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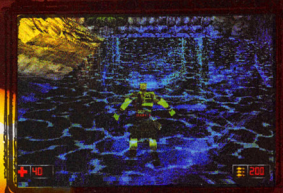
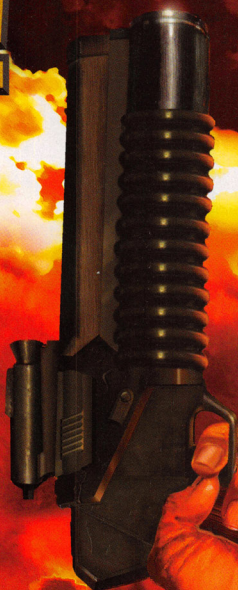
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4 | 1

*Lightning never strikes
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Unless, of course,
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TIPS & TRICKS™

Hey, you there! Are you standing at the magazine rack in your local grocery store, wondering if *TIPS & TRICKS* is worth the five bucks? Trust us; there's no better video-game publication out there; at least, not in this country! There's a lot more information within these pages than you could possibly write on the palm of your hand, so why not just stop being such a cheapskate and take the magazine over to the cash register? You can always recoup your cash by taking *TIPS & TRICKS* to school and selling the tips to your friends!

departments

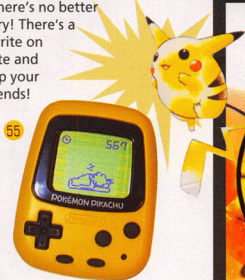
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AUGUST 1998

ON THE COVER:

The long-awaited *Mission: Impossible* comes to the Nintendo 64; we'll show you how to master this action-packed adventure. *Mission: Impossible™* & ©1998 Paramount Pictures. All Rights Reserved.

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QUOTE OF THE MONTH:

Nothing wrong with shooting as long as the right people get shot.
—Clint Eastwood



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not cool



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No electronic gadget is safe when Editor in Chief **Chris Bieniek** is around, and the Game Boy Camera is no exception. His current best time in the "Run! Run! Run!" sub-game is 14.69 seconds.
Current Favorite Games: Space Fever II, Blitz, Mystical Ninja Starving Goemon, SPICE



A gaming aficionado since the mid '70s, Executive Editor **Jim Loftus** has seen it all. Gearing up for the fall, Jim has been counting the days to the release of Nintendo's new Zelda adventure.
Current Favorite Games: Metal Gear Solid, Brave Fencer Musashiden, The Legend of Zelda: The Ocarina of Time, Silent Hill



Obsessive monthly CD purchases have drained the finances of **Tyrone Rodriguez**; scoring a half-dozen new CDs every week isn't cheap! The sounds of Drum & Bass and Rave can be heard from his office.
Current Favorite Games: House of the Dead, MediEvil, Heart of Darkness, Guilty Gear



Which is the most expensive state in the U.S.? Associate Editor **Jason Wilson** seems to think it's California. Between the high cost of living and ridiculous insurance rates, he wonders why there's no "Goth Tax."
Current Favorite Games: Mission: Impossible, Wetrix, The Granstream Saga, Street Fighter Alpha 3



With a nice view of the famous Hollywood sign, Art Director **Ione Flores** loves her office...which is otherwise as dark as a cave. "It'd be even better if I had skylight," says Ione, a California native.
Current Favorite Games: Road Rash 3D, Jeff Gordon Racing, Judge Dredd, Game & Watch Gallery



One piece at a time, Editorial Assistant **Anatole Brown** has assembled a 1,500 piece Mona Lisa jigsaw puzzle. It took him nearly two years, but he finally accomplished this Man-Mountain Marko-sized task.
Current Favorite Games: Mortal Kombat 4, NBA Courtside, Jersey Devil, Mission: Impossible



Out of all the *Tips & Tricks* contributors, **Mike Davila** is the most traveled. He's been to 114 sovereign countries and 10 non-sovereign countries. By the year 2000, he should have set foot on all of them.
Current Favorite Games: The Granstream Saga, Lester the Unlikely, Police Trainer 2, Heart of Darkness



Since Garbage released its new CD, *Version 2.0*, contributor **Ara Shirinian** has been overwhelmed by the electronica band's aural accomplishments. He's quite the music buff; if Ara likes it, it's probably a hit.
Current Favorite Games: Racing Jam, Tomba!, Sega Rally 2, Ara NGC 6397



Why don't **Pat Reynolds'** friends hang around near water towers? Because if they do, they risk becoming the victims of Pat's patented water balloon targeting exercises.
Current Favorite Games: Vampire Savior, X-Men vs. Street Fighter, Cyberbots, Bushido Blade 2



To read **Chase Ayers'** new book, "How to mix Happy Hardcore Wit Da Crew," is to experience first-hand the best kept secrets and techniques of the most successful hip-hop masters.
Current Favorite Games: Twin Bee, The Lone Ranger, Jackal, Blades of Steel, The Adventures of Bayou Billy



Let it be known that **Geoff Arnold** has received massive amounts of mail from female readers following his debut last issue. Unfortunately, he's not currently seeking that "someone special."
Current Favorite Games: Street Fighter EX 2, Street Fighter Alpha 3, Pocket Monster, Marvel vs. Capcom

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Vice-President, Administration
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JIM LOFTUS

Associate Editors
TYRONE RODRIGUEZ
JASON E. WILSON

Art Director
IONE FLORES

Editorial Assistant
ANATOLE BROWN

Contributors
MIKE DAVILA
ARA SHIRINIAN
PATRICK REYNOLDS
CHASE AYERS
GEOFF ARNOLD

Copy Chief
PHILIP SANGUINET

Network Systems Director
ANDREA LANDRUM

Network Systems Administrator
BRANDON S. PHILLIPS

Network Systems Operators
MARIE B. QUIROS
LISA W. JONES

Production Manager
KRISTINA ETCHISON

Production Assistants
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TARA HOBBS

National Advertising Director
MARI KOHN
(213) 951-7909 FAX: (213) 651-0651
ADVERTISING INQUIRIES ONLY; NOT A TIP HOTLINE

Advertising Coordinator
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We can't respond to individual letters, but we do read 'em all; it keeps us from going crazy on those cold winter nights.

BOY GENIE US

I have a Game Boy and I have some pretty hard games. To make them easier, I thought I could get a Game Boy Game Genie. I looked in all the stores near me but I couldn't find it. Would you please tell me where to find one? Please respond! I know you have all the answers!

—Nick Ng
Waukee, IA

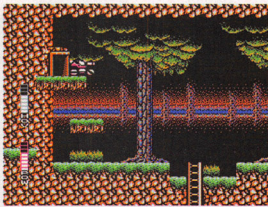


Contact our friends at Funcland at (612) 946-8112; the last time we checked, they were selling used Game Boy Game Genies for a mere \$7.99 + postage and handling. Ya can't beat that with a stick!

ONE-MAN CRUSADE

After long consideration, I have chosen to write to *TIPS & TRICKS* about an important matter. The only way to get the word out to millions across the globe to aid me on my mission is to ask for help. Here goes:

I would like to ask every reader to write to the company that made *Blaster Master* on the old Nintendo Entertainment System and ask them—no,



Sunsoft's original *Blaster Master* for the NES...



...and the Genesis sequel, *Blaster Master 2*.

plead with them—to do a remake of this classic game (since the Game Boy version was a flop). I'm asking you guys and gals at *TIPS & TRICKS* to help me for three reasons:

- 1) I know that gaming companies read your outstanding magazine for free consumer information and would most likely hear this message.
- 2) The only way to get a lot of letters out to the game companies is to reach the public, which I'm hoping you could assist me with.
- 3) Finally, I just wanted to write to *TIPS & TRICKS* for the sake of it.

If you could print my letter along with the address of the game company, it would be much appreciated.

—Steven Weston
Mt. Shasta, CA

Mmm...Blaster Master. We're drooling just thinking about how great that game was. And you're right; the Game Boy sequel, *Blaster Master Boy*, was not nearly as good; it played more like an unimaginative Bomberman clone.

OK, Steven; we'll do what we can to help. Here's some information that might get you started:

Blaster Master was developed and published by Sunsoft, which continued to produce 8- and 16-bit games well into the '90s. Unfortunately, the company ran into financial difficulties in 1995 and was unable to publish the last few titles it had in development; several of these games, including *Justice League Task Force*, were eventually distributed by Acclaim.

Back in Japan, Sunsoft continued to develop new software for the 32-bit systems as well as licensing titles from other countries; the PlayStation and Saturn versions of *Myst* were distributed by Sunsoft in Japan. However, the company's American division was virtually inactive until just a few months ago, when Sunsoft's Chameleon Twist was released for the Nintendo 64.

If you want to write a letter politely explaining why *Blaster Master* should be brought back to life on one of the

newer game systems, here's the address of Sunsoft's U.S. office:

Sunsoft
18008 Skypark Circle, #140
Irvine, CA 92614

We wish you luck in your quest, Steven; give 'em heck! However, there is one tiny little detail that you may want to consider before you go off on your letter-writing campaign. Lots of *Blaster Master* fans missed it, but Sunsoft did release a 16-bit *Blaster Master* sequel: *Blaster Master 2* hit the Sega Genesis in 1993, but it just didn't capture the visual appeal, the compelling gameplay or the spark of originality that made the first game such a memorable experience.

See, the real problem you're up against is the fact that it's so incredibly difficult to dig up information on the designers and programmers of those NES classics. Not even Nintendo's su-

TOKEN OF THE MONTH



This month's token comes from the Caesarland Arcade in Chicago, Illinois; it was sent in by Anthony Gonzalez, who also lives in the Windy City. Thanks, Anthony!

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

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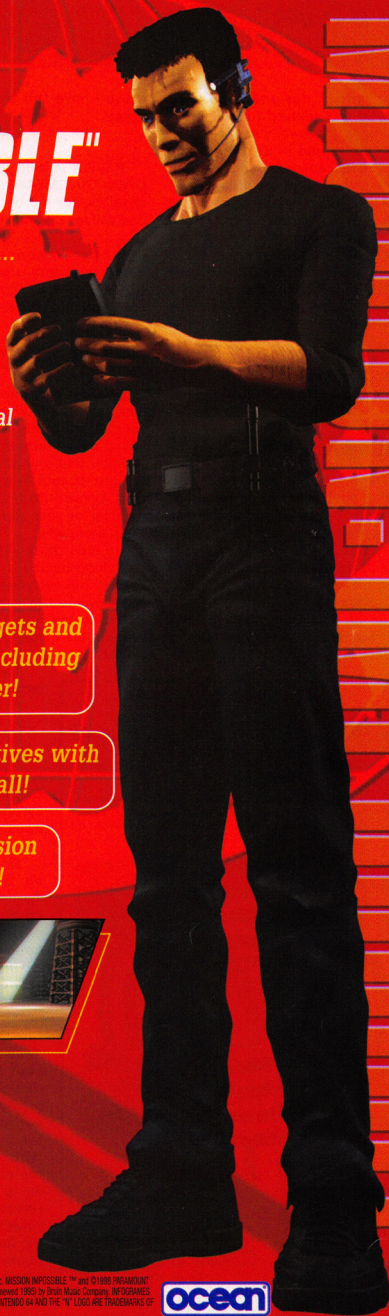
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ocean





perstar game designer, Shigeru Miyamoto, was allowed to include his real name in the credits of such giant hits as *The Legend of Zelda*; most of the successful Japanese game publishers were so fearful of having their creative teams raided by competitors that they kept their identities secret, using pseudonyms and short nicknames for the games' ending sequences. So... who knows what's become of the folks who created the original Blaster Master? Maybe they retired from game design...or maybe they're out there, still doing it. Just think, they might be responsible for your favorite PlayStation or Nintendo 64 hit!

Thanks again for your unique letter.

GREED FOR SPEED

Can you make and send me a strategy guide booklet for *Need for Speed III: Hot Pursuit* with all the shortcuts in it, with photos to show you where the hills are beside the roads, or where the jumps or little roads are just for goofing off, or shortcuts to use just if you are playing around?

If you can make this booklet, I will send in \$10.00 within the next two or three days. Plus, I want this booklet be-

cause I have this video game at my house.

—Anthony Hughes
Norfolk, VA

P.S. Put in bold red letters "DON'T OPEN: THAT MEANS PARENTS" on the envelope for me because my mom or dad will take it and keep it.

Like your mom and dad are just going to ignore a package that says "DON'T OPEN: THAT MEANS PARENTS" on it in bold red letters? Please.

STOP THE PRESSES

I have a very important announcement to make to all of you. After careful consideration—and lots of reading—I have reached a very important decision that will affect all of you for the rest of your lives. My conclusion is that Tyrone Rodriguez is the best member of your staff. Now I shall list the reasons why:

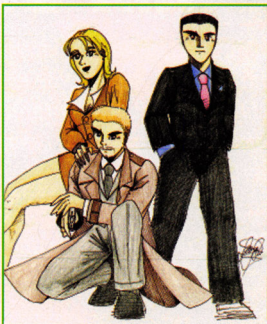
- 1) He also thinks *The House of the Dead* kicks bummy.
- 2) He brings everyone donuts.
- 3) He wrote the sweet *House of the Dead* strategy guide, which has brought the name "House of the Dead Guy" to me.

This concludes my letter.

—Jon Wilborn Jr.
Glendora, CA

Thanks for the kind words, "House of the Dead Guy"...but even Tyrone admits that he doesn't know what a "bumby" is.

Since you brought it up: When we featured *The House of the Dead* on the cover of our August '97 issue, we had no idea that the game would still be popular a year later. We have to admit that Tyrone's in-human obsession with the house and its undead inhabitants has kept the game in our thoughts, and it's definitely rubbed off on our readers, if your letter is any indication. What's more, some of the coolest reader artwork we've been receiving lately has focused on the *House of the Dead*; check out the following drawings for proof!



by Lisa Lee, Buena Park, CA



by Chris Rance, New Port Richey, FL

T&T Sticker Gallery



Send us your Neo Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to Tips & Tricks, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and we'll print 'em right here!



New!
With the release of Nintendo's new Game Boy Camera and Printer, we welcome our readers to send in their game Boy Printer stickers, which we will include in the T&T Sticker gallery in future issues. Watch this space!

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AIR SUPPLY

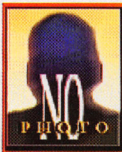
Why is Michael Jordan not in any video games for the Nintendo 64?

—Nick Amato
Chicago, IL

If it makes you feel better, Nick, MJ is not in any PlayStation games, either. The reason is because he is one of a select few NBA players who personally retain the rights to their own images for use in merchandise like video games. Most pro basketball players allow NBA Properties, Inc. to license their names and images to companies like Electronic Arts, Sony and Konami; these publishers pay a fee to the NBA for the right to use all of the official team logos—and most of the real players' names and likenesses—in their games. Unfortunately, Jordan is not a part of the package, so if a game publisher wanted to include him in a basketball game, it would have to pay Jordan a licensing fee in addition to the fee paid to NBA Properties for the rest of the league's players. This option is usually just too expensive, but some publishers have been willing to pony up the extra cash—back in '96, Shaquille O'Neal was another star whose likeness was not controlled by the NBA, yet EA Sports successfully negotiated to get the rights to include him in NBA Live 97.

Fortunately, most of the newer hoops titles allow you to create players and add them to your favorite teams, so you do have the ability to take a bald-headed guy, max out all of his stats and give him number 23. Some of them already have a super powerful generic guy in the Chicago Bulls starting line-up; all you have to do is change his name.

Here's "Michael Jordan" as he appears in four recent games:



NBA Fastbreak '98



In the Zone '98



NBA Live 98



NBA Shootout 98

EVIL RESIDENT

I got the connection! I know now how Evil Ryu was formed! Okay, go back to Street Fighter Alpha 2. (I played the Super NES version, but it probably doesn't matter.) Play through the game as Bison and watch the ending. He puts Ryu under what appears to be radiation, and the text says something like, "The pain is intense, but Ryu is quiet. As the power surges through his body, the question is: When will this new power emerge? Only time will tell." The "power" emerges when he turns into Evil Ryu! At first I thought it was some type of new Raging Demon move for him, but when I thought about it, I put two and two together and got it! Please print this!

—Rowdy Franklin
Dixon, KY

Great detective work, Rowdy! We love it when people over-analyze the plots of fighting games and try to make sense out of the crazy stuff that goes on behind the scenes. In this case, your explanation makes sense; however, when Evil Ryu was first discovered as a secret character in Street Fighter Alpha 2, the explanation that

Capcom gave us was slightly different. According to other sources, the idea of the Evil Ryu alternate came from the Japanese Street Fighter comic series; there was a dramatic story arc in which Ryu turned "evil" and went on a ram-



Ryu is marked with pain as an ominous power is forced into his body.

page after being shot during a battle with Adon. We like the Bison story better, though!

RUMOR MILL

I've heard many rumors about *Tips & Tricks* and I wonder if they're true.

—Jay Zampatti
Enterprise, AL

Uhhh...well, Jay, you know what they say: "There's a grain of truth in every rumor..."

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Tomba!

by Art Shrimmon

A number of recent PlayStation titles have extensively meshed 2-D sprites with 3-D environments. It's reassuring to see that 2-D sprites still have their place in game design! I'm very impressed with this combination; it gives more depth to surroundings while allowing characters to maintain a considerable degree of detail...without eating up too much of the processor's power. *Tomba!* integrates 2-D and 3-D elements well enough to keep both old-school 2-D fans like myself and the younger generation satisfied.

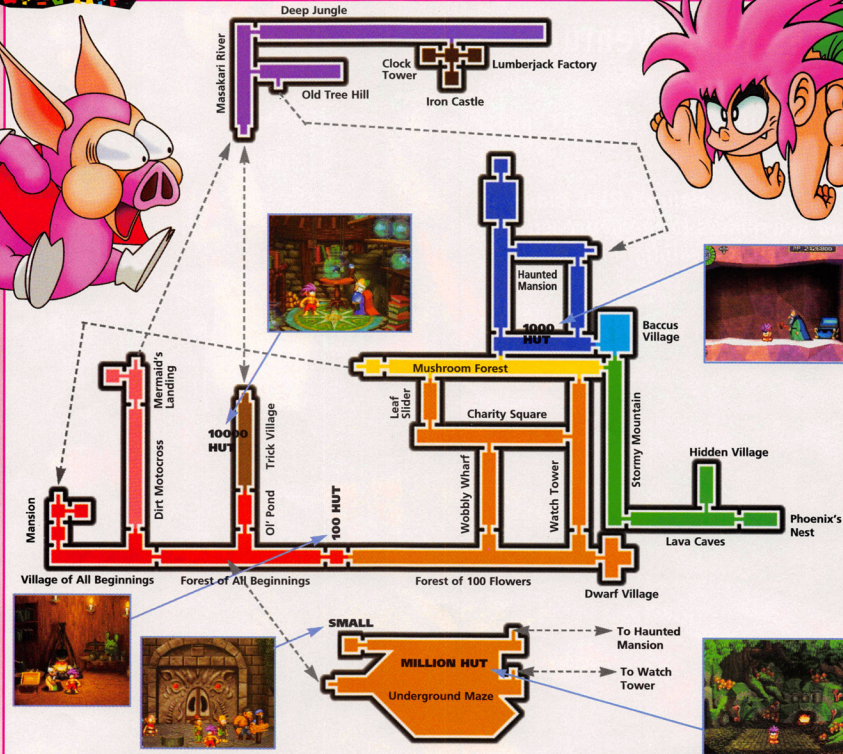
BASIC TECHNIQUES

Getting around in *Tomba!* is fairly easy, however, there are a few quirks in the game that may not be immediately obvious. Firstly, when you jump while swinging around a branch, you don't need to time the pressing of the jump button with your position relative to the branch as one would normally expect. All you need to do is hold the direction you want to jump in and press the jump button. Tomba will automatically let go at the right moment.

In certain places it's not apparent that you can move into the background or foreground either. For example, next to the save spot in Mushroom Forest, you can jump into the background area even though there's a tall obstruction there. You'll be able to tell in what places Tomba can move to another plane if you hold up or down while Tomba faces the corresponding direction. Don't assume by the looks of it whether movement between the two planes is possible or not.

Sometimes you'll come across doors that won't seem to open. In a few places, like Mizuno's house (just before the Dirt Motocross in the beginning of the game), even though you can see the door right there, you won't be able to enter it until someone tells you about Mizuno. I'll go into further detail about things like this in the "Events" section.

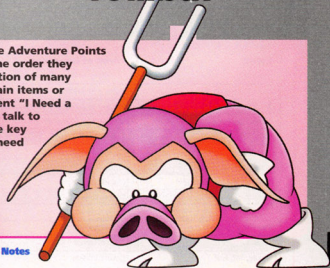
GAME MAP



Here's a top-view representation of Tomba's world. The major areas are colored separately and the minor areas are individually labeled. Note that you will not be able to reach certain areas or use certain passages until you complete the appropriate events. Some routes are one-way only.



Tomba!



EVENTS

Everything in Tomba! revolves around the discovery and completion of various events. You receive Adventure Points (AP) for finding out about a given event and for completing it. Here's a list of all 130 events—in the order they appear in the Event subsection in the game. It's important to be aware of the fact that the completion of many events depends on having previously completed certain other events. In addition, sometimes certain items or objects in the game won't appear until you "discover" the event tied to it. For example, in the event "I Need a Bomb," the bomb is located at the top of the tall tree in the Deep Jungle. However, you'll need to talk to someone in the Iron Castle who will tell you about the bomb for it to appear in the first place. The key in general is this: Do not assume that just because you have already explored an area, you won't need to return to it. New things will constantly appear in areas you've been to before as you complete events. For this reason, do not waste time looking for items until you've "discovered" the event they relate to first.

The more difficult events are in listed in bold text and detailed information on how to complete them can be found below the chart.

The events relating to bosses are highlighted in red and are detailed in the Bosses section.

Event	Area Of Discovery	AP For Discovery	AP For Completion	Items for Completion	Notes
Grandpa's Bracelet	Village Of All Beginnings	0	0		Beat the game to complete.
Clear the Fog	Village Of All Beginnings	500	1000		Use the Furious Tornado found in the first screen.
The 100 Year Old Wise Man	Village Of All Beginnings	0	1000		Meet the 100 Year Old Wise Man.
Inside the Kokka Eggs	100 Year Old Man's Hut	500	1000	100 Year Old Key	Return the 4 Chicks trapped in the Kokka Eggs.
Tale of the Evil Pigs	100 Year Old Man's Hut	0	0		
Beginner's Dwarf Language	Forest of 100 Flowers	0	2000		
Save The Dwarves	Dwarf Village	500	5000		
A Lost Child	Dwarf Village	500	2000	Cheese	The child is in the Watch Tower.
Dwarf Elder	100 Year Old Man's Hut	0	2000		
The Evil Pig Bag	Dwarf Village	0	500	Blue Evil Pig Bag	Located in Dwarf Village.
The World's Greatest Smile!	Mushroom Forest	500	1000		Laugh in front of the dwarf guarding Phoenix Mountain.
The World's Greatest Pout?	Mushroom Forest	500	1000		Cry in front of the dwarf guarding Phoenix Mountain.
To Phoenix Mountain...	Dwarf Village	0	1000		
Where's the Baby Mouse?	Baccus Village	500	1000		
Road To Baccus Lake	Baccus Village	500	1000		
A Drink for Grownups	Baccus Village	500	1000		
The 1000 Year Old Man?	Baccus Village	500	1000	1000 Year Old Key	Meet the 1000 Year Old Man beyond the door with the Small Key Hole at the Haunted Mansion.
Painting of a Big Key?	Haunted Mansion	1000	2000	Big Key	
A Large Key Hole!	Haunted Mansion	500	2000		
A Small Key Hole!	Haunted Mansion	500	2000		
Break the Magic Egg!	Haunted Mansion	500	2000		
The Mouse Pig Bag	Baccus Village	0	1000	Orange Evil Pig Bag	Located in Baccus Village.
The Haunted Pig Bag	Haunted Mansion	0	1000	Pink Evil Pig Bag	Located behind the Large Key Hole.
A Precious Treasure Chest?	Stormy Mountain	500	1000	Grapple	Open the 1000 Yr. Old Chest near the entrance to Lava Caves.
A Stormy Pig Bag	Stormy Mountain	0	1000	Red Evil Pig Bag	Located behind the Large Key Hole
Phoenix Mountain	Stormy Mountain	0	20000		Defeat the Red Evil Pig.
The Fire Pig Bag	Lava Caves	0	2000	Green Evil Pig Bag	Located in 1000 Year Old Chest in Lava Caves.
Smile!	Stormy Mountain	1000	1000	Charity Wings	Laugh in front of the door with a smiling face.
Lava Caves	Lava Caves	0	1000		Defeat the Green Evil Pig.
The Haunted Mansion	Haunted Mansion	0	20000		Defeat the Pink Evil Pig.
The Phoenix's Favorite	Stormy Mountain	1000	2000		7 Bunk Fruit are located in the Lava Caves.
The Master of the Skies	Stormy Mountain	500	5000		
Find Charles!	Deep Jungle	500	1000		
A Refreshing Drink	Deep Jungle	500	2000		Give Bananas to the man in the Clock Tower.
I Can't Swim...	Of Pond	500	1000	Swim skill	'Meet Charles in the Deep Jungle.
I Need a Bomb	Lumberjack Factory	500	1000	Bomb	Found in Deep Jungle.
Break The Rusty Door!	Iron Castle	500	1000		
We Need Power...	Village Of Civilization	500	2000		After completing, the hidden elevator in the Watch Tower becomes operational.
The Civilization Machine	Village Of Civilization	0	0		
Baccus Village	Baccus Village	0	20000		Defeat the Orange Evil Pig.
The Jungle Pig Bag	Deep Jungle	500	1000	Navy Evil Pig Bag	Located in Old Tree Hill.
The Deep Jungle Pig	Old Tree Hill	0	20000		Defeat The Navy Evil Pig.
What's Under the Forest?	Haunted Mansion	0	2000		Find The Entrance to the Underground Maze.
The 10000 Year Old Man	Iron Castle	500	1000		Return in Trick Village.
The Mermaid's Necklace	Trick Village	1000	2000	underwater swim skill	Return the Necklace to the Mermaid at the Mansion.
What's Underwater?	Haunted Mansion	500	2000	Mighty Fish Food	
The 10 Math Beads	Trick Village	500	2000	10000 Year Old Key & Thief's Wire	
The Underwater Pig Bag	Trick Village	0	1000	Yellow Evil Pig Bag	Located in 10000 Year Old Chest in Trick Village.
Trick Village	Trick Village	0	20000		Defeat the Yellow Evil Pig.
The Thief's Door	Underground Maze	500	1000		Need the Thief's Wire from the 10000 Year Old Man.
Unbreakable Wire	Underground Maze	500	2000	Strong Wire	Located in the Haunted Mansion.
Source Of Evil Magic	Trick Village	0	1000	Million Year Old Key	Meet the Million Yr. Old Man in the Underground Maze.
Dig Like a Mole	Underground Maze	500	1000		A path will open up after seeing the Million Yr. Old Man.
The 100 Flower Forest	100 Flower Forest	0	20000		Defeat the Blue Evil Pig.
Million Year Old Wish	Million Year Old Man's Hut	500	5000		Defeat all seven Evil Pigs.
The 8th Evil Pig Bag?	The Strange Small Room	0	500		
Seven Friends	The Strange Small Room	500	10000		
A Real Evil Pig	The Strange Small Room	0	50000		Defeat the final Evil Pig.

PlayStation strategy
PlayStation strategy



Event	Area of Discovery	AP for Discovery	AP for Completion	Items for Completion	Notes
Take Me Home	Village of All Beginnings	1000	2000	1up x2	Return the frog hidden in the weeds to the O' Pond.
A Hungry Monkey	Village of All Beginnings	1000	2000	Animal Dash skill	Bring bananas (found in O' Pond) to Charles.
Motocross Course	Village of All Beginnings	0	0		
Who Are You?	Forest of All Beginnings	1000	5000		Find Yan hiding in the house just before the O' Pond.
The AP Box	O' Pond	1000	1000		Open any AP box with sufficient AP.
I Need a Tear Bottle	Lumberjack Factory	1000	2000	Tear Bottle	Defeat 2 Yellow Bonsuee after finishing the 100 Flower Forest event.
Where's the Lights Go?	Dwarf Village	1000	1000		
Stop the Fight!	Dwarf Village	2000	5000		
The Great Escape	Dwarf Village	2000	2000		
Look and See?!	Watch Tower	1000	1000		Use the Telescope at the exact top of the ladder at the Watch Tower.
Ready, Set, Go!	Dwarf Village	1000	2000	Silver Powder	Race the thief to the top of the Watch Tower after finishing the 100 Flower Forest event.
Monster Hunt	Mushroom Forest	1000	2000	Rise And Shine Powder	
The Mysterious Mushroom	Mushroom Forest	1000	1000	Mysterious Mushroom	Found in a 1000 Yr. Old Chest in Mushroom Forest.
Leaf Slider	Charity Square	1000	1000		Cry in front of the guard to the Leaf Slider.
Red + Blue = ?	Mushroom Forest	1000	2000		Use the Blue Powder on an enemy in the Mushroom Forest to make it turn blue, then throw another enemy into it (or vice versa).
A Safe Mushroom?	Mushroom Forest	0	1000	Ordinary Mushroom	Found in the Mushroom Forest.
Treasures from the Mansion?	Mansion	0	2000		Find the back entrance to the Mansion at the beginning of the game.
A Familiar Looking Mansion	Mansion	1000	500		
Charles' Pants	Stormy Mountain	1000	0	Funky Parasol	Get Charles' Pants from the beginning of the Lava Caves and return them to him.
The Red Fortune Teller	Baccus Village	1000	1000		
The Broken Fountain	Charity Square	1000	5000		Use the Flower Tears at the Broken Fountain.
Can't Stop Crying	Baccus Village	1000	2000		Use a Healing Mushroom on the crying man.
Death Fruit Juice	Baccus Village	1000	2000	Charity Wings, Vitality Max+1	
Flower Seeds	Dwarf Village	5000	2000		Find the Flower Seeds at the Watch Tower & bring them to Dwarf Village.
Plant a Flower Garden	Dwarf Village	1000	5000	Golden Flower	After finishing the Flower Seeds event, return to Dwarf Village later to receive the Golden Flower.
Where did I come from?	Stormy Mountain	1000	2000		Take the lower passage at the end of Stormy Mountain.
Healing Herbs for Baron	Dwarf Village	1000	1000		
Cry Baby	Haunted Mansion	1000	1000		Cry in front of the door with a sad face.
Red Hidden Powers	Haunted Mansion	0	10000	Jewel of Fire	Found at the top of the Haunted Mansion.
Hide and Go Seek	Forest of All Beginnings	1000	10000		
I'm So Hungry	Hidden Village	2000	2000	Cheese x2	Give a Hornal or Large Lunch box to Taro in the Hidden Village.
When the Wind Dies Down...	Stormy Mountain	1000	1000	Large Lunch Box	Enter the door at near the top of Stormy Mountain after finishing the Phoenix Mountain event.
Leaf Butterflies	Charity Square	1000	1000	Golden Leaf Butterfly	
Food For Fuel?	Lumberjack Factory	1000	2000	Fuel Bar	Bring Wine from Baccus Village.
The Mermaid's Singing Rock	Dirt Motocross	1000	2000	Vitality Max+1	Get any medal to complete.
I Want a Bronze Medal	Mermaid's Landing	1000	1000	Bronze Medal	Beat 28'16 on the Motocross Course.
I Want a Silver Medal	Mermaid's Landing	1000	2000	Silver Medal	Beat 26'55 on the Motocross Course.
What's a Funga?	Stormy Mountain	1000	2000	Molasses	Give the Funga Drum (found in the Deep Jungle) to the Masakari tribesman.
The Cute Witch	The Y Crossing	1000	2000		Meet Mizuno at the Village of All Beginnings.
Let's Ride the Raft!	Iron Castle	1000	0		Get the raft from the Lumberjack Factory.
What is this?	Watch Tower	2000	5000		At the bottom of the Watch Tower, a weak portion of wood can be destroyed, revealing an elevator. Complete the "We Need Power" event to get it working.
Tree of Knowledge Knows	Old Tree Hill	1000	1000		Complete "The Pump Rocks" event first.
Delicious Knowledge Fruit	Dwarf Village	1000	1000		Bring the Knowledge fruit from the Old Tree back to Dwarf Village. Also clears the "Man's Best Friend" event.
Seaweed for Your Health	Dwarf Village	1000	1000		Bring Seaweed from the Mansion back to Dwarf Village. Also clears the "Baron's Strength" event.
A Man's Best Friend	Dwarf Village	2000	5000		
Baron's Strength	Dwarf Village	1000	5000	Baron	
Tears from a Flower	Mushroom Forest	1000	5000	Flower Tears	
What the Witch Lost...	Village of All Beginnings	1000	2000	Magic Mirror	Bring the 3 Crystal Balls & Dirty Mirror to Mizuno.
Lost And Found	Dwarf Village	1000	2000	3 Crystal Balls	Located in Dwarf Forest.
A Magic Mirror?	Watch Tower	1000	1000	Dirty Mirror	Located in the Watch Tower.
Let's Make Candy!	Village of All Beginnings	1000	2000	Gold Candy	
The Famous Digger	Stormy Mountain	1000	2000	Cheese	Return to him after finishing "Phoenix Mountain" event.
Power Up for Tools?!	Village of All Beginnings	0	2000	GrappleJack	Talk to Mizuno after clearing "What the Witch Lost", "Lost and Found", and "A Magic Mirror?" events.
Take Two of These	Village of All Beginnings	1000	2000	Vitality Max+1	Give the Cold Medicine (found in 10,000 Yr. Old Chest in Underground Maze) to Mizuno.
Underground Treasure	Underground Maze	1000	2000	30000 AP	Open the Million Yr. Old Chest in Underground Maze.
Some Cheese Please	Baccus Village	1000	10000	Golden Fruit	Bring 10 pieces of Cheese to the man in Baccus Village.

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Event	Area of Discovery	AP for Discovery	AP for Completion	Items for Completion	Notes
-Blue Hidden Powers	Trick Village	0	10000	Jewel of Water	Located next to the 4th Bath Bed in Trick Village.
The 5 Golden Items	10000 Year Old Man's Hut	1000	10000	Psychic Fish	
Mighty Fish Food	Haunted Mansion	1000	2000	Fire EXP Max.	Use it at the Old Pond to lure the fish out.
The Blue Fortune Teller	Underground Maze	1000	1000	Vitality Max+1	
The Pump Rocks	Old Tree Hill	1000	10000		
Green Hidden Powers	Phoenix's Nest	0	10000	Jewel of Wind	Visit the Phoenix's Nest after finishing "Phoenix Mountain" event.
Something's Cookin'?	Forest of 100 Flowers	2000	10000	Vitality Max+1	
Biting Plant Flower	Village of All Beginnings	0	2000		Give a Biting Plant Flower(found in 1,000 Yr. Old Chest in Underground Maze) to Mizuno.
Take Out	Hidden Village	1000	5000	Cheese x2	Bring Yan's Lunch Box to him.
The Troubled Thief	Lava Caves	1000	1000		The Thief's bag is nearby.
What the Thief Forgot	Haunted Mansion	1000	2000	Cheese x2	Get the bag from the Lava Caves again & return it.
The Boss' Treasure	Haunted Mansion	1000	5000	Boss' Jewel	Finish the "What the Thief Forgot" event first.
I Want a Gold Medal	Mermaid's Landing	1000	5000	Gold Medal	Beat 24'56 on the Motorcross Course.
Where the Barrel Rolls...	Wobbly Wharf	500	1000		Get the barrel to fall into the water, then swim underwater to complete.
Peach Flower Gas	Village of All Beginnings	1000	1000	Kokka Claw	
The Flower Tower	Charity Square	1000	10000	Sacred Fish	Automatically appears after clearing "The Broken Fountain" event.

SEVEN FRIENDS

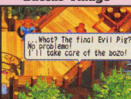
Seven Friends

In order to open the door leading to the final Evil Pig, you actually only need to find six (not seven) different people who will step on the switches for you. Here are their locations:

Dwarf Village



Raccus Village



Y Crossing



Lumberjack Factory



Iron Castle



Haunted Mansion



MONSTER HUNT

In the background area of Mushroom Forest, there are two Bongsue roaming around. Since they resist any normal attack, the only way to destroy them is to catch one and throw it at the other. You can grab the top and the sides of either Bongsue. Grabbing one on the side will temporarily blind it, so you can jump on top of the other and throw it at the blinded one. Three attacks this way will do it. Later on in the game, you'll have to battle two yellow Bongsue in this same place. Attack them using the same technique.

HIDE AND GO SEEK

Here are all the places Yan will hide. Except for the first and last locations, the order in which you search these places does not matter.

Forest of All Beginnings



Charity Square



Haunted Mansion



Deep Jungle



Stormy Mountain



Hidden Village



Leaf Butterflies

A Dwarf above Charity Square needs 30 Leaf Butterflies. When you first arrive at the 100 Flower Forest, you'll find Leaf Butterflies everywhere as you walk in the leaves. However, after returning to this area from Dwarf Village, you'll notice they won't appear anymore. For this reason, gather as many Leaf Butterflies as you can before reaching Dwarf Village. They also live in the Deep Jungle (although they are more difficult to gather there). Once you've gathered enough, you'll be transported to the Hidden Village and you'll receive the Golden Butterfly.

Tears From A Flower

First, you'll need the Rise And Shine Powder from the "Monster Hunt" event. Also, you must have completed the "100 Flower Forest" event and have obtained the Tear Jar from the two yellow Bongsue. With these two items, go to the large bud in Mushroom Forest as pictured, and use the Rise and Shine Flower. Next, use the Tear Jar to collect the tears. You can then use the full Tear Jar on the Broken Fountain on Charity Square to restore it.



Let's Make Candy!

In order to get the Golden Candy from Mizuno, you'll have to collect six special items and return them to her. Here are the locations of all of them:

Negotiator Teeth: Underground Maze

Molasses: Acquired after completing the "What's a Funga?" event.

Kokka Claw: Complete the "Peach Flower Gas" event, or find it in the Underground Maze

Butamushi Thorn: Underground Maze

Biting Plant Flower: Underground Maze

Silver Powder: Complete the "Ready, Set, Go!" event

Negotiator Teeth



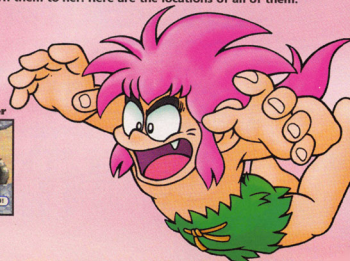
Kokka Claw



Butamushi Thorn

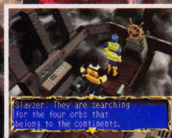


Biting Plant Flower



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The 5 Golden Items

You'll need to collect the five golden items and bring them to the 10000 Year Old Man in exchange for the Psychic Fish:

Golden Flower: Complete the "Plant a Flower Garden" event.

Golden Fruit: Complete the "Some Cheese Please" event.

Golden Leaf Butterfly: Complete the "Leaf Butterflies" event.

Golden Candy: Complete the "Let's Make Candy!" event.

Gold Medal: Complete the "I Want a Gold Medal" event.

The Psychic Fish has the same effect as the power-up you receive when you complete the "Red+Blue=?" event, except that it spins around its off and off at will.

Something's Cookin'

With the Bucket (Found at the end of Wobbly Wharf), you can collect the drops of water that fall in the Watch Tower. Collect 3 drops to fill the bucket, then use it at the fire in the Forest of 100 Flowers to acquire the Baked Yams. Return the Baked Yams to Dwarf Village to receive a Vitality Max-1.

Peach Flower Egg

After you complete the "Can't Stop Crying" event, someone in Baccus Village will ask for a Baby Koma Pig. The Peach Plants at the beginning of the game emit a yellow gas accompanied by a farting sound (gotta love that!) when you jump on them. If you do this when a pig is underneath, the pig will shrink. Grab it and carry it back to Baccus Village to get a Kokka Claw.

Miscellaneous Items

Here are the locations of items in the game that aren't involved in any of the events.

Wood Boomerang: in a 100 Year Old Chest in the Forest of 100 Flowers.

Stone Boomerang: in a 1000 Year Old Chest in the Haunted Mansion.

Iron Boomerang: in a Million Year Old Chest in Stormy Mountain.

Grapple: in a 1000 Year Old Chest at the end of Stormy Mountain.

Jumping Pants: in 100 Year Old Chest in the Watch Tower.

Flesh Pants: in a 10000 Year Old Chest in the Deep Jungle.

100 Year Old Bell: in a 100 Year Old Chest in the Village of All Beginnings.

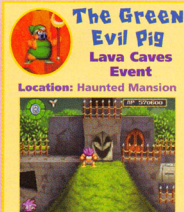
1000 Year Old Bell: in a 1000 Year Old Chest in Mushroom Forest.

10000 Year Old Bell: in a 10000 Year Old Chest in Of Lake.

Million Year Old Bell: in a Million Year Old Chest in the Watch Tower.

Bosses

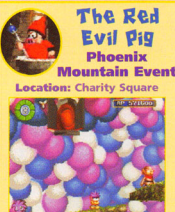
Each boss has a Pig Bag associated with it. After finding a boss' Pig Bag, a gateway will appear in a specific location leading to that boss' lair. The locations of all of the gateways are described below; for each boss, you'll find the Pig Bag moving around somewhere on the screen. The objective is to jump on top of the boss and throw it into the opening of the Pig Bag. If your timing is good, you can finish these battles extremely quickly.



The Green Evil Pig Lava Caves Event

Location: Haunted Mansion

The Pig Bag rotates around in the center of the area. Your best bet is to stay near the ground so you'll have enough time to dodge the fire rocks. Be aware that the pieces the rock splits into are dangerous as well.



The Red Evil Pig Phoenix Mountain Event

Location: Charity Square

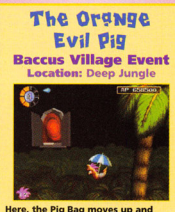
The Pig Bag is in the same location as before. The Red Pig can't hurt you directly (unless you run right into him), but the tornadoes he creates will tend to push you into the spikes on the ground, which take away two bars of health each. If you stay on the ledge on the left-most side of the screen, you should be able to avoid practically all attacks. This is also a good place from which to attack.



The Pink Evil Pig Haunted Mansion Event

Location: Lava Caves

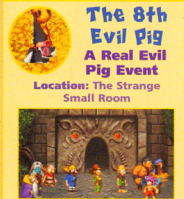
The Pink Pig attacks you with lightning from above. You will see a spark briefly before the lightning comes down. When it does, it will affect the entire object it strikes. This means you will want to stay away from the ground as much as possible. The Bag here moves from side to side at the top of the area. Wait on one of the higher platforms to attack. If you see lightning near, you can fall back to the cliff on either side of the area temporarily.



The Orange Evil Pig Baccus Village Event

Location: Deep Jungle

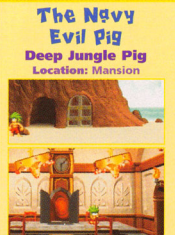
Here, the Pig Bag moves up and down on the right hand side. It's difficult to dodge the rocks that fall from above since they're so big. A good place to stand is on the platforms just below the third rope, or hang on to the left hand wall; it might be a good idea to equip the Funky Parasol if you find that you're falling down too often.



The 8th Evil Pig A Real Evil Pig Event

Location: The Strange Small Room

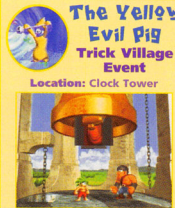
After completing the "Seven Friends" event, you'll be automatically transported to the final battle. The 8th pig doesn't really do anything to attack you. All he does is prevent you from moving around—especially when you're about to jump on him. Stay on the right-most platform and wait for him to appear really close to you, as you'll have to grab him fast enough so he doesn't have a chance to stop you. It's slightly easier to anticipate his movements if you use the Funky Parasol. Since there's no real danger of dying, take your time!



The Navy Evil Pig Deep Jungle Pig Event

Location: Mansion

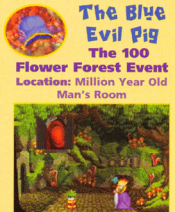
The Navy Pig throws little canisters of gas that roll on the ground and explode. The Bag here moves in a similar fashion to the Orange Bag, except that it spins around. The best place to stand is on the platforms just to its left.



The Yellow Evil Pig Trick Village Event

Location: Clock Tower

The battle here takes place underwider. The current in the center of the area swirls around, so it's wise to stay away from it. Also, the Bag here is in a slightly awkward position. Fortunately, the silly shells the boss throws at you are fairly easy to avoid.



The Blue Evil Pig The 100 Flower Forest Event

Location: Million Year Old Man's Room

The Pig Bag here behaves the same way as in the first two bosses. The Blue Pig will attempt to knock you into the spinning green spikes with his retarded bubbles. They'll take two bars of health each time you touch them. Stay near the center of the area so you won't have to throw the pig very far once you've caught him.

The Pump Rocks

The accordion-like bushes scattered around the world are Pump Rocks. They change color slightly after having been stepped on. In order to clear this event, you'll have to step on every single one. Here's a list of how many Pump Rocks are located in each area:

Village of All Beginnings: 4
Forest of All Beginnings: 3
Forest of 100 Flowers: 2
Lava Caves: 2

Stormy Mountain: 5
Watch Tower: 1
Mushroom Forest: 3
Old Tree Hill: 4



Iron Boomerang



10000 year old bell



Flesh Pants



Million year old bell



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First Prize! (Five Winners)

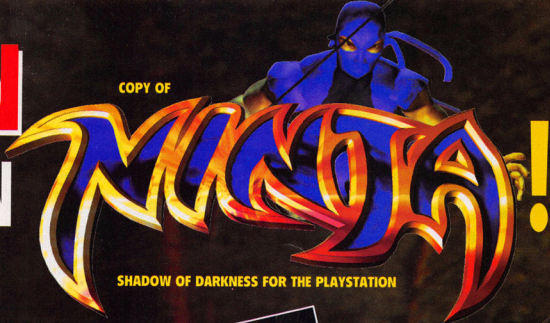
Each will win:

- (1) Copy of Eidos' *Ninja: Shadow of Darkness* game for the Sony PlayStation
- (1) *Ninja: Shadow of Darkness* T-shirt

Second Prize! (Ten Winners)

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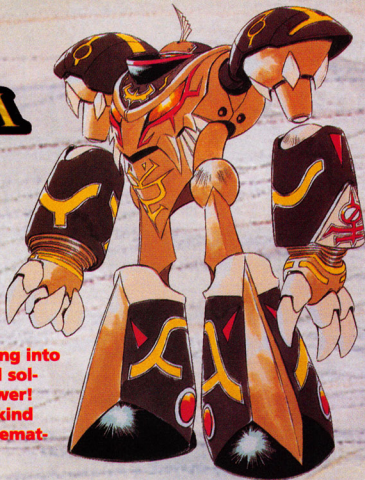
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THE GRANSTREAM SAGA

by Mike Davila



The Granstream Saga is an interesting hybrid of classic role-playing and arcade-style fighting. The player goes on a quest to save the four floating continents of the planet Granstream from sinking into the ocean. Along the way, you'll encounter evil imperial soldiers, merchants, a priest and even a babe taking a shower! Besides role-playing and fighting, THQ and Shade were kind enough to throw in a few cool Japanese animé-style cinematics to break up the game's action.

1. Inside Valos' House

After having a long talk with Valos, do as he says and make some tea. Start by going over to the trunk at the foot of the bed and retrieving the tea set. **1** Then go over to the stove and use the tea set from your inventory list. Make sure that you stand directly in front of the kettle, otherwise the fire will not start. Valos will then tell you that there might be a way to save the continent. After the youth comes in telling you that Roddy has disappeared, Valos will go into the basement and tell you to stay behind. **2** Disobey him and follow him down the ladder. When you reach the basement, stand on the glowing star and you will be transported to the Wise Men's Cemetery. **3**



2. Wise Men's Cemetery, B1

After Valos scolds you for following him, walk over to the scraps of metal and examine them; the scepter will begin to glow and you will gain magic. After Valos talks to you, follow him into the next room, talk to him again, then follow him to the green crystal in the room to the west. **1** Examine the crystal and save your game. After saving your game, head east to the second room to the north where the one-armed guardian is. This will be your first fight and an easy one. **2** A few blows from your sword and the guardian will go down. After taking his discarded armor, continue north.



3. Wise Men's Cemetery, B2

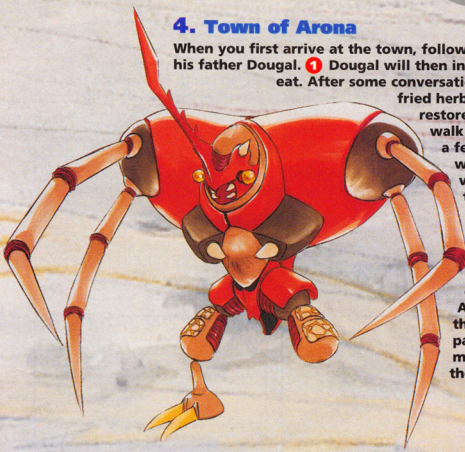
You will now enter a room with a green stone to the left and a guardian to the right. Go over to the alter and examine the stone. **1** After examining the stone, you will have to fight the second guardian. This one is almost as easy as the first, a few slashes with your sword and you'll do him in. After wasting him, take the orb of the wind. **2** After taking the orb, Valos will appear with the now no-longer-lost Roddy and send you and him back to the town using magic.





4. Town of Arona

When you first arrive at the town, follow Roddy home and talk to his father Dougal. **1** Dougal will then invite you into the pub to eat. After some conversation and consumption of dried herbs, your health will be restored. After leaving the pub, walk around town and talk to a few of its citizens—they will clue you in on some valuable info. Next, head to the Church Chapel.



5. Church Chapel

When you first enter the church, talk to the priest. After he leaves, go over to the altar and examine it. A passageway will open. Head down the opening. **1**



6. Church Basement/Church Chapel



Walk over to the table and examine/take the silver comb. After you pick it up, an image of a girl named Arcia will appear. **1** After the image fades, the priest will return and ask "What are you doing in the basement?" **2** Follow him back upstairs, where he then proceeds to tell you about Arcia. After he's finished, save your game again, then leave the church and head back the pub.

7. Pub

When you get back to the pub, talk to Dougal again and tell him your problems. **1** He will offer you a way to get onto the pirate ship *Vangel* by hiding in a cargo trunk. Once the conversation ends, go over to the trunk and hide in it. At that point, a pirate arrives at the pub and takes the cargo trunk to the Gude Airship. **2 3 4**

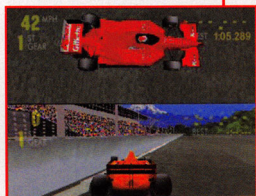


8. Gude Airship/Laramée's Quarters

1 After listening to the pirate's conversation and being brought to Laramée's quarters, she will ask you to bring her the best jewel on the ship. Start by exiting her room and heading out to the Gude Passageway. Korky will accompany you and offer important advice. **2**



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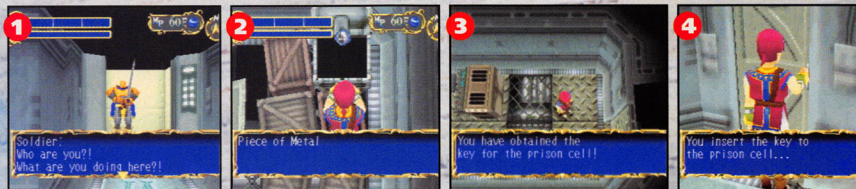
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14. Second Bridge

After you exit the elevator, you'll be confronted by a soldier. **Warning:** ❶ This guy is pretty tough, so watch it! After you defeat him, don't go into the elevator from which the soldier came, but, rather, head north and then east through the first doorway. You'll find a room in front of you with a green crystal that can restore your health and let you save your progress. Just south of the entrance to that room there's another small room that contains a trunk with one herb for healing—be sure to take it. ❷ After you've saved your game, go behind the crates and you'll find a trunk that contains a piece of metal—grab it. You will obtain the Gradius. Go back over the crates and out the door of the save game area and head west, past the central passage. You'll find another set of two doors. The door furthest north has another soldier that you must defeat to obtain the prison cell key. ❸ After defeating him, go back out the door to the other door just south. Use the key on it to get in. ❹



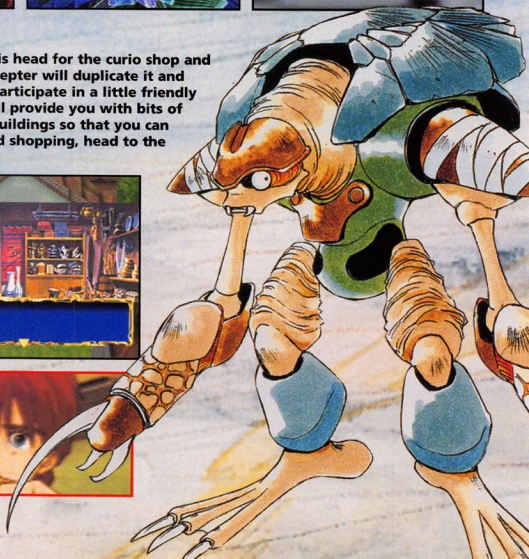
15. Arcia's Prison Cell/Deck/Return to Arona

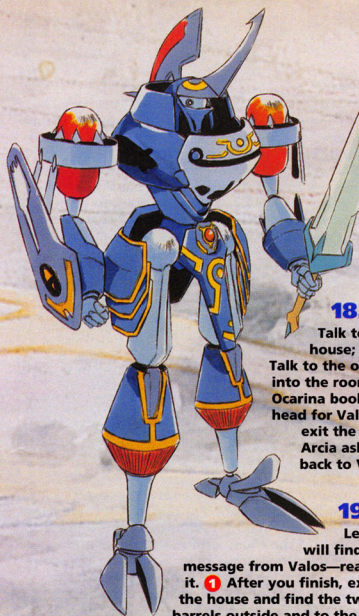
Now that you found Arcia, a gem that you found earlier will cause Zora to appear and speak to you and Arcia. ❶ After Zora is finished telling you about the four orbs, you automatically exit back out to the second bridge again, where the alarm will sound. ❷ After some additional dialogue with Arcia, you automatically head back to the deck. When you get to the deck, head west to the two doors there. You will only be able to open one of them. At this point, the game is pretty much on autopilot, with little input required from you. ❸ Read through all the dialogue boxes between you and the other characters. Eventually you'll find yourself back at Arona where the game picks up again. ❹ ❺



16. Arona

First thing you want to do when you get to Arona is head for the curio shop and have the owner show you the battle-ax. ❶ Your scepter will duplicate it and add it to your inventory. After you exit the shop, participate in a little friendly conversation with some of the townspeople. They'll provide you with bits of useful information. Also try to enter some of the buildings so that you can stock up on vital supplies. ❷ After you are finished shopping, head to the church chapel.





17. Church Chapel

Talk to the priest and listen to what he has to say. **1** After you're finished talking to both Arcia and the priest, save the game. Arcia is going to need some time to herself for now. Leave the church and head over to the elderly man's house.



18. Elderly Man's House

Talk to the elderly man when you enter the house; he will tell you about your past. **1** Talk to the other characters in the house and go into the room with the bookshelf to take the Ocarina book. Leave the elderly man's home and head for Valos' house as he suggested, but first exit the town's gates. As you leave the town, Arcia asks if she can join you again. Take her back to Valos' house.



19. Valos' House

Leave Arcia and Koriky by the bridge and go inside the house. There you will find a message from Valos—read it. **1** After you finish, exit the house and find the two barrels outside and to the right of the house. Examine the barrels and Eon's LP will increase. Next, go over to where Arcia is waiting and talk to her again. Leave for the Kilia Temple. **2**



20. Kilia Temple

After you fail entering from the front of the temple, find the alternate entrance just west of the one that is protected by the force field. **1**



Kilia Shrine 1F

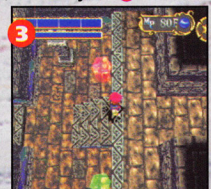
When you enter, Koriky will tell you how scared he really is. After he hides in your pocket, go over to the green crystal, restore your health and save your game. **1** Next, head down the passage leading west from the green crystal, but be prepared to fight—**2** a slasher is by far the toughest guy to beat yet. Make sure you use your ax when fighting now. **3**





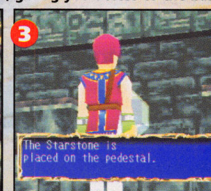
22. Kilia Shrine 2F

Once you turn the slasher into mincemeat, head up the north passage. **1** Follow it until it leads you to another enemy. This area is filled with many enemies—slashers, guardians and high guardians. Some you can avoid, others you'll have to defeat. Also, you'll find more of them when you reenter a room a second time. **2** Head westward past the guardian, north and into another room where another slasher and guardian await. When you are finished taking care of them, examine the stone (the sacred stone of Kilia) in the wall and open the trunk in front of it. You'll find another stone there (ancient mystery stone). Head east out of the room and out exactly the way you came in, back to where you could save your game. **3** Restore your health and save. Exit the shrine and come back in. This should restore the stone and open up a new stairway. Enter and find the black hole in the middle room with the four entrances. Examine the hole, and when Korky asks you if you want to jump in, answer "yes." **4**



23. Cliff Labyrinth B1

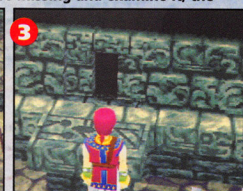
Start off by immediately saving and restoring your powers. Open up any nearby trunks for the booty. It doesn't really matter which direction you head off in because all of the doors lead back to the same room. For our strategy, we headed east down the stairs. Next, you'll have a couple of guardians to defeat. Head north and west until you find the room with the moonstone. **1** Use the scepter to memorize it. Go west now into the room with the staircase and empty pedestal. Examine the pedestal; the scepter will now place a copy of the moonstone on it. **2** Go into the room to the west and find the pedestal with the starstone. **3** Use the scepter on it to make a copy. After you copy it, go back to the room with the staircase and go to the pedestal again. This time the scepter will place a copy of the starstone next to the moonstone. This will lower the staircase, giving you access to the basement. **4** Go down the stairs.



24. Cliff Labyrinth B2

Go out the door to the room west. Defeat a couple of guardians and examine any trunks in the room. Head south down the stairs and across the moving stones. **1** A switch on the ground will stop them from moving. Go out the door now to the east with the stone windows and moving parts. Examine the moving parts on the right side and the scepter will make a copy of it. **2** Move to the left where one of the parts seems to be missing and examine it; the

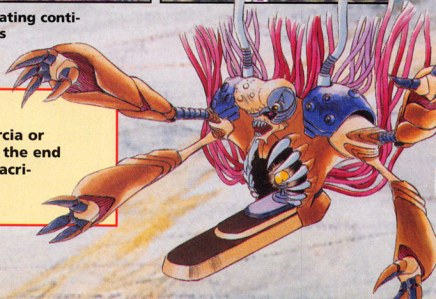
scepter will then put a duplicate part in the empty area. **3** You will now be able to open up all four stone windows.



We'll, we've taken you this far in order to save Granstream's floating continents from destruction; now it's up to you to finish the quest. As you approach the end, keep in mind that there are two different endings (see "Different Endings" on this page.)

Different Endings

At the end of the game you will have to sacrifice either Arcia or Laramie in order to win. Depending on who you sacrifice, the end sequence will be different. Fortunately, the girl that you sacrifice will be duplicated by your scepter, so she will not be entirely gone.



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JERSEY DEVIL

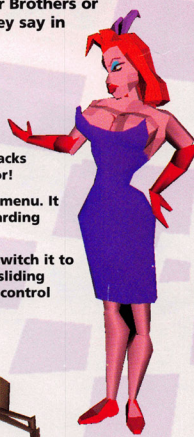
by Anatole Brown

There's an old New Jersey legend that dates back to the late 1800's where a lady wished for her next born son to be a devil. Surprised and disappointed that her wish came true, she banished him into the woods. Since then countless people have told horrifying stories of encounters with the Jersey Devil (there's even an X-

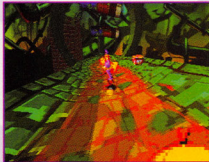
Files episode!) In the video game, however, Jersey Devil is a good guy. His mission is to rescue the captured citizens of Jersey City from the evil doctor Knarf. With incredibly immersive levels and full 3-D freedom, this game definitely scores high in the fun department. If you're a Warner Brothers or Disney fan, you'll get a kick out of the cartoony soundtrack and sound effects. As they say in New York, save the Bridge and Tunnel people!

Stuff to Remember

- Use JD's wings all the time. Sometimes if you miss a landing, your wings can glide you down to another safe area—thus avoiding a plummeting death.
- Watching JD's shadow is very important. The shadow will always mark exactly where JD will land.
- The jump-and-spin move is the most effective attack JD has. His simple punching attack has little range and can only attack one enemy at a time.
- JD automatically jumps if he falls off a platform. This gives you an opportunity to quickly use your wings and glide back to safety.
- Every boss has a pattern. Usually they have a brief moment when they are vulnerable to attacks, while other times your attacks are ineffective. Study their behavior!
- Be sure to view the Hints in your menu. It covers a lot of important stuff regarding hostages, boxes and coins.
- If you are using the analog pad, switch it to the D-pad when the level involves sliding down a slope. JD is much easier to control with the D-pad when he's sliding.



Secret Levels

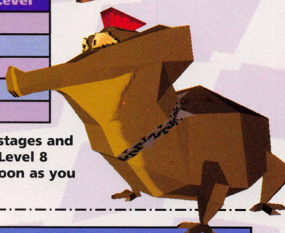


If you want a 100% rating with all thirty-two hostages free, then you must complete all the secret levels. In order to have access to the secret levels you must be at the power level indicated on the secret doors. To acquire a power level you must blow up a Knarf boss lab. The only way to blow up a boss lab is to break all the Nitro boxes of that particular stage. There are five secret levels:



Location	Access	Power Level
Museum	Move statue in front of museum	P2
Cemetery	Move stone wall by the lake	P5
Chemical Wasteland	Huge pipeline in the junkyard	P7
Green Park/Root Canal	At the bottom of the slide	P8
Sewer Port	Down the life-safety boat	P9

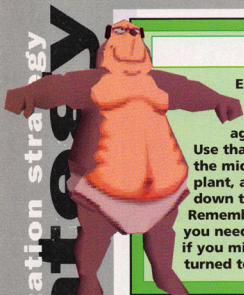
All of the secret levels are sliding stages and they hold two hostages each. The hostages and cranks will always be at the bottom of the slide. The only exception is the Power Level 8 stage where you must find the hidden gaps in the slide where the cranks are. As soon as you have acquired all thirty-two hostages, you will see the good ending.



Museum

Grab an extra life on the top fountain. Follow the row of coins that lead up to the Museum entrance. Collect all KNARF coins around the museum grounds by opening the shack doors. Check the large shack in the back; there's a coin on the roof. There are several pumpkin bombers in this area. Whenever you attack them immediately step back because a bunch of bombs will fall out as they're hit. Some boxes can be pushed around so you can access higher places. Climb the pole to the top of the museum; there's a Nitro box at the front if you drop down a level.





Root Canal

Enter the Green Park again. The coins are now all placed in different areas. You will need flip the underground switch again to raise the fountain near the lake. Use that fountain to glide over to the island in the middle and enter the tree. Destroy the big plant, attack him when he isn't biting. Slide down the slope and watch for the whipping plant arms and TNT boxes as you gather the coins (see Stuff to Remember regarding the analog controller). The cranks for the hostages are towards the end of the slope; you need to jump while sliding and tailwhip them. You can take the fountain through the door to get back up if you miss. The Sumo Bear boss will jump up and try to do a buttslam on you. Tailwhip him when his back is turned to defeat him.



Cemetery

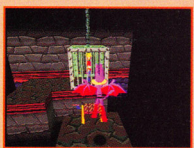
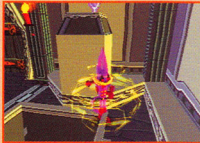
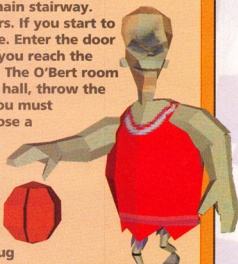
Throw TNT boxes at the car circling the road. Keep throwing them until it releases a coin and crashes into a fence. Find the statue near the wooden fence and throw a TNT box at it. Use the fallen statue to jump over the fence. Knock down the tombstones in order so it spells KNARF and a coffin with a coin will rise from the ground. There's a Nitro box hidden way in the back corner. Enter the fence where the car crashed. Throw a TNT box at the tree on the other side to create a bridge to the Frankenstein. Tailwhip Frankenstein to get another coin. Use the tornado power-up to tear down all the tombstones in the graveyard. Don't let the ghost catch you or he will lift you up and drop you in the chasm. If you do get caught, use your wings when he drops so you can glide to safety. After you open the door, go back and get the tornado power-up so you can knock down the gargoyles to enter the Crypt.



The Crypt

Jump behind both gargoyles to get the tornado power-up and destroy everything in the room. Enter the middle tomb and use your wings to glide down safely to the stairway. There's a coin at the top of the stairs. Enter the door marked McTelord. Jump up and down on the floor right in front of the set of steps. The floor will break and you will be able to access a switch to turn on the spiky blocks above. At the end of the hall there will be a block you can push into a hole to reveal extra lives. McTelord throws green and red bottles. Avoid the red bottles while tailwhipping the green bottles back at him to defeat him. Exit back to the main stairway. Enter the door marked Sebastos and grab the coin in there by hopping on the falling floors. If you start to fall, use your wings and glide to a lower floor; there's a hostage to be rescued down there. Enter the door marked McCloud and make your way to the top by hopping on the skulls and coffins until you reach the hanging box. The box will take you to the coin above. Next enter the door marked O'Bert. The O'Bert room is filled with traps and tricky platforms so take your time. When you reach the end of the hall, throw the TNT boxes at the left window to open up the basketball court. In order to defeat O'Bert you must knock the ball out of his hands and make five baskets. Every time O'Bert scores you will lose a point so don't let him shoot! Again be patient in the next river area with the floating coffins and sinking skulls. When you get to the other side after bouncing on the large pumpkins and doing the long glide, enter the lower cave and find a hidden Nitro box on the tall platforms. Go back out and enter the next cave by jumping on the spring door on the floating coffin below. The bugs flying overhead are light bugs. When you touch them, they will supply light for a brief period of time. Enter the coffin room and grab all the coins without getting caught by the ghost. The skeleton in the dark hall is defeated by throwing his own head at him. After that it's a race with the light bugs; activate the bug and quickly run to the next bug before the lights fade. At the boss battle, use the bombs that the flying pumpkin boy throws at you. He appears randomly on all four sides so keep your eye out. Watch out for his flybys.

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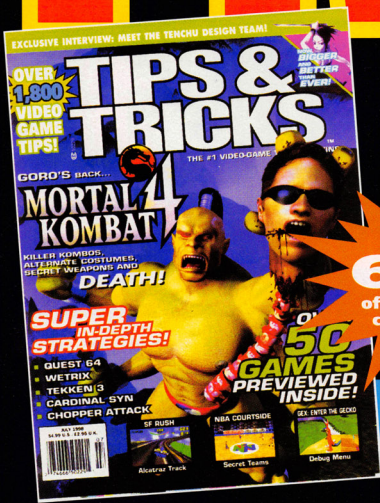
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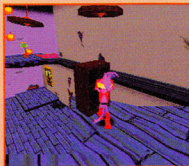
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Haunted Mansion

Enter the cemetery again and use the moving raft to cross the lake and

ride the lift. Run up the hill while avoiding the rolling rocks. Pick up all the coins and enter the mansion. Use your wings and glide over to the left corner. Watch the falling floors. When you get to the library, knock down all the shelves and push the large shelf away to reveal another room. Don't bother fighting the flying books, they're invincible. Push the large shelf in the next room and break the painting behind it to battle the plant inside. Go back out to the right and let the floors fall. There's a hostage on the floor below, but you must drop down from above to activate the crank. After you open the K door, break the box to the far right corner to get a tornado power-up. Whirl yourself out the door to the flopping carpet and destroy it. For the second hostage, push the small shelf over to the crank to reach it. Take the same small shelf and push it all the way to the hanging chandelier platforms so you can jump across. Once you're back outside, use the leaves to jump to the top of the mansion and break the front window with the letter K on it. Just when you thought you'll get some Blasto Babe action, the boss lady blows up and turns huge! Attack her when she's clapping or posing, then jump up and down on her belly! You can also whip the surrounding furniture at her.



Chemical Wasteland

There is a coin on top of the truck and another one at the end of the see-saw bridge. Break the roof of the car to get an extra life. Knock down the stack of tires to create a path across the toxic lake and pick up the coin on the far left. Defeat the barrel thrower on the other side and knock down the next set of tires. There's a hide to find coin behind the fridge.



Toxic Factory

Cross the wasteland by using the tires while watching for flames and floating

mines. Watch out for the tunnel of bees ahead. When you get to the end you will meet the eggplant man surrounded by four snapping plants. Attack the plants and pick up their heads before they re-root themselves and throw it at the eggplant man to defeat him. Be sure to check the oven next to him for the last coin. Cross the next sewer by riding the turtles; use your wings so you can land accurately on their backs. After you defeat the barrel thrower on the surface level, push his body over to the box so you can climb up the building. Defeat the barrel thrower on the roof and grab the TNT box next to him. Carry the TNT box and drop down to throw it at the "Authorized Persons Only" door to enter. Flip the light switch to activate the sliding ramp. Make your way around the factory and flip the switches. Do not mess with the eyeball helicopter, it's the most merciless enemy in the game. The platforming activity gets a little more challenging; changing the camera angle sometimes helps if you're having trouble perceiving distance. You will enter an arena where one robot will come out after another.

Some of them will be carrying coin boxes. The next set of platforming involves water sprays and conveyor belts. There's a McTelord type guy which you need to beat by whipping back the green bottles at him. In the next area, find the switch behind the electric barriers to turn off the fire-wall. The Frankenstein spray can boss can only be hit when he's driving straight. Don't touch him when he's spinning his cape or blowing spray.





Sludge Slides

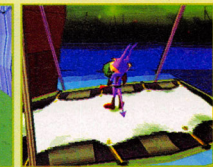
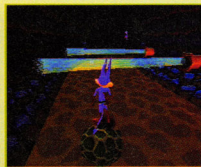
Go back into Chemical Wasteland and use the truck to jump over the electric fence. When you slide down Sludge Slides, look for the target circles. Jump up and hit them in order to open the doors ahead. If you miss and hit the unopened door, you will lose a life. Keep going back up the slide until you've opened all the doors and acquired the coins. Rescue the two hostages at the bottom and flip the switch in order to access the second slide. Again, gather all the coins by accessing all the doors on the second slide. The Sludge Monster boss is defeated by throwing TNT boxes at him. He will jump from the center platform and try to knock you down. He will always return to the center platform after one jump so you always have time to pick up a TNT box and set your aim for the center.



Sewer Port

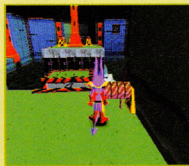
make the turtles stop and go by hopping on its back. It won't work, however, when they are in the midst of turning around. Jump and tailwhip the barrels so they drop down into the water so you can land on them. It's a little tricky at first but you'll learn to do it in one sweeping motion. Be sure to duck when you're passing under a water spray. Keep flipping the switches until you get to the rope bathed in a beam of light. Climb out to the port. Go around the port and destroy the black cans in order by spelling KNARF. Get on the roofs by jumping on the railcar moving back and forth. Find the crank on the rooftops and keep turning it until a bridge spans across to the other side. Cross over and break the remaining KNARF cans. Enter the warehouse when all the coins are collected.

Cross the sewers by riding the turtles and crocodiles. You can



Amazing Boxes

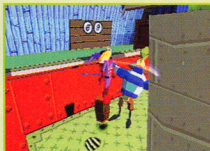
Make your way around the warehouse by pushing boxes out of the way. Push all the red and yellow buttons in the area to open all the numbered doors along the way. Before door number four is a hard to reach button. Near the button is a hole in the floor with red laser sensors streaming across. Push a block into the laser sensor hole and a platform will appear next to the button. Look out for the sailor rat prowling around the area. At the shark pool you will notice that each of the four sides is marked by a color: red, blue, yellow and green. Head back to the lift with the yellow button and enter the room with the colored shark boxes. Arrange the boxes on top of the falling floors so they correspond with the colors at the pool. If arranged correctly, the boxes should fall down to create a bridge when you turn the cranks at the pool. Be careful of the sharks, they can hop up to the surface and take a bite. Collect all the coins in the dark room. Do not enter the spotlight or the helicopter eyeball will seek you out. The next area is more of the same: moving boxes and flipping switches. When you get to the back area where the large boxes are, arrange the boxes so you can reach the crank to free the hostage. One of the three moveable boxes has a hole under it so you can drop down to the next level. Destroy the KNARF cans and use the powerlift to access the higher areas. Use the switches to activate the platforms. One of the coins is under the first platform. Ride the conveyor belt and watch for the bats. The wall of TNT that hides the crank for the hostage can be destroyed by throwing a TNT box at it. Nuke, the monkey boss, can be attacked when he stops to eat or scratch his head. He will run away and break down the exit for you.





Monkey's Trail

Go back into the Sewer Port and ride the turtles again. After the first crocodile, there will be a rope bathed in a beam of light. Climb up the rope to the surface. Find Nuke the monkey. He will be jumping up and down trying to reach a banana. Get the banana for him and let him follow you. Don't hit him! He's your friend now. Have him follow you to the train tracks to the crank by the picture of the monkey. Nuke will turn the lever for you so you can ride the box into the next level. Ride the carousels and boxes and rescue the two hostages along the way. Jump up to the yellow crane and walk to the end and do a leap of faith with your wings. Glide down to the box below and you will be lowered to the ship. Find all the coins around the ship. First push the red button so the box lowers itself. It's a little hard with the rats throwing barrels at you but it's the only way to get to them. Cross over and kill the rat barrel throwers. Find the KNARF cans and break them in order. Tailwhip the boxes so they crash down and open the floors. Enter the ship from the top. Battle more of the ship rats and grab the coins above the TNT boxes in the water. The next area with the rolling grinders and floating platforms will take some practice so don't be discouraged. Once you get to the next pool, grab the coins that appear on the barrel. You'll need to throw TNT boxes at the barrels in the water for the other coins. The giant octopus boss will first send little octopi to attack you. Get rid of them all and the giant octopus will rise from the floor. Pick up the TNT boxes and aim for his head.

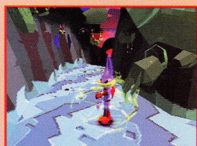
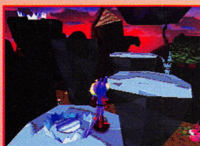


Knarf's Forest

Get on the rocket that sits in the Downtown area to enter Knarf's Forest, the final level.

Through the Trees

Make your way through the forest while watching for the bats and moving walls. Time your jumps properly when you jump from podium to podium with the hopping boulders. The best way is as soon as you hear the "thud" of the boulder come down, make your jump. Use the red flowers to shoot yourself up into higher places. Make sure there are no enemies around when you enter the flower or they will knock you off the platform. Use the tornado power-up to defeat the werewolves by the hostage cage. When you're crossing the forest using the ropes, you can always glide around the mine sensors instead of over them. Once you reach the door, the coins will simply be lying around the ground for you to pick up, just be careful of the boxing spider and the hooded pumpkin bomber. The cartman boss produces smaller carrots until he is defeated. Push his body to the ledge and use it to jump to the other side.



Knarf's Lair

Knarf's Lair is always accessible through the pipeline behind the wooden fence next to the Green Park entrance. Attack the two werewolves only when they stop to howl. Use the level completion coins to access the drawbridge switch. If some coins are missing then you will have to exit the level and complete all the remaining missions. This area is infested with bats who can knock you off the trees so keep your eyes and ears open. Tailwhip the plants with the red pulp hanging from its stem. A seed will roll out and another plant will quickly shoot up for you to climb. The last set of flipping leaves may be a little tough. You must jump ahead, tailwhip, then quickly jump back and wait for the leaf to turn then jump forward again and repeat. Cross the last bridge and battle the pink rabbit monsters for all the coins. Finally, you have entered Knarf's Lair. First he will have the pumpkin boy wield his hammer at you. Run around the arena and hit him whenever he gets lost and says, "Hey!" In order to defeat Knarf, you must whip back the green bottles at him just like you did with McTelord.



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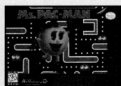
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by Jason Wilson

MISSION: IMPOSSIBLE

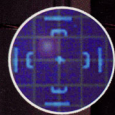
The long-awaited Mission: Impossible has finally arrived for your Nintendo 64. In a sharp contrast to most action games, this one requires quick wits and cunning tactics as opposed to brute force and weaponry. The result is one of the most addictive espionage/adventure titles of all time. The 3-D environment is like no other; you can actually veer behind corners and sneak up on enemies...you must play the game to perfection in order to finish it. There are other ways to complete the game unlike those listed in the strategy below, but these will depend on the creative situations that you choose to make. There is no question that your adventure will be frustrating at times, but no other game in the history of the N64 will make you feel so alert and enriched after mastering it.

"Possible" or "Impossible"

Though this strategy is based on the "Possible" difficulty level, we've also included information about the extra items that you will need to pick up in order to complete the game at the "Impossible" difficulty level. It is recommended that you choose "Possible" to start your mission, as the "Impossible" level is much too challenging for first-time players.

Using the Field Scanner

The correct directions during your journey depend solely on the use of the Field Scanner to locate items, people, places, etc. A white dot represents communication from another member of the IMF team. A green dot means a possible confrontation with a character; a red light means possible interaction with an object (opening a door, pushing a button, etc.). Watch the scanner carefully in the event you feel that you have misinterpreted directions, or are unaware of where the next step to complete your mission might be.



Mastering the "Zoom" Technique in First Person Mode

In order to successfully complete *Mission: Impossible*, you will need to understand the intricate workings of the N64 controller. Pay close attention to the C4 button. This allows you to zoom in on enemies and destroy them with one Golgo 13-style shot to the head.



Adjusting Your Inventory

The method to change from the various gadgetry and items may leave you ready to hurl your controller out the window at times, but with practice, you should be able to get used to the madness. Remember, it is not necessary to use the C4 button to change your current inventory item to a weapon; you will mostly be using this for the Face-Maker and items distributed to you by the various IMF agents that work alongside you.

Saving Ammunition

Unlike most games, IMF agents don't walk around looking like trigger-happy refugees from *Terminator 2*. Ammunition is VERY valuable and extremely vital in your mission. Every shot counts! Take aim carefully so you can remove an enemy in one shot. Treat every shot as your last, whether it be through use of handguns, dart guns or stunners; the ammo does deplete rapidly, and you will be unable to progress further in your quest if you decide to go on a shooting spree.

Patience is the Key

Government agents don't earn their positions without high levels of patience and guile. Pay close attention to the details that are plotted in this strategy and you will keep your mission "possible."

Nintendo 64 strategy



Mission 1: ICE HIT

This is similar to a training mission. You will become accustomed to the analog joystick's distinct movements and the characteristics of the D-pad and C buttons, which will be an enormous help in later scenes.

Level 1: Lundkwist Base

A stack of boxes is your first step to sneaking into this cold frontier. After setting foot on the snow, make your way towards the barracks as noted on your radar. (Remember to refer to the radar as much as possible if you are lost; it will direct you to various implements and correct directions to your overall destination.) Wait in the barracks until a guard approaches. Knock him out and steal his identity using your Face-Maker. Make sure that your put your gun back in your pouch or your cover will be blown. The errand is located in the barracks as well. Take this to Boris; he will give you a ride on the truck that will take you to the Subpen.



Level 2: Subpen

Immediately head toward the red dot on your scanner. Since your Face-Maker has worn off, you must avoid guards as well. Go inside the huge building to retrieve the Magnetic Bomb. Follow the Field Scanner to give the bomb to Clutter. Afterwards, follow the white dot on the scanner to get to the patrol boat. Place the bomb on the patrol boat, then follow the scanner again to the green dot where Dowey awaits.



Mission 2: Recover NOC List

This level is the beginning of a series of long and time-consuming sequences to recover the NOC list. This level has by far the most sublevels, and will keep you guessing at all times.

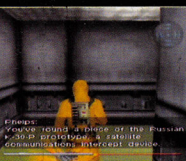
Level 1: Embassy Function

This will give you a taste of how challenging *Mission: Impossible* can be. Begin by placing five of the six smoke detectors in the vents located throughout the dining room and hallway. Avoid being seen by the guard roaming the halls. Upon entering the dining hall, you will be informed of a killer looking for you. The lady that appears in red beside the piano matches this description. After talking to the piano player and Dieter the bartender, you will receive the nausea powder and spiked drink. Go back through the hallway towards the restroom, stopping along the way to talk to a couple sitting down; you will receive the sheet music score when the man stands up. Proceed to the restroom and wait for the lady in red. Punch her out, then close the stall where you hid her body. Proceed to talk to Sarah and her escort. Wait until he leaves, then speak to her once again to get the Face-Maker. Give the piano player the score. When the ambassador's aide comes downstairs, give him the spiked drink, follow him into the restroom, knock him out and steal his identity. Go upstairs and place the last smoke detector, then move on to the elevator up stairs to the next level.



Level 2: Embassy Warehouse

This level only contains two objectives: finding the key and making your way to embassy headquarters. Knock out the guards in the beginning of the level and locate the emergency medical kits to maintain your health momentarily. Shoot only the boxes necessary to pass through, as if it were a corridor to maintain ammunition. You eventually will find a suit that will keep you from being poisoned by the toxic gases released as a result of destroying the boxes. You will also find four pieces of a K-30-P prototype missile. After finding all the pieces and defeating the guard at the other side of the warehouse, you will gain access to headquarters.





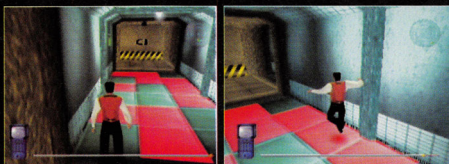
Level 3: KGB Headquarters

Another level that must be completed slowly and carefully. After disposing of the protection suit—but still disguised as the ambassador's aide—Ethan can roam freely in this level. The very first thing you need to do is talk to Barnes. Follow the green dot on your scanner. Then proceed to the security room and locate the video freezer. Next, go to the white closet and find the Face-Maker cartridge. Proceed to the Security head's office. Knock him out, steal his identity, take the dart gun on his desk, then push one of the books on the bookcase to open a secret passage. Knock out the two guards there and insert the video freezer. The exit passcard is also located in this room. At this point, you are able to go to the communication room and get Candace's order to be transferred. (This was sent in by Phelps, who now controls the communications system.) Go to the prison cell where you received the video freezer, knocking out the KGB officer upon Candace's release, and escort her to the Security Hallway.



Level 4: Security Hallway

Your timed jumping ability is needed to complete this short, but challenging sequence. Candace activates the computer, which momentarily change the tiles to red so you can see which ones you must avoid. If you defeat the guards and activate the master switch in this sequence, Candace will follow you to the next area.



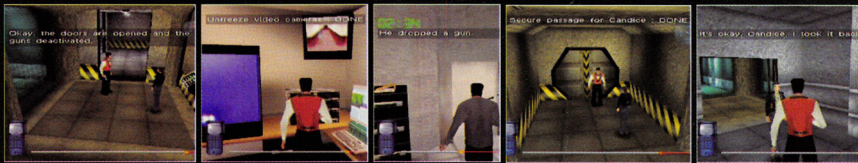
Level 5: Sewage Control

Since Candace is slower than Ethan in this level, you must rely on timing and wits to finish it without going berserk. Defeat the guard and head to the first of the three computer consoles that control various platforms throughout the sewers. Play sniper and zoom in to knock out the guard before he arrests Candace. Go to the next platform that you released—waiting for Candace as she makes her way towards you—and take out the guard that is heading right at you. Down the long corridor ahead of you, head to your left and duck inside the room, killing the guard before the door closes in on you. Activate the second console and head to the third. This activates the timer, giving you three minutes to get the NOC list; your mission will end if you don't beat the timer. Once you head back the way you came, defeat the two guards guarding the super computer so Candace can retrieve the NOC list and escape back to the embassy.



Level 6: Escape

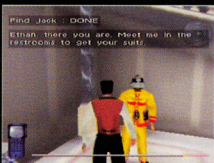
Precise shots are needed in this level to deactivate the cameras. Once done, Candace can open the door for you to search for Golystine's mask in the panel. As the door closes, Candace is left outside and taken away by two guards. Ethan is trapped inside, but he can break the door open with one quick bullet to the control panel next to the compartment where the mask was discovered. Once the doors open, prepare to kill four guards that appear on both sides of you. After this, another guard will run out of a corridor. If you shoot him, you will obtain the NOC list that he took back from Candace. If not, you will have to follow him back to the computer room and obtain it, or activate the tiles to electrocute him. Upon completion, find the fallen Candace and go back to Embassy headquarters. At headquarters, go back to the Security head's office and unfreeze the cameras, then proceed to put on Golystine's mask. Go to the communication room, find the exit key and proceed to the door with smoke burrowing underneath.





Level 7: Fire Alarm

Ethan begins this level without any ammunition. He must find Jack, who tells him to meet him in the bathroom to get two fireman suits, one of which is for Candace. Use only your fists or the fire extinguisher to avoid the guards. Move quickly or you will be arrested. Meet Jack in the restroom, don the fireman's outfit, go back to the elevator to give Candace her outfit, then proceed to the exit.

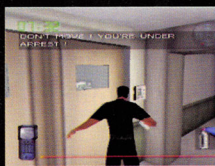
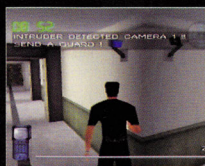
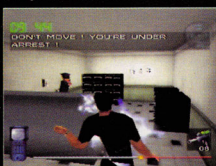


Mission 3: Escape from CIA

Ethan is now disavowed, therefore it is hard for anyone to believe he has been set up. Ethan must somehow escape from this very difficult sequence in an attempt to clear his name.

Level 1: Interrogation Room

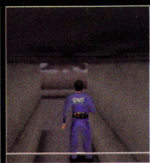
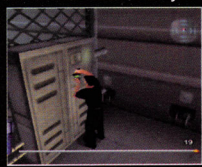
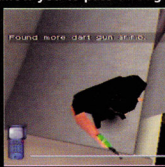
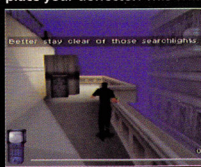
As soon as Ethan is alone, walk over to the button on the wall to reveal a hidden glass window. When the intercom rings, pick it up; it will be Candace, stating that there is chewing gum under the mug. Grab it, place it on the window and stand away from the blast. You will then be able to pick up your equipment in the next room. Once in the hallway, take out your dart gun and move towards the desk where the guard is. Put him to sleep and take his fingerprint to gain access to the next area. Make a left at the first turn; behind some boxes will be a can of blue spray paint. Use this to cover up the video cameras to avoid being seen. A few more corridors lead you to a guard; you must put him to sleep in order to obtain his fingerprint. Go to the scanner next to a long, rectangular shaped door to enter; do the same thing at the next scanner you find, but enter on the left side. Take out the guy at the desk quickly with the dart gun. Enter the office and let the other guy go through the other door in the office. Follow him into the elevator as quickly as you can, having your dart gun ready as he makes his way towards the elevator to the infirmary. Because of the effects of a serum in the coffee, Ethan's muscles are now flimsy, therefore you must shoot the white-haired guy when he has opened the elevator. Upon reaching the infirmary, get the nurse, get the antidote, then create a diversion by pressing the button next to the bike; this will push the cyclist off the bike. You can now climb to the rooftop safely.



Level 2: CIA Rooftop

If you're not careful—or if you think think it's a good idea to run around shooting everyone—you'll have second thoughts after being arrested a few times. Aim for the guards' heads with the Dart Gun so you do not lose a large amount of bullets. The first guard will drop a security card; use this for access to the closed door on your current path. There is extra ammunition hidden in a couple of the barracks. To get to the second level, you will need to climb the first barrack, making your way towards the switch that deactivates the electric current on the floor in your path to the other lever, which turns off the heliport lights. After sabotaging the lights, move to your left and jump off the ledge onto a crate. Position yourself to reach the second level once again with a valuable equipment bag in sight. Use the Face-Maker and you will be transformed into a maintenance man, granting you access to the second part of the roof. Put your gun away while your uniform is on, or you will be arrested immediately. Upon being allowed into the section of the roof as a maintenance man, proceed to the left stairwell and fix the lights. Go to the box behind the helicopter and install the EMS unit. Proceed down the right stairwell, draw your dart gun and carefully shoot the guard unnoticed. You will be granted another access card. When you open the door, a long corridor leads you to the left or right. Veer around the corner carefully; if you are hesitant, the guard will arrest you. Defeating him will give you the last security card. Climb the mountain of boxes slowly and be on the lookout for another guard above you attempting to become a hero. Upon reaching the top of the pillar, place your deflector. This will allow you to pass through the invisible laser beams you

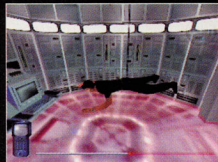
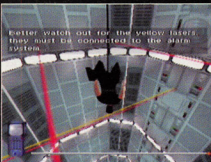
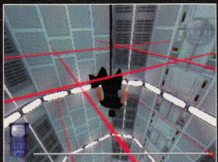
can now view by placing on your infrared glasses. Make your way to another high pillar of boxes where you can place your camera. This will allow you to take a picture of the code as it is input by a guard. Stand at a distance and let the guard input the code. Immediately grab the camera and enter the third floor; you should have no problem as you make your way to meet Candace and head to the Terminal Room.





Level 3: Terminal Room

Now is a good time to decide which angles and perspectives are best for you to view the laser beams that can cause you to fall to the floor if you are not careful. Watch the patterns of the red lasers and be patient when dealing with the yellow ones; these trigger the alarm, spoiling your mission. Get as close to the yellow lasers as possible, then they will move out of your way momentarily. Now is your chance to make it close to the floor! Upon reaching the floor, swing the analog stick back and forth to reach the slot to place your access card, then go down a tad to reach the level necessary to download the NOC list. You have a short time limit; speed and accuracy are the keys necessary to finish this level.



Level 4: Rooftop Escape

After getting the NOC list, this should seem like a piece of cake, but is more challenging than it looks. You can either create a diversion for the guards below by exploding pipes with chewing gum, or you can land on the top of the pillar of boxes and jump below through a small passageway. Go through the door and keep running until you are at a safe distance where you can take out the guards with your darts. Proceed up to the heliport, take out the guards, grab the EMS, and destroy it. You are now able to take off with the helicopter safely.

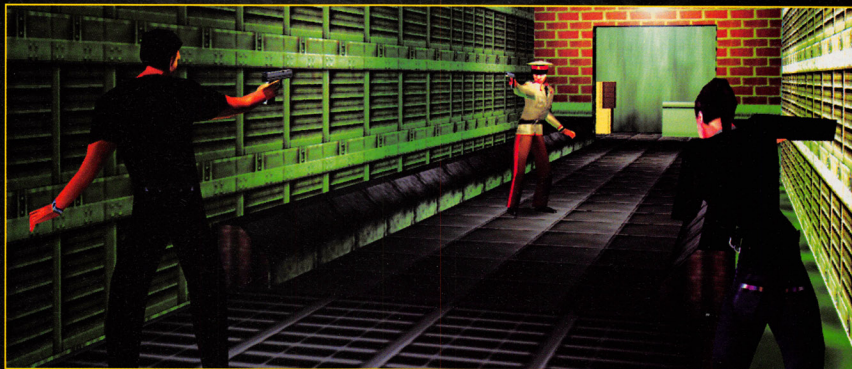


Mission 4: Mole Hunt

Ethan will now find out who "Max" is and—more importantly—who the "mole" is.

Level 1: Station

Ethan meets Max in an exchange of the name of the "mole" for the NOC list. Unfortunately for Ethan, Max orders two of her goons to take Ethan away and kill him. Since this whole level is sniper based, you must take out all the people with guns doing harm to Ethan, but be wary of shooting civilians. As soon as Ethan is being taken away, shoot the person directly behind him pointing a gun at his head. Then proceed to shoot anyone attempting to harm Ethan as he makes his way towards the train.

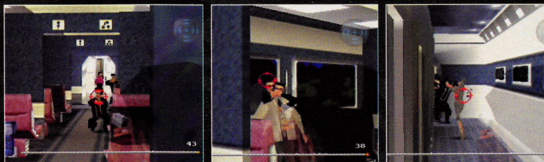




Level 2: Train Car

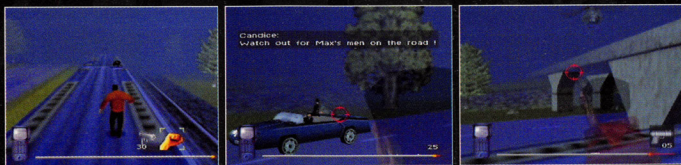
This is by far the most complex and challenging level you have encountered. You must actually survive on one energy bar through two long, vigorous sequences. In the first car, hide behind the wall and scope out the three goons, taking them out with one shot to the head apiece. In the second car, one of Max's henchmen rolls out toward you; take him out, then pan in to hit the guy at the end of the car peering in from the left side. Be careful of the guy to your left holding a hostage; aim squarely at his head and take out the guy to your right as well. The next car is difficult. Peering from the right side of the wall, zoom in and hit each of the three henchmen in the head, conserving bullets and watching out for any innocent passengers. Proceed to the first room on your left side, take out the guy there and do the same for the second room. You will now have a bit more ammunition to play with, but you will still need to conserve it. The fourth car contains five henchmen, four of which you can defeat by panning in shots from afar. After the first four are controlled, take out the guy in the room to your left. This will refill you on ammo one last time. Go to the last room and find Candace. Make your way to the next car and turn the lever on the left side blocking all the exits. You are now notified that the bomb is in the last baggage car; Max is there as well. Put your weapon away and punch the usher fixing the box on your left side at the end of the car. Don his disguise and move on to the next car. There are four henchmen in this sequence. Three of them are in the first four rooms and one is blocking the entrance to the next car. Take out the guys in the first and third cars by punching their lights out. Next, take out the one guarding the exit. **DO NOT** pull out your weapon until you get inside the car where Max is. Shoot her squarely in the head and stand where she is about to fall to retrieve the NOC list. Now take out the guy in the second room and proceed to the next car. Upon opening the door, do not enter. You will see a bartender, a guy sitting next to him and another person as well. Shoot all three of them without entering the room.

After cleaning house, follow Phelps to the next car. Take out all the henchmen there with precision shots. After destroying all of Max's henchmen, go to the two crates and pick up the blowtorch and nitrous oxide. Go to the safe, use the nitrous oxide to freeze the two blocks on each side of the safe, then use the blowtorch to knock them off. You can now defuse the bomb and follow Phelps to the roof.



Level 3: Train Roof

Phelps is trying to make his getaway! Watch out for the many henchmen on the roof, in cars and the helicopter. Proceed forward with caution. You can take out the helicopter with a rocket launcher, or with a spray of bullets. Time your hits with the rocket launcher; you will need to save one for the end of the level to destroy the copter that Phelps is escaping on.

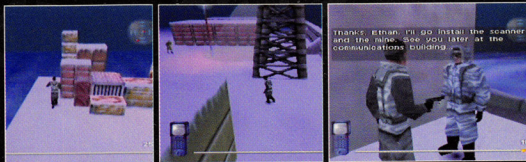


Mission 5: Ice Storm

You thought it was over? Not a chance. Four more levels to go, as Ethan now has to accept this mission after the CIA fiasco to save the world.

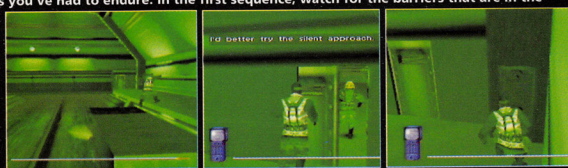
Level 1: Subpen

The most objectives in the game are needed to make a break at this point. You will need to be stingy with your gunfire more than ever, as this will test your true *Mission: Impossible* skills! After Dowey leaves you at the base, head up the stairs and shoot the first guy you see, taking his gun. Go to the right, then down. On top of a bunch of boxes is the A.F. Scrambler. Grab that and proceed going straight toward the plethora of red dots on your Field Scanner. Grab the explosives and mine and head around a building for the R. C. detonator before a henchman grabs it. If he does, shoot him to get it back. Head back toward Dowey, following the green dot on your scanner to give him the mine and the A.F. Scrambler. Once that is accomplished, head toward the pump house, picking up the gas injector outside. Go inside the pump house and take out the black belt, then pick up the wire cutters on the table and set the explosives down. Go outside and give Dowey the wire cutters, blow up the pump house with the detonator and head toward the guard house. At this point you should already have an Uzi for backup from one of the black-belt henchmen attacking you on the outside. Open the door to the guard house while standing on the right side. Place the gas injector in the door to put the guards to sleep. Go inside and pick up the Night-View glasses. Head over to the back of the communication building and climb up the pillar of boxes. At the top, Dowey and Clutter are being bombarded by two black-belts. Go behind the bunkers and shoot the black-belts. Proceed to jump on top of one of the trucks to follow Clutter and Dowey into the tunnels.



Level 2: Tunnel

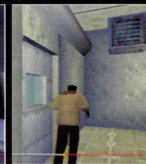
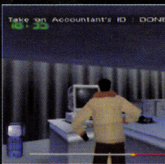
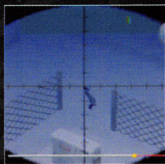
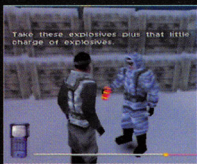
This is a break from the usual lengthy levels you've had to endure. In the first sequence, watch for the barriers that are in the way of Ethan while he is on the truck and either duck or jump over them. At the first platform, jump to the right, open the door and take out the gunman. Get the explosives and place one on each of the two anchor bolts. Wait for the truck to pass and jump on top of it until you get to the next platform. Repeat this sequence two more times and you will make it out of the tunnel without difficulty.





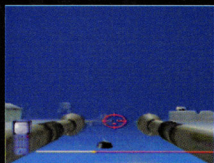
Level 3: Mainland

This will be the last test before your final mission. Begin by going through the hole in the fence and follow your scanner to the white dot. That leads you to another hole behind a pillar of crates. Go through the hole and climb up the walkway, then proceed down the steps. Move slowly up the building roof and take out the two henchmen. Jump off the front of the building heading towards the green dot. Clutter will give you a plastic explosive and some dynamite. Now you have to blow up the power plant. The tricky part is not getting yourself in a jam. Head back the way you came and use Dowey and his gun in sniper mode to take out the two guards at the Power Plant. Walk on the edge of the wall VERY SLOWLY so you don't fall in the river below. Jump off when you come across the bridge that leads to the plant. Upon reaching the river below, place a plastic explosive on the left side, then shoot it. This will disable all cameras and searchlights. Place the explosives near the two generators. Proceed to the bunker. The accountant will be there. Shoot him and use the Face-Maker. Make sure that all of your weapons are hidden, then head over toward the building on the right side of the power plant. Knock out the two guards inside and use your magnetic swipe card to get the suitcase. Proceed to meet Clutter again. He will fill the suitcase with nuclear detonators. Go to the ancient factory; from there the goons take the suitcase and head towards the helicopter. It will blow to smithereens. Use Dowey to snipe out the remaining black belts near the gunboat. When all of them are destroyed, head towards the gunboat for the final mission.



Level 4: Gunboat

Unlimited ammunition for the first time in the game! Use the machine guns to blow up everything in sight on both the right and left sides of the river. Quickly destroy the machine gun radars and mines that appear below. At the end of the line, a gas factory will be the last confrontation. Destroy all the guns on both sides of it, along with the smokestacks. You will head off to safety and end up viewing one of the most enjoyable and unique endings ever in a video game!



Vigilante 8



PlayStation strategy



by Pat Reynolds

About a year and a half ago, Activision released a PC game called *Interstate 76*. The game was set during the 1970s in an alternate past, where oil was scarce and bandits roamed the southwest in overhauled, gun-laden muscle cars. The player assumed the role of an "Auto-Vigilante," on a mission to protect the innocent victims of the roving oil syndicate controlled gangs. I was hooked on the game from day one, even going as far as to start my own on-line "gang," Clan Rod, and participate in all manner of competitions and events. Needless to say, I was ecstatic when I heard of Activision's plans to release a PlayStation spin-off of *I76*: it's called *Vigilante 8*.

Vigilante 8 is a worthy companion to *Interstate 76*. Instead of following the heavily plot-driven and multiple-objectives-per-mission formula of *I76*, the designers of *V8* wisely decided to stick to what the PlayStation is good at—fast, intense 3-D action.

The story is simple: A group of bad guys called the Coyotes have stolen top secret weaponry—based on alien technology—from a hidden military compound located somewhere in the southwest. The Vigilantes, lead by a grizzled trucker named Conway, are tracking the Coyotes in an attempt to stop them before they can do serious damage. What this all boils down to are several stages of all out adrenaline-pumping action where the main objective is to stay alive. There are some secondary objectives tossed in to make it a bit more interesting; if you're playing as a Coyote member these objectives consist mainly of destroying key buildings or if you're a Vigilante you'll have to protecting those same buildings. All of this intense action takes place in some of the best stages ever conceived for a game in this genre. There are environmental effects like snowstorms and falling boulders. You'll go nuts with incredibly realistic lighting, lens flares from the bright desert sun and explosions that leave smoking craters in the ground plus secrets galore.

Since the level objectives are simple and success is determined mainly on your game playing skills, this guide is designed to give you an edge when selecting your character, show you the secrets in all of the stages and help you use the cool weaponry in the game.

The Basics

Gameplay in *Vigilante 8* is simple—destroy all enemies. To help you along the way, you'll find several items as well as weapons for your vehicle. Shields will protect you from damage for a limited time; Radar Jammers will keep homing weapons away from your car. Weapon Upgrades double the damage you do for several seconds and Wrenches will repair any damage you've sustained. The enemies in this game are smart; they know where power-up items are located, find them, and use them wisely. Choosing your vehicle and weaponry intelligently is at the heart of winning the game. The next sections will give you all the information and secrets about these items you'll need to know.

The Weapons

Weapons are scattered about the various stages. Every vehicle has a default machine gun and can hold a maximum of three other weapons. If you have three weapons attached to your car and pick up another, the currently selected weapon will be replaced. Each character has a special weapon unique to him or her. This weapon varies in number of uses and damage dealing power. In addition to normal use, every regular weapon, except the machine gun, has two special attacks which are activated with a controller sequence.



Bruiser Cannon

A turret cannon which tracks a targeted enemy. It can fire in any direction, the Bruiser's only drawback are it's slow projectiles which seem best suited for close range attacks.

Special Attack 1
Cow Puncher Down, Up, Down, R2

Fires a non-explosive blast, which knocks opponents out of control, often flipping them over in the process.

Special Attack 2
Backshot Down, Up, Up, R2

Unloads six shells at once in a scatter formation. This attack does great damage, especially in-close to the enemy.



Sky Hammer Mortar

Alien technology which fires a load of semi-intelligent matter capable of homing in on an enemy vehicle during its descent.

Special Attack 1
Turtle Turnover Down, Down, Down, R2

Fires a non-explosive charge that knocks vehicles into the air, flipping them upside down. Perfect for setting an enemy up for a regular mortar or crater maker attack.

Special Attack 2
Crater Maker Down, Down, Up, R2

Combines five shots into one powerful charge which will blast a crater into the ground under its target. This usually incapacitates the vehicle momentarily.



Bulls-Eye Rockets

These rockets pack a punch but are limited in their use as they have no homing capabilities firing straight ahead.

Special Attack 1
Road Runner Up, Down, Down, R2

Fires a non-explosive rocket, which attaches to an enemy vehicle and pushes the enemy vehicle out of control.

Special Attack 2
Stampede Up, Down, Up, R2

Fires a rapid stream of rockets.



Roadkill Mines

Mines are great for dissuading enemies from following too closely on your tail, but don't forget where you left them; they don't discriminate between friend and foe.

Special Attack 1
Bear Hug Left, Right, Down, R2

Creates a proximity mine which, when activated, emits a gravitational field holding its victim in place for several seconds. While the opponent is held stationary, pummel his car with whatever you have at the ready.

Special Attack 2
Cactus Patch Left, Right, Up, R2

Drops a multiple-mine packet. The packet scatters and explodes when a vehicle comes close. Works great as a trap, since most opponents will assume it is a regular mine and attempt to drive around it, setting the packet off.



Mosquito Machine Gun

This standard weapon comes pre-fitted on every vehicle and cannot be lost. It has unlimited ammunition but does only mild damage and has no tracking capability.



Special Weapons

Every vehicle has a weapon unique to it which can be found in crates during battle. Brown crates hold a random weapon of any type, and green crates hold special weapons. See the character descriptions for more information.



The Characters



Interceptor Missile

These homing missiles are great when you have an enemy targeted and in relative plain view. However, any variations in terrain such as hills, rocks, or buildings that come between you and your target will obstruct the missile. Great for use against the larger, slower vehicles like the Moth Truck or the School Bus, but sometimes inaccurate when tracking smaller, faster cars.

Special Attack 1

Halo Decoy Up, Up, Down, R2

The missile turns into a slow moving flare which enemy radar will pick up instead of you. Great for countering homing weapons like the missile or mortar.

Special Attack 2

Afterburner Up, Up, Up, R2

Fires one missile without detaching from the car, turning it into a booster for a brief period of time. Extremely useful for making huge jumps or outrunning homing weapons.

The Vigilantes

Chassey Blue



Chassey Blue



Chassey Blue Special

Vehicle: '67 Rattler

The Rattler is fast with tight handling. Its speed makes it a fairly tough target for homing weapons to lock in on.

Special Weapon: Gridlock

Fires a web of multi-colored flares which will both damage an enemy vehicle and stall its engine, allowing for even more damage to be heaped on. One of the most feared attack methods is repeatedly hitting an opponent with this weapon, keeping them stalled and doing massive damage.

Slick Clyde



Slick Clyde



Slick Clyde Special

Vehicle: '70 Clydesdale

Well armored with decent maneuverability, the Clydesdale rides the middle ground in terms of armor, speed, and tracking avoidance capabilities. It can move at a good clip, but turns are somewhat sluggish depending on the terrain. Ramming power is moderate.

Special Weapon: White Lightning

Calls three bolts of lightning down upon the targeted enemy.

Dave



Dave



Dave Special

Dave is a hidden character who is unlocked when both Chassey's and Clyde's Quest Modes are beaten.

Vehicle: '70 Van

This beast is pretty much what you'd expect—medium speed, medium handling, and fair armor. The only good reason to play with the van is for its high ramming damage to smaller vehicles.

Special Weapon: Invasion

A satellite mounted on top of Dave's van sends a signal to his alien buddies who swarm the opponent in their tiny saucers. This attack does nice pecking damage but can be outrun easily.

Convoy



Convoy



Convoy Special

Convoy is a hidden character who is unlocked when both Sheila's and Torque's Quest Modes are beaten.

Vehicle: '72 Moth Truck

Low speed and sluggish handling are offset by incredibly high armor and ramming potential. A sitting duck for homing weapons but it can take more hits than most other vehicles.

Special Weapon: Steel Belter

A fire stuffed with dynamite rolls around in a zigzagging manner. It homes in on targeted enemies before exploding.

The Coyotes

Sheila



Sheila



Sheila Special

Vehicle: '74 Strider

The Strider is extremely fast with great handling and maneuverability. It can outrun a homing weapon like nobody's business. Light armor makes even machine gun hits dangerous so don't stop moving.

Special Weapon: Tantrum Gun

This swivel-mounted rattling gun automatically tracks vehicles and comes loaded with 50 rounds. Does only medium damage but it adds up quickly and is easy to hit with.

John Torque



John Torque



John Torque Special

Vehicle: '69 Jefferson

The Jefferson is the best of all worlds, with decent handling, armor and speed.

Special Weapon: Bass Quake

Torque's stereo system sends out a shockwave which causes the ground to ripple in an expanding circular pattern. Does good damage and tends to bounce and flip cars caught in its path.

Beezwax



Beezwax



Beezwax Special

Vehicle: '70 Stag Pickup

The Stag is on par with Dave's van in terms of handling and speed. It has decent armor and one of the better—and the most frustrating if you're on the receiving end of it—special weapons.

Special Weapon: Gamma Swarm

Unleashes a swarm of mutant killer bees, which homes in on a targeted vehicle and hold it in place while bouncing it up and down and causing damage. While the bees have an option incapacitated, you can tack on easy damage with other weapons or keep sending waves of bees after him.

"Y" The Alien



"Y" The Alien



"Y" The Alien Special

Y is a hidden character who is unlocked when the Quest Modes for all 12 characters are completed. He is playable in Arcade Mode and Multiplayer Modes.

Vehicle: '64 Luxo Saucer

The flying saucer is easily the most difficult vehicle in the game to get a handle on. It handles extremely sloppily; it slides around and overcompensates turns. However, any jump will send it sky-high into the air, where it can glide above the battlefield and out of harms way. It will always slowly settle back down to its normal height of a few feet from the ground. Don't use the rockets with this vehicle, as they will often pass harmlessly over an enemy vehicle due to the higher elevation of the saucer.

Special Weapon: Death Beam

A turretred laser, which seems slightly faster, more accurate, and more powerful than Houston's laser cannon.



Loki



Loki

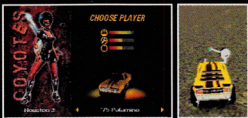
Vehicle: '73 Glenn 4x4

The Glenn controls well and has a good top speed, but loses a little in the armor department.

Special Weapon: Scatter Missiles

One of the best special weapons in the game, this attack sends a large missile at an opponent which splits into several smaller warheads and rains mayhem.

Houston 3



Houston

Vehicle: '75 Palamino

Another large car with good speed and decent handling. Above average armor makes this a perfect starter vehicle.

Special Weapon: Super Fantastic Death Ray 3-Ax

This laser cannon is, well, super fantastic. It comes mounted on a turret and tracks targets automatically. The beam is fast, closing the gap to its target almost instantly and it does high damage.

Molo



Molo

Molo is a hidden character who is unlocked when both Loki's and Houston's Quest Modes are beaten.

Vehicle: '66 School Bus

Yeah, well, er... it's a bus. A funny novelty with high armor, but it makes an enormous target! Almost everything aimed in the general area of this vehicle hits it with ease. It also handles like a Yugo on a bad day. Wait there is more, its special weapon stinks. I mean that literally.

Special Weapon: Bad Day in L.A.

A huge exhaust pipe that spews out a stream of noxious fumes which can stall a vehicle's engine. The bad part is, it fires from the rear of the bus and only hits vehicles which are directly behind it. This makes it hard to use, since nobody in their right mind is going to tailgate Molo's bus when they can see the giant death pipe attached to it.

Boogie



Boogie

Vehicle: '76 Leprechaun

Another small car, the Leprechaun has good handling and speed. Low armor ratings make it an easy kill for powerful attacks.

Special Weapon: Disco Inferno

A hovering disco ball which fires explosive colored rains in all directions.

Sid Burn



Sid Burn

Sid is a hidden character who is unlocked when both Boogie's and Beowax's Quest Modes are beaten.

Vehicle: '69 Manta

The Manta is my favorite vehicle in Vigilante 8, just as it was in Interstate 75. It is fast and handles great, but has better armor than most of the other smaller cars.

Special Weapon: Breath of Fire

A rapid fire, turret-mounted cocktail launcher which has the ability to set vehicles on fire.

Ski Resort



There is great variety to the terrain you'll face here; from this concrete parking lot to ice patches, slick roads and the snowy mountainside.



If you destroy the trees near the top of the mountain, an avalanche will start, damaging any vehicles that are caught in it.



Watch out for falling rocks. Or, if you're really devious, try to time it so they roll into your opponent!



Always destroy stuff whenever you can. You never know what might pop out of a trailer or building. Plus, it's just fun to watch things explode.

The Stages



If you have to do battle up close and personal, choose your terrain wisely. The asphalt section will give you the best traction and places you and your opponent on even ground.



Shooting the metal doors on these buildings will often reveal hidden items. Like this repair wrench. Occasionally you'll find a ski lift waiting inside. Drive into it and...



Here's a perfect example of that theory in action—that building I just blew up tossed out a green special weapon-carrying crate.



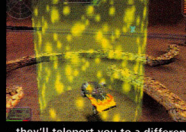
Look for the circling strobe lights hovering in the center of this area...



...you'll find yourself treated to a free ride as the lift takes you to the other side of the mountain. Oh yeah, you'll also automatically pick up loads of items on the way.



The bumpy terrain of the sloping mountain makes for some difficult driving. Try to go easy on the car!



...they'll teleport you to a different area, sometimes landing you in a good place to collect items.



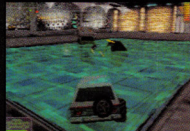
Look for the wired fence and bust through it into these ruins. There's a crate and other goodies hiding up there.



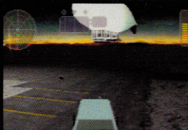
Casino City



There's nothing like driving through the lobby of a posh ho...*...*



...except maybe driving into the hotel pool on your way out.



The big secret in Nugget City is this blimp, which occasionally lands. Follow it around until it touches down...



...then drive inside it and go for a ride. You'll have to control the blimp; it flies straight on its own, but you'll need to steer right and left with the D-pad. Press the accelerator when you want to get off. Position the blimp over the rooftops of the city and drop yourself off there; there are loads of weapons and items to be had! Be careful, though, your enemies can destroy the blimp with a couple of well placed shots and, let's just say it's probably not healthy to be inside it if that happens.



Look at all of those pretty lights. Yeah, you can destroy those too. Then they won't blind you as you drive around the city like a madman.



Oddly enough, you can't blow your way through these latticed walls to get to that shield. You'll have to go around and use the door. Really.

Valley Farms



Destroying this water spigot creates...



...a giant wave that races though the crisscrossing canals damaging all vehicles caught in its wake.



Always drive through the barns. There are lots of items hidden inside.



You'll have to time your jumps to reach some of the crates on this stage.



Destroying these horse trailers turns them into ramps you can jump from to reach...



...the goodies up in the hayloft areas of the barns.

Hoover Dam



Being chased around in my car by a gang of gun-wielding madmen is an everyday occurrence for me, but I really hate it when I get the sun in my eyes! If you fall into the deep water you'll be spit out of those giant pipes, minus some of your health.



This lever will send an electrically charged wave through the canal. Try not to be in the canal when this happens.



This generator area is tough to reach but worth the effort.



You'll have to time your driving carefully to get past this electrical hazard...



...or, if you're anything like me, you'll just destroy the generators instead.



However you choose to get past the hazard, you'll find a repair wrench waiting for you.

Aircraft Graveyard



Drive up the wings of these wrecked planes to collect the items on top.



Open these hangar doors with machine gun fire and you'll likely find items and weapons hidden inside.



Knock the sign down to open the path to a secret area stocked with everything you'll need to win...



...but don't stick around in the hidden area too long or you'll become the target of this bomber's attack runs.



Activate these two switches, located on the control tower buildings, to target your opponent for a bombing run.



PlayStation strategy
PlayStation strategy
PlayStation strategy



Oil Fields



You can dislodge these tanks from their stands and send them rolling into enemy vehicles.



Carefully drive up the catwalks which spiral around the sides of these large oil drums to collect many goodies.



If the flames touch your car it will catch on fire, causing incremental damage for several seconds. You can destroy sections of piping to create even more fire spouts.

Sand Factory



These conveyor belts make great jumps—there are often weapons crates at the top.



Fire at the base of this structure...



...to lower an elevator which will bring you to the top and net you a hidden green crate.



After blowing the doors off this factory building and driving inside...



...you'll be shot like a bullet from this elevated tube!



These mounds of sand can be leveled with weapons fire, often revealing hidden weapons.

Ghost Town



Many of these abandoned buildings hide weapons inside of them.



There is a lot of flat, open land in this stage, making it great for quick, precise attacks.



Playing chicken with this train probably isn't going to get you very far...



...but getting behind the last car and blasting away will dislodge several weapons crates. If you're even more daring, you can also jump onto the platform car and collect the goods directly as well.



Heavy attacks will bring the bridges crashing down. If you are going to destroy the bridges be sure to get the crates from the train before you do it. It might be a ghost town, but believe me, it's not going to hover over the missing section of bridge.



Watch out for the whirlwinds that litter the valley floor. They'll pick your vehicle up, spinning it around while disorienting you and allowing your opponent to get some free hits in.

Secret Base



Some of the hangars on this level hold loads of items.



If you destroy the ladders next to these stealth fighters they'll roll around on the runways and take off.



I love a good water tower, and that's a fine looking water tower. Yeah, you can destroy it, but you won't get anything for it.



When these radar dishes are activated, they jam all homing weapons for a limited time.



This is the coolest trick in the game. Drive through this large HQ building...



...then drive under these lights near the missile silo to launch a massive nuke at your opponent!

The Ultimate Password



With this password in place, you'll have access to every vehicle and secret stage, and be able to watch all the endings from the Game Status screen.

WMNNWLHTSCUCLH

BACK ISSUES

—1996—

October - Nights, Tekken 2, Super Mario 64 (part 1)

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Masters

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, Kizuna Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persona

March - Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

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 Kerr Hoskins War Gods Pinup

August - House of the Dead: Star Fox 64, Ace Combat 2, Vampire Savior—Plus FREE House of the Dead Pinup

September **SOLD OUT!** Final Fantasy VII: Dark Rift, Parappa the Rapper, Maximum Force

October **SOLD OUT!** Castlevania Symphony of the Night: Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Odyssey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube—Plus FREE removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

November - Fighting Force: Resident Evil 2 Trial Edition, Street Fighter EX Plus, Mass Destruction, Clay Fighter 63½, Bushido Blade, Colony Wars, Last Bronx, Treasures of the Deep, Clock Tower, Courier Crisis

December **SOLD OUT!** 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—

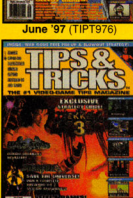
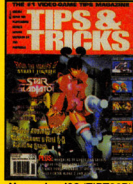
January - Mortal Kombat 4: Cool Boasters 2, Quake, AeroFighters Assault, Armored Core, Crash Bandicoot 2, Tomb Raider II (part 1), Bomberman 64, Star Wars: Masters of Teräs Käsi

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

March - Resident Evil 2 (part 1): Mortal Kombat 4 Revision 3, Yoshi's Story (part 1), Final Fantasy Tactics, Snowboard Kids, Mystical Ninja Starring Goemon

April - Rival Schools United by Fate: Resident Evil 2 (part 2), NBA Live '98, ReBoot, Winter Heat, Yoshi's Story (part 2), Aero Gauge, Klonoa

May - Mega Man Legends: Harley-Davidson & L.A. Riders, Need For Speed III: Hot Pursuit, Mortal Kombat 4 Revision 3, Gran Turismo, Marvel Vs. Capcom, Panzer Dragon Saga (part 1), Speed Racer, Breath of Fire III



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COOL ZONE

Lots of fun to be had here this month, that's for sure! After you've checked out all the goods, be sure to take a gander at our "Separated at Birth" sidebar—it's a hoot!



◀ Mmmm...Cini-minis from Burger King! These treats are—in the immortal words of Barney the Dinosaur—"de-ecelicious!" Nothing beats a box of four tiny cinnamon-flavored buns! Better still, you get to dip 'em into a little container filled with tooth-decaying whipped frosting! What a wonderfully inexpensive way to fill your gut and start the day!

When you press on its mid-section, this alien doll says "Take me to your leader". Then the thing emits kooky space sounds and its eyes light up.



▶



▶ Jim got these alien boxers as a gift from his mother-in-law. Um...alrighty, then!

Alien Nation

Arguably, mankind's level of curiosity about alien life has never been higher than it is right now. With the monumental popularity of television shows and movies like *The X-Files*, people just can't seem to get enough of strange beings from other worlds. Companies are cashing in on the alien craze big time with truckloads of related merchandise. You don't have to look very far to see the stuff, either; from shopping malls to supermarkets, alien products are everywhere. Some of the merchandise is way cool, while other items are basically pure crap. This issue, we decided to round up some of the more intriguing items available for sale here in the U.S. Have fun!



▶ These male and female alien plush dolls are covered in shiny silver material. Hey! They look like the aliens in *Bust A Groove!*

◀ Wow! Jim hit the motherlode when he stumbled upon this molded alien activity case at Toys R Us. The set contains stickers, tattoos, a note pad, a mini U.F.O.-shaped container filled with slime, sticky rubber figures and a squishy brain! Many of the items in this set glow in the dark, too! All this joy for only \$7.99...can you believe it!



▶ A little rubber key chain! It doesn't ooze slime, make sounds or glow in the dark, but it's still boss!



▶ This strangely-shaped stone was painted to look like an extraterrestrial. Weird, huh?



▶ Anatole bought this awesome key chain and freaked us out! The liquid-filled tube has a message on it: "TOP SECRET: This alien body was captured in 1947 when an Unidentified Flying Object crashed in Roswell. This must be treated as TOP SECRET by the United States Army and those that leak secrets will be punished." Yikes!—what if the tube leaks?

TACTICAL ESPIONAGE ACTION METAL GEAR SOLID

And the winner for best promotional goodie pack of all time is...[insert drum roll, please] Konami! How's this for a Metal Gear Solid press kit: a set of metal dog tags, a laser-beam key chain (yup, a frickin' laser-beam comes out!), a brushed metal pen/digital recording device and—to top it all off—an ingenious "I" T-Shirt! This "secret agent" spy kit had to cost Konami a bundle (we estimate the total at around 200 big ones). Ya know, we loved Konami and Metal Gear Solid long before we laid our mitts on all this incredible stuff! Thanks, Konami!



▶ Here, Tyronne models his killer screen-printed Metal Gear Solid T-Shirt. The front left chest has a bright red MGS logo on it. The back displays a giant exclamation mark—an icon which represents one of many notable features in Konami's upcoming PlayStation game. Let's hope that no one takes this shirt too seriously and tries to kill Tyronne while he wears it!



The P.R. and marketing folks at Nintendo were kind enough to bless us with a Pokémon Pikachu—one of only 250 made especially for this year's Electronic Entertainment Expo.

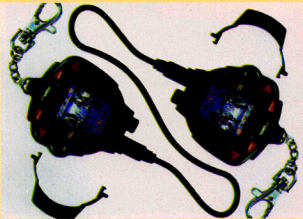
Pokémon Pikachu is a virtual pet starring none other than that cute and cuddly creature, Pikachu! Here's how it works:

1. Clip the device onto your belt.
2. A motion sensor built into the unit keeps track of your movement as you go about your daily routine.
3. Your movement is translated into points, or "electrical watts".
4. Pikachu likes watts. The more watts you accrue, the better your relationship with the little character is.
5. You can also use watts to buy Pikachu gifts.
6. A mini slot machine sub-game gives the owner a chance at winning extra watts.
7. Pikachu performs a host of activities, such as riding a tricycle, taking a bath and brushing his teeth.



▶ Pokémon Pikachu will be available nationwide this September.

Tiger's Giga Fighters! Train your fighter, then put them into head-to-head battle against an opponent via a linking port which connects two Giga Fighter units together. Improved screen resolution, a full 10-12 seconds of sound effects and back-lit illumination are just a few of the cool features. You can also log on to Tiger's www.gigapets.com website to download secret characters and other features! (Batman & Robin edition shown)



▶ For a buck ninety-nine, we picked up this Doraemon picture holder thingie. Anatole made short work of the gummy treats. "The best part of the package!" he says.



If you ever feel the need to drive yourself legally insane, partake in one of the most difficult activities on Earth: This Pikachu Catcher game! Tyrone seems to have nearly mastered the art of catching the little plastic critter in its container (he should be skilled after playing with it around the office about ten zillion times a day). Jim turns red with fury at the mere sight of this toy (he sucks at it!)

▶ These Pokémon trading cards come in silver and gold packs and carry a hefty import price: About six bucks a pack!



▶ Time to get down with Lara (yeah...we know; that was pretty sad!) Eidos handed out these very special Tomb Raider wrist watches at their gala E3 event. The party was kickin' with a live performance by 3rd Eye Blind. The *Tus & Tricks* editorial posse had a killer time dancin' the night away (although we were very scared of the "naked guy" ice sculpture...) Special thanks to Paul, Gary and Tricia at Eidos—you guys are a class act all the way.

Cool Zone

Separated at Birth



In this crazy, mixed-up world we live in, there are bound to be some similarities between people, places and things. Here's our first wacky installment. See if you can come up with a few of your own and send 'em in!



Lara Croft from Tomb Raider



Sara Connor from Terminator 2



Sega Dreamcast logo



Cini-minis from Burger King



Tiger from Tekken 3



John Torque from Vigilante 8



Stryker from Mortal Kombat 3



Woody Harrelson



Guy from Courier Crisis



Tyrone



Mego Thor



Farrah Fawcett



Quan Chi from Mortal Kombat 4



Uncle Fester

Cool Zone
Cool Zone
Cool Zone



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 82 and 83? 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!

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!

Select Games
Select Games
Select Games



THE LEGEND OF ZELDA: THE OCARINA OF TIME



Nintendo • November 23rd • 1 Player

With hundreds of games being introduced at the annual Electronic Entertainment Expo (and almost as many marketing people trying to call our attention to their own), each company pulls out all the stops with bells, whistles, lights and sounds to lure the gaming press into their domain. This year, Nintendo was a different story entirely. No one had to hold a gun to our heads or shell out wonderful gifts. No one had to get us liquored up, either. No siree; none of that was one bit necessary, because Nintendo had one thing no one else had: *Zelda*. To make a long story short, *Ocarina of Time* is quite possibly the greatest adventure game ever created on the planet Earth. One of the most amazing, jaw-dropping scenes we can recall was when we took Link into a dark dungeon maze. There were two torches adorning one of the walls, but only one of them was actually lit. On a hunch, we checked Link's item sub-screen and selected his battle stick. Next, we walked Link over and touched his stick to the lit torch on the wall, then proceeded to light the other torch with the flaming stick, illuminating the cave even further. Stunning. Real-time battle sequences are another shining example of ingenuity. Link can focus on a specific enemy in a group by pressing the Z button, which also changes the scene to a dramatic, panoramic viewpoint. And since this is all done in real-time, Link can back-step as he battles. Link's trusty boomerang is back; it's one of



Under a majestic sunset, Link and Navie prepare for the long journey ahead. Awe-inspiring, to say the least.



the most important weapons he has. The storyline goes like this: Ganondorf is preparing to steal the legendary Triforce. Link must locate three magical stones by traveling through time to prevent this tragedy from occurring. In his journeys, Link will explore towns, dungeons, swamps, forests and mountains. He'll also be accompanied by Navie, his guardian fairy. There are no "ifs," "ands" or "buts" about it: every self-respecting Nintendo 64 owner owes it to his or herself to go out and grab a copy of this Miyamoto masterpiece when it explodes onto store shelves this Fall.



Remember those huge trees from the original *Zelda*? They're back... in 3-D!





TUROK 2

Acclaim • September • 1-4 Players



UPDATE! It's almost here! *Turok 2* expands on Acclaim's hugely successful N64 original with gameplay improvements and graphics that must be seen to be believed. We don't know how, but Iguana (the development team behind the first *Turok*) has done things with Nintendo's hardware that were previously thought impossible. The light-sourcing effects alone set a new benchmark for future titles—currently, no other N64 game looks this good, end of story. Massive enemies charge toward the screen, flames from destroyed objects cast flickering light onto nearby objects and blood is smeared on surfaces. In addition to the game's standard quest mode, there are also co-op, deathmatch and "Frag Tag" multiplayer modes which allow up to four players to kick butt simultaneously. In a word, killer!



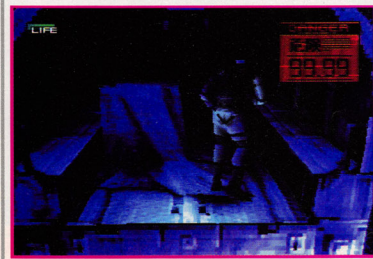
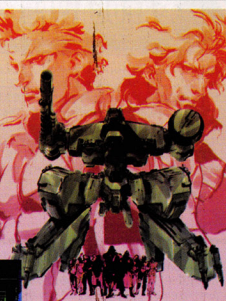
METAL GEAR SOLID

Konami • October • 1 Player



An in-depth Tips & Tricks strategy guide on MGS? We wouldn't pass on it for the world...look for it this Fall!

UPDATE! As promised last month, we're back with a super in-depth update! After spending mucho time playing a near-final version of *Metal Gear Solid*, we can honestly say that PlayStation owners are in for one heck of a gaming experience come this Fall. Even with all of the pre-release hype given to the game, we were still knocked off our feet by Konami's secret-agent sequel. So what exactly does the name *Metal Gear Solid* mean, you ask? A "Metal Gear" is a nuclear warhead-tipped mech piloted by a single soldier. The word "Solid" is Konami's reference to the game's realistic, "solid", three-dimensional environment. In any case, a fleet of Metal Gears has been stored in a warehouse off the coast of Alaska. The terrorist organization, Foxhound, has threatened the world with total destruction unless their demands are met. Enter Snake: When the game begins, he is completely unarmed, but over the course of time, over 30 weapons and 20 items can be located and used to stop Foxhound's terrorist threat. After two *Metal Gear* games dating back to the 8-bit NES days, *MGS* looks and plays like a million bucks (nearly three years were spent working on it). Snake's view changes from third- to first-person during gameplay in order to get a better view of the dangers that lie ahead. To top it all off, Sony recently announced that it would spend \$1.5 million to assist Konami in its marketing efforts with the game. This is in addition to the nearly \$5 million Konami had already allocated to its *Metal Gear Solid* marketing budget. You can bet this means we'll be seeing quite a lot of *Metal Gear Solid* in the coming months.



Select Games
Select Games
 Select Games



SILENT HILL

Konami • 4th Quarter 1998 • 1 Player



At first glance, one might quickly dismiss this game as nothing more than a *Resident Evil* rip-off. *Silent Hill* contains plenty of terror, but there's more to it than meets the eye. After spending a considerable amount of time playing an early version of the game, we realized just how cool *Silent Hill* is shaping up to be. The player controls a gun-toting male character in search of his missing daughter. Exploring the sleepy little town of Silent Hill, the player discovers that most of its inhabitants have also vanished into thin air. The plot of the game centers around a bizarre, dreamlike parallel universe, possibly opening the game up to all sorts of horrifying *X-Files*-type action. As we played, we encountered what Jim kept referring to as "evil demon babies" shuffling through the dimly-lit hallways of an old building. What made the experience even more terrifying was the fact that these creatures were lurking in the shadows and had glowing eyes! Since we were quite nervous and shooting in all directions, we began mashing on all of the controller buttons which—much to our surprise—kicked on a flashlight! The added light illuminated a portion of the game screen around the main character, making it easier to draw a bead on the little demons. We then exited the building to a bleak, snowy outdoor area. If the developers behind *Silent Hill* play their cards right by injecting the proper amount of creativity and fear into the project, this could end up as one of the coolest games of the year.



APOCALYPSE

Activision • November • 1 Player

UPDATE!



Ahh, yes...the long-awaited *Apocalypse*. About a year ago, Activision became dissatisfied with the game's progress and decided to turn the project over to Neversoft. The result? *Apocalypse* now kicks butt, thank you very much. The player controls a rather ticked-off *Trey* Kincade, played by Bruce Willis. (In the original design, you were a generic main character who relied on Bruce merely as a wise-cracking "advisor.") The graphics have been given a complete overhaul as well; the levels are now cleaner, flashier and much more interactive than those seen in the previous incarnation. They can jump from rooftop to rooftop, swing on cables and blast the crud out of a multitude of foreground and background objects like power-up crates and even huge neon billboards! For kicks, we zoomed the in-game camera up to *Trey* and were floored by the amount of detail and clarity in his face—it really is Bruce Willis! By far the greatest feature of the game, though, is its control. Using the Dual Shock pad, players move *Trey* with the left knob and fire his weapon with the right. This means that it's entirely possible to run forward through hallways while firing your weapon in multiple directions—even behind you. (Shades of *Smash T.V.*!) We hereby salute the folks at Activision for their integrity; despite the delay, their decision to revamp the game was a wise one, and the result is clearly a superior game.



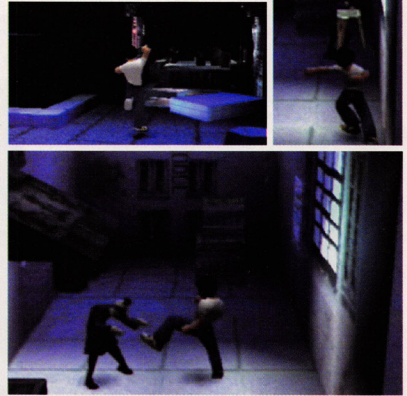
▲ Bruce...er, *Trey* is amazingly detailed.



JACKIE CHAN'S STUNTMASTER

Midway • 1st Quarter 1999 • 1 Player

No one needs to convince us that a Jackie Chan game on the PlayStation would be cool. *Stuntmaster* is a third-person brawl fest in which the player controls "Mr. Nice Guy" as he confronts evil on the mean streets of Hong Kong. Here's the lowdown: As Jackie begins filming his latest movie, all hell breaks loose on the set. Jump, kick and punch your way through twelve stages and "Super Stunt" levels. The game is still in the early stages of development, but we'll be back very soon with a more comprehensive update.



Select Games



SPICE WORLD

Psygnosis • Available Now • 1 Player



We consider ourselves to be manly men, but even we have to concede that *Spice World*—a game primarily targeted at teenage girls—is actually quite fun. If, like us, you're too embarrassed to be seen playing a Spice Girls game, we suggest drawing the blinds and locking the doors; it's a lot of fun. *Spice World* is sort of a Parappa meets *Bust A Groove*. As the Spice Girls, players create music and dance routines, then perform on stage, in concert. Over 30 minutes of exclusive, never-before-seen video is also included. Girl Power! Ohh, gawd!



Hey, cool! Even though she left the group, they kept Ginger in!



CASTLEVANIA

Konami • 4th Quarter 1998 • 1 Player



More and more classic 2-D games are undergoing the transition from 2-D to 3-D these days. From Mario to Pitfall Harry to Mega Man, it seems no character is safe from the world of polygons. Now we can add one more game to the growing list: *Castlevania*. But don't throw a fit just yet; with this, its 11th *Castlevania* title, Konami is taking steps to preserve the heritage of the beloved franchise while at the same time creating a more realistic, immersive environment. Play as one of four new characters: Vampire hunter Shneider Belmont, 12-year old Carrie Eastfield, savage brute Kola and tough guy Cornell Reinhardt. Each

character has his or her own unique weapons and abilities: Shneider uses a whip, Carrie commands magic attacks, Kola wields a chainsaw and Cornell is able to morph into a wolfman! Here's where things gets even more interesting: During exploration, day gradually turns to night. The time of day directly affects the powers of an enemy; vampires, for instance, move about freely at nighttime but by day, they must stalk their prey whilst in the safety of shadows. There are separate endings for each character, too. Even the toughest gaming critics may change their tune regarding the use of 3-D after seeing this one.

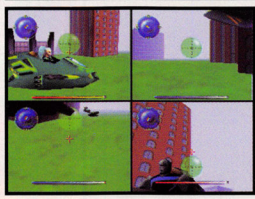


SUPERMAN

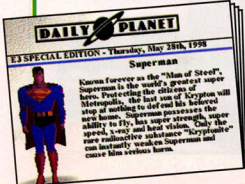
Titus • October • 1-4 Players



Krypton's favorite son has been biding his time for the last few years, his heat vision melting controllers left and right as he was forced to watch lesser heroes like Batman and Spider-Man star in dozens of video games. Finally, based on the new animated series, *Superman* for the Nintendo 64 contains a huge cast of characters, including Brainiac, Metallo, Parasite and Lois Lane. Titus has done some very cool things with the Man of Steel. In his search to stop Lex Luthor's plans to envelop Metropolis in a shroud of Kryptonite, Superman can use X-ray vision, heat vision, super speed and super breath. He can also fly through some two square miles of the city. Even more exciting, Titus has included boss encounters! During battle, cars and trains can be picked up and thrown and street lamps can be torn from the ground and hurled at enemies. There are 16 missions in the game and many of the objectives are extremely creative. In the first level, for instance, Superman must search the city to locate Jimmy Olsen (he turns up in the parking lot of the Daily Planet). *Superman* for the PlayStation version, although both games contain the same gameplay. Get ready for a special T&T *Superman* strategy guide, coming soon!



Yes-sss! The N64 game features a split-screen deathmatch option for up to four players. Choose to battle as any character in the game!



Select Games
Select Games
 Select Games



CROC II

Fox Interactive • 1st Quarter 1999 • 1 Player

Fox's charismatic crocodile is at it again in his very own sequel. Designer Argonaut promises even larger worlds and better gameplay with *Croc II*. Expect the little guy to trek through environments ranging from stone age villages to inca-style cities. The story has Croc separated from his parents. Poor Croc finds out that his folks have been kidnapped and that in order to see his family again, he must leave the island of the Gobbos and make his way to the mainland. Unfortunately, Dante has been resurrected by his fellow minions. There's less "platform" action this time, and the level designs are more diversified—you might be rafting one level, then fighting approaching battleships the next.



F-ZERO X

Nintendo • August 31st • 1-4 Players

UPDATE!



Nintendo pushes the frame-rate barrier big time with *F-Zero X*. Often imitated but never duplicated (*Aero Gauge*, *Extreme-G*, *Wipeout*), the addictive gameplay of Nintendo's classic *F-Zero*—released back in 1991 on the Super NES—has finally made the transition to the fun machine. Fans should be delighted with the return of Captain Falcon and crew. Okay, so the graphics are not the most important element of this 96-megabit cart—speed and fluidity of movement are what really counts. Up to 30 vehicles can be represented on screen at any one time, moving at 60 frames per second—without a single trace of slowdown. Hovercraft control in *X* is about as tight as we're ever gonna get in a game like this. The loops, banks and ramps in each course are about a hundred times more insane than they ever were in the Super NES original. The upside-down, right side-up action is crazy enough to make even the toughest guy on the block want to pray to the porcelain gods! The four-player mode equally rocks!



RADIKAL BIKERS

Atari Games • Available Now • 1 Player



In a world increasingly crowded with "me-too" racing games, Atari's *Radikal Bikers* comes as a real breath of fresh air. A sort of *Paperboy* for the 90's, *Radikal* puts the main character of the game—a pizza delivery person—on a moped with the goal of getting tasty pies delivered to customers on time and ahead of the competition. As players race through each level (two cabinets can be linked for competitive action), they can pop wheelies, jump ramps and vehicles to grab power-ups which will assist them in reaching their goals. Serious skill is necessary to excel in this game, too; many of the power-ups are strategically placed in areas where the player must catch air off the back of a car, for example. The game contains 12 courses, each with at least one hidden shortcut. Do yourself a favor and seek out *Radikal Bikers* at your local arcade; it's an absolute blast!



Select Games
Select Games
 Select Games



ASSAULT

Midway • October • 1-2 Players



Holy kee-ripes! We had no idea this little gem even existed until our pals at Midway pulled it out of their bag of tricks! Okay, so the name itself may seem somewhat generic, but don't let that fool you; *Assault* is easily one of the most adrenaline-packed "running man" shooters ever crafted on a home console. Imagine taking the polygon-rendered dynamics of *ASC's One* and tweaking gameplay so that it almost mirrors classic *Contra*... that's what *Assault* is all about! Camera angles dramatically shift as one or two players charge through futuristic scenery to blast away at hordes of alien troops and gigantic bosses. Destroying enemies and surrounding objects such as hover cars often reveals power-up icons which grant players with new weapons or upgrade existing ones with intensified firepower. As players advance each elaborately-rendered stage, they'll be treated to cityscapes, jungles, space stations and more—all filled with the screeching sounds of alien monstrosities. The only questionable element or *Assault* at this point is the soundtrack in our advance copy of the game—it doesn't seem to fit the mood of the game, though this may change. If you've been dying for classic *Commando*-style action on the PlayStation, take our word for it: Check this game out!



TWISTED METAL 3

989 Studios • November • 1-4 Players

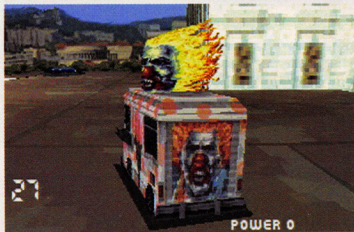


Stuff blows up good... real good!

Vehicular combat games. They're cropping up faster than high school dropouts at a carnival. The granddaddy that started it all—Sony's *Twisted Metal*—has inspired a wide range of similar games, including the current king of the hill, Activision's *Vigilante 8*. Even though the creators behind the *TM* series have been scooped up by GT (their soon-to-be-released *Rogue Trip* is hot), that's not stopping Sony from continuing with the *Twisted Metal* franchise (Sony owns the rights to the *Twisted Metal* name). Since the competition has heated up so fiercely, *TM3* has even more to live up to. 989 Studios (formerly SISa) claims that the game was built around a fourth generation engine

TWISTED METAL 3

capable of 30-frames-per-second animation, advanced gouraud shading and multi-colored lighting effects. Everything in the game is rendered in 3-D, including the power-ups! Returning combatants include Thumper, Axel, Road Kill, Warthog, Mr. Grimm, Spectre, Outlaw and Sweet Tooth. Characters making their debut are Club Kid, Flower Power and Firestarter. Along with Minion and Dark Tooth (yes, "Mr. Laughs" is back), a new boss has also joined the fray: Head Hunter. Of course, what would a sequel be without some all new level designs? Area 51 in Nevada and Calypso's Blimp are but two of several new stages. We were shocked and delighted to hear that in addition to a 2-Player split screen mode, *TM3* will also be link cable ready, allowing up to four players to battle at once on four TVs! We like it already! "Hoo, hoo, hoo, hah, hahhh!"

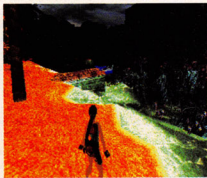


TOMB RAIDER III

Eidos • November • 1 Player



The most elaborately-detailed *Tomb Raider* ever created is about to be unleashed. *TR III* pushes more polygons and provides a vastly-improved depth of field. Eidos claims that the final game will run in hi-res mode, although we couldn't tell whether or not this was the case with the early version we played. We do know that the environments are infinitely more diverse than those in the previous two games—there are beaches, giant waterfalls, lagoons and mammoth caves to explore. Lara will have her work cut out for her with this adventure; the enemy intelligence has been upgraded significantly. Animals don't immediately pounce on Ms. Croft; they actually stalk her with patience while seemingly planning their attack. Lara has evolved to the point where she is now able to climb higher and move faster than ever. New weapons are also featured. We are looking forward to the release of this third installment in the *Tomb Raider* saga...it's turning out beautifully.



Just look at the view from the side of this cliff!



● Nintendo 64 ● PlayStation ● Game Boy ● game.com

Games, Games and More Games!

Since there were literally hundreds of games on display at this year's 4th annual E3 (Electronic Entertainment Expo) in Atlanta, we decided to expand this month's *Select Games*. Once we arrived back at the office (sore feet, hangovers and all), we sifted through a mountain of press kits, CDs and digital files, then crammed as much information and as many screen shots as we could onto these pages. Look for expanded coverage on many of these important titles in the coming months!



3 Tai Fu



4 X-Men



1 Shadowman



2 The Fifth Element



7 Bomberman World



8 Trap Gunner



5 AirBoardin' USA



6 Master of Monsters: Disciples of Gaia



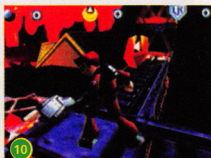
11 Darkstalkers 3



12 Robotech: Crystal Dreams



9 Tail Concerto



10 Lode Runner 64



15 Shadow Madness



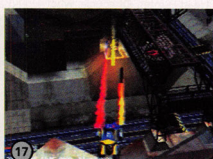
16 Knockout Boxing



13 Freestyle Boardin' '99



14 Caesar's Palace 64



17 L.A.P.D. 2100 A.D.



18 Fighting Force 64

ACCLAIM: 1 Played from a third-person perspective, there are puzzles to solve, voodoo powers to unleash and plenty of weapons to use. As Shadowman, a pumped-up hitman, you're bent on ridding society of serial killers and other loonies. **ACTIVISION:** 2 Play as either Korben or Leeloo (that gift-wrapped hottie). Levels include non-linear missions. Grab weapons, power-ups and key cards and blow the crap out of hundreds of enemies and objects. With an enhanced *Nightmare Creatures* engine, *The Fifth Element* rules! 3 Developed by DreamWorks Interactive, *Tai Fu* is a 3-D action-based fighting game set in ancient China. The kung-fu skilled animal characters are reminiscent of the ones from the *Brutal* series. 4 Whoa! At a mere 20% complete, Activision's 3-D polygon *X-Men* fighting game already looks very cool. The early demo only had two characters up and running—Wolverine and Ice Man—but the finished game will have 12 or more selectable fighters. **EA:** 5 Yet another futuristic hover board game. There are 8 selectable characters (four of whom are earned by meeting certain criteria) and 80 tricks to master. There is also a 2-Player competition mode. Rumble Pak-compatible. 6 Up to 4 players can compete in this turn-based strategy game. Create your own monsters and thrash nearly 40 different areas. **ATLUS:** 7 The quintessential party game heads to the PlayStation station at last! 8 Real-time strategy, fighting and overhead shooting sequences. *Trap Gunner* is Dual Shock compatible. **BANDAI:** 9 One of the most enjoyable games we've played all year, *Tail Concerto* is packed with jumping, grabbing and shooting action. **BIG FISH:** 10 The classic *Lode Runner* goes 3-D! Extract gold from multi-tiered platforms without trapping yourself. To beat

each of the game's 20 rotatable levels, you'll need to unlock each exit, one-by-one. **CAPCOM:** 11 D3 has characters from both *Darkstalkers* and *Night Warriors* plus a new custom-combo "Dark Force" move and "Museum" mode. More next month... 12 Capcom's first commitment to the N64 is a shocker! One thing's for sure: If any company can get *Robotech* finished and into stores, it's Capcom. Actually, GameTek is still publishing the game (Capcom will work the marketing and distributing angles). 13 Developed by Pony Canyon, *Freestyle Boardin' '99* contains 5 characters, 8 courses and 50 complex tricks and maneuvers. There is also a 2-Player mode. It will be interesting to see how well branching off into other areas will work for Capcom. **GRAVE:** 14 This is not your ordinary Vegas video game. Although you can choose to go straight to a variety of organs, *Grave* is implementing a way-cool RPG-style mode where all sorts of things can happen. One minute you're riding high and the next, the same gone from the mob is looking for his "payment". 15 This one's coming right along. Since development is being spearheaded by former *Final Fantasy* creative personnel, we expect big things from the final product. **ELECTRONIC ARTS:** 16 EA Sports has outdone themselves by cramming Oscar De La Hoya, Sugar Ray Leonard, Muhammad Ali, Evander Holyfield and another famous boxer into one awesome game. 17 Play as a super cop controlling an awesome mech loaded with firepower! The game's primary vantage point is above and behind the main character. Blast away at enemies, clearing a path to each end-level boss. Nice graphic effects like smoke, fire and shattering glass. **EA GAMES:** 18 Eidos is filling a serious void in the N64 game library with the up-


19 **Ninja: Shadow of Darkness**

20 **Omicron**

21 **VermIn**

22 **Alien Resurrection**

23 **Aliens Vs. Predator**

24 **Beavis & Butt-head in Hollywood**

25 **Duke Nukem: Time to Kill**

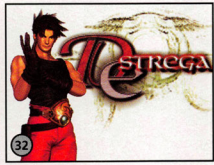
26 **Oddworld 2: Abe's Exoddus**

27 **Duck Dodgers**

28 **Looney Tunes Space Race**

29 **Earthworm Jim 3D**

30 **Wild 9**

31 **Dragon Seeds**

32 **Destrega**

33 **G Shock**

34 **Hybrid Heaven**

35 **Kensei - Sacred Fist**

36 **Poy Poy 2**

37 **Survivor**

38 **Star Wars: Rogue Squadron**

coming release of *Fighting Force 64*, a straight conversion of last year's PlayStation game. **19** A new version of *Ninja* was on display and looking good. The action heats up with some intense boss battles. See, there's this one satanic demon guy who sits on a throne and laughs at you and then you have to fight him and then... **20** In this combat/adventure game, characters can move freely throughout the game's huge world. Talk to people, fight, shoot and even drive vehicles. **21** Play as one of three vermin types and invade the enemy. Burrow through an enemy's corpse and fight evil. Wild special effects are planned.

FOX INTERACTIVE: **22** Yup, *Alien Resurrection* for the PlayStation is better than the disappointing film we saw last summer. While racing through hallways, characters have the awesome ability to shoot behind them! **23** Further down the road, we have *AVP*. We can only hope the PlayStation game is even half as cool as the super dope PC version we checked out.

GT INTERACTIVE: **24** The developers at New Level Software are cranking away in hopes of creating the first great *Beavis & Butt-head* video game. Play solo or with a partner and roam their wide-open, 3-D neighborhood. A version of *GameSpeak*—introduced in *Abe's Exoddus* last year—is also in the works, which will enable B&B to communicate with other characters. **25** Duke's back, only now, he's time traveling. The game looks and plays somewhat like the *Tomb Raider* series over at Eidos. **26** If you thought the first *Abe* game was good, wait till you get a load of the sequel! The new version of *GameSpeak* is hilarious. Overall, we were very impressed by what we played and hope to bring you an update soon. **INFOGRAMES:** **27** Save Earth from becoming

Marvin the Martian's favorite arcade game! Oddly enough, the info sheet stated that this game is being developed for the G4DD. **28** Race as one of many famous Looney Tunes characters. 4-Player mode included. **INTERPLAY:** **29** EarthWorm Jim has never looked better! Lots of wacky, tripped out levels.

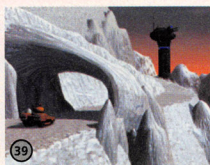
30 We noticed a significant improvement in this action/platform/shooter since it was shown at last year's ECTS (European Consumer Electronics Trade Show). Dave Perry's decision to become more involved with the project has really turned things around, making *Wild 9* a total blast to play. **JALECO:** **31** Borrowing the concept of data-generated characters (*Monster Rancher*), *Jaleco's Dragon Seeds* lets players breed monsters using game data stored on PlayStation memory cards. **KONAMI:** **32** From the team who brought us *Dynasty Warriors* comes *Destrega*. Naturally, the combatants have been plucked straight out of ancient history. **KONAMI:** **33** Search the uncharted depths of the ocean for treasures. Maintain your oxygen supply and fend off attacks from sea creatures. **34** As John Slader, you must rescue the president. Explore a highly-detailed world. We could end up with a superb N64 game when it hits in early '99.

35 Konami's first fighting game for the PlayStation features vastly superior AI. **36** Multi-level battlefields and new power-ups make this sequel promising. There are low-gravity playfields where characters can bounce up into the air to avoid attacks. **37** Players control a genetically-engineered lifeform in an attempt to escape a sinking space vessel. The game reminds us of *Broken Helix*, only it's much better looking. **LUCASARTS:** **38** This combat game lets you pilot X-wings, Y-wings, snowspeeders and more to take down the evil Empire.

Select Games



● Nintendo 64 ● PlayStation ● Game Boy ● game.com



39
Tiny Tank



40
Tomorrow Never Dies



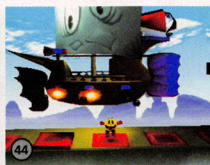
41
Blitz



42
RC Stunt Copter



43
Rush 2: Extreme Racing USA



44
Pac-Man 3-D



45
Flying Dragon



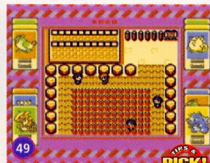
46
GB Pocket Camera Software



47
Jet Force Gemini



48
Perfect Dark



49
Pokémon



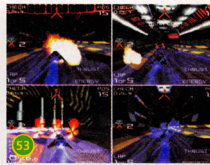
50
Colony Wars 2: Vengeance



51
Kula World



52
Roscoe McQueen



53
Wipeout 64



54
Twelve Tales: Conker 64



55
Crash Bandicoot 3: WARPED



56
MediEvil



57
Spyro the Dragon



58
The Diabolical Adventures of Tobu

MGM INTERACTIVE: 39 Command a miniature tank and let the enemy have it! *Tiny Tank* is big 3-D fun! 40 Heeded up by the suave and debonair Bodi brothers at Black Ops, *Tomorrow Never Dies* is a perfect blend of 007 action and adventure. Swimming, skiing, driving and shooting; it's all here in one complete package. **MIDWAY:** 41 Developers at Midway are currently doing everything possible to get *Blitz* close to coin-op quality. This N64 screen shot looks sweet, but we'll have to wait and see how smooth the final copy runs before we pass any judgement. 42 *Shiny's RC Stunt Copter* is a lot of fun. Anyone who's enjoyed *Pilot Wings* should check it out. 43 The sequel to *SF Rush* is almost finished! If you missed out on *Rush: The Rock*, you'll want to get your hands on this one. **NAVICOR:** 44 *Ghost Zone* was in a complete shambles until a new development team stepped in to take over the project. Now called *Pac-Man 3-D*, the graphics and gameplay are much improved. **NATSUME:** 45 We're not sure whether it's the "deepest fighting game ever developed", but *Flying Dragon* does have some cool features going for it. Available now. **NINTENDO:** 46 The Game Boy Camera's built-in software has Chris obsessed! You can edit digital monochrome shots, create animated sequences and even play customized mini games! 47 Graphically, this game may turn out to be Rare's finest hour. Two characters can be controlled on screen simultaneously in this 3-D sci-fi adventure game. 48 So this is the top-secret Rare game everyone was talking about! Utilizing an advanced GoldenEye engine, the *Perfect Dark* demo shown at E3 depicted several sparsely-populated levels (development is still early). The plot is of the *X-Files*, "alien cover-up" na-

ture—we saw some very creepy gray aliens being transported through a hallway via some sort of hovering quary. Control Joanna Dark and unearth the truth behind the conspiracy. 49 We still don't know how North American game players are going to react to Pokémon this Fall, but Nintendo is committed in a big way. Beginning September 7th, a Pokémon animated series will begin airing on american television (five days a week). On September 28th, Nintendo will release Red and Blue Editions of Game Boy Pokémon. See the May issue of T&T for an in-depth look at the Pokémon craze. **PSYGNOSIS:** 50 *Colony Wars 2* was easily one of the best-looking PlayStation titles on display at E3. The game now includes a number of mind-blowing planetary gameplay levels. One particular stage depicted a giant, spider-like robot which launched small probes from its underside. The graphics in this level were N64-quality—no joke! 51 Well, it's about time... *Kula World* was one of Jim's favorite games at last year's ECTS (it's called *Kula Quest* in the UK). Thanks to Psygnosis, americans will soon be hooked on something other than *Tetris*. Moving a ball through 3-D space makes for an deceptively good time! 52 Also last seen at the 1997 ECTS was *Rosco McQueen*, a 3-D shoot-em-up starring a Captain Quazar-looking character (remember that goot?). 53 *Wipeout 64* was running nicely considering the game was only about 65% complete. Psygnosis is attempting to maximize the game's frame rate for full visual impact. **RAJARE:** 54 Conker and friends attracted quite a crowd at the Nintendo booth. The AI routines in the game make the characters seem amazing intelligent. **SCGA (SONY):** 55 The most interactive *Crash* yet, *WARPED* features time travel elements. See last month's T&T



Bust A Groove



Syphon Filter



Rally Cross 2



Brave Fencer Musashiden



Final Fantasy VIII



Parasite Eve



Xenogears



Small Soldiers



Tiger Casino



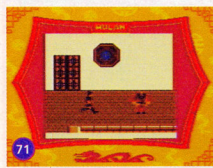
A Bug's Life



Devil Dice



G-Darius



Mulan



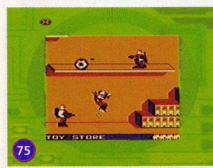
Penny Racers



Rugrats



Shao-Lin



Small Soldiers



Yoda Stories



Rayman 2



Thrill Kill

for the full scoop. **56** We love *MediEvil*; it has a sort of *Ghosts 'N Goblins* feeling to it. Look for a full preview soon! **57** *Spyro* was probably the most admired game on Sony's plate, even outshining the mighty *Crash*, judging by the reaction of the crowd. **989 STUDIOS (SONY)**: **58** As Tobu, players take flight in lush, 3-D polygon-rendered worlds. Land on special platforms to re-energize powers. **59** If you're a regular reader of *Tips & Tricks*, then you already know how much we love this game. Released in January in Japan under the name *Bust A Move*, this Enix-developed dance and rhythm contest is on its way to America in November with a name alteration. **60** Add one more title to the ever-growing list of stealth-based action games: *Syphon Filter*. Play as Gabriel Logan and stop a terrorist threat of biological genocide. We'll return next issue with a big, fat preview. **61** An all-new 3-D game engine was developed to create *Rally Cross 2*. Physics and control are among the improvements. **SQUARE-ENIX**: **62** We played this game and it kicks ass. *Musashiden's* huge, wonderfully-rendered fantasy world should definitely appeal to fans of RPG epics like *FF VII*, *Saga Frontier*, *Shining Force III* and *Dark Savior*. **63** *FF VIII* will feature two main characters and more interpersonal drama. The game ships in Japan in December 1998, with a US version ready sometime in early 1999. **64** When will all the greatness end? *Parasite Eve* will surely go down as Square's crowning achievement for 1998 when it's released in November. Rest assured, we'll be all over it with a blow-out strategy guide. **65** The game's 3-D world can be tilted at will to facilitate proper viewing from any angle. **TIGER**: **66** Based on the Dreamworks film released this Summer, regain

control of a town overrun by action figures! **67** Test your luck at casino games like Roulette, Black Jack, Poker and slots. Perfectly suited for play on Tiger's portable black-and-white game system. **THQ**: **68** Guide the creative worker ant, Flik, through 9 side-scrolling levels packed with danger and surprises. Based on the upcoming Disney/Pixar feature film. **69** Dance little demons over the tops of dice to turn them over and line them up. Eliminate entire rows to win. Available in September. **70** An excellent high-profile shooter in Japan, *G. Darius* is at last coming to the US! With 15 levels and 30 eye-popping, screen-filling bosses, this game is white hot! **71** From the same team that brought us *Pocahontas* for the Game Boy comes *Mulan*. Master skills such as archery and sword fighting. Available now. **72** N64 owners might want to keep a close watch on this one; *Penny Racers* features combat racing action, with nearly 100 items to select from for customizing vehicles. **73** *Rugrats* features fully interactive 3-D levels based on the animated television series. PlayStation and Game Boy versions are also in the works. **74** Control a peace-loving Gorgonite to battle the evil Commando troops. Free your trapped comrades and restore harmony to the world. **75** In addition to 4-Player simultaneous fighting ferocity, *Shao-Lin* will contain a quest mode. **76** As Luke Skywalker, players train under the guidance of Yoda. **UBI SOFT**: **77** Attention, please! We interrupt this magazine to bring you a special report! Not only has Hell actually frozen over, but *Rayman 2* is one of the best-looking 3-D games at E3. That is all... **VIRGIN**: **78** We're planning to use this ultra-violence game as therapy after a long day at the office (hey, it's better than goin' postal!)

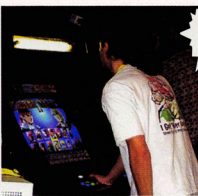


Big Fun in Atlanta!

Beyond the hundreds of cool new games, there were so many things to see at this year's Electronic Entertainment Expo (E3), we were almost overcome with glee. The fat guy who hosted Capcom's *Street Fighter EX 2* tournament was hilarious. To pump the crowd of spectators into a frenzy, this guy was throwing out Capcom T-shirts and other promotional goodies while shouting out remarks like, "My boobs are bigger than Lara Croft's, right?! RIGHT?!" Tomba was there and kindly posed with Tyrone for a quick snapshot. Konami's booth presentation featured lights, sounds, fireworks as well as several gun-toting soldiers (one of which threatened to blow Jim's head off!) We had a great time at the show and we're looking forward to next year's event.

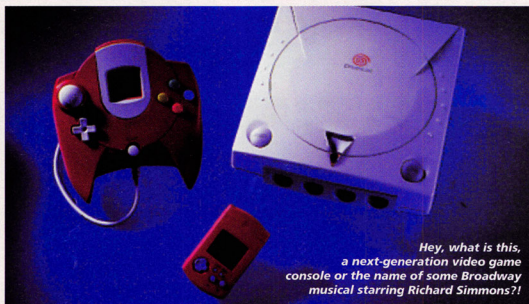


HOW MANY OF YOU OUT THERE LIKE ROAST BEEF?



MARK! MARK! MARK! JACKSON KICK ME-EEEE!

Select Games
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Hey, what is this, a next-generation video game console or the name of some Broadway musical starring Richard Simmons?!



Kenji Eno's D2 is already several months into its development cycle. This is an actual gameplay shot, rendered in real-time.



The biggest buzz surrounding E3 was Sega's Dreamcast—a next generation console scheduled to be released in November in Japan and during the fall of 1999 here in the U.S. *Tiny Toon Adventures* was invited to a very exclusive, behind-closed-doors demonstration of what this seemingly miraculous machine can do. After ushering us into a mini theater and dimming the lights, Sega representatives got things rolling by activating a large viewing screen. A mirrored, 3-D Sega logo began rotating on the screen and as it spun, a reflection of Sonic could be seen in the pristine, mirrored finish. Stunned, we were then treated to a series of sequences displaying an intricately-detailed *Panzer Dragoon*-like fantasy realm. Explosions and showering sparks of light danced across the screen as a space vessel soared over the planet's terrain. "This was done in ten days," remarked one of Sega's proud technical advisors. The next segment took us to a remote island and inside a circular-shaped dwelling. Using a Saturn 3-D control pad to adjust the camera angle (the Dreamcast pad was still in its prototype form), a Sega rep whisked around the inside of the house, then zoomed directly up to the surface of a detailed wall paper pattern—there was absolutely NO PIXELATION! The colorful Sonic painting on the wall looked equally impressive. The demo continued as we witnessed dozens of other amazing tricks. Fire, smoke, water, glass, wood textures on furniture, holographic effects, metallic surfaces—all rendered in real-time on actual Dreamcast hardware, according to Sega officials. Graphically, the demos we saw that Friday afternoon blew the doors off of those generated by any maxed-out, \$3,000+ PC set up we've ever come across. The Dreamcast unit itself is incredibly compact; roughly less than 1/3 the size of a large phone book. The software will be produced in high-density CD-ROM format. The control pad features a "window" area at its center in which a credit card-sized VMS memory card is inserted. The monochrome display VMS functions in a number of ways: 1) It can be used solo as a portable gaming device. 2) It serves as a memory card. 3) It can be linked to a second VMS for data transfer. 4) When inserted into the Dreamcast controller, it allows players to privately view options and plays on its LCD display. Just before E3, Sega decided to drop the Dreamcast's built-in modem feature and opt to make it available as a separate device. Smart move; a built-in modem would surely add to the core unit's retail price and eventually be out-gunned by speedier modems, anyway. If Sega can round up enough 3rd-party support, meet an affordable price point (they've gotta come in under \$250) and hit hard with a solid lineup of Sega coin-op conversions, it may have a shot at regaining lost glory. Now, if they'd just change that fruity name...ye-esh!



Dreamcast™





LAST MINUTE GAMING INFORMATION...

DREAMCAST HARDWARE SPECIFICATIONS

CPU:

- Hitachi SH-4 RISC chip
- 200MHz (128-bit processor performance)
- 1.4 billion FLOPS (Floating Point Operations Per Second)



Graphics:

- NEC/Sega/VideoLogic Power VR2 graphics chip set
- generates 3 million polygons per second

Operating System:

- Microsoft Windows CE with DirectX

System Format:

- High-Density CD-ROM

Drive Type:

- Yamaha 12x CD-ROM

Advanced Graphics Capabilities:

- 1.6 billion colors, Triangle/Quad Engine, Real-time lighting, liquid and fog effects, Super Sampling Anti-Aliasing, Specular Highlighting, Texture Filtering, Bump Mapping, Perspective Correction, Alpha Blending, ARGB Gouraud Shading, Digital video encoding and Point, Bilinear, Trilinear, Anisotropic MIP Mapping

Sound:

- Yamaha AICA chip set, Digital processor, 64 Channel studio quality sound, Reverb, Delay, Surround Sound, True 3-D sound

Memory:

- Main memory: 16MBYTE (64MB 5D-RAMx2)
- Sound RAM: 2MB

Console Dimensions:

- 7 1/2" x 7 1/4" x 3"

Console Weight:

- 4 lbs. 4 oz.

Control Pad:

- One Digital "cross-configured" directional pad
- One analog "3D" directional pad
- Four standard buttons
- Two "shoulder" triggers
- One start/pause button
- Twin slots enable use of VMS cards and other peripherals

VMS:

- 8-bit CPU
- 128 KB memory
- 48 x 32 dot monochrome LCD screen
- 37 mm (W) x 26 mm (H) display size
- Powered by 2 button-sized batteries
- 1 channel sound
- Can be used as a portable gaming device or plugged into Dreamcast control pad slot for memory retrieval
- LCD screen displays from inside controller and can be privately viewed by player
- Can be linked to a second VMS device to play head-to-head games (Japanese version comes with *Godzilla*)
- Can be linked to a second VMS device to allow for the transfer of data

Other:

- Base unit comes standard with one control pad and four control pad ports
- VMS sold separately
- Modem sold separately
- Software sold separately

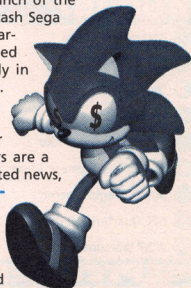
Release Dates:

- November 20, 1998, Japan
- Fall of 1999, North America

Base Unit Launch Price:

- T.B.A. (likely under the \$250 mark, U.S. currency)

• We couldn't resist throwing in a few last minute pieces of **Dreamcast**-related info! Sega has gone on record stating that they plan to commit a staggering \$500 million dollars (that's a half BILLION dollars to you and me, kids!) to the U.S. launch of the system. This is five times the amount of cash Sega previously disclosed it would spend on marketing the machine. Sega has also confirmed that a **3-D Sonic game** would be ready in time for the U.S. launch in the Fall of 1999.



• Activision is bringing **Quake II** to the PlayStation, possibly as early as November 1998! New levels, weapons and monsters are a distinct possibility. In other Activision-related news, we've also learned that a sequel to **Vigilante 8** is already under way and will be released sometime next year.

• InterAct—maker of fine cheating-type devices like *Game Shark*—recently stopped by to show us its upcoming **Dex Drive** for the PlayStation, which will allow owners to upload or download memory card data through use of a PC. Let's say for example, you wanted to access characters from *Tekken 3* without beating the game. You could download the data from InterAct's website (or a friend's), then transfer the information to a PlayStation memory card. Pretty tricky, huh?

• **Final Fantasy VIII** news! Squaresoft's new adventure RPG **Brave Fencer Musashiden** will reportedly ship with a *Final Fantasy VIII* demo disc in Japan! Similar to the *FF VII* sampler which came packaged with *Tobal No. 1*, the preview disc will give players a taste of things to come in 1999. Squaresoft has not confirmed whether the U.S. version of *Musashiden* will ship with the demo disc this November, but the chances are likely that it will. Some details are coming in regarding *FF VIII*'s plot. It looks as though the game will feature two controllable male characters, Squall Leonhart and Laguna Loire. At this point, the game is slated to be released as a two-disc set. Squaresoft may opt to configure the game around a "zapping" system similar to that in *Resident Evil 2*; one character per disc. *FF VIII* is being almost entirely produced at Squaresoft's offices in Hawaii. Look for a big preview next ish!

SEGA Dreamcast

DEVELOPERS SIGNED

The following companies have officially signed on to develop Dreamcast titles as of May 28th, 1998: Acclaim, GT Interactive, Interplay, Konami, Microprose and Midway. We're certain more are on the way.

GAME TITLES IN THE WORKS

Confirmed games in development for Sega's new console: *D2* and *Sonic the Hedgehog*. Unconfirmed titles said to be under way include *Virtua Fighter 3*, *Super GT*, *Sega Rally 2*, *House of the Dead 2*, *Ecco the Dolphin*, *Macross Digital Mission VFX2*, *Unreal*, *Resident Evil 3*, *Panzer Dragoon* and *Top Skater*.

DREAMCAST GAMES WE'D LIKE TO SEE

Just for kicks, we took an office poll to find out which game franchises the editorial staff wanted to see done on Dreamcast. Here's the list: *Sonic*, *Phantasy Star*, *Alex Kidd*, *Shinobi*, *Streets of Rage*, *Golden Axe*, *Altered Beast*, *Last Battle*, *Vectorman*, *Strider*, *Splatterhouse*, *Ghouls 'N Ghosts*, *Castlevania*, *Mega Man*, *General Chaos*, *Rastan*, *Thunderforce*, *Gunstar Heroes*, *Blaster Master*, *Side Arms*, *Contra*, *Golgo 13*, *Metal Gear Solid*, *Grandia*, *NIGHTS*, *Virtua Cop*, *Dead or Alive*, *MFL Blitz*, *Madden NFL*, *NHL Hockey*, *WWF Wrestlingmania*, *Street Fighter III: Second Impact*, *Resident Evil*, *Virtua Fighter*, *Super GT*, *Daytona 2*, *Panzer Dragoon*, *House of the Dead*, *Tomb Raider*, *Unreal*, *Duke Nukem*, *Mortal Kombat*, *Spider-Man*, *Underdog*, *Hello Kitty*, *Totoro*.

Select Games Select Games Select Games Select Games



GAME TRACK!

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

NINTENDO 64 AUGUST

1	Bomberman Hero	Nintendo
2	Caesar's Palace	Crave
3	Deadly Arts	Konami
4	Flying Dragon	Natsume
5	Gex: Enter The Gecko	Midway
6	International Superstar Soccer	Konami
7	Major League Soccer	Acclaim
8	NFL Quarterback Club '99	Acclaim
9	WWF Warzone	Acclaim

SEPTEMBER

10	Buck Bumble	Ubi Soft
11	Cruis'n World	Nintendo
12	Earthworm Jim 3D	Interplay
13	Fighting Force	Eidos
14	Blitz	Midway
15	Turok 2: Seeds of Evil	Acclaim

OCTOBER

16	F-Zero X	Nintendo
17	Superman	Titus
18	Tonic Trouble	Ubi Soft
19	VR Pool	Crave Ent.

NOVEMBER

20	Castlevania 3D	Konami
21	Milo's Astro Lanes	Natsume
22	NBA JAM '99	Acclaim
23	Rayman 2	Ubi Soft
24	Zelda: The Ocarina Of Time	Nintendo

3rd QUARTER

25	Acclaim Sports Soccer	Acclaim
26	AirBoardin' USA	Ascii
27	Body Harvest	Midway
28	Conker's Quest	Rare
29	Dragon Storm	MGM Interactive
30	Dual Heroes	Hudson
31	GT 64 Championship Edition	Ocean
32	Knife Edge	T.B.A.
33	Last Legion UX	T.B.A.
34	Lego Racers	Lego Media
35	Lode Runner 64	T.B.A.
36	Looney Tunes	Ocean

37	Return Fire II	MGM Interactive
38	Rev Limit	Seta
39	Space Circus	Ocean
40	Sumo 64	T.B.A.
41	Twisted Edge Snowboarding	Midway
42	Virtual Chess II	Titus
43	VR 3000	UBI Soft
44	WCW Nitro	T.B.A.

4th QUARTER

45	Micro Machines	Midway
46	Nightmare Creatures	Activision
47	Pokemon Stadium (cartridge)	Nintendo
48	Quake II	Activision
49	Robotech: Crystal Dreams	GameTek
50	Rugrats	THQ
51	Shadowman	Acclaim
52	Survivor	Konami
53	Tamagotchi	Bandai
54	Twelve Tales: Conker 64	Rare

POSSIBLE IN '98

55	POSSIBLE IN '98	
56	Choro Q	T.B.A.
57	Contra 64	Konami
58	Donkey Kong Country 64	Nintendo
59	Electric Stick Challenge	Nintendo
60	Freak Boy	Virgin
61	NASCAR 99	Electronic Arts
62	NBA Live 99	Electronic Arts
63	San Francisco Rush: The Rock	Midway
64	Sim City 64	Nintendo
65	The Need for Speed	Electronic Arts
66	Ultra Combat	GT Interactive
67	Ultra Descend	Interplay

PLAYSTATION AUGUST

1	Alien Resurrection	Fox Interactive
2	Azure Dreams	Konami
3	Battleship	Hasbro Int.
4	Brunswick Circuit Pro Bowling	THQ
5	C&C Red Alert: Retaliation	Westwood
6	Cardinal Syn	989 Studios
7	Hardball 6	Accolade

8	Pocket Fighter	Capcom
9	Psybadek	Psygnosis
10	Redline	Accolade
11	Redneck Rampage II	Crave Ent.
12	Shadowman	Acclaim
13	Thunder Force V	Working Designs
14	Toca Touring Car Championship	Electronic Arts
15	The Unholy War	Crystal Dynamics
16	WWF Warzone	THQ

SEPTEMBER

17	Devil Dice	THQ
18	Duke Nukem: Time To Kill	GT Interactive
19	Earthworm Jim 3D	Interplay
20	The Fifth Element	Activision
21	G-Darius	THQ
22	International Rally Championship	THQ
23	Deception 2	Tecmo
24	Lunar: Silver Star Story	Working Designs
25	Megaman Legends	Capcom
26	NFL Blitz	Midway
27	NFL Gameday '99	989 Studios
28	Ninja: Shadow of Darkness	Eidos
29	Parasite Eve	Square/EA
30	Poy Poy 2	Konami
31	Rival Schools	Capcom
32	Scars	Ubi Soft
33	Small Soldiers	Electronic Arts
34	Spyro the Dragon	Sony CE
35	Tiger Woods & The PGA Tour	Electronic Arts
36	Wild 9	Interplay

OCTOBER

37	Activision Classics	Activision
38	Cool Boarders 3	989 Studios
39	Medieval	Sony CE
40	Metal Gear Solid	Konami
41	Motor Racer 2	Electronic Arts
42	NCAA Gamebreaker '99	989 Studios
43	NHL Face Off '99	989 Studios
44	Rogue Trip	GT Interactive
45	Rugrats	THQ
46	Söldnerschild	Koei
47	Xenogears	Square/EA

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



NOVEMBER

48	Apocalypse	Activision
49	Brave Fencer Musashiden	Square Soft
50	Bushido Blade 2	Square Soft
51	Bust A Groove	989 Studios
52	Crash Bandicoot 3: WARPED	Sony CE
53	Dead In The Water	ASC
54	Diabolical Adventures of Tobu	989 Studios
55	Enigma	Koei
56	Jeff Gordon Racing	ASC
57	Kula World	Psygnosis
58	O.D.T.	Psygnosis
59	Rally Cross 2	989 Studios
60	Roscoe McQueen	Psygnosis
61	Shao Lin	THQ
62	Silent Hill	Konami
63	Streak	GT Interactive
64	Superman	Titus
65	Syphon Filter	989 Studios
66	Tenchu	Activision
67	Twisted Metal 3	989 Studios

3rd QUARTER

68	Bombberman World	Atlus
69	C: The Contra Adventure	Konami
70	Dead Unity	THQ
71	Dragon Seeds	Jaleco
72	Formula 1 1998	Psygnosis
73	Looney Tunes	Ocean
74	Lucky Luke	Ocean
75	Magzone	Trimark
76	Marvel Super Heroes vs. Street Fighter	Capcom
77	Master of Monsters: Disciples of Gaia	Ascii
78	Montezuma's Return	Utopia
79	NFL Full Contact Football	Konami
80	Obsidian	Rocket Science
81	Oddworld: Abe's Exoddus	GT Interactive
82	Project X2	Acclaim
83	Quake	GT Interactive
84	Snow Break	Atlus
85	The Space Bar	Rocket Science
86	Suikoden 2	Konami
87	Tail Concerto	Bandai
88	Total Drivin'	Ocean
89	Turbo Prop Racing	Sony CE
90	Viper	Ocean

4th QUARTER

91	007: Tomorrow Never Dies	MGM Interactive
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92	Armored Core: Project Phantasma	Ascii
93	Army Men	3DO
94	Asteroids	Activision
95	Backstreet Billiards	Ascii
96	Base Landing	Ascii
97	Centipede 3-D	Hasbro Int.
98	Colony Wars: Codename Vendetta	Psygnosis
99	Croc II	Fox Interactive
100	Freestyle Boardin' '99	Capcom
101	Global Domination	Psygnosis
102	G Shock	Konami
103	Heavy Gear	Activision
104	Kensei: Sacred Fist	Konami
105	L.A.P.D. 2100	Electronic Arts
106	Messiah	Interplay
107	Monster Rancher II	Tecmo
108	Pro 18: World Tour Golf	Psygnosis
109	Respect, Inc.	Psygnosis
110	Star Trek: Klingon Academy	Interplay
111	Shadow Madness	Crave
112	T'ai Fu	Activision
113	Thrill Kill	Virgin
114	Tiny Tank	MGM Interactive
115	Tomb Raider III	Eidos
116	Vampire Savior	Capcom

POSSIBLE IN '98

117	Arkanoid Returns	T.B.A.
118	Astronaka	Enix
119	Capcom Generations v. I	Capcom
120	Capcom Generations v. II	Capcom
121	Capcom Generations v. III	Capcom
122	Clock Tower 2: The Struggle Within	Ascii
123	Critical Blow	Bandai
124	Cyberbots	Capcom
125	Dam Dam Stompland	Sony Music Ent.
126	Dance, Dance, Dance	Konami
127	Dark Messiah	Atlus
128	Dead or Alive II	Tecmo
129	Dungeons & Dragons Collection	Capcom
130	Eggs of Steel	Enix
131	Ehrgeiz	Namco
132	Fire Panic	Sony CE
133	Godzilla	Electronic Arts
134	Gradius Gaiden	Konami
135	Kitty The Kool	Koei
136	Nectaris	T.B.A.
137	Overblood 2	T.B.A.

138	Powerslave 2	Crave
139	Sign of the Sun	Koei
140	Sol Divide	Atlus
141	Star Ocean 2	Atlus
142	Tales of Destiny	Namco
143	Total Vice	Konami
144	Trap Gunner	Atlus

POSSIBLE IN '99

145	Destreger	Koei
146	MDK 2	T.B.A.

ARCADE 3rd QUARTER

1	10th Degree	Atari
2	Battle Tryst	Konami
3	Blitz '98	Midway
4	Daytona 2	Sega
5	Dead or Alive 2	Tecmo
6	Downhill Bikers	Namco
7	Psychic Force 2012	Taito
8	Radikal Bikers	Atari
9	Soul Caliber	Namco
10	Street Fighter Alpha 3	Capcom
11	Virtual On 2	Sega

POSSIBLE IN '98

12	Bloody Roar 2	T.B.A.
13	Gauntlet 3	Atari
14	Virtua Cop 3	Sega
15	Behind Enemy Lines	Sega

GAME.COM 4TH QUARTER

1	Castlevania	Tiger
2	Holyfield Boxing	Tiger
3	Madden Football 99	Tiger
4	Mutoids	Tiger
5	NBA Live 99	Tiger
6	Resident Evil 2	Tiger
7	Small Soldiers	Tiger
8	Tiger Casino	Tiger
9	The X-Files	Tiger

GAME BOY 4th QUARTER

1	A Bug's Life	THQ
2	Harvest Moon	Crave Ent.
3	Pokemon	Nintendo
4	Rugrats	THQ
5	Yoda Stories	THQ



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 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
 Fulgure Tune—Hold Up and press C
 Orchid Tune—Hold Up and press C
 Jago Tune—Hold Down and press B
 Gargos Tune—Hold Down and press C
 T.J. Combo Tune—Hold Down and press C
 Kim Tune—Hold Down and press A
 Spinal Tune—Hold Down and press C

Secret Stage

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

KOBE BRYANT IN NBA COURTSIDE

Disco Court

During the game, press START to pause, then 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 B button and press START or A. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Game, the Nintendo Plumbers and the Left Field Lefies.

MAJCE 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 Demos.

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 Demos 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 Dragon 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 Namora 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" when "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 "HOWIE" 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.

MAJOR LEAGUE BASEBALL

FEATURING KIBBI KRIFKY 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" menu, you'll see the team that plays in that stadium celebrating a World Series victory, following 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 KART 64

Reverse Trophies

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 1'45"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.

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 in 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 C S S
 Water Stage—Z U R K D M
 Fire Stage—Y J P H D
 Bridge of Immortality—Q 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 Qhan Chi or Shin-kun 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 Qhan Chi or B to fight Shin-kun.

MORTAL KOMBAT TRILOGY

Play as Kameleon

When the "story" screens appear during the game's demo mode, quickly press C, B, A in the default control configuration. 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 find King 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.

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 the sky, 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 Grandson and Muro—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 Snake 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, B, C, B, C, B, A, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow!" 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;

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, B, C, B, C, B, A, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow!" 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;

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, B, C, B, C, B, A, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow!" 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;

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, B, C, B, C, B, A, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow!" 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;

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, B, C, B, C, B, A, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow!" 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;

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, B, C, B, C, B, A, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow!" 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;



Nintendo 64 tips

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♯, Up, Down
- Two-Way Weapon—Up, C♯, Up, C♯
- Three-Way Weapon—Right, Right, C♯, C♯
- Four-Way Weapon—Down, Down, Up, C♯
- Radiation Spray—Up, Down, C♯, C♯
- Speed Up—Left, Left, Right, C♯
- Flamethrower Weapon—Down, Right, Down, Right, C♯

SAN FRANCISCO RUSH

Circuit Pasword a Circuit

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:

B P S K G S L 4 G S P P
G S 2 W V C O Y D R D Q

Now choose "Continue" or "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 Alcazar Track

First, enter the Circuit menu 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 will 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 auto 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 (if 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♯, 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 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 "Green 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 front 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.

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

Unlock All Secret Options

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 C♯, START, Up; 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.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "Wampa...Stompa" and use the "Change name" 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—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 or 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.
- Enter "X-Wing or T-1000" at the title screen: 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♯; 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 Left, 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 will 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 "Ball 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."
- 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.

LEADER-SHARE

Secret Sequence

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": Start, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or "Puzzle" game modes; you'll see 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; you'll see 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 op-



ADVANCED DUNGEONS & DRAGONS

IRON & BLOOD
WARRIORS OF LORLELOFT

Boss Codes

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

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

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

The Avatar of Order—Hold **Up** and press **□**, then press **Right + O** simultaneously
Count Strahd von Zarovich—Press **Up**, then roll the D-pad from **Right** to **Down**, then press **Left, R1, R2, L2, L1**

ALIEN TRILLOGY

Chet Mode

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

ANDRETTI RACING

Secret Cars

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

Secret Options Menu

At the Pause menu, highlight "Race Statistics", hold the **O** button and press X. You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars.

ASSAULT RIGS

Access All Weapons

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

Invincibility

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

Level Codes

AUTO Destruct

Cheat Menu

At the main menu, press **Up, Down, Left, Right, Down, Right, L1, R1, R1**. Begin a new game and press the **START** button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should

be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code.

Extra Items—**L1, O, Down, L1, Up, □, O, Down, L1, Right, R1, L1**

Aid One Minute to Time—**Down, L1, L1, O, O, R1, Up, □, L1**

Invincibility—**L1, L1, L1, Left, O, O, □, L1, Inability Fuel—L1, O, Left, L1, O, R1, L1, Up, R1, Down**

Car Tune-Up Menu—**L1, R1, Up, Down, O, Down, Right, Left, □, R1**

Blood Mode—**L1, Down, R1, Left, L1, Right, R1**

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)—**Up, R1, Down, L1, Up, Left, R1, Right, L1**

Mission Select—**Up, Down, O, L1, R1, L1, O, Down, L1**

Next Mission (jump to next mission from the cheat menu)—**O, R1, L1, O, Down, L1, O, All Time Trials Available—R1, L1, O, Left, O, Left, L1, O**

Car Select

After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press **Left, R1, Right, R1, Left, R1, Right, R1**. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.

BALLZABER CHAMPIONS

Special Passwords

Choose "LoadSave" from the options menu, then select "Enter Password" and input one of the following passwords:

• Shrink the Rotofol

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(repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Robin's Special Moves & Combos

Palm Strike—**→ + Punch**

Flack-Flack—**→ → + Kick**

Flack Kick—**← → → + Kick**

Reverse Flack Kick—**← → + Kick**

Jump Kick—Jump, Kick (no kidding)

Twist Kick—Jump, **↑ + Kick**

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

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

Long Combo—Flack Kick, Punch, Punch, Kick

Kick, Kick, Punch, Flack Kick (repeat Flack Kick until frenzy)

Tips & Secrets

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

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

• When the Monarch Bat makes its swooping attack, punch **Punch** to block; you won't get any damage, however, blocking will not protect you from the bat's fire attack.

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

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, △, 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, △, 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, △, X, □, Right, Left, Up, Down, START**. The words "Mission Complete" should appear on the screen and you'll be able to advance to the next one.

Two FREAKS

First-Person View

During a match, hold **L2 + R2** and point the D-pad during a war with your opponent to activate a first-person camera view. To return to the standard camera angle, hold **L2 + R2** and press **Down**.

Black Death

Secret Deathmatch Mode

At the main title screen, hold **SELECT + R2** on both controllers; the title screen menu will be changed, allowing a "Two Player Vs." option.

This new game mode plays like Atari's classic top-down two-player Combat game, complete with "wraparound" screen.

Access All Levels

At the main title screen, hold **Left + L2** and press **SELECT**; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

Maximum Fuel & Ammo

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, △, △, △, O**.

Acquire Wingman

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, □, □, □, O**.

Complete Current Mission

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, △, △, △, Down, Down, Down**.

BLAST CHAMBER

Infinite Lives

At the main menu, press **□, Left, □, Right, O, Down, O**; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode. As you die, your life count will not be decreased.

BOGEY DEAD 6

Secret Camera Angle

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

Access All Fighters

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

Access All Missions

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

Access All Missions

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

Access All Missions

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

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.

BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select

Choose Super Buster B. from the main menu and select "Game Start." When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight "Four Mode," hold **Down** on the D-pad and press X. A stage-select menu will appear after the player-select menu.

Buster Buddies Stage Select

As above, choose B. Buddies from the main menu and select "Game Start." When the title screen appears, choose the number of players; then, at the "Select Game" menu, highlight "Normal," hold **Down** on the D-pad and press X. A stage-select menu will appear after the player-select menu.

Buster Buddies Bonus Stages

Choose B. Buddies and select "Game Start." When the title screen appears, choose the number of players, then, quickly hold X on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press **Up** on Controller 1. After choosing your character(s), you'll access a top-secret series of bonus stages.

CARNAGE HEART

Manual Control

During a battle, press the **SELECT** button to bring up the display menu, then press the **SELECT** button 11 more times. You'll see the last option on the menu change from "Camera" to "Action." Highlight this new option and press X to change the setting from "Automatic" to "Manual"; now you can control your Oni as follows:

Up, Down—Move forward, backward

ENTER CHEATS

LET THE ABDUCTORS BEGIN

CHEAT CODE: ATEMYBUJK

A B C D E F G H

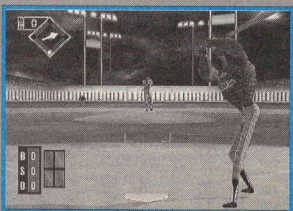
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LET THE ABDUCTORS BEGIN

Last-Minute Nintendo 64 tip!

Just before this issue went to press, we found out about a very cool cheat code in *All-Star Baseball 99* on the Nintendo 64. Choose "Enter Cheats" from the main menu, then enter the code "ATEMYBUJK" and press **START**; you'll see a message that says, "Let the abductions begin." Now start a game in Exhibition mode, at the stadium select menu, you'll find a cool new stadium called "Alienapark Park." Whenever you play a game in it, the home team will be changed into green aliens!



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 un-available "77" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

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

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.

NAMCO MUSEUM VOLUME 2

Mappy Stage Skip

Load the game *Mappy* and press the **Δ** button to access the dipswitch screen. Highlight switch #5 in the "SW2" box and press **X** to turn it "on." Now start the game; you can skip stages at any time by holding **L1 + R1** and pressing the **X** button.

Super Pac-Man Stage Skip

Load the game *Super Pac-Man* and press the **Δ** button to access the dipswitch screen. Highlight switch #6 in the "SW3" box and press **X** to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold **L1 + R1 + O** and press **START**. The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level.

Gaplus Stage Select

Load the game *Gaplus* and press the **Δ** but-

ton to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press **X** to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold **L1 + R1 + O** and press **START**; a stage-select number will appear at the left side of the screen. Press **Up** or **Down** to change the number of the stage you'd like to warp to, then press **START** to begin at the stage you chose.

Dragon Buster Stage Skip

Load the game *Dragon Buster* and press the **Δ** button to access the dipswitch screen. Highlight switch #5 in the "SW2" box and press **X** to turn it "on." Now start the game. When the map screen appears, hold **L1 + R1 + O** and advance **Clavis** to either of the two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold **L1 + R1 + O**; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses

Load the game *Pole Position II* and press the **Δ** button to access the options window. Highlight "Test" and press **X**; then, when the test screen appears, press **Δ** to open the test screen options window. Highlight "Dip Sw" and press **X**; then press **Up** to turn on switch #1 in the left box. Now press **A** twice and choose "Game" with **X** button. When the game loads, press **Δ** to open the options window again. You'll find a new option called "Course"; highlight it and press **X** to turn it on (you'll hear a chime). Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has **no turns** at all. This code remains in effect until you shut the power off or return to the main Museum menu.

Galaxian Turbo Mode

Load the game *Galaxian*. When the demo sequence begins, press the **SELECT** button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the **SELECT** button one more time and hold it down while pressing **START**. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main Museum menu.

Galaxian Hard Mode

Play the game *Galaxian* until you clear Round 5. After you've done this, press the **Δ** button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank." This allows you to change the game from "Normal" to "Hard" mode.

Galaxian Psychidelic Mode

Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've done this, press the **Δ** button during the demo sequence to access the options window. Highlight "Test" and press **X**; then, when the test screen appears, press **Δ** to open the test screen options window. Highlight "Dip Sw" and press **X**; then, highlight switch #6 and press **Up** to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all moving objects leave trails of colored lights on the screen.

The Tower of Druga Secret Area

While walking around inside the museum, hold the **L1** and **R1** buttons and press **Up**.

Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left. A pixie icon will appear in the lower left corner of the screen. Now enter the *Tower of Druga* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated sequence from *Druga* and find another *Druga* machine to play.

NAMCO MUSEUM VOLUME 4

Secret Video Scene

Turn on the PlayStation and hold **L1 + R1** on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Genpei Toumaden* (a.k.a. *The Genji and the Heike Clan*).

Secret Pac-Land Scene

Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press **X** to chase him away, then press **X** at each of the following locations to earn a special ability:

- Find the ghost behind the left side of the wall.
- Find the ghost on top of the wall (press **Δ** to look up).
- Find the ghost talking to the fairy.
- Find the power pellet (press **A** to look up at the top of the wall).
- Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press **X** to jump.

The Genji and the Heike Clans Stage Select

Load the game *The Genji and the Heike Clans* and press the **Δ** button to access the options window. Highlight "Test" and press **X**; then, when the test screen appears, press **Δ** to open the test screen options window. Highlight "DipSw" and press **X**; press **Right** twice and press **Up** to turn on switch #5 in the right box. Press **X** to confirm, then highlight "Game" and press the **X** button. Start the game; after *Andaba* tells you that "you shall have the protection of the priest Shokku," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press **□** to warp there.

NANOTEK WARRIOR

Secret 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, L1, X**
 - Warp Speed—**0-0, □, □, Δ, Δ, X**
 - Stop Ship—**Δ, Left, Δ, Right, Δ, Up**
- **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the **Δ** button)
- First-Person Viewpoint—**0, □, □, Δ, X**
- **SELECT, START**
- Randomize Level Curves—**O, SELECT, Left, □, Down, Up, X**

Passwords

- Level 2—**□ X X X □ □ X Δ X**
- Level 3—**□ X X X □ □ X Δ X**
- Bonus Level 1—**□ □ X □ X □ X Δ X**
- Level 4—**Δ X □ □ □ □ X □ X**
- Level 5—**□ X □ X □ X Δ X**
- Level 6—**□ X □ X □ X Δ X**
- Bonus Level 2—**□ □ X □ □ □ X □**
- Level 7—**□ X X X □ X □ X**
- Level 8—**□ X □ X □ X □ X**
- Level 1 (with upgraded NanoTek ship)—**X □ X □ □ X Δ X**

NASCAR 98

Turbo Mode

At the Game Options menu, hold the **O** button and press **Up**. Option "Left, Right: a new Turbo Mode" option will appear on the screen.

At the Main Menu, choose "Single Race;" when the Race Setup menu appears, highlight the "Select Car" option and enter one of the following codes:

- EA Sports car—Highlight the Kenny Wallace car, hold the **X** button and press **Up**, **Down**
- Pinnacle Trading Cards car—Highlight the Bobby Labonte car, hold the **X** button and press **Up**, **Down**

NBA IN THE ZONE 2

Secret Teams

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

NBA JAM 7: SE

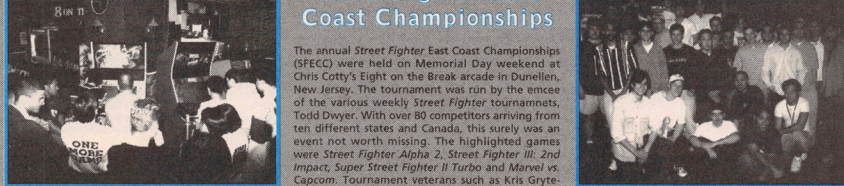
Secret Characters

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

- Bill Clinton—**BLI Jun 3**
- Hillary Clinton—**HLI Nov 6**
- Prince Charles—**CHA May 4**
- Heavy D—**HEA Jan 9**
- Jazzy Jeff—**JAZ Oct 9**
- Fresh Prince—**FRS Feb 2**
- Frank Thomas—**FRK Jan 8**
- Larry Bird—**LAR Jan 15**
- Benny the Bull—**BNB Sep 10**
- Charlotte Hornets—**HOR Jan 12**
- Minnesota Timberwolves—**WOR Mar 7**
- Phoenix Suns—**PHX Apr 2**
- Aroldo—**ADR Apr 6**
- MCA—**MCA Apr 9**
- Mike D—**MD Jul 6**
- Moore—**MOE Jun 3**
- Gordon—**GOR Jul 3**
- Renaldo—**REN Feb 4**
- Shelley—**SHY Jun 8**
- Blaze—**BLZ Jan 14**
- Turnell—**TUR Jan 31**
- DNViT—**DNV Jul 3**
- Gorko—**GOS Jan 6**
- Rivett—**REV Jul 6**
- Carlton—**CAL Mar 25**
- Liptak—**LIP Jan 14**
- Maqib—**MAQ Feb 8**
- Kirby—**KIR Dec 8**
- Moon—**JAY Aug 28**
- Jackson—**JAS Nov 16**
- Snake—**SNK Jun 15**
- Hill—**ZIG Apr 7**
- Catling—**CAT Jan 2**
- Hutchinsom—**BAR Apr 9**
- Falcus—**DAZ Aug 6**
- Hodgson—**HOG Dec 31**

Street Fighter East Coast Championships

The annual *Street Fighter East Coast Championships* (SFECC) were held on Memorial Day weekend at Chris Cott's Eight on the Break arcade in Dunellen, New Jersey. The tournament was run by the emcee of the various weekly *Street Fighter* tournaments, Todd Dwyer. With over 80 competitors arriving from ten different states and Canada, this surely was an event not worth missing. The highlighted games were *Street Fighter Alpha 2*, *Street Fighter III: 2nd Impact*, *Super Street Fighter II Turbo* and *Marvel vs. Capcom*. Tournament veterans such as Kris Gryte-





To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "Y". For example, if you want to play in a player mode with two army trucks, enter the password "A R M Y M E", then enter the password "A R M Y Y", then start the game.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track—MCITYZ
AutoCross Hidden Track—XCINVR
Caverns Hidden Track—XCAVB
The Room Hidden Track—PLAYTM
Scorpio 2 Hidden Track—GLDFSH
Space Race Hidden Track—MNBEM
Activate Jaguar XR15—LAGX
Activate Mercedes-Benz CLK-GTR—AMGMC
Activate El Niño—ROCKET
All cars and bonus tracks (not hidden tracks)—SPOILT

All Camera Views—SEALL

First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you see the "Start Race" screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up + R1 + R2**). You must keep these buttons held up until the loading screen appears in order for the codes to work. Slow the game down by 20%—**Up + X + Δ**
Cops Speak With Different Accent—**Up + R1 + Δ**
Cops Speak in German—**Up + R2 + L1**
Cops Speak in Spanish—**Down + R2 + L1**
Cops Speak in Italian—**Left + R2 + L1**
Cops Speak in French—**Right + R2 + L1**

NEED FOR SPEED V: RALLY

Cheat Codes

Watch the game's loading sequence carefully, when you see the Infomagics logo begin to appear on a white background, quickly press **Up, Down**, then immediately hold the **Δ** button and press **O**. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the **Δ** and **O** buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the infomagics logo is colored in and you must continue to hold them until the memory card message appears.

- Hold **L1** and the words "TIME OFF" will appear, now the race won't end if the timer runs out in Arcade mode.
- Hold **L2** and the words "NARROW ON" will appear, now the tracks will be more narrow in Arcade mode.
- Press **Left**, then press and continue to hold the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.
- Press **Left**, then **Right**; the words "FULL DEBUG" will appear. Now you can see the programmer's debugging on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NFL GAMEDAY '98

Cheat Passwords

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

OFFENSE—Gives you a high-powered offense
DEFENSE—Gives you a high-powered defense
GIVES—Gives you a more powerful "speed burst" from the X button when aiming
STICKUM—Just like Freddy Bientekoff, you'll be able to catch passes easier...and hang on to them when you get hit
BIG BOYS—Makes the linemen look bigger
CANNON.ARM—Lets your quarterback throw

farther
STERIODS—Plays fly farther when hit
CRUNCH.TIME—Injuries happen more frequently
T.C.R.—Quarterback throws low passes
PICK.CITY—Interceptions are easier
SKELETON—Lets you play with two secret skeleton team

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:
MAYHEM
URORETRO
EGGEGG03
EGGEGG04
EGGEGG05

NFL GAMEDAY '97

Enter Egg Codes

At the Preseason or Season menu—where it says "Start Game/Roster/Options" etc.—press **L1, R1, L2, R2**. A secret "Easter Egg" menu will appear. Choose "Add Entry" and press **X**, then use the **O** button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown; including the spaces:
ASSASSIN—Increased injuries
ATOMIC.BOMB—Hard hits cause explosions
BAZOOKA—Gives the quarterback a stronger arm
BIG GLASSES—Cheerleaders are bigger
BIG STRIPS—Star players are bigger
BLASTERS—Blowers are more likely to drop passes when hit
BLIND REF—No "pass interference" or "personal foul" calls
BUZZY AIR—Choosing "Snow" conditions causes a blizzard
BO KNOWS—Speed bursts are more powerful
BRITTLE—Players are more likely to be injured
BROADWAY JOE—Makes the quarterback slower but more accurate

BUSY REF—More frequent penalties
BUTKAS—Tough, high-lifting defense
CREDITS—More in-game credits
CRUNCH—Noises are louder
DARK NIGHT—No lights during a night game
DEFSNIP—Defense is improved
DEMPSEY—Placekickers have longer field goal range
DERVISH—Spin moves are more effective
DOCS—Less frequent injuries
ELECTRIC.FB—Plays vibrates like the old "Top Gun" football game
EQUALIZER—All players skills are nearly equal
FLUA CIRCUS—T1, L1, R1, L1, R1
FRIDGE—Extra-wide players
FROG—Players can jump higher
GB SPEED—Increased game speed
GD CHALLENGE—Extra difficulty
GENIUS—Smarter computer opponent
HOGS—Better offensive line
HOLGATH—Giant players
HUNG TIME—Punts have better hang time
HATCHET—Stiff arm is more effective
HOMES—Better offensive line
HOME COOKING—Home team gets no "Pass Interference" or "Personal Foul" calls
ICE SKATES—Slippery field
IDIOT—Computer opponent is dumber
INFAMOUS POP UPS—Receivers lose the ball more easily
JUGGLER—Receivers juggle the ball
JUGGS—Speed bursts are quicker
KARATE—Stiff arm, forearm and swim moves are improved
KRAIG—More frequent fumbles
LONG JUMP—Plays can dive farther
LOUD MOUTH—Increases extra loud
MANDARICH—Weak offensive line
NO TIME—No game clock
NYSE—Better swim moves
OCH—Stiff arm, forearm and swim moves are improved
OUCH—Hard hits fly players high
PANCAKE—Blocks don't hang players up
PINALBALL—Players bounce off each other easier
PISTON—Stiff arm is more powerful
REACTION—Defense can jump higher
SAYERS—Defenders dive from farther away
SCRAMBLER—Quarterback can avoid sacks better
SHOUT—Crowd is louder
SNO MO—Decreased game speed
SQUALL—Choosing "Rain" conditions slows hand-rm

STERIODS—Plays receiver from special moves quicker
STRETS—More one-handed catches
TEMPEST—Choosing "Rain" conditions causes

darkness
TIGHT COVER—Better coverage of receivers
TOAST—Sloppy coverage of receivers
TWISTER—Quarterback throws low passes
TWISTER—Choosing "Wind" conditions causes extra strong wind

NFL GAMEDAY '98

Enter the Options Passwords

Go to the options menu and select "Easter Eggs." Choose "Add Entry" and press **X**, then use the **O** button to enter the passwords below for the desired effect. The codes must be entered exactly as shown; including the spaces:
BIG FOOT—The kicker's legs are stronger
BLIND REF—Less penalty calls
BUSY REF—More penalty calls
CREDITS—View credits
EQUAL TEAMS—Both teams have the same stats
FIRE DRILL—Players are faster
FLEA CIRCUS—Players are tiny
GD CHALLENGE—Increased difficulty
GLOVES—Receivers have better hands
HORSEMAN—Players have no heads
HUMONGOUS—Giant players with monstrous voices

ICE—Speed bursts are better
LEECH—Defensive backs have better coverage
LOOK MA—Players have no hands
LOUD MOUTH—Commentator is loud
MCMACDON—All players are Jim McMahon?
NYSE—Swim moves are better
QUIET CROWD—Crowd noise is softer
STRETCH—Receivers stretch out more for catches

TWISTY AIR—Ball travels higher when kicked
TOAST—Burning defensive backs is easier
VIRTUAL POLYGONS—Players are flat
WATERY AI—Computer opponent's intelligence is reduced

NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play," then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect:
Bubble Mode—**L1, L1, L1, L1, L1, L1**
L1 Fumbles—**L1, L1, L1, L1, L1, L1**
No Fumbles—**L1, L1, L1, L1, L1, L1**
Constant Turbo—**L1, L1, Δ, Δ, L1, Δ**
Crappy Team—**L1, L1, R2, L1, Δ**
Big Players—**L1, L1, R1, Δ, L1, R1**
Small Players—**L1, L1, R1, L1, R1, L1, R1**
Shadow Players—**L1, L1, R1, L1, R1, L1, R1**
Super Team—**L1, L1, R2, Δ, L1, R2**
Super Slippy—**L1, L1, R2, R1, L1, R2**
Short, Fat Players—**L1, Δ, R1, L1, Δ, R1, L1**
Tall, Skinny Players—**L1, Δ, R1, R1, L1, R1**
Eight down per Series—**L1, Δ, L2, Δ, L1, L2, R2**
This code adds over 100 secret teams to the available choices.

NHL 98

Cheat Codes

Choose "Options" from the main menu, then use the "Password" option to enter any of the following cheat codes:
BIGGUY—Includes a 200 lb. player
BRAINY—Big heads
NHLKIDS—Small players
STANLEY Y—See the Stanley Cup video sequence
ENTER ALL POSSIBLE IN-GAME CHEATS—**L1, R2, R2, L1, R2**
Secret Teams
At the team select menu, press **L2, R2, R2, L2, R2**. This code adds over 100 secret teams to the available choices.

NHL OPEN ICE

Secret Character

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

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: * Δ Δ * Δ * Δ * X. Next, choose "Start Game." *

cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NUCLEAR STRIKE

Stage Passwords

Level 1: Delta—J U N G L E A R
Level 2: Island—C U T T H R O A T S
Level 3: Peace—C O U N T D O W N
Level 4: Peace 2—P L U T O N I U M
Level 5: DMZ—P U S A N
Level 6: Fortress—A R M A G E D D O N
Bonus Level: Lightning—L I G H T N I N G

ODDWOOD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu:
• Level Select—Hold **R1**, press **Down, Right, Left, Right, Δ, O, Δ, O, Δ, O, Left, Right**.
• Movie Select—Hold **R1** and press **Up, Right, Δ, O, Δ, O, Δ, O, Right, Left, Up, Right, Right, Δ, X**. Now every time you fart using Gamespeak, you'll see green gas.

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 "MUSICOM" and you'll be able to access a sound test menu.

PANDEMONIUM 2

Cheat Passwords

All Levels Access—GETACESS
31 Lives—IMMORTAL
Invincibility—NEVERDIE
Mutant Mode—GENETICS
Permanent Weapon—MAMMYDARD
Access to Bonus Levels—SKATYARD
Full Health—HORMONES
Camera Roll—GOKHABU
Regenerating Monsters—JUSTKIDN
Strange Textures—ACIDUDE

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. If you hold one of the action buttons down the second button, try this at the beginning of Stage 1, Lesson 3: While holding the **Δ** button, press and release the **O** 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 **O** ("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 possible In-Game Cheats—**L1, R2, R2, L1, R2**
Secret Teams
At the team select menu, press **L2, R2, R2, L2, R2**. This code adds over 100 secret teams to the available choices.
NHL 98
Cheat Codes
Choose "Options" from the main menu, then use the "Password" option to enter any of the following cheat codes:
BIGGUY—Includes a 200 lb. player
BRAINY—Big heads
NHLKIDS—Small players
STANLEY Y—See the Stanley Cup video sequence
ENTER ALL POSSIBLE IN-GAME CHEATS—**L1, R2, R2, L1, R2**
Secret Teams
At the team select menu, press **L2, R2, R2, L2, R2**. This code adds over 100 secret teams to the available choices.

PEAK PERFORMANCE

Secret Vehicle

At the Garage Setup menu, enter the following code:
1) Highlight "Garage A", hold the **L1** button and press **O**.

2) Highlight "Garage B", hold the L1 button and press O.

3) Highlight "Garage C", hold L1 + R1 and press O.

If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Special". Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in "Garage D".

Custom Cars
At the Garage Select menu, you can change certain cars by holding the O button as follows:

• Highlight "Garage A", hold O and press X; now Car-A03, a convertible, has its top down.

• Highlight "Garage B", hold O and press X; now Car-B04 has streamlined headlights and five new colors to choose from.

• Highlight "Garage C", hold O and press X; now Car-C05 has a sunroof.
Just for fun, on any garage you can turn a car's blinkers on if you hold L1 and press R1.

PERFECT WEAPON

Passwords

Garage Moon—O X X X O X X X

Desert Moon—O X X X O X X X

Forest Moon—O X X X O X X X

Protosun Moon—X X X X O X X X

PERSONA

Extra Character

To add the character named Chris to your party, follow these steps:

1) Talk to the teacher in the room north of the entrance/exit. The teacher will talk about a student going in and out of a sealed classroom on the 2nd floor.

2) Check out the room on the 2nd floor.

3) Talk to the student in Classroom 2-1 (the one talking to Mark).

4) Go to the casino in Joy Street Mall and talk to Mark and his friends.

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

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

7) Meet Chris in the roadblock in front of the school in the morning (after the world changes).

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

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

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

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

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords

Level 2—MUDROPOLIS

Level 3—DEEPDARK

Level 4—TEMPLE

Level 5—HOTROCKS

Level 6—WINDYDOWN

Level 7—WOWTHATSHOT

Kryll Thul 7038—BIGWORMGUY

Level 8—JAILBREAK

Level 9—TUNGERDODGEN

Level 10—MAGGICARDEN

Level 11—SPOKY MESSAS

Cheat Passwords

Flamingo Harry—ZEROGHARRY

Skiny Harry—BIGHEADHARRY

Skiny Harry—2DHARRY

Use Credits—CREDITS

99 Lives—TEXECRANESHOT

See All Movies—PLAYMOVIES

See All Comics—PITFALLCOMICS

Disable Warty—STOPKALMING

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:

• Program's Head—Press R1 + R2

• Baby (Elva) Head—Press O + R1

• Crock Talk—Press R1 + Δ when there are crocodiles on the screen; one of them will say, "Hi, mom!"

• Infinite Lives—Press L1 + L2

POED

Refill Health / Ammo

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

Access All Weapons

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

Invincibility

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

Stage Select

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

End of the Ending

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

Fall Through the Floor

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

Fat Trick

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

POWER MOVE PRO WRESTLING

Hidden Character: Sparrow

At the title screen, press O, Left, Δ , Up, \square , Down, X, X, Down, X, Right, Δ , Up, O, Right. SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SELECT to go to Sparrow.

Hidden Character: Gorgon

At the title screen, press L1, L1, L2, R2, R2, Δ , Down, X, Up, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Gorgon and press SELECT to find Gorgon.

Hidden Character: Sallie

At the title screen, press Up, Down, Left, Right, Δ , X, \square , O, L1, R1, L2, R2, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight El Temblor and press SELECT to find Sallie.

PROJECT: OVERKILL

Secret Codes

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

• "Cook" Stealth Mode—Hold Δ , tap O, O, \square , release Δ , hold X, Up, Δ , Δ , release X.

• Extra Speed—Hold X, Up, Δ , Δ , Δ , release Up, hold Down, tap X, \square , release Down.

• Shield—hold Right, tap O, \square , Δ , release Right, hold Left, tap X, O, X, release Left.

• Refill Health—Hold \square , tap X, \square , release \square , hold O, tap X, \square , release O.

• Refill Ammo—Hold O, tap \square , release O, tap \square , release O, tap \square , release O, tap X, release X.

• Skip to end of current level—Tap X, Up, Down, Up, hold \square , tap O, release \square , hold X, tap X, release X.

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 New Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can bank out of Season mode with the Δ button and use the codes in any race mode:

Access "Veteran" mode—vet-me

Access "Pro" mode—in_a_pro

Access all cars, trucks and tractors—weeoo

No viscous friction (mud, water, etc.) don't slow the car/dump—mivocuss

No collisions with other vehicles—banzai

Double the normal gravity—stone

1/2 normal gravity—float

3/4 normal gravity—feather

Realistic gravity—radar

Car wheels can turn 90 degrees—spinner

Cars with no wheels—no_wheels

Wheels with no cars—wheels

Fat tires—fat_tires

RASCAL

Stage Skip

Choose "Options" at the title screen, select the "Name" 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 Δ button to change the name of the stage, then hold the R1 button 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.

RAYMAN

Infinite Continues

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

Picture-in-Picture

During the game, press START to pause, then hold the R2 button down and press O, O, Left, O, Δ . A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

Full Power-Up + 99 Lives

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

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter one 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 Glich pickup" codes in the same game.

• Free Shield with Every Glich pickup—Down, L1, Left, Right, Down, L2, R2, Left, Right, Up

• Full Glich Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left

• Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down

• Play as Det Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RED ASPHALT

Infinite Armor

During the game, press START to pause, then hold R1 + R2 and press Up, Left, Right, Down, Δ , \square , O, X.

Infinite Weapons (Offensive & Defensive)
During the game, press START to pause, then hold R1 + R2 and press Left, Up, Right, Down, \square , Δ , O, X.

Infinite Nitro

During the game, press START to pause, then hold R1 + R2 and press Down, Down, O, O, O.

Boss Cars

At the main menu, press and hold L2, then press Left, Right, Down, Up, \square , O, X, Δ . Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.

Unlimited Cash

At the main menu, press and hold L2 + R2, then press Left, Left, Right, Right, \square , \square , O, X. Your cash total won't change, but you can buy anything for free.

RELOADED

Cheat Codes

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

Ammo— Δ , Left, Left, Left, O, Δ , Down. Select this option to boost your ammo.

Health—Right, Right, Right, O, Right, Down. Use this option to refill your energy meter.

Power—Left, Up, X, O. This option will power-up your weapon.

Skip Level—Left, O, Right, O, Δ , Down. Use this option to skip the current level and start on the next stage.

Secret Character

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

RESIDENT EVIL

Rocket Launcher

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

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must rescue 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.

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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 the "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 red chair in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trash. 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.D. lot, you will meet a very special zombie: it's Brad Wickler, 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 a different set of 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 upward 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 will 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 as your save.

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 as your save 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.)

REVOLUTION X

Find All Aeronium Minerals

Tom Hamilton—On the roof of Club X, watch to see if the screen scrolls to the right or left. Once inside, after the ticket window you can choose to go right or left; choose the direction the screen scrolls on the roof. Now shoot the bathroom sign to go into the bathroom; you'll find Tom Hamilton in the last bathroom stall.

Steven Tyler—Go into Club X and CDs to shoot the two swordfish above the mirror. Next, shoot the mirror; you'll go through the mirror to a secret room. Shoot the light switch and the two bad guys that appear; you'll go

up the ladder to find Steven Tyler.

Joe Perry—in the Amazon Jungle, after you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets. Continuing down the hallway, shoot the elevator button; once inside, shoot the button for floor three. You'll see a bunch of girls tied up, use CDs to shoot the two halves of the circular grate behind them. You'll shoot outside and see Joe Perry flying by.

Joey Kramer—in the Middle East, shoot the nose of the first three sphinxes that appear and get the gold CD that comes out of the sphinx's mouth. You will then stop to pick up Joey Kramer.

Brad Whitford—When you reach the area with the crates in the Pacific Rim, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it) then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. You'll see three boxes stacked to the right of Gate 7; shoot the top box and quickly shoot the Arrow icon that appears. You'll keep going right, then down a corner where you're attacked by forklifts. You'll find Brad Whitford on a forklift at the end of the hall.

RIDGE RACER

Tile Screen Tricks

If you hold the L1 and R1 buttons at the title screen, you can manipulate the flag as follows:

- D-pad Up: Tilt back
- D-pad Down: Tilt forward
- D-pad Left: Rotate clockwise
- D-pad Right: Rotate counter-clockwise
- Spin left
- Spin right
- X: Zoom in
- Z: Zoom out

START: Make the flag transparent

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

Reverse Tracks

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

Mirror Mode

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

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

RIDGE RACER REVOLUTION

Extra Cars

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

Buggy Mode

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the

cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game, press \square + \square + \square + \square . All of the enemy ships will be automatically destroyed with exactly one shot each.

Secret Cars

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

- Now: 13th Racing Car
 - Intermediate: 13th Racing Kid
 - Expert: White Angel
- If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode

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

RISE 2: RESURRECTION

Boss Codes

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

Vitriol—Right, Right, Right, Up, Down, Left, Left, Down, Down.

Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.

Assault—Right, Up, Up, Right, Down, Right, Up, Up.

Mayhem—Left, Right, Down, Left, Up, Left, Down, Right, Left, Down.

Alien 8—Up, Right, Down, Right, Right, Up, Left, Up.

ROBO-PT

Arena Select

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

ROBOTRON X

Instant Power-Ups

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

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

Four-Way Weapon—Down, Down, Up, \square

Pulse Wave—Up, \square , Down, Right, \square

Speed Up—Left, Left, Right, Right, \triangle

Flamethrower Weapon—Down, Right, Down, Right, \square

RUSH HOUR

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, X, \square

Bonus Truck—X, Up, \triangle , Down, R1, L1

Reverse Tracks option at Track-Select screen + "Reverse" Championship—Option—Left, \square , R1, \square , L1, Down

Access "Super Championship" race mode—Right, \square , Left, X, \times

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 + \square 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 + \square 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 + \triangle simultaneously. A green light will appear to confirm the code. Now press START and start the game; you'll find a stage-select option on the main menu.

SHELLSHOCK

Cheat Menu

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

Invincibility

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

SKELTON WARRIORS

Invincibility

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

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

GRAND PRIX RACE-O-RAMA

One of the world's largest video arcades is located in Dania, Florida—a about 35 miles north of hot and humid Miami—with over 1,800 arcade games in two separate buildings. If that number isn't enough to make an arcade junkie drool with delight, there are also four miniature golf courses, two mile-long go-cart tracks, batting cages, 24 billiard ta-

bles, 200 casino games—including slot machines and coin-operated blackjack tables—and a giant penguin jumping mechanism that will, if you swing you across a field, then carry you right back up to the 50-foot plateau you started from. Grand Prix Race-O-Rama has been in the same location since 1974, when it was only one pinball machine, and has maintained an incredible presence in the South Florida community with its huge crowds and 24-hours-a-day access (including all holidays). People flock to Grand Prix on the weekends sometimes as many as 2,000 people



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 Elaborate Structure of Terror, so if you enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Dominum Bullets—Down, O, Up, Left, R2, SELECT, SELECT
Maximum Fast Heads—R1, Left, Up, L1, L1, Right, SELECT
Maximum Phoenix Hands—L1, R2, Left, SELECT, Right
Maximum Universe Enemas—Left, R2, Right, Down, L2, SELECT, SELECT
Maximum Super Willies—R1, Left, O, L1, L1, R2, SELECT
Maximum 1970s Icons—SELECT, O, Up, Left, Down, Up, Down
Maximum Swirlly Cues—R1, Right, O, R2, R2, Right, SELECT
Maximum of All Status Items (except 1970s icons and Swirly Qs)—L1, Down, R1, O, Right, Up, SELECT
Shield—R2, O, Down, Left, Right, Down, Clean "Pause" Screen—L2, Left, O, R2, Down, L1, Down
Change Klaymen's Color—L2, O, Left, SELECT, L2, Up, Down
Psycho Klaymen—Down, Right, L2, Up, Left, L1, SELECT
Slow-Motion Mode—L1, L1, Left, Down, R2, L2, Left, SELECT
Super Fast Klaymen—Left, O, R2, O, R1, Down, O, R2
Tiny Klaymen—R1, Left, O, L1, Right, O, Shoot Heads Instead of Bullets—Down, L1, Down, Down, L1, Right
Size Current Sub-Level—L1, L1, L1, Right, O, Down

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

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

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

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

Shot Percentage Indicator
 As above, get to the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately press and hold the L1 button until the tip-off. After the tip-off, press the START

button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

SLAMSCAPE
Incapacitate
 During the game, hold the SELECT button and press □, O, X, O, □, □, □, □, □.
Weapon Power-Up
 During the game, hold the SELECT button and press Left, L1, Right, O, Up, the SELECT button.
Level Passwords
 Uraniuma—X X O O X X X
 Replicher—X O O X X X
 Endless Bomber—X X O X X X
 The Wall—X X X X X X X X X X
Movie Passwords
 Entrance to Uraniuma—O O O O X X X X X
 Entrance to Replicher—O O X X X X X
 Entrance to Endless Bomber—O O O O X X X
 X
 Entrance to The Wall—O O O O X X X X X
Game Over/Death
 Game Over/You Win—O O O O X X X X X
 Credits—O O O O X X X X
 Exit (quit)—O O O O X X X X X

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: Dacha—C R 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 armor, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPACE JAM
Secret Options Menu
 At the main menu, choose "Options," then highlight "Game Options," hold L1 + L2 + R1 + R2 and press X. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press X to exit; if you press any other button, your changes may not be in effect.

SPEED RACER
Access All Cars
 At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + 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 start at different times of the day; you will find 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

SPIDER: THE VIDEO GAME
Big Heads and Feet
 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. Repeat the same code to change back into the spider.

Laboratory Passwords
 Lab Floor—1 F M L C 3 9 3 9 P R F B F 7 K T 1
 Sinks—C H I T 3 9 3 9 P R F B L W G T 5 3
 Lab Top—8 M L C 3 9 3 9 P R F B F 7 O 5 5 4
 70's Room—F W I M C 3 9 3 9 P R F B F 7 K T 1
Factory Passwords
 Boses—F W I M C 3 9 3 9 P R B 3 6 D T 5 3
 Conveyors—8 M A C 3 9 3 9 P R F B V T X K T 1
 Machine Room—W D R Q C 3 9 3 9 P R F B L M 8 5 5
 Tubes—8 W V L 3 9 3 9 P R F 8 3 6 D T 5 3
 Mechanical Arm Boss—8 W V L 3 9 3 9 P R F 8 3 Q 1 0 8 4

City Passwords
 Down the Street—8 W V L 3 9 3 9 P R F 8 3 R T 5 5 4
 Side of Building—6 5 X 0 5 3 9 3 9 P R F 8 3 L R T 5 5 4
 Park—4 9 9 P T 3 9 3 9 P R F 8 3 R V L 5 3
 Under the Street—N 7 K B 3 1 9 1 9 G P R F 3 V 9 5 9 8 5
 Along the Street—N 7 K B 3 1 9 1 9 G P R F 3 G G K 4 5
Museum Passwords
 Display Cases—P 7 K B 3 1 9 1 9 G P R F 8 3 P F G 3
 Volfban—G 7 K B 3 1 9 1 9 G R B 8 3 P F G 3
 Dinosaur Bones—N 7 K B 3 1 9 1 9 G R F 8 3 X 0 5 0 4
 Model City—T 7 K B 3 1 9 1 9 G R F 8 3 7 6 0 1
 Temple—K 7 B 3 1 9 1 8 5 S F 8 3 0 5 0 4
 Museum Boss—K 7 B 3 1 9 1 8 5 S F 8 3 T 0 8 8 4

Sewer Passwords
 The Walls—N 7 K B 3 1 9 1 8 5 S F 8 3 0 7 0 0 1
 Along the Sewer—W 7 K B 3 1 9 1 8 5 P 8 3 3 L C 1 M 9 5
Food Carton—K 7 K B 3 1 9 1 1 8 1 7 8 3 1 C H 1 C 3
 Up the Wall—U 7 K B 3 1 9 1 1 8 1 7 8 3 3 0 7 0 0 1
 Ryan's World—O 7 K B 3 1 9 1 1 8 1 5 5 1 1 1 1 1 1 1
Evil Lab Passwords
 Circuit Boards—O 7 K B 3 1 9 1 1 8 1 7 8 3 C Q 5 R 3
 Lab Top—F 7 K B 3 1 9 1 1 8 1 5 5 1 1 1 1 1 1 1
 Hard Drive—T 7 K B 3 1 9 1 1 8 1 5 5 1 1 1 1 1 1 1
 Brian's Fork—N 7 K B 3 1 9 1 1 8 1 5 5 1 1 1 1 1 1 1
 On the Ceiling—T 7 K B 3 1 9 1 1 8 1 5 5 1 1 1 1 1 1 1
 Kip's Bonus—6 0 8 K 3 1 9 1 1 8 1 6 8 1 5 1 P 6 C 4
 Brain Boss—6 8 8 K 3 1 9 1 1 8 1 5 5 1 1 1 1 1 1 1

SPOT GUIDE TO HOLLYWOOD
Cheat Mode
 At the title screen, press Δ, Up, Right, Down, Left, Δ, Left, Down, Right, L1; an option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels." Press X to open the levels, return to the main menu and choose "Start" and "Continue Game," then press X at the password screen. When the stage-select screen appears, you'll find that you can access any level.

Infinite Lives
 With the cheat mode activated as described above, just press START during the game to pause, then press □ while paused to give yourself 50 extra lives at any time.

Watch Video Scenes
 With the cheat mode activated as described above, go to the stage select screen, hold the □ button and press START. The game's video scenes will begin to play, one after another. Press X to skip to the next video at any time.

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 in-

stead of Right, your character will have a tiny head.

Wall Mode
 Best 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't knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

Zelkin Transform Combo
 When playing as Zelkin, do his Plasma Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, K to change size and Guard to stop transforming.

Change Camera Angle
 Immediately after winning a fight, hold O + X before your character goes into his or her 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.

"Play in Real Blstein"
 Fight in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three, immediately if playing a one-on-one battles). After you fight Blstein, you'll see the glowing "Real Blstein."

Fight Kappa
 If the timer is exactly at 0 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

Play as Blstein
 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 Blstein.

Play as Kappa
 Note: You must enter the "Play as Blstein" code before you can play as Kappa. At the character-select screen in arcade mode, highlight Blstein, hold SELECT, move the cursor all the way over to the left to Hayato, then press O, □, □, □, X, □, □, □, O, □, then Δ, X, Δ, Left, Down, Right, L1; an arrow will confirm the code and another arrow will appear. Press Left to find Kappa.

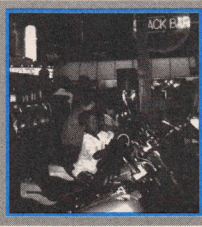
Play as Blood
 Note: You must enter the "Play as Kappa" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor left to Blstein, press X, □, X, □, □, then press Right to highlight Kappa and press O, Δ, O, Δ, O, Δ, then press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

STAR WARS: DARK FORCES
Cheat Menu
 At any time during gameplay—not while at the title screen—press 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 select any of the characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" in the Options menu:



will crowd one of the two buildings, making it very difficult to walk around without being shoved or thrown aside. If you are looking for the hottest new games, you can often find them on test at Grand Prix a month before distributors get their hands on them. On Jason's recent visit back to his hometown of Miami, he strolled into his all-time favorite arcade to meet up with some of his old buddies and challenge them to a few rounds of *Mortal Combat 4* and *Blitz*. They didn't even have to wait in line; there were 15 *Blitz* machines and eight *Mortal Combat 4* cabinets!



If you are a *Daytana USA* freak, you'll have plenty of onlookers cheering you on as you play on one of ten dedicated linked cabinets for 100+ gens. If you'd like to find out more information about Grand Prix Race-O-Rama and its birthday parties, events and tournaments, give them a call at (954) 921-2416 and tell 'em you read about it in *Tips & Tricks*!

PlayStation tips

- 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 "Jedi" difficulty.
- To access Joda Kest, play the game in "Survival" mode and defeat seven or more characters.
- To access Mara Jade, set the game's difficulty to "Jedi" and hold L1 + R2 + 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 wherever 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 D
Medium Difficulty Level—X X O X D
Hard Difficulty Level—D O O X X D

STARBLADE ALPHA

Rapid Fire
At the main title screen, press Up, Up, Down, Down, O, Δ , while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game by pressing the X button to access the rapid-fire level.

STEEL BEGN

Invincibility
At the main menu, press L2, R1, R2, O, O, O, L1, L2, L1. You'll hear a signal to confirm you're invincible.
Access All Tanks
At the main menu, press L2, L1, O, O, O, O, L2, L1, R2. This code unlocks all of the remaining tanks in the game, including the Anacoda, which has unlimited weapons.
Secret Level
At the main menu, press L2, L1, L2, R2, R1, O, O, O, \square . You'll hear a chime, then you'll be taken immediately to a secret level called "Marian Starbase."

STREET FIGHTER ALPHA

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

M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then \square + Δ simultaneously.
M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then \square + Δ simultaneously.
To choose the alternate-color Bison, enter the code by pressing X + O simultaneously instead of \square + Δ .
Akuma (Player 1)—Hold the L2 button and press Left, Left, Left, Down, Down, Down, then \square + Δ simultaneously.
Player 2—Hold the L2 button, Down, Right, Right, Right, Down, Down, Down, then \square + Δ simultaneously.

To choose the alternate-color Akuma, enter the code by pressing X + O simultaneously instead of \square + 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, L1.

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 Y 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" one and highlighted, you can play as "Evil Ryu" or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.

To play as "Extra" Sakura (with six different costume or no schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five times.
STREET FIGHTER EX PLUS α
Hidden Characters
At the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Down, Right, SELECT. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.
Hidden Bonus Game
Again, in the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Up, Right, Up, SELECT. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the *Practice Mode* and you will see a new option called "Bonus Game." You can now play a 3-D version of the barrel-banking bonus stage from the original *Street Fighter II*.

STREET FIGHTER: THE MOVIE

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

SUPER PUZZLE FIGHTER II TURBO

Play Against Devil in a one-player game, you must accomplish five different things:
1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.
Play Against Dan in a one-player game, you must accomplish five different things:
1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters
Each of the following codes works at the character-select screen in all modes except Street puzzle mode.
Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Down, Down, Left, Left, Left, O.
Akuma (Player 2)—Highlight Felicia, hold SELECT, press Down, Down, Right, Right, Right, O.
Dan (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, O.
Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, O.

Devil (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the timer is at the 10-second mark)
Hien-Ko's Sister (Player 1)—Highlight Morrigan, hold SELECT, press Left, O.
Hien-Ko's Sister (Player 2)—Highlight Felicia, hold SELECT, press Right, O.
Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, O.
Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, O.

START while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil Ryu" or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.

To play as "Extra" Sakura (with six different costume or no schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five times.

STREET FIGHTER EX PLUS α

Hidden Characters
At the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Down, Right, SELECT. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.
Hidden Bonus Game
Again, in the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Up, Right, Up, SELECT. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the *Practice Mode* and you will see a new option called "Bonus Game." You can now play a 3-D version of the barrel-banking bonus stage from the original *Street Fighter II*.

STREET FIGHTER: THE MOVIE

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

SUPER PUZZLE FIGHTER II TURBO

Play Against Devil in a one-player game, you must accomplish five different things:
1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.
Play Against Dan in a one-player game, you must accomplish five different things:
1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters
Each of the following codes works at the character-select screen in all modes except Street puzzle mode.
Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Down, Down, Left, Left, Left, O.
Akuma (Player 2)—Highlight Felicia, hold SELECT, press Down, Down, Right, Right, Right, O.
Dan (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, O.
Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, O.

Devil (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, O (same as Dan code, but you must press O at the exact moment when the timer is at the 10-second mark)
Hien-Ko's Sister (Player 1)—Highlight Morrigan, hold SELECT, press Left, O.
Hien-Ko's Sister (Player 2)—Highlight Felicia, hold SELECT, press Right, O.
Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, O.
Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, O.

Stage Select
In Vs. Mode, choose your character, then hold L2 + R2 + SELECT and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage:
Donovan's stage—Press O
Hien-Ko's stage—Press X
Sakura's stage—Press Δ
Felicia's stage—Press \square
Akuma's stage—Press L1
Devil's stage—Press R1
Morrigan's stage—Press Up
Chun-Li's stage—Press Down
Ryu's stage—Press Left
Ken's stage—Press Right
Dan's stage—Don't press any button

TEKKEN

Galaga Secrets
To continue playing the Galaga loading game as many times as you wish, just press the SELECT button whenever the screen displays your "Number of Hits." If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are actually 10 waves. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the A button gives you rapid-fire.
Secret Characters
There are two ways to get two ships in the mini-Galaga game.
Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, Δ and X on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave.
Secret Character: Devil Kazuya
To play as evil Kazuya, you must score a perfect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego.

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

Hidden Character Demos
With the exception of Devil Kazuya, you can watch any of the eight fighters misuse you in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Paul: Hold \uparrow on the D-pad
Law: Hold \uparrow on the D-pad
Jack: Hold \rightarrow on the D-pad
Anna: Hold \rightarrow on the D-pad
King: Hold \rightarrow on the D-pad
Yoshimitsu: Hold \leftarrow on the D-pad
Lichee: Hold \leftarrow on the D-pad
Michelle: Hold \rightarrow on the D-pad
King: Hold \rightarrow on the D-pad
Kang: Hold L1+L2+R1+R2+ \uparrow on the D-pad
Wang: Hold L1+L2+R1+R2+ \uparrow on the D-pad
Paul: Hold L1+L2+R1+R2+ \rightarrow on the D-pad
Anna: Hold L1+L2+R1+R2+ \rightarrow on the D-pad
Armer: Hold L1+L2+R1+R2+ \rightarrow on the D-pad
Garry: Hold L1+L2+R1+R2+ \rightarrow on the D-pad
Mitsuru: Hold L1+L2+R1+R2+ \rightarrow on the D-pad

This also works on Controller 2. For example, if both players hold all four L and R buttons on Controller 2, you'll see "Frut" in the demo show Heihachi fighting Heihachi.
Mystery Fruits
At the 1st Test Modes screen, set the "2P Game Win Show" to "Frut." Now start a game in Arcade Mode, but join in with Con-



the crowd:

Game Commentary—Hold L1 + L2 + R1 + R2 and press □, ○, △
Weather Commentary—Hold L1 + L2 + R1 + R2 and press ○, X, O
Commercials—Hold L1 + L2 + R1 + R2 and press △, ○, △
Cheering Crowd—Hold L1 + L2 + R1 + R2 and press Down, X, Down, X, △
Booing Crowd—Hold L1 + L2 + R1 + R2 and press Down, X, Down, X, X
Secret Pass
At the team-select menu, press L2, R2, L2, R2, ○. Now cycle through the available teams until you find the EA Sports "Dream Team."
Secret Stadiums
Choose the "Stadium Select" option after picking your teams, then—when the list of stadiums appears—press L1 + L1, R1, □. Now press right to enter see three "Mystery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds."

TRIPLE PLAY '99

Secret Stadiums
At the "Controllers" screen, press □ and access the "Stadium Select" option. When the list of stadiums appears, press L2, L1, R1, R2, L1, R1, R2, you'll hear a voice say, "Triple Play '99." Now scroll to the right and you'll find three "secret" stadiums: Ancient Rome, Neovancouver and Anytown, USA.

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press right on the D-pad. If you want to enter multiple passwords—for example, the invisibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view.
○ ○ ○ ○ —Warehouse District Warfare
X ○ ○ ○ —Freeway Free For All
X ○ ○ ○ —River Park Rumble
X ○ △ △ —Assault on Cyburia Up
△ ○ ○ ○ —Rooftop Combat—The Final Battle
△ X ○ △ —Battle with Minion
□ ○ ○ □ —Secret Level: The Fight of Your Life
○ ○ △ ○ —Infinite Weapons
□ X ○ —Invisibility
○ ○ △ X —Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused):
Mega Machine Guns—Hold R2, press Up, Down, Left, Right, Left, Down, Up
Invisibility—Hold L1 + R1, Left, Right, Left, Left, Down, Up
Infinite Weapons + Turbo—Hold L2 + R2, press Up, Down, Left, Right, Left, Left, Down, Up
Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Left, Down, Up, you'll enter the "Invisibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However,

some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invisibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but the invisibility will be turned off.
Homing Napalms
If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Left, Left, Left, Right, Right. This changes your napalm attacks to "homings napalms" that seek out your enemies like the homing missiles.
Advanced Attacks
These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.
Napalm—Right, Left, Up
Freeze Burst—Left, Right, Up
Drop Mine—Right, Left, Down
Rear Attack—Left, Right, Down
Shield—Up, Up, Right
High Jump—Up, Up, Left
Invisibility—Right, Down, Left, Up
Sell Your Soul
If you're low on health, quickly press Down, Up, Left, Left, Up, Up, Down, Down during the game (this only works paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack energy bar is full.
Minion Special
To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=R2) and quickly press Up, Down, Up, Up. This only works when your Advanced Attack energy bar is full.
Secret Vehicles
At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the five vehicles to find the new ones.
Sweet Tooth—Up, L1, △, Right
Minion—L1, Up, Down, Left
Secret Stages
At the "Choose Battleground" screen in two-player mode, enter any of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburia" stage from *Twisted Metal*—Down, Up, L1, R1
"Rooftop Combat" stage from *Twisted Metal*—Down, Left, R1, Down
"Suicide Swamp" stage from *Jet Moto*—Up, Down, Right, R1

VIEWPOINT

Invisibility

Press START to pause the game, then press □, ○, △, Right, Left, Right, L2, R2, L1.
Stage Skip
Press START to pause the game, then press □, ○, △, X, △, Up, Up, Down, Up, L1, SELECT.

VIGILANTE B

Password

Choose "Options" from the main menu, then select "Game Status," press ○ to call up the password menu, then enter the following: WMNNLWHTS CUCUH
This code will allow you to access all of the "locked" characters and stages, including "Y" the Alien.

VR BASEBALL '97

Secret Stadium

Choose any game mode and access the Game Options (or "Game Setup") screen. Highlight "Credits" and press □, ○, ○, ○, △. You'll return to the previous menu, where the name of the stadium should now be green. Start the game and you'll be playing in a field of corn.

VR SPORTS POWERBOAT RACING

Secret Codes

Enter one of the following names at the "Name Entry" menu to get different effects as follows:
DEFORM—Gives the racers huge heads
HELPME—Turbo power-ups will be scattered throughout the courses; pick them up for extra speed
LONGONE—Makes the boats super tiny
SPEEDIE—Makes your boat faster

VTEENIS

Secret Characters

At the character-select screen, highlight any character and press L2, L2, R1, R1, R1, Down, △, △, △, △. You'll hear a kung-fu movie sound effect ("Foooo") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he helps like Bruce Lee each time his racket touches the ball.
To find a female secret character, access the character-select screen and highlight any player as before. This time, hold L1, R2, Up, △; then, while holding those buttons down, press X. You'll hear a little "Yeep!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

WARCRAFT II: THE DARK SAGA

Cheat Passwords

Press START to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.
N T T C L B S—Instant mission victory
Y P F L W R M—Instant mission loss
D E N A B—Enable "god mode"
G L T T R N G—Extra gold
H T C H T X N S—Extra lumber
V L D Z—Extra oil
Y F L T T L—Extra magic Mana
D C K M T—Upgrade
N S C R N—Show extra map
M K T S—Fast building
T H R C N B N—Instant scenario victory
N V R W N B—Game never ends
Tides of Darkness: Human Passwords
H L B R D D—Mission 1
M B S H T M—Mission 2
H E T S H—Mission 3
T T C K N Z—Mission 4
H T L B R D—Mission 5
D N L G Z—Mission 6
G M R B T L—Mission 7
T Y R H D—Mission 8
B T T L T D—Mission 9
P R S N R S—Mission 10
B T R Y L N—Mission 11
B T T L T G—Mission 12
S L S L N—Mission 13
G R T P R T—Mission 14
Tides of Darkness: Orc Passwords
Z L D R—Mission 1

R D T H L L—Mission 2
R C S T H S—Mission 3
S S L T N H—Mission 4
R C T L B R—Mission 5
B L D L N S—Mission 6
F L L F S T—Mission 7
R N S T N—Mission 8
R Z G R F T—Mission 9
D S T R C T—Mission 10
D R S S O—Mission 11
T M B F S R—Mission 12
R C T L B R—Mission 13
F L L F L R—Mission 14

The Dark Portal: Human Passwords

L L R S R—Mission 1
B T T L F R—Mission 2
D T H W N G—Mission 3
B Y N D T H—Mission 4
S H W S S—Mission 5
F L L F C H—Mission 6
D T H W N G—Mission 7
C S T F B N—Mission 8
H R T F V L—Mission 9
B T T L F H—Mission 10
D C F T H—Mission 11
B T R T S—Mission 12
The Dark Portal: Orc Passwords
S L Y R F T—Mission 1
S K L F G—Mission 2
F V A T O—Mission 3
R F T W K N—Mission 4
D G N F S—Mission 5
N W S T R M—Mission 6
S F Z R T—Mission 7
S S L T N K—Mission 8
D P T M F—Mission 9
L R T C B—Mission 10
Y F D L R—Mission 11
D D P R K—Mission 12
Video Passwords

Each of the following passwords will only work if you choose "Enter Password" from the main menu, not from the pause menu.
C L M X—New opening
T D P N G—Tides of Darkness opening
H K H Z M—Tides of Darkness: Human Act I
N R T H W—Tides of Darkness: Human Act II
N R T Z R—Tides of Darkness: Human Act IV
H D V C T—Tides of Darkness: Human Victory

R C K Z M—Tides of Darkness: Orc Act I
Q L T H S—Tides of Darkness: Orc Act II
L S D F R—Tides of Darkness: Orc Act III
R C T D V C—Tides of Darkness: Orc Victory
D P N N G—Dark Portal opening
D R H R K—Dark Portal: Human Act I
H W R N T—Dark Portal: Human Act II
H M S F V—Dark Portal: Human Act III
H D V P C T—Dark Portal: Human Victory
B R N G F—Dark Portal: Orc Act II
C R G R T S—Dark Portal: Orc Act I
P R L D T N—Dark Portal: Orc Act IV
R C D P V C—Dark Portal: Orc Victory

WARHAWK

Special Access Codes

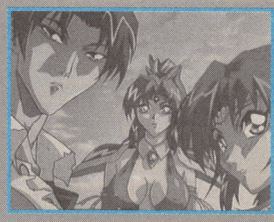
Choose "Special Access" from the main menu and enter the passwords shown below for different effects or level warps.
CHEAT CODES
○ ○ ○ ○ ○ △—Preview the Epilogues
○, ○, ○, △, X, ○—Check the Special Upgrades
△ X, ○, ○, X, ○ △—Preview the Movies
X ○ ○ X △ ○—Kill Mode (Powered-Up Weapons)
□ ○ △ ○—Kill X △ △—Thor Mode (9999 Flash Bombs)
△ ○ ○ △ △ △ X—Infinite Weapons
○ ○ ○, X, X, X, X—Warhawk A-La-Mode (Infinite Weapons + Invisibility)

T&A Anime



Voltage Fighters! Gowcaizer the Movie

Originally available as a two volume set, Central Park Media has released *Voltage Fighters!* in a movie edition format. The story remains the same; Isato Kaiza is in possession of the Calzer Stone, a gem which can turn our hero into the Gowcaizer. Kaiza battles with the help of his fellow students and friends, Kash (aka. Hellstinger), the blue-haired Shia and his would-be girl, Karin. This 90-minute feature is filled with hard-battling battles and awesome special effects. If you've already seen both volumes you won't be missing out on much if you pass this one by, but it does have some new footage that you might want to check out: *Voltage Fighters! Gowcaizer: The Movie* should be available at your local anime or comic shop by the time you read this. You can pick up a dubbed version for \$24.95 or the subtitled version will run you \$29.95. If you have trouble finding it, you can order direct by calling (212) 977-7456.





STAGE CODES

- △△△△××××—Desert Level
- △△×△××××—Pyramid Has Risen
- △×△△××××—Desert is All But Done
- △×××××××—Canyon Level
- △×××××××△—In the Canyon with Amber
- △×××××××△—In the Canyon with Belle
- △×××××××△—In the Canyon with Crystal
- △△△△—Approaching Uma
- △△△△—Approaching Level
- ××△△○○○○××—Post-Transformation Airship
- ×△△×××××△—Airship Rear Hangar is Open
- △×××××××△—Volcano Level
- ×△△○○△—Volcano Boss is Active
- △○○△××××△—Gauntlet Level
- △×××××××△—East Gauntlet Boss
- △○○×—West Gauntlet Boss
- △○○△××△△—In with the Gatekeeper
- △×△△××××△—Stormland
- △×××××××△—Above 1st Force Field
- △××△××××△—Above 2nd Force Field
- △××△××××△—Above 3rd Force Field
- △×××××××△—Kreel's Door is Open
- △×△△××××△—Face-to-Face with Kreel

WCW NITRO

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, R2, R2, R2, L2, L2, L2, SE-LECT**. 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, SE-LECT** to advance through the list (or **L1, L2, L1, L2, SE-LECT** 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, R2, SE-LECT**
- Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R1, SE-LECT**
- Swelling Head—**L1, L1, L1, L1, L1, L1, L2, SE-LECT** (you look normal at the start, but your head gets bigger each time you get hit)

WILLIAMS ARCADE'S GREATEST HITS

Secret Sounds
Turn on the PlayStation through a CD inside. When the main menu appears, choose "CD Player"; now put in the Arcade's Greatest Hits CD and you will see two tracks. Move to track 2 and press a button to play it. You will hear over five minutes of sounds from *Mortal Kombat 3*.

WIPEOUT XL

Secret Track
Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START**, ○ and ○ and press **X**. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 63 km race on Mars.

Rapier Class
If you want to test the Rapier class without

qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SE-LECT** and press **X**. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WIPEOUT XL

Secret Team
At the main menu, hold **L1 + R1 + SE-LECT** and press **X, X, X, X, O, △, □**. The Piranha team will become available at the Team menu.

Access All Tracks
At the main menu, hold **L1 + R1 + SE-LECT** and press **□, ○, △, ○**. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SE-LECT** and press **△, △, ○, ○, ○**.)

Infinite Energy
During the game, press **START** to pause, then hold **L1 + R1 + SE-LECT** and press **△, X, □, ○, △, X, □, ○**.

Infinite Time
During the game, press **START** to pause, then hold **L1 + R1 + SE-LECT** and press **△, □, ○, X, □, ○, X**.

Infinte Weapons
During the game, press **START** to pause, then hold **L1 + R1 + SE-LECT** and press **X, X, □, ○, ○, △**.

Mini-Gun
During the game, press **START** to pause, then hold **L1 + R1 + SE-LECT** and press **□, ○, X, □, ○, X, △**.

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

- Challenge I—**□□□△○○△△○○□□△×□**
- Challenge II—**□□□△○○△×△×△×○×○**

Funny Ships

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

WWF IN YOUR HOUSE

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

- Invincibility—**R2, L1, R2, L1**
- 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 each one:
 - Super Strength of opponents—**Left, Left, Up, Down, R2**
 - Automatic Superins—**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 Superin.)

Note: The Automatic Superins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above 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**
- Control Codes

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 timer—**X, △, R2, Left**. 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-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 character 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*.

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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 **SE-LECT** 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 **SE-LECT** button and press any action button to select her. Note that Chun-Li appears in her *Street Fighter Alpha* costume, wo wool

ZERO DIVIDE

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

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

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

Watch Mode
To watch the computer fighting live! hold **L1 + R2 + SE-LECT** on Controller 1 and choose "VS Play."

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

Hidden Comic Strip
First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Options" at the title screen, then grab Controller 2 and hold **L1+L2+R1+R2+START+SE-LECT**; you'll see a secret NEO comic strip.

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

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

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

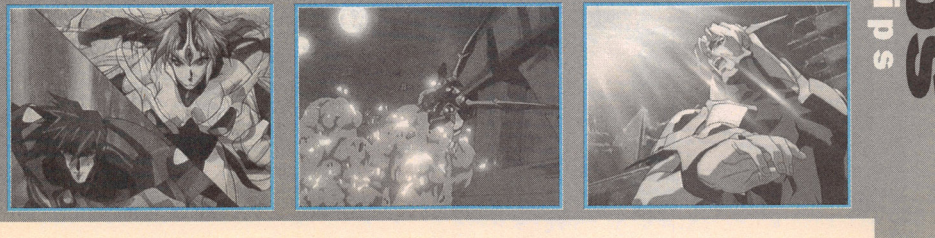
To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL.

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

Flat-Shaded Turbo Mode

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

Hidden Game
Put *Zero Divide* into your PlayStation, hold the **SE-LECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; you'll get a hidden shoot-'em-up called *Pain*. Use Controller 2 to play the game.





ANDRETTI RACING

Secret Options Menu

During a race, press **START** to pause, then highlight the "Race Statistics" option, hold **R** and press **A** or **C**. A special options menu will appear; this one allows you to modify 12 different gameplay parameters, including your car's downforce, the speed of your opponents' cars and much more.

Secret Cars

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

AREA 51

Alien Mode

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

BLACK DAWN

Maximum Fuel & Ammo

Press **START** to pause the game, then press **Z, Z, C, Y, Y, B**.

Acquire Weapons

Press **START** to pause the game, then press **Z, Z, Z, C, X, X, B**.

Maximum Weapons

Press **START** to pause the game, then press **Z, Z, C, L, Z, R, C**.

Upgrade Gun

Press **START** to pause the game, then press **Z, Z, C, Z, Z**.

Upgrade Special Weapon

Press **START** to pause the game, then press **Z, Z, C, L, L, R**.

Complete Current Mission

Press **START** to pause the game, then press **Z, Z, C, Y, Y, Y, Down, Down, Down**.

Secret Deathmatch Mode

At the main title screen, press **Z + C**, the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player combat game, complete with "wraparound" screen. It's a pretty cool cheat in the PlayStation version of the game; unfortunately, the Saturn version reads both inputs from the same controller, so Player 1 controls both choppers and Player 2 just sits there. Do'h!

BUBBLE BOBBLE

ALSO FEATURING RAINBOW ISLANDS

Stage Skip

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Down, Up, Down, Up, Right, Down, Left, Down, Up, Down**. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the **R** button; press **1** to go back through the levels.

Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Right, Left, Up, Down, Up, Down, Up**. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die.

CLOCKWORK KNIGHT

999 Lives

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

Stage Select

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

CLOCKWORK KNIGHT 2

Boss Select

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

Hidden Mini-Games

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

999 Lives

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

Stage Select

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

See the Ending

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

Secret Screens

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

Control the Level 1 Boss

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

you can get this code to register, you'll be controlling the boss with Controller 2. Here are the controller commands:

D-pad Left, Right—Move the boss left or right far away. **Down**—Move the boss closer or farther away.

Z, C—Move the boss up or down

A, B, Y, L, R—Make boss noises

X—Toggle the room light on or off

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

Control the Level 2 Boss

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

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

A—Make the monkey beat his chest

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

C—Jump and land on Peperuchoo

COMMANDS CONQUER

At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to uncode, you will have access to the feature you requested as follows:

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

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

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

Extra \$5,000—**Right, Left, A, B, C, Z, Y, X, Right, Left, Right, Up, C**

Reveal Entire Map—**Up, Down, Right, Left, A, Up, Down, Right, Left, A**

COURIER CRISIS

Secret Characters

Choose the computer chip icon in the main menu, then select "Load" and access the "Password" option. Enter the password

"SANGAREE" to play as a big monkey or "XFITYONEX" to play as an alien.

Wireframe Mode

At any time during the game, press **START** to pause, then press **Left, Left, Right, Left, Right, Left, Right**. When you press **START** to unpause, all of the polygonal graphics will change to wireframes on a black background.

Stage Passwords

Level 1—**EFLICFCGKJ**

Level 2—**FLCIFCCJ**

Level 3—**MF LCFICFCJ**

Level 4—**AF LCFICFCJ**

Level 5—**FHCLFICGJ**

Level 6—**FCLFCICJ**

Level 7—**FCLFCICJ**

Level 8—**FD LCFICFCJ**

Level 9—**FLCIFCGJ**

Level 10—**FLCFCICJ**

Level 11—**FLCFCICJ**

Level 12—**GF LCFICFCJ**

Level 13—**FLCFCICJ**

Level 14—**FJ LCFICFCJ**

Level 15—**FLCFCICJ**

CRIME WAVE

Stage Select

When the "Identify Player" screen comes up at the start of the game, choose "New Player"

and enter "JAW" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage.

Vertical Screen

At any time during game play, hold **L + Y** and press **X** to rotate the screen 90° from its standard horizontal position, or hold **L + Y** and press **Z** to go clockwise. Now you can play the game if you turn your TV set on its side—which is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold **L + Y** and press **B**.

CROC: LEGEND OF THE GOBBOS

Access All Levels

When the title screen appears and the words "Press Start Button" are flashing, hold **X, Y + Z** after a few seconds, the words "Enter Password" will appear. Now press **Left, Left, Left, Left, Down, Right, Right, Left, Down, Right, Down, Left, Up, Right**; you'll start the game with all stages unlocked and all Gobbos and puzzle pieces collected.

THE CROW: CITY OF ANGELS

Passwords

Ship—**Y X Y X A B Y X X A**

Graveyard—**Y Y Y A X B A X A**

Day of the Dead—**A Y X Y X B Y Y X A**

Second Coming Club—**B B B X X X Y X A**

Judah's Tower—**Y B Y X A Y B Y A**

Borderlands—**B B B X X X B A Y A**

Final—**Y X Y X A Y B Y A B**

CRUSADER: NO REMOVE

Cheat Mode

Choose "Teleport to Mission" from the "Load Game" menu and use the **L** and **R** buttons to enter the password "L O S R" (the second character is a zero.) You'll get a message that says "Invalid Password" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, press **A + B + C** to refill your health and energy or **X + Y + Z** for 2,000 extra credits, all of the items and all of the weapons with ammo.

"Mama's Boy" Passwords

Mission 5—**T D 5 5**

Mission 10—**S G 2**

Mission 15—**J F M 4**

Secret "Realtime" Mission—**L R T N**

"Weekend Warrior" Passwords

Mission 5—**V D 5 5**

Mission 10—**2 5 G 2**

Mission 15—**K M 4**

Secret "Realtime" Mission—**M R T N**

"Loose Cannon" Passwords

Mission 5—**V D 5 5**

Mission 10—**2 5 G 2**

Mission 15—**L F M 4**

Secret "Realtime" Mission—**N R T N**

"No Remove" Passwords

Mission 5—**0 5 D 5**

Mission 10—**1 5 G 2**

Mission 15—**M F M 4**

Secret "Realtime" Mission—**P R T N**

DARK SAVIOR

Keyboard Sound Test

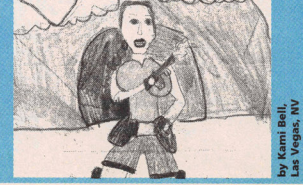
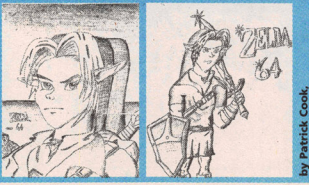
Choose "Sound Test" from the main menu; when the sound test screen appears, press **X, Y, Z**. A keyboard will appear at the bottom of the screen; you can watch the keys light up as the music plays.

DAYTONA USA

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to

TIPS & TRICKS Reader Art Gallery



by Karmi Balli, Las Vegas, NV



make the Jeffrey statue rotate and stand on his head.

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

Time Trial
In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

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

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

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

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

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

DIE HARD ARCADE

Hyper Deep Scan
At the main title menu, highlight "Deep Scan," hold X + Y + Z and press **START**. When you enter the Deep Scan mini-game, you'll see that the logo now reads "Hyper Deep Scan." This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time. You can't earn extra credits to play *Die Hard* Arcade in this mode, either.

DIE HARD TRILOGY

Cheat Menu
While the game is loading, a copyright screen will appear with white letters on a black background. As soon as you see it, quickly press C, A, B, Y, C, A, B, Y before it disappears. There will be no signal to confirm the code, but when you start the game in any mode, press **START** to pause and you'll find a "Cheat" option at the pause menu. The cheat menu allows you to warp to any stage, become invincible (in *Die Hard* and *Die Harder*) or get infinite lives (in *Die Hard* with a Vengeance).

DOOM

Cheat Codes
Press **START** during the game to pause, then enter any of the following cheat codes:
• All Powerful Mode—Down, Y, X, Right, L, Left, B
• Lots of Goodies (weapons & ammo)—B, Y, X, C, X, Z
• Map All Lines On—B, C, Left, B, C, Right
• Map All Things On—B, B, C, Right, B, C, Left

• Level Warp—Right, Left, Z, R, Z, L, Z, C (when the Level Warp menu appears, choose any stage and press C to warp there.)

DUNE NUKEM 3D

Invincibility
During the game, press **START** to pause, then press X, Z, X, Y, X, Y, X, Y. You'll see the words "God Mode: On" at the top of the screen; now you're invincible. To turn "God Mode" off, enter the same code again.

All Weapons + Items
During the game, press **START** to pause, then press Z, Z, Z, Y, Z, Y, X, Y. All of the game's weapons and items will appear in your inventory.

Secret Control Scheme
During the game, press **START** to pause, then press Y, Y, Z, X, X, X, Y, Z. You'll see the words "Levons Control: On" at the top of the screen; this changes the controls as follows:
Analog Pad—Look around
D-pad Left/Right—Change weapons
Z—Walk forward
B—Walk backward
Y—Strafe left
C—Strafe right
A—Action
L—Fire weapon
R—Jump

Note: You can't own an analog controller, this code is useless because it will assign two different functions to the D-pad; the result is that you'll be accidentally changing weapons whenever you want to turn left or right. To return to the standard control scheme, just enter the code again.

Stage Select
At the main menu—the one that says "New Game/Load Game" etc.—press X, Y, Z, Z, Y, Z, Y, X, Y; this code must be entered quickly. You'll see the words "Choose Stage Cheat On" appear at the bottom of the screen. Choose "New Game" at the stage select menu will appear after you choose a difficulty level.

No Monsters
At the "select Skill" menu, press Z, X, X, Y, X, Y, X, Z; this code must be entered quickly. A new difficulty level called "No Monsters" will appear; can you guess what happens when you choose it?

FIGHTERS MEGAMIX

Access Hyper Mode
Fight your way through Survival Mode, winning at least two fights in the three-minute trial, at least six fights in the seven-minute trial and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.

Infinite Health & Stage Select
A new difficulty level called "No Monsters" will appear after you choose a difficulty level. Now go to the Options Plus menu and you'll see three more options; you can choose a caged or non-caged arena and you'll be able to give either player infinite health.

Play as the AMF Palm Tree
Method 1: Clear all of the single-player courses with five different characters. Play 1,000 games and then choose course 1; you'll be playing as the palm tree.
Method 2: Play the game for 84 hours. Then, choose Kuma with the Z button and you'll find 1,000 games and then choose course 1; you'll be playing as a slab of meat.
Method 3: Simply turn the Saturn on with *Fighters Megamix* in 25 times (or reset the game and reload it 25 times). Then start a game, choose Kuma at the character-select screen and press X. The meat's moves are almost identical to Samman's.

GAME SHARK

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

GOLDEN AXE VS. DUEL

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

Magic Attacks
To perform your character's Magic Attack, knock the little lives who pass by and pick up the potions that they drop. When you have five potions, push X+Y+Z to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands.

Kain Blade's "Firestorm": → ↘ ↗ ↖ ↗ ↖ X, Y or Z
Milan Flare's "Blody Tempst": Hold ↓, then ↘ ↗ ↖ ↗ ↖ A, B or C. Press ↘ + X, Y or Z on the way down.

Gillius Rockhead's "Jaw Break": → ↘ ↗ ↖ ↗ ↖ X, Y or Z
Zoma's "Dark Carnival": → ↘ ↗ ↖ ↗ ↖ X, Y or Z
Jamm's "Spirit Summons": Hold ←, then → ↘ ↗ ↖ ↗ ↖ X, Y or Z

Doc's "Shockwave": → ↘ ↗ ↖ ↗ ↖ X, Y or Z
Panchos' "Blast Wave": ← ↖ ↗ ↖ ↗ ↖ ↗ ↖ any Kick button
Green's "Mammoth Slam": → ↘ ↗ ↖ ↗ ↖ ↗ ↖ (while jumping in)

Keel's "Insanity Winds": ← ↖ ↗ ↖ ↗ ↖ ↗ ↖ X, Y or Z
Death Ardian's "Falling Sky": ↓ + C (in the air)

GUARDIAN HELLINGS

Cheat Mode
To access a Debug feature, choose "Option Menu" from the title screen. When the Options menu appears, highlight "EXIT" and hold the X, B and Z buttons. Here's the tricky part: While holding those buttons down, press and continue to hold Down on the D-pad, then quickly tap the A button while the "DIP Switch" option is highlighted. Note that you must tap the A button before the cursor starts to move down again—remember that you're still sliding X+B+Z-Down—and you must release the A button immediately after you press it, before the DIP Switch menu appears.

If you've done this correctly, you'll find three new options at the dip switch menu. Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode. With the "Level Disp." option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" option; turn this on to gain access to the following features:

- A "Test Mode" option will appear at the Options menu; this allows you to see any of the game's seven different endings.
- In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental power, agility and luck ratings.
- In Story Mode, a stage-select menu will appear after you choose your character.
- In Story Mode, you can refill your life points at any time by holding X+Y+Z and pressing Up. (If you hold X+Y+Z and press Down, you'll die instantly.)
- In Story Mode, you can skip to different scenes using the following commands:

Hold R and press **START** to skip ahead one event
Hold R+B and press **START** to skip ahead three events
Hold R+C and press **START** to skip ahead four events
Hold L+R and press **START** to skip back one event
Hold L+B and press **START** to skip back two events
Hold L+C and press **START** to skip back four events

• In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game.

• In Story Mode and Vs. Mode, if you pause the game and tap the L button, you will see boxes drawn around the characters that show how the game's collision detection works; if an enemy touches the box, it registers a hit. If you pause and tap L a second time, the boxes will be three-dimensional. Pause and tap L a third time to remove the boxes.

• If you have both the "Debug" and the "Next Exp. Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points.

HANG ON GP

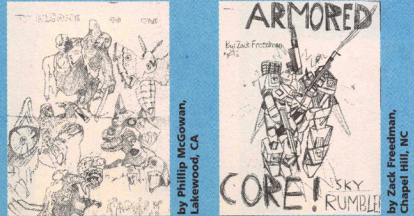
Access All Courses
Access the Option menu and highlight any icon. Next, press B to return to the main menu, then press R, L, R, R on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

NETLEY

Cheat Menu
During the game, press **START** to pause, then put the cursor on "Options..." and press Up, Down, Left, Y, Y, Z, Z, A, X, X, Up, Down, C, B. Now access the "Miscellaneous Options" menu from the "Game Options" screen; you'll find a new option called "Cheat...". From here, you can turn on invincibility ("God

TIPS & TRICKS

by Miguel Ortiz-Viziala, CA
by Brian Gray, Sidney, NE



by Phillip McGowan, Lakeview, CO

by Zack Freedman, Chapel Hill, NC

by Miguel Ortiz-Viziala, CA

by Brian Gray, Sidney, NE

Saturn tips



Mode!), walk through walls (turn "Clipping" off), warp to any stage or access over a dozen other cheat options.

HIGH VELOCITY

Secret Vehicle (The Hard Way)

If you've finished all 36 heats in *High Velocity*, you can access a top secret hidden vehicle by entering the "Full Counter" code and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "P", then hold the L, R and Y buttons and press Right. The Porsche is now available without all the hard work. With the Porsche highlighted, hold L and R and again press Right to find yet another secret vehicle, a diesel truck.

Secret Course

At the "Mode Select" menu, highlight every available option and press the B button at each one, one at a time. When you press B at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial." When the "Course Select" menu comes up, highlight any of the three tracks, hold the B button and press A. You'll be sent to a secret rooftop course with no specific path to start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the Y button to get a pop-up window with an overhead view.

THE HOUSE OF THE DEAD

Infinite Ammo

During the game, hold L + R and press Y, Y, Y; you'll hear a sound to confirm the code. You'll only need to reload your weapon.

Score Display

During the game, hold L + R and press X, X, X. Your score will appear on the screen. To remove it, just enter the same code again.

Secret Characters

Choose "Saturn" mode from the main menu; when the character select menu appears, hold L + R and press Up, Down, X, Y, Z; you'll hear a signal to confirm the code. Now cycle through the characters and you'll find two new ones, you can choose to play as Sophie or one of the rescuers.

Cheat Menu

At the main menu—the one that says "Arcade/Saturn/800 Mode" etc.—press L, R, L, R, L, R; you'll hear a signal to confirm the code. Now highlight "Arcade" or "Saturn" mode; hold L + R and press START, A or C. If you choose "Arcade" mode, the cheat menu will appear; if you choose "Saturn" mode, you must continue to hold L + R when choosing your character until the cheat menu appears. The cheat menu allows you to start at any stage, become invincible (set "Lives" to "Infinite") or even change the color of the enemy characters' blood.

Remove Pause Menu

To remove the "Continue" box that appears when the game is paused, press X + Y + Z.

INDEPENDENT DAY

Cheat Mode

Choose "Options" from the main menu, then select "Player Name" and enter your name as "RADARMY." Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press Left, Right, Up, Down, X, Y, A. A "Cheat" menu will appear with 12 different cheat options.

BORN STORM

Cheat Code

When the status screen appears that shows the date before you begin your turn, press Up, Down, Up, Down, L, A, Z, Y; you'll hear a trumpet fanfare to confirm the code. Now start your turn and you'll find that you can use the "Make" or "Allocate" commands on any location on the map.

Multiplayer Campaign Mode

When you play *Iron Storm* in Campaign mode, you can't use the "CPU/Use Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just select "sound" from the system menu, highlight the "SE" (sound effects) option and listen to sounds #5 and #6 with the C button. Once you've triggered these two sound effects, return to the system menu and you'll find that you can access the "CPU/Use Options" to set up a multiplayer game.

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the B button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumo" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle).

LAST BRONX

Portraits

To access all of the character portraits, you must play through the Arcade Mode without losing a single round or continuing, do this at the "Normal," "Hard" and "Arcade" difficulty settings to get all three portraits for each character.

Alternate Weapons

To access alternate weapons, you must first enter the third set of "Portraits" by beating the game in Arcade mode at the "Arcade" difficulty setting without continuing, do this at a single round (as described above). Once you have access to the third set of portraits, enter one of the following simple codes at the character-select screen:

- For Yosaku, Nagi, Zaimoku, Lisa or Red Eye, highlight the character, hold Left on the D-pad and press A or C.
- For Joe, Tommy, Yoko, Kurosawa or Red Eye, highlight the character, hold Right on the D-pad and press A or C.

When the match starts, your character will be holding a funny weapon. (Zaimoku has a fish, Yosaku has a toy train, etc.)

Extra Difficulty Settings

Last Bronx uses the Saturn's internal memory to keep track of how many times you've won the game while playing *Last Bronx* at inside. Once you've loaded the game 15 times, you'll find three new difficulty settings at the Options menu. Defense (in which the computer bots a lot), Berserk (the computer goes crazy) and Jude (the computer throws a lot).

LAST GLADIATORS DIGITAL PINBALL

At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immedi-

ately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the table rolls back, but hey, it's something! If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen: press C, B, A, A, B, C, Y, Z, X, Down, Down, START.

Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American game. At the title screen—when the words "PRESS START BUTTON" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK + Player" in Japanese). Move the arrowcursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items start with the letters "CDDA" which are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the X button and press Up; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press Z to trigger one of the current table's special modes; for example, on the "Gladiators" table, each of the following modes can be activated by pressing Z when the corner number is set as follows:

00—MultiBall

01—Roman Triumph

02—Bierius

03—Bloody Arena (Two-Ball)

04—Chariot Races (Three-Ball)

05—Extra Ball Lit

06—Senator Mystery Lit

07—SPQR

08—Thrancers

09—Empire

10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh...sorry.

To remove the numbers from the screen, hold X and press Down, while the numbers are gone, hold Y and press Up to pause or un-pause the game while the numbers obstructing the screen, or hold Z and press Up repeatedly to step through the animation one "frame" at a time.

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll

get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

THE LEGEND OF OASIS

Two-Player Mode

At any time during the game, move Leon to a place where there are no enemies on the screen. Press Z to open the Weapon Select window, then hold the L button and press X. A duplicate of Leon will appear; he's controlled by Player 2. To get rid of him, just enter the code again.

THE LOST WORLD: JURASSIC PARK

Passwords

- Enter the password "XAXYYYYYYY X Y", then access the "Options" menu; you'll be able to start at any level with the "Stage Select" option.
- Enter the password "XZYYYYYYY X Y" to view the "Raptor Gallery."
- Enter "AXYXXZZZZY Y" to view the "Compy Gallery."

MACHINE HEAD

Chase Passwords

Choose "Restore Game" from the main menu and enter the "Enter Password" option. Now enter any of the following passwords to activate different cheats:

H M E H H S D D M D Q F X—Infinite Energy

H M E H H S D V D O N M R—Infinite Weapons

K D U D K R D K D B S H N M—Level Select

G H O S T M O D E O N—Ghost Mode

A B C D E F G H I J K L M N O—Deactivate all active cheats

MADEEN NFL '98

Secret Teams

Choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new teams will appear at the game setup menu:

PAC ATTACK—All '60s team

STEELCURTAIN—All '70s team

GOLD RUSH—All '80s team

COACH—All-Time All-Pro team

LEADERS—All-Time Stars Leaders team

ORR'S HEROES—EA Sports team

LOIN CLOTHS—Tiburon Entertainment team

Secret Stadiums

As above, choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new stadiums will appear at the game setup menu:

SNAKE—Oakland Alameda County Coliseum

STADIUM—California

DANDAMAR—Joe Robbie Stadium, Miami, Florida

DAWGPOUND—Municipal Stadium, Cleveland, Ohio

ITETSON—Astrodome, Houston, Texas

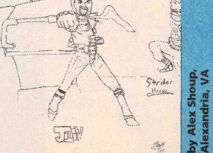
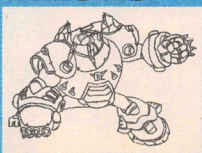
SHARKSFIN—Tiburon Sports Complex, Longwood, Florida

OLDGOC—RFK Stadium, Washington, D.C.

BIG SAMBRERO—Tampa Stadium, Tampa Bay, Florida

GHOST TOWN—"Old West" Stadium, Irving, Texas

TIPS & TRICKS



by Antonio Mendez, Houston, TX

by Ahmed Kouzabi, Louisville, KY

by Alex Shoup, Alexandria, VA

MANX TT SUPERBIKE

Secret Bike
 Choose Arcade Mode from the main menu. When the "Transmission Select" screen appears, highlight Automatic or Manual, then press the Y button and wait for the timer to run out. When the race starts, your rider will be wearing different clothes and racing a gray bike.

Access Superbike Mode

At the main menu—the one that says "Arcade/Time Trial/etc"—press X + Y + Z + L + R simultaneously; you'll hear a shout to confirm the code. Now choose "Saturn" mode and you'll be able to access the "Superbike" mode even if you haven't previously qualified for it. You'll also have three extra "Superbikes" to choose from in the Saturn and Time Trial modes.

Sheep Mode

Choose any game mode. When you are asked to select your transmission type, press Up, Down, Down, Left, Right, Z, Y; you'll hear a sheep say, "Baa!" (Note: When playing in Arcade mode, you must enter the code quickly because there's a five-second timer on the transmission select screen.) Now start the race and you'll find that your bike—and all of your opponents—have turned into sheep, and the background music will play a deranged version of "Mary Had a Little Lamb."

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, Pyloque, 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 A, then B, then C (you should still be holding A and B when you press C)
- Thanos—Press Up, Up, then press and continue to hold Z, then Y, then X (you should still be holding Z and Y when you press X)

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 A, then B, then C (you should still be holding Down + A + B when you press C)

- Thanos—Press Up, Up and continue to hold Up on the second press, wait three seconds, then press and continue to hold Z, then Y, then X (you should still be holding Up + Z + Y when you press X)

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.

No Gem Mode

To play without the use of the Infinity Gems

in two-player mode, both players should press L + R after choosing their characters and continue to hold them down until the fight begins; the message "No Gems" will appear at the bottom of the screen.

MAXIMUM FORCE

Arcade Mode

Choose "Options" from the title screen; when the Options menu appears, press X, Y, X, Y, X, Y, X, Y, X, X, X, Y; you'll hear a sound to confirm the message "No Gems" will appear at the title screen; you'll see the words "Arcade Mode Unlocked," now the game will play exactly like the arcade version without the special modifications that were included in the home versions.

MEGA MAN 8

ANNIVERSARY COLLECTOR'S EDITION

View Animation

At the main menu, highlight "Bonus Mode," hold the L and R buttons and press START. When the Bonus Mode menu appears, you'll see a new option called "Animation" that allows you to see any of the game's animated intermission scenes.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the B button twice, press Left six times, then hold L + R and press START. When the game begins, MegaMan's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the B button, press Right six times, release R, hold B and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MORTAL KOMBAT II

Chen Mu

When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches." Access this option to activate various cheats, including one-hit kills and easier ways to find Snake, Jade and Nubb Sabot.

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 left toward your opponent. Hold all of these buttons down until the fight begins; your character will explode and reappear in a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu

Choose "Options" from the main menu; when the options menu appears, hold L + R + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "P" menu at the Options screen. Here, you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Performance Finishing." Best of all, if you turn on the "P" Button Fatalities" option, you'll hear finishing moves with ease as follows:

- Fatality 1—Press Z when "Finish Him/Her" appears.
- Fatality 2—Press C when "Finish Him/Her" appears.
- Animality—Press B when "Finish Him/Her" appears.
- Friendship—Press Y when "Finish Him/Her" appears.
- Brutality—Press X when "Finish Him/Her" appears.
- Babality—Press A when "Finish Him/Her" appears.

MR. BOBBS

Stage Select

At the Start/Options screen, press R, L, R, L, R, L, R, L, R, L, R. A stage-select menu will appear; highlight the name of any stage and press A to go to it.

NASCAR 98

Secret Vehicle

At the Main Menu, choose "Single Race." When the Race Setup menu appears, use the "Select Car" option to highlight either the Kenny Wallace car or the Bobby Labonte car, then hold the C button and press Up, Down; the car will change into a tow truck.

Secret Options Menu

During a race, press START to pause, then highlight the "Race Statistics" option, hold L + R + X and press A or C. A special options menu will appear; this one allows you to modify 11 different gameplay parameters, including your car's horsepower, the speed of your opponent's cars and much more.

NHL ALLSTAR HOCKEY

Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press L + R + X + Y + Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game:

- Press L + R during the national anthem for giant players.
- Press A + B during the national anthem for short players.
- Press A + Y + Z during the national anthem for upside-down players.
- Press X + Y + R during the national anthem for a spring-loaded puck. (When the puck is tilted or shot into the air, it will continue to bounce until it is touched.)

- Press A + X during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" op-

tion.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default settings of 0 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press Up; you'll see the total in the "Point Pool;" jump to 500. Use the extra points to give every player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

NIGHT WARRIORS

DARKSTALKERS REVENGE

Extra Turbo Speed

At the "Option Menu" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code. If you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu

Also at the "Option Menu" screen, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the dash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows: "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On," you'll always play at the turbo setting you chose at the Option Menu.

- "Max Round" lets you change the round counter from three to one or five.

- "BGM" gives you the opportunity to change the game's background music into the music from the original Darkstalkers game.

- "Music" lets you attempt to have the game randomly choose between the music from "Classic" Darkstalkers or the default Night Warriors music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).

- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original Darkstalkers game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original Darkstalkers game.

- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" Darkstalkers colors.

- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.

- "BGM Test" lets you hear the game's music.

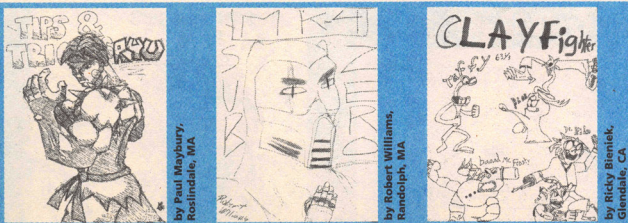
"Pause" Code

- At the "Option Menu" menu, highlight "Screen Size" and quickly press A, C, Y, Up. You'll hear the clashing steel sound to confirm the code. Now when you press START to pause, the screen will not darken and the word "Pause" will no longer appear.

PANZER DRAGON

Save Multiple Lives

Start the Saturn with no disc inserted to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game, press START at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. (If you have not already created a roster, you may need to play without the Dragon.



by Puffy Maybury, Rosalinda, MA

by Robert Williams, Randolph, MA

by Ricky Bieneke, Glendale, CA

by Larry Quizon, Sylmar, CA

and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in the code Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)

Secret Car

At the main menu, press X, Y, Z, Y, X on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Ancus Stratos. (Press **Right** at the automatic Stratos from the Arcade car-select menu or press **Right** to choose a Stratos with manual transmission.)

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Secret Teams

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

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press C or **START**, as soon as the screen starts to fade to black, immediately enter one of the following codes:

Big Head Mode: Tap the X button quickly and repeatedly until the tip-off.
Tiny Player Mode: Tap the Z button quickly and repeatedly until the tip-off.
Shot Percentage Indicator: Press the L button and hold it down until the tip-off.
 After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place.

SONIC 3D BLAST

Cheat Mode

At the title screen—while the words "Press Start" are flashing—hold the C button and press **START**. Now start the game; to use the cheat, just press **START** to pause the game and press any of the following buttons:

- A—Skip ahead one stage
- B—Skip ahead three stages
- C—Skip to Panic Puppet Zone, Act 3
- X—Add one extra life
- Y—Add one extra medal
- Z—Earn all Chaos Emeralds

SONIC JAM

Automatic Movie Playback

Choose "Sonic World" from the main menu, then enter the Movie Theater. When the movie menu appears, highlight any of the available movies, hold X, Y or Z and press A or C. After the movie you choose is finished, you'll see all of the other movie screens from the Movie Theater menu, one after another, without returning to the menu after each one. Press **START** to exit.

SONIC R

Duplicate Character Trick

To have both players choose the same character in two-player mode, both players should highlight that character, hold the X button and press A or **START**.

Secret Course
 To access the Radiant Emerald course, you must place 1st in each of the other four courses in Grand Prix mode.

Secret Characters

1) To access Dr. Robotnik, you must place 1st on the Radiant Emerald course in Grand Prix mode. Once you've done this, Robotnik will appear on the character-select screen.
 2) To access Metal Sonic, you must find all five Sonic tokens in the Resort Island course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Sonic will challenge you to a race; if you beat him, he will appear on the character-select screen.
 3) To access Metal Tails, you must find all five Sonic tokens in the Radical City course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Tails will challenge you to a race; if you beat him, he will appear on the character-select screen.

4) To access Metal Knuckles, you must find all five Sonic tokens in the Reactive Factory course while placing 3rd or better in Grand Prix mode. Once you've done this, Metal Knuckles will challenge you to a race; if you beat him, he will appear on the character-select screen.
 5) To access Egg Robo, you must find all five Sonic tokens in the Regal Ruins course while placing 3rd or better in Grand Prix mode. Once you've done this, Egg Robo will challenge you to a race; if you beat him, he will appear on the character-select screen.

6) To access Super Sonic, you must find all seven Chaos Emeralds in Grand Prix mode; remember that you will not be allowed to keep a Chaos Emerald unless you finish first. Once you've done this, Super Sonic will appear in place of Sonic at the character-select screen. To change back and forth between Sonic and Super Sonic, just press **Up** and **Down** on the D-pad at the character-select screen.

STEEL SLOPE SLIDERS

Secret Characters

To unlock four secret characters, you must perform specific tasks as follows. Once you've done any of these tasks, press L or R at the character-select screen to call up a second menu with the secret character(s):

- To unlock "Boy," finish with the best time on "Extreme 2."
- To unlock "Racer," finish with the best time on "Alpine."
- To unlock "Alien," finish with the best stunt score on "Snowboard Park."
- To unlock "Baldy," finish with the best stunt score on "Half Pipe."

More Secret Characters

To unlock seven additional secret characters, you must first accomplish two things:
 1) Unlock the first four secret characters as described above.
 2) Pick any course and finish that same course with all eight characters, one at a time. Once you've done this, the instructions below will find the extra characters:
 • To play as a girl with glasses, hold L and select "Boy" with the A button.
 • To play as a dog, hold L and select "Baldy" with the A button.
 • To play as a Mech, hold L and select "Racer" with the A button.
 • To play as a "dog," hold R and select "Alien" with the A button.
 • To play as an Anime girl, hold R and select "Boy" with the A button.
 • To play as a penguin, hold R and select "Baldy" with the A button.
 • To play as "Steep Slope Shooter Man," hold

R and select "Racer" with the A button.

Secret Courses

To unlock four secret courses, you must first accomplish two things:

- 1) Unlock the first four secret characters as described above.
- 2) Pick any course and finish that same course with all eight characters, one at a time. Once you've done this, the following instructions below will find the extra course:
 Astro Pole—Hold L + R while selecting the "Extreme 00" course.
 Artificial Valley—Hold L + R while selecting the "Extreme 01" course.
 Astro Pole—Hold L + R while selecting the "Extreme 02" course.
 Astro Pipe—Hold L + R while selecting the "Extreme 03" course.
 Alternate Costumes
 When selecting a character, hold the 2 button and press A; each of the game's 15 characters has an alternate outfit that can be chosen this way.

Hidden Bonus Game

At the main menu, highlight "Options" and hold L + R + X + Y + Z + B + C when the Option menu appears, continue to hold those buttons down and choose "Exit" with the A button. You'll access a secret mini-game called "Steep Slope Shooters," complete with storyline and introductory demo.

STREET FIGHTER ALPHA 2

Extra Sakura Colors

Choose Survival Mode and highlight Sakura at the character-select screen. Hold the **START** button for one second, release it, then press **Up, Left, Down, Left, Down, Right, Right, Up, Left, Down, Down, Down, Down, Right, Up, Up, Right**. The cursor should be on Ryu. Now hold the **START** button for one second and press an action button before you release **START**. Ryu will magically change to Sakura.

This gives you access to six extra color schemes for Sakura (depending on which button you press) for a total of 12. Note to do this on the Player 2 side, the moves are **Up, Left, Down, Left, Down, Right, Down, Left, Left, Right, Right, Up, Left, Right**. Play as "Classic Chun-Li"

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

Play as "Classic Zangief"

At the character-select screen with the "short-cut" turned off, highlight Zangief, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, Zangief. Now press and hold **START** for one second, then press an action button to choose Zangief before releasing **START**. Now Zangief plays the way he did in *Street Fighter II Champion Edition*; no air blocking, no Super moves, but a more powerful Piledriver. The D-pad directions for the above pattern is as follows: **Start** at Zangief, then **Down, Left, Left, Left, Up, Up, Right, Right, Right, Down**. Play as "Classic Dhalsim"

At the character-select screen with the "short-cut" turned off, highlight Dhalsim, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each

one: Zangief, Sagat, Charlie, Dhalsim. Now press and hold **START** for one second, then press an action button to choose Dhalsim before releasing **START**. Now Dhalsim plays the way he did in *Street Fighter II Champion Edition*; with no air blocking, no Super moves. The D-pad directions for the above pattern is as follows: **Start** at Dhalsim, then **Left, Down, Right, Up**.

Play as "Evil" Ryu

At the character-select screen with the "short-cut" turned off, highlight Ryu, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Akuma, Adon, Ryu. Now press and hold **START** for one second, then press an action button to choose Ryu before releasing **START**. Now Ryu has powers similar to Akuma's. The D-pad directions for the above pattern is as follows: **Start** at Ryu, then **Right, Up, Down, Left**.

Play as "Shin" (True) Akuma

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

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 will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

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

STREET FIGHTER COLLECTION

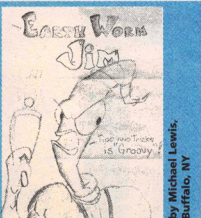
Super Street Fighter II Turbo: Play as Akuma. At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three 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 move; you must also try to defeat each oppo-



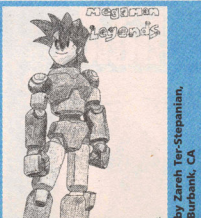
by Shaun Padgett, El Monte, CA



by Michael Lewis, Buffalo, NY



by Billy Swanson, Butler, PA



by Zareh Ter-Stepanian, Burbank, CA

nent 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 X (Jab) button, then release X 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 X. 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 X.

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. **Street Fighter Alpha 2 Gold**: Play as Cammy To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy in "Versus" or "Training" mode by highlighting M. Bison at the character-select screen and pressing the START button twice.

Street Fighter Alpha 2 Gold: Alternate Characters

- To play as special versions of certain characters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.
- If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition version of Chun-Li, respectively.
- To play as "Extras" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five times.

THREE DIRTY DWARVES

Stage Select
Choose "Options" from the title screen, then when the option menu appears, press L + R simultaneously to access a password screen. Enter the password "MOSHLOU"; the words " Cheat Mode" will appear and you'll be able to choose any stage from the option menu.

TOMB RAIDER

Stage Skip
During the game, press START to pause, then press Down and access the passport. Turn to the last page of the passport ("Exit to Title") and press Z, Y, Z, Y, X, X, X, START; you'll hear Lara moan to confirm the code. Now press A, instead of returning to the title screen, you'll skip to the end of the current stage.

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes
To activate three hidden characters in the Saturn version of Ultimate MK3, access the "Ultimate Kombat Kodes" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the A, B, C, X, Y and Z buttons quickly before the timer expires: Mileena (700-723): Press X seven times, A seven times, B twice and C three times.

Ermac (984-240): Press X nine times, Y six times, Z four times, B four times and C four times. Classic Sub-Zero (760-520): Press X seven times, Y six times, A five times and B twice. When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

Free Play
To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press Up, Up, Right, Right, Left, Left, Down, Down. This code must be entered very rapidly; if you're fast enough, you'll hear Sho Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play," which indicates that you can continue a losing one-player game as many times as you wish.

Charge Menu
When the main title screen appears (with the purple logo in the background) quickly press C, R, A, Z, Y, C, R, A, X. You'll hear Sho Khan laugh to confirm the code; make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone-turning menu appears, highlight "Kombat" and press Up; a secret "7" option will appear. Press any button to find the secret "Cheats" menu; turn on the "Free Play," "Ermac," "Mileena" and "Classic Sub-Zero" codes to get exactly the same results you'd get from Ultimate Kombat Kodes and Free Play code above, turn off "Fatality Time" to be able to take your time when trying to perform fatalities and use "1 Round Match" to start each battle with one round won for each player.

VIRTUA COP

Secret Cheat Code
During the opening demo, wait for the Sega logo to appear on a white background, then hold the C button on Controller 1 and press Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Up, Left, Up. You should hear two separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game status with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the START button to pause, then press the Reload button to cycle through the different weapons. (If you're using a light gun, just pause, then aim outside of the screen and shoot to change weapons.) Available guns include a "Special" auto-fire weapon that never runs out of ammo. Note: If the Gun Select feature does not work, you must access the Saturn's System Settings menu and delete the Virtua Cop saved game file from the system memory. Once you've done this, reboot the console and reenter the code exactly as described above.

Set the Ending
Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the X, Z and B buttons. Hold memory. Once you've done this, reboot the console and start the next stage; you'll warp directly to the ending sequence.

Extra Name Entry Time
At the "Name Entry" screen, shoot at the "bbs" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

VIRTUA COP 2

Warp to File 4
When the Stage Select menu appears, shoot repeatedly at the red arrow that's pointing down from the bottom of the "Beginner" box. Keep shooting until the timer runs down and you'll warp to the game's final stage, "Stop the Airship Bomb!"

Character Select
When the name of the file appears at the beginning of a stage, hold the X, Y or Z button until the stage begins to play your favorite character according to the following legend:

- Hold X to play as Rage
 - Hold Y to play as Smrty
 - Hold Z to play as Janet
- Secret Cheat Code**
Note: This trick will only work if you have a light gun controller such as Sega's "Stunner" gun. Plug the gun in as Controller 1 and plug a standard controller into the Controller 2. Now load the game; when the title screen appears with the words "Press Start Button" flashing, press Up, Down, Up, Down, A, X, B, Y, C, Z on Controller 2; you should hear a gunshot to confirm the code. Now you have access to a "Free Play" continue setting at the main Option menu. You'll also find a secret third option screen with Mirror Mode, Bookkeeping and Big Head Mode options.

VIRTUA FIGHTER

Boss Code
At the character select screen, quickly press Down, Up, Right, then A+Left. You'll hear a "swish" and you'll be playing as Dural. **Stage Select/Adjustable Ring Size**
At the title screen—while the words "Press Start Button" are flashing—press Up 12 times, then press START and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press START; you'll find a hidden Stage Select/Stage Size menu. Alternate Character-Select Menu + Boss Code When a "Vs." match is ending, hold the L and R buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press Up 17 times and immediately press START. Dural will be added to the alternate character menu.

Play Ranking Mode
To choose the Ranking mode without first beating the game, hold Down/Right/C, Y, L and R at the title screen and press START. **Watch the Credits**
Hold the A button down during the opening credits to see the names of the makers of Virtua Fighter.

VIRTUA FIGHTER 2

Gold and Silver Dural
To play as the silver Dural, highlight Akira and press Down, Up, Right, then A + Left simultaneously. To select gold Dural, highlight Lion and press Down, Up, Left, then A + Right simultaneously. Both of these codes can be used by both Player 1 and Player 2.

VIRTUA FIGHTER KIDS

Gold and Silver Dural
See the instructions under Virtua Fighter 2 above. **Unlimited Mode**
First, beat the game with the difficulty set at "Hard." Once you've done this, start a game

in Arcade mode. At the character-select screen, hold the L and R buttons when choosing your fighter. When the fight starts, you'll be battling in a first-person-view mode, similar to Nintendo's Punch-Out! game.

VIRTUA FIGHTER REMIX

Tips and Codes
All of the cheats and tricks described above for Virtua Fighter will also work on Virtua Fighter Remix.

VIRTUAL ON

Boss Code
At the title screen—while the words "Press Start Button" are flashing—hold Down on the D-pad and press L + R simultaneously. You'll hear an explosion to confirm the code. Now you can choose Jaguar2 at the Machine Select screen, just to the right of Raiden.

Alternate Colors
At the main menu, highlight the game mode you wish to play and choose it by pressing the L button. Now the Mechs have different colors.

Secret Colors
At the title screen—while the words "Press Start Button" are flashing—hold Up on the D-pad and press L + R simultaneously. You'll hear an explosion to confirm the code. This changes both Raiden and Temjin to a secret, alternate color scheme. **Change Camera Angle**
During the game, press X + Y + Z simultaneously to switch to a different view.

WINTER HATE

Secret Character
In any game mode, choose any character and wait for the loading screen to appear; it's a black screen with the name of the event in white letters. At this screen, enter one of the following codes to play as the secret character, Discman:

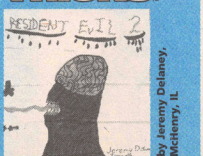
- Yellow Discman—Up, B, Down, Down, B
- Black Discman—Up, Up, Up, B, Down, Down, Down, B
- Pink Discman—Up, Up, Up, B, Down, Down, Down, B

X-MEM: CHILDREN OF THE ATOM

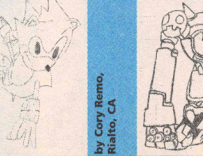
Hidden Character (Player 1 Side)
At the character select screen, highlight Spiral, wait for three seconds, then highlight the following characters in order for one second each: Silver Samurai, Psycho, Colossus, Ickman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. (The movements for this sequence are as follows: Left, Left, Left, Right, Up, Right, Right.) When you stop on Silver Samurai, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously. (In the default configuration, that's A + C + Z.) If you've done this properly—the trick is to count slowly and deliberately—the announcer will say "Silver Samurai," but Akuma will drop down from the top of the screen to take his place as your character.

Hidden Character (Player 2 Side)
To do the Akuma Side on the Player 2 side, highlight Storm, wait for three seconds, then highlight the following characters in order for one second each: Cyclops, Colossus, Ickman, Silver Samurai, Omega Red, Wolverine, Psycho, Silver Samurai, Spiral. (The movements for this sequence are as follows: Right, Down, Left, Left, Left, Left, Down, Right, Right.) When you stop on Spiral, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously as a Hard Kick.

TIPS & TRICKS Reader Art Gallery



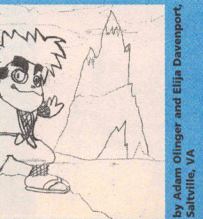
By Jeremy Doolan, Wheaton, IL



By Cory Remo, Rialto, CA



By Glenn Le, Riverside, CA



By Adam Ollinger and Elijia Davernport, Sateville, VA

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 (213) 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!

BIRD BOWL

9275 Bird Road • Miami, FL 33165 • (305) 221-1221

GAME	HI SCORE	NAME
Blitz	190.7 QB rating	CAT
Daytona USA (Beginner)	2:20'76	OZ
Cruis'n World (Mexico)	1:41'85	ULM
Cruis'n World (New York)	1:38'20	DAM
Cruis'n World (Hawaii)	1:40'38	RIP
Cruis'n World (Japan)	1:26'41	DAM
Mortal Kombat 4	17 wins	ARY
Tetris	999,786	VDR
Ms. Pac-Man	368,190	Jason Wilson
Halley's Comet	429,890	?

NAMCO CYBERSTATION

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GAME	HI SCORE	NAME
Tekken 3 (best 3 out of 5 rounds)	2:31 (Bryan)	HAN
Tekken 3	2:37 (Xiayou)	Z.K
Tekken 3	3:16 (Heihachi)	HAN
Tekken 3	3:24 (Paul)	JAY
Tekken 3	6:53 (Jin)	HAN
Mortal Kombat 4	35 wins	VLV
Medieval Madness (pinball)	323,052,500	SPB
Medieval Madness (pinball)	113,034,100	JNP
Medieval Madness (pinball)	83,812,610	GUN
Fighting Bujutsu	4:27:26	SAW

RECORD TOWN GAMES

Southshore Mall • Bayshore, NY • (516) 969-9372

GAME	HI SCORE	NAME
Blitz	44 wins	MLK
Top Skater (Novice)	429,876	SNB
The Lost World: Jurassic Park	315,340	AM4
Marvel vs. Street Fighter	577,601	CAP
Medieval Madness	169,762,930	RJR
Off-Road Challenge	1:36'45	MIK
Cruis'n World (Australia)	1:23'27	DOD
Wave Runner (Novice)	2:16'61	RAT
Daytona USA (Beginner)	2:20'79	WIL

ALL AMUSEMENT CENTER

201 E. Magnolia #128 • Burbank, CA 91502 • (818) 559-6558

GAME	HI SCORE	NAME
Rush: The Rock (Beginner)	2:28'56	JJJ
House of the Dead	77,600	RUJ
Blitz	94 wins	JOE
Marvel vs. Capcom	84,800	JON
Maximum Force	507,280	XAV
Theatre of Magic (pinball)	1,491,682,520	BCW
Raiden Fighters	452,350	JUA
Top Skater (Novice)	549,248	GAB

CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
San Francisco Rush (Novice)	2:25'50	Danny and Julian
San Francisco Rush (Advanced)	5:06'24	Racer
Revolution X	7,311,550	NFC
Soul Edge	15 wins	J99
Track & Field	47,670	AAB
Street Fighter EX Plus	1,690,000	KIM
Cruis'n World	1:39'49	ASH

FUN-O-RAMA

7795 W. Flagler St. (Mall of the Americas) • Miami, FL 33144 • (305) 266-8867

GAME	HI SCORE	NAME
Daytona USA	2:19'43	DAM
Area 51	580,875	JAM
Tekken 3 (Paul)	1:56'70	DJF
Plasma Sword (battle ability)	10,000 points	HAI
House of the Dead	47,001	WKI
Maximum Hangtime	100 wins	SHADOW
Rush: The Rock (Track 5)	4:19'07	Peluca
The Lost World: Jurassic Park	50% best crew	GOI and NAI
Maximum Force	73,060	SHADOW

FUN-O-RAMA (WESTLAND RECREATION)

1705 W. 49th St. • Hialeah, FL 33012 • (305) 558-8651

GAME	HI SCORE	NAME
Blitz	100 wins	Manuel
House of the Dead	59,124	JSS
Cruis'n World (Australia)	1:18'01	ADS
NHL Open Ice	266 wins	Uriel
Marvel vs. Capcom	1,158,112	ROB
Maximum Hangtime	89 wins	SHADOW
Mortal Kombat 4	26 wins	MGD



Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PlayStation

Armored Core

80008720-0004 + 80039D20-0004—Hidden abilities
80039CA0-FFFF—Equip all optional parts
80039CA0-FFFF—Equip all optional parts except Auto-Launch
80031AD8-0101 + 80031ADA-0101 + 80031ADC-0101 + 80031ADE-0101—Have All FCS Parts
80031B14-0101 + 80031B1E-0101 + 80031B18-0101 + 80031B1A-0101 + 80031B1C-0101 + 80031B1E-0101 + 80031B2-00101 + 80031B22-0101—Have all Right Arm weapons

Blasto

D000E22A-00FF + 801F04D4-1770—Infinite health

Blood Omen: Legacy of Kain

D00A83C4-0005 + 801CAA74-0190 + D00A83C4-0005 + 801CAA76-0190—Press L1 + L2 to refill health
D00A83C4-000A + 801CAA74-0190 + D00A83C4-000A + 801CAA7C-0190—Press R1 + R2 to refill magic
D00A7CF6-0000 + 300A84C9-0001 + D00A7CF6-0000 + 300E868B-000A + D00A7CF6-0000 + 800E8674-2122 + D00A7CF6-0000 + 800E8676-2324 + D00A7CF6-0000 + 800E8678-2526 + D00A7CF6-0000 + 800E867A-2728 + D00A7CF6-0000 + 800E867C-0029—Start with all weapons and armor

Bloody Rour

801C4520-FFFF—Enable bonus options / art gallery
301CA508-0002—Infinite health, Player 1
301CA509-0002—Infinite health, Player 2

Critical Depth

801D0094-000C—Play as Agent 326
801D0094-000D—Play as Mr. Phatt
801D0094-000E—Play as Abbadon
801D0094-000F—Play as Overseer

Dead or Alive

80092CDA-7F40—Enable extra config. menu

March Madness '98

80108198-0064—Full momentum, home team
80108198-0000—Full momentum, away team

MLB 99

80019208-0000—Away team scores 0 runs
80019208-3232—Away team scores 50 runs
D0019208-0000 + 80019208-0A0A—Away team starts with 10 runs

Need for Speed III: Hot Pursuit

D011DD30-0000 + 8011DD30-0003—Start on Lap 4 (Tournament mode)
D011DD30-0000 + 8011DD30-0001—Start on Lap 2 (Knock-Out mode)
800FA9E0-003D—Enable Empire City and El Niño tracks
8004392E-0101—Enable Nazda C2

Point Blank

800A3E64-FFFF—Infinite cash in Quest mode

Ray Tracers

80058E88-0665—Infinite time
80058A40-03B6—Infinite nitro
8005F7CC-007F—Extra characters

SA Ga Frontier

8001D830-0063—Infinite LP in battle
8001D838-03E7—Infinite Magic Points in battle
8001D834-03E7—Infinite Attack Points in battle
80012808-FFFF—Infinite credits

San Francisco Rush

80082B14-002D—Infinite time

Shadow Master

8008323A-0004 + 80035FA3-003F—Infinite Armor

Speed Racer

8010180C-0001—Place 1st
800A06D8-0000 + 800E6C4C-0000—Low time
800A2220-000C—Extra vehicles

Syndicate Wars

800E39AE-00FF—Infinite money

Theme Hospital

801B33AA-0200—Infinite cash
8013C060-0400—High reputation

Triple Play 99

D0117490-0600 + 801FF2D0-0001—Press L1 + R1 at the Stadium Select screen for hidden stadiums
D00892B6-0200 + 3008ECB1-0003—Press L1 for 3 Outs
D00892B6-0100 + 3008ECB1-0000—Press L2 for 0 Outs

VR Sports Powerboat Racing

8009DE10-0101 + 8009DE12-0101—Enable Catamaran
8009DE28-0001—Enable hidden boats
8009DE1C-0001—Enable Slalom
8009DE24-0001—Enable Mines
D00A30F8-0000 + 800A30F8-0005—Start on Lap 5

Nintendo 64

AeroFighters Assault

8027CFF5-00C8 + 8027CFF9-00C8—Infinite armor

Cruis'n USA

80150228-0001—Always place 1st
8015094D-0045—Unlimited time
Note: There are three slightly different versions of Cruis'n USA. If the above codes don't work, try the following:
80150348-0001—Always place 1st
80150A68-0095—Unlimited time
If the above codes still don't work, try these:

GoldenEye 007

8002B197-0040—Extra characters

Wave Race 64

801C2DEA-0005 + 801C308A-0005—Maximum power, Player 2

WCW vs. NWO World Tour

810F1C20-0000 + 800F1C22-0000 + 800F080A-0064—Player 1 has aluminum baseball bat
810F1C20-0101 + 800F1C22-0000 + 800F080A-0064—Player 1 has baseball bat
810F1C20-0202 + 800F1C22-0000 + 800F080A-0024—Player 1 has chair
810F1C20-0303 + 800F1C22-0000 + 800F080A-0024—Player 1 has table leg
810F1C40-0000 + 800F1C42-0001 + 800F0BAA-0064—Player 2 has aluminum baseball bat
810F1C40-0101 + 800F1C42-0001 + 800F0BAA-0064—Player 2 has baseball bat
810F1C40-0202 + 800F1C42-0001 + 800F0BAA-0024—Player 2 has chair
810F1C40-0303 + 800F1C42-0001 + 800F0BAA-0024—Player 2 has table leg
Note: There are two slightly different versions of WCW vs. NWO World Tour. If the above codes don't work, try the following:
810F1C50-0000 + 800F1C52-0000 + 800F083A-0064—Player 1 has aluminum baseball bat
810F1C50-0101 + 800F1C52-0000 + 800F083A-0064—Player 1 has baseball bat
810F1C50-0202 + 800F1C52-0000 + 800F083A-0024—Player 1 has chair
810F1C50-0303 + 800F1C52-0000 + 800F083A-0024—Player 1 has table leg
810F1C70-0000 + 800F1C72-0001 + 800F0BDA-0064—Player 2 has aluminum baseball bat
810F1C70-0101 + 800F1C72-0001 + 800F0BAA-0064—Player 2 has baseball bat
810F1C70-0202 + 800F1C72-0001 + 800F0BDA-0024—Player 2 has chair
810F1C70-0303 + 800F1C72-0001 + 800F0BDA-0024—Player 2 has table leg

JAPAN REPORT!

by Anatole Brown

Japan Report



Akira Toriyama draws himself as a robot. This character even appears in *Tobal 2*!



Dragon Ball Z cards beat down in a fighting game!

Dr. Dragon Ball

Judging by the number of *Dragon Ball* drawings we receive for our Reader Art Gallery, it's safe to say that *Dragon Ball* is the *Tips & Tricks* reader's favorite cartoon. The mastermind behind *Dragon Ball* is Akira Toriyama, Japan's most famous anime artist. Toriyama became popular in Japan before *Dragon Ball* with a cartoon called *Dr. Slump*, which ran on TV for about five years until 1986, the year *Dragon Ball* started. With its bath-room humor and wacky characters, *Dr. Slump* is still considered to be one of the funniest cartoon shows ever made. The main characters are an android girl named Arare and her creator, Dr. Norimaki.



Superman is a little wimpier in *Dr. Slump*. Other wacky characters in *Dr. Slump* include Godzilla, Ultraman and even Mr. Spock!

Arare is very powerful, but she has the mind of a child; every time an enemy engages her in battle, she thinks they're playing with her! Toriyama has also designed characters for video games like *Tobal*, *Chrono Trigger* and the epic *Dragon Quest* series (known as *Dragon Warrior* in America). He often appears in his own cartoons as a robot with a gas-mask or a smoking bird ("Toriyama" translates to "bird mountain"). His most famous work is—not surprisingly—*Dragon Ball*, which has been popular for more than 10 years. *Dragon Ball Z* and *Dragon Ball GT* continued the series, but these projects were simply supervised by Toriyama and continued without his direct involvement. Currently, he is working on a new cartoon show and enjoys playing video games with his son and daughter.



Toriyama designed the characters in *Chrono Trigger*.

Play With Your Eyes Closed!

Bandai has just released a unique shooting game that has no screen! This new portable game is called *Otoge* or "Sound Game." The handheld unit comes with a set of headphones and features three buttons: **Left**, **Right** and **Fire**. Put on the headphones and listen to where the enemy is. If it's coming from the right speaker, then turn to the right and shoot. The LCD screen shows the coordinates of the monster and the score, but that's it! A Bandai spokesperson had this to say: "You can play without looking at a screen. You can relax and even play it on the train!" Hey, maybe you can even play *Densha De Go* together!



Currently there are three colors available.

All Aboard!

If there is one game that speaks about the culture of the Japanese people, it is definitely *Densha De Go!* or "Go by Train!" Trains are a way of life in Japan; people take the train from the time they're in kindergarten all the way through adulthood. The arcade machine features a real train control panel and lets you fully simulate the sensation of operating a commuter train. All the stations, tracks and scenery are based on real-life locations. The immense popularity of the game also owes itself to a wacky TV commercial in which businessmen wear train outfits and dance in the street.



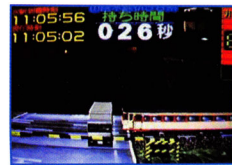
Densha De Go! has gained the reputation of being the "salary man's" game and appears to be more popular with adults than with kids. The PlayStation version was released back in December and has sold over a half a million copies already. There's also a special controller stick for the PlayStation version that mimics the real thing. With the release of *Densha De Go! 2*, the Japanese have even created magazines devoted solely to the game!



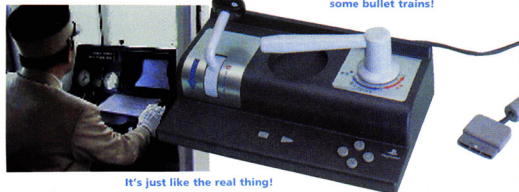
Possibly the funniest video game TV commercial ever!



The Japanese fascination with trains can be understood when you see these awesome bullet trains!



Look out for that truck!



It's just like the real thing!

Japan Report

