

Dreamcast • Nintendo 64
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EXPERT GAMER

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TWISTED METAL 4

Maps, Tactics, and More

TUROK RAGE WARS

Unlock EVERYTHING!

TOMB RAIDER THE LAST REVELATION

The Ultimate Survival Guide!



See How It Ends!
Page 140

Also Featured:
Vandal Hearts II
Medal of Honor
WrestleMania 2000

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January 2000
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John Ricciardi
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Editor in Chief

Ricciardi's fallen way behind in his game-playing ever since he took over as EIC of this here mag. While everyone else at the office is roiling through tomorrow's big games like **Gran Turismo 2**, **SaGa Frontier 2**, and **DK64**, he's still stuck on disc two of **Final Fantasy VIII**. Heck, he hasn't even finished **Resident Evil 3** yet, which is just sad. As a result, he's promised to get all caught up before the turn of the century—either that or he's gonna take the month of January off. [Yikes!]

- **Just for the Moms:** Forgetting about it!
- **Current Favorites:** *Final Fantasy VIII*, *NBA Live 2000*, *RE 3*, *Nemesis*, *Mario Golf*

Dan Leahy

dan_leahy@zd.com



Managing Editor

Dan's been getting his DCM groove on this month and it's been seriously cutting into his gaming time. Still, he found time to work his way up the new office **Soul Calibur** chart (#6, with Ricciardi in his crosshairs), and he got to attend a double-top secret showing of **Syphon Filter 2** (more next month). In other news, Dan and his wife bought a house so he could be a little closer to the meat-grinder called work. [Awww, how sweet...now get back to work!]

- **Dan in a Word:** Mitsurugi
- **Current Favorites:** *Chef's Luv Shack*, *NBA Live 2000*, *Soul Calibur*, *Medal of Honor*

Andy Baran

andy_baran@zd.com



Associate Editor

Never one to get enough WWII history, Andy's not only been working on **Medal of Honor**, he's also been buying up every war DVD known to man. *Saving Private Ryan* and *Stalingrad* are his two latest acquisitions. He also returned to his love of vehicular combat this month with **Twisted Metal 4**. Although it's a good game, he wishes it was a little bit harder. This month went by real fast for Andy thanks to all the movies, holidays, and of course, work...

- **Andy in a Word:** War
- **Current Favorites:** *Medal of Honor*, *Jet Force Gemini*, *Twisted Metal 4*

Jim Mazurek

jim_mazurek@zd.com



Associate Editor

Jim got so excited about **Gran Turismo 2** this past month that he got into a car wreck power-sliding his way around the corner on the way home from work one night. His car looks like it went head-to-head with Sweet Tooth from **Twisted Metal 4**. Fortunately for Jim, he survived the mass carnage with nary a scar. In fact, somehow he's come away from the wreck with incredibly acute **Soul Calibur** skills. Now he has his sights set on the office Soul Cal crowd.

- **Jim in a Word:** Bionic
- **Current Favorites:** *Vandal-Hearts II*, *Final Fantasy VIII*, *Gran Turismo 2*, *RE 3*, *Nemesis*

Todd Zuniga

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Assistant Editor

Our resident Pokéfreak was off in Seattle most of the month chillin' at Nintendo HQ, where he truedged his way through the first half of **Donkey Kong 64** with Layout Mastah™ Carey Wise. When he wasn't monkeying around with DK, he was either losing money at **Soul Calibur**, drooling over **NBA 2K's** visuals, or trying to drag poor Carey across the board to Vancouver in order to get a glimpse of his Blues in action. [Talk about an obsessed fan, sheesh!]

- **Todd in a Word:** Drunk
- **Current Favorites:** *Donkey Kong 64*, *NBA 2K*, *Tomb Raider: T.L.R.*, *NHL 2000*

Greg Sewart

greg_sewart@zd.com



Assistant Editor

Greg "Whirlyball Mastah" Sewart worried us a tad this month. He kept running around the office making revving noises and shouting "very long easy right, maybe!" Nonetheless, his **Sega Rally 2** guide is guaranteed to help improve your best times in Sega's super-hot DC car. Now he's polishing up his **NHL 2000** skills so he can take all comers in the upcoming off-ice-weekend tournament. The Penguins will reclaim their lost glory! [Eh? Penguins? And he's from Canada?]

- **Greg in a Word:** Abused
- **Current Favorites:** *Sega Rally 2*, *You Don't Know Jack*, *Tomb Raider: T.L.R.*

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THE WORD GUY

■ **Just for the Moms:** Because the edit guys aren't the only ones responsible for making XG such a lovely mag, we now present: The rest of the staff! Thanks to Mrs. Blum for setting us straight!



Make 200 New Best Friends!



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Van	spat
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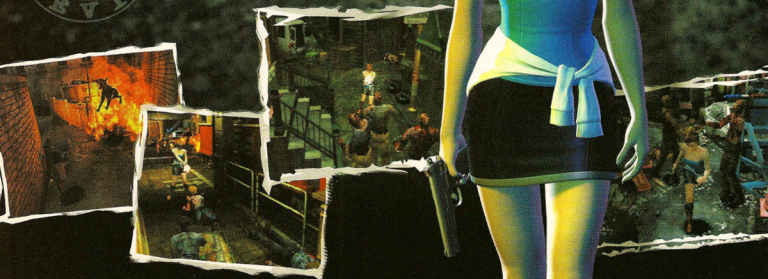
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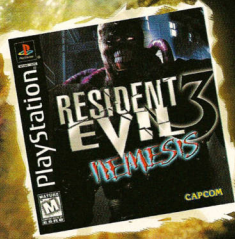
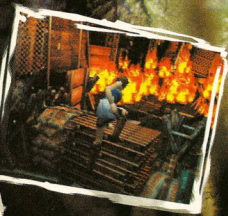
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Official Contest and Sweepstakes Rules

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1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best track codes for any video game to "Tricks of the Trade" PO, Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by January 20, 2000. All prizes are exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. One prize per family, organization or household. Winner's name and address may be printed in Expert Gamer and/or EGM, however, only one prize shall be awarded.

2. Prizes: First Prize winners will have their name and photo displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best track code will be selected and will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of \$129.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about February 1, 2000. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prizes become unavailable.

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6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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2. Prizes: 3 Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries received concerning the answers by Ziff-Davis whose decisions are final. Drawing to be held on or about February 1, 2000. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Ziff-Davis should the featured prizes become unavailable.

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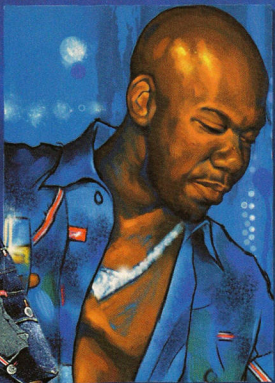
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EXPERT GAMES

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TOO SHORT



by Marc Eckō

ECKÖ.COMPLEX

1999 HOLIDAY COLLECTION

Departments

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Nothing you need to know, but everything you want to read. The editors of XG hop on their soap boxes and share a little love.

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The onslaught of Final Fantasy VIII queries continues, as readers ponder the game's many secrets. Also, Top Ten and Coming Soon lists, the Import Pick of the Month, and more!

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Game of the Month

XG'S CHOICE FOR THIS MONTH'S BIGGEST GAME

48 Donkey Kong 64

Nintendo's big ape returns in the most anticipated N64 game of the year. Pound your way through the first half of DK's gigantic 3D quest with our 14-page bonanza!

Feature Strategies

EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

64 VandalHearts II

Sharpen your swords and head to the battlefield in the sequel to Konami's classic strategy/RPG.

76 Sega Rally 2

The first "must-own" DC racer is here! Master the 10 Year Championship with our 12-page guide.

88 Medal of Honor

Get ready to kick Nazi butt in the PlayStation's answer to GoldenEye. We've got the full guide!

111 Tomb Raider: The Last Revelation

Lara's back for her fourth PS adventure. Take to the tombs in part one of our Last Revelation blowout!

122 WWF WrestleMania 2000

All the wrestlers, moves, and finishers for THQ's awesome N64 WWF debut. Hell yeah!

128 Twisted Metal IV

Andy "Sweet Tooth" Baran takes you through the paces in 989's latest car carnage free-for-all.

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THOUSANDS OF SECRETS, TRICKS, AND CODES FOR ALL PLATFORMS

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AirForce Delta, Chase HQ: Secret Police, Expendable, Grand Theft Auto 2, Hot Wheels: Turbo Racing, Knockout Kings 2000, Medal of Honor, Speed Devils, Star Wars: Episode I—The Phantom Menace, Test Drive 6, Toy Commander, Trick 'n Snowboarder, TrickStyle, V-Rally Edition '99, Virtua Fighter 3tb, WinBack: Covert Operations, Wu-Tang: Shaolin Style



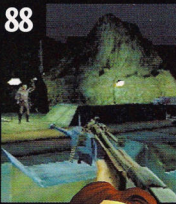
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You must be **dreaming.**





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

Winners!

• Here are the winners of XG #65's Game Over Contest:

1. Brian Furlick
Brookfield, WI
2. Tabitha Pierce
Warren, MI
3. Matthew Plachta
Standish, MI

• The answer to XG #65's Game Over Contest is:
Crash Bandicoot 2: Cortex Strikes Back

Hoverin' Hardship

Dear Expert Gamer,

In *Soul Reaver*, in the Silenced Cathedral, I have reached the final airshaft and must turn on sufficient airflow in the Three-Pipe Room in order to soar my way to Zephon's Lair. I have connected the two yellow pipes in the airshaft, turned the switch in the room with the leaning blocks, turned the switch in the room with the two giant pipe-organ structures, and then, in the large final room, pushed the upright pipe over and turned that switch as well. Returning to the Three-Pipe Room, I launch myself onto the pipes only to pitifully hover a few feet overhead. I've checked and double-checked the switches and all the pipe connections, and everything seems to be in order. Am I missing something? I tend to think I am (such is my sad history), but maybe the final version of the game has something added that that's not in your strategy?

El Chango Baboso
Sakagu8737@aol.com

No problem, you're just missing a couple of easy-to-miss pipes. In the shaft that blew you upward, there are two pipes that you must connect as well. Piece these together and you will be able to reach the higher floors of the Silenced Cathedral.

Old-School Codes

Dear Expert Gamer,

I was recently going through my video game collection when I found a copy of *Contra 3: Alien Wars* for the SNES. I was wondering if you guys had any codes for it? Anything would be greatly appreciated.

Jeff Bishop
hyrule_z6@yahoo.com

Actually, the Japanese version had codes for Level Select, Sound Test and more, but they were sadly removed from the U.S. version. Sorry, Jeff! (But great choice of game! A true classic...)

Fantastic Weapons

Dear Expert Gamer,

In your huge *Final Fantasy VIII* strategy guide in the October 1999 issue, you didn't mention how to get all the items needed to upgrade to a powerful weapon and how to find them. So, can you tell me how to find the items for Squall's Lionheart, Zell's Ehrgeiz, and Irvine's Exeter?

Maroon Ven
tigers51@hotmail.com

Weapon "recipes" are as follows (you'll need the corresponding magazines first):

Lionheart (Weapons Mon 1st)
1x Adamantine
4x Dragon Fang
12x Pulse Ammo

Ehrgeiz (Weapons Mon Aug)
1x Adamantine
4x Dragon Skin
1x Fury Fragment

Exeter (Weapons Mon 1st)
2x Dino Bone
1x Moon Stone
2x Star Fragment
18x Screw

How to get the items:

Adamantine: Win from Adamantise turtles on the shores of Long Horn Island, north of Galbadia.

Dino Bone: Defeat T-Rexaur on Island Closest to Hell, or in Training Facility.

Dragon Fang: Win from Blue Dragon on Island Closest to Hell.

Dragon Skin: Win from T-Rexaur, or steal or win from Blue Dragon on Island Closest to Hell (T-Rexaur can also be found in Training Facilities).

Fury Fragment: Win from Blue Dragon on Island Closest to Hell.

Moon Stone: Steal from Enloyle in Esthar city complex.

Pulse Ammo: Win 2x Energy Crystal. Use "Ammo-RF" menu to convert to 20x Pulse Ammo.

Screw: Steal or win from Geezards outside Deling City. **Star Fragment:** Steal from Iron

Letter of the Month



If the Japanese versions of the *Resident Evil* games can feature subtitles (because the voices over there are still in English), why can't the U.S. versions at least have the option to display them? We may never know...

Closed Captioned

Gaming for the Hearing Impaired

Dear Expert Gamer,

I'm an avid game player. I love to play ALL games, from Nintendo 64, PlayStation, Atari 2600, computers, and every system I ever got a chance to play. There's a lot of good games and bad games. However, I'm deaf and I can't hear what the games are talking about. For example, *Resident Evil*. They don't have any text—it's all voices. That disappointed me big time because it would've been worth my money to play if it had its own text or captions. When I found out that *Metal Gear Solid* was coming, I really hoped it would have text, but not all of it did. For future games, I wish the developers would make room to add text options, so that way we can turn text on or off. Let me remind you, there are a lot of deaf people who love to play games. Trust me. I'm one of them!

Damon Banks
Rednomad94@yahoo.com

We couldn't agree with you more, Damon. It's such a simple task for developers to include subtitles in their games that it's a wonder it's not done more often. Not only for the deaf gamers out there, but for those of us who simply like to turn the volume down now and then, either because it's late at night or because darnit, we just like to read. Unfortunately, many development teams suffer pressure from publishers to get their games out by a certain date—and that means anything extra, even a simple thing like subtitles, gets cut in order to make the deadline. It's sad, really, but what can we do? Hopefully more companies will pay attention to this in the future.



Damon Banks won an *InterAct Controller* for the Dreamcast, Nintendo 64 or PlayStation!



For the complete *Soul Reaver* guide, check out XG #63 (September). Look for a DC version of SR very soon!

Giants in Esthar city complex, or win from Tri-face on Island Closest to Heaven.

Regaining Memory

Dear Expert Gamer,

I am so pissed off! A week ago I was playing Legacy of Kain and then I saved it onto my Memory Card. But when I went to go play it, it said "Save file not found." When I went to go see if it was on the Memory Card, EVERYTHING WAS DELETED! This sucks because I had all the secret stuff in Tekken 3 and I was at the part in Metal Gear Solid where I was about to fight Liquid Snake. Is there any way to get my saves back?

Name Withheld
Tookool54@aol.com

Well, we have some good news and we have some bad news. The good news is that you CAN restore a deleted save file from a PlayStation Memory Card. The bad news is that you have to do it immediately after the file is deleted (like in under 30 seconds), or it's lost forever. To restore the file, just press and hold all four shoulder buttons immediately after deleting the file. If you're quick enough, you should be able to save it. (Thanks to Lee Saito for his help with this!)

God Save the Queen

Dear Expert Gamer,

In Final Fantasy VIII, I'd like to know where you can find the Steel Pipes that you need to upgrade Quistis' weapon to "Save the Queen." I've already started the game two times for the weapons' sake but I still can't find it. Can you please help? THANKS!

Keerg None
Manila, Philippines

Steel Pipes can be stolen or won from the Wendigos in the Great Plains of Galbadia southeast of Deling City.

Is it Really Thinking?

Dear Expert Gamer,

Hi Expert Gamer. What is up with the Sega Dreamcast ads saying "It's thinking?" What do they mean by that? Can you please tell me?

Name Withheld
Obes692@aol.com

Ask your Dreamcast—if you care for it long enough, it'll start speaking, too. Really.

FFVIII Card Flippin'

Dear Expert Gamer,

I have a problem understanding the Card Game in Final Fantasy VIII. I've read the tutorial instructions but I still do not know how to flip the opponent's card and I always lose in the end. How does the system work? Please help me!

Eugene Chow
ecwc84@singnet.com.sg

Each of the four numbers on the card corresponds to a side of the

card: top, right, bottom, and left. When a card is played, the values of any adjacent card sides are compared. If you play a card with a right-side of 9 that touches an opponent's left-side of 6, you will gain control of his card. More advanced rules complicate things slightly, but it always boils down to what sides touch what.

More FFVIII Madness

Dear Expert Gamer,

When you fight Sacred and his brother, you should use Float on his brother so that he can't heal. When you scan his brother, it says he can only heal when his feet are touching the ground. I also have a question: When your GF learns Boost, what button do you press to get him to charge up faster?

Danny Nguyen
webmaster@dannyworld.com



Casting Float on Minotaur is a simple way to simplify the battle. As an Earth-based creature, he can't stand to be away from the ground! Once your GF learns Boost, press (and hold) Select while it appears. Then tap the Square button as quickly as you can to "Boost" its power, but stop when you see the red "X"!

Gimme PocketStation

Dear Expert Gamer,

I have two questions for you:
1) Where can I buy an imported PocketStation?
2) In Final Fantasy VIII, can you get rid of cards you don't want, other than by modifying them? Thanks!

Steven Long
stevenfredrick@hotmail.com

U.S. Top 10

THE 10 BEST-SELLING GAMES OF OCTOBER

1. **Pokémon Yellow** (Nintendo/GB)
2. **Pokémon (Red Version)** (Nintendo/GB)
3. **Pokémon (Blue Version)** (Nintendo/GB)
4. **Pokémon Pinball** (Nintendo/GBC)
5. **Pokémon Snap** (Nintendo/N64)
6. **Driver** (GT Interactive/PS)
7. **Final Fantasy VIII** (Square EA/PS)
8. **Tony Hawk's Pro Skater** (Activision/PS)
9. **Madden NFL 2000** (Electronic Arts/PS)
10. **NASCAR 2000** (Electronic Arts/PS)

GAMEBOY



Japan Top 10

JAPAN'S 10 BEST FROM 10/25 TO 10/31

1. **Arc the Lad III** (SCEI/PS)
2. **Super Robot Wars 64** (Banpresto/N64)
3. **Revive...** (Data East/DC)
4. **Derby Stallion 99** (ASCII/PS)
5. **Monster Collection** (Kadokawa Shoten/PS)
6. **Jolo's Venture** (Capcom/PS)
7. **Pro Baseball Simulation Dugout '99** (Digicube/PS)
8. **Dragon Quest I II** (Enix/GBC)
9. **World Soccer Winning Eleven 4** (Konami/PS)
10. **Dance Dance Revolution 2nd ReMIX** (Konami/PS)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (NOVEMBER)

1. **Soul Calibur** (Namco/DC)
2. **Medal of Honor** (Electronic Arts/PS)
3. **Final Fantasy VIII** (Square EA/PS)
4. **Donkey Kong 64** (Nintendo/N64)
5. **FIFA 2000** (Electronic Arts/PS)
6. **Sega Rally 2** (Sega/DC)
7. **Resident Evil 3 Nemesis** (Capcom/PS)
8. **NBA Live 2000** (Electronic Arts/PS)
9. **Vandal-Hearts II** (Konami/PS)
10. **NBA 2K** (Sega/DC)

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

Import Pick of the Month

Space Channel 5

We were going to recommend Dragon Quest VII as our Import Pick of the Month, but then Enix went and delayed it until February. Sorry, DQ fans! Instead, we've got Sega's Space Channel 5, for Dreamcast. In this incredibly unique game, you play as a TV reporter named Ulala who must dance her way to victory while zapping aliens and freeing captured humans along the way. Sound strange? You bet, but it's definitely cool! It hits Japan December 16. If you do decide to import, be sure your DC is able to play Japanese games!



Space Channel 5 could best be described as a cross between PaRappa the Rapper, Bust-A-Groove, and Michael Jackson's Moonwalker. You've got to see it in motion—the choreography rules!



Coming Soon

SEGA DREAMCAST

DECEMBER

- Evolution (Ubi Soft)
- NFL QB Club 2000 (Acclaim)
- Rainbow Six (Majesco)
- Renegade Racers (Interplay)
- Shadow Man (Acclaim)
- Soul Fighter (Mindscape)
- Test Drive 6 (Infogrames)
- Vigilante 8: S.O. (Activision)
- Worms Armageddon (Hasbro)

JANUARY

- Fighting Force 2 (Eidos)
- Jeremy McG. 2000 (Acclaim)
- SF Alpha 3 (Capcom)
- Time Stalkers (Sega)

NINTENDO 64

DECEMBER

- Armories (Acclaim)
- Asteroids (Activision)
- Castlevania: L.O.D. (Konami)
- Harvest Moon 64 (Natsume)
- Jeremy McG. 2000 (Acclaim)
- Space Invaders (Activision)
- Vigilante 8: S.O. (Activision)
- Worms Armageddon (Hasbro)

JANUARY

- CyberTiger (Electronic Arts)
- NBA I.T.Z. 2000 (Konami)
- NHL B.O.S. 2000 (Konami)
- South Park Rally (Acclaim)
- Tarzan (Activision)

SONY PLAYSTATION

DECEMBER

- Crusaders of M&M (3DO)
- Fatal Fury: W. A. (SNK)
- Fighting Force 2 (Eidos)
- Gran Turismo 2 (SCEA)
- Int. T&F 2000 (Konami)
- K. Arcade Classics (Konami)
- Macross VF-X2 (Bandai)
- Vandal-Hearts II (Konami)

JANUARY

- Chocobo's Dun. 2 (Square EA)
- Die Hard Trilogy 2 (Fox Int.)
- Fear Effect (Eidos)
- Road Rash Unchained (EA)
- Superbike 2000 (EA)

GAME BOY COLOR

DECEMBER

- Azure Dreams (Konami)
- Harvest Moon (Natsume)
- G&W Gallery 3 (Nintendo)
- SW: Ep. I Racer (Nintendo)

JANUARY

- 1942 (Capcom)
- Dragon Warrior M. (Eidos)
- Ghosts 'N' Goblins (Capcom)
- Resident Evil (Capcom)

1) One place we know of on the web that recently had them in stock was Tronix (www.tronixweb.com). The best way to get one aside of an import shop like Tronix, however, is by getting it straight from Japan.

2) Card Modding is the only way to get rid of cards. But why you would discard them when you could convert them to cool items is beyond us!

Missing Mokumoku

Dear Expert Gamer,

Your mag rocks! With that said, I have a question to ask you guys: How do I get Mokumoku in Suikoden II? I know he is around Forest Village, but does that mean outside or inside the village? If he is inside the village, there is a time limit to when he shows up or how many steps I have taken? If he is outside, where exactly could he be found around Forest Village? Just what do I do? I want to collect everything.

Name Withheld
gamojoe@hotmail.com

Before we answer your question, let it be known that there are five very similar characters in Suikoden II that all serve as the same character. Confused? We were, too. Although character 307 was listed as Mukumuku in XG65, there is also Mokumoku, Makumaku, Mikumiku and Mekumeku. There are two ways to acquire these characters. The first is to check behind the big tree behind your home in the very beginning of the game. The other tactic (and the most effective) is to wander alone back and forth between the Greenhill/Muse border and Greenhill. You'll end up engaging in a fight, but one of these characters will appear by your side and fight with you. The different Mukumukus (for lack of a different vowel) will be clad in different-colored costumes and will have different expressions on their faces, but they won't help in getting more than 108 characters.

Zelda Help

Dear Expert Gamer,

I've got to say, your mag rocks. I had a problem though—I can't find the fourth Bottle and the Ice Arrows in Zelda: OoT. I know, I'm an amateur gamer...I just never really needed them to finish the game (beat it with 12 hearts). Can you help out? Where do I get these two items? Thanks for the info!

Don
Via the Internet

Complete the Gerudo Training Grounds and you will receive the Ice



Those pesky Large Poes are a real pain to catch, but once you've captured them all, you can trade them with the spirit in the town outside Hyrule Castle for the fourth and final Bottle (definitely the toughest Bottle to obtain).

Arrows. To get the 4 bottles, here's where they are:

1. Look in the water in Lake Hylia.
2. In Kakariko Village, catch all of the cucos for the girl.
3. At Lon Lon Ranch, play and win the chicken game.
4. Catch all of the Large Poes and trade them with the collector in Hyrule.

Ridiculous Request

Dear Expert Gamer,

I was just wondering if you could e-mail me most of Square Soft's RPGs.

Josh Greiner
pumpinrinos@yahoo.com

Sure. And while we're at it, we'll e-mail you a lawyer so you can defend yourself in court for software piracy!

Cheating with Zell

Dear Expert Gamer,

This is for Zell and his Limit Break in FVIII: When the screen with the moves comes up, pause the

game. Then, study the moves and pick the one you want to do.

Continuously use this technique and you can string up to 11 or more combos! If the moves are short, you can make even longer strings.

Don Schaufus
schauus@ixpres.com

Good strategy! For even more damage, flowchart how Zell's Limit Break moves flow into one another. Once you find three or four moves that form a closed "loop" (each move in the list always leads to the next, and the last takes you back to the start), memorize them and practice them. Since you always know what move comes next, you can pull off moves in hundreds of a second without pausing or looking at the list! You go, Zell!

Stealth Secrets

Dear Expert Gamer,

I really like your magazine, but I have one question. In Metal Gear Solid, is there a special room that you can only get to by having or using the stealth camo? If so, can you tell me where it is? I have beaten the game three times and I have seen both endings. I have both the stealth camo and the tuxedo. Please help—I've been searching for months with no luck!

Justin Quinn
Elkton, MD

Actually, we've heard of no such room. Gotta be one of those crazy internet room-ors...

Kangaroo Query

Dear Expert Gamer,

How do you get Roger in Tekken 2? I have tried everything, including beating the game with Kazuya 15 times! Please help me with this. Thanks guys. Your magazine is the best—I you have all the codes I've ever needed.

Narcosa Espiritu
spiderfox23@aol.com

Start up a game in Arcade Mode, then get to the third opponent. Wait until your winning round of this match (it could be either the second or third round). Your health will need to be all the way down to 5%, as you quickly defeat your opponent. If done correctly, you'll hear a voice say "GREAT!!" Your next match will be against either Roger or Alex, and if you can defeat him, you'll earn him as a playable character.

Bum Rush The Show

Dear Expert Gamer,

You guys forgot something pretty kewl in the FVVI walk-through. Namely, how to get Sabrin's final Blitz, the Bum Rush. On the continent where Narshe is, find the five trees that make a plus (took me a while to find), and go in there with Sabrin in your party. You will then meet his master, Duncan, who will

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teach you the Bum Rush Blitz. And by the way, what you said about using Pummel on Kefka is whack. Bum Rush deals 9999 damage to a single target and makes Pummel look like a nudge.

Boris Preger
bzkittude@hotmail.com

Actually, the top left corner of page 113 in issue 65 gives instructions on how to get Sabin's Bum Rush Blitz. Did you really think our friend from the Great White North would ever miss such an important skill? As for not mentioning the Bum Rush in the final battle, you got us. Greg Sewart sends his deepest apologies and has been warned that he'll be deported should he miss something so obvious ever again.

Breakin' the Law

Dear Expert Gamer,

I think it will be cool to screw the back of my green 64 controller and put it on the black one and viceversa, but is that illegal?

Name Withheld
rockeyoo@hotmail.com

Only in Utah.

Eyes on Me

Dear Expert Gamer,

I have a question for you. On Disc 3 of Final Fantasy VIII, there is a song played when Squall and Rinoa are alone aboard the Ragnarok. I want to find out who sings this slow song, and where can I find a copy of it! Thank you.

C. Polm
Owensville, MO

The song is called "Eyes on Me" and is sung by one of Asia's hottest pop divas, Faye Wong. Square paid her the cool sum of one million dollars to sing it for the game! The song is available as either a single or as part of the Final Fantasy VIII original soundtrack. Neither are available in the U.S., so talk to your favorite music importer.

Calamity Pain

Dear Expert Gamer,

You may laugh at me for this, but I have been stuck on Calamity in Xenogears for the past few months. My regular attacks with Fei do zero damage, and his level 1 combos do about 60 damage. Bart's regular attacks do about 13 damage, while his combo does about 75. Every other guide I have looked at claims to do much more damage than I am doing. I am at level 24. Can you help me? Keep up the good work.

Name Withheld
TomRq@aol.com

There is nothing to be ashamed of. Calamity is quite the pain if you don't use the correct attacks. The best way to defeat him is to take the following actions.

- 1.) Make sure that you purchase all of the BEST equipment from Balthasar (for your Gear). This will certainly help.
- 2.) Make sure to let your attack levels build up to at least level two or three before you attack him. Since he has 2,500 HP, it will take some time to beat him down—just play it cool and don't give up! With patience (and practice), you'll get the job done for sure.

Q & A

Cheating in Pokémon Yellow

Dear Expert Gamer,

Can you use the duplicating items trick (from Pokémon Red and Blue) on Pokémon Yellow?

Ted Hoffman
thoffmas@san.rr.com

Sorry, Ted! Unfortunately, Nintendo stepped in and made sure to remove the duplicating items trick from Pokémon Yellow (also known as Pokémon: Special Pikachu Edition). Many of the other little bugs and quirks from Red and Blue were removed from Yellow as well. You knew it was too good to last forever!

What's up with Gold and Silver?

Dear Expert Gamer,

Do you guys know the exact date when Pokémon Gold and Silver will come out?

Philipp Kirsner
b0tzcatz@juno.com



The Gold and Silver versions of Pokémon were released in Japan on November 21. We got our copies just before deadline, so check back next month for the first info on these super-hot sequels! As for a U.S. release date, nothing has been announced so far, but our spider senses tell us to expect the games to be released sometime this fall; most likely in September.

Fishing for Dolphin

Dear Expert Gamer,

What's up with Nintendo's Dolphin? Is it really coming in 2000?

Jason Parker
Via the Internet

According to Nintendo's president, it most certainly is—at least in Japan. As for the U.S., don't bet on seeing it until the fall of 2001.

Letter Art

Where creativity, your favorite video game and a stamp can make you immortal*



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

Fr. Robert Trom of Worcester, MA wins an Agatec Specialized Control Pad for the Sony PlayStation. Way to go, Rob!



Greg Larson
Lockport, NY



Samngang Oh
Lexington, NC

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



Ruperto J. Romo
Bakersfield, CA



David Elliott
Tampa, FL

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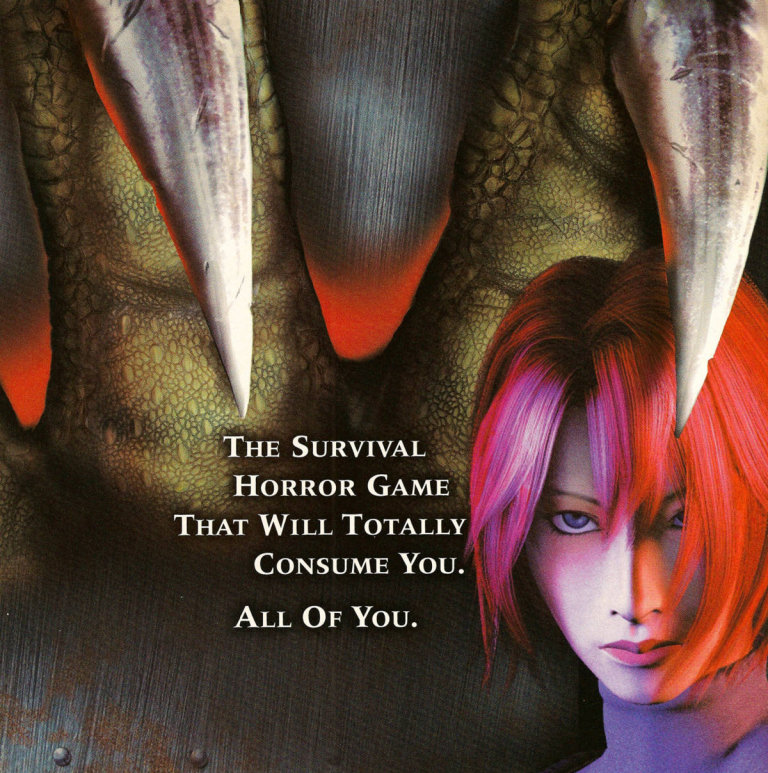
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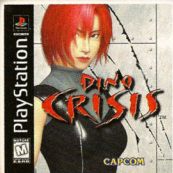


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TRICKS OF THE TRADE

 Dreamcast



AeroWings
Cheat Mode: At the "Press Start" screen, press L Shift+R Shift simultaneously. You'll hear "OK Good." This unlocks Exhibition Mode, all levels, airplanes, and more.

AirForce Delta
Full Replay Screen: During a replay, hold X+Y to remove the text from the screen.

Expendable
While the game is paused, enter any of the codes as shown below.

Level Skip: Y, Y, X, X, L Shift, R Shift, Down, Down, Up, Up.
Extra Lives: A, B, X, Y, L Shift, R Shift, Up, Down, Left, Right.
Extra Credits: A, B, Left, A, B, Right, B, A, Down, R Shift.

Flag to Flag
Enter the following codes while starting the game in Arcade Mode.
Rainy Weather: Hold L Shift+R Shift+Down.
Weather Doesn't Change: Hold L Shift+R Shift+Up.

Score Big with GameShark From InterAct and XG!

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

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

tricks@zd.com

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

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

House of the Dead 2, The
Get All Items in Original Mode:
 Complete Training Mode with five-star marks in each training session.

Display Score: On the title screen use the D-Pad to enter L, L, R, R, L, R, L, R, Start.

Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.

Unlimited Credits in Original Mode:
 Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.
Bonus Cats: Shoot a cat and it will lead you to a bonus item.

Bonus Rooms: To access one of the bonus rooms at the end of the game, get there without killing any hostages, or allowing any hostages to be killed.

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

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

King of Fighters, The Dream Match 1999

Full Pause Screen: Pause the game and press X+Y. This will get rid of the "Pause" word for cool freeze frames!

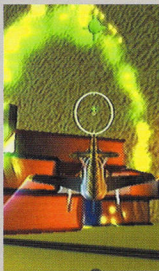
Bonus Characters: At the character selection screen, highlight the normal version of one of the following fighters, then hold Start and press any button.

Terry Bogard
 Joe Higashi
 Robert Garcia
 Mai Shiranui
 Orochi Yashiro
 Orochi Chris

Marvel vs. Capcom

Play as Shadow Lady: On the character selection screen, put the cursor on Morrigan. Then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right.

Trick of the Month



Toy Commander

 Dreamcast

For all the tricks shown below, you must first press Start to pause at some point during the game. After each code is entered, you will hear a sound confirming that it worked.

Every Map Available: Hold the L Shift button and enter A, Y, X, B, Y, X.

Heavy Weapon: Hold the L Shift button and enter X, A, Y, B, A, X.

99 Heavy Ammo: Hold the L Shift button and enter A, B, X, Y, B, A.

New Machine Gun: Hold the L Shift button and enter B, A, Y, X, A, B.

Toy Fixed: Hold L Shift button and press A, X, B, Y, A, Y.

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Speed Devils

Enter these codes while in the middle of a race (Don't pause the game!)

All Tracks and Cars: B, Right, B, Right, Up, B, Up.

Unlimited Nitros: Down, Up, Down, Up, A, X, A.

Skip Current Class: Down, Right, Down, Right, A, X, A.

More Money: A, Right, A, Right, Up, B, A. Note: This code works in Championship Mode only.



Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Up. You will see Shadow Lady appear below Gambit.

Play as Gold War Machine: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up. You will see Gold War Machine appear above Zangief.

Play as Orange Hulk: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Down, Down, Down, Down, Up, Up, Up, Left, Up. You will see Orange Hulk appear above Ryu.

Play as Liliith: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Right, Right, Down, Down. You will see Liliith appear below War Machine.

Play as Red Venom: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Down, Down, Left, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Left, Left, Up. You will see Red Venom appear above Chun-Li.

Play as Roll: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Right, Right, Right, Up. You will see Roll appear to the right of Mega Man.

Mortal Kombat Gold

On the "Press Start Button" screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. If you entered the code correctly, you will hear a laugh and the word "Outstanding." Enter the options screen, highlight the "Exit" option, and hold the L+R buttons. While holding these, press the A button. A cheats menu will appear with the options shown.

Easy Endings: Defeat just one opponent to see your character's ending.

Fatality 1: Finish your opponent with High Punch. This will allow any character to perform its first fatality.

Fatality 2: Finish your opponent with Low Punch. This will allow any character to perform its second fatality.

Pit Fatality: Finish your opponent by pressing Down and then press High Punch. This allows any character to perform its level fatality.

Danger: Both characters' health bars will be extremely low, enabling one-hit deaths.

Kombat Kodes: This allows 30 different Kombat Kodes to be activated.

Play as Goro: At the character selection screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons and press Up, Left, A.

Play as Noob Sabot: At the character selection screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons and press Up, Left, Left, Left, A.

Play as Sektor: At the character selection screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R and press Up, Up, Up, Left, Left, Left, A.

Alternate Costumes: On the character selection screen, highlight a character, hold Start and press any button once to rotate its select screen picture and enable its second costume, and twice for its third. This works with most of the fighters. Note: You may have to press a button a third time to get some characters' costumes.

NFL2K

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

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

Fat Players: LARD.

Sega Sports Team: SUPERSTARS. Note: The code is case-sensitive. Then the Sega Sports team will be available at the team selection screen.

Turbo Mode: TURBO. Note: The code is case-sensitive. Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Turbo."

Slow-Motion Mode: DEDMAN. Note: The code is case-sensitive. Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Slomo."
High-Pitched Commentary: SQUEEKY.

Auto-Defense Play Selection: On the "Play Selection" screen when on defense, press the A button two times to have the CPU choose a random play to stop your opponent.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear "lights out, baby!" when the code is entered correctly.

Name: BRAIN (Brain)	Pin: 1111
Name: SMILE (Smiley)	Pin: 1111
Name: FORDEN (Dan Forden)	Pin: 1111
Name: SKULL (Skull)	Pin: 1111
Name: TURMEL (Mark Turmel)	Pin: 0322

Cheat Codes: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. You will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it first each enour.

Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No 100 yards	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left
Colts playbook	1-2-3 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big footbal	0-5-0 Right

Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection (Teams Must Agree)	1-1-5 Left
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up
Smart CPU opponent	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback (Requires two human teammates)	2-2-2 Left
Muddy field	5-2-5 Down
Wet field	5-5-5 Right

PenPen Tricelon

Play as Hidden Racer: Hanamizu becomes playable after you beat all tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.

Power Stone

Manipulate the Victory Camera: Use the A, X, Y, B, Pad and Analog Stick to zoom in and out, rotate the camera around the victor, etc.
Play as the Bosses: Finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" book.

Ready 2 Rumble Boxing

Alternate Backgrounds: Set the system date to October 31 to have skeletons in the crowd. Set the system date to December 25 to put Christmas trees in the prize fight arena.

Alternate Costumes: At the character selection screen, press X+Y simultaneously.

Alternate Cornerman: At the character selection screen, hold the X button and press Up, Right, Down, or Left.

Bronze Class Boxes: Choose Championship Mode from the main menu. Then, choose New Game and put in RUMBLE POWER as your gym name to unlock all bronze class boxes in Championship Mode. This makes Kemo Claw available in Arcade.



■ Sonic Adventure, pg. 24

DREAMCAST CODES

Silver Class Boxers: Enter RUMBLE BUMBLE as a gym name. This makes Bruce Blade available in Arcade.

Gold Class Boxers: Enter MOSMA! as a gym name. This makes Nat Daddy available in Arcade.

Champ Class Boxers: Enter POD 5! as a gym name. This makes Damien Black available in Arcade.

High Voice Cornerman: On the character select screen, hold X and press L Shift+R Shift buttons at the same time.

Taunts: During a match, hold X+A or Y+B to taunt your opponent. Note: Only X+A works for Damien Black.

Fight in the Arena with a Balcony: On the main menu, enter Arcade Mode. Now pick the two-player option. Have both players hold the L Shift button on each controller while choosing a boxer with A.

Fight in the Championship Arena: On the main menu, enter Arcade Mode. Now pick the two-player option. Then, at the character selection screen, have both players hold the R Shift button on each controller while choosing a boxer with A.

Fight in the Gym: On the main menu, enter Arcade Mode. Now pick the two-player option. Then, at the character selection screen, have both players hold the L Shift+R Shift button on each controller while choosing a boxer with A.

Sega Rally 2

60 Frames-Per-Second Mode: On the game's title screen, enter the following code. When done correctly, you will hear a sound confirming that it worked: Up, A, Down, Down, Left, Right, B, B, Down. All background detail will be lost, but the game will run at a constant 60 frames-per-second.

30 Frames-Per-Second Mode: On the game's title screen, enter the following code. When done correctly, you will hear a sound confirming that it worked: Up, A, Down, Down, Left, Right, B, B, Up. This will keep the frame-rate at a constant 30 frames-per-second.

Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed by an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Soul Calibur

Sophitia's Secret (works on Japanese version only): Choose Sophitia and

TrickStyle

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

Win Everything: CITYBEACONS

Win All the Time: TEAROUND

Infinite Time: MISH

Power-up Moves: TRAVOLTA

Big Heads: INFLATEDEGO



press one of the following buttons from the selection screen. Hold it down until you see Sophie do her "pre battle" pose. She will now enter battle with a new color of panties.

X = pink

Y = blue

B = black

R = yellow (press R after you choose her or she'll be in metallic mode)

L = doesn't seem to change the color

A = white (original color)

Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select," and "Metal Mode" become available.

3rd Costume: In the character select screen, place the cursor on the character, press the Y button and select. Only certain characters have a third costume.

Weapon Select: In the character select screen, place the cursor on the character and press the L trigger to display weapons, then

select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.

Metal Mode: In the character select screen, place the cursor on the character and hold down the R trigger and select. The Metal Mode can be used together with the third costume.

Tokyo Xtreme Racer

Mark Other Cars: Press L or R button at the "Assist Shifting" menu, and you will hear a tone. This enables every rival pointer during a battle. Note: this code works only in the Quest mode.

Max Speed: Press the Y button at the "Assist Shifting" menu, and you will hear a tone. This will enable the max speed of the player and rival car after a win or lose battle. Note: this code only works in Quest Mode.

Virtua Fighter 3tb

Play As Dural: On the character select screen, press Down, Up, Right, Left+Start. You can play as Dural in any mode.

Fight the Alphabet Character: This code works in Normal Mode.

On the character select screen, highlight Akira and press Start, highlight Lu and press Start, highlight Pai and press Start, then press A after highlighting the character you want to play.

Be the Alphabet Character: This code works in Normal Mode. At the character select screen, highlight Akira and press Start, highlight Lion and press Start, highlight Pai and press Start, then press A after moving to the character you want the Alphabet character to become.



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GameShark Codes

Fighting Force 64

Infinite Lives P1	800C0F30003
Infinite Lives P2	800CE0F7003
Infinite Pistol Ammo	8109006C2400
Infinite Rocket Launcher Ammo	810601302400
Infinite Shotgun Ammo	810601D82400

Micro Machines 64 Turbo

Always Place 1st	802083F1001
Infinite Lives	800804F2009
Infinite Specials On Pickup	80208401005

Re-Volt	
1 Lap To Race P1	D01140230000
	801140230002

1 Lap To Race P2	D01164E80000
	801164E80002

1 Lap To Race P3	D01189830000
	801189830002

1 Lap To Race P4	D0111AE78000
	80111AE78002

Enable Botanical Garden	800519EF001F
Enable Front End (Cashes)	80051527001F

Enable Ghost Town 1	800516F001F
Enable Ghost Town 2	80051AF001F

Enable Museum 1	800515AF001F
Enable Museum 2	80051637001F

Enable Supermarket 1	80051747001F
Enable Supermarket 2	80051A77001F

Enable Toys In The Hood 1	800517CF001F
Enable Toys In The Hood 2	8005184F001F

Enable Toyatic 1	800518DF001F
Enable Toyatic 2	80051B87001F

Army Men: Sarge's Heroes

Enable Code (Must Be On)	F10570C2400
All Weapons	8115969E0001

Start With Max Ammo	8115FC8E0001
Immortal (Invincible)	8115F0E0001

Infinite Continues	8115969E0001
Invincible	8115968E0001

Tin Soldier	811596A20001
Play As Vikki	811609A20008

Play As Plastro	811609A20009
Play As The Big Green One	811609A20007

Gex 3: Deep Cover Gecko

Infinite Health	800A54D90004
Extra Flies	D00A54DF0000

Start With 50 Remotes	800A54DF0032
	D00A54EB0000
	800A54EB0032

WCW Mayhem

Max Strength	802F16F50009
Max Impact	803121850000

Max Speed	803156F90009
Max Quickness	803176B50009

Max Aerial	8031967F0009
Max Max Submission	8031B6350009

Max Ability	8031D6F50009
Max Brawling	8031F6B50009

Max Dirtiness	803215750009
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Nintendo 64

All-Star Baseball '99

Alien Abductors Team: On the main setup screen, move down to the "Enter Cheats" option and access Spy Blue: TRGHR Bathroom: TDBWL Riff Mission: MSTRMN Forest: TLLTRS Hoover Mission: SCRCDT Thick Mission: STPDMM Snow Mission: BLZTRD Shrap Mission: SRFPNK Fort Plastro: GRNLMN Scorch Mission: HTTTRT Showdowns: ZBTSTR Sandbox: HTKTN Kitchens: PTPSNP Living Room: HXMSRT The Way Home: VRLCN

It. On the "Enter Cheats" screen, enter A-MYBUJK, then press Start. You will see words appear below the code saying "Let the Abductions Begin." Now go to the game setup screen and access the "Stadium Select" option. Scroll down until you reach the last stadium, Alienopolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors! Even though they look different, they will still have the same attributes as your normal players.

Team of Lizards: Maybe you've noticed there are two signs in the stands of Kauffman Stadium (home of the Kansas City Royals) that say "Win a Lizard?" Well, if you hit one of those signs with a ball, your team will turn into lizards.

Cheats: The following codes are entered at the "Enter Cheats" menu. If the code is entered correctly, it will give you a description of it. You can disable the code either by pressing Start immediately or by re-entering the code.

Fat-Skinny Mode: ABTNCSTLO
Big Ball Mode: BBNSTRDS
Ball Trail Mode: GRBLBFDST
Big Head Mode: GOTHLEUM
Paperman: PRPPAPLYR

All-Star Baseball 2000

Blind Code: On the main setup screen, access the "Enter Cheats" option and enter MEEYES. Press Start and you will see text at the bottom of the screen that says "My eyes, my eyes. I'm blind." Now when you play a game, the background graphics will be all foggy and you will only be able to see the players clearly.

Unhittable Fastball: Select Arcade Mode. When you are pitching, hold Down+CA and hold it until the ball reaches home plate. The batter won't be able to hit the pitch about 99% of the time.

Easier Home Runs: When you're up to bat, press the B button for a power hit. If you have the pitcher aid on, and can see where the ball is going, put the power box right under it. If you have a right-handed pitcher, place the box so the pitcher aid is in the upper left (just in case the pitcher is throwing a slider or curve). If you have a left-handed pitcher, then place the box so the pitcher aid is in the upper right. If you stay under the pitcher aid and swing at the correct time, you will almost always hit a home run.

Visual Codes: Access the Enter Cheats option on the main setup screen and enter one of the following codes.

Beach Ball Mode: BCHBLKTPTY
Baseball trails: WALDWDWST
Fly back to dugout: FLYAWAY
Small players: TOTHUMBLO
Blackout Mode: WTOTL

Army Men: Sarge's Heroes

All Weapons: NSRLS
Maximum Ammunition: MMLVSRM
Test Information: THDTS
Mini Mode: DRVLVSSMM

Play as Tin Soldier: TNSLDRS
Play as Vikki: GRNGRLRX
Play as Plastro: PLSTRDSVVG

Level Passwords:
Spy Blue: TRGHR
Bathroom: TDBWL
Riff Mission: MSTRMN
Forest: TLLTRS
Hoover Mission: SCRCDT
Thick Mission: STPDMM
Snow Mission: BLZTRD
Shrap Mission: SRFPNK
Fort Plastro: GRNLMN
Scorch Mission: HTTTRT
Showdowns: ZBTSTR
Sandbox: HTKTN
Kitchens: PTPSNP
Living Room: HXMSRT
The Way Home: VRLCN

Bass Hunter 64

Enter the following codes at the cheat codes screen under options. You will hear a "boing" sound if the codes were entered correctly.

All Lakes: ALLDLAKES
Extra Money: ALLDCASH
Slow Boat: WHATADRAG
Fast Boat: HYPERBOAT

Bathtub Boat: RUBADUBDUB
No Snags While Fishing: BAGDSNAGS

Unbreakable Line: SUPERSTRING
Large Fish: MONDOFISH

Less Fish: WHEREDFISH
Easy to Catch Fish: SUPERLURE

Fish More Active: HAPPYFISH
Catch at Linder: FISHMAN (Instead of catching a regular fish, you will see a head with sunglasses, a hat, and fins.)

No Penalties During Tournament:
NOPENALTY

Win Current Tournament: IWINIWIN
New Silly Game: SILLYSOUND

BattleTnx: Global Assault

At the "Input Code" screen, put in any of these passwords for the results shown.

Level Select: 800YS
Invincibility: HPPHPPPPY

All Weapons: RCKTSRDLGR
Brandon Gang: NKNKHCKS

Custom 1 Gang: TRDDYBRKRS (This gives you the Mz Hydra tank in the multi-player game.)

Campaign Mode Bonus Level: WRDRB (This gives you a hidden level after you complete Campaign Mode.)

Beetle Adventure Racing

Hidden Cheat Menu: Go to One-Player Mode and select "Championship Race" on Coventry Cove. While racing, find the shortcut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say "Groovy!" You see you hit it, finish the race. Then you'll see text on your "Player Results" screen that says "Cheat Menu Activated." Now go to the options and at the bottom, there will be a new option called "Cheats." Enter this option and you will be able to choose between two different cheat types.

Bomberman 64

Here's where to find some of Bomberman

optional outfit parts:

Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge.

Iron Armor: In the white glacier. It's in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.

Extra Battle Mode Stages: Press Start at the title screen. When the main menu screen appears, press Start rapidly until you hear a ringing sound. Go into the Battle Mode to choose the new stages!

Buck Bumble

All Weapons: At the title screen press Left, Right, Up, Down. Then hold Z and press Right, Left, Left. When the game begins, press A+B+R. You will hear a noise if it is done correctly (it only works in One-player Mode).

Level Select: At the title screen hold Z and press Right, Down, Down, Right, Release Z and press Right, Up, Down, Left, Left, Up, Right, Right to finish the code.

Refill Health and Ammo: Press A+B+R button while playing and you will refill your health and ammo (You can only use this code if you have All Weapons on).

Bust-A-Move 2: Arcade Ed.

Another World: At the title/menu screen, press the L button, Up, R button, Down. If entered correctly, a little green character will appear on the lower right of the screen. Now go to the "Game Select" screen and move over to the Puzzle Mode. The words, "Another World" will be underneath the Puzzle Mode. Select this mode to play an entirely new set of levels!

Bust-A-Move '99

Another World: At the title/menu screen, press the L button, Up, R button, Down. If entered correctly, a little green character will appear on the lower right of the screen. Now go to the "Game Select" screen and move over to the Puzzle Mode. The words, "Another World" will be underneath the Puzzle Mode. Select this mode to play an entirely new set of levels!

Command & Conquer

Adjust Battle Screen: Hold L and press Up-C or Down-C to magnify and reduce the screen.

Diddy Kong Racing

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

Hom: BLABBERMOUTH
Two-Player Adventure: JOINTVENTURE
All Balloons are Yellow: BODYARMOR
Disable Weapons: BYEBEYBALLOONS
No Limit to Bananas: VITAMINB
Zap the Zippers: ZAPTHEZIPPERS
Ultimate AI: TIMETOLOSE
Maximum Power-Up: FREEFORALL
Start with 30 Bananas: FREEFRUIT
Big Characters: ARNOLD
Small Characters: TEENYWEENIES



Knockout Kings 2000



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

Select Same Player: DOUBLEVISION
Four-Wheel Drive: OFFROAD

Duke Nukem: Zero Hour

Refill Energy: After destroying a fire hydrant, stand next to it and press the B button repeatedly. Each time you do this you will gain back points of energy.

Extreme G: XG2

To get any of these codes to work, just get to the bike selection screen and press the R button to get to the "Customize" screen. Now move over to the "Enter Name" option, access it, and put in the passwords for the results shown below.

Cause Track to Spin: SPIRAL
Paper Airplanes/WipeOut-Style Ships in Place of Cyber Bikes: 2054
Wire Frame Models: LINEAR
Unlimited Nitros: XXX
Overhead View: SPYEGYE
Remove All Meters and Text from Screen: NOPANEL
Extra Boost of Speed and Acceleration: XCHARGE

F-1 World Grand Prix

Get Gold Star or Silver Driver: After pressing Start at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press button A and choose the "Edit Name" option. Using the pad, change the last name "Williams" to either Chrome for the Silver Driver or Pyrite for the Gold Driver. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.

Hidden Bonus Track: Vacation Note: Instead of the "Drivers" option, go into "Courses" and scroll until you see the Bonus Track, complete with a volcano!

Fighting Force 64

Level Select & Invincibility: On the main menu screen, hold L button+Z button+C-Up+Down-C. This will take you to the character select screen in a few seconds. From there you may press Left-C or Right-C to choose your beginning level. You will also begin the level with invincibility.

Fox Sports College Hoops '99

Enter the following codes at the "Secret Codes" screen under the options menu.
Big Head Mode: NOGGIN
Transparent Players: GHOST
Secret Court: Z-WOOD
Secret Team: TEAM-Z
Remove Bleachers and Crowd: NOFANS

Transparent Trails: TRAILS (Transparent trails will follow the basketball).
Disable Shot Clock: BUZZ
Activate a 30-Second Game: THIRTY
Home Team Ref: HOMIE (Ref makes calls in favor of the home team.)

Gex 64

99 Lives and Every Remote: At the main menu screen, choose the "Load Game" option. On the next screen, choose "Password" and enter M758FRQW3J58FRQWJ. You can see the results of the code immediately by pressing Start to pause the game and then moving down to Stats and accessing it with button A. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

Glover

To use the following codes press Start to pause the game while playing. Enter the following C-button combinations while it is paused.

Infinite Life: Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C.
Speed Up Spell: Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C.
Become-a-Frog Spell: Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C.
Secret Cheat: Down-C, Up-C, Right-C, Right-C, Down-C, Up-C, Right-C, Right-C.
Call Ball: Up-C, Left-C, Left-C, Up-C, Right-C, Left-C, Down-C, Up-C.
Checkpoints: Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C.
Death Spell: Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C.
Low Gravity: Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C.
Shift Camera to the Left: Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C.
Big Glove Spell: Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C.
Frog Spell: Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C (turn people into frogs by pressing R).
Open Portals: Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Up-C, Right-C.
Locate Garibs: Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C.
All Cheats Off: Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C.

GoldenEye 007

Time Codes: Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:
Level 1: Dam-Paintball Mode-Secret Agent-2:40.
Level 2: Railway-Invincibility-00 Agent-2:05.
Level 3: Runway-DK Mode-Agent-5:00.
Level 4: Surface-2x Grenade Launcher-Secret Agent-3:30.
Level 5: Bunker-2x Rocket Launcher-00

Agent-4:00.
Level 6: Silo-Turbo Mode-Agent-3:00.
Level 7: Frigate-No Radar (Multi)-Secret Agent-4:30.
Level 8: Surfacez-Tiny Bond-00 Agent-4:15.
Level 9: Bunker-2x Throwing Knives-Agent-1:30.
Level 10: Statue-Fast Animation-Secret Agent-3:15.
Level 11: Archives-Invisibility-00 Agent-1:20.
Level 12: Streets-Enemy Rockets-Agent-1:45.
Level 13: Depot-Slow Animation-Secret Agent-1:30.
Level 14: Train-Silver PP7-00 Agent-5:25.
Level 15: Jungle-2x Hunting Knives-Agent-3:45.
Level 16: Control-Infinite Ammo-Secret Agent-10:00.
Level 17: Caverns-2x RC-Pgos-00 Agent-9:30.
Level 18: Cradle-Gold PP7-Agent-2:15.
Level 19: Aztec-2x Lasers-Secret Agent-9:00.
Level 20: Egyptian-All Guns-00 Agent-6:00.

Bond Photos (GameShark): This GameShark code reveals pictures, on the selection screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter A002B9B 00... For the two spaces, enter 01 to Roger Moore, 02 to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.

Secret Level Editor: Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor screen in which you can configure options such as enemy health, enemy damage, enemy accuracy and enemy reaction speed!

Same Player in Multiplayer: Plug in four Controllers. Enter Multiplayer Mode and select four characters with each Controller, having players three and four be the duplicates. Then go back to the "Multiplayer" screen and unplug Controllers three and four. Have players one and two choose the players where three and four were. Go back to the "Multiplayer" screen once again and plug players three and four back in. Be sure to change the "Player" option back to four. Now when you begin your match, there should be two of the same character!

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.
Mirrored Tracks: Z, R, Z, R, Z, Z.
TowJam Car: C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.
Infinite Turbos: C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.
Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.
Stealth Mode: C-Left, Z, Z, C-Up, C-Left, R, C-Down, C-Up.
Race at Night: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.
Enter these on the Password Screen for the results as shown:
Bonus Cars and Tracks: 99780TY8VD
D7B0DD0D2.
Additional Bonus Cars: 9PNTPTFN6P
NMQPNNPPPL.

Ken Griffey Jr.'s Slugfest

Go to the "Create A Player" option and type "Code" for the first name and one of the following for the last name. A confirmation signal will sound.

Weeble Weeble Player: WEEBLEMAN.
Big Heads: BIGGEDHD.
Thin Players: TOOTHPICK.
Invisible Players: INVISIBLEMAN.
Tick-Bodied Players: THETICK.
Tiny Players: LIDDELEAGUE.
Big Feet: BIGFOOT.
Flat Team: STEAMROLL.
CPU vs. CPU Game: CPUVS.CPU.
Fireworks Show: Choose any of the teams on Exhibition Mode, and press Z to view the stadium when the "Stadium Select" appears. Now press the R and Z buttons when viewing the stadium, and fireworks will appear behind home plate.
Home Run Griffey: This code only works when Ken Griffey Jr. is up to bat. While you are up to bat press Left, Right, Right, Right, Left, and Left on the Control Pad. You must make contact with the ball after you enter the code to get a home run.

Legend of Zelda: The Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees if you take aim and shoot the window on the left, a guard will pop out, scold you, and throw a bomb right back at you!
Multiple Bottles Trick: Choose any one of the EMPTY bottles you find. Fill a shadowing bowl with fish or find a fairy. Swing the bottle and in mid-swing, press Start. On the "Select Item" screen, choose any weapon or item (except the ice, fire or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow the bow will still work with the special arrows. When you collect ammo for the item, it will go back. Note: If you cover a needed weapon, you may not get it back!

Lode Runner 3D

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

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.
20-Yard First Downs: FIRS7T520
100-Yard Passes: PIGSKINFLY
More Injuries: PAINFUL
More Interceptions: PICKEDOFF
Less Sacks: QUINTHELOSS
Less Penalties: REFSIBLND
Weld Scoring Rules: DRBENWAY
Edge Sports Stadium: WILDWEST
EA City Stadium: ITSINTEGAM
Tiburon Stadium: WEPUTTITHERE

FATAL FURY

WILD AMBITION



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NFL Quarterback Club 2000

Go to the cheat codes menu and put in any of these codes for the following results.

Big Football: BCHBILL
Flubber Ball: FLUBBR
More Fumbles: BTRFRNGRS

Large Coin at Toss: BGMNY
Players on Fire: HSNFR



All-Madden Team: TEAMMADDEN
EA Sports Team: WEARETHEGAME
EA Sports Team: INTHEFAUTURE
Marshall's Team: COWBOYS

Mario Golf

Password Screen: At the main menu highlight the the option labeled "Club House" and press Z+RA at the same time.
Toad Highlands Tournament: Put in KPXXN9h3 as the password.

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

Left-Handed Golfs: On the character select screen, hold the L button and choose a character.

First Camp Hyrule Cup: Enter oEQ561G2 as a password at the code enter screen to play a tournament on the Koopa Cup course with Donkey Kong.

First Camp Hyrule Cup: Enter 5VW689O6 as a password at the code enter screen to play a tournament at the Toad Highlands course with Plum as your player.

MLB Featuring Ken Griffey Jr.

Pitcher Dance: When you are pitching, press Up, Up, Down, Left, Right, Right, Left, Left, Down, Up, before you throw a pitch. Your pitcher will then dance right on the mound!

Home Run Griffey: Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press Left, Left, Right, Right, Right, Left, Left. Once you enter this, he will point his bat to the stands. The next hit should be a home run!

Win the World Series: To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice. Go to the stadium select screen and press Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C, then Z. You will automatically be taken to the celebration!
Blow Up the Batter: When you are up to bat, press Right, Left, Down, Right, Left, Up, Right, Left, Down. Your batter will then explode, but he will return after the next pitch. The timing is tricky in this one, so you may have to enter it a few times to make it work.

Micro Machines 64 Turbo

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

playing.

Blow Up All Cars: Hold X + C-Up +C-Right + C-Left.
Turn Into Level Object: Down, Down, Up, Up, Right, Right, Left, Left.

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

Slow CPU Cars: C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.
Quit Race and Win: Press Z +C-Down. Note: This code doesn't work in time trials.

Change Camera Angle: Hold Z and press Up, Down, Left or Right.
Change Camera Zoom: Hold Z and press L or R.

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

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

Mission Impossible

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

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

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

7.65 Silencer with 30 rounds: Up-C, L, Right-C, Left-C, Up-C.

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

Monster Truck Madness 64

Enter these passwords for the results shown below.

Low Rider Trucks: YRDR. All of your trucks have low rider wheels!

Unlimited Missiles: Y_WNLT_I. While playing a game, press Left to fire the missiles.

Gut Noises: BRPS. While playing, press Up to hear various burping noises.

Programmer Textures: JMPNG. This will change all the game's ground textures into black and white pictures of one of the game's programmers.

Strange Mode: JMPR. You will see a change in the graphics.

Mortal Kombat Trilogy

Access Extra Option Screen: At the "Intro Story" screens, press Up, Right, Left, Down on the C buttons and then B, A. You should hear Shaoh Kahn's voice if done correctly. Then go into the options for the hidden "Extra Option"

menu.

Select Komat Zone: At the player select screen, highlight Sonya and press Up-Start. The screen will shake and you will notice the Zone Select at the top.

Play as Shao Kahn: After entering the Zone Select code, select your fighter and choose "Pit 3" as your Zone. Before the match begins, hold Down+A+B. Your fighter should morph when the fight begins.

Play as Motaro: After entering the Zone Select code, select your fighter and choose "Jade's Desert" as your Zone. Before the match begins, hold Left(On D-Pad)+Low Kick+High Kick simultaneously. Your fighter should morph when the fight begins.

Play as Human Smoke: Select Robo-Smoke as your fighter then hold Left(On D-Pad)+Block+High Punch+High Kick+Run simultaneously before the match begins. Robo-Smoke should then morph into Human Smoke.

Super Endurance Path: Press Down+Start while highlighting Kano at the player select screen. The screen will shake. Then select the hardest path for Super Endurance.

Free Play: To access the Free Play Mode, go to the story screen and quickly enter Up, Up, Right, Right, Left, Left, Down, Down. You'll hear a sound. If you lose, your credits will now be on Free Play!

Mortal Kombat 4

Cheats Menu: From the main menu, access the options. In the options screen, highlight the "Continues 3" option. Then hold the Block+Run buttons at the same time for about 10 seconds, or until a secret menu appears. Once you see the secret "Cheats" menu, you will be able to turn on and off endings, fatalities and level fatalities!

Play as Goro: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move up three times and Left once (highlighting Shinnok). Next, press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Goro!

Play as Noob Saibot: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move up two times and Left once (highlighting Reiko). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!

Mortal Kombat: Mythologies

Go into the "Password" option and enter any one of the codes as shown. If you do the urns and lives codes correctly, you will hear the sound of fire after you exit. With the other codes, the effects are evident when you exit the screen.

30 Vitality: UMSXVSZ
1,000 Lives: GTTBHR
View Credits: CRDVTS
Ultimate Cheat: ZCHRRY
Exploding Boss: RCKMND

NASCAR 99

Hidden Announcer Car: To play as the commentator, Benny Parsons, choose a Single Race from the main menu. On the "Single Race" screen, move down to "Select Race" and choose the Richmond Track. Now move up and highlight the "Select Car" option. With this option highlighted, enter the following code very quickly (within four seconds): Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z.

NBA Jam '99

These codes are to be entered after pressing Start to enter in the middle of the game.
Automatically Make Your Next Shot: L button, L button, C-Up, L button, L button, C-Up, L button, L button, C-Up, Z.
Dunk From Anywhere: L button, L button, C-Down, L button, L button, C-Down, L button, C-Down, Z.
Super Push: L button, L button, Up, L button, L button, Up, L button, L button, Up, Z.
Tie the Score: L button, L button, Down, L button, L button, Down, L button, L button, Down, Z.
Turn Team on Fire: L button, L button, Right, L button, L button, Right, L button, L button, Right, Z.
Cancel Activated Cheats: L button, L button, Left, L button, L button, Left, L button, L button, Left, Z.

NHL 99

More Speed: FASTER
No Goals: PULLED

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers.
 Name: BRAIN Pin: 1111 (Brain)
 Name: FORDEN Pin: 1111 (Dan Forden)
 Name: SKULL Pin: 1111 (Skull)
 Name: TURMEL Pin: 0322 (Mark Turmel)

Cheat Codes: At the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, Press Turbo, Jump(2), Pass(3), Left. Note: More than one code may be activated per game.

Infinite Turbo: 5-1-4 Up.
 Fast Turbo running: 0-3-2 Left.
 Power-up offense: 3-1-2 Up.
 Power-up defense: 4-2-1 Up.
 Power-up teammates: 2-3-3 Up.
 Power-up blockers: 3-1-2 Left.
 Super blitzing: 0-4-5 Up.
 Super field goals: 1-2-3 Left.
 No interceptions: 3-4-4 Down.
 No random fumbles: 3-2-3 Down.
 No first downs: 2-1-0 Up.
 No punting: 1-5-1 Up.
 Allow stepping out of bounds: 2-1-1 Left.
 Fast passes: 2-5-0 Left.
 Turn off stadium: 0-0-0 Left.
 Late hits: 0-1-0 Up.
 Show field goal %: 0-0-1 Down.
 Show punt hang meter: 0-0-1 Right.
 Use team plays: 1-0-0 Up.
 Hide receiver name: 1-0-2 Right.
 Invisible: 4-3-3 Up.
 Big football: 0-5-0 Right.
 Big head: 2-0-0 Right.
 Huge head: 0-4-0 Up.
 No head: 3-2-1 Left.
 Headless team: 1-2-3 Right.
 Team tiny players: 3-1-0 Right.
 Team big heads: 2-0-3 Right.

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No play selection (Teams Must Agree): 1-1-5 Left.
 Show more field (Teams Must Agree): 0-2-1 Right.
 No CPU assistance (Teams Must Agree): 0-1-2 Down.
 Power-up speed (Teams Must Agree): 4-0-4 Left.
 Hyper blitz (Teams Must Agree): 5-5-5 Up.
 Smart CPU opponent: 3-1-4 Down.
 Tournament mode (2P Game): 1-1-1 Down.
 Always quarterback (Requires two human teammates): 2-2-2 Left.
 Always receiver (Requires two human teammates): 2-2-2 Right.
 Old day stadium: 5-0-1 Up.
 Day stadium: 5-0-1 Down.
 City stadium: 5-0-1 Left.
 Old night stadium: 5-0-2 Up.
 Night stadium: 5-0-2 Down.
 Future stadium: 5-0-2 Left.
 Old snow stadium: 5-0-3 Up.
 Snow stadium: 5-0-3 Down.
 Roman stadium: 5-0-3 Left.
 Grass field: 3-0-0 Up.
 Asphalt field: 3-0-1 Up.
 Dirt field: 3-0-2 Up.
 Astroturf field: 3-0-3 Up.
 Snow field: 3-0-4 Up.
 Fog on: 0-3-0 Down.
 Thick fog on: 0-4-1 Down.
 Weather: snow: 5-2-5 Down.
 Weather: rain: 5-5-5 Right.
 Night game: 0-2-2 Right.

NFL Quarterback Club 2000

Enter one of these codes at the cheat menu to get the results as shown.
Rugby Mode: RGGY
More Injuries: HSPTL

NHL Breakaway '99

All Cheats: At the main menu screen, quickly press C-Left, C-Right, C-Left, C-Right, R, R. A "Cheat Menu" option will appear below the other menu items. Access this option to change the player types, sizes, checks and glass break percentage.

Nightmare Creatures

Cheat Menu: Access the "Password" option from the main menu and enter Left, Up, Down, C, Left, C, Right, C, Up, Left, C, Down. A cheat menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

Off-Road Challenge

El Cajon Tracks: On the track selection screen, hold Up on the control pad and press the L-R buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z, and press the A button.
Flagstaff Tracks: On the track selection screen, hold Left on the control pad and press the L button. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z, and press the A button.
Guadalupe Tracks: On the track selection screen, hold Down on the control pad and press the R button. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z, and press the A button.
Monster Trucks: On the Track Selection screen, press one of the following C-button combinations to get the alternate Monster Truck:
 Left-C: Thunderbolt.
 Right-C: The Crusher.
 Up-C: 4x4 Monster.
 Down-C: Punisher.

PilotWings 64

Jumble Hopper: First, you must get to the third stage of the Jumble Hopper event. When you begin this stage, jump between the building you started on and the building in front of your starting position. The aim is to get through the doorway of the bluish-green building. This is best done by jumping against the building across from it and landing right next to the open doorway (This is very difficult to do and requires a lot of practice). Once you have mastered this, you will be able to jump into the hallway (with much difficulty) and follow the path until it leads out into the street. Once you reach the street, you will notice that you have warped into New York! This is not very far from the goal. If you are good enough, you will be able to get a near-perfect score (depending on how many points were taken off during your journey).

The New Tetris

Turbo Mode: Select Single Player Mode, enter 2FAST4U as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.
Turbo CPU Mode: Select Single Player Mode, enter AaZzEzUz as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly while your blocks will remain at normal speed.
Music Kaleidoscope: Enter the audio options screen and set the song to "Halo" and the music mode to "Choose." Then select Single Player Mode, enter HALLUC as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game. Note: The Nintendo 64 must be reset to quit this mode.

Quake II

Unlimited Ammo in Multiplayer: 53T1 NFN 1T5 HoTS.
Low Gravity in Multiplayer: 53TLOWGR VTYT ???
Final Mission Password: To access the "Password" screen, choose LOAD GAME then press B when the list of saved games appears. Now enter F6o? VQCH?BHF DQQL. **Control Pak:** First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the mode screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VBBC FBBC VFBC. You will automatically be brought to a timed game and it will be called Mission 0.

Rampage 2: Universal Tour

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

Rampage: World Tour

Level Select: At the character selection screen, hold L and all four C buttons simultaneously until you hear a noise. Now press Start. When the screen that shows the level you're about to play appears, press Left and Right to change the city, or press Up and Down to change the country.

V-Rally Edition '99

Cheat Options: When you are at the screen that says, "Press Start," enter L+R, C-Left, C-Right, L+R, Start. Now on the Main Menu Screen, hold Z and



Re-Volt

All Cars and Tracks: From the main menu, enter B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.

S.C.A.R.S.

On the "Option Settings" screen, move down to the "Password" option and enter one of these codes for the results shown.
Crystal Cup: LGGSSX
Diamond Cup: CRKYY
Zenith Cup: DZPKKK
Master Mode: PKRPT
Scorpion Car: SSSSRT
Cobra Car: TRITLL
Cheetah Car: NRRNRR
Panther Car: YMSSTR
All Cars and Tracks: WLIVDD
Open All Secrets: At the player select screen, press Left, Up, Right, Down, Z, R, Down, Left, Up, Right. Every cheat will now be opened.

San Francisco Rush

Back Tire Size: Press and hold Right-C, then Left-C, release and reverse.
Car Size: Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.
Drive Burning Hells: Hold Up-C and press Z, Z, Z.
Front Tire Size: Press and hold Left-C, then Right-C. Release. Then press and hold Right-C, then Left-C. Release.
Turn Car into Mine: Press Right-C, Right-C, Right-C, Down-C, Up-C, Z button, Left-C, Left-C.
Secret Alcatraz Level: Go to the start game menu and choose "Circuit." Now on the select player screen, choose the "Just Play" option. The "Enter Code" option will flash. Choose this option and put in this password as follows: 80PSK5G4G5G9G2WCWQYDRODQ. After you enter this circuit-winning code, the "Circuit" menu appears. Choose the option to "Continue Circuit" and let time run out while racing. You'll be rewarded with a "Celebration" screen and the code to get the Formula 1 car. (J) on the car select screen: Hold Left-C, Z, and release them. Next, press Left-C, 2) on the Setup Screen: Hold Up-C, then Z and release them. Next, press Z, 3) on the car select screen: Hold Down-C, then Z and release them. Press Down, L button, R button. Now go back to the select track screen and you will be able to choose Track 7, which is the Alcatraz Track!

Snowboard Kids
Hidden Stage and Cool Colors: On the title screen, press Z, B, C-Up, Down (D-Pad), Left (Analog Stick), Right (Analog Stick), Up (D-Pad), R, Z, A. You will hear an evil laugh if it

press L. The word "Cheats" will appear underneath the other options. Now you can unlock cars, choose no time, and more!

To the Finish Line

Rush 2: Extreme Racing USA

Tag Mode: Choose the Practice Mode with two players. Then after both players have selected their cars, press Up-C a couple of times during the countdown. When the game begins, the word "IT" will appear on the second player's half of the screen. The player who is not "it" becomes "IT" when his/her car is hit by the other player or destroyed. A timer will keep track of how long the current player has been "it."

WipeOut 64

All Ships: At the main menu, hold Z+L+R. Quickly press Down-C 4 times, Right-C once, Up-C once, Left-C. After you enter the code, you'll see a green flash on the screen.

Infinite Energy: Hold Z+L+R while playing and then press Up-C, Down-C, Left-C, Right-C, Up-C, Down-C, Left-C, Right-C.
Infinite Weapons: Hold Z+L+R while playing and press Down-C, Down-C, Left-C, Left-C, Right-C, Right-C, Up-C.

World Driver Championship

Access All GT2 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the "GT2 Circuit" menu. It says "Teams/Event Select," "Save Game" and "Main Menu" on the left. Using the second controller, press Z, Right, Z, Z, B, C-Down, A, Right, Start. There will be no notification and the screen will advance when you hit A, but all of the GT2 cars will be available. Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.

is done correctly. Once you do this, you will open up the ability to use all the boards and levels in the game. Plus, you will be able to use all the hidden characters in Battle Mode!

South Park

All Characters in Multiplayer: From the main menu screen, choose the "Enter Cheat" option. On the "Secret Decoder" screen, enter OMTKXVB and press button B. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the "Character Select" option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Stanwin Marvin and Big Gay Al! **Ultimate Cheat:** MOVEBOBBYBIRD **Level Select:** THEEARTHMOVIE **Skinny Characters:** VEGGIEHOVEN **Big Headed Characters:** MEGGANOVEN

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Tweety Bird, Daffy
Duck, Tasmanian
Devil, Speedy
Gonzales and, of
course, Bugs Bunny
as they romp
through adventure
after adventure!



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Credit Cheat: SCREWYOUJUGS
Infinite Ammo: FATTERKNACKER
All Weapons: FATKNACKER
Invincibility: ASSMAN
Pen and Ink Mode: PLANEARIUM

Space Station: Silicon Valley

Hidden Level: From the "Saved Game Select" screen, press Down, Up, Z button, L button, Down, Left, Z button, Down. If you do it correctly, you will hear a "ping" sound. Select your saved game and the Zone Select ring will appear. Press Left to back up one zone and you will see the hidden level!

Star Wars: Ep.1 Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the initials screen. Now, while holding Z and using L shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say "OK." Now begin any saved game and start a race.

While in the race, pause the game. While on the Pause menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle invincibility, AI speed, Intensity, Mirror Mode, and Edit Vehicle Stats!
Auto Pilot: First, play in the Debug Trick. Then while playing a game, press R+Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R+Z again to de-activate the auto pilot and get back full control of your racer.

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

Star Wars: Rogue Squadron

Naboo Fighter: Enter HALIFAX and ignore the incorrect entry sound. Next, enter IYNG-WIEI as a second passcode and a Naboo Starfighter from Star Wars Episode 1: The Phantom Menace will be between the X-Wing and V-Wing at the ship selection screen. The new fighter will be available in any mission that does not require a Snowspeeder or T-16 Skyhopper. To disable the code, enter HALIFAX as a first passcode and anything else as a second passcode.

Superman

Mission Select: First begin a one-player game and play until you get the option to save the game on the Controller Pak. Save the game, then reset. Select "Load Game" from the main menu, then choose the game that was saved. A prompt to insert a Rumble Pak will appear. Hold L+B for approximately one second, then press A. A mission select-

tion screen will appear that allows any mission to be played under the current difficulty setting. *Note: The difficulty setting may be changed by entering the option screen from the main menu.*

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+Start. Be sure to ask for permission from your friend.

Change Outfits: You can change your character's outfits by tapping the four C buttons at the character select screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat.

Triple Play 2000

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

Turok 2: Seeds of Evil

Enter any of these codes at the "Enter Cheat" option on the main menu screen, or when paused, access the "Enter Cheat" option and enter a code. Access the "Cheats" option to turn on the cheats of your choice.

Big Head Mode: UBERNOODLE
Stick Mode: HOLASTICKBOY
Big Hands and Feet Mode: STOMPEM
Pen and Ink Mode: PIPPSQUEAK
Tiny and Ink Mode: IGOTABFA
Gouraud Mode: WHATSATEXUOREMAP
Janus's Cheat: HEERESJUAN
Zach's Cheat: AAHGOO
Blackout Cheat: LIGHTSOUT
Frooty Stripe Characters: FROOTSTRIFE
Quick Unlock All Cheats: Go to the main menu and access the "Enter Cheat" option. Now enter BEWAREOBLIVIONISATHAND. To activate any of the newly unlocked cheats, go to the cheats section from the main menu.
Co-op Single Player Levels: Note: Must have "Unlock All Cheats" opened for the desired level.

Begin a Game in Multi: Go to the cheats menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any boss or level. Be careful about warp points—enter at the same time or it will screw up the game by loading two maps at once!

Vigilante 8

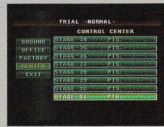
From the title screen, access the options menu. In the options, go to the "Passcode" option and enter any of the following codes for the results as shown.

Reduced Gravity: A, MOON, GETAWAY
No Enemies Present: POPULATION_OUT
No Damage: LIVING_FOREVER
All Ending Movies to Play in Sequence: LONG_SLIDESHOW
Choose the Same Car or Enemy Car in 2P Quest: MIX_MATCH_CARS
Unlock All Cars Except Flying Saucer: GANGS_UNLOCKED
Unlock the Flying Saucer: GIMME_DA_ALIEN
Unlock Hidden Levels: LEVEL_SHORTCUT
Enhanced Missile: MISSILE_ATTACK

WinBack: Covert Operations

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

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



Hardest Difficulty: I, AM, TOUGH, GUY
Slow Motion Mode: GO, REALLY, SLOW
Ultra High-Res Display Mode: MAX_RESOLUTION
No Weapon Delay While Firing: FIRE_NO_LIMITS
Unlock Everything: JBT7CFD1LRMGW

WCW Nitro

All of these codes are to be entered at the title screen.
Balloon Heads: Left-C(7), L, Z. Damage to wrestlers makes their heads swell.
Big Heads, Hands and Feet: R(7), Right-C, Z.
All Wrestlers: Right-C(A), Left-C(A), R(A), L(A), Z.
Extra Rings: Left-C, L, Right-C, R, Left-C, L, Right-C, R, Z.
Big Heads: Right-C(7), R, Z.
Dance Move: First you must unlock the extra rings to do this trick. Choose the Disco Ring from the options screen. If you hit B when competing in the Disco Ring, the fighters will do a little dance.

WipeOut 64

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

World Driver Championship

Access all G2 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the GT2 circuit menu. It says "Teams/Even Select," "Save Game" and "Main Menu" on the left. Using the SECOND Controller, press Z, Right, Z, Z, Z, B-C, Down, A, Right, Start. There will be no notification and the screen will advance when you hit A, but all of the GT2 cars will be available. *Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.*

WWF Attitude

In Win European Belt Mero and Sable: This unlocks the sexiest woman in wrestling and a couple complementary wrestler.
Squeaky Voices: This option makes the announcers' voices even more annoying than they already are.


Trainer Cheat: This will unlock the Trainer who is equipped with some big-time moves and a lot of headlines.
Win First Round of "King of the Ring" Kurrgan and Taka: Brings about two tough and entertaining wrestlers. Taka's the pick of this litter, though.
Win Survivor Series Sgt. Slaughter and Shawn Michaels: Let the charisma shine when you unlock these two stallions.
Win Intercontinental Belt Jacqueline and Chyna: Bring these two lovely ladies to your stable. They're a perfect complement to Sable.
Extra Attributes: You'll have three more points for your created wrestlers, which makes 39 points in all!
Big Head Cheat: You'll have access to big nogginns for all the wrestlers with this.
Win Royal Rumble Paul Beaster and Jerry "The King" Lawler: Two more to choose from.
Win Heavyweight Belt Beep Mode: Bleeps out the potential profanities.
Head: Al Snow's mannequin head is now a wrestler.


Ego Cheat: Wrestlers' heads grow as the crowd praises them.

WWF Warzone

Once you've opened one of the features or modes, press L, then the R button at the main menu screen to move down to the basement. From here, you can access all of the cheats you've opened!
Random Wrestler: On the character selection screen, hold Up and press Block.
Taunt Your Opponent: In the middle of a match, press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.
Access Duke Love and Cactus Jack: Beat WWF Challenge on "Normal" with Mankind.
Burp and Fat Mode: Beat WWF Challenge with Mosh or Thrasher on any difficulty. Whenever you get hit or hit someone, you'll hear a burp or a fart!
Goldust's Extra Costumes: Beat WWF Challenge on Normal with Goldust to get more costumes.
Ladies Night Mode: Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode. No Wimps Mode.
Disable Blocking: Beat WWF Challenge with Faarooq or Ken Shamrock.
Color Reflections: Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.
Play as Sue: Beat WWF Challenge with Owen or Bret Hart to access Sue the ring girl.

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can really be a lot of fun.
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GameShark Codes



PlayStation

Chocobo Racing

Enable All Characters+Tracks	801E929CFFFF 300A0F40008
Enable All Moves	801E9298FFFF
Enable All Music	800E9294FFFF
	800E9296FFFF
Have All Crowns+Classes	801E9290FFFF
	801E9292FFFF
Max Stats in Edit Mode (Press Select)	
	D00781200100 800675A6363 D00781200100 8006875C6363 D00781200100 8006755C063 800303382400
Time Is 0:00:00	

Dino Crisis

Have Custom Shotgun, Handgun, and Grenade Guns	800C15A0510
Inf. Grenade Ammo 2nd Position	800C18C9E18
Inf. Large Med Paks 3rd Pos.	800C18D49E1E
Inf. Shotgun Ammo 1st Position	
	800C18C09610 800B95740480 D014957E1040 8014957E1000
Resus. Always in Material Storage Room	800C1E530000
Start W/ 150 Grenade Ammo 2nd Pos.	D00BF860300 800C18C9E18
Start W/ 150 Large Med Paks 3rd Pos.	D00BF860300 800C18D49E1E
Start W/ 150 Shotgun Ammo 1st Pos.	D00BF860300 800C18C9E10
Start W/ Custom Shotgun, Handgun and Grenade Gun	D00BF860300 800C15A0510

Evil Zone

Disable P1	300A83760000 300A83780000
Disable P2	300A83770000 300A83790000
Unlock All Extras	800A83DEFFFF 800A83E0FFFF 800A8302FFFF 800A83CEFFFF

G Police: Weapons Of Justice

Infinite Ammo	800E52A0063 800E52A0063 800E52A0063 800E52A0063 800E52B0063 800E52B0063 800E52C0063 800E52C4063 800E52C8063 800E52C0063 800E52D0063 800E52D0063 800E52D0063 800E52E0063
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Gallop Racer

10th Pos. Infinite Stamina	800EAF8600FF
11th Pos. Infinite Stamina	800EAF6000FF
12th Pos. Infinite Stamina	800EB03600FF
14th Pos. Infinite Stamina	800EAD7600FF
2nd Pos. Infinite Stamina	800EAD9800FF
3rd Pos. Infinite Stamina	800EAD9200FF
4th Pos. Infinite Stamina	800EAD3600FF

Continued on Page ??

3 Xtreme

At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection and enter any of the codes as shown for various results.

Unlock All Exhibition Tracks: VOUEUR
Unlock All Freestyle Tracks: TRUXXY
Unlock All Alien Characters: ASTROMEN
Unlock Lug Nut: LUGNUT (Lug Nut is a Frankenstein skateboarder with 95% in all attributes.)
Unlock Bink the Alien Skateboarder: BINK
Unlock Red the Car: REDCAR.
Unlock Dominique: DOMINIQUE (Dominique is a monster with 95% in all attributes.)
Unlock Nyub the Alien Rollerblader: NYUB
Unlock White the Car: WHITECAR
Unlock TP: TP (TP is a mummy with 95% in all attributes, with a bike called Pharaoh.)
Unlock Glee the Alien Bike: GLEEP
Unlock Blue the Car: BLUECAR

Akuj: The Heartless

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

Andretti Racing

Hidden Cars: Here are two codes to enter that will access higher performance cars for your next race. Choose "Begin Career" and enter your name as GO BEARS! or GO BRUINS! At the next screen, choose from several performance cars with incredible records!
Extra Car Options: Just begin a race and press Start to pause. Select the "Race Statistics" option and then press and hold L2+L2+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Armored Core: Project Phantasma

Fixed Camera: Press and hold the Circle+X buttons simultaneously.
While doing this, press Start.
Press Start again to unpauses the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpauses the game one more time.
Cockpit View: Press and hold the Triangle+Square buttons down simultaneously. While doing this, press Start. Press Start again to unpauses the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpauses the game one more time.
Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold the Select button. Then press the X button. You will now be able to change your originally registered pilot's name.
Emblem as Raven's Nest Wallpaper: While in

"Edit Emblem," press and hold the L1 and R1 buttons and then press Select. The selected emblem will be tiled over the background.

Army Men 3D

After you have started the mission, press the Start button to bring up the pause screen. These codes must be put in within about two seconds to work.

Make Sarge Invincible: Square, Circle, L1, L1+L2 (Simultaneously).
All Weapons: Square, Circle, R1, L1, R1+R2 (Simultaneously).

Bass Lending

Check out the Free Fishing Mode on your next Bass Lending outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit!

Lake: Lunker Lake.
Pressure: None.
Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (August-October).
Weather Yesterday: Cloudy/Sunny.
Weather Today: Cloudy/Sunny.
Wind Direction: East.
Wind Speed: 0.0 to 7.0.
Water Temp: 60° - 70°.
Water Quality: Clear.
Start Time: 6:00 - 8:00 or 15:30 - 17:30.
Time Elapsed: None.
Best Lures: Spinnerbait and Popper.
Hint: Fish like to hide in and around vegetation.

Big Air

All Courses: From the main menu, quickly press Right, Left, Right, Left, Circle, Square, Circle, Square. Select any Freeride mode to get the new courses.
Race Against Mike Beallo: From the main menu, quickly press Square(6), Circle(2). Next, finish first at the first track in World Tour Mode to race against him in the

next race.
Race Against Shawn Palmer: From the main menu, quickly press Square(8). Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Ian Spiro: From the main menu, quickly press Square(6), Circle, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Nicola Thost: From the main menu, quickly press Square(7), Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Ross Powers: From the main menu, quickly press Square(5), Circle, Square(2). Next, finish first at the first track in World Tour Mode to race against him in the next race.

Race Against Fabien Rohrer: From the Main Menu, quickly press Square(6), Circle, Square, Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.
TD's board: From the main menu, quickly press Right, Left, Right, Left, Square(2), Circle, Square. Then choose the pitbull at the board selection screen.

Accolade Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle(2), Square. Then choose the pitbull at the board selection screen.

Stew's Board: From the main menu, quickly press Right, Left, Right, Left, Square(2), Circle(2). Then choose the pitbull at the board selection screen.

Daniel's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square(2), Circle. Then choose the pitbull at the board selection screen.

Jimmy's Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle(3). Then choose the pitbull at the board selection screen.

John's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square(3). Then choose the pitbull at the board selection screen.

Big Air Board: From the main menu, quickly press Right, Left, Right, Left, Square(3), Circle. Then choose the pitbull at the board selection screen.

Fire Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Square(2). Then choose the pitbull at the board selection screen.

Angel Board: From the Main Menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Circle. Then choose the pitbull at the board selection screen.

Blast Chamber

Infinite Lives: Go to the main menu screen and with Controller One enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the "Games" option and choose "Solo Survivor." Once you select this, you will have chosen One-Player Mode. Go back to the main menu and begin your game. Now when you die in the game, your lives meter will not go down!

■ Tomb Raider III, page 44

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Rainbow Six is as close as it gets to the intensity of real-life tactical operations. You'll control an elite multi-national strike force battling international terrorism.

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Level Passwords: Go to the password screen and enter one of the following codes. Hit the X button to register the password and begin playing.

Ziggurat: NAEMMAAB
Backstab: MAGDIEAH
Fall N Arch: NINKPOME
Fugitive: MIKKAMKC
Rainbow: JODPIGH
Lavapalooza: ICPABANA

Best-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash. **More Puzzles:** Press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick Arcade. Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in all the Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Best-A-Move '99

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

Centipede

Extra Lives: Begin an Adventure game. Now press Start to pause the game. While paused, press L1, L1, L2, L1. You will hear a voice say "Wally, help me!" Press Start to unpauses the game, then press Start one more time to pause. Press Right on the Control Pad and you will add an extra life. Keep pressing Right multiple times to add an insane number of lives!

Invincibility: Put in the extra lives code and make sure the number of lives you add ends in an odd number. The invulnerability text will appear in the upper left corner of the screen if done correctly.

Level Select: First, choose Adventure from the main menu screen. When you are on the screen that shows your level, press R1, R2, R1. You will hear a confirming sound. By pressing Right on the Control Pad, you will be able to choose any level and world within that level.

Civilization II

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

Grand Theft Auto 2

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



Command & Conquer: Red Alert Retaliation

In the middle of the game, press the Triangle button to bring up the sidebar. Now move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each combination with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.

Loss Current Mission: Circle, X, Circle, Square, Square, X.

Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.

Increase Money: X, X, Square, Circle, Circle. This increases your money by \$1,000 each time you enter the code.

Equip Parabomb: X, X, X, Circle, Triangle, Square.

Equip Nuke: Circle, X, Circle, Circle, X, Square. **Equip Chrono:** Square, Circle, Triangle, X, Circle, Circle.

Equip Iron Curtain: Square, X, Circle, X, Triangle, Triangle.

Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

Soylent Green: Square, X, Square, X, Square, X. This makes you harvest people instead of ore. Plug your ears from the screams!

Cool Boarders 3

Enter the cheats below as names in Tournament Mode to get the various results. **Access Every Course:** WONITALL. **Access Every Boarder and Board:** OPEN_EM. **Get Huge Heads:** BIGHEADS.

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 50 crystals. You can add as many as you like (press the same button sequence) for a maximum of 999!

Duke Nukem: Time to Kill

To change the appearances of Duke and the enemy, pause the game and enter one of these codes.

Big Head Enemies: R1, R1, R1, R1, R1, R1, R1, R1, R1, Left.

Big Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, R1, Up.

Tiny Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, R1, Down.

Note: if you have Big Head Duke and want it to be Tiny Head, just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for

Tiny to Big. Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo: L, R, L, R, Select, L, R, L, R.

Select All Weapons: L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.

All Inventory: R1(5), L2(5).

All Keys: Up, Right, Up, Left, Down, Up, Right, Left, Right, Down.

Invisible: L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

Double Damage: L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.

Temporary Invulnerability: R1, L2, L1, L2, R1, L1, R1, L1, L2.

Super Weapons: Right, Right, Left, Right, Right, Left, Right, Left, Select.

Level Select: While playing, pause the game and press Down nine times and then press Up. It should say "Level Select." Now quit the game, and on the main menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

Fisherman's Bait

Total Count List: On the title screen, press Up, Up, Down, Down, L1, R1, L1, X, Circle. Then press the Start button. Next, on the options screen, press Select. If you have done the code correctly, you will see a "Total Count" screen. This will display the total number of games played, number of line breaks, lost fish, and the totals for all types of fish caught.

Gex 3: Deep Cover Gecko

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

Invincibility: Press Start to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

Blabbermouth GEX: Press Start to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the Select button to hear GEX's comments whenever you want.

Grand Theft Auto: Director's Cut

Ultimate Cheat: Go to the player selection screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999,999 points, no cops, armor, coordinates, and 99 lives!

GameShark Codes

Continued from Page 34

5th Pos. Infinite Stamina	800EAE7600FF
6th Pos. Infinite Stamina	800EAE6B00FF
7th Pos. Infinite Stamina	800EAE6F00FF
8th Pos. Infinite Stamina	800EAF3600FF
9th Pos. Infinite Stamina	800EAF7600FF
Infinite Stamina All Positions	8006AE2400CA 8006AE224000

NHL 2000

Away Team Scores 99	80117C300063 80117C0E0063
Home Team Scores 99	801178A00063 80047C720063

NHL FaceOff 2000

Away Team Scores 0	800CCF080000
Away Team Scores 15	800CCF8000FF
Home Team Scores 0	800CCF060000
Home Team Scores 15	800CCFD000FF
Max Aggression/Rebounds	8015BF500063
Max Checking	8015BF450063
Max Endurance/Recover	8015BF4C0063
Max Fighting	8015BF5A0063
Max Passing Ability/Size	8015BF4A0063
Max Puck Handling/Angles	8015BF480063
Max Shot Accuracy/Puck Control	8015BF4A0063
Max Skating/Deftly	8015BF400063
Max Slip Shot Power/Aggression	8015BF3C0063
Max Speed/Reflexes	8015BF380063
Max Wrist Shot Power	8015BF380063
All Goals Count for Away Team	800524800002 800524822403
All Goals Count for Home Team	800524800000 800524822403

Away Team Scores 5 Pt. Goals	801F00000002 801F00021200 801F00062400 801F0008007F 801F000A0442 801F000C0038 801F000E003E 801F00122400 8005248C0000 8005248E0C07 801F00000002 801F00021600 801F00062400 801F00080005 801F000A2442 801F000C0038 801F000E003E 801F00122400 8005248C0000 8005248E0C07
------------------------------	--

Omega Boost

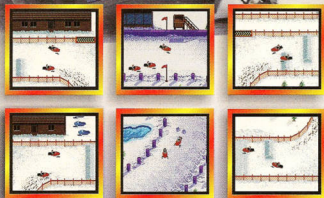
1st Zone Unlocked	300AE7200001
2nd Zone Unlocked	300AE7210001
3rd Zone Unlocked	300AE7220001
4th Zone Unlocked	300AE7230001
5th Zone Unlocked	300AE7240001
6th Zone Unlocked	300AE7250001
7th Zone Unlocked	300AE7260001
8th Zone Unlocked	300AE7270001
Infinite Missiles	800AE7200014 800AE7280001
Last Zone Unlocked	300AE7340001
Level 2 Unlocked	300AE7350001
Level 3 Unlocked	300AE7360001
Level 4 Unlocked	300AE7370001
Level 5 Unlocked	300AE7380001
Level 6 Unlocked	300AE7390001
Level 7 Unlocked	300AE73A0001
Level 8 Unlocked	300AE73B0001
Level 9 Unlocked	300AE73C0001
Level A Unlocked	300AE73D0001
Level B Unlocked	300AE73E0001
Level C Unlocked	300AE73F0001
Level D Unlocked	300AE7400001

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Evil Tricks

Resident Evil: Director's Cut

Double Ammo Trick: Double the ammo every time you pick up clips. To do this, you must be at the main menu. Highlight "Advanced Mode," and press and hold Right until the word "Advanced" turns green. When it does, start the game. Now all the ammo you pick up is doubled.

Resident Evil 2

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Play as Hunk: To get Hunk, beat a complete game (Claire and Leon) on the standard difficulty with an "A" rating. When the rating comes up on screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

Play As Tofu: This is a bit tougher. Now, beat three complete games, making sure that you get Hunk on your first or second try.

Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. That key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you a slight advantage in terms of finishing the game.

Resident Evil 2: Dual Shock Version

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Hot Wheels: Turbo Racing

Enter any of these codes on the main menu screen. You will hear a sound to confirm correct code entry.

- Unlimited Turbos:** R2, L1, Square, Triangle, R1, L2, L1, R2.
- Tojwam Kar:** Square, Triangle, L1, R1, L2, R2, Square, Triangle.
- Huge Tires:** Square, Triangle, Square, Triangle, R1, R1, L2, L2.
- Tiny Cars:** Square, R2, L2, Triangle, Triangle, L2, R2, Square.
- Fiat Graphics:** L1, R1, L2, R2, L1, R1, L2, R2.
- Strange Sounds:** R2, R1, L2, R2, Square, Triangle, L1, R1.



Heart of Darkness

All Levels and Cinemas: With the game off, make sure you have a controller in port two. Now hold down all four Shoulder buttons. Turn the game on and when you get to the main menu screen, access the options screen (while still holding the four buttons). From the options, you'll go to the Treehouse. From there go to Load Game and you'll have access to all levels and cinemas!

Hello Kitty's Cube Frenzy

Bonus Options: When "Push Start" appears at the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correctly, you will hear a sound. Then, press Start to access new options including hidden modes and viewing the ending FMV sequences.

Irritating Stick

Extra Lives: At the mode select screen, highlight "JP Play" and press Right on the D-Pad four times. Highlight "Toumanant" and press Right on the D-Pad one time. Highlight "Course Edit" and press Left on the D-Pad twice. Highlight "Option" and press Left on the D-Pad six times. Now highlight "JP Play" and press X. You will hear the crowd cheer to confirm the code. Now you will begin the game with seven lives instead of three!

Legacy of Kain: Soul Reaver

- Refill Health:** Hold L and press Down, Circle, Up, Left, Up, Left.
- Next Level Health:** Hold L and press Right, X, Left, Triangle, Up, Down.
- Maximum Health:** Hold L and press Right, Circle, Down, Up, Down, Up.
- Refill Magic:** Hold L and press Right, Right, Left, Triangle, Right, Down.
- Maximum Magic:** Hold L and press Triangle, Right, Down, Right, Up, Triangle, Left.
- Pass Through Barriers:** Hold L and press Down, Circle, Right, Left, Right, Triangle, Up.
- Wall Climbing:** Hold L and press Triangle, Down, L2, Right, Up, Down.
- Hurt Raziel:** Hold L and press Left, Circle, Up, Up, Down.
- Force:** Hold L and press Left, Right, Circle, Left, Right, Left.
- Constrict:** Hold L and press Down, Up, Right, Right, Circle, Up, Up, Down.
- Force Glyph:** Hold L and press Down, Left, Triangle, Down, Up.
- Stone Glyph:** Hold L and press Down,

- Circle, Up, Left, Down, and Right, Right.
- Sound Glyph:** Hold L and press Right, Right, Down, Circle, Up, Up, Down.
- Water Glyph:** Hold L and press Down, Circle, Up, Down, Right.
- Fire Glyph:** Hold L and press Up, Up, Right, Up, Triangle, L2, Right.
- Sunlight Glyph:** Hold L and press Left, Circle, Left, Right, Right, Up, Up, Left.
- Shift at Any Time:** Hold L and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Lode Runner

Level Warp: In the middle of play, hold L2 or R2 and press one of the following buttons to warp to a different level.
 Circle = Forward one level.
 Square = Back one level.
 Triangle = Forward 15 levels.
 X = Back 15 levels.
Extra Lives: On your last life, press SELECT and go to Restart. When the level reappears, you will begin it with five lives.

See the Cinemas: On the main menu, move down to options. With options highlighted, take controller two and use the key shown below to combine buttons for different level cinemas: [R2+1, L2+2, R1+4, L1+8]. While holding the combination of buttons, press X to access that cinema. If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller 2.
Faster Gameplay: Choose "The Legend Returns" from the main menu screen. Highlight "1: Player" on the next screen and hold R2. Then press the X button.

LUNAR: Silver Star Story Complete

Lords of Lunar Mini-Game: Insert the "Making Of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, Start. You will be taken to a new title screen called, "Lords Of Lunar!" You and one other player can battle against six computer players. You can choose your character for the castle you defend, set up your options, and more!

Madden NFL 99

At the main menu screen, move down, highlight and access the "Code Entry" option. On the code entry screen, press X on "New Code" option. Enter any of the codes for the results shown.

All Stars NFC: BESTNFC

- All Stars AFC: AFCBEST
- Madden '98 Team: BOOM
- Stats Leaders: INTHEMAM
- All '60s Team: PEACELOVE
- All '70s Team: BELBOTTOMS
- All '90s Team: HEREANDNOW
- Madden All-Time Greats: TURKEYLEG
- 75th Anniversary Team: THROWBACK
- NFL Equipment Team: GEARGUYS
- '99 Cleveland Browns: WELCOMEBACK
- EA Sports Team: INTHEGAME

Madden NFL 2000

Enter one of the following codes at the code entry screen to turn on any of these cheats as shown below.

- 20 Yard First downs: FIRSTS20
- Super Stiff Arm: SMACKDOWN
- Super Jump: SPRONG
- More Injuries: PAINFUL
- More Sacks: QUINTHECLUB
- More Fumbles: ROLLERGIRL
- Easier Interceptions: PICKEDOFF
- No Interceptions: EXPRESSBLIND
- Less Penalties: REFSBLIND
- Big Versus Small Players: MINIME
- Cameo Follows Football: VERTIGO
- Antarctica Stadium: XMASGIFT
- Dodge City Stadium: WILDWEST
- EA Sports Stadium: ITSTHETEGAME
- Tiburon Stadium: WEFUTITHERE
- Tiburon Bros. Stadium: COTTONCANDY
- Industrials Team: INTHEFUUTURE
- Marshalls Fantasy Team: COWBOYS
- All-Madden Team: TEAMMADDEN
- All '60s Team: MJOIBABO
- All '70s Team: LOVEBEARS
- 1972 Steelers Team: DONTGOFOR2
- 1972 Raiders Team: GETMEADDOCTOR
- 1976 Raiders Team: GAMMAUGHT
- 1976 Patriots Team: HACKCHEESE
- 1981 Dolphins Team: 15MOREMIN
- 1981 Chargers Team: BUILDMONKEYS
- 1985 Dolphins Team: CHICKIN
- 1985 Bears Team: DOORKNOB
- 1986 Browns Team: KAMEHEAMEHA
- 1986 Broncos team: BULLSUESCREEN
- 1988 49ers Team: CALMESALLY
- 1988 Bengals Team: PTFSMOOTHFOGET
- 1990 Giants Team: PROFM00NTH
- 1990 Bills Team: SPOON
- 1995 Steelers Team: STEAMPUNK
- 1995 Colts Team: PREDATORS
- 1997 Packers Team: TUNDRA
- 1997 Broncos Team: EARTHPEOPLE

Metal Gear Solid

Snake's Tweedo: To play as Solid Snake in a tuxedo, you'll have to beat at the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

MLB 2000

Henry Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

Monster Seed

All Monsters: Go to the menu screen at the Soulin Monster Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, L2, L2, L2. You'll hear a sound confirming that it worked. You can select from different monsters and even rulers, rogues and huntsmen.
See Ending: To see the ending without beating the game, at the title/main menu screen enter L2, R1, L1, R2, L2, R1, L2, R2. You will hear a sound to confirm that it worked. A new



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NINTENDO 64



menu option called "Ending" will appear underneath the others. Accessing it will get you to the ending of the game.

Mortal Kombat 4

Hidden Cheat Menu: From the main menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both Players One and Two choose any character. At the "Versus" screen, enter this Kombat Code: 302-213. After you begin your match, press Start to pause and choose "Quit." Back at the main menu, go to the options screen. Now highlight the "Vs. Screen Enabled" option and hold Block+Run simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the cheats menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press Down+High Punch at the same time.

NASCAR 99

Play as Announcer's Car: From the main menu screen, choose the "Single Race" option. On the Race Setup screen, choose the "Select Track" option. Now select the Richmond track. Move up and highlight "Select Car" and enter this code within four seconds: R2, R1, L2, L1, R2, R1, R2, L1. You will hear a sound and the Benny Parsons car will appear!

Nectaris: Military Madness

Story Passwords: Here are the New Story codes for the game. Enter the following at the password screen.

1. RANDAL	2. HUNDRA
3. CINBER	4. MARLIN
5. BAYARD	6. WEBLEY
7. PARKER	8. MERKEL
9. ITHACA	10. BAIKAL
11. SAVAGE	12. VALMET
13. MAUSER	14. KIMBER
15. BISLEY	16. MEANEC
17. LADNAR	18. ARDNUH
19. REBNIC	20. NILRAM
21. DRAYAB	22. YELBEW
23. REKRAP	24. LEKREM
25. ACAHTI	26. LAKIAB
27. EGAVAS	28. TEMLAV
29. RESUJAM	30. REBMIK
31. YELSIB	32. CENAEM

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear "Lights out, baby!" when the code is entered correctly:

ALEC	197
ALIEN	1111
AQB	1111
AUBREY	7777
AZPOD	4777
BOXER	2111
BRAIN	1111
(Brain)	2111

Medal of Honor

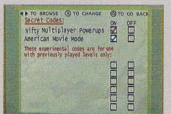
Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is persistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

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

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (Much like a terrible American Movie!)

Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN and this will unlock the sinister Col Müller in Multiplayer Mode.



BRIAN	2221	(Mark Turmeil)	
CALEB	0966	WHODAT	1844
CURTIS	1111	CHEAT CODES: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The numbers in the list show below indicate the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.	
DANIEL	0604	Infinite turbo	5-1-4 Up
(Dan Thompson)		Fast turbo running	0-3-2 Left
DINO	3333	Power-up offense	3-1-2 Up
DAVID	1111	Power-up defense	4-2-1 Up
EDDIE	3333	Power-up teammates	2-3-3 Up
FORDEN	1111	Power-up blockers	3-1-2 Left
(Dan Forden)		Super blitzing	0-4-5 Up
FRANZ	1010	Super field goals	1-2-3 Left
GENTIL	1111	No interceptions	3-4-4 Up
(Jim Gentile)		No random fumbles	4-2-3 Down
GRINCH	0222	No first downs	2-1-0 Up
GUIDO	2222	No punting	1-5-1 Up
GUMBY	8698	Green Bay Packers playbook	1-2-2 Left
JAPPLE	6660	Colts playbook	1-2-3 Up
(Jeff Johnson)		Allow stepping out of bounds	2-1-1 Left
JASON	3141	Fast passes	2-5-0 Left
JEFF	1111	Late hits	0-1-0 Up
JENIFR	3333	Show field goal %	0-0-1 Down
(Jennifer Hedrick)		Hide receiver name	1-0-2 Right
JOVE	6644	Invisible	4-3-3 Up
LEX	7777	Big football	0-5-0 Right
LT	7777	Big head	2-0-0 Right
LUIS	3333	Huge head	0-4-0 Up
(Luis Mangubat)		No head	3-2-1 Left
MOOSE	1111	Headless team	1-2-3 Right
MXV	1014	Team big heads	2-3-3 Right
NATHAN	0515	No play selection	2-1-1 Left
NICO	4440	(Teams Must Agree)	
PIRATE	1111	Show more field	0-2-1 Right
PUNKB	2112	(Teams Must Agree)	
PUNKR	1221	No CPU assistance	0-1-2 Down
PUNKR	1221	(Teams Must Agree)	
RAIDEN	3691	Power-up speed	4-0-4 Left
(Raiden from Mortal Kombat)		(Teams Must Agree)	
RALPH	1111	Hyper blitz	5-5-5 Up
RANDU	6666	(Teams Must Agree)	
ROOT	6000	Smart CPU opponent	3-1-4 Down
(John Root)			
SAD	1111		
SHINOK	8337		
(Shinok from Mortal Kombat)			
SHRUNK	6666		
SKULL	1111		
(Skull)			
SMILE	1111		
(Smiley Face)			
THUG	1111		
TREX	1111		
TURMEL	0322		

Futuristic Racing

Jet Moto 2

Race as Enigma to 10: Into the options and select the "Difficulty" to Master and the "Laps" to 6. Go back to the title screen and press Left. (Square, Down, Triangle, Right, Circle, L1, R1. This must be done quickly). Enigma will now be available from the select rider screen.

N20

At the main menu, scroll through the choices until you see "Game Options." Access this option and inside this options menu, scroll until you see "Enter Code." Now access this option and enter the following cheats for the results shown:

Firewall Cheat: X, X, Square, X, X, X, Triangle, Triangle

Weapons Cheat: Square, X, Circle, Square, X, Square, Circle, Square, Triangle, Square, Circle

Infinite Lives: Circle, X, X, Triangle, Square, Triangle, Square, Circle

Access Any Level: Square, Triangle, Circle, Triangle, X, Triangle, Square, X, Circle, Circle, X, Triangle

Circle Level Access: Square, Square, Square, Triangle, Circle, Triangle, Square, Triangle, Circle

Water Effect On: Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle

No Bonus Reset After Death: Square, Triangle, X, Triangle, Circle, Square, Triangle, X

Disable Cheats: Square, Square, X, Circle, Circle, Circle, Circle, Triangle

Rollcage

With some of these passwords, the game may tell you that a password is invalid, but the codes still work.

All Leagues, Mirror Tracks and Other Options: MAXCHEAT

All Easy Tracks: EEFNEIBA (set on easy difficulty).

All Hard Tracks: EEFPHMBC (set on hard difficulty).

All Expert Tracks: HEMPCMD (set to expert difficulty).

All Expert Tracks, Extra Car, All Deathmatch Modes, Mirror tracks: HHMPNEED.

Air Horn: AIRHORNS (press Select to use the horn during a race).

Testers' Best Lap Times: BESTLAPS.

NFL GameDay 2000

Enter the options screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function.

Receivers Catch Better: GLOVES

Super Speed Bursts: JUICE

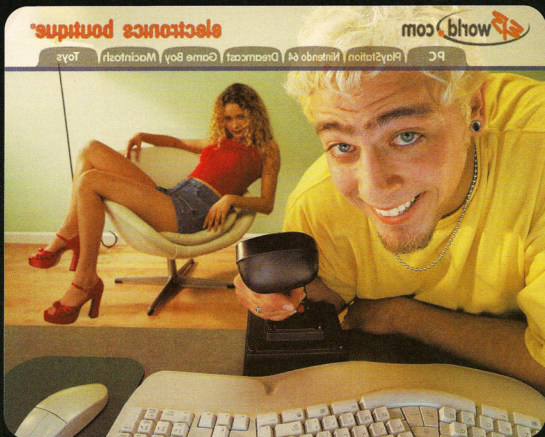
Super Stiff Arm: PISTON

All Players Have Equal Abilities: EVEN TEAMS

No Penalties for Home Team: HOME COOKING

Running Back Is Juiced: DAVIS

Hidden Difficulty Level: GO CHALLENGE



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Large Players: GOLIATH
Tall and Thin Players: PENGIS
Tiny Players: FLEA CIRCUS

NHL 99

Big Players: BIGBIG.
Big Heads: BRAINY.
View Arenas: Enter these passwords to do a "fly-by" of the following stadiums.
 ANA: Arrowhead Pond (Anaheim).
 BOS: Fleet Center (Boston).
 BUF: Marine Midland Arena (Buffalo).
 CGY: Canadian Airlines Saddledome (Calgary).
 CAR: Greensboro Coliseum (Carolina).
 CHI: United Center (Chicago).
 COL: McNichols Sports Arena (Colorado).
 DAL: Reunion Arena (Dallas).
 DET: Joe Louis Arena (Detroit).
 EDM: Edmonton Coliseum (Edmonton).
 FLA: Miami Arena (Florida).
 LOS: Great Western Forum (Los Angeles).
 MON: Molson Center (Montreal).
 NAS or NASH: Nashville Arena (Nashville).
 NYI: Nassau Veterans Memorial Coliseum (New York Islanders).
 NYR: Madison Square Garden (New York Rangers).
 OTT: Corel Center (Ottawa).
 PHI: CoreState Center (Philadelphia).
 PHO: America West Arena (Phoenix).
 PIT: Civic Arena (Pittsburgh).
 STL: Kiel Center (St. Louis).
 TOR: Maple Leaf Gardens (Toronto).
 VAN: GM Place (Vancouver).
 WAS: MCI Center (Washington).

Ninja: Shadow of Darkness

Invincibility: Pause the game at any time and press L2, R2, L2(3), R2(2), then Circle, Triangle, Square, Circle, Triangle and Square. Listen for a chime to verify that you entered the code correctly. When you unpause, you'll be a skeleton with infinite lives, energy, smoke bombs, magic potions and full scroll power! To revert back to a Ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!
Level Select: Remove your memory card then turn on the PlayStation. When the screen says "Checking Memory Card," quickly press L2, L2, R2, R2, R2. The words "Dels Level Cheat On" will briefly appear. Start a new game and you'll access the Level Select menu.

Oddworld: Abe's Exodus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.
View all FMVs: At the main menu hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.
Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.
Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!*

P.D.T.

Press Start to pause the game in the middle of play and enter one of the following codes.

XG

Fill Health: Left, Right, Left, Right, Square.
Fill Mana: Left, Right, Left, Right, Circle.
Fill Ammo: Left, Right, Up, Down, Circle, Square.
Power-Up Weapons: R1, L, R2, L2, Left, Right, Up, Down.
Raise Abilities: Square, Circle, Triangle, Select, Left.
Fill Experience: Circle, Square, L1, L2, R1, Select.
Turn Off Monster Energy: Triangle, Square, Circle, Triangle, Circle.
50 Lives: Triangle, Up, Circle, Right, Select, Square.
Raise Level for Each Spell: Down, Triangle, Select, L1, R1, Select.

Pitfall 3D

At the title screen, access the "Password" option from the main menu. From the password screen, enter any of the following.
Add 50 Lives to Next Game: GIVEMELIFE.
Plays All Movies: PLAYMOVIES.
Plays the Original Comic-Style Cutscenes: PIT-FALLOMIC.
Get 99 Lives: STEVECRANEME.
See Harry in 2D: ZDHARRY.
Make Harry Weightless: ZEROHARRY.
Huge Head Harry: BIGHEADHARRY.
Turn Off In-Game Quips: STOPTALKING.
See Credits Sequence: CREDITS.
Special Credits Screen: Holding R1 at the end of the last credit, the "Thanks to families" screen, brings you to a "Self-Congratulatory Credit" screen.

R-Type Delta

Level Select: Use the bombs more than 10,000 times.
9 Credits: Gain over three hours of gameplay.
Free Play Mode: Gain over six hours of gameplay.
Power Armor: Beat the game in "Human" or "Hard" difficulty setting, or by playing the game more than 100 times.
All Force Power and Full Power-Ups: To maximize your weapons during any time of the game, press Start to pause and then hold the L2 button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any of the power-up codes.
 All Force power: Left, Right, Up, Down, Right, Left, Up, Down, Triangle.
 Red Power-up: Left, Right, Up, Down, Right, Left, Up, Down, Square.
 Blue power-up: Left, Right, Up, Down, Right, Left, Up, Down, X.
 Yellow power-up: Left, Right, Up, Down, Right, Left, Up, Down, Circle.

R-Types

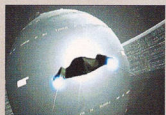
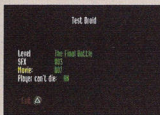
Level Select: Highlight either the "R-Type" or "R-Type II" options at the title screen. Quickly press L2(10), R2(10). Begin gameplay and press Start to access the "Stage Select" and FMV sequences within the menu options. Choose your stage and then press X to begin.
Slow Down Ship: Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Down, Up, Down, Left, Down, Left, X.
Speed Up Ship: Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

Rogue Trip

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the

Star Wars: Ep. 1 - The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to "Options." Make sure you don't choose it, and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+Select+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game.



other codes as shown.

Enable Cheats: Press L1+R1+R2+Select at same time when you first start the level.
Invincibility: Press L1+R1 at same time, then press Up, Down, Left, Right.
Infinite Weapons: Press and hold L1+R1, then press Up, Down, Up, R2.
Unlimited Jump: Press Circle, Square, R2, X, Triangle, R2.
Play as Big Daddy: Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the character select screen. Triangle+L2+L1+R1+Left. Hold these buttons until you see text confirming that it worked.
Blow Up the Earth: Lay an upgraded lob bomb in the back corner within 30 ft of UFO wedge. Transport up to moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

Roll Away

You may enter any of the following codes at any time during gameplay.
Temporary Invincibility: Right, Down, L1, R2, R1, 0, Triangle, Square.
30 Extra Seconds in Time Trial Mode: 0, L1, Triangle, Triangle, 0, X, Triangle, Down. This only works once per level.
Warp to Bonus Stage: Triangle, Up, Triangle, L2, L1, L2, Square, X.
Clear Screen in Bonus Stage: Right, 0, Square, L1, Square, 0, 0, Square.
Extra 30,000 Points: Square, Up, Down, L2, R1, Triangle, X, Triangle.
Chess Pattern Background: L1, Circle, Left, Right, L2, Left, R2.
Enable Motion Blur: Right, Circle, L2, Circle, R1, Circle, Square, Circle.

Rushdown

Unlock All Tracks: On the main menu screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.

S.C.A.R.S.

Cups, Cars, and Modes: On the title screen, press Start. On the player select screen, choose your number of players. On the game select screen, highlight and choose the "Options." On the options screen, choose "Settings." Now move down and highlight the "Password" option and enter one of the following codes.
 GLASS: Activates the Crystal Cup.
 ROCKY: Activates the Diamond Cup.

Test Drive 6

From the main menu screen, move down to "Race Menu," highlight it and press X. Now at the "Enter Your Name" screen, put in any of these characters for the results as shown:
 AKIGQ: This will give you \$5,000,000 cash (Buy any car you want!)
 ERERTH: All the tracks are now available in the Single Race.



ZDPEAK: Activates the Zenith Cup.
XPERTS: Activates the Challenge Mode.
DESERT: Activates the Scorpion Car.
RATTLE: Activates the Cobra Car.
RUNNER: Activates the Cheetah Car.
MYSTER: Activates the Panther Car.
ALLVID: Activates the Codes.

Sled Storm

Select the load/save option in order to display the password screen. Now enter these codes.
Storm Sled: Circle, Triangle, Square, R2, L1, X, Triangle. In the Single Race Mode, the Storm Sled is now available.
Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.
Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

Sports Car GT

Enter these codes at the "Press Start" screen.
Extra Money: Up, Left(2), Right, Down, Right, L1, Square.
All Cars: Up, Right, Left, Right, Down, Up, L1, R2.
All Tracks: Down, Down, Left, Right, Up, Left, Circle, R2.

South Park

From the main menu, choose the "Enter Cheat" option and enter the cheats as shown.

All Cheats Unlocked: ZBOBBYBIRD. Now go back to the main menu and go into the cheats menu to see "Level Select" and more options!

Unlock Characters in Head to Head Mode:

MSLAPUPMEAL : Unlocks Starvin Marvin.
 SRAFT: Unlocks Terrance.
 PPHAERT: Unlocks Phillip.
 VDOROTHYSFRIEND: Unlocks Mr. Garrison.
 ACHEATINGSBAD: Unlocks Mr. Mackey.
 YLOVEMACHINE: Unlocks Chef.
 BCHECKATACO: Unlocks Wendy.
 EFISHNCHIPS: Unlocks Pip.
 HKICKME: Unlocks Ike.
 KALLWOMAN: Unlocks Ms. Cartman.
 NGOODSCIENCE: Unlocks Mephisto.
 QSTARINGFROG: Unlocks Jimbo.
 JHAWKING: Unlocks Ned.
 GOUTRANGE: Unlocks Big Gay AL.
 DELVISLIVES: Unlocks Officer Barbrady.
 TMAJESTIC: Unlocks the Alien.

Street Sk8er

All Boards: Go to the main menu screen and press Right, Right, R1, R2, Left, Left, L1, L2. After the code is entered, you will hear a voice say "Yeah!"

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Syphon Fiter

Level Select: Pause the game and go into the options menu. Highlight the "Select Mission" option, then press and hold Left+L1+R1+Select+Square+X.

All Weapons and Ammunition: Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). Note: Only the weapons normally available during the current level will become selectable.

Hard Mode: While on "New Game" on the title screen, press Left+L1+R2+Select+Square+Circle+X. You will hear Gabe say "Damn it!" when entered correctly. When you start the first level, the screen will say "Hard Difficulty" under the area name.

Cinema Mode: When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is a fence and an elevator, on the left is an alley. Go down the alley and you should be in a street with flaming squads at the end. On the left side are three doors. Use the Sniping Mode to look up, and it should say "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R2+X. Gabe should say "Got it" after you enter the code.

When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

Tenchu: Stealth Assassins

Debug Menu: While playing the game, press the Start button to pause. While the game is paused, hold L1+R2 and press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 and R2 and then press L1, R1, L2 and R2. Now press Start and immediately press L2+R2 both at the same time. If you do this correctly, a blue screen will appear and options such as stage select, charge items, layout enemy, etc., will become available.

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Retro SNES

Punishing Puzzles

Bust-A-Move

Levels 51-100 Passwds: The "Continue" screen to open the "Password" screen. Then enter the following: Round 51: LBWMMK. Round 52: 62BWWH. Round 53: C6Q6TE. Round 54: XTS9T9. Round 55: CLMHSS. Round 56: V55MRG. Round 57: MQ2DJ. Round 58: PXD2AF. Round 59: SF48B3. Round 60: HR6750. Round 61: SX00C4. Round 62: 5DFDIX. Round 63: PCBFFW. Round 64: CSDDBD. Round 65: B9ZZNV. Round 66: 4L2222. Round 67: DMOVIV. Round 68: FL2FFC. Round 69: QP8777. Round 70: WFD0VX. Round 71: B5FD0X. Round 72: 450F22. Round 73: ZRB4FC. Round 74: S2L9RR. Round 75: DROKXV. Round 76: VNAXGJ. Round 77: 5D76TT. Round 78: ZLBF4W. Round 79: S27#NS. Round 80: #39JN1. Round 81: F30WVK. Round 82: BIFB3D. Round 83: KR4VF2. Round 84: LKIM??. Round 85: R3P#N. Round 86: #FN5M?. Round 87: CS1ZKZ. Round 88: TWEQ55. Round 89: D6WJUN. Round 90: RZT575. Round 91: DQWKKV. Round 92: 5XST5T. Round 93: 3LW4WG. Round 94: ?QTSQ. Round 95: P6SPM9. Round 96: BDMRMM. Round 97: 6TBGDB. Round 98: 6P02WV. Round 99: VWRLL. Round 100: CD6LQL.

Kirby's Avalanche

Special Custom: While playing, take Pad two and hold buttons A, B, X and Y simultaneously. While holding these, press Reset on the Super NES. On the "Select-A-Move" screen, access the options. Move to "Custom" and you'll find a "Special Custom" option!

Tetris Attack

Special Stage: Choose a One-player game. Stage Clear, enter X6JN4U5, and then choose "End." A secret stage with Bowser will interrupt your game. Fight him to the death!
Play as Freed Characters: Choose the One-player Vs. Mode and start a new game. You must win the match against Lakitu. When the cinema shows that he is free, press and hold X and Y simultaneously. Keep holding it until you get a selection screen with Yoshi and Lakitu. You may now choose and play as him! Keep doing this as you free your friends for more characters!
Super Hard Mode: Choose a One-player game, Vs. Mode. Then select the "New Game" option. At the "Set Level" screen, highlight the "Hard" level. Then use controller 1 and press and hold UP+L together. With these held, press the A button. The lower portion of the screen will turn red. Now, the first opponent will be almost as difficult as the boss!

Boomer's Adventure in Asmik World

Stage Select: Enter the number of a password. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2

Extra Puzzles: For your password, put in → 5 → V. Press Start to get to the "Stage Select" screen. Use Up and Down to cycle through the stages, and press Start to begin. Do not select "Exit" or it will not work.

Bust-A-Move 2: Arcade Edition

Extra Puzzles: Press A, Up, B, and Down on the title screen to access more puzzles. If the code is entered correctly, a small figure will appear in the corner of the screen.

Castlevania: The Adventure

Secret 1-Up: This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.
Hidden Rooms: Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (Level One), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (Level Three). Now go kill Dracula!

Castlevania II

Extra Lives: In the beginning of the game go to the "Password" option and there will be four boxes. Press Up to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!
Sound Select: In the beginning of the game go to the "Password" option and there will be all four boxes. You will see a box that says "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!
Secret Password: Go to the "Password" option and put a heart in the first box, an eyeball in the second, a candle in the third, and leave the fourth empty. Now press Start and you will be put in the beginning of Dracula's castle. Put in an eyeball, a heart, a candle and a heart in the boxes and you will be in the room with the final boss, Dracula!

Contra: The Alien Wars

Level Four on Easy Mode: Now you can go to Level Four on Easy Mode. (You normally will end the game at Level Three.) After the cinema, you will reach the title screen. Move the cursor down to "Password" and press Start.



Game Boy

On the password screen, enter the code z1N. You will be sent to the fourth level of Easy Mode with this trick.

Donkey Kong Land 2

On the "Game Select" screen, hold Right or Left in front of the game you wish to play, then press one of the following button combinations, if entered correctly, you will hear a chime.

40 Banana Coins: B, B, A, A.
All Kremcoins: A, B, A, B.
Extra Lives: A, A, B, B.

Donkey Kong Land 3

Bonus Stage: Go to the Cape Codswallop's level "Total Rekol." When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000

Level 10 to 10 Warp: When you get to the flashing screen of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!
Level 30 to 20 Warp: As soon as you see the Level 30 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Game Boy Camera

Hidden Game: On the main menu screen, access the "Play" option. When the Space Fever II game begins, don't shoot either of the first two icons (the ones that will take you to the D.J. or Ball game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called Run! Run! Run! This game will utilize your game face. Win first place, and press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Kirby's Dream Land

Special Config. Mode: At the title screen, press and hold Down+B-Select. Using the Control Pad, you can choose different options. On the "Sound Test," press A to enter it so you can listen to different sounds from the game.
Secret Bonus Game: On the Title Screen, hold UP+A-Select at the same time. The word "Extra" will appear. Press Start to play the Bonus Game.

Kirby's Pinball Land

Fight Only Bosses: At the title screen, press Right+Select+A+B at the same time. Now you'll see a black cat run across the "High Score Screen." Press Start to begin your game and you will end up at a screen with the names of all the bosses. Move Kirby to the star by the name of the boss against

which you want him to begin. Defeating three bosses will let you face King Dedede! **Play Bonus Games:** At the title screen, press Left+B-Select. Start a new game. Go to any stage. You'll be at the bonus game game of that stage!

Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter the password: Taz, Elmer Fudd, Daffy Duck. While playing the game, press Start to pause then press Select to skip to the next level.

Men In Black

Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in the password: 0601. The screen will say "ERROR." Press Start and you'll go back to the Command Center. Begin your game and while you're standing, press and hold Select+Up to float into the air. While in the air press Left or Right to move. **Acquire the Noisy Cricket Gun:** After entering the fly code, press the Select and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!
Skip Stages: Put in the password 2409, and then begin a new game. To skip to the next level, press Start to pause and then press Select.

Montezuma's Return

Unlimited Lives, ELEPHANT.
Pass Through Doors Without Unlocking Them: SUNSHINE.

NFL Blitz

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.
No Fumbles: Start, Start, Start, Start, B, A, A, Down.
Infinite Turbos: Start, Start, Start, Start, Start, B, A, A, A, A, Up.
Night Game: Start, Start, B, A, A, Right.
No Pointer: Start, Start, B, B, B, A, A, A, Left.
Invisible Receiver: Start, Start, Start, Start, B, B, A, A, A, Up.

Pocket Bomberman

Start With All Power-ups: 5656.
Area Passwords:
FOREST WORLD
Area 1: 7693
Area 2: 3905
Area 3: 2438
Area 4: 8261
Area 5 Boss: 1893
OCEAN WORLD
Area 1: 2805
Area 2: 9271
Area 3: 1354
Area 4: 4915
Area 5 Boss: 8649
WIND WORLD
Area 1: 0238
Area 2: 5943

Area 3:	6045
Area 4:	2850
Area 5 Boss:	8146
CLOUD WORLD	
Area 1:	9156
Area 2:	2715
Area 3:	4707
Area 4:	7046
Area 5 Boss:	0687
EVIL WORLD	
Area 1:	3725
Area 2:	0157
Area 3:	5826
Area 4:	9587
Area 5 Boss:	3752

Samurai Shodown

Bonus Samurai: At the intro screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press Select four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the player select screen.

Shanghai

Special Modes: Begin and press Select to pull up the options menu. Select "New Game" and push A.
ZAP: Adds a zapping sound effect to a game.
STF: Allows you to view the credits.
MAN: Makes fewer tiles for an easier game.
REV: For a game where all the tiles are reversed. When you select a tile, it turns over. You must remember where the tiles are to find matches.

Super Mario Bros. Deluxe

Many of the old tricks for the original *Super Mario Bros.* game on Nintendo work on the new *Game Boy Color* version. For example, the warp zone found in World 1-2 is still intact!
Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3, or 4!

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end level flagpole. Two turtles will come down the steps. Either avoid or get rid of the first one. You will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it and making it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-ups! This way you can max out your lives!

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

You vs. Boo: You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You vs. Boo" bonus levels.

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

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

Super Mario Land 2: Six Golden Coins

Easy Mode: On the title screen, press Start to enter the pipe room. In this room, press Select to get into "Easy Mode." You can then begin any saved file you wish.

Play the Demo: When the title screen appears, hold Up, Select and B (in that order). Continue to hold the buttons

Chase H.Q.: Secret Police

Level Password: Enter MMQG at the "Password" screen. This will give you access to any level up to 10. Just scroll Left to access the previous levels.



until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Tarzan

Level Passwords:

- 3-1: Vertical Lines, Vertical Lines, Maze, Swirl.
- 4-1: X, Moon, Up/Down Arrows, Cross.
- 5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
- 6-1: Swirl, Maze, Cross, Up/Down Arrows.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan

Life Power-Up: When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start.

Practice Bonus Games: On the title screen, simultaneously press and hold A, B and Select, then press Start. A question mark will appear to the right of the "S" on the stage select screen. Select this question mark to practice the bonus games.

Tetris Blast

Fight 2 Mode: On the title screen, press B five times then press Start.

Tiny Toon Adventures

Practice Bonus Games: To practice bonus games before jumping into the action, hold Down and the B button and press Start at the main menu.

Turok 2: Seeds of Evil

Weapons, Level Skip, Etc.: From the main menu screen, access the "Password" option. On the "Password" screen, enter any of these codes for the results as shown:

- DLVTRKBVL: Skip Levels.
- DLVTRKBWPS: All Weapons.
- DLVTRKBNRG: Infinite Energy.
- DLVTRKBLVS: Infinite Lives.
- DLVTRKBBD: Bird Mode.

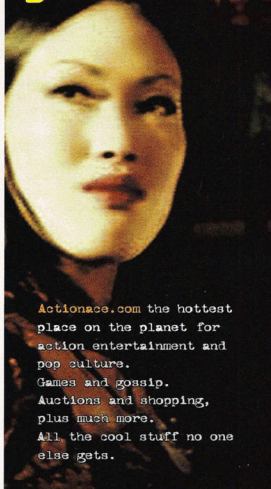
World Heroes 2 Jet

Scorchor Mode: When the Takara code appears, press Right, Left, A, B, Down, A, B and Up. You will hear a sound to confirm that the code was entered correctly. The Scorchor Mode allows you to blast your opponents with your character's Super Attacks at any time, use Zeus as a character, and it also allows you to choose fighting styles (like in Versus Mode) in Training and Tournament Modes.

Zelda: Link's Awakening DX

Alternate Music: To change the background music at the "File Selection" screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.

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Game of the Month

J A N U A R Y 2 0 0 0



The King of the Jungle Returns

DONKEY KONG® 64

Once you start spilling your energy into the immense worlds of Donkey Kong 64, you'll know that you're in for something special. This game has more personality than JFK, and the cast of Kongs will charm in ways that'll often surprise and amuse you. If you thought Banjo-Kazooie was cool, you ain't seen nothin' yet. DK64's eight worlds are awe-inspiring to say the least, with amazing aesthetics that'll challenge the senses. But most importantly, the game is just a whole lotta fun. As always with Rare, mini-games, secrets, and extras abound; and the entire quest will take the average gamer more than 50 hours to complete. So get ready to kick it, DK-style!

Know Your Kongs



Donkey Kong

The original Kong, a snappy dresser with the tie, is the most experienced of them all. His Coconut Shooter is a blaster on par with the BFG 2000.

- Weapon: Coconut Shooter
- Instrument: Bongo Blast



Diddy Kong

Diddy's hip style and quick feet give him a fluidity that most other Kongs wish they had. His Rocketbarrel Boost is lauded by apes everywhere.

- Weapon: Peanut Poppuns
- Instrument: Guitar Gazump



Lanky Kong

Just because this orangutan doesn't look like the others doesn't mean he's illegitimate. His long arms make for some hilarious attacks.

- Weapon: Grape Shooter
- Instrument: Trombone Tremor



Tiny Kong

We've suckers for ponytails, and Tiny is no exception — plus she can use them for more than just being cute! Her ability to shrink is great, too!

- Weapon: Feather Bow
- Instrument: Saxophone Slam



Chunky Kong

Sure, his name is Chunky, but Lazy would've been more precise. This barrel of monkey power is as useful for his strength as he is a pansy.

- Weapon: Pineapple Launcher
- Instrument: Triangle Trample



King Kong

The father of Kongs everywhere, this Kong just wasn't cartoony enough to make the cut. You won't find him in the game, but man that face is funny.

- Weapon: Faye Raye
- Instrument: Ukulele Umbrage



Golden Bananas and Blueprints

In the following pages you'll see the first four worlds of DK64. With each world, we've provided a whole page dedicated to those hard-to-find Golden Bananas. Keep in mind that while there are only four Golden Bananas shown per Kong, there are five to be found in each world. That's because the fifth Golden Banana can only be obtained by finding and beating down a Krusha with the

same colored hair as the Kong you're using. Once you throw a pouncing on him, a Blueprint will pop out. If you return the Blueprint to Snide's HQ, you'll be given the fifth Golden Banana. The Blueprints are represented on the maps in every world by a big X, so look there for those troublesome Krushas and get ready to lay the smack down on those wily beasts. Happy Hunting.

Kong Upgrades

	Skill	Location	How Much	What it Does
DONKEY	Baboon Blast	Jungle Japes	3 Coins	Able to use Barrel Blast.
	Strong Kong	Angry Aztec	5 Coins	Able to use DK Invincibility Barrels.
	Gorilla Grab	Frantic Factory	7 Coins	Able to Pull Lever with B Button.
	Super Simian Slam	Fungi Forest	5 Coins	Able to Bum Bust Blue Switches.
	Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Bum Bust Red Switches.
DIDDY	Chimpy Charge	Jungle Japes	3 Coins	Able to Charge Gongs. Hold Z, then press B.
	Rocketbarrel Rocket	Angry Aztec	5 Coins	Able to use Jetpack Barrels. B is thrust. Z is hover.
	Simian Spring	Frantic Factory	7 Coins	Able to use Spring Jump on Diddy Symbol. Hold Z.
	Super Simian Slam	Fungi Forest	5 Coins	Able to Bum Bust Blue Switches.
	Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Bum Bust Red Switches.
TINY	Mini Monkey	Angry Aztec	3 Coins	Able to use Tiny's Shrinking Barrels.
	Pony Tail Twist	Frantic Factory	5 Coins	Able to "Fly" by tapping, then holding A.
	Super Simian Slam	Fungi Forest	5 Coins	Able to Bum Bust Blue Switches.
	Monkey Port	Crystal Caves	7 Coins	Able to use Tiny's Transport Pad.
	Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Bum Bust Red Switches.
LANKY	Orangstand	Angry Aztec	3 Coins	Able to use Handstand by holding Z, then pressing B.
	Baboon Balloon	Frantic Factory	5 Coins	Able to Inflate on Lanky pad by pressing Z.
	Super Simian Slam	Fungi Forest	5 Coins	Able to Bum Bust Blue Switches.
	Handstand Sprint	Crystal Caves	7 Coins	Able to walk faster on hands.
	Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Bum Bust Red Switches.
CHUNKY	Hunky Chunky	Frantic Factory	3 Coins	Able to use Chunky's Growth Barrels.
	Primate Punch	Frantic Factory	5 Coins	Able to use Big Punch. Hold Z, then press B.
	Super Simian Slam	Fungi Forest	5 Coins	Able to Bum Bust Blue Switches.
	Gorilla Gone	Crystal Caves	7 Coins	Able to turn Invisible using Chunky's Symbol.
	Super Duper Simian Slam	Creepy Castle	7 Coins	Able to Bum Bust Red Switches.



The Hunt for Golden Bananas

by Todd Zuniga
todd_zuniga@zd.com

The entire city of Seattle is smaller than the eight worlds in DK64. Match that with all kinds of mini-games and piles upon piles of abject silliness, and you've got two things: a quintet of Kongs, and sensory overload. Donkey Kong, one of Nintendo's original heroes, is back, and he's joined by four relatives in yet another hunt to overcome King K. Rool and his wicked henchman.

We've decided to break up this guide in two parts so all the surprises aren't ruined for those of you who absolutely love to hunt the mammoth worlds pieced together by Rare's developers. Just remember—if you're hardcore, you'll get *everything* in every one of the game's huge worlds. And this guide will be the perfect companion for when you've searched a world inside and out but are still a Banana short.

database

time to complete **85 hours**
 challenge **Moderate to Hard**
 best weapon **Pineapple Launcher**
 best character **Diddy Kong**
 best advice **Use Bananaport to save lots of time**
 also try **Banjo-Kazooie**
 system **Nintendo 64**
 publisher **Nintendo**
 developer **Rare**



www.donkeykong64.com



1



3



4



5



7

World 1: Jungle Japes

Objectives

1. The Varicose Vine

The first thing you'll need to find in Jungle Japes is a vine that stretches from the water. It's not hard to locate, but in a world this big, it's nice to have a little help in finding it. Once you find it, you'll have access to Funky's Shop. And once you know where that is, freeing your buddy, Diddy, isn't such a difficult task.

2. Finding Doo-Wah Diddy

Use the cannon to get to Diddy Kong. After you hit Funky's Shop, exit, then go left. There will be hanging vines. Jump on and you'll find the barrel that will shoot you to a new part of the world where you'll find your good buddy.

3. Rambie: The First Blood

Take DK and his Coconut Shooter to the gate behind Cranky's Lab. Once you shoot open the gate, you'll get three Coins and a chance to alter your "ego." Touch the box and turn into a rhinoceros! Rush around and crash into the huts to reveal hidden switches. When you're done with that, go into the tunnel you came from, take a quick left, and ram through the Rambie picture to open up a new path to Troff & Scoff.

4. Ye Olde Mine Cart Race

One of the first mini-games you'll go through is also one of the funniest (at least until you fail to get 50 Coins a few times). Remember to yank the first and third switches to find even more Coins. One trick is to vary your speed. Going fast all the time will wipe you out. Going too slow means that K. Rool's cronies will take shots at you. Reach left and right for Coins and know your best defense against a swinging club is to jump. If you get smacked with a club or dynamite, you'll lose a few Coins.

5. Diddy's Himalaya

Just to the left of Bananaport #2 you'll find a Peanut Poppun Target. Smack that with the 'o' hand cannon and a ramp will appear. Hurry up it (it only lasts a short time), and duck into the door you see on your way up. Once you exit the mountain, you'll need to continue up the ramp to grab the Golden Banana that you made appear.

6. Lanky's Hand Stomp

To the far right side (with your back to the entrance) you'll find a place for a Peanut Poppun shell. Hit that, then take Lanky inside. You'll find goodies galore and pegs on the opposite sides of a DK Island picture. Stomp on these (remember, Lanky uses his hands), and after you take out the bees (think about using your instrument), a Golden Banana will appear behind the picture.

7. Doin' the Butt

Once you've got Chunky on your side, you'll have a world of possibilities. Head over to the big X (on the map) after you've gotten rid of the boulder sitting there. Use the Simian Slam several times and you'll crash through to a whole new world. Once you're there, be prepared with your Pineapple Launcher!

8. Battle Arena #1: The First Crown

Right outside of Funky's Shop, you'll be able to square off against a band of charging beavers. The key is to hold your position and pound the ground with a jump after they close in. Be careful! If they get too close, you're going to have a mouth full of beaver. If you win, you'll get your first Battle Crown.

How to Rescue: Diddy Kong

One of the first objectives is freeing Diddy Kong, your partner in crime. First, DK will have to score his Coconut Shooter (which means finding three Coins). Then use the green vines hanging next to Funky's Shop to swing across. Once you're there, go to the barrel cannon sitting in the middle of the plateau. It'll shoot you right in front of Diddy's prison. From here, you'll need to locate three doorways with coconut targets above them. The hardest one to hit will be seen from the water. The key to this one is going up to Funky's Shop and getting to the edge where the vines to get to Diddy were. Get your crosshairs up, locate the door, and fire. One hit will unlock it. The other two just take a tad of searching. Find 'em and free Diddy!



Boss: Army Dillo vs. Donkey Kong

The truth about Army Dillo is that he's the perfect first boss to scream through so you can show off how useless it's going to be for K. Rool to try to match wits with a gaggle of Kongs. Below are three quick and easy steps to dispense the fireball-throwing, metal-cased buffoon with ease. His menial efforts remind us of our own Dan Leahy's prowess (or lack thereof) on the basketball court. Ouch!

1. **Like the Wind:** As our fathers told us, if they're bigger than you, bide your time. In this case, you'll need to run with a quickness DK didn't even know he had. Whenever the fireballs are being tossed, wait until they hit to change direction. When Army Dillo gets his shell in place and starts rolling, just run in a tighter circle than his frame can afford to move in.

2. **Playing with Dynamites:** While you're out there avoiding fireballs, make sure to change directions so that you stay close to the barrel full of TNT. Although the fireballs will cause it to explode, the explosives will regenerate by the time you need to throw them.

3. **Stay on Targets:** When you've got the dynamite in DK's grasp, be patient. A quick throw of the bomb to the side of Army Dillo's face could prove useless. Take your time and get into good position before letting fly. It'll score you consistent hits in the long run.





Jungle Japes: Golden Bananas

Donkey Kong



Golden Banana #1

You'll find a barrel just a couple of vine-swings away from Funky's Shop. Jump in to be barrel-blasted to where Diddy is locked up. Before freeing him, look for a Golden Banana in front of you.



Golden Banana #2

After you've found the three Coconut Targets spread around the jungle, go up to nab Diddy. Once he's free, you'll be privy to a free Golden Banana after he tells you that he's shifting over to the Tag Barrel.



Golden Banana #3

Once you've used Rambi to wreak havoc, stomp on the DK face to reveal a new Golden Banana. The bamboo grate between Bananaports #1 and #2 will release the Golden Banana that it guarded.



Golden Banana #4

Find the X on the map with the boulder in the middle. Climb the nearest tree and swing to the pad with DK's brow on it. Hit Z and watch the ape fly! Win the barrel shooting contest to obtain a Golden Banana.

Diddy Kong



Golden Banana #1

Inside the mountain, you'll have to race against the clock to nab a Red Coin across a plank. If you get it, a Golden Banana will appear atop the mountain. Once there, it'll also show off Bananaport #5.



Golden Banana #2

One you swing through the mine race with 50 Coins, you'll end up with another Golden Banana. Keep trying till you get this one right. Remember to speed up and slow down to avoid those annoying enemies.



Golden Banana #3

After using Rambi, Simian Slam the Diddy pad. You'll have limited time, so your best bet is to hurry to Bananaport #4. Jump into the water and find the vine to climb up. To the left of Funky's Shop is a Golden Banana.



Golden Banana #4

Once you've got your Peanut Poppus, go to the path you originally took into Jungle Japes. Make a quick left to find a gate with two peanut targets. Hit them and reap the reward of a Golden Banana.

Lanky Kong



Golden Banana #1

Head to the first area to your left inside the entrance. It's the same place Diddy originally used his Peanut Poppus. Beat up the bad guys (make sure to get 'em all), and find the checkered flag. Now it's reward time.



Golden Banana #2

Head to the area of Cranky's Lab and go into Cranky's Lab (you can use Bananaport #4) and Simian Slam the Lanky face. When you do, a Banana will appear by the barrel you used earlier to rescue Diddy. You'll only have 60 seconds.



Golden Banana #3

Exit Cranky's Lab and go into the tunnel. On your right you can use the handstand walk to reach a Banana Barrel where you'll do the Speedy Swing Sortie. Get nine Coins and enjoy your sweet success.



Golden Banana #4

Take Lanky inside the gate below the Peanut Popper target. Stomp on the pegs (though Lanky uses his hands), and after you take out the bees (think about using your instrument), a Golden Banana will appear behind the picture.

Tiny Kong



Golden Banana #1

In the post-disaster area run over by Rambi, Simian Slam Tiny's pad. You'll have a short 30 seconds to hit Bananaport #4. Dive into the water, go left, and jump into a little cave right outside the water to nab a Golden Banana.



Golden Banana #2

Go to the left of the entrance to Jungle Japes (where the Peanut Poppus was used). Use your Feather Bow to hit the target to open the gate. Hop into the Banana Barrel. If you're successful, you're in the Banana, Golden-style.



Golden Banana #3

Inside the bee-hive section on the Tiny end of Bananaport #5, you'll find a Golden Banana. Go through each of the rooms and use the Simian Slam. Doors will keep opening. The third door hides the tasty prize.



Golden Banana #4

Go to the tree stump harboring the Golden Banana. Jump into the barrel to shrink Tiny. Use the mushroom to the left and it will become a trampoline to catapult you to the top of the stump. Go into the little hole for the prize.

Chunky Kong



Golden Banana #1

Go by Bananaport #3 near the big X on the map. Use the B button to lift the boulder. Now you can pretty much smash it to pieces any which way you choose. A Golden Banana will appear.



Golden Banana #2

Go past the hallway where you broke the Rambi picture, move the boulder, and use the Simian Slam. Exit to the left, then go right. Cross the water and use Bananaport #2. From there, go downhill toward Snide's.



Golden Banana #3

Go where the boulder for GB #1 was. Keep using the Simian Slam through the X. After crashing through, follow along the narrow path. Shoot the eyes of the bat face on the wall and vines will appear. Then, swing into a Banana.



Golden Banana #4

Get big near Bananaport #5 (where Tiny got small) and you'll spy a Banana Barrel floating above you. Jump like the dickens, beat the mini-game and you'll get yourself a shiny new Golden Banana.

Map Key

Note: The colored bananas on the map represent the Golden Bananas for each individual Kang (See Banana Key below).

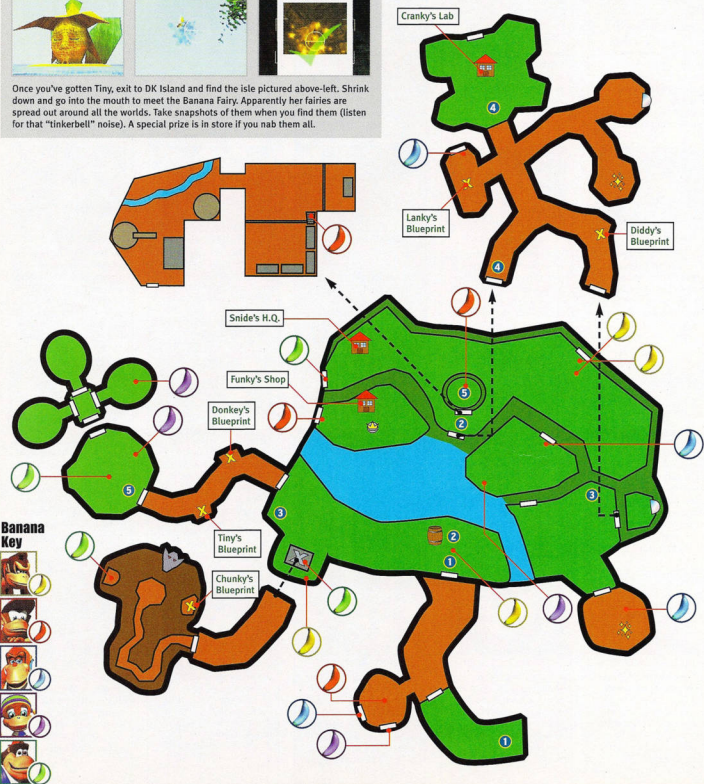


Banana Warps Change Barrels Banana Fairy Troff and Scoff Kong Blueprints Arena Battle Cranky, Snide, & Funky

Jungle Japes (the map)



Once you've gotten Tiny, exit to DK Island and find the isle pictured above-left. Shrink down and go into the mouth to meet the Banana Fairy. Apparently her fairies are spread out around all the worlds. Take snapshots of them when you find them (listen for that "linkerbelt" noise). A special prize is in store if you nab them all.



Banana Key





World 2: Angry Aztec

Objectives

1. Crankin' Up Da Skilz Wit' Cranky

Once you've gotten to the Angry Aztec level, hurry back to Cranky's lab. He'll equip DK with Strong Kong powers, and Diddy with the ability to fly. This is important, so do it before you skulk around the new level. Then, once you have Lanky and Tiny, go get them powered up with Orangstand and Mini Monkey.

2. Set the Night to Muzak

Pick up your musical instruments at Candy's Store. She only charges three Coins, and the first time you see her she'll be generous enough to throw in a full Watermelon for your health meter. Instruments are an integral part of the game. If you find circles with instruments, don't hesitate to stand on one and play a tune.

3. Playin' Gee-tar

Now that you've got both Rocket Boost and your instrument, go to the roof of the Llama cage. You'll find an icon so Diddy can play your guitar on a music pad. Do it and doors everywhere will fly open. Well, at least one door will open—and that's the only one that really matters.

4. Going Downhill

Tiny's mini-game race is a toughy—here's how to get through it. First, get a feel for the track (where the Coins are, where the drop offs are, etc.). The only real strategy is to race as fast as you can, taking over first place on the first turn to the left. After that, it's top speed or your shelled friend will catch up with you once you have to run to the finish. Do not stop racing until the word "winner" plops onto the screen.

5. High Flyin' Top Gun

Once you get to area two, you'll see the big tower sporting a closed face and a sun-style star on top. Jump in a Diddy barrel and sky through the center of it three times. An awkward sensual vulture will be released and challenge you to a test of flying. Don't let him get more than three rings ahead of you. The fourth ring behind means you have to start over.

6. Hungry, Hungry Statue

When you're all out of options on Angry Aztec, use Diddy to jetpack to the top of the building with the ugly faces. The centerpiece of the area will start spinning and saying "Feed me!" Shoot peanuts in his mouth from close range and you'll open up targets for all five Kongs to shoot. Make sure you have enough ammo for this.

7. Solid Snake

Stealthy Snoop is a key mini-game to win. It's earns you an easy Banana, but it will take a little patience to master. Finding the checkered flag isn't impossible. Your best bet is to ignore the clock and avoid the flashlights. Patience pays off in this Solid Snake-style activity, especially since there's no Liquid Snake.

8. Crowning Moment

Dive into the pool in the temple opposite the Llama cage and go left. If you follow the narrow opening where Lanky can get a Golden Banana, a Battle Crown opportunity will appear. You'll have to knock down a bunch of alligators for another Crown.



Boss: Fire Fly vs. Diddy Kong

Certainly the Fire Fly is a little intimidating. He skies around with fireballs leaping from his fingertips, he's quick and agile, and he has a real handle on things. But don't let that worry you. This is the last of the great pushover bosses, and the strategy is the exact same to beat him. Here are two tricks to keep in mind.

1. Olympic Sprinting: Much like facing Army Dillo, you'll need to run around quite a bit to get through this battle. Use your tail spin leap (pressing B once

you're in the air) and that will keep you suspended for a couple of extra moments, freeing some time to right yourself before jumping again.

2. Corraling a Fire Fly: For some reason unknown to gamers everywhere, the Fire Fly will stop blazing fireballs at you and he'll simply float there patiently, as if lost in a trance or something. That's when you shove the barrel at him. Good fun for all Kongs, though only little Diddy gets to do the honors this time.

How to Rescue: Lanky Kong

Rescuing this long-armed goon takes a lot of patience. You'll first need to free the Llama by making it to Area 2 and completing the Barrel Blast with Donkey Kong. Then, go to the Llama temple and use your Coconut Shooter to enter. Once inside, play DK's bongos on the pad to the right of the entrance. That'll turn the lava into water so you can dive in. Once underwater, go to the right and swim beneath the snake head. You'll find a small opening to swim through. Soon you'll find Lanky Kong behind bars. Have one coconut in the chamber and fire away at the target to free the loveable Lanky. Once you've got him on your roster, take him to all of the shops to load him up with goods. This lengthy-armed fellow will be any which way but loose.



How to Rescue: Tiny Kong

Once you're at the Temple by Bananaport #2 with Diddy, go to the left and use the Peanut Poppuns to open the front door. Run inside, find the Diddy face, and drop a Simian Slam. After that, the monkey faces on the wall will stick out their tongues. Jump on them quickly, since they'll go back after a short time. After you've reached the last one, hop onto the stone platform. Shoot all the way across at the peanut target. Quickly take the extended plank, and once you're across, hold Z and then hit A for a high jump over the monkey face. Play your guitar on the music pad to trigger a bolt of light that melts the ice. Jump in and take the big opening. Go to the right in the first underwater room and spell out K-O-N-G with Chimp Charges.



Angry Aztec: Golden Bananas



Donkey Kong



Golden Banana #1

Find the DK face and hit Z to find yourself in a bit of the ol' barrel shooting. It's the only way to free your friend, Um Jammer Llama. You'll get a Golden Banana if you go to the mouth of the cage he escapes from.



Golden Banana #2

Dive into the pool in the Llama temple and go into a small space to find Lanky Kong. Free him with your expert coconut shooting skills. Behind him is a fresh Golden Banana shined up real nice.



Golden Banana #3

By Bananaport #5 you'll be able to open the mouth of a cave. Use the invincibility barrel to go into the cave and find the other half of Bananaport #5, plus a Banana Barrel waiting to hand out some Golden fun.



Golden Banana #4

Go inside the five-faced temple that you opened after feeding the tall central structure. Go left, and then right. A Golden Banana will be there for the taking. Grab it!



Diddy Kong



Golden Banana #1

Use the Peanut Poppugs and hop up on the monkey tongues. At the top, cross the plank and jump over the monkey face to play your guitar. Dive in the melted ice and find Tiny. Get a Golden Banana for your efforts.



Golden Banana #2

Find the four gongs and slam your Diddy into them (boy, that sounds painful). After that, a Golden Banana will sprout atop a long, narrow structure. Nab it by going to a Diddy Barrel and jetpacking to the top of the building.



Golden Banana #3

Once you've gotten into Area 2, use Diddy's jetpack to fly through the top of the structure three straight times. Finally, the vulture will be released, and he'll challenge you to a test of aerial skill.



Golden Banana #4

Enter the temple with the five doors on it and go to the right to open another pathway. After that, go to the left and you'll find a Golden Banana just sitting at the top of a stairway, waiting to be taken.



Lanky Kong



Golden Banana #1

Shoot the faces with your Grape Shooter. There are four identical faces that will pair up by different sounds. They'll continue to spin if you match up its sound-cracking counterpart. Have them all spinning to win.



Golden Banana #2

Inside the Llama building, go to the room on the right. Two snake heads will come out of the water to form a bridge. When they do, a Banana Barrel will appear. Use Lanky's handwalk to get to it and score a Golden Banana.



Golden Banana #3

In the temple across from the Llama cage, go into the pool. Dive down through the opening. Stomp on the Lanky face and shoot the vulture until it shrinks and drops your Golden Banana prize.



Golden Banana #4

The five-faced temple is the key to this Banana. Go through to the back and on the right side you'll find a Golden Banana in a barrel. If you're good enough at smashing big bugs to death, you'll score gold.



Tiny Kong



Golden Banana #1

Go to the northwest room in the Llama Temple for an opportunity to shrink down and go into a lava-blazing area. Jump on the Tiny faces to form walkways and eventually a path to a Golden Banana.



Golden Banana #2

Go to the temple with a saxophone pad in front of it. Get small and play on the pad. You'll be healed to the top by an eagle. Once you're inside, you'll be in one of the most challenging races of the game.



Golden Banana #3

Go into the swimming pool where you found Tiny, but first use the barrel in the room to shrink down. Go to the end of the pool opposite the doorway for a little opening for Tiny. Go in and beat up alligators.



Golden Banana #4

When you get to the ugly five-doored Temple in Area 2, go in and start to the right or left. After that, go straight and then to the left to acquire yet another Golden Banana that will be sitting there.



Chunky Kong



Golden Banana #1

Inside Angry Aztec, to the right, you'll find two pineapple targets. Walk to the far ends of each little path and pick up boulders by pressing B. Drop them with their corresponding shapes with Z. Once all are in place, you're Golden...



Golden Banana #2

Go to the Temple in the first area by Bananaport #2. Once inside, take a left where you can play your triangle. Inside the next room you'll see a Golden Banana, but you won't get it until you fight off some weak mini-alligators.



Golden Banana #3

Find the Chunky barrel on the path between the big areas. Go to the right, pick up the boulder, and set it on the table. Go to the room opposite where you found the boulder and a cage will have lifted to expose a Banana Barrel.



Golden Banana #4

Go to the temple with five doors after Diddy's unlocked it with his flying tactics. Go to the far northwest corner (after some pineapple shooting) and find a target. Hit that to open up a Banana Barrel.

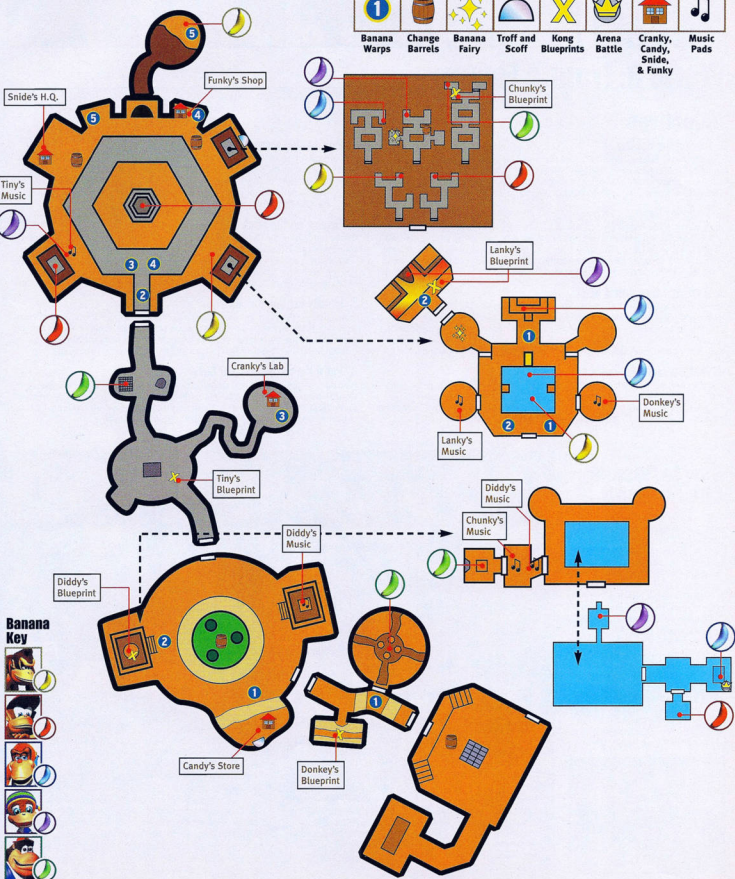


Angry Aztec (the map)

Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below).

Map Key

Banana Warps	Change Barrels	Banana Fairy	Troff and Scoff	Kong Blueprints	Arena Battle	Cranky, Candy, Snide, & Funky	Music Pads



Banana Key





World 3: Frantic Factory

Objectives

1. Freeing the Big Guy

Freeing Chunky is a great way to ensure that you'll roll through Jungle Japes and Angry Aztec without a hitch. Find the room where he's hanging, and use Lanky to walk up the duct on the side of the room (use the Orangstand). He'll have to use the Simian Slam to bring the cage down. Now your barrel of monkeys should be full.

2. Powering Up

Once you're inside Frantic Factory, search out Cranky's Lab (which is close to Bananaport #1) and Candy's Store. You'll be able to swallow down potions for DK's Gorilla Grab (so he can pull levers), Diddy's Simian Spring (so he can perform high jumps), Tiny's Pony Tail Twirl (so she can fly), Lanky's Baboon Balloon (so he can pump his stomach and float), and Chunky's Primate Punch (so he can hurt people).

3. Another Fancy Barrel Blast

This Barrel Blast, like all the others, has a distinct purpose. Still, this blast has the added edge of some good old-school fun. Once you complete it, you'll unlock the opportunity to play the original coin-op Donkey Kong game, which is arcade-perfect (though oddly, the level order is from the Japanese version). A lever will appear before the game—the perfect match for Donkey Kong and his Gorilla Grab power.

4. That Unreachable Platform

You'll find a hole to drop down in the R&D room without a pole. It will lead to the high-voltage room (that unreachable little house in the room where you freed Chunky). Use your Coconut Shooter to open it. Go inside and use the Gorilla Grab on the lever. Things will start moving on the Production Level with a great pace.

5. Four Leafed Bananaport

Once you're forced to climb up the huge structure in the Production Level (after it's been turned on by DK's Gorilla Grab), you'll know this is no easy task. Use either Diddy for his agility, or Tiny for her Pony Tail Twirl. Once you've climbed up far enough, you'll find a savior in the form of Bananaport #4. From here you can set shop, use the Change Barrel, and save yourself much frustration.

6. Tugging on the Stick

On the top floor of the factory you'll have an opportunity to put the Gorilla Grab to even more use. Either use Bananaport #2 to get in the room, or take the long way. Once inside, you'll see a lever in the same room where Tiny does her go-cart race. Pull the lever and you'll expose the Crown Arena along with a few other goodies once you switch back to Chunky.

7. Chunky vs. the New Volttron

Watch out for when you find the triangle pad that enters Chunky into the room with a toy box. First you'll square off against a pair of dice, then some fruity sticks, then dominoes. But be ready for a challenge when all the toys band together. Use the Primate Punch—and don't forget to stick and move. These toys are tough!

8. Put a Hurlin' On the Bad Guys

Who doesn't love heading into those Battle Arenas and letting out a little aggression? This one is a bit tough, though. You'll face a Krusha and two measly old alligator dorks in this go second battle. Finish off three sets for a Crown. Our advice is to use Chunky and wind up his Primate Punch against the big boys.

How to Rescue: Chunky Kong

They're certainly not trying too hard to hide the biggest scaredy-cat of all the Kongs. When you enter Frantic Factory, go and tap Bananaport #1, then go to the hallway to the left of the entrance. You'll have to wind around and climb down a very long pole. Exit the little doorway and find yourself in the Production room. Go to the doorway that is opposite of the one you entered (right in front of Bananaport #4). It's labeled "Storage Room." If you don't already have him, get Lanky from the Change Barrel in the Storage Room. Go up a couple of boxes and use the Orangstand to climb to a square pad with Lanky's face. Use the Simian Slam—Chunky will fall out of the sky and the cage will crack open. After that, he'll be in your Change Barrel. Yeah!



Boss: Jack-in-the-Box vs. Tiny Kong

Alright, here's your first real boss challenge. The Jack-in-the-Box doesn't fool around, so you better be ready to leap and run with skill and grace. And don't forget to jump diagonally. It's tough, but necessary.

1. **Beating the Box:** Beating this Jack is all about avoiding him. He'll jump after you (slowly at first, then quickly, then while invisible) and you'll need to stay away. When he stops jumping, pay attention to what color space he's on. You'll have to find a switch on the same color and Simian Slam it to shock him. Five shocks and he's out. Be careful—if you Simian Slam the opposite color, you're the one that will end up with the headache!

2. **Stayin' Alive:** You won't be harmed by jumping off of a square into the abyss. The only way Jack can hurt you is by stomping on your head or shooting you with a laser. If you're in trouble, hop into the abyss. You'll start from the beginning undamaged.

3. **Fancy Shooting:** Be aware that this Jack isn't off by much. He may be a reject from the Toy Factory, but he's been around. After he's stopped and taken aim, he'll often shoot ahead of you. Wait for him to use his blaster and then jump to the next square. It'll save you a lot of pain.

4. **Quicker Jumping:** This is minor, but it can make a difference. When you're using the Pony Tail Twirl, drop out of it once you're above the next block. You run faster than you fly.





Frantic Factory: Golden Bananas

Donkey Kong



Golden Banana #1

Find the DK arcade machine by Bananaport #5. You'll have to use the Gorilla Grab and beat all four masterfully challenging levels without dying once. Notice the levels are in Japanese order. Hmm.



Golden Banana #2

If you follow the path with a trail of yellow bananas from the room with all those fun blocks, you'll be led to a room of mini-game proportions. Stomp the DK face and Simian Slam numbers one through 16.



Golden Banana #3

Use your Coconut Blaster by the high-voltage shop (the entrance is in the R&D room). Go inside the newly opened door and use the Gorilla Grab to pull the lever and start things moving.



Golden Banana #4

Once the Production Level is operational, go in the small opening by Bananaport #4. Jump into the DK-faced barrel for invincibility. The rest is a painless walk. Make sure you have enough crystals.

Diddy Kong



Golden Banana #1

Climb to the top of the blocks by first using the Simian Spring, then hold down Z and jump. At the top, use the Simian Spring again and you'll engage with a Banana Barrel. Then use the Spring to nab the looming Golden Banana.



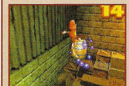
Golden Banana #2

On the top floor of the factory, you'll find a place to play guitar. Once you're in the room, use the Chimp Charge to drive into the different numbers on the doors. You'll have to open all three doors and beat the toy villians.



Golden Banana #3

Slam the Diddy face, then take Diddy to Bananaport #4, and follow the trail of red bananas. Use the Simian Spring to blast into the little crook in the wall with the Golden Banana. Snatch it, baby!



Golden Banana #4

Take the chute on the R&D level (hit Bananaport #2 to get there), and get shot down to the room where Chunky was released. Jump on the Diddy face and then swing across to the Banana Barrel where you'll chase beaver.

Lanky Kong



Golden Banana #1

If you use your Orangstand in the room where Chunky's hanging from the ceiling, you'll find a pad to jump on with Lanky's face. Do that, and the final Kong comes crashing down. Even better, you'll get a shiny new Golden Banana.



Golden Banana #2

Find the room with the plenty-o-blocks and go to the pad with Lanky's face. Use it to gas up the ol' intestinal tract, and float to the ceiling where there will be a Banana Barrel. The mini-game here is fooshyishly easy.



Golden Banana #3

In the R&D room, you'll find a squared room with a trombone pad in front. Inside, you'll find a hysterically burp-tastic mini-game. Match the colors of the belchers with the colors of the keys on the piano pad for the prize.



Golden Banana #4

In the Production level, you'll have to hammer down on the Lanky face and climb to the top of the blue banana trail and use the Orangstand to climb up the outside of a duct and nab the Golden Banana.

Tiny Kong



Golden Banana #1

When you find the arcade machine, you'll also find another spot for a quick Golden Banana. Shrink down and get to the small opening in the top of the room near the boxes where the purple bananas are located and go in.



Golden Banana #2

Go to the Toy Room and find the window with a Tiny barrel in it. To the left, shrink and go in. Do that, you'll find a game of darts once you stomp the Tiny face. Hit the objects on the board in the order shown with Tiny's Feather Bow.



Golden Banana #3

Go to the room where there's a television set and a lever for DK to pull. Shrink down and go into the tunnel to race for a Golden Banana. You'll have a good time with this one, and the reward is just what you're lookin' for.



Golden Banana #4

Climb as far as you can to the top of the Production Level. Once you master the conveyor belts, you'll see a Banana Barrel across the way. Use your Pony Tail Twirl to go across. At the last second you'll have to grab the platform.

Chunky Kong



Golden Banana #1

Go up onto the R&D floor of the factory, and from there, use the little ladders to climb to a fenced area. Use the Primate Punch to knock it down, and then give a wallop to the toy chest. You'll have to beat all the toys.



Golden Banana #2

Go to the room with a filmy looking gate near where Chunky was saved. First Primate Punch the question mark box, then slam the Chunky face. Use the Primate Punch on the Chunky face to start platforms rising and falling.



Golden Banana #3

Once you're in the Production Level and all the gears are turning, wait until you get to Bananaport #6. Carefully jump, then walk across on the arms that are spinning in front of you. Get to the center and you're Golden.



Golden Banana #4

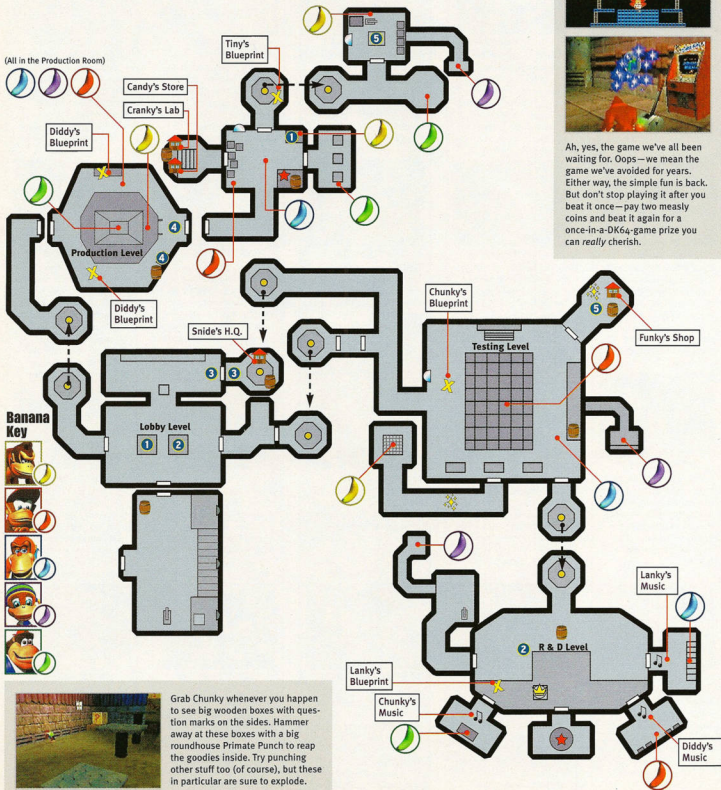
Exit the room with the Donkey Kong arcade machine, and go left to punch out the fence. You'll play an easy mini-game for a Golden Banana and pick up some Coins along the way as well.

Map Key

Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below).

Banana Warps	Change Barrels	Banana Fairy	Troof and Scoff	Kong Blueprints	Arena Battle	Cranky, Candy, Snide, & Funky	Music Pads	Drop to Powershed

Frantic Factory (the map)



Ah, yes, the game we've all been waiting for. Oops—we mean the game we've avoided for years. Either way, the simple fun is back. But don't stop playing it after you beat it once—pay two measly coins and beat it again for a once-in-a-DK64-game prize you can really cherish.



Grab Chunky whenever you happen to see big wooden boxes with question marks on the sides. Hammer away at these boxes with a big roundhouse Primate Punch to reap the goodies inside. Try punching other stuff too (of course), but these in particular are sure to explode.



World 4: Gloomy Galleon

Objectives

1. Seasickness

Keep in mind that on the side of the Lighthouse you'll see an arrow up and an arrow down button. These will raise and lower the water levels throughout the entire world. If there's something hanging high in the air, chances are you can raise the water level to get to it. Remember—underwater Bananaports are inaccessible.

2. Big Bad Battle Arena

One of the first things you'll see in this world (if you walk forward into the opening) is a fence keeping you from the Battle Arena. Well, that's not a problem if you grab Chunky. Once you use the Primate Punch and unload on the fence beneath Cranky's Lab, you'll be privy to some real battlin' action. Now with Kung-Fu chopl!

3. Blasting the Night Away

You'll have to successfully conquer the game's most difficult Barrel Blast (up to this point) to free a pirate seal. When there's a choice of barrels, use this method to get through them: bottom, right, far left. Otherwise, just jump into the only barrel you see. This will be helpful since you'll free the seal from captivity, which opens up the opportunity for two different Golden Bananas if you go hang out with your new friend. He's by Candy's Store near Bananaport #4.

4. Candy-Rama

Make sure you hit Candy's Store during this level. She'll have a brand new offering on her rack of goods. For a measly five Coins, she'll load you up with more uses for your worn out instruments. Don't bother going in with everyone, though. When she gives to one, all are graced with the goods.

5. Our Friend, Greg Louganis

Although you only have to grab eight Coins in 60 seconds for Diddy's mini-game, it's not quite that easy. You'll have to rush around to get the seven Coins in the barrel, then hurry to the top and vines will descend so you can grab the last Coin that's hanging in mid-air. You have to have the seven other Coins first, though, so don't bother with the airborne one until last.

6. Orion and the DK Star

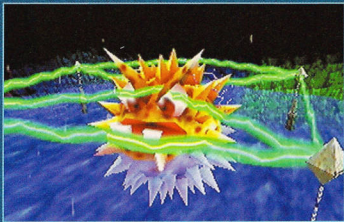
Get hold of Lanky and jump into the dolphin box to find the new-age equivalent to Flipper. Raise the water level at the Lighthouse, then use Enguarde to dive through the DK star three times. You'll unlock the DK door in the tunnel and have access to the Coin Room and Golden Bananas galore.

7. The Fantastic 4

Once you've mounted the Coin Hill with Diddy and taken off with the Golden Banana, the Bananaport #4 pad will appear on the stack of Coins. Why is that, you ask. Well, you'll need to get Donkey Kong up there to wreak a little bit of the ol' havoc on the Krusha so you can grab his Blueprint.

8. Pearl Necklace

Once you have access to the Coin Room (after Enguarde jumps through the DK sign three times), go inside and find the huge treasure chest. You can get into the key-hole if you shrink down with Tiny. Do that, then grab the pearls out of the oysters' mouths. Be careful if you want, but with full energy you can afford to be reckless. Finally, tote those treasures to the whiny Mermaid and receive what you really want.



Boss: Puffer Fish vs. Lanky Kong

The Puffer Fish is the most fun boss you'll face. You'll play as Lanky and you'll have to scoot around as hurriedly and tactfully as possible to evade the onslaught of fireballs, electric surges, and flying blowfish. The goal is to move your dinky through the DK Star over and over again. Complications arise when the DK Star starts shifting places. Time will start to get shorter, too, so be aware of that. Shock the Puffer Fish five times to win the key for K. Lumsy. Some tips? Here goes...

1. **Managing Your Dinky:** Sure, you hold down Z to get your dinky going, but the most important move you'll need to use is the sharp turning brought on by holding down the R shoulder button. It's a savior when time's short.

2. **Light Fright Diamonds:** The first few times you swim through the DK Star, a group of diamond-shaped conductors will emerge. Try to avoid these, as they'll slow you down in a hurry. You'll have to get all of them up and running to shock the bejesus out of the Fish, and that's always fun.

3. **It's That Time, Again:** Time and floating through DK Stars won't seem to have a very important marriage in the early going against the Puffer Fish, but that will change quickly. You'll start with 30 seconds to go through five DK Stars. Then you'll have 25 seconds, then 20, then 15, then finally ten. If you miss within the time allotted, you'll lose credit for one of your DK Stars. Do-overs, in this case, stink.



Caution! • Spoiler! • Caution!

Rareware Coin!

Remember when Cranky told you to bring him 15 Banana Medals? Well, the special surprise may not have been what you thought. You'll have a chance to play Jetpac, a classic Rare creation that they managed to fit on the cart by using a powerful new compression agent. If you manage to blast away and get 5,000 points (it's not easy, folks), you'll be rewarded with the rare Rareware Coin.



Gloomy Galleon: Golden Bananas



Donkey Kong



Golden Banana #1

Go inside the lighthouse and ascend to the top by using the platforms. Once you're at the top, pull the lever and a Golden Banana will appear at the exit of the lighthouse. You'll also let K. Rool's ship into the harbor. Scary!



Golden Banana #2

Head to the big water-laden room opposite of the Lighthouse area. From the entrance, go northeast past Bananaport #4 and you'll see Candy's Store. To the right of that, past the Change Barrel, a seal will hand over the Gold.



Golden Banana #3

Go to the music pad by Funky's and start hammering away on those bongos. You'll open up Gate 3. Quickly swim to it and dive into a Golden Banana—if you can beat the mini-game.



Golden Banana #4

Go behind the seal to the opening. The race is simple. Remember to jump when you see boxes (they deduct three Coins from your total). Go between targets early on. Later, it's a good idea to miss one or two of them (to save time).



Diddy Kong



Golden Banana #1

Use the Jetpack to board K. Rool's ship after DK turns on the lighthouse lamp. Once aboard, do a Simian Slam on the Diddy face and a Golden Banana will appear atop the lighthouse. Use the barrelpack again and you've got Gold.



Golden Banana #2

Go to the instrument pad by Funky's Shop (the one on the cactus), and play your guitar. Dive in and head toward Gate 2 on the side of the ship. You'll get to be annoyed by a simple mini-game en route to another Golden Banana.



Golden Banana #3

Play your guitar atop the Lighthouse, then jump on Bananaport #5 and you'll be in the right area. Dive down toward the hull of the sunken pirate ship, and to the left, you'll find a mechanical fish mouth. Hurry into his mouth.



Golden Banana #4

In the Coin Room to the right, you'll find a stack of ducats to the ceiling. Use Diddy's Simian Spring to reach the top, and you'll find the Banana Barrel and Golden Banana you've been looking for. You'll also unlock Bananaport #4.



Lanky Kong



Golden Banana #1

Go to the room with the lighthouse and dive below the surface to find the box where Lanky can turn into Enguarde. Break up all of the treasure chests and one will bear the fruit (albeit metallic!) of a Golden Banana.



Golden Banana #2

Use the Lanky switch on the dry land area and head to the sunken pirate ship. Dive into the lower opening of the two you'll see. Go in and use Enguarde to break up boxes to nab some Coins, but use the big hole for the Gold.



Golden Banana #3

Head over to the cactus and toot on the ol' trombone to open Gate 4 on the sunken ship. Swim speedily to the opening, head inside, and grab the Golden Banana that you find there.



Golden Banana #4

In the middle of the Coin Room, you'll find Lanky faces to bloat your belly with. Use the sudden helium to get to the top of the tower of Coins. Once at the top, use your search-light skills in a mini-game to gain a Golden Banana.



Tiny Kong



Golden Banana #1

Stomp on the Tiny switch, then jump in the water with the sunken pirate ship. She'll need to go into the top opening. A Banana Barrel will be in a side room. Swim through a triangular opening, and pound Kremlings.



Golden Banana #2

Go to the corner of the sunken ship area where you can find the cactus reaching out of the water. Play her Sax and Gate 5 will open. Go to it. Even though it'll take a little navigating, you've gotta grab the Golden Banana.



Golden Banana #3

Swim to Funky's Shop and dive straight down. You'll have to shrink using the Tiny Barrel and go into the small square on the metallic duct. Go in, and in the back of the room, you'll find a Banana Barrel with a silly mini-game.



Golden Banana #4

Get the pearls from the big treasure chest in the Coin Room and skedaddle over to the Mermaid in the room with the Lighthouse. Near the bottom, her home is surrounded by shells. After handing over the goods, she'll reward you.



Chunky Kong



Golden Banana #1

Go to the right of the room with Bananaports #1 and #2 to find a room with a floating yellow banana balloon and three treasure chests. Load up with a Primate Punch and you'll find gifts—one of which is a Golden Banana.



Golden Banana #2

Play the triangle in the area with the Lighthouse (meaning the water will be low). Swim to the exit of the Lighthouse area. Run across to the other water area and dive in. The opening is on top of the sunken ship.



Golden Banana #3

Raise the water level at the Lighthouse, then go to the first room on the right of the whole map. You'll engage in cannon shooting by bringing the ball to the cannon. Hit the three targets with six shots in a 40-second span.



Golden Banana #4

Jump onto the pirate ship using one of the platforms on the Lighthouse island. Go into the trap door and avoid the cannonfire. You'll see five stacked barrels with Chunky's face on them. Give the Primate Punch to all the barrels.

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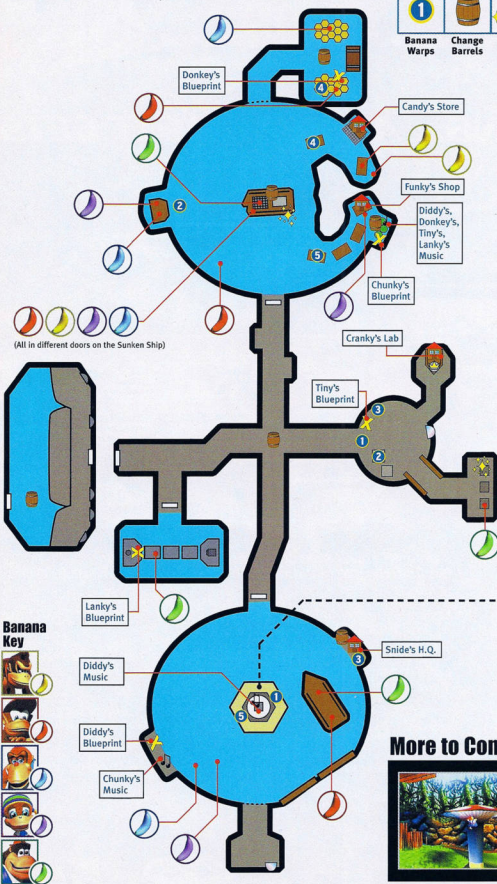
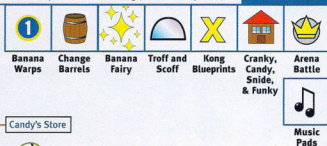
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Gloomy Galleon (the map)

Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below).

Map Key



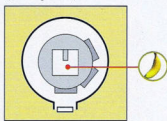
(All in different doors on the Sunken Ship)

Banana Key



First Rambi, now Enguarde. What other acrobatic, destructive animals does DK64 have in store for the next four worlds? We'll tell you next issue. But a little H2O advice when you're in Gloomy Galleon, wading around without a plan: It's not a bad idea to drag Lanky into the Enguarde box and swim around quickly to scout the surroundings. He's not only cute, he's agile and swift too, and he'll blow the doors off any other doggy-paddling Kong. You better recognize!

(Inside Lighthouse)



More to Come in XG #68!



Next month we'll finish off DK64 with the last four monster-sized worlds and whatever other secrets there are to uncover. Fungi Forest, Crystal Caves, Creepy Castle, and DK Island all await—so be sure to check back next issue when we put the finishing touches on this long-sized quest!

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It's Simply Van-tastic!

by Jim Mazurek

jim_mazurek@zd.com

Don't be fooled by the somewhat outdated graphical style. Instead, think back to the days of plush, vivid, hand drawn graphics – where every RPG looked and felt somewhat like a fantasy-based coloring book. It's a time where gameplay took priority over graphical appeal, and people bought games because they were fun to play, not just cool to look at. The music would set the pace, and the game would flow seamlessly from event to event.

Vandal-Hearts II is just like one of those classic games of yesterday, and it's a joy to see that Konami took the time to do it right.

database

time to complete 60 hours
challenge Hard!!
fave character Orudis
best idea Skill switching
best advice Take a week off from work...

also try FF Tactics
system PlayStation
publisher Konami
developer Konami

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VANDAL-HEARTS II

Switching Skills

One of the more unique and interesting features of VHII is the new and improved weapon system. You now have the ability to interchange skills from different weapons (of the same type only), and create your own custom über-weapons. You should know that you can only transfer skills that are unlocked or earned. In other words, the skills that are still blacked out aren't available for transfer (skills can be unlocked in battle by using the respective weapon). Also note that certain rare weapons have more than the three standard slots for skill usage. These weapons should be highly sought after and taken advantage of when found. Imagine the power!



Some weapons will have more available slots than others.



Watch for items that are powerful, defense, and have a large number of available skill slots.

Active / Passive Skills

There are two types of skills in Vandal Hearts II: skills that you actively use, and skills that are always in effect (when they are equipped). Both are useful, although we tend to like the "passive" skills more than the "active" ones. Try to read the descriptions of as many skills as you can for each weapon type, and learn the ones that you find most helpful. Believe us, not all of the skills are all that great. We've found many that rarely work, and if they do, their effects aren't all that special. Be picky, and you'll be much more confident during long and excruciating battles.



Use a good mixture of attack, defense, and special skills when customizing weapons.



Is there really a need for two healing-based skills on one weapon? I think not...

Ollie Ollie Oxen Free!

Some of the maps are quite large, and sometimes it's just plain difficult to grab all of the available items within a given stage when you're preoccupied with the hordes of enemies that are scurrying about. Whenever there's a lone enemy running around the stage and you want to do some further map exploration, there's a technique to use that will save you both time and grief. Basically, you'll want to move one character near the last remaining enemy and have them play "hide and go seek" with each other. If you move that specific character before his character moves, it's virtually impossible for him to guess where you're going to go. In the mean time, your characters can fly around with Searchmark and Unlock to find each of the map's hidden treasures.

One at a Time

It's advisable to work on one enemy at a time, especially since one less enemy is one less incoming attack that you have to worry about. The only time that you should give priority to another action is when a specific character is causing havoc from afar with spells or ranged weapons. The chart below should be the outline of your standard priority of attack (against enemies only) when in battle. These are listed in descending order, from highest to lowest priority.

- 1 Mages / Spellcasters
- 2 Archers / Ranged weapon users
- 3 Spearmen
- 4 Axe fighters / Hammer bashers
- 5 Swordsmen
- 6 Creatures



The world of Vandal-Hearts is a place filled with political scandal, tyranny, sexual innuendo, and level upon level of frustratingly unobtainable items.

MAP KEY

● Standard Battle
 ● Hidden Map
 Town / Shop
 Other

1 Rosace Hill	14 Porta River	27 Liukl Checkpoint	40 Kollaba Swamp (2)	J Daboll Mountain
2 Mastha Canyon	15 Ghote Plain	28 Yuggor Station	41 Domigo Ruins (2)	1 Queentia
3 Yuta Plain (W)	16 Barm Mt. Range	29 East Railroad	42 Yuggor	2 Jackblade
4 Yuta Plain (E)	17 Mining Prison	30 Gabhul Castle	43 Bazo Forest	3 Fortuna
5 Danjou Forest	18 Mining Prison (2)	31 Gabhul Castle (2)	A Hideout	4 Zero
6 Kutao Mountain	19 Mining Prison (3)	32 Zopart Valley	B Byron Retreat	5 Zero: Mirror Room
7 Byron Manor	20 Mining Prison (4)	33 Paua Sea (E)	C Sady Town	6 Rainbow
8 Byron Manor (2)	21 Mine Chamber	34 Paua Sea (W)	D Aposs Village	7 Rainbow (2)
9 Railroad	22 Killea Bog	35 Domigo Ruins	E Zabu Island	8 Rainbow (3)
10 Luxar Village	23 Polata Ruins	36 Nugasso Forest	F Naska City	9 Rainbow (4)
11 Bahtar Plains	24 Dybosa Ridge	37 Kollaba Swamp	G Mizour Village	10 Kingrand
12 Fort Gusta	25 Aposs Port	38 Erawaga Falls	H Kiskana	
13 Kumenu Canyon	26 Tehapi Dunes	39 Randahl Plain	I Fort Dantess	

If there are no vertical or horizontal coordinates next to an Item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

1

Rosace Hill

PROLOGUE • START

A straightforward fight, this battle only involves the defeat of four wily Eggworms. It is possible to die, but if you press inward and attack on every turn, it's highly unlikely that you'll lose this battle.

• Hidden Item Locations

We've chosen to use the Vertical (V), and Horizontal (H) coordinates to denote the location of the hidden items on the maps. This information is on-screen, and makes it easy to pinpoint any of the items that we've listed. And remember, you must have the Searchmark skill equipped to find hidden items.

• Visiting Shops

Since you have the choice of entering shops whenever you please (there are NO random battles in VIII), it's best to come back every so often and see what new inventory the shopkeeper may be offering. If you always want the best equipment, your best bet is to revisit them after every third battle.

Mathsa Canyon

You'll need to delay the bird creature till the very end of the battle, then use the Unlock skill to get the items from the two treasure chests. These are some easy fights, and if you use the Ollie Ollie Oxen Free tip from page 64, you should have little or no trouble getting the items with ease.

Geil:	Items:	Enemies:
250	Hint-1 (V22, H22)	Eggworm x4

Geil:	Items:	Enemies:
500	Hint-2 Mallet 5	Deathplant x2, Goblin x1, Darkbird x1

3

Yuta Plain

W

The key to victory on this map is a bit of preventative medicine. Be sure to "sult up" in the shop preceding this battle; make it a priority to buy all of the best armor and shields before you buy weaponry. If you use your hack 'n' slash techniques, you should win regardless of your tactical experience.



Using magic this early in the game is a luxury, although it comes highly recommended.



Traversing the swamps is a pain, but your leader has the skills.

Yuta Plain

E

Don't miss the Goblin Shields, since they come with one of the best skills in the game, Recover Mark. This map isn't too tough, although grabbing the chests is quite a pain. Be sure to give the Unlock skill to your leader (for he is one of the only troops with good enough movement to unlock the chests).

Geil:	Items:	Enemies:
800	B-light Hint-3 (Vo, H11) Boots (V15, H9)	Deathbug x2, Darkbird x1, Hellplant x1

Geil:	Items:	Enemies:
1,800	Goblin x2 Hint-4 (V3, H14)	Hellplant x2, Deathbug x1, Darkbird x1

5

Danjou Forest

Have your main character run over to the flight of stairs near the tree and quickly traverse the terrain to make his way to the chest. Your other three characters should have little trouble holding their ground while you do this. Note: You'll need to return to this map once more when you acquire the Blockmake skill. Gain access to the top of the tree to get the Novacula Dagger.



You won't be able to build this wall until you return to the map with the Blockmake skill.



It's all about the tactical positions of your characters.

Kutao Mountain

E

You'll really start learning how to effectively use support and tactical position in this battle. Placing your back to a wall eliminates the possibility of being attacked from four directions, so why not take advantage of walls and cliffs when you get the chance? You'll find the Map to Quentia (a hidden level) with the Searchmark skill.

Geil:	Items:	Enemies:
2,400	Pinwheel Novacula (V10, H14)	Hellplant x2, Deathbug x1, Darkbird x1

Geil:	Items:	Enemies:
2,800	Urn Map-12 (V11, H11)	Deathbug x1, Hellplant x1, Darkbird x1, Eggworm x1

7

Byron Manor

The Gigarats can poison the crap out of you, so it's advisable to bring some C-potions into this battle. The Bullion can only be found with the Searchmark skill, so have it equipped on your best mover (someone who can go up more than one level at a time). It doesn't have much battle value, but you can sell it in the shop for an amazing 50,000 Geil!



Don't miss this opportunity for 50,000 smackers!

• Using ESP

While it's impossible to predict every movement of every enemy on the screen, you can almost always count on the enemy going for a rear attack in a one-on-one battle. Why not get the pre-emptive strike by moving your character and attacking the square you think the enemy will be moving to!

Byron Manor

2

He uses Dark Circle, which only hurts you if you're within a certain distance to Lord Kossimo himself. Since you'll only have your main character to fight with, it's a relatively easy battle to win. You didn't expect them to put in an unbeatable first boss now, did you?

Geil:	Items:	Enemies:
3,000	Halbert Cutlass Bullion (13,16)	Gigarat x3

Geil:	Items:	Enemies:
N/A	N/A	Boss: Lord Kossimo (35 HP)



Railroad

CHAPTER 10 START

This one is a simple smash 'n' bash, and you don't even have to worry about the item on top of the train until you come back with some winged armor. Grab the treasure chest and lure all of the soldiers to the far end of the map. The two Shuriken tossers will be at a disadvantage since they'll be at the same height as you.

Geil:	Items:
5,000	Halbert Fire Ring (V4, H35)

● Using Magic

Although magic can deal out some stunning spread damage, using it in battle really doesn't seem all that helpful until later on in the game. In general, magic should only be used if your character is just out of range with his or her standard attacks. Keep spells handy as an insurance policy, that's all...

Enemies:
EN Soldier x5

● Advantageous Support

It is to your advantage to surround enemies with as many allies as you can, since both the damage and hit ratio increase when you get the word "Support" to appear in battle. Beware: Since enemies can also use this tactic to their advantage, they often use it to blind-side unattentive players.

Geil:	Items:
6,000	Cutlass, Graver V.Cape (V15, H17) Bandana (V7, H13)

Luxar Village

You'll have a tough time "perfecting" this stage, since the spear-wielding thieves can poison your characters on a moment's notice. Also, the soldiers with the Halberts are quite dangerous. A rear attack can cost upwards of 40 HP in damage! Keep your allies back to back whenever possible.

Enemies:
Thief x7

Bahtar Plains

Godeau's attack, the Dervish, is menacing. It does 35 HP damage, and it will hit all characters around him (four characters max). Your best bet is to take out all seven EN Soldiers before attempting to fight Godeau. While you're fighting them, you can have your character with the winged armor (and Searchmark) fly around and grab all the secret items.

Geil:	Items:
7,000	Ballast, Shades (V1, H28) Hint-5 (V11, H13) Urn (V1, H12)

● Earning Extra Geil

Vandal-Hearts offers the best type of "extra" battles that you can get—user defined ones. Whenever you're in the mood to earn some extra cash or check out a suspicious area on a previous map, just head back to that specific area and choose to "Enter Battle." Much better than that random crap...

Enemies:
Boss: Godeau (150 HP) EN Soldier x7

It's best to take out the mage as soon as possible, since he'll be casting hard-hitting fire-based spells that cover a lot of ground. Don't bunch up, and keep your new acquaintances from getting trounced by the four soldiers that lurk above. When you get to the last soldier, just surround the two weakest characters and have your "winged wonder" head out to grab

Geil:	Items:
8,000	Ice Ring, S-Coater Runners (V15, H2) Joule (V6, H27)

Fort Gusta

all of the goodies.

Note: You'll need to get the Pickax from the Barm Mountain Range before you can get the Joule from on top of the fort. Once you get it, learn the Blockmake skill, and return to the top of the Fort. Make some blocks and you'll be able to climb up and get on top of the tower. The Joule is worth it...

Enemies:
EN Soldier x9

Kumenu Canyon

This is an extremely tough battle—one that requires a bit of luck if you haven't been leveling up much. It's actually best if you're around L12 (with everybody), and you have each of your characters outfitted with the best armor and items available. If you need more Geil, enter an extra battle on one of the previous battlefields and earn away! Also, know that Thorpe uses Dragonfire,

which does about 40 HP of damage to all enemies within a range of four cubes. Don't bunch up, and keep your strongest characters equipped with the Recover Mark skill for best results. If Baron Platau dies, the mission ends. It's best to hide him on the far west corner of the map to prevent him from getting sniped by all the spellcasters and archers.

Geil:	Items:
7,500	Hint-6, Goblin L-Vase (V33, H8)

Enemies:
Boss: Thorpe (180 HP), WN Soldier x7



It's usually best to crunch up and deal with the soldiers en masse.

Geil:	Items:
11,000	Naibat Magibook (V14, H17) L-Glove (V1, H1)

Porta River

Another toughy, although the objective is somewhat easier than most. You must clear all of your characters past the bridge to the north. When you do, the mission will end and victory will be yours. Kill off the initial wave of enemies, then let the rest of them come to you as you guard the east side of the bridge. Pass when you're good and ready...

Enemies:
EN Soldier x11

Ghote Plain

You'll have to protect Yuri (and his three Clerics) to win this mission. Just keep Yuri out of trouble by placing him to the rear of his guards, and keep using the clerics' healing spells to heal one another. Yuri's spell, Shinesstorm, works wonders on groups of enemies.

Geil:	Items:
14,000	Balloon

● Secret Battles?

As if those clever "Konamians" didn't already package in tons of gaming goodness with VH II, they also managed to include secret battles! Watch for items buried under the ground that are labeled with the words "Map-XX." These open up yellow dots on the overworld that are not normally accessible...

Enemies:
Thief x13

● Blockmake / Blockbreak

Once you acquire the Pickax and Maracas from the Barm Mountain Range, you'll be able to create and destroy blocks. This opens up a whole new aspect to finding rare and invaluable items, since you'll now need to be on the lookout for inaccessible areas (usually out of reach by extreme heights).

Geil:	Items:
16,000	Pickax Maracas (V23, H8)

Barm Mountain Range

This one isn't too hard, since you've got Yuri (he's a spellcasting powerhouse). Place him safely behind your strongest armored fighters, and always use him last. Let tons of enemies pile up into a group, then cast Shinesstorm repeatedly (for 20-25 HP damage per enemy). Both the Pickax and Maracas are key items, so don't miss 'em.

Enemies:
Thief x10

If there are no vertical or horizontal coordinates next to an item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

17

Mining Prison

C-potions are important for this battle, as the Legions will be trying to poison you on every attack. It's best to hide your winged allies below the center platform. That way, they'll be well out of reach from the Shoot Ant's arrows. Everyone else should bunch up along the top and wait for the rest of the Legions to work their way up to you. Smack 'n' serve...



Use the Blockmake skill to gain access to the treasure chests that lurk above.

Geil:	Items:	Enemies:
18,000	V-Cape Philbook (V13, H20) Map-11 (V9, H13)	Legion x8, Shoot Ant x1, Wing Ant x1

18

Mining Prison

Move your characters in a sparse pattern until you're within striking distance of the Boss Ant. If you stay bunched up, he'll unload with Acid Spit, which does around 35 HP of damage to all within his range. Have your three toughest allies line up in front of him to blast away while your archers and spellcasters give back-up support.



Don't be frightened by its looks! This battle is one of the easiest yet...

Geil:	Items:	Enemies:
22,000	N/A	Boss: Boss Ant (220 HP)

21

Mine Chamber

This level actually requires some trickery to pull off. First and foremost, you'll need to inch up and take out the initial wave of soldiers. As you do this, send your two (or more) winged characters up to the west side of the map to take care of the archers. Once you do, Sahmin will start walloping your front characters with Blizzard spells. After the soldiers and archers are killed, you

should send up your two (or more) winged characters to take care of Sahmin himself. Don't attack Mohosa, since this mission can be won by only killing Sahmin and letting Mohosa retreat. Trying to take both of them out is pointless, unless you want the extra Geil.

Geil:	Items:	Enemies:
25,000	C-Potion (V7, H7)	Boss: Sahmin (206 HP) Boss: Mohosa (226 HP) EN Soldier x8

23

Polata Ruins

This will be one of the toughest maps you'll see—if you don't know the secret. First off, you'll need the Re-Move skill (earned from the Jule at the top of Fort Gusta). You'll have to use it on your main character at the start of the battle in order to get him up near the rest of your characters. Once you get him up top, make a "wall" with your strongest allies, and have your archers and spell-

casters hide behind them and provide back-up support. Your two winged characters should hover near the other side of the hill, taking out the Kilbeetles as they fly into your territory. Once you're down to the last remaining enemy, have your winged character fly down to the bottom of the map to pick up all the goodies.

Geil:	Items:	Enemies:
26,000	Angelrod, E-Punch C-Heels (V0, H0)	Skeleton x2, Kilbeetle x3, Guardian x6



Keep your group patterns tight, and let the Legions come to you.

Geil:	Items:	Enemies:
20,000	Hi-Herb (V21, H0)	Legion x6, Shoot Ant x2, Wing Ant x2

The Perfect Bonus

Although it gets a bit tougher in the later stages of the game, it is actually possible to make it through an entire battle with zero "withdrawals." If you do this, you'll not only be awarded with the standard Geil for that level, but you'll also be given a "Perfect Bonus" that doubles it. Build up that war chest!

Geil:	Items:	Enemies:
23,000	N/A	Guardian x10

The Switcharoo

The enemy characters will always go after your most vulnerable ally. Usually, this is the character with the fewest hit points. Just move that specific character out of the way, and you should open up the chance to get a free hit on the enemy that just moved. You can do this with as many allies as you want.

Geil:	Items:	Enemies:
25,000	Naiagma, Map-A X-Boom (V11, H18) Map-4 (V9, H6)	Boss: Sahmin (Boss 206 HP), Boss: Mohosa (Boss 226 HP), EN Soldier x8

Killea Bog

It's best to bring all your characters to one side and travel north up the path as the rest of the enemies on the map make their way toward you. The archers will never get a clean shot, since they'll be constantly trying to get that hulking centerpiece out of their way. Don't miss Map-4 (it leads to Fortuna!)

Wybosa Ridge



All we can say is "ouch!" He is the king of all things fiery.

Your best bet is to rush all of your characters up to the middle of the map, then wait for the passel of swordsmen to come down from above. Have your winged players fly to the sides to take care of the Shuriken throwers, and leave the last two hawkmen flying about while your winged characters nab all the items.

Geil:	Items:	Enemies:
27,000	StoneEye, Pickax, Hint-7 (V18, H7), Beacon (V30, H3), W-Cape (V1, H3)	EN Soldier x10



25

Aposs Port

The mages will use Dark Cloud, which does about 44 HP of damage and is absolutely critical when you've got characters in your group that have only 80HP max. The best tactic is to stay out of their range by hugging the walls and picking through the soldiers as they come to you. Mohosa is one tough gangster, so send in everyone except your leader to attack him.



Spells can come in handy when enemies are just out of reach from your normal attacks.

Geil:	Items:
28,000	Tower x2 F-Socks (V22, H30)

Enemies:
Boss: Mohosa (380 HP) EN Soldier x10

27

Liuki Checkpoint

Use the cliff as a shelter and let the East Natra Soldiers come down to you. The mages will be troublesome if they're left alone, so it's wise to send up your winged characters and keep them occupied until the rest of your group cuts through the front lines. Whack 'em, smack 'em, dial 'em up, come along...play a bit of Donkey Kong.



The large mountain makes an excellent hide-behind.

Geil:	Items:
29,000	Puggio, Ancient, Philbook (V6, H16), Um (V5, H16), L-Slab (V5, H4), Hint-8 (V7, H8)

Enemies:
EN Soldier x10

29

East Railroad

Manon uses Gravestench, which does about 75 HP of damage to all in its path (and it's got a whopping path of five cubes). As the battle starts, keep everyone placed and let the enemies come to you. Once you've downed the initial group of soldiers, you should regroup and get everyone healed for the onslaught that Manon is about to bring. Use the "switcharoo" technique for best results.

● Keeping Your Leader Safe

During certain boss battles, the AI has a horrible tendency to go right after your leader and hope to end the level (if your leader dies, the game ends). To prevent this, keep your leader back to cast beneficial healing spells on your injured allies. As long as your leader keeps his distance from the boss, you'll be OK.

Geil:	Items:
30,000	Bullion (V2, H32)

Enemies:
Boss: Manon (416 HP), B. Knight x7

31

Gabhul Castle

We hated every minute of this battle, as the Minimizer spell turned each of our characters into useless miniature versions of themselves. Keep Mushrooms handy (they remedy this ailment). Even though the welcome addition of Agress the assassin helps out tremendously, Jacob still makes things difficult by hitting 50 damn hard. Keep Jacob isolated, and get him surrounded immediately!

● Unlimited XP with Blocks

Although slightly ridiculous, it IS in fact possible to gain unlimited XP by repeatedly building blocks with the Blockmake skill. We discovered this when we started making blocks in the Danjou Forest to get up on top of the tree (to get the Novacula), and realized that you actually get a small amount of XP for it!

Geil:	Items:
30,000	W-Cape Hint-9 (V7, H0)

Enemies:
B. Knight x10, Boss: Jacob (450 HP)

26

Thepsi Dunes

The sand creature isn't too much trouble if you first take care of the poisonous arms before dealing with the main body. Keep your original position up top and allow the arms to make their way up to you one by one. Your standard attacks are the best method of attack. After trouncing all eight arms, move in for the kill and let loose on the main body.



The main body doesn't move, but those annoying little tentacle arm-things do.

Geil:	Items:
29,000	N/A

Enemies:
Boss: Q.Body (300 HP), Q.Arm x8

28

Yuggor Station

Your best tactic is to deploy your winged characters separate from the rest of your group (they'll be busy treasure hunting). Have your main party work its way up the main path, and take out the first two groups of soldiers with spells like Dragonfire, and Blizzard. Once you clear out each and every soldier, Jamir will start making his way toward your

group. Let him come to you. I can't stress this enough—DO NOT CHASE HIM DOWN. When he arrives, just pull the switcharoo and you'll be well on your way to victory. If you try to chase him around, he'll slowly beat down one or two characters, then repeat the process. Stay tight and you CAN beat him.

Geil:	Items:
30,000	Tower, Ringrod Shades (V7, H28) Runners (V13, H17)

Enemies:
Boss: Jamir (300 HP), B. Knight x12

30

Gabhul Castle



A heck of a duo, these two need to be separated before you attempt to fight them.

Stay back and wait while the hordes of B. Knights come galloping your way. Once all six of the B. Knights are defeated, Manon and Jamir will split up and head for the nearest ally. Place your archers up top and keep your winged characters flying up above. Manon's Ice Knife does 75 HP of damage—so try to keep some heals handy.

Geil:	Items:
30,000	Saviorod, Ancient

Enemies:
Boss: Manon (416 HP), Boss: Jamir (350 HP), B. Knight x6

32

Zoport Valley

The only way to beat this level is to climb the mountain in the center of the map and make a stand with all of your members in a tight group. Try and predict which ally will be attacked and move out of the way (you should be getting better at this by now). With a little luck, you can perfect this level and get double Geil!



It's a mess on Hamburger Hill, but it gets the job done.

Geil:	Items:
30,000	Tabari Bonesaw (V10, H4)

Enemies:
Thug x10

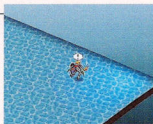
If there are no vertical or horizontal coordinates next to an item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

33

Paua Sea



Hover around the center of the map and play the waiting game until the majority of the Thugs arrive. Once they board the boat, you should be able to make quick work of them with even your standard attacks. Keep the last one running around so your winged characters can go get the treasure on the outskirts of the map.



Who'd have thought? It's a map to Zero—one of the coolest hidden levels in the game.

Geil:	Items:	Enemies:
32,000	Map-o (V21, H36) Psybell (V22, H4)	Thug x11

34

Domigo Ruins

You'll have the help of a "Swarthy Man" for this map, but if he dies, things go awry and the map ends. To get those darned Zombies off his tail, bring him in range of your Re-Move skill and use it. The sooner you get him to join the rest of your allies the better. As a team, you'll be able to hold your ground and swashbuckle your way to victory. Don't move around on this map—stay put!



Use the Re-Move skill to get the Swarthy Man near the rest of your characters.

Geil:	Items:	Enemies:
32,000	B-Sniper, Iron-Fan, Gauntlet (V2, H3), Helmet (Vo, H8), Specs (V13, H16)	Zombie x11

37

Kollaba Swamp

Dealing with Mahler (again!) is the same as it was in the previous battles—surround and pound. The guy formerly known as "Swarthy Man" will join your party upon completion of this battle. When he joins, you might want to take his armor and equipment and switch it with Vlad, just to be safe.



Yet another area where the "bunch-up-and-hack-the-crap-out-of-'em" technique works...

Geil:	Items:	Enemies:
32,000	Lunarod, Goblin S-Cape (V10, H3)	Boss: Mahler (509 HP), Cultist x8

39

Randahl Plain

Godeau's Ax-Storm is devastating to all surrounding characters, although it's almost impossible to beat him using ranged attacks (making the Ax-Storm inevitable). Turn after turn, you'll find yourself losing characters like mad; but don't give up! Keep one or two characters clear while the others try to pick away at his overwhelming amount of HP. If you're getting even 50 or 60 HP per

attack, multiplied by four attacks per turn, you'll have him down to less than half of his HP in a few well-executed turns. Make sure you have some good healing spells before you enter this battle...

Geil:	Items:	Enemies:
32,000	Holy Ring, Glowstar Seeds (V21, H9)	Boss: Godeau (490 HP), WN Elite x8



Oh yeah, he'll hurt you with this one. A whopping 90 HP of hurtfulness...

Geil:	Items:	Enemies:
32,000	N/A	Boss: Mahler (479 HP), Cultist x10

34

Paua Sea

Once you've taken care of the Cultists, Mahler will make his way down the steps and try to board your ship. Don't let him do this! You need to isolate Mahler on the bridge, and keep your two most powerful hitters butted up against him so he can't move. The best trick is to leave two winged characters down below, then pop up as he crosses the bridge.

36

Nugasso Forest

The elite mages are a pain (always casting Elehound), so make sure to send your winged allies up and around the tree in the center of the map. Get 'em tightly placed by turn two and you'll be in fine shape. By using the tree, they'll be out of the mages' spellcasting range, but they'll still be within striking distance for the upcoming turn.



Elehound is one of the more powerful enemy mage spells.

Geil:	Items:	Enemies:
32,000	D-Scythe, Linerune, Runners (V16, H20), Hoplon (V8, H12), Wind Ring (V9, H2)	WN Elite x11

• Which Herb is Best?

Honestly, all of the herbs are honestly useless by battle 30. Wasting someone's turn to heal a measly 25 HP with a Hi-Herb just isn't gonna cut it. Especially at the steep price of 350 Geil apiece. The Max herbs work a little better, but you'll break the bank if you use them on a regular basis.

Erawaga Falls

Center all of your characters in the lower left-hand corner of the map and let the Cultists work their way down to you. If you try to press forward and be aggressive here, they'll pick off your characters that are within their spellcasting range and slowly wear you down until you have no one left. When grabbing items, don't pass up the Ingot—it sells for 125,000 Geil!

Geil:	Items:	Enemies:
32,000	Hoplon, Specs, Black Ring (V9, H8), Ingot (V3, H3), Charmer (V8, H19), Map-v (V7, H2)	Cultist x11

40

Kollaba Swamp

This is one of the toughest battles in the game, partially because of the insurmountable terrain, and partially because Thorpe is such a badass. She'll whip out everything from Lightning Storms to Triple Attacks, so it's best to draw her out and get rid of her as soon as possible (when you beat her, the battle is won). This is one of the few fights where we recommend that you push

forward as hard as you can. Sitting tight will only get you bombarded by incoming mage spells (Paralyzer is a nightmare). If you're having lots of trouble (like we did), you can go back into the shop and purchase Riot Shields for everyone in your party. Learn the Nodotemark skill, and you'll be immune to all sleep and paralyzation spells. Phew...

Geil:	Items:	Enemies:
40,000	N/A	Boss: Thorpe (470 HP), WN Elite x10



41

Domigo Ruins 2

You return to the Domigo Ruins is definitely the hardest level in the game (up to this point). This is the one you haven't been waiting for: the final showdown against the trio of terror, Godeau, Thorpe, and Doom. You're going to need a lot of HP and a little bit of luck to win this battle. Either that, or you're going to need to level up for a good six to eight hours before the battle. They're

all around LV40, so if you're going to level up, you might as well aim for LV45 just to be safe. You'll need to fly a winged character over to the WN Elite who's hiding back behind the hill on the northwestern corner of the map. If you manage to kill one of the trio, he'll cast Re-Animator and bring them back from the dead. You need to kill him first, if you want a chance!

Geil:	Items:	Enemies:
55,000	N/A	Boss: Godeau (500 HP), Boss: Thorpe (470 HP), Boss: Doom (655 HP), WN Elite x1

45

Bazo Forest

You'll need to draw out one goon at a time, hoping that you won't have to fight all three of them at once. Jamir will charge your party right away, so it's best to stay out and let him get a taste of what your mages are cookin'. Once he falls, Manon will make her break for you (note that she has three Recover Marks on her), so it's a good idea to have one soldier out in the middle of nowhere

for her to target and waste all of her MP. The same strategy applies to Jacob, although the absolute best trick is to get him pinned in a corner of the swamp (he can't move over swamp terrain), and then use the "switcharoo" when he's about to hit you. Repeat this process until you've grabbed all the items, then finish him off with your remaining characters.

Geil:	Items:	Enemies:
75,000	G-Hammer, L-Vase, Plug (V3, H7)	Boss: Jamir (550 HP), Boss: Jacob (620 HP), Boss: Manon (641 HP), B. Knight x8



Yet another stage where the "Re-Move" skill proves what it's worth.

Geil:	Items:	Enemies:
40,000	Goblin Map-13 (V19, H25)	Boss: Mahler (649 HP), Cullist x11

42

Yuggor

FINAL CHAPTER ◦ START

Go right after Mahler and end the level quickly. The longer you hang around, the worse off your stats will get. Be aggressive by placing your mage up front (you'll need all the reach you can get). You're MUCH better off coming back for Map-13 (to Kingrand), since you'll need to build blocks in front of the main entrance to gain access to the roof.

To Be Continued...Next Month!

Next month, we'll continue with the second and final installment of our Vandal-Hearts II guide. Being such a massive game, we wanted to make sure that we didn't miss anything. Here's a list of what's to come:

- The final 11 maps of the game, with tips on all of the final bosses.
- How to get each of the game's different endings, and which choices in the game affect the outcome.
- An updated item list, with all secret items and their purposes.
- What's the deal with all of the specialized Prisms? Is there a chance to turn your hero into a Vandalier like there was in the original game? I can cheat a little bit and tell you that there IS something very special, and it does have to do with all seven prisms, but whether or not they turn into a Vandalier remains to be seen.
- Feedback? Questions? Chances are that by the time you're reading this, I'll already have found everything else there is to find within the massive world that is Vandal-Hearts II. E-mail me with your questions! jim_mazurek@zd.com

SECRETS

Optional



Maps

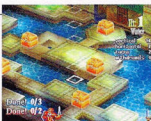
PART 1

1

Quentia

How do I find it? Get Map-12 from battle #6

When you arrive, you should notice the seven treasure chests that are scattered around. Make sure you open every one of them before taking care of the last Guardian. The items aren't anything to write home about, but they are worth your time.



Delay the Guardian till the last treasure chest is yours.

Geil:	Items:	Enemies:
700	Hi-Herb x5, Graver, Rebelrod	Guardian x2

2

Jackblade

How do I find it? Get Map-11 from battle #17

The Golem's Polar Skewer spell is ultra-powerful (dishing out around 60 HP of damage), so it's advisable to wait until you have some powered-up characters before attempting this level. The treasure isn't all that great, though, so don't feel bad if you missed out on this one.



The key to this battle is placing your allies at the very top of the map (in the beginning).

Geil:	Items:	Enemies:
5,750	Goblin Shield, Pole-Ax	Golem x9, Werewolf x2, Kilbeetle x1, Phantom x1

71

If there are no vertical or horizontal coordinates next to an item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

Fortuna

How do I find it? Get Map-4 from battle #22

To beat this map, you'll need to revisit it much later in the game when you reach a level of 40 or higher. This is another seemingly pointless optional battle, although there seems to be something secret with it. Stay tuned next month for more details...

Geil:	Items:	Enemies:
18,750	Urn	Floater x4, Skullmage x3, Skeleton x5, Golem x2

Zero: Mirror Room

How do I find it? Get O-Mirror from Zero

To access this battle, you'll need to equip the O-Mirror on one of your characters and enter Zero on the overworld map. Since you'll be fighting an exact duplicate of your very own party, it's best to outsmart yourself (if that's possible) and equip your characters with the

Geil:	Items:	Enemies:
16,250	Evidoll (V6, H15), Textbook (V12, H8)	A carbon copy of your very own party!

Rainbow

How do I find it? Get Plan-1 from Rainbow (1)

Apply the same strategy as the previous level, but make sure to send your winged characters up onto the castle as soon as possible. Make sure to get the Plan-2, which will turn the Rainbow (2) into Rainbow (3).

Geil:	Items:	Enemies:
12,000	Deltite, Plan-2	Cultist x13

Rainbow

How do I find it? Get Plan-3 from Rainbow (3)

You'll need to take out the initial wave of Minions that are on the bottom level, then wait along the side of the map for the rest of them to come steaming down from the top of the castle. Don't try and storm the tower. Check out the hunk of Clay to reveal the A-Prism!

Geil:	Items:	Enemies:
12,000	Killer Shield (excellent!) Clay (V9, H9)	Minion x16

Using Entruster

Entruster is a skill, and much like Re-Move, it allows the selected ally to move twice within one turn. The one drawback to Entruster is the fact that it only has a one-square range, making it difficult to use in the heat of battle. We found it most helpful when a mage needs to get off more than one spell in a turn. That's massive damage...

crappiest skills that you can find. The computer AI has a tendency to use these skills when it's in a jam, so it's much better to get hit by crappy skills than by good ones. Lets take healing for example. Instead of equipping Heal Soul, equip a crappier healing spell like Mother Mercy. That way, they'll only be able to heal 20 points at a time instead of 60.

Did you get the S-Cape in the previous Rainbow battle? If not, it's still here for round two.

You mean I came all this way to get a chunk of Clay? Hehe...



And no, the big guy in the middle isn't an enemy. He's just there for thrills.

Geil:	Items:	Enemies:
16,250	o-Mirror (V1, H14), Mudball (V15, H19)	Minion x13



Suck that MP right out! That's right, don't be afraid to use non-attack spells...

Geil:	Items:	Enemies:
12,000	Joule, S-Cape (V0, H19), Plan-1 (V12, H9)	Cultist x11



The goods to get to the final Rainbow map are all the way up in the tower. Good luck...

Geil:	Items:	Enemies:
12,000	Plan-3	Minion x14



As you can see, it pays to be suited up for a battle of this nature.

Geil:	Items:	Enemies:
18,750	Psybell, Burnier, R-Metal (V14, H15), A-Magic (V16, H20)	Thug x12

Zero

How do I find it? Get Map-0 from battle #33

You'll need to work all of your allies up the initial flight of stairs, then make a stronghold and wait for the mages to work their way down to you. If you rush into them, the winged Minions will tear you up, picking apart lone characters with their backs exposed.

Rainbow

How do I find it? Get Map-7 from battle #38

We highly recommend putting this one off until you reach LV40 or higher. The Cultists are tough, and you'll need some serious HP before you can even think to hang with 'em. Make sure to get the Plan-1, which will turn the Rainbow (1) into Rainbow (2).

Geil:	Items:	Enemies:
12,000	Joule, S-Cape (V0, H19), Plan-1 (V12, H9)	Cultist x11

Rainbow

How do I find it? Get Plan-2 from Rainbow (2)

Have your mage do most of the bashing for you instead of your swordsmen. Use MP Drain to steal enemy magic points, and cast away. Make sure to get the Plan-3, which will turn the Rainbow (3) into Rainbow (4).

Geil:	Items:	Enemies:
12,000	Plan-3	Minion x14

Kingrand

How do I find it? Get Map-13 from battle #42

This map has some of the best items in the game, including the Burnier Spear (+121 ATT), the A-Magic Armor (+350HP), and the R-Metal (which is a chunk of rare ore that sells for an amazing 150,000 Geil). The archers are always your greatest fear (after mages), so take 'em out quickly.

Geil:	Items:	Enemies:
18,750	Psybell, Burnier, R-Metal (V14, H15), A-Magic (V16, H20)	Thug x12

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Weapon List (up to Battle #43, including several secret battles)

1 Sword	Attack	Agility	Skill	Default Skill
Selstick	+13	+5	3	N/A
Short	+18	+5	3	Blaze Slash
Cyphos	+20	+5	3	First Aid
Broad (two-hands)	+27	+4	4	Thunderbolt
Cutlass	+26	+6	3	Growthmark
Falcyon	+28	+6	3	Thunderslash
Raper	+32	+6	3	Firewind
Falkata	+38	+7	4	Echomark
Zweihand (two-hands)	+56	+6	4	Double Slash
Carvera	+48	+7	4	Dragonfire
Executer	+56	+7	4	Blazemark
Assassin	+65	+8	4	Thundermark
Claymore (two-hands)	+78	+8	5	Treasuremark
Flambeau	+86	+8	4	Poisonmark
Heaven	+94	+8	4	Warrior Soul

2 Spear (all two handed)	Attack	Agility	Skill	Default Skill
Bamboo	+23	+5	4	Exhortation
Jabber	+25	+5	4	Dragonstab
Hookhead	+28	+5	4	Angelic
Graver	+31	+6	4	Gainmark
Windia	+32	+6	4	Razorwind
Clawhook	+36	+6	4	Holyjab
Voishear	+41	+7	4	Sonic Wave
Naginata	+47	+7	4	Cyclonejab
Trident	+52	+7	4	Holymark
Naigama	+54	+7	4	Lackadaisy
G-lance	+59	+8	5	Triple Jab
Sun	+68	+8	5	Justifier
I-Java	+82	+9	5	Spirit Fruit
Harpoon	+93	+9	5	Stormark
Sasumata	+101	+10	5	Toxicmark
Wildbow	+112	+10	5	Windstorm
Burnier	+141	+12	5	Hell Jab

3 Bow (all two handed)	Attack	Agility	Skill	Default Skill
B-short	+13	+1	3	Hell Blast
B-bamboo	+15	+1	3	Sparrowwind
B-light	+17	+1	3	Hunter Arrow
B-long	+18	+1	3	Multivortex
B-handly	+20	+2	3	Ghost Queen
B-power	+21	+2	3	Ebonymark
B-iron	+24	+2	3	Hurricanear
B-hunter	+28	+2	4	Shadow Skull
S-bowgun	+31	+3	4	Rise Arrow
B-mottle	+35	+3	4	Sky Stream
Crossbow	+41	+3	4	Blackjail
B-hyper	+50	+3	4	Tornado
B-sniper	+52	+4	4	Seastorm
Fuujin	+56	+4	4	Cyclone Soul
Raijin	+64	+4	4	Deadend

4 Knife	Attack	Agility	Skill	Default Skill
Bowie	+16	+15	3	Unlock
Antennae	+18	+15	3	Searchmark
Baroque	+21	+15	3	Glaciata
Straight	+23	+15	3	MP Slash
Kunai	+25	+15	3	Reaper Blade
Mandrake	+28	+16	3	Freeze Ring
Sai	+32	+16	3	Cure
D-dagger	+35	+17	4	Demonheart
Novacula	+40	+17	4	Switcher
Blood	+45	+17	4	Ice Blade
Puggio	+48	+18	4	MP Transfer
Triple	+51	+18	4	Rouser
Ironhook	+58	+18	4	Enlarger
Aquinas	+67	+18	5	Icemark
Joule	+38	+18	5	Re-move
Kryss	+77	+19	5	Gravestench
Deba	+80	+19	5	Darkmark

5 Special	Attack	Agility	Skill	Default Skill
Mallet	+16	+0	3	Toxic Mist
Pinwheel	+18	+0	3	Stun Punch
Urn	+20	+0	3	Blun
Rebelrod	+22	+0	4	Burnbody
Nailbat	+28	+0	4	Balloonbomb
Pickax	+33	+0	4	Blockmake
Maracas	+36	+0	4	Blockbreak

6 Special (continued)	Attack	Agility	Skill	Default Skill
E-punch	+40	+0	4	Stun Punch
Iron-fan	+49	+0	4	Third Eye
Bonesaw	+53	+0	4	Equip Trade
D-scythe	+59	+0	4	Body Press
G-hammer	+66	+0	4	Spin Knuckle
Paybell	+71	+0	4	Zero Dash
Promtix	+84	+0	6	Premonticon
Evidoll	+115	+0	4	Nova Body

6 Axe	Attack	Agility	Skill	Default Skill
Stone	+18	+3	3	Devish
Tomahawk	+21	+3	3	Mistfreezer
Gano	+23	+3	3	Ice Tears
Francesc	+26	+4	3	Lifewater
Halbert	+30	+3	4	Growthmark
Tanghi	+28	+4	3	Thunderchop
Billin	+32	+4	4	Boltstrike
Blizzax	+36	+5	4	Polar Skewer
Pole-ax	+44	+4	5	Cleaver
Ceruttis	+46	+5	4	Electromark
Gulinga	+50	+6	4	Thunderball
Crescent	+59	+5	5	Ax Vortex
Tabari	+66	+6	4	Thunderage
Bulova	+66	+7	4	Freezemark
Battler	+72	+7	4	Braveheart
Tabaljin	+82	+8	5	Berserker
Reaper	+98	+8	5	Ax Storm

7 Projectile	Attack	Agility	Skill	Default Skill
B'merang	+13	+1	3	Heaven Arrow
Chakram	+15	+1	3	Heat Veil
Shuriken	+18	+1	3	Telekinis
Sunring	+20	+1	3	Soul Flame
Hi-bowen	+22	+2	3	Lightmark
K-dart	+26	+2	3	Purifier
Blastcap	+29	+2	3	Prominence
X-boom	+31	+2	4	Scarletfire
Shotput	+34	+3	4	Heatmark
Triblade	+38	+3	4	Stardust
Molotov	+43	+3	4	Breakshot
I-boom	+49	+3	4	Eternal Sun
Grenade	+51	+4	4	Salamander
Cutter	+56	+4	4	Daydreamer
Glowstar	+59	+4	4	White Shadow
Quadclaw	+62	+4	4	Magma Soul

8 Wand	Attack	Agility	Skill	Default Skill
WD-staff	+6	+3	3	Healing
IR-staff	+8	+3	3	Buster Flare
W-staff	+8	+3	3	Ice Cruiser
O-wand	+9	+3	3	Thunder Wave
Herrind	+10	+3	3	Reqium
Gavelrod	+11	+3	3	Starfall
Refstaff	+12	+3	3	Refresher
Magemace	+12	+3	3	Blasburn
Wonderod	+13	+3	3	Heal Light
Manitou	+13	+3	3	Poisona
Sagerod	+14	+3	3	Shinestorm
Eye-rod	+15	+3	3	Darkmoon
Wizrod	+15	+3	3	Angelbat
Chiestik	+16	+3	3	Heat Up
H-staff	+17	+3	3	Anti-sleep
Angelrod	+18	+3	3	Sleeper
Magmarod	+19	+3	4	Dragonbreath
Miramace	+20	+3	4	Blizzard
Witchrod	+20	+3	4	Dark Cloud
T-rod	+21	+3	4	Solidstate
Ringrod	+22	+3	4	Paralyzer
Cosmorod	+23	+3	4	Anti-minimum
Saviorod	+25	+3	4	Minimizer
B' flyrod	+26	+3	4	Napalm Ring
Runerod	+27	+3	4	Heal Soul
I-rod	+28	+3	4	Halistorm
Millerod	+29	+4	4	Elehound
Magestik	+30	+3	4	Godbless
Lunarod	+32	+3	4	Magic Absorb
Skultrud	+33	+3	4	Blackhole
Batsstaff	+34	+3	4	Solar Flare
Fairwand	+35	+3	4	Heal Max
Emperod	+37	+3	4	Aqua Freeze



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SEGA RALLY 2

SEGA RALLY

CHAMPIONSHIP

"Very Long Easy Right, Maybe!"

by Greg Sewart
greg_sewart@zd.com

The Saturn's failure in the U.S. means that a heck of a lot of people never got the chance to experience the original Sega Rally—one of the best home racers ever. If you're one of these poor folks who missed out back in 1995, here's a second chance. Dreamcast owners everywhere are about to experience the white-knuckled racing action of one of the best titles ever released in the genre.

Sega Rally 2 caters to just about every driving style imaginable. The track settings on the following pages will get budding Rally rookies breaking records in no time, while also providing a great basis for further tweaking.

The learning curve may be a little overwhelming at first, but stick with it and you'll be rewarded with one of the most satisfying racing experiences ever to grace a home console.

time to complete 20 hours
challenge Moderate
best car Toyota Corolla
most useless car Peugeot Maxi
most wanted car 40 Cavalier
sorely lacking Network play!
also by V Rally 2 (PS)
system Dreamcast
publisher Sega
developer Sega
www.sega.com



Finish Arcade Mode

Yeah, we know this is a guide to the 10 Year Championship, but first set the game difficulty to Easy and take a run through the Arcade Mode. Not only is it good practice, it also nets you the Fiat Seicento Sporting. This goofy looking car is easily the best FF vehicle you'll get before unlocking the Renault Maxi Mégane in Year 5. Remember, you don't need to win to get the car—just finish. You'll thank us later.

Understand Your Car

The best settings for each track have been provided in the following pages. To really get every possible ounce of speed from your machine, however, you should understand exactly what kind of effect each setting has on your car. With this in mind, be sure to check out the settings guide below. Take that knowledge and mess around with the cars a bit in Time Trial mode to really become a Sega Rally 2 master.

THE SPECS

DRIVE



FOUR-WHEEL DRIVE: All that added power makes these cars ideal for most weather conditions. They're better in gravel than any other vehicles.



FRONT-ENGINE/FRONT-WHEEL: On tarmac these are dream cars, but in gravel or mud the front ends tend to "push." Finesse is required here.



MID-ENGINE/REAR-WHEEL DRIVE: Powerful cars with a lot of rear weight. MR vehicles are fun to drive but tend to slide out of control easily.



FRONT-ENGINE/REAR-WHEEL DRIVE: With all the weight at the front, there's not as much uncontrollable sliding with these cars.



REAR-ENGINE/REAR-WHEEL DRIVE: The RR vehicles feel like they get zero traction. A lot of patience and time is required to master these cars.

SETTINGS



TRANSMISSION: Each car has four transmissions. While the difference between the 4- and 6-speeds is hardly dramatic, advanced users should definitely go with manual transmission.



GEAR RATIO: The lower your gear ratio, the quicker your acceleration. The higher the ratio, the better your top speed. You'll want to set it low for twisting tracks and vice-versa.



FRONT & REAR SUSPENSION: Soft front and rear suspension means more contact with the ground and more power on bumpy terrain. However, stiff suspension will reduce the roll in your car and ultimately make it easier to handle those sharp curves. If you're on a smooth track, always use stiff suspension, but consider softening it in the drive wheels on more undulating courses.



STEERING: Steering is really just a matter of preference. On any tight, twisting track you might want to bump up this setting a notch or two for good measure.



BRAKES: If you see a lot of hairpins in your future, set the brakes high. There's nothing like some quick stopping power when that wall comes out of nowhere.





10 YEAR CHAMPIONSHIP YEAR 1

T O Y O T A COROLLAWRC

Weight: 1230kg
Power: 299ps/5700rpm



XG'S CHOICE



MUDDY SS1

Rain: 30%
Visibility: Normal
Time: Morning
Temperature: 68°

Target Finishing Position: 12th

Suggested Tires: G. Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	+5	+5	+5	0
FF	+2	+5	-5	+4	0
MR	+1	+4	+5	4	0



1. Hug the inside wall on this turn to prepare for the upcoming bridge.
2. This is a sneaky turn. Tap the brake just as you enter or you'll nail the outside wall and lose speed.
3. Watch the pylons on the left side of this turn. As soon as you pass the final one, the turn tightens up. Let off the gas and feather the brake to stay in control.

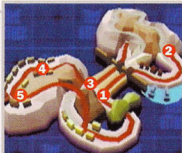
ISLE SS2

Rain: 10%
Visibility: Good
Time: Day
Temperature: 71°

Target Finishing Position: 9th

Suggested Tires: A. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+2	+5	+5	+4	0
FF	+2	+5	0	+4	0
MR	+1	+5	+5	+5	+1



1. Cut hard right on this turn or you'll kiss the left wall coming out.
2. Before the tunnel, stay to the left, then steer right as soon as you can.
3. Brake hard and be careful for the jutting wall on your left in this turn.
4. Stay slow through this area to navigate the twisting turns.
5. These turns are deceptively sharp—slide through both.

SNOWY SS3

Rain: 100%
Visibility: Bad
Time: Day
Temperature: 23°

Target Finishing Position: 5th

Suggested Tires: S. Snow

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-1	+4	+5	+4	+1
FF	-2	+5	+5	+5	+1
MR	-2	+5	+3	+5	0



- On snowy tracks, stay off the snowbanks at all costs. Extremely difficult to get off of, snowbanks will also scrub off a lot of speed.
1. Brake heavily before reaching this sharp right-hander. Let the car slide into it and nail the gas to exit the turn.
 2. Take it easy through this "S" curve or you'll end up off the road.

RIVIERA

Rain: 100%
Visibility: Bad
Time: Day
Temperature: 50°

Target Finishing Position: 1st

Suggested Tires: A. Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-2	+5	+5	+5	+1
FF	-1	+5	+5	+5	0
MR	-1	+5	+3	+5	+3



1. Heavy braking is required here in rainy conditions.
2. Try to float to the right and take this chicane nearly straight.
3. Repeat the process here, but yank the wheel to the left at the last second to exit correctly.
4. Repeat the first hairpin process.
5. This turn is evil in the rain. Brake before going in or you'll hit the wall.

S U B A R U

IMPREZA555

Weight: 1230kg
Power: 300bhp/5500rpm



THE PRIZE

10 YEAR CHAMPIONSHIP
YEAR 2

S U B A R U

IMPREZA WRCWeight: 1230kg
Power: 300ps/5500rpm

XG'S CHOICE

SNOWY SSIRain: 80%
Visibility: Bad
Time: Day
Temperature: 14°
Target Finishing Position: 12th
Suggested Tires: S. Ice

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+4	+5	+5	+4	+1
FF	+4	+5	+5	+4	0
MR	+4	+5	+5	+5	0



1. Yank the wheel hard to the right just as you crest the hill on this long, sweeping left hand turn.

2. Remember that you're racing on ice here. Heavily reduce your speed as you head into this left-hand hairpin or say hello to the wall.

MOUNTAIN SS2Rain: 20%
Visibility: Normal
Time: Day
Temperature: 64°
Target Finishing Position: 7th

Suggested Tires: A. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+1	+4	+4	+4	0
FF	+1	+5	-5	+5	+1
MR	+1	+5	+3	+4	+1



1. Brake a little for the first turn here, then stand on the gas right through the second turn.
2. Brake hard and turn fast to the right. Slide the car through the turn.
3. Slow down early for this hairpin.
4. The wall recedes a little on this right hand turn. Drive right over the grass and hold the wheel to the right to gain a few tenths of a second.

ISLE SS2Rain: 80%
Visibility: Bad
Time: Day
Temperature: 59°
Target Finishing Position: 4th

Suggested Tires: A. Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+2	+5	+5	+5	+2
FF	+2	+5	+5	+4	+1
MR	+2	+5	0	+5	0



The trouble spots were the same on this track as they were in the first year. However, since you're running this race in some heavy precipitation, be sure that you have wet tires on your car and slow down even more than you normally would for the really tight turns.

MUDDY SS3Rain: 40%
Visibility: Normal
Time: Day
Temperature: 82°
Target Finishing Position: 1st

Suggested Tires: G. Dry/Damp Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	+4	+4	+4	0
FF	+3	+5	-5	+5	+1
MR	+1	+5	+3	+5	+1



1. Slow down a lot for this turn. Watch the wall jutting at the apex.
2. Hairpins are extra-tough in deep mud. Liberal brake usage needed.
3. Another hairpin in the mud with a really odd entry angle. Stick to the right wall of the bridge, then jam on the brakes and turn hard left.
4. This turn is a lot tighter than it looks. Take it wide and slow.

MITSUBISHI
EVOLUTION IV

Weight: 1230kg
Power: 280ps/6000rpm

THE PRIZE

4WD icon showing a car with four wheels



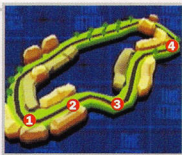
10 YEAR CHAMPIONSHIP YEAR 3

DESERT SSI

Rain: 70%
Visibility: Bad
Time: Day
Temperature: 59°
Target Finishing Position: 11th

Suggested Tires: G. Dry/Damp Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+4	-2	-2	+3	0
FF	+4	-1	-1	+5	0
MR	+4	0	0	+3	0



1. Dive to the grass on the inside of this turn to avoid the long puddle.
2. Hitting the water off these hills will slow you down. Stay centered.
3. If you drive on the grass right up to the wall through both of these turns, you shouldn't even have to brake.
4. In this turn, hug the left wall, tap the brake, and then stay on the gas.

XG'S CHOICE

S U B A R U IMPREZA WRC

Weight: 1230kg
Power: 300ps/5500rpm



MUDDY SS2

Rain: 25%
Visibility: Good
Time: Evening
Temperature: 68°
Target Finishing Position: 8th

Suggested Tires: G. Dry/Damp Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-1	0	0	+3	+1
FF	0	-4	0	+5	+3
MR	+3	0	-3	0	+1



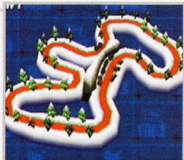
1. This area is very bumpy. Tap the brake going in and hug the right wall or you'll lose control after you get airborne.
2. Hug the left wall going through this turn. The bridge is very narrow—if you drift too far to the right, you'll never straighten up in time.

SNOWY SS3

Rain: 15%
Visibility: Good
Time: Day
Temperature: 41°
Target Finishing Position: 4th

Suggested Tires: S. Snow

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-1	+4	+5	+4	+1
FF	-2	+5	+5	+5	+1
MR	-2	+5	+3	+5	0



The first time you raced this track, the flying snow helped make things a little more slick. This time around, however, there's less snow. Even though snow tires are still required, you'll find that the car has much more traction. Drive conservatively, but know that your brakes will be a lot more sensitive this time around.

MOUNTAIN SS3

Rain: 20%
Visibility: Normal
Time: Day
Temperature: 64°
Target Finishing Position: 1st

Suggested Tires: A. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-3	-2	-2	+3	+1
FF	-2	-4	+2	+5	+3
MR	-1	0	+3	0	+1



1. This tunnel is very narrow, so stay centered and controlled.
2. Feather the brake all the way around this turn. It's sharper than it looks at first.
3. Slow down well before the turn or you'll go airborne and hit the wall.
4. Again, slow down early or you'll fly through the air and hit the wall.

THE PRIZE

T O Y O T A

CELICAST185

Weight: 1200kg
Power: 259ps/5000rpm

10 YEAR CHAMPIONSHIP YEAR 4

MITSUBISHI EVOLUTION

Weight: 1230kg
Power: 290ps/6000rpm



XG'S CHOICE

MOUNTAIN SS2

Rain: 70%
Visibility: Bad
Time: Day
Temperature: 53°
Target Finishing Position: 9th

Suggested Tires: A. Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+1	+4	+4	+4	0
FF	+1	+5	-5	+5	+1
MR	+1	+5	+3	+4	+1



The increased precipitation on this track should not be taken lightly. The rain makes it really slick, so drive carefully.

1. Pay special attention to the fact that it's raining as you enter this hairpin. Slow down very early and stay tight on the inside.

RIVIERA

Rain: 10%
Visibility: Good
Time: Night
Temperature: 41°
Target Finishing Position: 1st

Suggested Tires: A. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-2	+5	+5	+5	+1
FF	-1	+5	+5	+5	0
MR	-1	+5	+3	+5	+3



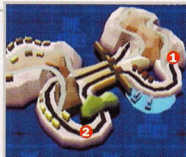
The last time you tackled the Riviera track it was during a heavy downpour. Now you'll be racing in ideal conditions, so modify your driving style accordingly. Don't slow down as much for the tight hairpins at each end of the track—instead, try to ease up on the gas and then punch it in order to powerslide through.

ISLE SS1

Rain: 10%
Visibility: Normal
Time: Day
Temperature: 59°
Target Finishing Position: 12th

Suggested Tires: A. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-2	+5	+5	+4	0
FF	+2	+5	+2	+5	0
MR	+2	+5	+3	+2	-1



1. Just for a heartbeat, let off the throttle while you careen around this turn. This will keep you off the wall as you enter.

2. Again, let go of the throttle for just a second as you slide around this right-hander. The left wall juts out suddenly—it can be really easy to hit if you're not careful.

DESERT SS2

Rain: 10%
Visibility: Normal
Time: Day
Temperature: 86°
Target Finishing Position: 4th

Suggested Tires: G. Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	0	-3	+4	+2
FF	0	-2	+1	+3	+5
MR	+2	+3	0	+3	0



1. Stay inside on this turn to avoid the rock sticking out on the left.

2. Hug the right wall on the hills leading to this turn, then stay hard left to avoid hydroplaning.

3. Try to take the chicane in a straight line rather than turning through it—it's faster that way.

4. Ease up on the throttle to maintain control through the hairpin.

MITSUBISHI EVOLUTION III

Weight: 1230kg
Power: 270bhp/6000rpm



THE PRIZE



10 YEAR CHAMPIONSHIP

YEAR 5

MOUNTAIN SS1

Rain: 20%
 Visibility: Normal
 Time: Day
 Temperature: 64°
 Target Finishing Position: 1th
 Suggested Tires: A. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+4	+3	+2	+2	0
FF	+4	+2	0	+4	0
MR	+4	+4	+2	+1	0



1. As you approach the crest, hug the right wall—but not too closely. You're about to jump into a hard right hand turn, so hold the wheel to the right while in the air.
2. After the chicane, drop your speed considerably. If you hit the wall jutting out on the left, you'll go airborne, potentially smashing into the opposite wall when you land.

DESERT SS2

Rain: 10%
 Visibility: Normal
 Time: Evening
 Temperature: 59°
 Target Finishing Position: 6th
 Suggested Tires: G. Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	0	-3	+4	+2
FF	0	-2	+1	+3	+5
MR	+2	+3	0	+3	0



There's not much new to say here—this run is almost exactly the same as the Desert course in Year 4. Set your car up for high speed and watch the puddles. They're all in the same positions that they were the last time you raced this track.

SUBARU

IMPREZA555

Weight: 2120kg
 Power: 300bhp/5500rpm

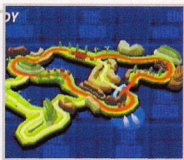


XG'S CHOICE

MUDDY SS2

Rain: 80%
 Visibility: Bad
 Time: Morning
 Temperature: 78°
 Target Finishing Position: 3rd
 Suggested Tires: G. Soft/Wet Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-1	0	0	+3	+1
FF	0	-4	0	+5	+3
MR	+3	0	-3	0	+1



As hard as this track was the first time you ran it, it's even worse this time around. The rain makes the course extra slick, so while your driving style should stay basically the same, be sure to take the turns a little bit slower than before.

RENAULT
MAXIMÉGANE

Weight: 960kg
 Power: 270bhp/8400rpm



THE PRIZE



ISLE SS3

Rain: 10%
 Visibility: Good
 Time: Day
 Temperature: 66°
 Target Finishing Position: 1st
 Suggested Tires: A. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-4	+4	+3	+5	+3
FF	-4	+3	0	+5	+3
MR	-3	+4	+2	+3	+2

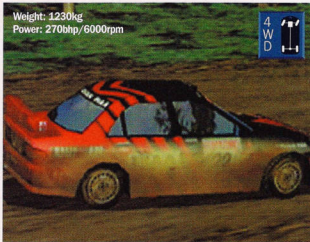


1. This whole mountain section is probably the most difficult part of the game thus far. You'll be burning up those brakes trying to make it through here. Don't worry too much—just go easy on the gas pedal and keep your wits about you. Keep repeating "I think I can, I think I can..."

10 YEAR CHAMPIONSHIP YEAR 6

MITSUBISHI EVOLUTION III

Weight: 1230kg
Power: 270bhp/6000rpm



XG'S CHOICE

MUDDY SS1

Rain: 80%
Visibility: Bad
Time: Day

Temperature: 77°

Target Finishing Position: 12th

Suggested Tires: G. Soft/Wet Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	+5	+5	+5	0
FF	+3	+5	-5	+4	0
MR	+1	+4	+5	+4	0



Prepare to learn why rain is a bad thing at any race track. As if this track weren't slippery enough, now you'll find yourself locking the wheels and sliding into walls all over the place. Take it slow and easy; brake hard for just about every major turn. With a bit of luck, you should get through mostly unscathed.

SNOWY SS2

Rain: 60%
Visibility: Bad
Time: Day

Temperature: 24°

Target Finishing Position: 8th

Suggested Tires: S. Snow

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-2	+3	+1	+5	+3
FF	-1	+4	0	+5	+3
MR	-2	+4	+3	+5	+3



This entire course needs to be driven slowly at first. Find the straightline through the gentle curves.

1. With snow tires on, simply kicking the brake while standing on the gas should get you through the hairpin with ease.
2. Slow down and hug the inside or you'll end up riding the wall all the way to the finish line.

ISLE SS2

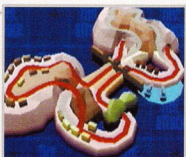
Rain: 10%
Visibility: Bad
Time: Night

Temperature: 64°

Target Finishing Position: 5th

Suggested Tires: A. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+2	+5	+5	+5	+2
FF	+2	+5	+5	+4	+1
MR	+2	+5	0	+5	0



The Isle SS2 course should be a breeze by now. You're driving in almost ideal weather conditions, so you should be going almost as fast as XG's Todd Zuniga leaving work on a Friday night. Go to it!

DESERT SS3

Rain: 10%
Visibility: Normal
Time: Day

Temperature: 86°

Target Finishing Position: 1st

Suggested Tires: G. Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-3	+2	-2	+5	+5
FF	-3	-2	+3	+5	+4
MR	-3	-1	+3	+5	+3



1. About all you can do here is hold on and pray. Break heavily for every "S" turn and stay on the gas coming out. Don't apex the corners too tightly or you'll go airborne.
2. Every single turn in the mountains is much sharper than it appears to be. Practice, practice, practice is the only advice I can give for this section of the course.

LANCIA DELTA 16v

Weight: 1100kg
Power: 295bhp/7000rpm



THE PRIZE





10 YEAR CHAMPIONSHIP

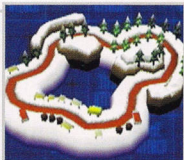
YEAR 7

SNOWY SS1

Rain: 10%
 Visibility: Normal
 Time: Night
 Temperature: 5°
 Target Finishing Position: 12th

Suggested Tires: S. Ice

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+4	+5	+5	+4	+1
FF	+4	+5	+5	+4	0
MR	+4	+5	+5	+5	0



Although the weather conditions are fairly decent, Snowy SS1 is still covered with ice. Track conditions aside, the fact that you're racing at night means you can barely see ten feet in front of your hoodpins. Low visibility never bothered a real man, though, so go for broke!

XG'S CHOICE

T O Y O T A

COROLLA WRC

Weight: 1230kg
 Power: 299ps/5700rpm



DESERT SS2

Rain: 70%
 Visibility: Bad
 Time: Day
 Temperature: 59°
 Target Finishing Position: 8th

Suggested Tires: G. Dry/Damp Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	0	-3	+4	+4
FF	0	-2	+1	+3	+5
MR	+2	+3	0	+3	0



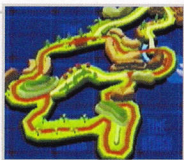
Even in a downpour, this course is still fast. It's sometimes easy to lose control since you're racing in mud, but by this point in the game you should already be a certified "mud mastah." With all the water on the track, the final turn can be mighty treacherous, so be sure to take it extra slow this time around.

MUDDY SS3

Rain: 80%
 Visibility: Bad
 Time: Day
 Temperature: 69°
 Target Finishing Position: 5th

Suggested Tires: G. Soft/Wet Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	+4	+4	+4	0
FF	+3	+5	-5	+5	+1
MR	+1	+5	+3	+5	+1



You all remember the tough, muddy hairpins on this course, right? Well guess what—now you get to navigate them during a full-blown rainstorm! Are we having fun yet? Seriously, though, this track isn't really all that different in wet or dry conditions. Just be extra careful on those deep, muddy sections.

F I A T

131 ABARTH

Weight: 875kg
 Power: 230ps/7500rpm



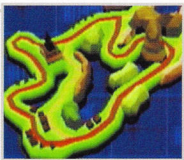
THE PRIZE

MOUNTAIN SS3

Rain: 10%
 Visibility: Bad
 Time: Night
 Temperature: 50°
 Target Finishing Position: 1st

Suggested Tires: G. Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-3	-3	-2	+3	+1
FF	-2	-4	+2	+5	+3
MR	-1	0	+3	0	+1



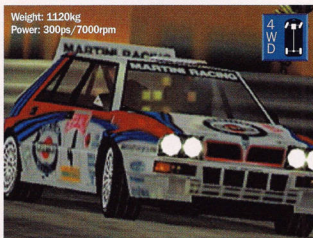
Yet another night course in the same year. Mountain SS3 has some mean turns that come up so fast that even the most seasoned driver can be caught off guard. Keep your wits about you, but try to go full-bore through most of this course. Aside of the darkness factor, the conditions are ideal for setting a new track record.

10 YEAR CHAMPIONSHIP

YEAR 8

L A N C I A

HF INTEGRALE

Weight: 1120kg
Power: 300ps/7000rpm

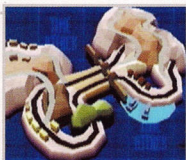
XG'S CHOICE

ISLE SSI

Rain: 80%
Visibility: Bad
Time: Day
Temperature: 59°
Target Finishing Position: 12th

Suggested Tires: A. Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-2	+5	+5	+4	0
FF	+2	+5	+2	+5	0
MR	+2	+5	+3	+2	-1



This track is a joy to drive, even in the rain. Wide open is the way to go here, and moisture aside, this course offers a great opportunity to better your best times for Year 8.



MOUNTAIN SS2

Rain: 85%
Visibility: Bad
Time: Day
Temperature: 53°
Target Finishing Position: 8th

Suggested Tires: A. Damp/Wet 2

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+1	+4	+4	+4	0
FF	+1	+5	-5	+5	+1
MR	+1	+5	+3	+4	+1



With the right setup (such as the one on the left), it barely feels like it's raining at all. Well, barely save for the two points (1. and 2.) where you'll need to slow down in a big way to clear the turns with any sort of success.



SNOWY SS2

Rain: 100%
Visibility: Bad
Time: Night
Temperature: 21°
Target Finishing Position: 4th

Suggested Tires: S. Snow

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-2	+3	+1	+5	+3
FF	-1	+4	0	+5	+3
MR	-2	+4	+3	+5	+3



More snow causes very slippery conditions this year. Remember to stay away from the snowbanks bordering the track or you'll mess up that great time you've worked so hard for. Pay special attention to the hairpin (1.) this time.



DESERT SS3

Rain: 65%
Visibility: Bad
Time: Day
Temperature: 66°
Target Finishing Position: 1st

Suggested Tires: G. Dry/Damp Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-3	+2	-2	+5	+5
FF	-3	-2	+3	+5	+4
MR	-3	-1	+3	+5	+3



Welcome to hell. All the water on this already insanely difficult track won't make for a lot of fun on the fourth leg of Year 8. Be prepared to run into lots of walls while feeling totally helpless to do anything about it. Still—you must persevere. You're getting so close to the end!

PEUGEOT
205turbo16Weight: 960kg
Power: 450ps/7500rpm

THE PRIZE



10 YEAR CHAMPIONSHIP

YEAR 9

DESERT SS1

Rain: 0%
 Visibility: Normal
 Time: Evening
 Temperature: 77°
 Target Finishing Position: 12th

Suggested Tires: G. Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+4	-2	-2	+3	0
FF	+4	-1	-1	+5	0
MR	+4	0	0	+3	0



Could you ask for better conditions? It's like the Sega Rally god is rewarding you for making it this far. No extra moisture to worry about, so go all out. Of course, be wary of the puddle in the turn at point 1, on the map.

SNOWY SS2

Rain: 0%
 Visibility: Good
 Time: Morning
 Temperature: 41°
 Target Finishing Position: 7th

Suggested Tires: A. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-2	+3	+1	+5	+3
FF	-1	+4	0	+5	+3
MR	-2	+4	+3	+5	+3



Wow, two tracks in a row with zero precipitation! This great treatment just can't last. The fact that you get to drive on almost totally dry tarmac this year makes Snowy SS2 a total breeze. Don't let the "slippery" warnings scare you—they never appear in any sharp turns. Put on the Asphalt tires and go to town, baby!

XG'S CHOICE

S U B A R U

IMPREZA WRC

Weight: 1230kg
 Power: 300ps/5500rpm



MOUNTAIN SS3

Rain: 39%
 Visibility: Bad
 Time: Morning
 Temperature: 46°
 Target Finishing Position: 4th

Suggested Tires: G. Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-3	-2	-2	+3	+1
FF	-2	-4	+2	+5	+3
MR	-1	0	+3	0	+1



You had to know all that dry weather was going to end sooner or later, eh? Not only that, but you've got a thick fog to deal with on Mountain SS3. Keeping the moisture and bad visibility in mind, take it easy from point 1, to point 2, as the road is really narrow. Otherwise, drive the track as you normally would.

RENAULT ALPINE A110

Weight: 685kg
 Power: 172ps/7000rpm



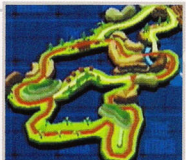
THE PRIZE

MUDDY SS3

Rain: 80%
 Visibility: Bad
 Time: Day
 Temperature: 82°
 Target Finishing Position: 1st

Suggested Tires: G. Soft/Wet Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+3	+4	+4	+4	0
FF	+3	+5	-5	+5	+1
MR	+1	+5	+3	+5	+1



We've gone from bad to worse. The people from Sega are mocking you with their weather control—are you going to take it? Of course not! Race this course the same way you did the last time you were here and you'll finish first.

10 YEAR CHAMPIONSHIP
YEAR 10T O Y O T A
COROLLA WRCWeight: 1230kg
Power: 299ps/5700rpm

XG'S CHOICE

MOUNTAIN SS1Rain: 10%
Visibility: Normal
Time: Evening
Temperature: 60°
Target Finishing Position: 12th

Suggested Tires: A, Dry/Damp

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	+4	+3	+2	+2	0
FF	+4	+2	0	+4	0
MR	+4	+4	+2	+1	0



Once again, ideal conditions allow you to tear the track apart with your blazing speed. Enjoy it while you can—the tenth year only gets harder from here.

**MUDDY SS2**Rain: 100%
Visibility: Bad
Time: Day
Temperature: 82°
Target Finishing Position: 9th

Suggested Tires: G, Soft/Wet Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-1	0	0	+3	+1
FF	0	-4	0	+5	+3
MR	+3	0	-3	0	+1



See? You've been warned. This track offers some of the worst racing conditions yet. Heavy rain and thick fog will greet you on your final trip to the Muddy SS2 course. Luckily, you should be used to tackling this challenging circuit in less than perfect conditions by now.

**DESERT SS3**Rain: 15%
Visibility: Normal
Time: Day
Temperature: 87°
Target Finishing Position: 5th

Suggested Tires: G, Compacted Gravel

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-3	+2	-2	+5	+5
FF	-3	-2	+3	+5	+4
MR	-3	-1	+3	+5	+3

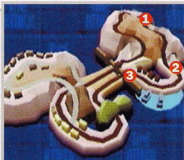


Although Desert SS3 is one of the most difficult courses in Sega Rally 2, the beautiful weather here means you can get away from here with an easy fifth place and your sanity still intact. Behold, the final race is in sight!

**ISLE SS3**Rain: 100%
Visibility: Bad
Time: Day
Temperature: 59°
Target Finishing Position: 1st

Suggested Tires: A, Wet

TYPE	GEAR	FS	RS	STEER	BRAKE
4WD	-4	+4	+3	+5	+3
FF	-4	+3	0	+5	+3
MR	-3	+4	+2	+3	+2

Remember the track that nearly made you want to introduce your controller to your wall at about roomf? Well, now you get to do it in a downpour of biblical proportions! Be careful of the puddles on the insides of turns **1**, **2**, and **3**—avoid them and you should have no problems. But wait, the fun ain't over yet...

LANCIA
037 RALLY

Weight: 965kg
Power: 350bhp/8000rpm

THE PRIZE

MARTINI RACING
LANCIA MARTINI

MR



10 YEAR CHAMPIONSHIP SUPERS.S.

Rain: 10%
 Visibility: Normal
 Time: Night
 Temperature: 50°
 Target Finishing Position: 1st

Suggested Tires: G. Asphalt Dry/Damp

TYPE GEAR FS RS STEER BRAKE

4WD -4 +4 +4 +4 +5

FF -5 +5 0 +5 +5

MR -5 +3 +5 +3 +5



In order to earn the final car, you'll have to beat it in a one-on-one race on this secret course. You'll start a half-lap away from each other, and you have two laps to take the lead and finish in first. Learn to fear the term "long medium left, tightens." When you hear that dreaded phrase, *slow down!* Otherwise, the only real challenge on this course is the two hairpins. There's one halfway through the lap and one just before you cross the finish line. Use the hand brake on front wheel drive cars to kick the rear end into position. Our best times came using the Lancia Stratos, but overall, the Corolla is a better choice.



Sega Rally 2: Japan vs. U.S.



Japanese Version

The Japanese version of Sega Rally 2, released back in January 1999, was a little bit different from our U.S. version.

First and foremost, it featured a networked multi-player mode for up to four players over a closed network in Japan. This feature rocked, and it's really quite sad that SOA *still* doesn't have a proper network in place for the DC in the U.S. As a result, no network play for us.

Oddly, the game featured two cars which were removed from the U.S. version. The Ford Escort WRC and Peugeot 206 Maxi were both dropped in favor of different cars. Also, the Lancer Evolution V had a different paint job. Not a huge deal, but it's noticeable. The difficulty level was a tad lower in the Japanese release too—we had a much easier time blowing through the 10 Year Championship mode back then.

U.S. Version

The trip across the pond brought a few changes to Sega Rally 2 for our lucky "gaijin" (that's "foreigner" in Japanese).

The most obvious of these changes is the addition of two new cars that replace the two that were taken out: The Fiat Seicento Sporting and the Peugeot 206 WRC. The Peugeot 206 is actually the default car—you'll see when you go to the car selection screen. You'll earn the Fiat Seicento by finishing Arcade Mode. Oddly enough, there's no car profile available for the feisty little Fiat in the Car Profiles mode (can you say "rush job"?).

The Lancer Evolution V has been changed to just Lancer Evolution (no "V"), and sports a slightly modified new paint job.

Finally, a much appreciated—though not quite perfect—vibration function has been added for the American release.





Put a Helmet On That Soldier!

by Andrew Baran
Andy_Baran@zd.com

DreamWorks has done an amazing job re-creating the WWII combat experience with Medal of Honor. This game is much more than your average "Doom clone." In fact, it could be said that MoH is the PlayStation equivalent of GoldenEye 007.

There are a total of seven missions, with three to four levels in each. During the course of each mission, you will have sets of objectives to complete. At the end of each level, your performance will be graded.

What makes Medal of Honor special is how realistic it feels. From the ambient sounds to the way the enemies react to you, it's easy to let reality slip away. It's that good. I could drone on for hours at how amazing this game is, but I think I'll stop now.

This guide will take you from start to finish, while also providing tested tactics. Good luck!

database

time to complete **35-39 hours**
challenge **Moderate**
best weapon **Silenced Pistol**
hardest mission **Mission 6**
best advice **Don't forget to reload!**

also try **GoldenEye (N64)**
system **PlayStation**
publisher **Electronic Arts**
developer **DreamWorks**
www.mohgame.com



MEDAL OF HONOR™

WEAPONS TRAINING

	Pistol Capacity: 7-8 Rounds (variable) Most Effective Use: There are three Pistols in the game, and they're used in similar fashion. The Pistol is highly accurate, so go for the deadliest shots (head shots). Otherwise, you'll just be wasting ammo.
	M1 Garand Capacity: 8 Most Effective Use: This trusty rifle is one of the best weapons in the game. It's extremely accurate, so take the best shots you can from long range. When things get hot, don't forget to reload.
	Grenade Capacity: 1 Most Effective Use: Grenades can be the funnest weapons in the game. Use them to flush enemies into the open, or try to drop them into bunkers or towers where your victims cannot escape.
	Stielhandgranate Capacity: 1 Most Effective Use: These are just the German version of the Grenades. Use them for flushing out the enemy, or if your aim is good, for exploding several enemies at once.
	Shotgun Capacity: 8 Most Effective Use: For clearing tunnels at medium-close range, nothing beats the Shotgun. If the entire blast hits the enemy, he'll die almost immediately. Also used for enemies behind cover.
	Sniper Rifle Capacity: 5 Most Effective Use: A head shot from this weapon will kill instantly. This is the undisputed long-range master. Never use it up close unless there's an emergency, because the zooming is slow.
	MP40 Capacity: 32 Most Effective Use: This machine gun has the same destructive capabilities as the other guns of its type. Its main advantage is its larger ammunition capacity.
	(BAR) Browning Automatic Capacity: 20 Most Effective Use: A decent machine gun, this mainstay of our armed forces is best used for when you are confronted by large waves of enemies. Shoot in tight shot clusters.
	Thompson Submachine Gun Capacity: 20 Most Effective Use: An effective lead-splitter. This gun is great for fighting off numerous enemies at once, but poor for maintaining decent accuracy. Use at medium range for the best effect.
	Bazooka Capacity: 1 Most Effective Use: Fire this weapon at clusters of soldiers. Aim for roughly five feet in front of them for the best effect. Just keep your right side away from a wall, or you'll end up blasting yourself to hell.

ITEMS TO FIND IN THE FIELD

Keep your eyes peeled for these items hidden in the battle zones.



1. **Medicinal Canteen:** Heals a small portion of health. 2. **First Aid Kit:** Restores half of your health. 3. **Field Surgeon Pack:** Heals you completely. **Note:** Save the health items till you are right about to complete a level so that you can be certain of earning an Excellent rating.

4. **Small Ammo Crate:** Gives you a few rounds for your weapon. 5. **Explosive Ammo Box:** Explodes if shot at. 6. **Large Ammo Box:** Gives you a larger supply of ammunition. The long version of this box will completely refill your weapon's ammo capacity.



Mission One: RESCUE THE G3 OFFICER

Scenario One FIND THE DOWNED PLANE

About This Mission: This mission is fairly straightforward. Keep your accuracy high and you'll earn an Excellent rating.

01 Recover the Logbook: The logbook will be hidden within a crack inside the last building on the left side of the town. You must pass through this area in order to complete the mission anyway, so it's kind of hard to miss.

02 Find the Plane: The plane is in the open. You'll find it past the bridge outside of the town. Make sure to collect the Healing Kit that's hidden by the plane (too bad the pilot didn't use it!).

03 Enter Town: You'll know that you're at the end of the level when you come to the heavy machine gun emplacement. Use the Nazis' own weapon against them. You'll face several waves of soldiers running out of the door you must enter. Kill them until there isn't any more opposition.

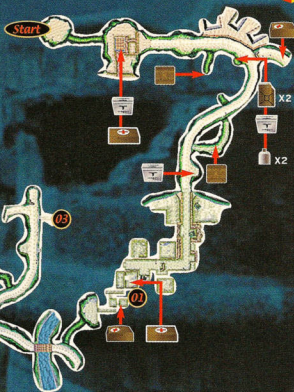
Note: Firing the heavy machine guns will often trigger enemies that are not normally placed on the map. This is a good way to earn some extra kills.



The logbook is hidden underneath a small crack in the wall.



Finding the plane isn't too hard—it's in the middle of the road.



Scenario Two SEARCH THE TOWN

About This Mission: Always make a habit of constantly looking up, as there are plenty of snipers taking potshots at your head. Aside from the balconies, there is one soldier hidden inside a building window. Can you find him?

01 Destroy Radio Transmitter: The end of the first city block has the radio that you need to destroy.

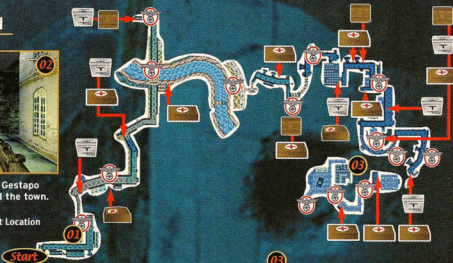
02 Neutralize Gestapo Threat: While there are 14 Gestapo agents, you only have to kill off eight to meet the requirement. They are easy enough to kill.

03 Locate Maquis Hideout: The end of the level will reveal the Maquis hideout. Enter through the trapdoor to complete this segment of the mission.



Kill off at least eight Gestapo agents hidden around the town.

= Gestapo Agent Location



Scenario Three SEWER CHASE

About This Mission: The sewers are teeming with guards and dogs. When you hear barking, ready a Grenade. The dogs always react to the grenades.

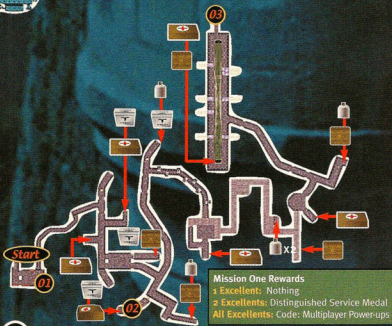
01 Acquire G3 Attaché Case: The case is next to the body in the room you start in. Because it is so dark, it's easy to miss seeing the case.

02 Locate Maquis Weapon Cache: You can find the Shotgun behind a breakable wall. See the map for the exact location. The Shotgun will be of great help in the tight confines of the tunnels.

03 Exit Sewer: Exiting the sewer can be a little tricky. There are plenty of guards protecting the exit. Pick off as many as you can from a distance, then switch to your Grenades. Toss a few Grenades near the troops to make them concentrate on something other than you. Next, load your Shotgun and blast the distracted guards.



The attaché case is easy to miss. It's in the room you start in.



Mission One Rewards

- 1 Excellent: Nothing
- 2 Excellents: Distinguished Service Medal
- All Excellents: Code: Multiplayer Power-ups

Mission Two: DESTROY THE MIGHTY RAILGUN GRETA

Scenario One SNEAK INTO THE RAILWAY STATION

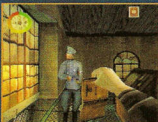
About This Mission: This level can be played in an extremely sneaky manner. In fact, the briefing makes it seem like that's what you are supposed to do. Unfortunately, this is not the case. You must kill each and every Nazi on the level. Things will get intense.

01 Switch Tracks: From the start, take the first left passageway. Climb up to the catwalk and make your way to the guard. The switch is next to him.

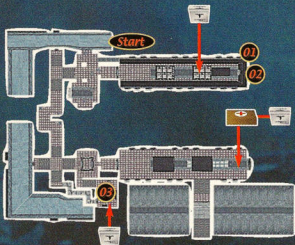
02 Obtain Ausweis Blau "ID Blue": The aforementioned guard carries the Blue ID card. Shoot him in the head and take the ID. Don't worry, he's all alone.

03 Obtain Ausweis Rot "ID Red": Crawl through the ventilation shaft to reach the office. You can get a clean head shot from the shaft. Once the officer is dead,

you'll find the Red ID on the ground. **Note:** Shooting the stationed guards will summon two more troops your way. You must kill all of the guards to earn an Excellent rating here. Sneaking is not needed to earn the best rank.



Show the ID to put the Nazi off his guard, then shoot him.



Scenario Two FIND THE GIFT PACKAGE

About This Mission: This mission requires a little bit of sneaking. Remember that you can shut down the alarms by pressing the action button.

01 Steal Freight Manifest: The manifest is hanging on the wall in the open.

02 Obtain Ausweis Rot "ID Red": Kill the nearby guard before he can raise the alarm. The ID is on the table.

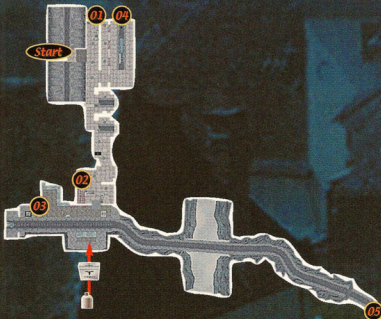
03 Find Gift Package: The gift package is hidden in a guitar case on the right side of the train station.

04 Disable Reserve Engine: Use the explosives that you found in the gift package on the front of the train. Use caution when you do this. The explosion can kill you, and it will summon some guards to investigate the noise.

05 Follow Rails to Rail Tunnel: Head down the tracks, but move slowly. As soon as you see the traces of an enemy, switch to your Sniper Rifle. Take out the enemy before they can even see you.



Take out this guard before trying to grab the ID card or he'll call for help.



Scenario Three RAIL CANYON

About This Mission: Take out the bunkers by sneaking into them.

01 Procure Grenades: Take the first path off of the road. This will take you to the air vent of a bunker. Crawl inside, disable the gun, and grab the Grenades.

02 Destroy Fuel Containers: Take the next path off of the road and lob a Grenade into the fuel tanks. Don't worry about the sleeping guard. He'll never know what hit him.

03 Exit Canyon to Railgun: The last section of the track is heavily guarded. A heavy machine gun emplacement is blocking the way. Take the side route and you will find yourself above it. Drop Grenades into the bunker and shoot the guards that come out.



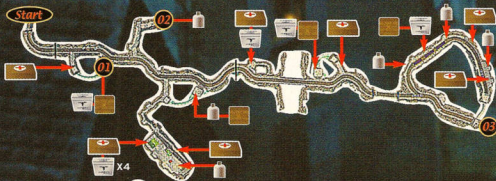
Sneak into the back of the bunker to avoid detection.



Toss a Grenade into the fuel canisters to blow them up.



The end of the level is heavily fortified. Sneak yourself in.



Mission Two Rewards
 2 Excellents: Kurt, Rosie
 3 Excellents: American Commendation
 All Excellents: Code: American Movie



Scenario Four MEETING GRETA

About this Mission: This is it, the last part of the Greta missions. The level is pretty straightforward, so things shouldn't get too tough. Just make sure to kill off the enemies at a distance.

01 Destroy Railgun Greta: Make your way to the train. It's just at the end of the tracks. Plant all six explosives and Greta will be history. Before planting the last explosive, head towards the side road and collect the Health found there. This will most likely earn you an Excellent rating.

Note: As you plant the explosives on the railgun, more enemies will be triggered. Just watch your back or you could find yourself riddled with bullets.



Kill off the guards and plant six explosives around the railgun.



Mission Three Rewards

2 Excellents: Jens, Johan, Jurgen, Manfred
3 Excellents: American Campaign Medal
All Excellents: Code: Temperamental Toxin

Mission Three: SCUTTLE DAS BOOT U-4901

Scenario One ESCAPE THE WOLFRAM

About This Mission: This plays out exactly like the stealthy Greta missions.

01 Gain Access to Promenade: Kill the guard, or finagle your way past this point. Just get the General Pass first.

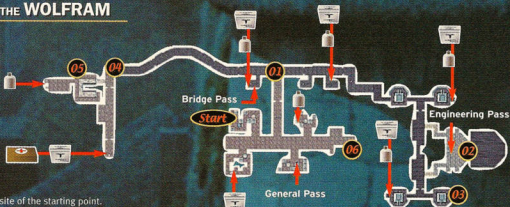
02 Gain Access to Bridge: Go down the right path after acquiring the bridge pass from the guard.

03 Find Wrench: You'll find the wrench right by one of the gun turrets.

04 Gain Access to Engineering: From the long hallway, head left. Use the Engineering Pass or kill the guards.

05 Jam Engine: Show the wrench into the engine and it'll alert the guards. Better lock and load.

06 Exit Ship Through Cargo Hold: The Exit for this level is at the large door



opposite of the starting point.

Note: In order to earn an Excellent rating, you will have to kill off all of the guards. In this case, you don't have to pick up the passes.

Scenario Two THE ROOFTOPS OF DACHSMAG

About This Mission: There is a lot of climbing and jumping in this level. Finding your way through the first time can be tricky. The map will help you.

01 Locate Smuggled Weapons: This objective is simple. It's right in front of you when you start.

02 Secure Deployment Timetable: Look for this item on the wall of the little office on the wharf.

03 Blow Up Truck with Demo Charges: There are two trucks in the level. Look for both locations on the map. Just get ready for trouble, as your actions will attract some attention.

04 Find Hatchway to Production Facility: You will have to make some precarious jumps from the tops of the buildings in order to reach this level exit. Take your time so you don't fall down. Falling from heights will not injure you, so don't worry about an instant death.

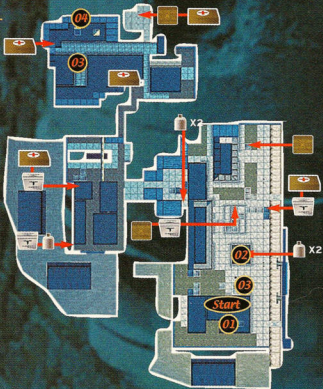
Note: There are two ways to trigger enemies into appearing on this level. One is to set off explosives on the trucks. The other is to start collecting the rare items found atop the cargo crates. That'll bring 'em out.



Guards will come as soon as you set the charges on the truck.



You will have to nimbly cross from one building to another on a pipe.



Scenario Three THE HUNTER'S DEN

About This Mission: This level has many more enemies compared to the previous missions. Always go for head shots.

01 Find Engine Specs: Open up the desk in the back of the first large room. Inside are the specs. Make sure to take out all of the guards in the area first.

02 Find Hull Blueprints: The blueprints can be found on the wall in the first dry dock. They should be easy to spot.

03 Destroy Sea Door Control: The controls to the sea door are in a little corridor. If you come to the completed sub, you've gone too far. As soon as you blow the controls, you'll have alerted the base to your mischief. Clear out the guards that come after you. The corridor makes a decent killing zone for your Machine Gun or Sniper Rifle.

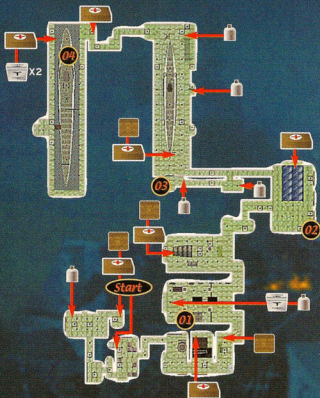
04 Locate and Board Ugo's: In the dock, follow the path around the room till you come to the bridge that lets you board the submarine. There are plenty of guards here, but the big open space of this room makes the Sniper Rifle the weapon of choice.



Eliminate the guards before attempting to open the desk.



Destroying the sea door will trigger a wave of aggressive guards.



Scenario Four DIVE!

About This Mission: The briefing will make it seem like this mission has a time limit. Don't worry about it—take your time.

01 Radio Coordinates to HMS Belfast: Simply click on the radio at this point.

02 Lock Fins to Dive Setting: Turn the valve on the control pattern.

03 Destroy Fin Controls: Set the explosives after you turn the valve.

04 Blow Ballast to Surface Boat: Search the back wall of this room to find the ballast levers. Hit them and move forward to the front of the ship.

05 Find Exit Hatch: The end of the ship is in sight. Just follow where the ship leads to complete this objective.



Click on the action button to single the HMS Belfast.



Turn the valve, and then finish it off with an explosive.



Crank on the ballast, and the submarine's fate is sealed.



Mission Four: ATTACK IMPENETRABLE FORT SCHMERZEN

Scenario One THE SIEGFRIED FOREST

About This Mission: It's easy to get lost in this level. By using the tunnels, you can traverse almost anywhere.

Whenever you come across a trench, look for a tunnel from one of the sides.

01 Find Stuka Dive Bomber: The bomber is in a heavily guarded sector. Use the nearby tunnels to reach the safest location, and toss a Grenade over the wall to blow it up.

02 Locate Crowbar: The crowbar is lying next to two heavy machine gun placements. Take out the gunners from a distance before they can find you, or else you'll get shot up.

03 Open Hatch and Enter Fort: The entrance is by the dragon's teeth.

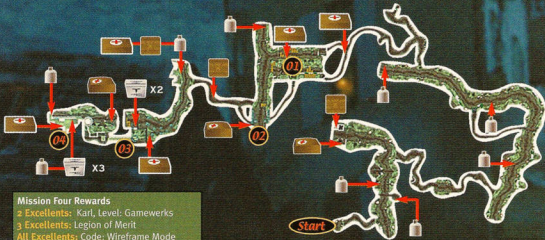
04 Find Entrance to Sublevel 1: Hold up in the bunker and kill off the troops.

Mission Four Rewards

2 Excellents: Karl, Level: Gamewerks

3 Excellents: Legion of Merit

All Excellents: Code: Wireframe Mode





Scenario Two OFFICER'S QUARTERS

About This Mission: This is one of the toughest levels because it's so easy to get lost. Use the map to guide your way through. The soldiers here will be the hardest ones you've faced yet—they almost always hide behind walls. Use the explosive boxes to catch them off-guard. That should even the odds.

01 Send SOS: Send in a false SOS signal using the radios here.

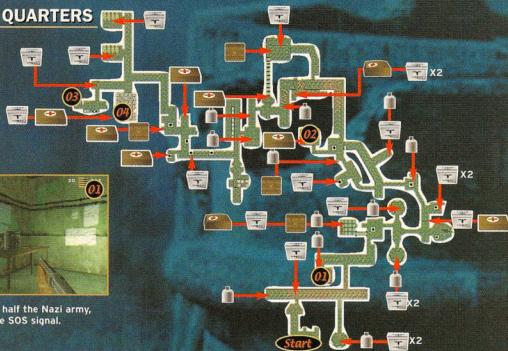
02 Find Orders From Col. Muller: On top of the table in this room, you will find the orders.

03 Acquire Key to Lower Levels: Look in the bathroom. There will be a guard doing his...err...business. Kill him and the key will land on the floor. Pick it up and you'll be able to leave the area. Collecting this item will send between five and six guards your way.

04 Find Gasmask: This extra mission will be essential to your survival. The gasmask is on a table. One size fits all.



To lure off half the Nazi army, send a fake SOS signal.



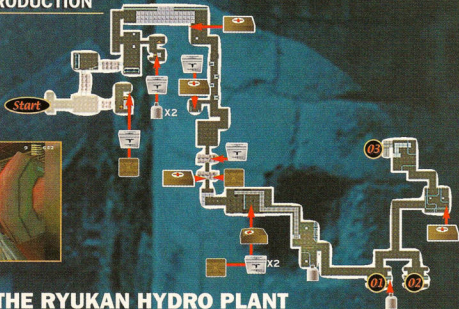
Scenario Three MUSTARD GAS PRODUCTION

About This Mission: More corridor combat awaits you. The gas masked troops are a little slow to respond, but they sure like to gang up on you.

01 Activate Gas Valve 1: Turn the valve as soon as you can, but turn yourself right around. After you complete this task, the guards will take a few pot shots at your back.

02 Activate Gas Valve 2: The second valve is just a hop, skip, and a jump away from the first. There shouldn't be many guards reacting to this. One would assume that they would be fleeing the base before the poison gas takes over.

03 Exit Fort: Exit the fort as soon as you can. The last room has a sniper high atop a catwalk. Get rid of him before attempting to climb up.



Mission Five: SABOTAGE THE RYUKAN HYDRO PLANT

Scenario One THE ROARING PENSTOCKS

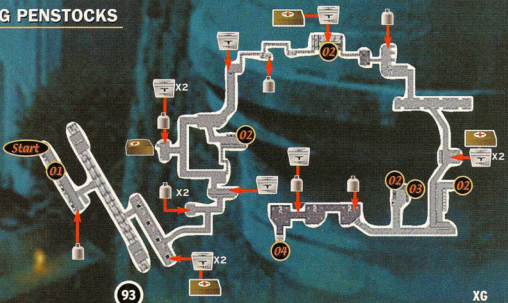
About This Mission: Things are going to get even more intense. Conserve your ammunition if you can.

01 Stop Water Flow in Central Pipe: Turn the first valve you come to.

02 Destroy All Power Relays: There are six power relays in all. Use the map to find their locations, but beware—they're heavily guarded.

03 Shut Down Main Power Grid: In the last power relay room, flip the switch on the left wall.

04 Enter Hydro Plant: Follow the corridor until you reach the exit.



Mission Five Rewards

2 Excellents: Felix, Von Braun

3 Excellents: Norwegian War Cross

All Excellents: Code: aX Firing Rate

Scenario Two GENERATORS OF DESTRUCTION

About This Mission: There sure are a lot of scientists in this area. If you approach them with a large gun and shove it in their faces, they'll most likely surrender. Just shoot these guys. You'll have to learn how to strafe if you're going to survive.

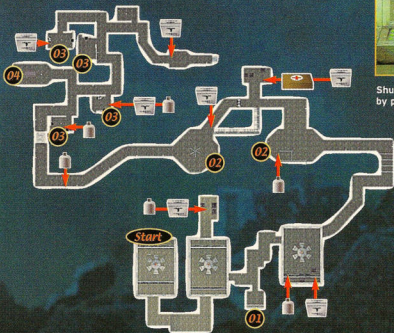
01 Disable All Generators: Hit all three switches and the generators will shut down. Warning: The door you just entered through will automatically lock.

02 Shut Down Flow to Heating Tanks: Turn the two valves shown on the map to complete this objective.

03 Destroy All Research Files: There are four locations that contain the research files. Plant explosives and get the hell out of Dodge.

04 Locate D20 Output Report: This report can be found on the table in this nearly empty room.

05 Locate Elevator: Follow the long hallway to reach the elevator. It is pretty darn easy to get lost, so use the map if you find yourself going around in circles. There are plenty of guards intent on ending your life.



Shut down the generators by pulling all three levers.

Scenario Three BETRAYAL IN THE TELEMAR

About This Mission: This level is purely close-combat fighting. Use the Shotgun at close range when an enemy suddenly pops up. Use the Pistol when you have some range on the enemy.

01 Open Emergency Release Valve: The valve is on a second floor catwalk between the second and third vats. The catwalk makes an excellent vantage point for sniping at corridor enemies.

02 Divert Heavy Water Vats: There are four vats that you need to turn the valves on. Look atop the fourth tank for some hidden items.

03 Acquire Delivery Schedule: The delivery schedule is in a small room on the right side. The room is heavily guarded, so strafe to kill the troops.

04 Locate Garage: Just walk into the last room to complete the objective.

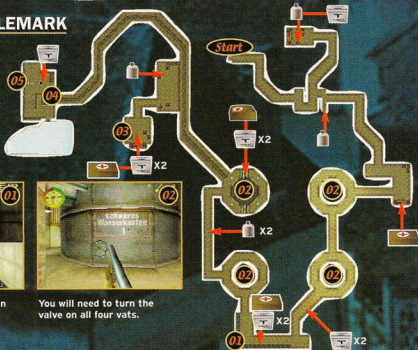
05 Disable Trucks: Plant the explosives on the truck in the garage.



The release valve is hidden atop a high steel catwalk.



You will need to turn the valve on all four vats.



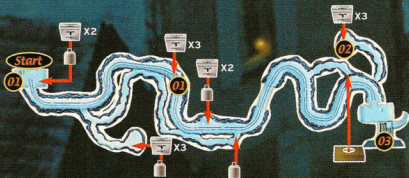
Scenario Four HEAVY WATER

About This Mission: The Bazookas will be your worst nightmare. Make sure to hit them hard and fast.

01 Disable Both Trucks: The first truck is surprisingly easy to miss, as it is right next to you when you start. The second is in the middle of the road.

02 Disable Power Station: There's a gun emplacement to deal with here. Not only is there a gunner, but he has a partner who can use the big gun, too. With them out of the way, set your charges. Hold back for a minute, as this will trigger the arrival of a small platoon.

03 Sabotage Ferry: Quickly knock out the two guards found behind the gate and head straight for the ferry. From there, exit to the left. Mission complete.





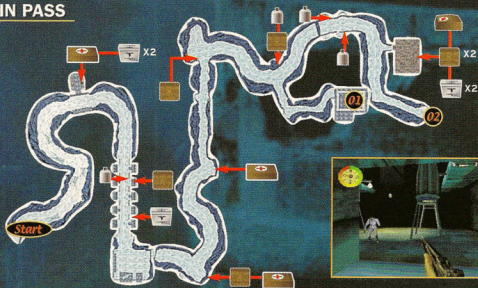
Mission Six: CAPTURE THE SECRET GERMAN TREASURE

Scenario One MOUNTAIN PASS

About This Mission: About half of the enemy soldiers in this mission will be armed with bazookas. If you see a streak of light heading your way, get the heck out of the way or you'll be instantly roasted by the incoming explosion. You will have to take each group of soldiers out as fast as possible, as they will react to you aggressively and intelligently. Remember, keep your distance and you'll be fine.

01 Destroy Generator Fuel: In the large compound you'll see a series of water-tower-looking structures. If you stand underneath them, you'll be able to plant your explosives. Once the explosions start rocking the joint, expect some company from the Nazis.

02 Locate Mine Entrance: Just behind the compound containing the fuel tanks is the exit. If you have not cleared the snowy corridor that wraps around the outside of the fuel area, you'll see a wave of Nazis heading your way.



Plant charges on all of the fuel tanks and get the hell out.

Scenario Two MERKER'S UPPER MINE

About This Mission: Merker's Upper Mine is a relatively short mission. Compared to the last, this one is much easier. Most of the soldiers you'll face will be out in the open, giving you a chance to practice your Rifle skills.

01 Eliminate 8 SS Demo Squad Members: Hunt down all of the members of the demolitions team. They're cowards and relatively slow. They generally won't even notice a thrown Grenade. Use the map to find the locations for every explosive placement.

02 Recover Dahood Manuscript: The manuscript can be found in the second large room on the back wall. It is found between two of the mine cars.

03 Acquire Elevator Key: Hidden behind a stack of rare art on a small table is the key. Be sure to stop by and collect the useful ammunition in the room as well.

04 Locate Elevator: Follow the caverns to the end, and you'll be able to find the elevator with ease. This room also contains the last demo squad member.



Use the map to find the locations of the SS demolitions team.



The rare manuscript is hidden behind two of the mine cars.



Mission Six Rewards

- 1 Excellent: Ernst, Egon, Wolfgang, Muller
- 3 Excellents: Soldier's Medal
- All Excellents: Code: Reflecting Shots

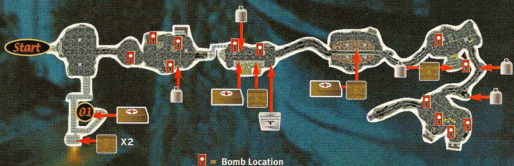
The key is on a table in the back of one of the small rooms.

Scenario Three TREASURE CAVERNS

About This Mission: This is the final mission to collect the last of the stolen treasure. This level shouldn't be too tough if you take it slow.

01 Locate the Curator Inventory: The first hallway on your right will lead you to a small corridor. Follow it to an office, and launch a Rocket into it. This should kill the three guards and allow you to pick up the inventory sheet.

02 Locate and Disarm All Bombs: The locations of the bombs are revealed on the map. You must diffuse all 12 of the bombs in order to complete this level.



☒ = Bomb Location

Mission Seven: ESCAPE THE V2 ROCKET PLANT

Scenario One BUZZBOMB ASSEMBLY

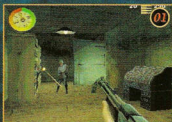
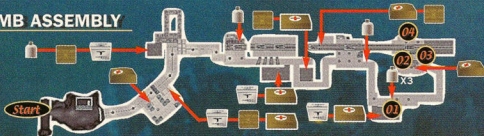
About This Mission: The assembly plant will get progressively tougher. Most of the enemies are behind corners, so you'll have to attack swiftly.

01 Find V2 Target List: Look in the desk in the office after you have assassinated the two guards.

02 Destroy V1 Launch Control System: Plant your explosives on the console in this room, just make sure to climb up the ladder before the blast catches you.

03 Open Blast Doors: Turn the valve next to the launch control system to open up the blast doors. Doing this will trigger a whole swarm of guards. Fire your Bazooka up the stairs to clear out all of the opposition.

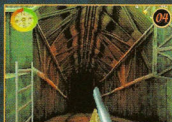
04 Locate Emergency Hatch: Backtrack to the room with the tunnel leading down. Beyond the doorway are a number of heavily armed soldiers. Use any of your unspent Rockets here.



Lob a couple of Grenades into the office to get rid of the guards.



The second and third objectives are very close together.



To exit the level, work your way to the tracks and go down the tunnel.

Scenario Two VENGEANCE PRODUCTION

About This Mission: The corridors are filled with elite soldiers. Use Grenades to flush them into the open.

01 Find Scientist Roster: Look on the back wall of this small room. Two armed scientists hide inside, so don't just run inside thinking the coast is clear.

02 Acquire V2 Schematics: You will find the schematics behind one of the large rockets. A scientist standing near them will attempt to stop you, so silence him.

03 Gain Access to Guidance Lab: Just walking into this small room will complete this objective.

04 Sabotage Gyro Guidance System: On a table in the same room as the last objective is the guidance system. Use the action button to reprogram it.

05 Find Launch Area: Follow the corridors to the exit of this level.



The scientist roster is hanging on the back wall.

Mission Seven Rewards
 3 Excellent: Winston
 3 Excellents: Victory Medal
 All Excellents: Level: Site Seeing



Scenario Three GOTTERDAMMERUNG

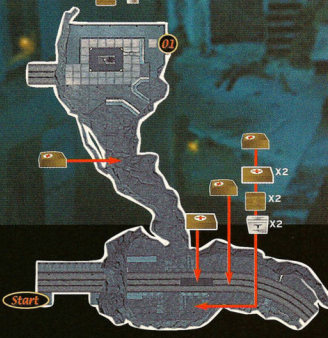
About This Mission: This is it: the last mission. Things start off slowly, with only a couple of guards. Kill them, and the trouble will begin. This level will require a little patience and a lot of skill.

The alcove opposite of the heavy machine gun will spawn enemies like crazy. It may seem tempting to light up everyone who pops out with the heavy weapon, but the enemies that emerge next to the train will drill you. Avoid using the big gun, as it makes you vulnerable to Bazookas and Grenades. The sandbag barricade hides enough Health and ammo to max out your capacity, so make the run here if you need to.

01 Launch the Sabotaged V2: Make your way to the bunker. Toss a couple of Grenades inside to clear out the pesky scientist. Hit the controls and the V2 rocket will come crashing down on the installation. Congratulations! Your part of this campaign is now over.



Don't man the Heavy Machine Gun. It'll get you pasted quickly.





LEARNING HOW TO DEAL WITH THE NAZI THREAT



LONG DISTANCE

Kill With Minimum Risk: Move slowly through the levels. Don't worry, you're never timed. Move till you see the outline of an enemy trooper. Pull out your most accurate weapon (Sniper Rifle or Pistol) and aim for a head shot. If there are other troops nearby, you'll have enough space to deal with them before they become a threat.



ENEMY IN COVER

Flush 'Em Out: Is there a Nazi behind cover that's giving you trouble? Toss a Grenade to send him scurrying like a rat. **Scattershot Kills:** Later on, the elite German troops will take cover behind walls and spray a wash of bullets over your position. If you have the Shotgun, you can effectively take these guys out with a well-placed blast.



BE A TUNNEL RAT

Elope the Enemy: Whenever you come across a ventilation shaft at ground height, try shooting it. You can use ventilation shafts to reach new sections of the levels. Often, ammunition and Health Kits will be hidden in secret rooms adjacent to these tunnels. Just beware of crawling troops, or worse yet, Grenades that get tossed inside.

ACHTUNG!

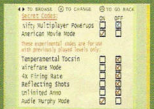


Earning a better rating: In order to earn three stars (and hence the Excellent rating) you will need to:

1. Complete the level with 75%+ health. (Save medical supplies till the very end.)
2. Kill all the Nazis. This includes those triggered by performing certain actions, i.e. turning on the alarms or killing posted guards. Learn what triggers them.
3. A decent Hit Ratio of 70%+.



Medals: Perform well enough in the levels and you'll earn the medals. They're just used for bragging—nothing real useful.



Secret Codes: By earning Excellent ratings, you can earn bonuses. These may be additional characters in multiplayer mode or new cheats. Not all of the cheats are earned this way, however. Here are a few that you cannot earn. Keep an eye on XG for more in the future!

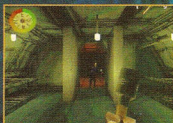
CAPTAINJAY: Input this before you begin a game. With it, you won't refill energy between levels. It's named after a certain military consultant who's tougher than a can of nails. If you complete the game with this code, it'll open the way to more secrets.

DENNISMODE: Activates the "Nifty" Multiplayer Powerups' cheat on the menu. **SPRECHEN:** This unlocks the "American Movie Mode" on the cheat menu. **FINESTHOUR:** Type this in and open up Winston Churchill in the multiplayer mode! **BIGFATMAN:** Type this in to open up Col. Muller in multiplayer...



LAWS OF GRAVITY

More Fun With Grenades: There's a few occasions when you will have to climb down a ladder or fall into a pit. What is the most effective way of clearing the way down below? The answer is simple: Grenades. Toss a Grenade, wait for the footsteps, and toss a second one down. This will catch the reacting enemy.



AI & RESPONSES

The Computer Is Predictable: The enemies will react to your Grenades in different ways. 1. If in a crowd, a Nazi may throw himself on the Grenade. 2. He may run away. 3. He might try to pick up the Grenade and throw it back. If he chooses this course of action, shoot quickly to stun him in mid-action. Boom!



K-9 UNITS

Feed the Doggy a Grenade: When dogs are nearby, toss a Grenade. This will always draw them away from you. They will either carry the Grenade to the master (oh joy!), or towards you (d'oh!). When attacked, make sure you walk backwards to stay out of reach.

ENEMY TYPES

Enemy Type	Accuracy	Awareness:	Commonly Armed With:
Light Infantry	Poor	Poor	Rifle, Stielhandgranate
Gestapo	Poor	Poor	Rifle
Gestapo Officer	Average	Poor	Pistol
Attack Dog	Good	Great	Sharp Teeth
Sailor	Poor	Average	Rifle, MP40
Naval Officer	Good	Poor	Pistol
Dock Worker	Poor	Poor	Pistol
Naval Guard	Average	Average	Rifle, MP40
Medium Infantry	Good	Good	MP40, Stielhandgranate
German Warfare Troop	Average	Good	MP40, Stielhandgranate
Scientist	Great	Average	MP40, Pistol
Arctic Trooper	Poor	Great	MP40, Stielhandgranate
Waffen SS Trooper	Great	Good	MP40, Bazooka, Stielhandgranate
Demolitions	Good	Poor	MP40, Pistol
Elite Waffen SS	Great	Great	MP40, Bazooka, Stielhandgranate



Going for the good wounds...

Put them down for good: When shooting your enemies, you have to keep in mind that where you shoot them will determine how much damage they sustain. What is the optimal shot? Check out this chart for details. **Head Shots:** The best shot you can take is just slightly above their neck. Otherwise you'll just pop their helmets off and alert them. **Stunning:** Shooting the limbs or groin of a soldier will often give them pause. This is useful when a Grenade is nearby.

Helmet: 0-100%*
Head: 90-100%*
Arms: 30-40%*
Body: 20-80%*
Groin: 20-50%*
Legs: 30-40%*
 *Damage Percentages





Multiplayer

The Fun Ain't Over Yet: Playing against a human is completely different from fighting against the computer. You must constantly keep moving at all times. Use the shoulder buttons to strafe and dodge shots.

Powerful Multiplayer Weapons: The effectiveness of some weapons changes in this mode. While it will take several Machine Gun or Pistol shots to kill a man, other weapons will prove far more useful. If you can keep your distance, and aim for the head, the Sniper Rifle can kill with a single hit. Grenades are effective, and so is the Bazooka. This mode is very much a deadly game of hide and seek. It's a lot of fun.



Playing against a human is a lot more intense than the CPU.



Name: Castle Von Trapped
How to Open: Default
Playing Tips: This level is easy to get lost in. Use the courtyard as an ambush zone to get the most kills.



Name: Follow Your Nose
How to Open: Default
Playing Tips: The simplicity of this map makes strafing and Grenades (if chosen) your best bet for survival.



Name: Game Werks
How to Open: 1 Excellent — Mission 4
Playing Tips: Stay in the tunnels, otherwise you'll end up in the wide open. Limit your opponent's visibility.



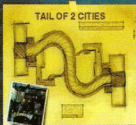
Name: Site Seeing
How to Open: 3 Excellents — Mission 7
Playing Tips: Stay out of the bunker. It's a death trap. You can hide under the missile if you duck underneath.



Name: The Short Line
How to Open: Default
Playing Tips: This is a fast paced game. Get the best firepower and have a showdown in this straightforward level.



Name: Trouble Shooting
How to Open: Default
Playing Tips: Memorize this maze, or you'll get lost. Grenades tossed around blind corners work well. Use the radar.



Name: Tail of 2 Cities
How to Open: Default
Playing Tips: This level plays a lot like The Short Line level. Use the sniping points to your advantage.



Name: Ernst
How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



Name: Egon
How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



Name: Muller
How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



Name: Panzerknacker
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Otto
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Robbie
How to Obtain: Robbie is one of the default characters available in the multi-player mode.



Name: Rizal
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Wolfgang
How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



Name: Winston
How to Obtain: Type in "Finesthour" at the password screen or get one Excellent in Mission 7.



Name: Von Braun
How to Obtain: Complete the 5th Mission and earn at least one Excellent in one of the segments.



Name: Steven
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Rosie
How to Obtain: Complete the 2nd Mission and earn at least one Excellent in one of the segments.



Name: Ulf
How to Obtain: Ulf is one of the default characters available in the multi-player mode.



Name: Will
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Felix
How to Obtain: Complete the 5th Mission and earn at least one Excellent in one of the segments.



Name: Heinrich
How to Obtain: Heinrich is one of the default characters available in the multi-player mode.



Name: Bismarck
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



Name: Gunther
How to Obtain: Gunther is one of the default characters available in the multi-player mode.



Name: Helmut
How to Obtain: Helmut is one of the default characters available in the multi-player mode.



Name: Jens
How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



Name: Johan
How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



Name: Karl
How to Obtain: Complete the 4th Mission and earn at least one Excellent in one of the segments.



Name: Manfred
How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



Name: Jimmy
How to Obtain: Jimmy is one of the default characters available in the multi-player mode.



Name: Jurgen
How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



Name: Kurt
How to Obtain: Complete the 2nd Mission and earn at least one Excellent in one of the segments.



Name: Manon
How to Obtain: Manon is one of the default characters available in the multi-player mode.



Name: Noah
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



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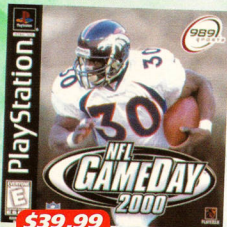
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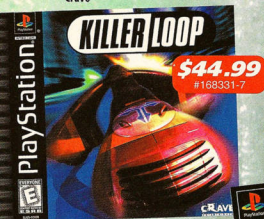
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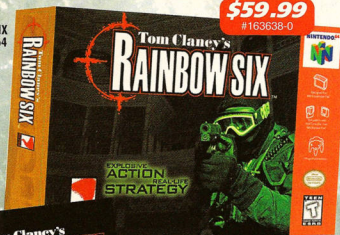
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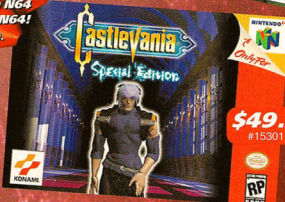
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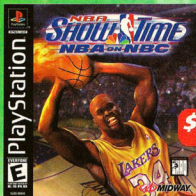
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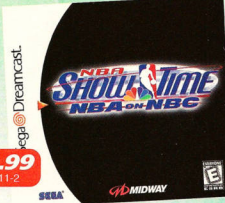
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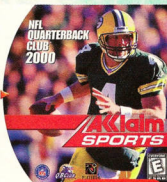
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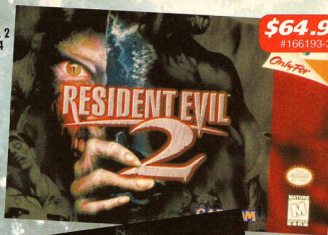
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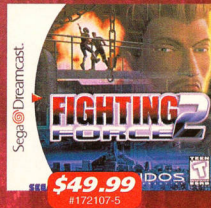


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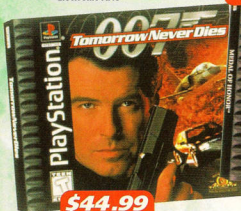
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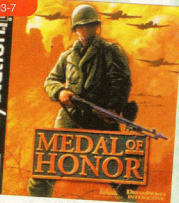
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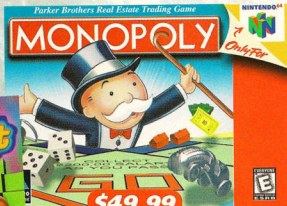
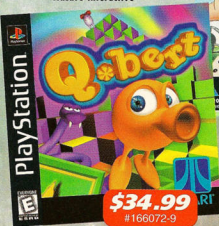


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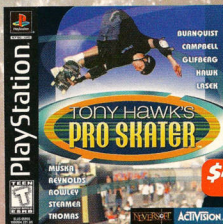


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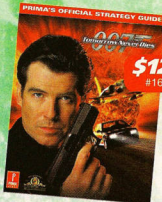
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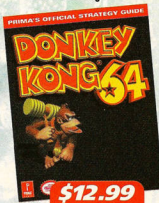
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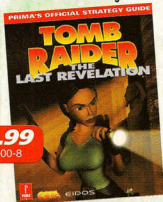
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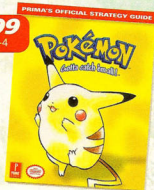
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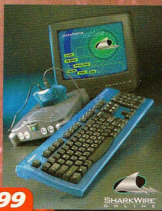
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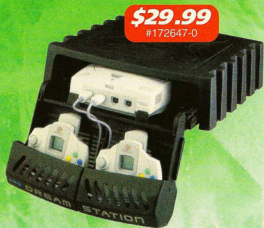
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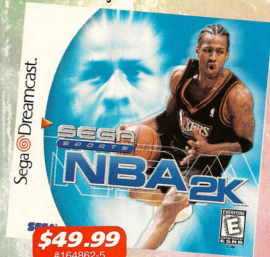


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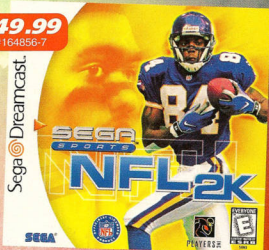


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TOMB RAIDER THE LAST REVELATION



Move Over Dr.
Jones, Lara's Back!

by Greg Sewart
greg_sewart@zd.com

Lara's Survival Tips



Health Packs

Stay healthy. Much like the need to save frequently, there are a lot of traps and situations Lara faces that are designed to drain her health to the point of near-death. If that isn't reason enough to make use of the copious amounts of Medipacks in the game, we don't know what is.

Did You Know?

Ok, sure. You know Lara has a backflip, standing jump, forward jump, and running jump. But did you know that Lara can also edge forward when she jumps straight up? That's right, if you need to reach something that's just a little bit awkward (like a hanging rope or an oddly placed ledge), it's easy to grab it with this technique. Jump straight up and then quickly press forward. Lara will move a couple of inches each time without actually doing a full-fledged forward jump. Very useful!

Weapons & Flares

Lara's arsenal is large and varied in Tomb Raider: The Last Revelation. Of course, she carries her Pistols with unlimited ammo wherever she goes.

Weapon: Uzis

Lara uses the Uzis like she uses her Pistols—with a John Woo two-handed shooting style. As would be expected, the rate of fire is really high with the Uzis, but they eat up Ammo like no-one's business. Luckily the programmers were generous in TR.



Weapon: Shotgun

The Shotgun has an incredibly low rate of fire, but boy is it powerful! This "boom-stick" can take out a croc in two shots. The Shotgun has two types of Ammo: Normal Shot and Wideshot. The Wideshot does less damage, but is easier to use.



Weapon: Revolver

Lara only uses a single Revolver, and although it's more powerful than her Pistols, it's also got a low rate of fire. Luckily, she doesn't have to reload it after every six shots. Pretty talented, eh? This is a good alternative to the Shotgun.



Weapon: Grenade Gun

Regular, Super, or Flash Grenades can all be used with this bad-boy. Be careful, though; Lara is not impervious to the blast of her own firepower. Also, the refill rate is slow due to the fact that she has to reload this monster after each shot.



Weapon: Crossbow

A moderately slow, weak weapon. Lara can get Regular, Poison Tipped, or Explosive Tipped arrows for her Crossbow. Oddly enough, the explosions from the latter don't seem to deal any damage to her.



Item: Flares

Flares are like little disposable flashlights that don't take batteries. Much like John Ricciardi, they light up any room they're in. In a pinch, Lara can also use the muzzle flash from any of her firearms to light an area for an instant.



Save Early, Save Often

The never-ending quest to find the perfect save-management system in Tomb Raider takes yet another turn with The Last Revelation. Like Tomb Raider II, this episode of the series allows users to save anywhere, at any time. The only caveat, however, is that you're limited to five save games per Memory Card. The traps in Tomb Raider: TLR are largely designed to kill Lara at least once before the player can really figure out how to avoid such an untimely demise. Learn to save often, as there's nothing more frustrating than dying only to discover three or four hours' worth of play time has been lost to the void.



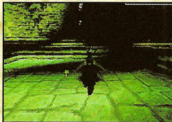
database

time to complete 40-60 hours
challenge Hard
most annoying Morgue beetles
much smoother Lara's "assets"
best advice Save often,
beat often
also try Tomb Raider 1-3
system PlayStation
publisher Eidos
developer Core
www.tombraider.com



Level One: Angkor Wat

1. That's the most voluptuous 16-year-old we've ever laid eyes on: Back when Lara was a fresh-faced youth, she studied under the famous Werner Von Croy. The foray into the Angkor Wat level is quite literally a training mission. Just listen to Von Croy and do what he says to finish the level. Oh, and every budding young archaeologist needs to keep her eyes open for any treasure lying around. Don't miss the eight Golden Skulls in the first level. Now for a word of advice. Young Lara goes weaponless, so she should run from any wild boars she encounters. While Von Croy will kill them for her, Lara is susceptible to a lot of damage if they manage to bite her. The best strategy is actually to keep running to the next part of the level. If Lara manages to trigger the next training/cinema scene, the wild boars will disappear.



2. Take a quick dip: When Von Croy tells Lara to enter a large pool of water and swim to the other side, check out the small opening almost directly across from her starting point to get both a small and large Medipack.

3. Someone call George Lucas! I wonder if he knows that Lara can find a skeleton wearing a brown fedora and sportling a whip if she looks hard enough around the 6th Golden Skull. Looks like that revolver stunt doesn't always work.



4. A legend is born: Ever wonder where our favorite archaeologist got her trademark backpack? Well now you know: off of a dead guy! Kind of disturbing when you think about it... Kind of sexy, too (hey, anything to do with Lara is sexy!).

5. Virtue or heresy? Boy, who doesn't face that choice on a daily basis? It's too bad we don't all have eight Golden Skulls to help us make the decision. Her possessions will literally decide the path that Lara takes in level 2.

6. You go first: That's right, Von Croy makes Lara do everything! What the old guy doesn't teach young Lara about swinging on this vine is that she should slide down as far as possible, then hit the sprint button to start swinging towards the opposite ledge. Let go when she's over the far ledge and tap the jump button if she doesn't look like she's going to make the landing.



Golden Skulls

Gotta find 'em all!

The choice between virtue and heresy at the end of the level depends on these eight treasures.

1. To the left of the entrance.
2. In the first bit of water.
3. In back of the waterfall room.
4. When Lara goes diving.
5. In the courtyard near the exit.
6. To the right of the dead Indy.
7. Crawl near the backpack area.
8. In the back of the final room.



Level Two: Heretical Race for the Iris

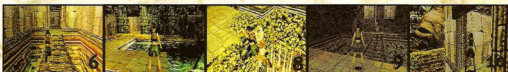
Win at whatever cost:

Now it's on. Von Croy sheds the mantle of mentor and becomes Lara's competition. He may be old, but he's fast and cagey. Not only will he challenge Lara to a race, but he'll also close gates and collapse bridges behind him to keep his student at a disadvantage. The key to beating the aged archaeologist is to stay near him at all times—that way Lara will overtake him while he's busy detonating all of those traps. Oh, and leave it to the blokes at Core to signify the best route in the game with the name "Path of the Heretical." Do well here because the outcome of the race directly affects the ending of the game. Lost time could mean the difference between satisfaction and disappointment.



1. Do a standing jump to clear the first chasm, then a running jump to clear the second one with no problems.
2. A running jump is in order here. Hold the action button to complete the leap successfully.
3. Take the left gate—the right one is locked.
4. Sprint over the bridge before it collapses. Once Lara hits the slope on the opposite side, stand still and jump twice.
5. As Lara approaches the water here, hang a right. Don't

6. Jump across the water instead of staying on the bridge.
7. If Von Croy gets here before Lara, he'll destroy the bridge. Jump into the water and swim to the next room.
8. Make sure Lara's at full health at the second spike pit.
9. Use the vine if Von Croy has destroyed the bridge.
10. Take the right door instead of falling to the next room. Enter the statue head to finish the level.



Level Two: Virtuous Race for the Iris

Is Lara really virtuous? Better hope not: Why? Because the Virtuous version of the Iris race is a tad harder to win. We guess heresy might have its good points after all. If Lara missed any Golden Skulls, this is where she'll end up. There are a few more dastardly traps to work around in this alternate race, particularly a couple of jumps that will put a world of hurt on the young Lara should she miss them. Von Croy also seems faster in the Virtuous Race for the Iris. No matter how fast the future famous archaeologist goes, her old mentor always seems to be a few steps ahead of her.



1. Von Croy closes this gate once he gets through. If Lara finds herself on the wrong side of it, just climb up the vines to the left to continue the race.

2. The old fellow will run around this hole, so cut some seconds off of Lara's ETA by making a running leap and grabbing the opposite wall to take the lead.



3. Watch the skies... erm, ceilings. When the ladder textures appear, hop up and start to swing across the chasm. Von Croy is faster than Lara at this, so get a good lead beforehand.

4. This is a truly cinematic moment because the door at the end of the bridge is slowly dropping. Dash and roll. If she misses, Lara can push the switch on the right wall to open the door.

Level Three: The Tomb of Seth

We'd say the years have been a little bit more than kind:

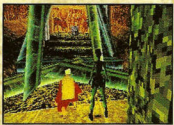
Fast forward. The older, curvy-er and more experienced Lara Croft enters the ancient Tomb of Seth with one of her infamous "guides." If Indiana Jones has taught us anything, it's never throw the gold idol to the shifty native. Anyway, we're back to good old-school Tomb Raider style play here, so follow the map and keep an eye out for the following points. Remember two things: guns can be a quick and practical Flame substitute, and Lara's guide will open multiple doors for her. Be sure to wait up for him all the time.



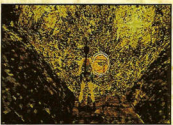
1 Grab this rope and swing to that door in the distance. Now is a good time to practice that jumping technique we talked about on the first page. Be wary, though; Lara's just entered what is one of the most difficult and annoying secret areas in the game. Anyone with a low threshold for aggravating puzzles may want to skip the area altogether, as the treasure there isn't all that important.



2 The first thing Lara has to contend with is the circulating blade. Watch it for a while to get the timing down, and then try to jump up to the platform on the right of the entrance. Eventually, Lara needs to work her way to the top, slide down the opposite side, and jump to a far platform. There are a few dogs to contend with, but there's also a lot of secrets for any adventurer with the determination to work for them.



3 Only fools rush in. Matt Perry knew it, Salma Hayek knew it; Lara would do well to learn it, too. Rather than going straight for the prize, Lara should wait for her trusty guide. The man with the torch somehow knows how to set off this particularly nasty looking blade trap before actually stepping on the pressure pad. Once that's done, Lara's free to climb the stairs and grab the second half of the Eye of Horus.



4 Now it's time to combine those shiny Egyptian relics to form the Eye of Horus and gain access to the rest of the level. Once the door's open, two dogs will attack Lara. Don't worry about taking care of the guide; it seems he's quite handy with that torch, as one swipe will take out a dog. It's up to Lara to fend for herself, though. After this, it's on to the huge main chamber.



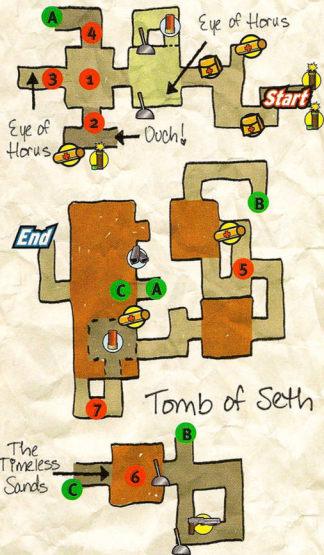
5 When the guide goes left here, hang a right for a Medipack and to gain entrance to the next room. It's up to Lara to open that locked gate for her brainless companion. Exit the new room to the right and go up to the switch in the room directly above the area Lara was just in. Pull it, watch the guide set the pool of liquid on fire, and get ready to tackle one of the first real puzzles in Tomb Raider: The Last Revelation.



6 The lake of fire triggers the puzzle. Jump from one lit tile to the other, being careful not to touch any other tiles. Screw up and the room will become impossible to complete—Lara will have to run down stairs, pull a switch, and start over. If she's doing the puzzle right, the torches on the other side of the room will light up one by one, eventually opening the door and giving up the Sands of Time. Now go back to the the main chamber.



7 Some ancient glyphs scare the crap out of Lara's counterpart. He runs away from them like Jim Mazurek does from the sound of a speeding bus. Lara's not as easy to frighten, though. Continue through the door and place the Sands of Time in the statue's outstretched hands. Now Lara can return to the main chamber. Climb into the mouth of the huge head in the wall and—voilà—the first "real" TR level is behind her.



Level Four: The Burial Chamber

Ancient curses are for sissies:

Now that her useless guide has fled, Lara can get back to what she does best: avoiding ancient death traps and defiling historical artifacts. The burial chamber holds the Amulet of Horus. Lara needs to be wary of a few spike traps during the journey and pass a gravity-defying puzzle to escape. Of course, that's just when things start to get interesting...



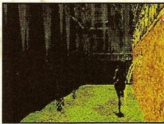
1 Getting the Hand of Orion can be sticky business. Jump to the left immediately after Lara picks it up to avoid being ventilated. Down the subsequent hallway are two more spike traps, but they're not your typical "pit full of spikes" nastiness. Instead, they're two rings that surround the passage and shoot out spikes at regular intervals. Walk Lara up as close as possible to them and time it so that she dashes right after they retract.



2 This looks like the security checkpoint at Canadian Customs. After placing the Hand of Orion in its wall socket, Lara will need to jump across these platforms. Whenever a blade approaches, be sure to jump straight up to avoid taking too much damage.



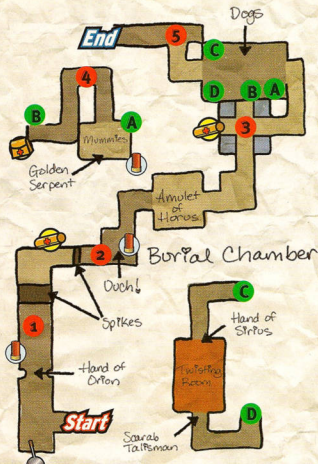
3 Push the big statue to the red floor tile. Now Lara should attack the mummy on the right of the room to make it move, opening the next doorway. Don't try to kill the undead creature shuffling towards her since... well, it's undead. Now it's off to a large, natural cave. Find the stone stairway leading to a ladder. Lara needs to find two artifacts in this area to finish the Burial Chamber level. One is up the ladder to the east, and the other is in the twisting room.



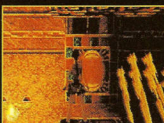
4 After picking up the Golden Serpent, Lara will need to drop into a room filling with sand and dash to the far left before being impaled on the spikes above. Be sure to heal up no matter what; Lara will probably take at least some damage from this dastardly contraption.



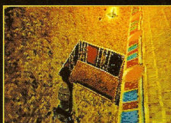
5 When placed in the walls here, the Scarab Talisman and Golden Serpent will fill the room with sand and lead Lara to freedom. Watch out for that one restless soul who'll attempt to harm our adventurous vixen on the ride up. Remember, the mummies can't be destroyed, just avoided. Just follow the light to the end of the tunnel to finish the Burial Chamber.



The Twisting Room



1. That switch on the ledge above is Lara's first goal here. Once it's been pulled, she needs to head back towards the entrance and the newly opened room right below it. Inside, Lara will find another switch—activating it will cause the entire main room to twist to its side. Jump out of the small room back into the main chamber to continue the process of getting the Scarab Talisman.



2. Drop down this hole and remember what Van Croy taught Lara about long falls. Below, Lara will find the Hand of Sirius. Like the similar artifact at the beginning of this level, it's a key. Now go back into the main chamber. High up on one wall there will be another room with a switch in it. Lara needs to work her way up the wall and jump to it. Pulling the switch will rotate the main chamber a second time.



3. It might be a good time to mention that there are spikes everywhere on the walls and floors. Each time the room rotates, be sure to take notice of their new positioning. After the second rotation, Lara should work her way up to this keyhole in the wall. Placing the Hand of Sirius into the keyhole will cause a rope to drop down from the ceiling, giving Lara access to the room at the far end of the hall.



4. Finally, the Scarab Talisman is within reach. Make like Tarzan and swing across to the doorway. Remember, lower Lara as far as she can go on the rope and then hit the sprint button to swing across (use jump for some extra distance when she lets go of the rope). Once she's picked up the Scarab Talisman, Lara has a short jog back down to the cave.



Level Five: Valley of the Kings

Put the pedal to the metal:

See? Those guides are just not to be trusted! Out of nowhere, that coward returns to steal Lara's new toy. Lara has to fight seven henchmen—the last of which will drop the keys to the little blue jeep parked in the distance. Before giving chase, check the small cave full of goodies in the southeast corner of the battlefield. Now jump in and chase down that thief. Look out, he likes to throw grenades at our heroine.



Road Kill:

Drive right over the machine-gun-toting buddies as they try to block the road. Biggety-bam, one less worry for Lara.



Bo & Luke would be proud:

Avoid the first land bridge and jump the gap Dukes of Hazzard-style. Too bad that jeep doesn't have the cool horn.



Take it slow:

Careful—one wrong move on this final bridge could spell disaster for Lara.



Level Six: KV5



1 Be aware of your surroundings:

The chase continues. Those thieving guides just never quit. The stream of grenades remains strong, but there are actually a few puzzles and traps lying in wait as well. Before starting the chase, get out of the jeep and search for booty.



2 Stupid henchmen in precarious places:

Take out these bozos by running through the support beams of the scaffolding. If Lara's feeling particularly nasty, she can drop the jeep into reverse and back over them. There's nothing more satisfying in this game...



3 Lots of ammo in them dunes:

Just before Lara reaches the village, there's a stone outcropping on the right. Stop the jeep and crawl into the hole up there for some ammo. Then, get back in the jeep, drive into the village, and take out another goon on the scaffolding.



4 Every town needs a swinging rope:

Check out the area below the catwalk and beside the gate for treasure. After finding her way to the top catwalk, Lara needs to swing across the gap to reach the switch to the gate. Remember all of our handy vine-swinging advice?



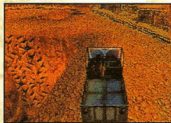
5 Tricky switch:

This switch is easy to miss. Lara needs to jump from below the switch and hold down the action key to activate it. Once this is done, it's back into the jeep again in order to continue the chase. Careful, there's a nasty trap coming up.



6 Balls of steel:

On this slope, spiked balls will roll down towards Lara as she approaches. Drive left, then right, then left again. If she takes this tunnel at full throttle, she should only have to deal with three of the rolling balls of pain.



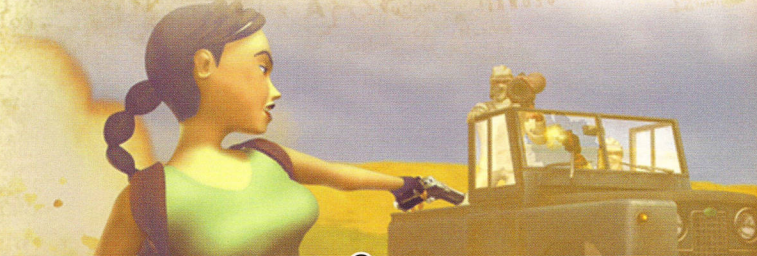
7 No spice in these dunes:

Although pits are normally best avoided, this particular one hides a small treasure trove about halfway down its "natural ladder." Once that's done and Lara enters the desert, be wary of pits hiding in between the sand dunes.



8 And for my next stunt...:

After avoiding pits, rolling spiked balls, and gun-toting Egyptians, what better way is there to end the level than with a leap from behind a particularly large dune? Evel Knievel, eat your heart out!

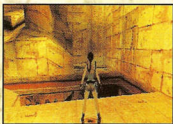




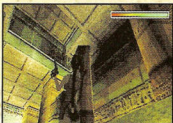
Level Eight: Temple of Karnak

All good adventurers finish what they start:

Starting to realize what she may have unleashed on the world, Lara sets out to right her wrongs—and also to do away with an irritating acquaintance from her past. The Temple of Karnak doesn't have a lot of traps to worry about, but there are some nasty scorpions roaming the grounds. If Lara gets stung, use a Medipack to combat the poison. Otherwise, follow this map to the end; but be forewarned, Lara will be returning to the temple soon.



1 The three chambers to the south not only have hidden items above the walls between each room, but they also hide the entrance to a completely new hallway. Lotsa booty down there!



2 The camera gives Lara a hint as to where she needs to go next. Climb up this rock to reach the door to the first Canopic Jar. Too bad not all the levels in the game give these little hints, eh?



3 Once she's up there, Lara needs to hit the two switches at either end of the middle catwalk. This will unlock the door to the first Canopic Jar, part one of a multi-level puzzle.



4 After getting the Canopic Jar, drop back down to the lower chamber and go for a swim. When Lara reaches this door, just press the action button to pry it open.



5 Find this crack a little further down the waterway. Swim through for even more booty. Again, make sure Lara's air supply is good or she'll surely drown. The crack is unforgiving and narrow.



6 Any archaeologist worth her salt knows to check every possible camera angle—it's in the manual. Hoist Lara up out of the air pocket to find some ammo and Flares.



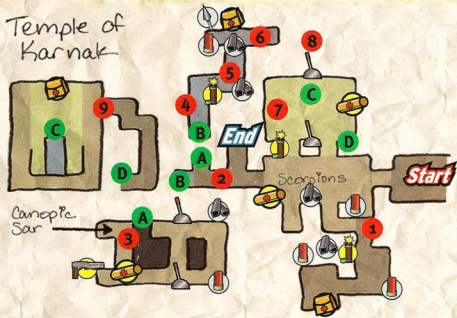
7 This room contains two empty "pools" and a staircase down to the center. Above each pool, it's possible for Lara to grab the ceiling and shimmy across to the switch on the other side.



8 The switch opens the far door. Press the button in the newly opened room. The bowl in the center of the large chamber will descend. Lower Lara into the hole rather than jumping in.



9 Shove the Canopic Jar into one of the statues and find this crawspace. Just jump and crawl back to the last door Lara saw opening to exit the Temple of Karnak.



Level Nine: The Great Hypostyle Hall

Can you say "filler"?:

This is but a taste of things to come, young Miss Croft... Although the initial foray into the Great Hypostyle Hall is literally a two minute trip, Lara will be returning here very soon to finish up the entire level. Search the first chamber thoroughly, as well as the catwalks above the second room. Finally, when Lara comes to a choice between two passages (far right picture), take the passage to the right.



Level Ten: Sacred Lake

The swimming pool from hell:

Remember that second Canopic Jar Lara needs? The Sacred Lake is its home, not to mention the home of countless bats, scorpions, and an extended family of crocodiles. Lara's Shotgun takes out most wily crocs in two blasts—keep that in mind as she's running around the shores of the lake.



1 Slide down the slope below, jump at the last second and grab the pole. After climbing a bit, Lara needs to do a backflip onto the next pole to the right. Climb that a while longer and then backflip to the platform near the top. Directly behind Lara is a crawlspace. Go through it and pull the big switch in the next room. Now the chamber in the middle of the lake will be opened, as well as setting free a couple of crocodiles that were trapped inside.



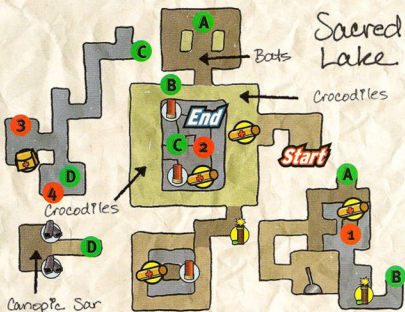
2 Upon pulling the switch in the area described above, Lara needs to make her way back to the room in the middle of the lake itself. Deal with the crocodiles and swim under the overhang on the eastern end of the room to find a switch (Lara needs to be submerged up pull it). The trap door in the middle of the room will then open. Take a deep breath and plunge into the depths of the cavern. The corridor Lara has to navigate is tight and has more than its fair share of twists. For that reason, after forcing open the door right at the beginning of the passage, resurface for an instant before tackling the whole level. Drowning is a very real danger here.



3 Breathing is a pretty important aspect of living—damn near required, really. After navigating the watery caverns through here, Lara will be running pretty low on air. Rather than going directly to the final room (which will be a total pain in the butt, by the way), go right and up the small incline. What awaits is a very welcome air pocket, not to mention a large Medipack. Not only is the air pocket a godsend for Lara, but it may very well save her polygonal rear end a few times while she tries to figure out the puzzle in the next room. If for some reason there's a problem finding the exit, do not forget that Lara can always fall back to this point in order to breathe.



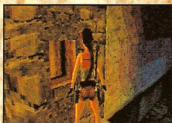
4 This is what will probably go down in history as the single most annoying puzzle in any Tomb Raider game—nay, any game in history, ever. Upon entering the room Lara won't see an exit anywhere. However, the far wall is a huge mirror. Now look very closely in at upper left corner. See that hole? That's right, there's actually an exit back there. Take a guess at approximately where the hole is behind Lara and swim into the ceiling. Even though there are rock textures over it, if Lara hits the right point, she'll surface in the room with the second Canopic Jar. Be thankful. We had to go through extensive therapy after dealing with this annoying room the first time we played.



Level Eleven: The Temple of Karnak

Another party at Karnie's place:

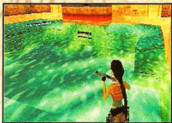
Here's where that second bottle of mummified organs gets put to some good use. Not that a bottle of mummified organs isn't put to good use no matter what it's doing...but anyway. It's surprising the kind of magical—almost biblical—effect the two Canopic Jars have on the river behind the statues. Crossing the river and getting both the Sun Goddess and the Hypostyle Key (guess where that one's used) is the ultimate goal here.



1 Remember that puzzle Lara began to solve with the first Canopic Jar? Well, now it's time for her to put that second bottle of mummified organs to good use by placing it in the opposite statue. Mmm...mummified organs...



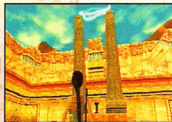
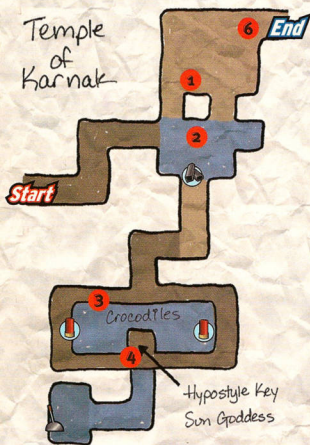
2 Placing the second Canopic Jar in the other statue will have an interesting effect. That's right, Lara can now walk on water. Simply run to the back wall behind the statue to find the exit to the river room.



3 The lake is brimming with crocodiles. Use the Shotgun to destroy them. That duct under the water on the far wall is where Lara eventually needs to go. There's a switch back there that'll uncover two very important treasures.



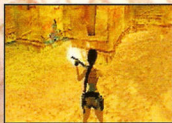
4 There we go, the Sun Goddess and Hypostyle Key are now in the possession of our favorite busty Brit. Maybe it's just me, but shouldn't Lara know better than to mess with these ancient Egyptian artifacts by now?



5 This picture's only been included because I think it's so frickin' cool looking. There's nothing quite so ominous as electricity dancing between the tops of two stone obelisks. Don't spend too much time gawking, though.



6 Now it's a matter of finding this crawspace back in the statue room and re-entering the old section of the level. The layout of that area should be familiar by now. If there are any problems, just refer back to our original map.



7 Surprise! There are henchmen roaming the Temple now, and all are intent on stopping Lara. The thing is, though, that your average henchman doesn't agree too well with Shotgun or Pistol fire. Stay healthy!



8 Lara needs to make her way to this point. All you game players out there should recognize it by now; the entrance to the Great Hypostyle Hall. Time to go back there and make use of Lara's newly acquired key.

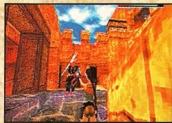




Level Twelve: The Great Hypostyle Hall

It's like déjà vu all over again:

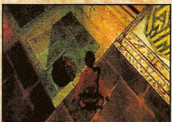
Welcome back to the Great Hypostyle Hall! Don't worry, this place holds the final artifact Lara needs to escape this huge complex. Let's begin, shall we?



1 These guys must use the Force or something. The key to beating them is to have Lara fire until they start deflecting shots with their blades. Now roll, facing the opposite direction. Listen closely for the sound of the blade retracting. Do another quick roll, which should cause Lara to face her adversary once more. As soon as she takes aim, open up on the enemy because they'll immediately start to bring out their blades again. Each one of these jokers should take about three Shotgun rounds to destroy.

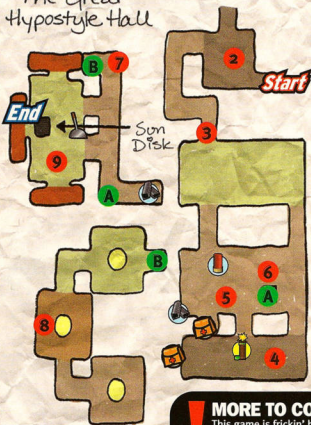


2 The last time Lara was in this room she took the right-hand path. This time it's the left corridor that's the sweet spot. Get over there and crawl through. Don't worry, Lara's run-ins with those henchmen are over for a little while.



6 Here's the exit Lara created. Funny how dropping a huge stone into the floor would be the key to opening up an entirely new part of the level, eh? Just jump right down there; it's not a long fall this time around.

The Great Hypostyle Hall

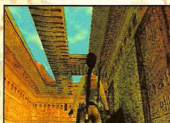


MORE TO COME!

This game is frickin' huge! Sorry we couldn't take you further along, but we've only got so many pages to work with, ya know? Check back for more next month, when our Last Revelation coverage continues!



3 Here's where the Hypostyle key goes. When the door opens, be ready to take on a few more of those blade-wielding fools. They can be a real pain in the relatively confined quarters of the inner hall, but Lara has the firepower to win.



4 Lara needs to shimmy across the area above to the switch in the distance. After that, she needs to get into the previous room along the ceiling. Be sure to hold the action button as you drop from the final section in the next room.



5 Shoot the big stone sphere to create a new exit in the floor. When Lara wants to get back down to the ground level, be sure to lower her down—simply jumping off the edge is a good way to come down with a slight case of death.



7 Run past the room on the left for now. Find this ladder and climb up to the next level to activate the mechanism in the room you just ignored. Use the jumping technique described on the first page if getting on the ladder is a problem.



8 All of these toilet-bowl-lookin' things have a handle on one side. The key to this puzzle is to make sure all handles are pointing "inward." When it's time to leave, make sure to climb back down—don't jump. And wash after you flush!



9 Pull this switch and watch the spectacular light show that ensues. When it's all over, Lara will have obtained the Sun Disk. Find the hole that formed on the far side of the room to enter the Sacred Lake for the second, and final time.

Here's what readers are saying about

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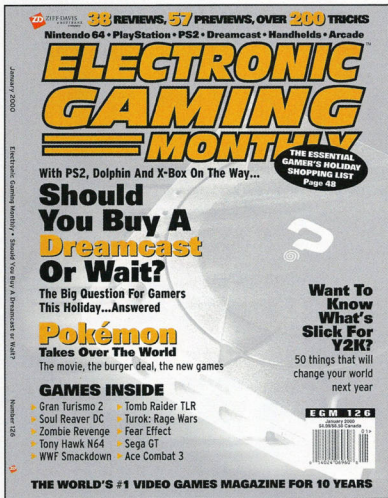
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ESRB Rating System: www.esrb.com



The People's Moves & Finishers

by Todd Zuniga
todd_zuniga@zd.com

How one of the most ridiculous and over-the-top "sports" has managed to captivate public interest for so long is beyond me. Rehearsed and exciting, scintillating and scripted, pro wrestling has stolen the affections of almost every age group. A constant and surreal storyline leaves us wondering if we are watching a sport or merely a prime-time soap opera with glorified men who are more than happy to use metal chairs and bats as a way to shock and delight fans.

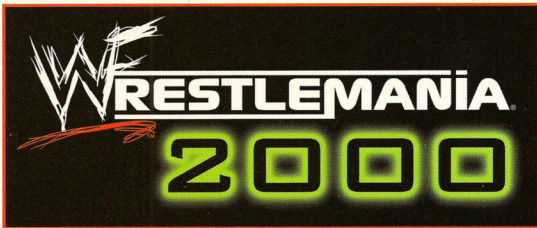
Wrestling's success has earned itself a seemingly permanent spot in the video game world, and THQ's *WrestleMania 2000* is one of the best digital brawlers to date. It captures the intensity and the anything-can-happen mentality of the WWF, and the gameplay is fresh and quick. I leave you with some tips, some tricks, and some moves.

database

time to complete 35 hours
challenge Hard
coolest finisher Road Dogg's fists
biggest jabroni Chaz
best advice Set up big moves with smaller ones

also try WCV/No Revenge
system Nintendo 64
publisher THQ
developer Asmik/ARI

www.thq.com



Offensive Tactics

1. Slap in the Face: Always start off with a couple of quick slaps to the gourd. Since all of your brainiest opponents also read XG, you'll also have to get accustomed to blocking. Once you're getting unloaded on by some quick hits, interrupt with a block then a quick punch in the neck.

2. Bide Your Time: There's no shame in simple slams and snapmares. They're easy to pull off from a weak grapple, and they'll set up big moves later on. Don't be overzealous. Wait to really put on a serious pounding with a neckbreaker or a side-suplex.

3. Know Your Moves, Jabroni: There's nothing worse than getting a strong grapple on your opponent and then trying to pin him with a small package early in a match. Figure out three solid opponent-injuring moves to use. It may not always be pretty—and your friends might gripe—but a win is a win.

4. Layin' the Smack Down: If you're rassin' a coward who runs out of the ring to get his wits about him, there are two options. Either run after him or twist away on your Analog Stick to build up your Attitude Meter. Once your Attitude is high, chase after the knucklehead. More damage is done outside the ring, and if blood is on, it'll start spewing.

Defensive Tactics

1. Blockhead: When your opponent is flailing away, punching you in the head, slapping you in the throat, etc., there's only one defense: the block button. There's only a tiny window of opportunity to interrupt a punching attack, but it can be done. As soon as you see your opponent wind-up for a punch, quickly tap the block button and counter with a punch of your own. Like I said, the window is small, but it's a necessity against a fist-throwing joker.

2. The Best Defense: Sometimes there's nothing more effective in the world of saving your own rump than throwing down. Don't always rely on blocking. Sometimes you need to tear a herring with someone, so just jam on the punch button like you're playing Track & Field. Make them play defense.

3. Having No Shame: There are times in a man's life when running is the right decision. If your opponent is really takin' it to ya, try jumping out of the ring and running around a bit.

4. Below the Belt: Once you've been tossed to the canvas, hold down the right shoulder button. Instead of standing up into a flurry of punches, your wrestler will stay crouched down. If you tap B, you'll give a ringing groin punch to your unsuspecting opponent. If you hit A, you'll get a weak grapple. Try to wait and surprise your opponent with these moves.



Givin' 'Em Attitude

The greatest part of *WrestleMania 2000* is the finishing moves of each wrestler. They're not essential for victory, but late in a match they become paramount. The best strategy is to use a lame move to get your opponent to the canvas. As soon as he's down, hold R to pick him up. He'll be stunned, so give him a strong grapple and use the finisher. You should have time to get two

finishers off per Attitude session if you're quick. Your opponent might run or be aggressive, so before tapping the Analog, get him into a vulnerable position. Remember, you'll have a special move if you grapple from behind, and some superstars can go to the top rope.

Building Attitude:

1. Keep in mind that if you achieve a

wide variety of moves, your Attitude meter will skyrocket.

2. There are four taunts—three of which will help you to be the most Attitude-wielding he-man on the block. Tap the Analog Up, Down, or while climbing to the top rope. The fourth taunt comes once your Attitude Meter is flashing and you're ready to put a finishing move on a wobbly-kneed chump.

The Unlockable Characters

WrestleMania 2000 has some unique characters that aren't immediately available. Here they are, and here's how to get 'em!

- **Dude Love:** Win King of Ring and be part of the main event at Summerslam. Dude Love comes out at the end.
- **Stephanie McMahon:** Play as Test for the first month and a half of Road to *WrestleMania* and she'll accompany you.
- **Paul Bearer:** Play as Undertaker for the first month and a half of Road to *WrestleMania* and he'll accompany you.

- **Cactus Jack:** Win Hardcore Belt, then beat him.
- **Jerry Lawler & Jim Ross:** The two WWF announcers join your list of wrestlers once you've made it to *WrestleMania*.
- **Shawn Michaels:** Win the Royal Rumble and earn a title shot at *WrestleMania*. Once you win the title, Shawn Michaels will challenge you. Beat him to unlock him.





Stone Cold



- Weak Grapple**
 - ◄ or ► + A: Snapmare
 - ◄ or ► + B: Shoulder Charge
 - ◆ + A: Face Rake
 - ◆ + A: Body Slam
 - ◆ + B: Suplex
 - ▼ + B: Piledriver
 - B + A: Face Slap
- Strong Grapple**
 - ◄ or ► + A: Headlock
 - Takedown
 - ◄ or ► + B: Standing Clothesline
 - ◆ + A: Flipover Suplex
 - ▼ + A: Chin Crusher
 - ▼ + B: Armbreaker
 - ▼ + B: Reverse Atomic Drop
 - B + A: Headlock
- From the Top Rope**
 - Opponent Up: Double Axe Handle
 - Opponent Down: Elbow Drop



Finisher:
Stone Cold Stunner

The Rock



- Weak Grapple**
 - ◄ or ► + A: Snapmare
 - ◄ or ► + B: Headlock
 - Takedown
 - ◆ + A: Face Rake
 - ◆ + A: Body Slam
 - ◆ + B: Suplex
 - ▼ + B: Shoulder Breaker
- Strong Grapple**
 - ◄ or ► + A: Side Suplex
 - ◄ or ► + B: Powerslam
 - ◆ + A: Spinning Neckbreaker
 - ▼ + A: Small Package Pin
 - ▼ + B: Superplex
 - ▼ + B: DDT
 - B + A: Headlock & Punch
- From the Top Rope**
 - Opponent Up: Knee Drop
 - Opponent Down: Double Axe Handle



Finisher:
Rock Bottom

Triple H



- Weak Grapple**
 - ◄ or ► + A: Snapmare
 - ◄ or ► + B: Neckbreaker
 - ◆ + A: Elbow to Neck
 - ▼ + A: Body Slam
 - ▼ + B: Suplex
 - ▼ + B: Knees to Face
 - B + A: Face Punch
- Strong Grapple**
 - ◄ or ► + A: Headlock
 - ◄ or ► + B: Forward Suplex
 - ◆ + A: Throat Drop on Ropes
 - ▼ + A: Small Package Pin
 - ▼ + B: Superplex
 - ▼ + B: Powerbomb Pin
 - B + A: Headlock
- From the Top Rope**
 - Opponent Up: Knee to Face
 - Opponent Down: Knee Drop



Finisher:
Pedigree

Meat



- Weak Grapple**
 - ◄ or ► + A: Forearm Smash
 - ◄ or ► + B: Tiger Scissors
 - ◆ + A: Headbutt
 - ▼ + A: Body Slam
 - ▼ + B: Suplex
 - ▼ + B: Armbar
 - B + A: Face Punch
- Strong Grapple**
 - ◄ or ► + A: Russian Leg Sweep
 - ◄ or ► + B: Armbreaker
 - ◆ + A: Hop Roll Clutch Pin
 - ◆ + A: Small Package Pin
 - ◆ + B: Hurricanrana Pin
 - ◆ + B: Powerbomb Pin
 - B + A: Headlock
- From the Top Rope**
 - Opponent Up: Body Press
 - Opponent Down: Leg Drop



Finisher:
Jump Swinging DDT

The Undertaker



- Weak Grapple**
 - ◄ or ► + A: Forearm Smash
 - ◄ or ► + B: Throat Kick
 - ◆ + A: Headbutt
 - ▼ + A: Body Slam
 - ▼ + B: Suplex
 - ▼ + B: Russian Leg Sweep
 - B + A: Shoulder Charge
- Strong Grapple**
 - ◄ or ► + A: Press Slam
 - ◄ or ► + B: Standing Lariat
 - ◆ + A: Throat Drop on Ropes
 - ▼ + A: Chokehold
 - ▼ + B: Chokeslam
 - ▼ + B: Powerbomb
 - B + A: Big Headbutt
- From the Top Rope**
 - Opponent Up: Clothesline
 - Opponent Down: Knee Drop



Finisher:
Undertaker's Tombstone

Mr. Ass



- Weak Grapple**
 - ◄ or ► + A: Snapmare
 - ◄ or ► + B: Armbar
 - ◆ + A: Forearm Smash
 - ▼ + A: Face Punch
 - ▼ + B: Neckbreaker
 - ▼ + B: Piledriver
 - B + A: Face Punch
- Strong Grapple**
 - ◄ or ► + A: Russian Leg Sweep
 - ◄ or ► + B: Power Slam
 - ◆ + A: Press Slam
 - ◆ + A: Shoulder Charges
 - ◆ + B: Superplex
 - ▼ + B: Drop Slam
 - B + A: Shoulder Charges
- From the Top Rope**
 - Opponent Up: Double Axe Handle
 - Opponent Down: Knee Drop



Finisher:
Fame Asser

Road Dogg



- Weak Grapple**
 - ◄ or ► + A: Forearm Smash
 - ◄ or ► + B: Headlock
 - Takedown
 - ◆ + A: Headlock
 - ▼ + A: Armbar Takedown
 - ▼ + B: Snap Suplex
 - ▼ + B: Piledriver
 - B + A: Face Punch
- Strong Grapple**
 - ◄ or ► + A: Shoulder Charge
 - ◄ or ► + B: Big Headbutt
 - ◆ + A: Forward Suplex
 - ▼ + A: Backslide Pin
 - ◆ + B: Reverse Atomic Drop
 - ▼ + B: Snap DDT
 - B + A: Russian Leg Sweep
- From the Top Rope**
 - Opponent Up: Double Axe Handle
 - Opponent Down: Knee Drop



Finisher:
3-Punch Combo

X-Pac



- Weak Grapple**
 - ◄ or ► + A: Chest Chop
 - ◄ or ► + B: Throat Kick
 - ◆ + A: Face Punch
 - ▼ + A: Snapmare
 - ▼ + A: Snap Suplex
 - ▼ + B: Piledriver
 - B + A: Face Punch
- Strong Grapple**
 - ◄ or ► + A: Neckbreaker
 - ◄ or ► + B: Sunset Flip Pin
 - ◆ + A: Hurricanrana
 - ◆ + A: Headlock
 - ◆ + B: Rolling Clutch Pin
 - ▼ + B: Knee to Face
 - B + A: Headlock
- From the Top Rope**
 - Opponent Up: Dropkick
 - Opponent Down: Leg Drop



Finisher:
Bronco Buster

Kane



- Weak Grapple**
 - ◄ or ► + A: Knee to Gut
 - ◄ or ► + B: Headlock
 - Takedown
 - ◆ + A: Forearm Smash
 - ◆ + A: Body Slam
 - ◆ + B: Suplex
 - ▼ + B: Shoulderbreaker
 - B + A: Headbutt
- Strong Grapple**
 - ◄ or ► + A: Chokehold
 - ◄ or ► + B: Standing Clothesline
 - ◆ + A: Press Slam
 - ◆ + A: Spinning Powerslam
 - ◆ + B: Chokeslam
 - ▼ + B: Powerslam
 - B + A: Powerslam
- From the Top Rope**
 - Opponent Up: Clothesline
 - Opponent Down: Elbow Drop



Finisher:
Kane's Tombstone

Big Show



- Weak Grapple**
 - ◄ or ► + A: Face Punch
 - ◄ or ► + B: Back Slam
 - ◆ + A: Headbutt
 - ▼ + A: Knee Lift
 - ▼ + B: Suplex Slam
 - ▼ + B: Backbreaker
 - B + A: Forearm Smash
- Strong Grapple**
 - ◄ or ► + A: Throat Drop on Ropes
 - ◄ or ► + B: Standing Lariat
 - ◆ + A: Press Slam
 - ▼ + A: Shoulderbreaker
 - ▼ + B: Chokehold
 - ▼ + B: Falling Piledriver
 - B + A: Russian Leg Sweep
- From the Top Rope**
 - Opponent Up: Double Axe Handle
 - Opponent Down: Elbow Drop



Finisher:
Choke Slam

Y2 Jericho



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Double Underhook Suplex
- ▲ + A: Forearm Smash
- ▼ + A: Body Slam
- ▲ + B: Snap Suplex
- ▼ + B: Jawbreaker
- B + A: Face Rake

Strong Grapple

- ◀ or ▶ + A: Running Knee Strike
- ◀ or ▶ + B: Double Underhook Flip Suplex
- ▲ + A: Back Body Flip
- ▼ + A: Small Package Pin
- ▲ + B: Superplex
- ▼ + B: Reverse Piledriver
- B + A: Headlock

From the Top Rope

- Opponent Up: Drop Kick
- Opponent Down: Body Press



Finisher:
Triple Powerbomb

Ken Shamrock



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Throat Kick
- ▲ + A: Fireman's Carry
- ▼ + A: Russian Leg Sweep
- ▼ + B: Russian Leg Sweep
- B + A: Knee to Face

Strong Grapple

- ◀ or ▶ + A: Northern Lights Suplex
- ◀ or ▶ + B: Bearhug Slam
- ▲ + A: Ropes to Throat
- ▼ + A: Small Package Pin
- ▲ + B: Hurricanrana Pin
- ▼ + B: Rolling Leg Lock
- B + A: DDT

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Fisherman's Suplex

Val Venis



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Double Underhook Suplex
- ▲ + A: Elbow to Neck
- ▼ + A: Body Slam
- ▲ + B: Snap Suplex
- ▼ + B: Russian Leg Sweep
- B + A: Face Punch

Strong Grapple

- ◀ or ▶ + A: Headlock
- ◀ or ▶ + B: Snap DDT
- ▲ + A: Headlock
- ▼ + A: Headlock
- ▲ + B: Superplex
- ▼ + B: Rolling Leg Lock
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Body Splash



Finisher:
Blue Thunder Pin

The Godfather



Weak Grapple

- ◀ or ▶ + A: Forearm Smash
- ◀ or ▶ + B: Throat Kick
- ▲ + A: Elbow Smash
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Powerslam
- B + A: Face Punch

Strong Grapple

- ◀ or ▶ + A: Headlock
- ◀ or ▶ + B: Standing Lariat
- ▲ + A: Throat Drop on Ropes
- ▼ + A: Backside Pin
- ▲ + B: Superplex
- ▼ + B: Powerslam
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Pimp Slap

D'Lo Brown



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Armbar
- ▲ + A: Elbow to Neck
- ▼ + A: Body Slam
- ▲ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ◀ or ▶ + A: Fallaway Slam
- ◀ or ▶ + B: DDT
- ▲ + A: Throat Drop on Ropes
- ▼ + A: Small Package Pin
- ▲ + B: Sambo Suplex
- ▼ + B: Running Powerbomb Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Drop Kick
- Opponent Down: Flipover Body Splash



Finisher:
L'Ol' Down

Jeff Jarrett



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Neckbreaker
- ▲ + A: Forearm Smash
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Jawbreaker
- B + A: Face Punch

Strong Grapple

- ◀ or ▶ + A: Fallaway Slam
- ◀ or ▶ + B: Standing Lariat
- ▲ + A: Back Body Flip
- ▼ + A: Backside Pin
- ▲ + B: Superplex
- ▼ + B: Double Underhook DDT
- B + A: Russian Leg Sweep

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Jarrett Face Buster

Test



Weak Grapple

- ◀ or ▶ + A: Face Punch
- ◀ or ▶ + B: Neckbreaker
- ▲ + A: Forearm Smash
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Piledriver
- B + A: Elbow to Neck

Strong Grapple

- ◀ or ▶ + A: Russian Leg Sweep
- ◀ or ▶ + B: DDT
- ▲ + A: Small Package Pin
- ▼ + A: Ropes to Throat
- ▲ + B: Fireman's Carry Slam
- ▼ + B: Powerslam Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Diving Powerbomb

Big Bossman



Weak Grapple

- ◀ or ▶ + A: Headbutt
- ◀ or ▶ + B: Neckbreaker
- ▲ + A: Knee to Face
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Piledriver
- B + A: Face Rake

Strong Grapple

- ◀ or ▶ + A: Double Underhook Suplex
- ◀ or ▶ + B: Backbreaker
- ▲ + A: Ropes to Throat
- ▼ + A: Small Package Pin
- ▲ + B: Two-handed Chokehold
- ▼ + B: Piledriver
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Body Splash



Finisher:
Bearhug

Farooq



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Neckbreaker
- ▲ + A: Double Axe Handle
- ▼ + A: Body Slam
- ▲ + B: Drop Suplex
- ▼ + B: Piledriver
- B + A: Elbow to Neck

Strong Grapple

- ◀ or ▶ + A: Back Body Flip
- ◀ or ▶ + B: Armbreaker
- ▲ + A: Body Press Slam
- ▼ + A: Small Package Pin
- ▲ + B: Front Suplex
- ▼ + B: Powerbomb
- B + A: Headlock

From the Top Rope

- Opponent Up: Clothesline
- Opponent Down: Elbow Drop



Finisher:
Dominator

Bradshaw



Weak Grapple

- ◀ or ▶ + A: Face Punch
- ◀ or ▶ + B: Spinning Neckbreaker
- ▲ + A: Forearm Smash
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Piledriver
- B + A: Face Rake

Strong Grapple

- ◀ or ▶ + A: Power Fallaway Slam
- ◀ or ▶ + B: Standing Lariat
- ▲ + A: Chops to Neck
- ▼ + A: Small Package Pin
- ▲ + B: Reverse Atomic Drop
- ▼ + B: Powerbomb
- B + A: Russian Leg Sweep

From the Top Rope

- Opponent Up: Clothesline
- Opponent Down: Elbow Drop



Finisher:
Strong Lariat

Sexual Chocolate



Weak Grapple

- ◆ or ◆ + A: Knee to Face
- ◆ or ◆ + B: Armbar
- ◆ + A: Axe Handle Smash
- ◆ + A: Body Slam
- ◆ + B: Suplex
- ◆ + B: Powerslam
- B + A: Forearm Smash

Strong Grapple

- ◆ or ◆ + A: Goudbuster
- ◆ or ◆ + B: Standing Lariat
- ◆ + A: Body Press Slam
- ◆ + A: Small Package Pin
- ◆ + B: Superplex
- ◆ + B: Powerslam
- B + A: Russian Leg Sweep

From the Top Rope

None



Finisher:
Bearhug

Edge



Weak Grapple

- ◆ or ◆ + A: Knee to Face
- ◆ or ◆ + B: Armbar
- ◆ + A: Elbow to Neck
- ◆ + A: Body Slam
- ◆ + B: Suplex
- ◆ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ◆ or ◆ + A: Sambo Suplex
- ◆ or ◆ + B: Superkick
- ◆ + A: Belly to Belly Suplex
- ◆ + A: Small Package Pin
- ◆ + B: Hurricanrana Pin
- ◆ + B: Northern Lights Suplex
- B + A: Headlock

From the Top Rope

Opponent Up: Dropkick
Opponent Down: Body Splash



Finisher:
Downward Spiral

Christian



Weak Grapple

- ◆ or ◆ + A: Arm Drag
- ◆ or ◆ + B: Armbar
- ◆ + A: Elbow to Neck
- ◆ + A: Body Slam
- ◆ + B: Drop Suplex
- ◆ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ◆ or ◆ + A: Sambo Suplex
- ◆ or ◆ + B: Superkick
- ◆ + A: Belly to Belly Suplex
- ◆ + A: Small Package Pin
- ◆ + B: Hurricanrana Pin
- ◆ + B: Northern Lights Suplex
- B + A: Shoulder Charges

From the Top Rope

Opponent Up: Dropkick
Opponent Down: Knee Drop



Finisher:
Powerbomb Pin w/Bridge

Gangrel



Weak Grapple

- ◆ or ◆ + A: Snapmare
- ◆ or ◆ + B: Armbar
- ◆ + A: Face Punch
- ◆ + A: Body Slam
- ◆ + B: Superplex
- ◆ + B: Piledriver
- B + A: Face Rake

Strong Grapple

- ◆ or ◆ + A: Double Underhook Belly to Belly Suplex
- ◆ or ◆ + B: Big Headbutt
- ◆ + A: Throat on Ropes
- ◆ + A: Small Package Pin
- ◆ + B: Armbreaker
- ◆ + B: Double Underhook Flip Suplex with Pin
- B + A: Headlock

From the Top Rope

Opponent Up: Body Press
Opponent Down: Body Drop



Finisher:
Inverted DDT

Al Snow



Weak Grapple

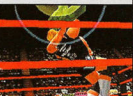
- ◆ or ◆ + A: Knee Lift
- ◆ or ◆ + B: Armbar
- ◆ + A: Face Punch
- ◆ + A: Body Slam
- ◆ + B: Suplex
- ◆ + B: Piledriver
- B + A: Axe Handle Smash

Strong Grapple

- ◆ or ◆ + A: Shoulder Charge
- ◆ or ◆ + B: Snow Trapping Headbutts
- ◆ + A: Back Body Flip
- ◆ + A: Backslide Pin
- ◆ + B: Superplex
- ◆ + B: Snap Powerbomb
- B + A: Headlock

From the Top Rope

Opponent Up: Body Splash
Opponent Down: Leg Drop



Finisher:
Snowplow

Hardcore Holly



Weak Grapple

- ◆ or ◆ + A: Snapmare
- ◆ or ◆ + B: Armbar
- ◆ + A: Forearm Smash
- ◆ + A: Body Slam
- ◆ + B: Suplex
- ◆ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ◆ or ◆ + A: Headlock
- ◆ or ◆ + B: Powerslam
- ◆ + A: Throat Drop on Ropes
- ◆ + A: Small Package Pin
- ◆ + B: Armbreaker
- ◆ + B: Double Underhook Flip Suplex
- B + A: Headlock

From the Top Rope

Opponent Up: Double Axe Handle
Opponent Down: Elbow Drop



Finisher:
Falcon Arrow

Droz



Weak Grapple

- ◆ or ◆ + A: Face Rake
- ◆ or ◆ + B: Armbar
- ◆ + A: Forearm Smash
- ◆ + A: Body Slam
- ◆ + B: Drop Suplex
- ◆ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ◆ or ◆ + A: Hip Toss
- ◆ or ◆ + B: Headbutt
- ◆ + A: Back Body Flip
- ◆ + A: Small Package Pin
- ◆ + B: Superplex
- ◆ + B: Powerbomb Pin
- B + A: Headlock

From the Top Rope

Opponent Up: Shoulder Charge
Opponent Down: Elbow Drop



Finisher:
Falling Powerbomb Pin

Prince Albert



Weak Grapple

- ◆ or ◆ + A: Forearm Smash
- ◆ or ◆ + B: Double Underhook Suplex
- ◆ + A: Headbutt
- ◆ + A: Body Slam
- ◆ + B: Suplex
- ◆ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ◆ or ◆ + A: Russian Leg Sweep
- ◆ or ◆ + B: Armbreaker
- ◆ + A: Fireman's Carry Slam
- ◆ + A: Jawbreaker
- ◆ + B: Chokehold
- ◆ + B: Powerslam
- B + A: Headlock

From the Top Rope

Opponent Up: Double Axe Handle
Opponent Down: Elbow Drop



Finisher:
Body Press to Front Slam

Steve Blackman



Weak Grapple

- ◆ or ◆ + A: Chop
- ◆ or ◆ + B: Double Underhook Suplex
- ◆ + A: Elbow to Neck
- ◆ + A: Body Slam
- ◆ + B: Suplex
- ◆ + B: Knee to Face
- B + A: Forearm Smash

Strong Grapple

- ◆ or ◆ + A: Belly to Belly Suplex
- ◆ or ◆ + B: Throat Kick
- ◆ + A: Back Body Flip
- ◆ + A: Northern Lights Suplex
- ◆ + B: Superplex
- ◆ + B: Arm Dragon Screw
- B + A: Neckbreaker

From the Top Rope

Opponent Up: Double Axe Handle
Opponent Down: Knee Drop



Finisher:
Guillotine Choke

Thrasher



Weak Grapple

- ◆ or ◆ + A: Forearm Smash
- ◆ or ◆ + B: Tiger Scissors
- ◆ + A: Headbutt
- ◆ + A: Snapmare
- ◆ + B: Suplex
- ◆ + B: Jawbreaker
- B + A: Face Punch

Strong Grapple

- ◆ or ◆ + A: Russian Leg Sweep
- ◆ or ◆ + B: Armbreaker
- ◆ + A: Hop Roll Clutch Pin
- ◆ + A: Small Package Pin
- ◆ + B: Hurricanrana Pin
- ◆ + B: Powerbomb Pin
- B + A: Headlock

From the Top Rope

Opponent Up: Clothesline
Opponent Down: Leg Drop



Finisher:
Jump Swinging DDT

Chaz



Weak Grapple

- ◀ or ▶ + A: Forearm Smash
- ◀ or ▶ + B: Tiger Scissors
- ▲ + A: Headbutt
- ▼ + A: Snapmare
- ▲ + B: Suplex
- ▼ + B: Armbar
- B + A: Face Punch

Strong Grapple

- ◀ or ▶ + A: Russian Leg Sweep
- ◀ or ▶ + B: Armbar
- ▲ + A: Hop Roll Clutch Pin
- ▼ + A: Small Package Pin
- ▲ + B: Hurricanrana Pin
- ▼ + B: Powerbomb Pin
- B + A: Face Punch

From the Top Rope

- Opponent Up: Clothesline
- Opponent Down: Leg Drop



Finisher:
Jump Swinging DDT

Mideon



Weak Grapple

- ◀ or ▶ + A: Headbutt
- ◀ or ▶ + B: Neckbreaker
- ▲ + A: Elbow to Neck
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Jawbreaker
- B + A: Face Rake

Strong Grapple

- ◀ or ▶ + A: Back Body Flip
- ◀ or ▶ + B: Armbreaker
- ▲ + A: Throat Drop on Ropes
- ▼ + A: Small Package Pin
- ▲ + B: Superplex
- ▼ + B: Piledriver
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Canadian Backbreaker

Viscera



Weak Grapple

- ◀ or ▶ + A: Face Punch
- ◀ or ▶ + B: Shoulder Charge
- ▲ + A: Forearm Smash
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Powerslam
- B + A: Headbutt

Strong Grapple

- ◀ or ▶ + A: Belly to Back Flip Suplex
- ◀ or ▶ + B: Strong Sambo Suplex
- ▲ + A: Throat Drop on Ropes
- ▼ + A: Powerslam
- ▲ + B: Standing Chokehold
- ▼ + B: Choke Takedown
- B + A: Headlock

From the Top Rope

None



Finisher:
Bearhug

Too Hot



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Neckbreaker
- ▲ + A: Forearm Smash
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Piledriver
- B + A: Forearm Smash

Strong Grapple

- ◀ or ▶ + A: Double Underhook Belly to Belly Suplex
- ◀ or ▶ + B: Throat Kick
- ▲ + A: Throat Drop on Ropes
- ▼ + A: Backslide Pin
- ▲ + B: Reverse Atomic Drop
- ▼ + B: Powerbomb Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Leg Drop



Finisher:
Double Underhook Suplex

Too Sexy



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Neckbreaker
- ▲ + A: Forearm Smash
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Piledriver
- B + A: Slap

Strong Grapple

- ◀ or ▶ + A: Shoulder Charge
- ◀ or ▶ + B: Throat Kick
- ▲ + A: Throat Drop on Ropes
- ▼ + A: Small Package Pin
- ▲ + B: Superplex
- ▼ + B: Powerbomb
- B + A: Headlock

From the Top Rope

- Opponent Up: Drop Kick
- Opponent Down: Body Splash



Finisher:
Fisherman's DDT

The Blue Meanie



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Falling Neckbreaker
- ▲ + A: Headbutt
- ▼ + A: Body Slam
- ▲ + B: Suplex
- ▼ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ◀ or ▶ + A: Shoulder Charge
- ◀ or ▶ + B: Headbutt
- ▲ + A: Throat Drop on Ropes
- ▼ + A: Small Package Pin
- ▲ + B: Armbreaker
- ▼ + B: Powerslam
- B + A: Headlock

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Flowing DDT

Ivory



Weak Grapple

- ◀ or ▶ + A: Snapmare
- ◀ or ▶ + B: Piledriver
- ▲ + A: Snapmare
- ▼ + A: Snapmare
- ▲ + B: Piledriver
- ▼ + B: Piledriver
- B + A: Snapmare

Strong Grapple

- ◀ or ▶ + A: Headlock
- ◀ or ▶ + B: Superplex
- ▲ + A: Headlock
- ▼ + A: Headlock
- ▲ + B: Superplex
- ▼ + B: Superplex
- B + A: Headlock

From the Top Rope

- Opponent Up: Body Press
- Opponent Down: Spike Heel to Face



Finisher:
Helicopter

Chyna



Weak Grapple

- ◀ or ▶ + A: Face Punch
- ◀ or ▶ + B: Headlock
- ▲ + A: Face Punch
- ▼ + A: Face Punch
- ▲ + B: Headlock
- ▼ + B: Headlock
- B + A: Face Punch

Strong Grapple

- ◀ or ▶ + A: Powerslam
- ◀ or ▶ + B: DDT
- ▲ + A: Powerslam
- ▼ + A: Powerslam
- ▲ + B: DDT
- ▼ + B: DDT
- B + A: Powerslam

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Pedigree

Jaqueline



Weak Grapple

- ◀ or ▶ + A: Face Punch
- ◀ or ▶ + B: Piledriver
- ▲ + A: Face Punch
- ▼ + A: Face Punch
- ▲ + B: Piledriver
- ▼ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ◀ or ▶ + A: Headlock
- ◀ or ▶ + B: Suplex
- ▲ + A: Headlock
- ▼ + A: Headlock
- ▲ + B: Suplex
- ▼ + B: Suplex
- B + A: Headlock

From the Top Rope

- Opponent Up: Body Splash
- Opponent Down: Knee Drop



Finisher:
Shoulder Slam

Tori



Weak Grapple

- ◀ or ▶ + A: Face Punch
- ◀ or ▶ + B: Snap Suplex
- ▲ + A: Face Punch
- ▼ + A: Face Punch
- ▲ + B: Snap Suplex
- ▼ + B: Snap Suplex
- B + A: Face Punch

Strong Grapple

- ◀ or ▶ + A: Sliding Back Pin
- ◀ or ▶ + B: Snap Suplex
- ▲ + A: Sliding Back Pin
- ▼ + A: Sliding Back Pin
- ▲ + B: Snap Suplex
- ▼ + B: Snap Suplex
- B + A: Sliding Back Pin

From the Top Rope

- Opponent Up: Body Press
- Opponent Down: Spike Heel to Face



Finisher:
Falling Piledriver



Mankind Cactus Jack Dude Love



Weak Grapple

- ♠ or ♠ + A: Snapmare
- ♠ or ♠ + B: Spinning DDT
- ♠ + A: Forearm Smash
- ♠ + A: Body Slam
- ♠ + B: Suplex
- ♠ + B: Piledriver
- B + A: Face Punch

Strong Grapple

- ♠ or ♠ + A: Headlock
- ♠ or ♠ + B: Double Underhook Sidewalk Slam
- ♠ + A: Throat Drop on Ropes
- ♠ + A: Small Package Pin
- ♠ + B: Mankind Stunner
- ♠ + B: Falling Piledriver
- B + A: Russian Leg Sweep

From the Top Rope

- Opponent Up: Double Axe Handle
- Opponent Down: Elbow Drop



Finisher:
Mandible Claw

Pat Patterson Gerald Brisco Michael Hayes



Weak Grapple

- ♠ or ♠ + A: Body Slam
- ♠ or ♠ + B: Piledriver
- ♠ + A or ♠ + B: Snapmare
- ♠ + B or ♠ + B: Piledriver
- B + A: Body Slam

Strong Grapple

- ♠ or ♠ + A: Headlock
- ♠ or ♠ + B: Suplex
- ♠ + A or ♠ + A: Headlock
- ♠ + B or ♠ + B: Suplex
- B + A: Headlock



Finisher:
Falling Piledriver

Shawn Michaels



Weak Grapple

- ♠ or ♠ + A: Snapmare
- ♠ or ♠ + B: Armbar
- ♠ + A: Double Axe Handle
- ♠ + A: Body Slam
- ♠ + B: Suplex
- ♠ + B: Jawbreaker
- B + A: Face Punch

Strong Grapple

- ♠ or ♠ + A: Spinning Neckbreaker
- ♠ or ♠ + B: Reverse Atomic Drop
- ♠ + A: Throat Drop on Ropes
- ♠ + A: Small Package Pin
- ♠ + B: Suplex
- ♠ + B: Piledriver
- B + A: Headlock

From the Top Rope

- Opponent Up: Dropkick
- Opponent Down: Body Splash



Finisher:
Sweet Chin Music

Jerry Lawler Jim Ross



Weak Grapple

- ♠ or ♠ or ♠ or ♠ + A: Lawler — Body Slam, Ross — Face Punch
- ♠ or ♠ or ♠ or ♠ + B: Piledriver
- B + A: Lawler — Body Slam, Ross — Face Punch

Strong Grapple

- ♠ or ♠ or ♠ or ♠ + A: Headlock
- ♠ or ♠ or ♠ or ♠ + B: Lawler — Suplex, Ross — Suplex
- B + A: Headlock

From the Top Rope

None



Finisher:
Falling Piledriver

The McMahons



Weak Grapple

- ♠ or ♠ + A: Face Punch
- ♠ or ♠ + B: Piledriver
- ♠ + A: Face Punch
- ♠ + A: Face Punch
- ♠ + B: Piledriver
- ♠ + B: Piledriver

Strong Grapple

- ♠ or ♠ + A: Headlock
- ♠ or ♠ + B: Shane — Knee to Face, Vince — Small Package
- ♠ + A: Headlock
- ♠ + A: Headlock
- ♠ + B: Shane — Knee to Face, Vince — Small Package
- ♠ + B: DDT
- B + A: Headlock + Punch

From the Top Rope

- Opponent Up: Knee Drop
- Opponent Down: Double Axe Handle



Finisher:
Vince McMahon's Stunner



Finisher:
Shane McMahon's Smasher

Paul Bearer

Weak Grapple

- ♠ or ♠ or ♠ or ♠ + A: Face Punch
- ♠ or ♠ or ♠ or ♠ + B: Piledriver

Strong Grapple

- ♠ or ♠ or ♠ or ♠ + A: Headlock
- ♠ or ♠ or ♠ or ♠ + B: Suplex

The Hardy Brothers



Weak Grapple

- ♠ or ♠ + A: Snapmare
- ♠ or ♠ + B: Neckbreaker
- ♠ + A: Forearm Smash
- ♠ + A: Body Slam
- ♠ + B: Suplex
- ♠ + B: Matt — Powerslam, Jeff — Chinbreaker
- B + A: Face Punch

Strong Grapple

- ♠ or ♠ + A: Suplex Back Flip
- ♠ or ♠ + B: Suplex
- ♠ + A: Head Scissors Pin
- ♠ + A: Small Package
- ♠ + B: Matt — Powerbomb Pin, Jeff — Head Scissors Pin
- ♠ + B: Suplex Flip Pin
- B + A: Headlock

From the Top Rope

- Opponent Up: Matt — Dropkick, Jeff — Flip Drop
- Opponent Down: Matt — Leg Drop, Jeff — Body Splash



Finisher:
Leg Wrap Pin



Finisher:
Stunner

Debra & Terri Runnels



Weak Grapple

- ♠ or ♠ + A: Forearm Smash
- ♠ or ♠ + B: Piledriver
- ♠ + A: Forearm Smash
- ♠ + A: Forearm Smash
- ♠ + B: Piledriver
- ♠ + B: Piledriver
- B + A: Forearm Smash

Strong Grapple

- ♠ or ♠ + A: Headlock
- ♠ or ♠ + B: Suplex
- ♠ + A: Headlock
- ♠ + A: Headlock
- ♠ + B: Suplex
- ♠ + B: Suplex
- B + A: Headlock

From the Top Rope

None



Finisher:
Debra's Face Smasher



Finisher:
Falling Piledriver



Finisher:
Falling Piledriver

Stephanie McMahon

Weak Grapple

- ♠ or ♠ or ♠ or ♠ + A: Forearm Smash
- ♠ or ♠ or ♠ or ♠ + B: Piledriver

Strong Grapple

- ♠ or ♠ or ♠ or ♠ + A: Headlock
- ♠ or ♠ or ♠ or ♠ + B: Suplex

From the Top Rope

None



Finisher:
Stephanie Stunner



How to Survive Twisted Metal 4

by Andrew Baran
Andy_Baran@zd.com

This installment of the Twisted Metal series brings back all the mayhem and action of the original TM games. 989 Studios has worked hard to give back what many thought was missing from the last game.

Although the gameplay is comparable to TMIII, there are more weapons to deal with and a greater degree of detail and interaction with the levels. Each level, for example, has tons of secret destructible passages and ends with a battle against a boss.

The game's AI is fairly intelligent, and the cars will gang up on you if you make too tempting a target. Even better, if you sit back and hide, they'll kill each other off. No one ever said that you have to kill off the other cars.

Twisted Metal 4 has 22 cars, 16 levels (including multiplayer arenas) and a load of cheats and codes to keep fans satisfied.

database

time to complete **Two hours**
challenge **Easy**

best weapon **Henchmen**

best character **Sweet Tooth**

best level **The Oil Rig**

toughest level **Minion's Maze**

also try **Vigilante 8: S.O.**

system **PlayStation**

publisher **989 Studios**

developer **989 Studios**

www.989studios.com



TWISTED METAL 4



Killing the Enemy

How are you going to play? There are a variety of playing styles to adopt in Twisted Metal 4. To be successful, you will need to adapt to each level.

Trappers: The most effective way to defeat a computer opponent is to set up traps using mines and explosives. Watch how the AI plays on each level, and more importantly, where the computer cars go. Seed their paths with nastiness.

Hunters: The more aggressive players will want to hunt down the other cars. This is less effective, and often leads to a battle of attrition. To succeed as a hunter, pick on the cars that stray from the pack. In a one-on-one scenario, victory should come easy.

Setting up Traps

Brains over brawn: Unless you are suicidal, you will not want to charge right into battle. Instead, whittle down the opposition so you can destroy them all in one decisive strike.

Proximity Mines: Plant these useful mines where other cars frequent, or use them to seal yourself off in a corridor. That way, anyone who comes close will get hurt.

Acid cesspools: Once in a while you'll come across glowing green pools of muck. If you lob a Napalm into the slime, it will trigger a fiery chemical effect that burns any car nearby. For added nastiness, freeze your opponent so he can't stop the burning.

Map Item Key

Item Placement: Item locations were taken from the multi-player mode.

- Fire Missile
- Power Missile
- Ricochet Bomb
- Lightning
- Homing Missile
- Napalm
- Remote Bomb
- Freeze Bomb
- Proximity Mine
- Rain Missile
- Speed Missile
- Mortar
- M.I.R.V.
- Autolob
- Health
- Turbo

The Main Weapons

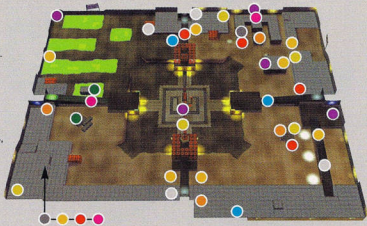
Weapon	Strength	Homing Level	Most Effective Use
Fire Missile	2	1	Best fired from a distance so its minor homing ability can work. Not too powerful, but better than nothing.
Power Missile	4	0	Since this missile moves straight forward, you should freeze your victim first. The weapon will pop them up into the air.
Ricochet Bomb	3	0	The Ricochet will roll around until it either hits a car or simply explodes. Use these in moats or tight corridors.
Lightning	3	2	A rare weapon, it hits enemies within a set region. Make sure you are away from everything or you will zap yourself.
Homing Missile	2	2	Great at a distance, but terrible up close. If the target car is too close, the missile won't be able to turn fast enough.
Napalm	3	0	Napalm is good for forcing the other cars to drive through the damaging flames. Be careful not to run into your own weapon.
Remote Bomb	4	0	This weapon's use is dependent on how good your timing is. With some planning you can use it to knock cars off of ledges.
Freeze Remote	1	0	This is a set-up weapon. Use it to freeze a pursuing car or in a trap situation. Plant it near a batch of cars to freeze them all.
Proximity Mine	2	0	Explodes when any car gets close. Great for trapping. Just don't trigger one while going slow or you'll blow yourself up.
Rain Missile 1&2	3	0	Rain 1 will set a patch of flames along its path. Rain 2 will create a patch of flames about 20 feet from your car.
Speed Missile	1	0	Hold down your Special button to fire a whole salvo of missiles. It takes a lot to do some damage.
Mortar	2-3	1	Not very effective on flat territory, this weapon really shines when you're on a high platform firing downward.
M.I.R.V.	3	2	This weapon will track down one of your opponents and nail him. This will not work if either you or your target are indoors.
Auto Lob	5	2	This rare item is great for taking down bosses. Freeze them and hold from about five feet away. The successive lobbs will cause some massive damage. Good for outside use only.

CONSTRUCTION YARD

Number of Rivals: 3

Level Boss: Crusher

The First Battle: This level will give you your first taste of combat. Quickly familiarize yourself with your surroundings and make your way to the buildings. Collect as many weapons as you can and head for the ambush point (see below). From here on, you should be able to take out the other cars at your leisure. Practice up on freezing enemies, as it will prove invaluable in the future.



Rooftop Secrets: Head to the top of the housing complex to find a teleporter. This will take you to a conveyor belt containing a full Health item. There is a ceiling section you can shoot to find a warehouse full of awesome weapons.



The Crane: If you can break into the crane in the center of the level, you will be able to lift cars with its magnetic pull. Picking up cars and dropping them on the strategically placed barrels will create damaging explosions.



Ideal Ambush Zone: If you break into the ceiling panel that you reached via the rooftops, you'll find a great place to lay an ambush. Set up some traps and lure the enemies in. Kill them off one at a time. It's easy!

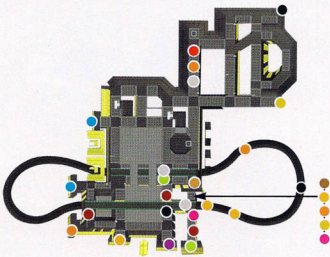
NEON CITY

Number of Rivals: 4

Level Boss: Moon Buggy

Inner City Carnage: It's easy to get lost in the maze of streets; however, initially it's probably the best place to go. The enemy cars will hang around the center near the train tracks. Let them mulch each other and it'll make your life easier. Once they've whittled themselves down to about half health, make your way to the balcony ambush point (see below).

Extra Evil Tips: The corridors are tight throughout this level, and this makes Proximity Mines extremely valuable. Start laying traps on the major roads, and the competition will get blasted. Try freezing someone in the path of the train—that's gotta hurt!



Easy Power-ups: You'll find an odd-looking square on the outskirts of the city that you can drive on to collect all of the floating items. Save the Health item for later. The enemies never collect it, so it will be here when you come back.



The Train: Ride on the train track if you dare. If you don't get run over (half damage for the larger cars!), there's some Health power-ups and access to some high-up ledges. The other cars will often shy away from coming here.



Ideal Ambush Zone: There is a platform in the middle of the train track that leads to a balcony. Trap the ledge and hop to where the Health is. The other cars will have a hard time reaching you without getting shot up first.

The Cars



Pizza Boy

Handling: 5 Armor: 2
Special STR: 2 Speed: 2
Special Weapon: Blades
Tips: His weapon homes in but not too accurately. It's best fired from a good distance. Not too powerful, but good for a few hits.



Orbital

Handling: 5 Armor: 2
Special STR: 3 Speed: 5
Special Weapon: Teleorb
Tips: Use the Teleorb as a set-up. Not only will it damage your foes, it'll freeze them too. Keep nailing the frozen enemy.



Meter Maid

Handling: 3 Armor: 1
Special STR: 3 Speed: 2
Special Weapon: Energyray
Tips: Avoid groups and build up the number of Specials. Then pick off the loners. Remember that her attack heals her a little bit.



Capt. Grimm

Handling: 5 Armor: 1
Special STR: 3 Speed: 4
Special Weapon: Cannon
Tips: In order to hit with his weapon, either fire it at extremely close range or freeze your victim first. Not all that useful...



Quatro

Handling: 5 Armor: 1
Special STR: 2 Speed: 5
Special Weapon: Microwave
Tips: Use Quatro for hit-and-run attacks on groups of cars. His Special flashes out to hit all who are close by. Remember to run.

ROAD RAGE

Number of Rivals: 6
Level Boss: Super Thumper
And You Thought Rush Hour Was Bad: Keep to the outskirts of this level. Avoid the packs of cars and prey on the loners. This level will take a while to beat, but with patience, victory will be yours.



Zipper: Driving over the arrows on the ground will send your car speeding forward. Try planting Proximity Mines in their paths for ruthless fun.



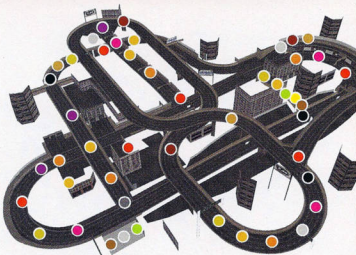
Hidden Power-ups: Behind a glass and concrete partition is some Health and a batch of excellent weapons. You'll need some explosives or Power Missiles in order to bust your way through. Head here when you need a little help.



Secret Area: Look for the cracked walls in the city section. If you unload some heavy firepower on them, they will crumble to reveal some rare weapons. This area makes a good temporary ambush zone.



Ideal Ambush Zone: This long straightaway is the perfect place to freeze your opponents. If you fire from an extreme distance, you're definitely going to hit. From then on, just keep pummeling the other car into oblivion.



THE BEDROOM

Number of Rivals: 5
Level Boss: RC Car
Never Look at Toy Cars the Same: Sweet Tooth's bedroom is one large open area. If you are down on the ground, you'll attract a lot of firepower. Since this isn't too good for your health, you'll need to escape. One method is to climb the race car tracks to get onto the dressers. Be sure to trap the tracks with Mines so anyone that comes up after you will be knocked back down. The other escape option is to destroy the gasoline containers and enter the secret area. This spot provides some decent cover, and you can find some of the best weapons here. The only drawback is that you might be ganged up on. If you have a highly maneuverable vehicle, take the high road. If not, simply stay down below.



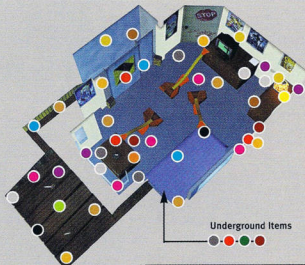
Gasoline Containers: The gasoline containers hide the entrance to a huge secret area. If you head down here, you will find great weapons. Inside there will be a boom box that you can shoot to reveal more tunnels.



The Lamp: Blast the lamp to acquire the Lightning weapon. This can fry a lot of cars, but you have to watch where you are in the level. Make sure to stay away from the outlets, as any car that is near will get fried.



Ideal Ambush Zone: The area underneath the dressers makes for the best ambush point. It's a good place to hide, as well as to gather the level's most powerful weapons. The dresser tops work pretty well too.



The Cars



Gen. Warthog

Handling: 1 **Armor:** 4
Special STR: 4 **Speed:** 2
Special Weapon: Ion Blast
Tips: Use Warthog's weapon to discourage tailgaters, or as an element to a trap. The blast can catch multiple cars.



Calypso

Handling: 1 **Armor:** 5
Special STR: 5 **Speed:** 1
Special Weapon: Nuke
Tips: Hang back and fire his Nuke into clusters of enemy cars. Never fire it at close range or you'll get seriously maulled.



Goggle Eyes

Handling: 3 **Armor:** 3
Special STR: 4 **Speed:** 3
Special Weapon: GreenTox
Tips: Freeze or pin your opponents, then fry them with your acid. Don't get too close or you could set yourself on fire.



Microblast

Handling: 4 **Armor:** 1
Special STR: 2 **Speed:** 4
Special Weapon: Gatling
Tips: He has one of the fastest charging Specials in the game. Fire rapidly into throngs of enemy cars and watch them burn.



Trashman

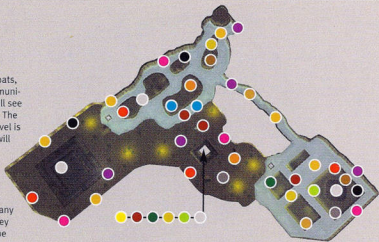
Handling: 1 **Armor:** 4
Special STR: 4 **Speed:** 3
Special Weapon: Lifter
Tips: Freeze your opponent and pick him up. Once you do, switch to missiles and fire away. Do the same with your machine guns.

AMAZONIA 3000 B.C.

Number of rivals: 6

Level boss: Super Axel

Land of the Lost: Top or bottom—you decide. If you decide to play in the moats, you'll find yourself running out of ammunition quickly. If you stay up top, you will see that every car will be gunning for you. The best bet you have for surviving this level is to make a run for the teleporter that will bring you to the top of the temple. From here, you will get the best weapons. While you're doing this, the other cars will chew each other up. Your next stop should be the cave in the moat area. Use this to ambush any cars that come close (by this point, they will probably come at you one at a time anyway).



Entering the Circle: Start with the jump next to the small pyramid. Jump from mesa to mesa (sorry for the Jar Jar flash-backs) till you reach the teleporter. Be sure to conserve your Turbos. Make it to the end to get to power-up heaven.



Jump Beams: There are beams strewn throughout the level that will bounce you upward. Use these for a fast getaway, or for eluding any cars who may be trying to hunt you down. Memorize their locations.



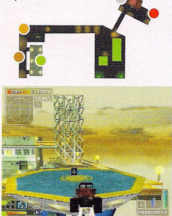
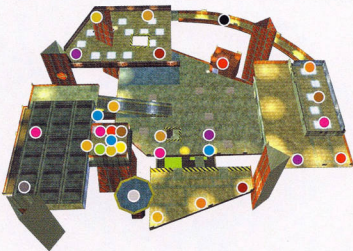
Ideal Ambush Zone: If you fall into the lower region, you will find a cave in the center of the level. This would make the perfect trap if it weren't for the open back end. It works well, but only if you watch the radar for cars behind you.

THE OIL RIG

Number of Rivals: 5

Level Boss: Super Auger, Super Slam

Leaps of Faith: This is the only level that has a cause of instant death—fall into a pit and meet your demise. Avoid the worst by using a Turbo whenever you cross the chasms. Use this to your advantage by trapping the sections where you can make your foes plummet to their graves. The way this level is set up, it's easy to watch your back. The Oil Rig offers the most tactical options of any level.



Infinite Health: The helicopter pad will constantly refresh with a full Health power-up. You'll need to hit the Turbos in order to reach it. Be careful when landing, as falling off the edges can lead to an instant death.



Jump to the Drill: There's a jump beam on the main floor that you can drive onto. This will lift you to the highest section of the level. If you know where the cars will land from this, you can put Mines in the area to wound them.



Ideal Ambush Zone: This level will have you chased constantly. Once you are only facing a few cars, head to the lower areas and set up an ambush point on one of the straightaways. Use weapons that can pop the cars over the rails.

The Cars



The Joneses

Handling: 3 **Armor:** 2
Special STR: 2 **Speed:** 3
Special Weapon: Hornets
Tips: What a pathetic Special. Think of the Hornets as nearly identical to the Fire Missiles. Use the other weapons instead.



Drag Queen

Handling: 1 **Armor:** 2
Special STR: 3 **Speed:** 4
Special Weapon: Flames
Tips: In order to get any use out of this powerful weapon, you must first freeze your opponent and then hold your car very still.



Mr. Zombie

Handling: 5 **Armor:** 3
Special STR: 3 **Speed:** 3
Special Weapon: Zombie
Tips: While this Special is easy to hit with, the other car can still fire. Freeze it, and then launch the Special attack for the best results.



Sweet Tooth

Handling: 3 **Armor:** 4
Special STR: 5+ **Speed:** 5
Special Weapon: Henchmen
Tips: Fire his henchmen out and they will home in and kill whoever you send them after. Just try to keep your distance.



Crusher

Handling: 2 **Armor:** 4
Special STR: 3 **Speed:** 2
Special Weapon: Crusha
Tips: Freeze your opponents in order to get a good grab. Shoot while crushing to get in a little bit of extra damage.

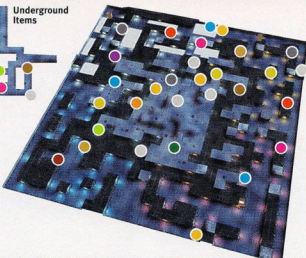
MINION'S MAZE

Number of rivals: 6

Level boss: Minion

Feel Like a Lab Rat: Once again, try to avoid most of the action. There's so much space here that it'll take minutes to even find someone. Use the skills that you've built up to this point.

Face Minion: Want to beat Minion with ease? Collect as many Power Missiles as you can. Next, head up one of the curved ramps. Face the side of the ramp (it should be slanted away from you) and Freeze Minion as he comes up. Once he's frozen, blast him off the ledge with a missile. Minion will still want to come up after you, so prepare to do it all over again. It's simple, but effective.



The Underground Network:

Throughout the level you will see a series of steel gates. Behind each one is a path that leads to an expansive maze. You'll find some powerful weapons here, as well as some Health.



Reaching the Top: You'll need to keep firm control over your car and use Nitro for the jumps. On the very top there's some Health to pick up. Trap the path leading upward so that any enemy that comes close will get whittled down.



Ideal Ambush Zone: After the second teleporter, there is a long straightaway that ends in a dead end with Health. This covers your back nicely, letting you set up explosives and Mines. Freeze your victim and let the fun begin.

THE CARNIVAL

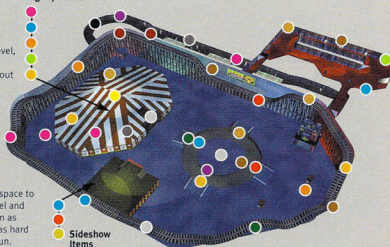
Number of rivals: 6

Level boss: Sweet Tooth

The Final Battle: This is one hectic level, so you've got to think and move fast. There isn't a whole lot you can do about cover, so just keep moving. Don't open the secret passages right away, because then the enemy cars will start using them. The roof of the big top provides a great place to hide out—just make sure to lay Mines in the area where the other cars will land if they try to come on top as well.

Fighting Sweet Tooth: Use the open space to your advantage. Turbo across the level and turn around. Freeze the clown as soon as you see him in the distance. Hit him as hard as you can with all you've got, then run.

Big Top Items



The Secret Tunnels: The buildings in the corner of the level hide a secret passage. Detonate an explosive on the ground to open up the way to a massive expanse with a wide array of powerful weapon pick-ups.



The Rollertoaster: Gain access to this ride from the secret tunnels and look for a brick wall you can destroy. Atop the track you can nab a lot of power-ups and avoid most of the combat. Just watch out for the train car.



Ideal Ambush Zone: The Freak Show tent and the tunnels make for the best ambush points in this level because they let you force your enemies into coming at you one-on-one. Freeze them when they come in close.

The Cars



Moon Buggy

Handling: 3 Armor: 3
Special STR: 4 Speed: 3
Special Weapon: Quasars
Tips: Fire the Quasars into a patch of enemies to seriously tear them up. This Special charges slowly, so use it sparingly.



RC Car

Handling: 4 Armor: 2
Special STR: 4 Speed: 5
Special Weapon: Ray Gun
Tips: If you want to do the most damage, wait until you have a lot of Specials. Then freeze someone and blast him to death.



Super Auger

Handling: 2 Armor: 3
Special STR: 4 Speed: 2
Special Weapon: Auger
Tips: Charge enemy cars like a bull in a china shop. The end of the Special will kick your victim back a bit, so have a Freeze ready.



Super Axel

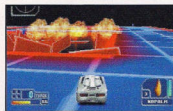
Handling: 3 Armor: 2
Special STR: 4 Speed: 4
Special Weapon: Supernova
Tips: Axel's Special has to be done at close range. You must literally drive on top of someone in order to get it to work.



Minion

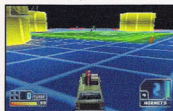
Handling: 5 Armor: 4
Special STR: 4 Speed: 4
Special Weapon: Serpent
Tips: Minion is a ruthless killing machine. His Special will home in, harm and freeze your victim. Hunt down the stragglers.

MULTI-PLAYER LEVELS



The Pits

Tactics: Stay off the red squares because it only takes a slight explosion for them to shatter. Fall into the pits and it's all over for you—they're bottomless. Explosives and Mines are perfect.



Octa-Gone

Tactics: Ignite the center of the level with Napalm for an awesome burst of fire. Just don't touch the octagons or you'll be bounced right off of the level's edge and into the void.



The Islands

Tactics: Bounce from island to island in pursuit of your prey. Trap the areas where you know the other cars will land. This way, they'll get knocked off into a pit without being able to dodge!

More Battles Ahead: After you've opened them up, you can play these levels in the Deathmatch Mode. Play against the computer or up to three of your friends.



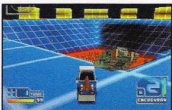
The Citadel

Tactics: Teleport to the top of the buildings and be ready to drop to the center of the level for some Health. Because of the pit traps, you'll want to stay away from the outskirts of the level.



King of the Kill

Tactics: Quickly head to the top and snatch all of the weapons. Once they're yours, head toward the sides. Don't go down too far—just go far enough to avoid enemy fire.



Son of a Ditch

Tactics: Set an explosive in the center of the level and wait for the other cars to enter. When you trigger it, they'll all plummet to their deaths. The yellow blocks will bounce you, so watch out.



Nowhere To Hide

Tactics: Like the name says, there's nowhere to hide. In order to survive the longest, keep moving at all times. Plant Bombs near the level edges. With skill, you can knock the other cars off.



Tic-Tac-Toast

Tactics: This is one of the best multi-player levels. Use explosives to destroy sections of the level. Try to knock out the floor from underneath your opponents for an instant-death attack.

The Colored Squares

Know your environment: The color of the squares will determine what effect it has in the level. If you head into combat without thinking, you will die much faster in one of these levels than you would in an ordinary game level.

Blue Squares: These are the safest pieces of terrain.

Red Squares: If you have explosives, you can shatter the red "glass." This will always create a bottomless pit.

Yellow Squares: These are rubbery and will bounce you around.

Green Squares: These can be ignited.



Cheat Codes

A small fraction of the codes: Here is a small dose of the secret codes in Twisted Metal 4. There are a ton more out there which will be released in the coming months. Until then, enjoy these. Can you hack out your own codes? (Input codes at the Password screen.)

Regen Special Crazy:

Triangle, L, Down, Triangle, Up

Weapons Extra Fast:

R1, L1, Down, Start, Down

Weapon Special Force:*

Up, Start, Circle, R1, Left

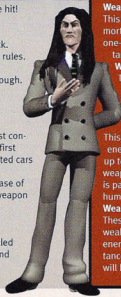
*Doubles the force and impact of your weapons when used.

XG's Top 10 Car Picks

- Sweet Tooth:** This maniac's got a Special that can kill in one hit!
- Goggle Eyes:** Nothing beats his close-combat prowess.
- Trashman:** Another excellent close-combat vehicle.
- Mr. Zombie:** Above-average stats and a useful Special attack.
- Meter Maid:** While kind of wimpy, her fast-charging Special rules.
- Moon Buggy:** The Quasars can rip apart multiple targets.
- Minion:** Great Special attack; controls are a little sloppy, though.
- Orbital:** A decent Special that can set up other attacks.
- Super Thumper:** Decent close-combat offense.
- Pro Super Auger:** Slow, but nasty when he gets in close.

What Makes a Car Good? There are several factors that you must consider. Keep in mind that Andy plays conservatively when a level first starts, and then picks off the stragglers. The close-combat oriented cars are much more effective than ranged vehicles.

- One must look at the power of the special weapons and the ease of getting them to hit. It would do no good to have an instant kill weapon if you can never hit with it.
- Armor is key for keeping you alive. Sometimes Health can get scarce, so you'll need to be able to soak up hits.
- You will want to look at maneuverability. The better the so-called "maneuverability," the more likely you are to overcompensate and crash. I prefer using the less maneuverable cars for this reason.



The Cars



Super Thumper

Handling: 1 Armor: 4
Special STR: 5 Speed: 4

Special Weapon: Megafire
Tips: Freeze some poor fool and keep charring him till he's gone. Re-freeze if you can—that way you can just char him again.



Super Slamm

Handling: 1 Armor: 4
Special STR: 5 Speed: 1

Special Weapon: Loader
Tips: Grab someone and don't let go. If you have enough Specials, you can smash someone to death with this. Just keep on him.



Building a Custom Car

Custom your Car: You must first choose your car's body type. The option for creating large cars will not be opened to you unless you complete the game. Once you have a cool-looking car, you can move on to car's most important element—its weapon.

Weapons: There are four different types of weapons. Which one you choose is purely up to you and the way you like to play.

Weapon: Funnybomb Str: 4
This weapon is a more powerful mortar. Not highly effective in one-on-one, but can hit multiple targets at once.

Weapon: Laser Str: 3
The Laser is a single shot non-homing weapon. It only stands out when used against frozen targets.

Weapon: Detonoball Str: 2
This advanced ricochet will target enemy cars and follow them. It's up to you to detonate it. This weapon is a lot of fun to use and is particularly useful against human opponents.

Weapon: Twintorchers Str: 1
These missiles are extremely weak, but they can home in on enemy cars over an extreme distance. When they hit, your target will be engulfed in flames.



Tu-Rockin' Your Way to Victory

by Jim Mazurek
jim_mazurek@zd.com

Being labeled as a first-person shooter (FPS) by some and a "pseudo-fighter" by others, Turok: Rage Wars really sells itself well as a wacky-but-fun combination of both. It's an FPS for obvious reasons—you crawl through cave-like structures relentlessly hunting for your frag-hungry opponents; and as a fighting game, it requires you to play through each set of stages if you want to unlock all of its secrets.

Boasting a much cleaner multiplayer mode than Turok 2, Rage Wars still struggles as it tries to grab that ever-elusive title away from the current console FPS king, GoldenEye 007. The extra modes like Monkey Tag and Flag Tag are neat, but they soon grow tiresome and repetitive when compared with the standard deathmatch mode. All in all, it's definitely worth checking out if you don't own a PC...

database

time to complete **50 hours**
challenge **Moderate**
best weapon **Scorpion**
chilling sound FX? **Turok & Adon**
only drawback **Repetition**
also try **Turok 2, Quake II**
system **Nintendo 64**
publisher **Acclaim**
developer **A. Studios Austin**



www.acclaim.com

TUROK

RAGE WARS



About the Guide

This strategy contains multifaceted sections for all of the game's playable characters. Each section contains a level breakdown and shows the corresponding secrets as well. The order in which you choose to play through the characters is up to you; however, the order in which they are listed is the recommended one. Although multi-player modes will unlock, Time Trials will become available, etc., this guide stays focused on the Trial Mode. In other words, we cut off all the fat to give you more meat. Get it? Got it? Good! Now get going...

Monkey Tag

Once you know the basic rules of Monkey Tag, your main strategy should be to find the active goal area (the glowing blue thing) and guard it with your life! Running around frantically hunting for the monkey only leads to failure (it also extends the level play time to near excruciating levels). Your only choice/remedy is to "camp." Although camping is frowned upon by the gaming community, hovering around the goal while collecting weapons is a legal strategy that works every time without fail. Let 'em whine all night, I say!

Flag Tag

When you enter this mode, you'll need to turn off all your usual FPS skills. Trade your "strafe 'n' shoot" techniques for some linear thinking abilities. Think about what you need to do to win, and do it! To stop and rumble with opposing team members only takes time away from what you should really be doing. Grab the flag and run to the goal (the glowing white ball). Most Flag Tag levels are laid out so simply that you will be able to rack up the necessary points within a few short minutes. No fragging necessary...



TUROK

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (sup)
- 2. Crossroads**
Unlock: Scorpion Launcher
- 3. Cathedral**
Unlock: Eagle Talisman (sup)
- 4. Fathom**
Unlock: Eagle Talisman (sup)
- 5. The Pedestal**
Unlock: Eagle Talisman (sup)
- 6. DEFCON 5**
Unlock: Eagle Talisman (sup)
- 7. Spirit Temple**
Unlock: Minigame Icon (1/36)



- 8. Stronghold**
Unlock: N/A
- 9. Courtyard**
Unlock: N/A
- 10. Starlight**
Unlock: Raptor as a playable character



ELITE GUARD

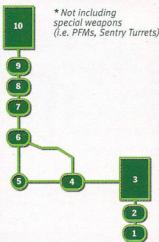
Available Weapon Arsenal*



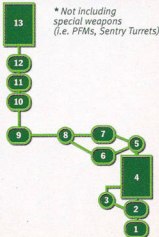
- 1. Proving Grounds**
Unlock: Eagle Talisman (sup)
- 2. Crossroads**
Unlock: Radioactive Flare Gun
- 3. Grim Retreat**
Unlock: Eagle Talisman (sup)
- 4. Cathedral**
Unlock: Minigame Icon (2/36)
- 5. Earth Temple**
Unlock: Eagle Talisman (sup)
- 6. Tempered**
Unlock: Eagle Talisman (sup)
- 7. Bomb Shelter**
Unlock: Eagle Talisman (sup)

- 8. Matrix**
Unlock: Minigame Icon (3/36)
- 9. DEFCON 5**
Unlock: Viper Talisman, Max Health +5
- 10. Spirit Temple**
Unlock: N/A
- 11. Stronghold**
Unlock: N/A
- 12. Courtyard**
Unlock: N/A
- 13. Starlight**
Unlock: Guardian as a playable character

Mission Tree



Mission Tree





ADON

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (sup)
- 2. Basic Training**
Unlock: Eagle Talisman (sup)
- 3. Crossroads**
Unlock: Plasma Rifle
- 4. Grim Retreat**
Unlock: Eagle Talisman (sup)
- 5. Cathedral**
Unlock: Eagle Talisman (sup)
- 6. Fallout**
Unlock: Eagle Talisman (sup)
- 7. Boxed Set**
Unlock: Eagle Talisman (sup)

- 8. Fire Temple**
Unlock: Eagle Talisman (sup)
- 9. Dire Straigt**
Unlock: Eagle Talisman (sup)
- 10. Prey**
Unlock: Minigame Icon (4/36)
- 11. Warehouse**
Unlock: Napalm Gel
- 12. Hopeless**
Unlock: 1/2 Eagle Talisman
- 13. Matrix**
Unlock: Eagle Talisman (sup)
- 14. Boomerang**
Unlock: 1/2 Eagle Talisman

- 15. Fathom**
Unlock: Minigame Icon (5/36)
- 16. The Pedestal**
Unlock: Eagle Talisman (sup)
- 17. Spirit Temple**
Unlock: N/A
- 18. Stronghold**
Unlock: N/A
- 19. Courtyard**
Unlock: N/A
- 20. Starlight**
Unlock: Mantis Drone as a playable character



RAPTOR

Available Weapon Arsenal*



- 1. Proving Grounds**
Unlock: Eagle Talisman (sup)
- 2. Basic Training**
Unlock: Eagle Talisman (sup)
- 3. Crossroads**
Unlock: Jump Claw Attack (Raptor only)
- 4. Grim Retreat**
Unlock: Minigame Icon (6/36)
- 5. Cathedral**
Unlock: Eagle Talisman (sup)
- 6. Earth Temple**
Unlock: Eagle Talisman (sup)
- 7. Tempered**
Unlock: Minigame Icon (7/36)

- 8. Bomb Shelter**
Unlock: Eagle Talisman (sup)
- 9. Fire Temple**
Unlock: Eagle Talisman (sup)
- 10. Dire Straigt**
Unlock: Eagle Talisman (sup)
- 11. Prey**
Unlock: Eagle Talisman (sup)
- 12. Warehouse**
Unlock: Bear Talisman, Max Explosive Ammo +5
- 13. Hopeless**
Unlock: Minigame Icon (8/36)
- 14. Matrix**
Unlock: Eagle Talisman (sup)

- 15. DEFCON 5**
Unlock: Warhammer Rocket
- 16. Spirit Temple**
Unlock: N/A
- 17. Stronghold**
Unlock: N/A, Upgrade (secondary Ⓛ attack)
- 18. Courtyard**
Unlock: N/A
- 19. Starlight**
Unlock: Campaigner as a playable character



MANTID DRONE

Available Weapon Arsenal*



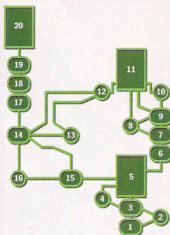
- 1. Proving Grounds**
Unlock: Eagle Talisman (sup)
- 2. Basic Training**
Unlock: Minigame Icon (9/36)
- 3. Crossroads**
Unlock: Assault Rifle
- 4. Grim Retreat**
Unlock: Eagle Talisman (sup)
- 5. Cathedral**
Unlock: Eagle Talisman (sup)
- 6. Earth Temple**
Unlock: Minigame Icon (10/36)
- 7. Tempered**
Unlock: Eagle Talisman (sup)

- 8. Bomb Shelter**
Unlock: Eagle Talisman (sup)
- 9. Fire Temple**
Unlock: Eagle Talisman (sup)
- 10. Water Temple**
Unlock: Minigame Icon (11/36)
- 11. Warehouse**
Unlock: Assault Rifle Rapid Fire Upgrade (alternate attack)
- 12. Hopeless**
Unlock: Plasma Rifle Scope (alternate attack)
- 13. Matrix**
Unlock: Eagle Talisman (sup)

- 14. DEFCON 5**
Unlock: Cougar Talisman, Max Energy Ammo +50
- 15. Spirit Temple**
Unlock: N/A
- 16. Stronghold**
Unlock: N/A
- 17. Courtyard**
Unlock: N/A
- 18. Starlight**
Unlock: Lord of the Dead as a playable character

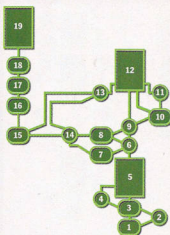


Mission Tree



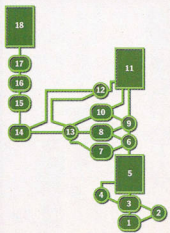
* Not including special weapons (I.e. PFMs, Sentry Turrets)

Mission Tree



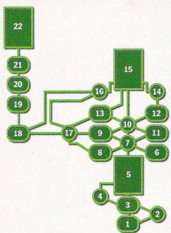
* Not including special weapons (I.e. PFMs, Sentry Turrets)

Mission Tree



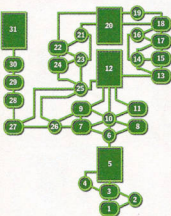
* Not including special weapons (I.e. PFMs, Sentry Turrets)

Mission Tree



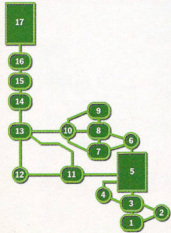
* Not Including special weapons
(i.e. PFM's, Sentry Turrets)

Mission Tree



* Not Including special weapons
(i.e. PFM's, Sentry Turrets)

Mission Tree



* Not Including special weapons
(i.e. PFM's, Sentry Turrets)



GUARDIAN

Available Weapon Arsenal*



- Proving Grounds**
Unlock: Eagle Talisman (sup)
- Basic Training**
Unlock: Eagle Talisman (sup)
- Crossroads**
Unlock: Freeze Gun
- Grim Retreat**
Unlock: Minigame Icon (12/36)
- Cathedral**
Unlock: Eagle Talisman (sup)
- Fallout**
Unlock: Minigame Icon (13/36)
- Earth Temple**
Unlock: Eagle Talisman (sup)
- Tempered**
Unlock: Eagle Talisman (sup)
- Bomb Shelter**
Unlock: Eagle Talisman (sup)
- Fire Temple**
Unlock: Eagle Talisman (sup)
- Boxed Set**
Unlock: Eagle Talisman (sup)
- Dire Straight**
Unlock: 1/2 Eagle Talisman
- Water Temple**
Unlock: Minigame Icon (14/36)
- Warehouse**
Unlock: Mag 60 Laser Sight Upgrade (alternate attack)
- Hopeless**
Unlock: Coyote Talisman, Max Bullet Ammo +50
- Matrix**
Unlock: Eagle Talisman (sup)
- Retaliation**
Unlock: Eagle Talisman (sup)
- DEFCON 5**
Unlock: Minigun
- Spirit Temple**
Unlock: N/A
- Stronghold**
Unlock: N/A
- Courtyard**
Unlock: N/A

- Starlight**
Unlock: Juggernaut as a playable character



LORD OF THE DEAD

Available Weapon Arsenal*



- Proving Grounds**
Unlock: Eagle Talisman (sup)
- Basic Training**
Unlock: Eagle Talisman (sup)
- Crossroads**
Unlock: Grenade Launcher
- Grim Retreat**
Unlock: Eagle Talisman (sup)
- Cathedral**
Unlock: Eagle Talisman (sup)
- Fallout**
Unlock: Eagle Talisman (sup)
- Boxed Set**
Unlock: Eagle Talisman (sup)
- Earth Temple**
Unlock: Eagle Talisman (sup)
- Fire Temple**
Unlock: Eagle Talisman (sup)
- Water Temple**
Unlock: 1/2 Eagle Talisman
- Dire Straight**
Unlock: Minigame Icon (15/36)
- Warehouse**
Unlock: Boomerang Upgrade
- Mystic**
Unlock: Eagle Talisman (sup)
- Bottleneck**
Unlock: Minigame Icon (16/36)
- Tightrope**
Unlock: N/A
- The Pit**
Unlock: Eagle Talisman (sup)
- Leap of Faith**
Unlock: Minigame Icon (17/36)
- Wicked Dance**
Unlock: Shotgun Streetsweeper Upgrade (alternate attack)
- Bunker**
Unlock: 1/2 Eagle Talisman
- Amphitheater**
Unlock: Eagle Talisman (sup)
- Crypts**
Unlock: Minigame Icon (18/36)
- Fire Temple**
Unlock: Eagle Talisman (sup)
- Breakdown**
Unlock: Eagle Talisman (sup)
- Retaliation**
Unlock: Eagle Talisman (sup)
- Hopeless**
Unlock: 1/2 Eagle Talisman
- Matrix**
Unlock: Eagle Talisman (sup)
- DEFCON 5**
Unlock: Cougar Talisman, Max Energy Ammo +50
- Spirit Temple**
Unlock: N/A
- Stronghold**
Unlock: N/A
- Courtyard**
Unlock: N/A
- Starlight**
Unlock: Mantid Mites as a playable character



MANTID MITES

Available Weapon Arsenal*



- Proving Grounds**
Unlock: Eagle Talisman (sup)
- Basic Training**
Unlock: Eagle Talisman (sup)
- Crossroads**
Unlock: Eagle Spit Attack (Mantid Mites only)
- Grim Retreat**
Unlock: Eagle Talisman (sup)
- Cathedral**
Unlock: Viper Talisman, Max Health +5
- Earth Temple**
Unlock: Eagle Talisman (sup)
- Tempered**
Unlock: Eagle Talisman (sup)
- Bomb Shelter**
Unlock: Minigame Icon (19/36)
- Water Temple**
Unlock: Eagle Talisman (sup)
- Matrix**
Unlock: Eagle Talisman (sup)
- Fathom**
Unlock: Eagle Talisman (sup)
- The Pedestal**
Unlock: Minigame Icon (20/36)
- DEFCON 5**
Unlock: Bear Talisman, Max Explosive Ammo +5
- Spirit Temple**
Unlock: N/A
- Stronghold**
Unlock: N/A
- Courtyard**
Unlock: N/A
- Starlight**
Unlock: Minigame Icon (21/36)





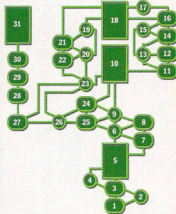
JUGGERNAUT

Available Weapon Arsenal*



- | | | |
|--|---|--|
| <ol style="list-style-type: none"> Proving Grounds
Unlock: Eagle Talisman (sup) Basic Training
Unlock: Eagle Talisman (sup) Crossroads
Unlock: Inflator Upgrade Grim Retreat
Unlock: 1/2 Eagle Talisman Cathedral
Unlock: Eagle Talisman (sup) Fallout
Unlock: 1/2 Eagle Talisman Boxed Set
Unlock: Eagle Talisman (sup) Earth Temple
Unlock: 1/2 Eagle Talisman Fire Temple
Unlock: Minigame Icon (22/36) Warehouse
Unlock: G. Launcher Upgrade Mystic
Unlock: Eagle Talisman (sup) | <ol style="list-style-type: none"> Tightrope
Unlock: 1/2 Eagle Talisman Bottleneck
Unlock: Eagle Talisman (sup) Leap of Faith
Unlock: 1/2 Eagle Talisman The Pit
Unlock: Eagle Talisman (sup) Wicked Dance
Unlock: Freeze Gun Upgrade Bunker
Unlock: 1/2 Eagle Talisman Amphitheater
Unlock: Eagle Talisman (sup) Crypts
Unlock: Eagle Talisman (sup) Breakdown
Unlock: Minigame Icon (23/36) Firewalker
Unlock: Minigame Icon (24/36) Retaliation
Unlock: 1/2 Eagle Talisman | <ol style="list-style-type: none"> Hopeless
Unlock: Eagle Talisman (sup) Water Temple
Unlock: 1/2 Eagle Talisman Bomb Shelter
Unlock: Eagle Talisman (sup) Matrix
Unlock: Eagle Talisman (sup) DEFCON 5
Unlock: Bear Talisman, Max Explosive Ammo +5 Spirit Temple
Unlock: N/A Stronghold
Unlock: N/A Courtyard
Unlock: Minigame Icon (25/36) Starlight
Unlock: Oblivion Spawn as a playable character |
|--|---|--|

Mission Tree



* Not including special weapons (i.e. PFMs, Sentry Turrets)



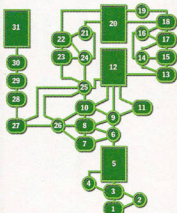
CAMPAGNER

Available Weapon Arsenal*



- | | | |
|--|---|---|
| <ol style="list-style-type: none"> Proving Grounds
Unlock: Minigame Icon (26/36) Basic Training
Unlock: Eagle Talisman (sup) Crossroads
Unlock: Tekbow Sniper Scope Grim Retreat
Unlock: Eagle Talisman (sup) Cathedral
Unlock: Eagle Talisman (sup) Earth Temple
Unlock: Eagle Talisman (sup) Tempered
Unlock: N/A Bomb Shelter
Unlock: Eagle Talisman (sup) Fire Temple
Unlock: Eagle Talisman (sup) Water Temple
Unlock: Eagle Talisman (sup) | <ol style="list-style-type: none"> Dire Straight
Unlock: Cougar Talisman, Max Energy Ammo +50 Warehouse
Unlock: Eagle Talisman (sup) Mystic
Unlock: 1/2 Eagle Talisman Tightrope
Unlock: Eagle Talisman (sup) Bottleneck
Unlock: Eagle Talisman (sup) Leap of Faith
Unlock: 1/2 Eagle Talisman The Pit
Unlock: Eagle Talisman (sup) Wicked Dance
Unlock: Emaciator Bunker
Unlock: Minigame Icon (27/36) Amphitheater
Unlock: 1/2 Eagle Talisman | <ol style="list-style-type: none"> Crypts
Unlock: Eagle Talisman (sup) Fire Walker
Unlock: 1/2 Eagle Talisman Breakdown
Unlock: Eagle Talisman (sup) Retaliation
Unlock: 1/2 Eagle Talisman Hopeless
Unlock: Eagle Talisman (sup) Matrix
Unlock: 1/2 Eagle Talisman DEFCON 5
Unlock: Eagle Talisman (sup) Spirit Temple
Unlock: N/A Stronghold
Unlock: N/A Courtyard
Unlock: N/A Starlight
Unlock: Fireborn as a playable character |
|--|---|---|

Mission Tree



* Not including special weapons (i.e. PFMs, Sentry Turrets)



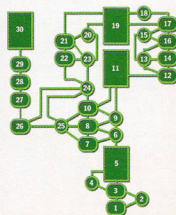
FIREBORN

Available Weapon Arsenal*



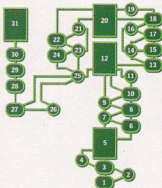
- | | | |
|--|--|---|
| <ol style="list-style-type: none"> Proving Grounds
Unlock: Eagle Talisman (sup) Basic Training
Unlock: Eagle Talisman (sup) Crossroads
Unlock: Minigun Shield Upgrade Grim Retreat
Unlock: Eagle Talisman (sup) Cathedral
Unlock: Eagle Talisman (sup) Earth Temple
Unlock: 1/2 Eagle Talisman Tempered
Unlock: Eagle Talisman (sup) Bomb Shelter
Unlock: 1/2 Eagle Talisman Fire Temple
Unlock: Eagle Talisman (sup) Water Temple
Unlock: 1/2 Eagle Talisman Warehouse
Unlock: Inflator | <ol style="list-style-type: none"> Mystic
Unlock: Coyote Talisman, Max Bullet Ammo +50 Tightrope
Unlock: Eagle Talisman (sup) Bottleneck
Unlock: Minigame Icon (28/36) Leap of Faith
Unlock: 1/2 Eagle Talisman The Pit
Unlock: Eagle Talisman (sup) Wicked Dance
Unlock: Viper Talisman, Max Health +5 Bunker
Unlock: 1/2 Eagle Talisman Amphitheater
Unlock: Eagle Talisman (sup) Crypts
Unlock: 1/2 Eagle Talisman Fire Walker
Unlock: Eagle Talisman (sup) | <ol style="list-style-type: none"> Breakdown
Unlock: 1/2 Eagle Talisman Retaliation
Unlock: Eagle Talisman (sup) Hopeless
Unlock: 1/2 Eagle Talisman Matrix
Unlock: Eagle Talisman (sup) DEFCON 5
Unlock: Minigame Icon (29/36) Spirit Temple
Unlock: N/A Stronghold
Unlock: N/A Courtyard
Unlock: N/A Starlight
Unlock: Mantid Soldier as a playable character |
|--|--|---|

Mission Tree



* Not including special weapons (i.e. PFMs, Sentry Turrets)

Mission Tree



* Not including special weapons (i.e. PFMs, Sentry Turrets)

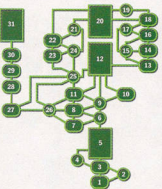
OBLIVION SPAWN

Available Weapon Arsenal*



- | | | |
|---|--|--|
| <ol style="list-style-type: none"> 1. Proving Grounds
Unlock: Eagle Talisman (sup) 2. Basic Training
Unlock: Eagle Talisman (sup) 3. Crossroads
Unlock: S. Launcher Upgrade 4. Grim Retreat
Unlock: Eagle Talisman (sup) 5. Cathedral
Unlock: Eagle Talisman (sup) 6. Fallout
Unlock: Eagle Talisman (sup) 7. Earth Temple
Unlock: Eagle Talisman (sup) 8. Boxed Set
Unlock: Minigame Icon (30/36) 9. Fire Temple
Unlock: Eagle Talisman (sup) 10. Dire Straight
Unlock: Eagle Talisman (sup) 11. Prey
Unlock: 1/2 Eagle Talisman | <ol style="list-style-type: none"> 12. Warehouse
Unlock: Radioactive Flare Gun 13. Mystic
Unlock: Eagle Talisman (sup) 14. Tightrope
Unlock: 1/2 Eagle Talisman 15. Bottleneck
Unlock: Eagle Talisman (sup) 16. Leap of Faith
Unlock: 1/2 Eagle Talisman 17. The Pit
Unlock: Eagle Talisman (sup) 18. Wicked Dance
Unlock: Emaciator Upgrade 19. Bunker
Unlock: Eagle Talisman (sup) 20. Amphitheater
Unlock: 1/2 Eagle Talisman (sup) 21. Crypts
Unlock: Minigame Icon (31/36) 22. Fire Walker
Unlock: Eagle Talisman (sup) | <ol style="list-style-type: none"> 23. Breakdown
Unlock: 1/2 Eagle Talisman 24. Retaliation
Unlock: Minigame Icon (32/36) 25. Hopeless
Unlock: Eagle Talisman (sup) 26. Matrix
Unlock: Eagle Talisman (sup) 27. DEFCON 5
Unlock: Coyote Talisman, Max Bullet Ammo +50 28. Spirit Temple
Unlock: N/A 29. Stronghold
Unlock: N/A 30. Courtyard
Unlock: N/A 31. Starlight
Unlock: N/A |
|---|--|--|

Mission Tree



* Not including special weapons (i.e. PFMs, Sentry Turrets)

MANTIS SOLDIER

Available Weapon Arsenal*



- | | | |
|---|---|--|
| <ol style="list-style-type: none"> 1. Proving Grounds
Unlock: Eagle Talisman (sup) 2. Basic Training
Unlock: Eagle Talisman (sup) 3. Crossroads
Unlock: 1/2 Eagle Talisman 4. Grim Retreat
Unlock: 1/2 Eagle Talisman 5. Cathedral
Unlock: 1/2 Eagle Talisman 6. Fallout
Unlock: Eagle Talisman (sup) 7. Earth Temple
Unlock: 1/2 Eagle Talisman 8. Boxed Set
Unlock: Eagle Talisman (sup) 9. Fire Temple
Unlock: 1/2 Eagle Talisman 10. Dire Straight
Unlock: Eagle Talisman (sup) 11. Prey
Unlock: 1/2 Eagle Talisman | <ol style="list-style-type: none"> 12. Warehouse
Unlock: Chestbuster 13. Mystic
Unlock: Eagle Talisman (sup) 14. Tightrope
Unlock: Minigame Icon (33/36) 15. Bottleneck
Unlock: Bottleneck 16. Leap of Faith
Unlock: N/A 17. The Pit
Unlock: N/A 18. Wicked Dance
Unlock: Minigame Icon (34/36) 19. Bunker
Unlock: Minigame Icon (35/36) 20. Amphitheater
Unlock: N/A 21. Crypts
Unlock: Eagle Talisman (sup) 22. Fire Walker
Unlock: N/A | <ol style="list-style-type: none"> 23. Breakdown
Unlock: N/A 24. Retaliation
Unlock: 1/2 Eagle Talisman 25. Hopeless
Unlock: N/A 26. Matrix
Unlock: Eagle Talisman (sup) 27. DEFCON 5
Unlock: N/A 28. Spirit Temple
Unlock: N/A 29. Stronghold
Unlock: Minigame Icon (36/36) 30. Courtyard
Unlock: N/A 31. Starlight
Unlock: N/A |
|---|---|--|

And Then There Were Bosses...

• **Fighting Bastille**

You'll want to continually loop through the hallway with the explosive ammo, then lead Bastille up the passage that heads over to the +50 Health power up. Work his shield, then unload with explosives for the brief moment when he's vulnerable. Mix, stir, repeat...

• **Fighting Syra & Warclubs**

The object is to kill both Syra and Warclubs at the same time. If you kill one but not the other, the one that you killed will return from the dead with a full health bar. Your best bet is to use explosives on Syra first (she's much tougher to deal with), then take out Warclubs.

• **Fighting Symbiont**

The object is to between six and eight Symbionts running around; however, only one of them is the real boss. All of them take damage and can be killed, but killing the actual, flesh and bone Symbiont is the only way to complete the level. Again, explosives are your best friend...

• **Fighting Tal' Set**

Tal' Set isn't all that hard considering he's the final boss, but the minions that he summons can be quite a pain if you don't deal with them accordingly. Your best bet is to lure them down into the passage with the Lightning icon, then pound on 'em with your newly acquired skill. Grab the Lightning icon as it respawns, then wipe out the next wave of minions.

Chestbuster

At the very end of the Mantis Soldier's level tree (the last character in the Trial Mode), you'll unlock the Chestbuster. It's a powerful weapon that comes with both a standard attack and a powered-up version. Hitting enemies with either one does decent damage, although we're not quite sure if it's worth the hassle...



It's the toughest weapon to unlock, but is it really worth all the extra trouble?

The Final Four

Once you're done with the Trial Mode, there are still four more characters that remain to be unlocked. Although the methods to get them are still unclear, the characters themselves are listed below (courtesy of Acclaim).



WIN! The Ultimate Gaming Rig!!

OVER \$20,000⁰⁰ IN PRIZES!

Puzzle Me, Inc.
"We Make You Think..."

Win the new Sega Dreamcast system!



You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only that start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 500 Mhz MIMX Pentium II, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Dreamcast! Game Boy Pocket, and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H									M Y S T E R Y W O R D
		E								
	P	I	N	C	H		W			
		R								
	S									

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLASTA WRECK.....D
 BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V
 STOMP.....T STAND.....R PRESS.....E DREAM.....O
 CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$3.00) Computer Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

SEND CASH, CHECK, MONEY ORDER TO:
PUZZLE ME, P.O. BOX 9315
PORTLAND, OR 97207-9315

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY APR. 11, 2000 • ENTRY FEE MUST BE INCLUDED. Only one entry per person. You must be under 30 years old to win. Employees of Puzzle Me and its suppliers are ineligible. Judges' decisions are final. Not responsible for loss or delayed mail. Open to residents of the U.S. and Canada. Winners determined no later than 2/28/01. You can request Winners List and Official Rules by writing: Puzzle Me Rules, 1511 SW Park Ave. #215, Portland, OR 97201. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. © 1999 Puzzle Me, Inc.

CLIP AND MAIL

Verifiable retail value of the prize packages as follows: Media Rig Contest package \$7,012.00 core components shown, bonus options \$3,449.00, cash options \$1,250.00. Computer Contest package \$2,500.00 for computer, bonus options \$2,337.00, cash options \$1,250.00. Video Game Contest \$1,000.00 for systems shown, \$3,549.00 bonus options, \$1,250.00 cash options.

POKÉMON

Gotta catch 'em all!

All Horribly Addictive Things Must Come To An End

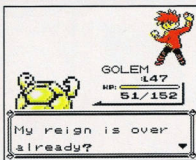
When all is said and done, there are two ultimate goals in Pokémon Yellow: First, you'll want to achieve high levels with a select group of elementally diverse Pokémon so you can challenge all of the Gym Leaders and beat down all the members of the Elite Four (of course, it turns into the Elite Five when you're forced to pummel that dork, Gary). The second goal is to finally get inside the Unknown Dungeon so you can capture the volatile Mewtwo. It's a long, winding road, but the payoff is worth it! In the end, you'll find a proud Professor Oak who will induct your elite Pokémon into the Hall of Fame.



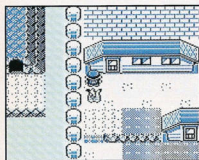
You'll have to go through all of the legendary Elite Four to finish off Pokémon. These guys throw everything at you but the kitchen sink! If you can get through to Lance (the final guy), you'll find out that someone else beat you to the punch to become the greatest Pokémon master of all time. You know what that means...it ain't over yet!



What's this? There's more? After defeating the Elite Four, you'll have to throw down with one final boss—that obnoxious twerp, Gary.



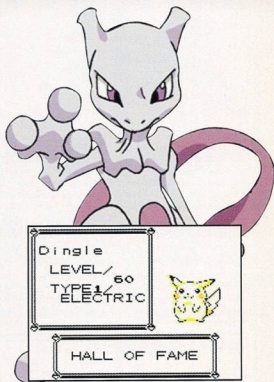
After you pound Gary, the accolades will roll in. Professor Oak expresses his happiness, and Gary loathes his pitiful defeat.



Just because you're the Poké Master doesn't mean there's not more work to be done! The cave next to Cerulean City is now accessible.



Created in a lab, Mewtwo is a genetic freak. He's devastating, but even he can't avoid being captured by the awesome Master Ball!



After beating the Elite Four and Gary, there will be a brief induction ceremony to the Pokémon Hall of Fame for the six Pokémon who you won with.

GUESS THE GAME ENDING AND WIN!



OK, so we admit, this one's pretty easy. If you don't know it—particularly after reading this issue—you should be ashamed! And you call yourself a hardcore gamer? OK, OK, now we're just being silly. Anyway, you know the deal: Guess the game pictured at right and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than January 20, 2000! Send entries to Game Over #67 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.



CLUE: Ashes to Ashes...

NBA SHOWTIME 2-
 on-2 basketball with no rules and no holds barred hoop action! Create your own player and gain skill points for 9 different attributes. A player action, 30 courts, dunks, power up codes and instant replay ensure realistic play.

Midway (Sports)
 Release: NOW

PSX \$44.99
N64 \$59.99
DC \$49.99

PLAYSTATION		DREAMCAST	
Title	Release Price	Title	Release Price
Act Combat 3	11/09 \$48.99	Aero Wings	09/09 \$48.99
Aller Resurrection	01/00 \$44.99	Air Force Delta	06/09 \$48.99
All Star Tennis 99	10/09 \$36.99	Armada	11/09 \$42.99
Ace Escape	05/00 \$42.99	Blue Stinger	09/09 \$49.99
Arms Race: Great 12	11/09 \$32.99	Carrier	09/09 \$49.99
Army Men: Act of War	01/00 \$44.99	Catwoman Resurrection	09/09 \$39.99
Baldur's Gate	12/09 \$49.99	Dreamcast Controller	09/09 \$29.99
Beas Landing w/ActRaid	10/09 \$36.99	Dreamcast System	09/09 \$225.00
Black Bass/Blue Marlin	10/09 \$44.99	Dreamcast Visual Memory	09/09 \$29.99
Blades of Steel 2000	11/09 \$44.99	DynaSight Cup	11/09 \$49.99
Blood Ray 2	05/09 \$39.99	Get Bass	10/09 \$42.99
Chocobo Racing	10/09 \$44.99	House of the Dead 2	09/09 \$49.99
CITR Chariot Racing	10/09 \$39.99	Hyper Thunder	06/09 \$44.99
Caesars Palace 2000	12/09 \$39.99	Incoming	11/09 \$48.99
Carmageddon 2	12/09 \$42.99	King of Fighters 99	10/09 \$49.99
Chessmaster Millennium	10/09 \$42.99	Manx Vt. Capcom	10/09 \$48.99
Chocobo Magic Dungeon 2	10/09 \$49.99	Marvel: Kombat Golf	09/09 \$39.99
Civilization Call Power	02/00 \$42.99	NFL Blitz 2000	09/09 \$48.99
Cluck Tower 2	10/09 \$38.99	Power Stone	09/09 \$49.99
Colony Wars 3 Red Sun	03/00 \$42.99	Rainbow Six	10/09 \$49.99
Cool Boarders 4	10/09 \$42.99	Ready 2 Rumble Boxing	09/09 \$49.99
Crashout Yammeris	03/00 \$48.99	Resident Evil Code Veron	10/09 \$49.99
Demolition Racer	03/00 \$49.99	Sega Rally Xtreme	11/09 \$49.99
Defender: Gauntlet	12/09 \$44.99	Sega Sports NFL 2K	09/09 \$49.99
Die Hard Trilogy 2	11/09 \$42.99	Slave Zone	11/09 \$49.99
Dino Crisis	09/09 \$49.99	Sonic Adventure	09/09 \$49.99
Driver	07/09 \$39.99	Sonic Adventure 2	09/09 \$49.99

PLAYSTATION		DREAMCAST	
Title	Release Price	Title	Release Price
Enduro Planets Babes	05/00 \$44.99	NBA Live 2000	10/09 \$39.99
Earthworm Jim 3	10/09 \$42.99	NCAA Football 4	11/09 \$42.99
FIFA Soccer 2000	09/09 \$44.99	NCAA Game Breaker 2000	09/09 \$32.99
Fatal Fury Wild Arms	09/09 \$39.99	NFL Blitz 2000	09/09 \$42.99
Fighting Force	11/09 \$42.99	NHL Hockey 2000	09/09 \$39.99
Fort Fantasy VIII	09/09 \$44.99	Need Speed: Motor City	12/09 \$44.99
Frigger 2	11/09 \$42.99	Omega Boost	09/09 \$44.99
Garurumon	02/00 \$44.99	PSX Dual Shock Controller	09/09 \$29.99
Gran Turismo	10/09 \$44.99	PSX Memory Card	09/09 \$14.99
Grand Theft Auto 2	09/09 \$39.99	PSX System	10/09 \$109.99
Grady Gully 2	11/09 \$42.99	Play Boy	10/09 \$42.99
Indiana Jones and the Temple of Doom	11/09 \$44.99	Quake 2	10/09 \$42.99
Intelligence Classics	09/09 \$29.99	Resident Evil 3: Nemesis	11/09 \$51.99
Jaxxon	07/09 \$44.99	Road Rash Unleashed	11/09 \$39.99
Jet Moto 3	09/09 \$39.99	South Park Rally	10/09 \$44.99
Juho's Venture	11/09 \$42.99	Spyro the Dragon 2	11/09 \$42.99
Just Cause	09/09 \$44.99	Star Wars: Phantom Menace	09/09 \$44.99
Juarez Park/Wargoth	10/09 \$39.99	Sukikid 2	09/09 \$39.99
Knight's of Gaijins 99	11/09 \$46.99	Supersmash 2000	11/09 \$42.99
Knights of Carnage	10/09 \$39.99	TMN Mirrorsport Hardcore 2	11/09 \$39.99
Knockout Kings 2000	11/09 \$39.99	Tot Concato	10/09 \$42.99
Komari Arcade Classics	03/00 \$35.99	Trick Drive Off Road 3	10/09 \$42.99
Legend of Soul Reaver	10/09 \$39.99	Ultimate Street Fighter 2	09/09 \$49.99
Lunar: Eternal Blue	10/09 \$32.99	Tiger Woods 2000	10/09 \$39.99
Lunar Silver Star Story	06/09 \$48.99	Tombar Raider: Let's Ravin	10/09 \$42.99
MTV Sports Snowboard	10/09 \$42.99	Tormentor: Never Dies	11/09 \$44.99
Maxx Force	10/09 \$42.99	Tony Hawk Pro Skater	10/09 \$42.99
Madden Football 2000	08/09 \$39.99	Twisted Metal 4	11/09 \$39.99
Mach Madness 2000	12/09 \$44.99	Urbz: The Hidden World	01/00 \$44.99
Medal of Honor	11/09 \$39.99	WCW Mayhem	09/09 \$39.99
Mel Gear Solid VR Miss	10/09 \$48.99	Wu Tang Kung Fu	11/09 \$39.99
Monster Race 2	10/09 \$39.99	X-Men 3D	03/00 \$42.99
Monster Mission	09/09 \$39.99	Xena Warrior Princess	10/09 \$42.99

007: TOMORROW NEVER DIES
 This James Bond adventure will test your skills as you master multiple modes in 3rd person views. Shoot, ski, drive and fight your way through 14 missions. New and classic gadgets & weapons galore. Take on your friends in split screen 2 player mode.

EA (Adventure)
 Release: Now

PSX \$44.99

GRAN TURISMO 2
 The best console racing game ever returns for another round of high-speed action. Gran Turismo 2 allows you to choose from almost 400 car models from world-class manufacturers. Then take your own wheels for a spin on one of over 20 racing courses.

Sony (Simulation)
 Release: 12/99

PSX \$44.99

NINTENDO 64		USED GAMES		GAMEBOY COLOR	
Title	Release Price	Title	Release Price	Title	Release Price
Army Men: Sarge's Heroes 1	10/09 \$39.99	ActRaiser	09/09 \$19.99	Battle Tensei	11/09 \$28.99
Asteroids Hyper 64	11/09 \$52.99	Barjo-Kazooie N64	09/09 \$32.99	Chase HQ	10/09 \$28.99
Battle Tensei	10/09 \$54.99	Beyond the Beyond	09/09 \$29.99	Duke Nukem 3D	09/09 \$28.99
Blades of Steel 2000	11/09 \$56.99	Blue Stinger Dreamcast	11/09 \$39.99	FIFA Soccer 2000	10/09 \$29.99
Carmageddon 64	11/09 \$36.99	RayMan 2	10/09 \$59.99	Game & Watch Gallery 3	10/09 \$28.99
Chocobo King	11/09 \$54.99	Resident Evil 4	09/09 \$64.99	Gameboy Color	05/09 \$29.99
Cluck Tower 64	10/09 \$39.99	Star Wars Episode I: The Phantom Menace	09/09 \$59.99	Golden Boobies	10/09 \$29.99
Donkey Kong G4	11/09 \$39.99	So. Pac. Kid	11/09 \$59.99	Madden Football 2000	09/09 \$29.99
Duke Nukem Zero Hour	09/09 \$54.99	Space Invaders	11/09 \$52.99	Mario Golf	10/09 \$28.99
EX-3 Deep Cover	10/09 \$62.99	Star Wars Racer	09/09 \$56.99	NFL Blitz 2000	09/09 \$28.99
Garfield Legends	09/09 \$54.99	Starcraft	01/00 \$54.99	Pokemon Pinball	07/09 \$32.99
Harvest Moon	10/09 \$59.99	Super Cross 2000	10/09 \$54.99	Prismata Velocity	09/09 \$38.99
Indiana Jones and the Temple of Doom	10/09 \$54.99	Super Mario Adventure	04/00 \$49.99	Revolution Demon Slayer	09/09 \$38.99
Jet Force Gemini	10/09 \$52.99	Tiger Woods 2000	10/09 \$54.99	Space Invaders	10/09 \$34.99
Knockout Kings 2000	11/09 \$54.99	Tonic Trouble	09/09 \$56.99	Towers Lord Baniff	10/09 \$32.99
LEGO Racers	10/09 \$56.99	Top Gear Rally 2	11/09 \$59.99	WWF Wrestlemania 2000	11/09 \$29.99
Legend of Zelda	11/09 \$39.99	Toy Story 2	11/09 \$54.99		
Madden Football 2000	09/09 \$54.99	Vigilante 2 Offense	12/09 \$54.99		
Mad Max: Steel Dawn	11/09 \$54.99	Virtual Chess 64	08/09 \$49.99		
N64 Controller Assault ed.	10/09 \$26.99	WCW Mayhem	09/09 \$54.99		
N64 Remote Pak	09/07 \$19.99	WWF Wrestlemania 2000	11/09 \$66.99		
N64 System Purple	11/08 \$108.99	War/Farf Assault	09/09 \$64.99		
NASCAR Museum 64	11/09 \$36.99	Wild Water Canyon	11/09 \$59.99		
NASCAR 2000	11/09 \$44.99	WipeOut	12/09 \$39.99		
N64 Controller 23and	11/09 \$49.99	Women Armageddon	11/09 \$56.99		
NFL 2000	11/09 \$54.99	X-Men 3D	03/00 \$54.99		
NFL Out Club 2000	09/09 \$59.99	Xena Warrior Princess	10/09 \$59.99		

NINTENDO 64		USED GAMES		GAMEBOY COLOR	
Title	Release Price	Title	Release Price	Title	Release Price
Ogn's Battle 3	02/00 \$66.99	Alone in the Dark PSX	09/09 \$19.99	Battle Tensei	11/09 \$28.99
Perfect Dark	04/00 \$59.99	Barjo-Kazooie N64	09/09 \$32.99	Chase HQ	10/09 \$28.99
Pokemon Stadium	10/00 \$59.99	Beyond the Beyond	09/09 \$29.99	Duke Nukem 3D	09/09 \$28.99
RayMan 2	10/09 \$59.99	Breath of Fire 3 PSX	09/09 \$29.99	FIFA Soccer 2000	10/09 \$29.99
Resident Evil 4	09/09 \$64.99	Cow City of Angels PSX	09/09 \$24.99	Game & Watch Gallery 3	10/09 \$28.99
Star Wars Episode I: The Phantom Menace	09/09 \$59.99	Crash Bandicoot 2: The Cortex Cortex	09/09 \$44.99	Gameboy Color	05/09 \$29.99
So. Pac. Kid	11/09 \$59.99	F-Zero X N64	09/09 \$29.99	Golden Boobies	10/09 \$29.99
Space Invaders	11/09 \$52.99	Flying Dragon N64	10/09 \$32.99	Madden Football 2000	09/09 \$29.99
Star Wars Racer	09/09 \$56.99	In the Shell PSX	09/09 \$24.99	Mario Golf	10/09 \$28.99
Starcraft	01/00 \$54.99	Killer Instinct N64	08/09 \$39.99	NFL Blitz 2000	09/09 \$28.99
Super Cross 2000	10/09 \$54.99	Magic Carpet PSX	09/09 \$29.99	Pokemon Pinball	07/09 \$32.99
Super Mario Adventure	04/00 \$49.99	Magic's Gatekeeper PSX	09/09 \$24.99	Prismata Velocity	09/09 \$38.99
Tiger Woods 2000	10/09 \$54.99	Manix Party N64	08/09 \$39.99	Space Invaders	10/09 \$34.99
Tonic Trouble	09/09 \$56.99	Manoia Grand Prix Dream	11/09 \$39.99	Towers Lord Baniff	10/09 \$32.99
Top Gear Rally 2	11/09 \$59.99	Ogn's BattlePSX	09/09 \$32.99	WWF Wrestlemania 2000	11/09 \$29.99
Toy Story 2	11/09 \$54.99	PalPat Trilocation Dreamcast	11/09 \$34.99		
Vigilante 2 Offense	12/09 \$54.99	Paradise Hearts 2	09/09 \$44.99		
Virtual Chess 64	08/09 \$49.99	Power Rangers Dino Thunder	09/09 \$39.99		
WCW Mayhem	09/09 \$54.99	Samurai Shodown 3PSX	09/09 \$29.99		
WWF Wrestlemania 2000	11/09 \$66.99	Shadowgate G4 N64	08/09 \$49.99		
War/Farf Assault	09/09 \$64.99	Star RailPSX	09/09 \$34.99		
Wild Water Canyon	11/09 \$59.99	Tempest X PSX	09/09 \$24.99		
WipeOut	12/09 \$39.99	Vampire's Party PSX	09/09 \$29.99		
Women Armageddon	11/09 \$56.99	Xbox Extreme Racer Dream	11/09 \$39.99		
X-Men 3D	03/00 \$54.99	Wing Commander APX	08/09 \$32.99		
Xena Warrior Princess	10/09 \$59.99	Xenious 3D PSX	09/09 \$24.99		

VIGILANTE 2 OFFENSE
 Features destructible environments, morphing vehicles, special attack modes & multiplayer options. Blast your way through 12 arenas across the U.S. & hidden areas. Pilot your arsenal loaded vehicle through curves, high speed highways & more!

Activision (Shooting)
 Release: Now

PSX \$39.99
N64 \$54.99
DC \$49.99

COMPUTER GAMES & HARDWARE	
Title	Release Price
Abomination	10/09 \$34.99
Age of Empires 2	08/09 \$44.99
Alien's Call	12/09 \$44.99
Battle: Red Odyssey	04/09 \$27.99
Battlezone 2	11/09 \$39.99
Comanche 4	10/09 \$38.99
Crash: Ent' Paint Br 2	12/09 \$38.99
Diala 2	10/09 \$45.99
Delta Force 2	10/09 \$38.99
Descent: Freespace 2	10/09 \$39.99
DF: 2nd Knight Wright	08/09 \$29.99
Diablo 2	12/09 \$48.99
Die Hard Trilogy 2	11/09 \$44.99
Diplomacy	11/09 \$15.99
Dirt Racing Driver	10/09 \$41.99
FIFA Soccer 2000	11/09 \$38.99
Galibari King 3	11/09 \$39.99
Half Life: Opposing Force	11/09 \$39.99
Herz MM 3 Arm Break	10/09 \$29.99

COMPUTER GAMES & HARDWARE	
Title	Release Price
Homefront	09/09 \$39.99
Indiana Jones and the Temple of Doom	11/09 \$48.99
Intestate 82	11/09 \$38.99
Links LS 2000	10/09 \$48.99
Nox	11/09 \$47.99
Odium	11/09 \$37.99
Overlord: The Normal Soul	11/09 \$39.99
Planescape Torment	11/09 \$39.99
Quake 3 Arena	11/09 \$47.99
Rage of Mages 2	10/09 \$27.99
RC Stunt Copter	10/09 \$37.99
Revanant	10/09 \$34.99
Return to Castle Wolfenstein	11/09 \$37.99
Scooby-Doo: Myer Fun Pak	10/09 \$18.99
Silent Hunter 2	11/09 \$44.99
Star Trek: Hidden Evil	11/09 \$44.99
Star Trek: DS9 Falls	11/09 \$44.99
Star Trek: Online Academy	11/09 \$45.99
Star Wars: Republic Commando	11/09 \$37.99
TD: Drive On Road 3	10/09 \$28.99

ARMADA is a 4 player action game set in space. Fight huge aliens, travel to distant climes and explore strange new worlds. Each world has unique enemies and challenges and you can replay each stage to enhance your skills and skills during the game. Use the VMU to store info on kills, ships and new items as you attempt to save human kind.

Metrod3D (Shooter)
 Release: Now

DC \$48.99

DONKEY KONG 64
 He's big. He's bad. He's back. Eight worlds, over 30 mini-games & 3 new characters. There are 109 special moves available, & you'll have to master them all before you reach the end of the adventure. Power-ups like banana bunches, pineapple barrels & fruit grenades add a frantic shoot 'em up quality to DK 64.

Nintendo (Adventure)
 Release: Now

N64 \$59.99

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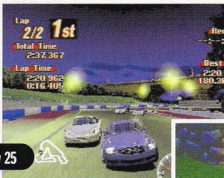
February 2000

On sale January 25

Get ready to burn rubber as we kick off the new millennium with coverage of the hottest racer the PlayStation has ever seen—*Gran Turismo 2*. With more than 500 cars and 20 tracks, this baby's gonna keep you driving fans busy for a long, long time. We'll also have the sec-

ond halves of our *Donkey Kong 64* and *Tomb Raider: The Last Revelation* guides, as well as new stuff like *Tombal 2*, *Fear Effect*, and more! Best of all, we've got a little surprise for you *Pokémon* fans out there... (Did somebody say Gold and Silver?)

Feature Story



It's gonna be pandemonium on the streets all over again when we tear into Sony's awesome new racing sequel, *Gran Turismo 2*, next month. Racing fans, get ready!



Part 2 of our massive DK64 strategy covers the final four worlds, as well as all of the game's secrets. You'll be kicking K. Rool's butt in no time!

Feature Story



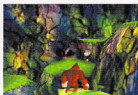
On sale January 11

February 2000

ELECTRONIC GAMING MONTHLY



The Review Crew takes on Lara's latest. How will she fare after the disappointing *Tomb Raider III*?



Nintendo's big ape is back! Find out how he rates when the Crew takes on the mammoth *Donkey Kong 64*.

EGM brings you all the details on the most eagerly awaited DC game of early 2000: *Crazy Taxi*. Don't miss the mini-games, the extra stuff, an interview with the developers, and more! Plus, be sure to check out the Review Crew's thoughts on two of the holiday season's biggest games: *Donkey*

Kong 64 and *Tomb Raider: The Last Revelation*. In addition, we'll show you the latest and best peripherals for all your favorite game systems. Which Light Gun should you buy for Dreamcast? What's the best Fighting Stick around? Which cheat device gets the best results? Find out next issue!

Official U.S. PlayStation Magazine

February 2000

On sale January 18

You've dreamed about the game, seen the game, wanted the game—but now find out what *OPM* thinks of the game when we take *Gran Turismo 2* for a test drive. Afterward, cruise on over to our massive GT2 strategy and learn how to master all the courses and ace all the driving tests. Plus, we'll have reviews of top titles like *Tomb Raider: The Last*

Revelation (which is also on our Demo Disc!), *SaGa Frontier 2*, *Vigilante 8: Second Offense*, *The Smurfs*, *Thrasher: Skate & Destroy*, and many others. And be sure to turn to us for all the latest previews on the hottest games of the new millennium—that is, if we all survive the massive Y2K meltdown! Start stocking the canned goods, dear!

Feature Story



ON THE DEMO DISC:

PLAYABLES:

- *Tombal 2: The Evil Swine Return*
- *Ballistic*
- *Tomb Raider: The Last Revelation*
- *SuperCross Circuit*

- *MTV Sports: Snowboarding*
- *International Track & Field 2000*

NON-PLAYABLES:

- *Hot Shots Golf 2*
- *Medal of Honor*

Need help on older games?

Order a back issue of *Expert Gamer!*

Issue #54-\$7.00



December '98

Zelda 64
Turk 2: Seeds of Evil
MediEvil
Xenogears
Silicon Valley
Soul Calibur (arcade)
Ninja
Tenchu
Madden NFL 99

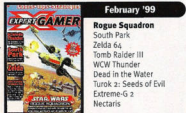
Issue #55-\$7.00



January '99

Tomb Raider III
Brave Fencer Musashi
Crash B.: WARPED
Twisted Metal III
Abe's Exoddus
Turk 2: Seeds of Evil
Zelda 64
South Park
Darkstalkers 3

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February '99

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South Park
Zelda 64
Tomb Raider III
WCW Thunder
Dead in the Water
Turk 2: Seeds of Evil
Extreme-G 2
Nectaris

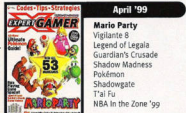
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March '99

Silent Hill
Syphon Filter
Castlevania 64
Marvel SH vs. SF
Civilization 2
Alkali the Heartless
Snowboard Kids 2
Contender
March Madness 99

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April '99

Mario Party
Vigilante 8
Legend of Legaia
Guardian's Crusade
Shadow Madness
Pokémon
Shadower
T'ai Fu
NBA In the Zone '99

Issue #59-\$6.00



May '99

Super Smash Bros.
WCW Nitro
SF Alpha 3
Need For Speed IV
Get 3
Triple Play 2000
All-Star Baseball 2000
Goemon's Great
Adventure

Issue #60-\$6.00



June '99

Star Wars: Racer
R4: Ridge Racer Type 4
Beetle Adventure
Racing
Ehrgeiz
Bloody Roar 2
MLB 2000
Goemon's Great
Adventure

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July '99

Ape Escape
Tekken Tag Tournament
Star Ocean
The Second Story
LUMAR: Silver Star
Story Complete
Quake II
Hybrid Heaven
Ehrgeiz

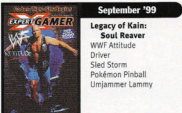
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August '99

Pokémon Snap
World Driver
Championship
Super Mario Bros. Deluxe
Jade Cocoon
Mario Golf
Echo Night
NBA Showtime

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September '99

Legacy of Kain: Soul Reaver
WWF Attitude
Driver
Sled Storm
Pokémon Pinball
Unjumper Lummy

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October '99

Final Fantasy VIII
Soul Calibur
Sonic Adventure
Blue Stinger

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November '99

Dino Crisis
CTB: Crash Team
Racing
Final Fantasy
Anthology
Suikoden II
Soul Calibur (pt. 2)

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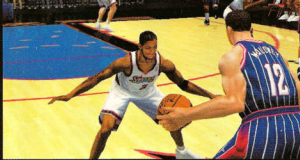
MUSIC

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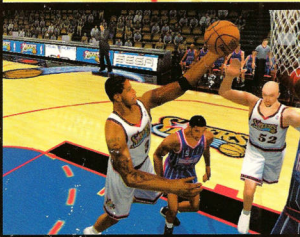
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