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JULY No. 77 2001

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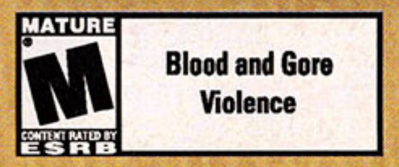

Blood and Gore
Violence

PlayStation®2

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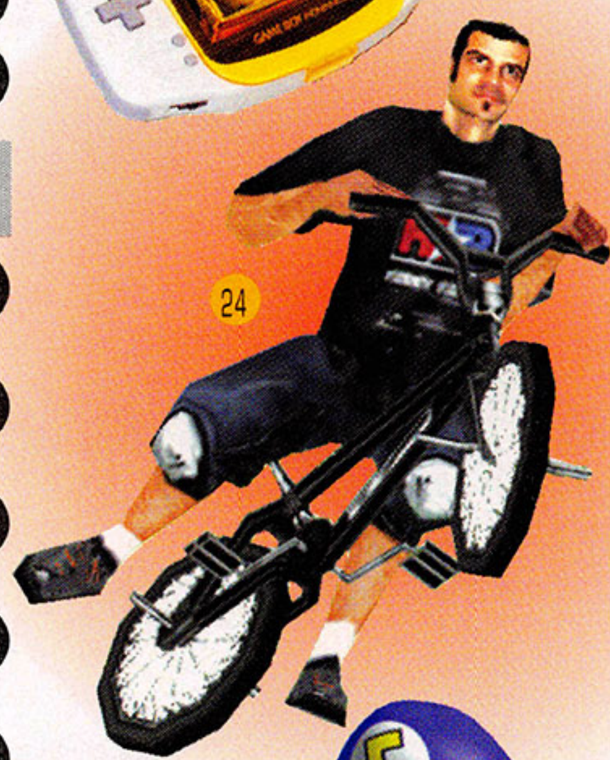

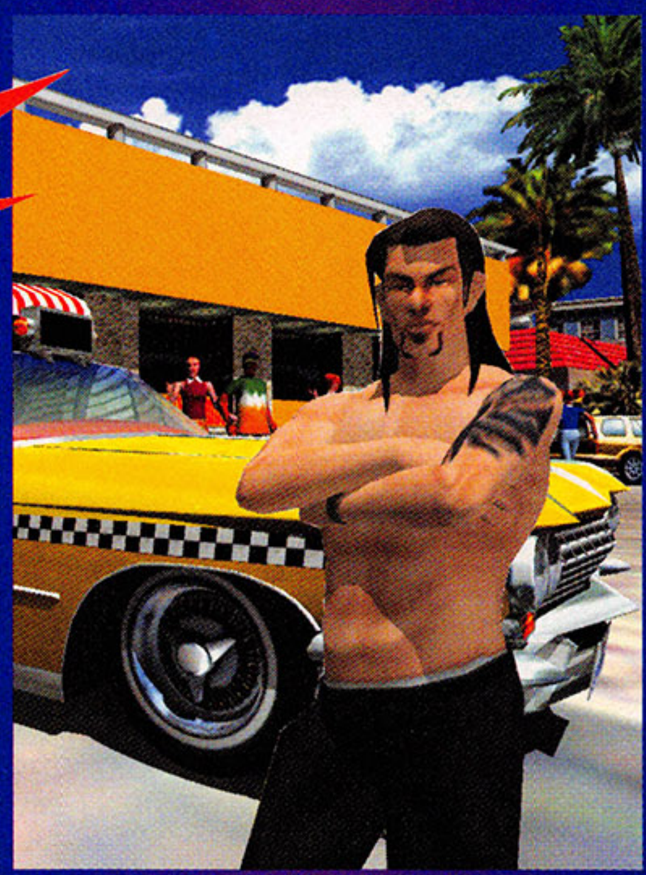

JULY 2001

ON THE COVER

We're bringing you double the insanity with *Crazy Taxi* for the PlayStation 2 and *Crazy Taxi 2* for the Dreamcast! If you really need to get somewhere in a hurry, these guys are the ones to call!

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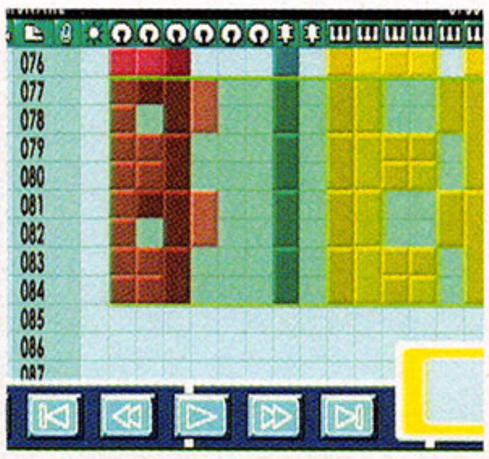
Japan Report 96

Pokémon Report 94



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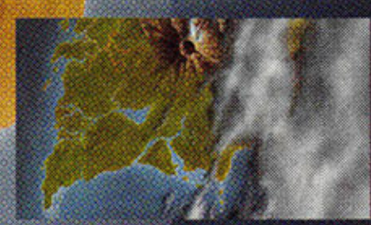
FIND THE POWER

ARRIVES JULY 2001

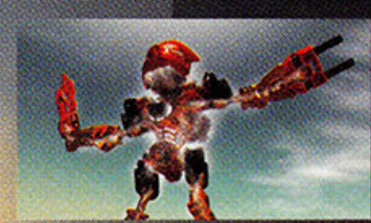


On the island of Mata Nui the evil Makuta rules and times are dark.

Legend says that six heroes will come to restore peace. Now the lengendary Toa have arrived on Mata Nui.

To defeat Makuta the Toa must find the Great Masks of Power.

The Toa set out in search of the masks. Many dangers await them...



...before they can fulfil their destiny and free the island.

TAHU

POHATU

KOPAKA

LEWA

GALI

ONUA

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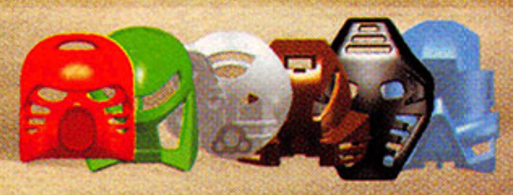
Six Hereos One Destiny

Collect the Toa and join them on their quest for the Great Masks of Power. This fall, look for exciting BIONICLE™ games from LEGO Software for GAME BOY ADVANCE and PC CD-ROM.



LEGO TECHNIC

Power Up!

Tips & Tricks Editor in Chief **Chris Bieniek** just paid 80 bucks for a VCR with all of the same features as the one he paid $1,000 for in 1985. In fact, in some ways it's better; it's smaller and it plays S-VHS tapes. At that rate of depreciation, you'd think that a Neo•Geo Gold System could now be had for about $19.95. But you'd be wrong.
Current Favorite Games: Crazy Taxi 2, Mad Panic Coaster, Shenmue, Karate Joe

Cool and collected, Executive Editor **Anatole Brown** is the calm eye of normalcy in the hurricane of idiosyncrasy that is the *Tips & Tricks* offices. He drinks coffee, drives a station wagon and generally serves as our bastion of sanity. Seriously, the whole place goes to heck whenever he has to take a day off. It's like the leprechauns come out or something.
Current Favorite Games: X-Men Mutant Academy 2, Super Mario Advance, NBA Street, Pikmin

There's an easy way to tell when *Tips & Tricks* Art Director **Lisa Beattie** is under deadline pressure: When leaving the office for the day, she'll say "I gotta get out of here" instead of her usual cheery "Good night." But she soldiers on, bearing her share of the burden that comes with being the #1 video-game tips magazine (and having to prove it every month).
Current Favorite Games: Star Wars: Super Bombad Racing, Dr. Mario 64, NBA 2K1, Crazy Taxi

Though he has a long history of buying and selling trading cards, *Tips & Tricks* Associate Editor **Jason Wilson** swears that he's out of the card-collecting racket for good. However, if any *Tips & Tricks* reader happens to have a copy of the December 1996 issue of *Sports Illustrated for Kids* lying around, he'd be glad to take it off your hands...
Current Favorite Games: Capcom vs. SNK 2, Super Street Fighter II Turbo, The Simpsons: Road Rage, Super Mario Advance

Just as professional athletes make extra dough from product endorsements, *Tips & Tricks* Associate Editor **Ara Shirinian** has been able to supplement his income by working as a hand model for video-game magazine advertisements, showing off the blisters and calluses that develop when one plays *Gran Turismo 3: A-spec* all day.
Current Favorite Games: Monkey Ball, Keyboardmania: 2nd Mix, Guitaroo Man, Gran Turismo 3: A-spec

We may make it look easy, but it's surprisingly difficult to write these mini-bios every month. We usually try to include a little bit of personal information or humorous anecdote about each person, but keep it interesting. In the case of Associate Editor **Charlotte Chen**, it's an extra challenge to try to do so without using the word "Pokémon." Ooops...
Current Favorite Games: Toki Tori, Luigi's Mansion, The Simpsons: Road Rage, Steel Soldiers

Contributing Editor **Pat Reynolds** wears a utility belt with a retractable grappling hook, because you never know when you might need one...and you might even get smooched by a princess for being so resourceful. Pat was gonna go into Toshi Station to pick up some power converters, but decided that he can waste time with his friends when his chores are done.
Current Favorite Games: Super Mario Advance, Mat Hoffman's Pro BMX, Dance Dance Revolution: 4th Mix, Armored Core 2: Another Age

As a freelance writer living in Arizona, *Tips & Tricks* contributor **Geoff Arnold** doesn't get to see the magazine before it's printed. He treats each new issue like it's a Sara Lee All-Butter Pound Cake, except for the fact that he doesn't have to leave it on the kitchen counter for a few hours to thaw before he slices it open to taste the yummy goodness.
Current Favorite Games: X-Men vs. Street Fighter, Black Tiger, Street Fighter III, 2nd Impact, Onimusha: Warlords

Visitors to our offices are often repulsed by the smell of burning plastic coming from behind the *Tips & Tricks Sports Desk*, where **Mike Daly** plays, analyzes and comments on the latest sports video games. If a new game doesn't meet his lofty standards, Mike will carefully melt the word "SUCKS" into the game CD with his trusty soldering iron.
Current Favorite Games: MLB 2002, NBA Street, Crash Bandicoot: The Wrath of Cortex, Frequency

T&T Editorial Assistant **Jamie Andrew** collects vintage Zippo lighters, including both pocket and table models. The centerpieces of her collection are three World War II-era Zippos, each with a different U.S. Navy insignia. She only needs Pisces and Virgo to complete her set of Zippo's original slim-line Zodiac series from the late '70s. Actually, we just made this whole thing up. She doesn't even smoke.
Current Favorite Games: Vasteel, Eastern Front 1941, Carnage Heart: Second Zeus, Tweety & the Magic Jewel

TIPS & TRICKS

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A villainous force has transformed the dream world of Lunatea into a nightmare. A young hero, Klonoa, has been given the task of rescuing this once enchanted land. A daunting mission, to be sure. But with ears to ride the wind, and a magic ring to control his foes, this hero's victory cry will surely be heard.

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Readers' tips

Each month we wade through thousands of letters, selecting only the most interesting for you, the discerning reader. If you want your letter to appear here, just write to:

Tips & Tricks
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

If we can't read your handwriting, we can't print your letter. Please write legibly!

SECRET CODE SECRETS

I have a question to ask you. Where do you get your codes from?

—Owen Perez
St. Petersburg, FL

It's a little-known fact that our mild-mannered editors also happen to be psychics. Additionally, we are experts in remote viewing. Harnessing the psychokinetic energies that flow through our office space, we are able to travel into programmers' minds and seek out all the secrets and codes they put into their games, even if they work in Texas. It's also a very efficient way to conduct interviews.

ANNOYED AT *DDR*

I got *Dance Dance Revolution* for PlayStation for my birthday last month and it's a great game, but I think there's one thing wrong about it. I hate when the audience says "Boo!" when your dance meter is low and I consider it very annoying. I didn't want to ask Konami because they'll probably tell me some lame excuse. So my question is: Why did they program the game to say "Boo!" When your dance meter is low?

—Adam Askenaizer
West Hills, CA

You bring up a good point, Adam...and you're certainly not alone in your opinions. Most games reward you for playing well with sound effects, graphics or some other kind of special reward—but when you don't do so well, some games penalize you, and sometimes they do it in a very irritating way. Dance Dance Revolution *doesn't really boo at you, although the text "Boo!" does appear on the screen whenever you miss a step. There are other games that go much further to punish the less-than-competent player. (Those full-motion-video Sega CD games from Digital Pictures come immediately to mind; they were loaded with people who angrily berated you if you couldn't immediately master their cruddy controls.) It's definitely not fun to play a game if it keeps booing or mocking you whenever you make a mistake. This approach to game design is a great idea if your goal is to frustrate, annoy and belittle the people who bought your game. Fortunately, this type of thing doesn't rear its ugly head very frequently..*

When you miss a step in *Dance Dance Revolution*, you'll receive a "Boo!"

THE LAST WORD ON MOOGLES

Hey *Tips & Tricks*, I've got a letter for you guys and I hope you put this in your magazine. It's surprising to me that the people that have been mailing you haven't figured out what it means when the moogles in the *Final Fantasy* series say "kupo." Well I have; it means "OK." You can plug it into any one of their phrases and it will work. Well, at least with *Final Fantasy IX*, because I've seen phrases like, "Help me, kupo!" (which would be, "Help me, OK!") or "Save game, kupo?" (which means "Is it OK if I save your game?"). Personally, if this is true, which I think it is, then moogles have a speech pattern similar to Quina, which brings me to think that ancient cave-moogles (carve game save on stone with hammer and chisel) first lived with ancient cave Q's, (ate the rocks) from where they developed their speech patterns (because they are with the Q's all the time) and changed the word/phrase "OK" into "kupo." Thanks for the time and effort. I know you have billions of letters, but please put it in your magazine.

—Matthew Amason
Conroe, TX

Thanks for your letter, Matthew. That's an interesting theory, but this is the last time we're answering questions on this topic. Just because you can substitute one word for another and make sense out of it doesn't necessarily imply that both words are the same. With that logic, you could just as easily argue that "kupo" means "Matthew." Hey, that works even better! "Help me, Matthew!" "Save Game, Matthew?"

MAGAZINES FROM THE FUTURE

Hi, my name's Doug and I have a question. I always get the next issue a month early. Example, I sent this letter after I got my May issue in April. Why?

—Doug Dewease
Hanover, PA

While most issues of Tips & Tricks hit the newsstands just days before their proper on-sale date, our schedule allows us to ship magazines to subscribers so they might receive them well beforehand. Consider it a further incentive for being a subscriber. It's typical for monthly magazines to be ahead of schedule in this regard, although the amount of "lead time" varies from publication to publication.

TOKEN OF THE MONTH

Front

Back

This month's token is from Dennis' Place for Games in Chicago, Illinois. It was sent in by Dmaine Hanks, also from Chicago. Thanks, Dmaine!

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

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Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
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DARK LEGACY

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PlayStation 2

Blood
Violence

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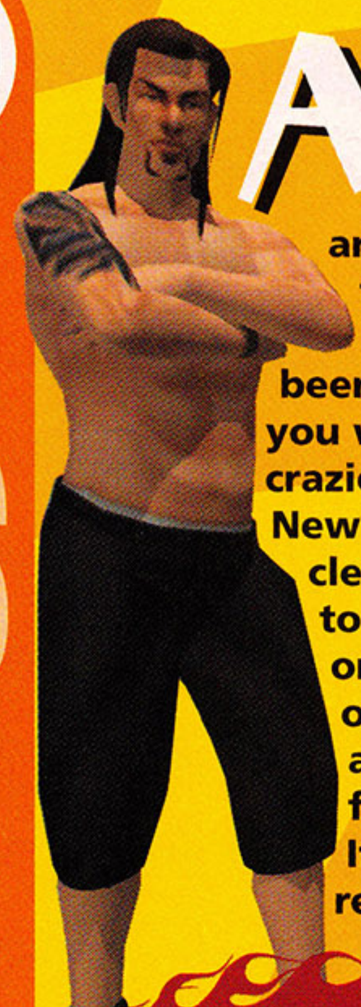


Crazy Taxi 2

by Jason Wilson

A sequel to the popular arcade hit and Dreamcast game, *Crazy Taxi 2* is strikingly similar to the first title. Most of the challenges and gameplay are still exactly the same from the original *Crazy Taxi*, but the setting has been changed to the place where you would expect to find the craziest cab drivers in the world: New York City! The same obstacles are in your way as your try to deliver each passenger to his or her destination on time—or risk not getting paid. You can also unlock a slew of hidden options in "Crazy Pyramid" mode, including secret vehicles and extra characters. After hours and hours of play, we have unlocked it all; now all you have to do is read the following tips for each stage and do exactly as we say. This strategy guide can actually save you money! If you use this information properly, you won't have to shell out hard-earned cash to replace the Dreamcast that you drop-kicked in frustration or the controller that you threw out the window after failing to complete the "S-S" challenge for the hundredth time. Trust me, I'm speaking from experience.

Crazy Tips

Learning the intricacies of *Crazy Taxi 2* is the only way to be successful at unlocking everything. Each technique will require a little bit of practice to master, but nothing is so impossible that you won't get the hang of it after a few games. The key is being able to perform these techniques in timed, high-pressure situations. The right turn at the right time can shave off a few precious seconds, getting you closer to your next fare or unlocking that precious level that's been causing you to tear your hair out for the past hour!

Crazy Dash

A little trick that makes it much easier for you to take passengers to their various destinations, the Crazy Dash is essential if you ever want to finish off the Crazy Pyramid. To perform this technique while stopped, press the **A** button to shift your car into Reverse. Now press Drive (**B** button) and the Accelerator (**R** button) almost simultaneously. If you did this correctly, you will hear the engine rev and your car will accelerate to near its top speed almost immediately. Note that you must hit the accelerator just slightly *after* you shift into Drive in order to get the speed boost. Practice this technique anywhere in the game until you get the timing right, then you can try to do it while the car is moving for an extra speed burst.
To do a Crazy Dash while driving, release the **R** button (Accelerator), tap **A** to throw it into Reverse for a brief instant, then quickly press **B** and **R** as described above. If done correctly, you'll hear the engine whine at a much higher pitch than normal and your car will reach its highest speed almost instantly! It seems unnatural to put the car in reverse while you're trying to drive forward as fast as possible, but you'll get used to it. Once you've mastered the Crazy Dash, you'll wonder how you could have ever played the game without it; this technique changes the game completely. Also: If you miss your destination by a smidgen, you can perform a Crazy Backdash by doing this same technique with the **A** and **B** button commands reversed (while driving forward, quickly press Reverse and Accelerate).

Crazy Hop

This technique was not available in the original *Crazy Taxi*, but after playing the sequel for five minutes, you may never go back! Press the **Y** button at any time to perform the Crazy Hop to jump various obstacles and earn some crazy bucks while driving! You can use this while riding near the edge of buildings for maximum cash flow; it's also necessary for leaping onto various platforms and shortcuts throughout the city. Be sure to steer carefully when performing the Crazy Hop or you could lose control of your taxi quite easily! If you hold down the **Y** button, you'll jump even higher.

Crazy Drift

This technique is vital for positioning your car correctly after picking up/dropping off a passenger, making your way down the insanely tiny streets of New York City or finishing off some of the harder challenges in Crazy Pyramid mode. When driving, release the accelerator, then simultaneously press the **A** and **B** buttons while turning your wheel hard to the left or right. The back end of your vehicle should slide sideways, which allows you to turn around and "fishtail" into the circle around a customer or a destination marker. When you're ready to drive off and deliver a fare or seek out another customer, you'll already be pointed away from the side of the road so you can re-enter traffic without having to turn around! Speed is the key with this technique—make sure you have enough momentum to go into a proper skid. The Crazy Drift is also useful for taking sharp turns; just stay on the gas when you go into the slide and try to straighten the vehicle out quickly without overdoing it and spinning out!

Drift Hop

Do a Crazy Hop while you're in the middle of a Crazy Drift to perform this advanced technique. Use the Drift Hop to jump over obstacles during sharp turns without losing any speed! To recover from long jumps even quicker, perform a Crazy Dash right before landing.

Crazy Through

Drive quickly beside moving vehicles when you see an opening to perform a Crazy Through and earn some crazy money! The amount of money you earn for a Crazy Through depends on two factors: your speed (relative to the speed of the object you're passing) and your proximity to the object. By performing consecutive Crazy Throughs, you'll start a combo and rack up big bucks until you eventually hit something. Because of the relative speed factor, driving into oncoming traffic earns you more money than if you're passing cars that are moving in the same direction as you—so if you need some extra cash, try the wrong side of the road!

CRAZY PYRAMID

Honestly, this makes the Crazy Box mode from the first game look like a piece of cake. The Crazy Pyramid will tax even the most seasoned *Crazy Taxi* veterans. Use the following tips and you'll be well on your way to earning secret cars, secret characters and more! Remember, you have to work your way up the pyramid in order to unlock all the challenges; each level will be unlocked when you clear the two challenges that are immediately below it.

5-1 CRAZY JUMP 2

This is the easiest part of the whole pyramid. Simply perform a Crazy Dash (up to three times), then press the **Y** button right at the edge of the platform for some insane air!

5-2 CRAZY GOLF

Perform a Crazy Dash, then use the Crazy Hop and hit the middle of the giant golf ball to launch it past the 100-yard goal. If you back up at the beginning to gain some extra momentum, don't go too far or you'll fall off a cliff!

5-3 CRAZY HURDLE

This is pretty simple: Perform a Crazy Dash before each hurdle, then do a Crazy Hop and immediately do another Crazy Dash right before landing. Repeat this process to clear this challenge in record time!

5-4 CRAZY 3-JUMP

You will need to perform a "triple jump" in order to get your taxi over the required 200 meters to pass this challenge. Hop, step and jump! You will only have about one second from the time you land until you need to jump again, so make each one count. Hold down the **Y** button on each jump for maximum height, and don't forget to build up speed with the Crazy Dash before you attempt the jumps.

5-5 CRAZY BALLOON 2

This will be the first time you really need to use the Crazy Drift. Use the Crazy Hop to pop each balloon, then Crazy Drift into a better position to get the remaining balloons.

LEVEL 5 CLEAR!

Complete all five Level 5 challenges to open up Level 4 of the Crazy Pyramid. You'll also unlock a cool interactive map that shows pictures of all of the possible destinations in the Around Apple stage and their exact locations! Look for it at the Around Apple menu.

4-1 CRAZY RAMPS

The ramps become smaller and harder to see as this challenge progresses. To finish the level, you really don't need to do anything except position your taxi where the ramp appears after each jump. If you want to break records, however, you'll definitely need to use Crazy Dashes after every ramp.

4-2 CRAZY ROAD

If you fall off the edges of the Crazy Road, you'll end up Crazy Dead. Use the Crazy Dash to make your way to the goal and the Crazy Hop to jump over traffic. Keep your speed steady and only use the Crazy Hop when you know there is a straightaway to land on; the curves can be deadly!

4-3 CRAZY TURN 2

Time to use the Drift Hop! This challenge involves a series of jumps on top of pillars that lead to your goal at the top of the building. Speed up before each pillar by using the Crazy Dash, then immediately perform a Crazy Drift, then a Drift Hop! You will need to do this five or six times before you get the hang of it. Remember, you won't fall off the building from the first few levels because there's a fence to protect you.

4-4 CRAZY JAM 2

Here you'll need to take a group of passengers to four different destinations within the designated time limit. Use your Crazy Dash to build up speed, then Crazy Hop across the freeway! Drop off two of the four passengers at both ends of the freeway, then jump off the freeway and head to the right to pounce on the second freeway and drop off the next two passengers to complete the challenge.

LEVEL 4 CLEAR!

Complete all four Level 4 challenges to open up Level 3 of the Crazy Pyramid. You'll also unlock a cool interactive map that shows pictures of all of the possible destinations in the Small Apple stage and their exact locations! Look for it at the Small Apple menu.

3-1 CRAZY RUSH 2

You now have to combine everything you've learned up to this point. Take all four passengers to their destinations before time runs out, all while jumping across large buildings! Use the Crazy Dash to build up speed and carefully time your jumps across the gaps. The four dropoff points are arranged in a cross shape with the building you start on in the center.

3-2 CRAZY DROP

This one can be pretty tough if you are not cautious. Don't overuse the Crazy Dash. After dropping down each section of the building, try to perform a Crazy Drift to land in the middle of each set of arrows, continuing that pattern until you make your way down the steps to your goal.

3-3 CRAZY STAIRS

This level is just insane! Try to stay in the middle of the path, then slightly angle your car to the left and jump up the stairs. If you continue to make clean landings at the proper angle, you won't even have to touch the joystick for the set of stairs on the left. You should try to sneak in a Crazy Dash or two on your way up. Halfway through the challenge, you'll come across a straightaway that leads to a similar set of steps on the right side. At no point in this challenge should you ever have to push the joystick all the way to the right or left; with patience and a steady hand you will eventually pass this frustrating level.

LEVEL 3 CLEAR!

Complete all three Level 3 challenges to open up Level 2 of the Crazy Pyramid. You'll also unlock the fastest vehicle in the game: the rickshaw bike, as seen in the original *Crazy Taxi*. To use the bike in Crazy Pyramid mode, highlight the "Cabbie" option and press **Left** or **Right** until you see your favorite driver's name with the "& Bike" designation next to it. To select the bike in any other mode, highlight your character at the driver select screen and use the **L** and **R** buttons to toggle between the available vehicles.

2-1 CRAZY ZIGZAG 3

Don't go too fast or you'll fall in the ocean! After the first jump, angle your car up the slope to the left. Prepare for a slight Crazy Drift to the left, then jump on the platform ahead and make a very sharp left. Failure to do so will result in you bathing with the fish! Head to the left once again, then make a sharp right turn. You're almost there! Do another Crazy Drift to the left, then head up the final ramp and make a sharp turn to the right. You're at the goal!

2-2 CRAZY ARCHES

This stage isn't as hard as it looks. Use one Crazy Dash maneuver, then shift your taxi to the right side. You don't have to use the Crazy Hop to get to the arches on the right; just drop off. After reaching the end of the third arch, make three slight Crazy Hops to the left side. After the third hop, make a jump to the right, then head to the next few arches. When you come across the last straightaway path, prepare to BRAKE! If you don't, you'll go over the edge and all of your hard work will be lost!

LEVEL 2 CLEAR!

Complete both Level 2 challenges to open up Level 1 of the Crazy Pyramid. You'll also unlock a new secret vehicle: a baby stroller! It's very hard to handle, but if you want to use the stroller in Crazy Pyramid mode, highlight the "Cabbie" option and press **Left** or **Right** until you see your favorite driver's name with the "& Stroller" designation next to it. To select the stroller in any other mode, highlight your your character at the driver select screen and use the **L** and **R** buttons to toggle between the available vehicles.

1-1 CRAZY TOUR

In this challenge, you must deliver one passenger to each of the 29 possible dropoff locations in the Around Apple stage in 6:20 or less. Luckily, you don't have to be bothered with picking anyone up; a scary mime sits next to you and magically conjures up a new passenger each time you drop one off. If you use all of the skills that you've acquired to this point, you should be able to clear this level by simply following the arrows and using the Crazy Dash as often as possible.

LEVEL 1 CLEAR!

Complete the Level 1 challenge to open up the Crazy Pyramid's S-S level. I'll bet you can guess what it is, too...

S-S CRAZY SPECIAL

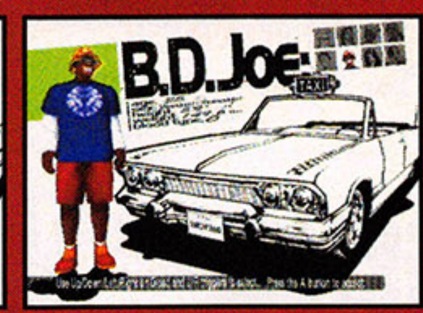
The hardest level in the game, the S-S challenge requires you to drop off one passenger at each of the 33 different dropoff locations in the Small Apple stage in 6:20 or less. This is slightly different from the 1-1 challenge, however, because your customers don't tell you where they want to go! You can drop off any passenger at any location that hasn't been visited yet—which sounds easy, but there are a lot of factors working against you. For one thing, the arrow indicator is almost completely useless. It seems to spin around at random while continually trying to point to five different destinations at once. There's no getting around it; you must memorize all 33 locations and try to find a path that will allow you to hit them all within the time limit.

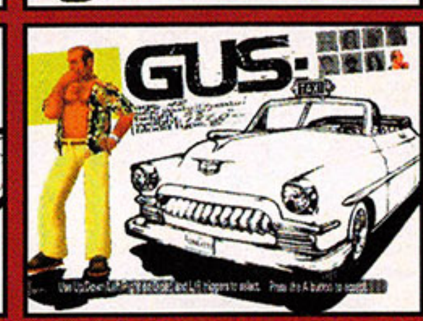
Use the bike for maximum speed, and consult the map that you unlocked in order to visualize the level more clearly. After repeated failure, we finally managed to beat this challenge with Hot-D! Here's the path that we took:

1) the art museum
2) the boathouse
3) the band shell
4) the high school
5) the KARATE dojo
6) the hospital
7) the post office
8) the police station
9) the fire station
10) the basketball court
11) GAP
12) the university
13) Burger King
14) Hard Rock Cafe
15) FAO Schwarz
16) HMV
17) the opera house
18) the stadium
19) City Hall
20) the bank
21) the stock exchange
22) the bus terminal
23) the heliport
24) Ferry Port
25) the law court
26) the clock tower
27) the department store
28) the public library
29) the TEMPURA restaurant
30) central terminal
31) the hotel
32) the Church
33) the supermarket

With heavy use of the Crazy Dash, you should be able to drop off all of the passengers with about 10 seconds to spare—that is, if you execute this run perfectly without getting snagged on any walls or head-on collisions. After playing this stage a few hundred times, you'll notice that the game actually throws traffic in your path to slow you down! Huge buses will literally smash into buildings at a right angle in front of you; it's like having a brick wall suddenly appear in front of your face! Also, watch out for the white vans that have the word "mom" on their doors in pink letters; they seem to suddenly stop when you get behind them. Use the Crazy Hop to get over obstacles like these whenever they appear.

LEVEL S CLEAR!





Complete the S-S challenge to unlock the four cabbies from the original *Crazy Taxi*! They can Crazy Hop just like the rest of the gang and even use the bike and stroller vehicles!

SECRET CODES!

NO ARROWS

At the character-select screen, highlight the cabbie you want to play as, press and release the START button, then press START again and hold it down while pressing A to lock in your choice. You'll see the words "no arrows" appear in the corner of the screen. We hope you know where you're going!

NO DESTINATION MARK

At the character-select screen, highlight the cabbie you want to play as, press and release the **Y** button, then press **Y** again and hold it down while pressing **A** to lock in your choice. You'll see the words "no destination mark" appear in the corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

EXPERT MODE

At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then hold **START** + **Y** and press **A** to lock in your choice. You'll see the word "EXPERT" appear in the corner of the screen. This code combines the effects of the "No Arrows" and "No Destination Mark" codes.

SPEEDOMETER

You need a second controller plugged into Port C to enter the remaining codes. At any time during a game, hold **START** and press **Up** five times on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. Now you can see exactly how much the Crazy Dash is really helping you! To turn the speedometer off, just hold **START** and press **Up** on Controller C again.

ALTERNATE CAMERA ANGLES

Use the following button combinations on Controller C to change the camera angle at any time during the game:

- Hold **START** and press **X** on Controller C to get a rotating camera that moves clockwise around your vehicle. Hold **START** and press **X** again to make the camera rotate counter-clockwise.
- Hold **START** and press **Y** on Controller C to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing **Up** and **Down** on the D-pad on Controller C.
- Hold **START** and press **B** on Controller C to toggle between three additional camera angles. One is a first-person view through the windshield of your cab, one is a close-up view of your passenger's face and one is a low-angle "street" camera. While using the low-angle camera, you can use the D-pad on Controller C to switch between the following three views:

Left—Just behind the left front tire
Right—Just behind the right front tire
Up—Very low, right in front of the vehicle

- Hold **START** and press **A** on Controller C to return to the default view.

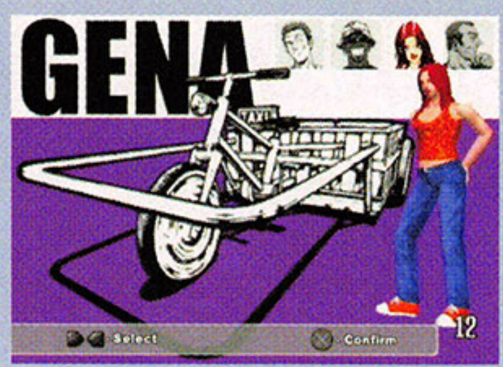
THE BLUE ARROW

If you hold **START** and press **L** on Controller C, the arrow that points to your destination will be blue instead of green. This is one of the most interesting secrets of *Crazy Taxi 2*. Many people will play the game without ever realizing that the normal green arrow does NOT point directly to your destination. Rather, when you pick up a fare, the computer calculates a route to get you where you need to go and the arrow simply points to the next turn you need to take in order to follow that route. The blue arrow, however, will point directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal. Once you're familiar with layout of the city streets, you may find the blue arrow to be more useful because the green arrow does not consider shortcuts when it recommends a path to take; it only recognizes paved streets. If you know that you can jump over a building to get to your destination instead of going around it, the blue arrow may be more to your liking.

CRAZY TAXI™ SECRET CODES!

Hey, hey! Come on over, have some fun with *Crrrrazy Taxi*...on the PlayStation 2! This ultra-faithful conversion of Sega's high-intensity action game is nearly identical to the Dreamcast version we covered in the March 2000 edition of *Tips & Tricks*, so if you need a map of the Arcade Mode or tips on how to beat the Crazy Box, you'll have to dig that issue out from under your bed. Some of the driving tips found in this issue's *Crazy Taxi 2* strategy will apply to this game as well. With all that info, the only other thing you'll need are the PlayStation 2 versions of the secret codes...so here they are!

SECRET BICYCLE—THE HARD WAY



To permanently unlock a rickshaw-style bicycle that any of the game's cabbies can use, beat all of the Crazy Box challenges and save your game to the PS2 memory card. Once you've done this, you can choose the bike from the Crazy Box menu by pressing **Right** at the "Cabbie" option until you see your favorite character's name with the "& Bike" designation. To use the bike in any other game mode, press **Up** at the character-select screen after unlocking it. The bike is much faster than any of the characters' default vehicles!

SECRET BICYCLE—THE EASY WAY

If you haven't been able to clear the Crazy Box challenges, you can still use the bike in Arcade or Original mode by carefully entering the following code at the character-select screen:
Hold **L1**, hold **R1**,
release **L1**, release **R1**,
hold **R1**, hold **L1**,
release **R1**, release **L1**
When you lock in your character with the ✕ button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the **L2** and **R2** buttons if you wish.

ANOTHER DAY

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R1** once, then hold down **R1** and press ✕. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

NO ARROWS

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R1** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.

NO DESTINATION MARK

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1** and press **START**. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

EXPERT MODE

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1** + **R1** and press **START**. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.

SPEEDOMETER

You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold **R1** and press □ five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. Now you can see exactly how much the Crazy Dash is really helping you! To turn the speedometer off, just hold **R1** and press □ on Controller 2 again.

ALTERNATE CAMERA ANGLES

Use the following button combinations on Controller 2 to change the camera angle at any time during the game:

- Hold **R1** and press △ on Controller 2 to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around.
- Hold **R1** and press ○ on Controller 2 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.
- Hold **R1** and press ✕ on Controller 2 to return to the default view.

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MARIO PARTY® 3

BY PAT REYNOLDS

Nintendo and Hudson are back with a third helping of *Mario Party* for the N64! *Mario Party 3* serves up new maps, new characters (Princess Daisy and *Mario Tennis'* Waluigi) and a brand new Duel Mode. There's also a Story Mode for single players, which takes you through all of the game's maps on a quest to earn seven "Star Stamps" from the all-powerful Millennium Star. You'll have to conquer Story Mode if you intend to see everything *Mario Party 3* has to offer. This guide will help you master all of the mini-games.

BATTLE ROYALE TIPS

Fans of the first *Mario Party* games will probably be able to jump right into Battle Royale Mode, while players new to the series would do well to watch the tutorial first. Here are a few tactics that worked wonders for me while playing through these maps.

★Stock up on game-winning items early. Pulling out items like the Magic Lamp and Boo Bell can change the outcome of the game on the final turn of the match, denying your opponents the opportunity to retaliate. Even a Cellular Shopper, used on the second-to-last turn to (hopefully) purchase a Magic Lamp or Boo Bell, can be a lifesaver.

★If you are leading in stars collected, buy a Boo Repellent ASAP. Other players will be less inclined to waste 50 coins in a failed attempt to have Boo steal a star from you when they can easily steal from another, non-Repellent protected player.

★Practice the mini-games. Excelling in these games can easily get you two of the three Bonus Stars handed out after the match is over. Plus, if you win a lot of mini-games, you'll always have enough coins to buy stars, Magic Lamps and hire Boo to steal stars for you.

THE FINAL BATTLE

After winning on all of the maps in Story Mode, you'll be challenged to a battle with the Millennium Star himself! This is a new mini-game, and it's not difficult if you can run in a pattern and aim decently. This mini-game has three sections, each a bit more difficult than the last. You'll be on a platform, and the Millennium Star will send small shooting stars at you. In the first section, he sends five stars, spaced apart. Avoid them by running a circular pattern around the edge of the platform. After the stars cool off, pick one up and throw it at the Millennium Star. Jump before throwing if you need to get a little extra distance on the toss. After two hits, the platform is filled with liquid metal and your movement will be affected. This time, nine stars will come down at you in rapid succession. Continue the circular pattern to avoid being hit. You must hit the Millennium Star twice before moving to the final section. This time, the floor of the platform is turned to slippery ice, which will affect your stopping ability. 11 stars will attack you during each wave, and once again you must hit the Millennium Star twice, this time to win the game. You also have a time limit of three minutes in which to defeat the Millennium Star.

DUEL MODE TIPS

Duel Mode is *Mario Party 3*'s new attraction. While Battle Royale plays very much like the previous games in the series, Duel Mode pits two players against each other in a shorter, much more intense battle. I strongly suggest that you watch the rules of this new mode before playing, as it is fairly complicated and the tutorial takes you through every facet in an easy-to-follow fashion. Here are a few tips that I think are helpful.

★Try to get two of the same partner whenever possible. Every few turns, the partner roulette spins much slower, allowing you to choose the partner you want. Match the new partner to your current one and you'll get a nice bonus to their stats for as long as you have a pair of the same partner.

★Play keep-away if you get an early lead. Duel games only last 20 turns, and they go quickly. Some maps make it fairly easy to stay away from your opponent. If you manage to get a couple of good hits in early, you can wait out the rest of the game by hiding from the opponent and you'll win (the winner is determined solely by the player with the most remaining heart pieces at the end of the match).

★Choose partners that match your budget. You have to think a couple of turns ahead in Duel Mode. If your coin total is hovering in the 20s, then choosing two partners who cost five coins per turn will bankrupt you after two turns. If possible, try to choose partners with a cost that fits your coin amount, and which you can afford to pay for at least two or three turns.

BONUS STARS

Even if you end a Battle Royale match with no stars, you can still clean house during the post-game bonus star handout. Here's where your skills in the mini-games will really pay off. There are three bonus stars awarded after the game is over, and two of them tie in with mini-games very heavily. The first goes to the player who earned the most coins in mini-games. The second goes to the player who had the most coins at any point during the game. Clean up in the mini-games and you stand a good chance of collecting both of these stars. The last bonus star goes to the player who landed on the most "?" spaces, and this one is based mostly on luck. However, some skill and a few shrewd choices during the game can net you the first two bonus stars and improve your chances to win greatly.

ITEMS

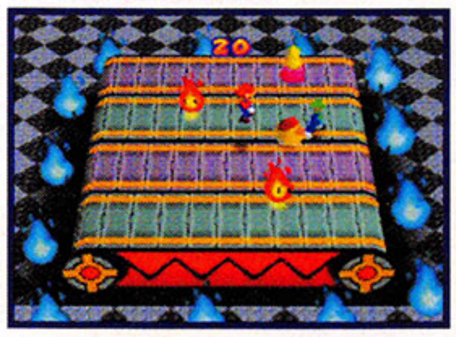
You can hold up to three items in *Mario Party 3*, and you receive items in a variety of ways. The most common is through the shops found on the Battle Royale boards. You'll be able to buy all but the rarest of items in these shops, although their stock is randomized each time you visit them. Item spaces on the boards lead to one of two outcomes. Toad or Baby Bowser may ask you a multiple-choice question (don't get too greedy here), which results in your winning common items (mushrooms, skeleton keys), very rare items like the Wacky Watch or nothing at all (if you answer incorrectly). Alternatively, these squares can lead to an item mini-game, where your skill will determine the prize you win.

EVERY SINGLE MINI-GAME!

4-PLAYER MINI-GAMES

In this set of mini-games, it's every player for himself. Only the winner takes any coins, so the competition in these matches is fast and furious..

Treadmill Grill



The key to this mini-game is to stomp on your opponents' heads when they are near the edge of the treadmill. The few seconds it takes to regain control after getting stomped will usually result in their dropping off of the side; you can punch them, too. Play aggressively, because if you don't win quickly, podoboos start falling onto the treadmill and the play area becomes progressively smaller.

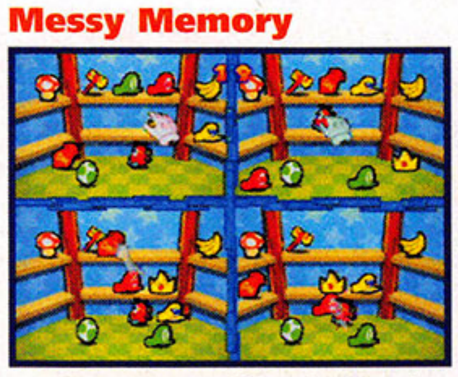
Ice Rink Risk

Unlike Treadmill Grill, you won't be able to attack the other players here. The object is to simply avoid the spiked Koopa shells that fall into the rink. Stick near the edges of the rink, as you'll be able to see the trajectory of the shells (up to three of them will fall into the rink) and move out of their way. You'll also have to take into account the slipperiness of the ice; jumping will help you stop where you want to without sliding too far.

Parasol Plummet

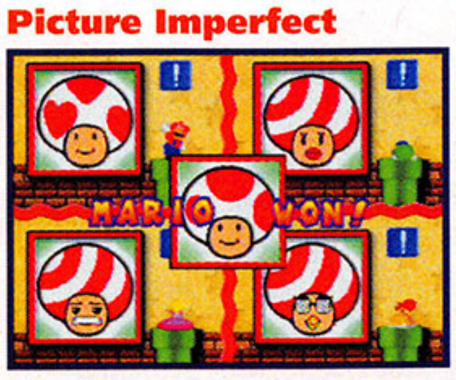
In this mini-game, every player gets to keep the coins collected during the game. Try to stay near the center of the screen, so you'll have time to move in the direction of coins and out of the path of hammers. Getting hit by a hammer will cost you a few seconds during which you can't grab any coins.

Messy Memory



There are a few ways to win this mini-game. If you're playing against the computer, grab a pen and paper and jot down the positions of the items before they get knocked from the shelves. Human opponents probably won't take too kindly to that method, so, unless you have a great memory (in which case, memorize where every item is and you'll almost always win), try to memorize either the top or bottom row of items, or a section of items. When the game starts, quickly put all of the items you *didn't* memorize into place. Then slowly put all of the items whose places you're certain of on the shelf. By quickly placing the items you didn't memorize, other players may copy you, thinking that you know what you're doing. It's all about psychological warfare in this mini-game, since the other players can see what you're doing.

Picture Imperfect



Here's a second "memory" mini-game, but this one requires more luck than skill in hitting the block when the feature you want is on-screen. In fact, the final feature, usually the eyes, changes so fast that it's only by pure chance that you'll get the right one. Time the early features carefully and try to get at least two of them correct for a good shot at winning.

M.P.I.Q.

It's quiz show time! Most of the questions are easy, but there are a few trick questions thrown in as well. If you're doing poorly or another player is about to win, never underestimate the power of guessing. Buzz in as soon as possible and you have a 1-in-3 chance of guessing the correct answer. I've seen a person win this mini-game by guessing on every question, much to the frustration of the other players.

Curtain Call

This is another memorization game. Jot down the order of the characters to make it really easy when playing against the computer. Some of the question phrasing can be difficult; remember that "the first person from the left (or right)" refers to the leftmost (or rightmost) character, not the first person *in* from the left (or right). If you know the correct answer, quickly choose it and press **A** so the other players don't have a lot of time to look at the answer you're selecting.

Cheep Cheep Chase

This is a pretty simple race, since you don't have to move around at all. Jam on the **A** button and press **B** (or **Z**) to dive under the mines. The danger is that if you want to win, you'll be pretty close to the right edge of the screen, which limits the time you get to react to the mines. However, if you hit one, there's still a chance that you'll be able to recover, so don't give up.

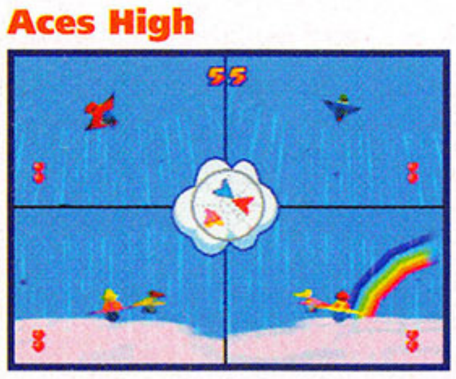
Snowball Summit

The trick to this mini-game is to get a really big snowball by rolling it around before attacking someone with it. Try rotating the joystick to build one up quickly without moving too far from your starting point. Snowballs of any size will cancel each other out, so another player can block your monster snowball with his tiny one. Also, you don't even have to launch your snowball for it to be effective; simply walking up to another player and touching him/her with the snowball will have the same effect. Hitting an opponent with a giant snowball guarantees that they'll be knocked off the summit no matter where they are.

Toadstool Titan

Here's a classic Mario moment: Hit the blocks, then fight over the mushroom hidden in one of them. The player who gets the mushroom will become huge and get the chance to run over the other players before shrinking down again and starting the process over. If you see another player hit the mushroom block (it's announced by the classic *Super Mario Bros.* mushroom sound effect), hightail it over there and use **B** to try to push the opponents out of the way and claim the mushroom. Also, jumping to grab the 'shroom before it lands is a very good strategy. If someone else gets it, run a pattern around the walls of the arena—the power-up makes your opponent big, but it also limits their movement to charging in a straight line.

Aces High



It's a dogfight in the clouds! Your best weapon is the homing Bullet Bill, which you activate by holding **Z** until Bullet Bill starts flashing, then release the button to fire. This projectile will track the nearest opponent and is difficult to evade.

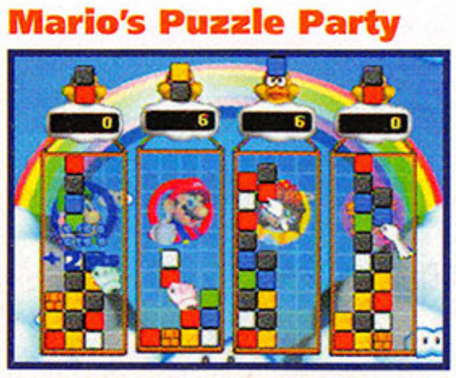
Bounce 'n' Trounce

Use the Ground Pound (**A** followed by **Z**) to spin-bounce your opponents off the small playing field. As the timer counts down, blocks will begin dropping off the edges of the arena, making the fight to stay on even harder. Do whatever you can to remain near the middle.

Chip Shot Challenge

It's mini-*Mario Golf*! You'll have to take into account the slope of the green and aim your shot accordingly in order to get the ball to land near the hole. If you're really good, try for a hole in one!

Mario's Puzzle Party



This puzzle game is kind of like a stripped-down version of *Dr. Mario*—score points by matching two like colors. You can score extra points for causing chain reactions, and the occasional Thwomps (which compress the blocks they land on) add some extra strategic elements. The default setting for this mini-game is 100 points, although in the Mini-Game Room you can change this to as high as 1,000 points if you and your buddies want to play an extended game.

The Beat Goes On

Bemani fans will recognize the title of this mini-game as an homage to Konami's *Beat-Mania 4th Mix*, which was subtitled "The Beat Goes On." This mini-game is similar to *Parappa the Rapper* or *Um Jammer Lammy*—you'll be given a string of button presses and then have to mimic them when your turn comes around. The catch is that each player gets to add an additional button press to the string after completing his turn. This means that the longer you stay alive, the harder the string becomes. When playing against the computer, you can make this mini-game easy by writing down the string, otherwise you'll have to rely on your memory and sense of rhythm.

Water Whirled

This mini-game reminds me of *R.C. Pro-Am*... but it's on water with mini-boats, so it's more like *Cobra Triangle*. The course is extremely small, so you'll have to use skill to stay ahead of the competition. Begin your turns just before each curve; the boats slide into turns, so if you wait too long you'll find yourself hugging the outside wall. Start your turns from the middle and move to the inside wall to pull ahead of the other players.

Frigid Bridges

You'll benefit from a light touch on the analog stick during this mini-game. Negotiating the curves of the thin, icy path can be frustrating, so take it slow if you need to. The computer players tend to fall off the bridge several times; use this knowledge to your advantage and play carefully.

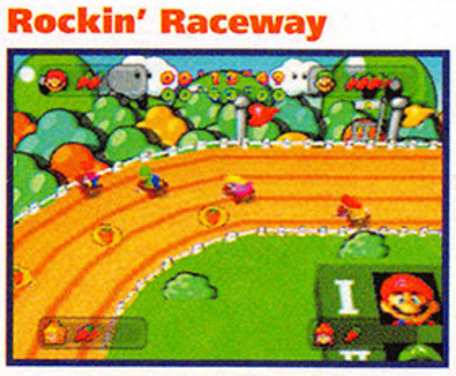
Awful Tower

Time to put those old-school Mario skills to the test; you know, from back in the day...when Mario was all about jumping on blocks and not playing golf, tennis and board games? Timing is the key here, as the blocks move up and down and you'll fall if you miss a jump. You also have Hammer Bros. to contend with at a few points up the tower.

Pipe Cleaners

This is a pretty easy mini-game, especially against the computer. Since the pipes show the directions and button combinations necessary to hit them, all you have to do is be able to react quickly and hit the Baby Bowsers as they appear.

Rockin' Raceway



Finding a good rhythm to your button taps is the key to winning this mini-game. Tap too fast and you'll run out of carrot power and spin out. If you can find a steady rhythm you'll be able to keep a good pace throughout the race. Regulate your speed so you can hit the two carrot symbols while they're orange and get a temporary power boost. Be careful, though—if you hit these symbols when they're purple, you'll spin out and lose your speed.

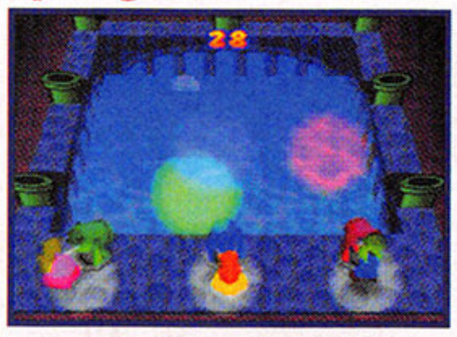
1 vs. 3 Mini-Games

This set of mini-games pits one player against the others, who must work together as a team to win.

Coconut Conk

The three-player team must work together to hit the single player in the barrel below. Poor teamwork will lead to teammates jumping on each other instead of the treetops, giving the single player an advantage. Instead, work together to box in and defeat the single player. As the single player, you'll have to anticipate where the coconuts will land and move to avoid them. This mini-game is difficult to win for the single player.

Spotlight Swim



Once again, the three-man team will have to work together to focus all of their spotlights on the swimmer. As the swimmer, constantly use the dive button to stay underwater for as long as possible. You can mislead the others by swimming in one direction, waiting for the bubbles to appear, and then changing direction before resurfacing. The spotlight operators should try to anticipate where the swimmer will surface, as there is a delay before he can dive again. If all three spotlights are on the diver when he surfaces, it's an easy win for the three-player team.

Boulder Ball

As the single player, send the boulders down the hill at an angle, so they ricochet off the walls and present a hazard for all three other players. Refrain from aiming the boulder at a single player unless that person is getting very close to the top. As the three-man team, you should avoid grouping together; each player should take a position (right, middle, left works well) and move together up the hill. This makes it more difficult for the opponent player to hit all of you, increasing the odds of success.

Crazy Cogs

Once again, the three-player team should avoid clustering together. Stick to the outside edge of the cog. Ignore the shadows that pass over the cog extremely quickly; they're decoys. It's the shadows that stay on the cog that indicate an incoming Bullet Bill. The single player has the upper hand in this mini-game, as he or she controls the spin of the cog and can maneuver the other team's players into the path of the Bullets.

Hide and Sneak

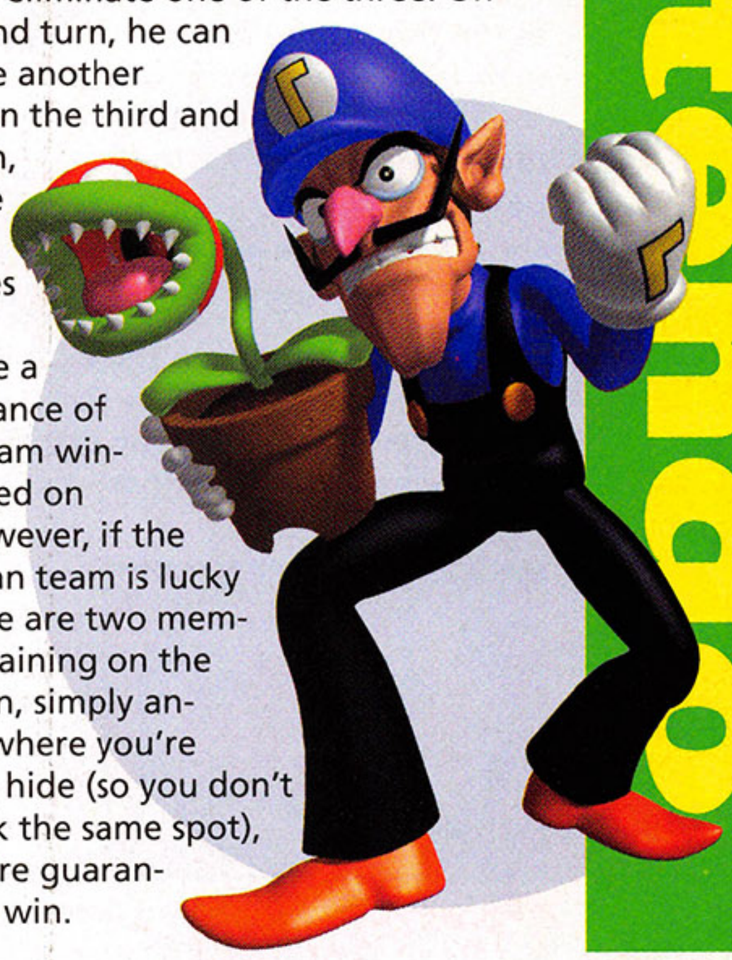
The single player has a slight advantage in this mini-game. The three-player team needs to avoid picking the same hiding places to maximize their chances for success. Even if you tell each other where you're going to hide in earshot of the opponent player, the game will always come down to a 50/50 chance. For example, on the first turn, the single player will choose a hiding spot and eliminate one of the three. On the second turn, he can eliminate another player. On the third and final turn, there are two hiding places left, and therefore a 50/50 chance of either team winning based on luck. However, if the three-man team is lucky and there are two members remaining on the third turn, simply announce where you're going to hide (so you don't both pick the same spot), and you're guaranteed the win.

River Raiders

River Raiders is one of the few special mini-games in which everybody gets to keep the coins they collect during the game; there is no real "winner" or "loser." As the boat driver, try to lead the three other players away from good items like coin bags and into the logs floating on the river. The boat is sluggish, though, so you'll have to be skillful to grab the most coins. The three-man team has the advantage here, since their control is better, and they can cover a wider area of the river, essentially snagging any coins that get past the boat.

Tidal Toss

The single player has the advantage in this game, as he's in no danger of being knocked out of the arena. If you're in this position, be sure to mix up the pattern and height of your waves (bigger waves are caused by jumping higher and using the ground pound move) to throw the opponents' timing off. For the other three players, this mini-game is all about skill and timing. Time your jumps correctly and you'll be able to stay in the game.



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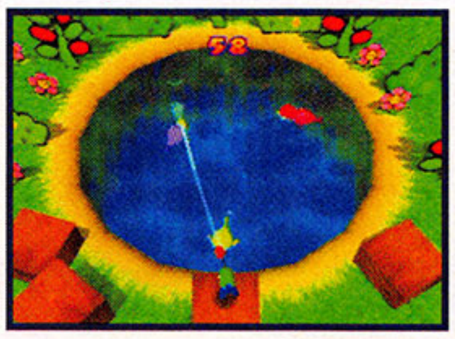
Hand, Line and Sinker

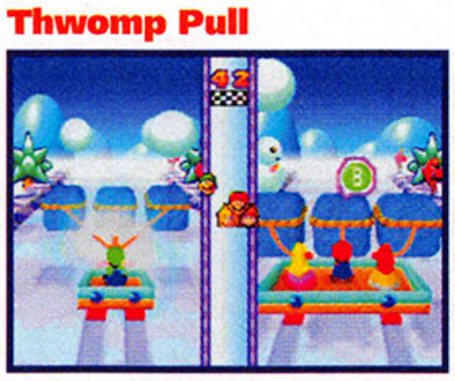


Controlling the fisherman in this mini-game is very annoying, as the sensitivity is boosted way up and it's very difficult to get your line to go where you want it. As the fish, stay as far across the pond as you can and stay still until the fisherman casts his line. If you see that it's going to catch you, quickly move to the left or right to avoid being dragged in. Repeat this process for an easy win as the fish. As the fisherman, you'll have to try to lead the fish a little to trick them into moving directly into the path of your line.

Ridiculous Relay

Here's a mini-game that seems skewed in favor of the three-man team; the single player has all kinds of obstacles to avoid—and loses speed when hitting them—while the three-man team has clear sailing and simple button presses to move forward. Actually, the first and third players on the relay team have an easy time of it, but the monkey wrench is thrown into the works during the second player's run. For novices, getting the pattern right (**Up + A, Down + A, Up + B, Down + B**, repeat) and doing it smoothly is difficult and frustrating; the second player will often lose the game for the team. Once you get the pattern, it's actually very easy, but this is one mini-game where using the Practice feature before playing it with inexperienced gamers is highly advised.

Thwomp Pull



Teamwork is essential if you're a part of the three-man team in this mini-game. Concentrate on the space above your Thwomp and only hit your assigned button when you see the indicator appear there. Hitting your button at any other time causes your team to lose momentum. As the single player, you won't have to rely on partners to move your sled along, but you will have to push all three buttons to accomplish the same task, so quick reaction time is necessary to win here.

2 VS. 2 MINI-GAMES

These mini-games even the odds by pairing players up into teams of two. You'll need to work together to win the coins. However, you can also use these mini-games to sabotage a player who's doing really good. If you get paired with a player who you don't want to win, you can sacrifice the game by purposefully losing it for your team. You won't make many friends—and you won't win any coins, either—but it can be a useful strategy when used wisely.

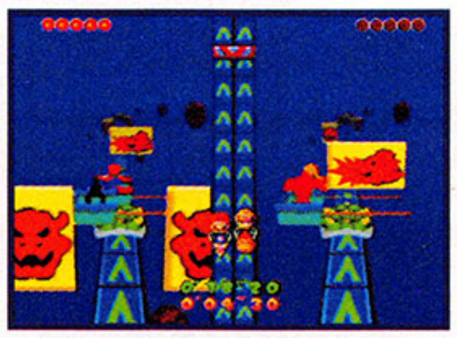
Eatsa Pizza

You and your partner should each take a half of your side of the pizza and work on that. This way you'll avoid wasting time when you've both eaten an entire portion of the pizza and have to move through empty space to get to the remaining portion.

Baby Bowser Broadside

The toughest part of this mini-game is keeping your cannon aimed at Baby Bowser. As the outer tower spins around the center, it's easy to miss your mark. Keep an eye on your cannon so you can adjust your aim when the tower begins to rotate. As long as you keep the cannon trained on Baby Bowser and jam on the Fire button, you should be able to do well in this mini-game.

Cosmic Coaster



This mini-game can be tougher than it needs to be unless you catch on to the control nuances of the coaster car. There are three positions on the rail: left, middle and right. Whenever you need to move only one position to avoid an obstacle, you only need to lightly tap the analog stick. Push it too far and you'll move all the way to the right or left side. Conversely, when you need to move from one side to the other quickly, push the analog stick all the way in the direction you need to move.

Puddle Paddle

Similar to River Raiders in that you get to keep however many coins your team collects, Puddle Paddle forces you to work together with your partner to steer a raft around a small pond. Avoid hitting the hammers, as they will slow you down. Try to stay on the opposite side of the pond as the other team; you'll have a better chance of collecting a good share of coins if you're not constantly bumping rafts.

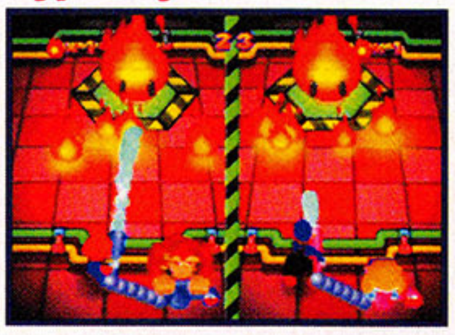
Log Jam

Two players must work together to chop wood in this easy mini-game. It's only a matter of hitting the correct button (**A**, **B** or **Z**) that's prominently displayed on the log. Both player must do their part to chop more wood than the other team.

Pump, Pump and Away

Finding the proper rhythm of button presses in this game is essential. If you go too fast, you won't send any air through the tube. Too slow and you'll lose. Find a good, rhythmic pace (about 1/2 second between button presses) and you'll do okay.

Hyper Hydrants



One player in this mini-game has a duty similar to that in Pump, Pump and Away, and must find a good rhythm to pump water into the other players' hose. The hose handler should use **B** to get a longer stream of water onto each of the fireballs. The fireballs will take a few seconds before they're extinguished, so be sure to keep the water stream locked on target until it's done the job.

Picking Panic

Teamwork is absolutely essential in this mini-game. Remember that you must press and hold **A** to grab the cherries, then release to throw/drop them. If you're the picker, you must take into account the fact that the number of cherries in the bunch affects the distance that you can throw them. Three cherry bunches should be released at the apex of your swing and grabbed by the partner immediately. Smaller bunches can be released earlier, as they'll arc higher and fly farther. Practice is recommended in order to get into the swing of this mini-game.

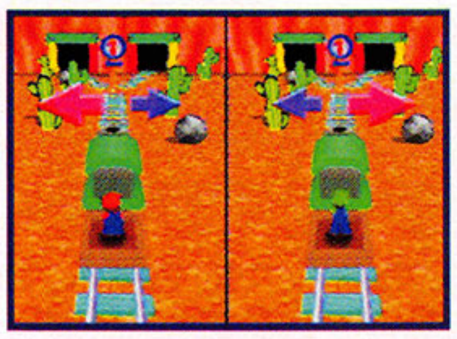
Etch 'n' Catch

You and your teammate should start on opposite sides of the Toad stamp and run in alternate directions in a circle around the stamp to enclose it. It takes precision teamwork to excel in this mini-game.

Slot Synch

The roulette blocks go just slowly enough that if you can discern the pattern you'll be able to hit the character you want to after some practice. Once you get the basics down, the tricky part is trying to hit the characters that give you points...and making sure that your partner can do the same. If you're playing with a partner who can't hit the necessary character to make a match, switch controllers and let him hit the first one, and then you can try to match it.

End of the Line

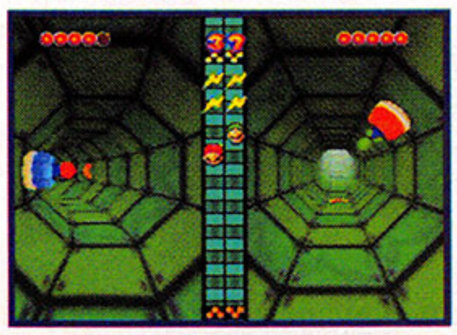


This is a guessing game, pure and simple. There are three sets of tunnels, and only one tunnel in each set continues on at the other side. The other one dumps you off a cliff and you're sent back to the beginning. So you'll either get through all three tunnels by luck, or you'll learn from your mistakes and take the correct tunnels after some plunges. Oh, yeah—the computer has a tendency to get all the way to the end of this mini-game unhindered, which is very frustrating...

Crowd Cover

Look carefully at the three choices and you'll see that there are elements on each that aren't on either of the others. Wait until you can rule out two of the choices and then pick the remaining one. It's very easy to beat the computer in this mini-game...but it's not so easy against another person, though. It's all about looking for details quickly and then picking an answer before your opponent does.

Motor Rooter

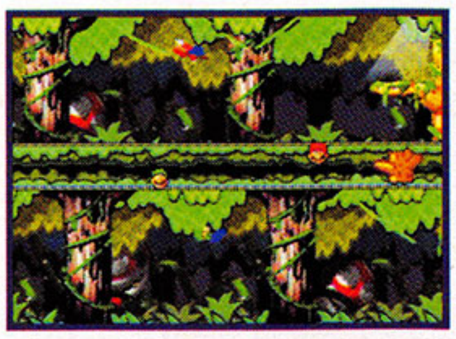


I feel old, because this mini-game reminds me of *S.T.U.N. Runner*, and I'd bet money that less than 50% of the *Mario Party* freaks reading this even know what that is. *S.T.U.N. Runner* is an old Atari arcade game which placed you in a hover-racer as you sped through tunnels with zip pads located on the walls, floor and ceiling to give you a boost of speed. Motor Rooter puts you on a Koopa Shell; you need to hit the zip pads on the walls, ceiling and floor of the tunnel to speed up and win the race. As an added bonus, there are electrical traps located at intervals in the tunnel. Aim for the opening, because if you hit the electricity, you'll lose your momentum and have to build it up again.

DUEL MINI-GAMES

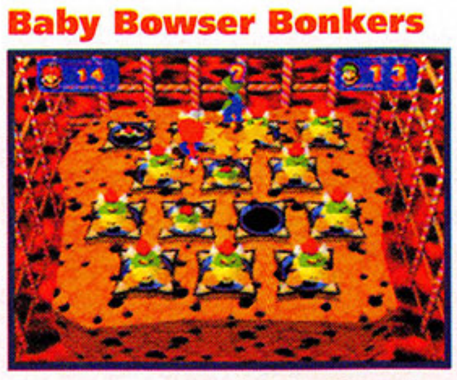
Duel mini-games pit player against player in a mano-a-mano showdown, with the best man taking the reward. There are three ways to play Duel games. During the last five turns of the Battle Royale match, any two players who land on the same space will face off in a Duel. The Duel Glove item can be used to challenge any player to a Duel mini-game. Finally, all of the mini-games in Duel Mode are selected from this pool.

Vine With Me



Make like Tarzan in this amusing mini-game. For some reason, the computer is really bad at this game, so when playing against it you'll be able to take your time and move carefully from vine to vine. Basically, you'll want to wait until the next vine nears your current vine to jump, then continue this until you reach the end.

Baby Bowser Bonkers



The biggest misconception about this mini-game is that you have to jump onto the Baby Bowsers. You don't. Simply walking onto one of them starts you bouncing, and then you'll want to try to string together as many head-stomps as you can. The best way to do this is to hang out near the outside edges of the board and start your head stomps there, working your way either around the sides or in toward the middle to get the most number of "bonks" in one run.

Tick Tock Hop

This is another test of jumping ability. The hands on the clock will change direction and speed, so you'll need to take that into account when timing your jumps.

Fowl Play

Anticipating where the chicken is going next is the key to winning this mini-game. Since the Grab button is a bit slow, you'll need to guess which way the chicken is going, then turn and grab at the air, hoping that the chicken will walk into you. Getting it into a corner is the best way to win here.

Popgun Pick-Off

The only skill involved in this mini-game lies in how quickly you can jam on the **A** button in order to hit a Baby Bowser target every time the windows open. Make sure that your cursor is over Baby Bowser before you start blasting away, though—you lose 10 points if you accidentally hit Toad instead.

Silly Screws

Lining your bolt up with the next one in order to move on doesn't have to be hard at all. The secret is to start slowing down (by spinning in the other direction) just before you reach the next bolt. If you're jamming on the button for speed, you'll fly right past the bolt and have to waste precious time moving backward. Slow it down and you'll be able to line up and move on without missing a beat.

Bowser Toss

The memories of *Super Mario 64* are flooding back! Swing Bowser by the tail and let him fly. This mini-game requires a lot of button-mashing, and the computer is incredibly good at that (since it obviously doesn't have to mash on any buttons). Jam on the **A** button and use the stick to throw Bowser at a good angle (somewhere between 45 and 60 degrees is best), then hope for the best.

BATTLE MINI-GAMES

Battle mini-games are kicked off when a player lands on the Battle Space in one of the Battle Royale maps. An amount is selected randomly (0, 10, 20, 30 or 50) and that number of coins is taken from each player to form the pot. If 0 is chosen, the mini-game doesn't take place. Battle mini-games differ from the other mini-games in that the first and second placing players win coins (it's split about 70-30), with the remaining two players going away with nothing. Therefore, Battle games can quickly change the tide of the game. Unfortunately, with the stakes being so high, it's a shame that several of these games are entirely chance-based.

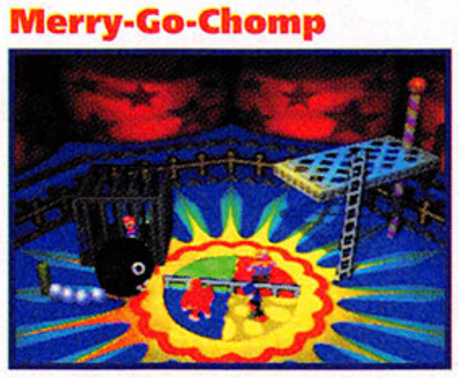
Stacked Deck

Pick a card and jump on it. If you get a Baby Bowser, you lose. If you get a Boo, everyone runs away and then returns in a different order to continue the game. Get a Toad and you return to the line to wait for your next turn. Repeat until only one player is left. This mini-game is entirely luck-based.

Three Door Monty

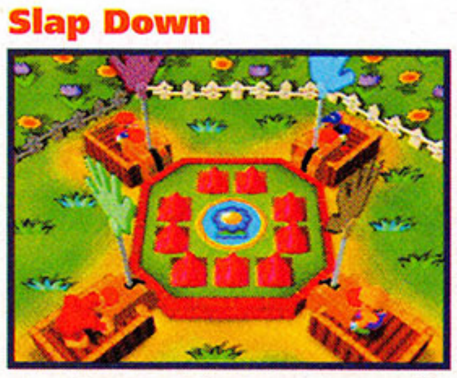
Here's a variation on the old "follow the ball under the tin cup" magician trick. Pay attention to which door each of the characters enters, and then be the first to answer correctly when asked which door a certain character entered. The winning players are the two who enter the correct answer with the fastest times.

Merry-Go-Chomp



This is another luck-based game. Pick a color on the merry-go-round and hope that it's not the one that stops in front of Chomp. Repeat until one player remains. I've searched for patterns on this mini-game, such as matching my character with his color on the merry-go-round (i.e. Mario on red, Yoshi on green), but it seems that there's really no skill involved here.

Slap Down



Slap Down is a test of reflexes. When you see the flower that matches the picture in the middle, be the first to hit **A** and you'll win. Slap on the wrong flower and you're out.

Locked Out

This is the closest thing to *Super Smash Brothers* you'll find in *Mario Party 3*. It's a battle royale for the key in order to move on. In each room, there's always one fewer door than there are players, so someone is going to get eliminated each time. Getting a key to match the symbol on the doors is a triumph in itself, since all of the players can throw punches, and getting punched causes you to drop the key. A good strategy is to hang back and see which keys the other players go for first. If they're clustering around a key, go for a different one. As soon as you grab a key, make a beeline for one of the doors, avoiding other players on the way.

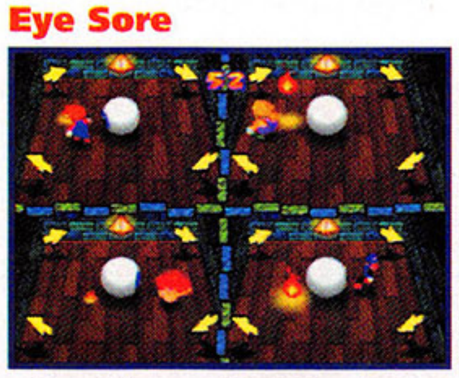
All Fired Up

Play keep-away from podoboos until only one player is left or the time runs out. The patterns are pretty easy to avoid; the trickiest one is the circle of fire that forces you to jump to the middle of the screen and then back out again when the circle retracts. Wait until the last second to jump out of the ring, as it has a habit of contracting and then expanding again, tricking you into jumping right onto the flames.

Storm Chasers

This mini-game can be tough! Keeping your Piranha Plant pot under the small rain cloud for any length of time is difficult, especially since all four players are trying to squeeze into a space that's only big enough for one—and there's a Monty Mole around to trip you up. Try to anticipate where the cloud is going and get in front of it.

Eye Sore



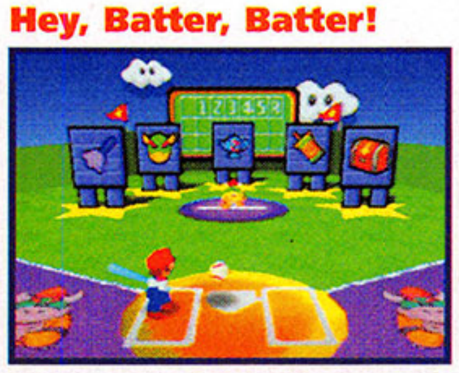
Run in a clockwise pattern around the eyeball. The eye gets smaller after each lap and disappears after fifteen. Avoiding the podoboos that drop into the arena is difficult. Sometimes it's better to simply stop and let them disappear rather than risk getting hit by them and losing time. Try to stay close to the eyeball to decrease the distance necessary to make it around each lap. If someone else wins, keep going; second place counts as well.

ITEM MINI-GAMES

Winner's Wheel

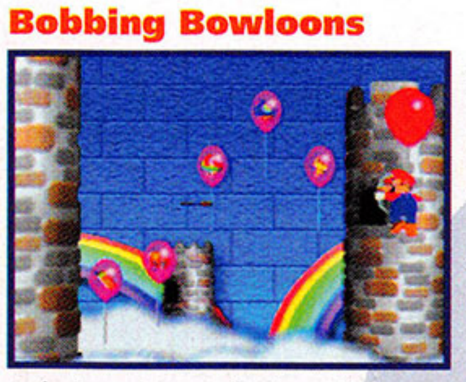
Stop the light when it's on the prize you want to win that prize. The light moves really fast, but if you concentrate you'll be able to pick and choose the prizes you want after a little bit of practice.

Hey, Batter, Batter!



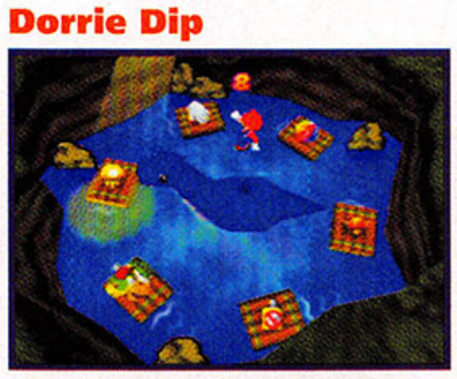
Wait until the ball is over the plate before swinging. Swing too early and you'll miss. Too late and you'll pop the ball up in the air. Even when you hit the ball, there's no way to know which item you'll get, making this one of the least-wanted item mini-games.

Bobbing Bowloons



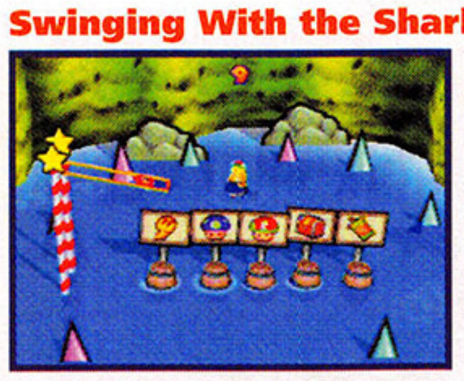
Anyone who has fond memories of Konami's classic arcade game *Pooyan* will undoubtedly get pangs of nostalgia when playing this arrow-shooting mini-game. It's pretty easy to hit the balloon you want here, but you have remember to take into account the movement of the balloons and fire your arrow early or late as needed.

Dorrie Dip



Similar to the Winner's Wheel, but slightly harder to predict what item you'll get. Using the Practice option, concentrate on the item you want and start your Ground Pound when that item is at the top of the circle. Since the amount of time it takes to do a Ground Pound can vary depending on how high you jump, you may need to trigger the initial jump when the item is slightly to the left or right of the top position.

Swinging With the Sharks



Landing on the item you want is all about timing here. Jumping from the apex of the swing (the furthest point in its arc) will land you on the item farthest to the right. Jump a little sooner to get the second item from the right, and so on. Practice this one in the Mini-Game Room and you'll soon be able to grab whichever item you want.

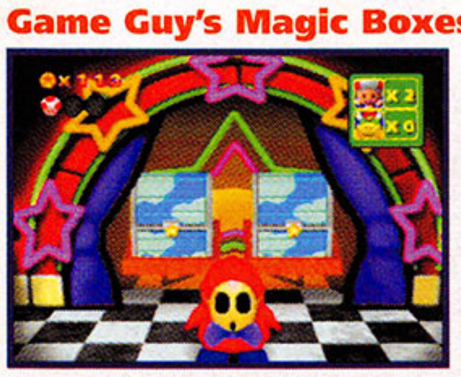
Swing 'n' Swipe

This is the easiest item mini-game. All you have to do is pay attention to the Baby Bowser with whichever item you want and hunt him down. They all tend to cluster together, but have patience, wait for the one you want to move out of the group and them whack him with your hammer for an easy item.

GAME GUY MINI-GAMES

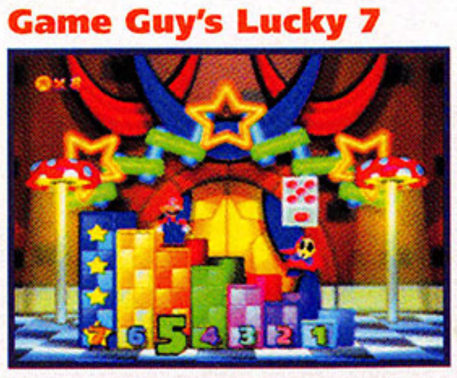
Also known as Gambling Mini-Games, this set of high-risk games of chance can increase your coins substantially...or take them all away from you in seconds. These games are almost all entirely chance-based, although there are a couple that are easier to win than others. The drawback of these games, of course, is that if you lose you forfeit all of your coins, and that always hurts. Still, if you get lucky...

Game Guy's Magic Boxes



One treasure chest holds Toad, the other, Baby Bowser. Pick the one with Toad and your coin total doubles. Pick Baby Bowser and you lose it all. If you choose correctly, you'll get a chance to try again to double your winnings. You have a 50/50 chance to win at this game, which is better than the chances at some of the others in this set.

Game Guy's Lucky 7



Think of this mini-game as Blackjack with dice. You (and Game Guy) get two rolls of the dice (with 6 being the highest possible roll per throw) to move up the stairs. Your goal is to land higher than Game Guy, but if you go too far (past step 7) you'll fall off and lose. Likewise for Game Guy. If you end on a higher step than Game Guy, you'll receive double your coins. Land on the seventh step, though, and your coins will multiply by ten!

Game Guy's Roulette

It might seem like the odds are a lot lower, but generally this Game Guy challenge still comes down to about a 50-50 chance. Look at the odds in the upper right and bet on either the 2x or the 4x space. These two almost always win; your chances plunge considerably if you place your bet on any of the others.

Game Guy's Sweet Surprise

Bet on either Big Chomp or Little Chomp to win the cake-eating contest. This is probably the easiest of Game Guy's Mini-Games to win; just put your bet on Big Chomp. I've never seen Little Chomp win the contest, and I've played this mini-game a lot. I'm sure it happens occasionally, but the odds against it are so high that you're practically guaranteed a loss if you bet on him.

SECRETS AND OTHER HIDDEN STUFF

GET TWO EXTRA MAPS FOR PARTY MODE

Beat the Story Mode with any character to make the two final maps—Waluigi's Island and Backtrack—available for play in Party Mode.

GAME GUY'S GAME ROOM

Located inside Toad's Mini-Game Room, this area lets you play the various Gambling Mini-Games. You aren't allowed inside until you've received the ranking of "Miracle Star" in the Story Mode, though.
To accomplish this, you'll need to play your best and get "S" rankings on most of the boards.

CLASSIC NAMES

When you start a new save file, don't enter a name and the game will automatically use a classic Mario character name.

BONUS COINS

After using a Mushroom, if you roll the same number on both dice, you'll get 10 coins.

TAUNT

While on the game board, you can press the **L** button to make your character taunt at any time, even during other player's turns. There doesn't seem to be a limit to this, and it does get annoying quickly.

MINI-GAME ROOM "???" GAMES

There are three bonus mini-games playable at Toad's Mini-Game Area in Party Mode. You must accomplish various tasks to unlock each of these.

Dizzy Dinghies

A longer variation on the four-player Water Whirled mini-game, Dizzy Dinghies allows one player to choose from three courses and three different mini-boats to attempt to beat the current record. This mini-game is unlocked after all of the regular mini-games are available in the Mini-Game Room.

Stardust Battle

This is the final showdown against the Millennium Star that you must play to win the Story Mode. It becomes available for play in the Mini-Game Room after you win the Story Mode.

Mario's Puzzle Party Pro

This is a single-player version of the four-player mini-game of the same name (see the mini-game guide for tips on this game). To unlock it you'll first need to have unlocked Game Guy's Game Room. Turn your 10 coins into 1,000 or more coins and you'll unlock this mini-game. This is no easy feat, but with some perseverance and a lot of luck you can do it.

by Geoff Arnold

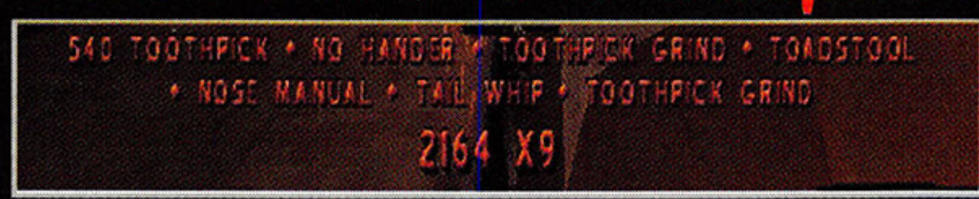
MAT HOFFMAN'S PRO BMX

following in the footsteps of the *Tony Hawk's Pro Skater* series, Runecraft, Neversoft and Activision have teamed up to keep the extreme side of console gaming alive with their latest release, *Mat Hoffman's Pro BMX*. *Tony Hawk* fans will instantly find themselves in familiar surroundings, yet the gameplay is still simple enough for beginners to learn within a few minutes of starting the game. Now if I can just bring myself to believe that it is physically possible for an 80-year-old granny to do a Superman Seat Grab, I may just keep myself out of the loony bin for a few weeks...

the tricks

In addition to normal ground and air tricks, each rider has trademark moves which can only be performed when the "Special" trick meter is flashing. These special moves are character-specific and require practice and dexterity to perform on a regular basis—which you'll need to be able to do later on in the game when trying to accomplish certain objectives.

trick combinations/multipliers



Trick combinations are the key to putting yourself a step above the rest and earning high scores and medals. As in *Tony Hawk*, you can perform tricks and link them together with the use of manuals and grind tricks. Each time you add another trick to your total trick combination, you will earn successive score multipliers that will raise your score even higher. For example, if you do a Nose Manual to Toothpick Grind, your total score for both tricks will be multiplied x2 at the end of the trick combination. As you can imagine, the possibilities for tricks are rather endless...especially if you are able to link multiple trick sessions together. Variety is important, however, since the point value you earn for a specific trick will decrease under any of the following circumstances:

- You do the same trick more than once at any time in the same level
- You do the same trick more than once in any combination of tricks
- You do the same combination of tricks in any order during the entire trick combination

Look for Gap areas (marked in BLUE letters) when performing tricks to boost your score even higher.

the riders

The instruction manual only lists two of each rider's "Special" tricks, so I've included all of the Specials below. In addition, each rider starts out with specific abilities (stats). These stats can be altered by progressing in the game, unlocking new bikes and selecting to equip or remove certain parts from your bike. Each stat is self-explanatory and you may be required to increase or decrease specific stats in order to accomplish certain level objectives.

mat hoffman

Specific Tricks

↑ + ○—Rocket Queen
↓ + □—No Footer Switch Hand

Special Tricks

↑ ↓ + ○—Backflip Tailwhip
↓ ↓ + ○—Superman One Hander
← → + □—Peacock
→ → + □—Bar Hop
↓ → + ○—Triple Tailwhip

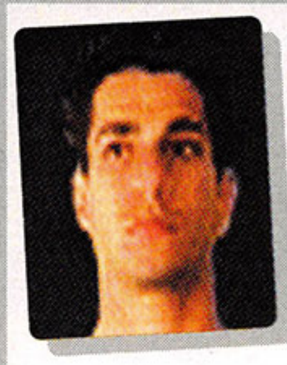
mike escamilla

Specific Tricks

→ + □—One-Footer
↖ + □—Nothing
↗ + ○—One Hander One Footer X-Up
← + ○—Can-Can
↓ + ○—Indian Air Superman
↘ + △—Handplant

Special Tricks

↑ ↓ + ○—Backflip One-Footer
↓ ↓ + ○—Superman Seatgrab Bar Spin
← → + □—Body Varial
↓ ↑ + ○—Front Flip



cory nastazio

Specific Tricks

→ + □—No-Hander
↖ + □—Nothing
↗ + ○—One Hander One Footer
↓ + ○—Indian Air Superman

Special Tricks

↑ ↓ + ○—Backflip Tabletop
↓ ↓ + ○—Superman Seat Grab
↓ ↑ + ○—Front Flip
↓ → + ○—Double Tailwhip

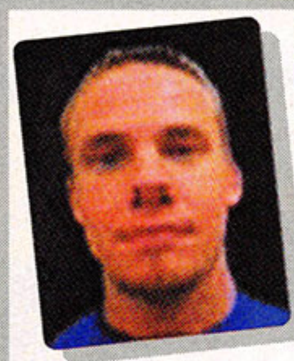
rick thorne

Specific Tricks

↓ + □—No Footer Switch Hand
↖ + □—Nothing Seat Grab
← + ○—Can-Can
↓ + ○—Indian Air Seat Grab
↗ + ○—One Hander One Footer
↘ + △—Footplant 360 Tailwhip

Special Tricks

↑ ↓ + ○—Backflip No Footer
↓ ↓ + ○—Double Seat Grab Superman
↓ → + ○—Front Body Flip
← → + ○—Decade Air



kevin robinson

Specific Tricks

↑ + □—No Handed One Footer
→ + □—One Footer
← + ○—One Handed Can-Can
↑ + ○—Rocket One Footer Candy Bar
↘ + △—Double Footplant

Special Tricks

↑ ↓ + ○—No Handed Back Flip
↓ ↓ + ○—Superman Tube Grab
→ ↓ + □—One Handed Swing Leg
→ → + □—Barhop

granny

To unlock Granny, simply start the game in Career Mode, enter any level with any character, then press **START** to pause the game and select "Retry" from the pause menu ten times consecutively. Granny will then be unlocked as a playable character.

Specific Tricks

↙ + □—Barspin to Barspin Back
↖ + □—Double Seat Grab
↑ + ○—Rocket No Hander
↙ + △—Handplant
↘ + △—Double Footplant

Special Tricks

↓ ↑ + ○—Front Body Flip
↑ ↑ + ○—Superman Seat Grab
↑ ↑ + □—Gum Grab

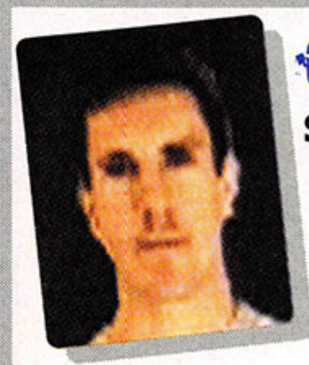
joe kowalski

Specific Tricks

↑ + □—Neilarm Strong
↖ + □—Nothing Seat Grab
↓ + ○—Indian Air Seat Grab
← + ○—Can-Can
↗ + ○—One Hander One Footer X-Up
↑ + ○—Rocket One Footer Candy Bar

Special Tricks

↑ ↓ + ○—Backflip Tabletop
↓ ↓ + ○—Superman Back Peg Bar Spin
↑ ↑ + ○—No-Footed Candy Bar One Hander
↓ → + ○—Half Barspin Tailwhip



dennis mccoy

Specific Tricks

↑ + □—No Handed One Footer
↗ + ○—One Hander One Footer
→ + □—One Hander
← + ○—One Handed Can-Can
↑ + ○—Rocket One Footer Candy Bar
↘ + △—Double Footplant

Special Tricks

↑ ↓ + ○—Backflip One Footer
↓ ↓ + ○—Superman Tailwhip
← → + □—Decade Air
↓ → + ○—Double Tailwhip

simon tabron

Specific Tricks

→ + □—One Hander
↗ + ○—One Hander One Footer
↓ + ○—Indian Air Superman
← + ○—One Handed Can-Can
↘ + △—Double Footplant

Special Tricks

↑ ↓ + ○—Backflip One Footer
↑ ↑ + ○—Superman Seat Grab
↓ ↓ + ○—Double Seat Grab Superman
→ → + □—One Handed Swing Leg
← → + □—No Footed Candy Bar One Hander

tony hawk

To unlock Tony Hawk as a playable character, play through Career Mode as Mat Hoffman. When you finish the game and collect all thirty covers, Tony will then be added to your roster.

Specific Tricks

↖ + □—Double Seat Grab
↑ + ○—Rocket No Hander

Special Tricks

↓ ↑ + ○—Front Body Flip
↓ ↓ + ○—Superman Tailwhip
← → + ○—Decade Air
← → + □—Body Varial

the courses

There are a total of ten courses in all: six regular street courses, two competition courses and two extra hidden courses. A certain number of magazine covers or medals are required to unlock each course, so if you find yourself stuck and are unable to progress to the next level, try going back to some of the courses you have completed already and collecting more magazine covers.

hoffman bike factory

Course Objectives:

- **High Score: 15,000**
- **Smash the Lights (5)**
- **Get T-R-I-C-K**

- **Secret Cover**

The Secret Cover is on top of a large pipe that runs lengthwise through the building. To reach it, you must first gain access to the outside area. Look for the large switch that borders the bowl and bump into it; this will open up the garage door that leads outside. Once outside, jump over the dirt hills (perform several tricks to boost your speed) and aim for the large glass window just above and to the left of the garage door. Jump up onto the ledge, then jump again and grind the pipe that leads to the Secret Cover.

- **Pro Score: 30,000**

construction yard

Course Objectives:

- **High Score: 25,000**
- **Topple Toilets (5)**
- **Get T-R-I-C-K**

- **Secret Cover**

From the starting point, take the small quarter off to your left (near the first toilet) and launch off onto the grass behind it. Gain speed and launch up the large cement wedge (aim for the center girders) onto the suspended steel girders. When you reach the end of the steel girder, simply jump onto the adjacent girder to your left to collect the Cover.

- **Pro Score: 50,000**

london underground

Course Objectives:

- **High Score: 35,000**
- **Hit Vending Machines (5)**
- **Collect T-R-I-C-K**

- **Secret Cover**

The Secret Cover sits on top of a pipe that is attached to the ceiling in the room just past the second escalator. To reach it, jump off the small ramp just past the railing where the letter "I" was and grind the pipe that's attached to the ceiling. When you reach the end of the pipe, bunnyhop onto a small plateau, then jump off the ramp at the end of the plateau to reach the pipe and Secret Cover.

- **Pro Score: 60,000**

bluetorch competition

The first Comp is basically an outdoor obstacle course, with various mini ramps, rails and props placed along the way. It's a good idea to get acquainted with this course first in Free Ride mode, as this will let you explore and find the gaps and best props to perform tricks on. Use all of your trick skills that you have utilized thus far to achieve the high and pro scores for each level and go to work. If you really want to get some good scores, hit as many gaps around the track as you can and try to land all of your tricks. Remember, variety counts and you have three chances to make two good runs. If the judges score you well enough, you will be awarded a medal.

new york city park

Course Objectives:

- **High Score: 45,000**
- **Hit Shwarma Stands (5)**

- **Get T-R-I-C-K**

To get the "C" near the fountain area, grind on the tree branch leading from the playground area.

- **Secret Cover**

If you look just to the left of the starting point, you'll see a small mound of dirt sitting in front of a tree. Simply launch off the dirt pile and aim toward the lower tree branch to snag the prize.

- **Pro Score: 70,000**

la habra, california

Course Objectives:

- **High Score: 65,000**
- **Hit Satellite Dishes (5)**
- **Get T-R-I-C-K**

- **Secret Cover**

Located near satellite dish #2, the Secret Cover sits on top of the chimney near the central house. Take the blue ramp up to the rooftop, then bunny-hop off of the rooftop and grind the chimney to pick up the Cover.

- **Pro Score: 100,000**

treatment plant

Course Objectives:

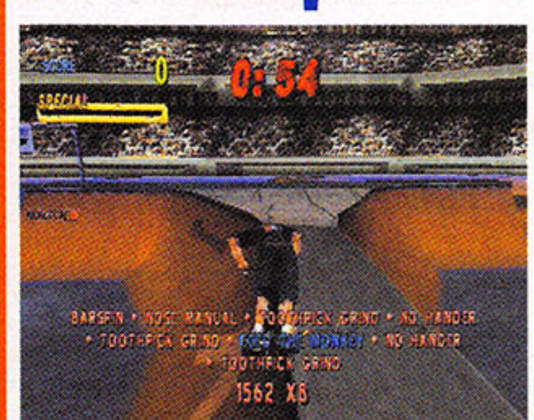
- **High Score: 55,000**
- **Hit Waste Barrels (5)**
- **Get T-R-I-C-K**

- **Secret Cover**

The Secret Cover sits near the far edge of the empty pools near a rail high above the ground. In order for you to pick it up, you must make it to the far building and ride the rail off the edge that leads to the cover. Follow the same path you took to reach the letter "C" and you will make it without any fuss.

- **Pro Score: 80,000**

cfb competition



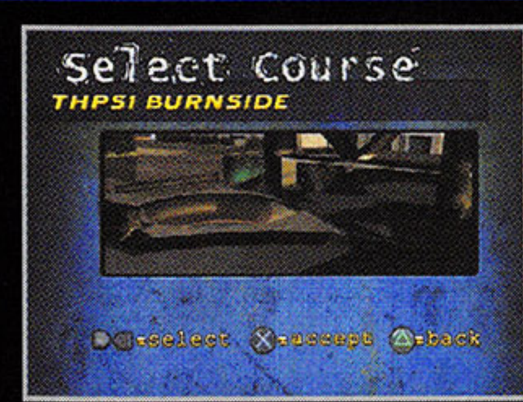
It's almost a necessity to practice this level several times in Free Ride mode to learn the placement of obstacles and set up trick routines. This competition is set up the same way as the last one: You get three chances to bring home a medal and the best two scores count. The easiest way to win gold is simply to do two or three big tricks (20,000-30,000 points each) and just end the competition. The computer riders are tough, but they aren't as good as you. If you are having trouble scoring some points, try to stay around the props near the beginning of the course; you can manual into grinds and tricks here easily. Land all of your tricks and the gold will be yours.

secrets

There are two secret levels in *Mat Hoffman's Pro BMX* that are only accessible through practice and patience.

Secret Level 1: THPS1 Burnside

Earn thirty covers for each character and both gold medals to unlock the Burnside level from *Tony Hawk's Pro Skater*.



Secret Level 2: THPS1 Warehouse

Perform a 200,000+ point trick (no breaks) to unlock the Warehouse level from *Tony Hawk's Pro Skater*.

To unlock each rider's bikes you will need to do the following:

Bike #2—Earn five covers
Bike #3—Earn 16 covers and one medal
Bike #4—Earn 30 covers and two gold medals (this gives your rider full stats)

The "Bails" video clip can only be accessed after you beat the game with Tony Hawk in Career Mode.

MUSICGENERATOR™2

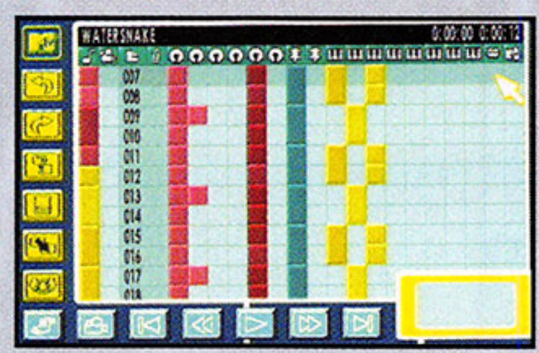
If you're one of the lucky folks who have experienced the creative joy that is *MTV Music Generator* for the PlayStation, then you probably already laid down your hard-earned bucks for *MTV Music Generator 2* for your new PlayStation 2. The song and video building concepts pretty much remain the same in the PS2 edition, but there are a few new features that will enhance your creativity. We can't guarantee you a Grammy, but we can show you a few useful features and tips that will make your songwriting craft easier. The video portion of *MTV Music Generator 2* is really more of a novelty when compared to the excellent music utilities for songwriting, so we'll leave the camerawork to you. Let's spin some beats!

by Anatole Brown

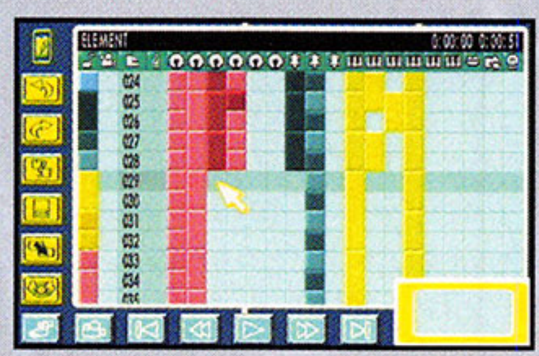
GENERAL SONGWRITING TIPS

Of course, you're free to create any kind of cacophony you want, but much of *MTV Music Generator 2* is more suited to the nightclub vernacular, i.e. Trance, Drum & Bass, House, Techno, etc. With that certain style in mind, here are some things that can help the Mozart in you:

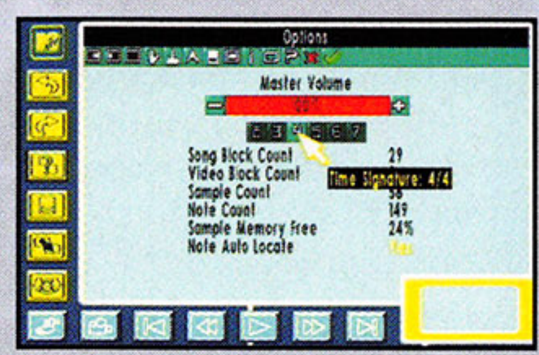
• **Blocks of Sound**—Think of *MTV Music Generator 2* as a virtual Lego set; everything is built by "blocks of sound." Each "song" is made up of several blocks of "riffs," just as each riff is created by several blocks of "samples". *MTV Music Generator 2* is designed to encourage users to stack these blocks together, so don't be intimidated if it seems too easy.



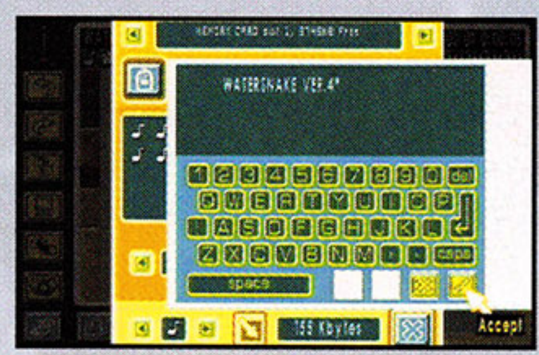
• **Creating Patterns**—Since each song is made up of these blocks, your song should start looking like a distinct, almost symmetrical pattern. Popular music relies heavily on repetition, so the patterns should start repeating as you scroll down. Expect to do a lot of copying and pasting.



• **Build-up and Breakdown**—Most nightclub-style music constantly builds up into a frenzy and then breaks down for a breather. For example, start off a song with a simple bass and drum beat. As the song continues, keep adding more riffs over the established basic beat to build up the sound in increments. Finally, at the height of the build-up, start removing entire sections of riffs to "break it down". Experiment by adding and removing different riffs to the song.



• **Try Different Things**—It may sound obvious, but inspiration comes from the weirdest places. For example, you may like to start creating your songs with a drum beat, but sometimes a simple keyboard riff or an odd-sounding sample can also trigger the creative juices. The default Song BPM (beats per minute) setting is 130 bpm, but try different speeds. One riff can sound completely different at a slower setting than when its played fast. You can even go into the Options menu and change the time signature if you really want to let loose.

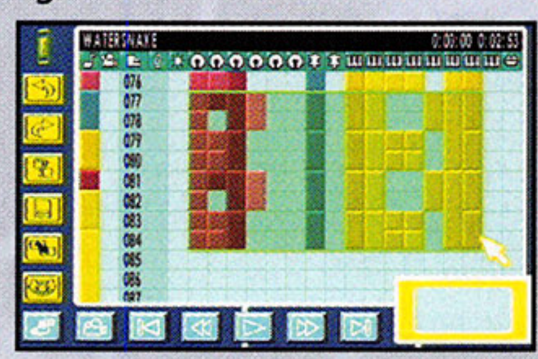


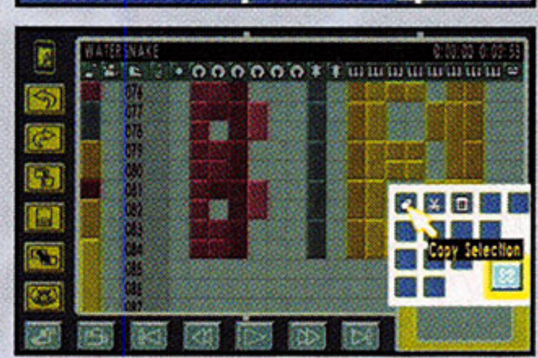
• **Save Several Versions**—Make it a point to save different versions of a song. You'll be amazed at how a song may sound a certain way when you first create it, and then sound completely different the next day. It's important to step back from your creation for pure observation. Who knows? The crappy version may even start sounding like a #1 single to you a week later. Also, don't be afraid to leave an unfinished composition to work on a new one; one can inspire the other.

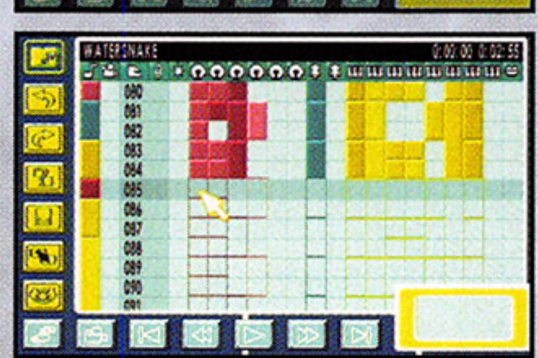
COPYING, CUTTING & PASTING

As you get more familiar with *MTV Music Generator 2*, you will soon realize that the copying, cutting and pasting functions are your greatest creative ally. There are two instances when these functions are extremely helpful: when putting together a song and when creating or editing a riff.

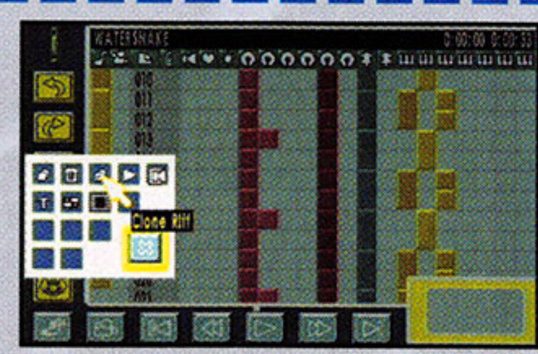
Song—Instead of choosing and placing every riff to duplicate a pattern, simply select huge blocks of an existing pattern to copy and paste. Use the **SELECT** button to bring up the green selecting tool and highlight the section you want to copy. Press the ○ button to bring up the sub-menu and select "Copy Selection". You can now drag around a silhouette of the pattern to determine where it can be placed. Press ✕ to place the pattern in the desired area.

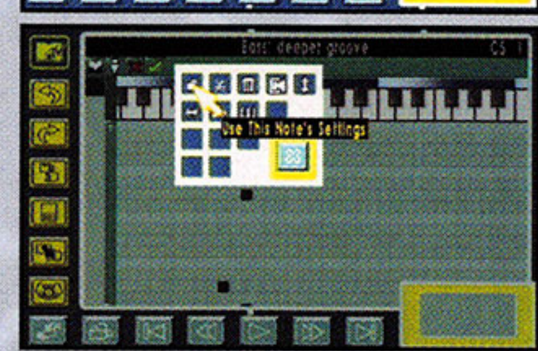




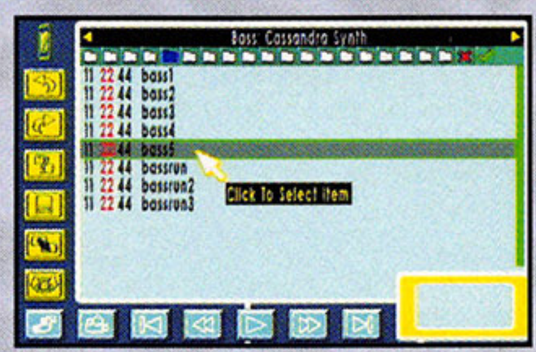


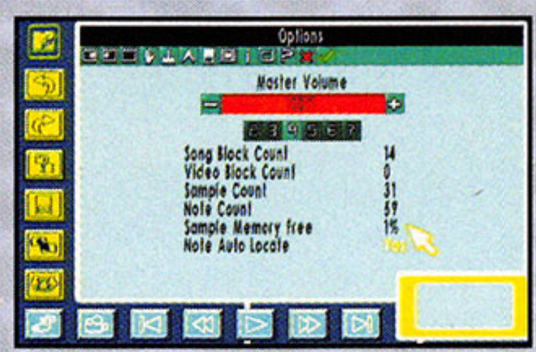
Riff—Before you edit an existing riff, it's a good idea to clone it first so you can still retain the original riff if you screw up. Select the riff, press the ○ button to bring up the sub-menu and choose "Clone Riff". Now you can start tweaking. If you go into the Riff Editor you will see the samples that make up the riff. More often than not, you will want to use the existing samples and their settings even when you are changing the riff. Simply highlight the sample you want to use, press the ○ button and select "Use This Note's Settings." Now you can place the sample anywhere to create your own riff while using the same sounds that the original riff utilized. Remember to rename your new riff so you can easily identify it. For example, if you edited "hihat 1," it's probably a good idea to call your new riff "hihat1B."





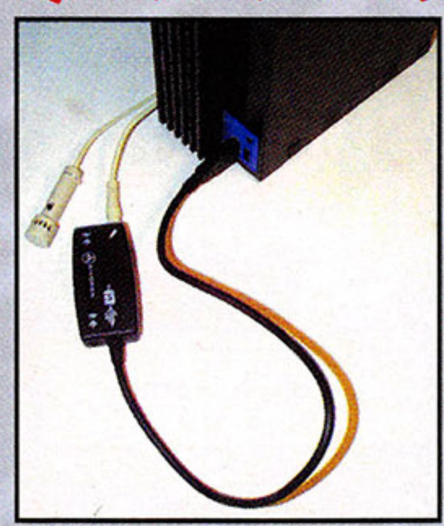
MANAGING MEMORY





Although *MTV Music Generator 2* doesn't have as many memory issues as *MTV Music Generator* for the regular PlayStation, you may still run out of memory while creating a song. A window will let you know that you are out of memory if you attempt to select a new riff and there's no more room. Go into the Options menu and you can see how much memory is left by looking at the value shown in "Sample Memory Free." The length of a song is not really what affects the amount of memory that's available. In fact, you can use all 999 measures at the default 130 bpm and still create a 31-minute song. What affects the memory is the number and size of samples that you use in a song. One way to alleviate the lack of memory is to get rid of the riffs in the Song Palette that you are not using. An easy way to do this is to put the cursor on the Song Palette icon (the one with the musical note), press the ○ button and select Optimize Song. This will clear your song of any unused riffs that are taking up valuable memory. Likewise, you can also go into the Riff Editor screen of a riff, go to the Sample Library icon and optimize the samples. If you still have memory problems, the last resort is to go into each sample and reduce the sampling rate. The default sample rate for each sample is at 22kHz. Reducing a sample to 11kHz will certainly make it sound a little more muddled, but it's better than eliminating the sound altogether from your song.

SAMPLING

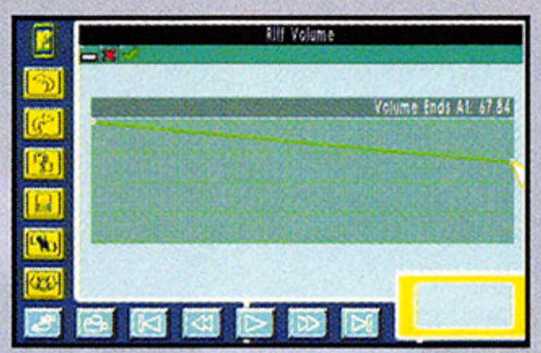


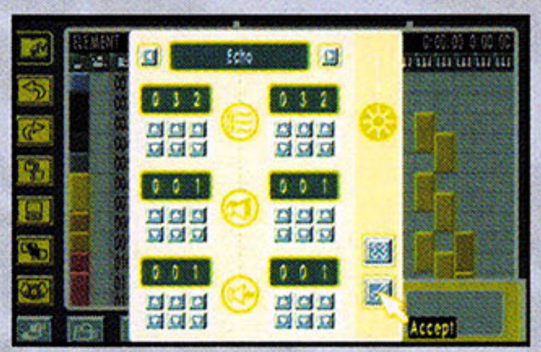
As much as I love this fantastic title for the PS2, one of the biggest drawbacks that I find in *MTV Music Generator 2* is that you cannot directly sample off a CD like you could in the first *MTV Music Generator*. Sampling in *MTV Music Generator 2* is done by feeding sounds into the USB port of the PS2. Codemasters sells a special USB digital audio converter through the company's website. It comes with a mic so you can record your own voice. A small pin jack will also allow you to input sounds from any other audio device like a CD player, cassette player or even your Game Boy. There are actually several USB digital audio converters made by different companies that will still work with the PS2, so check your local computer store. They are usually used for digital phone software used by receptionists. You can also use any kind of PC mic that usually comes with your computer.

The most confusing thing about sampling in *MTV Music Generator 2* is the volume level. You actually have to crank up the volume to get a good level reading when you sample. It may sound like the speakers are cracking or the sound is breaking up, but as long as the levels are within the range of the wave chart, you should be fine. After recording a sample, use the cropping tool to eliminate any unwanted sections. It's also a good idea to use the Normalize function to level off your sample. You can use the Filter functions to eliminate certain unwanted frequencies like white noise. The most important thing to remember when you're done sampling is that the sample's normal playback rate is assigned to the middle C key, or C6. This means that you must enter the Time Stretch option if the sample that you recorded is at a different speed or pitch from the song you are using it for. It's not an easy thing to do, since it's impossible to listen to your song while editing a sample. For this reason, speech sampling is probably more suited for *MTV Music Generator 2* than actual note sampling.

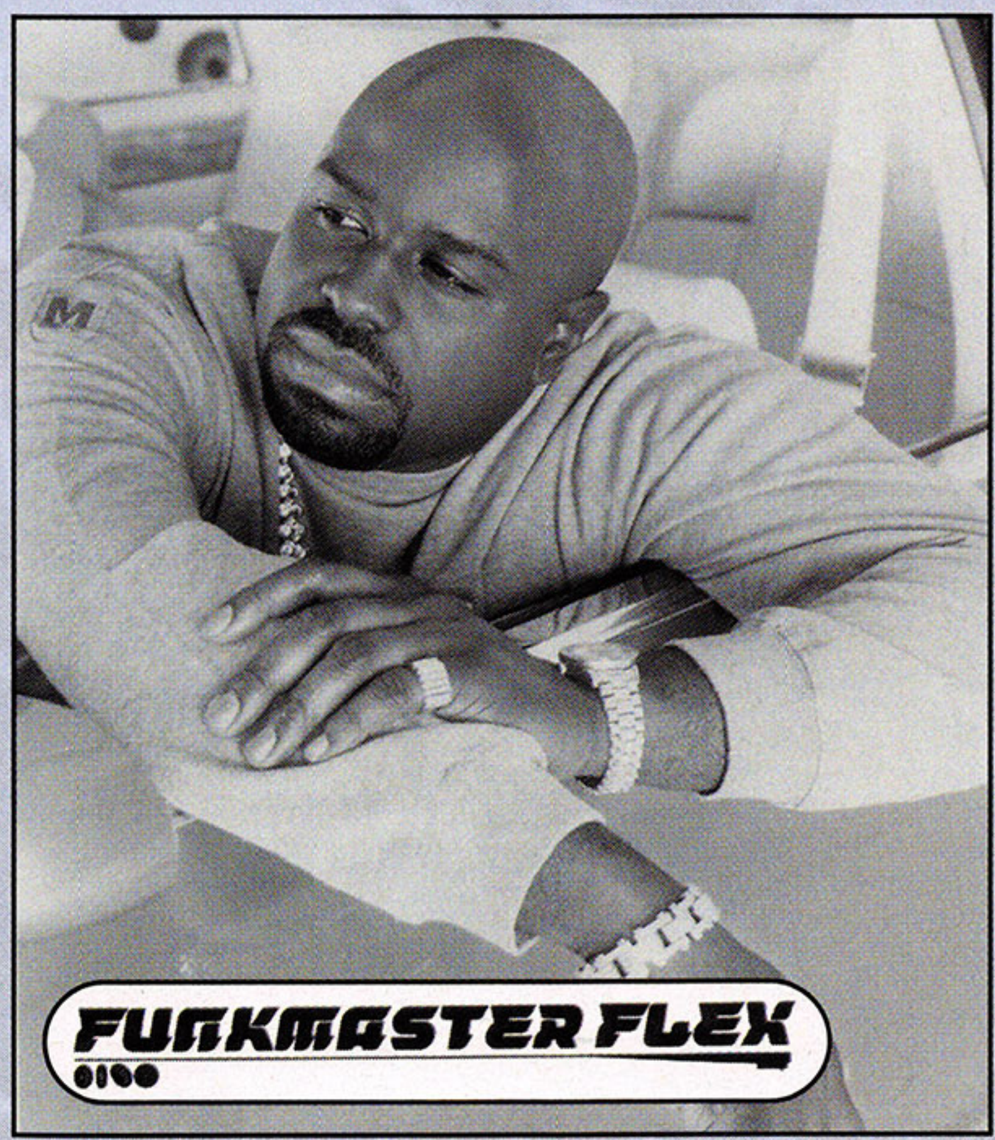
So there you have it! We can delve even further into this fascinating music utility, but we trust that you can come up with some killer tunes. *MTV Music Generator 2* is just a tool; the real magic comes from you!

THE RIGHT MIX





Any studio engineer will tell you that the hardest thing to do in recorded music is to get the perfect mix for your song. Volume control is a major part of mixing. Some riffs may be way too overpowering and muffle the other tones in your song. It's important that you adjust the volume level of each riff. Sometimes a riff may still sound too soft even after jacking it up to 100. If that's the case, you may want to double-up on that particular riff so it gets twice the volume. Another mixing technique is panning, or the placement of a particular instrument in a specific spot on the left and right stereo spectrum. You can adjust the placement of a particular instrument in the "Note Pan Envelope" screen in the Riff Editor. Sometimes by placing a particular sound apart from the rest by panning to the extreme left or right it allows you to isolate the sound and make it really stand out. Finally, choosing the right effect for the entire song can really make your masterpiece shine. For example, if you wrote a particularly ambient-sounding piece, you may want to increase the reverb in the Song effects panel. If your song is a stabbing, aggressive number, you may want to soften the reverb so your song has more punch. Experiment with various settings!



GAME BOY ADVANCE

Castlevania: Circle of the Moon

by Ara Shirinian

After *Castlevania*'s transition to the N64 game console a couple years ago, it seemed like the series was finished with the classic 2-D style for good. Now thanks to the Game Boy Advance, fans can enjoy a totally new *Castlevania* game in its proper, original format. *Castlevania: Circle of the Moon (COTM)* is one of Konami's first Game Boy Advance titles. In these pages you'll find all of the deepest and darkest secrets of Drac's crazy castle. Let's begin!

A FEW POINTS OF ADVICE

YOUR STATS

The four major stats that determine your player's strength are STR, DEF, INT and LCK. STR is directly correlated with how much damage you inflict on monsters. This is true whether you attack them directly or indirectly, by way of magic. Similarly, DEF is inversely correlated with the amount of damage you sustain from monster attacks. The greater your INT, the faster your MP regenerates. Remember, INT has nothing whatsoever to do with the strength or effectiveness of your magic attacks. Finally, LCK is directly correlated with your chances of a monster leaving behind an item or card when killed. If your LCK is high, monsters will drop items more often.

SUB-WEAPONS

As is traditional with the series, the standard array of sub-weapons is available for your use. Generally, each one has a specialized purpose that works extremely well in certain types of situations but fares quite poorly in all others. However, the best all-around sub-weapon is the crucifix. It's the most powerful and it has the potential to hit your enemy up to five consecutive times if your timing is right. The crucifix is essential for boss battles or any other tough enemies.

BOSSES

Unlike practically all other *Castlevania* games, your health won't be refilled after a boss battle. You're left alone to return to a save point with your remaining health! The entrance to any boss room is marked in the game by a special door outlined in blue. Once you go in, you can't get back out unless you're victorious!

ITEM CATALOG

There are lots of items in *Castlevania: COTM*. Many of them are quite rare, however, and you'll only get to see most of these in the latter portions of the game. Some items are only dropped by killing specific monsters, and even then such a monster might only drop the item you're looking for one out of 50 times. If you like collecting items, you've got to be patient. In all of the item tables that follow, the "Rarity" column is a rating from 1 to 10 that roughly corresponds to the number of different monsters that may drop the item. The lower the number, the rarer the item is. For each one, I've also listed an example of a monster who may drop it.

RECOVERY ITEMS

All of these items are consumed after each use. Save them for boss battles!

Name	Function	Rarity	Dropped by...
Potion	Recover 20 HP	10	Skeleton Bomber
Meat	Recover 50 HP	6	Fox Hunter
Spicy Meat	Recover 100 HP	4	Imp
Potion Hi	Recover 250 HP	3	Legion
Potion Ex	Recover all HP	1	Alraune
Antidote	Cures Poison status	6	Poison Worm
Cure Curse	Cures Curse status	2	Marionette
Mind Fix	Recover 30% MP	9	Brain Float
Mind Hi	Recover 50% MP	8	Specter
Mind Ex	Recover all MP	2	Fishhead
Heart	Recover 10 Hearts	8	Bone Head
Heart Hi	Recover 25 Hearts	6	Bone Tower
Heart Ex	Recover 50 Hearts	6	King Moth
Heart Mega	Recover 100 Hearts	3	Dryad

ARMORS

You wear these on your body. Their primary function is defense. Don't confuse these with similarly named monsters!

Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by...
Leather Armor	—	+30	—	—	+30	7	Skeleton
Bronze Armor	—	+50	—	—	+50	3	Skeleton Soldier
Gold Armor	—	+80	—	—	+80	3	Thunder Armor
Chain Mail	—	+100	—	—	+100	4	Lizard Man
Steel Armor	—	+120	—	—	+120	4	Thunder Armor
Platinum Armor	—	+150	—	—	+150	3	Holy Armor
Diamond Armor	—	+210	—	—	+210	1	Ice Demon
Mirror Armor	—	+300	—	—	+300	1	Devil
Needle Armor	+10	+400	—	—	+390	1	Nightmare
Dark Armor	-10	+550	-10	-10	+520	1	Lilim
Shining Armor	+10	+500	+10	+10	+530	1	—

ROBES

You wear these on your body too. They boost your INT a great deal, but usually they're not as effective for defense as Armors.

Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by...
Cotton Robe	—	+25	+100	—	+125	3	Skeleton Spear
Silk Robe	—	+40	+140	—	+180	2	Fox Archer
Rainbow Robe	—	+140	+250	+15	+405	3	Poison Armor
Magic Robe	—	+200	+300	—	+500	2	Witch
Sage Robe	—	+250	+500	—	+750	1	Lilith

SHIRTS

This is the third item category that can be worn on your body. Shirts increase your attack power, but their defensive properties are quite poor.

Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by...
Cotton Clothes	—	+20	—	—	+20	7	Mummy
Prison Garb	+5	+20	—	—	+25	5	Gargoyle
Stylish Suit	+10	+40	—	—	+50	3	Heat Shade
Night Suit	+20	+60	+10	—	+90	3	Hyena
Ninja Garb	+30	+80	—	—	+110	2	Were-Jaguar
Soldier Fatigues	+50	+120	—	+10	+180	2	Franken

RINGS/ARMBANDS

You can equip any two of the following items on your arms.

Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by...
Double Grips (both arms)	+75	+75	+75	+75	+300	1	Dark Armor
Star Bracelet (right arm) Star Bracelet (left arm)	+25 —	— +25	+25 —	— +25	+50	2	Harpy
Strength Ring	+50	-10	-10	—	+30	2	Were-Bear
Hard Ring	-10	+50	—	-10	+30	3	Medusa Head
Intelligence Ring	-10	—	+50	-10	+30	2	Evil Hand
Luck Ring	—	-10	-10	+50	+30	1	Zombie Thief
Cursed Ring	+30	+30	—	-100	-40	3	Poltergeist
Strength Armband	+100	-25	-25	-25	+25	1	Demon Lord
Defense Armband	-25	+100	-25	-25	+25	1	Were-Horse
Sage Armband	-25	-25	+100	-25	+25	1	Wind Demon
Gambler Armband	-25	-25	-25	+100	+25	1	Mimic Candle
Wrist Band	+5	—	—	—	+5	8	Spirit
Gauntlet	+15	—	—	—	+15	4	Hopper
Arm Guard	—	+10	—	—	+10	3	Bloody Sword
Magic Gauntlet	—	—	+10	—	+10	5	Poison Worm
Miracle Armband	—	—	—	+10	+10	2	Skeleton Boomerang
Toy Ring	—	—	—	—	0	2	Evil Pillar
Bear Ring	-100	-100	-100	-100	-400	1	Skeleton Medalis

MAGIC

DUAL SET-UP SYSTEM (DSS)

Castlevania: COTM introduces a new magic system called the Dual Set-up System, or DSS. There are 20 different cards in two categories that may be dropped by various monsters in the game. The first category is "Action" and the second is "Attribute." Action cards are named after Roman gods. Each one is associated with a type of function. Attribute cards are named after a random assortment of mythical creatures. Each of those is associated with a specific elemental property. Each particular magic is created from a combination of one Action card and one Attribute card. This gives you a maximum of 100 different magic effects at your disposal!

CARD CATALOG

Action Card	Function	Dropped by...
Mercury	Whip Attack	Bone Head
Venus	Stat Modification	Slime
Jupiter	Defensive/Indirect Attack	Heat Shade
Mars	Weapon Attack	Bloody Sword
Diana	Projectile Whip Attack	Man Eater
Apollo	Special Projectile Attack	Arch Demon
Neptune	Elemental Healing/Invincibility	Ice Armor
Saturn	Summon Familiar	Fallen Angel
Uranus	Summon Mythical Creature	Scary Candle
Pluto	Miscellaneous Effects	Trick Candle

Attribute Card	Function	Dropped by...
Salamander	Fire	Skeleton Bomber, Imp
Serpent	Water/Ice	Earth Demon, Holy Armor
Mandragora	Plant	Axe Armor, Lizard Man
Golem	Earth	Electric Skeleton, Minotaur
Cockatrice	Stone	Stone Armor, Death Mantis
Manticore	Poison	Thunder Demon, Succubus
Griffon	Wind	Skeleton Athlete, Siren
Thunder Bird	Lightning/Thunder	Were-Panther, Dullahan
Unicorn	Holy/Light	White Armor
Black Dog	Evil/Dark	Devil Armor

MAGIC CATALOG

Here's a list of all possible combinations of Action and Attribute Cards and their effects. For all the combinations that use Apollo or Uranus as the Action Card, you must press either ↓ ↘ → ↗ ↑ + attack or ↓ ↙ ← ↖ ↑ + attack in order to activate the corresponding effects.

Action Card	+ Attribute Card	MP Consumed	Effects
MERCURY	Salamander	6/attack	STR +5%. Fire Whip. Slightly longer range than normal.
	Serpent	2/attack	STR -30%. Ice Whip. Shorter range, but fast repeat rate. Freezes enemies.
	Mandragora	6/attack	STR +10%. Rose Whip. Slightly wider range.
	Golem	8/attack	Long Whip. Slow repeat rate.
	Cockatrice	6/attack	STR +10%. Stone Whip. Turns enemies to stone.
	Manticore	6/attack	STR -11%. Attacks diagonally only, but emits continuously damaging mist.
	Griffon	10/attack	STR -13%. Wind Whip. Shorter range, but hits multiple times per attack.
	Thunder Bird	10/attack	Electric Whip. Slightly longer range. Can be held out for continuous but progressively weaker hits.
	Unicorn	20/attack	STR +22%. Heals 1% of max. HP per attack.
	Black Dog	40/attack	STR +41%. Very slow repeat rate. Damages enemy continuously afterward.
VENUS	Salamander	4/time	Damage inflicted on monsters increases by 25%.
	Serpent	4/time	DEF +25%.
	Mandragora	4/time	LCK +25%.
	Golem	16/time	DEF increases based on how much of the map you've uncovered.
	Cockatrice	2/time	Gain 1 Exp. for every 1/3 of a screen walked. Ineffective while running.
	Manticore	2/time	Doubles the number of hearts obtained from candles, torches etc. No effect on the use of other heart items.
	Griffon	4/time	INT +25%.
	Thunder Bird	16/time	STR increases based on how much of the map you've uncovered.
	Unicorn	8/time	DEF +200%. Damage inflicted on monsters decreases by 50%.
	Black Dog	8/time	DEF -50%. Damage inflicted on monsters increases by 200%.
JUPITER	Salamander	4/time	Two powerful fire balls slowly rotate around your body.
	Serpent	4/time	Four weak ice balls quickly rotate around your body.
	Mandragora	16/time	When you stand still, heals 1% of max. HP per second.
	Golem	4/time	After sustaining damage, makes you invincible for four times longer than normal.
	Cockatrice	8/time	Prevents you from turning to stone, but your movement is severely restricted.
	Manticore	4/time	Continuously emits damaging mist from all sides of your body.
	Griffon	4/time	Allows you to damage monsters by running into them.
	Thunder Bird	4/time	All damage you sustain is reduced by 50%.
	Unicorn	8/time	A sphere surrounds you, damaging all monsters that touch it.
	Black Dog	8/time	A black hole surrounds you, damaging all monsters that touch it. Also poisons you for the duration of the effect.
MARS	Salamander	8/attack	STR +10%. Fire Sword. Slightly shorter but wider range.
	Serpent	4/attack	STR -30%. Ice Sword. Very short and wide range. Fast repeat rate. Freezes enemies.
	Mandragora	10/attack	STR +12%. Rose Sword. Very wide range.
	Golem	4/attack	Big Hammer. Damages all enemies on the ground. Very slow.
	Cockatrice	12/attack	STR +22%. Tonfas.
	Manticore	8/attack	STR -10%. Claws. May hit an enemy more than once.
	Griffon	16/attack	STR +41%. Variable range/strength attack. Hold down button to charge.
	Thunder Bird	16/attack	Punch. Very short range. Attack four times rapidly for maximum effect.
	Unicorn	32/attack	STR +73%. Holy Sword. Huge range and fast repeat rate.
	Black Dog	32/attack	STR +200%. Pistol. Insanely slow repeat rate.
DIANA	Salamander	32/attack	Slow fire projectile. Long but narrow range.
	Serpent	64/attack	Rapid triple ice projectiles. Short but wide range.
	Mandragora	96/attack	Rapid triple flower projectiles. Long and wide range.
	Golem	16/attack	Rapid earth napalm-type projectile. Doesn't work in mid-air.
	Cockatrice	16/attack	Fast triple stone projectiles. Random trajectory.
	Manticore	16/attack	Poison bubble. Hits enemies multiple times.
	Griffon	128/attack	Rapid linear arrow projectile. Cuts through everything.
	Thunder Bird	12/attack	Electric Whip. Only works if the button is held down.
	Unicorn	48/attack	Rapid white projectile. Continuously homes in on enemy, hitting multiple times.
	Black Dog	32/attack	Eight black projectiles radiate from your body. Short range.
APOLLO	Salamander	20/use	Fire bomb. Medium trajectory.
	Serpent	20/use	Ice bomb. High and short trajectory. Splits into eight fragments upon contact.
	Mandragora	40/use	Rose bomb. Low and long trajectory. Leaves a trail.
	Golem	30/use	Five huge spears attack from the ground.
	Cockatrice	60/use	Three huge rocks fall from the sky.
	Manticore	10/use	Poison cloud. Medium trajectory. Explodes automatically in mid-air.
	Griffon	60/use	Tornado. Appears in front of you and rapidly shoots out long range projectiles from both sides.
	Thunder Bird	80/use	Big electric ball. High and long trajectory. Fast, but slows down with enemy contact.
	Unicorn	80/use	Seven spears fall from the sky in a diagonal orientation.
	Black Dog	120/use	Huge black hole. Homes in on enemies.
NEPTUNE	Salamander	3/time	Recover HP instead of sustaining damage from fire-elemental monsters.
	Serpent	3/time	Recover HP instead of sustaining damage from ice-elemental monsters.
	Mandragora	3/time	Recover HP instead of sustaining damage from plant-elemental monster
	Golem	3/time	Recover HP instead of sustaining damage from earth-elemental monsters.
	Cockatrice	3/time	Recover HP instead of sustaining damage from stone-elemental monsters.
	Manticore	3/time	Recover HP instead of sustaining damage from poison-elemental monsters.
	Griffon	3/time	Recover HP instead of sustaining damage from wind-elemental monsters.
	Thunder Bird	3/time	Recover HP instead of sustaining damage from thunder-elemental monsters.
	Unicorn	3/time	Recover HP instead of sustaining damage from holy-elemental monsters.
	Black Dog	3/time	Recover HP instead of sustaining damage from evil-elemental monsters.

MAGIC CATALOG CONTINUED ON NEXT PAGE

MAGIC CATALOG

	Action Card + Attribute Card	MP Consumed	Effects
SATURN	Salamander	4/shot	Summons the bat familiar.
	Serpent	4/attack	Summons the ghost familiar.
	Mandragora	4/shot	Summons the owl familiar.
	Golem	4/attack	Summons the hawk familiar.
	Cockatrice	6/shot	Summons the medusa head familiar.
	Manticore	8/attack	Summons the gust familiar.
	Griffon	8/shot	Summons the wind fairy familiar.
	Thunder Bird	16/attack	Summons the crow familiar.
	Unicorn	32/shot	Summons the little angel familiar.
	Black Dog	4/shot	Summons the little devil familiar.
URANUS	Salamander	160/use	Summons Salamander. Damages all enemies.
	Serpent	120/use	Summons Serpent. Damages all enemies.
	Mandragora	100/use	Summons Mandragora. Damages all enemies.
	Golem	100/use	Summons Golem. Damages all enemies
	Cockatrice	200/use	Summons Cockatrice. Damages all enemies.
	Manticore	80/use	Summons Manticore. Damages all enemies.
	Griffon	100/use	Summons Griffon. Damages all enemies.
	Thunder Bird	200/use	Summons Thunder Bird. Damages all enemies.
	Unicorn	100/use	Summons Unicorn. Recovers about 16% of your HP.
	Black Dog	100/use	Summons Black Dog. Recovers a little of your HP and damages all enemies.
PLUTO	Salamander	4/time	Super attack based on your sub-weapon. Press ↓ ↘ → ↗ ↑ + attack to use.
	Serpent	4/time	Throw two sub-weapons at once.
	Mandragora	4/time	Exp. points gained increases by 20%.
	Golem	8/time	A doppelganger appears and mimics your actions.
	Cockatrice	6/time	DEF increases based on your play time.
	Manticore	5/use	Sub-weapons consume MP instead of hearts.
	Griffon	4/time	Increases your movement speed.
	Thunder Bird	4/time	STR increases based on your play time.
	Unicorn	20/time	Makes you invincible. However, you cannot pick up items or attack enemies.
	Black Dog	5/time	Turns you into a Skeleton. If Bear Ring is equipped, turns you into a bear.

MONSTER CATALOG

Here's an alphabetical list of every monster you'll encounter in the game. Bosses are listed separately in the Castle Guide section. Here are a few points to remember:

- As you defeat each boss, new monsters may appear in previously-explored areas. Some monsters won't appear in the castle at all until you've progressed past a certain point.
- Regardless of your level, killing each monster will earn you a fixed number of experience points (Exp.).
- Both items that a monster may drop are listed here as well. However, if a monster is about to drop a card you already have, it will drop a big heart instead.

Monster Name	Exp.	Castle Area (if unique)	Item 1 Dropped	Item 2 Dropped	Card Dropped (if any)
Abiondarg	88	Underground Waterway	Potion	Spicy Meat	
Alraune	2,500	Observation Tower	Magic Robe	Potion Ex	
Arachne	1,300	Catacomb	Heart Hi	Heart Mega	
Arch Demon	1,000	—	Cursed Ring	—	Apollo
Axe Armor	31	—	Leather Armor	—	Mandragora
Bat	4	Catacomb	Heart	Wrist Band	
Beast Demon	260	—	Arm Guard	Cursed Ring	
Brain Float	10	—	Mind Fix	Leather Armor	
Bloody Sword	200	Chapel Tower	Arm Guard	—	Mars
Bone Head	7	—	Heart	—	Mercury
Bone Tower	160	—	Heart	Heart Hi	
Catoblepas	1,800	Observation Tower	Heart Hi	Soldier Fatigues	
Clinking Man	21	—	Prison Garb	Miracle Armband	
Coffin	3	Catacomb	Heart	Cotton Clothes	
Dark Armor	3,300	Observation Tower	Platinum Armor	Double Grips	
Death Mantis	400	Underground Gallery	Hard Ring	—	Cockatrice
Demon Lord	1,950	Observation Tower	Potion	Strength Armband	
Devil	10,000	Observation Tower	Potion Hi	Mirror Armor	
Devil Armor	14,600	Battle Arena	Potion Hi	—	Black Dog
Devil Tower	17	Audience Room	Potion	Wrist Band	
Dryad	300	Underground Storage	Heart Hi	Heart Mega	
Dullahan	2,200	Observation Tower	Platinum Armor	—	Thunder Bird
Earth Armor	240	Machine Tower	Gauntlet	Gold Armor	
Earth Demon	25	Catacomb	Magic Gauntlet	—	Serpent
Ectoplasm	2	Audience Room	Mind Fix	Wrist Band	
Electric Skeleton	30	—	Leather Armor	—	Golem
Evil Hand	63	—	Intelligence Ring	Prison Garb	
Evil Pillar	480	Observation Tower	Steel Armor	Toy Ring	
Fallen Angel	6,000	Chapel Tower Vicinity	Heart Ex	—	Saturn
Fishhead	486	Underground Waterway	Mind Ex	Chain Mail	

MONSTER CATALOG CONTINUED ON NEXT PAGE

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OFFER EXPIRES NOVEMBER 7, 2001 AX7100

MONSTER CATALOG

Monster Name	Exp.	Castle Area (if unique)	Item 1 Dropped	Item 2 Dropped	Card Dropped (if any)
Flame Armor	280	—	Heart Ex	Bronze Armor	
Flame Demon	600	Eternal Corridor	Potion	Chain Mail	
Fleaman	29	—	Cotton Clothes	Arm Guard	
Forest Armor	1,280	—	Chain Mail	Rainbow Robe	
Fox Archer	53	Machine Tower	Cotton Robe	Silk Robe	
Fox Hunter	272	—	Potion	Meat	
Franken	2,100	Eternal Corridor	Ninja Garb	Soldier Fatigues	
Frozen Shade	1,212	—	Magic Gauntlet	Star Bracelet	
Gargoyle	3	—	Heart Hi	Prison Garb	
Ghoul	3	—	Heart Hi	Prison Garb	
Golem	1,400	Underground Warehouse	Steel Armor	Night Suit	
Gorgon	219	—	Heart	Meat	
Gremlin	2	Catacomb	Mind Fix	Wrist Band	
Grizzly	960	—	Spicy Meat	Strength Ring	
Harpy	271	Underground Gallery	Stylish Suit	Star Bracelet	
Heat Shade	136	—	Stylish Suit	—	Jupiter
Hippogriff	740	—	Meat	Heart Ex	
Holy Armor	1,700	Underground Warehouse	Platinum Armor	—	Serpent
Hopper	8	Catacomb	Cotton Clothes	Gauntlet	
Hyena	105	—	Potion	Night Suit	
Ice Armor	1,500	Underground Waterway	Steel Armor	—	Neptune
Ice Demon	4,200	Underground Waterway	Diamond Armor	Rainbow Robe	
Imp	103	—	Spicy Meat	—	Salamander
Killer Bee	88	—	Antidote	Night Suit	
King Moth	150	—	Antidote	Heart Ex	
Legion	1,590	—	Cure Curse	Potion Hi	
Lilim	8,000	Machine Tower	Mind Hi	Dark Armor	
Lilith	20,000	Underground Warehouse	Mind Ex	Sage Robe	
Lizard Man	800	—	Chain Mail	—	Mandragora
Myconid	25	Underground Gallery	Potion	Mind Hi	
Man Eater	700	Underground Gallery	Heart	—	Diana
Marionette	127	Chapel Tower	Cure Curse	Mind Hi	
Medusa Head	2	Machine Tower	Wrist Band	Hard Ring	
Merman	10	Underground Waterway	Meat	Gauntlet	
Mimic Candle	6,600	Audience Room	Heart	Gambler Armband	
Minotaur	2,000	Observation Tower	Spicy Meat	—	Golem
Mudman	2	Catacomb	Mind Fix	Cotton Clothes	
Mummy	3	Catacomb	Heart	Cotton Clothes	
Nightmare	2,000	Outer Wall	Mind Fix	Needle Armor	
Poison Armor	822	—	Antidote	Rainbow Robe	
Poison Worm	13 or 1	Catacomb	Antidote	Magic Gauntlet	
Poltergeist	510	Underground Warehouse	Mind Hi	Cursed Ring	
Scary Candle	900	Iron Golem Boss Room	Heart Ex	—	Uranus
Siren	880	—	Mind Hi	—	Griffon
Skeleton	4	—	Potion	Leather Armor	
Skeleton Athlete	25	Audience Room	Cotton Clothes	—	Griffon
Skeleton Bomber	4	—	Potion	—	Salamander
Skeleton Boomerang	112	—	Miracle Armband	Stylish Suit	
Skeleton Knight	39	—	Leather Armor	Bronze Armor	
Skeleton Medalist	1,500	Abyss Stairway	Toy Ring	Bear Ring	
Skeleton Soldier	16	—	Leather Armor	Bronze Armor	
Skeleton Spear	6	—	Leather Armor	Cotton Robe	
Slime	11	—	Antidote	—	Venus
Spearfish	280	Underground Waterway	Heart	Heart Ex	
Specter	3	Underground Gallery	Mind Fix	Mind Hi	
Spirit	1	Catacomb	Mind Fix	Wrist Band	
Stone Armor	222	—	Hard Ring	—	Cockatrice
Succubus	710	—	Intelligence Ring	—	Manticore
Thunder Armor	800	—	Gold Armor	Steel Armor	
Thunder Demon	450	—	Magic Gauntlet	—	Manticore
Trick Candle	1,400	Cerberus Boss Room	Heart Mega	—	Pluto
Were-Bear	227	Chapel Tower	Cotton Robe	Strength Ring	
Were-Horse	1,970	Machine Tower Vicinity	Meat	Defense Armband	
Were-Jaguar	760	—	Gold Armor	Ninja Garb	
Were-Panther	270	Chapel Tower	Wrist Band	—	Thunder Bird
Were-Wolf	140	Machine Tower Vicinity	Meat	Gauntlet	
White Armor	7,000	Battle Arena	Potion Hi	—	Unicorn
Wight	4	—	Silk Robe	Mind Hi	
Will O'Wisp	9	—	Mind Fix	Wrist Band	
Wind Armor	1,800	—	Potion	Potion Hi	
Wind Demon	3,600	Audience Room	Mind Hi	Sage Armband	
Witch	600	—	Mind Fix	Magic Robe	
Zombie	2	—	Potion	Cotton Clothes	
Zombie Thief	58	Catacomb	Prison Garb	Luck Ring	

CASTLE GUIDE

Maps of each section of the castle follow. I've divided the castle into nine different areas, listed in the order you should complete them in. Most of the time you won't have a choice anyway, as a Magic Item obtained from one area is usually necessary to complete the following area. Locations of all major items are marked. Here are a few more points to remember:

• There are certain rooms that can only be traversed in one direction, no matter what item you have or how strong your character is. Such rooms will be denoted by arrows on the maps.

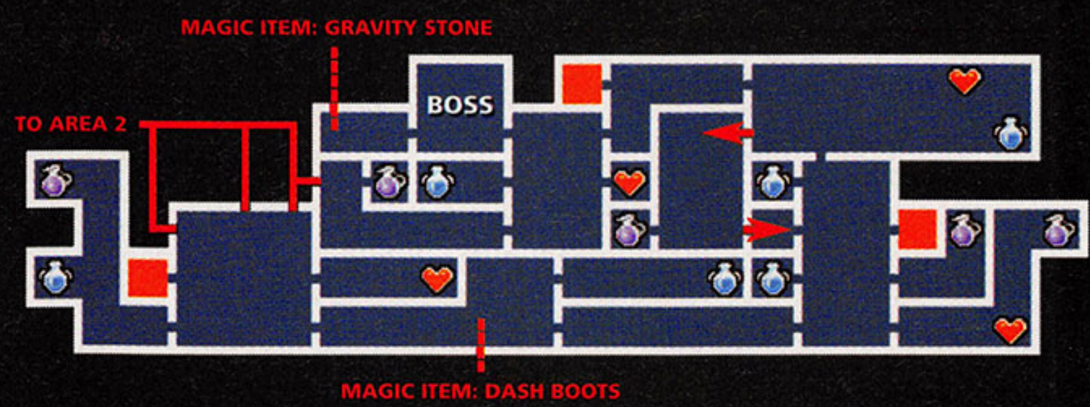
• Sometimes there's no visible way to enter a room that appears on the map. This means that a portion of the wall can be destroyed to reveal a secret passageway. These weak parts of the wall are inconspicuously marked at best, and some aren't marked at all. Whenever you expect there to be a room on the other side but you don't see one, whip different parts of the adjacent wall until an opening appears. If you strike the right location, all it takes is one hit no matter how weak you are.

• Save points are colored bright red and Warp rooms are colored bright yellow. Each separate section of the castle is also colored differently.

• Each time you uncover new parts of the map, the "Rate" percentage will increase. The maximum value of this number after uncovering every single room in the castle is 100%.

Area 1: Catacomb

The game begins right in front of this area. You'll notice that you won't be able to reach all of the rooms in this section. Don't worry, you'll be able to return to those rooms after completing other parts of the game first.

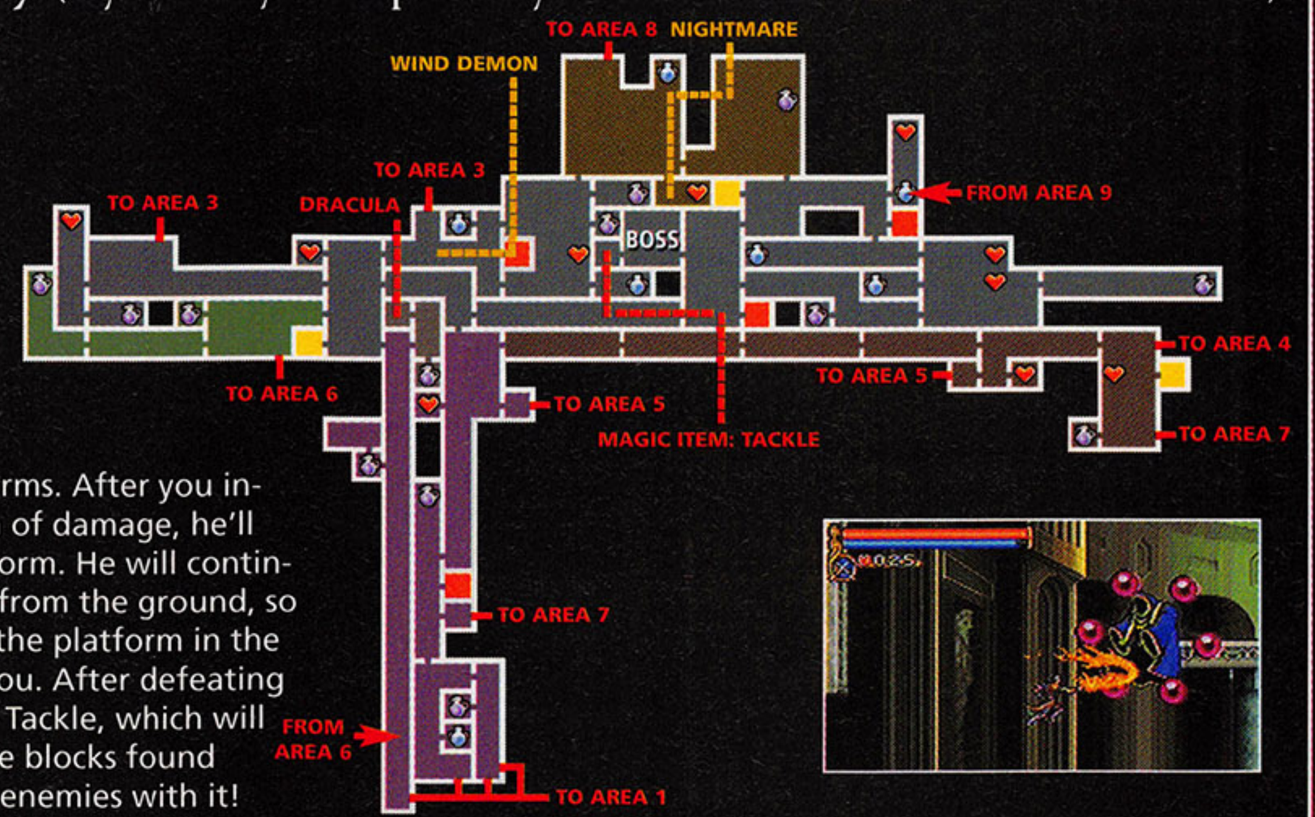


Boss: Cerberus	
HP	~600
Exp.	500

Watch out when Cerberus gets onto a platform. He always shoots out a white laser from his mouth when he gets up there, and you'll want to be either below or behind him when that happens. Also, if his body turns red it means he's about to dash in the direction he's facing. If you're in front of him at this point, you'll usually be safe if you crouch. After you defeat Cerberus you'll get the Gravity Stone, which will allow you to jump once in mid-air.

Area 2: Audience Room & Vicinity (Abyss Stairway ~ Triumph Hallway ~ Eternal Corridor ~ Outer Wall ~ Ceremonial Room)

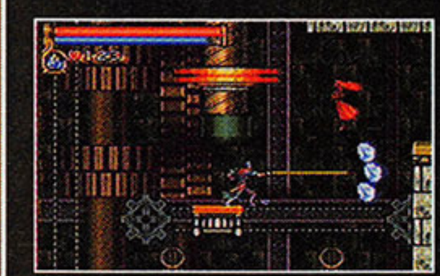
This is the main area of the castle that connects all of the adjoining areas. At first, you'll only be able to access the Abyss Stairway, Triumph Hallway, Outer Wall and Audience Room. Dracula's chamber is also here (Ceremonial Room), but you won't be able to get to it until you obtain the Magic Item Last Key near the end of the game.



Boss: Necromancer	
HP	~500
Exp.	2,500

Necromancer has two forms. After you inflict about 250 HP worth of damage, he'll change into his second form. He will continually summon monsters from the ground, so if you want to keep things simple, stay on the platform in the center of the room and they won't reach you. After defeating Necromancer, you'll obtain the Magic Item Tackle, which will allow you to break through the gray square blocks found throughout the castle. You can also attack enemies with it!

Area 3: Machine Tower & Vicinity



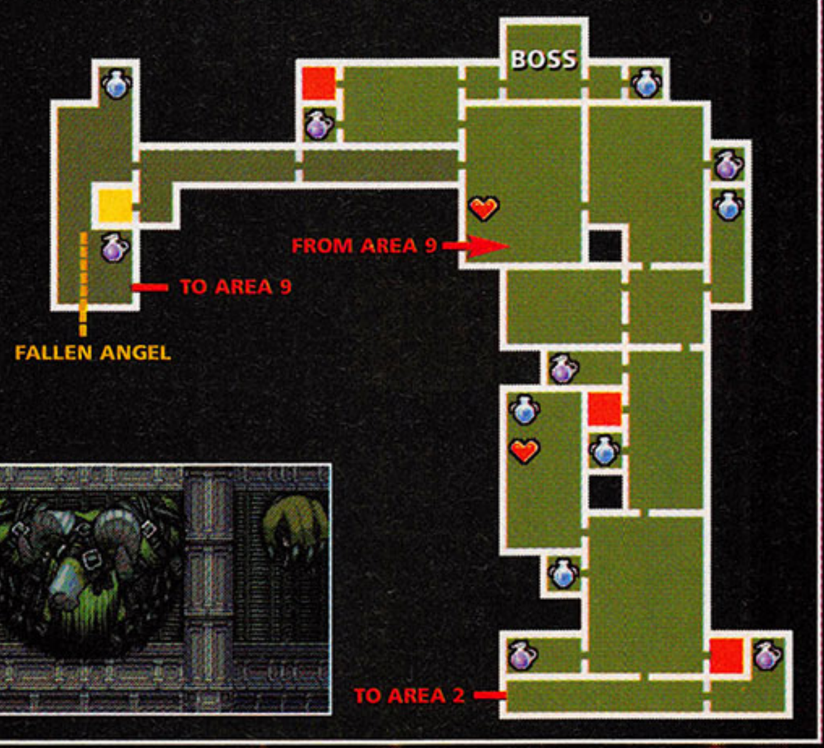
At first, you'll only be able to enter the Machine Tower from the left side. There are lots of Medusa heads flying around here that are sure to give you a headache unless you're a seasoned *Castlevania* adventurer. The clock sub-weapon might be useful.

Boss: Iron Golem	
HP	~1,000
Exp.	8,000

Iron Golem is slow, but the gears falling from above will certainly give you enough to worry about. Keep your distance too. It's important to attack aggressively here because he'll heal himself every so often. With the crucifix sub-weapon you'll be able to really dish out some damage. After this battle, you'll obtain the Kick Boots. With this item, you'll be able to climb up narrow vertical passageways.

Area 4: Chapel Tower & Vicinity

The only way to reach this area the first time is through the Eternal Corridor in area 2. It's long and it's filled with tough enemies. There aren't any save points on your way, so prepare accordingly.

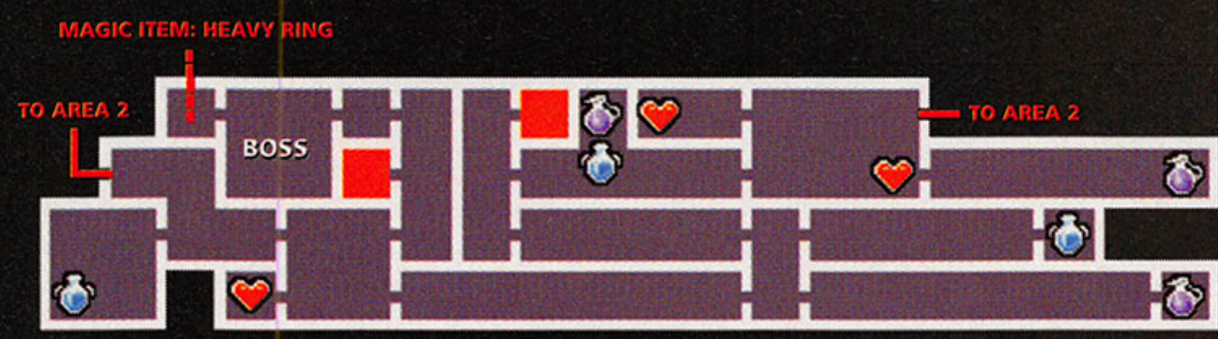


Boss: Adramelech	
HP	~1,800
Exp.	16,000

A good strategy here is the basic "stick and move" procedure: Stay to the far left or right of the room and dodge his projectiles as necessary. In between his attacks you'll have a brief moment to get a couple hits in and run away. After defeating Adramelech, you'll be able to step on a switch that destroys the statues barring entrance to the Underground Gallery and Underground Waterway.

Area 5: Underground Gallery

There are lots of poisonous monsters in this area. If you have the Neptune + Manticore cards this area can be a piece of cake, but if you don't, you better hope you have a lot of Antidotes in stock. Remember that you'll recover automatically after being poisoned for a while, so sometimes it's better to just go to a nearby save point to heal yourself instead of wasting an Antidote.



Boss: Dragon Zombie	
HP	~1,400 each
Exp.	15,000 each

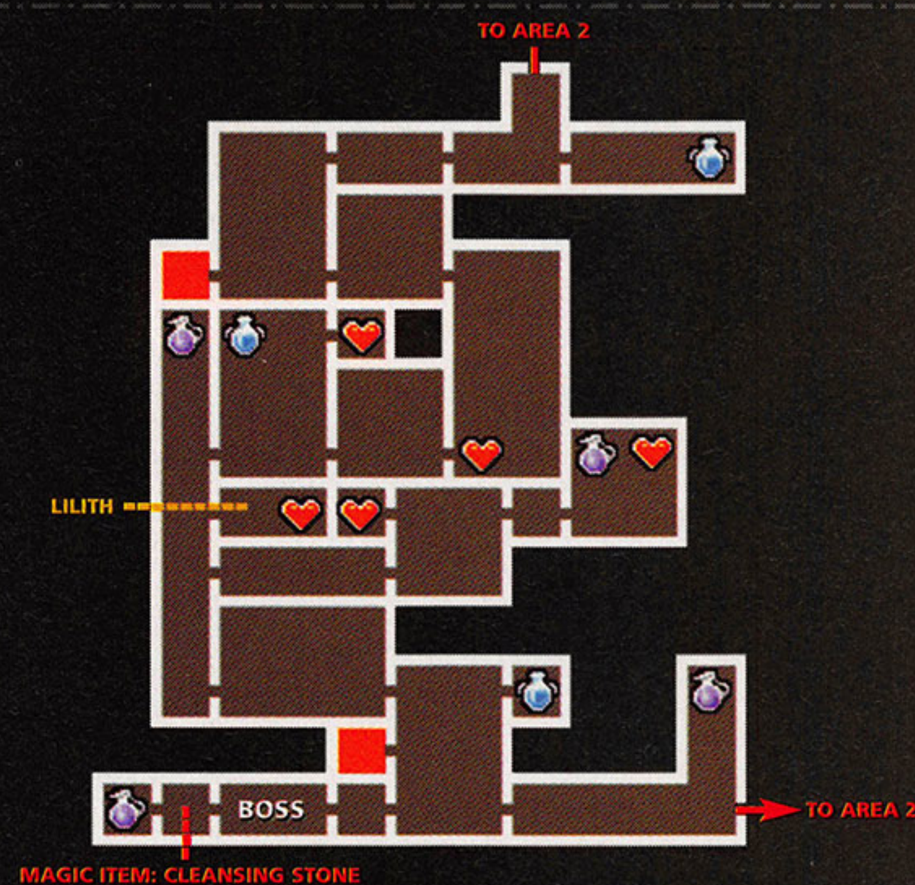
Here you'll have two fight two big enemies at once! Contact with either head or neck will hurt you, but you can walk in front of any other part of the dragon without consequence. There isn't really any safe place to stand until you kill one of them first. Concentrate on one before going after the other. Your reward is the Heavy Ring, which will allow you to move those pesky brown boxes that previously blocked your way.

Area 6: Underground Warehouse

This area isn't heavily populated with monsters, but almost all of the ones you'll face here are quite powerful. Watch out for the Holy Armor!

Boss: Death	
HP	~1,760
Exp.	60,000

Death has two forms. After his HP is reduced by half, he'll transform into his second and more powerful form. All of his attacks are dangerous, but running into his body will cause you to sustain the most damage. You can destroy the blades that appear in mid-air, but there are so many that it's easier to just move around them. In his second form, Death moves like a turtle, so he's easy to avoid. However, he's so big that it's difficult to jump over him without sustaining damage. He's also difficult to attack without putting yourself in danger. As usual, the crucifix sub-weapon is essential here. After this battle you'll obtain the Cleansing Stone, which will allow you to safely traverse the water in Area 7.



Area 7: Underground Waterway

Almost all of the enemies here are of the ice/water element. If you use the Neptune + Serpent card combination, you'll be practically invincible against the Ice Armors and Frozen Shades.

Boss: Camilla	
HP	~1,500
Exp.	80,000

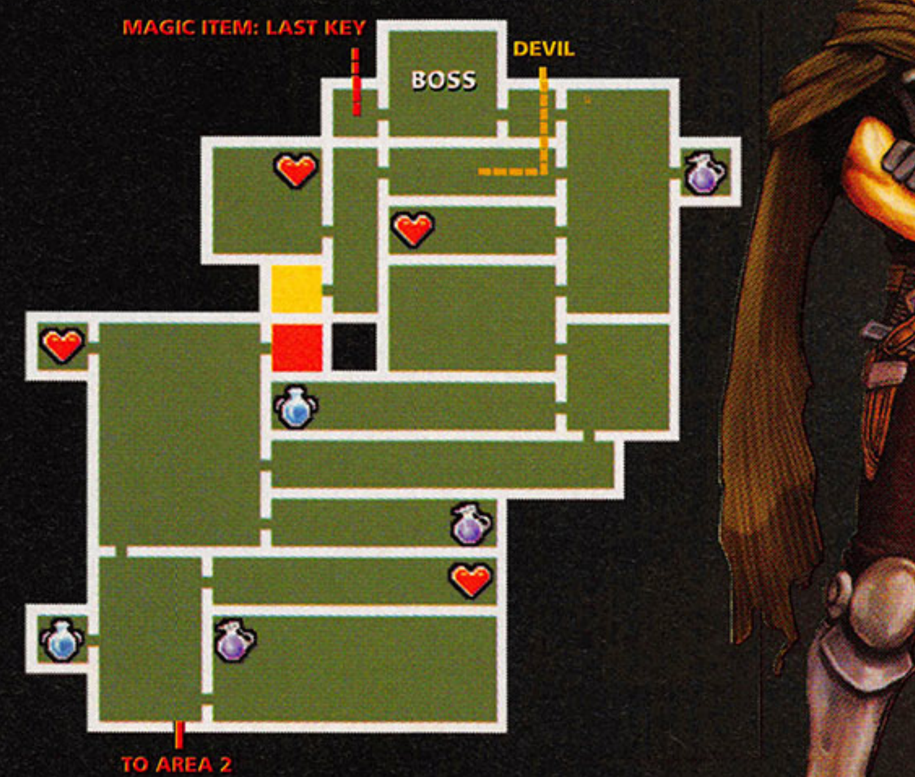
Camilla rides on a gigantic floating skull. Her attacks mostly consist of semi-transparent projectiles and lasers emitted from the skull. The major problem here is that it's difficult to see anything she throws at you. It's more important to play this battle in a properly lit environment than any other. When Camilla's movement stops, you'll know that she's about to shoot out an attack from her front, so run away or be prepared to dodge. Also, at the rear base of the skull a lightning charge shoots downward toward the ground at regular intervals. Don't run under her unless you're confident that you can do it without getting struck by the lightning. After you beat her you'll obtain the Roc Wing, which will finally allow you to reach practically every single remaining part of the castle.

Area 8: Observation Tower

Here's the very top area of the castle. There's only one save point in this area, and it's a long way from the Boss room. The enemies here are the most powerful ones you'll encounter apart from those in the Battle Arena.

Boss: Hugh Baldwin	
HP	~2,800
Exp.	120,000

Hugh's movements and actions are mostly based on your position relative to him. Don't panic; just hit him when he approaches you and jump away immediately to dodge his sword attack. He'll randomly use some really powerful attacks every so often. If you can get up to any of the ledges near the top of the room, you can stand there safely without fear of getting hit. Of course, you won't be able to damage Hugh from way up there. After this battle, you'll get the Last Key, which opens the mysterious big door at the very beginning of the game. You can go and challenge Dracula right now. or if you're feeling tough you can try the Battle Arena...



Ceremonial Room

This is the final showdown with Dracula. He'll appear in two forms. It's possible to beat the first one, then leave and save the game before returning to challenge his second form.

Boss: Dracula (form 1)	
HP	~1,200
Exp.	150,000

Boss: Dracula (form 2)	
HP	~3,000

Dracula's first form is a cinch to beat. When you encounter his second form, the big eye protruding from his belly is the weak point, though you'll only be able to inflict damage when the eye is open. After his HP is reduced to about half, he'll change his attack pattern: He'll start charging into you and his eyeball will only appear after he charges three successive times. The only way you can really avoid his charging attack is to jump up quickly using the Roc Wing. Running or jumping like normal won't cut it.

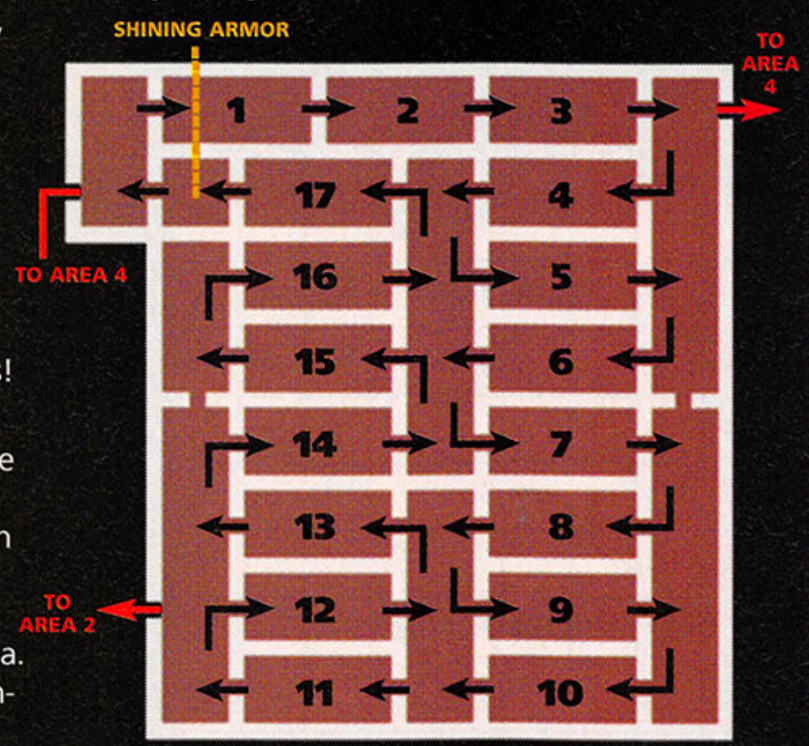
Area 9: Battle Arena

You can access this area as soon as you obtain the Roc Wing from the Underground Waterway. However, the enemies here are so tough that I recommend completing the Observation Tower or perhaps even beating the game first.

The Battle Arena is a special section of the castle that's different from all of the other areas. It consists of a series of 17 arenas and no save points at all. Once you enter an arena you won't be able to go back, and after you beat all the monsters in an arena you'll only be able to move forward. However, after beating arenas 3, 5, 7, 9, 11, 13 or 15, you'll have an opportunity to escape from the area entirely. Unfortunately, if you leave everything resets and you'll have to defeat all the monsters over again from the beginning.

That sounds like a big enough challenge, but it gets worse: All monsters here are stronger than the ones you may have encountered in other parts of the castle, even though they might have the same names. They drop the same items, but the experience points gained for beating these tough guys is much greater. Each time you go through all 17 arenas you'll gain a total of 315,722 experience points!

After completing Arena 17 you'll get the Shining Armor. It's the only way in the game to obtain this rare item. Furthermore, the Devil Armor and White Armor monsters can only be found in arenas 15 and 16 respectively. If you're around Level 70, you should be able to complete the Battle Arena. At level 80, you should be able to do it without consuming any HP recovery items.



BATTLE ARENA MONSTER TABLE

Monster (Quantity)	Exp. for each
Arena 1	
Were-Jaguar (x1)	1,200
Were-Wolf (x1)	1,100
Arena 2	
Catoblepas (x2)	2,000
Hippogriff (x2)	1,900
Arena 3	
Wind Demon (x2)	4,000
Witch (x3)	1,000
Arena 4	
Devil Tower (x12)	600
Stone Armor (x3)	3,000
Arena 5	
Electric Skeleton (x3)	700
Skeleton (x5)	500
Skeleton Bomber (x5)	550
Skeleton Spear (x4)	600
Arena 6	
Bone Tower (x7)	800
Flame Demon (x2)	6,980
Arena 7	
Fox Hunter (x5)	600
Arena 8	
Bloody Sword (x3)	2,000
Poison Armor (x3)	3,600
Arena 9	
Abiondarg (x24)	588
Arena 10	
Legion (x2)	2,900
Marionette (x12)	1,200
Arena 11	
Minotaur (x7)	4,100
Arena 12	
Arachne (x3)	2,400
Succubus (x3)	3,100
Arena 13	
Alraune (x2)	5,000
Demon Lord (x5)	4,200
Arena 14	
Hyena (x8)	1,000
Arena 15	
Evil Pillar (x12)	1,500
Devil Armor (x3)	14,600
Arena 16	
White Armor (x3)	7,000
Arena 17	
Devil (x1)	30,000

MAX OUT YOUR LEVEL!

The maximum possible level for your character is 99. The number of experience points required to reach that level is approximately 24,530,000. That's a lot of monsters! If you're strong enough, the table below describes those monsters in the castle that are the easiest to defeat for the amount of Exp. they give you. Some of them won't appear until later on in the game. These baddies are still really tough though, so you may have to use various magic combinations like Uranus + Thunder Bird to destroy them without taking damage. The exact locations of these monsters are also marked on the maps in the Castle Guide section.

Monster	Exp.	Castle Area
Ice Armor	1,500	Area 7: Underground Waterway
Nightmare	2,000	Area 2: Outer Wall (later in the game)
Wind Demon	3,600	Area 2: Audience Room (later in the game)
Ice Demon	4,200	Area 7: Underground Waterway
Fallen Angel	6,000	Area 4: Chapel Tower Vicinity
Lilim	8,000	Area 3: Machine Tower (later in the game)
Devil	10,000	Area 8: Observation Tower
Lilith	20,000	Area 6: Underground Warehouse (later in the game)

SECRET GAME MODES

So you've finished the game, you've got all the items and your character is at level 99. Well, there's a lot more left for you to do:

Complete the game on this mode...	To unlock this...
Normal (a.k.a. Vampire Killer mode)	Enter F I R E B A L L as your name to start a new game in Magician mode.
Magician mode	Enter G R A D I U S as your name to start a new game in Fighter mode.
Fighter mode	Enter C R O S S B O W as your name to start a new game in Shooter mode.
Shooter mode	Enter D A G G E R as your name to start a new game in Thief mode.

You will be allowed to enter those words as your name anytime you start a new game, but they won't work unless you've satisfied their corresponding prerequisites.

So what's the point of all these modes? Normally, when you start a new game, all your stats (STR, DEF, INT, LCK, HP, MP) are at 100 (with each gained level adding 10% of each stat's beginning value). The differences between the secret game modes and the normal game are as follows:

Magician mode

- Start with the following stats: STR 71, DEF 50, INT 400, LCK 100, HP 50, MP 400.
- Start with all 20 cards already in your possession.

Fighter mode

- Start with the following stats: STR 141, DEF 200, INT 50, LCK 100, HP 100, MP 100.
- No cards appear in the game at all. Magic cannot be used.

Shooter mode

- Start with the following stats: STR 71, DEF 50, INT 100, LCK 100, HP 50, MP 100.
- Start with 250 max. hearts. This number increases by 5 (instead of 2) with each level gained.
- Sub-weapons inflict large amounts of damage.
- The dagger sub-weapon may be picked up twice in a row to give it homing properties.

Thief mode

- Start with the following stats: STR 71, DEF 50, INT 100, LCK 1600, HP 50, MP 50.

Pokémon® Stadium 2

ROUND 2

by Charlotte Chen

The first round of *Pokémon Stadium 2* was a vicious gauntlet bursting with academics, trainers, leaders, elites and rivals. Those of you who endured the trials with patience and moxie are the only ones left who have the fortitude to survive an amped-up second dosage of pain...er, I mean fun. When you're ready, take a deep breath, gird your loins (or whatever it is you gird when you're about to give someone a good whomping) and dive back through Slowking's belly into Round 2.

Pokémon Type Chart

DEFENDING POKÉMON

ATTACKING POKÉMON	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													1/2	Ø			1/2
Fire		1/2	1/2		x2	x2						x2	1/2		1/2		x2
Water		x2	1/2		1/2				x2				x2		1/2		
Electric			x2	1/2	1/2				Ø	x2					1/2		
Grass		1/2	x2		1/2			1/2	x2	1/2		1/2	x2		1/2		1/2
Ice		1/2	1/2		x2	1/2			x2	x2					x2		1/2
Fighting	x2					x2		1/2		1/2	1/2	1/2	x2	Ø		x2	x2
Poison					x2			1/2	1/2				1/2	1/2			Ø
Ground		x2		x2	1/2			x2		Ø		1/2	x2				x2
Flying				1/2	x2		x2					x2	1/2				1/2
Psychic							x2	x2			1/2					Ø	1/2
Bug		1/2			x2		1/2			1/2	x2			1/2		x2	1/2
Rock		x2				x2	1/2		1/2	x2		x2					1/2
Ghost	Ø										x2			x2		1/2	1/2
Dragon															x2		1/2
Dark							1/2				x2			x2		1/2	1/2
Steel		1/2	1/2	1/2		x2							x2				1/2

Chart Legend	
1/2	Not very effective
x2	Super-effective
Ø	No effect

When choosing Pokémon for your team, balance is vital. Check the chart below to weigh the advantages and disadvantages of each Pokémon type.

Other Factors

1. Attacks: If a Pokémon uses an attack that matches its type, the attack is 1.5 times stronger.

2. Critical Hits: If your Pokémon is lucky enough to land a critical hit, its attack will deliver double damage. You can increase the chance for a critical hit by making your Pokémon hold a Scope Lens, or by using moves that have a naturally high critical hit ratio.

3. Weak Spots: This is the cheapest hit of the game, since it is completely random and also causes double damage. If your Pokémon delivers a critical hit to its opponent's weak spot, it will cause four times the normal amount of damage.

Gym Leader Castle: Round 2

Scaling to the pinnacle of the Gym Leader Castle in Round 2 proves a long and arduous task that is replete with pitfalls, especially if you must rely on rental Pokémon to make it to the top. The area is split between the Johto and Kanto regions, with Kanto accessible after you defeat the Elite Four and Champion. Although the Gyms still tend to rely heavily on one type of Pokémon (except in the case of Viridian Gym), the Trainers and Leaders in Round 2 have a tougher set of Pokémon and will use new strategies against you. At least you can choose a new set of six Pokémon for each Gym you encounter...and knowing their type specialties gives you a huge advantage.

Johto Gym Leader Castle—R-2

Violet Gym

Gym Specialty: Flying Pokémon

Tips: Matt uses Mirror Move often, so be careful if you're leading off with Aerodactyl's Ancientpower. It can no longer knock out the opponent's Pokémon with one hit and is super-effective against Aerodactyl if it is sent back. Falkner tends to use Mud-Slap to reduce accuracy. Use a combination of Rain Dance and Thunder to get a sure hit.

1. Bird Keeper Matt:
Pidgeotto, Togetic, Fearow, Farfetch'd, Noctowl, Murkrow

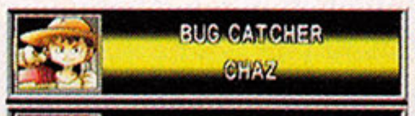
2. Gym Leader Falkner:
Pidgeot, Dodrio, Gligar, Charizard, Skarmory, Zapdos

Azalea Gym

Gym Specialty: Bug Pokémon

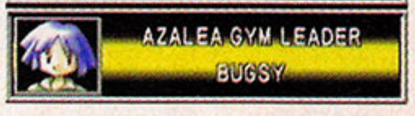
Tips: Stick to powerful Flying-type attacks like Drill Peck and Fire-type attacks like Fire Blast.

1. Bug Catcher Chaz:
Beedrill, Sunflora, Butterfree, Sandshrew, Yanma, Dunsparce



2. Twins Min & Lyn:
Ledian, Eevee, Ponyta, Pineco, Snubble, Nidorina

3. Gym Leader Bugsy:
Scyther, Heracross, Pinsir, Quagsire, Sudowoodo, Raticate



Goldenrod Gym

Gym Specialty: Normal Pokémon

Tips: All of Rita's Pokémon have the Attract attack. Use Pokémon that have no genders (like Magneton), or switch to a Pokémon of the same gender as the opponent if the one you're using becomes infatuated. A good Fighting Pokémon like Hitmonlee is invaluable in this Gym.

1. Lass Lois: Furret, Corsola, Jumpluff, Porygon, Dugtrio, Aipom

2. Beauty Rita: Pikachu, Togetic, Clefable, Wigglytuff, Azumarill, Delibird

3. Gym Leader Whitney: Miltank, Golduck, Persian, Donphan, Mr. Mime, Tauros

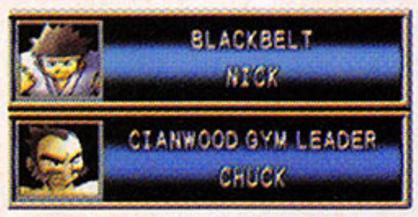
Cianwood Gym

Gym Specialty: Fighting Pokémon

Tips: If you have Brightpowder, give it to one of your Pokémon to hold. Nick uses one-hit K.O. attacks like Fissure, Horn Drill and Guillotine, which have a 30% chance of connecting. Reduce his accuracy as much as you dare, and use a Psychic Pokémon like Kadabra to combat the Fighting types.

1. Blackbelt Nick: Machoke, Graveler, Kingler, Arbok, Dragonair, Pinsir

2. Gym Leader Chuck: Poliwrath, Sandslash, Ursaring, Ampharos, Hitmonchan, Hypno



Team Rocket

Gym Specialty: Poison and Dark-type attacks

Tips: The first grunt usually recalls the first Pokémon he sends out, so use the lag time to increase your Pokémon's defense. Use a strong Pokémon like Shuckle to take the hits when the grunt forces his Pokémon to self-destruct. Also, give the strongest member of your team a Bitter Berry to hold, since the last Rocket will hit you with Swagger.

1. Rocket Grunt: Weezing, Electrode, Cloyster, Sudowoodo, Forrestress, Golem

2. Rocket Grunt: Houndour, Shuckle, Azumarill, Shellder, Onix, Dewgong

3. Rocket Executive: Vileplume, Arbok, Magcargo, Kabutops, Victreebel, Golbat

4. Rocket Executive: Houndoom, Octillery, Wobbuffet, Hypno, Parasect, Tyranitar

Blackthorn Gym

Gym Specialty: Dragon Pokémon

Tips: Gloria's Pokémon will trap yours with Spider Web, Bind, or Whirlpool—you can get out of these traps by using Rapid Spin. She'll also hit you with Spore or Hypnosis, so use fast Pokémon (give one a Quick Claw for an added chance for first-strike) and put her Pokémon to sleep first.

1. Cooltrainer Gloria: Smeargle, Tangela, Jynx, Golduck, Haunter, Ninetales

2. Cooltrainer Vince: Ivysaur, Wartortle, Charmeleon, Bayleef, Croconaw, Quilava

3. Gym Leader Clair: Kingdra, Ampharos, Nidoking, Rhydon, Charizard, Gyarados

Champion

Tips: Lance's powerful Tyranitar will make short work of the Psychic and Electric Pokémon that got you past the Elite Four. In Lance's case, you may need to resort to Destiny Bond, using a fast Pokémon that you know will get knocked out in one hit. Haunter is the only Rental that's quick and weak enough for this. You can also use Wobbuffet's Mirror Coat, as long as it survives the first hit.

Ecruteak Gym

Gym Specialty: Ghost Pokémon

Tips: Watch out for Sage Ty's Mean Look. It's the move he tends to use first, so switch out immediately to a Pokémon that is strong against his. You'll need a Psychic Pokémon for the first two battles and a good Dark Pokémon to use against Morty.

1. Medium Holly: Gastly, Noctowl, Weepinbell, Qwilfish, Seaking, Ditto

2. Sage Ty: Haunter, Grimer, Jynx, Golbat, Muk, Murkrow

3. Gym Leader Morty: Gengar, Mantine, Granbull, Lapras, Misdreavus, Exeggutor

Olivine Gym

Gym Specialty: Steel Pokémon

Tips: Jasmine likes to recall often. Use Fire Spin, Whirlpool or Mean Look in combination with Toxic or Perish Song to prevent this. Steelix is a mainstay of her party, so keep a Water-type in your own party to get rid of it.

1. Gym Leader Jasmine: Steelix, Stantler, Blastoise, Slowbro, Rapidash, Scizor.

Mahogany Gym

Gym Specialty: Ice Pokémon

Tips: Carol is obsessed with the Icy Wind attack, which lowers your speed. Switch out to a fast Pokémon so you can get in several hits before your Pokémon's speed falls below hers.

1. Boarder Alvin: Venusaur, Sneasel, Kadabra, Seel, Delibird, Magneton

2. Skier Carol: Seadra, Raticate, Omastar, Marowak, Poliwhirl, Persian

3. Gym Leader Pryce: Piloswine, Quagsire, Hitmontop, Tentacruel, Girafarig, Articuno

Elite Four

Tips: The Elite Four are stronger this time and have a more diverse team of Pokémon. Each one only uses two Pokémon whose types match their particular specialty. Use Wobbuffet and Corsola (because of their Counter and Mirror Coat attacks) and give one of them a Focus Band to hold. If you own one, use a Psychic Pokémon that knows some Dark or Ghost-type attacks to get through Will; mine was a Mewtwo with Shadow Ball, which is almost strong enough to get you through the first three battles by itself.

1. Will: Xatu, Electabuzz, Mantine, Flareon, Chansey, Hypno

2. Koga: Venomoth, Magmar, Lapras, Stantler, Lanturn, Ariados

3. Bruno: Machamp, Golem, Primeape, Granbull, Exeggutor, Ursaring

4. Karen: Umbreon, Persian, Murkrow, Slowbro, Misdreavus, Electrode

1. Lance: Dragonite, Aerodactyl, Feraligatr, Kangaskhan, Arcanine, Tyranitar

Johto Gym Leader Castle: R-2—Clear

Once you defeat Lance, you can teach one of your party Pokémon a move they previously forgot (the same reward you get in Round-1, so go back there if you want to get this opportunity more easily). You also open up Kanto Gym Leader Castle R-2.

Kanto Gym Leader Castle—R-2

Pewter Gym

Gym Specialty: Rock

Tips: Look out for Fissure by having your Pokémon hold Brightpowder, or a Focus Band.

Brock: Steelix, Heracross, Rhydon, Slowbro, Ursaring, Shuckle

Cerulean Gym

Gym Specialty: Water

Tips: Stick with Grass and Electric-types, they'll do well against Starmie, who is her strongest competitor.

Misty: Starmie, Wigglytuff, Nidoqueen, Ampharos, Dragonair, Politoed

Vermilion Gym

Gym Specialty: Electric

Tips: Surge tries to freeze and/or paralyze you. Remember that in the Cup rules, only one of your Pokémon may be frozen at a time, so if you get frozen solid, switch out—your next Pokémon cannot be frozen.

Lt. Surge: Raichu, Victreebel, Porygon2, Quagsire, Dodrio, Jolteon

Celadon Gym

Gym Specialty: Grass

Tips: Use a combination of Fire, Flying and Water attacks.

Erika: Bellossom, Marowak, Ninetales, Mantine, Blissey, Exeggutor

Fuchsia Gym

Gym Specialty: Poison Pokémon

Tips: Use Psychic, Ground and Dark Pokémon who know sure-hit moves like Swift and Faint Attack.

Janine: Girafarig, Meganium, Crobat, Muk, Vaporeon, Forretress

Saffron Gym

Gym Specialty: Psychic Pokémon

Tips: Sabrina is only using two Psychic Pokémon, so don't staff your own team with Dark-types. Use a balanced team of Dark, Fire, Psychic and Water Pokémon to cover all your bases.

Sabrina: Starmie, Wigglytuff, Nidoqueen, Ampharos, Dragonair, Politoed

Viridian Gym

Gym Specialty: None

Tips: As Blue says himself, "Balance is the key." Stack your team with diverse and powerful Pokémon, not forgetting old stand-by favorite Wobbuffet.

Blue: Kingdra, Scyther, Miltank, Gengar, Houndoom, Piloswine

Cinnabar Gym

Gym Specialty: Fire Pokémon

Tips: Hit Arcanine, Chansey and Clefable with Ancientpower or Earthquake (it's super-effective against Arcanine, and it's a physical attack, so Chansey and Clefable's high special defense stats won't be an issue.) A Fighting Pokémon with Dig is also a good bet; your only real problem is Vileplume, which you can knock out with a good blast of Psychic.

Blaine: Arcanine, Mr. Mime, Chansey, Clefable, Vileplume, Moltres

Kanto Gym Leader Castle: R-2—Clear

Whooping the Kanto Gym Leader's butts will impress your fallen foes so much that they'll give you permission to challenge Red, a legendary trainer who continually hones his skills atop Mt. Silver, a craggy peak infested with ultra-powerful Pokémon. In *Gold* and *Silver*, he stands with his back to you at the top of the mountain, in mute contemplation of his incredible prowess, and defeating him is the true end of the game. He's wordless. He's mighty. I don't know about you, but he's starting to tick me off—legendary cats or no, it's time someone took him off his high horse.

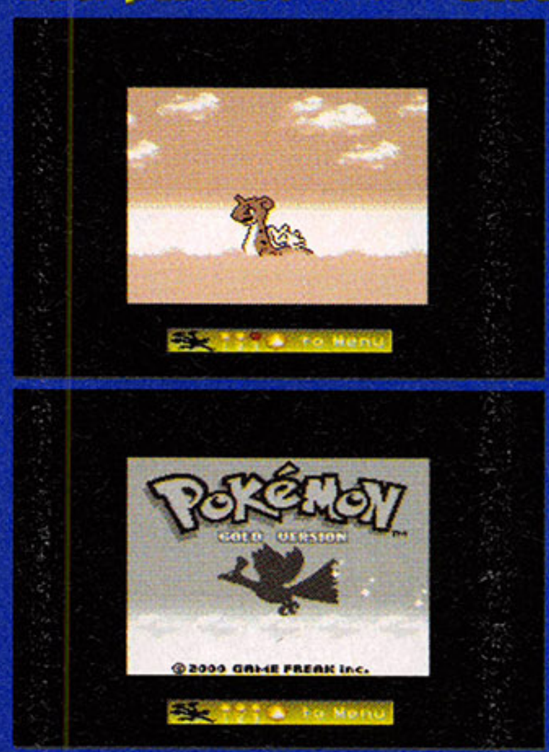
Mt. Silver—R-2

Red doesn't say much, but he's clearly a talented individual. When I fought him, he kept using the same set of three Pokémon—Entei, Snorlax and Espeon—though that's no guarantee it will be the same for you. Entei comes out first holding a Scope Lens, which increases its chances for a critical hit. Using Wobbuffet here is risky, since Entei and Espeon know strong Dark-type attacks, but if you give Wobbuffet a Focus Band you may survive to use Mirror Coat. Snorlax's Shadow Ball attack is also powerful against Wobbuffet. Remember that Ghost-type attacks are considered physical attacks, so you need to use Counter to send them back rather than Mirror Coat.

Suggested Rentals: Corsola, Wobbuffet, Haunter, Primeape, Onix, Umbreon

Red: Corsola, Wobbuffet, Haunter, Primeape, Onix, Umbreon

Mt. Silver: R-2—Clear



When you clear the Gym Leader Castle in Round-2, you receive another Doduo GB, except this one lets you play your *Pokémon Gold* and *Silver* carts through the GB Tower at double speed. If you crank up the juice to double speed, color is sacrificed; the images look like a Polaroid that's not completely exposed, and the background frame fades to black. If you have already earned all the Stadium Cup trophies in Round-2, you would get a Dodrio GB, which lets you play Gold and Silver at triple speed and makes the images appear black & white. Use the C button to toggle between available the three available speeds.

STADIUM: ROUND 2

The Stadium Cups are much harder than the Gym Leader Castle because of the way they're formatted. You don't earn continues unless none of your Pokémon faint during a battle, and you're stuck with the same team of six Pokémon throughout the entirety of each tournament. Trying to take this arena using only Rental Pokémon is frustrating, and almost impossible; even when I was using my own team of Pokémon during the Poké Cup Master Ball: R-2 tournament, Jason's stuffed Pikachu needed to take a few unscheduled flights around the office for stress relief.

Little Cup: R-2

These little fellows are cute as the dickens until they start kicking your butt. The best way to combat these miniature soldiers is by breeding some of your own baby Pokémon for battle. Most of you should be familiar with the breeding program in *Pokémon Gold* and *Silver*. Stick two Pokémon of opposite genders in the Day Care Center and see if they'll breed. Check your Pokémon's feelings after it's in the backyard—if the dialogue box reads, "It's friendly with [the other Pokémon]" or "It shows interest in [the other Pokémon]," then you'll get an egg eventually. The time it takes for a Pokémon to lay an egg varies with the species, but it is judged according to how many steps you've taken since you left the egg. Don't just leave your Pokémon there overnight, and expect them to have an egg if you haven't gone anywhere in the meantime. You can use the rentals I've listed if you choose, but just remember that you get what you pay for, and the rentals are free.

Suggested Rentals:	Abra, Vulpix, Elekid, Staryu, Phanpy, Machop
1. Youngster Bernie:	Venonat, Pineco, Voltorb, Machop, Exeggcute, Rhyhorn
2. Picnicker Stacy:	Horsea, Phanpy, Bulbasaur, Goldeen, Spearow, Quilava
3. Camper Grant:	Hoppip, Wooper, Diglett, Teddiursa, Meowth, Psyduck
4. Pokéfan Janet:	Ledian, Magnemite, Gastly, Houndour, Ariados, Seel
5. Schoolboy Clark:	Pichu, Chikorita, Cleffa, Marill, Vulpix, Sentret
6. Swimmer Cora:	Poliwag, Abra, Mareep, Cubone, Dratini, Charmander
7. Teacher Tina:	Eevee, Natu, Ponyta, Rattata, Doduo, Tyrogue
8. Pokéfan Rex:	Elekid, Porygon, Onix, Slowpoke, Scyther, Chansey

Pokécup: R-2

I don't recommend any of the Rental Pokémon to use in the Poké Cup, which is the hardest arena by far. If you are serious about Pokémon, and I assume you are to get this far through *Pokémon Stadium 2*, then you would prefer to use your own team anyhow. Listed below is the team of Pokémon I home-brewed in *Pokémon Gold* and *Silver*. For the most part, I used the first three, with Umbreon leading to absorb special attacks, or Snorlax leading to absorb physical attacks. When creating your own team, bear in mind that healing moves like Giga Drain, Recover, Moonlight, Morning Sun or Pain Split are the great equalizers in Round 2 tournaments.

1. Umbreon:	Toxic, Mean Look, Moonlight, Bite: Blackglasses
2. Espeon:	Attract, Psychic, Bite, Swift: Twistedspoon
3. Snorlax:	Rest, Snore, Body Slam, Surf: Leftovers
4. Wobbuffet:	Counter, Mirror Coat, Safeguard, Destiny Bond: Focus Band
5. Dodrio:	Drill Peck, Tri Attack, Protect, Hyper Beam: Sharp Beak
6. Electabuzz:	Swagger, Double Team, Rain Dance, Thunder: Magnet

Poké Ball: R-2

1. Bug Catcher Nelson:	Ledyba, Spinarak, Caterpie, Weedle, Yanma, Venonat
2. Swimmer Bruce:	Seaking, Azumarill, Lanturn, Qwilfish, Dewgong, Seadra
3. Hiker Chester:	Sandslash, Sunflora, Kabutops, Butterfree, Graveler, Hitmonchan
4. Super Nerd Clifford:	Porygon, Pineco, Electrode, Pupitar, Miltank, Misdreavus
5. Beauty Alissa:	Sudowoodo, Wigglytuff, Delibird, Togetic, Pidgeotto, Marowak
6. Burglar Jensen:	Gligar, Dunsparce, Quilava, Ninetales, Rapidash, Steelix
7. Boarder Claude:	Sneasel, Kangaskhan, Chansey, Dragonair, Clefable, Mr. Mime
8. Psychic Mason:	Slowbro, Stantler, Primeape, Quagsire, Meganium,

Great Ball: R-2

1. Pokéfan Carmen:	Sunflora, Tangela, Shuckle, Qwilfish, Noctowl, Octillery
2. Youngster Wyatt:	Granbull, Ariados, Kingler, Ditto, Fearow, Rhyhorn
3. Firebreather Cliff:	Magmar, Magcargo, Lickitung, Ninetales, Hitmontop, Bellossom
4. Biker Dillon:	Weezing, Skarmory, Nidoking, Ampharos, Cloyster, Parasect
5. Teacher Molly:	Mr. Mime, Girafarig, Venomoth, Sandslash, Stantler, Smeargle
6. Sage Chen:	Misdreavus, Golbat, Tentacruel, Dewgong, Muk, Umbreon
7. Pokéfan Baxter:	Venusaur, Mantine, Magneton, Chansey, Kadabra, Kabutops
8. Pokémaniac Pedro:	Dragonite, Vaporeon, Phanpy, Exeggutor, Hitmonlee, Ursaring

Pokécup: R-2 continued on next page

Ultra Ball: R-2

1. Bug Catcher Nelson: Ledian, Omastar, Dodrio, Yanma, Venomoth, Beedrill

2. Swimmer Bruce: Mantine, Corsola, Raichu, Dunsparce, Cloyster, Seaking

3. Hiker Chester: Furret, Lickitung, Slowking, Clefable, Azumarill, Rapidash

4. Super Nerd Clifford: Porygon2, Raticate, Forretress, Lanturn, Magneton, Dugtrio

5. Beauty Alissa: Wigglytuff, Flareon, Nidoqueen, Vileplume, Jumpluff, Politoed

6. Burglar Jensen: Persian, Steelix, Murkrow, Pinsir, Gyarados, Moltres

7. Boarder Claude: Sneasel, Articuno, Blissey, Golduck, Kangaskhan, Zapdos

8. Psychic Mason: Xatu, Espeon, Jolteon, Blastoise, Heracross, Primeape

Master Ball: R-2

1. Pokéfan Carmen: Swinub, Hypno, Dewgong, Victreebel, Golem, Clefable

2. Youngster Wyatt: Granbull, Ariados, Feraligatr, Fearow, Rhydon, Tauros

3. Firebreather Cliff: Charizard, Typhlosion, Slowking, Blissey, Nidoqueen, Exeggutor

4. Biker Dillon: Miltank, Vaporeon, Weezing, Skarmory, Muk, Ampharos

5. Teacher Molly: Mr. Mime, Scizor, Arcanine, Girafarig, Raticate, Quagsire

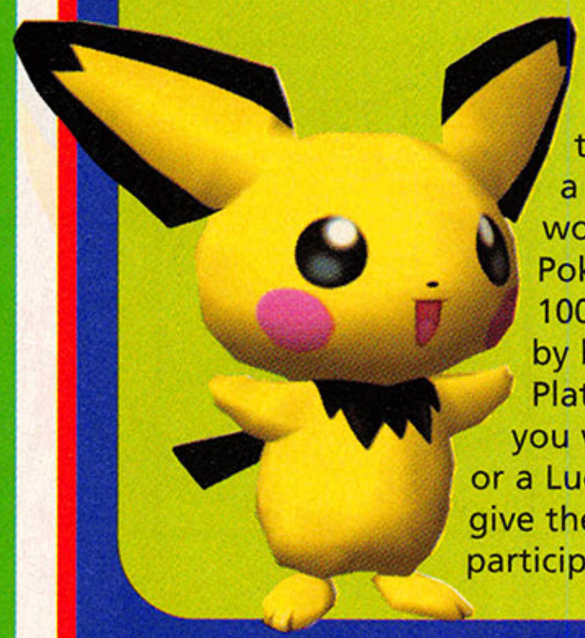
6. Sage Chen: Crobat, Umbreon, Entei, Jynx, Misdreavus, Lapras

7. Pokéfan Baxter: Rapidash, Suicune, Alakazam, Aerodactyl, Marowak, Electrode

8. Pokémaniac Pedro: Gengar, Starmie, Snorlax, Electabuzz, Machamp, Dragonite

Prime Cup: R-2

Now that you're in Round 2, Celebi and Mew can both be rented. It's not a wise decision to include both of these rare Pokémon in your party, since they are both Psychics. Stick to one or the other if you insist on using them. This tournament is actually easier than the Poké Cup, since there aren't any level restrictions. Raise your Pokémon to Level 100, crank up their stats with pharmaceutical drugs and rip through this tournament with ease...unless you must resort to the lame-o rental Pokémon. I've listed some rentals that can get you through the tournament, but it will take a long time, and it might be more worthwhile to just raise your own Pokémon until they reach Level 100. This can be done most easily by blitzing through the Indigo Plateau and giving the Pokémon you want to level up an Exp. Share or a Lucky Egg to hold, since this will give them experience even if they don't participate in the actual battle.



Suggested Rentals: Aerodactyl, Kadabra, Ninetales, Corsola, Wobbuffet, Haunter

1. Lass Terry: Bellossom, Blissey, Donphan, Steelix, Jumpluff, Miltank

2. Blackbelt Yang: Wobbuffet, Blastoise, Tentacruel, Primeape, Heracross, Poliwrath

3. Bird Keeper Adam: Dragonite, Xatu, Aerodactyl, Moltres, Zapdos, Articuno

4. Cooltrainer Floria: Hypno, Exeggutor, Rapidash, Politoed, Mr. Mime, Espeon

5. Fisherman Chase: Omastar, Feraligatr, Lanturn, Weezing, Quagsire, Slowbro

6. Scientist Craig: Starmie, Umbreon, Misdreavus, Stantler, Crobat, Electrode

7. Skier Kathy: Suicune, Tyranitar, Snorlax, Kingdra, Scizor, Jolteon

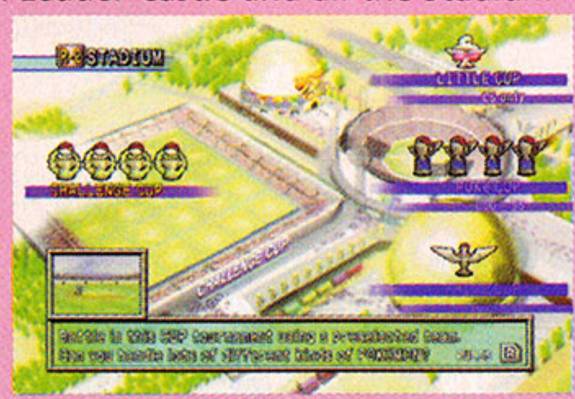
8. Cooltrainer Marty: Celebi, Persian, Gengar, Machamp, Lapras, Raikou

Challenge Cup: R-2

There's no way to prepare for this Cup, because you are forced to play with a random team of Pokémon that the computer selects. However, it is possible to learn from experience. Whenever a trainer defeats you in the Challenge Cup, pay attention to the Pokémon he or she used and in what order, since they'll tend to stick to the same pattern. Also, if you lose the Challenge Cup enough times, the computer will start giving you better combinations of Pokémon and items. Depending on whether you cleared the Gym Leader Castle or the Stadium Cups first, you'll get a Doduo or a Dodrio GB, which can play *Pokémon Gold* and *Silver* at double and triple speed, respectively.

Rival: R-2

Once you clear the Gym Leader Castle and all the Stadium Cups in Round 2, you gain access to your Rival in R-2. This time around he's even more annoying, though I didn't believe it was humanly possible to be more obnoxious than he was in the first round. His team of legendary Pokémon have learned some moves they didn't know in Round 1, which means some members of the team you used against your Rival in R-1 are no longer desirable. It will take a very long time to win using Rentals, because of their relative weakness in comparison with the Rival's Pokémon. Anyone who stuck it out long enough in *Pokémon Stadium 2* to get to this final boss ought to have their own set of Pokémon. Use your judgment, and try not to slug innocent bystanders (not that I ever have—it was more of a kick) while trying to complete this last battle.



Suggested Rentals: Corsola, Haunter, Misdreavus, Umbreon, Wobbuffet, Zapdos

1. Lugia: Aeroblast, Earthquake, Psychic, Safeguard: Leftovers

Tips: Use Umbreon's Sand-Attack to reduce Lugia's accuracy, then switch to Zapdos and try to nail it with Thunder. A lot of this depends on luck, and on the Rival not choosing to switch out as well. There's no time for Rain Dance in this battle, since his Pokémon's stats are significantly higher. A super-effective attack from a Rental Pokémon may do less than 50 points of damage, and these monsters have at least 400 HP each.

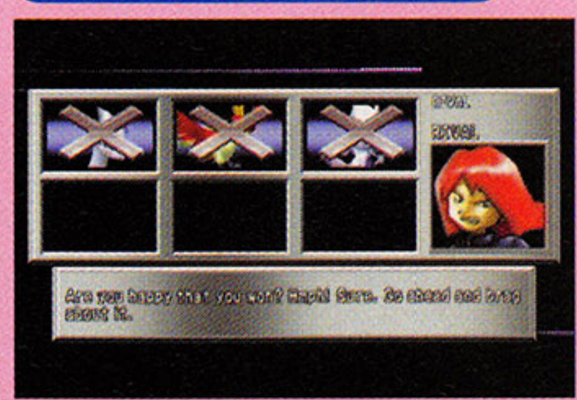
2. Ho-oh: Sacred Fire, Thunder, Earthquake, Giga Drain: Quick Claw

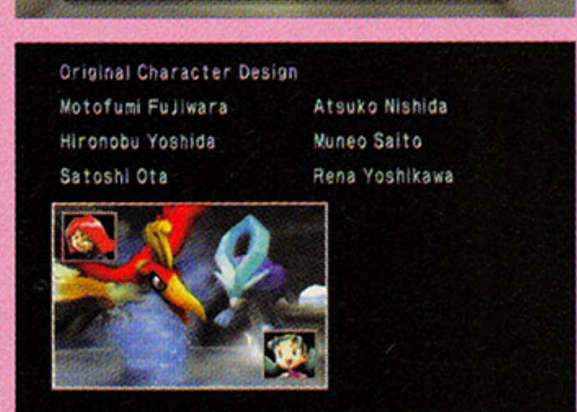
Tips: It's impossible to win with speed, since Ho-oh is holding a Quick Claw; you're not likely to get the first move even if you're holding one, too. Use Wobbuffet's Mirror Coat/Counter attack (Mirror Coat to return damage for Sacred Fire and Counter to return damage for Earthquake) and you'll knock the bird out with one hit. Of course, the catch is that you need to determine when it's going to use a specific attack, and the Rival will jump around between Sacred Fire, Earthquake and Giga Drain to mess with your counterattacks. Once again, winning this way depends a lot on luck.

3. Mewtwo: Psychic, Submission, Thunderbolt, Recover: King's Rock

Tips: Mewtwo will use Thunderbolt instead of Psychic when it sees Wobbuffet, so choose Mirror Coat to send damage back to it. Although Mewtwo knows Recover, the Rival doesn't use it wisely, so keep an eye on Wobbuffet's health points to determine whether or not it can withstand another hit (barring any unfortunate critical or weak point strikes by the Rival). Another way to pull down Mewtwo is to give Haunter a Quick Claw to hold so it can use Destiny Bond before Mewtwo or Lugia's Psychic attacks knocks it out (once again, getting to move first is still a crapshoot, but if it works, you'll pull down Mewtwo or Lugia with one Pokémon.)

Rival: R-2—Clear





After you defeat your Rival in R-2, the lengthy credit sequence begins rolling. Pokémon fly across the screen, then credits roll with different scenes of Pokémon battles inserted. One of them appears to be your Rival combating a young girl trainer using Suicune. Check out the photo here and compare it to the picture of the girl trainer in *Pokémon Crystal* in the Pokémon Report. Quite a striking similarity, eh? Anyway, go grab a snack or something and come back at the tail end of the credits. Your reward for defeating the last trainer in *Pokémon Stadium 2* is a Gligar that knows Earthquake, which you can pick up from Professor Oak's Pokémon Lab. There's also a new graphic for the opening screen, which pictures Ho-oh and Lugia bursting out from the center of the logo. Congratulations! You're done. Go run out naked in the streets in celebration, you deserve it. Now excuse me while I take a vacation somewhere far away where no one can ever, ever make me play this game again.

SELECT GAMES

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

Pick it!

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

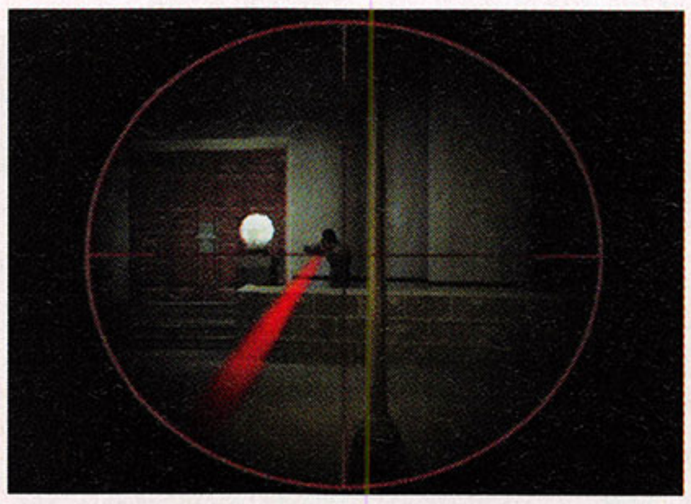
Watch for it!

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

JAMES BOND 007 IN...AGENT UNDER FIRE

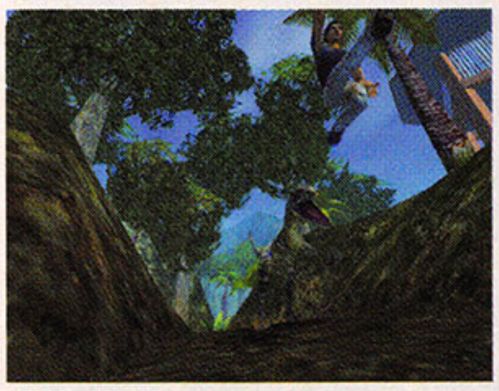
EA Games • 4th Quarter 2001 • 1-4 Players

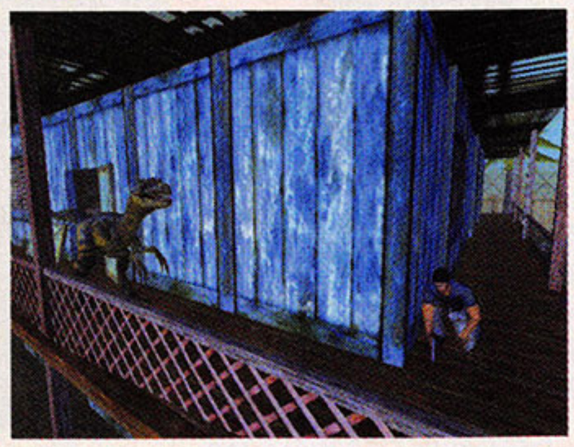
Many of you have been waiting eagerly for the highly-touted PlayStation 2 version of *007: The World Is Not Enough*. In a surprising move, Electronic Arts decided to shelve the project and create a whole new Bond game exclusive to the PS2. *James Bond 007 in...Agent Under Fire* is essentially a combination of two previously announced PS2 efforts: *007: The World Is Not Enough* and *007: Racing* (featured in the February issue of *Select Games*). The game features a whole new James Bond story written exclusively for the game and combines first-person shooter levels with combat driving missions. Bond's ultimate goal is to defeat Malprave, a megalomaniac terrorist bent on taking over the world. Of course, world domination is a common aspiration amongst Bond villains, but the high-tech Malprave sets out to accomplish this by building an army of clones. Bond's babe-of-the-hour is Zoe Nightshade, a beautiful young lady with plenty of firearm support. To round out the full Bond experience, plenty of weaponry and Q-gadgets will accompany every mission. From what we've seen, the first-person shooting mode will initially remind many people of EA's *Medal of Honor* series. With Bond's modern weaponry and over-the-top gadgets, however, you'll soon realize that this isn't the French Underground anymore. In fact, Bond will be able to zip through many areas using a special grappling hook and will even be supplied with a Jetsons-style jetpack during certain missions! EA is busy perfecting the multiplayer deathmatch mode and will even include a four-way split-screen driving mode as well. The waiting game starts all over as *Agent Under Fire* is planned for a late 2001 release. Like fine wine, patience can yield fantastic results.



JURASSIC PARK: SURVIVAL

Universal • 4th Quarter 2001 • 1-2 Players



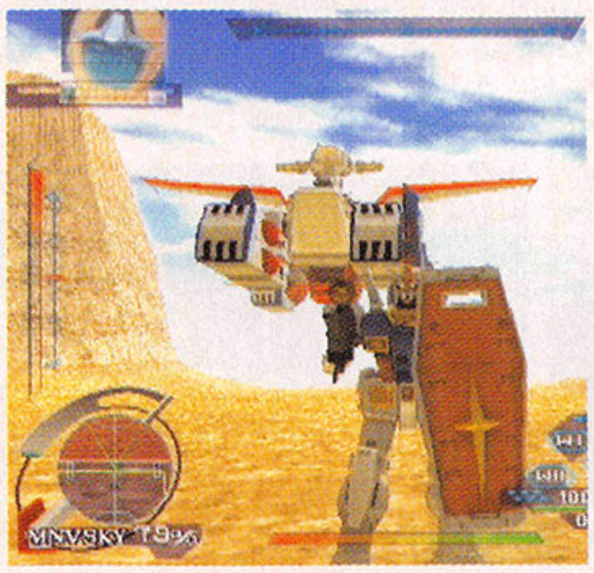


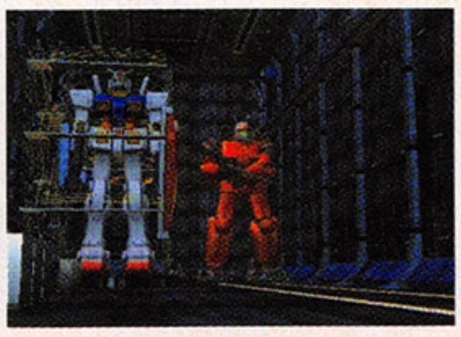
It's another crisis at the dinosaur lab! The *Jurassic Park* saga continues on the PlayStation 2 with *Jurassic Park: Survival*. You would think that after all its misfortunes the park will be closed down by now, but research goes on as our unsuspecting hero, David Vaughn, diligently monitors the giant creatures. Suddenly, the compound is raided by terrorists whose mission is to steal dinosaur DNA. Vaughn attempts to escape on a helicopter, but the chopper is gunned down and he's left for dead. The adventure begins as you take control of a groggy Dr. Vaughn, who wakes up to find himself deep in the wild jungle. With very limited supplies, Vaughn must find and rescue fellow scientists, ward off ferocious dinosaurs and boot the terrorists off the island. Sounds like a tall order for one man, but heroes are made every day! Vaughn will eventually come across more powerful weapons including grenade launchers, machine guns and sniper rifles. There will even be sequences where Vaughn gets to ride ATVs as he tries to escape a stampede of dinos! *Jurassic Park: Survival* will feature some of the movies' most amazing-looking dinosaurs, including Velociraptors, Triceratops and the mighty T-Rex. But don't stare too long or you'll turn into a tasty afternoon snack!

GUNDAM: JOURNEY TO JABURO

Bandai • July • 1 Player

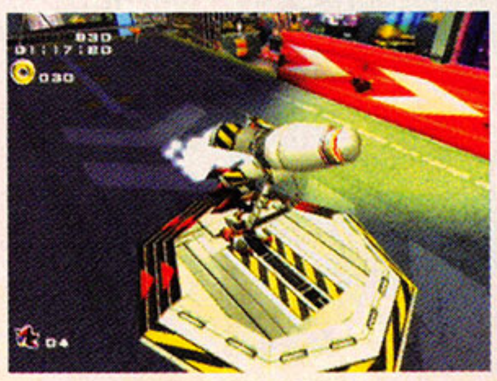
Although the *Gundam Wing* TV series on Cartoon Network seems to be growing in popularity, most hardcore *Gundam* fanatics will accept no other substitute than the original *Gundam* TV series that started in 1979 starring Amuro Ray. *Gundam: Journey to Jaburo* for the PlayStation 2 is based on the original TV series and focuses on the battles of the legendary "One Year War." Of all the Gundam games released worldwide, few offer pure mech-style action where you can freely roam and battle in a 3-D environment. *Journey to Jaburo* gives you full control of your machine with the ability to run, strafe, use jet propulsion and even switch between the saber and machine gun. Some missions will have you go solo and there are other team-based missions that require you to give out orders to other computer-controlled Mobile Suits. The game closely follows the TV episodes and features familiar stages like the Colony Interior, Great Canyon, City Island, Jaburo Frontier and more. The story even delves into the growing rivalry between hero Amuro Ray and Char Aznable, the commander of the mysterious Red Zaku. Plenty of enemy Mobile Suits make their appearance as well as a few from Amuro's squad like Gun Cannon, Gun Tank and G Armor. The game will also feature several later model Gundams like the Gundam 0080, 08th MS Team series and the Side Story versions.





SONIC ADVENTURE 2

Interplay • 4th Quarter 2001 • 1-2 Players

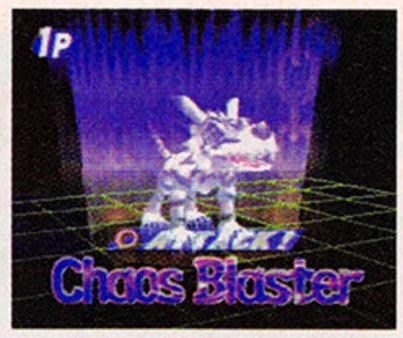


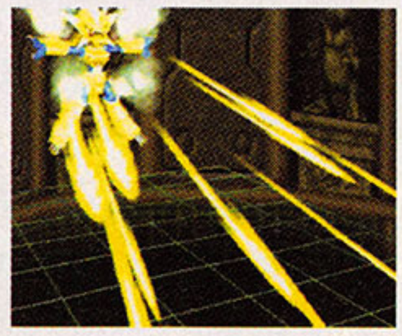
Sonic Adventure 2 arrives in stores just in time to commemorate Sonic's tenth birthday. It is also probably the last exclusive *Sonic the Hedgehog* game for any Sega system as Sega redefines itself as a multiplatform publisher. *Sonic Adventure 2* brings back some of Sonic's old friends like Tails and Knuckles and lets you play as them in several stages. Unlike the previous adventure, however, *Sonic Adventure 2* will also put you in the shoes of the villains. Three "Dark" characters—Dr. Robotnik, Shadow and Rouge—will be selectable so you can experience the flipside of the story. Shadow and Rouge are brand new characters in the Sonic universe and although they are categorized as villains, their real motives are a mystery. Shadow is a black hedgehog who looks a lot like Sonic, but he is actually a creation of Dr. Robotnik. Rouge looks a little like Amy, but she's a bat. She has almost the exact same moves as Knuckles, like the ability to climb walls and search for Emeralds. *Sonic Adventure 2* focuses more on action than the first *Sonic Adventure* and less on plot-driven scenarios. A two-player versus mode can also be enjoyed with a friend. The two-player mode is basically a race through any of the courses, tallying up points for collecting items and destroying enemies for the highest score. *Sonic Adventure 2* makes it difficult to believe that the time has come for the Dreamcast.

DIGIMON: DIGITAL CARD BATTLE

Bandai • Available Now • 1-2 Players

Digimon: Digital Card Battle takes the popular Digi-Battle card game and brings it to life onto the PlayStation to create twice the fun. Now all the battles can be seen in detailed 3-D environments so nothing is left to the imagination. Players must participate in Digital Card tournaments held in Digi-Land in order to win as many Digimon cards as possible. There are more than 30 different varieties of cards with over 40 new Digimon characters. Of course, each Digimon can evolve into stronger creatures by participating in several battles. The game contains a huge world map where different tournaments are held, allowing players to increase their card collections and thereby increasing the power of their decks. *Digimon: Digital Card Battle* has a comprehensive tutorial for newbies who haven't played much of the actual Digi-Battle card game. The game is very popular in Japan and some TV shows have even hosted tournaments. The Japanese version allows the PlayStation to trade cards using Bandai's WonderSwan handheld device and a link cable, but unfortunately the WonderSwan seems have passed its window of opportunity here in the U.S. Still, if you're a Digimon fan, you can't pass this one up!

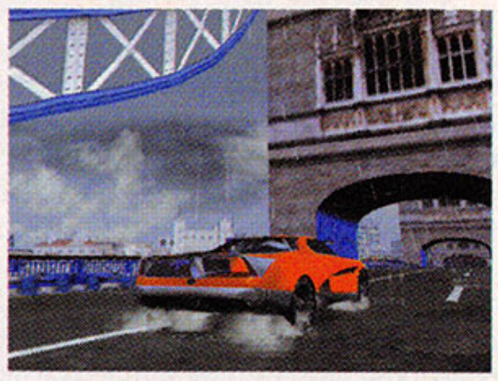




SUPERCAR STREET CHALLENGE

Activision • Fall • 1-2 Players

Supercar Street Challenge is a no-nonsense arcade-style racer that lets you race some of the world's most fastest road vehicles. The game features more than ten European and American road hogs licensed by Lotus, Callaway, Bertone, Pontiac and more. Racers can burn rubber around landmark international cities like Los Angeles, London and Rome, just to name a few. The game is loaded with tracks. Each track has unique shortcuts and surprises to prod your sense of discovery. In addition to licensed vehicles, users can create their own supercars by using the Styling Studio. Players can earn decals, auto parts and other features by winning races so they can build and improve their own vehicles. The cars will show visible damage from the frenetic driving and can affect driving performance. *Supercar Street Challenge* isn't the most graphically impressive PlayStation 2 title, but the focus is on fun and pure speed. The game is reminiscent of *San Francisco Rush* with its arcade-style gameplay and stunning speeds. *Supercar Street Challenge* should arrive in stores in the Fall.



SMASHING DRIVE

Namco • Available Now • 1 Player

Smashing Drive will certainly be compared to *Crazy Taxi* as players take the role of a cab driver in the New York concrete jungle. The cabs are more streamlined and futuristic than the cabs in *Crazy Taxi* and are able to perform outrageous stunts with the use of power-ups found on the streets. Picking up passengers and getting them to their destinations is the focus of the game, but unlike *Crazy Taxi*, you are competing with other drivers. The cabinet can be linked for a four-way battle or you can race against computer-controlled drivers. Some of the power-ups include a Battering Ram to smash through traffic, Gilder Wings to fly like Chitty-Chitty Bang-Bang, Bigfoot to roll over obstacles and Turbo Boost to tear up the streets. You can even inflict damage on your opponent's cab to ensure your victory. A high score will qualify you for an extra bonus round after every track. Check it out at your local arcade. It's smashing, baby!

X-MEN MUTANT ACADEMY 2 UPDATE!

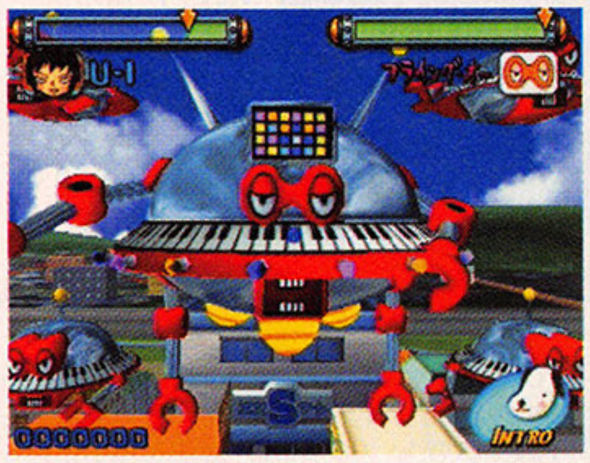
Activision • Fall • 1-2 Players

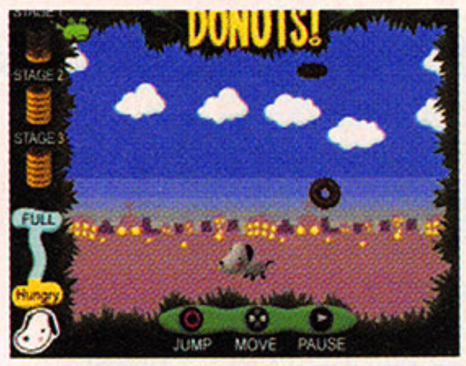
From what we have seen so far, *X-Men Mutant Academy 2* looks very polished, with the addition of at least three new characters: Havok, Forge and Rogue. Three more are X-pected to be added to the final version, which contains a Survival Mode, Versus Mode, Arcade Mode, Academy Mode and Cerebro Mode which unlocks all of the characters' ending sequences. The fighting engine from the first game remains intact; *Tekken*-style chain combos are still the rage, as are the X-Treme Counter and X-Treme Meter which still allow you to switch between the three Super Bars at the bottom of the screen and replenish one of your choice. There are some pretty nifty new character features as well. For X-ample, Rogue uses flight as her normal means of moving around the screen to fight her opponent! Watch for this X-cellent new fighting game in the fall.

GITAROO-MAN

Koei • Summer • 1-4 Players

Gitaroo-man is wack! And we love it! Koei's *Gitaroo-man* is an out-of-this-world music game where one boy must save his planet armed with his "Gitaroo." The boy wonder of the story is U-1, a reclusive elementary school student who is ridiculed by his classmates for his weird appearance. Little does his peers know that he will eventually save the planet, Gitaroo, from the evil keyboard aliens called Grabaren. U-1 is actually a descendant of the legendary Gitaroo-man and he must find the sacred "Gitaroo" instrument to complete his transformation. The character designs in *Gitaroo-man* are an absolute hoot and will imprint a permanent smile on your face. Much of the gameplay is based upon the now-standard music game system of pressing the △, ○, × or □ buttons with the symbols that appear on the screen and in time with the music. Any guitar player knows that you can't fully rock out without using the whammy bar and that's exactly what U-1 does. By using the analog joystick of the Dual Shock controller, you can bend notes and even do "dive bombs" with the "Gitaroo," but you must match the wavy lines that appear on the screen. *Gitaroo-man* is a riot; it's definitely the craziest-looking game to come to the PS2 so far. More like this, please!

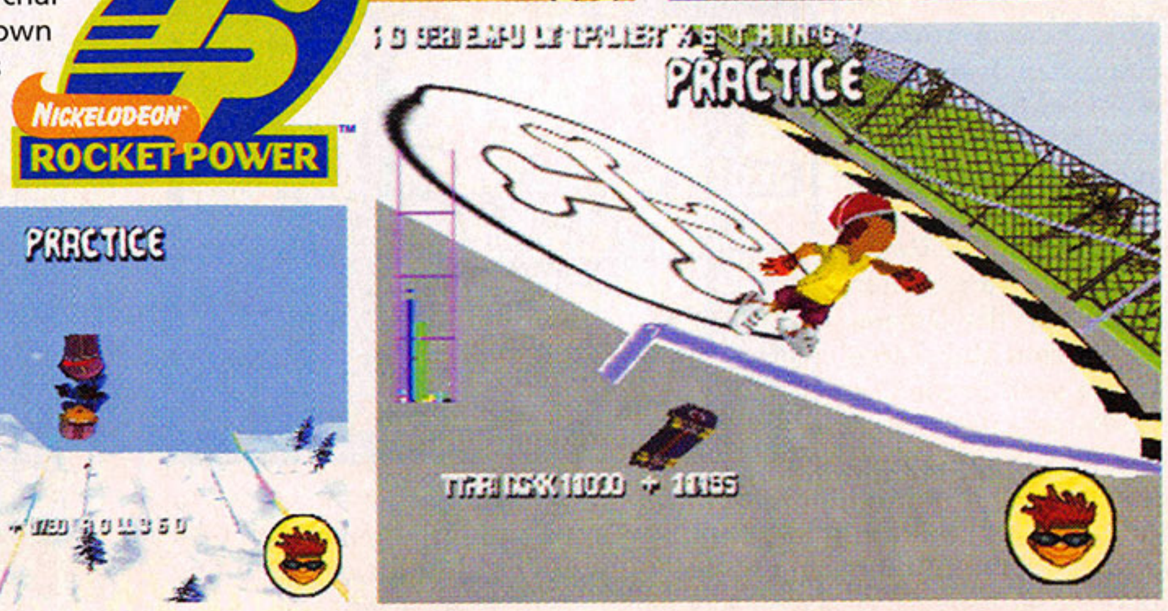




ROCKET POWER

THQ • 3rd Quarter • 1-2 Players

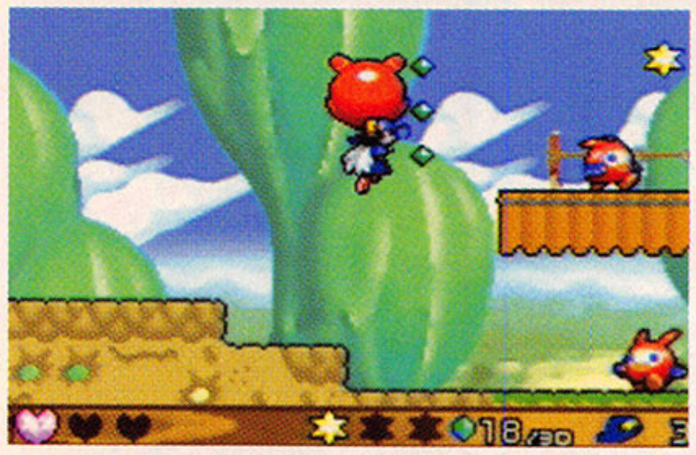
Nickelodeon's hottest new show, *Rocket Power*, is coming to the PlayStation! Hang out with the *Rocket Power* gang in Ocean Shores, California where the sun, snow and surf beckon the best Extreme Sports athletes. Otto Rocket and his sister Reggie, plus his buds Twister and Sam are ready to take on every radical activity including surfing, skateboarding, rollerblading, BMX riding and snowboarding. Any character can participate in any event, but each will have his or her own strengths and weaknesses. Players must perform tricks and stunts to rack up a score high enough to progress to the next level. Items can also be picked up along the way to increase your score. The game kind of looks like *Razor Freestyle Scooter* with cute characters doing *Tony Hawk*-style moves. Other *Rocket Power* characters will also appear, like Otto's Dad and Tito the chef. A Game Boy Advance version of *Rocket Power* is also on the way.



KLONOA: EMPIRE OF DREAMS

GAME BOY ADVANCE

Namco • Summer • 1 Player



Although *Klonoa* appears in 3-D on both the PlayStation and PlayStation 2, the gameplay has always been inspired by 2-D side-scrolling games. That's why *Klonoa*'s move to the Game Boy Advance sounds pretty natural compared to some other 3-D games that are being remade for the Game Boy Advance. *Klonoa: Empire of Dreams* is another chapter in Klonoa's ethereal adventures and will give Game Boy Advance owners a solid platform-style game that should feel very similar to its 3-D counterparts. Over 35 levels are planned for this title with plenty of puzzles, enemy-throwing and even hoverboarding. Namco is also planning to release *Pac-Man Collection* and *Namco Museum* for the Game Boy Advance this summer.

TONY HAWK'S PRO SKATER 3

PS2

Activision • Winter • 1-2 Players

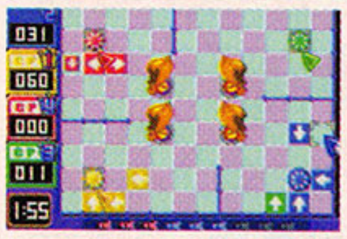
Oh boy! Here's a small teaser to get you all worked up for *Tony Hawk 3* on the PlayStation 2. Details are still a little sketchy on this HUGE title for the PS2, but the pictures obviously speak for themselves. This game is already looks amazing and is said to be so real that you'll have scabs on your skin by the time you finish playing! Note the photo of Tony skating through a carwash! *Tony Hawk's Pro Skater 3* will have a much deeper multiplayer mode compared to the previous two games, but what exactly is being added is still unclear. An Xbox version of the same game is also scheduled to be released in the Spring of 2002.

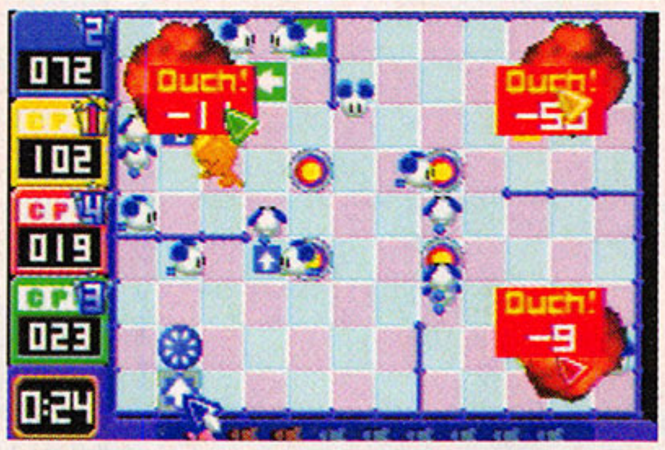
CHU CHU ROCKET!

GAME BOY ADVANCE

TIPS & TRICKS PICK!

Sega • Available Now • 1 Player





Sega makes its Nintendo debut with *Chu Chu Rocket!* for the Game Boy Advance. Much of the levels in *Chu Chu Rocket!* for the Game Boy Advance are created by users of the Dreamcast version that came out last year. To see *Chu Chu Rocket!* running on the GBA is quite a spectacle, especially when all the mice invade the screen during a Mouse Mania attack. Players can even create their own icons and save them in the GBA version. There are literally hundreds of stages to play, making *Chu Chu Rocket!* a great game to take on a long trip or a deserted island.

BOUNTY HUNTER

XBOX

Crave • Winter • 1-4 Players

Hey, look! It's our first preview for Microsoft's new Xbox game system, which is expected to launch in the U.S. this fall. *Bounty Hunter* is a first-person shooter combined with the space flight action. The control schematics for both modes are the same so players can jump from one to the other without any readjustments. The story takes place 400 years into the future when warp drive technology has allowed humans to fully colonize the outer reaches of space. After hundreds of years of space travel, human beings finally encounter another species. Overpopulation, greed and the frontier spirit keeps the humans in search of more habitats. Unfortunately, now they have to compete with aliens. *Bounty Hunter* is scheduled to be an Xbox launch title.

GAME TRACK!

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

NINTENDO 64

4TH QUARTER
Tony Hawk's Pro Skater 2 (Activision)

PLAYSTATION

JULY
Arc the Lad: Collection (Working Designs)
Digimon Card Battle (Bandai)
Final Fantasy Chronicles (Square/EA)
IHRA (Bethesda)
Tic Tac Chicken (Tommo)

AUGUST
M & M's (Havas)
Rescue Heroes: Molten Menace (Knowledge Adventure)
X-Men Mutant Academy 2 (Activision)

SEPTEMBER
NASCAR 2002 (EASports)
NASCAR Racers (Hasbro)
Rayman Brain Games (Ubi Soft)
V.I.P. (Ubi Soft)
You Don't Know Jack Vol. 6 (Havas)

3RD QUARTER
Arthur's Quiz Show (The Learning Co.)
Cargo! (Hasbro)
Where in the World is Carmen Sandiego? (The Learning Co.)
Dance Dance Revolution: Disney Mix (Konami)
Mary-Kate and Ashley Crush Course (Acclaim)
Mega Man X6 (Capcom)
NBA ShootOut 2002 (Sony)
NFL GameDay 2002 (Sony)
Nicktoons Racing (Hasbro)
Obee Tale of the Circus (Sound Source)
One Piece Mansion (Capcom)
Scooby Doo and The Cyber Chase (THQ)
Sheep Dog & Wolf (Infogrames)
Spider-Man 2 (Activision)
Songe Bob Squarepants (THQ)
Syphon Filter 3 (Sony)
Tony Hawk's Pro Skater 3 (Activision)
The Weakest Link (Activision)

OCTOBER
Barbie Explorer (Havas)
FIFA World Cup Soccer (EASports)
Jumpstart Kindergarten (Knowledge Adventure)
Tales of Destiny 2 (Namco)

NOVEMBER
Digimon Racing (Bandai)
Harry Potter and the Scorcerer's Stone (EA)
Hooters Road Trip (Ubi Soft)
Jesse James Six-Shooter Showdown (Ubi Soft)
Twisted Metal: Small Brawl (Sony)

PLAYSTATION 2

JULY
Batman Vengeance (Ubi Soft)
Ephemeral Fantasia (Konami)
Extermination (Sony)
Extreme G-3 (Acclaim)
Gran Turismo 3 (Sony)
Gundam: Journey to Jaburo (Bandai)
Hype The Time Quest (Ubi Soft)
Klonoa 2: Lunatea's Veil (Namco)
NCAA Football 2002 (EASports)
Rune: Viking Warlord (Take 2)
Supercar Street Challenge (Activision)

AUGUST
18 Wheeler American Pro Trucker (Acclaim)
Alon D'Ar (Ubi Soft)
Carrier (Jaleco)
Commandos 2 (Eidos)
Giants: Citizen Kabuto (Interplay)
Half-Life (Sierra)
Herdy Gerdy (Eidos)
Ico (Sony)
Jekyll & Hyde (Dreamcatcher)
Legacy of Kain: Soul Reaver 2 (Eidos)
Le Mans 24 Hours Racing (Infogrames)
Portal Runner (3DO)
Project Eden (Eidos)
Resident Evil: Code Veronica X (Capcom)
Test Drive Off-Road: Wide Open (Infogrames)

3RD QUARTER
Arctic Thunder (Midway)
Baldur's Gate: Dark Alliance (Interplay)
Bass Strike (THQ)
Casper Spirit Dimensions (TDK)
Conflict Zone (Ubi Soft)
Dave Mirra Freestyle BMX 2 (Acclaim)
Disney's Tarzan (Ubi Soft)
Dragon Wars of Might & Magic (3DO)
Drakan II (Sony)
Gitaroo-man (Koei)
The Great Quest (Konami)
Legion (Midway)
Madden 2002 (EASports)
NBA Live 2002 (EASports)
NCAA GameBreaker 2002 (Sony)
NFL Blitz 20-02 (Midway)
NFL GameDay 2002 (Sony)
NFL Quarterback Club 2002 (Acclaim)
Okage: Shadow King (Sony)
Police 911 (Konami)
Run Like Hell (Interplay)
Shaun Palmer's Pro Snowboarder (Activision)
Silent Hill 2 (Konami)
Tony Hawk's Pro Skater 3 (Activision)
Top Gun (Interplay)
Tribes 2 (Havas)
Trophy Bass (Sierra)

4TH QUARTER
007: Agent Under Fire (EA)
Crash Bandicoot: The Wrath of Cortex (Universal)
Deus Ex (Eidos)
Devil May Cry (Capcom)
Frequency (Sony)
Grand Theft Auto 3 (Rockstar)
Jak and Daxter: The Precursor Legacy (Sony)
Jeremy McGrath Supercross World (Acclaim)
Jurassic Park III: Survival (Universal)
Kinetica (Sony)
Legends of Wrestling (Acclaim)
Mat Hoffman's Pro BMX 2 (Activision)
Maximo: Ghosts to Glory (Capcom)
Metal Gear Solid 2: Sons of Liberty (Konami)
The Mummy Returns (Konami)
NBA ShootOut 2002 (Sony)
NCAA Final Four 2002 (Sony)
NHL FaceOff 2002 (Sony)
Roadsters Trophy (Interplay)
Rubu Tribe (Interplay)
Smuggler's Run 2 (Rockstar)
SOCOM U.S. Navy Seals (Sony)
Spy Hunter (Midway)
Star Trek: Shattered Universe (Interplay)
State of Emergency (Rockstar)
SSX: Tricky (EA)
Tetris Worlds (THQ)
USHRA Monster Jam (Ubi Soft)

POSSIBLE IN 2001
Ace Combat 04: Shattered Skies (Namco)
Armored Core 2: Another Age (Agetec)
Barbarian (Titus)
Big Wave Surfing (Acclaim)
C-12 (Sony)
Dropship (Sony)
Eternal Blade (Mattel)
Force of One (Interplay)
Formula X (Interplay)
The Getaway (Sony)
Gravity Games: Biking (Midway)
Gundam: Zeonic Front (Bandai)
Gunslinger (Activision)
H2Overdrive (Crave)
Kessen II (Koei)
King's Field IV (Agetec)
The Lost (Crave)
Monster Rancher (Tecmo)
Munukuru (Interplay)
One Force (Agetec)
Pac-Man World 2 (Namco)
Rock & Roll Racing (Interplay)
Seven (Namco)
Silent Scope 2 (Konami)
Sky Gunner (Sony)
Star Wars: Obi-Wan (LucasArts)
Super Runabout: New York (Interplay)
Time Crisis 2 (Namco)
Tomb Raider: Next Generation (Eidos)
Vampire Night (Namco)
V.I.P. (Ubi Soft)
Virtua Fighter 4 (Sega)
V'Room (Interplay)
WipeOut Fusion (Sony)
WWF Smackdown! "Just Bring It" (THQ)
Zombie Revenge (Acclaim)

DREAMCAST

JULY
Guilty Gear X (Tommo)
Outtrigger (Sega)
Phantasy Star Online Version 2 (Sega)
Soldier of Fortune (Crave)
Floigan Brothers (Sega)
Sonic Adventure 2 (Sega)

AUGUST
Alien Front Online (Sega)
Conflict Zone (Ubi Soft)
Heroes of Might & Magic III (Ubi Soft)
Mat Hoffman's Pro BMX (Activision)
Ooga Booga (Sega)
Peacemakers (Ubi Soft)
Propeller Arena (Sega)
Razor Freestyle Scooter (Crave)
Sega Bass Fishing 2 (Sega)
Ultimate Fighting Championship: Tapout (Crave)
Ultimate Sky Surfer (Crave)
World Series Baseball 2K2 (Sega)

SEPTEMBER
Alone in the Dark: The New Nightmare (Infogrames)
Bomberman Online (Sega)
Evil Twin (Ubi Soft)
V.I.P. (Ubi Soft)

3RD QUARTER
Heavy Metal: Geomatrix (Capcom)
NBA 2K2 (Sega)
NCAA College Football 2K2 (Sega)
NFL 2K2 (Sega)
NHL 2K2 (Sega)
Tennis 2K2 (Sega)
Shenmue II (Sega)

POSSIBLE IN 2001
Agartha (Sega)
Buffy the Vampire Slayer (T.B.D.)
Emergency Call Ambulance (Sega)
Farnation (Sega)
Fighting Vipers 2 (Sega)
Gun Valkyrie (Sega)
Headhunter (Sega)
The House of the Dead 3 (Sega)
Mobile Suit Gundam (Capcom)
Mr. Driller 2 (Namco)
Planet of the Apes (T.B.D.)
Toe Jam and Earl 3 (Sega)
Wild Riders (Sega)
World's Scariest Police Chases (T.B.D.)

GAME BOY COLOR

JULY
Alone in the Dark: The New Nightmare (Infogrames)
High Heat Baseball 2002 (3DO)
Barbie Pet Rescue (Mattel)
Dragon Warrior III (Enix)
The Land Before Time (Conspiracy)
Lufia: The Legend Returns (Natsume)
Pokémon Crystal (Nintendo)
Razor Freestyle Scooter (Crave)
Toki Tori (Capcom)
Trouballs (Capcom)
Wicked Surfing (Interplay)
Woody Woodpecker (Dreamcatcher)

AUGUST
Pocket Soccer (Nintendo)
Wendy's Gravity Goof (TDK)
Portal Runner (3DO)

3RD QUARTER
Commander Keen (Activision)
Matchbox Emergency Patrol (Mattel)
Mega Man Xtreme 2 (Capcom)
Playmobil Hype (Ubi Soft)
Towers II (Telegames)
V.I.P. (Ubi Soft)
WWF Betrayal (THQ)

POSSIBLE IN 2001
Card Heroes (Nintendo)
Castlevania II (Konami)
The Legend of Starfie (Nintendo)
Merlin (EA)
Monster Tactics (Nintendo)
Robin Hood (EA)
Star Ocean: Blue Sphere (Enix)
Wizardry (Agetec)

GAME BOY ADVANCE

JULY
Advance GTA (Kemco)
Monster Rancher Mania (Tecmo)
Mega Man EXE Battle Network (Capcom)

AUGUST
Caesar's Palace (Majesco)
F-14 Tomcat (Majesco)
Golden Sun (Nintendo)
Jurassic Park III (Universal)
Lady Sia (TDK)
M&M's: Lost in Time (Majesco)
Mario Kart Advance (Nintendo)
Tetris Worlds (THQ)

SEPTEMBER
Backtrack (Telegames)
Fortress (Majesco)
Klonoa: Empire of Dreams (Namco)
Lego Bionicle (Lego)
Mat Hoffman's Pro BMX (Activision)
Moto GP (THQ)
Power Rangers Time Force (THQ)
Spider-Man (Activision)
Sponge Bob Squarepants (THQ)
Star Wars: Jedi Power Battles (THQ)
Tiny Toon Adventure (Conspiracy)
X-Men: Reign of the Apocalypse (Activision)

POSSIBLE IN 2001
Aerial Aces (Majesco)
Bomberman Tournament (Activision)
Breath of Fire (Capcom)
Diddy Kong Pilot (Nintendo)
DOOM (Activision)
Earthworm Jim (Majesco)
Final Fight (Capcom)
Game Boy Wars Advance (Nintendo)
Golf Master (Majesco)
Jelly Belly (Majesco)
Magical Vacation (Nintendo)
Monster Guardian (Konami)
Mr. Driller 2 (Namco)
Namco Museum Advance (Namco)
Napoleon (Nintendo)
Pac-Man Advance (Namco)
Pinobee: Wings of Adventure (Activision)
Sonic the Hedgehog Advance (Sega)
Super Street Fighter II (Capcom)
Tactics Ogre (Nintendo)
Tekken Advance (Namco)
Wario Land 4 (Nintendo)

* Publishers, please contact us with updates and/or corrections.

ARMORED CORE 2

Limiter Release

At any time during gameplay, hold **R2 + L2** and press **R3** (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then select "Password." Next, enter **Up**, ×, ○, **Up**, **Left**, □, ○, × as your password. You can now select from any of the 20 missions in the game.

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter any of the following codes at the "Input Code" screen under the "Levels" menu. You'll see a special text message after entering a correct code.

F R E E P L A Y—Unlock all levels
N O D I E—Invincibility
N O S E E U M—Invisibility
G I M M E—All weapons
S H O R T Y—Tiny player
I M H U G E—Giant player
T H D O T E S T—Debug info

DEAD OR ALIVE: HARDCORE

Infinite Score & Items in Survival Mode

First, start a new game in Survival Mode. When your opponent appears, press the blue **Eject** button on the PlayStation 2 and fight as you normally would. When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds. You opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing **Up + A + B**. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the **Eject** button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press **Eject** again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect.

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.

Unlock Wu Kingdom characters—□, □, **R2, R2, R1, R1**, □, □
Unlock Shu Kingdom characters—□, □, **R1, R1**, □, □, **R2, R2**
Unlock all characters—□, **R1**, □, **R2**, □, **R2**, □, **R1**
Select either side in Free Mode—Hold down △ and press **R1, L1, L2, R2, R1, L1, L2, R2**
Unlock all stages in Free Mode—Hold down □ and press **L1, R1, R2, L2, L1, R1, R2, L2**
Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**
Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**
Unlock Wei Kingdom characters—□, □, □, □, **R2, R2, R1, R1**

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes as your character's name when you begin a new game. All effects are permanent.

I N V U L N—Invulnerability
0 0 0 0 0 0—Invisibility
S S H O T S—Super shots
M E N A G E—3-Way shots
R E F L E X—Reflecting shots
P E E K I N—X-ray vision
P U R P L E—Full Turbo
D E L T A 1—Giant player, tiny enemies
A L L F U L—Start with 9 Potions, 9 Keys
1 0 0 0 0 K—Start with 10,000 Gold
E G G 9 1 1—Play as Pojo the chicken
I C E 6 0 0—Play as a big fat Dwarf
N U D 0 6 9—Play as a sado-masochist Dwarf
S T X 2 2 2—Play as a stick figure with a smiley-face
K J H 1 0 5—Play as a stick figure with a baseball cap
P N K 6 6 6—Play as a stick figure with a mohawk
B A T 9 0 0—Play as a centurion
T A K 1 1 8—Play as a ninja
S T G 3 3 3—Play as a bald guy
K A O 2 9 2—Play as a waitress
C S S 2 2 2—Play as a guy with casual clothes and a baseball bat
A R V 9 8 4—Play as a guy with casual clothes and a mace
D I B 6 2 6—Play as a guy with casual clothes and a head on a staff
R I Z 7 2 1—Play as a quarterback
S J B 9 6 4—Play as a martial artist with two scythes
D A R T H C—Play as a bald guy with black cape
T W N 3 0 0—Play as a blue and orange Valkyrie with a bloody scythe
A Y A 5 5 5—Play as a Japanese schoolgirl
C E L 7 2 1—Play as a cheerleader
C A S 4 0 0—Play as a special Warrior
M T N 2 0 0—Play as a General
R A T 3 3 3—Play as a Warrior rat
G A R M 9 9—Play as a bald Wizard
G A R M 0 0—Play as a Wizard with a dark cloak
D E S 7 0 0—Play as a Wizard in desert garb
S K Y 1 0 0—Play as a green alien
S U M 2 2 4—Play as Sumner

GRADIUS III AND IV

All Power-Ups

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing **START** again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.

All Power-ups plus Laser—Press **Up, Up, Down, Down, Left, Right, Left, Right**, ×, ○
All Power-ups plus Double—Press **Up, Up, Down, Down, Left, Right, Left, Right**, □, △

KNOCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters:

M E C C A—Unlock Ashy Knucks
M R B A R R Y—Unlock Barry Sanders
J G I A M B I—Unlock Jason Giambi
J R S E A U—Unlock Junior Seau
O W N O L A N—Unlock Owen Nolan
S T E V E F—Unlock Steve Francis
Z I T O—Unlock Chuck Zito
J B O T T I—Unlock John Botti
D E M A R T—Unlock David De Martini
B A I L E Y—Unlock Joe Mesi
A U S T I N—Unlock Ray Austin
H A T C H E R—Unlock Charles Hatcher
B O S T I C E—Unlock David Bostice
O S U N A—Unlock Bernando Osuna
N E L S O N—Unlock Trevor Nelson

MDK 2: ARMAGEDDON

Alternate Camera View

At any time during gameplay, press **START** to pause, then hold **L2 + R2** and press ○, ×, ○, ×. When you press **START** again to return to the game, the camera will change position.

MIDNIGHT CLUB

Unlock Smuggler's Run *Buggy*

First, you must start the game with a memory card containing a save file from *Smuggler's Run*. Next, at the "Vehicle Select" screen, the *Smuggler's Run* Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MOTOGP

Internet Ranking Password

At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold **L1 + R1 + L2 + R2** and press **SELECT**. A password will appear next to each time that you previously obtained in Time Trial. However, if you don't have any lap times obtained in Time Trial, no passwords will appear. You can use the password to submit your best times to Namco's official time attack contest on the Internet. The ranking submission page is located at http://www.namco.co.jp/home/cs/ps2/motogp/ranking-world/.

NBA HOOPZ

Match-Up Screen Codes

At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the □, × and ○ buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the □ button three times, the × button once and the ○ button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of ×.

3-1-2-Up—Infinite turbo
4-4-4-Left—No goaltending
2-2-2-Right—No fouls
0-1-1-Down—Show shot %
1-1-0-Down—Show hotspot
3-0-1-Up—No hotspots
1-2-1-Left—Granny shots
3-2-0-Left—Street court
0-2-3-Left—Beach court
1-1-1-Right—ABA ball
0-2-4-Right—Away uniform
0-1-4-Right—Home uniform
3-0-0-Right—Big heads
5-4-3-Left—Tiny players
3-3-0-Left—Tiny heads

NHL 2001

Hidden Players

At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press × and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player.

ED BELFOUR
ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
JEAN-FRANCOIS LABBE
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINSH
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK
TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

ONI

Cheat Codes

At any time during gameplay, press **SELECT** to enter the data menu. Next, move the cursor to "Help." Now enter any of the codes below, then press **SELECT** again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The **L3** and **R3** buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.

Invincibility—**L2, L1, L2**, □, ○, □, **R3, L3, R3**, ○
Infinite current ammunition—**L2, L1, L2**, □, ○, □, **L2, L2, L1, L3**
Skip current stage—**L2, L1, L2**, □, ○, □, **L3, R3, L2, L1**
Refill ballistic ammo, energy cells and hypo sprays—**L2, L1, L2**, □, ○, □, ○, ○, ○, **R3**
Phase cloak—**L2, L1, L2**, □, ○, □, **L1, R3, L2, L3**
Knock enemies down with one punch or kick—**L2, L1, L2**, □, ○, □, **R3, L3**, ○, □
Kill enemies with one punch or kick—**L2, L1, L2**, □, ○, □, **L3, R3**, ○, □
Big head—**L2, L1, L2**, □, ○, □, **START**, □, ○, **START**
Tiny body—**L2, L1, L2**, □, ○, □, **L3, R3**, □, ○
Giant body—**L2, L1, L2**, □, ○, □, **R3**, □, ○, **L3**
Transform into a different character—**L2, L1, L2**, □, ○, □, **L2, L2, L2, L2** (continue to press **L2** repeatedly to change into many different characters)

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Bonus Levels" menu will appear.

Secret Cheat Menu

At any time during gameplay, press **START** to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear.

RC REVENGE PRO

Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—**L1, R1, R2**, □, ○
Unlock all vehicles—**L1, L2, R1, R2**, ○, □
Unlock next Championship—**L1, R1, R2, L2**

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you

can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits — Press **Left, Left, Right, R2, Left, Right, Right, R1, R1, R2**. Press the □ button to cycle through each fighter's different outfits.

Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R1** four times, then **R2**.

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R1** 19 times, then **R2**.

Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** eight times, then **R2**.

Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** seven times, then **R2**.

Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** six times, then **R2**.

Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** five times, then **R2**.

Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** four times, then **R2**.

St. Patrick's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R1, R2**.

Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R2**.

New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R2**.

See the Ending—Press **Right, Right, Right, Down, R1, R2**, then exit to the main menu if you're not already there.

Championship fight vs. Rumbleman—Press **R2, Down, Right, Up, Left**, then **R1** six times, then **R2**, then **R1, R1, R2**.

Zombie boxer—Press **Left, Up, Right, Down, R1, R1, R2**.

Big gloves—Press **Left, Right, Up, Down, R1, R2**.

Extra fat boxer—Press **Right, Right, Up, Down, Right, R1, R1, R2**.

Extra thin boxer—Press **Right, Right, Up, Down, Right, R1, R2**.

Extra camera angles—Press **R1** 20 times, then **R2**, then **R1**, then **R2**, then **R1** 21 times, then **R2**, then **R1** 18 times, then **R2**, then **R1** nine times, then **R2**, then **R1** 14 times, then **R2**, then **R** five times, then **R2, Left, Right, Up, Down, R2**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause; you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:

Level 1—**R1, R2, Down, Up, Up, Left, R1, R1, R1, R2**

Level 2—**R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2**

Level 3—**R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either **L1** or **R1** to cycle through various effects that alter the appearance of the screen.

Analog Brake/Accel./Steering Display

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold **SELECT** for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Press **SELECT** again to turn the display back off.

RUMBLE RACING

Secret Passwords

At the main menu, select "Game Options," then move the cursor to "Load and Save," press **Right**, then press X. Next, enter any of the following passwords at the screen that appears:

Z E A G T L U K E—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak and The Banger

1 A R E X T 1 A R—Unlock Vortex (Rookie)

N A L D S H H S D—Unlock XXS-TOMCAT (Rookie)

C D A A P T N I A—Unlock Interceptor (Rookie)

A B O G O B O G A—Unlock Road Trip (Rookie)

T H T O R H R O T—Unlock Thor (Rookie)

K C E R O C T E K—Unlock Redneck Rocket (Rookie)

V T Y A N I Y T T—Unlock Van Itty (Rookie)

B S U I G A S U M—Unlock Gamecus (Rookie)

O P S R T I S U C—Unlock Sporticus (Rookie)

U B T C K S T O H—Unlock Buckshot (Rookie)

A M H B R A A M H—Unlock Stinger (Rookie)

H G I R O L R E L—Unlock High Roller (Rookie)

P T O A T R T O I—Unlock Revolution (Rookie)

T L A C O B T L A—Unlock Cobalt (Rookie)

SILENT SCOPE

Secret Codes

At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code.

No crosshairs—**Right, Right, Right,** □

Heart-shaped scope—**Left, Right, Right,** □, △

No scope at all—**Right, Down, Right,** □, **Right, Down, Right,** □

Rest of the screen turns black when looking through the scope—**Down,** △, **Up,** □, △, **Down, Right, Down, Right,** □, △

Same as the previous code, but the scope is on by default—**Up, Up, Up, Up, Down, Down, Down, Down**

No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**

Rotate the screen 180° about the vertical axis—**Left, Left, Right,** □, **Down, Down, Up,** △, **Up, Right, Down, Up, Left, Down,** □

All targets are invisible—**Right, Down, Right,** □, **Up,** □, □, △, **Down, Right, Down, Right,** □, △

In-Game Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect.

-5 seconds, +1/2 Life—△, X, **Right, Left, Right, Left,** ○, X, **Right, Left, Right, Left, Down, Down, Up, Up**

+5 seconds, -1/2 Life—**Up, Up, Down, Down, Left, Right, Left, Right,** X, ○

SMUGGLER'S RUN

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press **START** again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease; you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity; watch them float away!

Invisibility—**R1, L1, L1, R2, L1, L1, L2**

Speed up—**R1, L1, L2, R2, Right, Right, Right**

Speed down—**R2, L2, L1, R1, Left, Left, Left**

Real world gravity—**L1, R1, R1, L2, R2, R2**

Wizard of Oz Mode—**R1, R2, R1, R2, Up, Up, Up**

SSX

Secret Codes

At the "Select Mode" screen, press □ to enter the options screen. For all of the codes below, you must hold **L1 + R1 + L2 + R2** while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters—**Down, Left, Up, Right,** X, ○, △, □

Maximum attributes for all characters—X, X, X, X, X, X, X, □

Running Mode—□, △, ○, X, □, △, ○, X

Read all hints—○, X, ○, X, ○, X, ○, X

STAR WARS STARFIGHTER

Secret Codes

At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code.

O V E R S E E R—Unlock all regular missions

A N D R E W—Unlock two-player missions

B L U E N S F—Unlock Experimental N-1

M I N I M E—Invincibility

N O H U D—Remove HUD during game play

D I R E C T O R—Director camera mode

J A R J A R—Reverse flying controls

J A M E Z—View "My day at work" slideshow

W O Z—View "Merry Christmas" video

S I M O N—View staff image

T E A M—View more staff images

L T D J G D—View secret message

H E R O E S—View artwork slideshow

S H I P S—View another art slideshow

P L A N E T S—View yet another art slideshow

C R E D I T S—View credits

STAR WARS: SUPER BOMBAD RACING

Cheat Codes

Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message will appear to confirm each code. Some of the codes require you to press the X button at the message screen to activate the code; others will take effect immediately. To disable a code, just enter it again. Note: If you can't get one of the codes to work, press **START** and enter the code again.

□, ○, ○, □—Play as Boba Fett

○, □, ○, □—Race in a Trade Federation AAT

L1, R1, L2, R2—All characters are kaadus

Up, Right, Down, Left, SELECT—All characters are shaaks

L2, L2, L2, L2, ○, **SELECT**—Backward Facing Mode

L1, R2, L1, R2, □, **SELECT**—Infinite Boost Mode

Down, SELECT, Up, SELECT, Left, Right, SELECT—Grrl Power (Queen Amidala gets powered up)

L1, L1, L1, L1, R2, □—Super Speedy Mode (all players become tiny and very fast)

Up, Up, Down, Down, Left, Right, Left—Super Arena Mode (battle on Race tracks in Arena mode)

Up, Left, Down, Right, Left, Up, Down—Super Spinning Mode (racers flip over continuously)

Left, Right, □, ○, **L1, L2**—Slip 'N Slide Mode (racers slide around and are harder to control)

R1, R1, R1, R1, Up, Left—All Death Star Mode (all racers receive Darth Vader's special attack with every Frontal Gadget)

○, ○, ○, ○, **L2, SELECT**—Super Honk Mode (levitate nearby opponents by honking)

L1, R1, SELECT, ○—Space Freighter arena unlocked

Language Select

Enter any of the following codes at the main menu screen to change the in-game text to any of six different languages. The "Jawa" and "Battle Droid" codes will also change all of the characters' voices. As with the cheat codes above, if you can't get a code to register, just press **START** and try it again.

SELECT, SELECT, SELECT, L1—German

SELECT, SELECT, SELECT, L2—Italian

SELECT, SELECT, SELECT, R1—Spanish

SELECT, SELECT, SELECT, R2—French

SELECT, SELECT, SELECT, □—Jawa

SELECT, SELECT, SELECT, Up—Battle Droid

SELECT, SELECT, SELECT, ○—English

SUPER BUST-A-MOVE

Secret Codes

Enter any of the codes below at the title screen. An icon will appear in a corner of the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode.

Another World—△, **Left, Right,** △

Secret Characters—△, **Right, Left,** △

SWING AWAY GOLF

Secret Codes

Enter either of the following codes at the main menu; you'll hear a special sound after entering a code correctly.

Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**

Alternate in-game sound effects—**Left,** □, **Up,** □, **Down,** ○, **Left,** □, **L1, R1**

THEME PARK ROLLER COASTER

Unlock All Items

This code will make all the items in the park available to you, whether you've researched them or not: At any time during gameplay, press **Up, Down, Up, Down, Left, Up, Down, Up, Down, Right.** Repeat this sequence nine times in total.

Everything Free

This code will make every item you buy cost nothing: At any time in the middle of gameplay, press **Left, Down,** X, ○. Repeat this sequence nine times in total.

255 Golden Tickets and All Roller Coaster Awards

This code will effectively give you an unlimited number of Gold Tickets: At any time in the middle of gameplay, press **Up, Down, Left, Right,** ○, **Right, Left, Down, Up,** ○. Repeat this sequence five times in total.

X SQUAD

Ultimate Code

At the title screen, press ○, ○, ○, ○, △, □, □, □, □. A graphic will appear at the top of the screen to confirm. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

007 RACING

Secret Vehicle

At the title screen, press **L1, R1**, △, ○, ×. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

In-Game Cheat Requirements

The instructions below explain how to unlock the cheats that can be accessed within the "Cheats" menu under the main menu.

"Gimme a Brake" Mission—Knock out all 11 fire hydrants and complete the mission.

"Ambush" Mission—Complete the mission with at least 85% health intact.

"Survive the Jungle" Mission—Disable all three tanks and complete the mission.

"Air Strike" Mission—Don't enter any tents that don't contain power-ups and complete the mission.

"Escape" Mission—Complete the mission with 100% score.

"Break Out" Mission—Complete the mission with 100% health intact.

"River Race" Mission—Collect all Nitro and TSP-6060 items and complete the mission.

"Download" Mission—Complete the mission with a perfect score.

"Submerged" Mission—Complete the mission with 100% health.

AKUJI THE HEARTLESS

Debug Menu

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

Invincibility

Pause the game, then hold **L2** or **R2** and press **Right, Right, Left**, △, ×, **Up**, ○, **Left**.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left**, △, **Left, Left**, ○, **Left**, △, **Right**, ○, **Up, Up, Down**

ARMORED CORE: MASTER OF ARENA

Fix Camera's Position

At any time during gameplay, press ○ + × + **START**. The game will pause. When you press **START** again to unpause, the camera will be fixed at its current position. Pause and unpause the game once more to return the camera to its normal behavior.

First Person Camera View

At any time during gameplay, press △ + □ + **START**. The game will pause. When you press **START** again to unpause, the camera will move to a first person view. Pause and unpause the game once more to return the camera to its normal behavior.

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera

While in the middle of a mission, hold ○ + × and press **START** to pause the game. Press **START** again to return to the game and the camera will stay fixed in place. Pause and unpause to return the camera to normal.

1st Person View

While in the middle of a mission, hold △ + □ and press **START** to pause the game. Press **START** again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal.

Change Raven's Nest Background

From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold **L1 + R1** and press **SELECT**. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK

Passwords

Unlock all Copilots—**Up, Down, Up, Down, Up, Down, Up, Down**

Unlock bonus ending cinematic—□, **Down**, ×, **Down, Right, Right, Up, Up**

Mission 2—×, **Down, Left, Left**, □, ○, ○, **Right**

Mission 4—**Down, Down**, □, □, **Left, Right**, ○, ×

Mission 5—**Right, Right**, ×, ○, **Down, Up, Down, Up**

Mission 7—□, ○, ×, □, △, **Left, Up, Right**

Mission 8—**Right, Down, Left, Up**, △, **Down, Up, Down**

Mission 9—○, ○, **Right, Up, Right, Up**, ×, ×

Mission 10—×, **Down, Down, Down, Down**, ×, **Left, Right**

Mission 11—△, **Up**, ○, **Down**, □, **Left**, ×, **Right**

Mission 12—**Up, Up**, △, △, **Left, Left**, ○, ○

Mission 14 (2-player)—**Left, Down, Left, Down**, □, ○, □, ○

Mission 15—□, **Right, Left**, ○, ○, **Up, Down**, □

Mission 16—**Down, Up, Down, Up**, △, ○, △, ○

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then "Password." Next, enter △, ×, **Down, Left, Right**, ×, ○, □ as your password. You'll now be able to select from any of the 22 missions in the game.

ARMY MEN: SARGE'S HEROES

Unlock All Levels

At the main menu, hold **L1 + R1** + □ and press **Up, Down, Left, Right**. After entering the code correctly, you'll hear a special sound effect.

All Weapons & Infinite Ammo

At any time during gameplay, press **START** to pause, then press □, ○, **R1, L1**. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ARMY MEN: SARGE'S HEROES 2

Invincibility

At any point during gameplay, press **START** to pause the game, then press □, ○, **L1, R1**. Next, press **START** to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen.

All Weapons & Lots of Ammo

At any point during gameplay, press **START** to pause the game, then press □, ○, **R1, L1**. Next, press **START** to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

ASSAULT RIGS

Access All Weapons

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

Invincibility

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

ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing:

Unlock Secret Excalibur Ship—Hold **SELECT** and press △, ○, ○, △, □, ○, □

Stage Select/Invincibility—Hold **SELECT** and press □, △, ○, △, △, □, ○ (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)

Unlock "Classic Asteroids" Game—Hold **SELECT** and press ○, ○, ○, △, □, □, ○

"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—**Up, Down, Left, Right**, ○, □, ×, △

99 Lives—**Up**, ×, **Down**, △, **Left**, □, **Right**, ○

Invincibility—**Down, Down, Up, Up**, ○, □, △, △

AUTO DESTRUCT

Cheat Menu

At the main menu, press **Up, Down, Left, Right, Down, Right, L1, R1, R1**. Begin a new game and press the **START** button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code:

Extra Nitros—**L1**, ○, **Down, L1, Up**, □, ○, **R1**

Extra Money—**L1, R1, Up**, ○, **Down**, □, **Right, R1, L1**

Add One Minute to Time—**Down, L1, L1**, ○, ○, **R1, Up**, □, **L1**

Invincibility—**L1, L1, L1, L1, Left**, ○, ○, □, **L1**

Infinite Fuel—**L1**, ○, **Left, L1**, ○, **R1, L1, Up, R1, Down**

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

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

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

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

Next Mission (jump to next mission from the cheat menu)—□, ○, **R1, L1**, ○, **Down, L1, Up**

All Time Trials Available—**R1, L1**, ○, **Left**, ○, ○, **Left, L1**, ○

Car Select

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

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu:

All tanks on—T H R T N

All weapons on—S R T H M B

Level Select on—B C K D R

Lots of tank bucks on—D P P C K T S

Brandon gang on—S M S L G N G

Cassandra gang on—N S T Y G R L

BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right**, △, ×, □, **START**. Now your character's weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right**, △, ×, ×, △, **Right, Left, Down, Up, START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLADE

Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.

Unlock Infinite Weapons—**Down, Right, Up, Left, L2, L1, R2, R1**

Unlock Infinite Health—**Left, Left, Left, Right, L2, L1, R2, R1**

Unlock All Items—**Right, Left, Up, Down, L2, L2, R2, R2**

BLAST CHAMBER

Infinite Lives

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

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BUGS BUNNY: LOST IN TIME

Unlock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2 + R1** and press ×, □, **R2, L1**, ○, ×, □, □, □. You'll then be able to enter any stage.

BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select

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

Buster Buddies Stage Select

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

Buster Buddies Bonus Stages

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

CARDINAL SYN

Cheat Codes

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:

- Unlock all characters except Syn and Kron—**L1, R2, R1**, □, **Down**, ○, **Down, L2**, □, □, □, □
- Unlock Syn—**R1, Right, R2**, □, **R1, Down, R1, R2, R2**, ○
- Unlock Kron—**L2, L2, Up, Up, Up, Left, Down, Up**, ○, **L1**
- New costume for Orion—**R2, Down, Down**, ○, □, □, **R2**
- New costume for Nephra—□, **L1**, ○, **Up**, △, **Left**, △
- New costume for Juni—**Down**, □, **Down, L2, Down, Down, Down**
- New costume for Syn—○, ○, ○, **L1, R1**, ○, **Left**
- Infinite Magic—**Right, Right, Right, Left**, △, **Left, Left**, □
- Allow dismemberment in any round—**Up, Up, Right, Right, Left**, ○, ○, **Down**
- See characters' ending sequences instead of opening sequences—△, **Right**, △, **Right**, △, △, **R2, R1, L1, L2**, △, △

CENTIPEDE

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press **R1, R1, R2, R1**; now you can choose any stage.

Extra Lives

Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1, L1, L2, L1**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP BASS

Passwords

Level 8—Q S P % n ◎ j h f n W v

Level 9—Q S P % n ◎ j h f k m s

Level 10—C E d W 1 z x v t S H k

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

Secret Codes

From the main menu, select "Championship," then press × twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words.

Unlock all classes—ALL EVENTS

Unlock all tracks in Single Race mode—DIRT TRACKS

Big head—GROSSE TETE

Unlock Fox Movie in "Extras" screen—LIVE ACTION

CIRCUIT BREAKERS

Unlock All Tracks

At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1 + L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

Backwards Tracks

At the track selection screen, press **L2 + R2** + × + **Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

COLIN MCRAE RALLY

Cheat Codes

From the main menu, select "Championship," "Rally," or "Time Trial." Then select your drive train and car and select "Continue." When the "Enter Your Name" screen appears, input any of the codes below as your name. You'll hear a voice say "Cheat code enabled" upon entering a correct code. The Jelly car code does not work in Championship mode.

Race at night—N I G H T R I D E R

Race in fog—P E A S O U P E R

60 fps mode—S I L K Y S M O O T H

Fast acceleration—B U T T O N B A S H

Double engine power—M O R E O O M P H

High-pitched co-driver—H E L I U M N I C K
Turbo boost—K I T C A R
Rear wheel steering—F O R K L I F T
Four wheel steering—T R O L L E Y
Low gravity—M O O N W A L K
Unlock all courses—O P E N R O A D S
Unlock all cars—S H O E B O X E S
Small cars—D I D D Y C A R S
Hovercraft cars—H O V E R C R A F T
Metallic cars—T I N F O I L E D
Jelly car—B L A N C M A N G E
Mirror tracks—W H I T E B U N N Y

COLIN MCRAE RALLY 2.0

Secret Codes

Choose any game mode at the main menu, then select "Create New Driver Profile" at the Driver Select screen. Next, input any three letters at the Tag Entry screen. Finally, at the Name Entry screen that follows, enter any of the following codes. After entering a correct code, you'll return to the Driver Select screen automatically.

hellocleveland—Unlock all tracks
onecarefulowner—Unlock all cars
hello razu and flea—Main menu displays the outline of a cat

More Codes

The following codes are entered in the same way as the previous ones; however, after entering at least one of them, a new "Cheats" menu will appear under the "Options" menu where you can toggle each effect on or off.

greatballsof—Fireball
moonlander—Reduced gravity
rorrimskcart—Mirror tracks
neuralnightmare—Aggressive cars
rubbertrees—Bouncy collisions
rocketfuel—Turbo boost
easyroller—Monster truck
prunejuice—Faster cars

COMMAND & CONQUER

Japanese Mode

Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.

Power-Up Codes

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

Ion Cannon—**Right, Down, Left, Left, Down, Right, Right, Down, Left, ×, □, △**
Air Strike—**Right, Down, Left, Left, Down, Right, Right, Down, Left, ×, □, ○**
Extra $5,000—**Right, Down, Down, Left, L1, Left, Right, Down, Left**
Reveal Entire Map—**○, ○, ○, Up, ○, □, R1, ○, ○, ○**

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

COURIER CRISIS

Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected:

△△△△×□△△
△△□×△○△△
△○□△××××

CRASH BANDICOOT 2 CORTEX STRIKES BACK

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the ○ or **R1** button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

Bring Back Bosses

If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED

Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold **L1 + R1** and press **Down, Right, △, Down, Left, △, Up**
Unlock Ripper Roo—Hold **L1 + R1** and press **Right, ○, ○, Down, Up, Down, Right**
Unlock Dr. N. Tropy—Hold **L1 + R1** and press **Down, Left, Right, Up, Down, Right, Right**
Unlock Papu Papu—Hold **L1 + R1** and press **Left, △, Right, Down, Right, ○, Left, Left, Down**
Unlock Komodo Joe—Hold **L1 + R1** and press **Down, ○, Left, Left, △, Right, Down**
Unlock Pinstripe—Hold **L1 + R1** and press **Left, Right, △, Down, Right, Down**
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1 + R1** and press **Right, Right, Left, △, Right, Down, Down**
Super Turbo Pads—Hold **L1 + R1** and press **△, Right, Right, ○, Left**
Infinite Bombs—Hold **L1 + R1** and press **△, Right, Down, Right, Up, △, Left**
Infinite Wumpa Fruit—Hold **L1 + R1** and press **Down, Right, Right, Down, Down**
Infinite Masks—Hold **L1 + R1** and press **Left, △, Right, Left, ○, Right, Down, Down**
Invisibility—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Up**
Unlock Scrapbook—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Left, Right, △, Right**

CRITICAL DEPTH

Cheat Codes

These codes should be entered quickly during gameplay:

• Invincibility—**L1, R1, L1, R1, Up, Down, Left,, Right**
• Infinite Weapons—**L1, R1, L1, R1, Up, Down, Left, Down**

CROC 2

Cheat Menu

At the title screen, hold **L1** and press **△, Left, Left, Right, □, Up, Up, Left, ○**. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing **L2 + R2** simultaneously.

Infinite Crystals

At the title screen, hold **L1** and press **□, □, ○, Down, Left, Right, Left, Right**. You'll hear a sound effect to confirm the code. With this code in place, hold **R2** at any time during the game and press □ to add 100 crystals to your total, up to 9,999.

CYBER TIGER

Passcodes

To reach the Passcode screen, press ○ at the "Courses" screen.

Unlock Cyber Badlands—H A R E S O
Unlock Cyber Canyons—N A M O P I
Unlock Cyber Sawgrass—S E C A R E
Unlock Cyber Summerlin—P O R A S O
Unlock all courses—P O Q A K I

DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors *Talbain*

At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the **SELECT** button and press any button.

DAVE MIRRA FREESTYLE BMX

Unlock Slim Jim

At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press **Down, Down, Left, Right, Up, Up, ○**. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.

Unlock All Bikes

At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press **Up, Left, Up, Down, Up, Right, Left, Right, ○**. You'll hear a special sound effect after entering the code correctly.

Unlock All Styles and all Levels

At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press **Left, Up, Right, Down, Left, Down, Right, Up, Left, ○**. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats

At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton mode—**○, □, △, △, □, ○**
Pop top mode—**□, □, ○, ○, R1, R1**
Big head mode—**R1, R1, L1, L1, △, △**
Electric mode—**□, □, L1, L1, R1, R1**
Invincibility—**△, △, ○, ○, L1, L2**
All weapons—**L1, L1, R1, R1, ○, ○**
Infinite ammo—**□, □, ○, ○, L1, L1**
Disable laser sight—**L1, L1, △, △, L1, L1**
Slow rockets—**L1, R1, R1, L1, △, □**
First Person View—**○, ○, △, △, □**

Gun Mode Cheats

At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—**△, △, ○, ○, L1, L2**
All weapons—**L1, L1, R1, R1, ○, ○**
Infinite ammo—**□, □, ○, ○, L1, L1**
Auto reload—**□, □, △, △, ○, ○**
Slow motion—**△, L1, △, L1, △, L1**
Slow rockets—**L1, R1, R1, L1, △, □**

Driving Mode Cheats

At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—**△, △, ○, ○, L1, L2**
Infinite Nitro—**L1, L1, R1, R1, ○, ○**
Infinite time—**L1, R1, □, □, R1, L1**
Rain mode—**□, □, L1, L1, △, ○**
Invisible car body—**L1, R1, R1, L1, L1, R1**

Debug Menu

At the main menu, press **L1, L1, ○, ○, □, □**. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DRIVER

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

• Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1**
• Invincibility—**L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
• Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2**
• Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1**
• Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2**
• Stilts (Extremely long suspension)—**R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1**
• Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1**

DUNE 2000

Reveal Entire Map

During gameplay, move the cursor to your team icons and press × at each icon in this order: □, ○, ×, △, △, □. If you enter the code correctly, the words "CHEATER!" will appear on the screen.

FEAR EFFECT

Cheat Codes

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.

One-Hit Kills—**L1, △, Up, Down, ○, ○, △, □, Down, R1**
Expert Mode— **Down, Down, Down, △, Down, Down, Down, □, Left, Right**
Instant Puzzle Solutions—**L1, △, Up, Down, ○, ○, Down, Down, Down, Up**
Infinite Health—**L1, △, Up, Down, ○, ○, △, □, Right, □**
Max. Ammo—**L1, △, Up, Down, ○, ○, △, □, Left, △**

FEAR EFFECT 2: RETRO HELIX

Secret Codes

At the title screen—while the words "Press START Button" are flashing—enter one of the following codes to unlock the "Art Gallery" item from within the "Extras" item under the "Options" menu. There is a different art gallery on each disc, and you must enter only the code that corresponds to the disc you're playing on. The screen will flash a solid color after entering a correct code.

Disc 1—**Left, Right, Up, Down, Down, ○**
Disc 2—**Up, Up, R1, R1, R1, □**
Disc 3—**L1, R2, L1, R2, L1, □**

THE FIFTH ELEMENT

Cheat Menu

At the main menu—the one that says "New Game, Load Game, Options," etc.—press **L1, L2, R2, R1, SELECT**; you'll hear a signal to confirm. Now highlight "New Game" and press ×; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

FIGHTING FORCE

Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left + L1 + R2 + □**. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FIGHTING FORCE 2

Cheat Mode

Hold **L1 + L2 + R1 + △ + Left** and press × at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up.

FISHERMAN'S BAIT

Total Count List

At the title screen, press **Up, Up, Down, Down, L1, R1, L1, R1, ×, ○, START**. Next, select "Options," then press **SELECT**. The Total Count List screen will appear.

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press **Left, Right, Left, Right**. Next, press × to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select

During gameplay, press **START** to pause, then press **Right, □, △, □, △, R1, L1, R1, L1, ○**. When you return to the "Select Level" screen, all of the stages will be unlocked.

Infinite Lives

During gameplay, press **START** to pause, then press **Right, □, △, □, △, ×**.

FUTURE COP: L.A.P.D.

Cheat Codes

While in the game, press **START** and enter the map screen. Press **SELECT** to access the options menu, highlight the "Volume Sound FX" option and enter any of the following codes. You must select "Quit" after you enter these codes; the game will not quit if the codes are entered correctly:

Reload Shield—**□, SELECT, ○, ×**

Complete current mission—**□, ○, □, ○, ×, SELECT, ×, SELECT**

Invincibility—**○, ○, SELECT, SELECT, ○, SELECT, ×, □**

Super Jump—**○, ○, ○, ○, □, ×, SELECT, □, ×, ○**

Maximum Shield—**×, ×, SELECT, ○, ○, SELECT, □, □, SELECT**

G-POLICE

Infinite Shields

At the "Mission Brief" screen, hold **L1 + R2 + □** and press **Left** on the D-pad.

Unlimited Ammo

At the weapon select screen, hold **R1 + L2 + ○** and press **Left** on the D-pad.

G-POLICE: WEAPONS OF JUSTICE

Passwords

Mission 31—P L I N T H

Unlock Everything in Database—U T O P I A

GEKIDO: URBAN FIGHTERS

Cheats

To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.

Unlock Deformed mode—D E F O R M A N I A

Unlock Skeleton mode—B O N E C R A C K

GEX: ENTER THE GECKO

Invincibility

During the game, press **START** to pause, then hold the **L2** button and press **Left, Right, △, Down, Right, Left**.

Infinite Lives

During the game, press **START** to pause, then hold the **L2** button and press **Up, Up, Down, Right, △, Down**.

Stage Select

During the game, press **START** to pause, then hold the **L2** button and press **Right, Right, Left, Right, △, Down, Right**. When you unpause, press **SELECT** to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press **Left** or × to cycle between three different menus.

GHOST IN THE SHELL

Stage Select

At the main menu, press **R2, R1, □, □, Up, Down, □, □, R2, R2**; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GOAL STORM

Easter Island Heads

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

GRAND THEFT AUTO 2

Secret Codes

From the main menu, select "Play," then press × again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.

B I G S C O R E—Start with $1,000,000

N A V A R O N E—Start with all weapons and 99 ammo

H I G H F I V E—Start with x5 Multiplier

L O S E F E D S—No Police

W U G G L E S—Display Coordinates

I T S A L L U P—Area Select

L I V E L O N G—Start with unlimited health

D E S I R E S—Start with maximum Wanted Level

GRIND SESSION

Unlock All Tricks

At any time during gameplay, press **START** to pause, then press **Down, Left, Up, Right, Down, Left, Up, Right**. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

GUILTY GEAR

Extra Difficulty Level

At the PlayStation logo screen, hold **□ + R2 + L1 + Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters: Testament and Justice

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.

Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

HOGS OF WAR

Secret Codes

Enter any of the names below at the "Please Name Your Team" screen after you start a new game. Note the spaces in the words below. For the "View FMV sequences" code, the FMV will appear after you select "Start Mission."

View FMV sequences—PRYING PIGS

Play as Team Lard—MARDY PIGS

HOT SHOTS GOLF 2

Unlock Everything

From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked!

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:

Unlimited Turbos—**R2, L1, □, △, R1, L2, L1, R2**

Small cars—**□, R2, L2, △, △, L2, R2, □**

Large tires—**□, △, □, △, R1, R1, L2, L2**

No graphic textures on cars—**L1, R1, L2, R2, L1, R1, L2, R2**

Alternate sound effects + announcer—**R2, R1, L2, R2, □, △, L1, R1**

Passwords

Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"

T W J M—Unlock "Tow Jam" vehicle

INCREDIBLE CRISIS

Two-Player Fun

At any point during gameplay, pressing various buttons on Controller 2 will affect the game in the following ways:

Hold **Right** or **Left**—Skinny player

Hold **Up** or **Down**—Big head player

Press ×—Whistle sound effect

Press □—"Boo" sound effect

Press △—Bicycle horn sound effect

Press ○—Drum hit sound effect

INTELLIGENT QUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1 + R1** and press ×. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

IRRITATING STICK

Extra Lives

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press ×. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMASTER

Unlock All Levels

At the main title screen—while the words "PRESS START button" are flashing—press **L2, □, △, ○, ×, R2, R2**; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.

All Dragons Collected

At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2, □, ×, ×**; you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.

Secret Video

At the main title screen—while the words "PRESS START button" are flashing—press **Left, Right, R1, ○, □, △, △**; the words "Bonus Movie PRESS X" will appear. Press × to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JUMPING FLASH!

Stage Select

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

KNOCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters or enable cheats:

K N U C K S—Unlock Ashy Knucks

S A N D E R S—Unlock Barry Sanders

G I A M B I—Unlock Jason Giambi

S E A U—Unlock Junior Seau

N O L A N—Unlock Owen Nolan

F R A N C I S—Unlock Steve Francis

B A B Y—Unlock Baby

B U L L D O G—Unlock Bulldog

C L O W N—Unlock Clown

E Y E—Unlock Cyclops

G O R E—Unlock Gorilla

1 0 0 %—Max out boxer stats

T H R O B—Throbbing boxer

I N V I N C I B L E—Invincible boxer

D O U B L E D A M A G E—Double damage against opponents

B A W—Black and white mode

S E P I A—Sepia Tone mode

N A L U—Picture of a baby appears in the corner of the screen during match

R E S E T P A S S—Disables all cheats

LEGACY OF KAIN: SOUL REAVER

At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You'll hear a special sound effect to confirm each code; codes will take effect as soon as you unpause the game.

Restore Health—Hold **L1**, press **Down, ○, Up, Left, Up, Left**

Lose Health—Hold **L1**, press **Left, ○, Up, Up, Down**

Max Health—Hold **L1**, press **Right, ○, Down, Up, Down, Up**

Restore Magic—Hold **L1**, press **Right, Right, Left, △, Right, Down**

Max Magic—Hold **L1**, press **△, Right, Down, Right, Up, △, Left**

All Abilities—Hold **L1**, press **Up, Up, Down, Right, Right, Left, ○, Right, Left, Down**

Fire Reaver—Hold **L1**, press **△, Right, Down, ○, Up**

Aerial Reaver—Hold **L1**, press **×, Right, Up, Up, △, Left, Left, Right, Up**

Kain Reaver—Hold **L1**, press **×, ○, Right, △, Left, Left, Right, Up**

Force Glyph—Hold **L1**, press **Down, Left, △, Down, Up**

Stone Glyph—Hold **L1**, press **Down, ○, Up, Left, Down, Right, Right**

Sound Glyph—Hold **L1**, press **Right, Right, Down, ○, Up, Up, Down**

Water Glyph—Hold **L1**, press **Down, ○, Up, Down, Right**

Fire Glyph—Hold **L1**, press **Up, Up, Right, Up, △, L2, Right**

Sunlight Glyph—Hold **L1**, press **Left, ○, Left, Right, Right, Up, Up, Left**

LOONEY TUNES RACING

Unlock Characters & Courses

Enter any of the following codes at the main menu to unlock the corresponding character or course.

Foghorn Leghorn—**Right, Right, L2, □, □, SELECT**

Pepe Le Pew—**Left, Right, R1, ○, □, SELECT**

Yosemite Sam—**Left, Right, R2, □, ○, SELECT**

Sylvester—**Left, Left, L1, △, L1, R1, SELECT**

Rocky—**△, Left, R2, ○, ○, SELECT**

Granny—**○, △, △, L1, R1, SELECT**

Gossamer—**△, ○, R2, R1, □, SELECT**

Duck Dodgers—**L1, □, □, △, ○, SELECT**

Evil Scientist—**□, ○, L2, R2, △, SELECT**

Smokey The Genie—**□, L1, R1, △, ○, SELECT**

Hector—**△, L2, L1, △, □, SELECT**

Planet Y—**Right, Left, △, L2, L1, SELECT**

Wackyland—**L1, ○, □, R2, △, SELECT**

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

Put the "Making of *Lunar*" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up, Down, Left, Right, △, START**. You'll access a secret minigame—similar to Atari's *Warlords*—for up to eight players.

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press **Down, Down**, then press and continue to hold ×, then ○, then **R1** (you should still be holding × and ○ when you press **R1**)
- Thanos—Press **Up, Up**, then press and continue to hold **L1**, then △, then □ (you should still be holding **L1** and △ when you press □)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

- Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold ×, then ○, then **R1** (you should still be holding **Down + × + ○** when you press **R1**)
- Thanos—Press **Up, Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then △, then □ (you should still be holding **Up + L1 + △** when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

- Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
- U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button

• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu
From the main menu, select "Option." Next, press **R1**, ○, **Left**, △, △ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options
At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The hidden EX Option menu will appear.

MEDAL OF HONOR

Secret Codes
Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after entering a correct code.
4x Firing Rate—I C O S I D O D E C
Reflecting Shots—G O B L U E
Unlimited Ammo—B A D C O P S H O W

MEDAL OF HONOR: UNDERGROUND

Secret Passwords
At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result.
R I C O C H E T—Bouncing Bullets
L A T I R E U S E—Podoski Mode
B A L L E S V I T E—4x Firing Rate
P U I S S A N C E—Invulnerability Mode
A U T O D I N G U O—Wacky Taxi Mode

Unlock Everything
First, enter E N T R E Z V O U S as a password. Now you may enter any of the following passwords:
P O R T E C L E F S—Unlock everything except Panzerknacker Unleashed!
L E M O N S T R E—Unlock Panzerknacker Unleashed

MEDIEVIL II

Cheat Mode
At any time during gameplay, press **START** to pause, then hold **L2** and press △, ○, △, ○, ○, △, **Left**, ○, **Up**, **Down**, **Right**, ○, **Left**, **Left**, △, **Right**, ○, **Left**, **Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X5

Start With Ultimate Armor
At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

MORTAL KOMBAT 3

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

Secret Cheat Mode
During the opening demo, quickly press ×, ○, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.
Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.
If you're having trouble remembering this code, here's a simpler version: During the opening demo, press ×, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT 4

Secret Cheat Menu
Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:
• Player 1: Press Low Punch three times and Low Kick twice
• Player 2: Press Low Punch twice, Block once and Low Kick three times
After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters
To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:
1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.
2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.
To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.
3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT TRILOGY

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

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

Secret Cheat Menu
Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:
• Fatality 1—Press △ when "Finish Him/Her" appears.
• Fatality 2—Press ○ when "Finish Him/Her" appears.
• Animality—Press **L2** when "Finish Him/Her" appears.
• Friendship—Press **R1** when "Finish Him/Her" appears.
• Brutality—Press □ when "Finish Him/Her" appears.

MOTOR TOON GRAND PRIX

Secret Saves
(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the **R1** button and press × or ○. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press × or ○ during each video to switch to the standard camera angle.

Secret Ghosts
(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the **R1** button and press × or ○. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators.

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

MOTORHEAD

Secret Passwords
Access the "Code" option at the Options menu and enter the following codes to access different effects:
s o f t h e a d—Motion blur effect
s u p e r c a r—Overhead view
i n s a n i t y—Alternate demo
l a s t c o d e—Unlock all cars and tracks
n o c h e a t s—Disable cheats
Note that when you enter these cheat codes, high scores will not be recorded.

MTV SPORTS: SKATEBOARDING FEATURING ANDY MACDONALD

Unlock All Boards, Costumes, Levels and Skaters
At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

THE MUMMY

Secret Bonus Codes
At any time during gameplay, press **START** to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the codes below:
△, ×, △, ○, □, △, ○, ×—Unlock bonus level
○, □, ○, ×, ×, △, △, □—All weapons available
×, △, ×, □, ○, △, □, △—Unlimited ammo
○, ○, △, ○, ×, □, □, ×—Infinite lives

MUPPET MONSTER ADVENTURE

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
Unlock all levels—**Up**, **Up**, □, **Down**, **Down**, ○, **Left**, □, **Right**, ○
Invincibility—**L2**, **R2**, **R1**, **L1**, **R2**, **L2**, **R2**, **R1**, **L1**, **R2**
Debug text—**Up**, **Right**, **R2**, □, **Left**, **R1**, **Left**, **Up**, **Left**, **L2**
Start with chicken weapon—□, □, ○, □, ○, ○, □, □, ○, □

MUPPET RACE MANIA

Secret Codes
Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code.
Unlock Fraggle Rock—×, □, ×, □, ×, □, △, ○, ×, □
Unlock end courses—○, △, □, △, ×, △, □, ○, △, ×
Unlock Arches—□, ○, ×, ○, □, △, ○, ×, ○, △
Unlock Studio—□, □, ○, ○, ×, ○, △, ○, △, □
Unlock all Muppets and vehicles—△, ○, △, □, △, ×, △, △, ×, ○

NASCAR 2001

Secret Codes
Unlock alternate John Andretti Car—Hold **R1** and press □, △, □, △
Unlock KC Monoxide (#101)—Hold **L2** and press □, ○, ×, **Down**, **Up**, **Right**, **Left**
Unlock 'Shorty' Leung (#100)—Hold **R2** and press □, ○, ×, **Up**, **Down**, **Left**, **Right**
Unlock Jocko Michaels (#167)—Hold **L1** and press □, △, □, ○, □, ×
Unlock Asher Boldt (#153)—Hold **L2** and press □, ○, △, ×
Unlock Proving Grounds Track—Hold **R1** and press **Left**, ○, **Up**, **Down**, **Right**, **Right**, **Right**
Unlock Treasure Island Track—Hold **L2** and press □, ○, □, **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, ×

NASCAR RUMBLE

All Tracks & More Cars
From the main menu, select "Game Options," then "Load and Save" and select "Password." Enter the password "C9P5AU8NAA" to unlock lots of cars and every track.

NBA HOOPZ

Match-Up Screen Codes
At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the □, × and ○ buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the □ button three times, the × button once and the ○ button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of ×.
3-1-2-Up—Infinite turbo
4-4-4-Left—No goaltending
2-2-2-Right—No fouls
0-1-1-Down—Show shot %
1-1-0-Down—Show hotspot
3-0-1-Up—No hotspots
1-2-1-Left—Granny shots
3-2-0-Left—Street court
0-2-3-Left—Beach court
1-1-1-Right—ABA ball
0-2-4-Right—Away uniform
0-1-4-Right—Home uniform
3-0-0-Right—Big heads
5-4-3-Left—Tiny players
3-3-0-Left—Tiny heads

NEED FOR SPEED: HIGH STAKES

Secret Vehicles
Enter any of the following passcodes as your user name to unlock the corresponding vehicle:
H O T R O D—Unlocks the Titan
F L A S H—Unlocks the Phantom
W H I R L Y—Unlocks the Police Helicopter

Slower CPU
In Tournament or Special Events mode, just after you select "Race," quickly hold **Left** + □ + ○ until the race begins.

Blurry Mode
In any mode, just after you select "Race," quickly hold **Up + R1 + L2** until the race begins.

Turbo Mode
In any mode, just after you select "Race," quickly hold **Up** + △ + × until the race begins. During the race, hold **Up** any time for a speed boost.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes
Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:
Empire City Bonus Track—M C I T Y Z
AutoCross Hidden Track—X C N T R Y
Caverns Hidden Track—X C A V 8
The Room Hidden Track—P L A Y T M
Scorpio-7 Hidden Track—G L D F S H
Space Race Hidden Track—M N B E A M
Activate Jaguar XJR-15—L J A G X
Activate Mercedes-Benz CLK-GTR—A M G M R C
Activate El Nino—R O C K E T
All cars and bonus tracks (not hidden tracks)—S P O I L T
All Camera Views—S E E A L L

Speed and Language Codes
First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up + R1+ R2**). You must keep these buttons held down until the loading screen appears in order for the codes to work.
Slow the game down by 20%—**Up** + × + △
Cops Speak With Different Accent—**Up + R1 + L2**
Cops Speak in German—**Up + R2 + L1**
Cops Speak in Spanish—**Down + R2 + L1**
Cops Speak in Italian—**Left + R2 + L1**
Cops Speak in French—**Right + R2 + L1**

NEED FOR SPEED V-RALLY

Cheat Codes
Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press **Up**, **Down**, then immediately hold the △ button and press ○. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all

of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and ○ buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:

• Hold **L1** and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.

• Hold **L2** and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.

• Press **Left**, then press and continue to hold **R2**; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.

• Press **Left**, then **Right**; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NGEN RACING

Cheats

Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.

400,000,000 credits—**R2, L2, R2, L1, R2, R1, R2, L1**

1st place in all races—**R1, L1, R1, R2, L2, R2, L2, L1**

Obtain all secret jets—**R1, R2, L1, L2, L2, L1, R2, R1**

NHL OPEN ICE

Secret Character

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

NHL ROCK THE RINK

Secret Codes

After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen under the main menu.

Unlock NHL teams—BAILEY

Unlock sound effects—NO CHANCE

Unlock boards—POWER SLAM

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ ○ △ □ ↓. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NIGHTMARE CREATURES II

Stage Select

At the main menu, hold **R2** + **L1** + ○ + □ and press **SELECT**. If you entered the code correctly, text will appear in the upper left corner. Move the cursor to "New Game," then press **Right** to cycle through the different stages. The stage name displayed when you press × will be the one where you'll start the game.

Cheats Menu

At any time during gameplay, press **START** to pause, then hold **R2** + **L1** + ○ + □ and press **SELECT**. If you entered the code correctly, the Cheats menu will immediately appear.

NUCLEAR STRIKE

Stage Passwords

Level 1: Delta—J U N G L E W A R

Level 2: Island—C U T T H R O A T S

Level 3: Peace 1—C O U N T D O W N

Level 4: Peace 2—P L U T O N I U M

Level 5: DMZ—P U S A N

Level 6: Fortress—A R M A G E D D O N

Bonus Level: Lightning—L I G H T N I N G

O.D.T.

Cheat Codes

Each of these codes can be entered while the game is paused:

50 lives—△, **Up**, ○, **Right**, **SELECT**, □

Refill energy—**Left, Right, Left, Right**, □

Refill ammo—**Left, Right, Up, Down**, ○, □

Refill mana—**Left, Right, Left, Right**, ○

Weapon powerup—**R1, L1, R2, L2, Left, Right, Up, Down**

Raise abilities by 10%—□, ○, △, **SELECT**, **Left**

Fill experience gauge—○, △, **L1, L2, R1, SELECT**

Raise each spell 1 level—**Down**, △, **SELECT**, **L1, R1, SELECT**

Toggle monsters' energy bars—△, □, ○, △, ○

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu:

• Level Select—Hold **R1**, press **Down, Right, Left, Right**, □, ○, □, △, ○, □, **Right, Left**.

• Movie Select—Hold **R1** and press **Up, Left, Right**, □, ○, △, □, **Right, Left, Up, Right**.

• Green Farts—Hold **R1** and press **Up, Left, Right**, □, ○, ×. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip

At any point in the game, hold **R1** and press ○, ○, ×, ×, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the **R1** button and press **Down, Up, Left, Right**, △, □, ○, △, □, ○, **Down, Up, Left, Right**.

Video Scene Select

At the main menu, hold the **R1** button and press **Up, Down, Left, Right**, □, ○, △, ○, □, ○, **Up, Down, Left, Right**.

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PANDEMONIUM 2

Cheat Passwords

All Levels Access—GETACCESS

31 Lives—IMMORTAL

Invincibility—NEVERDIE

Mutant Mode—GENETICS

Permanent Weapon—MAKMYDAY

Access to Bonus Levels—SKATBORD

Full Health—HORMONES

Camera Roll—GONAHURL

Regenerating Monsters—JUSTKIDN

Strange Textures—ACIDDUDE

PEAK PERFORMANCE

Secret Vehicles

At the Garage Select menu, enter the following code:

1) Highlight "Garage A", hold the **L1** button and press ○.

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

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

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

Custom Cars

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

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

• Highlight "Garage B", hold ○ and press ×; now Car-B04 has streamlined headlights and six new colors to choose from.

• Highlight "Garage C", hold ○ and press ×; now Car-C06 has a sunroof.

Just for fun, while in any garage you can turn a car's blinkers on if you hold **L1** and press **R1**.

PERFECT WEAPON

Passwords

Garden Moon—○ × × △ ○ ○ × △

Forest Moon—○ △ □ ○ □ □ △ △

Desert Moon—○ × × × △ ○ △ △

Proteus Moon—× × □ × □ □ △ ○

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords

Level 2—METROPOLIS

Level 3—DEEPDARK

Level 4—TEMPLEME

Level 5—HOTROCKS

Level 6—GOINGDOWN

Level 7—WOWTHATSHOT

Kryll Thular Boss—BIGWORMGUY

Level 8—JAILBREAK

Level 9—THUNDERDOMES

Level 10—MAGICGARDEN

Level 11—SPOOKY MESAS

Cheat Passwords

Floating Harry—ZEROGHARRY

Big Head Mode—BIGHEADHARRY

Skinny Harry—2DHARRY

See Credits—CREDITS

99 Lives—STEVECRANEME

See All Movies—PLAYMOVIES

See All Comics—PITFALLCOMIC

Disable Witty Banter—STOPTALKING

Get an extra 10 lives in the next game—GIVEMELIFE

Access Original *Pitfall!*—CRANESBABY

Note: Each of the following codes works during the original *Pitfall!* game:

• Programmer's Head—Press **R1** + **R2**

• Baby (Elvira) Head—Press ○ + **R1**

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

• Infinite Lives—Press **L1** + **L2**

POOL HUSTLER

Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down**, △, △, ×, ×, **Left, Right**, □, ○; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

POWER MOVE PRO WRESTLING

Hidden Character: Sparrow

At the title screen, press ○, **Right**, △, **Up**, □, **Left**, ×, **Down**, ×, **Down**, □, **Left**, △, **Up**, ○, **Right**, **SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press **SELECT** to find Sparrow.

Hidden Character: Gorgon

At the title screen, press **L1, L1, L2, R2, R2, R1**, △, **Down**, ×, **Up**, **SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press **SELECT** to find Gorgon.

Hidden Character: Sallie

At the title screen, press **Up, Down, Left, Right**, △, ×, □, ○, **L1, R1, L2, R2, SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight El Temblor and press **SELECT** to find Sallie.

POWER RANGERS LIGHTSPEED RESCUE

Secret Codes

From the main menu, select "Codes," then select "Enter Code." Next, enter any of the words below to unlock the corresponding effects.

O M E G A—Level skip

U L T I M A T E—Titanium Ranger

F O R E V E R—Continues

S H O W C A S E—All galleries open

I M M O R T A L—Infinite Lives

D 4 B 7 E 1 O 9 G 7—Infinite Health

N 7 F 6 U 2 A 5 A 1—Infinite RPE

PROJECT: OVERKILL

Secret Cheats

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

• Extra Speed—Hold **Up**, tap △, △, △, release **Up**, hold **Down**, tap ×, □, ○, release **Down**.

• Shield—Hold **Right**, tap ○, □, △, release **Right**, hold **Left**, tap □, ○, ×, release **Left**.

• Refill Health—Hold □, tap ○, ×, △, release □, hold ○, tap □, ×, △, release ○.

• Refill Ammo—Hold ○, tap □, release ○, hold △, tap ×, release △, hold ○, tap ×, release ○, hold ×, tap □, release ×.

• Skip to end of current level—Tap ×, **Up, Down, Up**, hold □, tap ○, release □, hold ×, tap △, release ×.

PSYBADEK

Cheat Passwords

G O A N Y W H E R E—Enable level select

G R E A S E D D E K—Slippery board

J E L L Y J E L L Y—Jelly mode

T O P S Y T U R V Y—Upside down mode

W A L K O N M O O N—Low gravity

D O N D A C H A O S—Invincibility

D O N T D I O N M E—Nine lives

I N L I L L I P U T—Big characters

S I Z O F A N A N T—Small characters

D E K P O W E R U P—Faster Dek

R/C STUNT COPTER

Cheat Codes

Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.

Down, Up, Left, Right, △, ×, □, ○—All Gold in training levels

Down, Up, Right, Left, △, ×, □, ○—Unlock all levels

Up, Down, Left, Right, △, ×, □, ○—Your name can be three letters longer

L2, R2, L1, R1, △, ×, □, ○—Mega Points

Up, Down, Left, Left, ×, □, ○, △—Unlock movie (selectable from the Options menu)

R•TYPE DELTA

Invincibility

At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2**. You'll hear a special sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.

Infinite Credits

If your total gameplay time reaches three hours, the number of credits per game will become nine. If you play the game for more than six hours, the words "Free Play" will appear on the screen and you'll be able continue as many times as you want.

R•TYPES

Invincibility

At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2**. You'll hear a sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.

Increase Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, ○.

Decrease Speed

Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, ×.

Use Any Weapon

Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, ×, or ○ to equip yourself with a different weapon.

Level Select

Highlight either *R•Type* or *R•Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause; you can choose any stage with the stage-select option at the pause menu.

RAGE RACER

Mirror Mode

At the Car Select menu, highlight "Race Start," hold **L1** + **R1** and press **START** and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team Logo design screen, highlight any color on the color pallette, hold **L1** + **L2** + **R1** + **R2** and press **SELECT**; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RAINBOW SIX

Main Menu Cheats

Enter the following codes at the main menu. A message will appear after entering a code correctly.

All levels—Hold **L1** and press ○, ×, ○, □, □, △, ×, ×

All items—Hold **L1** and press △, ×, ×, ○, □, ○, ×, △

Invincibility—Hold **L1** and press □, ×, △, △, ×, □, ○, ○

Invincible hostages—Hold **L1** and press ○, ○, □, △, ×, △, ×, ○

No terrorists—Hold **L1** and press △, ○, ○, △, □, ×, △, ○

All operatives revived—Hold **L1** and press △, △, ×, ○, ○, ×, □, □

Reveal map—Hold **L1** and press ×, ○, □, △, △, □, ○, ×

No locked doors—Hold **L1** and press △, □, □, △, ×, ○, □, △

Turn off Victory Conditions—Hold **L1** and press ○, △, △, ×, ○, □, ×, △
All attributes set to maximum—Hold **L1** and press ×, □, △, △, ○, □, ×, ×
Watch ending—Hold **L1** and press □, △, □, □, ○, ○, ×, △
In-Game Cheats
At any time during gameplay, press **START** to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.
Restore ammo—Hold **L1** and press □, □, ○, △, ×, △, ×, △
Extra weapon—Hold **L1** and press ×, ○, ○, △, □, ×, □, ○
Extra pistol—Hold **L1** and press ×, △, □, ○, □, ×, △, □

RALLY CROSS
Cheat Codes
Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the △ button and use the codes in any race mode:
Access "Veteran" mode—vet_me
Access "Pro" mode—im_a_pro
Access all cars, trucks and tracks—weeoo
No viscous friction (mud, water, etc. don't slow the car down)—noviscous
No collisions with other vehicles—banzai
Double the normal gravity—stone
1/2 normal gravity—float
3/4 normal gravity—feather
Realistic gravity—radbrad
Car wheels can turn 90 degrees—spinner
Cars with no wheels—no_wheels
Wheels with no cars—wheels
Fat tires—fat_tires

RALLY CROSS 2
Secret Codes
Enter the following codes as your name when you start a new season:
MOOBMOOB—Unlock all cars
PREVET—Unlock Veteran level cars and tracks
PREPRO—Unlock Pro level cars and tracks
INCORPOREAL—Pass through other cars

RAMPAGE 2: UNIVERSAL TOUR
Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RAMPAGE THROUGH TIME
Secret Passwords
From the main menu, select "Password," then enter any of the passwords below. Upon entering a correct code you'll immediately return to the main menu.
1 2 3 4 5—Unlock "Cheat" menu within "Options"
J 0 M 3 L—Unlock Neo Techno, Jurassic and Scumlabs stages in Challenge mode
J 0 S H S—Power Meter always full

RAYMAN
Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.
Picture-in-Picture
During the game, press **START** to pause, then hold the **R2** button down and press ○, ○, **Left**, ○, ○. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.
Full Power-Up + 99 Lives
Press the **START** button to pause the game, then enter the following code carefully: Press and continue to hold **L2, R1, L1**, then **R2**, then release the buttons in this order: **L1, L2, R2, R1**. Next, press and release ○, then press and continue to hold **Left**, ○, □, then △. Finally, release the buttons in the following order: **Left**, △, □, ○.

RAYSTORM
Free Play Mode
When the words "Press Start Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**; when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

RAZOR FREESTYLE SCOOTER
Unlock Everything
At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

READY 2 RUMBLE BOXING
Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.
B R O N Z E—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked
S I L V E R—Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked.
G O L D—Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
C H A M P—Champ Class. In Arcade Mode, all boxers are also unlocked.
Two-Player Ring Codes
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations while both players select a boxer. Also, the buttons must be held down until the match starts.
R1—Championship arena
L1—Two-tier arena
R1 + L1—Gym
Change Costume Colors
At the boxer selection screen, press □ + ○ simultaneously to change the currently selected boxer's colors.

REBOOT
Secret Codes
Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.
• Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**
• Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**
• Play as Enzo—**Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**
• Play as Dot Matrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RED ASPHALT
Infinite Armor
During the game, press **START** to pause, then hold **R1 + R2** and press **Up, Left, Right, Down**, △, □, ○, ×.
Infinite Weapons (Offensive & Defensive)
During the game, press **START** to pause, then hold **R1 + R2** and press **Left, Up, Right, Down**, □, △, ○, ×.
Infinite Nitros
During the game, press **START** to pause, then hold **R1 + R2** and press **Down, Down, Down**, ○, ○, ○.
Boss Cars
At the main menu, press and hold **L2**, then press **Left, Right, Down, Up**, □, ○, ×, △. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.
Unlimited Cash
At the main menu, press and hold **L2 + R2**, then press **Left, Left, Right, Right**, □, □, ○, ○. Your cash total won't change, but you can buy anything for free.

RESIDENT EVIL
Rocket Launcher
If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.
Special Key
In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT
Easier "Advanced" Mode
Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)
"Rookie" Mode
Highlight "New Game" at the main menu and hold **Right** on the D-pad for about four seconds; a difficulty select option will appear. Now you can play in "Rookie" mode.

RESIDENT EVIL 2
Secret Photo
In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.
Alternate Clothes
Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.
Bonus Weapons
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.
Secret Character: Hunk
To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.
Secret Character: Tofu
To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)
Extreme Battle Mode
Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

RIDGE RACER
Extra Cars
If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.
Reverse Tracks
When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.
Mirror Mode
When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".
Galaxian 13
The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

RIDGE RACER REVOLUTION
Extra Cars
If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.
Buggy Mode
If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game, press and hold **Down + L1 + SELECT + △ + R1**; all of the enemy ships will be automatically destroyed with exactly one shot each.
Secret Cars
Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows:
Novice—13th Racing Car
Intermediate—13th Racing Kid
Expert—White Angel
If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.
Spinning Mode
Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

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

ROBOTRON X

Instant Power-Ups

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

Shield—**Down, Left,** □, ○
Two-Way Weapon—**Up,** △, **Up,** △
Three-Way Weapon—**Right, Right,** □, ×
Four-Way Weapon—**Down, Down, Up,** ○
Pulse Wave—**Up,** ○, **Down, Right,** □
Speed Up—**Left, Left, Right, Right,** △
Flamethrower Weapon—**Down, Right, Down, Right,** ○

ROGUE TRIP: VACATION 2012

Cheat Codes

During the game, hold **L1 + R1 + R2** and press **SELECT**; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick $10,000 Cash—Hold **R1 + R2**, press **L1, Up, Down, Up, Down**
Infinite Weapons—Hold **L1 + R1**, press **Up, Down, Up, R2**
Mega Guns Mode—Hold **L1 + R1 + R2** + ×, press **Down**
Invulnerable Mode—Hold **L1 + R1**, press **Up, Down, Left, Right**
Upgrade Weapons—Hold **L1 + R1**, press **Left, Right, Left, Right**

Note: If you hold **L1 + R1 + R2** and press **Up, Down, Left, Right**, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold **L1 + L2 + R1** and press **SELECT** to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath—△, **L1, R1,** ×, **L2, L2**
Enable Nightshade—**R1, R2, L1, L1,** ×, ○
Enable Helicopter—**L1,** △, **R2,** △, △, **R1**
Enable Alien Saucer—**R1,** □, X, □, **L2,** ○
Access "Funtopia" stage (Challenge mode only)—×, ○, **L2,** ×, □, **L1**
Access "The Gulch" stage (Challenge mode only)—×, □, ○, **L1, L2,** □
Battle Boss 1 (Challenge mode only)—○, **R2, R1,** □, **L1, R2**
Battle Boss 2 (Challenge mode only)—○, ○, **L2, L1,** △, △
Infinite Jump—○, □, **R2,** ×, △, **R2**
Infinite Turbo—□, ×, ○, △, **R1, R2**
Double Pickups—**L1, L2,** ○, **L1, R1,** □
Increased Armor—**R1,** △, **R1,** △, **L1,** □
See *Duke Nukem: Time to Kill* movie—□, □, ○, ○, △, △

Play as Big Daddy

From the main menu, select "Options." Then, select "Password." Enter △, □, **R2,** ×, △, **R2.** Big Daddy will only appear if you play Challenge mode and select the Nuke York stage.

ROLL AWAY

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

- Temporary invincibility—**Right, Down, L1, R2, R1,** ○, △, □
- Warp to bonus stage—△, **Up,** △, **L2, L1, L2,** □, ×

RUSH HOUR

Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars—**Up, Left, Right,** ×, ○, □
Bonus Track—×, **Up,** △, **Down, R1, L1**
Reverse Tracks option at Track Select screen + "Reverse Championship" option—**Left,** △, **R1,** ○, **L1,Down**
Access "Super Championship" race mode—**Right,** □, **Left,** ○, **Up,** ×

RUSHDOWN

Unlock All Tracks

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** △, ○, △, ○. Now all of the tracks will be available when you select Arcade Mode.

SAMMY SOSA HIGH HEAT BASEBALL 2001

Secret Codes

Enter the following codes at the "Stadium Select" screen. You'll hear a special sound effect after entering a correct code.

3DO clouds—**L2, R2, L2, R2,** □, □
Flying objects in the sky—**R2, L2,** □, **L1, R1,** □

SAMMY SOSA SOFTBALL SLAM

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. Each code will take effect as soon as you press **START** again to unpause the game.

Big Softball—**R1, R2, R1, R2, R1, R2**
Ball Cannon—**L1, L2, L1, L2, L1, L2**

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the × button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

- Hold △ to race in a U.F.O.
- Hold **L1** to race in a pick-up truck
- Hold **R1** to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

S.C.A.R.S

Ultimate Password

Choose "Options" at the Game Select menu, then select "Setttings" and use the **L1** and **R1** buttons to change the Password option to "A L L V I D". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

SHADOW MASTER

All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press **L1 + L2 + R1 + R2** + ○ simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

Invincibility

In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2** + × simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

Stage Select

In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2** + △ simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game; you'll find a stage-select option on the main menu.

THE SIMPSONS WRESTLING

Secret Codes

Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, just enter the same code again.

○, **Up, Up, Down, Down, Left, Right, Left, Right**—Unlocks the "Bonus Match Up" option at the main menu; from here you can start a match with nearly any character in any stage.

○, **L1,** ○, **L1,** ○, **R1,** ○, **R1**—Activates a funnier version of the credits sequence (choose "Credits" at the Options menu) which is usually only accessible after completing all three circuits.

○, **L1,** ○, **R1,** ○, **L2,** ○, **R2**—Activates "Big Ape Mode," which gives all of the characters huge arms.

○, **R2, R1,** ○, **R2, R1**—With this code in place, you'll fight in a special "Big Ape" arena that shows a picture of the game's creators (drawn as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena.

□, ○, **L1, R1**—Displays a date at the top of the screen, presumably the date that the final revision of the game was completed.

SKELETON WARRIORS

Invincibility

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

SLED STORM

Passwords

Enter the following passwords from the password entry screen under "Load/Save" at the options menu.

Ryan / Storm Sled—○, △, □, **R2, R2, L1,** ×, △
Tracey / Storm Sled—○, △, □, △, **R2, L1,** ×, △
Gio / Storm Sled—○, △, □, **L1, R2, L1,** ×, △
Travis / Storm Sled—○, △, □, **R1, R2, L1,** ×, △
Nadia / Storm Sled—○, △, □, □, **R2, L1,** ×, △
Jay / Storm Sled—○, △, □, ○, **R2, L1,** ×, △
Jackal / 400cc—**L2, L2,** ○, **R2,** □, **R1, L1,** △
Sergei / 400cc—□, **L1,** □, **L2,** △, **R2,** ×, ○
Sergei / Storm Sled—○, △, □, ×, **R2, L1,** ×, △
Unlock Demo Track—**R2, L1,** △, □, △, **R1,** ○, ×
Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, ×, **R2,** □, ○, **R1,** ○, △
Unlock Super Snocross 3 through 6—**R2,** △, ×, **R2,** △, □, ○, ×
"Fog" available in Track Select—□, **L1,** ×, □, **R2,** ×, △, ○
"Mirror" available in Track Select—○, **L1, R2, R2, R1,** ×, △, **L2**

SMALL SOLDIERS

Cheat Passwords

○, ○, △, △, ○, ×, □, ×—Invincibility
△, △, ○, ○, ○, ×, □, ×—All Weapons

Stage Passwords

×, ×, △, □, □, ×, ○, ×—Gorgon
□, ×, △, □, □, □, ○, ×—Dimensional Temple
○, ×, △, □, □, ○, ○, ×—Floating Fortress
△, ×, △, □, □, △, ○, ×—Spirit Bog
×, □, △, □, □, ×, △, ×—Canyon Village
□, □, △, □, □, □, △, ×—Creepy Caverns
○, □, △, □, □, ○, △, ×—Space Ship
△, □, △, □, □, △, △, ×—Hall of Patriots
×, ○, △, □, □, ×, ×, □—Graveyard
□, ○, △, □, □, □, ×, □—Nuclear Mine
○, ○, △, □, □, ○, ×, □—Launch Center
△, ○, △, □, □, △, ×, □—Ulhaden Fier
×, △, △, □, □, ×, □, □—Garrison
□, △, △, □, □, □, □, □—Inner Sanctum

THE SMURFS

Level Select

From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press **L1, Up, Up, Down, Up, Left, Left, Up, R2.** You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SOVIET STRIKE

Stage Passwords

Campaign #1: Crimea—W O R S T C A S E
Campaign #2: Black Sea—G R A N D T H E F T
Campaign #3: Caspian—G R O Z N E Y
Campaign #4: Dracula—C H E R N O B Y L
Campaign #5: Kremlin—C I V I L W A R

Cheat Password

Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPACE JAM

Secret Options Menu

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

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold **L1 + R1** and press □, □, ○, ○, △, ×
- Temporary invincibility—Hold **L1 + R1** and press △, △, ×, ×, □, ○
- All power-ups—Hold **L2 + R2** and press △, ○, □, ×, △, ×
- All inventory—Hold **L2 + R2** and press ×, □, ○, △, □, ○
- Refill health meter—Hold **L1 + R1** and press ×, ○, △, □, ×, ○
- Refill Magic—Hold **L1 + R1** and press △, ○, ×, □, △, ○
- Skip current level—Hold **L1 + R1 + L2 + R2** and press △, ×, □, ○, ○, ○

SPEC OPS: RANGER ELITE

Invulnerability

At the main menu, select "One Player Game." Next, enter R O C K S T A R as your name at the following screen. When you begin the mission, press **START** to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

SPEED RACER

Access All Cars

At the car-select screen, hold **L1 + L2 + R1 + R2 + SELECT + Down** and press △; now all of the cars in the game will be available.

Extra Camera Views

During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold **L1 + L2** to race in bright daylight
- Hold **R1 + R2** to race at night
- Hold **L1 + L2 + R1 + R2** to race at twilight

SPIDER: THE VIDEO GAME

Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

- Refill Energy + Weapon Power-Up—Press △, ×, ×, ×, ○, ×, □, △, ×, △, ○. Repeat whenever necessary.
- Change into a Flea—Press △, □, ○, △. Repeat the same code to change back into the spider.

SPIDER-MAN

Cheats

From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.

Unlock almost everything—EEL NATS
Symbiote Spidey costume—BLKSPIDR
Spidey 2099 costume—TWNTYNDN
Captain Universe costume—S COSMIC
Spidey Unlimited costume—PARALLEL
Scarlet Spider costume—LETTER S
Amazing Bag Man costume—AMZBGMAN
Ben Reilly costume—BNREILLY
Peter Parker costume—MJS STUD
Quick Change costume—ALMSTPKR
Storyboard viewer—CGOSSETT
All 6 game comic covers—ALLSIXCC
Level select—XCLSIOR
All 32 comic covers—CMC BUFF
Movie viewer—WATCH EM
Character viewer—CVIEW EM
What If contest—GBHSRSPM
Big head—DULUX
Joel Jewett as J. Jonah Jameson—RULUR
Invulnerable—RUSTCRST
Infinite webbing—STRUDL
Debug info on screen—LLADNEK

SPORTS CAR GT

Secret Codes

Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work.

Down, Down, Left, Right, Up, Left, Circle, **R2**—Unlock all tracks and classes
Up, Left, Left, Right, Down, Right, L1, Square—Start with $1,500,000 in Season Mode

SPYRO THE DRAGON

99 Lives

At any time during the game, press **SELECT,** □, □, □, □, □, ○, **Up,** ○, **Left,** ○, **Right,** ○, **START.**

SPYRO 2: RIPTO'S RAGE!

Cheat Codes

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.

Learn all abilities—○, ○, ○, ○, □
Big head mode—**Up, Up, Up, Up, R1, R1, R1, R1,** ○
Parappa mode—**Left, Right, Left, Right, L2, R2, L2, R2,** □
View credits—□, ○, □, ○, □, ○, **Left, Right, Left, Right, Left, Right**

Find Gems

At any time during gameplay, press **L1 + R1 + R2.** Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.

Change Spyro's Color

At any time during gameplay, press **START** to pause the game, then press **Up, Right, Down,**

Left, Up, □, R1, R2, L1, L2, Up, Left, Down, Right, Up. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you un-pause the game.
Red—○
Blue—×
Pink—□
Green—△
Light—**Up**
Dark—**Down**

SPYRO: YEAR OF THE DRAGON

Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes. You'll hear a special sound effect after entering a correct code; note that you may also hear other sound effects while entering a code.
Big head Spyro—**Up, R1, Up, R1, Up, R1,** ○, ○, ○, ○
Flat Spyro—**Left, Right, Left, Right, L1, R1, L1, R1,** □, ○
Dark Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up, Down**
Light Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up, Up**
Blue Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up,** ×
Green Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up,** △
Magenta Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up,** □
Red Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left, Up,** ○

STAR GLADIATOR

Big Heads and Feet
Just before a round begins, hold **Right + START** + □ + ○ until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with **Left** instead of **Right**, your character will have a tiny head.
Wall Mode
Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.
Zelkin Transform Combo
When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming.
Change Camera Angle
Immediately after winning a fight, hold ○ + × before your character goes into his or her victory pose. During the pose, keep holding those buttons and press □ to zoom in, △ to zoom out and use the D-pad to change the camera angle.
Night Fighting
Before a fight begins, hold **L1 + L2 + Down**. You'll be fighting at night.
Fight "Real Bilstein"
Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glowing "Real Bilstein".
Fight Kappah
If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.
Play as Bilstein
At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor all the way over to the right to Gore and press ×, ○, ×, ○, □, □, □, △, △, △, then ○ + × simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein.
Play as Kappah
Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the left to Hayato, then press ○, □, △, □, ×, □, △, □, ○, □, then △ + × simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappah.
Play as Blood
Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor left to Bilstein, press ×, □, ×, □, ×, □, then press Right to highlight Kappah and press ○, △, ○, △, ○, △, then press **L1 + R1** simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

STAR TREK: INVASION

Watch Credits Movie
At any "Mission Briefing" screen, press **Left, Right, Up, Down** five times and the credits movie will immediately appear.
Unlock Everything
At the "Stellar Cartography" screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2.** Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STAR WARS: DEMOLITION

Secret Passcodes
At the main menu, select "Options," then select "Preferences." Next, press **R1 + L1** and a passcode entry interface will appear. Now you can enter any of the items below. For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.
Unlock characters—WATTO_SHOP
Watch some movies—SAD_MOVIES
Watch more movies—MOVIE_SHOW

STAR WARS EPISODE I THE PHANTOM MENACE

Debug Menu
At the main menu, move the cursor to "Options" and press △, ○, **Left, L1, R2,** □, ○, **Left.** You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold **L1 + SELECT** and press △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li
At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.
Play as "Shin" (True) Akuma
At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **SELECT** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.**
Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.
Mid-Level Bosses
Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.
Choose a Victory Pose
After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER ALPHA 3

Dhalsim's Wife
Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + **R2.** Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the buttons are remapped.
Unlock Guile
Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.
Unlock Evil Ryu
After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.
Unlock Shin Akuma
After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2.**

STREET FIGHTER EX PLUS ALPHA

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

STREET FIGHTER EX2 PLUS

Unlock All Hidden Characters
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT.** A message will immediately appear after entering it correctly.
Unlock All Bonus Games
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT.** A message will immediately appear after entering it correctly.
Unlock Maniac Mode
At the "Mode Select" screen, move the cursor to "Practice" then press **SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT.** Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.
Unlock Sample Data
At the "Mode Select" screen, move the cursor to "Practice," then press **SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT.** The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly.

STREET SK8ER

Secret Codes
Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you enter a code correctly.
Right, ○, □, **Left,** □, ○, **R1, L1**—Unlock courses
Right, Right, R1, R2, Left, Left. L1, L2—Unlock all boards
Left, Left, □, **Right, Right,** ○, **R1, R1**—Unlock Sarah
Left, Right, ○, □, **R2, L1, L2, R1**—Unlock Mick
Right, ○, **Left, Left,** ○, ○, □, □—Unlock Bonobo

STREET SK8ER 2

Secret Codes
Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.
Unlock all skaters—**Left, Left,** ○, ○, **L2,** □, **Right, R2**
Unlock all boards—○, ○, □, ○, □, □, ○, **R1**
Unlock all courses—**Left, Right, Left, Right,** ○, ○, **R1,** □
Max Trick Level and Skill Points—**L1,** □, **Left, Left, R2, Left, R1, Left**
Unlock "Movie" item in main menu—**R2, R2, L1, L2, L1, R1, R1, R1**

SUPERCROSS CIRCUIT

Secret Codes
From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below:
Big helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

SYPHON FILTER

All Weapons + Infinite Ammo
During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right + L2 + R2** + □ + ○ and press ×.
Stage Select
During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left + L1 + R1 + SELECT** + □ and press ×.
Movie Theater
In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right + L2 + R1** and press ×. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.
Hard Difficulty
At the title screen, highlight "New Game," hold **Left + L1 + R2 + SELECT** + □ + ○ and press ×.
Super Ammo
Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left + L1 + R2 + SELECT** + □ + × (in that order). You'll hear a sound effect confirming input of the code.

SYPHON FILTER 2

Hard Difficulty
At the title screen, hold **Up + SELECT + L1 + R2** + □ + ○ and press × twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.
End Level
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Map." Next, hold **Right + L2 + R2** + ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.
Super Agent
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold **L2 + SELECT** + ○ + □ and press ×. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.
Watch All Movies
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold **Right + L1 + R2** + ○ and press ×. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

TARZAN

Stage Select
At the main menu, press **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down.** A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.
In-Game Cheat Menu
To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2.** You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TETRIS PLUS

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

THEME PARK

Cheat Code
Enter your nickname as "BOVINE" and start a new park. When the game starts, press □ + × + ○ simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game.

THRASHER: SKATE AND DESTROY

Secret Character

From the main menu, select "Skate,"then select "Roach" as your character. At the character name screen, enter "beesuitguy" as your name.

Extra Points

During a game, press **START** to pause, then hold **L1 + R2** and press ○. You'll hear a special sound effect. Each time you press ○, your score will go up by 5,000 points. You can repeatedly press ○ to accumulate large scores.

TOMB RAIDER

Stage Skip

During the game, press **SELECT** to access the inventory screen, then press **L2, R2, L1,** ○, △, **L1, R2, L2**. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press **SELECT** to access the inventory screen, then press **L1,** △, **R2, L2, L2, R2,** ○, **L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

Exploding Lara

Using the **R1** button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explode!

All Weapons & Items

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Level Skip

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

TOMB RAIDER III

Bonus Level

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

Secret Room

To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

Cheat Codes

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:

- All Weapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2**. Lara will scream if you've entered the code correctly.
- Level Skip—**L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2**. Lara will say "No" if you enter the code correctly.
- All Secrets—**L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2**. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
- Racetrack Key (in Lara's Home)—**R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, R2, L2, L2**. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
- Refill Health—**R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2**. You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level

At any time during gameplay, press **SELECT** to enter the sub-screen. Then, hold **Down + R1 + R2 + L1 + L2** and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see new items in your inventory.

Unlimited Medipacks & Ammo, Plus Revolver & LaserSight

At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Up + R1 + R2 + L1 + L2** and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see the changes reflected in your inventory.

Special Features

At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Down + Circle + R1 + R2 + L1 + L2** and press △. You won't receive any special confirmation for entering this code correctly. Next, press **START** to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item called "Special Features."

TOMB RAIDER: THE LAST REVELATION

Skip Level

At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold **L1 + L2 + R1 + R2 + Up** and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes

At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.

100% Health—**SELECT, SELECT,** ○, ○, **Up, Up, SELECT**

0% Health—**SELECT, SELECT,** ○, ○, **Down, Down, SELECT**

Invincible—**SELECT, SELECT,** ○, ○, △, △, △, △

Invulnerable to Enemy Bullets—**SELECT, SELECT,** ○, ○, △, **SELECT**

HUD Toggle—**SELECT, SELECT,** ○, ○, **Left, Right, SELECT**

Max. Weapons—**SELECT, SELECT,** ○, ○, **L1, L1, R1, R1**

Remove Floor—**SELECT, SELECT,** ○, ○, **SELECT, SELECT,** ○, ○

Complete Mission—**SELECT, SELECT,** ○, ○, **SELECT,** ○

Debug Info—**SELECT, SELECT,** ○, ○, **L2, R2**

Camera Cheat—**SELECT, SELECT,** ○, ○, **R2, R2**

Move all objects and enemies by walking—**SELECT, SELECT,** ○, ○, **SELECT, SELECT,** △, △

Remove all objects except enemies—**SELECT, SELECT,** ○, ○, **SELECT, SELECT,** □, □

Display movement boundaries—**SELECT, SELECT,** ○, ○, △, △, □, □

Run faster—**SELECT, SELECT,** ○, ○, □, □, ○, ○

Main Menu Codes

Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.

Unlock All Movies—**SELECT, SELECT,** ○, ○, **L1, L1, L1, L1, L1, L1, L1**

Access All Missions—**SELECT, SELECT,** ○, ○, **L1, L1,** ○, **L1, L1**

TONY HAWK'S PRO SKATER

Cheat Codes

Enter each of the following codes in the middle of a game. You must press **START** to pause the game, input the code, and press **START** again to unpause. After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.

Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press ○, **Right, Up, Down,** ○, **Right, Up,** □, △

All stats at 10—Hold **L1** and press □, △, **Up, Down**

All stats at 13—Hold **L1** and press ×, □, □, △, **Up, Down**

Unlock Levels—Hold **L1** and press △, **Right, Up,** □, △, **Left, Up,** □, △

Unlimited Special—Hold **L1** and press ×, △, ○, **Down, Up, Right**

Big Head Mode—Hold **L1** and press □, ○, **Up, Left, Left**

Unlock "Skip to Restart" in pause menu—Hold **L1** and press □, ○, ×, **Up, Down**

Slow Motion Mode—Hold **L1** and press □, **Left, Up,** □, **Left**

Unlock Private Carrera

First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up,** △, **Up,** ○, **Up, Left,** △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything

At any time during gameplay, press **START** to pause, then hold **L1** and press ×, ×, ×, □, △, **Up, Down, Left, Up,** □, △, ×, △, ○, ×, △, ○. The words on the pause menu will shake left to right after entering the code correctly. Next, select "End Run," and messages will appear describing all the newly unlocked items and features—including the ability to play as Spider-Man!

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes:

Infinite Special—Hold **L1** and press ×, △, ○, ○, **Up, Left,** △, □

Faster gameplay—Hold **L1** and press **Down,** □, △, **Right, Up,** ○, **Down,** □, △, **Right, Up,** ○

Fatter player—Hold **L1** and press ×, ×, ×, ×, **Left,** ×, ×, ×, ×, **Left,** ×, ×, ×, ×, **Left**. You may enter this code multiple times to increase the effect

Thinner player—Hold **L1** and press ×, ×, ×, ×, □, ×, ×, ×, ×, □, ×, ×, ×, ×, □. You may enter this code multiple times to increase the effect

Turn blood off—Hold **L1** and press **Right, Up,** □, △. Repeat this code to turn the blood back on

All stats at 10—Hold **L1** and press ×, △, ○, □, △, **Up, Down**

Big head—Hold **L1** and press □, ○, **Up, Left, Left,** □, **Right, Up, Left**

Sections of the area flash different colors—Hold **L1** and press **Down, Up,** □, ○, **Up, Left, Up,** ×

Extremely low gravity—Hold **L1** and press **Left, Up, Left, Up, Down, Up,** □, △, **Left, Up, Left, Up, Down, Up,** □, △

Flying skater—Hold **L1** and press **Up, Up, Up, Up,** ×, □, **Up, Up, Up, Up,** ×, □, **Up, Up, Up, Up**

Wireframe graphics—Hold **L1** and press **Down,** ○, **Right, Up,** □, △

Unlock Neversoft Skaters

At the main menu, hold **L1** and press **Up,** □, □, △, **Right, Up,** ○, △. The skateboard wheel will spin around for a moment after entering the code correctly. Next, select "Create Skater." Create a new skater with any of the names below to play as that person. Note the space in between first and last names!

JOEL JEWETT
CONNOR JEWETT
MICK WEST
JEREMY ANDERSEN
EDWIN FONG
JUNKI SAITA
AARON CAMMARATA
RALPH D'AMATO
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
JOHNNY OW
SCOTT PEASE
CHRIS RAUSCH
DARREN THORNE
JASON UYEDA

TRAP GUNNER

Secret Codes

At the title screen, enter any of the following codes to unlock different features. You'll hear a sound to confirm each code:

Alternate background music—○, **R2, R1,** △, ×, □, **Right, L2, L1, Up, Down, Left**

Bonus Character—**L2, L1, Up, Left, Down, Right,** □, ×, ○, △, **R1, R2**

Alternate Costumes—**R2, R1,** △, ○, ×, □, **Right, Down, Left, Up, L1, L2**

Extra Level—Press **SELECT** 12 times

Change Traps—**L2, R2, L1, R1, Up,** △, **Left, Right,** □, ○, **Down,** ×

TRICK'N SNOWBOARDER

Resident Evil Snowboarders

At the title screen, press △, △, ×, ×, □, ○, □, ○. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

TRIPLE PLAY 2001

Triple Play Dream Team

From the main menu, select "Single Game." Then, when you reach the Team Select screen, press **Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right**. You'll hear a special sound effect, a voice will say "Triple Play Baseball!" and the currently selected team will change to the Triple Play Dream Team.

TWISTED METAL

Cheat Passwords

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

○ △ □ ○ ○—Warehouse District Warfare
× □ □ ○ △—Freeway Free For All
× △ □ ○ □—River Park Rumble
× □ △ △ △—Assault on Cyburbia
□ △ × ○ ×—Rooftop Combat—The Final Battle
△ × ○ □ △—Battle with Minion
□ △ ○ □ □—Secret Level: The Fight of Your Life
△ _ □ ○ ○—Infinite Weapons
□ △ × _ ○—Invincibility
○ ○ △ × _—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused):

Mega Machine Guns—Hold **R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Invincibility—Hold **L1 + R1**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Infinite Weapons + Turbo—Hold **L2 + R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Note: If you hold **L1 + L2 + R1 + R2** and press **Up, Down, Left, Right, Right, Left, Down, Up**, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with **L1** and **R1** held down, then enter the "God Mode" code with all four **L** and **R** buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with **L1** or **R1**, then hold **L2** and press **Up, Down, Down, Left, Left, Left, Right, Right**. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

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

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

Sell Your Soul

If you're low on health, quickly press **Down, Up, Right, Left, Up, Up, Down, Down** during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced

Attack Energy bar is full.
Minion Special
To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=**R2**) and quickly press **Up, Down, Up, Up**. This only works when your Advanced Attack Energy bar is full.
Secret Vehicles
At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:
Sweet Tooth—**Up, L1, △, Right**
Minion—**L1, Up, Down, Left**
Secret Stages
At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

TWISTED METAL III
God Mode
At any time during gameplay (not while paused), quickly press **Up, Down, Up, Up, ○, Right, △, □, Up, Down, L2**.
Temporary Invisibility
At any time during gameplay (not while paused), quickly press **Up, Down, Left, Right**.
Cheat Passwords
L1, L1, R1, R1, R1—Infinite Special Weapons
↑, ↑, ↑, ←, ←—Access Warehouse level in Deathmatch mode
○, ○, L1, L1, START—Play as Sweet Tooth in Tournament mode
→, →, →, ←, ←—Play as Sweet Tooth in Deathmatch mode
↑, START, ↓, L1, □—Play as Minion in Tournament mode
←, ←, ←, →, →—Play as Minion in Deathmatch mode
START, START, START, START, START—Unlock memory card save option

TWISTED METAL 4
Secret Passwords
From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.
God Mode— **Down, Left, L1, Left, Right**
Unlock Minion—**△, L1, L1, Left, Up**
Unlock Sweet Tooth—**START, R1, Right, Right, Left**
Unlock Crusher—**Down, R1, Right, R1, L1**
Unlock Moon Buggy—**START, △, Right, L1, START**
Unlock RC Car—**Up, Down, Left, START, Right**
Unlock Super Auger—**Left, ○, △, Right, Down**
Unlock Super Axel—**Up, Right, Down, Up, L1**
Unlock Super Thumper—**○, △, START, ○, Left**
Unlock Super Slamm—**Right, L1, START, ○, START**
All items are Napalms—**Right, Left, R1, Right, ○**
Unlimited special weapons—**△, L1, Down, △, Up**
CPU attacks only you—**Right, △, Right, △, L1**

ULTIMATE FIGHTING CHAMPIONSHIP
Secret Characters
From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter. You can enter any values for the various parameters except for "Home Town," where you should enter one of the names below. Continue to select "OK" for all prompts until one appears that says "Save this character?" Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hidden fighter will appear in the bottom two rows of the character selection screen when you start another game.
O C T A G O N—Unlock Ulti Man
C I R C L E—Unlock Sumo Wrestler
S T R E E T—Unlock Street Fighter
M A T—Unlock Amateur Wrestler
More Secret Characters
To unlock these secret characters, follow the same directions as above, but input the names under "First Name" instead of "Home Town."
B i g J o h n—Unlock John McCarthy
S m i l e—Unlock Card Girl
M a s k—Unlock Pro-Wrestler
S a s u k e—Unlock Ninja Fighter
K u n g - F u—Unlock Kung-Fu Fighter
C h o p—Unlock Karate Fighter
P u n c h—Unlock Freestyle Boxer

URBAN CHAOS
Unlock All Levels
At the main menu, make sure the cursor is not on "Options," then hold **R1 + L1 + SELECT** and press **START**. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.
Extra Weapons
At any time during gameplay, hold down **□ + ○ + △ + ×** and press **Right**. Each time you do this, weapons will appear around you to pick up.

VIEWPOINT
Invincibility
Press **START** to pause the game, then press **□, ○, △, Right, Left, Down, R1, L2, R2, L1**.
Stage Skip
Press **START** to pause the game, then press **□, □, ○, ○, △, ×, □, Up, Up, Down, Down, L1, R1, SELECT**.

VIGILANTE 8
Cheat Passwords
Choose "Options" from the main menu, then select "Game Status," press ○ to call up the passcode menu, then enter any of the following cheat codes:
W M N N W L H T S C U C L H—Unlock all secret characters and levels
M O N S T E R _ W H E E L S—Wheels are double size
S A M E _ C H A R A C T E R—In two-player mode, both characters can use the same vehicle
R E D U C E _ G R A V I T Y—Less gravity
G O _ S I G H T S E E I N G—No enemies in Arcade mode
I _ W I L L _ N O T _ D I E—Invincibility
H A R D E S T _ O F _ A L L—More difficult enemies
D E A D L Y _ M I S S I L E—Enemies start with secondary weapons

VIGILANTE 8: 2ND OFFENSE
Secret Codes
From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press **L1 + R1** at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press × again immediately after entering the code.
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS
Unlock Original Vigilante 8 *Levels*
At any time during gameplay, press **START** to pause the game. Press the **OPEN** on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

WARCRAFT II: THE DARK SAGA
Cheat Passwords
Press **START** to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.
N T T C L N S—Instant mission victory
Y P T F L W R M—Instant mission loss
T S G D D Y T D—Enable "god mode"
G L T T R N G—Extra gold
H T C H T X N S—Extra lumber
V L D Z—Extra oil
V R Y L T T L—Extra magic Mana
D C K M T—Upgrades
N S C R N—Show entire map
M K T S—Fast building
T H R C N B N L—Instant scenario victory
N V R W N N R—Game never ends

WCW NITRO
Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT** to advance through the list (or **L1, L2, L1, L2, SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1, R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R2, R1, SELECT**
• Swelling Head—**L1, L1, L1, L1, L1, L1, L1, L2, SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER
Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT**, then press **SELECT** repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1, R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R2, R1, SELECT**
• Swelling Head—**L1, L1, L1, L1, L1, L1, L1, L2, SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WILD 9
Cheat Codes
Each of the following cheats can be entered while the game is paused:
• Red Beam—**Right, Up, Left, ○, Up, ○, ○**
• Restore Energy—**R1, △, L1, Left, △, ○, ×**
• 10 Grenades—**R1, ×, R1, Right, □, Right, □**
• 10 Missiles—**×, ○, R1, Right, △, ×, △**
• Open all Levels—**Up, Left, Down, R2, Right, □, ×** (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WIPEOUT
Secret Track
Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START, □** and **○** and press **×**. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.
Rapier Class
If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press **×**. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WIPEOUT XL
Secret Team
At the main menu, hold **L1 + R1 + SELECT** and press **×, ×, ×, ×, ○, △, □**. The Piranha team will become available at the Team menu.
Access All Tracks
At the main menu, hold **L1 + R1 + SELECT** and press **□, ○, △, ○, □**. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SELECT** and press **△, △, △, ○, ○, ○**.)
Infinite Energy
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **△, ×, □, ○, △, ×, □, ○**.
Infinite Time
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **△, □, ○, ×, △, □, ○, ×**.
Infinite Weapons
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **×, ×, □, □, ○, ○, △**.
Mini-Gun
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **□, ○, ×, □, ○, ×, △**.
Passwords
Enter the following passwords to access two new Race Type options:
Challenge I—□○□△○△△○□□□△×□
Challenge II—□○□△○△×□×△△×○○
Funny Ships
Turn the PlayStation on and hold **L1 + R2 + SELECT + START** until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

WIPEOUT 3
Secret Codes
Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code.
W I Z Z P I G—Unlock all tracks
J A Z Z N A Z—Unlock Phantom class
A V I N I T—Unlock more ships
T H E H A I R—Unlock all Challenges
C A N E R _ W—Unlock prototype courses
M O O N F A C E—Infinite Hyper-thrust
D E P U T Y—Infinite random weapons (press □ during the game to obtain a new weapon)
B U N T Y—Unlock all tournaments
G E O R D I E—Infinite shields and Hyper-thrust

X-MEN: MUTANT ACADEMY
Unlock Everything
At the main menu, quickly press **SELECT, Up, L2, R1, L1, R2**. You'll hear a special sound effect if you input the code correctly.

X-MEN VS. STREET FIGHTER
Secret Options Menu
At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press **△, △, Right, ○, L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:
• "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.
Play as Apocalypse
First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:
→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace

XENA: WARRIOR PRINCESS
Invincibility
At the main menu, press **Up, Up, Up, ○, □, Up, Right, Left**. You'll hear a special sound effect to confirm the code.
4x Sword & Armor Upgrades
At the main menu, press **△, □, △, □, □, Up, Up, Up**. You'll hear a sound to confirm.

A BUG'S LIFE

Stage Select

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

AERO GAUGE

Extra Tracks & Vehicles

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

ALL-STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code.

Aluminum bats—H O L L O W B A T S
Ball trail mode—W L D W L D W S T
Big ball mode—B C H B L K T P T Y
Dark stadium—W T O T L
Foggy stadium—M Y E Y E S
Tiny players—T O M T H U M B
Players fly back to the dugout when they're out—F L Y A W A Y

ARMORINES: PROJECT S.W.A.R.M.

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

G O D L Y—Invincibility
L O A D E D—All weapons
S O R T E D—Unlimited ammo
S O N I C—Fast run
S K E T C H Y—Pen and ink mode
S K I P P Y—All missions
G O D D E S S—Female Trooper (Multiplayer only)
G O L D E N P I E—All above cheats
L E G G Y—Hive Guard Bug (Multiplayer only)
R U B B E R—Volcano Guard Bug (Multiplayer only)
C L A W—Egypt Worker Bug (Multiplayer only)
U G L Y—Hive Worker Bug (Multiplayer only)

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R, C◀, Right, Up, A**. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

M M L V S R M—Max. Ammo
N S R L S—All weapons
D R V L L V S M M—Mini mode
T H D T S T—Display programmers' debug info
P L S T R L V S V G—Play as Plastro
G R N G R L R X—Play as Vikki
T N S L D R S—Play as Tin Soldier

Level Passwords

Spy Blue—T R G H T R
Bathroom—T D B W L
Riff Mission—M S T R M N
Forest—T L L T R S
Hoover Mission—S C R D C T
Thick Mission—S T P D M N
Snow Mission—B L Z Z R D
Shrap Mission—S R F P N K
Fort Plastro—G N R L M N
Scorch Mission—H T T T R T
Showdowm—Z B T S R L
Sandbox—H T K T T N
Kitchen—P T S P N S
Living Room—H X M S T R
The Way Home—V R C L N

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Play as Vikki—G R N G R L R X
Play as Plastro—P L S T R L V S V G
Tin Soldier—T N M N
Mini Mode—D R V L L V S M M
All Weapons—G B Z R K
Max. Ammo—S L G F S T

Level Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Bridge—F L L N G D W N
Fridge—G T M L K
Freezer—C H L L B B
Inside Wall—C L S N G N
Graveyard—D G T H S
Castle—F R N K N S T N
Tan Base—B D B Z
Revenge—L B B C K
Desk—D S K J B
Bed—G T S L P
Town—S M L L V L L
Cashier—C H R G T
Train—N T B R T
Rockets—R D G L R
Pool—F S T N L S
Pinball—W H S W Z R D

ASTEROIDS HYPER 64

Unlock Classic Asteroids + More

At the main menu, hold **L** and press **C◀, C▶, C▲, C▼, A, C▲, C▼, C◀, C▶, START**. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** and press **C◀, C◀, C▶, C▶, B, A, C▲, C▲, C▼, C▼, START**. Extra options will become immediately available in the pause menu.

BANJO-KAZOOIE

Secret Codes

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

• Enter "C H E A T L O T S O F G O E S W I T H M A N Y B A N J O S" to earn infinite lives.
• Enter "C H E A T A N E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb pieces.
• Enter "C H E A T D O N T B E A D U M B O G O S E E M U M B O" to earn infinite Mumbo Tokens.
• Enter "C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y" to earn infinite red feathers.
• Enter "C H E A T A G O L D E N G L O W T O P R O T E C T B A N J O" to earn infinite gold feathers.
• Enter "C H E A T G I V E T H E B E A R L O T S O F A I R" to have infinite air when underwater.
• Enter "C H E A T B A N J O B E G S F O R P L E N T Y O F E G G S" to earn infinite eggs.

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

Bottles' Bonus Codes

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

• Enter "B O T T L E S B O N U S O N E" to give Banjo a big head.
• Enter "B O T T L E S B O N U S T W O" to give Banjo big hands and feet.
• Enter "B O T T L E S B O N U S T H R E E" to make Kazooie big.
• Enter "B O T T L E S B O N U S F O U R" to make Banjo tall and thin.
• Enter "B O T T L E S B O N U S F I V E" to get a tall, thin Banjo with big hands and feet.
• Enter "B I G B O T T L E S B O N U S" to activate all of the above codes at once.
• Enter "W I S H Y W A S H Y B A N J O" to change Banjo into a washing machine.
• Enter "N O B O N U S" to deactivate all active codes.

BANJO-TOOIE

Cheat Codes

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to spell the words. However, each of the codes that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letter board to turn each cheat on or off.

C H E A T O S R E H T A E F—This code has the same effect as Cheato's "FEATHERS" code; it doubles the maximum amount of feathers that you can carry.
C H E A T O S G G E—This code has the same effect as Cheato's "EGGS" code; it doubles the maximum amount of eggs that you can carry.
C H E A T O F O O R P L L A F—This code has the same effect as Cheato's "FALLPROOF" code; it allows you to fall from any height without losing energy.
C H E A T O K C A B Y E N O H—This code has the same effect as Cheato's "HONEYBACK" code; it causes your energy meter to slowly regenerate.
C H E A T O X O B E K U J—This code has the same effect as Cheato's "JUKEBOX" code; it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly's Inn at Jolly Roger's Lagoon.
C H E A T O Y G G I J T E G—This code has the same effect as Madame Grunty's "GETJIGGY" code; it activates the signs in Master Jiggywiggy's temple that tell you where the jiggies are located in each stage.
C H E A T O S U P E R B A N J O—With this code in place, both Banjo and Kazooie will run much faster.
C H E A T O S U P E R B A D D Y—Activate this code to make the game more challenging by speeding up all of the enemies.
C H E A T O H O N E Y K I N G—Enter this cheat to completely disable the honeycomb meter and air meter; now you're invincible and can stay underwater or in toxic areas for as long as you want.
C H E A T O N E S T K I N G—This cheat gives you unlimited eggs and feathers; your inventory will show that you have "LOTS" of every type.
C H E A T O J I G G Y W I G G Y S P E C I A L—This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.
C H E A T O G N I M O H—This code has the same effect as the "HOMING" code that you get from having Heggy hatch the pink egg; it improves your aim when firing eggs by causing them to change direction and curve toward any nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber; once you have entered them, their results will immediately become effective and will remain in place.

C H E A T O C A S T L I S T—Unlocks a new option called "Character Parade" at the Cinema menu in Replay mode; this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already found 90 jiggies in any one of the three saved game slots; it also will not register if you have already entered the following code...
C H E A T O P L A Y I T A G A I N S O N—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

A L L D L A K E S—All lakes available
A L L D C A S H—Extra money
A L L D F I S H—Extra fish in live well
B A G D S N A G S—No snags while fishing
H E A D A D B I G A—Fisherman has a big head
H Y P E R B O A T—Faster boat
W H A T A D R A G—Slower boat
R U B A D U B D U B—Boat becomes a bathtub
I W I N I W I N—Win tournament
N O P E N A L T Y—No penalty for changing lures during tournament
S U P E R S T R I N G—Unbreakable line
H A P P Y F I S H—More active fish
M O N D O F I S H—Bigger fish
F I S H M A N—All fish have Al Lindner's head
W H E R E D F I S H—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed
S U P E R L U R E—Adds the "Super Lure" to your inventory
S I L L Y S O U N D—Silly sound effects

BATTLETANX

Secret Codes

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

M S T S R V V—Invincibility
C R S T L C L R—Invisibility
L T S F B L L T S—Unlimited ammo
L V F R V R—Unlimited lives
P L V R Z M—All weapons
F R G Z—Giant frogs roam the streets
T D Z—Queen Lords are replaced by toads
W M N R S M R T R—Unlock Storm Ravens gang
L T S L T S G N G S—Select any gang in Campaign mode
C D P L T—Run Story (allows you to view the entire story of the game)
C J S K P F L G M H—Level code (play on State Street in Chicago, IL)
C N C T H R T M—"Trippy mode"
H V R L—"Hurl mode"

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of these codes from the "Input Code" menu under the "Game Setup" screen:

All Weapons—R C K T S R D G L R
Invulnerability—H P P Y H P P Y
Custom Gang Unlocked—T R D D Y B R R K S
Brandon Gang Unlocked—N N K N H C K S
Secret Level Unlocked—W R D R B
Level Select—8 0 D Y S

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu.You should hear a sound indicating the code was entered successfully.

Free buildings—Hold **Z**, press **A, B, A, B**
Free satellite—Hold **Z**, press **B, C◀, C▼, A**
Infinite ammo—Hold **Z**, press **L, R, L, R**
Infinite armor—Hold **Z**, press **Up, Right, Down, Left**
Unlock all missions in Single Player Pilot or Commander Mode—Hold **Z**, press **C▲, C▶, C▼, C◀, START**

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—**A, C▲, C▲, C▲, Left**
Restore health—**Down, Up, Right, A, B, Left, C▶**
All artifacts—**Up, C▼, C▶, Z, Up, Left**
Dancing Adam—**Down, Up, C▲, Down, C▶, C▶**
Bad Adam—**C◀, C▶, A, C▼, C▶, Left**
Tall Adam—**B, A, C▲, A, C▲, A**
Short Adam—**Down, C◀, A, Right, Z**
Kill Adam—**B, Left, C▶, C▶, Down**
Blouse cheat—**Z, C▶, C▶, B, Left, C▶**
Access all weapons—**A, Right, C▼, C▶, C▲, A, Left**
More powerful weapons—**C▼, C▲, Up, Z, Z, Left, C▶**
Surreal Mode—**C▼, Up, Right, Right, C▶, A, Left**
Change Nearest Harvester into Mutant—**C▼, Up, Z, Z, C▶, Right**
Fat Legged Aliens—**Left, A, Right, Down**

BOMBERMAN 64

Secret Stages

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

BUST-A-MOVE 2: ARCADE EDITION

Another World

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

Character Select

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

BUST-A-MOVE '99

Another World

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

CHOPPER ATTACK

Secret Options Menu

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

CLAY FIGHTER 63 1/3

Secret Options

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

Secret Characters

Each of the following codes can be entered at the character-select screen:

- Doctor Kiln—Hold the **L** button and press **B, C◀, C▲, C▶, C▼, A**
- Sumo Santa—Hold the **L** button and press **A, C▼, C▶, C▲, C◀, B**
- Boogerman—Hold the **L** button and press **Up, Right, Down, Left, Right, Left** on the D-pad

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "?" box and press the **R** button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing **R** at the "?" box to cycle through the secret characters:

- Earthworm Jim—Hold the **L** button and press **B, C◀, C▲, C▶, C▼, C▲**
- Sumo Santa—Hold the **L** button and press **A, C▶, A, C▶, C▼, C▲**
- Boogerman—Hold the **L** button and press **B, B, C▶, C▶, C◀, C▶**
- High Five—Hold the **L** button and press **C▲, C▼, C◀, C▶, B, A**

Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the **L** button and press **A, A, A, A, A, C▲, C▼, C◀, C◀, B, A, C▶**. The computer will take over your character, so just sit back and watch him or her fight.

Debug Mode

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

COMMAND & CONQUER

Select Any Mission

At the title screen, press **B, A, R, R, A, C▶, Up, Down, A** quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press **L**; a list of all the missions in the game will appear.

CONKER'S BAD FUR DAY

Secret Cheat Codes

From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:

B O V R I L B U L L E T H O L E—Start game with 50 lives
W E L D E R S B E N C H—Unlock all chapters
W E L L Y T O P—Unlock Conker in Multiplayer mode
E A S T E R E G G S R U S—Unlock Neo Conker in Multiplayer mode
B I L L Y M I L L R O U N D A B O U T—Unlock Gregg the Grim Reaper in Multiplayer mode
C H I N D I T V I C T O R Y—Unlock Weasel Henchmen in Multiplayer mode
E A T B O X—Unlock Cavemen in Multiplayer mode
R U S T Y S H E R I F F S B A D G E—Unlock Seargeant and Tediz Leader in Multiplayer mode
B E E F C U R T A I N S—Unlock Villager and Zombies in Multiplayer mode
D U T C H O V E N S—Start with frying pan in the Race Multiplayer game
D R A C U L A S T E A B A G S—Start with baseball bat in the Race Multiplayer game

CYBERTIGER

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press **A** to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.

Unlock alternate Liltiger—P r o d i g y
Unlock Marvin the alien—U f o
Unlock Kimmi—R a p p e r
Unlock Starr—R e t r o
Unlock Festus—G o l d d g r
Unlock Delvis—D e l v i s
Unlock Cindy—I n s t y l e
Unlock Bobby—B r a t
Unlock Twfan—C y b e r t w
Unlock Eagamer—W i l l i
Unlock Robert—I c e
Unlock Bengal—T i g e r r r r
Unlock Traci—S a f a r i
Unlock Volcano course—S t h e l e n s

DAIKATANA

Secret Codes

Enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a special sound effect after entering each code correctly.

Start with all weapons—**C◀, C▼, C▶, C▲, Z, L, R, C◀, C▼, C▶, C▲**
Unlock all levels—**C▲, C▶, C▼, C◀, R, L, X, C▲, C▶, C▼, C◀**

DARK RIFT

Fight Demitron

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

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonork—**L, R, C▲, C▼, C◀, C▶**
Demitron—**A, B, R, L, C▼, C▲**

You'll hear a laugh to confirm each code; now you can play as the bosses.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—**Up, C◀, R, Right, Down, R, R, C◀**
Demonica's Ending—**Up, C◀, R, Right, Down, R, R, C▲**
Demitron's Ending—**Up, C◀, R, Right, Down, L, L, C▼**
Eve's Ending—**Up, C◀, R, Right, Down, R, R, C▶**
Gore's Ending—**Up, C◀, R, Right, Down, R, R, C▼**
Morphix's Ending—**Up, C◀, R, Right, Down, R, R, B**
Niiki's Ending—**Up, C◀, R, Right, Down, R, R, A**
Scarlet's Ending—**Up, C◀, R, Right, Down, L, L, C◀**
Sonork's Ending—**Up, C◀, R, Right, Down, L, L, C▲**
Zenmuron's Ending—**Up, C◀, R, Right, Down, L, L, C▶**

DEADLY ARTS

Secret Characters

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

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

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

DIDDY KONG RACING

Play as Drumstick

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

Play as T.T.

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

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

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

? T J L B D F W B F G V J V V B

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

DUKE NUKEM 64

Cheat Codes

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

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

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

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

First Person Mode—**Down, Down, A, Z, Z, Left, A**
Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**
Start with infinite ammo .30-30—**C▲, C▼, C◀, C▶, L, R**
Start with infinite ammo Freezer—**Down, Up, A, L, R, Z**
Extra Multiplayer Characters Group 1—**A, L, R, Left, B, Down, Up**
Extra Multiplayer Characters Group 2—**B, A, A, R, L**
Extra Multiplayer Characters Group 3—**L, L, Up, Down, R, B, A**
Extra Multiplayer Characters Group 4—**B, B, B, R, Left, A**
Extra Multiplayer Characters Group 5—**Right, B, Left, L, A, Z**
Extra Multiplayer Characters Group 6—**Up, Down, B, A, A, Left**

EXCITEBIKE 64

Cheat Codes

From the main menu, hold **L + C▼ + C▶** and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:

Invincibility—M O W E R
Transparent riders—X L U R I D E R
Debug mode—I M G O I N G N O W
Odd color mode—R O T C O L S
All stunts unlocked—T R I C K S T E R
Big head mode—B L A H B L A H
Invisible riders—I N V I S R I D E R
Mirror mode—Y A D A Y A D A
Night mode—M I D N I G H T
Stunt bonuses—S H O W O F F
Pinhead mode—P I N H E A D
"Beat This!" enabled—P A T W E L L S
See team photo during "Credits" sequence—U G L Y M U G S

EXTREME-G

Cheat Codes

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

ANTIGRAV—Enter this code to turn the entire course upside-down
ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups
BANANA—Enter this code to make the tracks extremely slippery
FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern of Probe Entertainment
FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent
MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens
NITROID—Gives you an infinite supply of nitro speed bursts
RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
ROLLER—Changes all of the vehicles on the track into boulders
STEALTH—Makes all of the vehicles invisible
UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"
WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics
XTREME—Increases your vehicle's top speed
XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes
At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.
2064—Changes all vehicles into *WipeOut*-style planes
FLICK—Blurry graphics
LINEAR—Wireframe graphics mode
MISTAKE—Infinite special weapons
NOPANEL—Removes all timers, gauges and counters from the screen
NEUTRON—"*Tron*" mode (alternate track graphics)
NITROID—Infinite Nitro boosts
PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"
RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
SPIRAL—Makes the screen rotate continuously during a race
SPYEYE—Overhead camera angle
XCHARGE—Infinite weapon energy and shield energy
XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes
Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:
• Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
• Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
• Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
• Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
• Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
• Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code
At the "Select Mode" screen, press **L, Z, R, C▲, C▼, C◀, C▶, START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.
Shrink Vehicles
At the "Select Machine" screen, press **L + R + C◀ + C▼**; all of the available vehicles will shrink.

FLYING DRAGON

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

FORSAKEN 64

Secret Codes
Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:
• Turbo Crazy Mode—**B, B, R, Up, Left, Down, C▲, C◀**
• Psychidelic Mode—**A, R, Left, Right, Down, C▲, C◀, C▼**
• Wireframe Mode—**L, L, R, Z, Left, Right, C▲, C▶**
• Gore Mode—**Z, Down, C▲, C◀, C◀, C◀, C◀, C▼**
• Stealth Mode—**Up, Up, Up, Up, Right, Down, C◀, C◀**
• Infinite Primary Weapon—**A, R, Z, Right, C▲, C▶, C▼, C▼**
• Infinite Secondary Weapon—**B, B, Z, Left, Left, C▲, C◀, C▶**
• Infinite Weapon Energy—**L, Z, Left, Right, Down, Down, C▼, C▼**
• Infinite Titans—**A, B, L, Up, Up, C▲, C▲, C▶**
• Infinite Solaris—**B, L, L, Z, Up, Down, C▲, C▲**
• Kill Enemies with One Shot—**B, B, B, L, R, Left, Down, Down**
• Freeze Enemies—**R, Z, Right, Right, C▲, C◀, C▶, C▼**

GLOVER

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes using the **C** buttons:
Level select—C▲, C▲, C▲, C◀, C◀, C▶, C◀, C▶
Open portals—C▲, C▶, C▶, C▼, C◀, C▼, C▲, C▶
Open levels—C▼, C▼, C◀, C▲, C▲, C▲, C▶, C▼
Locate Garibs—C◀, C▲, C▶, C▼, C◀, C▲, C◀, C◀
Call ball—C▲, C◀, C◀, C▲, C▶, C◀, C▼, C▲
Checkpoints—C▼, C▼, C▶, C◀, C▲, C▲, C▼, C◀
Infinite lives—C▲, C▲, C▲, C▲, C▲, C▶, C▼, C▶
Powerball—C▲, C▼, C▲, C▼, C▲, C▼, C◀, C▲
Control ball—C◀, C▶, C◀, C▶, C▲, C▼, C▶, C▶
Infinite energy—C▶, C▶, C▼, C▶, C▶, C▶, C▲, C◀
Enemy ball—C◀, C▼, C▲, C▶, C◀, C◀, C▼, C▼
Low gravity—C◀, C◀, C▲, C◀, C▶, C▲, C▲, C▲
Big ball—C▼, C▼, C▲, C▼, C▼, C◀, C▶, C▼
Fisheye—C◀, C▶, C◀, C▶, C◀, C▶, C◀, C▶
Camera rotate R—C◀, C▶, C▲, C▲, C▼, C▶, C▼, C▶
Camera rotate L—C▶, C▼, C▶, C▼, C▲, C▲, C▶, C◀
Mad Garibs—C▼, C▶, C▼, C▲, C◀, C▼, C◀, C▲
Death spell—C▲, C◀, C◀, C◀, C◀, C▲, C▶, C▲
Frog spell—C▼, C◀, C▼, C▼, C◀, C▼, C▲, C◀
Hercules—C▼, C▼, C▼, C◀, C◀, C▼, C▶, C◀
Speed up—C◀, C◀, C▶, C▲, C▶, C◀, C▼, C▼
Boomerang ball—C▶, C▲, C▲, C▲, C▲, C◀, C◀, C▼
Vanish ball—C▼, C▼, C◀, C◀, C▲, C▲, C▼, C▲
Froggy—C▲, C▶, C▼, C▶, C▲, C◀, C◀, C▲
Secret cheat—C▼, C▲, C▶, C▶, C▼, C◀, C▶, C▶
All cheats off—C▼, C▼, C▼, C▼, C▼, C▼, C▼, C▼

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick
In-Game Codes
Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.
• Invincibility
1) Hold **L** and press **Down**
2) Hold **R** and press **C▶**
3) Hold **R** and press **C▲**
4) Hold **L** and press **Right**
5) Hold **L** and press **C▼**
6) Hold **R** and press **C▲**
7) Hold **L** and press **Right**
8) Hold **R** and press **Down**
9) Hold **L** and press **Left**
10) Hold **L + R** and press **C▶**
• All Guns
1) Hold **L + R** and press **Down**
2) Hold **L** and press **C◀**
3) Hold **L** and press **C▶**
4) Hold **L + R** and press **C◀**
5) Hold **L** and press **Down**
6) Hold **L** and press **C▼**
7) Hold **R** and press **C◀**
8) Hold **L + R** and press **C▶**
9) Hold **R** and press **Up**
10) Hold **L** and press **C◀**
• Maximum Ammo
1) Hold **L + R** and press **C▶**
2) Hold **R** and press **Up**
3) Hold **R** and press **Down**
4) Hold **R** and press **Down**
5) Hold **L + R** and press **C▶**
6) Hold **L + R** and press **Left**
7) Hold **R** and press **Down**
8) Hold **R** and press **Up**
9) Hold **L + R** and press **C▶**
10) Hold **R** and press **Left**
• Line Mode
1) Hold **R** and press **C▼**
2) Hold **L + R** and press **Down**
3) Hold **L** and press **Right**
4) Hold **R** and press **C▲**
5) Hold **L + R** and press **C▶**
6) Hold **R** and press **Up**
7) Hold **L** and press **Down**
8) Hold **L** and press **Right**
9) Hold **R** and press **C◀**
10) Hold **R** and press **C▲**
• Invisibility
1) Hold **R** and press **C◀**
2) Hold **L + R** and press **C▲**
3) Hold **L + R** and press **Left**
4) Hold **L + R** and press **Up**
5) Hold **R** and press **Up**
6) Hold **L** and press **C◀**
7) Hold **R** and press **C▲**
8) Hold **L** and press **C▼**
9) Hold **L + R** and press **Left**
10) Hold **R** and press **Right**
• Invisibility (Multiplayer Only)
1) Hold **L** and press **C▲**
2) Hold **L + R** and press **C◀**
3) Hold **R** and press **Up**
4) Hold **L** and press **C▶**
5) Hold **R** and press **C◀**
6) Hold **L** and press **Right**
7) Hold **L + R** and press **C◀**
8) Hold **L** and press **C▶**
9) Hold **L** and press **Up**
10) Hold **L + R** and press **C▼**
Easy Cheat Options
Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options.
• Paintball
1) Hold **L** and press **Up**
2) Press **C▲**
3) Hold **R** and press **Right**
4) Hold **L + R** and press **C◀**
5) Hold **L** and press **Up**
6) Hold **R** and press **C▼**
7) Hold **L** and press **C▼**
8) Hold **L + R** and press **C▼**
9) Hold **L + R** and press **Up**
10) Hold **L** and press **C▼**
• Invincibility
1) Hold **R** and press **Left**
2) Hold **L** and press **Down**
3) Press **Left**
4) Press **Up**
5) Press **Down**
6) Hold **R** and press **C◀**
7) Hold **L** and press **C◀**
8) Hold **L + R** and press **Left**
9) Hold **L + R** and press **Right**
10) Hold **L** and press **C◀**
• DK Mode
1) Hold **L + R** and press **Up**
2) Press **C▶**
3) Hold **R** and press **Left**
4) Hold **R** and press **Up**
5) Press **Up**
6) Hold **R** and press **Right**
7) Press **Up**
8) Hold **L + R** and press **C▼**
9) Hold **L + R** and press **Down**
10) Hold **L + R** and press **C◀**
• 2x Grenade Launcher
1) Hold **R** and press **Down**
2) Hold **R** and press **Up**
3) Press **Right**
4) Hold **L + R** and press **C▼**
5) Hold **L** and press **Right**
6) Hold **R** and press **Left**
7) Press **Left**
8) Press **Down**
9) Press **Up**
10) Hold **R** and press **C▼**
• 2x Rocket Launcher
1) Hold **R** and press **Right**
2) Hold **L** and press **Up**
3) Press **Down**
4) Press **Down**
5) Hold **R** and press **C▼**
6) Hold **L** and press **Left**
7) Hold **L** and press **C◀**
8) Hold **R** and press **Up**
9) Hold **R** and press **Down**
10) Hold **R** and press **C◀**
• Turbo Mode
1) Hold **L** and press **Down**
2) Hold **L** and press **C▼**
3) Hold **L + R** and press **Up**
4) Hold **R** and press **C▼**
5) Press **Left**
6) Hold **R** and press **Down**
7) Hold **L** and press **C▼**
8) Press **Up**
9) Hold **R** and press **Down**
10) Hold **L** and press **Right**
• No Radar [Multi]
1) Hold **R** and press **Up**
2) Press **C▼**
3) Press **C◀**
4) Press **C▲**
5) Hold **L** and press **Down**
6) Hold **R** and press **Up**
7) Press **C◀**
8) Press **Right**
9) Hold **R** and press **Left**
10) Hold **R** and press **Right**
• Tiny Bond
1) Hold **L + R** and press **Down**
2) Hold **R** and press **Down**
3) Hold **L** and press **C▼**
4) Press **Left**
5) Hold **R** and press **C◀**
6) Hold **L + R** and press **C▼**
7) Press **Right**
8) Press **Down**
9) Hold **R** and press **C▼**
10) Hold **R** and press **Right**
• 2x Throwing Knife
1) Hold **R** and press **C◀**
2) Hold **L** and press **Left**
3) Press **Up**
4) Hold **L + R** and press **Right**
5) Press **Right**
6) Hold **L + R** and press **C◀**
7) Hold **L + R** and press **C◀**
8) Hold **R** and press **Down**
9) Hold **R** and press **Left**
10) Hold **R** and press **C◀**
• Fast Animation
1) Hold **L** and press **C▼**
2) Hold **L** and press **C◀**
3) Press **C▼**
4) Press **C▶**
5) Press **C◀**
6) Hold **L + R** and press **Right**
7) Press **C▶**
8) Hold **L + R** and press **Up**
9) Hold **R** and press **C◀**
10) Hold **L** and press **Left**

• Bond Invisible
1) Hold **L + R** and press **C◀**
2) Hold **L + R** and press **C▼**
3) Hold **L** and press **C◀**
4) Hold **R** and press **C◀**
5) Hold **R** and press **Right**
6) Hold **L + R** and press **Left**
7) Hold **L** and press **Right**
8) Press **Left**
9) Hold **L + R** and press **C◀**
10) Hold **L** and press **Down**

• Enemy Rockets
1) Hold **L + R** and press **C▼**
2) Press **C◀**
3) Hold **R** and press **C▼**
4) Press **C▼**
5) Press **C▼**
6) Hold **L + R** and press **C▼**
7) Hold **L + R** and press **Up**
8) Press **C▼**
9) Hold **R** and press **Up**
10) Hold **L** and press **Up**

• Slow Animation
1) Hold **L + R** and press **Left**
2) Hold **L + R** and press **Left**
3) Hold **L + R** and press **Down**
4) Hold **L + R** and press **Left**
5) Press **C▶**
6) Hold **L + R** and press **Down**
7) Hold **L + R** and press **Down**
8) Hold **L** and press **Down**
9) Press **C◀**
10) Press **C▲**

• Silver PP7
1) Hold **L** and press **Left**
2) Hold **L + R** and press **Up**
3) Hold **L** and press **Right**
4) Hold **L + R** and press **Up**
5) Hold **L + R** and press **C◀**
6) Hold **L + R** and press **Left**
7) Hold **L + R** and press **Down**
8) Press **C▼**
9) Hold **L + R** and press **Right**
10) Hold **L + R** and press **Left**

• Activate 2x Hunting Knife
1) Hold **R** and press **C▼**
2) Hold **L** and press **Right**
3) Hold **R** and press **C◀**
4) Hold **R** and press **Right**
5) Hold **L + R** and press **Right**
6) Hold **L + R** and press **Up**
7) Hold **L** and press **Down**
8) Hold **R** and press **Left**
9) Hold **L** and press **Right**
10) Hold **L** and press **C◀**

• Infinite Ammo
1) Hold **L** and press **C◀**
2) Hold **L + R** and press **Right**
3) Press **C▶**
4) Press **C◀**
5) Hold **R** and press **Left**
6) Hold **L** and press **C▼**
7) Hold **L + R** and press **Left**
8) Hold **L + R** and press **C▼**
9) Hold **L** and press **Up**
10) Press **C▶**

• 2x RC-P90
1) Press **Up**
2) Press **Right**
3) Hold **L** and press **Left**
4) Hold **R** and press **Down**
5) Hold **L** and press **Up**
6) Hold **L** and press **C◀**
7) Hold **L** and press **Left**
8) Press **C▶**
9) Press **C▲**
10) Hold **L + R** and press **Down**

• Gold PP7
1) Hold **L + R** and press **Right**
2) Hold **L + R** and press **Down**
3) Hold **L** and press **Up**
4) Hold **L + R** and press **Down**
5) Press **C▲**
6) Hold **R** and press **Up**
7) Hold **L + R** and press **Right**
8) Hold **L** and press **Left**
9) Press **Down**
10) Hold **L** and press **C▼**

• 2x Laser
1) Hold **L** and press **Right**
2) Hold **L + R** and press **C◀**
3) Hold **L** and press **Down**
4) Hold **R** and press **Left**
5) Hold **R** and press **Down**
6) Hold **L** and press **Right**
7) Press **C▲**
8) Press **Right**
9) Hold **R** and press **Right**
10) Hold **L + R** and press **Up**

• All Guns
1) Press **Down**
2) Press **Left**
3) Press **C▲**
4) Press **Right**
5) Hold **L** and press **Down**
6) Hold **L** and press **Left**
7) Hold **L** and press **Up**
8) Press **C◀**
9) Press **Left**
10) Press **C▼**

Extra Characters in Multiplayer Mode
Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:
1) Hold **L + R** and press **C◀**
2) Hold **L** and press **C▲**
3) Hold **L + R** and press **Left**
4) Hold **L** and press **Right**
5) Hold **R** and press **Down**
6) Hold **L + R** and press **C◀**
7) Hold **L** and press **C▲**
8) Hold **L + R** and press **Right**
9) Hold **L + R** and press **C▼**
10) Hold **L** and press **Down**

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

HOT WHEELS TURBO RACING

Secret Codes
Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time:
Race at night—**C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶**
Mirror mode—**Z, R, Z, Z, R, Z, Z, Z**
Unlimited Turbos—**C▶, Z, C▲, C▼, R, C◀, Z, C▶**
Transparent vehicles—**C◀, Z, Z, C▲, C◀, R, C▼, C▲**
Transparent scenery—**C▲, Z, C▼, C◀, C▲, Z, C▼, C◀**

Passwords
Highlight "Sign In" at the main menu and press **Left** or **Right** to access the Password option. Enter any of the following passwords to unlock different features:
P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes
At the title screen menu, press **R + Z** to access a cheat menu. Use the D-pad or joystick and the **A** button to enter any of the following codes; you should hear a signal when you press **START** to confirm each code. Once a code is in place, you can turn its effects on or off by pressing **START** during the game; you'll find a "Cheat Menu" option at the "Paused" menu.
THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GOBABY—Maxed-out turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)
BOMBERBALL—Just bombs
1HITWONDERS—Activates "Sudden Death" mode
IMALLOUT—No weapons
NOGOODIE—Bomb pickups
SIOOTSHOT—Blue Balls
OIMY—Activates "Explosive Mode"

INDIANA JONES AND THE INFERNAL MACHINE

Secret Passcodes
Choose "Options" from the main menu, then select "Passcodes." Enter any of the following codes at the screen that follows. You'll hear a camera shutter sound effect after entering a correct code.
F O R G E O F F—Unlock all levels
C H E E S E ! !—View development team photo
R E A L H A R D—Harder difficulty
A N C I E N T—Unlock "Ancient Art" within the "Museum" item in the Options menu.

INDY RACING 2000

Secret Codes
At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press **START** at any time while in the gallery to return to the game.
All Gold Cup cars—Y O U _ D A _ M A N
Gallery—W O O D Y _ C O O K I E S

INTERNATIONAL SUPERSTAR SOCCER 64

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

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

INTERNATIONAL SUPERSTAR SOCCER '98

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

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

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu
At the main menu, press **L, C▲, L, C▲, L, C▼, C▲, C▼**. If you input the code correctly, a cheats menu will immediately appear.

KEN GRIFFEY JR.'S SLUGFEST

Secret Codes
Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name in each of the following examples:
• For thin players, enter the name "CODE TOOTHPICK".
• For flat, paper-thin players, enter the name "CODE STEAMROLLED".
• For thin players with huge arms and chests, enter the name "CODE THETICK".
• For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN".
• For tiny players, enter the name "CODE LIDDLELEAGUE".
• For invisible players, enter the name "CODE INVISIBLEMAN".
• For players with large bats, enter the name "CODE PHATTBATT".
• For players with big feet, enter the name "CODE BIGFOOT".
• For players with big heads, enter the name "CODE BIGGHEDZ".
• To have the computer control both teams, enter the name "CODE CPUVSCPU".

KILLER INSTINCT GOLD

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

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

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

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

KNOCKOUT KINGS 2000

Big Gloves Mode
In the middle of a game, press **START** to pause and press **C▲, C▼, C▲, C▲, C▼**. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger.

Big Head Mode
In the middle of a game, press **START** to pause and press **C◀, C▶, C◀, C◀, C▶**. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' heads will be bigger.

LEGO RACERS

Cheat Codes
From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press **Down** on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.
P G L L R D—Only red power-ups available
P G L L Y L L—Only yellow power-ups available
P G L L G R N—Only green power-ups available
R P C R N L Y—Only grappling hook power-ups available
M X P M X—Highest power-up level always active
F S T F R W R D—Faster game
N S L W J—Car doesn't slow down on rough terrain
F L Y S K Y H I G H—Flying turbo boost always active
N W H L S—Remove wheels from car
N C H S S S—Remove chassis from car
N D R V R—Remove driver from car
L N F R R R M—Open mirror version of Rocket City Run
N M R C H T S—Disable all cheats

LODE RUNNER 3-D

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

MACE: THE DARK AGE

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

the character-select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor

Enter the following code at the character-select screen:

1) Highlight Koyasha and press **START**.
2) Highlight the Executioner and press **START**.
3) Highlight Lord Deimos and press **START**.
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration).

Bunny Slippers

Enter the following code at the character-select screen:

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

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

Switch Faces

Enter the following code at the character-select screen:

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

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

MADDEN NFL 2000

Secret Codes

Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features:

D R B E N W A Y—Weird scoring rules
P I G S K I N S F L Y—100 yard passes
F I R S T I S 2 0—20 yards to first down
B E T H E B A L L—Ball Camera
C H A I N S M O K E R—Players Fatigue Quickly
M O O N B A L L—Super Jump
E M C 2—Curved space-time
G U I L L O T I N E—Floating heads
P A I N F U L—More injuries
Q B I N T H E C L U B—The QB is in the club
P I C K E D O F F—Frequent interceptions
R O L L E R J A M—Frequent fumbles
R E F I S B L I N D—Blind referee
M I C E A N D M E N—David vs. Goliath
M O J O—All 60s team
S I D E B U R N S—All 70s team
R E A G A N O M I C S—All 80s team
T E A M M A D D E N—All-Madden team
W E A R E T H E G A M E—EA Sports team
S H A R K A T T A C K—Tiburon team
T E T A N U S—Fantasy Team: Junkyard Dogs
S C A R Y C L O W N—Fantasy Team: Clowns
I N T H E F U T U R E—Fantasy Team: Industrials
C O W B O Y S—Fantasy Team:Marshalls
X M A S G I F T—Xmas Rush stadium
3 R I N G—Tib. Bros stadium
W I L D W E S T—Dodge City:Old West stadium
M A D D E N S T E I N—Maddenstein Stadium
W E P U T I T T H E R E—Tiburon Stadium
I T S I N T H E G A M E—EA Sports stadium

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats

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

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Secret Teams

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

See the Ending

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

MARIO GOLF

Code Entry Screen

At the main menu, hold **L + R** (or **Z + R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup
5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO KART 64

Reverse Tracks

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

Course Ghosts

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course.
- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.
- Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARIO PARTY

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

Earn Extra Stars + Coins

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

MARIO TENNIS

Secret Ring Tournaments

From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup:

Blockbuster Cup—A R M 6 J Q A R U
Bowser Cup—N 2 4 K 8 Q N 2 P
Donkey Kong Cup—M M 5 5 M Q M M J
Luigi Cup—M 1 C 2 Y Q M 1 W
Peach Cup—O F 9 X F Q O F R
Mario Cup—A 3 W 5 K Q A 3 C
MarioTennis.com Cup—4 8 H W O R 4 8 2
Nintendo Power Cup—J 6 M 9 P Q J 6 U
Waluigi Cup—L A 9 8 J R L A R
Wario Cup—U O U F M P U O M
IGN64 Tennis Cup—V 2 U F M P U Z M

MICRO MACHINES 64 TURBO

Cheat Codes

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

Slow down computer cars—**C▶, C▲, C◀, C▼, C▶, C▲, C◀, C▼**
Super speed—**C▼, C▶, C◀, C▲, C▼, C▼, C▼, C▼**
Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**
Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up, Down, Down, C◀, C▶, C▶, C▲, C▼**. With the Debug code in place, the following options become available:

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

"Name" Cheats

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

- Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.
- Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
- Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISCHIEF MAKERS

Sound Test

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

MISSION: IMPOSSIBLE

Secret Codes

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

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

MONSTER TRUCK MADNESS 64

Passwords

Enter the following passwords at the "codes" screen from the main menu:

B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
Y R D R—All trucks become lowriders
4 0 4 5 6 4 P 8 M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu

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

Secret Characters

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

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

MORTAL KOMBAT TRILOGY

Play as Khameleon

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

Play as Motaro

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

Play as Shao Kahn

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

Hidden Game #1

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

Hidden Game #2

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

Hidden Game #3

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

Stage Select

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

Super Hard Mode

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

Free Play

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

Secret "More Kombat" Menu

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

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's **C▲, C▶, C▼, A, B, B, B, A, A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches and more.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars

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

"Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

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

THE NEW TETRIS

Turbo CPU Opponent
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.
Fast Mode
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NIGHTMARE CREATURES

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

OFF-ROAD CHALLENGE

Secret Tracks
Enter any of the following codes at the "Choose a Track" screen:
- Flagstaff—Hold the **L** button and press **Left** on the D-pad, then highlight "Mojave," hold the **Z** button and press **A.**
- El Cajon—Hold the **L** and **R** buttons and press **Up** on the D-pad, then highlight "El Paso," hold the **Z** button and press **A.**
- Guadalupe—Hold the **R** button and press **Down** on the D-pad, then highlight "Vegas," hold the **Z** button and press **A.**

PAPERBOY

Secret Codes
Enter the following codes at the "Secret Codes" screen.
Hitting turbo gives Super-jump—A L L J U M P
Hitting turbo give s Turbo—G O F A S T
Throw papers backward—B A C K W A R D
Throw papers straight ahead—F R O N T S
Throw papers at 90° angles—S I D E S
View all newspaper headlines when you start training mode—H E A D L I N E
Unlimited health—I N V I N C
Unlimited papers—N O B U N D L E
Tiny paperboy—L I T T L E
Near-sighted paperboy—M A G O O
Unlock all levels—O B V I O U S
Speed up the game—R U S H
Slow down the game—W A K I N G
Moon gravity (jump higher)—M O O N
All non-animated objects scream—S C R E A M
Silly collision sounds—T H U N K
Huge newspapers—S U N D A Y
Time clock is ignored—U N T I M E D

POKÉMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University
At the title screen, hold **Z** and press **A, B, R, A, A, B, R, A.** You'll hear a special sound effect after entering the code correctly.
Start from Lv. 50-99 in Marathon mode
At the title screen, hold **Z** and press **B, A, L, L.** You'll hear a special sound effect after entering the code correctly.
Unlock V-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **L, L, A, B.** "V-Hard" will appear on the screen after entering the code correctly.
Unlock S-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **R, L, A, B.** "S-Hard" will appear on the screen after entering the code correctly.
Play in Mewtwo's Stage
When you start a two-player game, at the "Trainer Select" screen, hold **Z** and press **B, Up, L, B, A, START, A, Up, R.** The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.

Unlock all Trainers
When you start a two-player game, at the "Trainer Select" screen, hold **Z + L + R** on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

QUAKE

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

QUAKE II

Multiplayer Codes
Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAINBOW SIX

Level Select
From the main menu, select "Quick Start," then enter the password "F Z J F T M R 2 G 8 R Q" at the following screen and press **A.** A level select screen will appear.
255 Grenades
Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down **Z** to get ready to throw your last grenade. When the meter on the screen fills completely, let go of **Z** then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep **Z** held down and in a few seconds your grenade stock will be 255.

RAMPAGE WORLD TOUR

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

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RE-VOLT

Unlock All Cars & Tracks
At any time during a game, press **B, A, Z, Z, B, L, A, C▲.** You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.
B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)
S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)
G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)
C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)

RESIDENT EVIL 2

Cheat Codes
From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.
Invincibility—**Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C▲, C▼**
Infinite Ammo—**Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C▶, C◀**
Play as Hunk—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C▲, C▶, C▼, C◀**
Play as Tofu—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C▲, C◀, C▼, C▶**

RIDGE RACER 64

Secret Caddy Car
From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes
Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:
Unlock all levels and fast bikes—**C▲, C◀, C◀, C▶, L, R, C▼, Z**
Unlock Scooter level—**C▼, C▶, C▲, C◀, C◀, L, C◀**
Unlock Cop Mode—**Z, C◀, C▼, C◀, Z, L, R, C▼**

ROADSTERS TROPHY

Secret Codes
At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.
Anyway—Race circuits in any direction.
Gimme ALL—Unlock all cars and circuits.
fastBUCKS—Start with $250,000.
EasyMoney—Start with $1,000,000.
Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T")
Smurfing—All voices become high-pitched.
BigWheels—Cars have huge wheels.
Car Radio—Cars become tiny.

ROBOTRON 64

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

Instant Power-Ups
At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.
Shield—**Down, Left, C◀, C▶**
Two-Way Weapon—**Up, C▲, Up, C▲**
Three-Way Weapon—**Right, Right, C◀, C▼**
Four-Way Weapon—**Down, Down, Up, C▶**
Radiation Spray—**Up, Down, C▶, C◀**
Speed Up—**Left, Left, Right, Right, C▲**
Flamethrower Weapon—**Down, Right, Down, Right, C▶**

ROCKET: ROBOT ON WHEELS

Secret Codes
During gameplay, press **START** to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.
All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**
Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, R, Up**
Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**
Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**
Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**
Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

RUSH 2: EXTREME RACING USA

Cheat Menu
Choose "Setup" at the main menu, then press **L + R + Z +** all four **C** buttons simultaneously at the Setup screen. A new option called "Cheats" will appear. To activate one of the 27 cheat options at this menu, you must highlight that item and enter the corresponding code shown in the list below. You'll hear a signal to confirm and you will then be able to toggle that particular cheat by pressing **Left** or **Right** on the D-pad.
Car Collisions—Hold **R**, press **L, C▶, C▲, C◀, C▼, Z**
Gravity—Hold **Z**, press **C▲, C▼, C▲, C▼, C▲, C▼**
Cone Mines—Press **L, R, L, R, L, R**
Car Mines—Press **C▶, C▶, Z, C▼, C▲, Z, C◀, C◀**
Burning Wreck—Hold **C▲**, press **Z, Z, Z, Z**
Track Orientation—Press **C▲, C▶, C▼, C◀, C▼, C▶, C▲, C◀**
Auto-Abort—Press **C▲, C▲, C▲, C▲**
Super Speed—Hold **L + R**, press **C▲, C▼, C◀, C▶**
Inside-Out Car—Hold **C▶ + C▼**, press **R, L, Z**
Damage—Press **R, C▼, L, R, C▼, L**
Invincible—Press **L, C▲, R, L, C▲, R**
Invisible Car—Press **C▲, C▼, C▲, C▲, C▼, C▲, C▼, C▼**
Invisible Track—Press **C▼, C▲, C▼, C▼, C▲, C▼, C▲, C▲**
Brakes—Hold **C▲ + C▶**, press **Z, Z, Z**
Super Tires—Hold **L + R**, press **C▲, C▶, C▼, C◀, C▲, C▶, C▼, C◀**
Mass—Hold **L + R**, press **C▲, C▼, C◀, C▶**
Suicide Mode—Hold **Z**, press **C▲, C▼, C◀, C▶**
Do the Dew!—Press **C▼, C▲, C▶, C◀, L, R, Z**
Killer Rats—Hold **L + R**, press **Z, Z, Z, Z**
Stunts—Hold all four **C** buttons and press **R, A, Z, L**
Resurrect in Place—Hold **Z** and enter the following sequence: Hold **C◀**, tap **C▶**, hold **C▶**, tap **C◀**
Levitation—Hold **R + Z**, press **C▲, C▲, C▲, C▲**
Game Timer—Hold **Z** and enter the following sequence: Hold **C▼**, tap **C▲**, hold **C▲**, tap **C▼**
New York Cabs—Press **R, L, Z, C▲, C▼, C▲**
Frame Scale—Hold **C▼**, tap **C▲**, hold **C▲**, tap **C▼**
Tire Scaling—Hold **C◀**, tap **C▶**, hold **C▶**, tap **C◀**
Fog Color—Hold **Z**, press **C▼, C▼, C▼**

SCOOBY-DOO! CLASSIC CREEP CAPERS

Cheat Codes
At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of the following codes using the **C** buttons and the D-pad:
Infinite Courage Meter—Hold **L** and press **C▲, C◀, C▼, C▲, C▼, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down.**
Skip to the Next Episode—Hold **L** and press **C▲, C▼, C▲, C▼, Up, Down, Up, Down, Right, Left, Right, Left.**

SNOWBOARD KIDS

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

SNOWBOARD KIDS 2

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

SOUTH PARK

Cheat Menu
Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The

cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions
When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.
Stage Select
At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.
Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**
Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C▶, Z, Down**
Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C◀, Z, Down**
Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**
Unlock "Big Celebration Parade"—**Up, Down, L, Z, Down, Right, Z, Down**
Unlock secret shoot-'em-up level—**Down, Up, Z, L, Down, Left, Z, Down**

SPIDER-MAN

Cheat Codes
From the main menu, select "Special," then select "Cheat" from the following menu. At this screen you may enter any of the following cheat codes. A special text message will appear each time you enter one correctly. Note the spaces in some of the codes.
TRUBLEVR—Unlock everything
LVLSKIPPER—Level select
TURTLE—Invulnerable
STICKYSTUF—Infinite webbing
CLTTHMALL—Unlock everything in the Comic Collection
WHOSINTGM—Unlock everything in the Character Viewer
SMESTORY—Unlock everything in the Slide Show
COV VEIW—Unlock all game comic covers
SYMBSPID—Symbiote Spidey costume
SPTWOKNN—Spidey 2099 costume
POWCOSMIC—Captain Universe costume
LIMITED ED—Spidey Unlimited costume
SPID INRED—Scarlet Spider soctume
MISTERMJ—Peter Parker costume
DA CLONE—Ben Reilly costume
GTATNKFST—Quick Change costume

STAR WARS: EPISODE I—BATTLE FOR NABOO

Passcodes
Each of the following codes can be entered at the Passcode menu that's accessible from the Options screen:
L E C & F I V E—Unlock all levels
D R O I D E K A—Advanced shields
P A T H E T I C—Unlimited lives
O V E R L O A D—All power-ups
N A S T Y M D E—Makes the game more difficult
E W E R D E A D—Expert mode (one hit destroys your vehicle)
D R J E K Y L L—Terrain near the horizon waves up and down
R U A G I R L ?—Turns your vehicle pink
K O O L S T U F—Unlocks an "Art Gallery" option at the Showroom menu
W A K E U P—Unlock a "Concert Hall" option at the Showroom menu
M E M E M E !—View credits
L O V E H U T T—Shows a photo of the game's developers
T A L K T O M E—Enables an "audio commentary" soundtrack; you'll hear the developers talking about the game while you play

STAR WARS: EPISODE I RACER

Cheat Menu
Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:
• Hold **Up** on the D-pad to fast-forward
• Hold **Down** to reverse at high speed
• Press **Right** on the D-pad to self-destruct
• Hold **Left** on the D-pad to make your vehicle invisible
• Hold **Z** + **Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

STAR WARS: ROGUE SQUADRON

Secret Passcodes
Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:
A C E—Higher difficulty
B L A M E U S—Group shot of developers
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor
Unlock Naboo Starfighter
Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "! Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.
See Developers' Heads
Choose "Passcodes" from the Options menu. Enter "H A R D R O C K", "B E R G L O W E" or "W U T Z I" and select "Enter Code." If you start a game and then return to the title screen, you'll see that Luke's head will be replaced by one of the developer's heads!

SUPERCROSS 2000

Secret Codes
At the Select Event screen, Press **C▲**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."
N 0 C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M 0 0 N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T 0—Pluto gravity
H 0 P—Add hop button
M 0 R 3 C 4 M S—Extra camera modes
N 0 R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 S S—Headless riders
BL0CKM3—Opponent riders get in your way
N 0 0 F F T R 4 C K—No more off track
S K 1 P P 1 N G 0 K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPERMAN

Super Cheat Code
At the main menu—the one that says "New Game," "Load Game," etc.—press **C▲, C▼, C◀, C▶**; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:
• To skip the current level, press **START** to pause the game, then press **C▲, C▼**
• To refill your energy meter, press **START** to pause the game, then press **Z, R**
• To refill your super-speed ability, press **START** to pause the game, then press **R, Z**
• To refill your freezing breath ability, press **START** to pause the game, then press **Z, L**
• To refill your heat vision ability, press **START** to pause the game, then press **R, L**
• For super punching ability, press **START** to pause the game, then press **L, Z**

TARZAN

Stage Select
At the main menu, enter the following code using the D-pad (not the analog joystick): **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down.** A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

TETRISPHERE

Secret Scene
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down.
Secret Game Mode
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.
Stage Select
Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C▶** + **C▼** and press the **L** button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you can now choose any stage to start on.
Bonus Music
Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C▶** + **C▼** and press the **L** button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.
See the Credits
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TONY HAWK'S PRO SKATER

Cheat Codes
At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.
Slow motion—**Down, Down, C▲, C▶, Left**
Fast motion—**Right, Up, Down, Down, Up, Down**
High speed—**C▲, Left, C▼, C▼, Up, Down, Right**
Add "Skip to Restart" menu item—**C◀, C▶, C▼, Up, Down**
10 point stats—**C▲, C◀, Left, Up, C▼**
13 point stats—**C▲, C◀, Left, Up, Down**
Score x10—**Down, Right, Up, Right, Up, Left, C◀**
Obtain all tapes—**C▶, Left, Up, C▲, C▲, Right, Down, Up**
Perfect balance—**C▲, C▶, Left, C▶, Right, Up, Down**
Girl's picture—**C◀, C▼, C▶, C◀, C▼, C▶**

TOP GEAR OVERDRIVE

Cheat Codes
Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the **Z** button at each one. Each time you enter a code correctly, you'll hear a sound and a smiley face will appear at the bottom of the screen.
• Unlock first bonus car—Highlight "Credits," then "Versus," then "Setup," then "Championship," then "Versus," then "Versus" again, pressing the **Z** button at each stop.
• Unlock second bonus car—"Championship," "Credits," "Versus," "Setup," "Versus," "Championship," "Setup," then "Credits"
• Unlock third bonus car—"Versus," "Versus," "Championship," "Credits," "Championship," "Versus," "Championship," "Credits," "Setup," "Versus," then "Setup"
• Unlock all cars—"Credits," "Credits," "Versus," "Credits," "Setup," "Championship," "Championship," "Championship," "Versus"
• Skip to Season 4—"Versus," "Championship," "Championship," "Credits," "Setup," "Setup," "Championship"
• Skip to Season 5—"Setup," "Championship," "Credits," "Versus," "Versus," "Setup," "Championship," "Versus," "Credits," "Championship"
• Skip to Season 6—"Credits," "Setup," "Versus," "Championship," "Championship," "Credits," "Championship," "Versus," "Setup," "Championship," "Credits," "Setup," "Setup"
• Alternate credits—"Setup," "Setup," "Championship," "Versus"

TOP GEAR RALLY

Cheat Codes
Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:
• Access all cars (except bonus cars)—**A, Left, Left, C▼, A, Right, Z**
• Access All Tracks (except Mirror Tracks)—**A, Left, Left, Right, Down, Z**
• Access Mirror Tracks—**Right, Up, Left, C▼, Right, Down, Z**
• Access Milk Truck—**Down, A, Right, Z, Right, Up, C▼**
• Helmet Car—**Up, Up, Z, B, A, Left, Left**
• Access Ice Cube Car—**C▼, Up, B, Right, A, C▼, A, Right**
• Access Beach Ball Car—**B, B, A, Left, Left, C▼, A, Right**
• Access Mirror Cars—**Right, Up, Left, C▼, C▼, A, Right, Z.** With this code in place, press **C▼** at the Car Select screen to change any car into a mirror-textured vehicle.
• Non-Blur Mode—**B, Left, Right, Up, Left, Z, Right.** This code turns off the N64's "bilinear filtering" effects, making the graphics appear to be more "pixelated."

TOP GEAR RALLY 2

Secret Codes
Enter any of the codes below at the main menu. You may disable a code by entering it a second time. For the Hi Res Mode code, an expansion pak is required.
Hi Res Mode—**C◀, C◀, Left, L, L**
Chubby World View—**Z, C▶, L, Up, Right**
No Depth View—**Z, C▶, R, Up, Right**
Speed Warp View—**Z, C◀, R, Up, Right**
Speed Based Aspect Ratio—**Z, C◀, L, Up, Right**
Intoxicated AI Cars—**C▶, C▶, Right, Right, Down**
No Damage or Failures—**L, Z, START, Up, Up**
Bouncy Cars—**C▲, C◀, R, Up, Left**
Award 100,000 Sponsor Credits in support van—**L, Z, START, L, L**
Award maximum Championship Points in support van—**L, C▲, Left, L, L**
Repair all car damage in support van—**L, Z, R, L, START**
Toxic Waste Dump—**C▶, C▶, R, L, Up**
Volcano Valley—**C◀, Z, R, L, Down**
Upside-Down World—**C▲, Z, START, Up, Down**
Spinning World—**R, C▶, R, Up, Right**
Real Hills—**L, Z, Left, Up, START**
Shadow Racer—**C▲, Z, Right, Up, Z**
Tall Car—**C◀, Z, START, Left, Down**
Long Car—**C▶, C▶, Right, Left, Left**
Giant Car—**R, C▶, R, Left, Up**
No Tires—**R, C▶, R, Down, Down**
Tires Only—**C▼, Z, Right, Left, Right**
Monster Tires—**C▶, C▶, Right, Down, Up**
Cylinder Tires—**C▲, Z, Right, Down, Right**
Wobble Tire—**R, C▶, START, Down, Z**

TOY STORY 2

Level Select
At the main menu, press **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down.** You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TRIPLE PLAY 2000

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

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

TUROK: DINOSAUR HUNTER

Cheat Codes

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

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

"The Big Cheat"

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

TUROK 2: SEEDS OF EVIL

Cheat Codes

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

H E E E R E S J U A N—"Juan's Cheat"
A A H G O O—"Zach Attack Cheat"
O N L Y T H E B E S T—Warp to credits
B E W A R E O B L I V I O N I S A T H A N D—Unlocks all cheats

TUROK 3: SHADOW OF OBLIVION

Secret Passwords

From the main menu, select "Secrets." Then, select "Enter New Secret" at the screen that follows. Here you may enter any of the passwords below. Because the password system uses only images, here are the words we'll use to describe each of the password characters are as follows, going left to right:

1st row: Elk (Green), Lizard (Blue), Dragonfly (Red), Frog (Yellow), Horse (Magenta), Bull (Teal)
2nd row: Bear (Orange), Bird (Magenta), Bug (Teal), Fish (Green), Bird (Purple), Wolf (Blue)
3rd row: Coyote (Light Purple), Owl (Yellow), Cougar (Pink), Snake (Red), Rabbit (White), Eagle (Green)

Invincibility—Bird (Purple), Fish (Green), Eagle (Green), Bear (Orange), Lizard (Blue), Rabbit (White)
All Weapons—Owl (Yellow), Bear (Orange), Owl (Yellow), Bug (Teal), Bird (Purple), Owl (Yellow)
Unlimited Ammo—Fish (Green), Elk (Green), Bull (Teal), Snake (Red), Eagle (Green), Fish (Green)
All Keys—Lizard (Blue), Dragonfly (Red), Bull (Teal), Bear (Orange), Wolf (Blue), Eagle (Green)
Play Chapter 1—Frog (Yellow), Elk (Green), Horse (Magenta), Dragonfly (Red), Wolf (Blue), Rabbit (White)
Play Chapter 2—Owl (Yellow), Owl (Yellow), Horse (Magenta), Elk (Green), Elk (Green), Elk (Green)
Play Chapter 3—Owl (Yellow), Rabbit (White), Bear (Orange), Bug (Teal), Frog (Yellow), Cougar (Pink)
Play Chapter 4—Bear (Orange), Horse (Magenta), Bird (Purple), Eagle (Green), Horse (Magenta), Coyote (Light Purple)
Play Chapter 5—Bear (Orange), Dragonfly (Red), Horse (Magenta), Bear (Orange), Frog (Yellow), Elk (Green)
Headless—Lizard (Blue), Elk (Green), Eagle (Green), Owl (Yellow), Fish (Green), Horse (Magenta)
Big Heads—Cougar (Pink), Wolf (Blue), Snake (Red), Rabbit (White), Lizard (Blue), Coyote (Light Purple)
Big Hands and Feet—Lizard (Blue), Lizard (Blue), Dragonfly (Red), Horse (Magenta), Lizard (Blue), Coyote (Light Purple)
Skinny—Horse (Magenta), Eagle (Green), Snake (Red), Cougar (Pink), Bug (Teal), Fish (Green)
Shorty—Frog (Yellow), Frog (Yellow), Fish (Green), Bug (Teal), Wolf (Blue), Cougar (Pink)
Deathmatch Mannequins—Snake (Red), Bull (Teal), Snake (Red), Frog (Yellow), Bear (Orange), Elk (Green)
Gasping—Dragonfly (Red), Bull (Teal), Rabbit (White), Fish (Green), Eagle (Green), Bird (Purple)
Gouraud—Lizard (Blue), Fish (Green), Bug (Teal), Fish (Green), Wolf (Blue), Dragonfly (Red)
Menu Madness—Rabbit (White), Owl (Yellow), Horse (Magenta), Bug (Teal), Bear (Orange), Bear (Orange)
Clean Screen—Rabbit (White), Owl (Yellow), Lizard (Blue), Elk (Green), Fish (Green), Rabbit (White)
Credits—Elk (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green)
Pen And Ink—Cougar (Pink), Horse (Magenta), Elk (Green), Fish (Green), Cougar (Pink), Bird (Magenta)

VIGILANTE 8

Cheat Codes

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

A _ M O O N _ G E T A W A Y—Reduce gravity
L I V I N G _ F O R E V E R—Invincibility
M I X _ M A T C H _ C A R S—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode
M I S S I L E _ A T T A C K—Enhanced missile
I _ A M _ T O U G H _ G U Y—Hardest difficulty level
G O _ R E A L L Y _ S L O W—Slow motion mode
M A X _ R E S O L U T I O N—Ultra high-res display mode
F I R E _ N O _ L I M I T S—No weapon delay when firing
L E V E L _ S H O R T C U T—Unlocks Sand Factory and Secret Base levels
G A N G S _ U N L O C K E D—Unlocks all vehicles except flying saucer
G I M M E _ D A _ A L I E N—Unlocks flying saucer
J T B T 7 C F D 1 L R M G W—Unlocks everything
P O P U L A T I O N _ O U T—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "-"; this will eliminate all of the enemies. Press **A** to accept and start the game.
L O N G _ S L I D E S H O W—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press **A** to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code. For the "Unlock Ultra rez" code, you can switch to the Ultra resolution via the menu that appears while the game is paused.

Unlock all characters—LLA_KCOLNU
Invincibility—ELBICNIVNI
Max. stats—LLA_DORTOH
Unlock Ultra rez (requires expansion pak)—GO_MAX_REZ
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

WAR GODS

Fatalities

Ahua Kin—In close, 3-D, ↑ ↓ ↑ + High Kick
Anubis—3-D, → ↘ ↓ ↙ ← + High Punch + Low Kick
Pagan—From 1/2 screen distance, ← → + Low Punch
Tak—← ↙ ↓ ↘ → + Low Punch + High Kick
Maximus—Hold 3-D, press → → + High Punch + Low Punch
CY-5—From 1/2 screen away, ← ← + High Punch
Warhead—Far away, 3-D, → ↘ ↓ ↙ ← + High Kick
Voodoo—From 1/2 screen away, ← → + Low Punch
Vallah—In close, → → + Low Kick
Kabuki Jo—At sweep distance, ← ↙ ↓ ↘ → + Low Kick + High Kick

Play as Grox

At the character-select screen, quickly press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

Play as Exor

At the character-select screen, quickly press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Infinite Continues

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **C◀, C◀, Right, A, B, C▲, C▶**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

Cheat Menu

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

WCW BACKSTAGE ASSAULT

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Extra stamina—**R, R, B, R, R**
Indestructible weapons—**L, R, L, R, C◀, C◀**
Fat female wrestlers—**R, R, B, B, L, L**
Goofy sound effects during gameplay—**R, L, R, L, B, B**

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:

P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
y K h # J $ = J Q L m F s—World War III
@ K c X K F = W ? j ^ p F—Starrcade
r J P m B 6 l f M l k $ B—Superbrawl
t d ^ p K R m Z - < y L—Halloween Havoc
M S K D L T L R Y—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2 J J h K X d J F m 4 k B—Uncensored PPV Mode unlocked
@ J H k f y l B w f Q Q F—Spring Stampede

WINBACK

Codes

Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, hold **C▼** and press **START**.
Unlock Max Power Mode—**L, C▶, C◀, C▶, C◀, C▼, C▲, C▼, C▲, L + START**.
Unlock all characters in Versus mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, hold **C▲** and press **START**.

WIPEOUT 64

Main Menu Codes

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

Unlock Piranha II team—Hold **L + R + Z** and press **C▼, C▼, C▼, C▼, C▶, C▲, C◀**
Unlock Velocitar track—Hold **L + R + Z** and press **C◀, C▶, C▲, C▶, C◀**
Power-up weapons—Hold **L + R + Z** and press **C◀, C▶, C▼, C◀, C▶, C▼, C▲**

In-Game Codes

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

Race doesn't end when timer expires—Hold **L + R + Z** and press **C▲, C▶, C◀, C▼, C▲, C▶, C◀, C▼**
Infinite shield energy—Hold **L + R + Z** and press **C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶**
Unlimited weapons—Hold **L + R + Z** and press **C▼, C▼, C◀, C◀, C▶, C▶, C▲**

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars

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

Unlock All Sydney Tracks

From the main menu, select "Championship." Next, select "New Game." enter "FROZENSKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available.

Top View

During game play, press **Up, Up, Up, A, Left, A, A, A**. The camera view will immediately change after entering the code correctly.

XENA: WARRIOR PRINCESS

Secret Codes

At the main menu, press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Unlock Despair—**C◀, C▶, C◀, C▶**
Unlock Bunny Despair—**C◀, C▲, C▶, C▼**
Let Xena battle Gabrielle in Quest mode—**C◀, C◀, C◀, C◀**
Unlock "Titan" difficulty level—**C▲, C▼, C▲, C▼**

Battle Codes

At any time during a battle, hold down the Target button (Usually **A**) and press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Snow Fighters—Strong Punch, Strong Punch, Crouch
Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target
Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch

102 DALMATIANS: PUPPIES TO THE RESCUE

Passwords
Garage—Bone, Bone, Paw, Tank
Cafeteria—Domino, Bone, Key, Paw
Cruella!—Toy, Bone, Bone, Bone

1942

Passwords
Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

ACTION MAN: SEARCH FOR BASE X

Password
Enter the password "7 ! B !" to unlock all of the game's stages.

ASTEROIDS (Game Boy Color version)

Passwords
Enter these passwords from the "Single Player" option under the main menu.
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu.
C H E A T O N X—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

AUSTIN POWERS: OH BEHAVE!

Cheat Code—Platform Game
Enter the code "RAT POISON" at the "FAB-DOS" screen and press **B**; you'll get a confirmation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the "Platform" mini-game.
Cheat Code—Mojo Maze
Enter the code "SPEEDY" at the "FAB-DOS" screen and press **B**; you'll get a confirmation message that says "Faster Mojo!" Now Austin moves much faster in the "Mojo Maze" mini-game.
Unlock Gifts
Enter "FAB-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word.
GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
GET YOU—"Evacuation 1" sound
JUMBO—"Evacuation 2" sound
NO MOJO—"Goo sound" sound
MAGPIE—"Peeing" sound
IDIOT—"So who is he?" sound
SPRINGER—"Elvis lives!" wallpaper
LOOK—"Foxy Felicity" wallpaper
TWO OF US—"Sausages" wallpaper
TEARS—"Hands Up!" wallpaper
SPACE—"Bust an O-Ring" wallpaper
STEIN—"Fembot Vanessa" wallpaper
CCTV—"Ivana" wallpaper
HANDS—"Driving" wallpaper
TEETHING—"Austin steam" wallpaper
DOG—"Swallow's Eye" wallpaper

AUSTIN POWERS: WELCOME TO MY UNDERGROUND LAIR!

Cheat Codes
Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press **B**; a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also: If you enter the code "125CC", Dr. Evil will move much faster in the "Mojo Maze" game.
Unlock Gifts
Enter "EVIL-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word.
GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
MINI LAUGH—"Mini-Me Hehehe" sound
TABLE—"Table Problem" sound
HUG—"Hug" sound
DOCTOR—"Evil Dr" sound
SUPERVISOR—"The Boss" sound
ANOTHER PLAN—"Plan 2" sound
ELVIS—"Springer Evil" wallpaper
FOXY—"Evil Look" wallpaper
BANGERS—"Evil & Mini-Me" wallpaper
STICKUP—"Evil Tears" wallpaper
OIL RING—"Mini-me in space" wallpaper
TASTY FEMBOT—"Evil-Stein" wallpaper
IVANA YUM—"Evil CCTV" wallpaper
DRIVING—"Mini-Me hands" wallpaper
STEAM—"Teething" wallpaper
SWALLOW—"Alpha-Dog" wallpaper

BATMAN: CHAOS IN GOTHAM

Passwords
Race Through the City—Batgirl, Batcycle, Batman, Batmobile
It's No Laughing Matter—Batman, Batmobile, Batman, Batcycle
The Greatest of Ease—Batcycle, Batcycle, Batman, Batgirl
Thru the Garden of Evil (Part 1)—Batmobile, Batcycle, Batgirl, Batgirl
Thru the Garden of Evil (Part 2)—Batmobile, Batmobile, Batman, Batmobile
A Venomous Plan—Batgirl, Batgirl, Batmobile, Batcycle
Next Stop: Danger—Batman, Batcycle, Batgirl, Batcycle
2 + 2 Equals Two-Face—Batcycle, Batgirl, Batgirl, Batman

BLADE

Password
9 ? ! 1 N ? B K T ? 5 1 G—Watch ending

BLASTER MASTER: ENEMY BELOW

Passwords
E 6 C A D C K F—Area 1
E 6 D 3 D 3 K G—Area 2
E 7 C 3 D 3 K H—Area 3
E 7 D 3 D 3 K I—Area 4
F 6 C 3 D 3 K Q—Area 5
F 6 D 3 D 3 K R—Area 6
F 7 D 3 D 3 K T—Area 8

BOARDER ZONE

Passwords
1 3 1 0 9 5—Unlock Time Course 4
0 2 0 9 7 1—Unlock Time Course 5
2 9 0 7 7 1—Unlock Trick Course 5
3 1 0 1 6 9—Unlock Slalom Course 5

BUFFY THE VAMPIRE SLAYER

Passwords
3 N K F Z 8—Episode 2
9 M D 1 W V—Episode 3
X T N 4 F 7—Episode 4
S B V P L 2—Episode 5
9 D 6 F 0 S—Episode 6
B N P X Z 9—Episode 7
G H 9 M R Y—See the ending

BUST-A-MOVE MILLENNIUM

"Hidden" Puzzle Mode (Normal Field)
At the title screen—while the words "PRESS START" are flashing—press **A, A, Down, Up**. A purple Space Invader will appear in the lower left corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen; it has a completely new set of puzzles.
"Hidden" Puzzle Mode (Wide Field)
At the title screen—while the words "PRESS START" are flashing—press **Left, Right, B, B**. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code. Similar to the "Normal Field" cheat above, this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode.
Unlock All Secret Characters
At the title screen—while the words "PRESS START" are flashing—press **B, A, B, Down**. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character-select menu.

BUZZ LIGHTYEAR OF STAR COMMAND

Stage Select
Enter the password "8 V V B B" to gain access to Planet Z and all of the preceeding levels.

CARMAGEDDON

Secret Password
Enter 0 Z 6 S Z D ☠ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CHICKEN RUN

Level Passwords
Enter the following passwords to start at any level you choose. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (press **Down** to advance through the list): Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Diamond.
Level 2—Bronze, Cross, Crown, Bravery
Level 3—Diamond, Bravery, Honor, Bronze
Level 4—Cross, Bravery, Bronze, Bronze
Level 5—Crown, Diamond, Crown, Honor
Level 6—Valor, Diamond, Cross, Silver
Level 7—Honor, Valor, Cross, Bronze
Level 8—Diamond, Silver, Cross, Crown
Level 9—Honor, Valor, Bravery, Diamond
Level 10—Bronze, Bravery, Cross, Bravery
Level 11—Silver, Cross, Silver, Diamond
Level 12—Bravery, Diamond, Cross, Valor
Level 13—Silver, Cross, Bravery, Bravery
Level 14—Valor, Crown, Valor, Valor
Level 15—Bronze, Crown, Cross, Honor
Level 16—Valor, Silver, Bravery, Bravery
Level 17—Bronze, Silver, Valor, Diamond
Level 18—Crown, Valor, Diamond, Silver
Level 19—Cross, Silver, Silver, Crown
Level 20—Silver, Diamond, Valor, Bravery
Level 21—Crown, Valor, Cross, Silver
Level 22—Honor, Cross, Crown, Cross
Level 23—Crown, Silver, Cross, Honor
Level 24—Honor, Diamond, Valor, Diamond
Cheat Passwords
Enter any of the following codes at the password screen just as you would enter the stage passwords listed above. You'll hear a signal to confirm each code; note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done.
Infinite time—Diamond, Honor, Cross, Crown
Infinite chicken feed—Valor, Valor, Bravery, Bronze
Mr. & Mrs. Tweedy can't see you—Crown, Bronze, Honor, Valor
Walk through solid objects—Cross, Diamond, Silver, Valor
Press **SELECT** while paused to skip stage—Honor, Valor, Bronze, Silver

EVEL KNIEVEL

Secret Password
Enter LASTSTAGE as your password. You'll get a message that says "Invalid Password!" and you'll be returned to the main menu. However, if you select "Start New Game" you'll be able to play the Snake River Canyon level immediately.

GEX: ENTER THE GECKO

Password
Choose "Password" from the main menu and enter the following code:
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ ⇨ ⇦
⇦ ↓ ↓ → ⇨
This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead.

GHOSTS 'N GOBLINS

Quest 1 Passwords
L ♥ K ♥ ♥ ♥ B L—Level 2
Q 0 M ♥ ♥ ♥ 1 H—Level 3
P S 5 ♥ 7 ♥ B 4—Level 4
T J R ♥ 7 ♥ 2 h—Level 5
J J T ♥ 7 ♥ 7 L—Level 6
K D C ♥ H ♥ S H—Final boss
Quest 2 Passwords
G N ♥ ♥ K 0 0 H—Level 1
G N 1 ♥ 5 0 8 J—Level 2
X 4 3 ♥ 5 0 M R—Level 3
L S 5 H 9 1 1 4—Level 4
D N 7 ♥ 9 3 ♥ 7—Level 5
X N 9 ♥ 9 3 3 3—Level 6
N 8 C ♥ K 4 0 N—Final boss

GODZILLA: THE SERIES

Passwords
N C F R G J J B B K—Level 2
D M T F L S B F Q M—Level 3
P K D J M P L N P S—Level 4
K D Q L H R N D C N—Level 5
D M J M B J R F F R—Level 6

GRAND THEFT AUTO

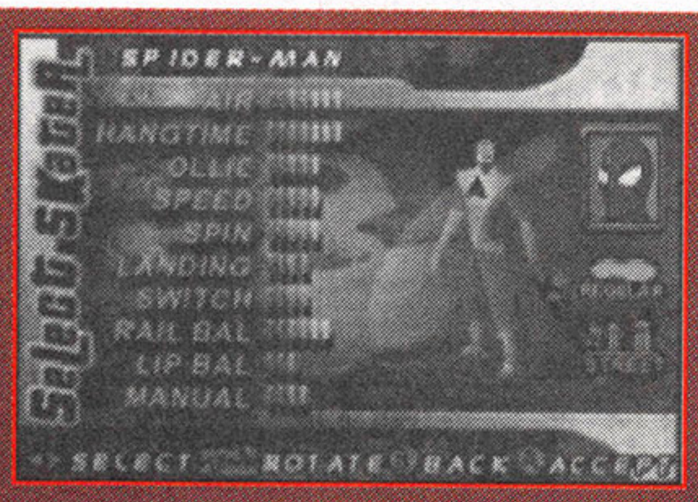
Unlock Hidden Characters
Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

HOT WHEELS STUNT TRACK DRIVER

Super Password
To unlock all of the tracks and the secret Twin Mill car, enter the password **Up, Left, Down, Right, Right, B**.
Living Room Passwords
Shadow Jet—**Right, Up, Right, Down, Up, A**
Tow Jam—**B, B, Left, Up, A, B**
Way 2 Fast—**Right, A, Right, B, Left, Down**
Slideout—**Down, A, Up, A, B, B**
Twin Mill—**Down, Left, B, B, Right, B**
Back Yard Passwords
Shadow Jet—**Right, B, A, Right, A, Right**
Tow Jam—**Left, Left, Up, A, Right, Right**
Way 2 Fast—**Down, Right, B, Right, Down, B**
Slideout—**Left, B, Left, Right, Down, B**
Twin Mill—**Up, B, Down, Down, Right, Left**

FIRST GAME BOY ADVANCE CODES?

At the time this issue went to press, the Game Boy Advance was not yet available in North America. However, we have been testing the first round of GBA games and we thought we'd show you the very first Game Boy Advance codes we found. Please be aware that these codes were discovered in a PREVIEW copy of *Tony Hawk's Pro Skater 2* and it's VERY possible that they will not work on your copy of the game. If that's the case, we're sorry, and we'll try to find out if there are different codes in the final version. However, we thought it would be worth it to tell you about the two secret characters we found, because if the codes are still in the game, you'll probably be the first person in your neighborhood to know about them! At any time during the game, press **START** to pause, then enter the following codes at the "Paused" menu:
Unlock Mindy—Hold **R**, press **A, Left, Left, Up, Right, B, A, START**
Unlock Spider-Man—Hold **R**, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**
You'll see the screen shake to confirm each code. Now exit the game and you'll find the two secret characters at the "Select Skater" screen.



Remember: If the codes don't work, it's not our fault!

Game Room Passwords
Shadow Jet—**Up, B, Up, Up, Left, A**
Tow Jam—**Left, Left, Up, Left, A, Left**
Way 2 Fast—**Right, Right, Down, A, Down, B**
Slideout—**Down, B, B, B, Right, Down**
Twin Mill—**Right, Up, Right, B, B, Right**
Kitchen Passwords
Shadow Jet—**B, Left, B, Up, Up, Left**
Tow Jam—**Down, Up, Left, Down, Down, A**
Way 2 Fast—**Up, A, A, Down, Left, Up**
Slideout—**A, A, Right, Right, B, Down**
Twin Mill—**Right, Up, Right, Down, A, Right**
Barn Passwords
Shadow Jet—**Down, Left, Up, A, Up, Up**
Tow Jam—**B, B, B, Left, Left, Up**
Way 2 Fast—**Left, Up, A, B, B, Right**
Slideout—**Right, Up, Left, Up, Left, Right**
Twin Mill—**Right, Left, Up, A, Up, Down**

JAMES BOND 007

Mini-Games
To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

KLAX (Game Boy Color version)

Passwords
Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Yellow alien, yellow alien, blue square, green alien—Wave 10 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Green diamond, blue square, green diamond, green alien—Wave 20 completed
Pillar, yellow alien, blue square, pillar—Wave 25 completed
Green alien, red circle, pillar, pillar—Wave 30 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
Pillar, green diamond, green diamond, red circle—Wave 40 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed
Blue square, green diamond, yellow alien, blue square—Wave 50 completed
Pillar, blue square, blue square, yellow alien—Wave 55 completed
Red circle, blue square, red circle, green alien—Wave 60 completed
Red circle, green diamond, green diamond, green alien—Wave 65 completed
Red circle, blue square, blue square, pillar—Wave 70 completed
Green alien, green alien, yellow alien, red circle—Wave 75 completed
Pillar, red circle, red circle, pillar—Wave 80 completed
Blue square, green alien, green diamond, red circle—Wave 85 completed
Yellow alien, green alien, red circle, green diamond—Wave 90 completed
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

LUCKY LUKE

Passwords
Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke
Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Ranch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

M&M'S MINIS MADNESS

Passwords
The Warehouse, part two—Green, Blue, Yellow, Red, Yellow, Yellow
The Conveyors, part one—Green, Blue, Green, Red, Green Yellow
The Conveyors, part two—Red, Yellow, Orange, Yellow, Brown, Blue
The Conveyors, part three—Brown, Green, Red, Blue, Orange, Blue

MARY-KATE & ASHLEY: GET A CLUE!

Passwords
M H N T G F—The Case of the Missing Mummy
N L B R T C—The Case of the Rock & Roll Mystery
R G T M N L—The Case of the Green Ghost
F B L H C H—The Case of the Summer Camp Caper

MEN IN BLACK: THE SERIES

Access Codes
2 7 1 0—Manhattan
1 8 0 7—Sewers
0 3 0 9—Aerodrome
2 7 0 5—Rooftops
3 1 0 7—Forest
1 9 4 3—Game ending
Zoom Mode
Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.
Stage Skip
Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MOON PATROL/SPY HUNTER

Infinite Lives in Moon Patrol
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A**; you'll hear a signal to confirm the code.
Start Spy Hunter *with All Special Weapons*
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B**; you'll hear a signal to confirm the code.

MORTAL KOMBAT 4

Extra Credits
At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.
Kombat Codes
At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:
1) Highlight the first icon box, press **Up** once.
2) Highlight the second icon box, press **Up** nine times (or Down once).
3) At the third box, press **Up** twice.
4) At the fourth box press **Up** twice.
5) At the fifth box press **Up** three times.
6) At the last box press **Up** four times.
You'll get a message to confirm proper entry of each code:
1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords
D D M M N N—Adventure Park
N N R R G G—The Living Room!
C C L L R S—Volcano Underpass
J J M P P R—Mean Streets
S W W T C H—Ice Scream

MULAN

Passwords
J S F P W—Level 2
Q G H X B—Level 3

THE MUMMY RETURNS

Passwords
From the main menu, select "Load Game" to enter the password input screen. Remember, all passwords read clockwise starting from the topmost letter on the screen. Hold **A** while entering it to see what you are doing.
1 P W K 4 7—Break-in at the O'Connell Mansion
K 3 J 1 7 8—The Rescue
X S 0 N 0 C—Bus Getaway
N 0 N 1 F 1—Canyon Chase
B 4 S 6 L 7—Arrival at the Oasis
1 4 4 W 8 8—Into the Pyramid
R D V 0 1 1—Final Escape
6 4 P 5 1 T—Ending

NASCAR RACERS

Passwords
K T H Z T R Y W—Jungle Track 2
P X M M Z C H W—Jungle Track 3
T Y G N D P T S—Jungle Track 4
L Y M T H X R S—Egypt Track 1
Z T C S M G Z W—Egypt Track 2
D Y C L N S D R—Egypt Track 3
D T D W W Y D Z—Egypt Track 4
C N C M C C M L—Europe Track 1
D S T Z L C T Y—Europe Track 2
N H K M Z R X Z—Europe Track 3
L S C L L L Z S—Europe Track 4
L T N T H H C X—St. Petersburg Track 1
W H X S S T N T—St. Petersburg Track 2
N Y L W N D S W—St. Petersburg Track 3
P G P M W K P Y—St. Petersburg Track 4

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords
C B T H P M—The Case of Volcano Mystery
G M Q T C K—The Case of the Haunted Camp
L H D D Q J—The Case of the Fun House Mystery
M D G K M Q—The Case of the Hotel Who-Done-It

NFL BLITZ

Passwords
0 6 2 6 7 5 4 5—Play as the Midway Blitzers
0 0 6 0 6 7 4 4—Play as the Emeryville Eclipse
Secret Codes
Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:
Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, B, A, Up**

ODDWORLD ADVENTURES

Super Jump
When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.
Passwords
J C B C M—Level 2-0
J M B C C—Level 2-1
J M C C B—Level 2-2
J P C C D—Level 2-3
J T C C J—Level 2-4
S T C C S—Level 2-5
S B C C T—Level 2-6
T B F C Q—Level 2-7
T B K C L—Level 3-1
T B T C B—Level 3-2
T B T D C—Level 3-3
T B T B T—Final Level

PITFALL: BEYOND THE JUNGLE

Passwords
S W N G R B T S—The Wilderness
F L T Y W T R S—Underground Caverns
G N G D W N—The Volcano
S L T H H R N G—The Prison 1
B N G D N S D—The Prison 2
S W P N G B L W—The Scourge

POCAHONTAS

Passwords
K P G X H 4 T 8—Stage 2
C M Q Z B 6 R 1—Stage 3
J W D L F 7 K 5—Stage 4
T G N D X 3 V 9—Stage 5
H F S B D 2 M 6—Stage 6
Q Z J R L 1 W 4—Stage 7
B P X C V 7 Z 3—Stage 8
S D L F T 8 G 2—Colors of the Wind
R W H J X 9 Z 5—Stage 9
M V N G B 4 C 6—Stage 10
K C Q T D 3 W 1—Stage 11
T B P R G 5 H 8—Stage 12
Q F C M X 2 B 9—Stage 13
V D H K S 6 L 7—Stage 14
B N J H Z 1 R 9—Stage 15

POKÉMON (Red, Blue and Yellow versions)

Celadon "Rocket Game Corner" Tips
• Slot Machines—Watching the reels carefully can increase your odds of getting a match. For example, watch for a particular image or number to scroll by, and hit the **A** button as soon as it appears for each reel. The chances of you lining up another image is fairly high, as long as you don't get dizzy staring at the tiny Game Boy screen. Although it's claimed that the slot machines inside this casino have different odds, watching the reels works on all of them.
• Secret Coins—After speaking to the other people in the casino to get coins, you can find secret coins lying on the floor of the Game Corner by moving around and pressing **A**.
Evolution Tip
Some Pokémon can only be evolved through the use of elemental Evolution Stones. It is a bad decision to evolve your Pokémon right away, since there may be some attacks it can only learn in its Basic Evolution stage that it would never learn if you evolved it right away.
Hidden Machine Tips
• Hidden Machines, or HMs, are permanent. If you teach them to one of your Pokémon, they will never forget it; therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party.
• HM 01 (Hidden Machine 01): Cut—When you use Cut in a grassy area, you will clear away four squares of grass. Using this method is one way to avoid random encounters with wild Pokémon.
Master Ball Tip
The Master Ball is an ultimate Pokéball that can capture any Pokémon instantly. It can only be used once, so don't waste it on a common Pokémon. It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds.
Fight Mewtwo
In order to fight Mewtwo, you need to gain access to the Unknown Dungeon. You must defeat the Elite Four before the man blocking the entrance will allow you through. Also, you must NOT reset your game after you've beaten it. Wait for the credits to finish, then go back to the Start screen by pressing **A**. Fly to Cerulean city, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city. Right before you fight Mewtwo, save your game. That way if you lose or if Mewtwo faints, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Zapdos, Articuno and Moltres. When you fight Mewtwo, either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls.
Quick Experience Gain
If you have a group of strong Pokémon with one weak Pokémon, you can level up your weak Pokémon quickly by letting it share experience with a stronger one. Put the weak Pokémon at the top of the list so it always goes out into battle first. Switch it immediately with a strong Pokémon and the two will split the experience points in half. This is a good way to level up Pokémon like Magikarp, which are useless before they evolve.
Rare Candy Tip
Gaining levels by using Rare Candy on your Pokémon is not as effective as leveling up your Pokémon normally. Pokémon who legitimately gain experience improve their statistics more dramatically than Pokémon who only used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokémon at once, since it will be weaker than other Pokémon that are the same level.
Increase Stats
Use one of your Pokémon in battle until all of its PP for one move is depleted. Take it to a Poké Center to store it in Bill's PC, then immediately take it out again. Heal your Pokémon at the Poké Center, then check its statistics—you'll find that some of its attributes have slightly increased. This occurs even if you're using a Pokémon that's already at Level 100.

POKÉMON: SPECIAL PIKACHU EDITION (Yellow version)

Level Up Pikachu

When playing *Pokémon Yellow*, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned. Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another *Pokémon* game that you've already finished and quickly level Pikachu up by having him lead off during battles in the Elite Four tournament. When you trade him back into *Pokémon Yellow*, your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge. This only works with your *Pokémon Yellow* starting Pikachu (the one that follows you everywhere).

Bucket-Head Pikachu

Pikachu trails behind your character during the game, and you can turn around and "speak" to Pikachu to get a graphic representation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu. After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

POKÉMON PUZZLE CHALLENGE

Extra Difficulty Levels in 1P Challenge Mode

Choose "Challenge" from the "1 Player" menu; at the "Game Lvl." screen, highlight "Hard," hold **SELECT** and press **A** to unlock the "S-Hard" difficulty option. Highlight "S-Hard," hold **SELECT** and press **A** again to unlock the "Intense" difficulty setting.

Extra Options

Choose "Options" from the main menu, then hold **SELECT** and press **A**; you'll hear a chime. Now press **Down** to find seven new items at the Options menu, including a garbage limiter, an option to change the "slow" speed and the ability to toggle various game sounds on or off.

View Chain Stats

At the main Records menu, hold **SELECT** and press **A**; a new menu screen will appear that lets you view more detailed stats about the chains you've created.

THE POWERPUFF GIRLS: BAD MOJO JOJO

Secret Codes

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:

ANUBISHEAD (or TARGETGAME)—Unlock the "Professor Utonium" trading card
SNOWPOKE (or GAMESTOP)—Unlock the "Sara Bellum" trading card
ZORCH (or BESTBUYPWR)—Unlock the "Brick" trading card
DOGGIEDO (or EBWORLD)—Unlock the "Rowdyruff Boys" trading card
FIZZAT (or SEARS)—Unlock the "Princess" trading card
TOYSTOWN (or CITYRULES)—Unlock the "Powerpuff Girls" trading card
ROACHCOACH—Unlock the "Roach Coach" trading card
TOYSRUSCOM—Unlock the "Volcano Mountain" trading card
TOWNSVILLE—Unlock the "Utonium Chateau" trading card
SEDUSA—Unlock the "Sedusa" trading card
GOGETBUTCH—Unlock the "Pokey Oaks School" secret level
DUSTBOOMER—Unlock the "Townsville Art Museum" secret level
CHERRY—Unlock the "Unlimited Red Chemical X" cheat
LICORICE—Unlock the "Black Chemical X" cheat
IGOTWINGS—Unlock the "Unlimited Flight" cheat
DOGMODE—Unlock the "Unlimited Lives" cheat
GIRLPOWER—Unlock the "Unlimited Super Attack" cheat
CHEMICALX—Unlock the "Buttercup Graphic" cheat
BOOGIEMAN—Unlock the "Bubbles Graphic" cheat
USESNIPS—Unlock the "Boomer Graphic" cheat
BESNAILS—Unlock the "Butch Graphic" cheat
TAILSRULE—Unlock the "Brick Graphic" cheat
BROCCOLOID—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

THE POWERPUFF GIRLS: BATTLE HIM

Secret Codes

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:

TOYSTOUGH (or TARGETPUFF)—Unlock the "Mayor" trading card
RUFFBOYS (or BIGBILLY)—Unlock the "Talking Dog" trading card
ICEBREATH (or BESTBUYHDQ)—Unlock the "Boomer" trading card
FLEETFEET (or GOTOSEARS)—Unlock the "Utonium Family" trading card
HOTLINE (or ELBO)—Unlock the "Boogieman" trading card
TALKINGDOG (or TOYSPOWER)—Unlock the "City of Townsville" trading card
MRSBELLUM (or RICHMONDVA)—Unlock the "Rainbow the Clown" trading card
MALPHS—Unlock the "Townsville Art Museum" trading card
PRINCESS—Unlock the "Townsville City Hall" trading card
POWERPUFF—Unlock the "Evil Cat" trading card
GOGETBUTCH—Unlock the "Townsville Skies" secret level
BEATBRICK—Unlock the "Utonium Chateau" secret level
CANDYAPPLE—Unlock the "Unlimited Red Chemical X" cheat
MIDNIGHT—Unlock the "Black Chemical X" cheat
JETFUEL—Unlock the "Unlimited Flight" cheat
UNDEAD—Unlock the "Unlimited Lives" cheat
PHONECARD—Unlock the "Unlimited Super Attack" cheat
MISSKEANE—Unlock the "Blossom Graphic" cheat
LUMPKINS—Unlock the "Buttercup Graphic" cheat
WANTSNIPS—Unlock the "Boomer Graphic" cheat
SNAILSIAM—Unlock the "Butch Graphic" cheat
ITOOKTAILS—Unlock the "Brick Graphic" cheat
MCCRACKEN—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

THE POWERPUFF GIRLS PAINT THE TOWNSVILLE GREEN

Secret Codes

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:

TOYSCIENCE (or TARGETPOWR)—Unlock the "Little Arturo" trading card
TOYSMAGIC (or GRUBBER)—Unlock the "Grubber" trading card
SQUID (or BESTBUYPUF)—Unlock the "Snake" trading card
KABOOM (or EBSTORE)—Unlock the "Big Billy" trading card
FLEETFEET (or SEARSRULES)—Unlock the "Ms. Keane" trading card
WUNK (or GOCIRCUIT)—Unlock the "Ace" trading card
ROWDYRUFFS—Unlock the "Butch" trading card
RZONE—Unlock the "Fuzzy Lumpkins" trading card
MOJOJOJO—Unlock the "Broccloid Emperor" trading card
AMOEBABOYS—Unlock the "Townsville Dump" trading card
BEATBRICK—Unlock the "Utonium Chateau" secret level
DUSTBOOMER—Unlock the "Bonsai Garden" secret level
RUBIES—Unlock the "Unlimited Red Chemical X" cheat
EBONY—Unlock the "Black Chemical X" cheat
IFLYINSKY—Unlock the "Unlimited Flight" cheat
QUICKENED—Unlock the "Unlimited Lives" cheat
POWERCALL—Unlock the "Unlimited Super Attack" cheat
POKEYOAKS—Unlock the "Blossom Graphic" cheat
UTONIUM—Unlock the "Bubbles Graphic" cheat
SNIPSFORME—Unlock the "Boomer Graphic" cheat
LIKESNAILS—Unlock the "Butch Graphic" cheat
GOTMETAILS—Unlock the "Brick Graphic" cheat
OCTIEVIL—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2
BILLHUDSON—Unlock all trading cards, cheats and secret levels

PRINCE OF PERSIA

Passwords

0 6 7 6 9 0 7 5—Level 2
2 8 6 1 1 0 6 5—Level 3
9 2 1 1 7 0 1 5—Level 4
8 7 0 1 9 1 0 5—Level 5
4 6 3 0 8 1 3 5—Level 6
6 5 9 0 3 1 9 5—Level 7
7 0 9 1 4 1 9 5—Level 8
6 8 8 1 3 6 8 5—Level 9
0 1 4 1 4 6 5 4—Level 10
3 2 7 1 0 7 4 4—Level 11
2 6 6 1 4 7 7 4—Level 12
9 8 1 1 9 4 6 4—Battle with Jaffar
8 9 0 1 2 4 1 4—Ending

PROJECT S-11

Passwords

F L L T—Mission 1
H 0 ! 3—Mission 2
3 ! ! F—Mission 3
S Z P P—Mission 4
0 Z 3 7—Mission 5
G ! Z T—Mission 6
G F G F—Mission 7
V 0 7 T—Mission 8

RAMPAGE WORLD TOUR

Two-Player Mode

To unlock a secret two-player link cable option, hold the **SELECT** button at the main menu and press **Up, Down, Left, Right, Down, Up**. Note that you must have two Game Boys, a link cable and two copies of the *Rampage* cartridge to play in two-player mode.

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

1) Enter one of the following as the first character of your password to choose which character you'd like to play as:
B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus

2) Enter one of the following as the second character of your password to choose which area you'd like to start in:
B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space

3) Enter any character *except* 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.

4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxers

Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.**

Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.**

Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.**

ROAD CHAMPS: BXS STUNT BIKING

Password

Q G F 7—Unlock all modes and most levels

ROCKET POWER: GETTIN' AIR

Unlock All Levels

From the main menu, select "Password." At the password entry screen, press any of the following button combinations to start a game with all levels unlocked at the corresponding skill level:

Skill 1—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Down, Down, Right, Up, Up, Up, START**

Skill 2—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**

Skill 3—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**

RUGRATS IN PARIS: THE MOVIE

Password

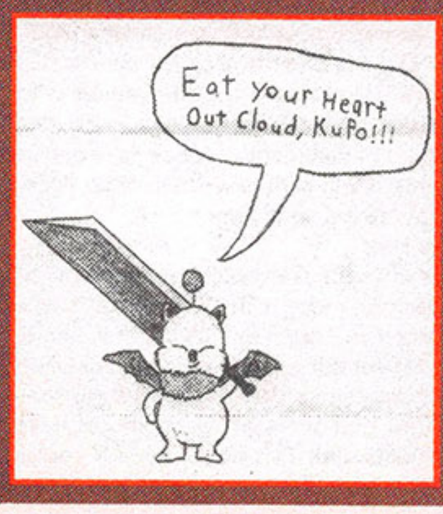
Q P R C H J N Y—First three park gates unlocked

THE RUGRATS MOVIE

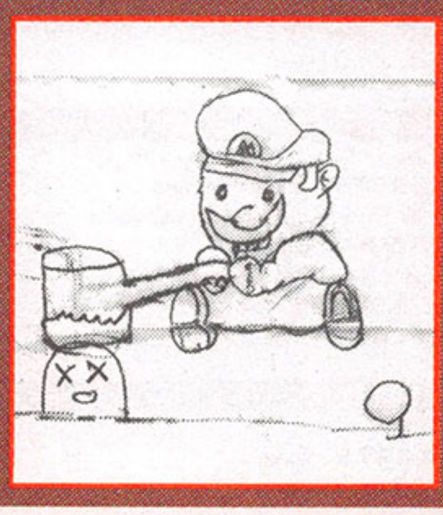
Passwords

B V B Y F J N D—Train Crash
T Q M M Y _ Q K—Hospital
R J D B C V R T—Light Woods
V N G B L J C V—Dark Woods
B J G S M V S H—Reptar Ride
L J T B W Q Q D—Ancient Ruins

TIPS & TRICKS Reader Art Gallery

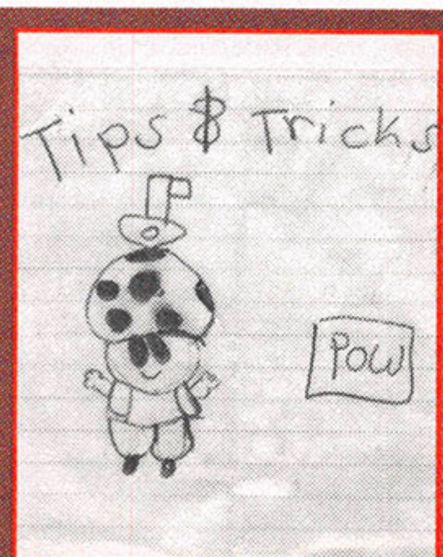


by Justin McCabe, Mancos, CO



by Josh Parker, Rocky Mount, NC

by Joshua Vasquez, Bronx, NY



by Trevor McManis, Modesto, CA

RUGRATS: TIME TRAVELERS

Passwords

M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SHAMUS

Cheat Passwords

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:
5 G F 3 S G V 1 V—Level 1: The Laboratory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

THE SIMPSONS: NIGHT OF THE LIVING TREEHOUSE OF HORROR

Passwords

F W X C K J X G L W N—Flying Tonight
W S Q L S W R B N R F—Plan 9 From Outer Springfield
B X P G C F P Y J W B—Vlad All Over
N P K Y G B K T F W Q—Nightmare Cafeteria
W S Q J L T Q F Y W K—If I Only Had a Body
X Q R F J W R B T W P—King Homer

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords

Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad

"Hard" Mode Passwords

Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SNOOPY TENNIS

Password

W W X R—Unlock all characters

SPACE INVADERS (Game Boy Color version)

Passwords

C L S S 1 2 8 1 9 9 9 D B M—Classic Mode
W W Y X T C 2 N Q W 7 9 V Y—Venus
? W Z 4 V C L N 4 W 8 1 V ?—Mars
R S S N 3 Q J 7 8 ? G J M C—Jupiter
W S P Z M S 0 8 N ? H 8 N F—Saturn
C V 1 ? Q W K G J 3 X 8 R 5—Uranus
H V 2 7 R W 1 G N 3 Y 0 R 7—Neptune
M V 7 H R C L H S 3 Z S R 9—Pluto

SPAWN

"Normal" Passwords

Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart

"Hard" Passwords

Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

SPIDER-MAN (Game Boy Color version)

Passwords

From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password.
G V C B F—Venom defeated
Q V C L F—Venom and the Lizard defeated
G – F G N—Connors Lab

SPONGEBOB SQUAREPANTS LEGEND OF THE LOST SPATULA

Cheat Code

Choose "Continue" from the main menu and enter "D3BVG-M0D3" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" at the Pause Menu; this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen.

STAR WARS EPISODE I OBI WAN'S ADVENTURES

Passwords

B Q V Q K—Level 2
W N L R M—Level 3
S D G N K—Level 4
C N L M L—Level 5
B X G T G—Level 6
Q S R V J—Level 7
T K G J Z—Level 8
L P Z C P—Level 9

STREET FIGHTER ALPHA

Fight Akuma or M. Bison

To fight Akuma as your first opponent, choose your fighter at the character- select screen. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison instead, hold **SELECT + B + A** in the same way.

TARZAN (Disney version)

Passwords

Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:

- Highlight the first character of the password, press **Up** once
- Highlight the second character, press **Up** twice
- Highlight the third character, press **Up** six times
- Highlight the last character, press **Up** three times

Now you can press **START** to lock in the password.
3 1 2 3—The Jungle is my Playground
0 0 4 5—I'm No Second Banana
1 2 6 3—Jungle Legend
6 6 2 0—Go Out on a Limb
5 4 3 6—Ship Escape

TETRIS DX

Rising Pieces

At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

TONY HAWK'S PRO SKATER 2

Passwords

B 5 8 L P T G B B B B V—All boards & levels unlocked
V ! T ! M B B B B B V V—Start with Tony Hawk and $81,910

TOP GEAR POCKET

Password

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords

P B P P—Scene 2
B J W J—Scene 3
P J B W—Scene 4
W B P P—Scene 5
J P W W—Scene 6
J B P J—Scene 7
W P W P—Scene 8
J J W W—Scene 9
P B W J—Scene 10
B P W W—Scene 11
W W W W—Ending

TUROK 3: SHADOW OF OBLIVION

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below. You'll hear a special sound effect upon entering a correct code.
Z X L C P M Z—Infinite Ammo
F J V H D C K—Infinite Lives

Easy Difficulty Passwords

S D F L M S F—Mission 2
D V L F D Z M—Mission 3
V F D S G P D—Mission 4
C S D J K F D—Mission 5

Normal Difficulty Passwords

V L X C Z V F—Mission 2
D P S D C V X—Mission 3
Z M G F S C M—Mission 4
H W K L F Y S—Mission 5

Hard Difficulty Passwords

C J S D P S F—Mission 2
C M S D K C D—Mission 3
S P F P W L D—Mission 4
T P D F Q G B—Mission 5

TWOUBLE

Passwords

Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)

Passwords

F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES

Password

Enter the password "M U T T L E Y" to unlock all of the secret characters and the "Crazy" Cup.

WARIO BLAST

One-Player Game

To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WORMS ARMAGEDDON

Passwords

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.
5 2 2 6—Tools
1 2 4 5—Egypt
2 6 4 3—Hell
4 1 3 6—Treehouse
5 4 1 3—Garden
3 2 6 6—Snow
2 2 5 5—Construction Site
3 6 3 1—Pirate
1 4 5 1—Fruit
3 6 4 4—Alien
4 3 3 3—Circuit
6 3 1 6—Medieval

WWF WRESTLEMANIA 2000

Championship Passwords

Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.
P K D Y—Last Password for Billy Gunn
C T F V—Last Password for Steve Austin
F T D 8—Last Password for The Rock
R C D D—Last Password for X-Pac

X-MEN MUTANT ACADEMY

Unlock Phoenix

At the title screen, press **Down, Right, Down, Up, Left, Right, B, A**. If you entered the code correctly, you'll see a special message appear to confirm.

Unlock Apocalypse

At the title screen, press **Right, Left, Up, Down, Left, Up, B, A**. If you entered the code correctly, you'll see a special message appear to confirm.

XTREME SPORTS

Cheat Menu

At the title screen menu, press **Left** five times, **Up** five times, **Right** five times, **Down** five times and **SELECT** five times. A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more. At the Sound Test menu, hold **A** and press **Left** or **Right** to change the number, then press **SELECT** to listen to it.

See the Ending

Enter the Sign-In Hut and enter your name as "staff" (all in lowercase). Exit the hut and go left; when you enter the Snack Hut you'll enter a secret level that displays the game's credits.

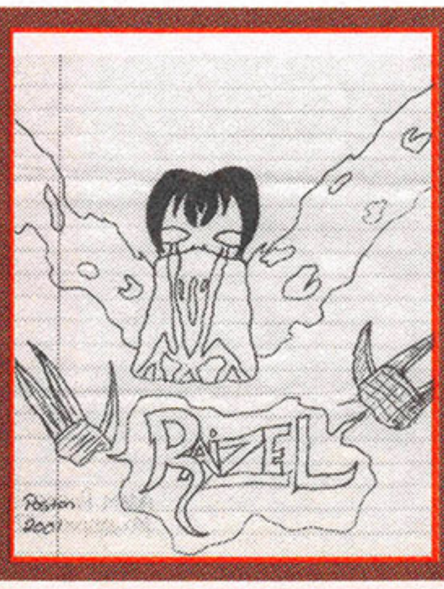
All Competition Medals

Enter the Sign-In Hut and enter your name as "xyzzy" (all in lowercase). Back outside, hold the **A** button and press **SELECT** to earn all 400 competition medals instantly. Now all you need to do is find the 20 secret Medals. If you hold **A** and press **SELECT** again, the Medal count will return to zero.

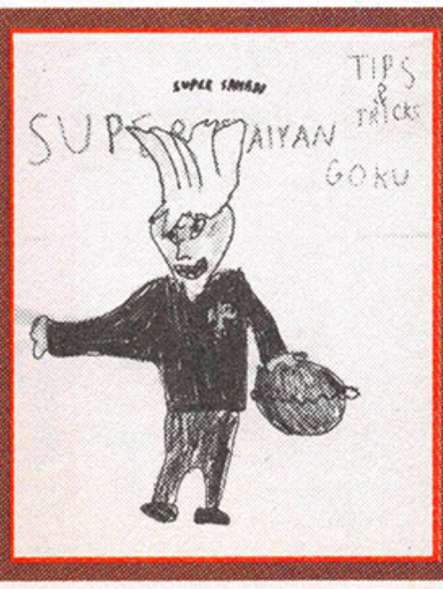
YARS' REVENGE

Password

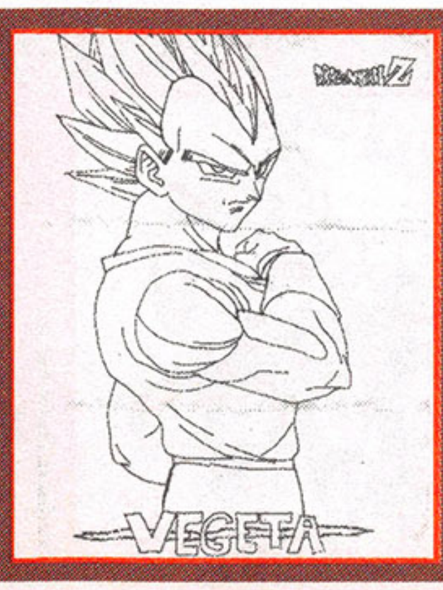
Enter the passcode "O + O O"; this will allow you to start at any stage up to and including Level 240.



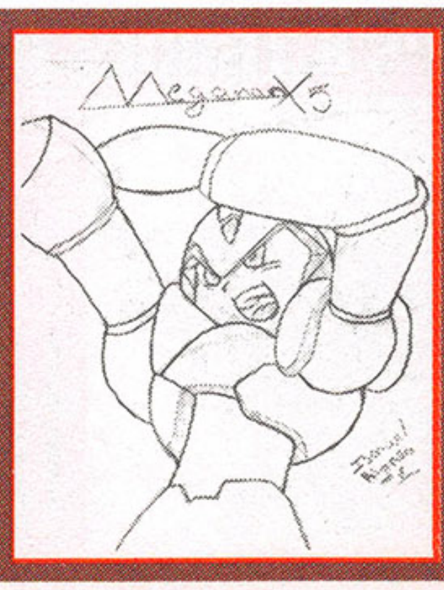
by Adam Poston, Kingsport, TN



by Michael Bryce, Library, PA



by Paul Brubaker, Temple Terrace, FL



by Ismael Alonso, Stone Park, IL

Dreamcast tips

AERO WINGS

Unlock Everything

Press **L + R** at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.

Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special" will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

AERO WINGS 2: AIRSTRIKE

Unlock Everything!

At the "Game Select" screen, hold **L + X** and press **Y**. You'll hear a special sound effect upon entering this correctly; now all of the planes, maps and missions will be unlocked.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Enter any of the following codes at the "Input Code" screen from the main menu. For the "face of" codes, all surface textures will be replaced by a picture of the corresponding person during gameplay.

J H N N B R Z—Infinite Health
B N G B N G B N G—Maximum ammo
M R C N H R—Play as Sarge
N M M N S—Play as Hoover
T N K K L L R—Play as Riff
N C M N G—Play as Shrap
B G G R N M N—Play as Thick
F R D C H C K N—Play as Scorch
G R M M R P R—Play as Grimm
G R L P W R—Play as Vikki
T N V L L N—Play as Plastro
M D T R P R—Play as Bad Guy
H P P C M P R—Play as Nice Guy
S P R H R—Play as a Super Hero
L T T L L S S—Play as a Little Lass
D N S R—Play as a Dinosaur
P N K B N N—Play as a Pink Bunny
S K L L—Play as a Skeleton
B T T L N—All Characters
S T L T H M D—Stealth Mode
F T H D—Fat Head
S L P H L L W—Headless
P N T H D—Peanut Head
V L S P R T—Evil Spirit
B G F T L V S—Big Foot
D S C M D N S S—Disco Madness
L N R G R V T—Lunar Gravity
R B N M L—Fast speed
L V N G L R G—Giant player
T H D T S T—Test Info
S F F R M V—Unlock "Making Of" video
F C F J H N R N—Face of John Ren
F C F H L—Face of Hal
F C F B R N—Face of Bryan
F C F J H N N—Face of Johnny
F C F M K—Face of Mike
F C F R C H R D—Face of Richard
F C F S T V—Face of Steve
F C F B R N T—Face of Brent
F C F R B N—Face of Robyn
F C F S T W R T—Face of Stewart
F C F T D D—Face of Todd
F C F J N—Face of Jun
F C F K T H—Face of Kathy
F C F J R M—Face of Jeremy
F C F D N N—Face of Danny
F C F B R D—Face of Brad
F C F D S T N—Face of Dustin
F C F C R R R N S T R M—Face of Carrie Renstrom
F C F T L R R N S T R M—Face of Tyler Renstrom
F C F M G N R N S T R M—Face of Megan Renstrom
F C F R N N X—Face of Ryan Nix
F C F N K K P N—Face of Nikki Pino
F C F L X S P N—Face of Alexis Pino
F C F C H D R B R T S N—Face of Chad Robertson
F C F B R N T N G N—Face of Brien Atangan
F C F V R G L B D—Face of Virgil Abad
M D W T S T N G—Face of Midway Testing

Level Codes

T R G H T R—Spy Blue
T D B W L—Bathroom
M S T R M N—Riff Mission
T L L T R S—Forest
S C R D C T—Hoover Mission
S T P D M N—Thick Mission
B L Z Z R D—Snow Mission
S R F P N K—Shrap Mission
G N R L M N—Fort Plastro
H T T T R T—Scorch Mission
Z B T S R L—Showdown
H T K T T N—Sandbox
P T S P N S—Kitchen
H X M S T R—Living Room
V R C L N—The Way Home

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then enter the following code very carefully:

Hold **L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**

Next, press **A** to confirm your cabbie; you'll hear a bicycle ring if you entered the code correctly.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R + START** and press **A**. Don't let go of **R + START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

No Destination Mark Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + START** and press **A**. Don't let go of **L + START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + R + START** and press the **A** button. Don't let go of **L + R + START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

Plug a controller into port C, then press **START** on Controller C at any time during the game. Now you can use the following commands on Controller C:

- Press **Y** to switch the view to a series of "instant replay"-type cameras like in the game's intro.
- Press **B** to switch the view to inside the driver's seat.
- Press **A** to return to the original view.
- Press **X** five times to make a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

DRACONUS: CULT OF THE WYRM

Cheat Codes

At the title screen, press **X, Y, Y, X, X, Y, Y.** You'll hear a special sound effect after entering it correctly. Then, during gameplay, press **START** to pause and enter any of the codes below:

Restore Health—Hold **L + R** and press **Left.**
Level Skip—Hold **L + R** and press **Down.**
Super Code—Hold **L + R** and press **Right.**

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**
Invincibility—**Up, Down, Left, RIght, X, Up, Down, Left, Right, Y**
More Grenades—**Down, Down, Down, Down, Down, Up, Up, Up, Up, R**
More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**
More Credits—**A, B, Left, A, B, Right, B, A, Down, R**
Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**
Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**
Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

F355 CHALLENGE: PASSIONE ROSSA

Extra Courses

At the "Options" menu, hold down **X + Y.** When you do this, a new menu item, "Password" will appear. While still holding **X + Y,** move the cursor to "Password" and press **A.** At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.

C i n q u e V a l v o l e—Unlock Fiorano
L i e b e F r a u M i l c h—Unlock Nurburgring
S t a r s & S t r i p e s—Unlock Laguna Seca
K u a l a L u m p u r—Unlock Sepang
D a y s o f T h u n d e r—Unlock Atlanta

FIGHTING FORCE 2

Stage Select

At the title screen, press **Left, Up, X, Up, Right, Y.** You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold **L + R + Down** on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

GIGA WING

Unlock All Gallery Images & Stranger

From the main menu, select "Gallery." Then, press **B, X, Y, B, B, Y, X, B.** You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2

Cheat Codes

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.

M U C H C A S H—Start with $500,000
U L T I M A T E—Start with $9,999,999
B I G G U N S—Start with all weapons
B I G C A T S—Start with 99 lives
S E S A M E—Unlock all levels
I N F I N I T Y—Infinite energy
L A W L E S S—No police
D B L W A M M Y—Start with infinite Double Damage power-up
S C O O B Y D O—Start with infinite invisibility
B I G F R I E S—Start with Stun Gun & infinite ammo
T O A S T I E S—Start with Flame Thrower & infinite ammo
W O U N D E D—Blood splats
A L L F R E N D—Max. respect for all gangs
E R R H U H—All pedestrians are Elvis
L O S T T O Y S—Retain weapons even if you get arrested or die

HIDDEN AND DANGEROUS

Unlock Cheats & All Missions

From the main menu, select "Start Game." Next, enter "RVLL" as your name (the second "L" should be flashing) and press **A.** If you entered the code correctly, the name should become erased automatically. Now press **B** to return to the main menu. You'll see the text "ALL MISSIONS" appear at the bottom of the menu. If you press **START** during gameplay, you'll see a new item called "Cheats" within the pause menu.

More Cheats

These cheats will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "IWILLCHEAT" as your name and continue the game setup as normal. Now you can enter any of the following codes at any time during gameplay. You'll hear a special sound effect after inputting each one. Remember, you must use the Dreamcast keyboard to type in these codes and you won't be able to see what you are typing as you do it.

e n e m y b—Toggle enemy view backward
e n e m y f—Toggle enemy view forward
r e s u r r e c t—Resurrect dead teammates
f u n n y h e a d—Big heads
d e b u g d r a w w i r e—Alternate graphics mode

THE HOUSE OF THE DEAD 2

Display Score

At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R.** When "2" appears, release **R** and hold **L.** When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu

At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y.** A new cheat menu will immediately appear.

KAO THE KANGAROO

Secret Codes

At any time during gameplay, press **START** to enter the pause menu, then select "Back to Map." Next, enter any of the following codes at the map screen that appears. You'll hear a special sound effect after entering a correct code.

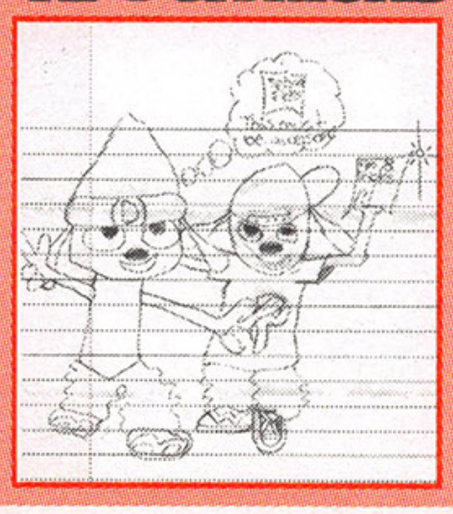
Unlock all stages—Hold **L + R** and press **Up, Down, Right, Left, Up, X**
Add one glove to your inventory—Hold **L + R** and press **Down, Right, Left, Down, A**

LEGACY OF KAIN: SOUL REAVER

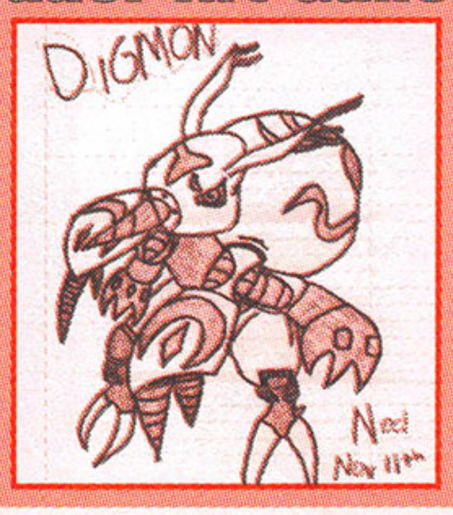
Secret Codes

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

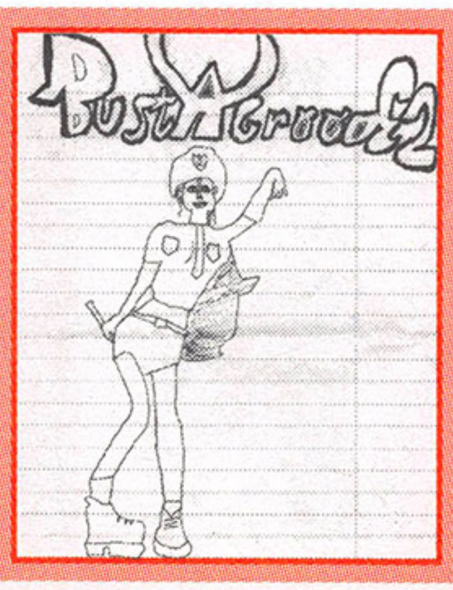
TIPS & TRICKS Reader Art Gallery



by Daniel Nava, Brooklyn, NY



by Ned Quintana, Rogers, AR



by Alex McEntee, Clackamas, OR

by Bryan Wilborn, Glendale, AZ

for different effects. You may also hold **R** instead of **L** in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game.

Restore Health—Hold **L**, press **Down, B, Up, Left, Up, Left**

Lose Health—Hold **L**, press **Left, B, Up, Up, Down**

Max Health—Hold **L**, press **Right, B, Down, Up, Down, Up**

Restore Magic—Hold **L**, press **Right, Right, Left, Y, Right, Down**

Max Magic—Hold **L**, press **Y, Right, Down, Right, Up, Y, Left**

All Abilities—Hold **L**, press **Up, Up, Down, Right, Right, Left, B, Right, Left, Down**

Fire Reaver—Hold **L**, press **Y, Right, Down, B, Up**

Aerial Reaver—Hold **L**, press **A, Right, Up, Up, Y, Left, Left, Right, Up**

Kain Reaver—Hold **L**, press **A, B, Right, Y, Left, Left, Right, Up**

Fire Glyph—Hold **L**, press **Up, Up, Right, Up, Y, X, Right**

Force Glyph—Hold **L**, press **Down, Left, Y, Down, Up**

Stone Glyph—Hold **L**, press **Down, B, Up, Left, Down, Right, Right**

Sound Glyph—Hold **L**, press **Right, Right, Down, B, Up, Up, Down**

Water Glyph—Hold **L**, press **Down, B, Up, Down, Right**

Sunlight Glyph—Hold **L**, press **Left, B, Left, Right, Right, Up, Up, Left**

LOONEY TUNES SPACE RACE

Secret Codes

At the main menu, select "Options," then select "Cheats." At the next screen, you may enter any of the following codes. The screen will flash green and you'll hear a special sound effect after entering a correct code.

C H E E S F I S H—Unlock everything

S U C C O T A S H—No Gags

D U C K A M U C K—Infinite Turbo

S A M R A L P H—Mirrored courses

MAG FORCE RACING

All Tracks & Vehicles

At the main menu, hold **X + Y** and press **Up, Left, Down, Right, Right, Up, Down, Right.** If you entered the code correctly, you'll hear a special sound effect.

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down, X**

Roll—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right, X**

Shadow Lady—Move the cursor to Morrigan, then press **Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, X**

Orange Venom—Move the cursor to Chun-Li, then press **Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X**

Orange Hulk—Move the cursor to Chun-Li, then press **Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X**

Gold War Machine—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, 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, Up, X**

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.

Anita—**START** + Light P. + Medium P. + Heavy P.

Arthur—**START** + Light P. + Medium P.

Colossus—**START** + Light P. + Medium P. + Medium K.

Cyclops—**START** + Light P. + Medium P. + Medium K.

Devilot—**START** + Medium P. + Heavy P.

Iceman—**START** + Medium P. + Medium K.

Jubilee—**START** + Medium P. + Heavy P. + Light K.

Juggernaut—**START** + Light P. + Medium K.

Lou—**START** + Medium P.

Magneto—**START** + Heavy P. + Light K.

Michele Heart—**START** + Light P. + Light K.

Psylocke—**START** + Medium K.

Pure & Fur—**START** + Light K.

Rogue—**START** + Light P. + Medium P. + Heavy P. + Light K.

Saki—**START** + Heavy P.

Sentinel—**START** + Medium P. + Heavy P. + Medium K.

Shadow—**START** + Light P. + Heavy P. + Medium K.

Storm—**START** + Light P. + Heavy P. + Light K.

Thor—**START** + Medium P. + Light K.

Ton Pooh—**START** + Light P. + Heavy P.

Unknown Soldier—**START** + Light P.

U.S. Agent—**START** + Heavy P. + Medium K.

MDK 2

Alternate Costume for Kurt

At the title screen, hold **L + R** and press **X, X, Y, X.** You won't get any confirmation, but if you start a new game and complete the first scenario, Kurt will appear without his coil suit.

Alternate Camera Setting

During gameplay, press **START** to pause, then hold **L + R** and press **B, A, B, A.** The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right.** You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run** (**L + R** in the default control configuration) simultaneously to access the cheat menu.

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X,** or **Y**

Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X,** or **Y**

Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X,** or **Y**

Kombat Kodes

When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

001—Unlimited Run

323—Kombat Zone: Church

343—Kombat Zone: The Netherealm

353—Kombat Zone: Soul Chamber

363—Kombat Zone: Ladder7

321—Big Head Mode Active

111—Free Weapon

100—Throwing Disabled

444—Armed and Dangerous

666—Silent Kombat

050—Explosive Kombat

222—Random Weapons

123—No Power

555—Many Weapons

002—Weapon Kombat

012—Noob Saibot Mode

020—Red Rain

010—Maximum Damage Disabled

110—Throwing and Max. Damage Disabled

011—Kombat Zone: Goro's Lair

022—Kombat Zone: The Well

033—Kombat Zone: Elder Gods

044—Kombat Zone: The Tomb

055—Kombat Zone: Wind World

066—Kombat Zone: Reptile's Lair

101—Kombat Zone: Shaolin Temple

202—Kombat Zone: Living Forest

303—Kombat Zone: The Prison

313—Kombat Zone: Ice Pit

NBA 2K1

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu.

v c—Unlock three "Superstars" teams

h e l i u m b r a i n—Enable giant heads

a l i e n b r a i n—Enable monster players

t v i r u s—Enable infected players

s o h a p p y—Enable happy players

w h a t a m i s a y i n g—Enable crazy commentary

b e t h e b a l l—Enable basketball camera

r a d i c a l—Enable cool looks

t h e 7 0 s l i v e—Enable hip clothes

NBA HOOPZ

Match-Up Screen Codes

At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the **X, A** and **B** buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the **X** button three times, the **A** button once and the **B** button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the third number in each code by pressing the **Y** button instead of **B**.

3-1-2-Up—Infinite turbo

4-4-4-Left—No goaltending

2-2-2-Right—No fouls

0-1-1-Down—Show shot %

1-1-0-Down—Show hotspot

3-0-1-Up—No hotspots

1-2-1-Left—Granny shots

3-2-0-Left—Street court

0-2-3-Left—Beach court

1-1-1-Right—ABA ball

0-2-4-Right—Away uniform

0-1-4-Right—Home uniform

3-0-0-Right—Big heads

5-4-3-Left—Tiny players

3-3-0-Left—Tiny heads

NFL BLITZ 2001

Secret Cheats

At the match-up screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "No Punting" code (1-5-1-Up), press Turbo once, Jump five times and Pass one time, then press **Up** on the D-pad. A message will appear to confirm each code.

Show field goal %—0-0-1-Down

No CPU assistance—0-1-2-Down

Show more field—0-2-1-Right

Fast tubo running—0-3-2-Left

Super blitzing—0-4-5-Up

Big football—0-5-0-Right

Hide receiver name—1-0-2-Right

Tournament mode—1-1-1-Down

No play selection—1-1-5-Left

Super field goals—1-2-3-Left

No punting—1-5-1-Up

No first downs—2-1-0-Up

Allow out-of-bounds—2-1-1-Left

Deranged blitz—2-1-2-Down

Always QB—2-2-2-Left

Always receiver—2-2-2-Right

Unlimited throws—2-2-3-Right

Power-up teammates—2-3-3-Up

Fast passes—2-5-0-Left

Power-up offense—3-1-2-Up

Power-up blockers—3-1-2-Left

Smart CPU—3-1-4-Down

No highlighting of receivers—3-2-1-Down

Ultra hard Blitz—3-2-3-Up

Mystery ball—3-2-3-Left

No interceptions—3-4-4-Up

Power-up speed—4-0-4-Left

Power-up defense—4-2-1-Up

No random fumbles—4-2-3-Down

Super passing—4-2-3-Right

Invisible player—4-3-3-Up

Snowy weather—5-2-5-Down

Rainy weather—5-5-5-Right

Hyper blitzing—5-5-5-Up

NHL 2K

Big Head Mode + Unlock Black Box Team

Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold **L + R** and quickly press **B, B, X.** After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X.** If you enter the code correctly the "Cheats" menu will immediately appear.

Full Health

At any time during gameplay, hold **X + Y** and press **B** to restore all your health.

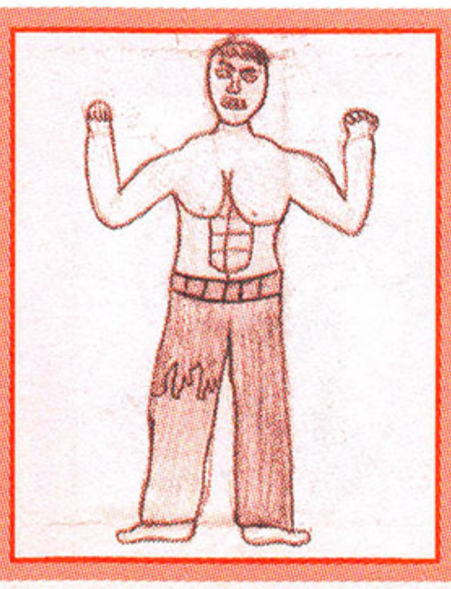
PHANTASY STAR ONLINE

Extra Costumes

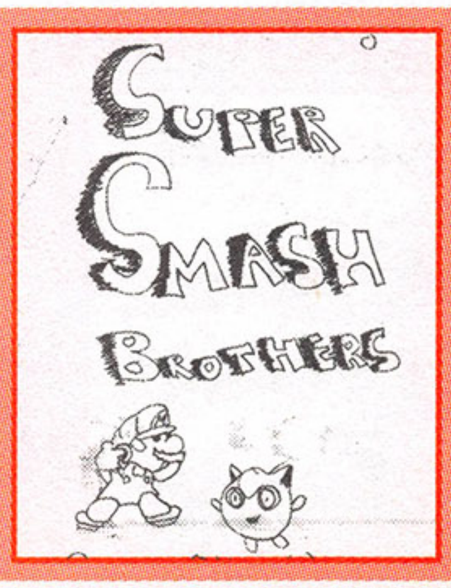
At the main menu, select "New Game." At the Character Creation screen, select "Character Name," then enter one of the names below that corresponds to the character type you selected. After entering the name cor-

by Adam Rowell, Pensacola, FL

by Logan Wolske, Oconto Falls, WI



by Matthew Harris, Stafford, VA



by Steven O'Brien, Manassas, VA

rectly, you'll hear a special sound effect; additional costumes will now be available for your character. Also, the "Character Name" field will still be blank after entering the code.
K S K A U D O N S U—HUmar
M O U E O S R H U N—HUnewearl
R U U H A N G B R T—HUcast
S O U D E G M K S G—RAmar
M E I A U G H S Y N—RAcast
N U D N A F J O O H—RAcaseal
D N E A O H U H E K—FOmarl
A S U E B H E B U I—FOnewm
X S Y G S S H E O H—FOnewearl

PLASMA SWORD

Secret Characters
At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.
Kaede—Move the cursor to Rain, then press **Down, Down, Left, Left, Up**. Kaede will appear in the upper left corner.
Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**. Rai-On will appear in the upper right corner.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.
RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.
RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.
MOSMA!—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
POD 5!—Champ Class. In Arcade mode, all boxers are also unlocked.
Two-Player Ring Codes
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer:
R—Championship arena
L—Two tier arena
R + L—Gym
Change Costume Colors
At the boxer selection screen, press **X + Y** to change the currently-selected boxer's colors.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes
Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered.
Unlock all boxers and special outfits—Press **Left, Left, Right, L, Left, Right, Right, R, R, L**. Press the **X** button to cycle through each fighter's different outfits.
Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R** four times, then **L**.
Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R** 19 times, then **L**.
Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R** eight times, then **L**.
Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R** seven times, then **L**.
Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R** six times, then **L**.
Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R** five times, then **L**.
Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R** four times, then **L**.
St. Patricks Day boxing ring—Press **Right, Up, Down, Down, Down, R, R, R, L**.
Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R, R, L**.
New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R, L**.
See the Ending—Press **Right, Right, Right, Down, R, L**, then exit to the main menu if you're not already there.
Championship fight vs. Rumbleman—Press **L, Down, Right, Up, Left**, then **R** six times, then **L**, then **R, R, L**.
Zombie boxer—Press **Left, Up, Right, Down, R, R, L**.
Big gloves—Press **Left, Right, Up, Down, R, L**.
Extra fat boxer—Press **Right, Right, Up, Down, Right, R, R, L**.
Extra thin boxer—Press **Right, Right, Up, Down, Right, R, L**.
Extra camera angles—Press **R** 20 times, then **L**, then **R**, then **L**, then **R** 21 times, then **L**, then **R** 18 times, then **L**, then **R** nine times, then **L**, then **R** 14 times, then **L**, then **R** five times, then **L, Left, Right, Up, Down, L**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause; you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.
Instant Rumble Mode
At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:
Level 1—**R, L, Down, Up, Up, Left, R, R, R, L**
Level 2—**R, R, L, Down, Up, Up, Left, R, R, R, R, L**
Level 3—**L, R, R, L, R, L, R, R, R, R, L, Left, Right, Up, Down**
These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RESIDENT EVIL 2

Unlimited Ammo
At any time during gameplay, press **B** to enter the Status Screen, then, press **Up, Up, Down, Down, Left, Right, Left, Right, R**. The number representing remaining ammunition for your weapons will change to the infinity symbol immediately after entering the code correctly.

SEGA RALLY 2

30 FPS Mode
At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Up**. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)
Remove Effects and Backgrounds
At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Down**. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility
In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.
Extra Items
At any time during a game, hold **L + R** and press the **X** button on the controller plugged into port B. Five items will materalize in front of you. You may repeat this code as many times as you like.
Reduce Enemy Attacks
At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SONIC ADVENTURE

Hidden Chao Puzzle VMU Game
Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with *Sonic Adventure* installed. You can play a hidden VMU game called *Chao Puzzle* on that controller when you start a game.

SOUL FIGHTER

Secret Codes
At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below:
Extra energy—A B X X Y A
Max. weapons—X A A Y B B
Level 2—A A B X Y A
Level 3—X A Y A A B
Level 4—Y Y B A X A
Level 5—B A B X X Y
Level 6—X A X B Y Y
Level 7—A B X B Y B
Level 8—Y B B A X Y
Level 9—B Y A A X B
Level 10—X A B B A X
Level 11—Y B Y X A B
Level 12—X B A X B Y

SPACE CHANNEL 5

Auto Play Mode
At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B**. With this code in place, the computer will play the game perfectly for you.

SPEED DEVILS

Cheat Codes
Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear after entering a correct code.
Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**
Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

SPIDER-MAN

Cheat Codes
Enter any of the following codes at the "Cheats" menu from within the "Special" menu. You'll receive special confirmation after entering a correct cheat code. Note the spaces in some of the cheats.
WEAKNESS—Full health
LEANEST—Unlock everything
ADMNTIUM—Invulnerable
GLANDS—Unlimited webbing
EGOTRIP—Pulsating head
STICKMAN—Stick Spidey
FUNKYTWN—Toon Spidey
SECRTWAR—Symbiote Spidey costume
MIGUELOH—Spidey 2099 costume
TRISNTNL—Captain Universe costume
SYNOPTIC—Spidey Unlimited costume
XILRTRNS—Scarlet Spider costume
KICK ME—Amazing Bag Man costume
MRWATSON—Peter Parker costume
SM LVIII—Quick Change costume
CLUBNOIR—Ben Reilly costume
ROBRTSON—Storyboard Viewer
KIRBYFAN—Game comic covers
MME WEB—Level select
FANBOY—Comic collection
CINEMA—Movie Viewer
RGSGLLRY—Character Viewer

STAR WARS: DEMOLITION

Secret Passcodes
At the main menu, select "Options," then select "Preferences." Next, press **L + R** and a passcode entry interface will appear. Now you can enter any of the items below. You won't receive any special confirmation after entering the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.
WATTO_SHOP—Unlock characters
SAD_MOVIES—Watch some movies
MOVIE_SHOW—Watch more movies

STAR WARS EPISODE 1: JEDI POWER BATTLES

Jedi Power Battle Mode
First, make sure there are two controllers plugged into the Dreamcast console. Next, at the main menu, select "New Game," then select "2 Player." Afterward, at any time during gameplay, on the first player's controller hold **R + X + Y + B** and press **A**. If you entered the code correctly, the text "Jedi Power Mode On!" will appear. Now each player can damage the other with their own attacks. Enter the code again to disable its effects.
Radar Map
At any time during gameplay, press **START** to pause, then press **Up, Down, Up, L, R, L**. A radar will appear at the top of the screen.
Warp to Last Checkpoint
At any time during gameplay, press **START** to pause, then press **L, R, L, L, R, R, L, R, R, L**. You'll be instantly transported to the last checkpoint you reached.

STREET FIGHTER ALPHA 3

Play as Shin Akuma
At the character-select screen, move the cursor to Akuma, then hold **START** and press **A**.

STREET FIGHTER III DOUBLE IMPACT

Extra Options
From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right**. If you input the code correctly, a new item called "Extra Option" will appear.

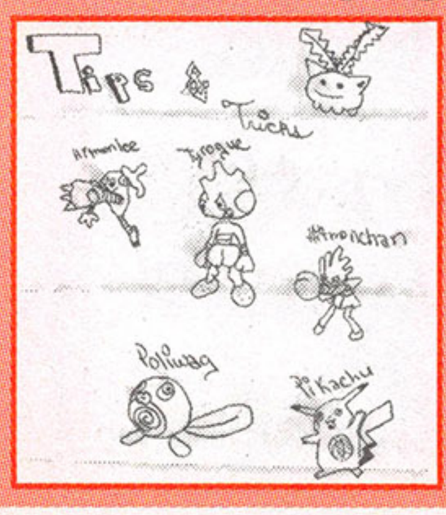
STRIKER PRO 2000

Unlock All Teams
At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.
Manual Ball Control
At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L**. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes
From the main menu, select "Race Menu" and enter any of the following codes as your

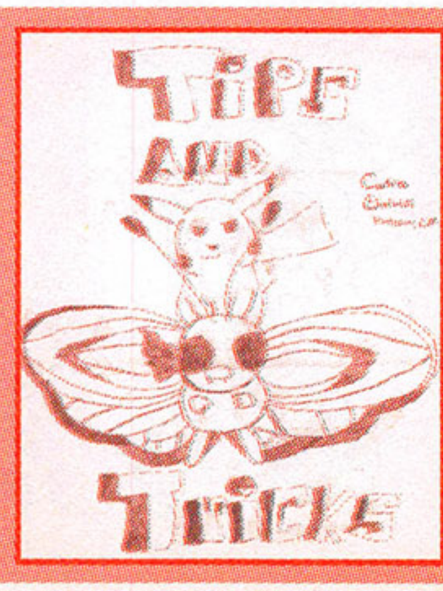
TIPS & TRICKS Reader Art Gallery



by Jason O'Brien, Manassas, VA

by Joshua Lopez, Philadelphia, PA

by Tim Bruer and Cody Rezendes, El Cajon, CA



by Curtis Chalaire, Fontana, CA

name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.
E R E R T H—Unlock all tracks
D F G Y—Unlock all cars
P O I O P—Unlock all Challenges
R F G T R—Unlock "Stop The Bomber"
F F O E M I T—Freeze time limit
A K J G Q—6,000,000 credits

TEST DRIVE LE MANS

Secret Codes
From the main menu, select "Championship," then select any class, any car and any difficulty. Next, at the "Name Entry" screen, enter any of the following codes as your name. You may have to return to the main menu to see some of the codes' effects.
G O O Z—Unlock all tracks
C A R N A G E—Unlock all Championship Classes
M O N S T A—Unlock all cars

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes
Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.
Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet aircraft—**Left, Right, Down, X, X, X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y**

TOKYO EXTREME RACER

Max Speed Display
In Quest mode, at the "Assist" screen before beginning a race, press **Y**; you'll hear a sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will appear at the top of the screen.
Other Car Mark
In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TOM CLANCY'S RAINBOW SIX

Secret Codes
At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.
Clodhopper Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **B**.
Rude Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **B**.
Turn Victory Conditions Off—Hold the analog joystick **Up** + the D-pad **Down** and press **B**.
Team God Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **A**.
Avatar God Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **A**.
Heavy Breathing Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **A**.
Mega Head Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **X**.
Big Head Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **X**.
Stumpy Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **Y**.
Side Scroller Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **Y**.
Turn Brains Off—Hold the analog joystick **Up** + the D-pad **Down** and press **Y**.
Polska Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **X**.

TOMB RAIDER CHRONICLES

Special Features
At any time during gameplay, press **START** to enter the pause menu, then select "Inventory." Next, move the cursor to "Timex-TMX" and press **A**. A statistics screen will appear. Now hold **Y** until the item next to "Secrets Found" reads "36/36". Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. When you look in the "Options" menu, a new item called "Special Features" can be found.
Level Select
By holding down various button combinations at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the game starts loading. You do not need to select any of the menu items.
The Base—Hold **L + R + Down**
Gallows Tree—Hold **L + R + Left**
The 13th Floor—Hold **L + R + Right**

TONY HAWK'S PRO SKATER

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly. the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.
Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**
Big head mode—Hold **L** and press **X, B, Up, Left, Left**
Slow motion—Hold **L** and press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**
Unlock Private Carrera
First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Secret Codes
At any time during gameplay, press **START** to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press **START** again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects.
Unlock almost everything—Hold **L** and press **A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B**
Unlock Trixie—Hold **L** and press **Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A**
Turn blood off/on—Hold **L** and press **Right, Up, X, Y**
Big head mode—Hold **L** and press **X, B, Up, Left, Left, X, Right, Up, Left**
Infinite Special—Hold **L** and press **A, Y, B, B, Up, Left, Y, X**
25% faster gameplay—Hold **L** and press **Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B**
Maximum stats—Hold **L** and press **A, Y, B, X, Y, Up, Down**
Sections of the stage flash different colors—Hold **L**, press **Down, Up, X, B, Up, Left, Up, A**
Extremely low gravity—Hold **L** and press **Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y**
Flying skater—Hold **L** and press **Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up**
No textures—Hold **L** and press **Down, Down, Up, X, Y, Up, Right**
Wireframe graphics—Hold **L** and press **Down, B, Right, Up, X, Y**

TOY COMMANDER

Secret Codes
While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.
Max. Fuel—Hold **L**, press **B, Y, A, X, B, X**
Repair Toy—Hold **L**, press **A, X, B, Y, A, Y**
Power-Up Machine Gun—Hold **L**, press **B, A, Y, X, A, B**
Power-Up Special Weapon—Hold **L**, press **X, A, Y, B, A, X**
99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes
Enter the following codes at the "Cheats" screen under the "Options" menu:
T E A R O U N D—Always win
I W I S H—Infinite time
T R A V O L T A—Power-up moves (all special moves unlocked)
C I T Y B E A C O N S—Win everything (all races unlocked)
I N F L A T E D E G O—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points
From the main menu, select "Career," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. Your new fighter will now have 999 Skill Points.

UNREAL TOURNAMENT

Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes:
Level skip—**Up, Down, Left, Right, Right, Left**
Invincibility—**Left, Left, Right, Right, Down, Up**
Restore all health—**Down, Down, Down, Left, Up, Right**
Maximum ammunition—**Left, Right, Left, Right, Right, Left**

VIGILANTE 8: 2ND OFFENSE

Secret Codes
Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.
LLA_KCOLNU—Unlock all characters
LLA_DORTOH—Maximum stats
ELBICNIVNI—Invincibility
RAPID_FIRE—Faster firing rate
GO_SLOW_MO—Slower gameplay
JACK_IT_UP—Higher suspensions
MORE_SPEED—Faster cars
GO_RAMMING—Heavier cars
QUICK_PLAY—Quick start in Arcade Mode
HOME_ALONE—Play alone in Arcade Mode
HI_CEILING—Hover higher
OLD_LEVELS—Unlock original V8 levels
NO_GRAVITY—No gravity
GO_MONSTER—Big wheels
LONG_MOVIE—Watch all endings
DRIVE_ONLY—No wheel attachment icons
BLAST_FIRE—Super missiles
UNDER_FIRE—Attract enemies
MIXED_CARS—Select same cars in multiplayer

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character
At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.
Play as the Alphabet Character
At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.
Play as Dural
At the character select screen, press **Down, Up, Right, Left, START**; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams
Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.
Team F.C Sega—France, Chile, South Africa, England, Germany, Argentina.
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy.
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**.

WACKY RACES

Cheat Codes
At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.
WACKYGIVEAWAY—All Challenges & Tracks
W A C K Y S P O I L E R S—All Cars
B A R G A I N B A S E M E N T—All Abilities
C R A C K E D N A I L S—Super Difficult Mode

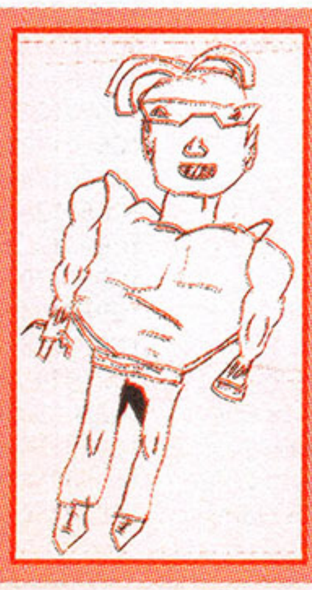
WILD METAL

Cheat Codes
Enter these codes anytime during gameplay using the D-pad (not the analog joystick):
Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down, A, Down, X, Y**

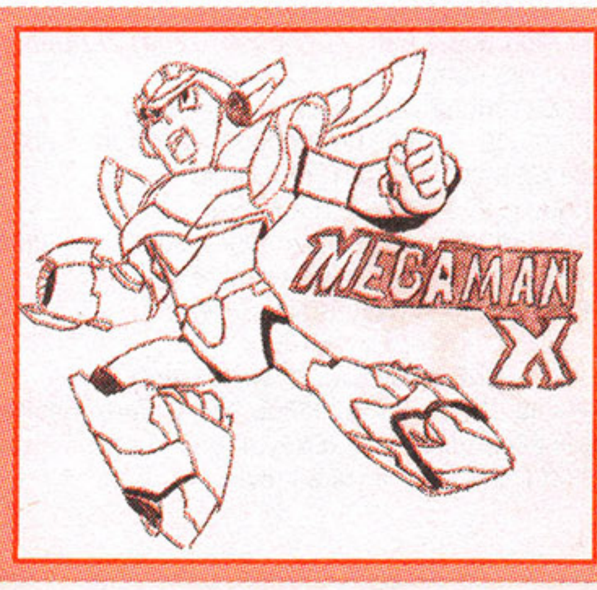
ZOMBIE REVENGE

Fighting Mode Stage Select
At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.
Alternate Costume
At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.

by Kevin Luo, Bayside, NY


by Marquez Green, Pittsburg, CA

by Jason Nastasia, Stratford, CT



by Marcus Harvey, Corona, CA

Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

BursTrick Wake Boarding
801E333E-0DA1—Stop timer
D01E33C6-0000 + 801E33C6-0002—Start on last lap
800A5212-0009—Infinite BT

Dance Dance Revolution
800CC13A-E0FF + 800CC13E-05F5—Max. score
800CC144-E0FF + 800CC146-05F5—Max. score (Workout)
800CCBO4-03E7—Have 999 combo
800CC136-1058—Max. Dance meter
800CC188-03E7—Finish with 999 perfects
800CC198-0000—0 Boos at finish
800CC194-0000—0 Almost finish

Disney's Aladdin: Nasira's Revenge
8007F9B8-0064—Infinite coins
80082B14-1000 + 8007F9CA-000A—Infinite apples
80087CA2-0008—Infinite health
801860BC-FFFF—Out-of-body experience
80083228-0000 + 800834b0-0001—No magic lamp interruptions
80087C9C-3000—Infinite lives
80087C98-000A—Lots of slot machine spins
8007F9A8-03E7—999 Red gems

F1 World Grand Prix 2000
50000502-0000 + 800294B4-0064—Have 100% on tests
D00313A2-F7FF + 800293FC-967F + D00313A2-F7FF + 800293FE-0098—Press **R1** for $9,999,999

Mary Kate & Ashley Winner's Circle
8009A870-270F—Max. ribbons
D01FC9C4-0001 + 801fc9c4-001a—1 Horseshoe needed to have all
D009A42A-0001 + 8009A42A-0012—1 Flag needed to win

NBA ShootOut 2001
801E67E0-270F—Infinite creation points
D00EC156-FDFF + 800E9EE0-0003—Press **R2** to refill Away team's time outs
D00EC156-F7FF + 800E7418-0003—Press **R1** to refill Home team's time outs
800E9EE0-0000—No time outs, Away team
800E7418-0000—No time outs, Home team
D00EBCD0-0000 + 800EBCD0-0001—Start on 2nd quarter
D00EBCD0-0000 + 800EBCD0-0002—Start on 3rd quarter
D00EBCD0-0000 + 800EBCD0-0003—Start on 4th quarter
800EBDA0-000A—Infinite shot clock
800EBCD0-0000—Always 1st quarter
800176E0-0000 + 800176E2-0000 + 800176E4-0000 + 800176E8-0000 + 800176EA-0000 + 800176EC-0000—Home team scores 0
80017720-0000 + 80017722-0000 + 80017724-0000 + 80017728-0000 + 8001772A-0000 + 8001772C-0000—Away team scores 0
800176E-00000 + 800176E2-0000 + 800176E4-0096 + 800176E8-0000 + 800176EA-0000 + 800176EC-0096—Home team scores 150
80017720-0000 + 80017722-0000 + 80017724-0096 + 80017728-0000 + 8001772A-0000 + 8001772C-0096—Away team scores 150

Rainbow Six: Rogue Spear
D3099FB8-0000 + 800A2958-2400—Infinite health
D3099FB8-0000 + 800A9C80-2400—Infinite ammo
8009340E-0011—Unlock all levels

Sabrina the Teenage Witch: A Twitch in Time
800C8518-0063—Infinite lives
800C8556-00C8—Max. gems
8008B210-0014—Infinite health
800C857A-0009—Max. eggs
3007C8B0-0005—Have Squish-O-Rama
3007C8B1-0005—Have Shrink and Blink
3007C8B2-0005—Have Ice Stickle
3007C8B3-0005—Have Upsy Daisium
3007C8B4-0005—Have Flibbity Ribit
3007C8B5-0005—Have Up and Away

Smurf Racer
80094408-0001—Infinite Mushroom missiles
800100EA-FFFF—Everything unlocked

Strikers 1945
800996B4-0006—Player 1 infinite lives
800996B6-0009—Player 1 have support attack
8009970A-FFFF—Player 1 have supershot
80096B8-E0FF + 800996BA-05F5—P1 max. score
80099750-0006—Player 2 infinite lives
800997522-0009—Player 2 have support attack
800997A6-FFFF—Player 2 have supershot
80099754-E0FF + 80099756-05F5—P2 max. score

PlayStation 2

Army Men: Air Attack 2
EC87C0741456-E60A—(M) Must be on
4C349DB21456-E7AF—Infinite health
3C33E74E1456-E787—Infinite Copter ammo
3C33E62E1456-E787—Infinite Copilot ammo

Army Men: Green Rogue
EC87C3641456-E60A—(M) Must be on
3C8102001456-E7A6—Invincible
3CB500EC1456-E79D—Infinite Bio Strike

Army Men: Sarge's Heroes 2
EC879F141456-E60A—(M) Must be on
3CCA5BFC1456-E7A6—Mini mode
3CCA5A941456-E7A6—Debug info
3CCA5AA01456-E7A6—All levels
3CCA5A9C1456-E7A6—All weapons
3CCA61C01456-E7A6—Mega mode
3CCA5D841456-E7A6—Infinite health
3CCA5C881456-E7A6—Predator mode

ESPN International Track & Field
ECB6210C1456-E60A—(M) Must be on
4CE997F61456-E5A6—Silly robot noises
4CE997F61456-E6A6—Silly animal noises
4CE997F61456-E4A6—Silly cartoon noises
1C3A52B4D336-E7A5—10.0 Gymnastics

ESPN National Hockey Night
EC85F1AC1456-E60A—(M) Must be on
0CFFB7741456-EBA5 + 1CFF2ED014A3-F762—Press **R3** to end period

ESPN Winter X Games: Snowboarding
EC8817901456-E60A—(M) Must be on
DC918228147E-9671 + 1CE2D6A4144F-25CC + 1CE2DEA4144F-25CC + 1CE2E6A4144F-25CC—Press **SELECT** for cash (SB mode)

High Heat Baseball 2002
ECBDA2D41456-E60A—(M) Must be on
0D15C38C1456-E7A5 + 4D15C38C1456-E7A7—1 out per inning
0D15C3941456-E7A5 + 4D15C3941456-E7A7—1 strike per out
0D15C3901456-E7A5 + 4D15C3901456-E7A8—1 ball for walk
0C1716461456-B40C + 4D15C38C1456-E7A5—Press **L1** + **R1** for no outs
0C1716461456-B30C + 4D15C38C1456-E7A7—Press **L2** + **R2** for 2 outs
4D15C3941456-E7A5—No strikes
4D15C3901456-E7A5—No balls

NBA Hoopz
EC906BB41456-E60A—(M) Must be on
3CDA9C441456-E7A6—Ultra quarters
3CDA9C281456-E7A6—No replays
3CDA9D241456-E7A6—Infinite turbo, Team 1
3CDA9D241456-E7A7—Infinite turbo, Team 2
3CDA9D241456-E7A8—Infinite turbo, both teams
3CDA9C301456-E7A6—No goaltending, Team 1
3CDA9C301456-E7A7—No goaltending, Team 2
3CDA9C301456-E7A8—No goaltending, both teams
3CDA9C381456-E7A6—Tiny heads, Team 1
3CDA9C381456-E7A7—Tiny heads, Team 2
3CDA9C381456-E7A8—Tiny heads, both teams
3CDA9C3C1456-E7A6—Tiny players, Team 1
3CDA9C3C1456-E7A7—Tiny players, Team 2
3CDA9C3C1456-E7A8—Tiny players, both teams
3CDA9C4C1456-E7A6—Beach court
3CDA9C501456-E7A6—Street court
3CDA9C5C1456-E7A6—Show shot %, Team 1
3CDA9C5C1456-E7A7—Show shot %, Team 2
3CDA9C5C1456-E7A8—Show shot %, both teams
3CDA9C481456-E7A6—Granny shots
3CDA9C641456-E7A6—Show hotspots
3CDA9C601456-E7A8—No pushes
3CDA9C681456-E7A6—No hotspots
3CDA9C541456-E7A6—Tournament Mode
3CDA9C901456-E7A6—No fouls
3CDA9C4C1456-E7A6 + 3CDA9CA41456-E7A6—Rainy beach
3CDA9C4C1456-E7A6 + 3CDA9CA01456-E7A6—Snowy beach
3CDA9C4C1456-E7A6 + 4CDA9C9C1456-E7A6—Blizzard beach
3CDA9C501456-E7A6 + 3CDA9CA41456-E7A6—Rainy streets
3CDA9C501456-E7A6 + 3CDA9CA01456-E7A6—Snowy streets
3CDA9C501456-E7A6 + 4CDA9C9C1456-E7A6—Blizzard streets

Onimusha
EC8562A01456-E60A—(M) Must be on
4CBF06C21456-E70D—Max. health
4CBF06C81456-E70D—Infinite health
4CBFF9E21456-E70D—Max. magic
4CBF01921456-E70D—Infinite lightning magic
4CBF01981456-E70D—Infinite fire magic
4CBF01961456-E70D—Infinite wind magic
4CBFFFE01456-99EE—Max. injected souls
4CBFFFDC1456-99EE—Max. enhancement points
1CBFFF202456-B0A9—Have Holy armor
1CBFFF242456-B0AA—Have Great armor
1CBFFF080456-B0B1—Have Bishamon sword
1CBFFE2C2456-B0B4—Infinite arrows
1CBFFE302456-B0AD—Infinite Fire arrows
1CBFFE382456-B0AE—Infinite bullets
1CBFFE3C2456-B0AF—Infinite burst bullets
1CBFFE4C2456-44A6—Infinite herbs
1CBFFE502456-44A7—Infinite medicine
1CBFFE543456-44A2—Infinite Power Jewel
1CBFFE582456-44A3—Infinite Magic Jewel
1CBFFE5C2456-44A1—Infinite Soul Absorber
1CBFFE602456-44A8—Infinite Talisman
1CBFFE642456-B0D5—Red key
1CBFFE682456-B0D6—Blue key
1CBFFE6C2456-B0D7—Green key
1CBFFE700456-B0D8—Shinobi Kit
1CBFFE742456-DBA4—All Fluorite
1CBFFE782456-B075—Bishamon O.
1CBFFE7C2456-B05C—Vision staff
1CBFFE802456-E65B—Great arrow
1CBFFE842356-B05A—Decorated arrow
1CBFFE882456-B059—Great bow
1CBFFE8C2456-B060—Silver plate
1CBFFE902456-B05F—Gold plate
1CBFFE942456-B05E—Gear
1CBFFE982456-B05D—L. Crest Piece
1CBFFE9C2456-B064—R. Crest Piece
1CBFFEA02456-B063—Statue head
1CBFFEA42456-B062—Decorated sword
1CBFFEA82456-B061—Evil Plate
1CBFFEAC2456-B068—Purifier Bell
1CBFFEB02456-B067—Rosary of Com.
1CBFFEB42456-B066—Wood ladder
1CBFFEB82456-B065—Rope ladder
1CBFF9DC1455-2BAF—Low time
4CBF019C1456-E404—999 enemies killed
4CBFF54E1456-E1D4—Easy pass, Oni Spirits
0C21FD181456-0105 + 4C21FD181456-E7A5—1-hit win, Final Boss
1CBF012C1656-B037—Have Sougen's Note
1CBF01301656-B038—Have Journal #1
1CBF01341656-B038—Have Journal #2
1CBF01381656-B032—Have Journal #3
1CBF013C1656-B033—Have Journal #4
1CBF01401656-B034—Have Journal #5
1CBF01441656-B02D—Have Journal #6
1CBF01481656-B02E—Have Blue book
1CBF014C1656-B02F—Have Red book
1CBF01501656-B030—Have Green book
1CBF01541656-B029—Have Orange book
1CBF01581656-B02A—Have White book
1CBF015C1656-B02B—Have Apocalypse #1 book

1CBF01601656-B02C—Have Apocalypse #2 book
1CBF01641656-B045—Have Seiryu book
1CBF0168164F-B045—Seiryu Vol. 1 2 3 4
1CBF016C164F-B046—Suzaku Vol. 1 2 3 4
1CBF0170164F-B047—Byakko Vol. 1 2 3 4
1CBF0174164F-B048—Genbu Vol. 1 2 3 4
1CBFFE0C1456-B026—Und. Temple Map
1CBFFE101456-B027—South Area Map
1CBFFE141456-B028—Keep Map
1CBFFE181456-B021—Keep Und. Map
1CBFFE1C1456-B022—West Area Map
1CBFFE201456-B023—East Area Map
1CBFFE241456-B024—Dark Realm Map

Quake III Revolution
ECBB8E641456-E60A—(M) Must be on
4C002DEC1456-089C—Max. Frag medals
4C002D1C1456-089C—Max. Impressive medals
4C002C4C1456-089C—Max. Gauntlet medals
4C002C7C1456-089C—Max. Excellent medals
4C002CAC1456-089C—Max. Accuracy medals
4C002CDC1456-089C—Max. Perfect medals
4CFF04681456-E404—999 Frags
4C00ACCA1456-1DA6—Max. flag time
4CFF048C1456-E7A5—Never been killed
0CFF04381456-E7A5 + 4CFF04381456-E7DD + 0CE15EBC1456-E7A5 + 4CE15EBC1456-E7DD—Extra armor
4CFF07301456-E404—Machine gun ammo
4CFF07341456-E404—Shotgun ammo
4CFF07481456-E404—Plasma gun ammo
4CFF075C1456-E404—Chain gun ammo
4CFF07381456-E404—G. Launcher ammo
4CFF073C1456-E404—R. Launcher ammo

Ring of Red
EC8782F41456-E60A—(M) Must be on
4C597F041456-E6B9—Infinite health
4C5A83201456-E7A5—Easy kills
4C597F8E1456-24A5—99.99% accuracy
4C5A82301456-E7A5 + 4C5A82341456-E7A5 + 4C5A82381456-E7A5—No enemy troops
4C597F141456-E78D + 4C597F181456-E78D + 4C597F1C1456-E78D—Infinite health for troops
4C597F1E1456-E79F—Max. Special Shells
4C597F201456-E79F—Infinite Specials
1C597F981456-E7A5—Always loaded

Shadow of Destiny
ECB85AC41456-E60A—(M) Must be on
4CA44E561456-E79F + 4CA446F81456-E79F—Infinite power

SSX
3CB22BDC1456-E70C—Master status (Mac)
3CB22AA01456-E70C—Master status (Moby)
3CB22CEC1456-E70C—Master status (Elsie)
3CB228541456-E70C—Master status (Kaori)
3CB228181456-E70C—Master status (Jurgen)
3CB22C281456-E70C—Master status (JP)
3CB22D641456-E70C—Master status (Zoe)
3CB229901456-E70C—Master status (Hiro)
1CB22BE8023C-DAB1—Max. stats (Mac)
1CB22AAC0048-D8B1—Max. stats (Moby)
1CB22CF80943-CCAB—Max. stats (Elise)
1CB228600243-D8B3—Max. stats (Kaori)
1CB2282413D3-E527—Max. stats (Jurgen)
1CB22C340047-D9B4—Max. stats (JP)
1CB22D70FC47-CEAE—Max. stats (Zoe)
1CB2299C0643-D1B0—Max. stats (Hiro)

Street Fighter EX 3
1C1BF86061DF-B00C—All characters
1CD9DAE01455-692C—Max. experience
1CD9DD3061DF-B00C + 1CD9DD3461DF-B00C + 1CD9DD4061DF-B00C + 1CD9DD4461DF-B00C + 1CD9DD5061DF-B00C—All trials complete
7CD9DAE41443-E7A6 + 3C9883291456-E7A5—All moves purchased
4C5857281456-DE85—Infinite Super, Player 1 (1st)
4C5857281456-E7A5—No Super, Player 1 (1st)
4C558AD81456-DE85—Infinite Super, Player 1 (2nd)
4C558AD81456-E7A5—No Super, Player 1 (2nd)
4C55F6381456-DE85—Infinite Super, Player 2 (1st)
4C55F6381456-E7A5—No Super, Player 2 (1st)
4C55C0881456-DE85—Infinite Super, Player 2 (2nd)
4C55C0881456-E7A5—No Super, Player 2 (2nd)
4C7414A01456-4BA5—Infinite Stand-By Team 1
4C7414A01456-E7A5—No Stand-By Team 1
4C74173C1456-4BA5—Infinite Stand-By Team 2
4C74173C1456-E7A5—No Stand-By Team 2

Summoner
1DBFBB00144F-25CC—Start with gold
1D3915B81456-E6A5—Max. Ring of Light

Unison
EC8789441456-E60A—(M) Must be on
4C0FC2701456-E404—Max. combo
4C0FC2581456-E404—Max. perfects
4C0FC2641456-E7A5—0 Bad
4C0FC2681456-E7A5—0 Miss

Zone of the Enders
ECB784141456-E60A—(M) Must be on
4CDF70521456-E404—Infinite Javelin
4CDF70581456-E404—Infinite Geyser
4CDF70561456-E404—Infinite Bounder
4CDF705C1456-E404—Infinite Phalanx
4CDF705A1456-E404—Infinite Halberd
4CDF70601456-E404—Infinite Comet
4CDF705E1456-E404—Infinite Gauntlet
4CDF70641456-E404—Infinite Sniper
4CDF70621456-E404—Infinite Decoy
4CDF70681456-E404—Infinite Mummy

Dreamcast

Daytona USA
7C96D81DC070-5041 + 7C95D81D0000-0003—Start on last lap
25C4685AC070-7041 + 25C7685A0000-0000—Always place 1st
56D778C80000-085B—Infinite lap time
B06537D82070-4E1E + 6663605E0000-3FFF—Press A for turbo

Ducati World Racing Challenge
810E89C2E06E-D041 + E070-5041—Tasks complete
CED8049AE070-D041 + 4070-5041—All licenses
86CC09C50000-FFFF—All bikes
9B89F93BFFFF-FFFF + EC681B770000-FFFF—All tracks

Record of Lodoss War
9C5D-88F8—[M] Must be first
BE5E06B705F5-E0FF—Quick level gain (Hero)
16B443340000-270F + 47CB021F0000-270F—Infinite HP (Hero)
9BE9C0B80000-270F + DB0B519D0000-270F—Infinite MP (Hero)
C03ABD180000-270F—Max. damage (Hero)
7032FB860000-270F—Max. armor (Hero)
171443340000-270F—Max. durability (Hero)
9A49C0B80000-270F—Max. parry (Hero)
3B0EE56E0000-270F—Max. magic power
78D2FB8C05F5-0EFF—Infinite Mithrill

SnoCross Championship
B5860B350000-0007—All Tracks/Leagues/Vehicles
2AD752FD0000-0001—Play as ATV
2AD752FD0000-0002—Play as Go-Cart

Space Channel 5
A99357E00000-0009 + 5FC771DF0000-0009—Infinite health
B6A63CC20000-0009—Max. viewer rating

Game Boy

Aliens: Thanatos Encounter
9163-D4C0 + 9163-03D0—Infinite health
91FF-18C1—Infinite time
9163-FFC0—Infinite Pistol ammo
9163-C1C1—Infinite Pulse Rifle ammo
9163-00C1—Infinite Shotgun ammo
9163-01C1—Infinite Grenade Launcher ammo
9163-03C1—Infinite Incinerator ammo
9163-04C1—Infinite Smartgun ammo

Azure Dreams
01FA-B1C0—Koh quick level-up
0163-AAC0—Koh level 99
01FA-D6C0—Koh infinite MP
01FF-D4C0—Koh infinite HP

Dragon's Lair
0103-1CCA—Infinite lives

Indiana Jones and the Infernal Machine
9125-F3CE—Infinite health
9125-B0CE—Infinite air
9105-92CA—Infinite health packs
9105-93CA—Infinite poison packs

Inspector Gadget: Operation Mad Cactus
9110-C5CA—Infinite health (Gadget)
9103-C6CA—Infinite health (Penny & Brain)
9163-C4CA—Infinite lives
9114-C3CA—Max. G bonus

Magi-Nation
91FF-49D1—Infinite energy
91FF-50D1—Max. energy

Mickey's Speedway
9100-EAC7—Stop timer

Race Time
9103-54C6—Always last lap
9101-C8C2 + 9101-88C6—Always first place
9100-6CC5—Stop timer

Rocket Power: Get Some Air
9163-C5C6—Max. coins
9109-C6C6—Max. "L"
9109-DFC6 + 9109-E0C6 + 9109-E1C6 + 9109-E2C6 + 9109-E3C6 + 9109-E4C6 + 9109-E5C6—Max. score

The Simpsons Night of the Living Treehouse of Horror
932B-31D0—Stop timer
9120-A5C2—Infinite health
9109-9CC2—Infinite lives
9100-C6C1—No items to be collected
9139-03D0 + 9139-04D0 + 9139-05D0 + 9139-06D0 + 9139-07D0 + 9139-08D0—Max. score

Spongebob Squarepants Legend of the Lost Spatula
9102-C6C3—Infinite health
9189-ACC3—Invincibility

Tech Deck Skateboarding
9163-34C4—Stop timer
9101-B1C5 + 9102-B2C5 + 9103-B3C5 + 9104-B4C5 + 9105-B5C5—Have all decks, Level 1
9106-B6C5 + 9107-B7C5 + 9108-B8C5 + 9109-B9C5 + 910A-BAC5—Have all decks, Level 2
910B-BBC5 + 910C-BCC5 + 910D-BDC5 + 910E-BEC5 + 910F-BFC5—Have all decks, Level 3
9110-C0C5 + 9111-C1C5 + 9112-C2C5 + 9113-C3C5 + 9114-C4C5—Have all decks, Level 4
9115-C5C5 + 9116-C6C5 + 9117-C7C5 + 9118-C8C5 + 9119-C9C5—Have all decks, Level 5
911A-CAC5 + 911B-CBC5 + 911-CCC5 + 911D-CDC5 + 911E-CEC5—Have all decks, Level 6
911F-CFC5 + 9120-D0C5 + 9121-D1C5 + 9122-D2C5 + 9123-D3C5—Have all decks, Level 7
9124-D4C5 + 9125-D5C5 + 9126-D6C5 + 9127-D7C5 + 9128-D8C5—Have all decks, Level 8
9129-D9C5 + 912A-DAC5 + 912B-DBC5 + 912C-DCC5 + 912D-DDC5—Have all decks, Level 9
912E-DEC5 + 912F-DFC5 + 9130-E0C5 + 9131-E1C5 + 9132-E2C5—Have all decks, Level 10

Tom and Jerry: Mouse Hunt
912E-9EC2—Stop timer
9132-30C9—Player 1 quick win
9100-30C9—Player 1 no mice
9132-2FC9—Player 2 quick win
9100-2FC9—Player 2 no mice
9117-C9C2—Start on last level

Turok: Battle of the Bionosaurs
0101-B0C1 + 0101-B1C1 + 0101-B2C1 + 0101-B3C1 + 0101-B4C1 + 0101-B5C1 + 0101-B6C1 + 0101-B7C1 + 0101-B8C1 + 0101-B9C1 + 0101-BAC1 + 0101-BBC1—Have all weapons

Nintendo 64

Conker's Bad Fur Day
800CC49A-0006—Infinite health, Player 1
800CC7C6-0006—Infinite health, Player 2
800CCAF2-0006—Infinite health, Player 3
800CCE1E-0006—Infinite health, Player 4
8108FD7A-7500—Stop timer
800D2144-0009—Infinite lives
810D2148-E0FF + 810D214A-05F5—Infinite cash
800CC382-0001—Infinite air
810E9D03-00FF + 810E9D04-00FF—Unlock all levels and chapters
810E9D01-00FF + 810E9D02-00FF—Unlock all characters

HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO
1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge.
(Canada): $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): $1.49/minute

AGETEC, INC.
1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; $1.35/minute for live help
(Canada): $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): $1.27/minute
COST (Canada): $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help; $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

MIDWAY
1-903-874-5092
HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time) Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): $1.50/minute
COST (Canada): $2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada): $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
COST (Canada): $1.25/minute

SQUARESOFT
1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 99¢/minute for automated tips, $1.35/minute for live assistance
COST (Canada): $1.50/minute for automated tips only

TECMO
1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, $1.25 each additional minute

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TIPS & TRICKS™

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1999

January - (X991) Bust a Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February - (X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March - (X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

June - (X996) Super Smash Brothers: Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

July - (X997) Driver: Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of the Dead 2 (Part 2)

August - (X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

October - (X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

November - (X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2)

December - (X99C) 007: Tomorrow Never Dies: Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

January - (X001) Toy Story 2: Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

February - (X002) Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena—Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March - (X003) Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April - (X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May - (X005) Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June - (X006) Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July - (X007) X-Men Mutant Academy: Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August - (X008) Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

September - (X009) Chrono Cross: Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

October - (X00A) Spiderman: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November - (X00B) Capcom vs. SNK (Part 1): Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

December - (X00C) 007: The World Is Not Enough: The Legend of Zelda: Majora's Mask, Jet Grind Radio, TimeSplitters, Capcom vs. SNK (Part 2)

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TIPS & TRICKS SPORTS DESK

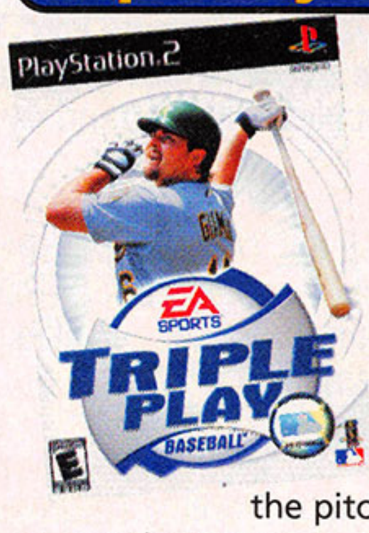
by Mike Daly

Greetings, sports fans, and welcome to the TIPS & TRICKS sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

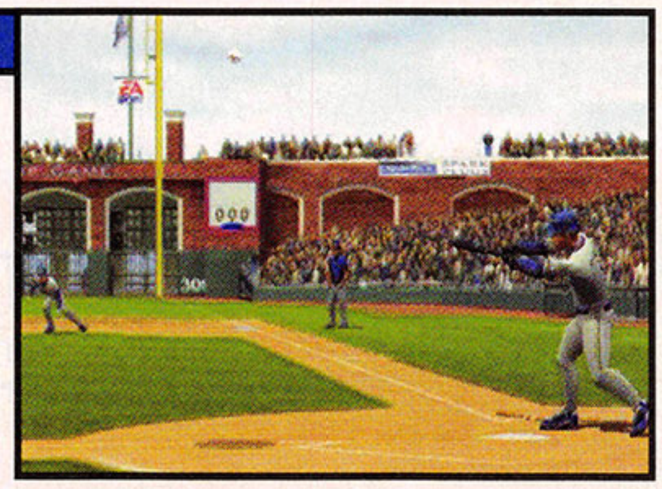
School's pretty much out now, so unless you're going to summer school or are unfortunate enough to live in an area so populated that it uses tracked school schedules, you're getting in lots of air conditioning, gaming and...baseball! With women's pro basketball and soccer leagues now rolling, competition for television time is a little stiffer than the summers of yore, but—no offense to Mia Hamm or Lisa Leslie—I don't think that Major League Baseball is sweating it yet. I'm sure you'll take in your share of seventh-inning stretches in the coming months, and if you have been already, you may have noticed that we're almost a third of the way through this season, with nothing too crazy having gone down. No riot-inciting racial epithets from moronic closing pitchers, no bench-clearing brawls between white-collar million-dollar athletes and drunken blue-collar fans, and no one leaping out of the gates in a home-runathon to catch Big Mac's record. There has been one phenomena to emerge from the settling dust, though, and it is a man who often goes by one name: Ichiro.

As forecasted by our prophetic *Japan Report* in the January 2001 issue, Ichiro Suzuki—the first Japanese position player to enter American professional baseball—has more than managed to stay on someone's roster. He now starts for the Seattle Mariners, playing right field and taking on leadoff batter responsibilities. He steals bases, hits remarkably and fields with a natural smoothness. Seattle fans are more than jazzed. Nomo? These guys don't even remember Junior and A-Rod...and Buhner is quickly fading from their memories. As I delved further into this year's crop of baseball games, I not only explored strategy and techniques, but I examined the Ichiro factor as well.

Triple Play Baseball



EA Sports' *Triple Play Baseball* continues EA's fine tradition. Featuring better graphics and player modeling than *High Heat*, *Triple Play* also allows unprecedented control of both pitching and batting. Both pitchers and batters have a cursor to select where their stroke will fall. When pitching, you select a pitch and then where you want to put it (or where you want your opponent to *think* you're putting it). *Triple Play* allows some control over the pitch's motion after it has left your hand. This means that you can pitch something that looks (to the batter) as if it will be a ball, but you can steer it back into the strike zone before it reaches the catcher's glove. With this degree of control, you can really paint the corners of the strike zone. It is best to develop a series of preferred pitches that lead your opponent into a rhythm that you can then disrupt by changing the sequence. For instance, I like to start with a strike to the inside corner of the strike zone. Inside pitches are difficult to connect with, and if a connection is actually made, it is usually on the weak part of the bat, usually resulting in a foul ball or grounder at best. I try to follow this with either a sinker that appears to be in the lower portion of the strike zone but will actually drop out of it, or a curve ball that looks as if it will not cover the plate, but does. Once I've got the batter in a two-strike hole and adjusted to my fastballs, I like the change-up down the middle or low. The batter's so raring for a hit that his frustration usually has him swinging before the ball even gets to him. Strike three! Fielding now has power-sensitive throwing. The harder and longer you press ✕, the faster your throw to the base will get there.

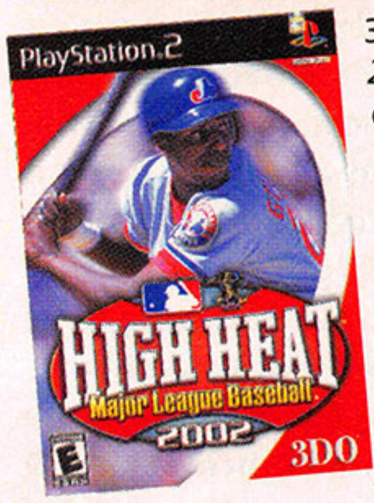


Keep this in mind, because an inadvertently lazy throw sometimes won't catch a fast runner. When batting, you can see the pitcher's cursor in the strike zone. Use the analog stick to move your own cursor so that it matches the pitcher's. This should result in contact with a well-timed swing. Remember, though, that the pitcher can still move the ball off the cursor so a small degree, so prepare yourself for the possibility of minor adjustments. Also, if you've ever watched a quality home run hitter, you may have noticed that they really lift the ball when they swing through it on a power hit. In order to do this, you must get slightly underneath the ball. If you're looking to go deep (a good idea if you have men in scoring position, especially if a power hitter is at bat), move the batting cursor slightly below the pitcher's cursor. Don't get too far underneath it, however, because the result is almost always an easily fieldable pop fly. *Triple Play* also has an All-Star Game option in which you can simulate the yearly contest between the American and National Leagues' best players. *Triple Play*'s most notable flaw is its complete lack of Ichiro, in any capacity.

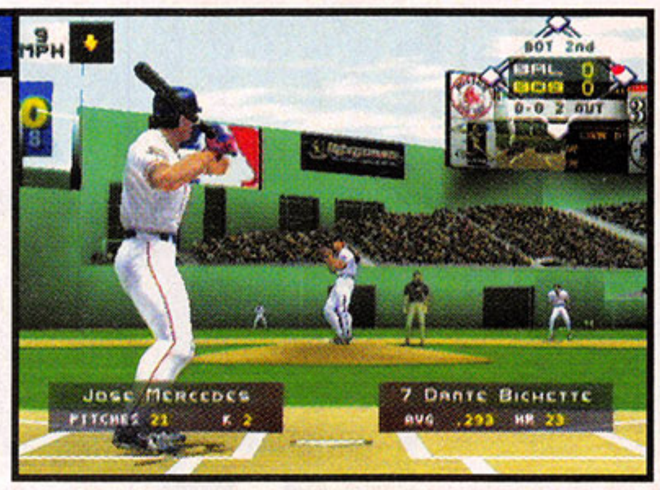
Triple Play Baseball Cheats

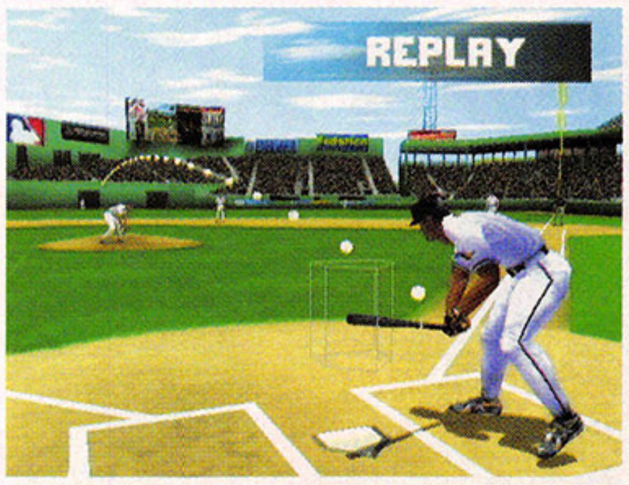
- Want the ultimate grand-slam hitter on your team? Create a player and name him SLUGGER. He will always hit a grand slam if the bases are loaded.
- How about a rocket of a pitcher? Create a player and name him STRONG ARM. He can throw 110 mph pitches.
- While circling the bases following a home run, you can press △ to hear a soft horn, □ to hear a loud horn and ○ to hear a whistle.
- If you hold **L1 + L2 + R1 + R2** and press ↑, △, → and ○ (in that order) you will hear a surprise sound!

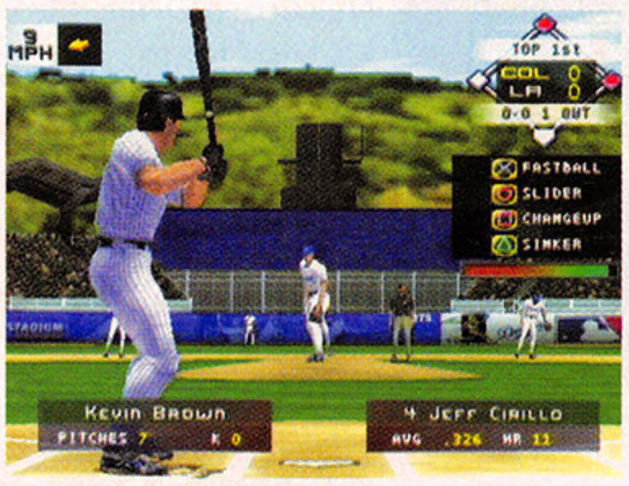
High Heat Major League Baseball 2002



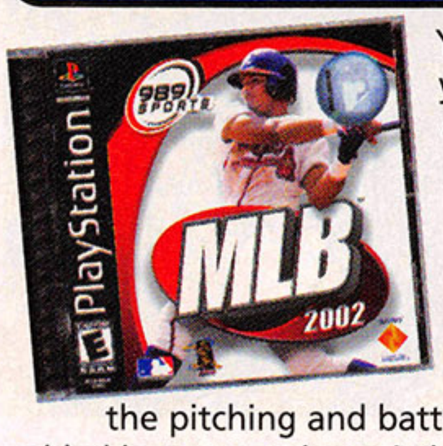
3DO's *High Heat Major League Baseball 2002* for the PlayStation 2 is a competent delivery for the platform. Graphics and overall presentation are solid, but *High Heat* lacks the degree of control that makes some of its competitors appealing. After you have selected your pitch when on the mound, you must choose if you want to deliver a strike or a ball. While choosing this option, you must point the D-pad in the direction that you want the pitch to go, which has an rather vague effect on the ball's path. That is, if you point the D-pad **Down**, you know the ball will drop, but it is difficult to know how far. Purists might appreciate this haziness, though, as it approximates the difficulty of putting a ball exactly where you want it in real life. Batting is similar; though you can use the D-pad to choose where your bat will move through the strike zone, it is vague and difficult to control. Fielding is fairly straightforward, but beware of infield ground balls. They can easily be missed when approaching them and are more easily scooped up for the play if you press × and **Down** on the D-pad to trap the ball. Generally speaking (and this applies to all three games), you should align your fielders depending on the skill of the batter. If a big-time hitter comes up, play your fielders normal or deep. If a poor hitter or pitcher comes up to bat, move your fielders in. Also, make a mental note of where the play is before you throw the pitch. When pitching, you are often so caught up in the pitch choice and its delivery that you might forget to note where the plays are. You only have a couple of moments before baserunners will successfully advance, so you definitely want to keep in mind where they are going, because a miscue or two can result in no outs and loaded bases. Incidentally, *High Heat*'s Ichiro is called David Takagi for lack-of-license reasons.



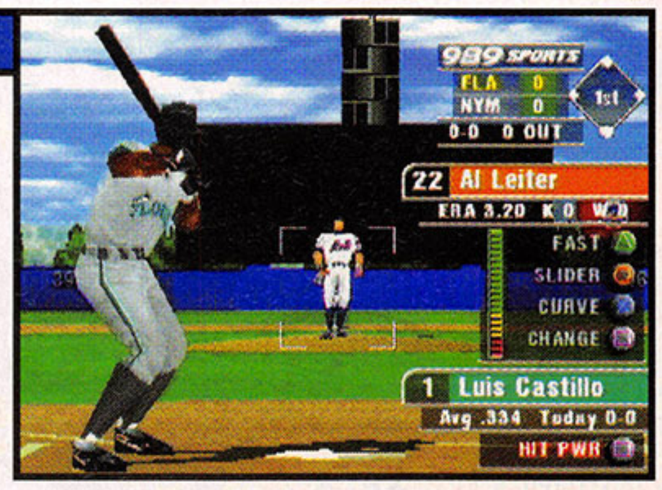


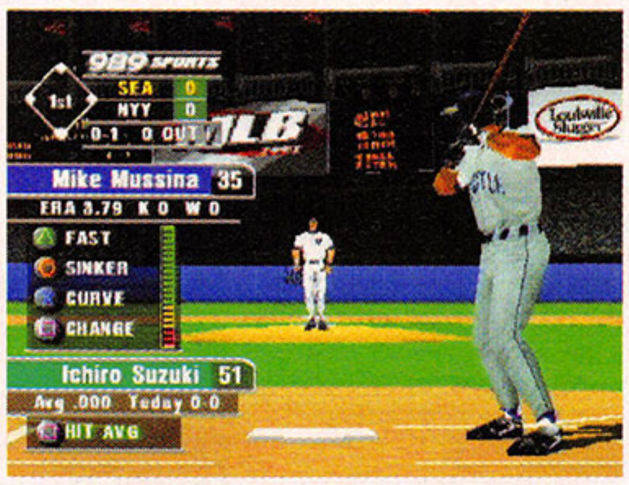


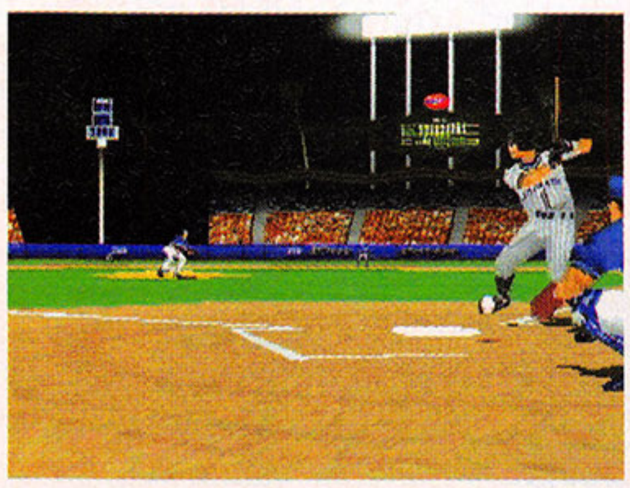
MLB 2002



You might want to sit down to prepare yourself for this next one, because I'm about to give my unconditional support to a 989 Sports game. The fact is, with its new *MLB 2002*, 989 has outdone every baseball game out there...which is saying a lot, considering that it's only available for the PS1 at this point. *MLB 2002* features all of the pitching and batting control of *Triple Play* but has added bonuses. When pitching, you can pick exactly what spot you want in the displayed strike zone, but you can only do it after you have initiated the pitch. This means that once you've started to throw the ball, you have slightly less than a second to move the cursor where you want it. If you move it incorrectly or not enough, your pitch will not go where you may have wanted it. This is a nice compromise between the vague positioning of *High Heat* and the perhaps-too-scientific pitch placement in *Triple Play*. After all, pitching isn't so easy that you can take five minutes to select the exact location you want and actually put it there. *MLB* recognized that major league pitch placement, while often quite accurate, isn't that simple. Pitching also features a strength meter that lets you gauge how hard you are throwing. This meter gives you very specific control of your power. For example, you can throw a fastball at 90% of you capacity if you want. You can continue to adjust the power until the ball leaves your hand. This means you can press × just hard enough to get your meter halfway up, tricking the batter into thinking he's getting a slow pitch. Then, just before the ball leaves your hand, you can give × a final hard push, kicking the meter up to full power. The batter now only has a moment to react to the speed change. This goes a long way in simulating actual pitching release style and a batter's ability to anticipate the pitch based on that release. *MLB* also adds a realistic facet to batting with its Total Control Batting feature. Though it can be turned off, Total Control Batting is encouraged as a default, mainly because trying to guess pitches is an important part of the duel between pitcher and batter. Being forced to try to guess the pitch requires you to pay more attention to the pitcher's general pitch sequences and to try to get into the mind of your opponent (which is actually a huge part of baseball). Total Control Batting lets you guess either pitch selection or location or both. If you guess correctly, your bat will have a bigger sweet spot and give you a greater chance of a hit. If you guess wrong, the opposite occurs. A perfect guess will result in a flashing batting cursor. If you see this, get ready to tee off on the ball. Sometimes you may have guessed an inside (or outside) pitch perfectly and will want to hit it because the cursor is flashing. If this is the case, quickly use **R2** and the D-pad, as the pitch is approaching, to relocate yourself in the batter's box so that the thick part of your bat is aligned with the batting cursor. If you can do this in time, you're almost guaranteed a home run! *MLB* also has an All-Star Game as well as a farm system for its General Manager mode. All of that accuracy and control...and to top it off, the game actually features Ichiro, in name as well as body. A big score for 989 Sports.







TIPS & TRICKS™ Tournament Report

by Jason Wilson

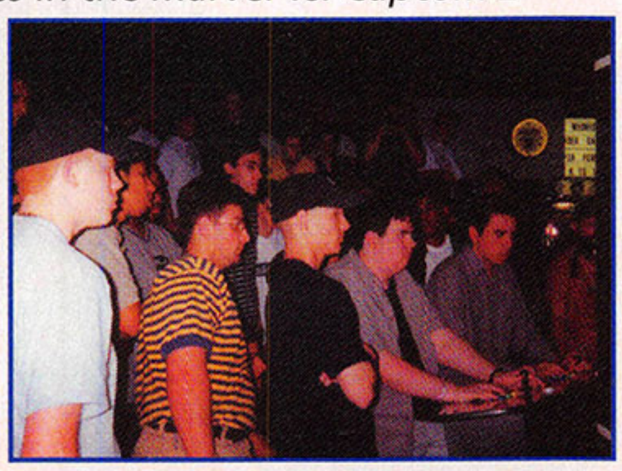
Sponsored by The Official Electronic Games Scoreboard™ TWIN GALAXIES www.twingalaxies.com

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

NYC Player Wins South Florida Challenge!

Arturo Sanchez smiles after realizing he is going home with over $800 in cash!

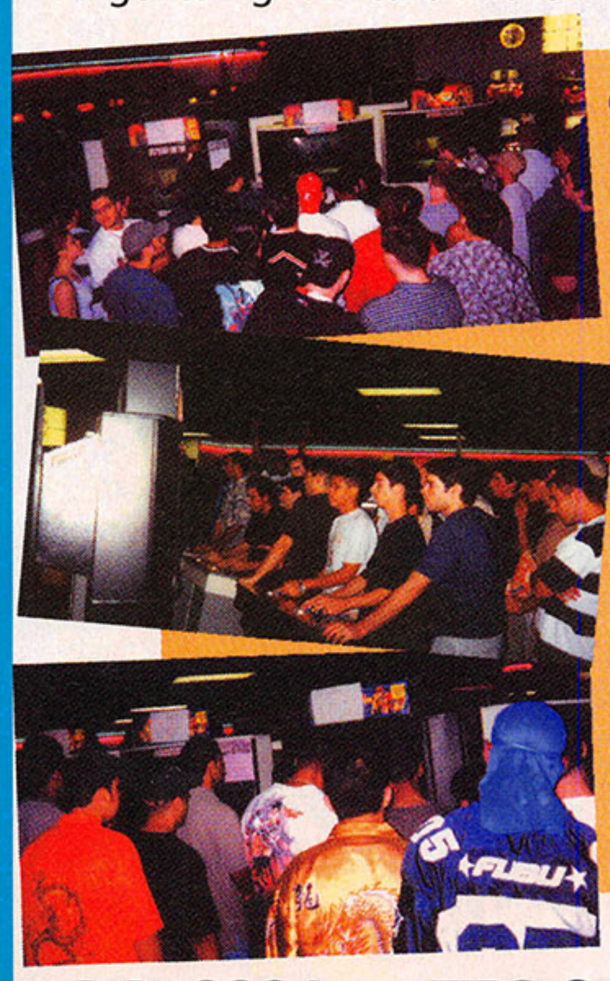
To compete in the first of four major *Street Fighter* tournaments this year, Arturo Sanchez took a 30-hour bus ride to Miami for the South Florida Challenge, held on April 21 and 22 at Flipper's Amusement Center. 32 players made their way from all over Florida to play in the *Capcom vs. SNK* portion of the tournament, while 50 players from as far away as Rhode Island and Louisiana competed for cash prizes in the *Marvel vs. Capcom 2* tournament. Arturo went to the dark side and chose Nakoruru as part of his main team, defeating Jason Wilson in the finals of the winner's bracket 4-2. Wilson forfeited his second place finish to Angel Mateo—who had never previously fought any player from outside of Miami—in order for Angel to fight Arturo in the finals. Arturo finished off Angel 4-1 with his Nakoruru/Dhalsim/EX Vice team, winning $360 for his first-place finish. 16-year-old Ari Weintraub from Northbrook, Illinois nearly pulled off an improbable comeback in the *Marvel vs. Capcom 2* tournament, but fell to Arturo Sanchez 4-2, 0-4, 4-3 in a battle that lasted until the final match of the final set! Arturo won another $450 for his finish in that tournament as well. Most players from Orlando and Jacksonville were shocked to see that the majority of the top 10 in both tournaments consisted of competitors from Miami instead of Orlando and Jacksonville, which were thought to have better of *Marvel vs. Capcom 2* players. Special thanks to Jeff Condon of Flipper's for making this tournament a reality, and to Ralph for helping throughout the tournament! Stay tuned for another major Flipper's tournament soon!



Ari and Arturo battle it out in an intense *MVC2* final that went down the to the last match of the last set!

Angel Mateo battles Arturo for the *Capcom vs. SNK* crown.

Team Miami cheers for the locals.



Capcom vs. SNK

1st Place—Arturo Sanchez (Nakoruru, EX Vice, King, Dhalsim, EX Yamazaki)
2nd Place—Angel Mateo (EX Honda, Terry, Dhalsim, King, EX Balrog)
3rd Place—Jason Wilson (EX Benimaru, EX King, Dhalsim, Blanka, Chun Li, EX E. Honda)
4th Place—Alex Navarro (Nakoruru, EX Dhalsim, EX Vice, Blanka, Guile, Raiden, King)
5th Place (tie)—Tony Arriola (Terry, EX Vice, King)
5th Place (tie)—Trent Van Deven (random characters)

Marvel vs. Capcom 2

1st Place—Arturo Sanchez (Sentinel, Blackheart, Captain Commando)
2nd Place—Ari Weintraub (Sentinel, Blackheart, Captain Commando)
3rd Place—James Sekator (random characters)
4th Place—Eder Resendiz (Doom, Cable, Jin)
5th Place (tie)—Oslanir Delisle (Sentinel, Doom, Cable)
5th Place (tie)—Roland Miyares (Spiral, Sentinel, Doom)

GHOSTBUSTERS AT GOLFLAND!

After enduring 13 hours of Cable's Ghostbusters gun, Storm's screaming and Blackheart's screeching, I was ready to take a long nap! In the biggest tournament to hit California since 1996, Southern Hills Golfland became a *Marvel vs. Capcom 2* madhouse on March 31 when 90 players showed up from Washington, Oregon, Arizona, Nevada and all parts of California to compete for a grand prize of $550 and tokens! Most players copied teams and tactics used by California players for the past year and a half, with the majority using Cable (argh!), Sentinel, Blackheart, Storm, Dr. Doom, Spiral and Cyclops. One exception was surprise third-place finisher Rattana Phantarouh, who took out Michael "Nyte" Morse and Tone Nguyen of the "Versus" family with Iceman! Alex Valle once again proved that he is the man to beat, finishing off Duc Do with an incredible team of Sentinel, Blackheart and Captain Commando. Top Northern California player Ricky Ortiz was ousted early and did not place in the top 10. Thanks again to John Bailon for another spectacular Golfland Tournament!

Duc Do smiles for the camera. Will he ever lose?

1st Place—Alex Valle (Blackheart, Sentinel, Captain Commando)
2nd Place—Duc Do (Spiral, Cable, Sentinel)
3rd Place—Rattana Phantarouh (Cable, Doom, Iceman),
4th Place—Tone Nguyen (Cable, Storm, Captain Commando)
5th Place (tie)—Jay "Viscant" Snyder (Doom, Storm, Sentinel)
5th Place (tie)—Long Tran (Strider, Doom, Cable)

Motor City "Winner Take All" Tournaments

Ari Weintraub proudly displays the bracket used during the *Capcom vs. SNK* tournament.

Chicago's Ari Weintraub drove to Wizzards Arcade in Warren, Michigan for two "winner take all" tournaments on April 20, 2001. Ari was upset in the *Marvel vs. Capcom 2* tournament—losing twice to Demetrius Tyner's Cable/Doom/Captain Commando team—but redeemed himself by winning the *Capcom vs. SNK* competition (even though he used Nakoruru), only losing one round the entire time! Sean Hunter took first in Marvel with a well played Spiral/Cable/Sentinel team. Congrats to everyone who entered, and thanks to Ari for pictures!

Sean takes home the *Marvel vs. Capcom 2* Championship for Detroit!

Capcom vs. SNK
1st Place—Ari Weintraub (Nakoruru, EX Vice, EX Yuri)
2nd Place—Dre Stinson (Ken, Guile)
3rd Place—Keshawn Cook (Zangief, Blanka, Sakura)

Marvel vs. Capcom 2
1st Place—Sean Hunter (Spiral, Cable, Sentinel)
2nd Place—Demetrius Tyner (Cable, Doom, Captain Commando)
3rd Place—Ari Weintraub (Sentinel, Blackheart, Captain Commando)

United States Top 10 Player Rankings

(Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine)

Capcom vs. SNK Top 10 Players

1. **Alex Valle** (Southern Hills Golfland, Stanton, CA)
2. **Ricky Ortiz** (Golfland USA, Sunnyvale, CA)
3. **Jason Nelson** (Golfland USA, Sunnyvale, CA
4. **Arturo Sanchez** (Chinatown Fair, New York, NY)
5. **(tie) Jason Wilson** (All Amusement Center, Van Nuys, CA)
5. **(tie) John Choi** (Golfland USA, Sunnyvale, CA)
7. **Peter Ong** (Einstein's, Austin, TX)
8. **Hsien Chang** (Einstein's, Austin, TX)
9. **Angel Mateo** (Flipper's Amusement Center, Miami, FL)
10. **(tie) Jason Cole** (Golfland USA, Sunnyvale, CA)
10. **(tie) James Chen** (Southern Hills Golfland, Stanton, CA)
10. **(tie) Alex Navarro** (Flipper's Amusement Center, Miami, FL)

Marvel vs. Capcom 2 Top 10 Players

1. **Alex Valle** (Southern Hills Golfland, Stanton, CA)
2. **Duc Do** (James Games, Upland, CA/Southern Hills Golfland, Stanton, CA)
3. **Ricky Ortiz** (Golfland USA, Sunnyvale, CA)
4. **Justin Wong** (Chinatown Fair, New York ,NY).
5. **Arturo Sanchez** (Chinatown Fair, New York, NY)
6. **Michael "Nyte" Morse** (Southern Hills Golfland, Stanton, CA)
7. **Jay "Viscant" Snyder** (Nickel City, La Jolla, CA)
8. **Julien Robinson** (University Pinball, Philadelphia, PA)
9. **Rattana Phantarouh** (University of Washington, Seattle, WA)
10. **Tone Nguyen** (Southern Hills Golfland, Stanton, CA)

"Texas Techer" Stomps the Competition in Capcom vs. SNK!

Though best known for his skills in *Street Fighter III: 3rd Strike*, Hsien Chang upset Ricky Ortiz to win the *Capcom vs. SNK* tournament held March 10 at the University of Houston Gameroom. Known as the "Texas Techer" because of his skill with tech throws, Hsien's characters simply cannot be thrown. His flawless Evil Ryu took out Ricky's entire team of Nakoruru, EX Vice and EX Yuri, then eventually finished off Peter Ong's Nakoruru, Dhalsim and EX Vice with a team of Nakoruru and Ryu! Can Nakoruru be stopped? She has been chosen by the winners of the last 10 *Capcom vs. SNK* tournaments!

The following day, March 11, *Marvel vs. Capcom 2* was the main draw with over 50 entrants. Duc Do and Ricky Ortiz decided to "tie" for first, which kind of ruins the point of a tournament in the first place. Anyway, here are the results:

Capcom vs. SNK
1st Place—Hsien Chang (Evil Ryu, Nakoruru, Ken, Ryu)
2nd Place—Peter Ong (EX Yuri, Nakoruru, Dhalsim, Terry, EX Mai)
3rd Place—Brian Tyson (Guile, King, Dhalsim)
4th Place—"LordVoid" (EX Kim, King, EX Vice)
5th Place—Arturo Sanchez (Dhalsim, EX Yamazaki)
5th Place—Ricky Ortiz (Nakoruru, EX Vice, EX Yuri)

Marvel vs. Capcom 2
1st Place (tie)—Ricky Ortiz (random teams)
1st Place (tie)—Duc Do (random teams)
3rd Place—Arturo Sanchez (Blackheart, Cable, Doom)
4th Place—Ari Weintraub (Cable, Storm, Sentinel)

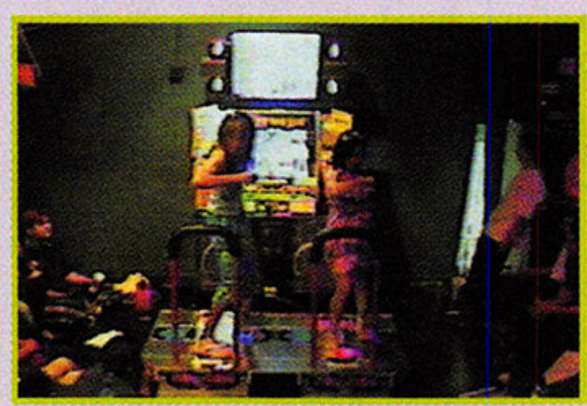
Arcade Infinity *Dance Dance Revolution* Tournament

On March 24, 2001, Arcade Infinity in Rowland Heights, California was host to a *Dance Dance Revolution 4th Mix Plus* tournament, with 63 participants for the "Perfect Attack" tournament and 66 for "Freestyle." Hordes of spectators watched *DDR* experts put on their best show in an effort to win cash, tokens and a *DDR Solo 2000* Machine! An abundance of routines and freestyle performances were displayed throughout the tournament from players all over California and as far away as Texas, Georgia and New York! During the "freestyle" part of the tournament, the players performed each of their routines and were ranked accordingly by nine different judges. However, a new format was brought into this tournament for Round 2 where the top eight contestants from Round 1 were brought into a bracketed elimination round. Songs were then chosen from a group of pre-selected numbers by the judges. The two seeded players would then freestyle the selected song in shuffle mode, and the judges then voted on the winner of the two, who advanced. Special thanks to Mike "Crackpron" Pham who contributed to this article! Here's a list of the winners and their prizes:

Goooooaalllll!* Everyone has their own unique way of playing *Dance Dance Revolution.

Some *DDR* freaks had custom-made costumes just for this tournament!

A crowd of over 100 spectators watched the intense competition.



Why don't these girls show up at MY arcade and play *DDR*?

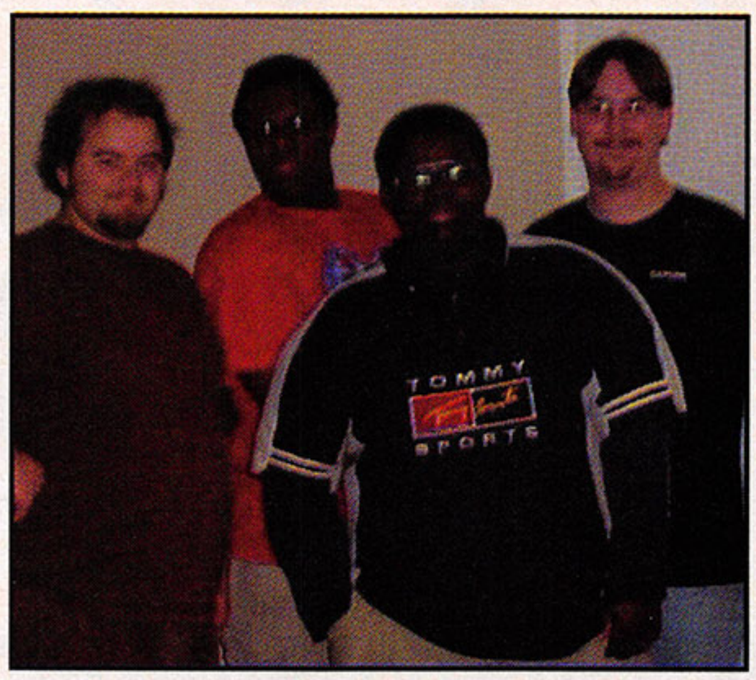
Perfect Attack Tournament
1st Place—Bum Suk "Jenith" Shon ($100)
2nd Place—Michael "AznInnovation" Ngo ($50)
3rd Place—Bryant "Orochi" Kongkachandra ($25)

Freestyle Tournament
1st Place—Mel Baltazar (*DDR Solo 2000* dedicated machine)
2nd Place—Guyuk Wonto ($50)
3rd Place—Chango ($25)

GAME HITS VAMPIRE SAVIOR TOURNAMENT

Game Hits Game Store hosted a *Vampire Savior* tournament for the hardcore Lansing, Michigan-area players on April 20th. In one of the closest battles yet seen at Game Hits, four players ran neck-and-neck for first place until the very end of the round-robin tournament. As the end neared, upsets abounded, with frontrunner Chris Tucker derailed and a two-way tie for second place locked in by brothers Tim and Andre Proctor. Here are the results:

1st Place—Jess Ragan
2nd Place (tie)—Tim Proctor
2nd Place (tie)—Andre Proctor
4th Place—Pat Reynolds



TOURNAMENT REPORT

June 22-24, 2001

2001 Midwest *Street Fighter* Championships
Contact: Super Just Games
Northbrook, IL
(847) 559-8727

The 2001 Midwest *Street Fighter* Championships will begin on Friday, June 22 and finish up on Sunday, June 24. This marks the first time since 1996 that the tournament will take a full three days. Tournament prizes are going to include Capcom Sega Dreamcast Games, deluxe Capcom game marquees and gift certificates along with usual cash rewards for the top three players in each game. All this booty will be sure to entice gamers to come to the United States' longest-running annual *Street Fighter* tournament. Since 1993, nearly 800 gamers from 40 states and Canada have competed for the right to be called "Midwest *Street Fighter* Champion." 100% of the tournament entry fees will go to the winners, as well as bonus cash prizes from Twin Galaxies, the official video game and pinball scoreboard! Please note: The featured game of this tournament will be *Capcom vs. SNK*, with qualifying rounds to begin on Saturday June 23, with the finals on Sunday June 24. More details about this wild *Street Fighter* weekend:

Friday, June 22
11:00 AM—Signups
12:00 PM—*Street Fighter Alpha 2* tournament
7:00 PM—*Street Fighter III: 3rd Strike* tournament

Saturday, June 23
11:00 AM—Signups
12:00 PM—*Capcom vs. SNK* qualifying rounds (16 players will qualify for Sunday's finals)
6:00 PM—*Marvel vs. Capcom 2* tournament

Sunday June 24
12:00 PM—*Capcom vs. SNK* finals
2:00 PM—*Street Fighter Alpha 3* tournament
6:00 PM—*Super Street Fighter II Turbo* tournament

Winners of the *Capcom vs. SNK* tournament will receive the following prize packages:
1st Place—60% of all entry fees, 2 deluxe Capcom game marquees, a one-year subscription to *Tips & Tricks* Magazine, a Sega Dreamcast system and 2 Sega Dreamcast games
2nd Place—25% of all entry fees, 1 deluxe Capcom game marquee and 2 Sega Dreamcast games
3rd Place—15% of all entry fees and a Sega Dreamcast game
4th place—1 Sega Dreamcast game

All other tourney winners receive:
1st Place—60% of all entry fees, a one year subscription to *Tips & Tricks* Magazine and 1 Sega Dreamcast game.
2nd Place—25% of all entry fees
3rd Place—15% of all entry fees

Free pizza will be given to paid tournament participants on Saturday June 24 during the *Capcom vs. SNK* tournament! Over 200 games are featured at Super Just Games, including nearly every Capcom fighting game ever made, *Dance Dance Revolution USA* and much, much more! For more information, contact Jayson McClellan at the number shown above.

August 4-5, 2001

B5 *Street Fighter* Championships
The Gameroom
281 Iron Point Rd.
Folsom, CA 95630
(916) 608-9669

Last year's highly successful B4 tournament attracted over 100 gamers…and the B5 is shaping up to be one of the biggest tournaments of the summer! Featured games include *Marvel vs. Capcom 2*, *Capcom vs. SNK*, *Super Street Fighter II Turbo* and *Street Fighter Alpha 3*. Cash prizes will be awarded to the top three finishers in each contest! Email Tom Cannon (inkblot@shoryuken.com) for more information.

RECURRING TOURNAMENTS

***Marvel vs. Capcom 2/Capcom vs. SNK* Monthly Tournaments**
Contact: Southern Hills Golfland
Stanton, CA
(714) 895-4550

Southern Hills Golfland, the site of various national videogame tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK* with cash and tokens awarded for the top three spots.

***Capcom vs. SNK* Bi-Weekly Tournaments**
Contact: Golfland USA
Sunnyvale, CA
(408) 245-1322

Golfland USA holds bi-weekly tournaments in *Capcom vs. SNK* at 6:00 PM every other Saturday.

Game Hits Game Store Tournaments
Contact: Game Hits Game Store
4324 W. Saginaw
Lansing, MI
(517) 323-0797
www.game-hits.com

Lansing, Michigan-based Game Hits Game Store hosts weekly tournaments for games that range from *WWF: No Mercy* to *Street Fighter Alpha 3*. All tournaments begin at 7:00 PM, with a $2 entry fee. The following games will be featured on the dates indicated:
July 7—*Dead or Alive 2*
July 14—*Tekken Tag Tournament*

hard core

Custom *Armored Core* Design

by Pat Reynolds

Hard Core **is a special section of** ***Tips & Tricks*** **where we showcase some of the best custom Core designs created by you, our readers, in Agetec's** ***Armored Core*** **series of games for the PlayStation (and** ***Armored Core 2*** **for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!**

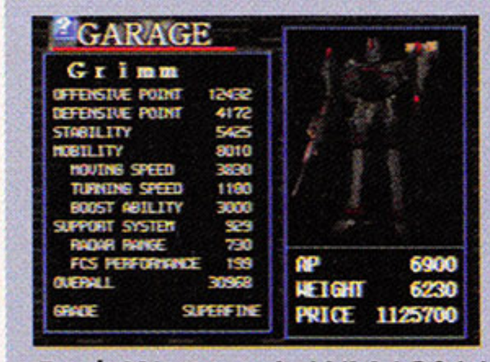
Sponsored by

www.game-hits.com

Featured Core Design

Grimm

Designed by Mike Schmitt of Vestal, New York



Parts
Head: HD-HELM
Core: XXA-SO
Arms: AN-K1
Legs: LN-2KZ-SP
Generator: GBG-XR
FCS: P/CV
Boosters: B-VR-33
Back Weapon L: WM-L201 Large Missile
Back Weapon R: WC-01QL Laser Cannon
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-RF/E Sniper Rifle
Option Parts: SP-JAM, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-ABS/Re

Color Scheme (General)
Base: Red: 15, Green: 15, Blue: 15
Optional: Red: 00, Green: 00, Blue: 00
Detail: Red: 15, Green: 00, Blue: 00
Joint: Red: 00, Green: 00, Blue: 00

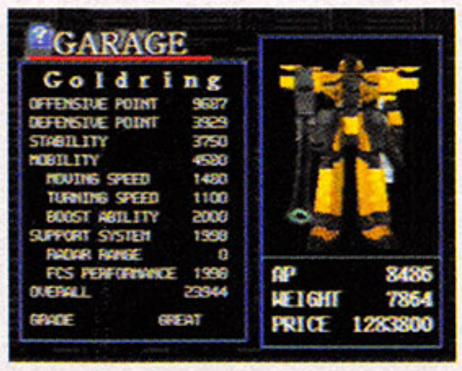
Performance
Armor Points: 6900
Weight: 6230
Price: 1,125,700

Grade: SUPERFINE

Mike did such a good job describing Grimm in his letter that I'm going to paraphrase his own words for this description. Grimm excels at speed and attack. Its only weakness is its AP—although it's low, a player with enough skill can get past it. The WG-RF/E has low ammo, but 10 shots is enough to make almost any other Core submit. Its range is excellent; you can get a lock when the opponent isn't even on the radar! The WM-L201 is an excellent Large Missile because of its speed and power. The ammo is low, but again, 12 missiles are enough if you can hit with them. For easy wins, all you need to do is dash around the opponent and fire the Sniper Rifle a few times. Alternatively, find a spot high up if the map has one and pick at the enemy with missiles or the rifle. Grimm is the Featured Core this month because of the combination of excellent energy use and choice of weapons. In the hands of a skilled player, Grimm can be a monster.

Goldring

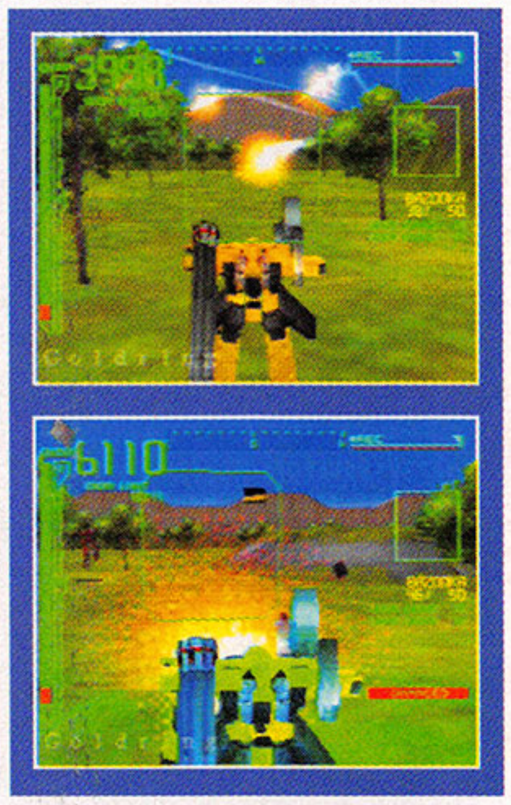
Designed by Andrew Burg of Collegeville, Pennsylvania



Parts
Head: HD-GRY-NX
Core: XXA-SO
Arms: AN-25
Legs: LN-SSVR
Generator: GBG-XR
FCS: RATOR
Boosters: B-VR-33
Back Weapon L: WC-IR24 Laser Cannon
Back Weapon R: WC-01QL Laser Cannon
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-B2180 Bazooka
Option Parts: SP-JAM, SP-ABS, SP-SAP, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-Detq

Color Scheme (General)
Base: Red: 47, Green: 43, Blue: 00
Optional: Red: 12, Green: 12, Blue: 12
Detail: Red: 12, Green: 12, Blue: 12
Joint: Red: 12, Green: 12, Blue: 12

Grade: GREAT



Performance
Armor Points: 8486
Weight: 7864
Price: 1,283,800

Goldring is a tough Core to play. Not only did Andrew forget to include any kind of radar function, but the weapons require patience and cunning to use properly. All of its weapons, while powerful, are slow and difficult to use with a humanoid leg Core. The Bazooka is a solid weapon—we've seen it used very capably by ChromeXO in a couple of recent AC Challenges. It's slow, but each hit does a ton of damage. The problem with Goldring comes when you realize that both back weapons require this Core to kneel and fire from a stationary position. This procedure takes a few seconds to set up, and all but the slowest of enemy Cores will have moved out of range or attacked by the time you're ready to fire. Rely on the Bazooka unless you can get into a sniper position and surprise the opponent with either of the back weapons.

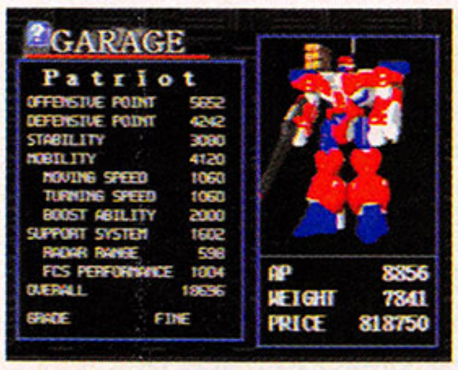
If you're an ***Armored Core*** **fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:**

Tips & Tricks Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of ***Tips & Tricks*****. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of** ***Hard Core*****. As always, overweight or otherwise illegal Core designs get tossed in the trash.**

Patriot

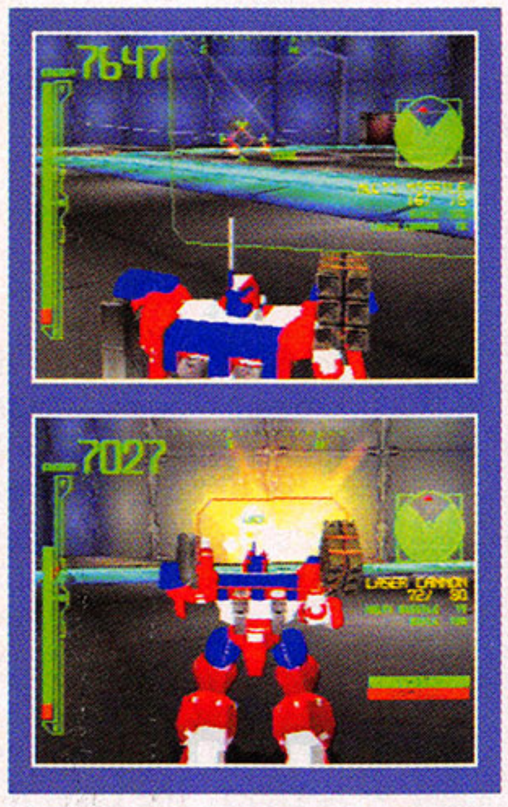
Designed by Chris Price of Glendale, Arizona



Parts
Head: HD-REDEYE
Core: XCA-00
Arms: AN-863-B
Legs: LN-S3
Generator: GBG-XR
FCS: TRYX-QUAD
Boosters: B-VR-33
Back Weapon L: WC-01QL Laser Cannon
Back Weapon R: WM-X201 Multi-Missile
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-RFM118 Rifle
Option Parts: SP-JAM, SP-ABS, SP-SAP, SP-S/SCR, SP-E/SCR

Color Scheme (General)
Base: Red: 41, Green: 00, Blue: 00
Optional: Red: 00, Green: 00, Blue: 40
Detail: Red: 64, Green: 64, Blue: 64
Joint: Red: 64, Green: 64, Blue: 64

Grade: FINE

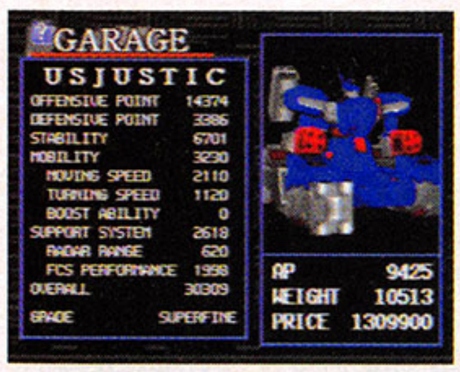


Performance
Armor Points: 8856
Weight: 7841
Price: 818,750

Uncle Sam and American Pride have kicked off a slew of patriotic Core submissions; Patriot here is the first of them. Of course, all of these red, white and blue Cores are itching for a piece of the other patriots in the AC Challenge arena, and Patriot gets its chance to square off against its predecessors this month. Patriot is a solid design in every aspect except one as far as I'm concerned, but Chris has a reason for this. I felt that the Rifle is underpowered, especially since most Core designers opt for something stronger. Chris says that the weapon is special to him, and he chose it because of its metaphorical similarities to the rifle you have at the start of the game *Medal of Honor*. Chris says, "It may not be strong, but a constant stream…should bring down an enemy's AP pretty fast." Patriot makes good use of energy, and its other weapons are useful—especially the Multi-Missile, which is powerful at long distances. Check out this month's AC Challenge to see how Patriot fared against a batch of other all-American Cores.

US Justice

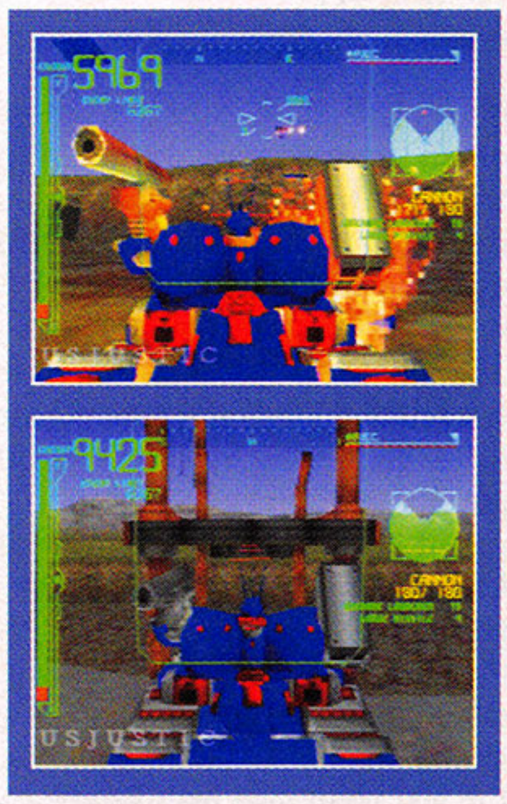
Designed by Kevin Parhomek of Topeka, Kansas



Parts
Head: HD-4004
Core: XCH-01
Arms: AW-R/4 Cannon
Legs: LC-MOS4545
Generator: GBX-XL
FCS: RATOR
Boosters: N/A
Back Weapon L: WC-GN230 Grenade Launcher
Back Weapon R: WM-AT Large Missile
Arm Weapon L: N/A
Arm Weapon R: N/A
Option Parts: SP-AXL, SP-S/SCR, SP-E/SCR, SP-Detq, SP-ABS/Re

Color Scheme (General)
Base: Red: 00, Green: 00, Blue: 32
Optional: Red: 32, Green: 32, Blue: 32
Detail: Red: 32, Green: 32, Blue: 32
Joint: Red: 32, Green: 00, Blue: 00

Grade: SUPERFINE

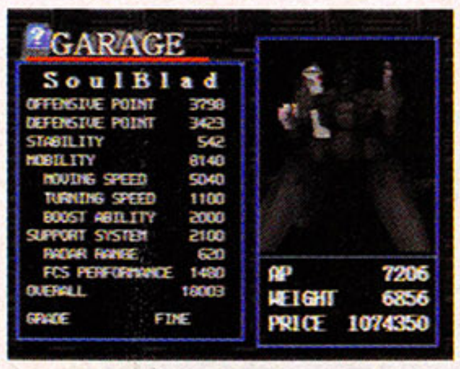


Performance
Armor Points: 9425
Weight: 10513
Price: 1,309,300

Another all-American steps up to battle it out with the reigning champions in the Patriot Arena. A caterpillar-type, US Justice flaunts the ability to pile on a huge payload of weapons. The Cannon Arms hit hard and have lots of ammo, and Kevin wisely backs up this power with the ever-popular WM-AT Large Missile and a Grenade Launcher. Subtlety is not an option with this Core. Drive into battle and keep the heat on the opponent. Send a WM-AT Missile at your enemy, then keep him too busy dodging the Cannon to notice the incoming nuke. Be sure to mix up weapons, using the Grenade Launcher sparingly to take advantage of its wide damage radius. Fast Cores can give US Justice a hard time, but it has the AP and firepower to outlast weaker enemies. Check out this month's AC Challenge to see how it stood up to the other patriotic Cores.

Soul Blade

Designed by Chris "Raziel" Owens of Summerdale, Alabama



Parts
Head: HD-4004
Core: XXA-SO
Arms: AN-K1
Legs: LF-TR-0
Generator: GBG-10000
FCS: QX-9009
Boosters: B-T001
Back Weapon L: WC-CN35 Chain Gun
Back Weapon R: WC-IR24 Laser Cannon
Arm Weapon L: N/A
Arm Weapon R: WG-XP2000 Pulse Rifle
Option Parts: SP-JAM, SP-AXL, SP-EH, SP-Detq

Color Scheme (General)
Base: Red: 10, Green: 10, Blue: 10
Optional: Red: 10, Green: 10, Blue: 10
Detail: Red: 05, Green: 00, Blue: 05
Joint: Red: 05, Green: 05, Blue: 00

Performance
Armor Points: 7206
Weight: 6856
Price: 1,074,350

Grade: FINE

Quad-leg Cores have a natural advantage over humanoid-types like Goldring. Where Goldring is almost crippled by the need to stop, kneel and fire from a stationary position with heavier back weapons, Cores using quads can zip along and fire anything without suffering any sort of delay. Soul Blade can make good use of this ability with its Chain Gun and Laser Cannon. Combined with the Pulse Rifle, Soul Blade specializes in fast hit-and-run attacks. Use circle strafing and keep the opponent guessing by switching between weapons. Use the Chain Gun and Pulse Rifle to hit slower moving enemies and break out the Laser Cannon when you need to nail an airborne opponent or inflict big damage with a sure hit. Soul Blade is a solid Core when in the right hands.

Atragon

Designed by Volter Cabias of Kahului, Hawaii

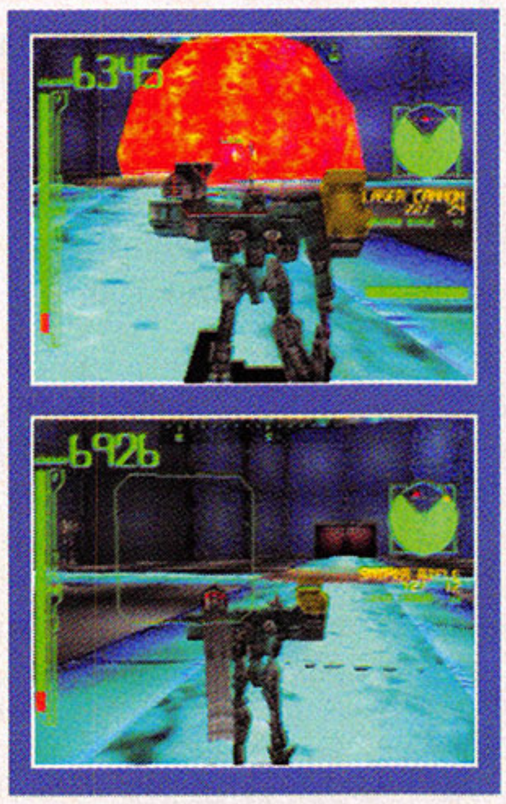
Parts

Head: HD-REDEYE
Core: XXA-SO
Arms: AN-25
Legs: LN-2KZ-SP
Generator: BGB-10000
FCS: RATOR
Boosters: B-T001
Back Weapon L: WC-IR24 Laser Cannon
Back Weapon R: M118-TD Magazine
Arm Weapon L: LS-200G Laserblade
Arm Weapon R: WG-RF/E Sniper Rifle
Option Parts: SP-MAW, SP-JAM, SP-M/AUTO, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-ABS/Re

Color Scheme (General)

Base: Red: 11, Green: 22, Blue: 24
Optional: Red: 26, Green: 31, Blue: 30
Detail: Red: 26, Green: 31, Blue: 30
Joint: Red: 26, Green: 31, Blue: 30

Grade: FINE



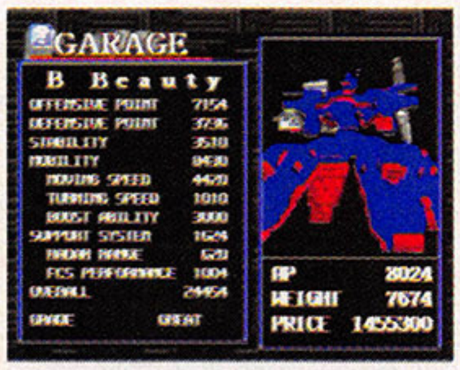
Performance

Armor Points: 6926
Weight: 6222
Price: 1,239,800

It seems that *AC* fans are catching on to the merits of the WG-RF/E Sniper Rifle. Although there's a pause between shots, the damage done by this laser rifle-style weapon is incredibly high—at 3800, it packs more punch than even the mighty Karasawa Laser Rifle. With only ten shots, though, you'll have to make each one count. Volter's wise addition of the Magazine unit adds two extra shots to the Sniper Rifle, so you've got a little more to work with. In the hands of a skilled player, that's more than enough to take down all but the heaviest Cores. The back-mounted Laser Cannon should be used as backup only, or when you have a guaranteed hit. Atragon also uses energy very efficiently; it's a top-notch lightweight Core. Play from a distance to take advantage of the Sniper Rifle and don't get too close to enemy Cores.

British Beauty (B Beauty)

Designed by Kevin Parhomek of Topeka, Kansas



Parts

Head: HD-4004
Core: XXA-SO
Arms: AN-25
Legs: LFH-X5X
Generator: GBG-XR
FCS: TRYX-QUAD
Boosters: B-PT000
Back Weapon L: WC-GN230 Grenade Launcher
Back Weapon R: WM-SMSS24 Missile
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WA-FINGER Machine Gun
Option Parts: SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-Detq, SP-ABS/Re

Color Scheme (General)

Base: Red: 00, Green: 00, Blue: 34
Optional: Red: 00, Green: 00, Blue: 34
Detail: Red: 34, Green: 00, Blue: 00
Joint: Red: 34, Green: 00, Blue: 00

Performance

Armor Points: 8024
Weight: 7674
Price: 1,455,300

Jagermech

Designed by John Polimeni of New York, New York

Parts

Head: HD-06-RADAR
Core: XCH-01
Arms: AN-25
Legs: LN-S3
Generator: GBG10000
FCS: QX-9009
Boosters: B-PT000
Back Weapon L: M118-TD Magazine
Back Weapon R: WM-L201 Large Missile
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-XFwPPk Laser Rifle
Option Parts: SP-JAM, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR

Color Scheme (General)

Base: Red: 45, Green: 40, Blue: 00
Optional: Red: 20, Green: 10, Blue: 64
Detail: Red: 25, Green: 25, Blue: 25
Joint: Red: 25, Green: 25, Blue: 25

Grade: FINE

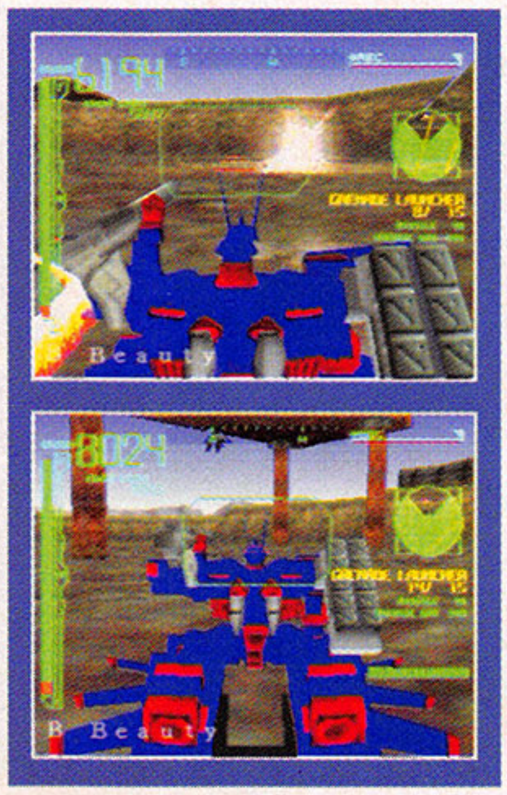
Performance

Armor Points: 9008
Weight: 7905
Price: 913,700

John's Jagermech is an exercise in the marriage of heavy armor and mobility. It sports high AP, decent energy usage for boosting and a solid combination of weaponry. For a budget shopper, there's no better combo than the WM-L201 and the WG-XFwPPk. The Laser Rifle lets you use a variety of tactics, including the ever-popular circle-strafing and medium-range strafe attacks, which the Large Missiles are versatile, fast and useful in a variety of environments. The Magazine (which I'm starting to see more and more of) adds some additional ammo and Jagermech's 9008 points of AP guarantee that it'll be in the fight for the long run.

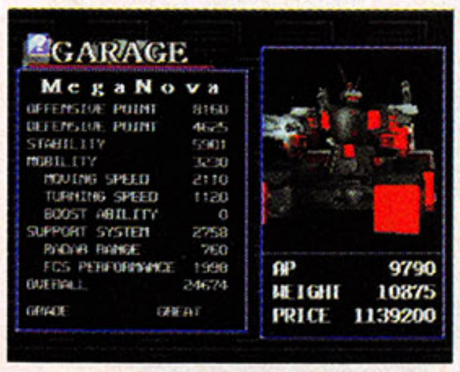
Here's a *Hard Core* first: two Core designs by the same designer in one edition. Before the other 500 of you whose *AC* designs I have waiting in the wings take up arms and hunt me down, let me explain. A few issues ago, I mentioned the idea of getting a bunch of patriotic Cores representing different countries together for a special "World Rumble" AC Challenge. Well, Kevin here was the only person to get the ball rolling on this one, by sending in both an all-American Core (Patriot) and a self-made challenger in British Beauty here. So, you don't necessarily need to be from a foreign country to create a Core representing your country of choice. It helps, but perhaps it's a little too ambitious. Anyway, this month's AC Challenge pits all four American Cores against one another, and the winner will be entered, along with B Beauty, in the forthcoming AC World Rumble. So get those foreign-themed Cores rolling in! Now that I've said all of that, I've run out of room to talk about British Beauty…so boot up *Master of Arena*, build this fine quad-leg Core and hold your own World Rumble.

Grade: GREAT



Mega Nova

Designed by Luigi Dumlao of Metro Manila, Philippines



Parts

Head: HD-G780
Core: XCH-01
Arms: AN-863-B
Legs: LC-MOS4545
Generator: GRD-RX6
FCS: RATOR
Boosters: N/A
Back Weapon L: WC-GN230 Grenade Launcher
Back Weapon R: WC-GN230 Grenade Launcher
Arm Weapon L: N/A
Arm Weapon R: WG-XFwPPk Laser Rifle
Option Parts: SP-MAW, SP-SAP, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq

Grade: GREAT

Color Scheme (General)

Base: Red: 14, Green: 14, Blue: 14
Optional: Red: 28, Green: 28, Blue: 28
Detail: Red: 43, Green: 00, Blue: 00
Joint: Red: 33, Green: 00, Blue: 00

Performance

Armor Points: 9790
Weight: 10875
Price: 1,139,200

Luigi has a fine heavy Core in Mega Nova. As caterpillar-type Core designs go, this is one of the nicer setups I've seen. Mega Nova should be played offensively. The dual back-mounted Grenade Launchers are powerful but slow. Use them to hit your opponent as he lands; that second of immobility after hitting the ground is the perfect opportunity to nail an enemy Core with a couple of grenades! The slow Grenade Launchers are balanced out by the choice of a Laser Rifle, which is fast and capable of hitting quick Cores even while they're airborne. Use the Laser Rifle from a distance and against opponents who are zipping around the Arena, and break out the Grenade Launchers whenever the enemy stops. Mega Nova also has good energy use—the Laser Rifle is the only weapon which needs energy, and if you should run out, the back weapons can hold off your enemy until you recharge. The only design flaw in Mega Nova is the lack of a Laserblade; although the opportunity to actually use one seldom presents itself to slow-moving, heavy Cores, you never know when an opponent will get too close and a good Laserblade strike can change the tide of a battle.

ZX-Mk.IV

Designed by Eli Cloninger of Dallas, North Carolina

Parts

Head: HD-06-RADAR
Core: XCA-00
Arms: AW-XC5500 Laser Cannon
Legs: LC-MOS4545
Generator: GRD-RX6
FCS: COMDEX-C7
Boosters: N/A
Back Weapon L: WC-GN230 Grenade Launcher
Back Weapon R: WC-GN230 Grenade Launcher
Arm Weapon L: N/A
Arm Weapon R: N/A
Option Parts: None

Grade: GREAT

Color Scheme

Leaf Pattern/Steel Leaves

Performance

Armor Points: 8316
Weight: 9306
Price: 445,200

Finally, let's close this month's excursion into the minds of fanatical *Armored Core* designers with a bit of constructive criticism. Every Core unit has a number of slots to fit selected Optional Parts into, and these should always be taken advantage of—*always*. By leaving these slots empty, you give your opponent an advantage. The only reason to not use any Optional parts is if you simply haven't earned enough credits in Scenario Mode or Arena yet, and if that's the case, you need to play the game more. However, if you're on a tight budget, and Eli apparently was when designing this Core, you could do a lot worse. ZX-Mk. IV is designed to be played close and hard, and the Laser Cannon arm units and double back-mounted Grenade Launchers fit the bill. Every one of these weapons creates a huge explosion, which will impair your opponent's vision, hold them in place for a second and hit them with area effect damage. A steady barrage of fire from these weapons can be the demise of a slow Core or an unprepared opponent. The caterpillar legs allow you to move and fire the Grenade Launchers simultaneously, but forget about flying anywhere; this Core eats energy extremely quickly. ZX-Mk. IV is a well-built budget Core and will serve you well, especially in the Scenario Mode.

AC Challenge!

As I mentioned before, this AC Challenge will decide which of these four All-American Cores will be entered into an upcoming AC Challenge World Rumble, which will pit Cores from around the globe in a battle royale! So get busy! Create a Core themed around your country, or any country you think should be represented in the Rumble. We'll take the best of them and dedicate an entire edition of *Hard Core* to showcasing each foreign Core, as well as pitting them against each other in the mother of all AC Challenges! Meanwhile, we had to pare down our stable of four American Core submissions to just one, so here are your results. We did the Challenge a bit differently this month; a round-robin tournament-style battle was held, with every Core facing the others in a best-of-three-match. The winner would be the Core with the best win record. The defending champion, Adam Weisenberger's American Pride (which pulled out a 4-2 win over David Schafer's Uncle Sam back in the April edition of Hardcore) managed to hold its ground against Uncle Sam and the two newcomers and keep the title. Although Uncle Sam was the favorite to win, AM Pride's stronger Laser Rifle and high AP cut a swathe through the opposition. Patriot, featured in this issue, held its own against the stiff competition but was ultimately hampered by its inferior choice of main weapon. The other newcomer, US Justice, didn't fare nearly as well. Although its armament is solid and it has potential, it was unfortunately no match for the trio of faster Cores. Congratulations to Adam, designer of AM Pride, whose Core will represent America in the upcoming AC Challenge World Rumble!

	Uncle Sam	Patriot	US Justice	AM Pride	Total Wins
Uncle Sam	X	Win (2-1)	Win (3-0)	Loss (1-2)	2
Patriot	Loss (1-2)	X	Win (2-1)	Loss (1-2)	1
US Justice	Loss (0-3)	Loss (1-2)	X	Loss (0-3)	0
AM Pride	Win (2-1)	Win (2-1)	Win (3-0)	X	3

Pokémon Report

Celebi's Time Adventure

The astronomical potential for stomach-churning, paradoxical catastrophe when mucking about in scientific voodoo as complex as time travel has made it a fascinating subject for amateur physicists across every entertainment medium. Though some may doubt that a *Pokémon* movie can create a halfway decent representation of the actual mechanics involved in distorting the space/time fabric, remember that it comes from the same source that consistently brings us localized black voids in wallets across the world.

The pre-sale tickets for the fourth *Pokémon* movie went on sale in Japan over two months ago, on March 17th; the actual opening release date in Japan is on July 7th. According to Anatole's translation of the official Japanese website for the movie, you can only get the pre-sale tickets if you are between the ages of three and "junior high," so if you're 40 years old, but haven't yet graduated from junior high, you're good to go. Those young, uneducated, or eager enough to obtain the pre-sale tickets also get a care package that comes with a Kakureon lenticular card, a Suicune Monster Ball Badge, a Celebi pendant, a Pikachu playmat and various stickers.

The pre-sale ticket package: Kakureon card, Celebi pendant, Pikachu playmat, Stickers and Suicune Monster Ball Badge

Masked villain Bishasu and his robot Gareosu

As always, new rare Pokémon take center stage for this latest movie adventure, which chronicles the journey of Ash and friends as they explore strange new worlds, seek out new life and...er, sorry, wrong franchise. Since ultra-rare Pokémon gravitate toward Ash like Homer Simpson to a forbidden donut, our bumbling hero trips over Celebi, falls onto Suicune and gets embroiled in the evil, Pokémon-stealing machinations of Team Rocket while taking a stroll through the forest. Celebi's trainer, a boy named Yukinari, explains to Ash that he and Celebi were forced 40 years into the future by a mask-wearing villain named Bishasu who rides a robot named Gareosu and wields Dark Poké Balls, which can turn any Pokémon they capture evil. Though Celebi is the main attraction, four other rare Pokémon appear in the movie: the legendary cat Suicune and the three Pokémon characters unveiled during Japan's Game Boy Advance press conference, Ruriri, Kakureon and Hoeruko.

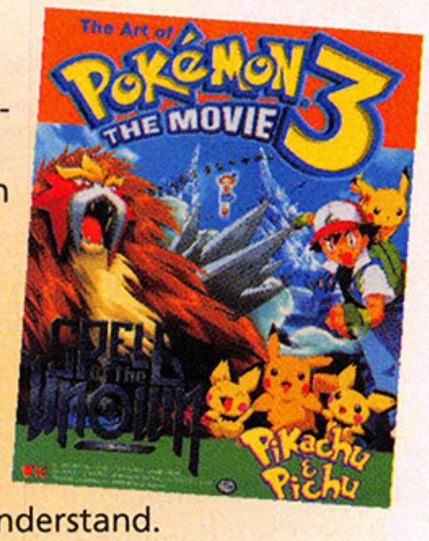
Yukinari and Celebi

(L - R) Suicune, Hoeruko, Kakureon, Ruriri

Pikachu's Doki Doki Hide-and-Seek Adventure

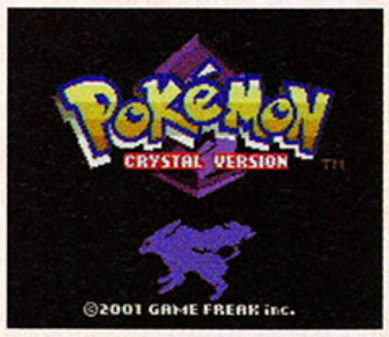
Since no *Pokémon* movie is complete without a Pokéspeak adventure accompaniment, *Celebi's Time Adventure* is preceded by the animated short *Pikachu's Doki Doki Hide-and-Seek Adventure*. You can think of "Doki Doki" as equivalent to the pitter-patter sound of a heartbeat. Pikachu meets some new friends by the ocean and they enjoy a game of hide-and-seek. The adventure also includes song and dance routines (though nothing has yet equaled the pure psychedelic mind-trip of the animated short that preceded the first Pokémon movie.) Popular Japanese actress Kumiko Endo finished the narration for *Pikachu's Doki Doki Hide-and-Seek Adventure* in one take in front of the Japanese press, further solidifying her reputation as one of the best narrators in the business.

The Art of Pokémon 3: The Movie

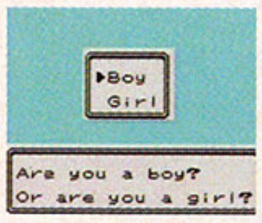


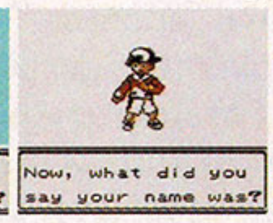
All you aspiring artists out there—this book is not for you. There's nothing regarding animation or artistic techniques contained within this deceptively titled tome; it's just a summation of both the feature-length motion picture and of the animated short, *Pikachu and Pichu*, written in language simple enough for a pretty bright 6-year old to understand. Further evidence that this is not for a mature audience comes in the form of a caveat near a picture of Pikachu and the Pichu brothers rolling down a sidewalk inside a rubber tire which reads, "Don't try this at home kids! Remember, these are trained Pokémon on a closed animation set!"

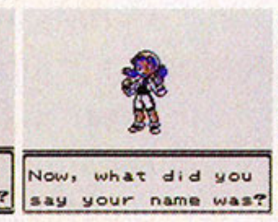
Pokémon: Crystal Version



Pokémon Crystal's release date in the United States has been officially announced as July 30th, a much earlier date than previously expected. In *Pokémon Crystal*, the player is able to choose between a boy and girl character, a much-needed reprieve for those of us of the female persuasion. Below are some of the first English screen shots of the game.







San Francisco Japan Town
TOMY TOYS

While wandering the hilly streets of San Francisco last week, occasionally dodging empty Funyun bags strewn into the wind by lithium-deprived children of the damned and wondering whether verbal exchanges between my significant other and passing lunatics would escalate to blows, I found a spare moment to duck into Japan Town to pick up some more Pokémon toys. For quite some time I assumed the rubber Totodile, Chikorita, and Cyndaquil figures were stamps; that is, until I tried to actually take the bottoms off and one of them growled at me. They're about two inches tall and have tiny speakers inside which emit various Pokémon sounds when agitated.

Sitting alone in a bin full of happier-looking Pokémon was this pink Snubble, with a perpetual snarl and fangs bared. Despite its frou-frou appearance, Snubble still tries to display a bit of attitude, something very hard to pull off when wearing what looks like a pink tutu with blue polka dots around your hindquarters.

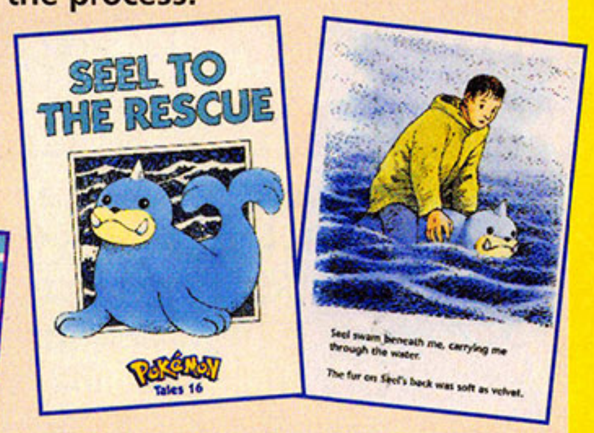
Plastic Pichu

Now that Pikachu's getting old and grayish-yellow, it's time for a new generation of common house rodents to bewitch consumers into the poorhouse by bestowing truckloads of merchandise with their image. Pikachu's progeny, Pichu, is a baby Pokémon you get by breeding a couple of starry-eyed Pokémon in *Pokémon Gold* and *Silver*. Chris B. picked up this cute plastic Pichu from a small import store in L.A. If you wind it up, the two-inch tall Pichu will wave his arms and ears up and down, a cute and disarming tactic to distract you so it can come to life and eat you! Okay, it just winds down after a few seconds, but the oddly hypnotic rhythm of its waves suggests there are *some* subliminal forces at work. One of a four-part set of figures released in Japan by Bandai.

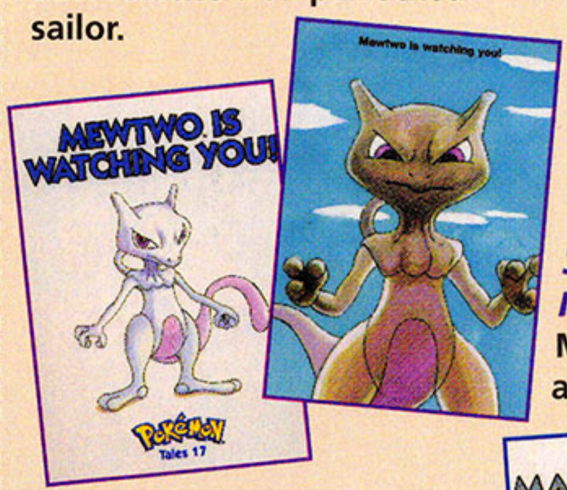
Pokémon Tales
From Viz Comics

Pokémon Tales are small children's books that are created by different writers and authors in Japan. Even casual glances at the interior show distinct art styles, as you can see below. Though the writing is geared for a younger audience, adults and older children should share these stories with any young *Pokémon* fanatics they know, since these picture books are meant to be read aloud. After finishing the story, there's a puzzle in the back of each book where you need to find the image of a Pokémon hidden within the artwork.

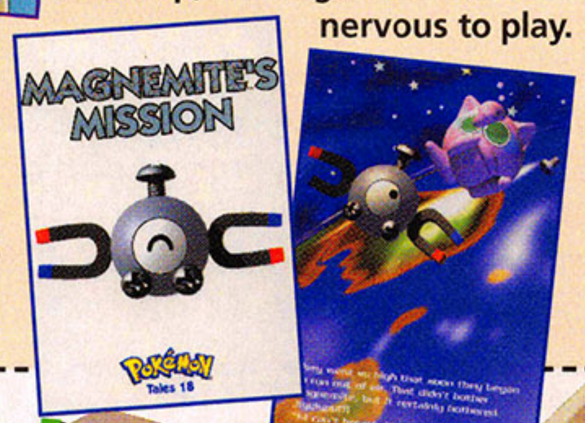
1. Pokémon Tales #15—First Prize for Starmie
Starmie uses a shortcut during a race through outer space, nearly unseating Santa Claus in the process.



2. Pokémon Tales #16—Seel to the Rescue
Seel rescues a shipwrecked sailor.



3. Pokémon Tales #17—Mewtwo is Watching You!
Mewtwo glares at Pokémon from a hilltop, making them too nervous to play.



4. Pokémon Tales #18—Magnemite's Mission
Magnemite's Good Samaritan act brings him in contact with a plummeting meteorite.

POKÉMON AIRPLANE

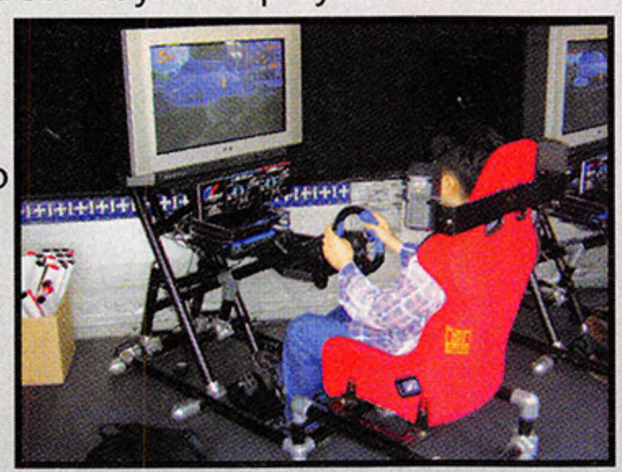
Feast your eyes on this Zubat airplane. Constructed lovingly with my own hands, this miniature marvel is a darling piece of pseudo-machinery which can simulate flight at speeds of at least 9.8 meters per second squared. On its maiden flight from my hand to the ground underneath my hand, it twisted and turned like Tom Cruise in *Top Gun* and made a perfect one-point landing…nose first, soft as a feather. Truly a miracle of modern technology. Oh, and it comes with a couple sticks of gum.

JAPAN REPORT!

by Anatole Brown

Get Your GT3!

PlayStation 2 owners in Japan finally got the game they've been waiting when *Gran Turismo 3* hit the store shelves on April 28th. Sony commemorated the event by setting up kiosks all over Tokyo and called it the "*Gran Turismo 3* Driving Fair." The *GT3* kiosks demonstrated different ways in which *Gran Turismo 3* can be played. Six PS2s were daisy-chained with i-Link cables for a six-way multiplayer race with the new GT Force wheels. With three PS2s, three copies of *GT3* and additional link cables, *Gran Turismo 3* can also be played on three monitors for a left, right and center view—much like the arcade version of Sega's *F355*. Whether you were in Akihabara, Ginza or Shibuya, *GT3* was on everyone's shopping list. At the end of three days, Sony managed to sell over one million copies of *GT3*, making it the fastest-selling PS2 game so far (the previous record was held by *Onimusha*). Wait 'til *Final Fantasy X* makes its debut in July!



Mega Drive 21

A small Japanese company called Bee1 just released a limited-edition portable Sega Mega Drive (a.k.a. Genesis) unit. The Mega Drive 21 appears to be an officially licensed Sega product that contains 21 Mega Drive games in one unit. The console and the controller are basically combined into one device. The AV cables and AC adapter plug directly into the controller and into the TV so you can be up and running in no time. The 21 games are actually different variations of eight Mega Drive games like *Flicky*, the *Sonic the Hedgehog* series, *Tecmo World Cup*, *Alex Kidd* and others. There have been many shady multi-cart consoles that have been released in places like Hong Kong and Korea that let you play multiple titles on one closed system. More often than not, however, these consoles are underground and contain pirated versions of classic games. The official Sega license could make this unique product particularly interesting for the Sega collector.

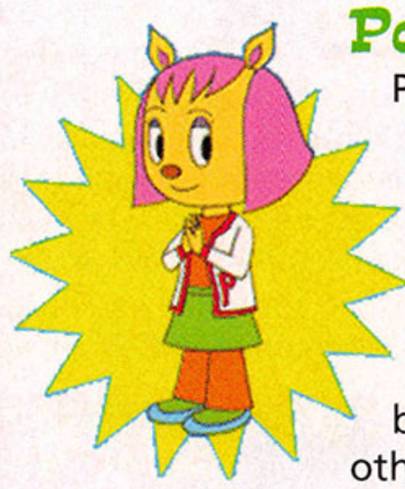
Parappa Cartoon Update!

In the April issue of *Japan Report*, we broke the news about the new *Parappa the Rapper* cartoon airing on national Japanese TV. Since then, we've learned a couple more details about the show. In addition to Parappa's regular friends like Sunny Funny and PJ Berri, a few new homies have been introduced on the program:

Matt

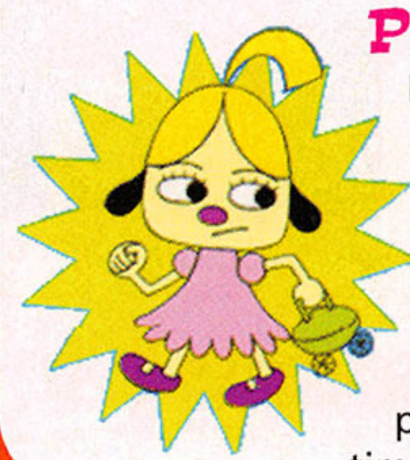
Matt is a dog just like Parappa, but he is also the smartest and most studious out of the whole gang. He's also a heartthrob and the girls go crazy for him. Oddly, though, Matt doesn't seem to show any interest in girls. Hmmmm...

Paula



Paula is a musician who leads her own all-girl rock band, just like Milk Can from *Um Jammer Lammy*. She's a little more "proper" than Lammy and believes in caring for others. She's strong-willed and is even active in sports.

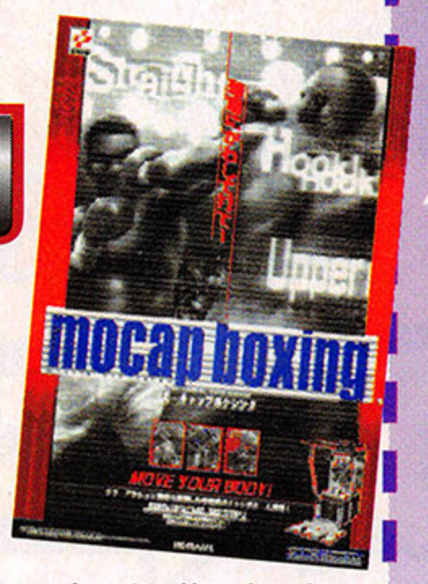
Pinto



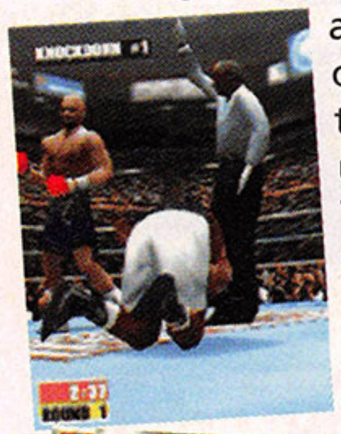
Little did we know that Parappa has a little sister! Pinto always tags around her older brother and sometimes even gets in the way. She carries a little pet in her basket at all times.

In the first episode of *Parappa the Rapper*, Parappa realizes that he double-booked a gig. As he wonders how he's going to play two shows in one day, he remembers that he also promised to play basketball with PJ! The panic sets in deeper when Sunny calls and yells at him for not showing up to her garage sale. Oh, no—Parappa can't keep a schedule! Things don't get any easier when Parappa gets sidetracked by the lovely Paula. Sunny Funny won't be happy!

mocap boxing



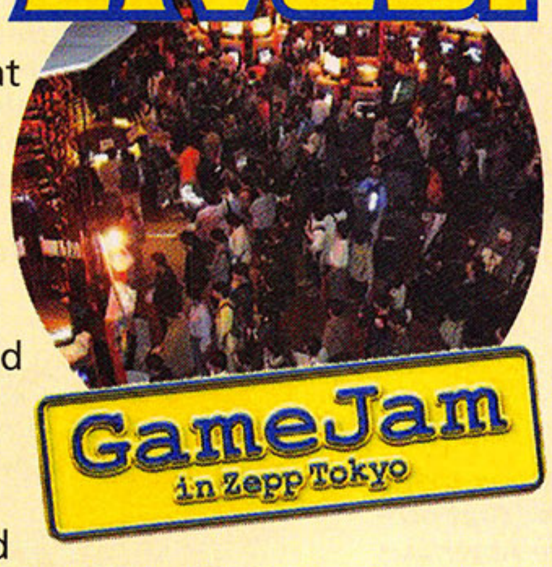
Konami has a new arcade game on the way called *Mocap Boxing*. There are no buttons or joysticks to control the game; the cabinet only has a screen, two gloves and a sensor pad on the floor. The game is played by standing on the pad and mimicking a boxer's movements, or basically shadow-boxing. The pad on the floor is able to read all your movements including upper cuts, jabs, ducking and blocking. To an outsider, it may look like you are merely jabbing the air, but the opponent on-screen will be reacting to your every move. If you fail to duck or block a punch from the computer opponent, your health meter will take damage. A forceful punch motion will make the on-screen opponent stagger. Like the classic *Super Punch-Out!!*, the game will let you know when a crucial K.O. punch opportunity presents itself. *Mocap Boxing* will make you sweat! Just make sure you don't stick your hand through the glass—I know what that feels like!



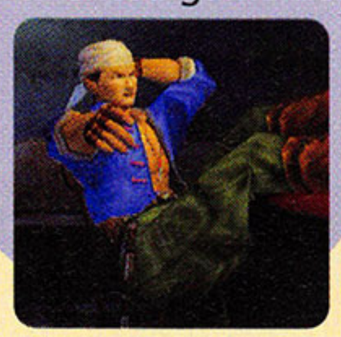
ZOMBIES RETURN!

Every Spring, the Japanese enjoy a week-long holiday known as Golden Week. Many game companies take advantage of the long holiday to promote their products through special events (Sony, for example, released *GT3* on the first day of Golden Week). Capcom has reopened two of its popular *Biohazard* (a.k.a. *Resident Evil*) attractions for the holiday crowd: *Biohazard 4-D Executioner* and *Biohazard Nightmare*. *Biohazard 4-D Executioner*, which we featured in the January 2001 Japan Report, is a computer graphic 3-D movie where people wear 3-D glasses and sit in "gimmick chairs". It is currently playing at Fukuoka Space World. *Biohazard Nightmare* was featured in *Japan Report* way back in October of 1998 and has re-opened at Toshimaen amusement park in Tokyo. The attraction is basically a haunted mansion-style ride with *Biohazard* zombies. This time, *Biohazard Nightmare* will be based on *Resident Evil Code: Veronica*. Here in the U.S. we will soon be able to catch the *Resident Evil* movie starring Milla Jovovich as Jill Valentine!

Sega Lives!



Soon after announcing that all production of Dreamcast units will be halted at the end of March, Sega held a huge public event in Tokyo to show that it is still alive and kicking as a software developer. The two-day event, called Game Jam, was held on April 14th and 15th at the Zepp building in Tokyo. All of Sega's most talented game designers, like Yu Suzuki and Yuji Naka, made appearances. Several games were on display to give show-goers an early look at some upcoming titles like *Sonic Adventure 2* and *Crazy Taxi 2*. The most popular game on display was *Phantasy Star Online Ver. 2*, where people stood in line for four hours just to demo the game! There were also special stage shows featuring actors dressed up as Sega characters. Check out the guys who played Ryo and Ren from *Shenmue II*! Sega plans to make this an annual event much like Nintendo's Space World shows in Japan.



NAME THE ROBOTS

Konami has joined the recent robotic pet boom with its own mechanical critters, but they have yet to be named. For now, Konami has been calling the mouse robots Didi (the blue male) and Titi (for the pink female). A contest is currently being held in Japan to see who can come up with the best names for these little buggers. Different behavior programs for each pet will be available for download from Konami's website.

Speaking of robotic pets, Sony just announced the new Special 2nd Anniversary models of its now-famous Aibo dogs. The new colors have a metallic sheen and reflect different color tints in bright light. Very cool!

Cool Zone

"Cool" is one of the most abused words in the English language. People say "Cool game!" or "Cool shoes!" even when something is only slightly cool. When we say that something is cool, we mean it! Well, maybe not always—but you won't see too many signs of abuse in the...

M.A.G.S. or Music Activated Game System is a strange little hand-held game from Hasbro that reacts to your music. Plug M.A.G.S. into your portable CD-player or Walkman and you can play a mini shoot-'em-up game . The targets are created by certain frequencies and tones generated by the music you're listening to. M.A.G.S. will be available in July for a suggested retail price of $19.99.

The GT Force Wheel from Logitech (Logicool in Japan) was specifically created for Gran Turismo 3 for the PS2. The wheel plugs into the USB port on the front of the console and comes with a brake/accelerator floor unit as well. Unfortunately, the wheel can only be played by clamping it onto a table or desk. The wheel has Force Feedback control and nice blue rubber grips on the handles. It's also compatible with other PS2 games like Tokyo Extreme Racer Zero. Shown here is the Japanese version; the U.S. version of the GT Force Wheel will be released when Gran Turismo 3 hits the stores this summer.

At a recent Nintendo press event we received this neat Game Boy Advance water bottle. Nintendo took us out camping to show how the GBA can be played anywhere, even in places without electricity. Actually, with the rolling blackouts caused by power shortages here in California, we're prepared for an experience like this every day!

A Japanese company called Sunseibu acquired Nintendo's official license to create one of the first peripherals for the Game Boy Advance. The Light Boy Advance has a flip-top with two light sources to accompany the wide screen. It also has a semi-magnified cover that protects your screen. You can bet that some American peripheral company will get distribution rights for this cool little product, so keep your eyes peeled.

Jason somehow procured this very cool Sonic Swatch. This watch is part of the Swatch Beat series that tells "Internet time." Unfortunately, the watch doesn't have a Sonic logo or anything—it's only on the packaging—but it does have the token red and blue Sonic colors. A neat little collector's item!

Hasbro is going all out with its new little hand-held game, POX. These POX Containment Units come in purple for Plasmo, red for Spino and green for Cycro. You can play solo or battle it out with friends as you increase the strength of your POX Infector. By collecting various head, body and tail parts, you can create over 7,500 different creatures. If another player player with a POX unit comes within range—between 15 and 30 feet—your POX Infectors can do battle even while you're busy doing something else! For a little electronic handheld game, it's actually pretty complex. POX is available for $24.99.

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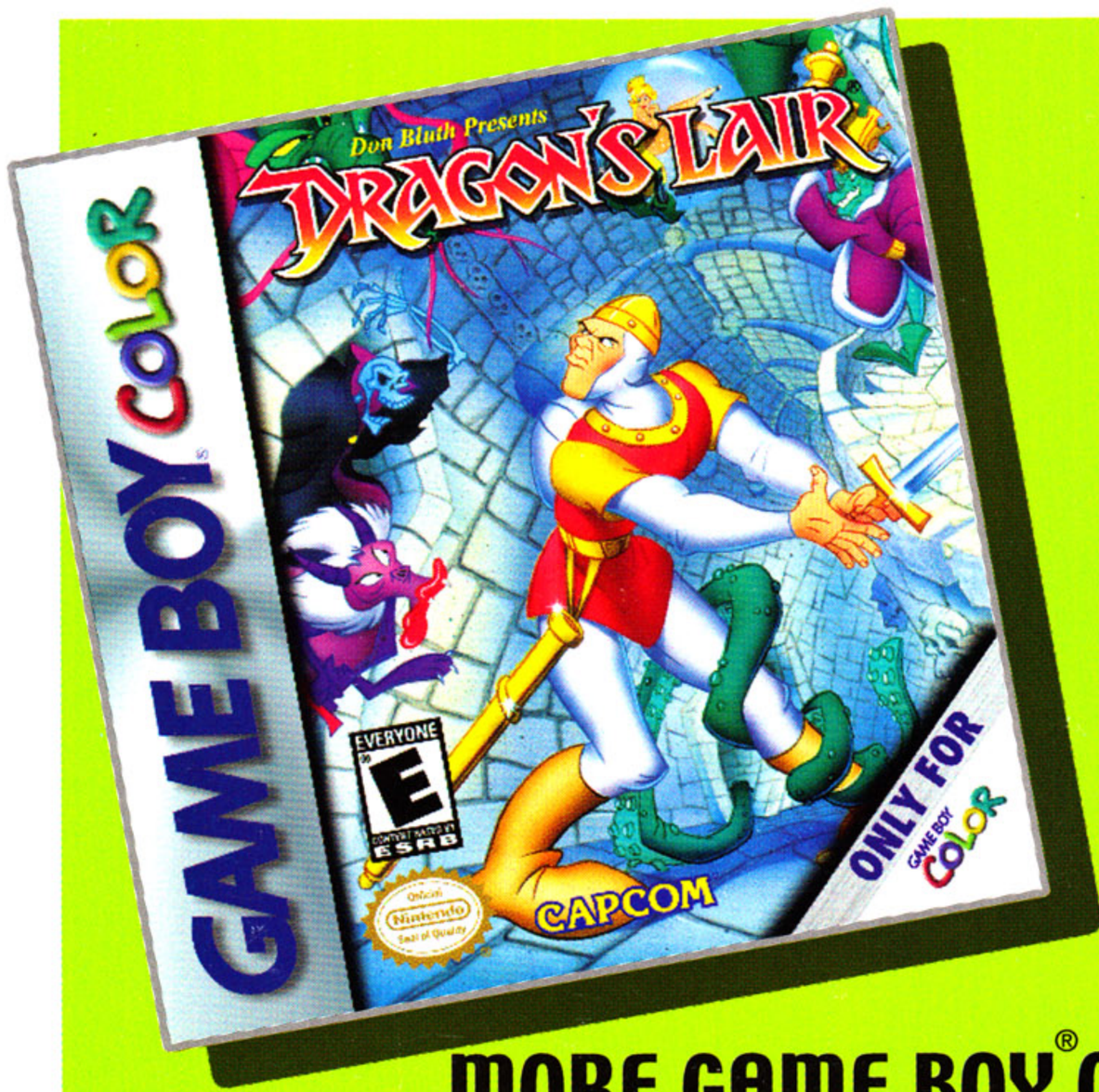

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