisis II (solo)	1,117,870	FAQ
L.A. Machine Guns	1,115,111	ZZZ
Star Wars Trilogy	3,080,800	Brian Hibbard
Harley Davidson (Fat Boy)	5,677,669	BRD
NBA Showtime: NBA on NBC	Finished	Brian Hibbard
Top Skater (Novice)	569,202	Kristina Warnes
Crazy Taxi	\$6281.30	Brian Hibbard
Top Skater (Expert)	322,152	ADM

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Bahnhofplatz 3 • 34117 Kassel Germany • 01149 561 16668

GAME	HI SCORE	NAME
Time Crisis II (coop)	2,182,060	D & S Blechner
Time Crisis II (solo)	1,628,740	Dennis Blechner
Time Crisis II (solo)	1,428,270	Sascha Blechner

METROPOLIS

72-840 Hwy. 111, Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	3,435,016	Robert Weber
Road Burners (Isle of Man)	3:29'14	BKO
Street Fighter Alpha 3	2,978,300	Bob Tan
Crazy Taxi	\$8,000.00	OGU
Rival Schools: United by Fate	2,553,200	MAS
Hydro Thunder (Venice Canns)	1:37'39	Bob Tan
Road Burners (Isle of Man)	3:27'89	GAB
Street Fighter III: 3rd Strike	1,468,300	Bob Tan
Giga Wing	9,209,586,934,450	Alex Landeros
Street Fighter EX 2+	1,364,500	Bob Tan

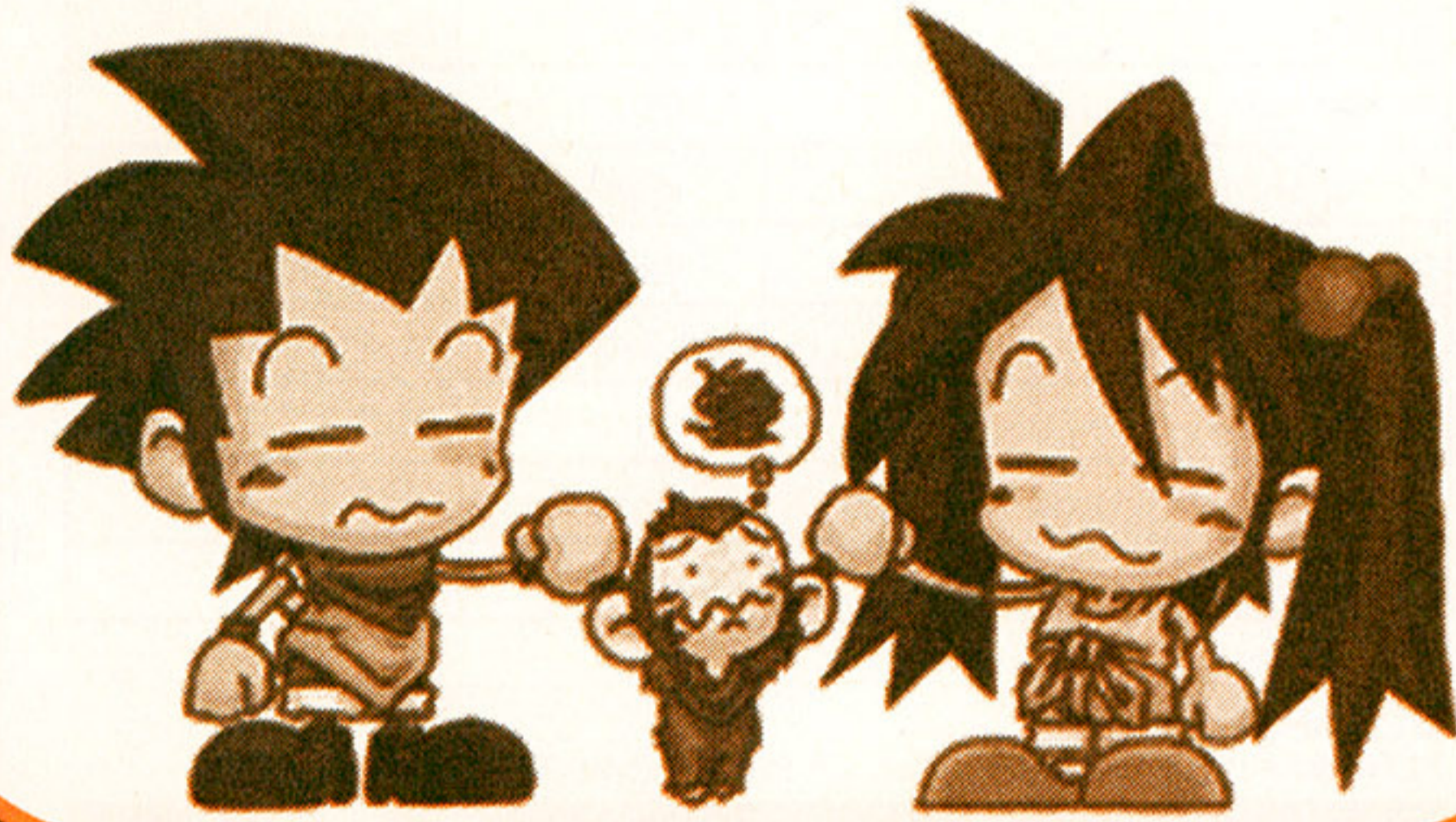
Hi Scores

Hi Scores

Hi Scores



survival kids



by Julian Brummitt

Survival Kids is a new RPG by Konami for the Game Boy Color. The game pits you against the uncommon inconvenience and uncertain dilemmas of life in the wilderness. The object is to get off of a deserted island while trying to stay alive and combat the forces of nature. You'll need to traverse the island picking up items and building new ones, fighting hunger, thirst and fatigue the entire way. We'll help you out with detailed maps and reference charts.

Understanding the Menu

On the left are the basic options of ITEM, MAP, QUIT and MERGE. The MERGE option is difficult to understand at first; it allows you to combine up to three items at a time to make sophisticated tools that will help you during your quest. This is one of the most important aspects of the game; without it, you'd be running around with a pocket knife eating mushrooms all day.

On the right is a column of letters and a column of percentages; they read as follows:

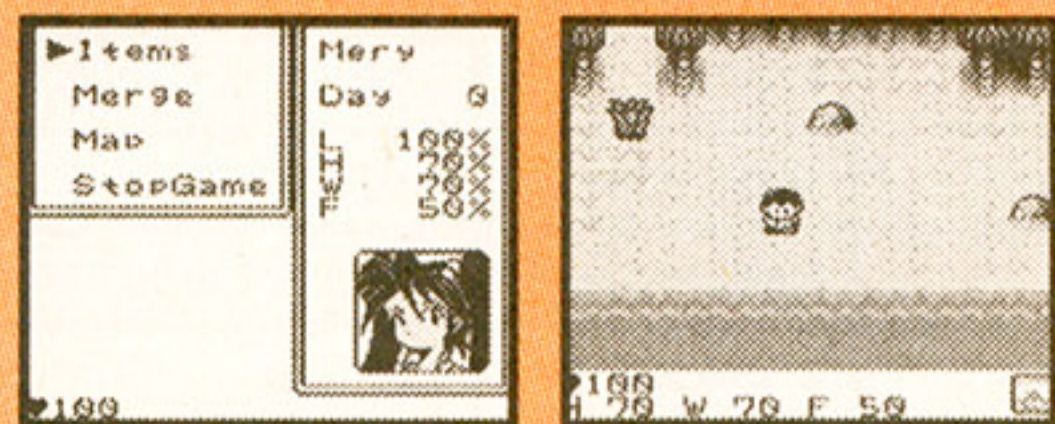
Life—When this reaches zero, your game is over.

Hunger—When this reaches zero, your life meter decreases as you walk. You can add to your hunger meter by eating almost anything, so if it gets really low, don't be afraid to gobble up the closest edible object...even if it makes you confused, thirsty or momentarily paralyzed.

Water—This also decreases your life meter when it reaches zero. Your most useful defense is your canteen. Keep it filled; the river never runs dry. You can also eat certain things to quench your thirst or even take a drink of dirty swamp water—but the latter will poison you and decrease 10% of your life meter.

Fatigue—As this increases, you will become tired. You can either sleep or eat certain foods to wake up.

Note: Your STATUS will also appear in a small window lining the bottom of the screen if you stand still momentarily. To the far right of this window is a picture which displays the horizon. As the sun moves, the screen changes. The entire screen also changes shades with the day; night limits visibility. You can increase your nighttime visibility by using the torch.



Edible Items

The foods you eat will change status with each new game you play; that is, the status that goes with the slick fruit in one game may be the status for the sweet fruit the next time you play. What does remain constant is the status category; in other words, the three status sets for the fruits will only change amongst each other. (For example: A fruit or berry will never have the effect that a mushroom or grass could have on you.) After trying each one up to three times, your character will learn to recognize them and the three question marks that were initially displayed will turn into basic information about the food. The status and names matched here are possible, but not definite.

Another thing to watch for is the spoilage time. Grass, mushrooms and meats all spoil in a limited amount of time. If you ever need to get rid of an item because you're carrying too much, you should eat the meats first since they spoil the quickest. If you find yourself in a situation where you're forced to eat bad foods, you might as well eat all that you have at once to decrease your hunger, because you will only lose 10% of your life meter each time you eat rotten food.

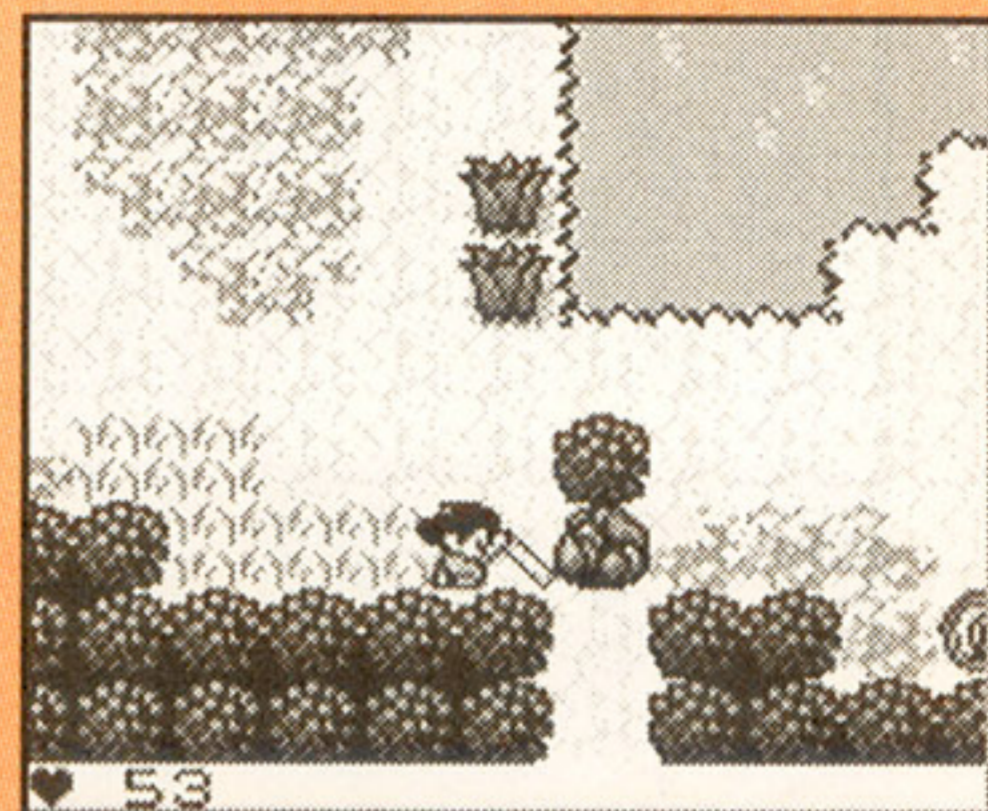
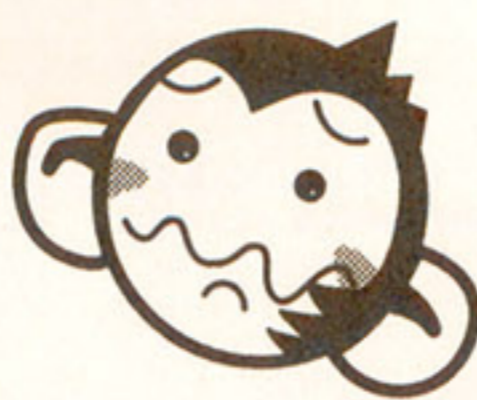


Type	Name	L	H	W	F	Other effects/attributes
Fruits	Slick fruit					
	Hard fruit		+15	+20		
	Sweet fruit		+20			
Berries	Soft berry		+13		-20	
	Hard berry		+15			
	Round berry		+15			Spicy
Grasses	Dry grass		+15			Causes paralysis
	Damp grass		+15			Bitter
	Short grass	+20	+13			
	Thin grass		+15	-10		Makes you thirsty
	Sharp grass		+15	+10		Spicy; preserves cooked meat
Note: Grasses will spoil in 10-11 days.						
Mushrooms	Soft mushroom		+20			
	Plain mushroom		+20	+13		
	Hollow mushroom		-20	+15		Poison
	Color mushroom		+20			Causes momentary confusion
Note: Mushrooms will spoil in 3-4 days. Mushrooms may be cooked to make baked mushrooms, but their effects on your character won't change.						
Clams	Clam		+15			Will cause paralysis if not cooked
	Baked Clam		+15	+15		
Note: Clams will spoil in one day.						
Meats	Meat					Cannot be eaten raw
	Cooked Meat	+10	+50		+20	
	Preserved Meat		+50		-10	Merge cooked meat with spicy grass
Note: Unpreserved meats will spoil in 2-3 days.						
Fish	Big Fish					
	Big Baked Fish	+20	+40		-20	
	Preserved Fish		+20		-10	Merge baked fish with spicy grass
Note: Unpreserved fish will spoil in 2 days.						

Island Creatures

Many animals will choose to run away instead of attacking you if you destroy one or two of their species. Note that getting poisoned by one of the poisonous animals will cost you 20% of your life meter.

Harmless	Poisonous	Dangerous
Frog	Bee	Fox
Duck	Snake	Bat
Possum	Caterpillar	Raccoon
Bunny	Scorpion	Elk
Gecko	Spider	Bear
Fish		Wild Boar
		Wolf
		Cheetah



Non-Edible Items

Although most of the things you find have little or no use, you can usually merge these items with others to make useful tools. Keep an eye out for something good and don't drop anything uncommon; you're better off storing items in the hut if they are just taking up space in your knapsack. You may discover more items as you near the end of the game.

Sticks

Stick	No use
Big Stick	Use as a tool to move boulders
Flex Tree	No use

Stones

Rock	No use
Big Rock	No use
Pointy Rock	No use

Strings/Ropes

Ivy	No use
Fishing Gut	No use

Leaves

Big Leaf	No use
Dry Leaf	No use
Umbrella leaf	Protects you from rain

Knapsack
Canteen

Allows you to store up to 12 items
Allows you to store up to three drinks of water; each drink recovers 50% of your water meter

Wet Matches
Knife
Radio
Batteries
Rhombus Gem
Tree Sap
Lumber

No use
Allows you to clear grass patches
Useless without batteries
Take a wild guess!
Seems useless at first, but you will need this in order to complete the game
This is needed in order for you to use your torch
Allows you to fix a hut and build a raft (the only way to find lumber is to chop down a tree)
Allows you to fix your hut (after the typhoon hits, you can find this inside your hut)
Allows you to fix your hut and build your raft (you will find this in the ship wreckage)
Needed to successfully build a raft

Board

Nail

Driftwood

Merged Items

Tree bark + Stick = Kindle
Rock + Stick = Flex tree + Ivy = Bow
Flex tree + Fishing gut = Fishing rod
Stick + Feather + Pointy tip rock = Arrow
Dry leaf + Big stick = Broom
Big leaf + Big stick = Big fan
Sap + Stick = Torch

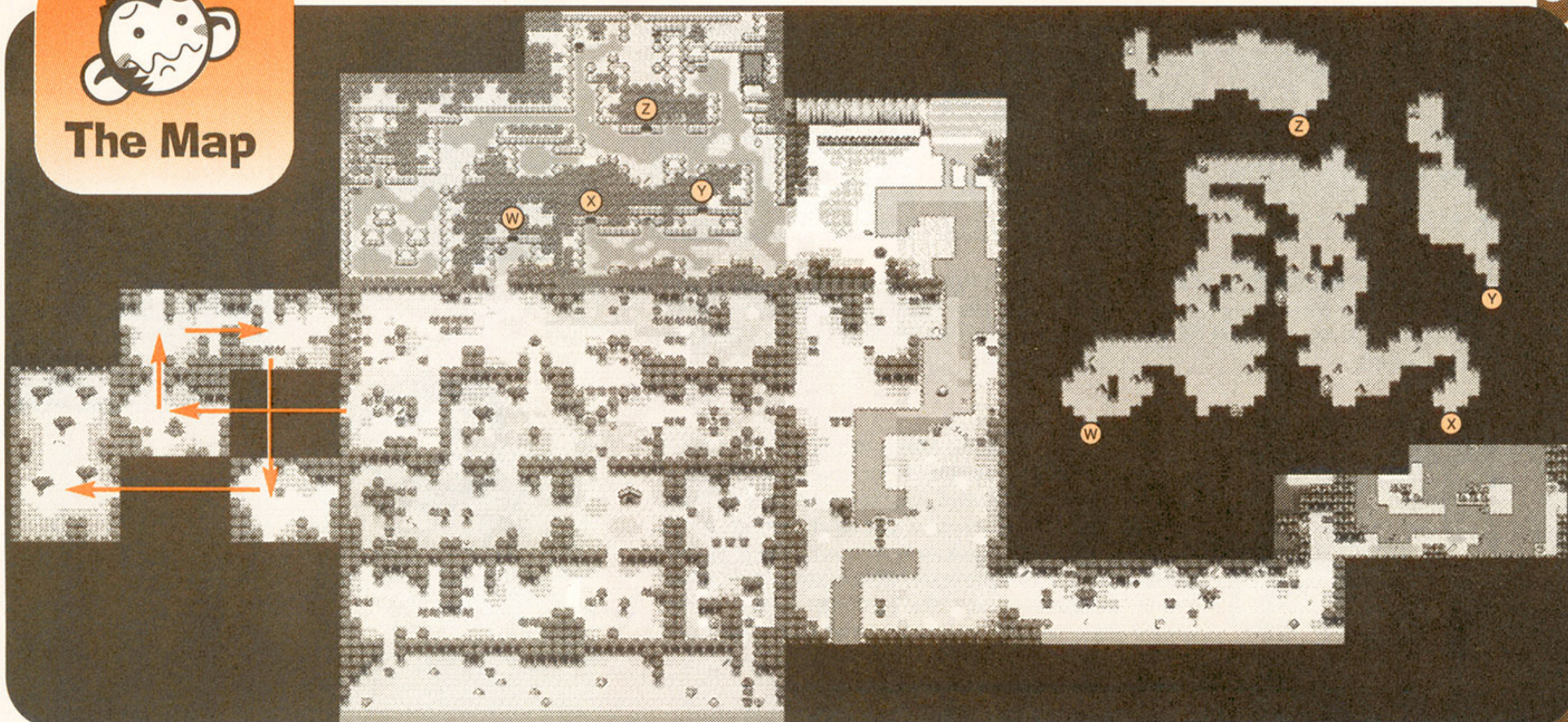
Stick + Iron chunk = Axe
Radio + Batteries = Working radio

Use

Light fires
Shoot arrows
Catch fish
Long-distance weapon
Clean things
Feelings of elegance
Use in cave, increase night vision (also works in rain)
Chop down trees, attack
Pick up radio broadcasts



The Map





Opening: On the Beach

This is the start of the game. You'll have an encounter with the monkey and come to the realization that you need to get to work.

Take
Eat
Leave

Not safe to eat raw

Uncover the knapsack; it contains a book of wet matches, a knife and a radio.

♥100
M 28 W 70 F 50

To the far right of the beach behind a patch of grass is a canteen; equip your knife and cut down the grass to get it.

♥100 para

You can collect the clams, but they're raw so you shouldn't eat them.

Ken [There's a Stick.]

Get the stick.

Ken [

Head northwest to leave the area.



Jungle Zone

Made the Kindling

You'll find a piece of tree bark nearby; merge it with the stick to create a kindle.

Ken [Oh! There's a hut!]

Keep moving right and you'll find a small path that leads to a hut. Nobody's there, so you can call it home for a bit.

Cancel
Items
Merge
Rest
Sleep
Save
Map
StopGame

Ken Day 0
TRIT
100
INJUNG
QWNY
VWVY

♥100

The hut allows you to store excess items that are taking up space in your knapsack. You can also sleep or rest here and save your game.

Your first step into the island. More items and a happy little home await you. Did I mention a welcome party from the island dwellers? No people around here, though.



River of Blessings

The monkey has not left for good; he's just trying to get you to play hide and seek. The river does for your thirst what the hut does for fatigue. You will also find fish swimming about.

Ken [Oh! It's that monkey!]

♥100

Looked like it was drinking the water...

When you arrive, you'll spot a monkey crouched drinking from the river. If you startle him, he runs away. As they say, monkey see, monkey do. You can go to the river for a drink; it will fill your water meter to 100%. You can also fill your canteen here.

Merge

Made the Bow

If I had arrows...

Nearby is a flex tree. To the south is an Ivy. Collect and merge these two items for the bow. When it rains, the river floods and you won't be able to cross, leaving you trapped on one side or the other. If this happens, you'll just have to wait it out; sleeping usually passes the time quickly. There are a few interesting things around, but nothing useful. When you're ready to cross the river, head to the east and you'll arrive at another beach.



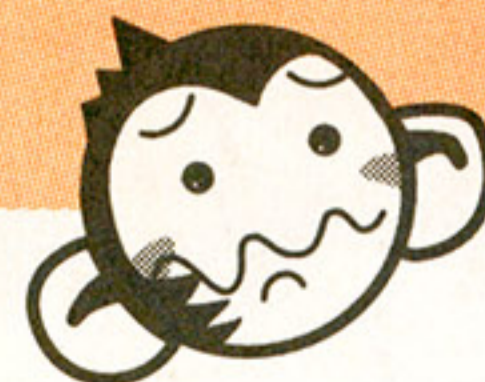
Sleeping and Resting

	L	H	W	F	Other effects
Sleep	+10	-20	-20	-100	New day rolls over
Rest enough		-6	-6	-20	1/4 day
Rest a bit		-2	-2	-7	

When you leave the hut, you have a choice of four directions to go. You can check out the surrounding areas for items, but ultimately you'll end up at the River of Blessings.

♥15

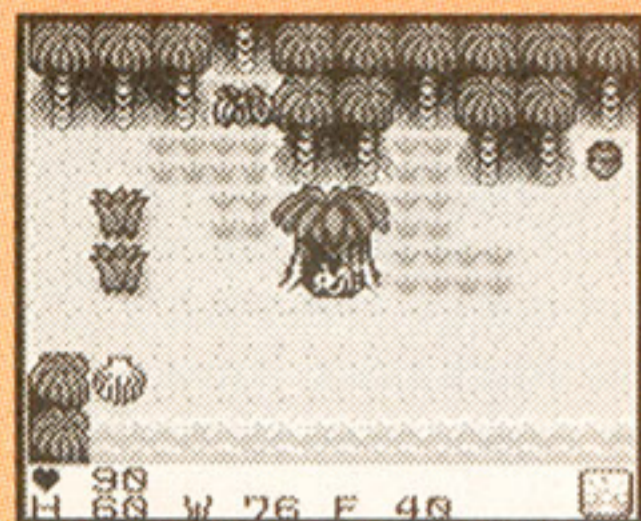
Watch for the beehives in the trees. If you hit them, three bees will appear, ready and willing to poison you.



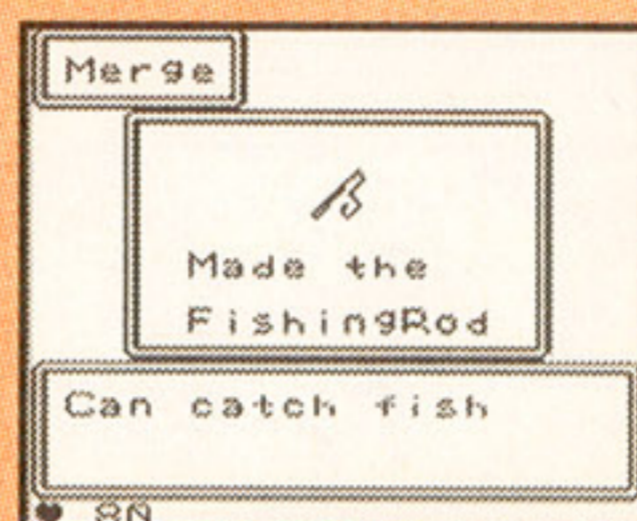
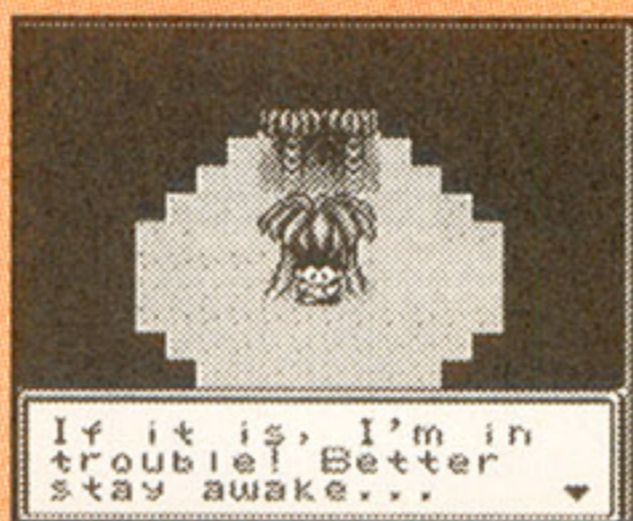


Southeastern Beach

You should return here when you can get your radio working. There's not much that interests you—just a tree hole to sleep in and a berry tree that you can't reach—but you can get great reception for that radio!



You'll find a hole in a tree where you can get some rest, but you should light a fire first to scare away animals.

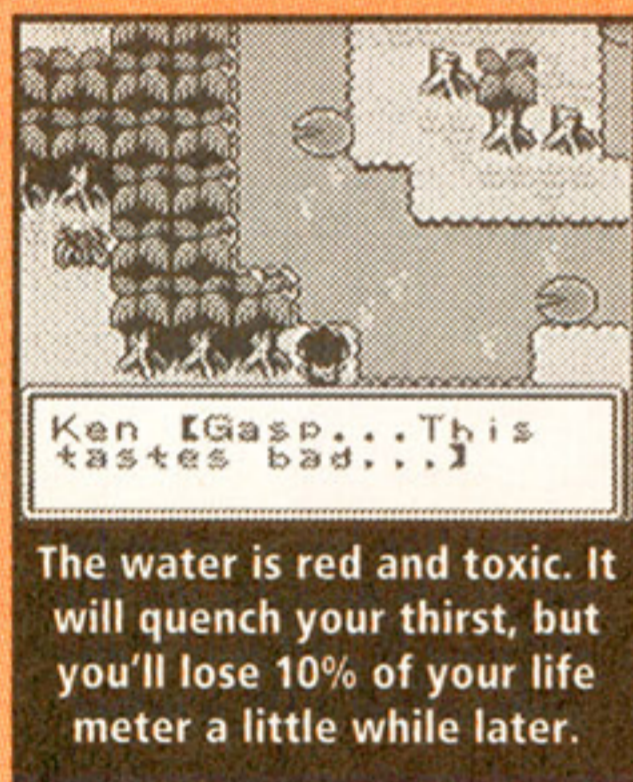


The fishing gut can be found here. Merge it with a flex tree to make a fishing rod.

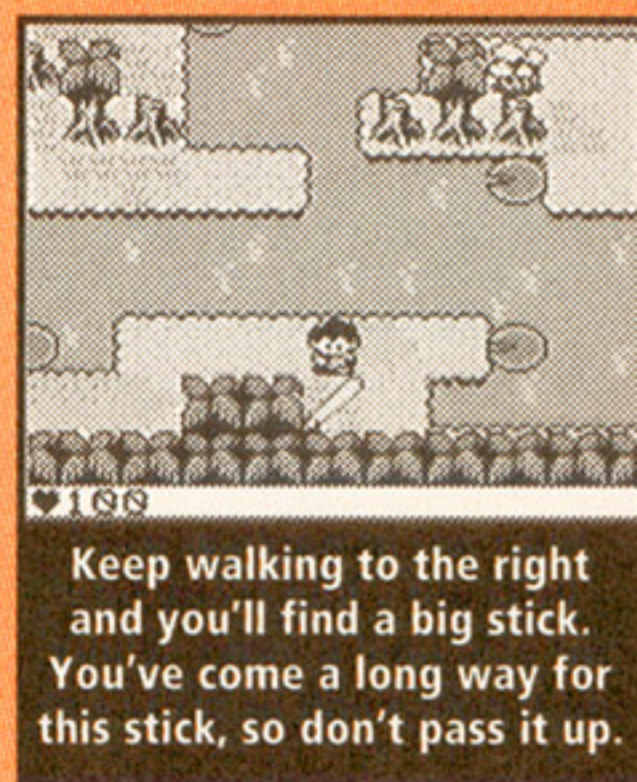


Mysterious Swamp

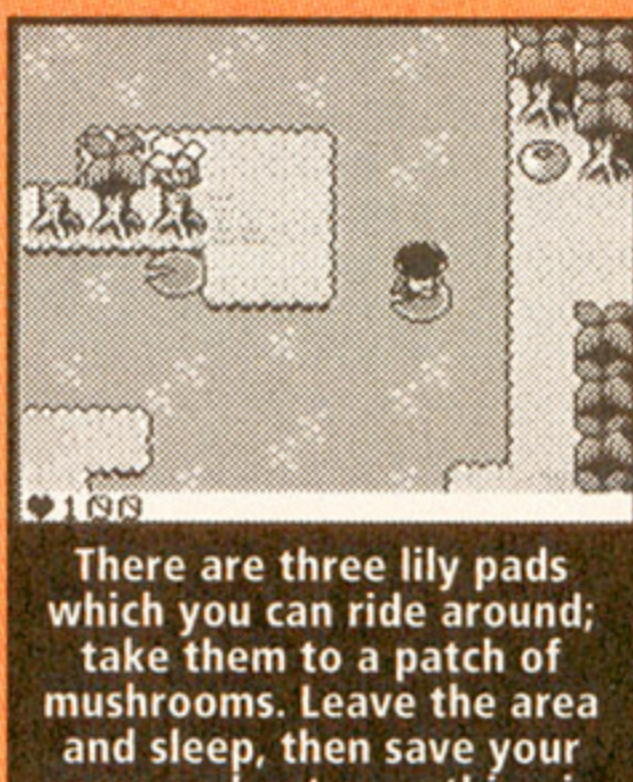
Dirty water that only the desperate should drink, lily pads that don't seem to take you anywhere...and a big stick. Oh, the joys of nature!



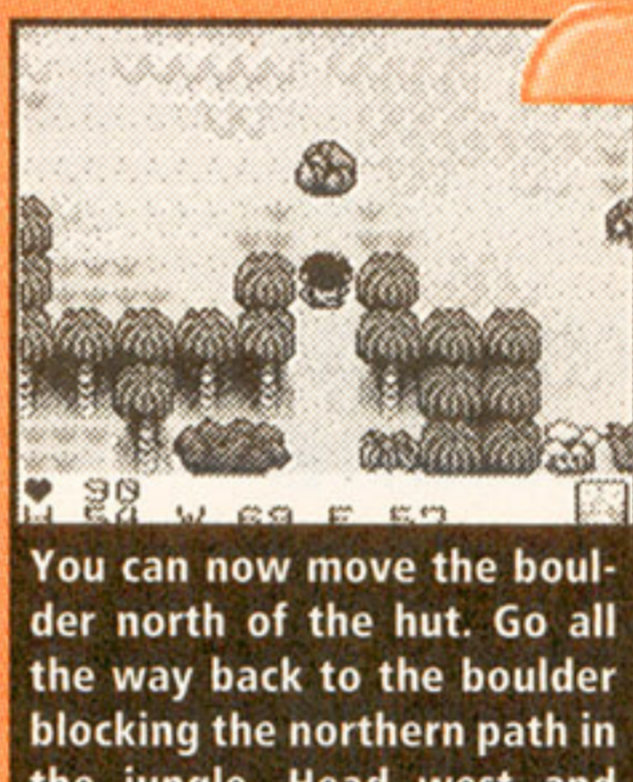
The water is red and toxic. It will quench your thirst, but you'll lose 10% of your life meter a little while later.



Keep walking to the right and you'll find a big stick. You've come a long way for this stick, so don't pass it up.



There are three lily pads which you can ride around; take them to a patch of mushrooms. Leave the area and sleep, then save your game and put something in your stomach.



You can now move the boulder north of the hut. Go all the way back to the boulder blocking the northern path in the jungle. Head west and you'll find the entrance to the Forest of Sleep.



Forest of Sleep

The monkey has slugged you and stolen your knapsack. You have to get through the forest to retrieve it.

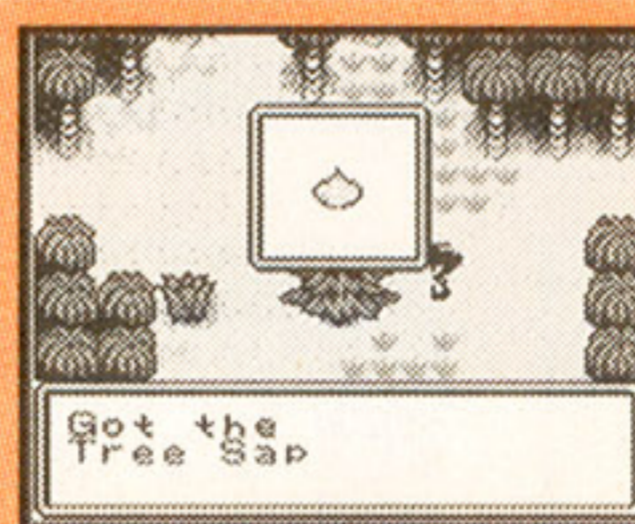
It's easy to find your way through the forest: Go up, then right, then down, then left.



Ken [Oww...]

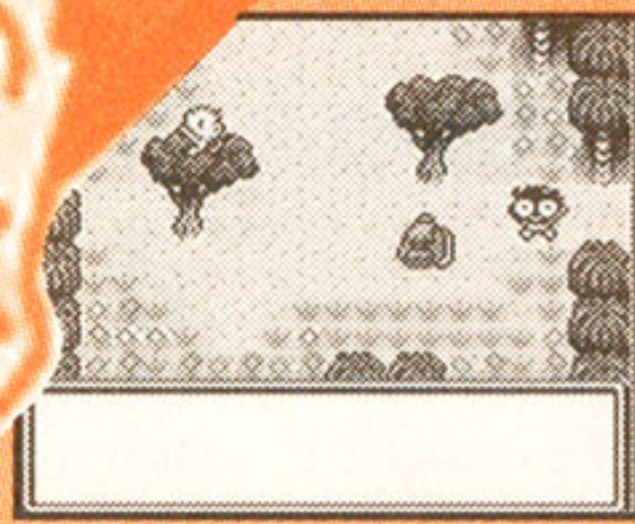


Ken [My knapsack!]

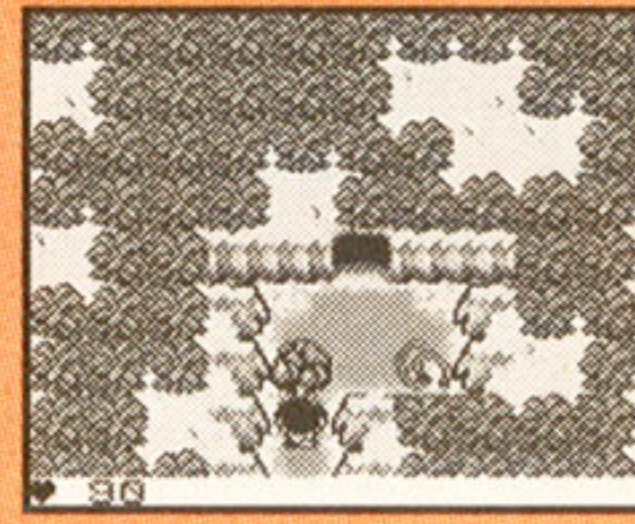


Got the Tree Sap

Go back to the first screen of the forest and get a ball of sticky sap from the pine tree. Merge it with a stick for a torch.



When you get to the end of the forest, you'll spot the monkey again; he'll throw the knapsack back at you, then run off. You can't catch the monkey, but if you follow him north you'll find the pointy-tipped rock. Merge it with the stick and the feather for an arrow. You can use the bow and arrow for long-range attacks, but it's a lot slower than your knife and misses a lot, so you're better off sticking with the knife.



Head back through the jungle to the northern cave at the base of the mountain. Move the boulder with the big stick and go inside.





Base of Mountain

You're near the end of the game and there are lots of new items and creatures in the area. Stay alert; random animals will rush at you from the bushes.

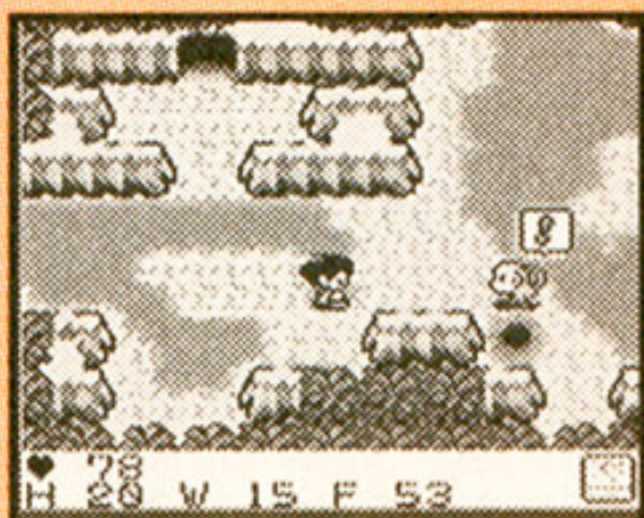


Inside the mountain, your vision is limited and you won't be able to get through. Light a fire and use the torch. The cave has an easy route to follow, but you should consider bringing some water and food anyway; there are a few harmful enemies and you can find yourself wandering a bit. When you exit the cave, you'll find another cave entrance to the east; also, the monkey is standing near a big black mark on the other side of some trees.



Made the
Axe

Go up into the cave and you'll find the iron chunk. Merge it with the stick to make an axe.



Got the
Battery

The monkey runs away, allowing you to check out the black mark. It's the remains of a broken radio; you can get batteries from it and merge them with your radio to make it work. Now you have a choice to head north or to continue east towards the Inviting Waterfall.

Although there are several variables at various points in the game that will have an effect on the ending sequence that you get to see, this is one of the major junction points that will influence the chain of events leading to your rescue from the island.



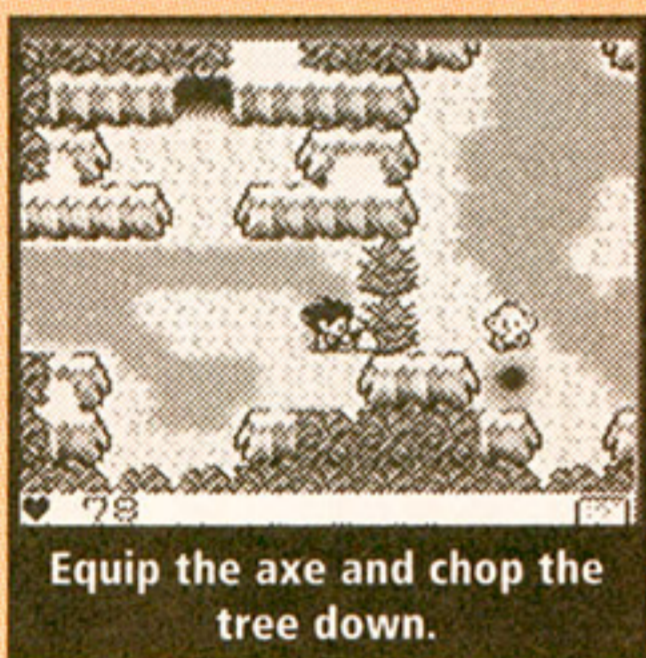
If you head east:

Take this opportunity to move the boulder that's blocking the path to the River of Blessings. Go north and you'll find the umbrella leaf; you can equip it if it rains. If you've brought your fishing rod, you can catch some fish. Be sure to grab the loose items.



If you head north:

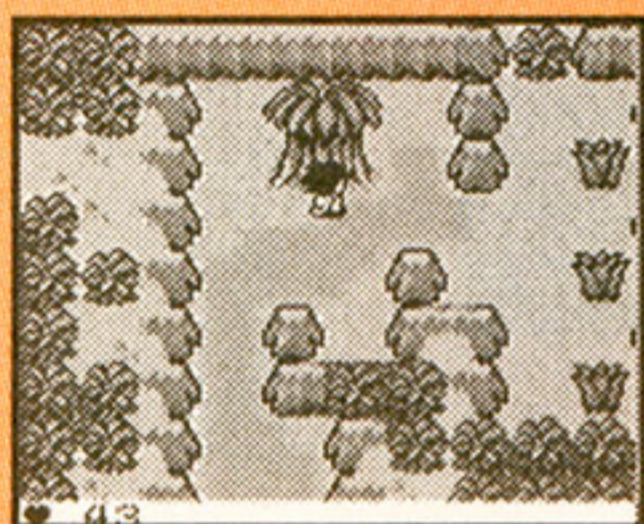
At the top of the screen is a pond divided in two. One side has the dirty water, the other has clean water. Between them is a row of stones; check out the stones to discover the wonders of filtration. This allows you to drink dirty water without being poisoned.



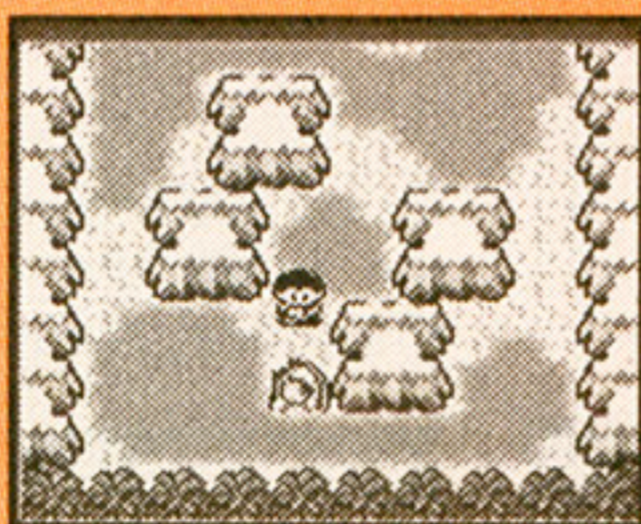
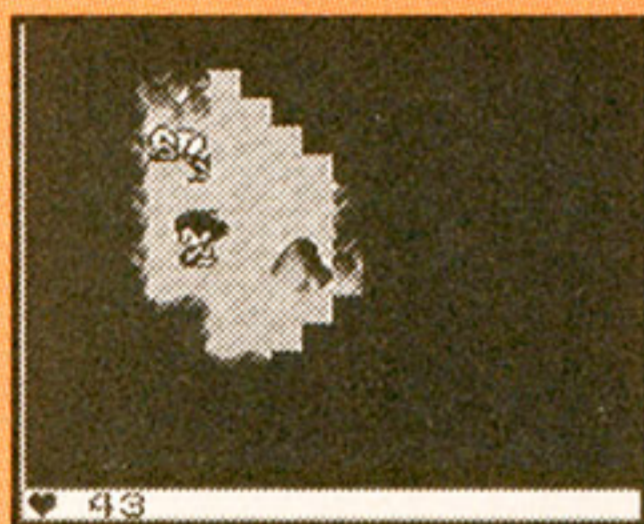
Equip the axe and chop the
tree down.



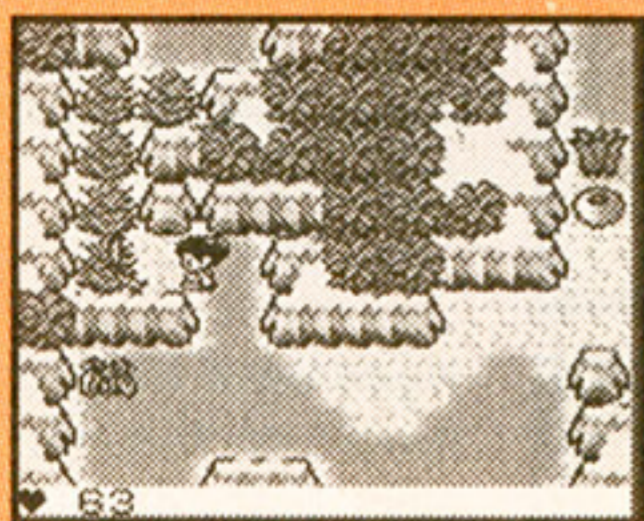
Northwestern Mountains



Head west, then north to find another tree hole; you can rest, sleep and save your game here, but you'll have to light a fire and you can't store any items.



There's another cave southeast of the second tree hole; you'll find a skeleton and possibly a book that teaches you how to set traps.



If you go all the way to the west and chop down a bunch of trees, you'll find the Rhombus Gem.

Got the
RhombusGem



Getting Rescued

Survival Kids has several different endings that involve you getting off the island in a variety of ways. We don't want to spoil the ending by revealing what could happen; let's just say that it's worth playing through the game more than once to see what can happen.





SOUL OF THE SAMURAI

CUT

THROUGH

THE

CRAP



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GUARDIAN FORCES

Ammo-RF	
Refine ammo items from other items. (Ifrit's ability)	
Item	Refines into
Screw	Normal Ammo x8
Normal Ammo	Fast Ammo x1
Shotgun Ammo	Fast Ammo x2
Fuel	Fire Ammo x10
Bomb Fragment	Fire Ammo x20
Red Fang	Fire Ammo x40
Poison Powder	Dark Ammo x10
Venom Fang	Dark Ammo x20
Missile	Demolition Ammo x20
Running Fire	Demolition Ammo x40
Cactus Thorn	Demolition Ammo x40
Sharp Spike	AP Ammo x10
Chef's Knife	AP Ammo x20
Laser Cannon	Pulse Ammo x5
Energy Crystal	Pulse Ammo x10
Power Generator	Pulse Ammo x20

ST Mag-RF	
Refine Status magic from items (Diablos' ability)	
Item	Refines into
Echo Screen	Silence x2
M-Stone Piece	Silence x5
Silence Powder	Silence x20
Magic Stone	Berserk x5
Steel Pipe	Berserk x20
Antidote	Bio x1
Wizard Stone	Bio x5
Venom Fang	Bio x20
Malboro Tentacle	Bio x40
Eye Drop	Blind x1
Ochu Tentacle	Blind x30
Betrayal Sword	Confuse x20
Sleep Powder	Sleep x20
Soft	Break x3
Cockatrice Pinion	Break x20
Curse Spike	Pain x10
Mystery Fluid	Meltdown x10

Tool-RF	
Refine tool items from other items (Siren's ability)	
Item	Refines into
Healing Water	Tent x2
Regen Ring	Tent x5
Whisper	Cottage x1
Healing Ring	Cottage x30
Diamond Armor	Cottage x50
Rune Armet	Shell Stone x10
Force Armet	Shell Stone x30
Turtle Shell	Protect Stone x10
Orihalcon	Protect Stone x30
Steel Pipe	Aura Stone x1
Fury Fragment	Aura Stone x2
Strength Love	Aura Stone x2
Circlet	Aura Stone x2
Power Wrist	Aura Stone x10
Hypno Crown	Aura Stone x10
Dead Spirit	Death Stone x2
Inferno Fang	Flare Stone x2
Moon Stone	Holy Stone x2
Star Fragment	Meteor Stone x2
Energy Crystal	Ultima Stone x2
Mega Phoenix x3	Phoenix Pinion x1
Magic Scroll	Wizard Stone x10
GF Scroll	Wizard Stone x10
Draw Scroll	Wizard Stone x10
Item Scroll	Wizard Stone x10
Gambler Spirit	Wizard Stone x10
Rosetta Stone	Shaman Stone x1
Hungry Cookpot	Shaman Stone x1
Mog's Amulet	Shaman Stone x1
Dark Matter	Shaman Stone x1
Shaman Stone	LuvLuv G x1

BROTHERS

Action	Brotherly Love (Earth damage to all enemies)	
Attack power rank	9	
Starting level	7	
EXP for level-up	500	
How to obtain	Defeat Sacred & Minotaur at the Tomb of the Unknown King. (Event 5)	
Starting Abilities	HP-J HP+20%	
Other Abilities	AP to Learn	
Str-J	50	
→ Elem-Atk-J	160	
Spr-J	50	
→ Elem-Def-J	100	
Defend	100	
HP+40%	120	
→ HP+80%	240	
→ HP Bonus	100	
Cover	100	
SumMag+10%	40	
→ SumMag+20%	70	
→ SumMag+30%	140	
GFHP+10%	40	
→ GFHP+20%	70	
→ GFHP+30%	140	
Boost	10	

DIABLOS

Action	Dark Messenger (non-elemental damage to all enemy's HP)	
Attack power rank	n/a	
Starting level	9	
EXP for level-up	500	
How to obtain	Defeat Diablos after summoning him via the Magic Lamp.	
Starting Abilities	Mag-J Ability x3	
Other Abilities	AP to Learn	
HP-J	50	
→ HP+20%	60	
→ HP+40%	120	
→ HP+80%	240	
Hit-J	120	
Darkside	100	
Mag+20%	60	
→ Mag+40%	120	
Mug	200	
Enc-Half	30	
→ Enc-None	100	
GFHP+10%	40	
→ GFHP+20%	70	
→ GFHP+30%	140	
Time Mag-RF	30	
ST Mag-RF	30	

CARBUNCLE

Action	Ruby Light (Casts Reflect on all party members)	
Attack power rank	n/a	
Starting level	16	
EXP for level-up	400	
How to obtain	Draw from Iguon during the Edea's assassination event in Deling City. (Event 6)	
Starting Abilities	Vit-J Ability x3	
Other Abilities	AP to Learn	
HP-J	50	
→ HP+20%	60	
→ HP+40%	120	
Mag-J	50	
→ ST-Atk-J	160	
ST-Def-J	100	
→ ST-Def-J x2	130	
Vit+20%	60	
→ Vit+40%	120	
→ Vit Bonus	100	
Counter	200	
→ Auto-Reflect	250	
GFHP+10%	40	
→ GFHP+20%	70	
→ GFHP+30%	140	
Recov Med-RF	30	

LEVIATHAN

Action	Tsunami (Water damage to all enemies)	
Attack power rank	7	
Starting level	17	
EXP for level-up	500	
How to obtain	Draw from Norg in the underground area of Balamb Garden. (Event 9)	
Starting Abilities	Spr-J	
Other Abilities	AP to Learn	
Mag-J	50	
→ Elem-Atk-J	160	
Elem-Def-J x2	130	
Recover	200	
Spr+20%	60	
→ Spr+40%	120	
→ Spr Bonus	100	
Auto-Potion	150	
SumMag+10%	40	
→ SumMag+20%	70	
→ SumMag+30%	140	
GFHP+10%	40	
→ GFHP+20%	70	
→ GFHP+30%	140	
Boost	10	
Supt Mag-RF	30	
→ GFRecov Med-RF	30	

ST Med-RF	
Refine status medicine items from other items. (Siren's ability)	
Item	Refines into
Poison Powder	Antidote x3
Venom Fang	Antidote x10
Cockatrice Pinion	Soft x3
Ochu Tentacle	Eye Drop x3
Silence Powder	Echo Screen x3
Zombie Powder	Holy Water x3
Betrayal Sword x5	Remedy x1
Sleep Powder x5	Remedy x1
Dragon Fang	Remedy x1
Curse Spike	Remedy x1
Malboro Tentacle	Remedy x2
Med Kit	Remedy x20

Med LV Up	
Refine higher level medicine items from other medicine items (Alexander's ability)	
Item	Refines into
Potion x3	Potion+ x1
Potion+ x3	Hi-Potion x1
Hi-Potion x3	Hi-Potion+ x1
Hi-Potion+ x3	X-Potion x1
X-Potion x3	Mega-Potion x1
Phoenix Down x50	Mega Phoenix x1
Remedy x10	Remedy+ x1
Remedy+ x10	Elixir x1
Elixir x10	Megalixir x1
Hero-trial x10	Hero x1
Hero x10	Holy War-trial x10
Holy War-trial x10	Holy War x

High Mag-RF	
Refine high level magic from middle level magic (Alexander's ability)	
Magic	Refines into
Fira x5	Firaga x1
Thundara x5	Thundaga x1
Blizzara x5	Blizzaga x1
Cura x5	Curaga x1
Aero x10	Tornado x1
Double x10	Triple x1



Supt Mag-RF

Refine Support magic from items (Leviathan's ability)

Item	Refines into
M-Stone Piece	Esuna x5
Remedy	Esuna x5
Dragon Fang	Esuna x20
Med Kit	Esuna x100
Magic Stone	Dispel x5
Wizard Stone	Dispel x20
Saw Blade	Dispel x20
Protect Stone	Protect x1
Turtle Shell	Protect x30
Giant's Ring	Protect x60
Steel Curtain	Protect x100
Shell Stone	Shell x1
Rune Armlet	Shell x40
Barrier	Shell x40
Moon Curtain	Shell x100
Dragon Skin	Reflect x20
Glow Curtain	Reflect x100
Vampire Fang	Drain x20
Aura Stone	Aura x1
Fury Fragment	Aura x5

Recov Med-RF

Refine recovery items from other items (Carbuncle's ability)

Item	Refines into
Healing Water	Hi-Potion x2
Healing Mail	Hi-Potion x6
Tent x4	Mega-Potion x1
Cottage x2	Mega-Potion x1
Mesmerize Blade	Mega-Potion x2
Healing Ring	Mega-Potion x20
Life Ring	Phoenix Down x2
Regen Ring	Phoenix Down x8
Phoenix Spirit	Phoenix Down x100

Mid Mag-RF

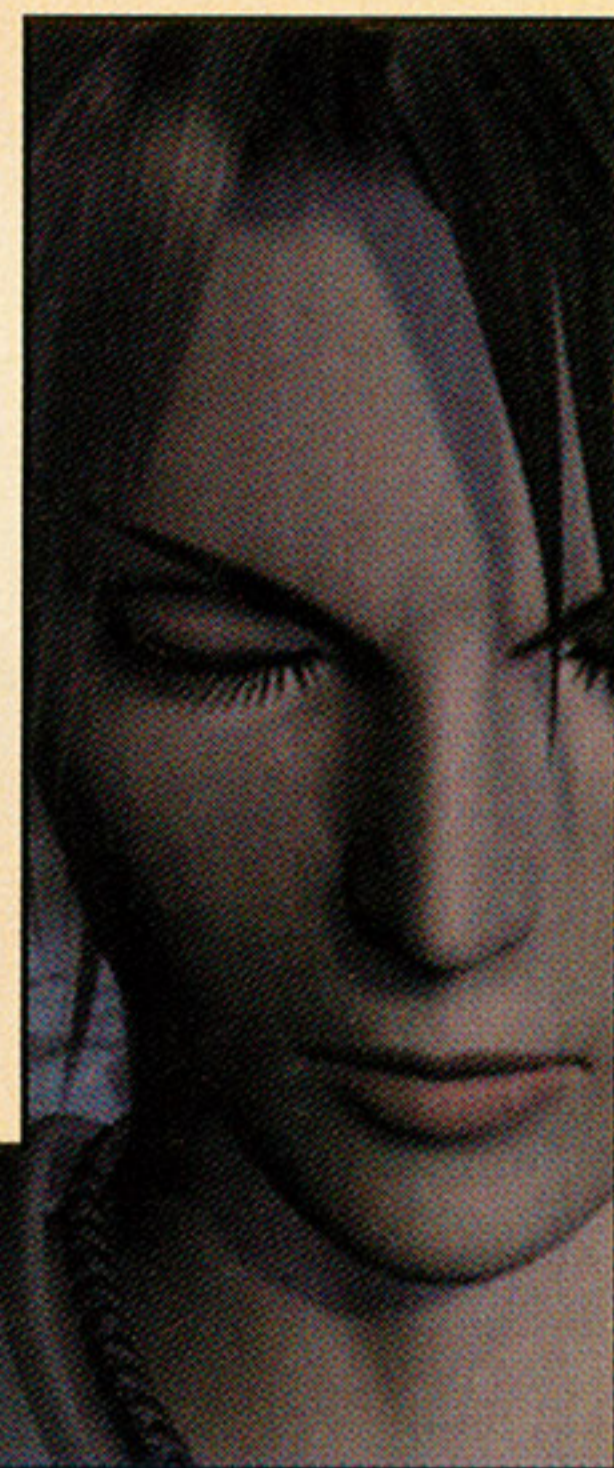
Refine middle-level magic from low-level magic (Quezacotl's ability)

Magic	Refines into
Fire x5	Fira x1
Thunder x5	Thundara x1
Blizzard x5	Blizzara x1
Cure x5	Cura x1

GF Recov Med-RF

Refine GF recovery items from other items (Leviathan's ability)

Item	Refines into
Healing Water	G-Hi-Potion x2
Mesmerize Blade	G-Hi-Potion x2
Whisper	G-Hi-Potion x4
Healing Ring	G-Mega-Potion x20
Pet House	G-Returner x2
Life Ring	G-Returner x2
Regen Ring	G-Returner x6
Phoenix Spirit	G-Returner x40
Healing Mail	Pet House x1
Silver Mail	Pet House x2
Gold Armor	Pet House x4
Diamond Armor	Pet House x16



Card Mod

Refine items from cards (Quezacotl's ability)

Note: This list only includes cards described in the Card Games section below.

Level 1 Monster Cards

Card	Refines into
Geezard	Screw x5
Funguar	M-Stone Piece x1
Bite Bug	M-Stone Piece x1
Red Bat	Vampire Fang x1
Blobra x4	Rune Armlet x1
Gayla	Mystery Fluid x1
Gesper	Black Hole x1
Fastitocalon-F x5	Water Crystal x1
Blood Soul	Zombie Powder x1
Caterpillar	Spider Web x1
Cockatrice	Cockatrice Pinion x1

Level 2 Monster Cards

Card	Refines into
Grat	Magic Stone x1
Buel	Magic Stone x1
Mesmerize	Mesmerize Blade x1
Glacial Eye	Arctic Wind x1
Belhelmel	Saw Blade x1
Thrustaevis	Shear Feather x1
Anaconda	Venom Fang x1
Creeps	Coral Fragment x1
Grendel	Dragon Fin x1
Jelleye	Magic Stone x1
Grand Mantis	Sharp Spike x1

PANDEMONA

Action Tornado Zone (Wind damage to all enemies)

Attack power rank 6

Starting level 19

EXP for level-up 500

How to obtain Draw from Fujin during the Galbadian invasion of Balamb Harbor. (Event 11)

Starting Abilities Str-J, Elem-Atk-J, Elem-Def-J

Other Abilities	AP to Learn
Spd-J	120
→ Spd+20%	150
→ Spd+40%	200
Elem-Def-J x2	130
Absorb	80
Str+20%	60
→ Str+40%	120
Initiative	160
SumMag+10%	40
→ SumMag+20%	70
→ SumMag+30%	140
GFHP+10%	40
→ GFHP+20%	70
→ GFHP+30%	140
Boost	10

CERBERUS

Action Counter Rockets (Cast Double and Triple on all party members)

Attack power rank n/a

Starting level 23

EXP for level-up 400

How to obtain Defeat Cerberus in the hallway of Galbadia Garden. (Event 12)

Starting Abilities Str-J, Hit-J, Ability x3

Other Abilities	AP to Learn
Mag-J	50
→ ST-Atk-J	160
Spr-J	50
→ ST-Def-J	100
→ ST-Def-J x2	130
→ ST-Def-J x4	250
Spd-J	120
→ Spd+20%	150
→ Spd+40%	200
→ Auto-Haste	250
Alert	200
GFHP+10%	40
→ GFHP+20%	70
→ GFHP+30%	140
Expend x2-1 (Available after level 30)	250

Level 3 Monster Cards

Card	Refines into
Forbidden	Betrayal Sword x1
Armaddo	Dino Bone x1
Tri-Face	Curse Spike x1
Fastitocalon	Water Crystal x1
Snow Lion	North Wind x1
Ochu	Ochu Tentacle x1
SAM08G	Running Fire x1
Death Claw	Sharp Spike x1
Cactaur	Cactus Thorn x1
Tonberry	Chef's Knife x1
Abyss Worm	Windmill x1

ALEXANDER

Action Holy Judgement (Holy damage to all enemies)

Attack power rank 4

Starting level 25

EXP for level-up 500

How to obtain Draw from Edea during the final battle of Disc 2 in Galbadia Garden. (Event 12)

Starting Abilities Spr-J, Elem-Def-J x2, Ability x3

Other Abilities	AP to Learn
Elem-Atk-J	160
Elem-Def-J x4	180
Revive	200
Spr+20%	60
→ Spr+40%	120
Med Data	200
→ Med LV Up	120
SumMag+10%	40
→ SumMag+20%	70
→ SumMag+30%	140
GFHP+10%	40
→ GFHP+20%	70
→ GFHP+30%	140
Boost	10
High Mag-RF	60

GUARDIAN FORCES



Level 4 Monster Cards	
Card	Refines into
Turtapod x5	Healing Mail x1
Vysage	Wizard Stone x1
T-Rexaur x2	Dino Bone x1
Bomb	Bomb Fragment x1
Blitz	Dynamo Stone x1
Wendigo	Steel Orb x1
Torama x5	Life Ring x1
Imp	Wizard Stone x1
Blue Dragon x4	Fury Fragment x1
Adamantoise x3	Turtle Shell x1
Hexadragon x3	Red Fang x1

Level 5 Monster Cards	
Card	Refines into
Iron Giant x3	Star Fragment x1
Behemoth x10	Barrier x1
Chimera x10	Regen Ring x1
Elastoid	Steel Pipe x1
GIM47N	Fast Ammo x10
Malboro x4	Malboro Tentacle x1
Ruby Dragon x10	Inferno Fang x1
Elnoye x 10	Energy Crystal x1
Tonberry King	Chef's Knife x1
Wedge, Biggs	X-Potion x1

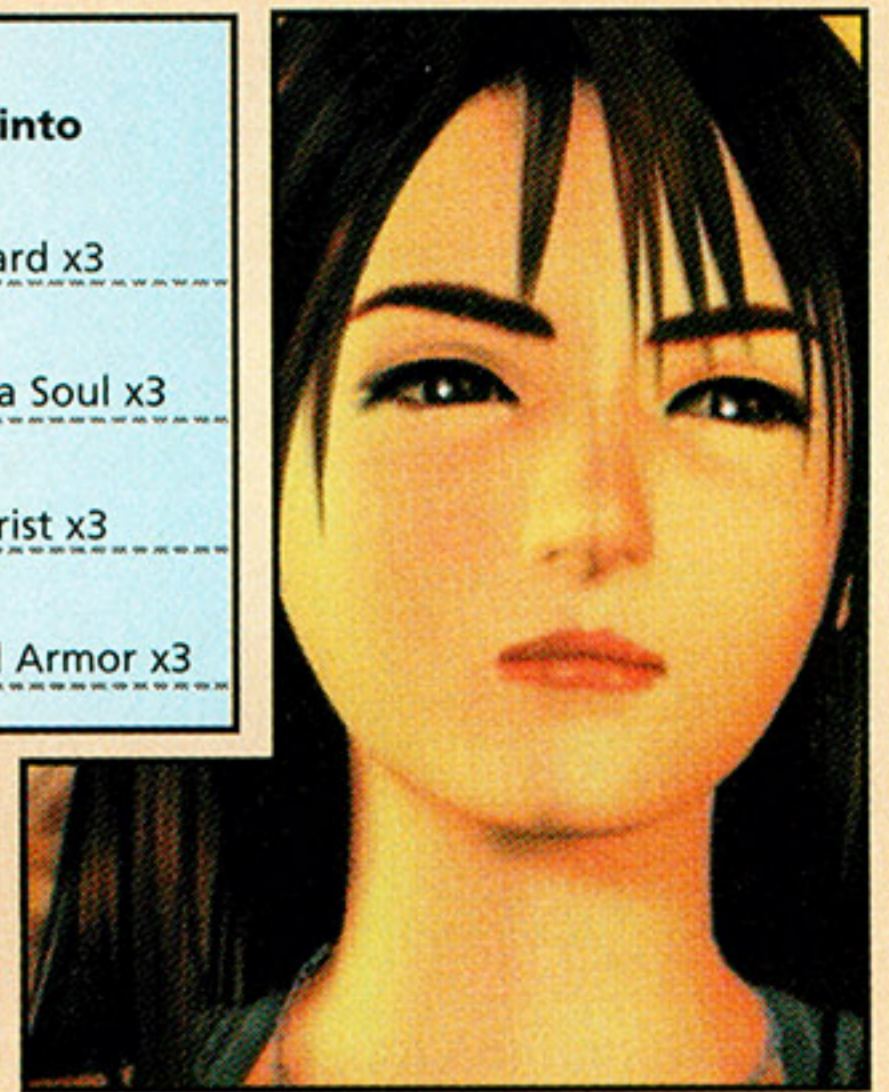
Level 6 Boss Cards	
Card	Refines into
Fujin, Raijin	X-Potion x1
Elvoret	Death Stone x10
X-ATM092 x2	Turtle Shell x1
Granaldo	G-Returner x1
Gerogero x10	Circlet x1
Iguion	Cockatrice Pinion x1
Abaddon	Dark Ammo x30
Trauma	Demolition Ammo x30
Oilboyle	Fire Ammo x30
Shumi Tribe x5	Gambler Spirit x5
Krysta	Holy Stone x10

Level 7 Boss Cards	
Card	Refines into
Propagator	G-Mega-Potion x1
Jumbo Cactaur	Cactus Thorn x1
Tri-Point x40	Jet Engine x1
Gargantua x10	Strength Love x1
Mobile Type 8	Shell Stone x10
Sphinxara	G-Mega-Potion x1
Tiamat	Flare Stone x10
BGH251F2	Protect Stone x10
Red Giant	Meteor Stone x10
Catoblepas	Rename Card x1
Ultima Weapon	Ultima Stone x1

Level 8 GF Cards	
Card	Refines into
Gilgamesh	Holy War x10
MiniMog	Pet House x100
Quezacotl	Dynamo Stone x100
Ifrit	Elem Atk x3
Siren	Status Atk x3
Sacred	Dino Bone x100
Minotaur	Adamantine x10

Level 9 GF Cards	
Card	Refines into
Carbuncle	Glow Curtain x3
Diablos	Black Hole x100
Leviathan	Doc's Codes x3
Pandemona	Windmill x100
Cerberus	Lightweight x100

Level 10 Player Cards	
Card	Refines into
Selphie	Elem Guard x3
Quistis	Samantha Soul x3
Zell	Hyper Wrist x3
Seifer	Diamond Armor x3



Winhill

Draw Points
Vacant House: Curaga (NR) (H)
Town Square: Dispel
Village Path: Drain, Reflect (NR) (H)

Cards
None

Stores
 Item Shop
 Hotel (free)



Tomb of the Unknown King

Draw Points
Entrance: Protect
Chain Room: Float
Watermill Room: Cura (H)

Cards
 Sacred
 Minotaur

Stores
None



Galbadia Missile Base

Draw Points
Launcher Lift: Full-life (H)
Upper Platform: Blind
Console Room: Blizzara

Cards
None

Stores
None

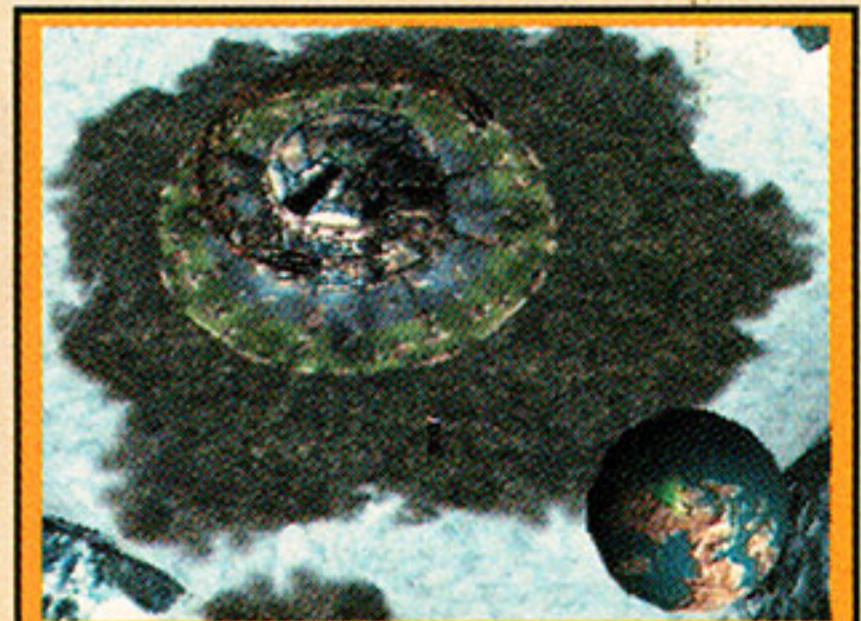


Galbadia Prison

Draw Points
11th Floor: Thundaga (NR) (H)
9th Floor: Berserk
Desert Outside: Aero

Cards
None

Stores
None



Trabia Garden

Draw Points
Cemetery: Zombie (NR) (H)
Front Gate: Thundaga
Festival Stage: Aura (NR) (H)

Cards
Selphie

Stores
None



All item shops listed have the following items for sale:

Item	Cost
Potion	100
Hi-Potion	500
Phoenix Down	500
Antidote	100
Eye Drops	100
Soft	100
Echo Screen	100
Holy Water	100
Remedy	1,000
Tent	1,000
Fuel	3,000
Normal Ammo	20
Shotgun Ammo	40
G-Potion	200
G-Returner	500

LOCATIONS THROUGH DISC 2

Card players at each location are cross-referenced with the Card Games section. For each draw point, (NR) denotes that the draw point never regenerates and can only be drawn from once. (H) denotes that the draw point is hidden. Hotels cost 100G and Car Rentals cost 3,500G except where otherwise noted.



Timber

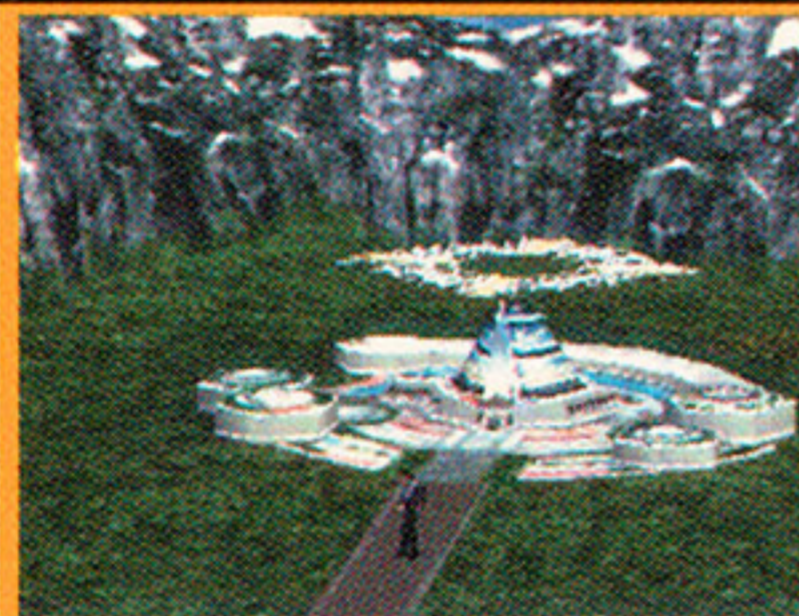
Draw Points
City Square: Cure, Scan
Timber Maniacs Projector Room: Blizzaga (NR) (H)

Stores

Pet Shop:

Item	Cost
G-Potion	200
G-Hi-Potion	600
G-Returner	500
Pet House	1,000
Magic Scroll	5,000
GF Scroll	5,000
Draw Scroll	5,000
Item Scroll	5,000
Amnesia Greens	1,000
Pet Pals Vol. 3	1,000
Pet Pals Vol. 4	1,000

Item Shop
Train to Balamb
Train to Deling City
Train to Desert
Train to Dollet



Balamb Garden

Draw Points
Library: Esuna (NR)
Front Gate: Cure
Training Center: Blizzard
Cafeteria: Demi (NR) (H)

Cards

Level 1-5 Cards
Level 6 Cards (Disc 2)
MiniMog
Quistis
Seifer (Disc 2)

Stores
Man from Garden (item shop in Training Center)



Balamb Harbor

Draw Points
Town Square: Thunder
Harbor Pier: Cure

Cards

Zell
Pandemona (Disc 2)

Stores
Hotel
Car Rental
Junk Shop
Item Shop
Train to Timber



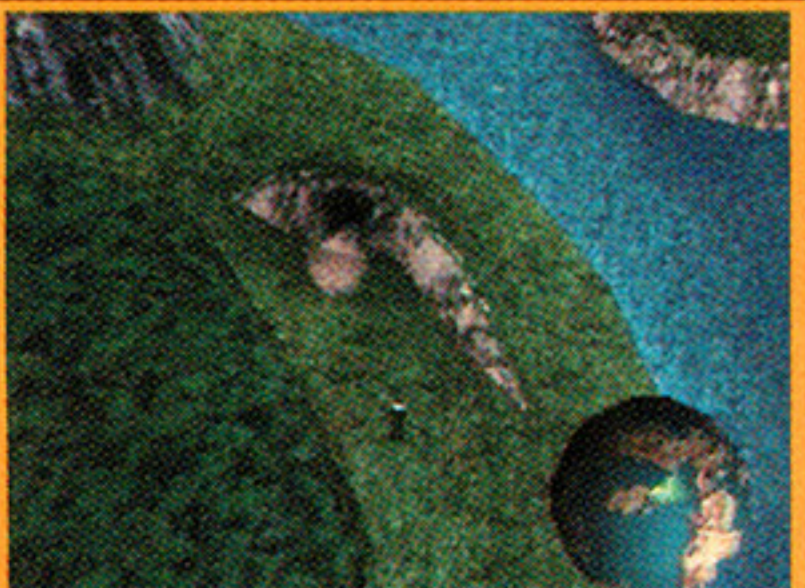
Deling City

Draw Points
City Square: Thundara
Underground Sewer: Esuna, Zombie, Bio (H)

Cards

None

Stores
Hotel
Car Rental
Junk Shop
Item Shop
Train to Timber
Train to Far East Galbadia Station



Fire Cavern

Draw Points
Fire

Cards

Ifrit

Stores
None



Dollet

Note: Most locations in Dollet aren't accessible during Event 2.

Draw Points
Comm. Tower: Blind
Town Square: Silence

Cards

Siren (after Event 4)

Stores
Hotel
Car Rental
Junk Shop
Item Shop



Fisherman's Horizon (F.H.)

Draw Points
Residential Area: Shell
Station Yard: Haste
Mayor's House: Ultima (NR) (H)
Factory: Full-life (NR) (H)

Cards

Level 7 Cards
Quezacotl

Stores
Hotel
Junk Shop
Item Shop



Galbadia Garden

Draw Points
Main Hall: Haste (H)
Auditorium: Double (NR) (H)
Athletic Track: Shell
Ice Rink: Protect
Locker Room: Life
Rear Entrance: Aura (NR) (H) (Disc 2 only)

Cards

Cerberus (Disc 2 only)

Stores
None



Here's a rundown of all the major events and enemies you'll face through the first two discs of the game. Please remember that bosses' levels and HP will vary to a certain extent depending on your own level. Because of this, those statistics should only be understood as typical values for each boss. "Draw" denotes the different spells that can be drawn from the

boss, while "Get" denotes the different items and AP you receive from defeating that boss. Sometimes you may receive extra items that you don't have 100% chance of getting at the end of the battle. These items aren't listed. The EXP received from all bosses is 0.

1

Fire Cavern Trial

Boss Ifrit
Level 6
HP 1,068
Weak vs. Ice
Draw
Fire
Cure
Scan
Get
20 AP
Ifrit's Card

The first boss is obviously an easy one. Shiva will inflict around 200 HP damage and Quezacotl will inflict around 100 HP.



2

Attack on Dollet

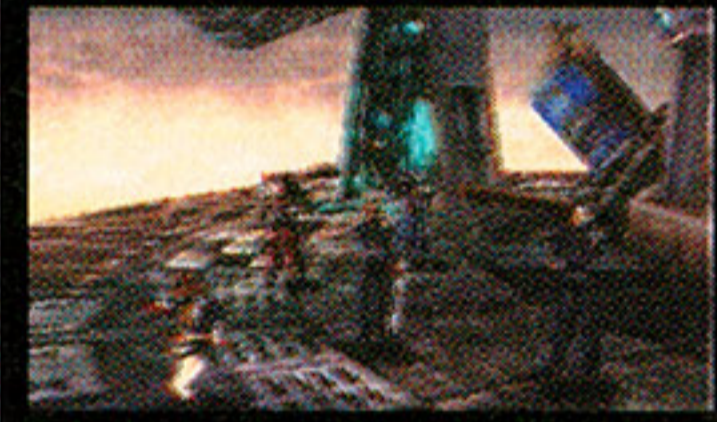
Boss 1 Anacondaur
Level 9
HP 1,322
Weak vs. Ice
Draw
Fire
Cure
Get
4 AP

Although not technically a boss, Anacondaur is a relatively strong monster that you'll have to face as you go up to the Comm. Tower in Dollet. He'll start spitting poison when his HP gets low, so make sure you have some Antidotes on hand.



Boss 2 Biggs & Wedge
Level 10 (Biggs)
HP 705
Poison has no effect
Draw
Fire
Thunder
Blizzard
Esuna
Level 10 (Wedge)
HP 640
Poison has no effect

First you'll encounter Biggs alone, then Wedge will appear to join the fight. These guys are pretty easy, but keep your party members' HP up because the next boss appears immediately after this battle.



Boss 3 Elvoret
Level 10
HP 3,300
Draw
Thunder
Cure
Double
Siren
Get
14 AP
Weapons Mon Mar

This is an important battle, because it's the first one where you can draw a GF out of an enemy. Make sure to draw Siren from Elvoret before killing it, otherwise you'll never be able to obtain the GF.



3

Back to Balamb Garden

After the events at Dollet, you'll return to Balamb Garden briefly and fight an easy boss in the Training Center. As you leave the garden again, talk to Cid repeatedly and he'll give you a Magic Lamp. If you use this item anytime in the game, it will summon Diablos to fight you. Although you're a bit too weak to beat him when you first get the item, he'll get stronger as your own party gets stronger, so don't wait too long before fighting him.

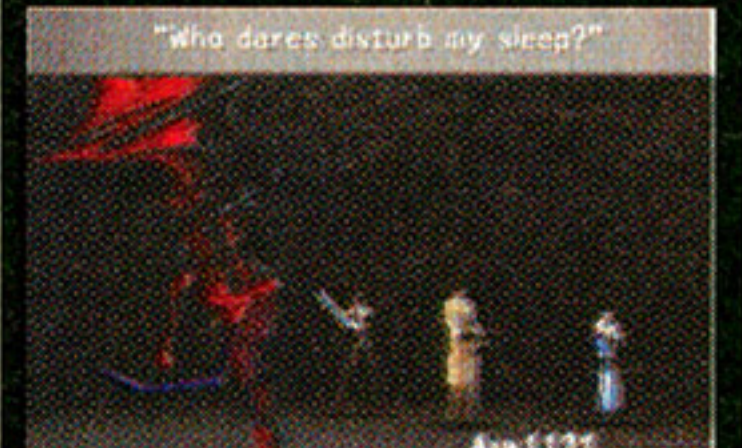
Boss Granaldo, Raldo x3
Level 11 (Granaldo)
HP 1,538
Weak vs. Wind
Draw
Sleep
Blind
Shell
Level 8 (Raldo)
HP 223
Draw
Fire
Thunder
Protect
Get
14 AP

Just use GF right away and you'll take out all the Raldos in one turn. Granaldo isn't very tough, either.



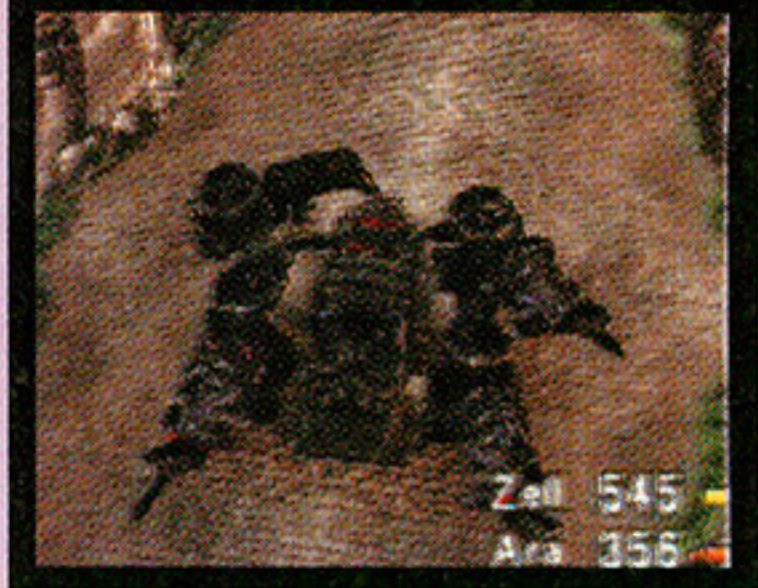
Summon Boss Diablos
Level 14
HP 12,000
Weak vs. Wind
Draw
Cure
Demi
Get
20 AP
GF Diablos
Diablos' Card

Diablos is really tough. His special attack, Gravja, takes off huge amounts of HP. Wait until your characters are a little stronger before summoning him to fight.



Boss 4 X-ATM092
Level 10
HP 5,770
Draw
Fire
Blizzard
Cure
Protect

As you try to leave the Comm. Tower, this mechanical monster will attack you. Run away from it as quickly as possible; it will start to chase you. Although it's technically possible to destroy it, it's not worth it. Just keep running away and it'll follow you all the way back down to the shore.





4 Train Hijack

During this event, you can get the item Pet Pals Vol.1 from Zell, and you can find Pet Pals Vol.2 in Rinoa's room after the briefing. After you take over the president's train car, you'll have to fight two bosses in succession.

Boss 1 Fake President

Level 12
HP 778

Draw
Cure



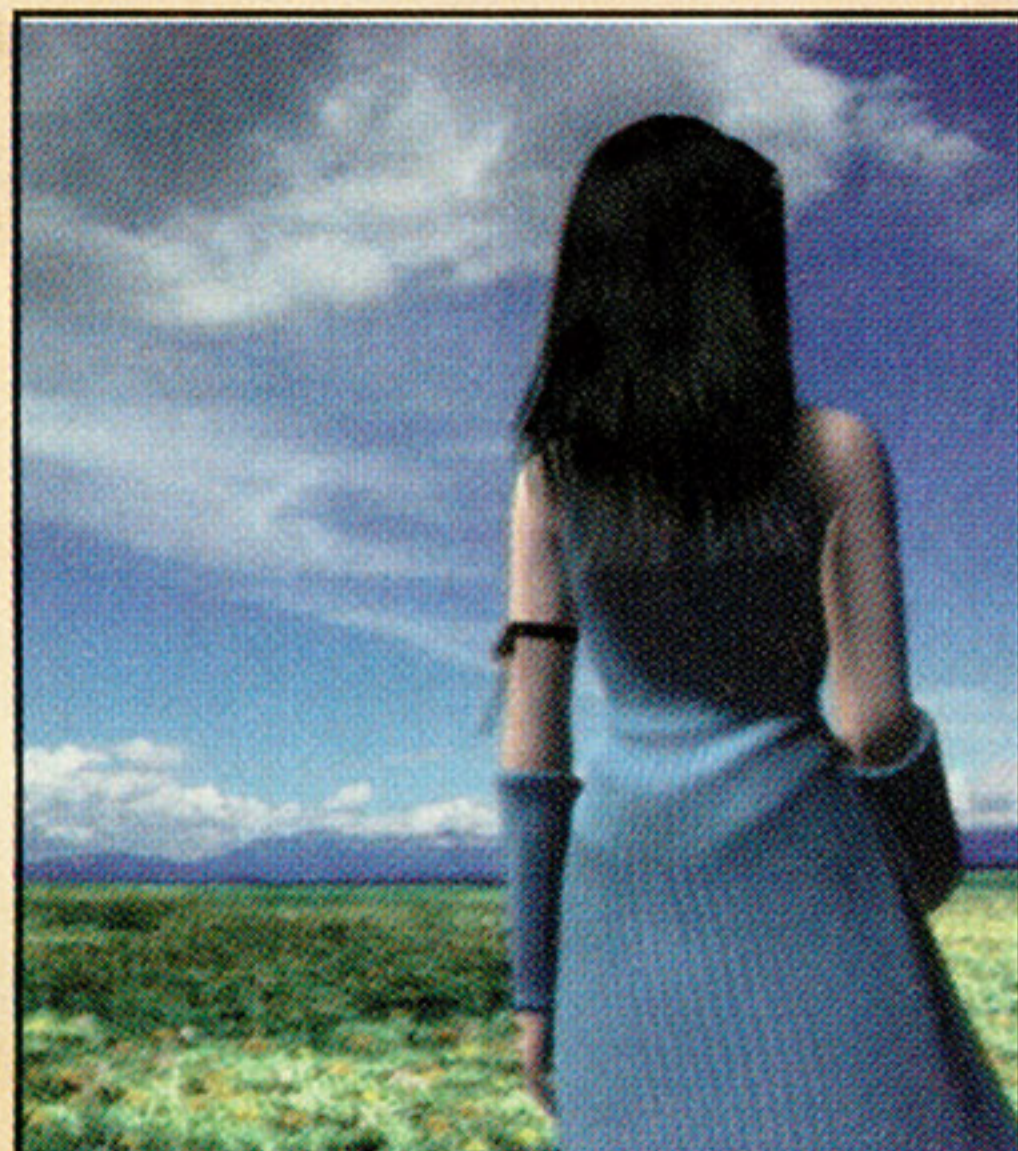
Boss 2 Gerogero

Level 12
HP 3,650
Poison has no effect
Undead
Very weak vs. Holy
Weak vs. Fire, Thunder

Draw
Esuna
Double
Berserk
Zombie

Get
20 AP
Zombie Powder x8

After you beat the Fake president, he'll transform into Gerogero. He likes to cast Silence and Berserk a lot, so make sure to have some status recovery items in case.



5 Tomb of the Unknown King

Before Event 6, you'll have to go in the tomb briefly to retrieve a randomly-generated ID number. If you just get the number and return to Deling City, then you can skip ahead to Event 6. However, it is highly recommended that you complete this event first. Also, this is the final moment that you'll be able to go back and explore Timber, Dollet, etc.

This event is totally optional.

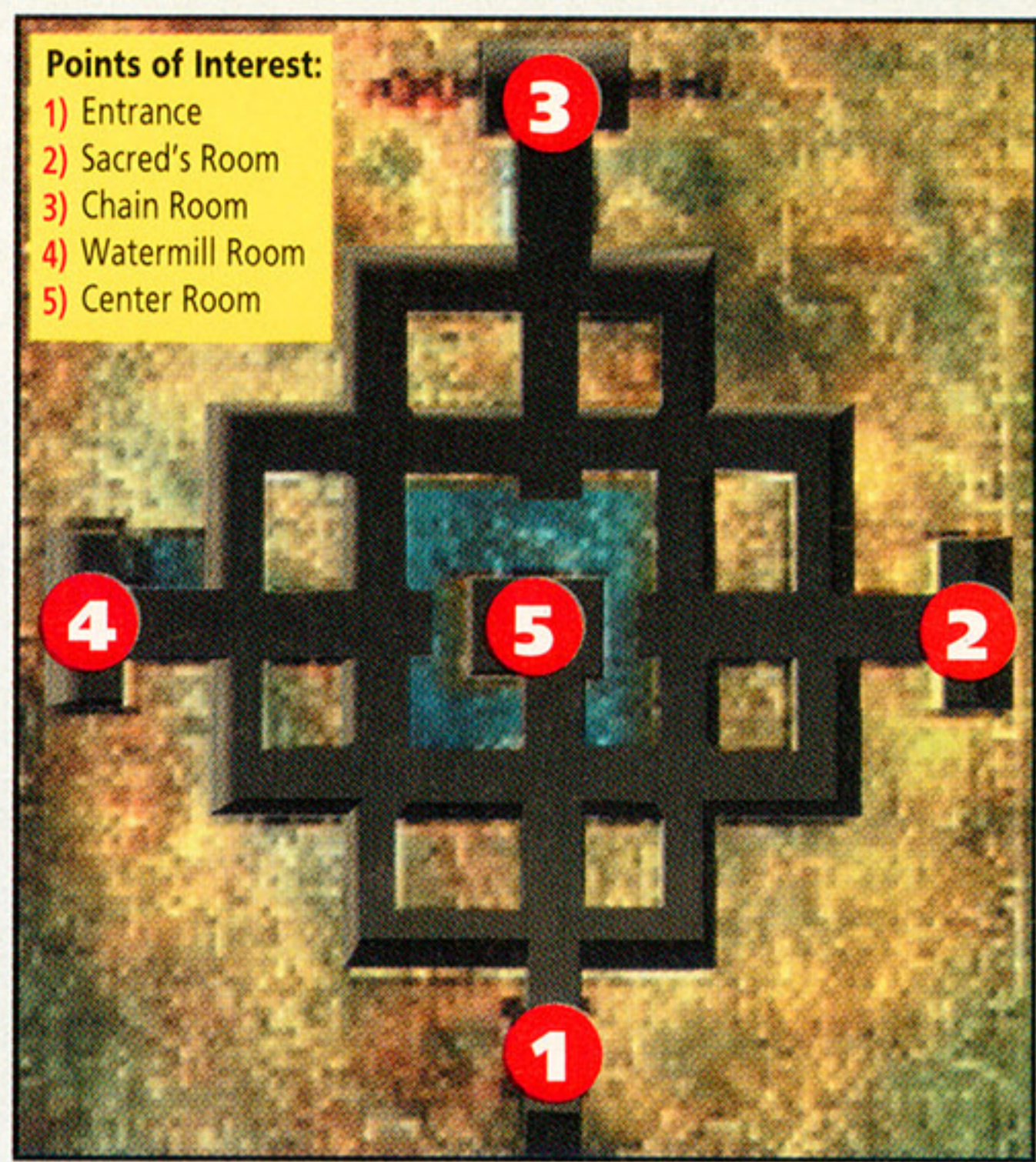


before the end of Disc 1. Once you begin Event 6, there's no going back, so prepare accordingly.

First you'll have to fight a boss, Sacred, at point 2. Once you beat him, you'll be allowed access to points 3 and 4. In the Chain Room (3), press X next to the chain to release water into the center room. Then, in the Watermill Room (4), press X next to the chain to open the bridge to the center room (5). There, you'll have to fight both Sacred and Minotaur at once. After beating them, you'll obtain the GF Brothers.

Points of Interest:

- 1) Entrance
- 2) Sacred's Room
- 3) Chain Room
- 4) Watermill Room
- 5) Center Room



Boss 1 Sacred

Level 21
HP 3,728
Weak vs. Poison, Wind
Earth has no effect

Draw
Shell
Protect
Berserk
Life



Boss 2 Minotaur

Level 22
HP 5,370
Weak vs. Poison, Wind
Absorbs Earth

Draw
Shell
Protect
Berserk
Double

Get
40 AP
Sacred's Card
Minotaur's Card
GF Brothers

When you fight Sacred and Minotaur together, they'll use a special technique, Mad Cow Special, which

inflicts about 330 HP on each character. If you can kill one of them quickly, they won't get a chance to do this. Minotaur's normal attacks inflict around 200 HP, and his special attack, Mower, inflicts around 200 HP on everyone. You should immediately cast Float on Minotaur so he won't be able to use healing spells. Then just summon GF like crazy and you'll be able to beat them easily.

Boss 3 Edea

Level 20
HP 7,000

Draw
Cura
Dispel
Life
Double

Get
20 AP

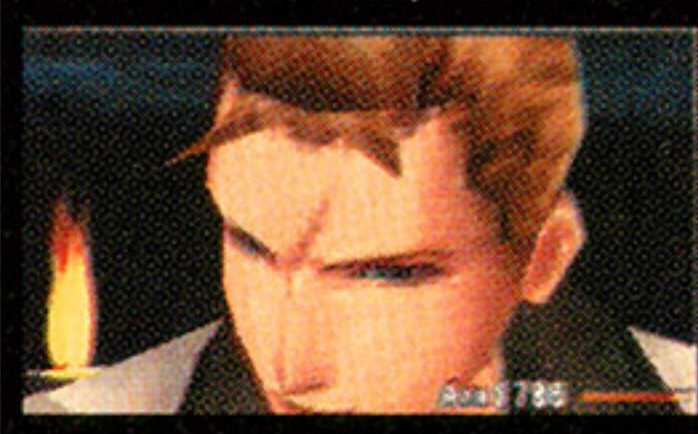
When you battle Edea, you'll have all three party members back. She doesn't have any big weaknesses and she likes to use high level spells like Thundaga and Firaga, which inflict around 400 HP damage. She has the most HP of any boss faced so far, but even this battle isn't very difficult.

Boss 2 Seifer

Level 20
HP 1,150
Weak vs. Poison

Draw
Fira
Cura
Life

The battle with Seifer is actually very easy. You'll face him with Squall alone.



6 Edea's Assassination

This is the last event in Disc 1. Stock up on plenty of items before you begin, because it's fairly lengthy.

Boss 1 Iguion x2

Level 19
HP 1,747
Weak vs. Earth, Holy
Fire, Poison has no effect

Draw
Cure
Esuna
Break
Carbuncle

Get
20 AP
G-Returner x8

You'll fight this battle with only Irvine and Squall. You can't cast normal spells on them since they have Reflect from the beginning of the battle. Their attack, Magma Breath, inflicts around 200 HP damage. They also have a more powerful attack, Resonance, which damages everyone by about 250 HP. If you summon GF repeatedly, you can beat them in only a few turns, but be sure to draw the GF Carbuncle from them first.





7

Prison Escape

On each floor of the prison, there are various items you can pick up in the cells. In the 8th floor cell, there's a man from the garden who will sell you items. There are save points on floors 10 and 6. You'll have to face Wedge and Biggs for the second time here.

Boss 1 Biggs & Wedge

Level 12 (Biggs) HP1,776	Level 12 (Wedge) HP 1,707
-----------------------------------	------------------------------------

Draw

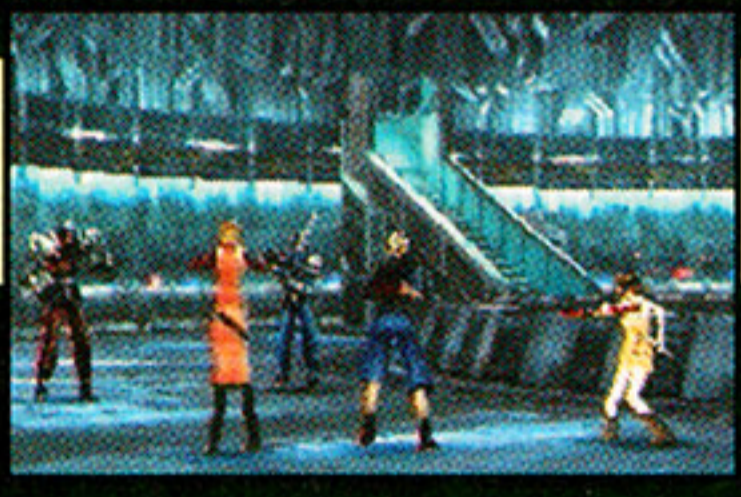
Cure
Haste
Slow
Regen

Draw

Fire
Shell
Protect
Reflect

Get

10 AP
Remedy x8
Elixir x3



As before, you'll fight both of them at once and they're both very easy to beat.

Boss 2 Elite Soldier, GIM52A x2

Level 22 (Elite Soldier)
HP 509
Weak vs. Poison

Draw

Fira
Thundara
Blizzara
Scan

Level 22 (GIM52A)

HP 2,786
Weak vs. Thunder, Earth, Water
Poison has no effect

Draw

Haste
Slow
Dispel

These three bad guys will attack you at the top of the prison. Kill the Elite Soldier first, otherwise he'll continually heal the other two machines. Quezacotl and Brothers are effective GFs to summon here.



10

Battle at F.H.

Boss BG251F2

Level 28
HP7,800
Weak vs. Thunder, Earth, Water
Poison has no effect

Draw

Shell
Protect
Stop

Get

20 AP

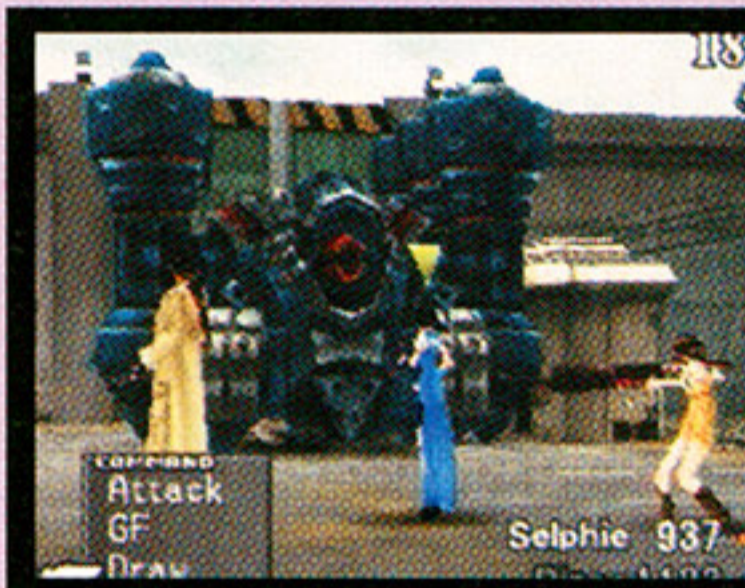
The machine from the missile base is back and it's out of control. Make sure you have some Phoenix Down and Hi-Potions, as its attacks are powerful.



8

Galbadia Missile Base Infiltration

You'll face lots of soldiers here. The longer you can fool the other people with your costumes, the longer you'll be able to go without fighting. The key is to try to be sneaky and avoid confrontation. Even if it seems obvious that your cover might be blown (when soldiers question you), never choose the option to fight, otherwise you'll have to battle soldiers for the rest of the event. When you get to the missile terminal, you'll have to set "Error Ratio" to maximum and complete the "Data Upload" before leaving the base. As you try to leave, you'll be attacked by the enormous BGH251F2.



This battle is tough. Not only does the boss have lots of HP, but your timer from the beginning of the event will continue to count down. Allow yourself between seven and ten minutes for the battle. This machine does about 450 HP damage per attack and its special Beam Cannon will inflict around 900 HP to one member of your party. After you destroy it, some weak soldiers will come out that you'll also have to kill.

Boss BGH251F2

Level 18
HP 7,600
Weak vs. Thunder, Earth, Water
Poison has no effect

Draw

Shell
Protect
Stop

Get

20 AP
Weapons Mon Jun

9

Back to Balamb Garden Again

When you return to the garden again, you'll have to look for Headmaster Cid. In order to find him, you must search each section of the first floor of the garden.

Help everyone you meet and talk to everyone you see. After you've fully explored the first floor, Xu will appear at the directory. You'll then be allowed to go up to the second floor. Now you can explore the underground MD level of Balamb Garden, where you'll face two bosses.

Boss 2 NORG

Level 27 (Norg Pod)
HP 2,000

Draw

Cura

Level 27 (Left Orb)

HP 2,865
All elements have no effect

Draw

Thundara
Life
Bio

Level 20 (Right Orb)

HP 1,810
All elements have no effect

Draw

Dispel
Confuse
Slow

Boss 1 Oilboyle x2

Level 26
HP4,988
Weak vs. Fire
Water has no effect

Draw

Esuna
Blind
Cura
Confuse

If your Ifrit is strong enough, you can take out both of these in just a few turns. Watch out for the Oil Blast technique; it takes off over 1,000 HP from one party member.



Level 20 (NORG)
HP 10,100
Weak vs. Wind
Poison has no effect

Draw

Shell
Protect
Esuna
Leviathan

Get

20 AP
Wizard Stone x8



NORG appears flanked on both sides by two orbs. What's more, he's got a protective pod that must be destroyed first. Ignore the orbs; it's very difficult to destroy them. Focus your attacks on the center. When the pod is destroyed and the real NORG comes out, remember to draw the GF Leviathan from him. NORG's Psycho Blast ability takes off about 600 HP damage.



slow down, Sparkle...
where're we goin'?!'

GoGo! GAMES



And you, too,

gotta come check us out @: www.gogogames.com

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COLLECTING CARDS

Here's my strategy on collecting cards in the first two discs. Remember that this isn't an exhaustive list of every single moment and location where the described cards can be obtained.

Level 1-5 Cards

Believe it or not, you can get almost every card up through level 5 right in Balamb Garden, before the Fire Cavern event. If you invest the time now and get them all, it will make card battling in the future much easier. Note that there is one level 5 card, PuPu, that cannot be obtained until Disc 3, so details on it will appear in the next installment.

Level 6 Cards

Immediately after beating Norg in Disc 2 (Event 9), the card players in Balamb Garden will begin to use some level 6 cards. If you win cards from the person on 2F standing near the elevator repeatedly, you'll be able to collect all of them.

Level 7 Cards

Once you arrive at F.H. (Event 10), if you play against Martine (he sits next to Mayor Dobe's house in the center of F.H.), you'll be able to collect all the level 7 cards.

RARE CARDS

Level 8 cards and above are considered rare. Usually, you can only obtain them in special circumstances; you can get some after defeating a special opponent in battle or by completing special events. For most rare cards, you'll have to challenge a specific person who owns a rare card. The trick is that players who own rare cards don't use them in their hand all the time, so it's not obvious who has a rare card and who doesn't. You'll have to challenge these people repeatedly until they

decide to play their rare card. Sometimes if you miss collecting a certain rare card, you won't be able to obtain it again later. On the other hand, many of these rare cards can be obtained at different moments in the game. If you lose a rare card to a player, in most cases you'll be able to win it back from them; though, as I said, they're not going to play that card every time. Cards not covered here that can be obtained after Disc 2 will be detailed next issue.

In this chart, "Play cards with..." means that person is the owner of the rare card and you'll have to play him/her repeatedly in order to win it. The cards are presented in the order which you can first obtain them.

Card	Location	How to Obtain
Disc 1		
MiniMog	Balamb Garden	Play cards with the girl running laps around the central hall.
Quistis	Balamb Garden	Play cards with any of the three Quistis FC members. (One is in the cafeteria.)
Ifrit	Fire Cavern	Defeat Ifrit.
Zell	Balamb Harbor	Play Zell's mother, Ma Dincht.
Diablos	n/a	Use the Magic Lamp given to you from Cid. Defeat Diablos.
Siren	Dollet	Beat the pub owner at cards (second floor of the pub) and he'll invite you to his private card-playing room. Play cards with him in this room.
Sacred	Tomb of the Unknown King	Defeat Sacred.
Minotaur	Tomb of the Unknown King	Defeat Minotaur.
Disc 2		
Seifer	Balamb Garden	Play cards with Cid.
Quezacotl	F.H.	Play cards with Mayor Dobe.
Pandemona	Balamb Harbor	Play cards with the man in front of Balamb Hotel.
Selphie	Trabia Garden	Play cards with Selphie's friend by the fountain.
Cerberus	Galbadia Garden	Defeat Cerberus.



OTAKON 1999

CONVENTION OF OTAKU GENERATION



Special Report by Ara Shirinian

Otakon 1999 took place at the Baltimore Convention Center on the weekend of July 2. The convention's name is derived from the word "otaku," a Japanese term which in recent years has been used to describe fans of Japanese pop culture—including anime (animated films, TV shows and videos), manga (comics) and J-pop (pop music). Drawing in record crowds, with a huge game room and dealers' room, this year's con was the biggest and best yet! T&T was there to give you the lowdown on all the cool events.

Guests

Among the guests present was Yoko Kanno, best known for her work on the *Macross Plus* soundtrack. Although she primarily does anime soundtracks, in the past she's also written music for Japanese TV shows and she's even worked for Koei, writing video game music! At the con, Kanno gave a beautiful—albeit short—piano concert. Other guests included Shinichirou Watanabe of Sunrise Studios, Mari Ijima and—last but not least—Hiroyuki Kitakubo and Mitsuha Ishikawa, both of Production I.G. Kitakubo was the director for the opening animation of the *Ghost in the Shell* video game for PlayStation.



Tournament Winners

On Friday night and Saturday, tournaments took center stage in the game room. Each winner and runner-up received free subscriptions to T&T. Here are the results:



Street Fighter Zero 3

- 1st—Estuardo Enriquez (Arlington VA)
- 2nd—Jimmy Grier (Winston-Salem, NC)

Bust-a-Move 2

- 1st—Ron Murphy (Bowie, MD)
- 2nd—Allen Tyner (Powder Springs, GA)

Puyo Puyo 4

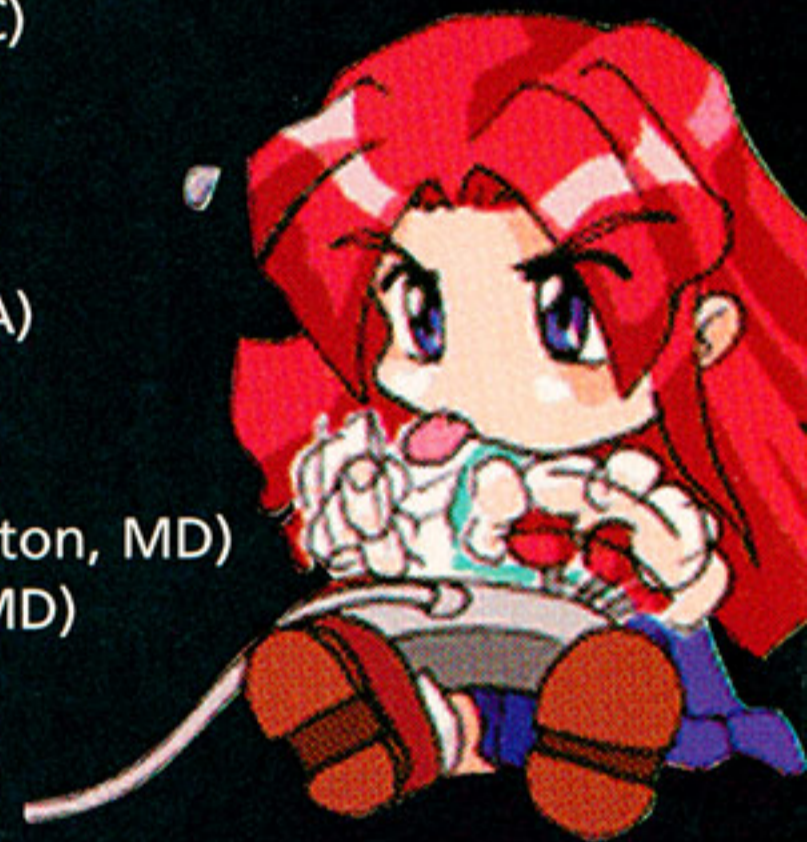
- 1st—Vincent Diamante (Fort Washington, MD)
- 2nd—Raymund Gungan (Timonium, MD)

King of Fighters '99

- 1st—Israel Moreno (New York, NY)
- 2nd—Jeffery Williams (Durham, NC)

"Cos-Play"

There were tons of fans costumed as their favorite video-game characters at the con. Check out these pics!



Game Room

This year the game room at Otakon was the biggest ever. Tournaments and the game room were organized by Jeff Keely. Also helping out with the tournaments were Rock Solid Gamerz (formerly known as Old School Productions) and STR8GAME.COM. Both groups organize video game tournaments at anime cons and other places all around the country. STR8GAME.COM is already planning to handle video game events at Katsucon 2000 in Arlington, Virginia. Rock Solid Gamerz is also planning to organize some tournament events in Philadelphia this fall as well as some anime cons in 2000. For more information, check out their web page at www.geocities.com/tokyo/4413.



Bust-a-Move 2
tournament winner
Ron Murphy

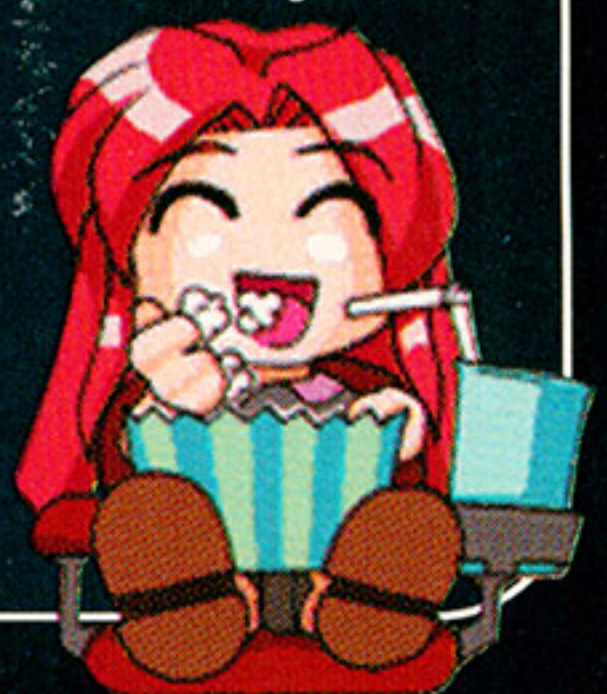
Street Fighter Zero 3
tournament winner
Estuardo Enriquez

Otakon Vice Chair
Mark Pope

Video game
room head
Jeff Keely

Richard Kim,
a.k.a. Pockyman

Chilling
out
Saturday
night with
staff and
guests



BACK ISSUES

1996

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May - Killer Instinct 2: Agile Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Gaiden, Pocahontas, Assault Rigs, Johnny Bazookatone

June - Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

July - Street Fighter Alpha 2: Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

October - NiGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, KizunaEncounter

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July - Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

December - Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September - Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radikal Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

October - Thrill Kill: F-Zero X, The Fifth Element, Street Fighter alpha 3, Moto Racer 2, Iggy's Reckin' Balls Kagero: Deception II, Soul Caliber, Spice World + Game Boy Camera Secrets

November - Tenchu: Stealth Assassina: GT64 Championship Edition, Colony Wars: Vengeance, Knife Edge, Duck Nukem: Time to Kill, Ninja: Shadow of Darkness, Metal Gear Solid (Part 1)

December - The Legend of Zelda: Ocarina of Time (Part 1): Rogue Trip, Bushido Blade 2, Armored Core: Project Phantasma, WCW/NWO Revenge, Metal Gear Solid (Part 20)



April '96 (BTT0496)



May '96 (BTT0596)



June '96 (BTT0696)



July '96 (BTT0796)



August '96 (BTT0896)



October '96 (BTT1096)



November '96 (BTT1196)



December '96 (BTT1296)



January '97 (BTT0197)



April '97 (BTT0497)



May '97 (BTT0597)



June '97 (BTT0697)



July '97 (BTT0797)



December '97 (BTT1297)



February '98 (BTT0298)



September '98 (BTT0998)



October '98 (BTT1098)



November '98 (BTT1198)



December '98 (BTT1298)

	QTY.		Subtotal
April '96		x\$8.00=	
May '96	BTT0496	x\$8.00=	
June '96	BTT0596	x\$8.00=	
July '96	BTT0696	x\$8.00=	
Aug. '96	BTT0796	x\$8.00=	
Oct. '96	BTT0896	x\$8.00=	
Nov. '96	BTT1096	x\$8.00=	
Dec. '96	BTT1196	x\$8.00=	
Jan. '97	BTT1296	x\$8.00=	
April '97	BTT0497	x\$8.00=	
May '97	BTT0597	x\$8.00=	
June '97	BTT0697	x\$8.00=	
July '97	BTT0797	x\$8.00=	
Dec. '97	BTT1297	x\$8.00=	
Feb. '98	BTT0298	x\$8.00=	

	QTY.		Subtotal
Sep. '98	BTT1098	x\$8.00=	
Oct. '98	BTT1198	x\$8.00=	
Nov. '98	BTT1298	x\$8.00=	
Dec. '98	BTT1298	x\$8.00=	

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FINAL FANTASY JAPAN REPORT!

by Anatole Brown

SQUARESOFT SPECIAL

To commemorate the U.S. release of *Final Fantasy VIII*, Squaresoft invited some American journalists up to its headquarters in Tokyo and gave us a chance to interview the *Final Fantasy VIII* team. Participating in the interview were Hiroshi Harata (Battle Programmer), Kazushige Nojima (Script and Planning), Tetsuya Nomura (Character and Battle Visual Director), Yusuke Naora (Art Director) and Yoshinori Kitase (Director).

Question: Was it harder working on FFVIII rather than FFVII and what are you most proud of in the new title?

Nojima: *Final Fantasy VIII* already had a base (*Final Fantasy VII*) to work with. This time we were able to concentrate more on the inner workings of the game, like the story. It definitely was a lot more of a relaxing process. I'm just proud that it's done!



All of Squaresoft's PlayStation titles are lined up like dominos on the counter in the reception area.



Squaresoft's sound room. All voice actors for Square titles are brought into the studio to be recorded.

Question: Why does FFVIII have new characters not seen in FFVII?

Kitase: Basically, *FFVIII* is a new world with a lot more of a sci-fi element. The tradition of the *Final Fantasy* series has always been about introducing new characters rather than repeating old ones. Also, as software and hardware technology increases, we want to represent more realistic characters.

Nojima: It's very tempting to use old characters like monsters from past *Final Fantasy* games, but we try to limit that.



The President of Squaresoft, Tomoyo Takechi (right), welcomes everybody.



Squaresoft takes up a modest three floors in Arco Tower, a large office building in Tokyo.



The marble elevator halls and reception area give you an idea where the influence for *Parasite Eve's* Chrysler Building came from.

Question: What are the key technological differences between FFVIII and FFVII?

Harata: We used motion capture technology in *FFVIII* for the characters' movements. We were also able to combine polygon parts with full-motion video.

Kitase: In *FFVIII*, we wanted to create more mature, realistic characters. In *FFVII*, our goal was to see how far we were able to take CG movies. We started working on *FFVIII* almost immediately after *FFVII*. It was a conscious decision to get away from the dark industrial environments of *FFVII* and go for a brighter world for *FFVIII*.

Question: Will the next *Final Fantasy* on PlayStation 2 be all in real time?

Kitase: We definitely want to go in that direction. But until technology is able to have real-time elements match the detail and quality of a CG movie, we'll probably continue to use pre-rendered backgrounds. Let me also say this: We don't believe that we have tapped out the current PlayStation by any means. We still think that another *Final Fantasy* is possible on the current platform.

Question: Why did you implement the card game in FFVIII?

Kitase: We got a lot of feedback from people who played *FFVII* who said they were stifled by the action elements of the game. So this time, we made it so you don't have to participate in an action sequence in order to progress in the game. The card game has basically replaced all the mini-games. At the same time, it's not required to play the card game in order to complete *FFVIII*, but there are a lot of bonuses to playing it!

Nomura: We have even licensed the card game to a company in Japan that will make it into a real card game.

Question: Did you experience any drawbacks or delays?

Nomura: Delays are pretty standard in this industry. Our card game programmer, however, had to go to the hospital for appendicitis right as we were completing the game. He worked from a remote computer from his hospital bed! It was weird to see his empty desk and see objects being moved around on his computer screen as he operated it from the hospital.

Question: Why is the menu system more involved in FFVIII if you're aiming for a wider audience?

Nomura: Actually, the player can get through the whole game without getting too intricate with the menu system. The battle menu is influenced a lot by *Final Fantasy V*. It's complicated because we wanted to give the player the freedom to mess around with all kinds of parameters, but it's not necessary for beginners.

Question: Why do the bad guys in FFVIII seem like they're not entirely evil?

Nojima: I didn't want to create a simple bad guys vs. good guys dynamic. That can come across as too cheesy or hard to swallow. Rather than creating a bad character, the characters in *FFVIII* have different ideals and opinions about the world. This makes for a better story and more believable characters.



Saga Frontier 2 Art Director Akitoshi Kawada (left) and Chocobo Racing Producer Takashi Tokita (right) show their love for Chocobo!

MR. DOMINO Character Goods

We promised you another peek at some Mr. Domino goodies, so here are a few more items which you might be able to find if you happen to live near a toy store or game center in Japan. Several different companies have been licensed to create and sell Mr. Domino merchandise; what's interesting is that all of the goods you see here are manufactured and sold by Konami!



The *Final Fantasy VIII* staff. From left to right: Harata, Nojima, Nomura, Naora and Kitase.

There's only one place where you can go to find out about the coolest video game goodies, the hottest peripherals and the happiest, funniest toys and candy in the world. But you're gonna have to put on a scarf or something, 'cause we call it the...

COOL ZONE



◀ Anatole snagged this watch on his trip to the Square office in Japan. The watch casing and band are made of transparent plastic and the seconds hand is a tiny moogles that floats above the other two hands. The chocobo featured on the face and band is super-deformed and super-cute!

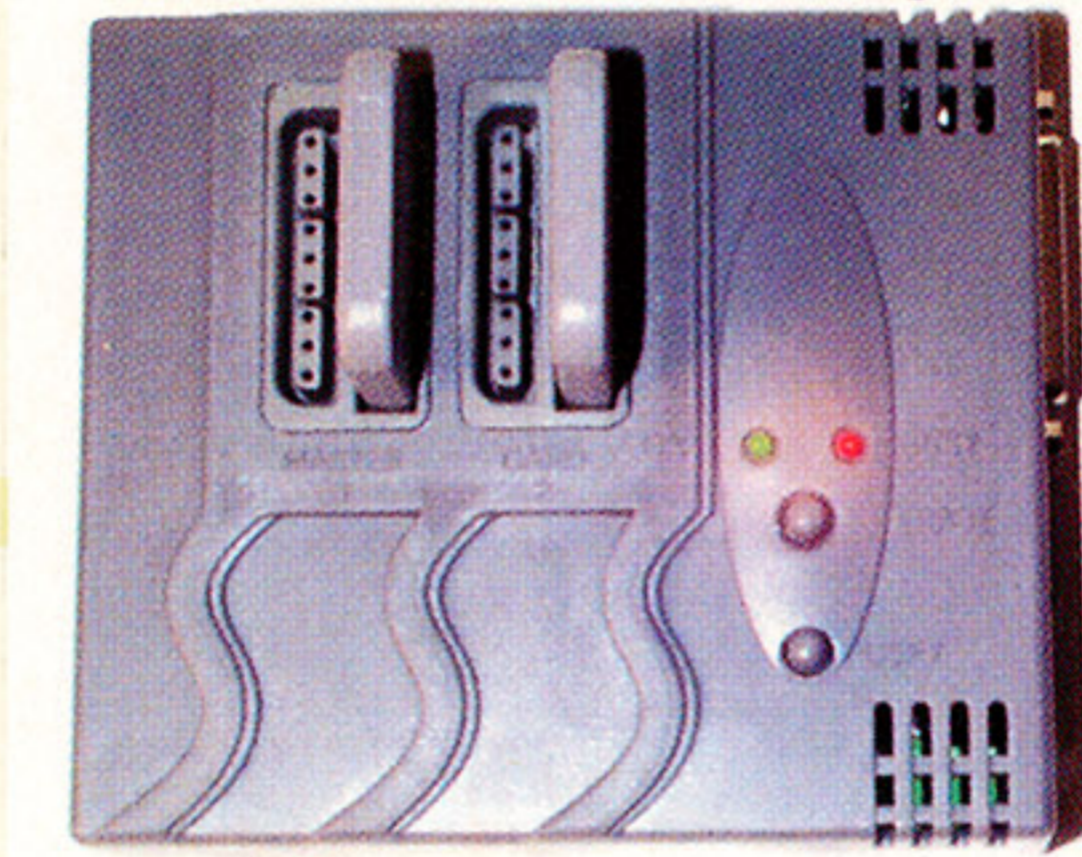
▶ This battery pack from Innovation clips to the back of your Game Boy and can be recharged over and over.



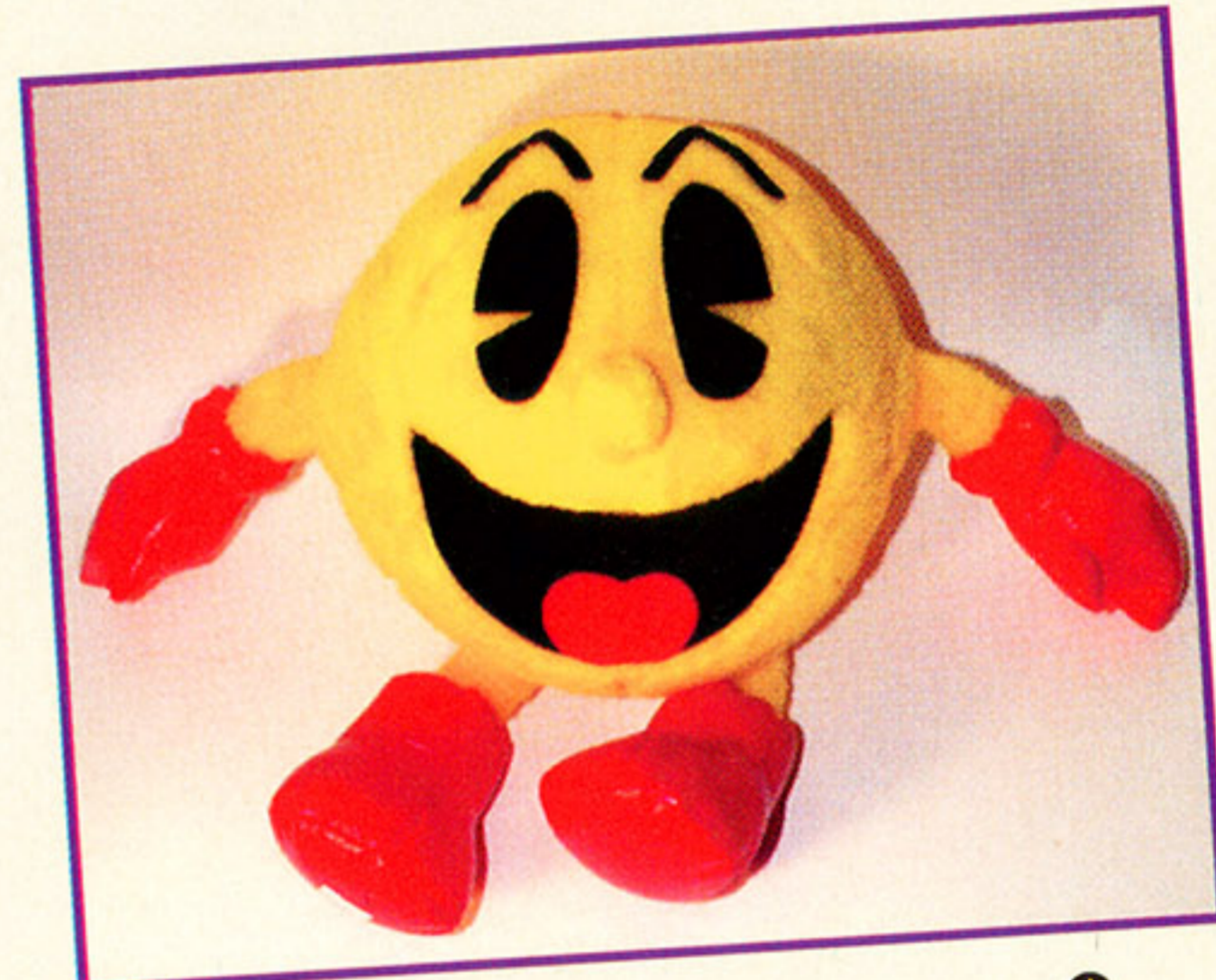
▶ This strange candy pop holder is actually an FM radio! When you turn it on and put the candy pop in your mouth, the device sends sound waves through the candy and into your head! While practically inaudible to those around you, you'll feel the strange sensation of hearing the radio from inside your skull. If you don't like candy, there's also a plastic "bite bar" included that you can bite on for the same effect. From Tiger Electronics.



▼ This Banpresto chocobo plush doll is from the import PlayStation game Chocobo's Mysterious Dungeon. It measures about 10 inches tall and its eyes are made of plastic. If this one's not cute enough for you, there's even a version that has one of its eyes winking! Import only.



▲ Innovation's X-Drive is a cool, portable peripheral for the PlayStation. It takes four AAA batteries and can copy and erase memory cards in about 20 seconds. You can also hook it up to your PC and transfer save game information between the device and your hard drive. Look for it at your favorite video game store. Good for 1,000 uses!

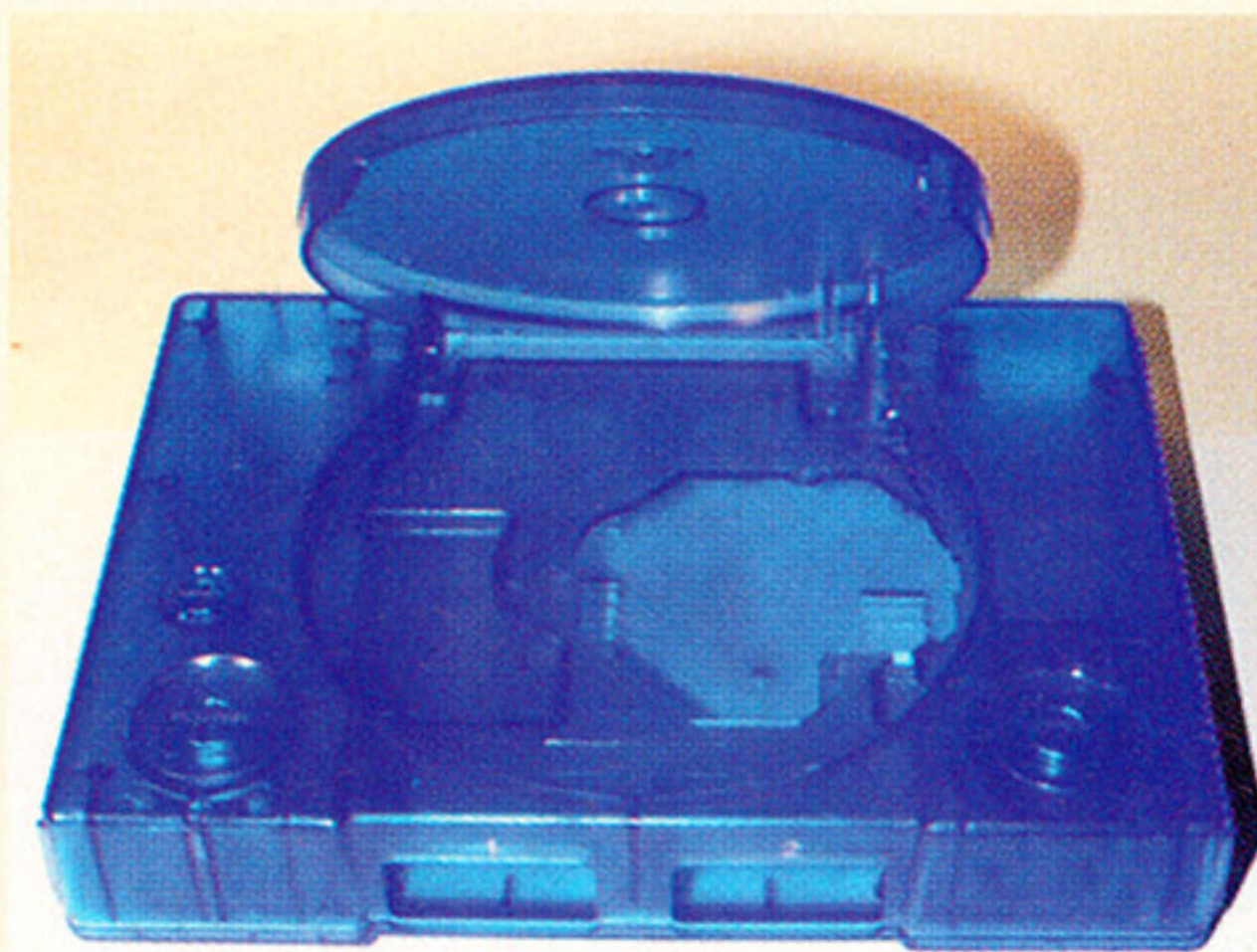


▲ Pac-Man lives! This cute guy was given out as a promotional item for Pac-Man's 25th anniversary. You can also buy it in Japan at one of Namco's goods stores.



▶ Also made by Banpresto, here's yet another one of the myriad chocobo goodies you can find in Japan. It's about half as tall as the plush doll and made of thick, soft plastic. There's a slot in the back of its head where you can insert coins and a circular cover under its feet for removing the contents.

▶ If you're getting tired of that boring gray PlayStation shell, here's a cool transparent casing that you can swap it with. You'll be able to see all the funky electronics and even the CD spinning around inside. This casing is based on the never models of the PlayStation, so older ones which have the CD mechanism in a different location can't be used with it. From Innovation.



▶ These are from Innovation's new line of PlayStation and Nintendo 64 controllers. Now they come in cool metallic colors like gold and silver! The PlayStation controllers are similar to Sony's Dual Shock controllers, and the N64 ones have extra functionality like rapid-fire and slow motion settings.



Cool Zone
COOL ZONE
Cool Zone



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