

TIPS & TRICKS

FEBRUARY 1997



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T&T Master of Ceremonies Chris Bieniek loves video games, but has absolutely no interest in automobiles, politics, dancing, the Internet or vegetables whatsoever. The next time you're having a conversation with him, try changing the subject to one of these topics and you'll see his eyes just glaze over. It's kind of fun to watch.



Executive Editor Wataru Maruyama has discovered the joys of coffee ice cream. He is currently reading A Pale View of the Hills and An Artist of the Floating World, both written by Kazuo Ishiguro, who is best known as the author of The Remains of the Day.



TIPS & TRICKS Art Director Ione Flores has been trying to track down all of the people who still owe her a Christmas present. "You don't find out how cheap your friends are until the holidays roll around," quips Ione.



Senior Editor Nikos Constant can't believe how much money he's spent over the past few months on imported video games, magazines and peripherals, so he has decided to block these transactions from his memory. "If I can't remember it, it didn't happen," says Nikos.



Betty Hallock is braving the East Coast winter like a real trouper. She enjoyed Nikos' recent New York visit and is gearing up for a new school semester. Hot cocoa is yummy.



Tyrone Rodriguez needs some new pants. The pockets of his trousers get worn out very quickly due to the huge amounts of tokens he carries around with him at the Sega City arcade in Irvine. No khakis, just sturdy jeans all the way.



Deborah Lockhart has been digging through the *TIPS & TRICKS* mailbags, looking for correspondence from tipsters who have a crush on her. "Why do Betty and lone get all the letters?!" cries an anguished Debbie.

Readers' tips



Got a cool cheat, burning question or special message for the *T&T* staff? Send your tips, tricks, queries and comments to:

TIPS & TRICKS 8484 Wilshire Blvd. Suite 900

Beverly Hills, CA 90211

We can't respond to every letter personally, but we do read them all and we enjoy hearing from you—even if you're a weirdo.

MORE THIEVERY

I recently bought a Nintendo 64; I also bought *Super Mario 64*. I bought your October issue. It was very helpful; I got 21 stars. I took my magazine to school two days later and someone stole my book bag with the magazine in it. I didn't get to finish reading all of the tips. I went to the store the next day and they were all gone. I asked the person working there for one and she said that the new issue was already coming in. Can you please mail me the October issue? Please!

—Richard Jones Rockford, IL

Hmmm...we're starting to see a disturbing trend here; lots of recent letters have told us sad stories about stolen TIPS & TRICKS magazines. You're going to have to be very careful in the future, but in the meantime we'll send you the issue you requested.

The TIPS & TRICKS staff is glad to help out our readers whenever possible, but others—not you, Richard—have tried to use the "my copy was stolen" gimmick to get a free issue. Remember that lying in order to get something for free is the same thing as stealing.



ONE LESS READER

I'll never subscribe to this magazine again. Your 3DO section got smaller and smaller and now is gone. TIPS & TRICKS has little reading value; it's more like a reference book.

—Pissed Off Quincy, IL



You're certainly entitled to your opinion, Mr. Off, but we think you're missing the point. TIPS & TRICKS is supposed to be a reference book; that's been our intention all along! That's why we sort the tips by game system and list them in alphabetical order on plain, white backgrounds. We've added lots of new features over the past year to spice the magazine up a bit-Betty's page, Arcade Brigade, Token of the Month, T&T Anime, Fanzine Patrol, Select Games, etc.—but our goal is to remain the most comprehensive tip and strategy resource anywhere. It's good to be entertaining, but we think it's much more important to be informative.

If your idea of "reading value" is a magazine that features game reviews, industry news and behind-the-scenes interviews, check out Game Fan, Next Generation or Game Informer. However, if it's tips and codes you're looking for, we guarantee that each issue of Tips & Tricks has information that you won't be able to find anywhere else.

Regarding 3DO tips: Sorry, but we did decide to discontinue support of the 3DO platform; we have no new tips because we haven't seen a new 3DO game in months. We supported the 3DO for a long time, and many well-known cheats for games like The Horde, Gex and Foes of Ali appeared in these pages for the first time anywhere. Heck, we even hacked our own exclusive 3DO Game Guru codes, just to try to please the 3% of our readers who own the system. Unfortunately, nobody noticed.

CLARIFYING BETTY

I've heard people say that they can't find your magazine anywhere in the stores. I'm glad to say that I have a two-year subscription. In your November 1996 issue, you guys said that Betty is leaving. I'm so sorry to hear that. But you said to watch for her "new" section. Will you please clarify? By the way, I think lone Flores is cute. Does she hear that a lot? Your magazine is the best.

Bill Sowers
 Grantsville, MD

Betty's Index has been replaced by "Letter from Betty", which she writes every month from school in New York. Hope you like it!

Ione does have a growing legion of fans, but she gets annoyed when people mistake the capital "I" in her name for an "L". It's pronounced "I own", as in "I own a PlayStation," which she does.

TOKEN OF THE MONTH



token comes from Pharaoh's Lost Kingdom in Redlands, California. It was sent in by Dirk Leon, a TIPS & TRICKS reader from Mentone,

CA. Thanks, Dirk!

This month's

Back

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

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211



I WANT MY EVIL RYU

I was wondering if you could tell me how to play as Evil Ryu in *Street Fighter Alpha 2* for the PlayStation. Are there any more secrets or hidden characters? Also, do you know the release dates for *X-Men vs. Street Fighter* and *Street Fighter III*?

> —Jimmy Ramirez & Danny G. Terrytown, LA

The Alpha 2 codes we know of are in the PlayStation tips section that starts on page 38. Capcom says that there is no Evil Ryu code in the PlayStation version; however, TIPS & TRICKS Chief Chris B. is currently conducting additional research into the subject of hidden characters in Street Fighter Alpha 2. His suspicions were aroused by an official Capcom illustration that shows the Alpha versions of Rvu, Chun-Li and Ken surrounded by "Evil" Ryu, "Original" Chun-Li and a darker-looking Ken. Is there an "Evil" Ken in the game? It's possible, but unlikely. The "Evil" Ryu is based on a specific plot sequence from the official Japanese Street Fighter comic book series in which Ryu temporarily gained additional powers by channeling the same type of evil energy that Akuma uses. We're not aware of any similar storyline involving Ken, and—to get back to your original question-we don't understand why "Evil" Rvu would be included in the Saturn version of the game and not on the PlayStation. If we find out more, we'll let you know.

X-Men vs. Street Fighter is tentatively scheduled to be a Saturn exclusive this summer and the mysterious Street Fighter III has not been officially announced for home release—though the game is rumored to be headed for the Nintendo 64. Boy, it's tough being a PlayStation-owning Capcom fan, ain't it?



This photo appears in the "art collection" on the Saturn Street Fighter

Alpha 2 disc. Is it a secret clue or just a red herring?

MINTS IN A BAG

Remember me? I'm the girl who drew the picture of Nakoruru. Thank you for putting my picture and letter in your magazine. Anyways, Betty Hallock is my idol. I want to write for your magazine like Betty, so I wrote up a review on Andes Mints. Can you read it, please? Tell me what you think:

ANDES CHOCOLATE MINTS IN A BAG

The bag reads, "Andes Creame De Menthe Things." They also come in a rectangular box. I suggest the bag. You get more and it's cheaper. It's like a chocolate mint sandwich, because it has mint in the middle and chocolate on the top and bottom. When you bite

in, you can really taste the mint. It has a good taste, and aftertaste. On a scale of zero to five, I give Andes Mints a rating. I'm getting hungry! If you like it, tell me. So, maybe I could write a little for your magazine. I wouldn't expect to get paid, I would just enjoy writing for your magazine. Maybe I could have a chance, please?

—Marcia Armon Bakersfield, CA

Well, Marcia, we don't have any positions open for freelance writers at the moment, but your Andes review is very cool and we like your letters a lot. Chris B. says that your writing style is actually very similar to the way Betty used to write when she first started working for the magazine. If we have any opportunities for candy reviewers in the future, you'll be the first on the list; until then, if you keep writing us letters, we'll print them right here in our "Readers' Tips" section whenever we can. OK?

Having crash landed on the Planet Pong. Chris and Betty meet up with their old buddy Johnny Turbo who has opened up his own entertainment palace complete with arcade, barbecue pit, and disco. At the disco, they witness a crazy fight between two gangs of maniacal alien beings. Trying to stop the fight, Turbo gets the boot and passes our. Betty realizes that she knows a member of the alien gang. It's Nikos, former lab partner and confidant from her schooling at the prestigious Dr. Octogon Academy of Science and Surgery back on Earth. Nikos and his alien buddies lone and Wataru have been involved in the galaxy's biggest food scandal since the Hot Dog Riots of 2015, thus the fight. Finally the pigs come. Always up for a good time, Betty, Chris (though reluctantly freaked-out), and Johnny (still passed out) make haste in the gang's Orbital Dissector. More next month. And now for a brief interlude with Betty and Chris.



TIPS & TRICKS February 1997











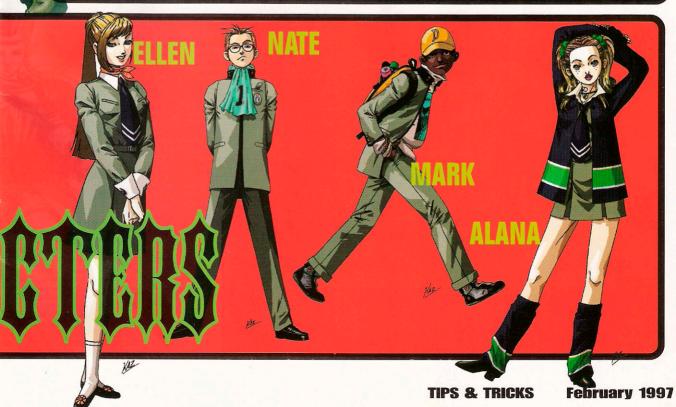
Jack Bros. Vs. Persona?



If you happened to buy a Virtual Boy (or got lucky and found one for cheap when Blockbuster Video was blowing them out) you might have gotten the Atlus platform game *Jack Bros*. Notice any similarities to *Persona*? Well it turns out that *Jack Bros*. is actually a part of the *Revelations Series*. At the time, however, they weren't sure if they were going to release any other



Revelations titles in the U.S., so they left the Revelations logo off the package. The same artist does all the art, but this mysterious Japanese fellow keeps a low profile, so we can't divulge his name. Good work, fella!

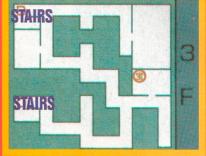






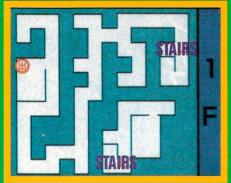






ST. HERMELINS HIGH SCHOOL

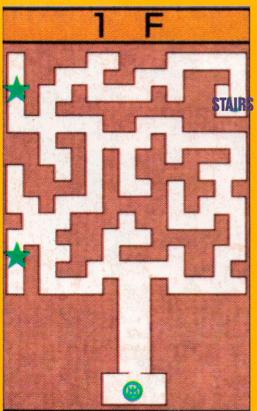
Start the game off at St. Hermelin's. Make sure to go to the gym at get some weapons. Then head outside.



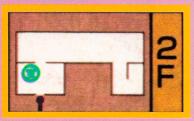
tation strate



Head over to the hospital to visit your friend Mary. She's very important to the rest of the game, so make sure you pat attention to what happens to her. In the hospital you can find some more power-ups. Then head back to the school, and find where you need to go next.



From the school, you'll receive a couple of guns and then you'll have to rescue your friends from the police station. The keys to the cells are on the walls. Set everybody free and now you're really into the game. That's right, everybody's been possessed by demons from another dimension. It's up to you and your friends to find out what's going on and save the town. Head over to Sebec and check out what's going on there.

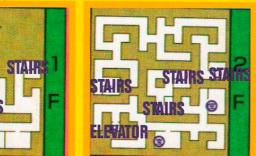




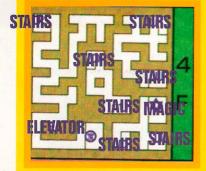
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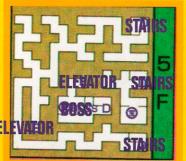


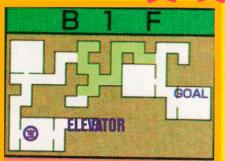




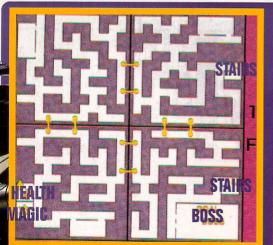


ELEVATOR



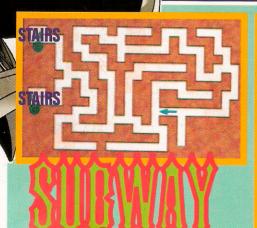


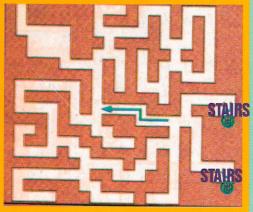
You won't be able to get into Sebec right away. You'll have to sneak in through the Abandoned Factory. From there you'll be able to search through Sebec and find out their connection to the demon invasion. Lots of clues here.





From Sebec you'll skip to the town's "alternate" reality. Here the demons have already taken over everything and it's kind of a glimpse into the future. Head to the school and then the go back to the shrine. From there you'll get clues to go to the Museum and search through until you get to the boss. Remember to talk to some of the demons to get Persona cards.





From the museum go to the subway. You're trying to get into the market but it seems to be locked. Sneak in using the subway. When looking at the map, remember that they connect via the entrance on the southeast corner of the left map and the northwest corner of the right map. It's pretty twisty so make sure to use the map, kids.

Persona

strate



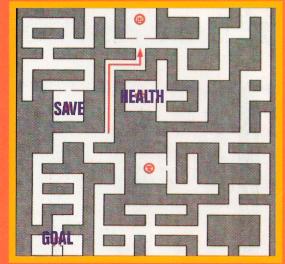






KARMA PALACE

From the Subway you'll find yourself in the Black Market. This is the same market as "Reality" except that you can't escape. There's an evil queen holding you hostage. Visit the bar and you'll gain access to the Karma Palace. There you'll find the queen, who you'll have to defeat.



Clues in the Karma Palace and Black Market Bar will tell you that the next place you have to go is the Castle Mana. But you need the key. Visit the castle and find that it's locked and then head to the forest on the other side of town. There you must snake your way through all of the monsters and twisty paths until you get the crescent shaped key. Now you have to find your way out!

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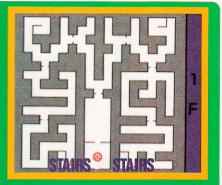
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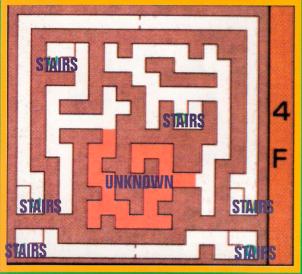


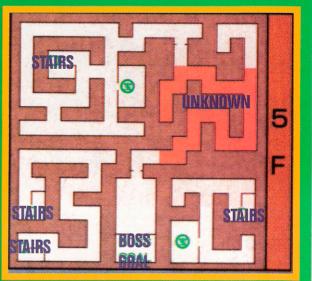


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STAIRS F





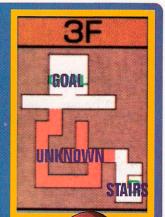


MISTILE MININA

Head back to Castle Mana from the forest. Wind your way through the corridors, watching out for the places where you can't find your way through. On the fifth floor you'll find the boss. At this point in the game, you should be up to a pretty high power level and have plenty of Persona action to defeat enemies easily.







From the castle, you'll finally gain access to the Haunted House (In case you've been trying). Relatively a short journey, reach the goal and you'll find yourself back in "Reality."





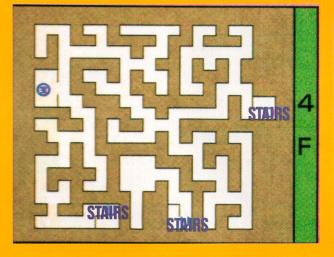
Sand States of the sand of the

After completing the Haunted House, you will be transported back to "Reality." You'll find that Sebec has been transformed into Deva Yuaa, All of the walls are now marble with lots of statues. High class! Defeat Guido and you'll finish the game...maybe

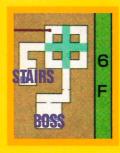




5 STAIRS STAIRS



If the game ends after you go through Deva Yuga, then you haven't really completed your adventure. Depending on the answers you've given to different characters while on your adventure, you may get teleported from Deva Yuga back to the enchanted forest in the alternate reality. Visit



the Shrine and then go back to the school. In the Library you'll find your way to the Avidea World. This is where the demons hang out on their coffee breaks. Finally you'll meet the last boss. You're going to need a lot of power to defeat him, so make sure you go into it at full strength. We've told you enough. Once you're there, you'll have to find your way around Avidea yourself. Good luck!

14



50

The holidays are over.

you didn't get a Nintendo 64°

and your birthday is still months away.

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Map Legend



Dimension Ring



Blue Shield Red Shield



Gold Shield



Speed-Up



Invincibility



1-Up



Sonic Medal



Tails



Knuckles

OK, so it's not true 3-D, but a cool angled viewpoint and superior character animation give Sonic 3D Blast a realistic look that makes it seem like you're playing with Sonic action figures. Most of the Flickies are easy to find, so this strategy guide will concentrate on boss tips and telling you how to find Tails and Knuckles in each zone. We'll also show you where to find power-ups and hidden rooms!





Green Grove Zone

Act

Tails will appear here after you've passed through the portal beneath the first Dimension Ring.



Use the spin-dash to open up a secret door in this wall. You'll find a Gold Shield and a cannon inside. Knuckles will appear after you shoot yourself from the cannon.

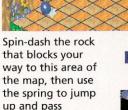


Act 3



The first battle with Robotnik is a snap. He drops a spiked ball that bounces four times, then stops on the fifth bounce. When it stops, Robotnik will go and pick it up again. Avoid the ball until it stops; then, when Robotnik lands to pick up the ball, jump high and land on top of his ship to crack the glass and repeat the process; you'll finish him after five hits.

Act 2





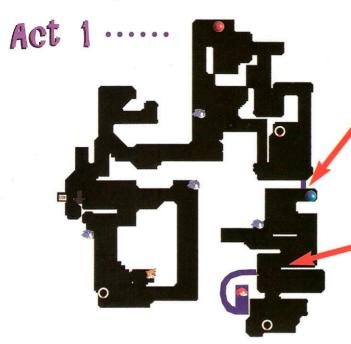
There's another secret door on the wall just to the left of the second Dimension Ring. Inside is a large secret area where you'll find a Gold Shield and a 1-Up!

through this secret









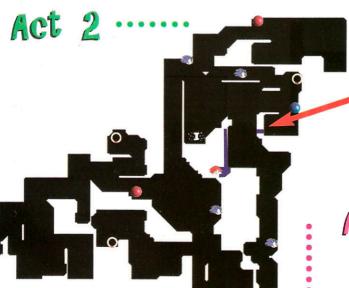


This secret door gives you a shortcut to go back to an earlier part of the stage.





Use the spin-dash to open this secret door, then use the fans to start yourself spinning and break the pillars to reach him.





Spin-dash through this secret door to find your way to Knuckles.



Use the fans to start yourself spinning, then break this pillar to reveal a warp to Tails

Act 3

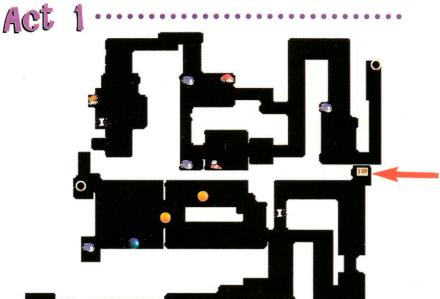


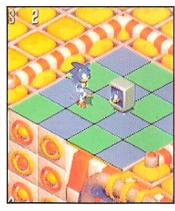
The second time around, Robotnik has control of a mechanism with paws. When the paws smash down, jump on top of one of them and wait until it moves close to where Robotnik is. Jump at him when you are close to crack the glass; it will take five hits to defeat him.





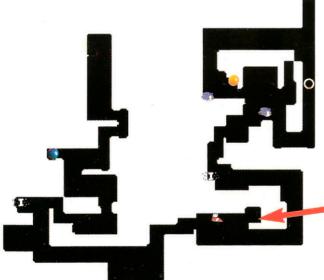
Spring Stadium Zone





Grab this 1-Up if you can; they're getting scarce!







Here's the only spot in the game where you can get all three heroes in the same place at the same time.

Act 3



This one is very easy. Simply wait until Robotnik is low to the ground and his vehicle starts smashing the floor. You can jump at him and hit him; just avoid the smashing spike extensions. Be wary of the spike traps and make sure you always have some rings. Eight hits will finish him off.



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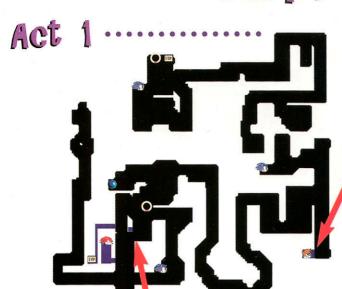
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Diamond Dust Zone



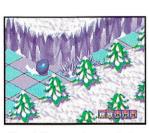


You'll have to do some tricky jumping on the river to make your way to Tails.

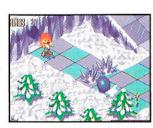


There's a secret door that makes it easy to get to Knuckles, but you can also reach him with repeated jumps up the frozen river.

Act 2



Break these spikes or just jump over them to find Tails.



Spin-dash through the spikes to break them and keep going into the cave behind Knuckles; there's a 1-up hidden inside.

Act 3



Robotnik has a wacky contraption that spits out a freezing breath. Avoid those blasts and jump on top of the doctor while he is close to the ground. He will drop two exploding penguins that are easy to avoid. Eight hits should do the trick.

February 1997

TIPS & TRICKS



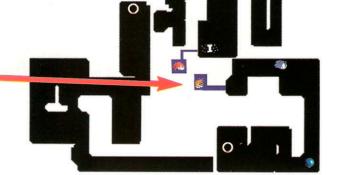




The Red shield is crucially important in this zone; break this block to warp to a place where you can find one.



Spin-dash through this secret door to find your pal, Tails.



Act 2



Act 3



This is the toughest incarnation of Robotnik yet! He sits on an island in the middle of lava that can only be reached by using one of four pipe railings that intersect it. While you try to stay on the rail, you need to watch out for the fireballs that he shoots—and the steam coming from the rails. The best strategy is to hop momentarily on the rails and angle a hit at the island instead of trying to stay still on them. Eight hits will do the job.







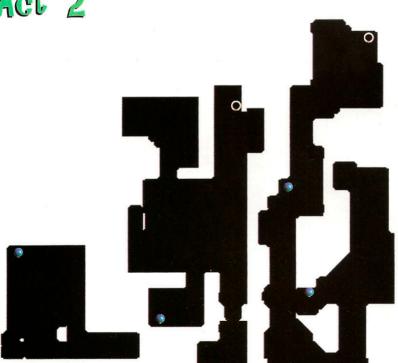
Act 1 Gene Gadget Zone





The pickin's are mighty slim in these last two zones; this 1-up is the last one of its kind for the rest of the game.

Act 2



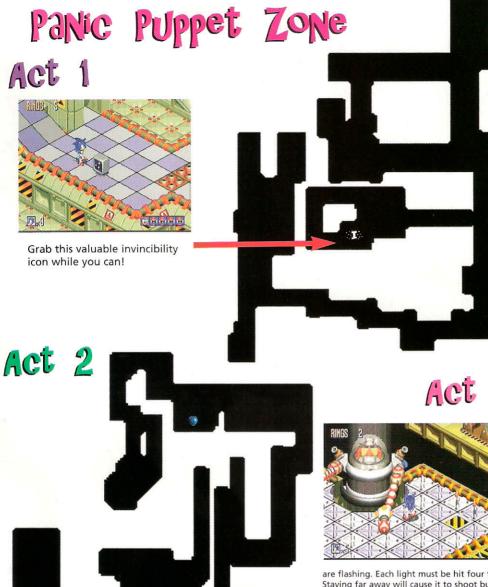
Act 3



This battle takes place on a conveyor belt with spike obstacles that will occasionally litter the path. Robotnik shoots missiles which only fire in twos and are easy to avoid. He is only close to the ground when firing the missiles, so hit him eight times when he's in this vulnerable position.









This final battle will only take place if you have earned all seven Chaos Emeralds. This is both an endurance match and a battle of skills which has the evil doctor attacking you in five different styles. Each form must be hit just once, but you must face them all in a row twice.

Form 1—On a square grid, you must avoid the cannons that shoot lasers and hit Robotnik when he comes inside the square. You can pick up six rings which should be guarded wisely, since you have no other chances of acquiring rings later on in the level.

Form 2—Another square grid, but this time he will shoot three Sonic-seeking fireballs before entering the square to get hit. Form 3—On a long rectangle strip, he sends a pair of mechanical Now it finally gets challenging. Robotnik has three deadly devices which must be defeated in order: Form 1—The two spiked arms must lock on to you and will cock back slightly before they strike. Move out of the way and go behind the arm to hit the flashing blue light. There are two blue lights with one behind each arm and they

can only be hit when they are flashing. Each light must be hit four times before you move on. Staying far away will cause it to shoot bullets at you, so concentrate on getting close to those arms.

Form 2—This time each arm will take turns shooting a fireball at you. Stay close to the blue light of the arm that is about to fire and hit it as soon as it flashes. Move to the other arm before the fireball tracks you down and position yourself for the next flash. Each of these lights takes four hits as well.

Form 3—The arms now shoot multiple balls that ricochet. This makes the last strategy tougher, but it's still the gameplan you need to stick to. Instead of running to the other light after each hit, you should jump over there, decreasing your chance of getting hit. Once again, each light must be hit four times each.

hands to smash you. Move around and watch for them to line up on either side to run a cross pattern which you must jump over. After this, Robotnik will enter the rectangle and should be smacked.

Form 4—The Robo guy will shoot bombs in the air which fall down and can be avoided by moving measuredly. After the first bomb drop, Robotnik will be moving in the square. Form 5-On a grid that looks like a blocky letter "C", the doctor will shoot bullets from a cannon that fires left to right. The bullets will ricochet for a while requiring you to be constantly jumping and waiting for Robotnik to stick his head out. This is his toughest form, so be sure you have some protection rings when you get here.





It seems that every time a Virtua

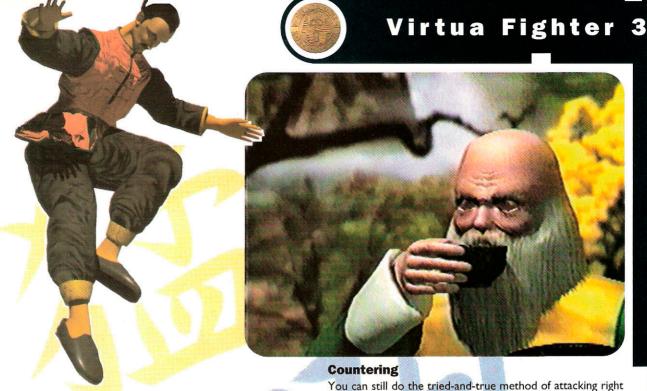
Fighter game comes out, it revolutionizes the genre. The original VF

was the first of its kind; it created a

new category of fighting games and realism.

The second installment followed up with unsurpassed graphics and a dizzying depth of moves and strategy. Now the third chapter of a proposed five-part saga has appeared and it pushes the boundaries of what it means to fight in three dimensions.

While many other 3-D fighters have come up with new types of bells and whistles, VF 3 has added in meaningful ingredients that complement the strategy and also serve as eye candy.



ier in VF 3.

STUFF FROM VF 2

At first glance, the biggest noticeable difference is the graphics, but there is so much more to VF 3 than meets the eye. First we'll go over what has remained the same.

Basic Attacks

The standard Punch, Kick and Guard of VF 3 is still in effect, but the addition of the Dodge button has changed the layout on the joystick panel. You can get by for a while in VF 3 by using the strategy in part 2, but not for long against anyone familiar with the Dodge button.

The characters have auto-correction attacks that will adjust according to the position of the opposition of the opposition.

to the position of the opponent, but this is entirely dependent on timing; the timing of the opponent's dodge in relation to your strike as well as the elevation of the attack and opponent.

The Old High-Low Concept

The high attack/low attack has always been the backbone of most 3-D fighters and it is important to be aware of the advantages of targeting specific areas. It is always important to know which attacks hit high, middle or low for both offensive and defensive reasons. There's more, but I'll go over it in the "new stuff" section.

Winning Pose Select

after a failed strike or anticipating a blow and hitting first.

Characters like Akira and Wolf who had direct-counters still

have 'em and now they're easier to do. Getting the timing

right for a counter strike is very crucial, but is now a bit eas-

You can select a winning pose of your choice by holding down the P, K, G or D button.

Some characters like Pai have more than four and everyone one has a specific saying and pose for a "perfect" victory, which can only be seen if you win with a "perfect".

Skip Replay

To avoid watching the replay after each match, press the START button and press it again if you want to skip the winning pose screen. It is common practice to skip these scenes to speed up matches and for the loser to avoid seeing a replay of his defeat. It is extremely annoying to play against someone who likes to

against someone who likes to watch the replays or doesn't know how to skip them—although it is a bit more accepted since VF 3 costs anywhere from \$1 to \$2 a pop and you want to be up there for as long as possible.



NEW STUFF

All right! Now we get down to all the neat nuances of this masterpiece.

THE STAGES

One of the big changes to the series (and 3-D fighters in general) is the inclusion of elevated and angled stages. Some stages have boundaries with no ring-outs while others have odd triangle shapes with perilous drops. The elevation of your character and your opponent greatly affect strategy and attack effectiveness

Snowfield - Aoi's stage



Surrounded by fences on all four sides, there are no ring outs here. There is moderately elevated snow fields with the flattest surface being the stream that flows through the middle. Avoid being cornered against the fence and take the fight away from the stream depending on your character.

Library - Lion's stage



Only one side of this level has a ring out which is very easy to fall off of by mistake. This stage will have you constantly shifting to get the upper hand in positioning and Lion can work from above or at a lower point. opponents will find it easier if they can keep Lion on higher ground.

Building - Jacky's stage



The building stage is shaped like a triangle with flat tips which make unexpected ring outs a frequent occurance. The level is flat except for some iron beams. A good stage for Jacky who has many spinning attacks to keep opponents honest.

Island - Jeffry's stage



Jeffry's stage looks like there is but a small patch of fighting real estate shaped like a heart, but the ring boundary which extends into the ocean is square. You do not have to be teetering on the edge to fall off the shallow water cliff since the water current can affect your character's footing.

Castle - Kage's stage



The Castle allows Kage to move around and utilize his many aerial attacks. Two sides of the castle have ring outs and the fighting area is flat only on the walking path. The castle wall warns against unexpected falls so you can concentrate on the strategic position of your opponent.

Subway - Sarah's stage



A very interesting stage indeed. One side of the area is a stairwell and the opposite side is a fence. The remaining sides are ring outs which are deadly train tracks that can kill if you run into the trains as they pass by.

Roof - Pai's stage



The rooftop is enclosed on three sides and has a deadly drop to the streets on the fourth. There is a small entrance to a side roof which is flat and very limited on space.

Great Wall - Lau's stage



The Great Wall has no flat areas and is very tricky to fight on. The angle of the terrain suits agile fighters who can position themselves quickly and take advantage of the steps. Lau is especially tough to beat in his stage.

Gymnasium - Akira's stage



This stage has three walled boundaries and one ring out side. The surface is completely flat and suits Akira's fighting style perfectly. The main thing to worry about here is being trapped against the walls or dropping off.

Desert - Wolf's stage



This is the only stage with no boundaries. You really feel like you're fighting in the vast expanse of the desert with shifting wind and sand that react to your characters movement. Use the dunes to get positioning.

Raft - Shun's stage (also the cave)



The raft area is much bigger than the raft Shun had in VF 2 and is comprised of multiple parts which let you see the water breaking through. The weight of the characters are the only thing that will affect the angle of the stage here.

Sumo Ring - Taka's stage



The Sumo ring is like the traditional VF ring which is flat and has ring-outs all-around. The difference is that the area is completely round like a genuine Sumo ring. The outer ring markers make it easy to distinguish your position so a straight forward fight is what you'll be in for.

Cave - Bonus stage Shun's stage



This stage has two sides that are fenced and two that are open with ring-outs. The floor of the cave has many irregular rises which can benefit anyone who is familiar with the area.





Alternate Costume Select

In VF 2, all you had to do was hold up and select your character. Now you all you have to do is hold start and then press P, K, G or D to select the character's alternate outfit.

The D Button

This is the biggest re-working of the VF style of play. This single button truly changes the way VF is played and adds an amazing element to the fold.

Dodging

The difference between dodging in VF 3 and in other fighting games is simple, timing and distance. Most 3-D fighting games with dodging have a set range for a dodge regardless of what it is countering or avoiding.

In VF 3, the character will have a set dodge distance for any random D button presses, but depending on the time of execution in relation to the distance of the opponent and attack, the distance will differ. Some dodges will go completely behind an opponent to allow maximum counter opportunity.

Dodge Attacks

Right after an opponent strikes, you have the chance to hit the dodge button and avoid the attack. This works as a way to get a free hit off an opponent. The dangers of using this method too frequently and predictably is that the opponent can alter their attack to allow auto-correction to kick in and kick your ass. Dodging when there is no immediate danger can also be bad if you

are close to your opponent since you are vulnerable for a split-sec-

ond after you do a dodge move without an attack.

Dodge Counters

The dodge counter is done at pretty much the same time your opponent strikes. Many characters have an attack that dodges at the same time. This is extremely handy for missed special attacks, but is harder to pull off on moves like a spin kick that negate the radius of the dodge.

Elevated Attacks

Attacking from a higher or lower position have inherent advantages and weaknesses depending on the character you are using. There are many possible strategies possible with each character depending on your playing style.

Remember that certain kicks and specials are more effective and damaging when executed from a higher position when you can connect with the opponents head.

Sound and Motion Detection

You may have noticed that some of the characters moves have a shadow/blur effect. This is to convey the speed and devastation of a blow, but it can also be used to predict and anticipate moves. Some characters have moves that cause the character to make a noise before a specific attack (like Sarah) which can be used to also predict an oncoming attack (of course this is an option if your arcade isn't too loud and drowns out smaller sound effects.)

Special Attacks and Dodging

The biggest rewards in dodging come from avoiding a special attack especially from characters who have a long delay time from missed attacks like Akira. Special attacks all have some sort of delay time so you have a greater opportunity of exploiting mistakes with a big combo in these instances.

Dodging Radius and Positioning

Dodging the straight-ahead moves are a piece of cake, but it's those attacks with swinging arcs that are a pain. Dodging side to side is pretty much useless, but a well timed forward dodge from a lower angle can deliver just what you're looking for.

It is also worth noting which foot the opponent is going to attack with. You can tell by checking to see if the opponent has their back to you or chest. If their chest is towards you, a punch attack will begin with the right hand and vice-versa. Kicks are more mutable and will vary depending on accompanying joystick presses. Special attacks usually are unaffected except for the fact that the distance and angle (after dodging) will determine the damage level and character reaction.

The New High-Low Theory

In a game where elevation of the fighters play a role in the strategy, there is bound to be a revision in the attack scheme. Basically, there is a high attack, Middle and Low Attack. Low attack can become highly damaging when used on opponents who are at a lower angle which then makes the strike a high attack. That same attack from a lower angle can be completely ineffective and cause a move delay that opponents can take advantage of.

The biggest variable is the mid-level attack that can be turned into many more things. An interesting thing to make a point of remembering is that many of the characters have punch and kick attacks





strategy Arcade

Akira obtained the championship through the Second World

Championship Fighting Tournament after a severe battle with Lau Chan at the final match. He returned home and then started training for fighting again with his grandfather.

Male

Kung-Fu

180 cm

Weight

79 kg B/W/H

116/92/94

0

Birthday

1968.9.23

Japan

Hakkyoku-Ken

Female

Sky diving

173 cm

Old Strategy

Akira was the ultimate defensive fighter with direct-counters and quick but deadly specials. The proximity of the specials in relation to the opponent added to the damage of the attack substantially for Akira's strikes.

New Strategy

With the added mix of dodge attacks and easier execution of his direct-counters. Akira becomes more accessible to the average player. His ranking among the other fighters has fallen a bit due to the dodging ability shared by all, but seasoned Akira veterans are still very tough to beat.



the tournament, she awoke in the bed room of the Bryant family in San But she totally lost her memory. She wanted to stay with the Bryant family,but moved to New York city by herself. Francisco.

55 kg B/W/H 91/57/90 AB 1973 7 4 America

Jeet Kune Do

Old Strategy

Unfortunately, Sarah went out of the running for advanced players fairly early due to stronger characters like Lau, Jeffry and Akira. She was the player of choice for beginners and video game girl fetish fans.

New Strategy

She has come back a contender with a host of new tricky kick attacks and connectable combos. Her strength in VF 3 is to make more use of her agility and concentrate on hit and run maneuvers instead of being a combo machine.



ejected the idea and started her new life in New York. Jacky also moved gested that Sarah should live with their family in San Francisco. Sarah place near New York City so he can keep track of his sister. Bryant from the Judgment 6 organization. After the tournament,

Male Training 183 cm Weight 75 kg B/W/H 112/88/93 Blood Type 1970.8.28 America

leet Kune Do

Old Strategy

Jacky was another favorite of beginning players due to the easy execution of his moves. The thing that separated him from his sister was his power as opposed to her speed. His damaging attacks are what kept Jacky in the game and randomly used by experts now and again.

New Strategy

Jacky moves up in the new world order as his spinning punch and kick attacks are great counters against side-stepping maneuvers. His power has gone down due to overall game balance, but his speed has improved which helps out greatly. One of the best additions is that he has more connectable moves that make him a combo meister.





Rimon-chochu $\rightarrow \rightarrow P$ Mid-level attacks Yakuho-chochu $\rightarrow \rightarrow \rightarrow P$ Mid-level attacks Yoho N N P Mid-level attacks $\downarrow \rightarrow P$ Moko-kohazan Mid-level attacks $\downarrow \leftarrow \rightarrow P$ Byakko-soshoda Mid-level attacks Doppo-choshitsu K+GG neutral Mid-level attacks Renkantai $\rightarrow \rightarrow KK$ Mid-level attacks Tetsuzanko $\leftarrow \rightarrow \rightarrow P + K$ Mid-level attacks Kaiko → P + G Mid-level attacks VP+G Gekiho-honko Mid-level attacks Chozan-hosui ← → P + K Mid-level attacks YP+K Soka-hosui Low attacks Joho-shosho $\leftarrow \rightarrow P$ High attacks Maho-shoko **↓** → P + K Mid-level attacks Ryusosiki ¥ K + G Mid-level attacks Maho-chochu after hittin or guarded "Rysosiki" → P Mid-level attacks

Tenzanko	← → P + K + E	Mid-level attacks
	THROW MOVE	S
Sin'iha	¥ → P+G	Throw Move
Yoshi-senrin	← 71 P + G	Throw Move
Daiten-hosui	← → P + G	Throw Move
Sinpo-riko	⊮ P+G	Throw Move
Junho-honko	← ↓ P+G	Throw Move
Daisekkou	P+G	Back Throw Move
Shishi-hogetsu	31 P + G	Throw Move
S	tomp attacks and Dov	vn attacks
Soka-ho	ЯÞ	Stomp attack
	COUNTER MOV	'ES
Haiho-richu	¥ P+K	Middle level Counter attack
Gaimon-chochu	← P+K	High Counter attack
Tan-yokucho	← P + K	High Counter attack
Honshin-tanda	↓ P+K	Low Counter attack
Sohakushu	↓ P+K	Low Counter attack

A BOOK STORY	SPECIAL MOV	/ES
Snap back knuckle	ЯP	High attack
Double kick	← K	High attack
Tornado kick	≯ K + G	High attack
Double spin kick	↓← KK	High attack
Illusion kick	∌ K K	High attack
Step around kick	→ K + G	High attack
Dash knee	$\rightarrow \rightarrow K$	Mid-level attack
Spin kick	K+G	Mid-level attack
Side hook kick	⊮ K + G	Mid-level attack
Somersault kick	∠ K	Mid-level attack
Rising knee	↓ → K	Mid-level attack
Jack knife side kick	↓ KK	Mid-level attack
Double joint butt	→PK	Mid-level attack
Combo rising knee	PPPK	Mid-level attack
Combo somersault kick	P P P K K	Mid-level attack
Leg slicer	↓ K+G	Low attack

Round kick	↑ K + G	Small Jump Kick
Double thrust kick	KK	High attack
Elbow edge	→ P 71 P	High attack
Dragon cannon	ĸK	Mid-level attack
Spin edge kick	← K + G	Mid-level attack
Toe kick jack knife	↓P+KK	Mid-level attack
Spin heel sword	₹ K + G	Mid-level attack
Full spin dive	↑(ħ) K	Mid-level attack
Elbow heel sword	→ P ← + K	Mid-level attack
ow spin kick	¥ K+G	Low attack
Double low kick	↓ K K	Low attack
	SHIFTING TECH	NIQUE
Moonsault	⊅ P	Shifting technique
	THROW MO	/ES
Neck breaker drop	\rightarrow P + G	Throw Move
Ightning knee smash	← P + G	Throw Move

SPECIAL MOVES		
Double spin knuckle	← P P	High attack
Beat knuckle	P + K	Mid-level attack
Spinning kick	K + G	High attack
Lightning kick	VP+KKKKK	High attack
Spinning arm kick	← P K	High attack
Elbow spin kick	→PK	High attack
Combo elbow spin kick	PP→PK	High attack
Dash hammer kick	→ → K	Mid-level attack
Side hook kick	← K	Mid-level attack
Middle spin kick	← → K + G	Mid-level attack
Somersault kick	∠ K	Mid-level attack
Slant back knuckle	∠ P	Low attack
Leg slicer	↓ K + G	Low attack
Slant low spin kick	₩ PK	Low attack
Spinning low spin kick	←P↓K	Low attack
Spinning kick low spin kick	K+G ↓ K+G	Low attack

Lightning straight	⊅ PP → P	High attack
Lightning hook	¥ PPPP	Mid-level attack
Combo back knuckle spin	PP←PK	High attack
Elbow knuckle spin kick	→ PPK	High attack
Combo knuckle spin kick	KPK	High attack
Beat & knuckle spin	P+KPK	High attack
Spin heel sword	← K + G	Mid-level attack
Double middle kick	яKК	Mid-level attack
Double punch knee kick	$PP \rightarrow K$	Mid-level attack
Double low kick	↓ KK	Low attack
Combo knuckle low spin kick	→ PP V K	Low attack
Combo low spin kick	K↓K	Low attack
Combo knuckle low spin	KP↓K	Low attack
	THROW MO	/ES
Knee Strike	→ ← P + G	Throw Move



Arcade strategy

lost the match against Kage Maru in the last tournament and

He returned home to the Rafale family estate to improve his chances. come back stronger. owed to

Sex
Male
Новьу
Skateboard
Stature
174 cm
Weight
63 kg
B/W/H
90/85/88
Blood Type
AB
Birthday
1979.12.24
Country
France
Fighting Style

Tourou-ken

Old Strategy

Lion was one of those characters that were both easy to control by newcomers, yet deep enough for veterans to get a challenge out of using him. His attacks are sometimes confusing and usually quick with a mix of slower executing moves to throw off counter kings like Akira.

New Strategy

Lion is now a more lethal force due to the easier execution of his many moves. He does not have many moves that will start air juggles so concentrate on using his agility and confusing strikes to win the day.





During the second preliminary match, she fought with her father, Lau Chan. After a grueling fight, she finally lost the match. She has been observing her father's progress through the matches. After the tournament, she was the feature star in a movie about fighting

around the world.

Sex	
Female	
Hobby	
Dancing	
Stature	
167 cm	
Weight	
48 kg	
B/W/H	
85/53/88	
Blood Type	
0	
Birthday	
1975.5.17	
Country	
Hong Kong	
Fighting Style	

Ensie-Ken

Old Strategy

Aside from her few combos, Pai was a specialist at stinging quickly and escaping & with her quick feet. She had enough fast attacks to be an offensive fighter and was mainly used as such.

New Strategy

Her speed seems to have been lessened, but her new attacks more than compensate for the loss. Her attack strength is still very low and you mainly have to rely on quick offensive strikes and counter blows to whittle away the opponents energy. She also has even more throw attacks that can be used with more effectively in certain stages.





the second competition, he was informed that his Chinese Restaurant while he remembers when he obtained the First Tournament. After Second World Fighting Tournament in trouble. So he returned to the kitchen of his restaurant to manage, cook and train! up in the was the runner

Male Chinese Poem 172 cm 77 kg B/W/H 99/91/93 В Birthday

1940.10.2 China

Koen-Ken

Old Strategy

Lau was a dominating force that required you to do take active defensive measures since his forceful strikes could easily push you out of the ring. His chopping hand slices could lift you in the air and he could simply juggle you all the way out of the ring as well.

New Strategy

His chopping hand slices has been toned down in power and effectiveness, but it is still possible to use them like in VF 2 although it takes a lot more effort. He still has a multitude of attacks that toss opponents into the air for juggles which makes him very intimidating.





SPECIAL MOVES		
Sofi-senpu	→ P + K	Hlgh attack
Mabanshu	→ P + E	Hlgh attack
Taizan-sokoshu	← P + K	Hlgh attack
Senshippo	$\rightarrow \rightarrow P$	Mid-level attack
Jucho-sensho	↑ P + K	Mid-level attack
Tosentai	↓ KK+G	Hlgh attack
Koshu-teititsu	→ K	Mid-level attack
Tenshin-ryoinkyaku	→ → K + G	Mid-level attack
Senkyutai	ĸK	Mid-level attack
Toho-haisosyu	¥P+K	Low attack
Shahosha-sosui	↓ P + E	Low attack
Toho-soshu	↓ P+K	Low attack
Shicchi-sotai	⅓ K + G	Low attack
Kosotai	↓ K+G	Low attack
Senten-kukyaku	⊅ K	Small Jump Kick
Banchu-renkanshu	→PP	Mid-level attack

Shippo shosensho while crouching	→ P	Mid-level attack
Rensentai	KK	Hlgh attack
Fujin-rentankyaku	→ → K K	Mid-level attack
Tenshin-toro-renkyaku	← PPK	Mid-level attack
Sinho-toro-soshu	← 71 b	Low attack
Rensuishu	PP↓P	Low attack
	THROW MOVES	5
Saishu-hoko	→ → P + G	Throw Move
Hato-shushutai	P+G	Throw Move
Tenshin-sokoshu	→ > ↓ L ← P+G	Throw Move
Shichisei-tenbunchu	←P+G	Throw Move
Haika-senten	1 1 P + G	Throw Move
Tozan-honshakyaku while crouching	→ P + G	Throw Move
	DOWN ATTACI	8
Rakusenshu	N P	Down attack

SPECIAL MOVES		
Rikensui	∠ P	High attack
Senchuken	→P	Mid-level attack
Rensen-risenkyaku	↓ KK	High attack
Senpu-gas	K+G	High attack
Rendan-kotankyaku	$PPP \rightarrow K$	High attack
Hien-rekkyaku	≯KK	Mid-level attack
Renkan-haitenkyaku	PPP K K	Mid-level attack
Renkan-tenshin-sokyaku	PPP↓K	Low attack
Rensenshu	↓ K + G	Low attack
Enjin-renpukyaku	← K + G	High attack
Hien-dantai	\rightarrow \rightarrow P K	High attack
Enburenkyaku	→ K + G	Mid-level attack
Jouho-chusho -	Р	Mid-level attack
Ensei-kosoha	↓ → P	Mid-level attack
Soka-rensuisho	Ŋ₽₽⇒₽	Mid-level attack
Soka-rensuikyaku	¥ PPK	High attack

Koen-haikyaku	KK	Mid-level attack
Honshin-sokyaku	∠ K+G	Low attack
Rensen-sokyaku	↓ KK	Low attack
	THROW MOV	/ES
Toshin-insho	\rightarrow \rightarrow P + G	Throw Move
Senpu-enjin	← → P + G	Throw Move
Tenshi-toraku	→ ← P + G	Throw Move
Seien-kato	← ↓ P + G	Throw Move
Hien-honko	⅓ P + G	Throw Move
Kuretsu-tenho	↓ → P + G	Throw Move
Shunen-kato	P + G	Back Throw Move
Raiin-nyurin	→ + G	Throw Move
Enfu-rinsho on crouching opponent	→ P + K + G	Throw Move
	PARRY ATTA	CKS
Ensen-hariyu	← P + K	High Perry attack
Kakyaku-senten	₩ P + K	Mid-level Perry attack

SPECIAL MOVES		
Shajo-sho	3 1 P	Mid-level attack
Jonho-chusho	A R K	Mid-level attack
Syaka-sho	N P	Mid-level attack
Senpu-ga	K + G	High attack
Soken-senputai	PPK	High at-tack
Renkan-tenshinkyaku	PPPK	High attack
Taito-risenkyaku when standing from crounch	K	Mid-level attack
Kokyaku-haiten	∠ K	Mid-level attack
Kuko-kyaku	≯ K + G	Mid-level attack
Toku-kosenkyaku	⊅K	Mid-level attack
Renkan-haitenkyaku	PPP ₹ K	Mid-level attack
Tiso-tai	→ ↓ K*	Low attack
Ensen-shu	↓ K + G	Low attack
Renkan-tenshin-sokyaku	PPP↓K	Low attack
Toku-shasho	↑ P	Small Jump Punch
Redda-kosenkyaku	ΛK	Small Jump Kick

Koryu-tenshinkyaku	$\leftarrow K \uparrow \nearrow \rightarrow K + G$	High attack
Enshisho	← → → P	Mid-level attack
Soko-reppa	P + K	Mid-level attack
Enjiin-senpukyaku	← ← K + G	High attack
Tenshin-risenkyaku	√KK	High attack
Renshu-senupga	KK	High attack
Rensen-sokyaku	↓ KK	Low attack
Hien-tenshinsho	← ←P	Tuen Mid-level attack
Hien-senpukyaku	← ← P K + G	Tuen Mid-level attack
	THROW MOVE	S
Tenshin-hainsho	← → P + G	Throw Move
Ryusya-kato	← ↓ P+G	Throw Move
Ryusya-senten	← P + G	Throw Move
Raishin-nyurin	→ P + G	Throw Move
Daichi-toshu	ע ע P + G	Throw Move



strategy

Arcade

against Akira by a narrow margin. He made

eturned to the forestry Indian Reservation in Canada and started that he may win the match with Akira during the promise to Akira to fight mutually after the tournament. He Third World Fighting training so

Sex	
Male	
Hobby	
Karaoke	
Stature	
182 cm	
Weight	
104 kg	
B/W/H	1
124/04/00	

124/94/99

1966.2.8

Canada Professional Wrestling

Old Strategy

Wolf was also one of the favored players chosen by veterans, but Jeffry was a bit more powerful than Wolf who had moves that were somewhat easier to see. His clothesline and shoulder tackle were very powerful, but veterans can see them coming from a mile away.

New Strategy

His slower moves are now a cause for extra vulnerability due to the dodge button. He does have tricky variations on his old moves like a low sweeping lariat that trips opponents up. The main separating difference between leffry and him is the ability to direct counter and less throwing attacks.



during the fishing boat by himself not able to make

Sex nament due to his poor performance. He started to build a new Male Reggae Music 183 cm 112 kg B/W/H 123/92/98 Blood Type Birthday 1957.2.20 Australia Pancratium

Old Strategy

leffry was arguably the most dominate player in part 2 due to his tremendous grappling ability and random special attacks that were rarely seen. One or two grappling moves were all it took for the fisherman to put you away.

New Strategy

The throws can now be seen when an opponent misses with them and gives Jeffry a new vulnerability. He is still an incredible bruiser and now the emphasis is more on his Punch and Kick attacks. Some of these attacks strike extremely quick like the Low Ducking Kick. His relative speed is still slow, but that's all a part of the strategy for Jeffry.





internal organization of Judgement 6.He skipped out on the matches to their home town "Hagukure. and went looking for his mother who he believes was arrested by udgment 6. After the exhibition matches, he finally i sukikage." He brought his mother Through the initial

Sex
Male
Hobby
Mah-jong
Stature
178 cm
Weight
66kg
B/W/H
 101/88/90
Blood Type
В

1971.6.6

Japan

Fighting Style Ju-Jutsu

Old Strategy

Kage was a tricky fighter who could rely on a multitude of different techniques to confuse opponents. He had his quick Punches and Kicks which made him ideal for offensive strategies as well as having his one direct counter.

New Strategy

Kage seems to have gotten faster and with the revised jumping method of VF 3, he can hop around and attack you in many new and different ways. His ring out attacks can now be used as cornering techniques to keep opponents against a wall for extra damage.





SPECIAL MOVES		
Level back chop	P + K	High attack
Shoulder attack	← → P	Mid-level attack
Reverse sledgehammer	↓ → P	Mid-level attack
Flying kneel kick	→ → K + G	Throw Moves
Neck cut kick	K + G	Throw Moves
Saw butt	→ K + G	Mid-level attack
Front roll kick	← → K + G	Mid-level attack
Drop kick	7 K	Mid-level attack
Low drop	→ ↓ K	Low attack
lariat	NP+K	Low attack
Double high kick	KK	Throw Moves
Tomahawk flash	→ P + K	Throw Moves
Tomahawk chop	71 P	Throw Moves
Dragon fish blow	→PP	Throw Moves
Short Shoulder	← → P + K	Mid-level attack

	THROW MOVE	<u> </u>
German suplex	P +G	Throw Move
Steiner's screwdriver	א א א P+G	Throw Move
Giant swing	←K↑7→ P+G	Throw Move
Body Slam	¥ P+G	Throw Move
Tiger driver on crouching opponent	3 1 P + K + G	Throw Move
Double arm suplex on crouching opponent	¥P+K+G	Throw Move
Side suplex on crouching opponent	↓ P+K+G	Throw Move
Frankensteiner	⊅P+G	Catch and Throw
Catch	→ P + G	Throw Move
Wrist lock throw	→ ¥ ↓ K ← P + C	Throw Move
Arm Whip	→ → P + G	Catch and Throw
Thunder fire power bomb while catch	P+G	Throw Move
Change while catch	→ P + G	Throw Move
	PARRY ATTACK	(S
Dragon Screw	¥ P + K	Mid-level Parry attack
Captured	← P + K	High Parry attack

SPECIAL MOVES		
Stomach crush	← ⊅ P + K	Mid-level attack
Elbow stamp	← P	Mid-level attack
Dash elbow upper	\rightarrow \rightarrow P P	Mid-level attack
lbow hammer	$\rightarrow P \leftarrow P$	Mid-level attack
Cenka kick	\rightarrow \rightarrow K	Mid-level attack
Heel kick	← → K	Mid-level attack
Гое kick	↓ K	Mid-level attack
Hell dunk hammer	↓P+K	Mid-level attack
Rising hammer	← Ŋ PP	Mid-level attack
Combo kenka kick	PP←P	High attack
Cenka hook	← → P	High attack
riple upper	¥ PPP	Mid-level attack
ornado hammer	→ ← P	High attack
(nee hammer	← K P	High attack
1iddle hell stamp	→ P + K	Mid-level attack
Cenka upper	N N P	Mid-level attack

Killing toe kick hammer	KK	Mid-level attack
Docking low	↓ K+G	Low attack
	THROW MOVE	S
Back breaker	P + G	Back Throw Move
Power slam	→ P+G	Throw Move
Splash mountain	ע ע P + G	Throw Move
Body lift	← P + G	Throw Move
Power bomb on crouching opponent	⅓ P+K+G	Throw Move
Machine gun knee lift on crouching opponent	↓ → P + K + G	Throw Move
Iron claw on crouching opponent	↓ P+K+G	Throw Move
Front back breaker	←→→P+G	Throw Move
Toe kick splash moun-	↓ ¼ → P + G	Throw Combo
Triple head butt	←→P+G→P+G→P+G	Throw Combo
Machine gun hammer	∠ → P + G	Throw Move
Spanish Buster	√P+G	Throw Move

	SPECIAL MOVE	ž\$
Sokudan	⊮ P	High attack
Rakusenjin	→ P + K	High attack
Gen-yo	← K + G	High attack
Haguryu	→ → K + G	Mid-level attack
Tsumuji-geri	↓ K+G	Mid-level attack
Suisha-geri	₹K+G	Mid-level attack
Senpu-geri	r K	Mid-level attack
Fushin-hizageri	↓ → K	Mid-level attack
Sandan-urageri	PPPK	Mid-level attack
Sandan-fujinkyaku	PPP K K	Mid-level attack
Rairyu-hishokyaku	→ → P + K + G	Low attack
Ryuei-kyku	$\rightarrow \rightarrow K$	Low attack
Kaiten-jizuikyaku	$\leftarrow \kappa \uparrow \nearrow \rightarrow K$	Low attack
Jibashiri	ĸK	Low attack
Senpu-jin	↓ P+K	Low attack
Rasen	← P	High attack

Ura-suisha	⊅ K + G	Mid-level attack
Ganzanha	ЯÞ	Mid-level attack
Hagakure-senjin	3 P + K	Mid-level attack
Engetsu-geri	7 P + G	Mid-level attack
Rasen-urageri	← P K	Mid-level attack
Sandan-rasen-urageri	PP←PK	Mid-level attack
	THROW MO	VES
Haura-gasumi	P+G	Back Throw Move
Kage-gasumi	←→ P+G	Throw Move
Katana-gasumi	¹ P + G	Throw Move
Koen-raku	← P + G	Throw Move
Jungyaku-jizai	→ P + G	Throw Move
Fushin-randageki	⊅P+G	Catch and Throw
Izuna-otoshi (from Koenraku position olyt)	↑ P + G	Throw Combo
	PARRY ATTA	CKS
Kote-gaeshi Parry High Punch	P + K High	Perry attack



Male

Drink the sake

Stature

163 cm

Weight

63 kg B/W/H

88/87/89

Blood Type

0

Birthday

1912.1.2

China

Drunk kung-fu

strategy 0 Arcad

vain. After the tournament, Shun made the trip to look for his pupil but again in vain. He finally decided to enter the third tournament and went lust before his initial preliminary match, he found that his missing pupil was a spectator. After his match, he was looking for his pupil but in to the cave to shore up his kung-fu technique.

Old Strategy

The wily old geezer was a favorite early on, but once you saw his trickery enough, it was over for him. He still had good power in his attacks, but he was not deep enough for veterans and confusing to use for beginners.

New Strategy

Shun has definitely come back as a winner with all kinds of new tricks that complement his old arsenal of goodies. He had a dodging maneuver before, but now he has a multitude of ways to get around you and away in addition to the standard dodge methods.





Aoi was born the eldest daughter of the master of a distinguished martial arts was taught by her father who instilled in her the art of Akido. She entered an annual martial arts tournament, where she overcame her opponents with her he mentioned the World Tournament of Fighters. Aoi asked if she too could saw her father chatting with Akira Yuki. While speaking to Akira, skills and grace, and was awarded the championship. After the awards cereschool that has been around for many generations. From an early age, Aoi enter the tournament and fight against Akira. He did not answer mony, Aoi

father, appearing to be bent to her will, took from his pocket a letter, an invi-A few days later, Aoi suggested to her father that she enter the World Championship Tournament of Fighters. Her resolve was strong, and her enter the Tournament. Now, Aoi can test her strength, ation for Aoi to

Old Strategy

Not Applicable

New Strategy

A very strong and agile fighter. She is a good match for Akira and seems to be a mix of Pai and Akira in terms of speed and moves. Her power is pretty good and she is equally adept at both Punch and Kick attacks. Her main strength lies in her Direct counters which match up well against Akira's. She can even direct counter when her back is toward the opponent! Some of her combination attacks can be delayed with timing which confuses opponents.





Shaking off his friends who tried to stop him, Taka-arashi went to the arena as a matter of honor. The American is a famous fighter in the underground, and they Sumo tour in America, his fellow wrestlers got in a fight with an American. He stepped in to break it up, but the American made no move to back down. Not only that, but the American challenged him to settle their dispute at an under exchanged powerful blows, but Taka-arashi defeats him decisively in the end. ground fighting arena that the American is involved with.

ater, Taka-arashi tells everything to his stable master, who, after hearing the facts Returning to Japan, Taka-arashi is trains in the heart of a mountain when his invita urges Taka-arashi to stay on at the stable. However, Taka-arashi feels he must accept responsibility for his actions, and he leaves the Sumo world.

decides the strongest human in the world. His blood grows hot and wishes to test

tion to the World Tournament of Fighters arrives. This is the tournament that

the limits of his strength outside of Sumo, and the desire courses through his veins

That night he resolves to enter the tournament.

Sex Male Shogi 202 cm 198 kg 162/202/192 Blood Type 1968.11.11 Japan Fighting Style

Sumo

Old Strategy

Not applicable

New Strategy

He has the most powerful single attacks in the game. He has devastating punches and other Sumo inspired ploys that will have you reeling. Take advantage of the fact that he will not be stunned by attacks for long and strike back as quickly as possible.





SPECIAL MOVES		
Rensai-gakushu	←→ P P P	High attack
Oso-geki	← P	High attack
Chowan-ryoken	↑ 7 → b	Mid-level attack
Tenshin-sochusho	→ P + K	Mid-level attack
Haito-rensenkyaku	∠ K + G	High attack
Koshu-rentai	K K K	High attack
Chubu-sotenkyaku	→ → K	Mid-level attack
Honshin-rensenkyaku	← K + G	Mid-level attack
Zenso-sentai after drinking	↓ P+K	Low attack
Renkan-zensen-sotai after drinking	↓ P+KKK	Low attack
Senpu-sotai	↓ + G	Low attack
Renshu-kaishu	KKP	High attack
Sinho-suikoshu	← ⊅ P	Mid-level attack
Suisenshu	P + K	Mid-level attack
Kasenko	→ (PPP)K	Mid-level attack
Tensin-suishuko\from stand upside-down position only	P+K	Mid-level attack

Renchi-chogeki	KK	High attack
Shasoku-renkyaku	→ K + E	Mid-level attack
Nehan-senkyaku from napping position only	К	Mid-level attack
Renshu-haikasho	KK↓P	Low attack
	THROW MOVE	S
Suiho-tenshinchu	P + G	Throw Move
Toshu-richu	← P + G	Throw Move
Kanshori	P + G	Back Throw Move
Tenshin-soko) P + G	Throw Move
Rasen-suichu	ЯÞ	Down attack
	SHIFTING TECHN	IQUE
Tentoritsu	→ N ↑ K ← #	Shifting technique
Zanantetsu	1 1	Shifting technique
Gyoinshu	↓ P+K+G	Drinking
Oshin	+K↑7→	Shifting technique
Chubushin	↑P+K	Shifting technique

SPECIAL MOVES		
Fuzakura	\rightarrow \rightarrow P + K	High attack
Josei-ryusensho	← ← P + K	High attack
Nirentotsu-ochu	PPP	High attack
Musoha	3 1 P	Mid-level attack
Koromo-guruma	→ → P	Mid-level attack
Sodeshinken	≱ i P	Mid-level attack
Hoo-shu	71 b + K	Mid-level attack
Hicho	→ P	Mid-level attack
Tsumuji-zakura	→PP	Mid-level attack
Kumo-geri	→KK	High attack
Nirentotsu-kugikyaku	PPK	High attack
Raijinha	→K	Mid-level attack
Kusarigama	↓KK	Mid-level attack
Rentotsu-kodachi	PPPK	Mid-level attack
Kusanagi	↓ K + G	Low attack
Rentotsu-kusanagi	PPP↓K	Low attack

THROW MOVES		
Koate	P + G	Throw Move
Sugi-taoshi	P+G	Throw Move
Rokudan-obitori	← P + G	Throw Move
Engetsuha	¥ P+G	Throw Move
Aiki-nage	↓ → P + G	Throw Move
Tekime-toshin on fallen opponent	PP↓P	Throw
MoveUra-senryu	→ P + K	Back Parry attack
Ura-kotegaeshi	P + K	High Parry attack
Haoboro	← P High	Parry attack
Tenshin-nyushin	← P + K	High Parry attack
Ryuno-agito	¥ P+K	Mid-level Parry attack
Senryu	↓P+K	Low Parry attack
	DOWN ATT	/CK
Eda-kudaki while fall on back	¥ P + G	Throw

SPECIAL MOVES		
Tsuppari	PPPPP	High attack
Morote-tsuppari	→ → PPP	High attack
Kachiage	3 1 P + K	Mid-Level attack
Morote-tsuki	→ → P	Mid-Level attack
Mage-harite	P + K	Mid-Level attack
Hijiate	→ P	Mid-Level attack
Zangeki	A R R	Mid-Level attack
Mageryu	← → P	Mid-Level attack
Oni-goroshi	ЯÞ	Mid-Level attack
- Oni-kachiage	21 b + K	Mid-Level attack
Tahakikomi	← P + K	Mid-Level attack
Kanetsuki	← P	Mid-Level attack
Hyocu-wari	¥ P+K	Mid-Level attack
Taru-kudaki	↓ → P	Mid-Level attack
Higuma-zume	↓ ← → P	Mid-Level attack
Hajiate-tataki	→ P P	Mid-Level attack

Maruta-hiza	→ K	Mid-Level attack
Siko-geri	← K	Mid-Level attack
Tsyuy-harai	↓ P + K	Low attack
	THROW MOV	/ES
Abise-taoshi	→ → P + G	Throw Move
Uwate-nage	P + G	Throw Move
Tsuri-otoshi	P+G	Throw Move
Yotsumi	→ P + G	Throw Move
Sotokake	¥P+G	Throw Move
Kubinage	⊌P+G	Throw Move
Izori	↓ ← P + G	Throw Move
Tsukami-nage on crouching opponent) P + K + G	Throw Move
Yagura-nage from yotsumi position only	P+G	Throw Move
Sotomuso from yot- sumi position only	← P + G	Throw Move
	SURPRISE ATT	ACK
Neko-damashi	P + K + G	Surprise Attack

Nintendo 64 tips



CRUIS'N USA

Secret Vehicles

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

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. Stage Select/Music Select

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

Castle Stage—Hold Up and press B Jungle Stage—Hold Up and press C◀ Spaceship Stage—Hold Up and press C▲ Stonehenge Stage—Hold Up and press A Museum Stage—Hold Up and press C▼ Helipad Stage—Hold **Up** and press **C**▶ Bridge Stage—Hold Down and press B Dungeon Stage—Hold Down and press C◀ Street Stage—Hold Down and press C▲ Dojo Stage-Hold Down and press A Spinal Ship Stage—Hold Down and press C▼ The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows: Sabrewulf Tune-Hold Up and press B Maya Tune—Hold Up and press C◀ Glacius Tune—Hold Up and press C▲ Tusk Tune—Hold Up and press A Fulgore Tune—Hold Up and press C▼

Orchid Tune—Hold Up and press C▶ Jago Tune—Hold Down and press B Gargos Tune—Hold Down and press C◀

T.J. Combo Tune—Hold Down and press C▲

Kim Tune—Hold Down and press A Spinal Tune—Hold Down and press C▼ Secret Stage

In two-player mode, have both characters 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.

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 CA, 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 or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

NBA HANGTIME

Vs. Screen Codes

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

All Computer Assistance Turned Off-Hold Right, press Pass, Pass

Big Head-Hold Up, press Turbo + Pass simultaneously

Rooftop Court-Hold Left, press Turbo, Turbo

ABA Ball-Hold Right, press Shoot, Turbo, Pass

Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bot-

tom of the screen. Baby Sized Players-025 No Music-048 Tournament Mode-111 Fast Passing-120

Stealth Turbo-273 Max. Speed—284 No Pushing-390

Unlimited Turbo-461 Hyper Speed-552 Max. Blocking-616 Quick Hands-709

Max. Power—802

Goaltending Allowed-937 Secret Characters

To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests:

Hardaway—AHRDWY 0000 Amrich-AMRICH 2020 Bardo-BARDO 6000 Pesina—CARLOS 1010 C. Robinson—CLIFFR 0000 Thompson—DANIEL 0604 Roan-DANR 0000

D. Robinson-DAVIDR 0000 DiVita-DIVITA 0201

Sick of Mario yet? Here's a weird trick that you can use to freak out your friends who think they've seen everything in Super Mario 64:





of the gray pillar at the foot of the stairs.







"Mama mia, where



Cool but useless since



Nintendo 64 tips

Olaiuwon-DRFAM 0000 Ferrier-FDDIF 6213 Elliot-ELLIOT 0000 Geer-EUGENE 6767 Ewing-EWING 0000 Hill-GHILL 0000 G. Robinson-GLENNR 0000 Grant-HGRANT 0000 Rivett-JAMIE 1000 or MUNDAY 5432 Japple-JAPPLE 6660 Skiles—JASON 0729 Carlton—JC 0000 Hedrick—JFER 0503 Hey-JONHEY 6000 Johnson-JOHNSN 0000 Kemp-KEMP 0000 Kidd-KIDD 0000 Boon-KOMBAT 0004 Malone-MALONE 0000 Martinez-MARTY 1010 Mednick-MEDNIK 6000 Miller-MILLER 0000 Minifee-MINIFE 6000 Morris-MORRIS 6000 Tobias—MORTAL 0004 Mutombo-MOTUMB 0000 Muresan-MURSAN 0000 Vinikour-MXV 1014 Ehrlich-NICK 7000 Fitzgerald—PATF 2000 Perry—PERRY 3500 Pippen-PIPPEN 0000 Quinn-QUIN 0330 Rice-RICE 0000 Rodman-RODMAN 0000 Root-ROOT 6000 Liptak-SHAWN 0123 Smits—SMITS 0000 Oursler-SNO 0103 Stackhouse—STACKH 0000 Starks—STARKS 0000 Turmell—TURMEL 0322 Webb-WEBB 0000 Webber-WEBBER 0000 Funk-NFUNK 0101

SUPER MARIO 64

Mourning-MOURNG 0000

Infinite Lives

Enter the first Bowser stage and grab as many coins as you can. When you reach Bowser, do not throw him; instead, run around and pick up all of the coins that appear when he breathes fire. If you collect 1,000 coins—which takes almost two hours!—a green letter "M" will appear next to your life counter. Now whenever you die, instead of losing a life, your life counter will be increased by one.

WAVE RACE 64

Ride the Dolphin

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

WAYNE GRETZKY'S 3D HOCKEY

Instant Start

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

Select Opposing Team

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

Player Size Tricks

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

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

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

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

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

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

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

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

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

Forfeit Game

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

Trade Players

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

Frequent Fight Mode

Access Super Teams

See Company Logos

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





Attention, Mortal Kombat fans! Have you been feeling left out because you haven't been able to keep track of all the new plot developments in the MK series? As a public service to our readers who are interested in the storyline of the Mortal Kombat games, here are the biography and ending screens that tell the





tale of Khameleon, a semi-transparent, morphing female ninja who appears as a playable character in the Nintendo 64 version of *Mortal Kombat Trilogy*. (Players can also find a male version of this character in the PlayStation version of the game, but his name begins with a C. More plot developments to follow...



Stage Select

To start at any stage in 3D Lemmings, choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press X; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game. Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords:

SPACEAAA—Space movie EGYPTAAA—Egyptian movie ARMYAAAA—Army movie MAZEAAAA—Ending sequence When you highlight "End" and press X, the scene you selected will appear.

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts-press L2 + R2 + - + × simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered team.

AGILE WARRIOR F-111X

Invincibility

Pause the game and press Left, _, _, _, _, Up, \triangle , \triangle , \triangle , Right, \bigcirc , Down, \times , \triangle , \triangle , \triangle ,

Maximum Fuel and Armor Pause the game and press Left, \square , \square , \square , \square , Up, \triangle , \triangle , \triangle , Right, $\stackrel{\bullet}{\bigcirc}$, Down, \times , \triangle , \triangle , \triangle ,

All Weapons=999

Pause the game and press Left, \square , \square , \square , \square , \square , Up, \triangle , \triangle , \triangle , \triangle , Right, \bigcirc , Down, \times , R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.

Toggle Minimum Speed

Pause the game and press Left, _, _, _, _, _, Up, \triangle , \triangle , \triangle , Right, \bigcirc , Down, \times , \triangle , \triangle . Now your minimum speed is zero; hold L1 to hover.

Hidden Camera Angles

Pause the game and press Left, \square , \square , \square , \square , \square , Up, \triangle , \triangle , \triangle , Right, \bigcirc , Down, \times , Up, Down, Left, Right. Enter this code repeatedly for new views.

Mission Complete

Pause the game and press Left, _, _, _, _, Up, \triangle , \triangle , \triangle , Right, \bigcirc , Down, \times , \triangle , \triangle , \triangle , Down, Down, Down.

"Dancer" Cheat

If you complete all ten missions in Agile Warrior, you'll get treated to a little fullmotion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press Left, \square , \square , \square , \square , Up, \triangle , \triangle , \triangle , Right, \bigcirc , Down, \times , Down, \times , Down, X, Down, X, Down, X, Down, X Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the OPEN button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the L and R buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

Secret Loading Screen

Hold the R1 and ○ buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too latebut if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around. Hidden Game

When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right, A tiny picture of a Fygarthe dragon character from Namco's classic Dig Dug arcade game-will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the Air Combat bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and O) buttons to spin the symbol clockwise and counterclockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the R1 button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what.

999,999,000 Credits At the special CD loading menu, quickly press Down, \bigcirc , \triangle , \triangle , \triangle , \bigcirc , \triangle press O+△ simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from Dig Dug appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wingman available.

Different-Colored Ships (1P Mode)

At the CD loading menu, press Up, Down, Left, Right, Up, Down, Left, Right, R1continue to hold the R1 button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press Left, Right, Left, Right, Down, Up, Down, \bigcirc , \triangle , \triangle —continue to hold the △ button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.

At the CD loading menu, hold the R1 button and press START 10 times (continue to hold START after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more

variety in your available wingmen.

Extra Wingmen

Level Skip

Go to the password screen and enter the password "G0LVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LVL34".) Highlight "Accept" and press the × button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "GOLVL35", you'll see the video sequence from the end of the game. Cheat Mode

Enter the password "1G0TP1NK8C1D BOOTSON", highlight "Accept" and press the × button; you'll see the words "Cheats Activated" on the screen. Now guit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

AREA 51

Alien Mode

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

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, ×, X. 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.

Level Codes

1. Welcome—OOOOO

2. Next Gen—□ × □ × △ □ □ 3. This Way—△ □ □ ○ ○ △

4. JoyJoy—△ □ △ △ △ △ △ △ 5. Noddy—□ △ △ △ × △

6. Wastelands—△ □ ○ ○ × □ 7. Vertigo—× □ □ □ ○ △

8. Gem Tower—△ □ × □ △ △

9. Bridge— $\square \triangle \square \times \triangle \times$

10. Obliterate—△ △ ○ □ × □ 11. Arena—△ △ × △ ○ □
12. PBM—○ □ △ △ △ ○

13. Ramps—△ □ ○ × △ □

14. Oasis—△ △ × □ □ ×

15. Halls— $\bigcirc \times \triangle \triangle \triangle \triangle$

16. Coaster—○ □ ○ ○ ○ □ □ 17. Mine—△ △ △ ○ △ □

18. Look-Up—☐ O ☐ × ☐ △

19. Deadline—× × □ × △ ○
20. Fort—× □ × △ △ □

23. ZamCam—○ ××××△

24. Shootme— \triangle \square \square \triangle \triangle \triangle

25. Wild—△ ○ △ △ ○ □

26. Oil Rig— O O X D X

27. Rightway—X O 🗆 🛆 🛆 🗆

28. Waste2-0 0 0 29. Dodge—△ □ ○ × ○ ○

30. Air—□○×○×□
31. Jump—○□×△○△
32. Room 101—△□×○□×

33. Firepower—××△××□

35. Push Off—○△×△×△

36. Perimeter—X ∧ ∧ X X □ 37. Spiral—× △ △ × △ □

38. The Castle— 🗆 🛆 🗆 🗙

39. Fortress—□×△××△

40. Lifts Ahoy—△ × △ ○ □ ×

41. Push Me—○ × △ ○ △ □

Automatic Home Runs

During a game of Double Header, press the START button to pause, then grab Controller 2 and press △. □. ×. ○ You'll hear a piano sound. Next, press the L1 button (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball-even if it's a bunt. To disable this cheat, simply enter the code again; when you press L1, you'll hear the word, "Safe!"

Skip Innings

To advance through a game quicker, press the START button to pause, then press A, O.O.O on Controller 2. You'll hear a piano sound. Next, press the × button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press X

on Controller 2 to change the inning number, then press START to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

Computer Control

To give the computer control over your team, pause the game and press \triangle . O, O, O on Controller 2. After you hear the piano sound, press the L2 button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

BATTLE ARENA TOSHINDEN

Boss Codes

To play as Gaia:

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press ↓ ∠ ←+□ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen: the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold Up on the D-pad and press any action button.

To play as Sho:

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press →←→←+□ on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold Down on the D-pad and press any action button.

To choose the alternate-color version of Gaia or Sho, press SELECT before you hold the appropriate direction on the D-pad as described while choosing each character.

Fasy Desperation Moves

Visit the option menu and configure your controller so that the L and R buttons are set up to trigger "Special 1", "Special 2", Special 3" and "Special 4"—setting A4 is a good example. Now you can trigger any character's desperation attack simply by pressing all four L and R buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"...unless you use the "Easy Special Attacks etc." code listed below.

Easy Super Moves

In addition to the desperation moves, each fighter in Toshinden also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right:

Eiii: ↑↓↑↓→←→←+△+○ Kayin: → > ↓ ← < ← → ← + ○ +× Sofia (1): → > ↓ ↓ → ← ↓ + △ +× Sofia (2): ¥↓×↓×+→↓+△+○ Rungo: 7↑K+×++△+○ Fo (1): →7↑K←+□+○ Fo (2): →↓↓↓→←↓+△+× Fo (3): ×□△○←→←→+△+○ Mondo: →オ↑६←→ビ↓+△+○ Duke: ¥↓¥↓¥↓←→+□+○ Ellis (1): → 7↑ K ←+ ++++ Ellis (2): > ↓ ↓ ↓ ↓ ↓ ← → ↓ + △ + ○

Gaia: > ↓ × ↓ × ← → ↓ +△ +○

Sho: ↓→オ↑K←↓+△+× The "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to



begin again, then return to the title screen once more and press \(\frac{\psi}{2} + \times \) on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the SELECT button and pressing all four L and R buttons at exactly the same time.

Easy Special Attacks at Any Difficulty Setting

Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press → ← ← ← □ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy".

Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the L and R buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:

L1: Rotate counter-clockwise

L2: Tilt backward

R1: Rotate clockwise

R2: Tilt forward

To access additional camera controls, press the START button to pause the game. While the "Pause" menu is on the screen, hold all four action buttons (X+_1+\Delta+0) and press the SELECT button once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press SELECT one more time.) While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

L1: Pan left R1: Pan right D-pad Up: Pan up D-pad Down: Pan down

L2: Zoom in R2: Zoom out

Pressing the SELECT button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press SELECT on Controller 1 to toggle between the cotate/tilt camera controls and the pan/zoom controls.

BLACK DAWN

Maximum Fuel & Ammo

Press START to pause the game, then press SELECT, L2, SELECT, R2, \triangle , \triangle , \bigcirc . Acquire Wingman

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

Maximum Weapons

Press START to pause the game, then press SELECT, L2, SELECT, R2, L1, L2, R1, R2.

Upgrade Gun

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

Upgrade Current Weapon

Press START to pause the game, then press SELECT, L2, SELECT, R2, L1, L1, R1, R1.

Complete Current Mission

Press START to pause the game, then press

SELECT, L2, SELECT, R2, \triangle , \triangle , \triangle , Down, Down, Down.

BOGEY DEAD 6

Secret Camera Angle

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

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

Access All Missions

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

BUST-A-MOVE 2: ARCADE EDITION

Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press Left, Right, R1, R2, L2, L1, Up, Down. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the × button as quickly as you can. Pressing × four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the × button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an autofire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

Another World

At the title screen—while the words "Press Start" are flashing—press R1, Up, L2, Down. You'll see a little green 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 freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

Character Select

If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, Down, then press L1+L2+R1+R2 simultaneously. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press any of the four action buttons 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.

COLLEGE SLAP

Secret Teams

At the College Slam title screen—while the words "Press Start" are flashing—press Left, Up, Oup, Down, Up, Right, △, You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat"

that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

the following cheats:

Quick Hands—Left, △, ○, ○, Up

Max. Power—△, Down, △, Right

Power-Up Goaltending—Down, Down, Down, Up, Up, Up Power-Up Fire—Left, Right, Left, Right, Up,

Down, Down Power-Up Turbo—Down, △, Down, Down,

Up Power-Up Offense—Right, Up, Down, Down, Up

Power-Up 3-Pointers—Up, Up, Up, △, △, △ Power-Up Dunks—Down, Up, Down, Up, Down, Up

Power-Up Push—Up, △, Up, ○, Up, Up Push an opponent and both fall—Up, Left, Left

Push an opponent and only his teammate falls—Down, △, Down, △, Down, △ High Shots—Up, Up, Up, Up, Up, Up, Down Speed-Up—Right, Right, Right, Right, Left

Whirlwind—Up, Right, Down, Left, Up, Right, Down

CRASH BANDICOOT

Password

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

Turbo Mode

At any time during gameplay—not while the game is paused—press \(\), \(

Shield Recharge

At any time during gameplay—not while the game is paused—press [, \(\t \), \(

Access All Weapons

If you're tired of searching for special weapons, try this code during gameplay (not while paused): △, □, △, △, △, △, △, △, △, □, X, ○, □. The words "Mega-Wowie-Zowie!" will appear; now you have a surplus of every special weapon in the game. Stage Select/Extra Difficulty Levels Enter the following code during gameplay

(not while paused): △, □, □, △, ○, ○, □, □, △, ○, □, □. The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

DESTRUCTION DERBY

Hidden Photo

At the "piracy" warning screen at the beginning of the game, press and hold L1 + Left + O. After the Psygnosis owl appears, the Reflections logo will be replaced by a photo of the game's design team.

Hidden Track

Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "RE-FLECT!". Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track; you'll find a new course called "Ruined Monastery".

Opponent Select
As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track.

Invincibility

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "!DAMAGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible.

DIE HARD TRILOG

Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game:

Invincibility—Press START to pause, then hold the R2 button and press Left, Right, Up, Down,

Stick-Man Mode—Press START to pause, then hold the R2 button and press \triangle ten times, then Right four times

Silly Mode—Press START to pause, then hold the R2 button and press Down, ○, ○, Down, △, Down

Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game:

Invincibility—Press START to pause, then hold the R2 button and press Down, △, Right, □. Your health will go down, but you won't die when it's gone.

Fergus Mode—Press START to pause, then hold the R2 button and press , Down, Down, , , , . . Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.

Die Hard With a Vengeance Cheats

Each of the following codes works in the "Die Hard With a Vengeance" portion of

Big Cars—Press START to pause, then hold the R2 button and press Left, △, Right, Down.

Chase View—Press START to pause, then hold the R2 button and press Down, O, Down, O. This adds a new camera angle to the available options.



Cheat Codes

Each of the following cheats must be entered while the game is paused: Map All Lines On: A, A, L2, R2, L2, R2, R1,

Map All Things On: A, A, L2, R2, L2, R2,

Lots of Goodies!: X, A, L1, Up, Down, R2, Left. Left

All Powerful Mode On (Invincibility): Down, L2, __, R1, Right, L1, Left, X-Ray Vision: L1, R2, L2, R1, Right, A, X,

Right Level Warp: Right, Left, R2, R1, A, L1, O, X (press Left or Right to change the stage number.)

Secret Level Passwords

Level 55: Fortress of Mystery-JCGDNFL888 Level 56: Military Base-3P67ZNBQJG Level 57: The Marshes-JCGDNFL555 Level 58: The Mansion—RXXRXXR778

Level 59: Club Doom-JCGDNFI 556

Cheat Codes

All of the cheat codes listed above for Doom will work with Final Doom.

Cheat Codes

Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly

Gibberish Mode-Hold SELECT and press Left, O, Up, Down, Down, Right, Buggy Mode—Hold SELECT and press

Right, Up, △, Left, Up, Bike Mode-Hold SELECT and press Down

Up, ○, △, Right, Up, Lava Mode—Hold SELECT and press _, O, Up, Right, Right, O, ×

German Commentary-Hold SELECT and press Down, Up, Left, Left, .

Bonus Track-Hold SELECT and press Left, A O Up Right. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

Disk 1 Tips

Jack's apartment-Make sure to collect the video book and the keys that are hidden in the chair. Just as your timer expires, Fat Freddie will enter the scene. It is not necessary to defeat him, but remember remembering which window he escapes from

Back room of Flower Shop-Find the taco (spy weapon) and the CIA identification card. Attempting to use the computer or taking too much time will trigger the end of the interactive portion of the scene

Jack's apartment, Part 2-Pick up the knife and the bullet found on the table. You may encounter Fat Freddie once again. When Frank enters the room, exit through the same window that Fat Freddie did.

Hospital Scene-Starting on the third floor, follow the hallway without turning unnecessarily. When you reach a 'T' intersection, turn left and follow the hallway into the waiting elevator. From the second floor, turn right at the first fork and keep following the hallway without making any unnecessary turns to find the next elevator. On the first floor, continue straight through the first intersection, turn right at the next, left at the next, then proceed to the exit. Note: In Strategy Mode, there are only two floors.

Venice Stores/Fleurde Spy-Do not go directly into the waiting car. Inspect a nearby vacation poster and note the number of grass huts in it, then turn around and move forward into the six-hour express delivery store.

Disk 2 Tips Depending on your previous actions, Jack may go to either Las Vegas or Aspen.

Las Vegas-The first two showgirls can be defeated by just blocking. Punch the third showairl once, then continue with kicks only. The last one can be defeated with a simple block. Attack or block them when they begin moving or when their facial expressions change Before leaving Las Vegas, you must go to another six-hour express store.

Aspen—Follow the ski hut sign that corre sponds to the number of grass huts that you counted in the poster outside the hospital. Move through the ski gates in a left/right pattern and don't miss more than two snowboarders if you want to pick up the gold medal. Immediately find another six-hour express store. Note: In Strategy Mode, Jack will always get the gold medal. However, you must still do well to reach the six-hour express.

Las Vegas, Part 2-In the segment after speaking with Chauncy, you are working against the clock. Find a blue feather (placed randomly), a bullet (in a bra) and a knife (in a red book under some underwear) If you take too long continue through the curtains and up the ladder to reset your time. Once up the ladder, pick up a gambling chip and proceed to the rack of gambling chips. Move the chips to reveal some powder. Move the powder to reveal the clue that tells which deck of cards to choose later on.

Playing Blackjack-Watch the clip from the video book, paying attention to the man's actions. The CIA guy will instruct you on the first two hands. The third one is up to you. If the Wolf performs the identical movement as the man in the video book, take a card. Otherwise, stand. Win three hands to go to Disk 3. Note: As long as you have the knife, you will automatically move to disk #3, but you don't win three hands of Blackjack you will have no money.
Disk 3 Tips

Fighting in the final stages—You must battle both Alans, some Russian wrestlers, a caveman and Frank. When battling the Alans: If they begin to swing, block; if they wait (in a dumb boxing-type pose), punch or kick. They are the toughest. The rest of the battles can be won with roundhouse kicks and leg sweeps.

Fox Hunt video game-Shoot the duck, not the foxes

The chase in the tubes-Shoot the bad guys ahead of you and avoid the gunfire from behind. Maneuver the guys from behind you to the front while spinning to avoid their gunfire. To get behind your opponent, turn down the tube with the white light illuminating it, watch which way your opponent turns and follow. Now shoot and destroy. Keep this up until the Wolf is caught.

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. Invisible Players

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A. A. You'll hear the crowd roar. Now when you start the game, press SELECT to change the camera angle. You'll find that-in addition to the standard three camera anglesthere is a new camera setting that takes you slightly closer to the action. When you play with this new viewpoint, only one or two players will be visible. The rest of the players are still there, however.

Invincibilty

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash

into mountains

Stage Select

At the title screen menu, highlight "Start", hold the D-pad in the Up/Left position. hold SELECT and press the O button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout game.

Infinite Continues

When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the and SELECT buttons and press START. You'll get five additional continues. Repeat this code whenever you run out of credits.

INTERNATIONAL TRACK & FIELD

Secret Surprises

- . In the Long Jump or Triple Jump, if your jump is exactly 1.11 meters, 2.22 meters or 3.33 meters, a mole will appear from the around.
- In the Shot Put, if your throw is exactly 1.11 meters, 2.22 meters or 3.33 meters, a dinosaur will appear behind the crowd.
- In the Hammer Throw, if your throw is exactly 1.01 meters, 21.21 meters or 35.35 meters, a balloon will appear from the crowd
- In the Discus Throw, if your throw is exactly 1.01 meters, 21.21 meters or 35.35 meters, a flock of pigeons will appear in
- In the Javelin Throw, if you throw with maximum power at an angle of over 60 degrees, you'll hit a U.F.O., which will fall into the stadium.
- In the High Jump, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If vou make it, a blimp will appear during your third jump.
- In the Pole Vault, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a space shuttle will appear during your third jump.

Skimpier Swimsuits

At the Game Select menu, highlight "100m Free Style" and press Up, Up, Down, Down, Left, Right, Left, Right, O, X. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

Stage Select

At the Jumping Flash title screen, press Up, Up, Down, Down, X, X, Left, Right, Left, Right, \times , \triangle , \times , \triangle . 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.

Stage Select

At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press Right, but before the Japan mission information appears, press + Down/Left on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

All the Cheats

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

AMMO: Down, Right, O, Left, Right, O. Select this option to boost your ammo

HEALTH: Right, Right, Left, Down, Down, Up. \triangle . O. Use this option to refill your energy meter

POWER: Right, Down, Right, A. This option will power-up your weapon.

LIVES: Left, Down, Right, △, □, ×, ○. This option gives you one extra life each time you press the button.

SMART: R1, R2, ×, △, □. O. R1. R2. O. O. . Get one extra smart bomb each time you press the button with this option highlighted

SKIP LEVEL: ×, R1, △, R1, □, ○, R2, R2, ×, △, ×. Use this option to skip the current level and start on the next stage.

Secret Teams

Choose "Exhibition" and select your teams. After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press X. then press the O button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an "All-Time All-Madden" team and AFC and NFC Pro Bowl teams.

Cinematics Menu

Turn the PlayStation on and hold the L1 or R1 button while the game loads. After the copyright screen, you'll get a secret "Cinematics" menu that lets you see any of the rendered cinema scenes from the game.

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, \triangle six times, \times six times and O nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes. Secret Cheat Mode

During the opening demo, quickly press X, 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 X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options

MORTAL KOMBAT 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 char-acter called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu
Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "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 O when "Finish Him/Her" appears.

· Animality-Press L2 when "Finish Him/Her" appears. Friendship—Press R1 when "Finish

Him/Her" appears.

• Brutality—Press □ when "Finish"

Him/Her" appears.

Secret Teams

To access special teams, enter the initials and birthdates as shown:

All-Star East, Team 1-LMH Jun 28 All-Star East, Team 2—EST Mar 14 All-Star West, Team 1-WST Jul 12 All-Star West, Team 2-RMC Apr 21 Smiley Team—MJT Mar 22 Random Select

At the team-select screen, hold Up and press R1 to choose a random team. Once your team has been chosen, you can hold Up and press R1 again to choose two players at random. Stealth Select

At the team-select screen, hold Down and press R1. Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

Secret Characters To access a secret character, hold the L1 and R1 buttons and enter the initials and birthdates as follows: Bill Clinton-BIL Jun 3 Hilary Clinton-HIL Nov 6 Prince Charles—CHA May 4 Heavy D—HEA Jan 9 Jazzy Jeff-JAZ Oct 9 Fresh Prince—FRS Feb 2 Frank Thomas-FNK Jan 8 Larry Bird-LAR Jan 15 Benny the Bull-BEN Sep 20

Charlotte Hornet-HOR Jan 12

Minnesota Timberwolf—WOR Mar 7 Phoenix Suns Gorilla—APE Apr 2

Adrock-ADR Apr 6 MCA-MCA Apr 9 Mike D-M D Jul 1 Moore-MOE Jun 8 Gordon-GOR Jul 3 Renaldo—REN Feb 4 Shelley—SHY Jun 8 Blaze-BLZ Jan 14

Turmell-TUR Jan 31 DiVita-DIV Jul 3 Goskie-GOS Jan 6 Rivett-REV Jul 6

Carlton-CAL Mar 25 Liptak—LIP Jan 14 Magic Hair—STH Dec 8

Kirby—GHR Dec 18 Moon-JAY Aug 24

Falcus—JAS Nov 16 Snake-SNK Jun 15 Hill-ZIG Apr 7

Catling—CAT Jan 2 Hutchinson—BAR Apr 9 Falcus—DAZ Aug 6

Hodgson-HOG Dec 31 Tunnicliff—SAT May 7 Whitaker-JAX Mar 1

Muskett-MUS Dec 24 McHugh—BAA Jul 19 Higgins—TOM Feb 19

Gray-ROB Feb 23 Feinstein-DAN Jan 2 Burgess-LIZ Aug 7 Gunter-GUN Jan 11

Rosen-SAW Apr 10 Wanat-WAN Jun 10 Chaudhri—CHD May 5

Gow-GOW Jun 17 Thienvanich—THI Nov 1 Kuby-KUB Apr 14

DeLucia—DEF Oct 19 Samulski-AIR Jan 21 Extended Roster

Each of the NBA teams in Jam T.E. has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the SELECT button and rotate the D-pad in a counterclockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the line-ups with the SELECT button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

Power-Up Codes

Just like all of the other versions of NBA JAM, the PlayStation Tournament Edition offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage: ↑ ↑ ↓ ↓ △ Powerup Dunks: ← → Powerup Defense: → ↑ ↓ → ↓ ↑ Powerup 3-Pointers: ↑ ↓ ← → ← ↓ ↑ Powerup Fire: ↓ → → ○ △ ← Quick Hands: ← ← ← ← ○ → Max Power: $\rightarrow \rightarrow \leftarrow \rightarrow \times \times \rightarrow$ High Shots: $\uparrow \downarrow \uparrow \downarrow \rightarrow \uparrow \bigcirc \bigcirc \bigcirc \bigcirc \downarrow$

Push one opponent and both fall: ↑ ↑ ↑ Push one opponent and only his teammate falls: ↑↑↑↑←←←

Baby Mode: Huge Mode: $\triangle \times \triangle \times \triangle \times \triangle \times \triangle \times \triangle \times \triangle$

Big Head: △ □ × ○ △ □ × ○ Mammoth Head: ○ × □ △ ○ × □ △ ○ ×

All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press R1, L1, R1, L1, R2, L2, R2, L2. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press R1, R1, R2, R2, L1, L2, L1, 12 at the Exhibition menu the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the L1, L2, R1 and R2 buttons. The distracting game statistics will disap-

NCAA FOOTBALL GAMEBREAKER

Easter Egg Codes

At the main GameBreaker menu—the one that says "Exhibition/Roster/Options" etc.-press L1, R1, L2, R2. A secret "Easter Egg" menu will appear. Choose "Add Entry" and press X, then use the O button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown; including the capital letters:

Amazons—Cheerleaders are bigger Big Arm—Quarterback can throw farther Big Foot-Punter and Kicker can kick far-

Big GB—Players designated as GameBreak-

ers are bigger Blizzard—Blizzard weather Blocking Down-Weaker offensive line Blocking Up-Stronger offensive line Bronze-Bronze-colored players Cannon-Quarterback can throw quicker Circus Flip-Players flip very high when hit Copper-Copper-colored players Flash-Extra "speed burst" power Fumbles-More fumbles Giants—Bigger players Gold-Gold-colored players Hands-Better receiving ability Healthy-Start with no injuries Hurricane—Hurricane weather Interceptions-More interceptions Jukes-Better juke moves Little Arm-Quarterback can't throw as far Little Foot-Punter and Kicker can't kick as

Midgets-Smaller players Phantoms-Players are all shadows Platinum-Platinum-colored players Rock Em-Hit harder Silver-Silver-colored players Slow CPU—Computer opponents are

Swim Down—Players can't swim as well Swim Up-Players can swim better Tackles-Better tackling ability Tiny GB—Players designated as Game-Breakers are smaller Tornado-Very windy weather White Knights-White-colored players FMU All Stars-Fastern Michigan All-Star

team Mich All Stars-Michigan All-Star team Neb All Stars—Nebraska All-Star team ND All Stars-Notre Dame All-Star team OSU All Stars-Ohio State All-Star team USC All Stars-Southern California All-Star

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas". "Rally" Tracks

With the cheat password in place, highlight any track and hold the L1 and R1 buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in Sega Rally. If you hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lapselect) box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a Ridge Racer-style arcade game instead of a fullon simulation.

Machine Gun Horn

Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, \bigcirc , \square and diagonally Up/Left on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise it produces will sound like a machine gun.

Cheat Passwords

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

OFFENSE-Gives you a high-powered of-

DEFENSE—Gives you a high-powered defense

JUICE—Gives you a more powerful "speed burst" from the × button when running STICKUM-Just like Freddy Biletnikoff. you'll be able to catch passes easier...and hang on to them when you get hit BIG.BOYS-Makes the linemen look bigger

CANNON.ARM—Lets your quarterback throw farther STEROIDS-Players fly farther when hit

CRUNCH.TIME—Injuries happen more frequently PICK.CITY—Interceptions are easier

SKELETON—Lets you play with two secret skeleton teams In addition to these cheats, we know of

five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

MAYHEM URNOTREDE FEGGCODE13 EEGGCODE14 EEGGCODE15

NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play", then select a "Preseason" game. When the teamselect menu appears, enter any of the following codes to get different cheats and tricks in effect:

Landmine Mode—L1, L1, L1, R1, L1, L1



Fumbles-L1, L1, L1, L2, L1, L1 No Fumbles—L1, L1, L1, R2, L1, L1 Constant Turbo-L1, L1, A, A, L1, A Crappy Team—L1, L1, △, R2, L1, △ Big Players—L1, L1, R1, △, L1, R1 Small Players-L1, L1, R1, R1, L1, R1 Shadow Players-L1, L1, R1, L2, L1, R1 Long Range (allow 100-yard throws and kicks)-L1, L1, R1, R2, L1, R1 Super Slow Motion—L1, L1, L2, R1, L1, L2 Super Fast Game—L1, L1, L2, L2, L1, L2 Super Team—L1, L1, R2, △, L1, R2 Super Slippery-L1, L1, R2, R1, L1, R2 Short, Fat Players—L1, 🛆, R1, 🛆, L1, R1 Tall, Skinny Players-L1, A, R1, R1, L1, R1 Eight Downs per Series-L1, A, L2, A, L1,

Activate All Possible In-Game Cheats-L1, L1, R2, R2, L1, R2 Secret Teams

At the team select menu, press L2, A, R2, R2, L2, R2. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams Look for Nikos Betty and the rest of the TIPS & TRICKS staff on the "VideoGames" team.

Refill Health / Ammo

While in Foot mode, press + L2 to do a backflip. While you're in the air, press Down + X + R2 to refill your health meter or Right + X + O to refill all weapon ammo

Access All Weapons

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

Invincibility

You must have the drill weapon in your inventory for this cheat to work. Press \(\triangle \) to call up the weapons menu, highlight the frying pan and press A two more times; you should be back at the weapons menu. Now press 0 + R1 and release them as soon as you see the number 999 in your health meter; this indicates that you are

Stage Select

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

Press × at the main menu to enter the Load Game screen. Press Right + O, then △, then Left + □, then △. You'll warp to the ending sequence.

Fall Through the Floor

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

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

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.

- "Cloak" Stealth Mode—Hold A, tap . \bigcirc , \bigcirc , \square , release \triangle , hold \times , tap \triangle , \triangle , release X
- Extra Speed—Hold Up, tap \triangle , \triangle , \triangle , release Up, hold Down, tap X, C, O, release
- 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 X. Up Down, Up, hold , tap , release , hold ×, tap △, release ×.

THE RAIDEN PROJECT

Mission Select

Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold L1 + L2 + R1 + R2 and press START. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

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

Here's a weird code that Ubi Soft put into Rayman just to show off what the PlayStation is capable of. During the game, press START to pause, then hold the R2 button down and press O, O, Left, O, O. 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 O, then press and continue to hold Left, ○, □, then △. Finally, release the buttons in the following order: Left, \triangle , \square , \bigcirc .

If you finish the game in less that 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.

RIDGE RACER Title Screen Tricks

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

D-pad Up: Tilt back D-pad Down: Tilt forward D-pad Left: Rotate clockwise D-pad Right: Rotate counter-clockwise O: Spin right

X: Zoom in

A: Zoom out

START: Make the flag transparent

Rotate Cars

At the Car Select screen, use the L1 and R1 buttons to change the speed and direction in which the car is rotating.

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 tracksin 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.

Boss Codes

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

Vitriol-Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.

Supervisor-Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up. Assault-Right, Up, Up, Right, Down, Right, Up. Up.

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

Anil 8-Up, Right, Down, Right, Right, Up, Left Un

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).

Cheat Menu

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

Invincibility

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

Invincibility

At any time during the game, press START

to pause, then press Down, O, D, D, Up, X. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Secret Teams

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

Big Head Mode

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

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

Shot Percentage Indicator

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately press and hold the L1 button until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

Invincibility

During the game, hold the SELECT button and press \square , \square , \bigcirc , \bigcirc , \square , \square , \triangle .

Level Passwords

Uraniumania— $\triangle \times \times \square \bigcirc \triangle \times \triangle$ Repsychler—× ○ ○ △ □ □ ○ × Endless Bummer—X $\triangle \times \bigcirc \triangle \square \bigcirc \times$

Movie Passwords Entrance to Uraniumania-O O O A A A

Entrance to Repsychler—○○○×△×□ Entrance to Endless Bummer— O O O

Entrance to Viva Los Vagrantes-0 0 0 X

Game Over/Death—OOOOAOXO Game Over/You Win—○○○△××△○ Credits—○ ○ ○ □ ○ × × △ Exit (quit)—OOAAOX

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.

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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 O × before your character goes into his or her victory pose. During the pose, keep holding those buttons and press zoom in, A 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 oneround battles.) After you fight Bilstein, you'll face the glowing "Real Bilstein".

Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent. Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor all the way over to the right to Gore and press X, O, X, O, △, △, then ○ + × simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Rilstein

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold SELECT, move the cursor all the way over to the left to Hayato, then press O, \bigcirc , \square , then $\triangle + \times$ 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 \bigcirc , \triangle , \bigcirc , \triangle , \bigcirc , \triangle , then press L1 + R1 simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

Rapid Fire

At the main title Screen, press Up, Up, Down, Down, ○, △, □ while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the x button to access the rapid-fire laser.

Secret Characters

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

M. Bison (Player 1)-Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then _+\(\triangle\) simultaneously. M. Bison (Player 1)-Hold the L2 button

and press Right, Right, Down, Down, Right, Down, Down, then + simultane

To choose the alternate-color Bison, end the code by pressing X+O simultaneously instead of T+A

Akuma (Player 1)-Hold the L2 button and press Left, Left, Left, Down, Down, Down, then $\Box + \triangle$ simultaneously.

Player 2-Hold the L2 button and press Right, Right, Right, Down, Down, Down, then $\square + \triangle$ simultaneously.

To choose the alternate-color Akuma, end the code by pressing X+O simultaneously instead of +A

Dan (both players)—Hold the L2 and R2 buttons and press A.

To choose the alternate-color Dan, hold L2 and R2 and press \triangle , \bigcirc , \times , \square , \triangle

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, re lease 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.

Play as Akuma

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

Galaga Secrets

To continue playing the Galaga loading game as many times as you wish, just press the SELECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave: there are eight waves in all. If you don't like using the D- pad to move your ship, you can use the L and R buttons on top of the controller. Holding the △ button gives you rapid-fire. Double Ships

There are two ways to get twin ships in the mini-Galaga game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, A and X on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-

Play as the Boss

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

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this. hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold ↑ on the D-pad Paul: Hold 7 on the D-pad Law: Hold → on the D-pad Jack: Hold > on the D-pad Nina: Hold ↓ on the D-pad King: Hold ¥ on the D-pad Yoshimitsu: Hold ← on the D-pad Michelle: Hold \(\mathbb{N} \) on the D-pad Heihachi: Hold L1+L2+R1+R2

Lee: Hold L1+L2+R1+R2+↑ on the D-pad Kuma: Hold L1+L2+R1+R2+ 7 on the D-pad Wang: Hold L1+L2+R1+R2+→ on the D-pad P. Jack: Hold L1+L2+R1+R2+ > on the Dpad

Anna: Hold L1+L2+R1+R2+

✓ on the D-pad Armor King: Hold L1+L2+R1+R2+ v on the D-pad

Ganryu: Hold L1+L2+R1+R2+← on the Dpad Kunimitsu: Hold L1+L2+R1+R2+ on the

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Mystery Fruits

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in Tekken. Can you unlock the mystery of Battle 25 and its Special Flag? You'll also see some characters from Pac-Man including the dot-eater himself.

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuva and you will face Devil: defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say. "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

Kazuva's Purple Suit

Highlight Kazuya and press START to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

Super-Deformed Characters

Hold the SELECT button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

Punch-Out!! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic Punch-Out!! arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

Super Jugale Mode

Hold SELECT and Up on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

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 directions again. Now press the × button; when the game starts, a stage-select menu will appear.

TOKYO HIGHWAY BATTLE

9,999,999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold L1 + L2 + R1 + Down + START on Controller 2. After the Jaleco logo disappears and the full-motion video scene starts, press START on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want. Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:

- · Car Color Change—At the car select screen, press R2 on Controller 1 to change the car's color or add racing stripes
- Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King or Wataru from TIPS & TRICKS

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 Change Speedometer—During a race, press L1 on Controller 2 to change the speedometer to white.

 Best Time/Lap Indicators—During a race, hold Up and press SELECT to see the best lap or best time records.

TOMB RAIDER

Access All Weapons

During the game, press SELECT to access the inventory screen, then press $\mathbf{L1}$, Δ , $\mathbf{R2}$, $\mathbf{L2}$, $\mathbf{L2}$, $\mathbf{R2}$, \mathbf{O} , $\mathbf{L1}$. 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.

TOTAL ECLIPSE TURBO

Full Power-Up

During any stage, press the START button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: A , L1, L1+R1, SELECT, SELECT. (Note: The plus sign means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press △, □, L1, L1, L1, □, △ very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues. Stage Select

At the main menu, highlight the "PASS-WORD" option and enter the following code: Hold SELECT, press \triangle , L1, \square , release EELECT, press \triangle , L1, \square , \triangle , U1 see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing Left or Right on the D-pad and you're ready to warp.

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 Dpad. 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

△ _ □ ○ ○ — Infinite Weapons
□ △ × _ ○ — Invincibility
○ ○ △ × _ — Helicopter Camera Angle

TWISTED METAL 2

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 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

"Suicide Swamp" stage from Jet Moto— Up, Down, Right, R1

VIEWPOIN

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.

VTENNI

Secret Characters

At the character-select screen, highlight any character and press L2, L2, R1, R1, R1, Down, \triangle , \triangle , \triangle , \triangle , \triangle , \triangle , Vou'll hear a kungfu movie shout ("Atoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time his racket touches the ball.

To find a female secret character, access the character-select screen and highlight any player as before. This time, hold L1, R2, Up and \square ; then, while holding those buttons down, press \times . You'll hear a little "Yelp!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

MADHAME

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps. CHEAT CODES

—_OOXO—Preview the Epilogues
—_OOAXXO—Check the Special Upgrades

AXES

X

OXA

—Preview the Movies

X

OXA

—Kali Mode (Powered-Up Weapons)

□○□□△×△△—Thor Mode (9999 Flash Bombs)

△△○△△△×—Infinite Weapons
○○○_×△××—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

STAGE CODES

AUXAXXIII—Desert Level

AOXAOOX—Pyramid Has Risen
AOXAOOX—Desert is All But Done
OAAXOOO—Canyon Level

ON XOOA—In the Canyon with Amber

ODADAA—In the Canyon with Belle
ODADAA—In the Canyon with Crystal

OOO_AACA—Approaching Uma
XAXTACA—Airship Level
XOAOOOX—Post-Transformation Airship

×□△○×△□□—Airship Rear Hanger is Open

△OO□△OOX—West Gauntlet Boss △OO△△X□△—In with the Gatekeeper

WILLIAMS ARCADE'S GREATEST HITS

Secret Sounds

Turn on the PlayStation without a CD inside. When the main menu appears, choose "CD Player"; now put in the Arcade's Greatest Hits CD and you will set two tracks. Move to track 2 and press a button to play it. You will hear over five minutes of sounds from Mortal Kombat 3.

WIPEOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, and and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

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 X. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WWF WRESTLEMANIA THE ARCADE GAME

Invincibility

At any time during the game, press the START button to pause, then press X, A, R2, Up. You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible.

Stop the Timer

At any time during the game, press the START button to pause, then press \times , \triangle , R2, Left. You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.

Super Strength

At any time during the game, press the START button to pause, then press ×, △, L2, Down. You'll see the screen flash for an instant. When you unpause, your wrestler will be powered-up; all attacks will do extra damage.

Weaken Opponent

At any time during the game, press the START button to pause, then press X, \(\triangle \), L2, Right. You'll see the screen flash for an instant. When you unpause, your opponent will be weakened; all of his attacks will do less damage.

Cancel Cheats

If you have entered one or more of the above cheats and you want to cancel the effects without restarting the game, just pause the game and press __, __, __, ___, ____.
You'll see the screen flash for an instant; now all of the cheats have been disabled.

At the player select menu, hold the L1 and R2 buttons and press , , , , , , , , . . The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press START on Controller 2.

ZERO DIVIDE

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

Alternate Character Color/Texture

Press Up + any button when choosing your fighter at the character-select screen.

Additional Color Choices

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

Watch Mode

To watch the computer fighting itself, hold L1+L2+R1+R2+Down on Controller 1 and choose "VS Play."

Stage Select

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

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SELECT; you'll see a secret NECO comic strip.

Secret Bosses

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

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

Boss Codes

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

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

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

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

Hidden Game

Put Zero Divide into your PlayStation, hold the SELECT and START buttons on Controller 2 and turn the POWER switch on. Continue to hold the buttons down while the game loads; instead of Zero Divide, you'll get a hidden version of Phalanx, a classic Super NES shooter. Use Controller 2 to play the game.

The Ultimate over \$20,000 on Saming Rig! IN PRIZES!



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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

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Mystery Word Grid

	H				
		E			
P	I	N	С	H	W
	R				
S					

WORD LIST and LETTER CODE chart

			GIIGIV
PINCHW	PRESSK	BLASTA	WRECKD
BREAKZ	PUNCHS	SPRAYC	TURBOV
STOMPT	STANDR	PRESSE	DREAM O
CRUSHI	SCOREH	SLANT	CHASE P

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Yes

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Level Skip

Go to the password screen and enter the password "FLYTO" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press A: you'll see the words "CHEATS ACTIVATED" on the screen. Now guit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game.

Access All Weapons

Go to the password screen and enter the password "F1SH1NGF0RGVNS". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game; you'll have all of the game's weapons in your inventory

Infinite Ammunition

Go to the password screen and enter the password "F1LLMYP0CK1TS" Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game; you'll have infinite ammo for all of your weapons.

Alien Mode

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

Restore Energy

During the game, press START to pause, then quickly tap Down, R, Up, L, X, A, Y, B, Z, C, Right, Left. You'll hear a chime to confirm the code if you've done it quick enough. When you press START to return to the game, the fruits in your health meter will be refilled.

Invincibility

Press START to pause the game, then quickly press Up, Y, Left, A, Down, B, Right, C. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

Sudden Death

If you want to kill Astal and return to the beginning of a stage, simply press START to pause the game, then tap L, A, R, C, B. You'll hear Astal moan; when you press START to return to the game, your energy will be drained and you'll have to start the current stage

Secret Mode + 99 Lives

Visit the "Options" menu and press Left, Right, Left, Right, Up, Down, L, R, START on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press Right; you'll find thatinstead of being limited to just five lives-you can start the game with as many as 99.

Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press Up, Down, Left, Right, L, R, A, Y, C, Z, B, X on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level.

League Mode

At the title screen-while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing B, A, C, Up, B, A, C, Up. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu items say at the League Mode screen:

- · Game Start: Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu"
- · Name Entry: Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done"
- Delete Name: Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes"
- · View Records: Use this option to check your stats. The first screen shows your winning percentage; highlight your name and press A or C to view your win/loss records against each player.
- View Records / Return to Main Menu: The next-to-last menu item brings up a quick description of how the League Mode works; there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

Select Gaia, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings; the easy way is to go to the "Press Start" screen and enter the following code: Up, Down, X, B, A, Y, C, Z, START. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold Up on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

Bia Heads

To change the fighters in Toshinden Remix into super-deformed bigheads just hold the L and R buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads

Custom Camera

Press START during a battle to pause the game. Choose "OPTIONS"; then, at the options menu, highlight any option except "Exit" and hold the L button. While holding L, move the cursor to "EXIT" and press the R button. The game will still be paused. Now you can control the camera angle with the following buttons:

L-Rotate the playfield clockwise

R-Rotate the playfield counter-clock-

D-pad-Pan the camera up, down, left or right

Y-Zoom in

X—Zoom out

Press START to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit START and you'll be back in the "custom camera"

Boss Code #1

At the title screen-while the words "Press Start Button" are flashing press A, B, Z, X, Y, C; you'll hear a chime to confirm the code. Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes.

Easy Super Attacks

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A. Z. C. X. B, Y; you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing Z + C simultaneously.

Boss Code #2

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, Y, C, X, B, Z; you'll hear a chime to confirm the code. Now the bosses Sho and Verm are playable characters in the one-player and Vs. modes.

Secret "Option 2" Menu

With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A. X. Y. Z. C, B; you'll hear a chime to confirm the code. Now press START to access the main menu, highlight "Option", hold the R button and press START. A secret "Ura Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change the game's effects and much more.

"URA" Mode

At the title screen—while the words "Press Start Button" are flashingpress A, B, C, C, C, X, Y, Z, Z, Z; you'll hear a chime to confirm the code. Now press START to access the main menu, highlight "1P Game", hold the R and Y buttons and press START. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed; some battles have fireballs flying around randomly, others last just three seconds...you may even find yourself controlling your op-

Battlefield Select

In Vs. mode, choose your character with the A or C button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight

FMV Fiesta

To watch all of BlackFire's full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: Z, A, Z, A, B, A, B, Y, C, A, C, A. The intermission scenes will automatically start up; press A to stop any scene and skip to the next one. Infinite Weapons + Fuel

At the title screen-while the words "Press Start Button" are flashingpress L, A, Z, Y, A, Down, Down. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the START button to pause. When you unpause, your fuel and weaponry will be maxed out.

Invincibility

Also at the title screen-while the words "Press Start Button" are flashing-press and hold A, then B, then C: then release C, then B, then A. Next, press B. A. B. Y. then hold X. press Up. press and hold Down and release X. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen-while the words "Press Start Button" are flashing-press and hold C, then B, then A, then Up, then L. Next, release A, then C, then L, then Up. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels:

Skip ahead one level: Hold A, B, C and Up and press L.

Skip back one level: Hold X, Y, Z and Up and press L.

Stage Skip

Press START at the first title screen to bring up the words "Start Game" and "Options". Now press B, A, B, Y, Down, Right, A. L. Down, (The L represents the button on top of the controller, not Left on the D-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the L button at any time and press Up on the D-pad. To warp to the previous stage, just hold L and press Down.

At the title screen, press Up, then Right nine times, Down six times, Left



seven times, Z, X, Y, Y, Y, Z.

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

ORK KNIGHT 2

Boss Select

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

Hidden Mini-Games

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

999 Lives

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

Stage Select

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

See the Ending

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

Secret Screens

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

Control the Level 1 Boss

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

D-pad Left, Right-Move the boss left or right

D-Pad Up, Down-Move the boss closer or farther away

Z. C-Move the boss up or down A. B. Y. L. R-Make boss noises

X-Togale the room light on or off If you press the START button on Controller 2, the computer will take over and go after Pepperouchau again. Control the Level 2 Boss

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

Here are the controller commands: D-pad Left, Right-Make the boss face left or right

A-Make the monkey beat his chest B-Pick up Pepperouchau and slam him to the ground (if you're close enough)

C-Jump into the air and land on Pepperouchau

Secret Teams

At the College Slam title screen-while the words "Press Start" are flashingpress Left, Up, B, Up, Down, Up, Right, C. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands-Left, C, B, B, Up Max. Power-C, Down, C, Right Power-Up Goaltending-Down, Down,

Down, Up, Up, Up Power-Up Fire-Left, Right, Left, Right,

Up, Down, Down Power-Up Turbo-Down, C, Down,

Down, Up Power-Up Offense-Right, Up, Down,

Down, Up Power-Up 3-Pointers-Up, Up, Up, C, C,

Power-Up Dunks-Down, Up, Down, Up, Down, Up

Power-Up Push-Up, C, Up, B, Up, Up Push an opponent and both fall-Up. left left

Push an opponent and only his teammate falls-Down, C, Down, C, Down,

Teleport Pass—Right, Right, Right, Up, Up, Up High Shots-Up, Up, Up, Up, Up, Up,

Speed-Up-Right, Right, Right, Right,

Right, Right, Left

Display shot percentage-Up, Up, Up,

Whirlwind-Up, Right, Down, Left, Up, Right, Down

Hide Gauges and Meters

At any time during a race, press A + B + C simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action.

Extra Credits

At the "Game Start/Option" screen. press X, A, L, R, Left, then hold L and press X, C, Z, A, Right, Right. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire

Also at the "Game Start/Option" screen, hold B, then press Y, Right, Left, X, Z, L, R. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold X, then press Z, C, L, B, Left, R, L. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal".

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it , press the X button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the X button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode

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

Time Trial

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

Karaoke Mode

In "Arcade Mode," hold Up on the Dpad while making your choice at the "Select Your Track" screen. Then during the race, press Up to make the words to the Daytona theme song appear at the bottom of the screen.

Extra Cars

At the title screen-while the words "PRESS START BUTTON" are flashingpoint the D-pad diagonally in the Down/Right position and hold the L, R, C and Y buttons. With all of these buttons held, press START. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

TIPS & TRICKS

Easier Horse Trick

At the title screen, point the D-pad diagonally in the Up/Left position, hold the X, Z, A and B buttons and press START. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

Hidden Music

Buried deep within the data of the Daytona CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A.B—Main theme from After Burner KAG-"Maximum Power" from After Burner

KOU—Title theme from Alex Kidd SAO—"Break Out" from Alien Storm JIM—Title theme from Alien Syndrome ANI-"Rise From Your Grave" from Altered Beast

YAM-"Choice" from Bloxeed

BNB—Theme from Bonanza Bros. YOJ—"BGM A" from Bonanza Bros.

YAN—"Filthy" from Columns IGA—"Select" from Columns 2

KOS—"King of Speed" from Daytona IISA

LGA-"Let's Go Away" from Daytona USA

SKH-"Sky High" from Daytona USA P.P—"Pounding Pavement" from Daytona USA

DST-"Beat Away" from Dunk Shot KAO—"Toast!" from Dunk Shot H.S—"A.HI.RU" from Dynamite Dux

F.R.—Main theme from Enduro Racer MAS—"BGM 2" from Enduro Racer

EXN-"BGM A" from Exhaust Note YUI-"Good! Let's Go!" from Flashpoint

GLC—"Air Battle" from G-LOC NAG—Opening theme from G-LOC G.F-"Beyond the Galaxy" from Galaxy

HSB-"Defeat" from Galaxy Force GDA—"Wilderness" from Golden Axe GPR- "Time Attack" from GP Rider H.O-Main theme from Hang-On K.T—"Advertise" from Hang-On SHO—"Sprinter" from Super Hang-On M.M—Outside a Crisis" from Super

Hang-On KEN-Title Demo theme from Line of

-"MJ-Dance" from Michael Jackson's Moonwalker

.KK—"Theme of Kouchi" from Original O.R-"Magical Sound Shower" from

TOR-"Rush A Difficulty" from Turbo OutRun

OSI-"Vivacious" from Turbo OutRun ORS—"Adventure" from OutRunners P.D-"Like the Wind" from Power

ISO-"Poker Face" from Power Drift QTT-"BGM 1" from Quartet

MIT-"Earth Frame G" from R360

TRS—"Earth Frame G" from R360

R.M-"Soup Up" from Rad Mobile

OKA-Theme from Rent-A-Hero KAZ—"BGM 1" from Scramble Spirits

SDI-"System Down" from S.D.I. MMM-"Blue Moon" from S.D.I.



S.H-Main theme from Space Harrier

S.C-"Game Start" from Stadium Cross S.F-Opening theme from Strike

ASA-"Funky Bomb" from Strike

SMG-"Advertise BGM" from Super Monaco G.P.

AO.—"Name Entry" from Super Monaco G.P.

VMO-Theme from Sword of Vermil-

TET-"Tetrimix" from Tetris

T.B-"Burning Point" from Thunder

NAK-"Type 2" from Thunder Blade TAK-"Type 3" from Super Thunder Blade

AKJ—"Advertise" from Virtua Cop DEK-"Advertise" from Virtua Cop

V.F—"Akira Stage" from Virtua Fighter A.Y-"Akira Stage" from Virtua Fighter

J.B-"Jacky Stage" from Virtua Fighter S.B-"Sarah Stage" from Virtua Fighter

PAI—"Pai Stage" from Virtua Fighter K.M-"Kage Stage" from Virtua Fighter

W.H—"Wolf Stage" from Virtua Fighter

J.M-"Jeffry Stage" from Virtua Fighter

LAU—"Lau Stage" from Virtua Fighter VFT—"Lion Stage" from Virtua Fighter

V.R-"Polygonic Continent" from Virtua Racing

Tumble Racing

In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press Left, Right, Left, Right, X. When the race starts, your athlete will roll to the finish line like a tumbleweed.

Hop On One Leg

Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press Up, Left, Down, Right, X. When the race starts, your athlete will start to run. then hop on one lea until the end of the race. Both of these tricks seem to make your character move a little faster.

Infinite Energy

Press START to pause the game at any time during play, then press Left, A, Z, Y, Down, A, Y, Down. Unpause the game and you'll find that your energy has been restored to 100%. Repeat this code whenever necessary to keep your health maxed out.

Infinite Lives

Press START to pause the game at any time during play, then press Y, A, Right, Down, Down, A, Left, Right. Unpause the game and you'll find that your life counter has jumped to nine. Repeat this code whenever necessary to keep your lives maxed out.

Change Starting Position

Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission. Highlight the transmission type you want, then choose it by entering one of the following codes; when the race starts,

you'll be in the position you chose:

First Place—Hold L + X + Y + Z and press START

4th Place—Hold L + X + Y and press START

7th Place-Hold L + X + Z and press

10th Place-Hold L + X and press START

13th Place-Hold L + Y + Z and press START

16th Place—Hold L + Y and press START

19th Place—Hold L + Z and press START

22nd Place-Hold L and press START Change the Number of Laps

As above, when the "Select Course" menu appears, highlight the course vou want, then choose it by entering one of the following codes. When the race starts, the number of lans will be set to the number you chose as follows:

1 Lap-Hold R + X + Y and press START 2 Laps-Hold R + X + Z and press START

3 Laps—Hold R + X and press START 4 Laps-Hold R + Y + Z and press START

5 Laps—Hold R + Y and press START 6 Laps-Hold R + Z and press START 7 Laps—Hold R and press START 9 Laps-Hold R + X + Y + Z and press START

Boss Code

Highlight "Vs. Mode" at the main menu, then press and hold L, R and Y on both controllers. While holding those six buttons down, press START on Controller 1. When the characterselect screen appears, you'll find four additional characters to choose from: Bonus, Yacopu, Rouwe and Felden.

Taunt Select

To choose which taunt your character speaks at the end of a match, just hold the A, B or C button; each one corresponds to a different taunt.

Play Japanese Discs

Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements. Now hold down the X, Y and Z buttons and press START; the game will magically load just as if it were being booted on a Japanese Saturn.

Password

Final battle with Rez—CZYDRHYP Stage Skip

At any map screen, press START, then, while the game is paused, hold the R button and press START, Right, Right, Down, Right, Up, L, A, Left, Left. All of the stages on the current map screen will be opened.

Cheat Codes

While inside any of the game's stages, press START, then, while the game is paused, enter any of the following codes for different effects:

99 Lives- Hold R and press Up, Up, Down, Right, A, Down

Invincibility- Hold R and press B, A, Down, A, Down, Down, Down, Up, Down, Right

Super Speed— Hold R and press Right, X, L, Right, A, Down, START, Right, Right, Down

High Jump- Hold R and press Down. Up, START, Right, Right, Down, L, Right, START

Fire Shots— Hold R and press C, Up, Right, Right, Y, B, Up, Right, Up

Ice Shots- Hold R and press Right, Y. Right, Down, Right, Right, B, Left, Up, Right

Electric Shots- Hold R and press Down, Up, START, Right, Right, Z, A, START, START, Right, Right

XE: THE DUEL

Vs. Mode Shortcut

When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works: When a match is over and the words "Wins" appears on the screen (e.g. "Keel Wins"), press START to pause the game, then press the L button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit L again and unpause the game. After the point tally, the game will go to the loading screen-but instead of returning to the full-sized character-select menu, you'll go straight into another match with the characters you chose from the mini-menu.

Magic Attacks

To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop. When you have five potions, push X+Y+Z to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands.

Kain Blade's "Firestorm": → ↓ ¥ → 7 + X. Y or Z

Milan Flare's "Bloody Tempest": Hold \downarrow . then $\searrow \rightarrow \nearrow + A$, B or C. Press $\downarrow +$ X, Y or Z on the way down.

Gillius Rockhead's "Jaw Break": → > ↓ ¥ 7 + X. Y or Z

Zoma's "Dark Carnival": ↓ ¥ → ↓ ¥ → + X, Y or Z

Jamm's "Spirit Summons": Hold ←, then $\Rightarrow \downarrow \searrow + X$, Y or Z

Doc's "Shockwave": → > ↓ \(\mathcal{L} \ X, Y or Z

Panchos' "Blast Wave": ← ∠ ↓ ↓ → オ + any Kick button Green's "Mammoth Slam": → ¥ ↓ + Z

(while jumping in)

Death Adder's "Falling Sky": ↓ + C (in the air)

GUARDIAN HEROES

Cheat Mode

To access a Debug feature, choose "Option Mode" from the title screen. When the Options menu appears, highlight "EXIT" and hold the X, B and Z buttons. Here's the tricky part: While holding those buttons down, press and continue to hold Down on the D-pad,

then quickly tap the A button while the "DIP Switch" option is highlighted. Note that you must tap the A button before the cursor starts to move down again-remember that you're still holding X+B+Z+Down-and you must release the A button immediately after you press it, before the DIP Switch menu appears.

If you've done this correctly, you'll find three new options at the dip switch menu. Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode, With the "Next Exp. Disp." option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" option; turn this on to gain access to the following fea-

- A "Test Mode" option will appear at the Options menu; this allows you to see any of the game's seven different endings.
- · In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratinas.
- In Story Mode, a stage-select menu will appear after you choose your char-
- In Story Mode, you can refill your life points at any time by holding X+Y+Z and pressing Up. (If you hold X+Y+Z and press Down, you'll die instantly.)
- · In Story Mode, you can skip to different scenes using the following commands:

Hold R and press START to skip ahead one event

Hold R+A and press START to skip ahead two events

Hold R+B and press START to skip ahead three events Hold R+C and press START to skip

ahead four events Hold L+R and press START to skip back

one event Hold L+R+A and press START to skip back two events

Hold L+R+B and press START to skip back three events

Hold L+R+C and press START to skip back four events

• In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game.

• In Story Mode and Vs. Mode, if you pause the game and tap the L button, you will see boxes drawn around the characters that show how the game's collision detection works; if an enemy touches the box, it registers a hit. If you pause and tap L a second time, the boxes will be three-dimensional. Pause and tap L a third time to remove the boxes.

• If you have both the "Debug" and the "Next Exp. Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points.

Cheat Codes

Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are

48



flashing yellow and white. Each of these codes ends with the START button, which takes you into the main menu, so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the B button to cancel out of it; the game will then return to the main title screen so you can enter another cheat. All codes should also be entered quickly.

Invincibility—Left, Right, B, C, C, START. Entering this code will make you invincible.

Stage Select—Y, Y, A, Y, Y, START. With this code in place, you'll be able to choose any stage in the Main Game. Infinite Jumping Ability—Up, Right, Down, Left, Z, START. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like.

Infinite Ammunition—B, B, B, C, START. This code gives you infinite 120mm ammunition for your main gun; the weapon status window will always show 80 rounds remaining no matter how many times you fire.

See the Ending—Down, Up, Right, A, Left, START. Enter this code, then choose "Main Game" to see the ending sequence.

Tackle Attack—Right, Right, B, C, A, START. This cheat code allows you to attack your enemies by running into them. However, your mech will also take damage if you use this attack.

Double Hit Points—X, Y, Z, Up, Down, START. Your initial hit points will be doubled. This code also doubles your maximum hit points.

Turret Lock—B, B, B, Up, C, START. If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the L button.

Change Height—Down, Left, C, C, START. When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press Z on Controller 2 to go up, C to go down or A to reset to the default height.

Disable Targeting Cursor—Left, Right, C, A, START. This makes the game more difficult by disabling your mech's targeting cursor.

Disable Radar—B, B, B, Down, C, START. This makes the game more difficult by disabling your mech's radar systems.

Hard Mode—Down, C, C, A, START. This makes the game much more difficult; your enemies will shoot at you

much more aggressively. Silly Controller 2 Codes

During the game, press Right, Right, X, B, A, L, L, R on Controller 2 to activate the programmers' debugging display, a bunch of basically useless numbers that appear on the screen. With the code in place, press Y on Controller 2 to toggle between three different settings, the best of which is "off". Also on Controller 2: In Stages 1 and 10, iyou press the C button rapidly many, many times, the windmills will eventually begin to turn faster and faster.

HANG-ON GE

Access All Courses

Access the Option menu and highlight any icon. Next, press B to return to the main menu, then press R, R, L, R, R on top of the controller; you'll hear a xy-

lophone sound to confirm the code. Now you can race on the previouslyunavailable courses without having mastered the first three.

HIGH VELOCITY

Secret Vehicle (The Hard Way)

If you've finished all 36 heats in High Velocity, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "F", then hold the L, R and Y buttons and press Right. The Porsche is now available without all the hard work. With the Porsche highlighted, hold L, R and Y again and press Right to find yet another secret vehicle. a diesel truck.

Secret Course

At the "Mode Select" menu, highlight every available option and press the B button at each one, one at a time. When you press B at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any of the three tracks, hold the X button and press A. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the Y button to get a pop-up window with an overhead view.

THE HORDE

Cheat Codes

Press START to pause the game, then enter any of the following cheat codes. The effects will appear when you press START to unpause:

Invincibility—B, Up, Right, Down, A, Down, A, Right

Double speed—B, Right, A, B Infinite continues—A, Down, Right, A, Down

Show entire map—Left, A, Up, Down, B, A, A, B

30,000 Crowns (money)—Left, A, A, B, Left, A, Right, Down

All Items available—B, Right, A, Left, Left, Down, Right, A, A, Left

Game does not end when village is destroyed—A, Down, Down, Right, A,

Down Skip to Next Level—Down, A, Left, Left, Down, A, A, Right

Watch all video scenes—Right, A, Left, Left, A, Up, B

IMPACT RACING

Cheat Passwords

Enter any of these cheat codes at the Password entry screen to get powerups or other effects:

I.AM.IMORTAL—Infinite shields ALL.TOOLEDUP—Access all weapons LOADSOFSTUFF—Infinite weapons BONUS.LEVELS—Play all of the bonus stages in succession

RABBITBADGER—Adds a "Skip Level" option to the "Pause" menu ENDGAMELEVEL—Warp to the game's final stage

JOURNEYS.END—See the end sequence and credits

IRON STORM

Multiplayer Campaign Mode

When you play Iron Storm in Campaign mode, you can't use the "CPU/User Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound" option from the System menu, go to the "Snd. Test" option and set the BGM to "5 UK". Now highlight the "SE" (sound effects) option and listen to all 116 sounds with the C button. Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set up a multiplayer game.

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the A button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle.) We'll try to figure out what "Ruiseki" means by next issue.

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: C, B, A, A, B, C, Y, Z, X, Down, Down, START. Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK . Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing

Cheat Mode

At the title screen, after the words

TIPS & TRICKS

"PRESS START BUTTON" appear, press Up, Up, Up, Up, A, B, C, Down, Down, X. Y. Z. START. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the X button and press Up; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press Z to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing Z when the corner number is set as follows:

00—Multiball

01—Roman Triumph

02—Retiarius

03—Bloody Arena (Two-Ball)

04—Chariot Races (Three-Ball) 05—Extra Ball Lit

06-Senator Mystery Lit

07—SPQR

08—Thracians

09—Empire

10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold X and press Down; while the numbers are gone, hold Y and press Up to pause or unpause the game without obstructing the screen, or hold Z and press Up repeatedly to step through the animation one "frame" at a time.

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between \$:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

LOADED

Cheat Menu

During the game, press START to pause, then highlight the "BGM Volume" option at the pause menu. Now press and hold the following buttons in order (you must continue to hold each button down until the sequence is complete): L, Z, B, X, C, R. A cheat menu will appear, allowing you to skip the current level or boost your ammo, power and lives. Once this code is in place, you can call up the cheat menu again at any time by pressing L at the pause menu.

MORTAL KOMBAT I

Cheat Menu

When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option



called "Switches". Access this option to activate various cheats, including onehit kills and easier ways to find Smoke, Jade and Noob Saibot.

NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect: Landmine Mode-X, X, X, Z, X, X Fumbles-X, X, X, L, X, X No Fumbles-X, X, X, R, X, X Constant Turbo-X, X, Y, Y, X, Y Crappy Team-X, X, Y, R, X, Y Big Players-X, X, Z, Y, X, Z Small Players—X, X, Z, Z, X, Z Shadow Players-X, X, Z, L, X, Z Long Range (allow 100-yard throws and kicks)-X, X, Z, R, X, Z Super Slow Motion-X, X, L, Z, X, L Super Fast Game-X, X, L, L, X, L Super Team-X, X, R, Y, X, R Super Slippery-X, X, R, Z, X, R Short, Fat Players-X, Y, Z, Y, X, Z Tall, Skinny Players-X, Y, Z, Z, X, Z Eight Downs per Series—X. Y. L. Y. X. L.

At the team select menu, press L, Y, R, R, L, R. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams. Look for Nikos, Betty and the rest of the TIPS & TRICKS staff on the "VideoGames" team.

Activate All Possible In-Game Cheats-

Crazy Codes

X. X. R. R. X. R.

Secret Teams

To enable these codes, start a game in any mode. During the introductionswhen the players are skating around on the ice prior to the start of the game-press L+R+X+Y+Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press L+R during the national anthem for giant players.
- Press A+B during the national anthem for short players.
- · Press A+Y+Z during the national anthem for upside-down players.
- · Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press A+X during the national anthem for a "black hole" at center ice. (A loose puck-if left untouched-will gradually be pulled into the center of the rink.)

Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down

and press Up; you'll see the total in the "Point Pool" jump to 600. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu

Also at the "Option Mode" screen. highlight the "Configuration" option and quickly press B. X. Down, A. Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode
- "Max Round" lets you change the round counter from three to one or
- "BGM" gives you the opportunity to change the game's background music into the music from the original Darkstalkers game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" Darkstalkers or the default Night Warriors music (called "Hunter" after the game's Japanese title. Vampire Hunter)
- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original Darkstalkers game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original Darkstalkers game.
- · Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" Darkstalkers colors.
- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut"
- "BGM Test" lets you listen to the game's music.

"Pause" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press A, C, Y, Y, Up. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press START to pause, the screen will not darken and the word "Pause" will no longer appear.

Extra Money

At the Options menu, quickly press A, B, C, A, B. C. L. You should hear a voice to confirm the code; now you have lots of extra cash to upgrade your vehicle.

Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen You'll hear a laserlike sound: now start the game and you'll be able to play without the Dragon

Infinite Continues

Press START at the first title screen, then press Up, X, Right, Y, Down, Z, Left, Y. Up, X while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

Invincibility

Press START at the first title screen, then press L, L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Stage Select

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen. Suicide Maneuver

Press L, R, A, B, and C all at the same time; your dragon will take a dive right away and the stage will start

over. Level 0

At the difficulty/options title screen, enter Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy. New Weapons

At the difficulty/options title screen, enter the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold A or X for normal weapon, B for red lasers, C for sidewinders, Y for multi-shot, or Z for wide shot.

Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press Left, Left, Right, Right, Down, Up, Down, Up, L button, R button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work. Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during Panzer Dragoon's demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the X, Y and Z buttons and press START. Now you can manipulate the

image with Controller 2 as follows: Right—Rotate screen clockwise Left—Rotate screen counter-clockwise A+Right—Rotate image clockwise A+Left—Rotate image counter-clock-

wise Down-Zoom in Up-Zoom out

A+Down-Tilt backward

A+Up—Tilt forward

X or Y-Hold either of these buttons to change the character's shading A+B+C-Reset to the initial position

and shading

When you're finished playing with the polygons, press START on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

Radar Change

At any time during the game, if you hold the A button on Controller 2, the radar will change from a top-down scanner to a side-view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.

Secret Video Menu

Start a game of Pebble Beach, then hold Right on the D-pad, also hold the X and Z buttons and press RESET on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press A or C to start any scene; B brings you back to the menu.

Gallery Code

Start a game, hold Down and B button and press RESET on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

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 con-

Infinite Lives

At any time during the game, press START to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the A button, press B+Right on the D-pad simultaneously and release, press R+diagonal Down/Left on the D-pad and release, press C+Y+Z simultaneously and release, then release A. Press START to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

Boss Codes

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

Vitriol-Right, Right, Right, Up, Up, Down, Left, Left, Down, Down. Supervisor-Down, Right, Down, Up, Right, Down, Left, Down, Up, Right,



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

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

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

SEGA RALLY CHAMPIONSHIP

Secret Course

At the main menu, hold the X and Y buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press Right at the course menu to find the new track when playing in Arcade Practice mode.)

Secret Car

At the main menu, press X, Y, Z, Y, X on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press Left find the automatic Stratos at the Arcade car-select menu or press Right to choose a Stratos with manual transmission.)

SHELLSHOCK

Cheat Menu

- LEVEL: Press C to change the level number to any of the game's 25 stages. When you press B to exit the cheat menu, enter the briefing room to start at the level you chose. • "INVUNERABLITY": Yes, it's a whop-
- "INVUNERABLITY": Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the C button.
- FULL UPGRADES: Press C to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra \$50,000 to spend in case Props decides to break out some of those microwave ovens or VCRs he keeps telling you about.

SHINOBI LEGIONS

999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shurikens will change to 999.

99 Lives

Press START at the first title screen, then highlight the words "Game Start" and press A, Z, B, Y, C, X, START. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve. Expert Mode

Press START at the first title screen, then highlight the words "Game Start" and press A, B, C, B, A, START. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in re-

serve and ony one hit on your energy

Stage Select

Start a game, then press START to pause. While the word "PAUSE" is on the screen, simply press A, B, A, B, C. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press Left or Right on the D-pad. Once you've decided which stage you want to play, press the START button to warp directly to it.

SKELETON WARRIORS

Invincibility

At any time during the game, press START to pause, then press C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y ("crazy lard baby"). When you press START again to return to the game, you'll find that your character is now invincible.

Infinite Lives

At any time during the game, press START to pause, then press B, A, Down, B, A, Left, Down, Right, Y, Up ("bad bald Ryu"). When you press START again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives.

Infinite Crystals

At any time during the game, press START to pause, then press Left, A, Z, Y, C, Right, A, B, B, Y, Down, A, Down, Down, Y ("lazy crabby daddy"). When you press START again to return to the game, you'll find that your crystals counter has jumped to 80. Press the Z or C button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower. Stage Select

At any time during the game, press START to pause, then press Left, Up, C, C, Y, Left, Up, C, C, Y. Press START again to return to the game, then hold A + B + C and press START to reset. Now choose "Options" from the title screen; you'll find a new stage-select option called "Test Start" at the top of the menu.

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Secret Teams

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

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press C or START; as soon as the screen starts to fade to black, immediately enter one of the following codes:

Big Head Mode: Tap the X button quickly and repeatedly until the tip-off.

Tiny Player Mode: Tap the Z button quickly and repeatedly until the tip-off.

Shot Percentage Indicator: Press the L

button and hold it down until the tipoff.

After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

SOLAR ECLIPSE

Cheat Codes

Each of the following codes should be entered while the game is paused and the "Chase Plane View/Cockpit View/Sound/Abort Mission" menu is on the screen:

Invincibility: Right, Down, Down, Left, Right, A, START, C, A, Left

Ammo re-supply: Right, Down, Down, Left, START, C, Up, Down

Scatter weapon: Right, Down, Down, Left, START, A, Left, A, Down Energy Sponge: Right, Down, Down, Left, B, Up, START, Y

Secret undersea level: Right, Down, Down, Left, START, Up, B

Secret "Corkscrew" level: Right, Down, Down, Left, START, C, Right, Up Secret "Trench" level: Right, Down,

Down, Left, Right, Right, Down, Down Secret "Fade to Black" level: Right, Down, Down, Left, X, Y, Z, Z, Y

Secret "Chowder" level: Right, Down, Down, Left, Y, Down, Down, Up, Right, C

Secret "Heads Up" level: Right, Down, Down, Left, C, Right, A, Z, Y Secret "Horde" level: Right, Down,

Down, Left, C, Up, Down Secret "Off-World" level: Right, Down, Down, Left, Right, A, C, Y, C, A, Right

Dramatic Battle

Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:

Player 1—Highlight Ryu, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ryu with the Jab button (the default is X on the Saturn.)

Player 2—Highlight Ken, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ken with the Fierce button (the default is Z on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

Fight Akuma First

Hold the L and R shift buttons and press B when selecting a character. Continue to hold all buttons until the start of the match.

Secret Characters

To play as a hidden character, highlight the "7" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations.

Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L button and press Left, Left, Down, Down, Left, Down, Down, then X+Y simultaneously.

M. Bison (Player 2)—Hold the L button and press Right, Right, Down, Down, Right, Down, Down, then X+Y simultaneously.

To choose the alternate-color Bison, end the code by pressing A+B simultaneously instead of X+Y.

Akuma (Player 1)—Hold the L button and press Left, Left, Left, Down, Down, Down, then X+Y simultaneously.

Akuma (Player 2)—Hold the L button and press Right, Right, Right, Down, Down, Down, then X+Y simultaneously.

To choose the alternate-color Akuma, end the code by pressing A+B simultaneously instead of X+Y

neously instead of X+Y.

Dan (both players)—Hold the L and R buttons and press Y, X, A, B, Y.

To choose the alternate-color Dan, press Y, B, A, X, Y.

STREET FIGHTER ALPHA

Play as "Classic" Chun-Li

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the START button for at least three seconds, then press any button to choose her before releasing START. You'll see her costume change to the way she looked in Street Fighter II Champion Edition; now her fireball is a "charged" move.

Play as "Classic" Zangief

At the character-select screen with the "shortcut" turned off, highlight Zangief, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, Zangief. Now press and hold START for one second, then press an action button to choose Zangief before releasing START. Now Zangief plays the way he did in Street Fighter II Champion Edition; no air blocking, no Super moves, but a more powerful Piledriver. The D-pad directions for the above pattern is as follows: Start at Zangief, then Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down.

Play as "Classic" Dhalsim

At the character-select screen with the "shortcut" turned off, highlight Dhalsim, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Zangief, Sagat, Charlie, Dhalsim. Now press and hold START for one second, then press an action button to choose Dhalsim before releasing START. Now Dhalsim plays the way he did in Street Fighter II Champion Edition, with no air blocking and no Super moves. The D-pad directions for the above pattern is as follows: Start at Dhalsim, then Left, Down, Right, Up.



Play as "Evil" Ryu

At the character-select screen with the "shortcut" turned off, highlight Ryu, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Akuma, Adon, Ryu. Now press and hold START for one second, then press an action button to choose Ryu before releasing START. Now Ryu has powers similar to Akuma's. The D-pad directions for the above pattern is as follows: Start at Ryu, then Right, Up, Down, Left. Play as "Shin" (True) Akuma

At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon. Gen. Sakura. Rose. Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Now press and hold START for one second, then press an action button to choose Akuma before releasing START. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down.

Fight Against "Shin" (True) Akuma Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not 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 START button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET PIGHTER: THE MOVIE

Play as Akuma

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

TOMB RAIDE

Stage Skip

During the game, press START to pause, then press Down and access the passport. Turn to the last page of the passport ("Exit to Title") and press Z, Y, Z, Y, X, X, X, START; you'll hear Lara moan to confirm the code. Now press A; instead of returning to the title screen, you'll skip to the end of the current stage.

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes

To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the A, B, C, X, Y and Z buttons quickly before the timer expires:

Mileena (700-723): Press X seven times, A seven times, B twice and C three times.

Ermac (964-240): Press X nine times, Y six times, Z four times, A twice and B four times.

Classic Sub-Zero (760-520): Press X seven times, Y six times, A five times and B twice.

When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

Free Play

To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press Up, Up, Right, Right, Left, Left, Down, Down. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.

Cheat Menu

When the main title screen appears (with the purple skulls in the background) quickly press C, R, A, Z, Y, C, Y, R, A, X. You'll hear Shao Khan laugh to confirm the code; make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone-turning menu appears, highlight, "Kombat" and press Up; a secret "?" option will appear. Press any button to find the secret "Cheats" menu; turn on the "Free Play", "Ermac", "Mileena" and "Classic Sub-Zero" options to get exactly the same results you'd get from Ultimate Kombat Kodes and Free Play code above; turn off "Fatality Time" to be able to take your time when trying to perform fatalities and use "1 Round Match" to start each battle with one round won for each player.

VIRTUA COP

Secret Cheat Code

If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the C button on Controller 1 and press Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right, Up. You should hear three separate gunshots at different times dur-

ing the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select. With the Gun Select option turned on, you can get any gun at any time during the game; simply press the START button to pause, then press the Reload button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.

See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the X, Z and B buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence. Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

VIRTUA FIGHTE

Boss Code

At the character select screen, quickly press Down, Up, Right, then A+Left. You'll hear a "swish" and you'll be playing as Dural.

Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press Up 12 times, then press START and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press START; you'll find a hidden Stage Select/Stage Size menu.

Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the L and R buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press Up 17 times and immediately press START, Dural will be added to the alternate character menu.

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold Down/Right, C, Y, L and R at the title screen and press START.

Watch the Credits

Hold the A button down during the opening demos to see the names of the makers of *Virtua Fighter*.

VIRTUA FIGHTER 2

Gold and Silver Dural

To play as the silver Dural, highlight Akira and press **Down**, **Up**, **Right**, then A + Left simultaneously. To select gold Dural, highlight Lion and press **Down**, **Up**, Left, then A + Right simultaneously.

VIRTUA FIGHTER KIDS

Gold and Silver Dural

See the instructions under Virtua Fighter 2 above. Punch-Out!! Mode

First, beat the game with the difficulty set at "Hard". Once you've done this, start a game in Arcade mode. At the character-select screen, hold the L and R buttons when choosing your fighter. When the fight starts, you'll be battling in a first-person wire-frame mode, similar to Nintendo's Punch-Out!! game.

VIRTUA FIGHTER REMIX

Tips and Codes

All of the cheats and tricks described above for Virtua Fighter will also work on Virtua Fighter Remix.

VIRTUAL O

Boss Code

At the title screen—while the words "Press Start Button" are flashing—hold Down on the D-pad and press L + R simultaneously. You'll hear an explosion to confirm the code. Now you can choose Jaguarandi at the Machine Select screen, just to the right of Raiden.

WORMS

New Weapons

At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit", then press C, Z, Z, C, Z, Z, C, Z, Z C, Z C

X MEN. CHILDREN OF THE ATOM

Hidden Character (Player 1 Side)

At the character select screen, highlight Spiral, wait for three seconds, then highlight the following characters in order for one second each: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. (The movements for this sequence are as follows: Left, Left, Left, Right, Up, Right, Right, Down.) When you stop on Silver Samurai, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously. (In the default control configuration, that's A + C + Z.) If you've done this properly-the trick is to count slowly and deliberately—the announcer will say "Silver Samurai", but Akuma will drop down from the top of the screen to take his place as your character. Hidden Character (Player 2 Side)

To do the Akuma code on the Player 2 side, highlight Storm, wait for three seconds, then highlight the following characters in order for one second each: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. (The movements for this sequence are afollows: Right, Down, Left, Left, Left, Left, Down, Right, Right.) When you stop on Spiral, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously as above. Screen Width Option

At the Option Mode menu, highlight "Difficulty" and press Up, Down ten times. A new option called "Screen Width" will appear at the bottom of the menu. Change it to "Arcade" mode and your character will be able to move a little bit further past the edges of the screen during battle.

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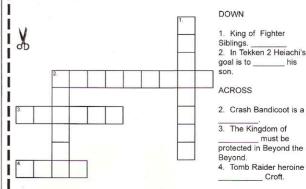
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entries will be entered in a drawing. Entries must be postmarked no later than February 28, 1997



Hidden 1-Ups

Create a rain shower in the woods located northeast of the lake in Bloodpool. After the storm, the villagers will uncover an artifact which they offer to you. This Source of Life works as a 1-Up which gives you an extra chance to fight evil. You'll also dig up a Source of Life in Kasandora. After washing away the sand in the north, uncover a pyramid, and create an earthquake. The walls of the pyramid will fall and reveal another 1-Up.

Special Passwords

Enter the password Xxxx Yyyy Zzzz to battle the final boss from the original Actraiser. Enter the password MFMJ TVSY FVPX to start at the final stagewith 38 lives in reserve.

Enter the password MTkM SkTk HNSH to see an ending sequence with a drawing of the game's designers.

Enter the password BLKX8 to start with Uncle Fester, Granny, Pugsley and Wednesday, 72 lives and five hearts End Password

Enter this password: RIS&P Walk into the music room and play through the game's final stage. Hidden Bonus Room

After you lose your last life, head over to the door that says "Continue." Don't go through the door, but keep walking to the left and you'll enter a hidden bonus room where you can pick up four extra lives.

IRES OF RATMAN & RORIN

Stage Tips

In Stage 3: Fowl Play, use the flashlight to see bombs on the floor when the lights are out. In Stage 6: Perchance to Scream, use the gas mask to protect yourself from the Scarecrow's poison gas. In Stage 7: Riddle Me This..., use the X-Ray Gog-

gles to find the fake walls, which can be blown open with the plastic explosives. The answer to the Minotaur's riddle is "H.B."—Batman will explain what it means.

Cheat Passwords

Each of the following passwords will start you out with nine lives and three continues. Stage 2: No Green Peace

A = 0/== A =/= 0 =/ 0 A 0 =

Stage 3: Fowl Play

• • _ • / • • • _ / • • • _ / • • • _ Stage 4: Tale of the Cat

000A/0A0M/M0_/AM0_

Stage 5: Trouble in Transit .O. A / O. A _ / O _ O. A / O O _ _

Stage 6: Perchance to Scream

Stage 7: Riddle Me This.. **II**__/ • **A**_ **II**/ • _ **II** • / • **A** • _

Stage 8: The Gauntlet

• • • _ / A = • • / _ A = A / A = A A

Endurance Mode

At the Player Select screen, hold the R button. then press A, Left, Y, Right, X, Down, B, Up on Controller 2. You'll play a special version of the game in which you face all of the bosses.

Five Continue

Press X, Y, B, A, X, A, B, Y, Up, L at the title Nine Continues

Press X, Y, B, A, X, A, B, Y, Up, R at the title

Level Select/Skin

At the Start/Options screen, press D, A, D, Y, D, A, D, Y and listen for the machine gun. Then, at any time during the game hit START to pause, then press Up, X, Down, B, Left, Y, Right, A, L, R. A jingle will sound. Now you can skip any stage by pressing the SELECT button while the game is paused. To access the level-select menu, press SELECT while the game is paused to skip as de scribed above. Then, when the Bonus Point Countdown screen appears, press the R button and hold it down. The level-select screen will then appear

Infinite Stars/No Fnemy Collisions

To enable extra cheats, enter the code L, R, X, B, Left, Up, Right, Down, Y, A at the level-select screen. This gives you a modified level-select menu with added options.

To get infinite stars, press A, Y, L, Up, Down, R A, Y, Right, Left at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press Down, A, Y, R, Y, B, Up, L, Y, A at the modified stage-select screen.

Passwords

Level 2: OUESTION Level 3: MASTERED

Level 4: MOTORWAY

Level 5: CABINETS

Level 6: SQUIRREL

Stage Select

At the title screen, press SELECT to access the "Config Mode," then press START. Next, at the Option Menu, hold buttons X, A, L and R on Controller 2 and press START on Controller 1. A hidden Stage Select menu will appear.

Stage Select

At the Options Screen quickly enter L. R. START. SELECT, X, Y, A, and B on Controller 2. hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press Left or Right on Controller 1 to select stages.

Studio Password Ralph, Ralph, Brain, CEO Wakko, Pinky, Dot, Yakko Dot. Nurse, Brain, Dot. Studio & Sci-Fi Password Brain, Dot, Brain, Dot Ralph, Nurse, Wakko, Dot Yakko, CEO, Pinky, Wakko Studio, Sci-Fi & Fantasy Password

Ralph, Wakko, Pinky, Nurse Yakko, Pinky, Dot, Wakko Dot, Nurse, Yakko, Dot

Studio, Sci-Fi, Fantasy & Aquatic Password Nurse, Nurse, Brain, Ralph Dot, Brain, Yakko, Dot

Yakko, CEO, CEO, Wakko Studio, Sci-Fi, Fantasy, Aquatic & Adventure Password Pinky, Dot. Nurse, Pinky

CEO, Wakko, Ralph, Brain Nurse, Brain, Brain, Yakko

Stage Select

At the title screen, press Down, SELECT, SELECT, X, Y, SELECT, SELECT, L, R, SELECT, SELECT, Left, Right, Up, then press A to start on Stage 2, B to start on Stage 3, X to start on Stage 4 or Y to start on Stage 5

At the title screen, hold L, R and B, then press

Skip to Credits

Begin a new game, then select the Story Mode When the game starts, press SELECT to pause, then press Up, X, Left, Y, Down, B, Right, A, L

BASS MASTERS CLASSIC: PRO EDITION

Passwords

Amateur Circuit, Lake Calabasas, Day 3: OLERBRILB

BBLKF4TFW

N 8 P G B B B B G Pro Circuit, Lake Calabasas, Day 3: 1 M O C V B L B B

BNLHSB043 LVSQBCOBH

BATMAN EODEVE

Super Cheat

At the Game Start screen, press Left, Up, Left, Left, A, B, Y. You'll get access to a stage-select option and start with all of the gadgets; you'll also be able to choose the Riddler as your character in practice mode.

Extra Continues

Go to the Option screen and highlight the "Rest" option. On Controller 2, press Up, X, Left, Y, Down, B, Right, A, Up and X

Nine Lives

At the Option screen, use Controller 2 to enter Up, Up, Down, Down, Left, Right, Left, Right, B, A. A song will confirm proper execution. Using Controller 1, highlight the "REST" option and adjust it to nine

Increased Difficulty

Simultaneously press SELECT and the L button at the title screen.

Stage Select

Press Up. Down, Down, Up. X. B. Y. A at the character select screen. Pick a character, and you'll be sent to the Mega Warp screen to noose a starting level all the way through Stage 7. You'll also start with ten lives instead of three.

BATTLETOADS IN BATTLEMANIACS

Extra Lives and Continues

At the title screen, hold A, B and Down and press START. A flash of red will appear on the screen that shows the Battletoads flag. You can now start the game with five lives and five con-

Kumate Warp

At the title screen, press START to go to the Main Menu. Place the cursor over "Option" and press SELECT. Select "Password" in the top left corner and enter the password 2RHT255457K. Your character's attributes will be at 99%. Return to the Main Menu and select Ivanov as your opponent. Once you defeat him, you can enter Kumate mode. Select the "PAD vs. SNES" box until both characters appear the same. Defeat the mirror image so that all the opponents from the regular tournament will appear in the Kumate.

Extra Difficulty Setting

At the title screen/main menu, grab Controller 2

and press Up, X, Left, Y, Down, B, Right, A, Up, X. You'll hear Karbunkle laugh to confirm the code. Now start the game, either the Main Race or Battle Mode; when you reach the menu where you choose the difficulty setting, you'll find that there is a new "Super Hard" difficulty option.

Passwords

Level 5—X 8 A Y 8 A

Level 15—8 8 X 8 Y A Level 25-AXYAA8

Level 35—X A Y X B X

Level 45—Y X A 8 X Y Level 55—8 Y 8 X A X

Level 65-ARYAXX Level 75—YXXAXX

Level 85—8 8 A A Y A

Level 95-ABBYXY

Boss Code

Press X. A. B. A. Left, A at the title screen, Now you can choose to play as the Dali Llama.

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

All Levels Complete Up. A. A. A. Down Jump Frenzy B, A, B, Y

99 Diving Suits B, Left, Up, B

99 Portable Holes Right, Up, SELECT, SELECT

99 Smart Bombs X, X, Up, Down, X

99 Nerf Ballzooka Shots

B, A, Left, Left

B. Up. B. SELECT. Y X, A, B, Y, Up, Down

Secret Cheat Menu

At the player select screen—the one that says "1P VS COM," etc.—press Up, Up, Down, Down, Right, Left, Right, Left, B, A on Controller 1. You'll hear a bell, and a "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

Level 2 Password

Axe, Holy Water, Axe Axe, Axe, Holy Water Fire, Holy Water, Holy Water Level 3 Password

Fire, Axe, Holy Water Fire, Holy Water, Heart

Axe, Holy Water, Holy Water

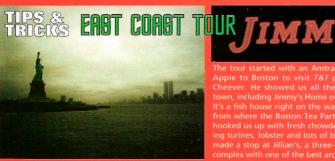
Level 5 Password Holy Water, Heart, Fire Fire, Holy Water, Axe

Holy Water, Heart, Heart Alternate Level 5 Password Axe, Holy Water, Fire

Fire, Holy Water, Holy Water Axe, Holy Water, Holy Water Level 6 Password

Axe, Holy Water, Fire Holy Water, Axe, Axe Heart, Fire. Heart Alternate Level 6 Password

Axe, Axe, Axe Holy Water, Axe, Holy Water Axe, Fire, Heart



It's a fish house right on the water, two clicks away from where the Boston Tea Party was held. Jimmy's hooked us up with fresh chowder from their steammade a stop at Jillian's, a three-story entertainment complex with one of the best arcades ever.



Level 7 Password Heart, Axe, Holy Water Fire, Fire, Heart Axe, Holy Water, Fire

CLAY FIGHTER

Play as the Boss

Play a one-player game until you reach N. Boss, then intentionally lose both rounds. After the game ends, wait for the Option screen to appear, then select the "Vs. Battle" option; Player 2 will be controlling N. Boss.

CLAY FIGHTER TOURNAMENT EDITION

Tiny Characters

Select "Tournament" mode and choose a fourplayer "Double Elimination" game. Choose the following characters and change their names as shown:

Player 1: Bad Mr. Frosty—change name to POSSE Player 2: Bad Mr. Frosty—change name to JASON A Player 3: The Blob—change name to STEVE C Player 4: Taffy—change name to JOHN S

Start the game and the fighters will be super small.

CLAY FIGHTER 2: JUDGMENT CLAY

Random Select

At the player-select screen, hold the L and R buttons to make the computer choose your fighter at random.

Turbo Play Mode

At the Game Start screen, hold the Y button and press L, L, R, Down, Left, R. Now you can turn the speed up to 10 in the Options menu.

Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game StartVs Mode/Tournament/Options screen.

Butch: Hold the L button and press X, R, A, X, R, R. Ice: Hold the B button and press Up, L, L, L, Right. Slyck: Hold the Y button and press L, L, Up, L, Left, R.

Spike: Hold the R button and press X, B, B, A, Y, Left, A.

Peelgood: Hold the D-pad diagonally in the Down/Left position and press B, Y, Y, A, Y. Sarge: Hold the X button and press L, L, Up, Down, Left, Down.

Jack: Hold the D-pad Up and press X, A, R, R, Y, A. Thunder: Hold the D-pad diagonally in the Up/Left position and press Y, B, X, B, B, X, A.

COLLEGE SLAM

Secret Teams

At the College Slam title screen—while the words "Press Start" are flashing—press Up, Down, Left, Right, Up, Down, Left, Right, You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Fraternity" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats: Power-Up Goaltending—Down, Down, Down, Up, Up, Up

Power-Up Fire—Left, Right, Left, Right, Up, Down, Down

Power-Up Dunks—Down, Up, Down, Up, Down,

Whirlwind—Up, Right, Down, Left, Up, Right, Down

CYBERNATO

Extra Continues

At the title screen, highlight the word "Option" and then press and hold Up, L, R and START to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six. Napalm Gun.

When the game starts, hurry through the first level without shooting or punching anything-your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the X button and you'll find that you have acquired a super-powerful "Napalm" gun.

DAFFY DUCK IN THE MARVIN MISSIONS

Extra Lives

To receive 50 extra ducks, begin a new game. When the screen reads "Where there's duck, there's fire, " press Left, Left, Right, Right, Up, Down, Y, A, B and X.

DARIUS TWIN

Extra Ships

Move the cursor to point to the desired number of players. Hold L and R on Controller 2, hold SE-LECT on Controller 1 and press START on Controller 1. You will start with 49 ships in reserve.

THE DEATH AND RETURN OF SUPERMAN

Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: 0B, 29, 2C and 05. Exit the Options menu and start the game. When you get into trouble, press A+B+X+Y to refill your lives, energy and special attack. To skip to the next level at any time, hold A+B+X+Y and press SELECT.

DEMON'S CREST

Ultimate Gargoyle Password
QFFF KNRR DDLR XGTQ

DINO CIT

Password
Final Level—8 S S Z 9 E S 0 H 4 H 4
Note: The "E" should be reversed.

DONKEY KONG COUNTRY

50 Lives

Highlight "Erase Game" and enter the code B, A, R, R, A, L (BARRAL). You'll hear a chime.

Music Test

Highlight "Erase Game" and enter the code Down, A, R, B, Y, Down, A, Y (DARBY DAY). You'll hear a chime. Use the SELECT button to cycle through the sounds.

Two Player Competition

Highlight "Erase Game" and enter the code B, A, Down, B, Up, Down, Down, Y (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

Practice Bonus Rounds

Enter $\mbox{\bf Down, Y, Down, Down, Y}$ (DYDDY) during the game's intro.

DIDDY'S KONG QUEST

Music Test

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear. Press Right or any of the four action buttons to advance to the next tune, or press Left to

go back through the list of names. Cheat Mode

Access the Music Test as described above, then press Down very quickly five more times. A toy secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows: "YA SAD LAD"—Highlight "Cheat Mode" and press Y, A, SELECT, A, Down, Left, A, Down, you'll hear a tone and a monkey noise to confirm the code. Now you'll start with 50 lives.

"BARRAL AX"—Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game

75 Kremcoins

Enter the game's first stage, "Pirate Panic"-it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon; just walk out imme diately. Back outside, you must carefully jump over the two bananas without touching them Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you an incredible 75 Kremcoins.

DOOM

Chainsaw Trick

With a chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more pow erful weapon by mistake. Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle— even if you're in a stage like "Knee-Deep in the Dead", which has no plasma rifle to be found.

DOUBLE DRAGON V: THE SHADOW FALLS

Stun Disable

When the Main Menu Screen appears, press Down, Down, Left, Up, Up, R, R, and L; now your character can't be dizzied in the game.

Throw Disable

Press R, Right, L, L, Left, Left, R, R at the main menu screen.

EARTHWORM JIM

Cheat Codes

Start the game, press START to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. A+Left—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: A+Left, B, X, A, A, B, X, A

Nick Jones Code: Y, A, B, B, A, Y, A, B Level Skip: A, B, X, A, A+X, B+X, B+X, X+A Jump to Princess: A+Left, X, X, X+B, X, A, X, A+I eft

Extra Life: B+X, B, B, B, A, A, X, A
Energy Refill: A+X, B, A, B, B, X+Y, B, A
Ammo Refill: A+X, B, A, B, X, X, X, X
Plasma Power-Up: A+X, B, B, A, A, X, B, L+R
Extra Continue: Y+X, B, Y, B, X, B, X, B, X
May View Mode: A, X, A, X, A, A, A, A, A
Warp to "What the Heck?": Y, X, Y, X, A, B, A, X
Warp to "Down the Tubes": Up, Down,
Left+Down, Left, Down, Down, Up+Left, Down
Warp to "Snot a Problem": A, B, X, B, A, B, B,
Ral

Warp to "Level 5": A+B, B+X, X+Y, Left, Left, Right, Left, Right Warp to "For Pete's Sake": A, B, X, A, B, X, A,

B+R
Warp to "Buttville": A, X, Left, Left, X+Y, Up,
Down. Left

Warp to "Andy Asteroids": L+A, A, R+A, A, B, B, X, B

Warp to "Who Turned Out the Light?": A, B, Up+Y, Up+Y, Left, Right, Left, Right

EARTHWORM JIM 2

Super Cheat Code

During the game, press the START button to pause, then enter the following code while the game is paused: SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item. Secret Move

To trigger the Manta shield, just press Up+X. This makes Jim invincible for a few seconds.

Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Other code comments:

• The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear.

 The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

The "Invisible Soil" code works in the "Loren-

zen's Soil" stage; it makes the falling soil invisible and allows you to walk through parts of the soil that look solid after you've shot them. Bright "Pause" Screen—A. A. A. A. A. A. A. A.

Warp to End of Current Level—SELECT, B, X, A, A, X, B, SELECT
Warp to End of Game—SELECT, Left, Right, L, R,

Left, Right, SELECT Invincibility—A, A, X, A, Left, Right, Right, Left Map View Mode—SELECT, SELECT, SELECT, SE-LECT, SELECT, SELECT, SELECT, SE

Energy Refill—X, SELECT, X, B, X, SELECT, X, A
Ammo Refill—SELECT, X, X, X, X, X, X, SELECT
Extra Life—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT

Extra Continue—A, SELECT, A, B, X, Y, X, Y

81 Meal Worms—A, B, A, B, A, B, A, B

Mega Plasma Gun—X, X, X, X, A, A, A, SELECT

3 Finger Gun—X, X, X, X, A, A, X, SELECT



Located steps away from Mama Kin (Boston band Aerosmith's personal nightclub) and right across the street from Fenway Park (where the Red Sox play), Jillian's has eight linked Manx TI machines, two sets of linked Dayton Machines, Prop Cycle and any other hot new games you could want to play. The only thing missing was Virtual On and a rather disappointing lack of Neo-Geo games. I guess they figure that you can play King of Fighters' '96 at the donut shop down the block. After this quick 12-hour jaunt to Boston, we cruised back to New York by car. There's about 100 McDonald's locations on the drive, so we were well fed and stoked





Homing Missiles-X, X, X, X, A, A, B, SELECT Barn Blaster—X, X, X, X, A, B, X, SELECT Bubble Gun—X, X, X, X, A, B, A, SELECT Bomb Teleport—X, X, X, X, B, B, B, B Invisible Soil-A, A, B, A, A, X, B, SELECT Warp to "Lorenzen's Soil"-A, X, Left, Right, X, Left, Right, Left

Warp to "Puppy Love 1"-Left, Right, A, B, X, Left Right A

Warp to "The Villi People"-A, B, X, A, B, X, Left, Right

Warp to "The Flyin' King"—A, B, X, Left, Right, Left. A. B Warp to "Puppy Love 2"—Down, Right, A, B, X,

Left, Right, A Warp to "Udderly Abducted"—Up, B, X, Left, Right, Down, A, X

Warp to "Inflated Head"—Up, Down, X, A, B, Y, Left, Right Warp to "ISO 9000"—A, B, X, Left, Left, Right,

Left, Right

Warp to "Puppy Love 3"—Up, Right, A, B, X, Left, Right, A Warp to "Level Ate"-X, X, Down, Down, A,

Left, Right, Left Warp to "See Jim Run—Run Jim Run"—A, B, X, Left, Left, Left, Right

Custom TIPS & TRICKS Plays

Select the Editor mode to bring up the play editor screen, then choose the Playbook option and select Password to enter the following play passwords. The plays will be saved in the cartridge's memory, so you can use them in the game

Geoff's QB Keeper ?ZCJ <f=& g\$Gh R95X 2wSF <#BM N:T+ #+3D Zh Chris B. Pitch mZ#D cwp+ ZpR4 −gL< Xjvj +ZSZ Bieniek Bootlea fXpY #:RJ FkGX KHRZ #Sk+ d+NJ CHX% ybZy bgbg P < C < 9 Z 9 Higgy Hula f*kg ?LCZ C#nK pm+9 #VZT &ZFp g?g% QgC# Zd&w *K+3 Tgbg P<C< 9+#+ 3Tgb gPW Clouseau

\$XpY g#gd :RX* \$CFw %gQ% —FMb CwcF gFv< #<ZZ **Dump Truck** FZ+B Y#GS gK+p

5gdZ HgFZ S<ZZ Roid Rage (Defense) VD=R Cih* N#Zf b\$pb b3<L +YTZ P < 7 Z C Betty Blitz (Defense) sJ5b SL3Z CLFO

D8D+ YTZP kCZD

Invincibility

At the title screen, press L. L. R. R. L. L. L. R. R. R. L, L, R, R, L and R. The copyright box will turn green if you did the trick correctly.

Hidden Scenes/Sound Test Go to the "Mode Select" screen, hold the L and R buttons and press START, Y or B. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to get a sound test.

Use Controller 2 at the "Notice" screen that anpears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press A four times and B 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in 'Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press Up or Down to change tracks.

Time Attack Mode

Press Up. X. Right, Y. Down, B. Left, A. A on Controller 2. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to compete, and the time you want to beat.

Press L. R. L. R. L. R. L. R. L. R. R. on Controller 2. The number "100" will appear in the corner. Hidden Game #1

Press X, X, X, X, Y, Y, on Controller 2. The number "100000" will appear in the corner. It's a Breakout-style game for up to four players. Hidden Game #2

Press Y, Y, Y, Y, X, X on Controller 2. The number "10000" will appear. It's a two-player Pong-like fighting game.

Master Class

Choose the Expert Class and complete all five courses of any three leagues, placing first second or third. You will then be able to enter the Mas-

Cyberzone Cheat Menu

At the Cyberzone starting level selection screen, hold the L and R buttons and press START. Secret Cyberscape Mode

At the one/two player select screen (right after the main title screen), hold the L and R buttons. hold Left and press A or START. The interface screen will appear with a new Cyberscape option. To access a Cyberscape cheat menu like the one described above for Cyberzone, just select Cyberscape at the interface menu, hold the L and R buttons and press START.

Hidden Character

When the Takara logo appears at the start of the game, quickly press Down, Down/Right, Right, Down, Down/Left, Left and X in one smooth motion on Controller 1. The Fatal Fury logo will change to blue. Now you can choose the game's hidden fighter, Ryo Sakazaki.

Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.

Super Kick: Press B, A, then B eight times. Invisible Walls: Hit Y three times, X, A three times, B.

Crazy Ball: Press X, A, B, Y, Y, B, A, X Curve Ball: Press B, A, R, B, Y, L to activate. (A ball kicked into the air can be steered wildly with the L and R buttons.)

Super Goalie: Press A five times, then Y five times Super Offense: Press R five times, L, R. Super Defense: Press L five times, R. L. Dream Team: Press A, A, B, B, Y, Y, X, X.

Secret Option Menu

At the title screen, hold the L button and press START. You'll get a secret option menu that allows you to change the difficulty and the number of players. There's also a sound test; use the R button to hear the sounds and music.

"Same Player" Code

At the title screen, hit Down, Down, Up, Up, Right, Left, Right, Left, L, R. Now both players can pick the same fighter.

See End Credits

Enter the password "HOAGIE TAKES COLD TREES"

Invincibility

Enter the password "MS STONE MAKES WEIRD JELLY'

Stage Skip

Enter the password "BARNEY GRABS BLUE TREES". During the game, press START to pause, then press X to skip to the next stage or press B to skip to the end of the game.

Passwords

Zone 2-1—D J X C T Zone 3-1-I M G V B Zone 4-1—M J D S X Zone 5-1-D T N Z Z Zone 6-1—V S N X D Zone 6-3-W N H J P Prison-STCVC

Passwords

Fight 1-2413-41-14-2133 Fight 2—4231-14-41-1233 Fight 3-1324-14-41-3321 Fight 4—2324-34-14-1323 Fight 5-3243-43-41-1323 Fight 6-4323-34-14-3132 Fight 7-2312-43-41-1233 Fight 8-1441-21-13-4142 Fight 9-4114-11-23-1424 Fight 10-2233-44-21-1224 Fight 11—1112-44-13-1343 Fight 12-2121-31-42-3241 Fight 13—4334-14-34-4432 Fight 14-3443-41-43-2443

Fight 15-1314-24-41-4212

At the title screen, press the X button as quickly as you can. You should see the number of credits at the top go up. Press START before the title screen fades or you'll lose the credits and will have to repeat the code. Arcade Mode

At the Option screen, highlight "Game Level" and rapidly press A until you see the game level change to "ARCADE".

Random Weapon Select

At the Weapon Select screen, press Right on the D-pad to enter Edit Mode. Press X, Y, X, X, Y, Y, X, Y on Controller 1. 30 Extra Ships

At the title screen, press and hold L and then press A, A, A, START. Full Power-Up

Press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A and START to unpause

Infinite Continues

Go to the configuration screen, highlight Music and play 9, 8, 7, and 6 in that order.

Super Clubs

Enter your name as "METAL * PLAY" to play with a set of super golf clubs.

Sound Test

At the title screen, push and hold both the L and R buttons. Select any music or sound by pressing Left or Right, then hitting A.

Level Warps

To start at any stage, hold the L or R button on Controller 2 when you start the game with Controller 1. Holding R will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold L to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

If you hold both the I and R buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES.

Stage Select

During the game, press START to pause, then press Left, Down, Down, Left, Right, Down. Now press the RESET button on the Super NES: when the game returns to the main menu, go to the Option screen to find a new stage-select option.

Level Passwords

Level 3: 0007 Level 6: 1813 Level 4: 3675 Level 7: 3353 Level 5: 9025

Password

Championship Game—B B B B 5 G 5 H G H

Stage Select + Energy Gain

When you first turn on the Super NES, you'll see a copyright screen. Quickly press Left, Up, X, Up, Right, Y. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press Y and A together; you'll get a message that says, "Level Select Activated". Next, press X and B together to get a message that says "Energy Gain Activated". Now start the game. Notice that whenever you get injured, your health meter re-fills automatically all by itself. Press SELECT during the game (except while paused) to bring up a stage-select menu.

Level SelectiCheat Mode

At the Virgin logo, quickly press Up, Up, Up, B, B, Y. Y. SELECT, Up. Down, Left, Right, B. Up. Y. Now enter the Options menu; you'll find a level select and a "Cheat" option.

Infinite Continues

At the Mission Select screen, press L. L. L. R. R. R. L, L, R, R, L, R, L, L, R, R, L, L, R, R, R, Now you can continue the game indefinitely.

Password

Level 130-D F M Q







LIVE CHICKEN ARCADE

Secret Cheats

- The following codes only work in two-player mode: Max Ability—Pause the game and press A, Right, Down, Left, A, Down, SELECT. This will power-up your team's players for the current half-inning
- Slow Down—Pause the game and press Left. A. Right, Down, Y, SELECT. This will slow down the opponing team's players for the duration of the current half-inning.
- · Randomize Pitches-While batting, pause the game and press Left, Y, A, Right, SELECT. This will change your opponent's pitches to random throws for the duration of the current at-bat.
- Super Pitches—While pitching, pause the game and press B, A, Down, B, A, Left, Left, SELECT to supercharge your pitches for the duration of the current at-bat.
- Instant Home Run—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the game and press B, Y, B, Y, SELECT; any fair ball hit during the current at-bat will be a home run.

Stage Selec

Press START at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press X, Y, A, B, X, Y, A, B, START.

Boss Code

Choose Cinder as your character; then, at the "Vs." screen—the one that shows both characters' portraits just before the fight begins-hold Right on the D-pad and quickly press QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH and FIERCE KICK, (In the default control configuration, that would be L, R, X, B, Y, A.) You'll hear the announcer say, "Eyedol!" and you'll be playing as the boss. Speed Codes

There are four different "speed" codes; each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in

order to make them work. Slow Speed: Hold Left + R + A + B Fast Speed: Hold Right + L + X + Y Faster Speed: Hold Right + R + A + B Fastest Speed: Hold Left + L + X + Y

Easy Combo Breakers

At the "Vs." screen, hold **Down** on the D-pad and press START; you'll hear the announcer say, "C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with

Stage Select/Music Select

When choosing a fighter at the character-select screen, hold the D-pad Up or Down with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose can select the music they like according to the same button combinations used for the stage select, as follows:

Up+L: Ice Temple Up+R: Castle Roof Up+X: Ice Sculpture

Up+Y: Skull Room Up+A: Desert Roof

Up+B: City Roof Down+L: Canyon Bridge

Down+R: City Street Down+X: Lava Pit Down+Y: Bloody Arena Down+A: Factory Down+B: Fireplace

Down+B (on both controllers): Sky Arena

Two-Player Same-Character Code

Press Down, R, Up, L, Y, B, X, A at the Capcom logo. Now both players can choose the same warrior at the character-select screen. 99 Continues

Start a one-player game and let all of your char-acter's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press START on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press START on Controller 2 to join in, but don't choose a character yet. Quickly press START on Controller 1 before the countdown expires, then finish choosing a character for Controller 2-when both characters are on the screen, you will have 99 credits.

Cheat Password

Enter the password _JOSHUA_ to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing L+R simultaneously.

Super Cheat Mode

Press START to pause during a game, then press B, R, A, SELECT, SELECT, Y, A, B, Y, A, B. Next, press START to unpause. Tap the L or R button repeatedly to play in slow-motion

Stage Select

With the cheat code in place as described above, press START during the game and press A, L, L while the game is paused. Next, press START to unpause, and you'll get a secret menu which allows you to play any stage.

Infinite lives
While the cheat mode is in effect, pause the game with the START button, then press R, A, SELECT, Y and START to continue playing. Notice that when your character is killed, your life counter will not be reduced

Stage Skip With the cheat code in place, you can skip to the end of any Virtual World stage by pressing A while the game is paused.

Passwords

Level 2—▲ L1|x| Level 3-i/p?N? Level 4-2 0 Y 7; 7 Level 5-\$ w h : J : Level 6-x & T ▲ > ▲ Level 7-k = " R d R

Level 8-: W d 3 + 3 Level 9-H - W N x N

Passwords

"Fun" Level 30: FXWBBSL 'Tricky" Level 30: SRWGXZM "Taxing" Level 30: WFCSHNT

"Mayhem" Level 30: ZTTGRFH

"Sunsoft" Level 1: TPCWFMP "Sunsoft" Level 2: WSJCLDX

"Sunsoft" Level 3: PVNRCMB
"Sunsoft" Level 4: HZSOONV

"Sunsoft" Level 5: KCGHCNC

Level Passwords Level 05: LLM0 Level 25: V8TR

Level 10: BBLS | Level 30: TRDR Level 15: SPKS Level 35: FRGT

Level 20: BTRY Level 37: MSTR

Secret Teams

Go to the "Team Select" screen and enter one of the following codes while the '96 version of the indicated team is on the screen:

'75 Cardinals—Highlight the Cardinals, press A,

'80 Falcons-Highlight the Falcons, press L, Y, B,

'73 Bills-Highlight the Bills, press A. L. A. B. Y. '85 Bears—Highlight the Bears, press Y, A, B, B, '81 Bengals-Highlight the Bengals, press R, A, L,

'65 Browns-Highlight the Browns, press A, L, L, R, B '78 Cowboys—Highlight the Cowboys, press B, A

R. B. Y. '77 Broncos-Highlight the Broncos, press B. R. A.Y

'62 Lions—Highlight the Lions, press B, A, R, R, Y '67 Packers—Highlight the Packers, press B, A, Y,

'80 Oilers-Highlight the Oilers, press A, R, A, B,

Y, A. '68 Colts-Highlight the Colts, press B, A, L, B, A, L. L

'69 Chiefs-Highlight the Chiefs, press B, L, L, Y, RAY '72 Dolphins-Highlight the Dolphins, press L, R,

B. B. B. 76 Vikings—Highlight the Vikings, press B, R, A,

1.1 '85 Patriots—Highlight the Patriots, press R, A, Y, B, A, R, Y.

'79 Saints-Highlight the Saints, press Y, A, L, L '86 Giants-Highlight the Giants, press L, B, L, A,

R. R. Y. '68 Jets-Highlight the Jets, press A, R, R, A, '77 Raiders—Highlight the Raiders, press B, Y, B,

'60 Eagles—Highlight the Eagles, press A, L, L, Y '78 Steelers—Highlight the Steelers, press L, A, Y,

'68 Rams-Highlight the Rams, press B, A, R, L, Y. '81 Chargers—Highlight the Chargers, press A, Y, RRAII

84 49ers—Highlight the 49ers, press B, A, Y, A, R. Y. A. '78 Seahawks—Highlight the Seahawks, press A,

L. A. R. 79 Buccaneers—Highlight the Buccaneers, press

Y, A, R, R. '82 Redskins-Highlight the Redskins, press L, Y,

B. R. L. NFLPA Free Agents—Highlight the Panthers, press L, Y, B, R, A, R, Y.

Tiburon Gotcha—Highlight the Jaguars, press A Y, B, A, B, Y.

EA Sports—Highlight the All-Madden team, press B, A, L, L, SELECT.

15-Second Quarters

To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len." option, then press Y, A, Y, A, R on either Controller 1 or 2. The guarter length will be set to a mere 15 seconds. Super Bowl Win Screen

To see a preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press A, Y, A, Y, L. Reset Game Stats

To access a programmer's secret debugging screen, hold the START, SELECT, L, R and A buttons on Controller 2 while turning the game on.

Once you're at the hidden "Gamepak Stats" screen, you can clear the battery-backed memory by pressing Down, B, Y, L and R simultaneously; this will erase all of your records and stats, which is a good way to make your brother really mad.

Expansion Teams

Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press L, R, L, R, and A to play as the Jaguars, or press L, R, L, R, and Y to play as the Panthers.

Secret Menu

Highlight the word "EXIT" at the Ontion menu hold START+L on Controller 2 and press START on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages. Mission 1—BMBRMN

Mission 2-65C816

Mission 3—B1GBND Mission 4—FSPRNG

Mission 5—YHWX11

Unlimited Ammo

Enter the password M1R0G3: you'll automatically return to the title screen. Now your ammunition will never be used up. Invincibility

Enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFLL. Now start a game, and you'll see that your 'mech's health meter will never register any damage.

Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press Down on the D-pad, then A, then X. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

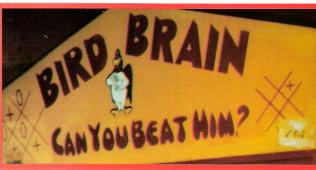
Hidden Versus Mode

Choose the password option from the title screen and enter the password 1415/5585/7 8 2 3 / 6 2 5 1. When all of the numbers/faces are in place, hold the L and R buttons on top of Controller 1 and press START. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a Street Fighter-style arena for two players. Mega Man's Arrow Slasher is $\psi \rightarrow + Y$ and his Leg Breaker is $\psi \downarrow + B$. Bass' Buster Kick is $\rightarrow \psi \rightarrow + Y$ and his Sonic Crasher (while jumping) is →+Y. Both fighters can block by quickly pressing Up twice. Full Power Password

Enter the password shown above under "Hidden Versus Mode", but don't hold the L and R buttons when you start. You'll begin at Dr. Wily's Castle with all items and weapons fully charged.

Diagnostic Test
Hold the B Button on Controller 2 and turn on the SNES with Mega Man X 2 installed.











Chip Enhancer

You must have all eight Heart Tanks filled, al four Sub-Tanks filled all four robot suits and the Dash Boots, Mega Buster, Armor and Sensor/Hel met upgrades to do this, and you can't do it with Zero. Go through the first stage of Dr. Doppler's lab until you reach a pit in the part where spiked balls are falling down from above. Jump into the pit and cling to the left wall; sliding down, you'll find a hidden tunnel that leads to Dr. Light, He'll give you a special chip enhancer and all four enhancement chips: now you can use all four chips at once instead of only being able to carry and use one chip at a time.

Get Zero's Weapon

Play through the first stage of Dr. Doppler's lab, then play as Mega Man *only* during the second stage. When you find the door that leads to the robot boss, switch to Zero, then enter and defeat the robot boss. Zero will be damaged during the battle and will give you his special

MICHAEL JORDAN: CHAOS IN THE WINDY CITY Completion Passwords

Cells only: 3K5BGX0DR9X.

Cells and Laboratory only: JGL8PKGHWTS.
Cells and Factory only: TJQ33CDQZZD.

Cells, Laboratory, and Factory: 2SQZ21ZYRHB.
Cells, Laboratory, and Factory with all captives

rescued: TSMMHGBW43D.

Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds: you'll hear a jingle. Now you'll get a level-select menu when you start the game.

Passwords

3847—Level 2 1970—Level 5 5113-Level 3 8624-Level 6

3904—Level 4 2596—Level 7

0411-Two-Player Battle #1

1007—Two-Player Battle #2

1212—Two-Player Battle #3

Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

MIGHTY MORPHIN POWER RANGERS

Power-Up Code

At the title screen, press Up, Down, Left, Right, X, B, Y, A; the screen will flash if you've entered the code correctly. Now start the game and you'll see that you will start each level with your Power Ranger suit on instead of having to pick up the lightning bolt icons to earn it.

Cheat Passwords

PWRP-activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.

PWRHT—activates "Power Hitting." All batters have maximum power on every swing.

ZZNG—activates "Turbo Throwing." This doubles the throwing speed of fielders.

VRRRM-activates "Hyper Running." The running speed of all players is doubled.

RBBR-changes to a "Rubber Field." Balls

bounce higher; lots of ground-rule doubles BRRR-Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever

XXXX-"Simulation Mode"; the computer is tougher to beat.

NNTH-Start in the bottom of the ninth with the home team down 4-0.

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances

Liu Kang-Down, Back, Up, Forward, Down Johnny Cage—Forward, Forward, Forward, Y Kano—Back, Down, Forward, B

Rayden-Forward, Back, Back, Back, Y Sub-Zero—Forward, Down, Forward, Y Sonya-Forward, Forward, Back, Back, R (Block)

Scorpion-Up, Up (easier if you hold Block) Secret Boss To find the secret character, Reptile, you must

play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile

Endurance Mode

At the Start/Option screen, hold L + R and press START. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been cho-sen, press START to begin the match, a twoplayer elimination battle.

Note: Each of the following special codes must be entered quickly at the character-select screen. Near Invincibility/1-Hit Opponent "Danger" Mode Quickly press Down, Up, Right, Up, Left+SELECT at the character-select screen. 30 Credits

Quickly press Left, Up, Right, Down, Left+SELECT at the character-select screen. Repeat whenever necessary to refill your credits.

Extra Fatality Time

the character-select screen.

Quickly press Up, Up, Left, Up, Down+SELECT at the character-select screen. You'll have 15 seconds to do a fatality instead of five. Go Directly to Shao Kahn

Quickly press Right, Up, Up, Right, Left+SELECT at the character-select screen Go Directly to Kintaro

Quickly press Up, Down, Down, Right, Right+SE-LECT at the character-select screen.

Go Directly to Smoke Quickly press Up, Left, Up, Up, Right+SELECT at

Go Directly to Jade Quickly press Up, Down, Down, Left, Right+SE-

LECT at the character-select screen. Go Directly to Noob Saibot

Quickly press Left, Up, Down, Down, Right+SE-LECT at the character-select screen. Immediately after choosing your characters in two-player mode, hold **Down** and **HIGH PUNCH**

on both controllers until the match begins.

Play as Smoke

At the copyright screen that appears when you first turn the game on, hold Left and A. When the Williams logo appears, release the buttons

and hold Right and B. When the words "There is no knowledge that is not power" appear, re-lease the buttons and hold X and Y. Continue to hold the buttons until the MK3 logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Smoke is now a playable character.

Tournament Mode

At the main menu, highlight the word "Start" hold L + R and press START. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold Up and press START for a random selection of all characters. Sound Test

At the main menu, press A, Y, B, X. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game. "Kool Stuff" Menu

At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a 'Pause" feature and see the ending credits. "Kooler Stuff" Menu

At the main menu, press SELECT, A, B, Right, Left, Down, Down, Up, Up. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

"Scott's Stuff" Meni

99 Lives

When the Universal logo appears at the beginning of the game, press Left eight times. When the game starts, you'll have 99 lives in reserve. Stage Select

When the Universal logo appears at the beginning of the game, press Down eight times. When the main menu appears, you'll find a stage-select option; press Left or Right to choose your starting stage number. Change Title

When the Universal logo appears at the beginning of the game, press Up eight times. When the title screen appears, it will say "Mr. Du!"

Super Difficulty Level

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear the sound of a basketball bouncing off the rim. Now access the options menu to find a fourth-extremely challenging—difficulty level called "S".

Team Photo

Enter your name as "FUNCOM" with the pin number 1993 to see a photo of the design team that converted NBA Hangtime for the Super NES. Secret Power-Ups

Enter these codes at the "Tonight's Matchup' screen before the game starts

No Tag Arrow-Press Left, Left, B. R. Rooftop Court-Press Left, Left+Y, Left, Left+Y City Court-Press Down+B, Down, Down+A, Down, Down+X, Down, Down+Y, Down

Junale Court-Press L, R, SELECT, START, Up, Down, A, B, Y, X

Grand Champion Demo-Press START V Right A, B, Up, START, Up, Down, Down, START, L, A, Down Down

Unlimited Turbo, Hyper Speed, Max. Block, Max. Speed, Fast Pass—Press Up, Right, Down, Left, START, A, B, Y, X, SELECT

Computer Assistance Off-Press Right, Right+B, Right, Right+B

In addition to the above codes, the following power-ups can be activated by using the A, B nd C buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode—111 Fast Pass-120 Stealth Turbo—273 Max. Speed-284 Unlimited Turbo—461 No Pushing—390 Hyper Speed—552

Max. Block-616 Max. Steal Ability-709 Max. Power—802 Goaltending Allowed-937

Special Guest Players

To access the game's secret characters, follow the specific instructions for each player listed below

Mark Turmell: Enter MJ, highlight T, hold START and R and press A.

Sal DiVita: Enter SA, highlight L, hold L and R and press X.

Jamie Rivett: Enter RJ, highlight R, hold START and R and press X.

Bill Clinton: Enter AR, highlight K, hold START

and L and press X. Al Gore: Enter NE, highlight T, hold L and R and

press A.

Warren Moon: Enter UW, highlight "■" (the space character), hold START and R and press A. George "P-Funk" Clinton: Enter DI, highlight 5, hold START and L and press A. Secret Power-Ups

Enter the following codes at the "Tonight's Match-Up" screen before the tip-off: Shot Percentage Indicator: Press A, then press

and hold A, B and Down until the tip-off. "Juice Mode": Press A, then press and hold B and X until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 15 times.

Power-Up Defense: Press A four times, then press it again and hold it down until the tip-off.

wer-Up Turbo: Press A 13 times, then press and hold A. B and Y until the tip-off.

Power-Up Fire: Press B seven times, then press and hold B. Y and Up until the tip-off. Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B

Benny (team mascot): Highlight "B", hold START and press B; highlight "M", press A; highlight "Y", hold START and press Y. Hugo (team mascot): Highlight "H", press A;

highlight "G", hold START and press Y; highlight "O", hold START and press A. Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START

and press B; highlight "M", press A.

Bill Clinton: Highlight "C", hold START and press
A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight





going to grad school in New York, so we could



Betty with an AT-AT



"C", hold START and press B; highlight "■" (the space character), press A.
Prince Charles: Highlight "R", hold START and

press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B.

Jazzy Jeff: Highlight "J", hold START and press Y; highlight "A", hold START and press A; highlight "Z", hold START and press A.
Fresh Prince: Highlight "W", hold START and

press Y; highlight "I", hold START and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold START and press A; highlight "R", hold START and press Y; high-

A; highlight "D, hold START and press A. Frank Thomas: Highlight "S", hold START and press B; highlight "O", press A; highlight "X",

hold START and press A.
Randall Cunningham: Highlight "P", press A; highlight "H", hold START and press A; highlight

"i", hold START and press A; highlight "D", hold START and press Y; highlight "K", press A; highlight "D", hold START and press Y; highlight "D", hold START and press Y.

AdRock: Highlight "A", press A; highlight "D", hold START and press Y; highlight "R", hold

START and press B.
MCA: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight

"A", press A

"A", press A. Mark Turmell: Highlight "M", hold START and press A; highlight "J", press A; highlight "T", hold START and press A. Sal Divita: Highlight "S", hold START and press A. Sal Divita: Highlight "S", hold START and press Y, high-like "A", hold START and press Y; high-like "M".

light "L", press A.
Jay Moon: Highlight "J", press A; highlight "A". hold START and press A; highlight "Y", hold

START and press B. Secret Power-Ups

Enter these codes at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up. Up. Down, Down, B. Quick Hands: Left, Left, Left, A, Right Max. Power: Right, Right, Left, Right, B, B, Right Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B. A. Left Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down Powerup 3-Pointers: Up, Down, Left, Right, Left,

Powerup Dunks: Left, Right, A, B, B, A Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, A, A
Push One Opponent and Only Teammate Falls:

Up, Up, Up, Up, Left, Left, Left, A, B Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, A, Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, Slippery Court: A, A, A, A, A, Right, Right, Right,

Secret Teams

Each of the following codes works at the main menu; after entering the code, go to the NFL Play mode and select a pre-season game. The secret teams will be included in the list of available teams

Jaguars/Panthers: Up, Down, X, Y, Left, Up, B, A, Down, Y

All-Pro teams: B, Up, Left, A, X, Right, Up, B.

Acclaim/Iguana teams: Y, A, X, Y, Down, B, Left, Y, Up, Right.

Password

Cup Finals (LA vs. Montreal)-BJFC1CCM1XX9VJDG

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold X and Y and press A, B, A, A, A, B, B, B, B, B, A, B, A, B, A, B, A, B. The "Stage" menu will appear, allowing you to start "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

Secret Area

To get to the secret battle in Dragon's Haven. begin a new game and enter FIRESEAL as your name. You must answer seven questions before beginning the game.

Passwords

Final Stage—W R J M H Switch Balls—G F X J F Change Gravity—Z L J P J Sound Test-NRRRP Best Time—Z N G G X

Section 5: XDDJ Section 10: HRTB Section 15: LFCK

Passwords

Level 90: BTF Level 96: YLW Level 91: NSM Level 97: PNN Level 92: QYZ Level 98: SPR Level 93: KTT Level 99: CHR Level 94: FGS Level 100: LST Level 95: RRC Game End: IFK

Stage Select

Enter the password LVDYK and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold Left + L + R; while holding those buttons, press START to get the stage-select menu. Use L, R, X and Y to change the stage number.

Play the Original Pac-Man Enter the password PCMNDPW. Play Ms. Pac-Man Enter the password MSPCMND Play the Mine Cart Levels Enter the password FFTDB2W. Sound Test Enter BGMRQST. Time Trial Enter TRLMDPW. Pattern Test Enter PCMNPTT.

Passwords

Midway stage-5738 Hard Way stage-6479

Start Story Mode with All Six Characters

At the Jaleco logo, hold L, R and A and press START. Continue to hold the buttons down as you begin the game; you'll find Norton and Orbot at the "Select Player" menu

Two-Player Same-Character Code

At the title screen, highlight "1P Game." Hold L, R and Down on the D-pad on both controllers the cursor should move down to "2P Game"then press START on Controller 1. Now both players can choose the same fighter. Secret Move

If Flynn's energy is below 10%, he can go into his fire-haired superhuman mode if you hold R, then immediately press ↓ →+X very quickly. Weird Features

If you go up to the door at the end of the first stage without going in, then return to the begin-ning of the game, you'll meet a secret character. If you go to the door at the end of the "Roy D. Tutto Hospital" stage without going in, then return to the manhole that you passed in the street, you'll find that the manhole is open; it's a

shortcut to the "Stalag 17" stage. If you play as Prokop up to the Ozymandias Island stage, then play as any other character on that stage, Prokop will be killed when you go down the flight of stairs.

If you don't fight the character at the beginning of the "Queen of Cups Bridge" stage, he'll kill one of the scientists; you need to visit all of the scientists in the game if you wish to see the al-

Chapter 7 Password

JDB195PS6SYF 8 X 9 W J ? 1 H H 9 J O 2CQDYHT4GZS7 5C29VJMRHWJK

Passwords

Area 2—9 8 5 2 0 6 Area 3-3 9 4 3 9 1 Area 4-5 2 0 7 7 1st Helicopter Mission-1 0 8 0 4 8 Area 5-400718

Area 6-773224 Area 7—1 6 5 4 1 1 Area 8-7 6 0 3 5 7

2nd Helicopter Mission-882943

More Bonus Flight

A secret bonus flight is available to the Hang Glider at the Skydiving platform. While in the bonus flight press A repeatedly to go as far out to sea as possible. A turbo controller is especially effective for this trick to fly further than the score markers. To get the extra 50 points you must continue flying until you get all the back to the beach where you took off.

Top-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press B on Controller 2 while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the Dpad. You can make him move faster by holding the Y button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press B again on Controller 2 to get out of "Exploration Mode."

Invincibility
To make the Pink Panther invincible, hold the L button on Controller 2 during the game. Slow-Motion Mode

To play in slow-motion, hold the R button on Controller 2.

Hold SELECT and press START on Controller 1 during the game. You'll warp to the beginning of the next level.

Refill Energy

Whenever you're low on energy during the game, press START to pause, then press Right, Left, X, X, X, Up, Down. When you unpause, you'll see that your energy has been maxed out. 50 Lives

At the main menu—the one that says Start/Options—press B, Up, B, B, L, Y. When you start the game, your life counter will show "9", but you really have 50 lives. Stage Select

At the main menu—the one that says Start/Options—press L, Up, X, Up, R, Y, START. A stage-select menu will appear. Choose a stage with the D-pad, then press START to go there.

Direct to 2600 Pitfall!

At the title screen press SELECT, A, A, A, A, A, A, SELECT and START.

Stage Select

At the "Select Player" screen, hold down the X and Y buttons while pressing A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. Next, press START for the stage select menu.

POCKY & ROCKY 2

Stage 3—V 3 B X Stage 4—F 8 7 N Stage 5-S 2 Y P Stage 6-6 D Z 4 Stage 7—T R 5 C

Stage 8-GZLR Stage 9-5 K 0 Q

Stage Select

In Conquest mode, pause the game and move the cursor over the map. Hold L and press A, then re-lease. Hold R, press Y + B + X + A + SELECT, then release. Now highlight the Armageddon icon and press A. If the icon stays gray, go to Game Setup, select Conquest and press A, then choose a starting stage with the X and B buttons.

Play as Super Otane

At the Game Start screen, put the cursor on V.S. Mode. Hold down Y, B, A and press START. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the L and R buttons. While you're holding the L and R buttons, punch in the code X, Y, B, A. Select the second player to go to the Stage Select screen where you should just press START.

Stage Skip/Stage Select

At the Option menu, highlight "Exit", hold the L button and press START to return to the title screen. Next, highlight "Game Start", hold the R button and press START. With this code in place, you can skip to the end of the current stage at any time if you press and hold the SELECT but-ton. To bring up a stage-select menu, just press the START button to pause, then hit SELECT.

Secret Cheat Menu

At the main menu—while the words "START/OP-TIONS/CREDITS" are on the screen—press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right. A new menu item called "CHEATS" will appear. Choose this option and you'll be able to kill or be killed with one hit, be nvincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode





shoes, got our exact shoe sizes using the *Ngage* X-Ray machine and rapped with Penny for a while. Then we took the subway back to where Betty lives and were watching Monday Nigh Football. Betty lives in class with doorman (like The Jeffersons) towels always and no dirty disk ever), cable TV and a really n roommate named Beth.



TIPS & TRICKS





Passwords Level 5_LOHWTVR Level 10-HWB93WX

Level 15-GZ9MR71 Level 20—H8I12+Y

Stage Select

Go to the Title Screen. On Controller 2 enter the code Right, A, Down, Right, Y, X.

Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each:

Disable Special Moves: Down, Down, Down, Down + any button Reverse Opponent's Controls: Forward, Forward,

Forward, Forward + any button

Take No Damage: Back, Back, Back, Back + any

Invisibility: Up, Up, Up, Up + any button

At the 1 Player/2 Player/Options menu, press Up, Right, Down, Left, B. Now you can fight the Supervisor in a one-player game or play as the Su-pervisor on Controller 2 in a two-player game. Invincibility

At the 1 Player/2 Player/Options menu, press Down, B, Up, B, Down, Left, Right, B. You'll be invincible in the one-player Trainer or Mission

Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press Left, B, Right, B, Down, Left, Right, B.

INNER'S DEATH VALLEY RALLY

75 Lives Code

At the title screen, hold Left, SELECT, Y, R and START. Continue to hold these buttons down until the name of the first stage ("Zippity Splat") appears-you will start the game with 75 lives.

Passwords Future: TPST Robot Killer: BSHK Spaceship: HKFL Skynet Outer Perimeter: SKTR Skynet Inner Perimeter: SKMD Storage Facility: DRFT Inner Sanctum: SKNN Skynet Core CPU: MWFX Self Destruction: RNTM

Passwords Chem VI. B Class: DR8R OOTX RS6M

Chem VI, A Class: OBD8 QQRX SWJ! Drakonis, B Class: 7CB8 Q8T5 SWJ! Drakonis, A Class: ZCB8 Q8R5 SWJ! Bogmire, B Class: !CB8 Q8TD SWJ! Bogmire, A Class: KFBR Q8RD 92J! New Mojave, B Class: SFBR Q8TN 92J! New Mojave, A Class: JFBR Q8RN 92J! NHO, B Class: MFBR Q85X 92J! NHO, A Class: CFYR Q8QX 5TJ INFERNO, B Class: LFYR Q8S5 5TJ INFERNO, A Class: BFYR 0805 5TJ! Race as a Lost Viking When selecting your driver, press and hold L, R and SELECT, then push Right until Olaf appears.

Stage Select

At the title screen, press L. R. L. R. Down. After you select the number of players, the stage-se lect menu will appear.

Passwords

"Easy" Level 2: COMICS

"Easy" Level 3: MELBA 'Easy" Level 4: HIPPO

"Hard" Level 2: BLAZEZ
"Hard" Level 3: O-TOWN

"Hard" Level 4: GRIPES

Change Options

On the title screen, press START, As Rocky begins running across the screen press Y. A. R. A. B. then A, Use the D-pad to change the different elements of the game on the Extra Mode Screen You can adjust the number of continues, the sound and your button configuration.

Play as Amakusa

At the Takara logo, press A, Y, X, B. Now select the "2 Player" game; at the character select screen, hold L and R and Amakusa will appear. Press START and keep holding the L and R buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

See the Credits

Enter the password S P N N R to see the credits.

Practice Passwords

These passwords will let you practice any mission and use 99 of the mini-subs. Note: The "*" represents the SeaQuest symbol.

Sector 0: PLVT0NM Sector 0: R3SCV3

Sector 1: SP33D3R

Sector 1: FIZTNKR

Sector 1: R34CT0R

Sector 1: S3CVRTY Sector 2: D4R*WIN

Sector 2: TOXIC4V

Sector 2: PRISONR

Sector 2: DRVGL4B

Sector 2: B4TLSHP Sector 2: SHI3LD*

Passwords

Level 2—DCCPMH Level 3—MDRKJP

Level 4-STSPPC

Level 5-QPMJCV

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a nu ber in the Music Test as follows: 1=Shaq. 2=Kaori, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah, Then, while still at the Options screen quickly press Up, Down, B, Left, Right, B. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Secret Background

At the Options screen, quickly press Up, Right, B, Down, Left, B. The screen will flash yellow. Next, in the Duel mode, press X+B simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

Blood Code

At the Options screen, quickly press Y, X, B, A, L, R. The screen will flash red; now there's blood in

30 Continue:

At the title screen, press SELECT seven times on Controller 2 Special Game

To play special game which allows the second player to control the bosses, hold L + R on Con-troller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

Seven Special Weapons
Press START seven times on Controller 2 when the title screen appears.

Super Fasy Mode

At the title screen, press the L button seven times on Controller 2 uper Hard Mode

At the title screen, press the R button seven times on Controller 2

Cash Boost

Start a new city and spend all of your money, but make sure you buy at least one unit that requires funding, like a fire department. Reduce your funding levels and tax rate to 0%; then, when the tax screen appears at the end of the year, hold the L button and exit the screen. Continue to hold L and press X twice to advance the calendar to January, then raise your funding levels to 100% and leave the tax rate at 0%. Now exit the tax screen and release the L button; your bank balance will jump to \$999,999. Hidden Landforms

Start a new city, but don't build anything. Wait for 20 seconds, then call up the Load/Save screen and select "Go to Menu" without saving your game. Now start a new city; when the Map Select screen appears, each of the 1,000 landforms will have different shapes than they had previously.

SIM EART

Scenario Select

At the main menu, highlight "Scenario", hold L, R and Y, then press A to go to a stage-select menu. Choose any of the eight scenarios and press START to begin.

Passwords

Stage 10—JUMPED Stage 20—WARSAW

Stage 30—OYSTER Stage 40—ISLAND

Stage 50—DENNIS Stage 60—FATMAN

Stage 70—CLOUDS

Stage 80-LIZARD

Stage 90—BRIDGE

Stage 2—D 9 9 6 3 D 1 D Stage 3—4 H 2 5 3 D G F

Stage 4-4 C C 1 3 8 C F

Stage 5—O C 4 F 4 5 8 H

Stage 6-D 3 1 5 5 1 F G Stage 7—0 9 B F 5 9 6 F

Stage 8-D B 8 D 9 B 4 H

Level Select

After Spidey swings in to land on the building on the title screen, press Y, A, X, B, A, Right, Left.

Two Secret Stages

To get to the Black Hole, play the game at 'Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of

five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with

power-ups and warp rings.
To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

Passwords

Mission 1—NUHHOM

Mission 2—SEPLOS Mission 3-YOSMIS

Mission 4—VANDAQ

Mission 5-BIOPUM

Mission 6—DISYIB

Mission 7-NUDJIB

Mission 8-VESDUJ Mission 9-YOTHOM

Mission 10-QUVMOH

Add New Ships in Training Simulator

To add new player and opponent ships to Com-bat Training and Two-Player Training, hold down L, R, SELECT and enter the code A, Y, B, Y at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selec-tion Menu." Once you've entered the code, it will stay there until the SNES is reset. Choose Star Trek Series Names

After you have entered the X, Y, X, Y code at the "New Cadet Registration" screen, hold down, L, R, SELECT again and punch in A, B, A, B. Now you can play as Kirk or any of the rest of them.

50 Extra Credits

At the Option screen, highlight the "Credit" option and press SELECT 10 times.

Play as "Classic" Chun-Li

At the character-select screen, highlight Chun-Li. hold the START button for at least three seconds, then press any button to choose her before releasing START. You'll see her costume change to the way she looked in Street Fighter II Champion Edition; now her fireball is a "charged" move.

Character Vs. Same Character

As the Capcom logo is starting to appear at the start of the game, quickly press Down, R, Up, L, Y, B. You'll hear a sound to confirm the code; now both players can choose the same fighter in a two-player game.

Remove Energy Bars Select "Option Mode" from the main menu and simply press START to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too







Spy photos from inside the Metropolitan Opera House. If they caught us

Disable Special Moves—Player One

Press Down R Un I Y R while the "Cancom" logo is on the screen. Now all of your character's special moves have been disabled in the oneplayer mode.

Extra Turbo Speed

Press Down, R, Up, L, Y, B on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode.

Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press Down, R, Up, L, Y, B on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

Modify Character Abilities

Start a new game and choose any game mode. At the Driver Select screen, press X, Y, X, Y, X, Y, then hold the X Button. Continue holding X and use the D-pad to change your driver's abilities.

Change Views

Start a game in any mode. Press START to pause. Press SELECT and the car in the pause animation will go backward. Then press L. R. L. R. L. R. L. R. L. R. Unpause the game, and you'll have a new view. Warp

Select the "Free Trax" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race FX." When under the sign, press Jump to warp to the upper part of the "White Land" course.

Pause Cheat

Fire your machine gun at any target and press the START button to pause at the exact moment that the target is being hit. The target will continue to flash while the game is paused; within a few seconds it will be destroyed. Once you master the timing of this trick, it is possible to destroy an enemy tank with a single bullet.

Tiny Bomberman Mode

Enter "5656" at the password screen, then press A. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bombermen have been shrunk to tiny size. Password

Stage 6, Part 7—1635

Full-Power Stage Passwords

Stage 1: 1111

Stage 2: 5462

Stage 3: 6763 Stage 4: 8784

Stage 5: 6925

Change Character Colors

At the player-select screen in a multi-player game. press SELECT to change to a different color. Sudden Death Mode

Enter the password "5656" and start a multiplayer game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press START. Now all of the players can jump during a Battle Mode game

Press START at the title screen; then when the "Select Game" screen appears, press L, R, R, L, Up, Down. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press START.

Mission Select

At the scenario map (with the jeep,) hold L and B, then X and Y. While holding, release the X, then hold it again. Release all buttons, then move the jeep up to the unlit area. Press L and B to light the new area.

Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit", hold L and START on Controller 2 and press START on Controller 1

Character Shrink

To handicap your character in the GP and Match Race modes, press Y and A at the character select screen; your character will shrink. A "shrunken" character will be flattened if he or she comes into contact with any other driver. Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the L and R buttons.

2nd Player 1P Mode Hold the L and R buttons while pressing START on the second controller to can play in the GP mode or Time Trials with your character on the bottom half of the screen.

Ghost Racer Save

When you have a ghost that you'd like to save, hold L, R and Y at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press X. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold L or R while pressing B when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

Hidden Courses for Time Trial/2P Match Race At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press L, R, L, R, L, L, R, R. Then press A, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

Freeze and Collect

Enter a course that you have already completed and go up to a Berry above Yoshi's mouth. Release the item by pressing SELECT and have Yoshi jump and eat the Berry and the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press START and SELECT to exit.

Bonus Stage Menu

At the map screen, hold the SELECT button and press X, X, Y, B, A. A top-secret menu of bonus games will appear, including a pair of twoplayer games.

Boss Mode

When the Taito logo appears, quickly press

Down, X, Up, B, L, R, Left, A on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

Sound Test

When the Nintendo logo appears at the start of the game, hold the L and R buttons on Controller 2. Now you can listen to the game's sound effects and music with Controller 1.

Stage Skip

Press START to pause the game, then press R, A, L, L, Y. Now you can skip to the end of any stage at any time by pressing the SELECT button.

Stage Select

First, select your playing level; then, when the title screen with the option selection on it appears, press and hold R (on top of the controller) and A at the same time. Now press Up nine times. Press START to begin play, then press it again to pause. Once you've paused the game press R + A + SELECT. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty Power-Up Code

At the title screen, press Down, R, Right, Down Right, Right, Down, Right, Down, Down. Start the game, press START to pause and press R Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, Right. Select Power-Ups by press ing A-for Sky Attack Laser, B for Ground Attack Laser, X for Reflect Laser, Y for Spread Laser or R for Shot Gun Romb, Next press either A for Homing Missile or X for Spread Bomb.

Change Team Skills Enter the password ".BR. C.D. BR." and press START. Next, choose "EXHIBITION" or "TOURNA-MENT" and select any team. At the "TODAY'S MATCH" screen, press Up or Down to highlight any skill of either team, then press Left or Right to change that skill rating. Inverted Players

Enter the password ".SCH. R" and press STARTthe screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press START. Start the game, and the players will be skating upside down

Up to Seven Lives and Seven Continues

On the one/two player select screen, press Down, Left, Right, Up. You'll enter a screen where you can set the amount of lives and continues you have at the beginning of the game. You can have from three to seven lives, and from four to seven continues.

Germany Passwords

Vs. Uruguay—→ ビ → ↓ ⊅ ↑ ↑ ↑
Vs. Yugoslavia—↑ ビ ↑ → ¼ ↓ ↓ ↓

Vs. Colombia—→ \(\bullet \ \bullet \bullet \ \bullet \ Vs. U.S.A.—↑ ← ↓ ↓ 7 ← ↑ ↓

Vs. France—↑ × → → \ ← ↓ ↑

Vs. Ireland→ ビ ↓ ← ¾ → ↑ ↑
Vs. Romania—↑ オ ↑ ↑ ¼ オ ↓ オ

Vs. Cameroon— $\uparrow \rightarrow \uparrow \downarrow \downarrow \nearrow \downarrow \nearrow$ Vs. England— $\uparrow \nearrow \downarrow \rightarrow \nearrow \nearrow \downarrow \nearrow$

Vs. Holland $\rightarrow \checkmark \lor \leftarrow \rightarrow \checkmark \lor \lor \lor \lor$ Vs. Brazil $\rightarrow \rightarrow \rightarrow \uparrow \rightarrow \lor \lor \uparrow$

Vs. Italy-> 7 ← ↓ → ¼ ↓ ↑

Vs. Argentina—↑ ∠ ↑ → ¾ ¼ ↑ ∠

Vs Nintendo Team—→ A ↑ ← A N ↑ K Computer vs. Computer match—7 K → ∠ → → 1-

Expert Mode—7 K > 1 N + K N See End Credits—↑↑ オ ↓ → ¼ K ピ

Sound Test + Screen Codes

During the game, press and hold Y, X, B, A simultaneously; while holding these, press START to enter the sound test screen. Press START again to go back to the game. Return to the sound test by executing the same trick. You'll notice that the words under SOUND TEST have changed. Repeat this trick several times until you've revealed the following two codes: X, B, B, A. Y for five continues and Y. Y. X. X. A. B. X. A for the light saber. Enter these codes at the title screen as described under "Debug Menu" below. Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, B—listen for the Jawa to con-firm the code. Choose your starting character and begin the game; then, during the action, press L and R on controller two to call up the "Game Debug Menu."

Invincibility/Map Mode

With the "Game Debug Menu" on the screen, hold A. B. X. Y. SELECT and START on Controller 2 and press START on Controller 1. Release all the buttons, and you'll start the game with your character's X and Y coordinates displayed on the screen at all times. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing Down and B simultaneously).

STAR WARS: THE EMPIRE STRIKES BACK

Change Intro

When the Menu Screen first appears, press Y four times. If you hear Darth Vader say, "Impressive" press START. Wait for the Star Wars logo to fade, then use the D-pad and L and R buttons to rotate or scroll the introduction. You can also move the Star Destroyer around the screen.

Extra Continues

At the title screen, quickly press A, B, A, Y, A and X to receive four extra continues. Warp to Ending

Quickly press A, B, A, B, A, B, A, B at the title screen to go directly to the end credits.

Mission Passwords

Libya Day: 066F87FH Libya Night: 062H869D Gulf War Day: CGGG4724 Gulf War Night: 90B68G8C Korea Day: 057F4902

Korea Night: HF3H09H8 Bonus Secret Mission

Enter the password G6CH4228 to find an extremely difficult hidden mission in Super Strike Eagle. You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

Exhibition Tournament Password PC2GNYB—Q140065C TLWJPC2-GNYBQ14 6PDJSTK-8XD3HRF 065QJNM—FTW

Super Player

Highlight any character at the Player Select screen, then grab Controller 2 and press L, L, L, L, L, L, X, R, R, R, R, R, R, R, R, X. You'll hear the music change; now your player is powered-up.



We went to the Opera because that's one of the things you do when you go to New York. We got a box, which wa cool because we had our own private coat room. Here



to from inside the Pallad (Thanks to Conrad who's got the "juice.")

Kung fu mouil would be complete with out going to Time



February 1997



Cheat Password

Enter this password to start with over 1.5 million credits plus lots of weapons and agents:

— N D — S C — V — R — D — C H — — T

Stage Skip

At the title screen, press Left, Up, Right, Up, Left, Left, Left, Right, Down, Down before the High Score screen appears. Then, on the High Score screen, press Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up. Now you can skip to the end of any stage like so: Pause the game, hold the L button, unpause.

Ten Continues

Press B, A, Y, A, X, A at the "OPTIONS" menu. 20 Continues

Press Y, X, B, X, A, X, L, R, B, A, Y, A, X, A at the "OPTIONS" menu. Stage Select

Press A, Y, A, Y, X, Y, B, A, R, L at the "OPTIONS"

TEENAGE MUTANT NINJA TURTLES

Use Ultimate Attack in Story Battle Mode At the title screen, enter the following code on Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X. Now you can do "Ultimate Attacks" against the computer in Story Battle mode. 10 Credits

Use Controller 2 at the title screen and tap in B. B, B, A, A, A, X, X, X, X, X, X. Now go to the Option Menu using Controller 1 and you'll see that a 10-credit selection can now be made. Boss Code

Press X, Up, Y, Left, B, Down, A, Right, X, Up or Controller 2 at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing Right while Shredder is highlighted (or by pressing Left while Leo is highlighted.) Hyper Speed Mode

Press Up, Up, Down, Down, Left, Right, Left, Right, B, A on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

Speed Code

When you first turn the game on and you hear a girl's voice say, "Nintendo!", quickly press B, A, L, L. You'll hear a signal to confirm the code. Now the game plays faster. With this code in place, Speed Level "1" is the same, but the speed scale has been adjusted so that the highest setting of "99" is roughly 25% faster than the "99" setting without the speed code in place.

Play as the Bosses

Start a two-player game and choose "Time Trial" or "Vs." mode. When the character-select screen appears, hold the L and R buttons on both controllers. The game's four bosses will appear as playable characters.

Extra Hard Mode

Start a one-player game in "Vs." mode. When the "Set Level" screen appears, highlight "Hard", hold **Up** on the D-pad and the **L** button and press A or START; the bottom half of the screen should turn red to confirm that you are now playing in Extra Hard mode.

Extra Continues

You can gain up to 99 continues if you press the B button rapidly at the title screen. You must press the button extremely fast; you'll hear a laserlike sound each time an additional credit is registered.

Stage Select

At the Option screen, set your Lives to seven, your Continues to four and your Arthurs to two. Go to the Test Sound option and set it for Teleport, then press START. Begin a new game, pause game, then press SELECT to bring up the Stage Select.

Passwords

Level 2: Little Beeper, Montana Max, Elmyra Level 3: Gogo, Shirley the Loon, Sweety Level 4: Bookworm, Plucky, Babs

Level 5: Montana Max, Babs, Sweety Unlimited Continues: Plucky Duck, Babs Bunny,

Play Any Bonus Game: Elmyra, Shirley the Loon, Calamity Covote

99 Lives

Press START during the game to pause, then press L, Y, B, B, A, X, Y, Y, B, R. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." You really have 99 lives in reserve. Stage Skip

Press START to pause the game, then press L. X. A, Y, Y, B, R. You'll be warped instantly to the end of the current stage.

Hidden Voices

Enter your name as YAWDIM at the High Score screen, then press Right to find a secret screen. Press any button to hear the secret voices

Champion Passwords South America—EDUCATED Japan-OILCLOTH Germany—WRECKAGE Scandanavia—CARACOLE

France—EPYLLION Italy—GLUCAGON U.K.-KEELSON

Invincibility + Stage Skip

In the game's first level ("That Old Army walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the bottom drawer. When you're standing on the bottom drawer, hold Down on the D-pad for about six seconds. You'll see Woody's health star begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit START during the game, then press the SELECT button while the game is paused. You'll be warped instantly to the end of the current stage.

Each of these cheats works at the password screen; just enter the password, highlight END and press any button; the word "Authorized" should appear if you enter a code correctly.

BGLVS—Infinite lives BGGRLY—Infinite Energy BGWPNS—Infinite Weapons MNCHT-Stage Select

Ross Code

At the scenario-select screen, press Left three times, Right three times, Left seven times. "Vs. CPU" should be the highlighted option. Press START and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access.

To play as boss characters in the two-player mode, enter the code as described, then push RESET on your SNES. Return to the scenario-se lect screen and press Right three times, Left three times, Right seven times. "1P vs. 2P" should be the highlighted option. Press START to get "boss" menus for both characters.

Cheat Passwords

Infinite Ammo—WSVTQ Invincibility-HVZSM Infinite lives-JTTSJ Level switch—CTGXF

To use Level Switch, start a regular game. Instead of going to the first stage, press Up or Down to change your starting level.

Passwords

Stage 5—DBRNNMRNL

Stage 10—CLLNSMN Stage 15—TMMLVY

Stage 19—PTMMRGN

At the options screen, enter the password AYA YBB BYA AAY YBY AAA. This code allows you to play as the boss character, Zarak, in Story mode.

Cheat Code

At the title screen, press B, A, B, Y, B, Y, L, A, R, A and START. Then, at the options menu, choose any missions from the 13 areas. This code enables you to become invincible as well as giving you a sound test.

Passwords

Stage 5-BV!wv!HLPQCMP Stage 10—h V 0 0 J G j 4 B H ! 3 Stage 15-N H Q C K w b I H X Q Stage 20-BBHnwLL1CB!r

Level Select

Hold R and turn on the Super NES. Continue to hold R until B.J. appears on the screen, then im-mediately press Up + SELECT simultaneously. The level select screen will appear. Extra Weapons, Ammo, and Keys

Press R, Up, B, A quickly at the Map Screen. Use this as many times as you want to resupply.

Press B, Up, B, A quickly at the Map Screen to become invincible. Full Level Man

Press A, A, Up, B quickly at the Map Screen, Hit START to exit the Map Screen, then press START again see the whole level.

Press Up, B. R. B quickly at the Map Screen: you'll be sent to the end of the current stage.

Change Abilities

At the Character Select screen, highlight anywrestler, press SELECT, then enter the wrestler's code as shown below; you'll be able to change that wrestler's stats 123 Kid: Press Up/Left + A + START

Bam Bam Bigelow: Press A + Y + START

Diesel: Press Down + A + Y + START Doink: Press Left + A + Y + START Bret Hart: Press Down/Left + START Owen Hart: Press Up + A + Y + START Lex Luger: Press Down/Right + START Shawn Michaels: Press Down/Left + A + Y Razor Ramon: Press Left + A + Y Undertaker: Press Right + Y + START Luna Vachon: Press Un/Right + A

Yokozuna: Press Up + A + Y

Super Punch
At the start of the game you'll see a legal screen. Hold B and press Y as the text starts to fade. You'll hear "Ugh!" Start the game and you'll find that your wrestler has been equipped with a Super Punch that does big damage. Character vs. Same Character

At the character-select screen, tap L to make the background stop moving. Next, hold R, then hold L—the background will stop again. While you're holding those buttons (and the background is not moving), press SELECT. The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

Level Select

At the title screen-the one with the 1 Player/2 Player game select—press Right, Right, Left, Left, Up, Down, Left, Down, Down, Down. Next, press the A button to get a Round Select menu Invincibility

Press Left, Left, Right, Right, Down, Up, Right, Up, Up, Up at the title screen; now there's a "No Damage" setting at the options menu.

At the title screen, press Up, Right, Down, Left, Y. B, Up, Right, Down, Left, B, Y, Up, Right, Down.

Stage Select

On a one-player game, use the following settings: Music OFF, Speed HIGH, Round 10. Hold Up and press SELECT. "Round 11" should appear; press SELECT to advance stages. Tougher Opponents

Enter the Vs. Mode and set the Mode to COM. Hold the L, R, X and then press START. Bonus Rounds

At the title screen, select the Action Mode and press START. Set Round to 10, Speed to HI and Music Type to OFF. On Controller 2, Press L, R, SELECT and START simultaneously.

Special Mode

At the title screen, hold X + Y + L + R and press START to enter the "Special Mode," an all-new adventure that's different from the main game.

Invincibility

Begin and save a game, then press RESET and wait until the Sammy logo is completely on the screen. Press Up, Down, Up, Down, SELECT, START on Controller 2 before the logo disappears. Select Continue, then press SELECT to bring up a menu. Now, press START on Controller 2 and the word "Debug" will appear next to Status.

Bonus Level Password

Enter the password "BCDF" to find a hidden level with a 1-Up and a Martian Bubble Blaster.



Right now you may be asking yourself, "Hey...why aren't there any *Ultimate Mortal Kombat 3* codes yet?" Sorry, but at press time we were still trying Super NES, we have confirmed that the Tourna-ment Mode trick works on this game just like it did in *Mortal Kombat 3*. We also tried the "Play as the character-select screen. Guess what: You can get Smoke to walk across the title screen just like he does in *Mortal Kombat 3* if you do the code from that game, but we haven't yet figured out i this has any effect on the game, since Smoke is al







THE ADVENTURES OF BATMAN & ROBIN

To skip the level you're currently on, press START to pause, then press B. A. Down, B. A. Down, Left, Up, C. ("BAD BAD LUC".)

AERO THE ACRO-BAT

Level Select

Press C, A, Right, Left, C, A, Right, Left at the Start/Options screen. Start the game, press START to pause and press Up, C, Down, B, Left, A, Right, B. While the game is still paused, hold A and C simultaneously to get the level-select menu Infinite Stars/No Collisions

Press Left, Right, A, B, C, Left, Right, Up, Down, Left, Right at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press Up.

ALADDIN

Stage Skip

During the game, press START to pause, then press A. B. B. A. A. B. B. A to warp to the end of the current stage

Cheat Menu

Choose "Options" at the title screen, then press A C, A, C, A, C, A, C, B, B, B, B at the options menu You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

ALIEN 3

Stage Skip

At the "Options" screen, press C, Up, Right, Down Left, A, Right, Down on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press START to pause, then press C, A, B and unpause.

ALISIA DRAGOON

After the Sena logo disappears from the screen press and hold A. When the words "Produced by Game Arts" disappear from the screen, release A and hold B. When the words "Associated with Gaimax" disappear from the screen, release B and hold C. When the words "Music Composed by Menaco Associates" disappear from the screen, release C and press START. Now you can do the fol-lowing tricks with Controller 2 while the game is in progress: Stage Skip: Press C.

Stage 1: Press C. then press and hold C. Stage 2: Press C, then press and hold B

Stage 3: Press C, then press and hold B and C.

Stage 4: Press C, then press and hold A.

Stage 5: Press C. then press and hold A and C.

Stage 6: Press C, then press and hold A and B.
Stage 7: Press C, then press and hold A, B and C.

Stage 8: Press C, then press and hold START.
Refill Damage Meter: Press A on Controller 2, then hold Up on Controller 1 and press B on Controller 2

Increase Thunder Magic: Press A on Controller 2, then hold Left on Controller 1 and press B on Con Increase Magic Level/Hit Points of Friend: Press A

on Controller 2, then hold Right on Controller 1 and press B on Controller 2.

To pause the game for frame-by-frame slow motion Press A on Controller 2, then tap A for each frame. To deactivate slo-mo, press B on Controller 2.

ALTERED BEAST Continue

When you run out of lives and the game ends. wait for the title screen to appear, hold the A but-ton and press START to continue at the stage where you died. Beast Select

At the title screen, point the D-pad in the Down/Left position, hold A + B + C and press START. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages. Stage Select + Cheat Menu

At the title screen, hold B and press START. A

menu will appear that allows you to choose a starting stage as well as adjusting the game's diffi-culty, health meter and number of lives. Once you've set the options, press START; when the title screen appears, hold A and press START to warp to the chosen stage.

At the title screen, point the D-pad in the Up/Right position, hold A + C and press START.

ARCUS ODYSSEY '
Act 8 Passwords for All Characters ledda Chef: KICRHNIYXR Bead Shira: KRODE2IZX5 Diane Fireya: IJXBU2JOOHB Erin Gashuna: HJKBQYIZPK

ARNOLD PALMER TOURNAMENT GOLD

Hit the ball 100 times on the first hole without landing on the green; the game will end. At the Over screen, press Up, Up, Down, Down, Left, Right, Left, Right, B. A. You can play a limited version of Fantasy Zone until you reset the game. New Improved Caddy

Enter the password fffffffffffffffff999999 99999999999 for a more experienced caddy

Hit the Ball Long Distances Enter your name as EVE.

ARROW FLASH

At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press START and begin the game. Now whenever you hold the C button for five seconds, you'll be invincible for 10 minutes.

ASTERIX & THE GREAT RESCUE

Level Passwords Level 2—INSULA

Level 3-CONDOR

Level 4—VIENNA

Level 5—AVALON Level 6—DULCIS

BARKLEY: SHUT UP AND JAM!

3MJK 1VZ3 3MGH 2VVW 3MNP 212N 3MST ?161

3MBC ?208

BARKLEY: SHUT UP AND JAM! 2

Break the Backhoard

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting A, then C + D-pad in the direction of the hoop

You must be fully "juiced" on the "juice bar" Then, execute a Super Jam (A, then C + D-pad in the direction of the hoop) from the opposite end

All-Barkley Code Press START to pause the game in Exhibition Mode. Highlight QUIT and hit B three times. When you resume, all players on the court will be Sir Charles.

Play as Barkley's Teammates
Press START to pause the game in Exhibition Mode. Highlight QUIT and follow the instructions below to play as any of Barkley's teammates: Blade-Highlight QUIT, press A three times -Highlight QUIT and press A four times Hamma-Highlight OUIT and press A five times Jim-Pak—Highlight QUIT and press A six times
Pauly—Highlight QUIT and press A seven times Shuga—Highlight QUIT and press A eight times Spider—Highlight QUIT and press A nine times Bongo-Highlight OUIT and press A ten times

Mirror Match

In Exhibition Mode, press START to pause and highlight QUIT, then press the C button three times. When you resume, your opponents will be

Play as Sir Charles in Tournament Mode

If you win the tournament by going 8-0 and score a triple-double during the last match, a "Conmessage will appear. Answer YES to start over as Charles Barkley (Tournament Mode only.)

BATMAN

1-Up Loop In Level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump on the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

BATMAN: RETURN OF THE JOKER

Passwords Level 2-2: NWKL

Level 3-1: LGZO

Level 3-2: GPTW

Level 4-1: GNKF

Level 4-2: KHCN

Level 5-1: QGVN Level 5-2: WBZT

Level 6-1: FFHG

Level 6-2: CKOG

Level 7-1: GPZT

BATTLETECH **Passwords**

Level 2: STJNNN

Level 3: GRBCHV Level 4: BBYLND

Level 5: BMBRMN

Infinite Ammo: BRN521

BATTLETOADS/DOUBLE DRAGON

Press B, A, Down, B, Up, Down at the character se-lect screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press Down, Up, Up, Down, A, B, B, A for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

BEAST WRESTLER

The following codes are for SP ATTACK MAGNUM DASH (1st Act) Vs. Voulsine (Match 2)—MONSTERROYOYOM

QQQFAQQK Vs. Airhohle (Match 3)—MONSTERROYOYOM

QQQVAQSA Vs. Ventor (Match 4)—MONSTERRAAQYQMWQI-GAOSII

Vs. Dycoon (Match 5)-MONSTERRAAQYQMWQI-GADCU

Vs. D-Biton (Match 6)-MONSTERRAAAWQ MWOPYAOKA The following codes are for SP ATTACK MAGNUM

DASH (2nd Act) Vs. Unknown (Match 1)—MONSTERRAAAWQM WOPYAOKA . Ulvolos (Match 2)—MONSTERRAAWADRDI-

HZOEF Vs. Allowena (Match 3)—MONSTERRAAAWADRDI-UZQRM

Vs. Octii (Match 4)-MONSTERRZXAWADRDI-UZORM Vs. Ploguraz (Match 5)—MONSTERRZXAJADRDIJX-

Vs. Hax-004 (Match 6)-MONSTERRZXZXADRFD-

Vs. Maclha (Match 7)—MONSTERRZXZXADRE

Vs. Ominos (Match 8)-MONSTERRZXZXAJRTWKX-

Vs. Blenadan (Match 9)—MONSTERRZXZXAJRT-

Hold A, B and C and hit START at the title screen.

BEAVIS AND BUTT-HEAD

Entire GWAR tickets: X B N E j J D I - x s V p G D

REYOND OASIS

Special Moves
Grand Spin: Hold B, rotate the D-pad clockwise

Flip Slash: Hold B, press Forward, Back, Forward and release R

Flash Stab: Forward, Forward, Forward, B

BIO-HAZARD BATTLE

Stage Select

As soon as the Sega logo appears, press and hold C. At the title screen, while still holding C, make a full clockwise circle on theD-pad, starting and end-ing at the Up position. You'll hear a sound that incates the cheat was activated. Press START to get the level-select menu.

BOOGERMAN

Passwords LEVEL 1: Flatulent Swamps

Scab Creature, Abdominal Sewer Man, Pus Creature, Miner Goblin

BOSS 1: Hick Boy Ghost, Nose Goblin, Ghost, Pus Creature LEVEL 2: The Pits

Pus Creature, Scab Creature, Ghost, Boogerman BOSS 2: Revolta Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogerville Scab Creature, Ghost, Abdominal Sewer Man,

Boogerman BOSS 3: Flyboy Boogerman, Pus Creature, Miner Goblin, Scab

LEVEL 4A: Mucous Mountains

Nose Goblin, Scab Creature, Ghost, Troll LEVEL 4B: Nasal Caverns Nose Goblin, Pus Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant Ghost, Scab Creature, Troll, Miner Goblin LEVEL 5: Pus Palace

Pus Creature, Boogerman, Ghost. Pus Creature FINAL BOSS: Boogermeister

Pus Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

Cheat Codes

Each of these cheats can be entered at the title screen.

All Levels Complete: Up, A, A, A, Down Jump Frenzy: B, A, B, C 99 Diving Suits: B, Left, Up, B 99 Portable Holes: Right, Up, B, B 99 Smart Bombs: C, C, C, Up, Down, C 99 Nerf Ballzooka Shots: B, A, Left, Left 50 Lives: B. Up. B. B. A. Invulnerability: C, A, B, C, Up, Down

BURNING FORCE Start With Ten Men

At the title screen, press B, A, B, A, A, C, A, A, then START.

CASTLEVANIA: BLOODLINES

Expert Level with Extra Lives Set the BGM on "05" and the SE on "073". Then press START to exit the menu. Let the game go back to the "Press Start Button" screen and press START for the "1P Start" screen. Press Up, Up, Down, Down, Left, Right, Left, Right, B, A, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

CENTURION: DEFENDER OF ROME

To start the game at one of the most powerful lev-



Sonic in the Can

One of the cool bonuses you get for working at a videogame magazine-besides playing games all the time is that game publishers sometimes do neat things to get you to notice their games. When Sega was pushing its big Sonic line-up this past Christmas, we received a six-pack of cans representing each title, ranging from Sonic 3D Blast on the Genesis and Saturn to the new Sonic 3D Blast on the Genesis and Saturn to the new Sonic game for the Pico system. The cans contained photos of the new games along with neat Sega pins, pens and an eraser. Unfortunately, these items were devoured by our always-hungry Editorial Assistant Deborah, who mistakenly thought that they were cans of Sonic Spaghetti-Os. Always check what's in a can before our act it kild. before you eat it, kids!





els with 11 consular legions and 35,0000 talents: TAGY-V6P5-QAAA-AH3K-VKVA-MIES To Rule the Empire:

ODUA-YO25-5555-55NK-VKXW-IPJI

CHUCK ROCK II

Level and Zone Skin

Press START to pause the game, then press B, A. Right, A. C. Up, Down, and A. The game will restart. Pause again and hold B and Right to advance a level, or hold A and Up to skip the whole zone. To go backwards, hold A and Left or A and Down while paused.

COLLEGE SLAM

Secret Teams

At the College Slam title screen—while the words "Press Start" are flashing—press Up, Down, Left, Right, Up, Down, Left, Right. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.

Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so: ↑>>×↓K+K↑>>×↓K+K↑. When the game starts, your player will be a mini-tornado who can knock opponents down just by running

Magic Jewel
If you successfully score enough jewels, a magic colored jewel will appear. If a column is about to reach the top and a colored jewel appears, place the colored jewel on top of the column, making sure part of the colored jewel is off the screen. I any match is made, the jewels disappear, but any part of the magic jewel that was off the scree will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 je./els.

Invincibility

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number

in order and pressing C: 3, 12, 17, 2, 2, 10, 2, 7, 7, 11

Remember to press the C button at each number. If you do this correctly, you'll hear Sketch say, "Oh, yeah!" Now press START to exit the jukebox and start the game; your energy bar will not go down. Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing C:

14, 15, 18, 5, 13, 1, 3, 18, 15, 6

Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press C to warp to different stages as follows:

- 1—Episode 1, Part 1 2—Episode 1, Part 2
- 3-Fnisode 2 Part 1
- 4—Episode 2, Part 2
- 5-Episode 3, Part 1 6—Episode 3, Part 2

Press START to exit the jukebox and start the

game; you'll start at the stage you chose. Secret Fart In most of the game's "panels," you can make

Sketch pass gas by rapidly pressing **Down** on the D-pad. It 's easier to do this if no enemies are near.

Stage Select/Sound Test Choose "Music Demo" and select "Twisted Flip-

per." While those words are on the screen, press

A, C, A, B, then start the game. Before you launch the ball, hold Up and press B to raise the "volume level" to the next stage (hold Down and press B to lower the "volume".) Now you can also enter a sound test by pressing A, B and C together.

CYBERBALL

Passwords for the San Francisco Hitmer

2nd week: UBBB B7VV LFVX 3rd week: UVBB BXBX LFOX 4th week: UXBB BFVI LFCS

5th week: UIBB BXIS OF8I 6th week: ULBB B5PS OF98

7th week: LIKER RSPS OFMI 8th week: UMBB B5PS OFAX

9th week: UOBB B5PS 9F81

10th week: UFBB B5PS OFNX 11th week: UCBB B5PS OFLI

12th week: U7BB B5PS OFSX

13th week: U4BB B5PS OFRI 14th week: URBB B5PS OFHX

15th week: UTBB B5PS OFFI

16th week: USBB B5P5 OFB1 17th week: UZBB B5PS OFDI: Playoff series

18th week: UUBB B5PS OFII: Playoff series 19th week: U5BB B5PS OF3X: Playoff series

Ending: UJBB B5PS OF41

Password for the Chicago Killers Ending: CGBB B8FB BB2V

CYBORG JUSTICE

Secret Option Screen

Press START to pause the game, then very quickly press C, B, B, C, C, A, C, B.

DAVID ROBINSON'S SUPREME COURT

Super-Short Games

At the "Options" menu, highlight "Minutes Per You can choose shorter quarter lengths if you hold down the A. B and C buttons all the way down to 20 seconds.

DINOLAND Mega-Bonuses

First, launch the ball and hold it on your paddle 'Bump" the machine 23 times (with the B button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multiballs if you can.

Cheat Password

Enter the password "DEVILCRASH" to start with eight balls instead of the usual three.

Change the Music

Enter the password "OMAKEBGM01" to play with different background music. Change the number at the end of this password to any number from

"00" to "04" for one of five different tunes. Start With 99 Balls and 13 Million Points

Enter the password "UFELFO78TL"

DRAGON'S REVENGE

Stage 1: LSRCIE8

Stage 2: CSABMJM

Stage 3: DSI36KR

Stage 4: ETTS8DL

Stage 5: FT438XR Stage 6: HV53955

DUNE: THE BATTLE FOR ARRAKIS

Atreides Passwords

2) Diplomatio 3) SpiceDance

4) EternalSun

6) FairMentat

7) ASHLIKENNY 8) SonicRlast

9) DuneRunner

Harkonnen Passwords

2) Demolition

3) SpiceSatur 4) BurningSur

5) DarkHunter

6) EvilMentat 7) IYSJOEBWAN

8) Devastato

9) DeathRuler

Ordos Passwords 2) Domination

3) SpiceSaber

4) ArrakisSun

5) ColdHunter

6) WilyMentat

7) SlyMelanie 8) StealthWa

9) PowerCrush

DYNAMITE DUKE

Secret Cheat Menu

At the title screen, press START for the option mode to appear. Then press C ten times and the START button to enter the cheat screen.

EARTHWORM JIM Weapon Power-Up (once per level)

Pause the game and press A, B, B, B, C, A, C, C. Energy Refill (once per level)

Pause the game and press A, C, C, A, B, B, A, C. Skip to Level 2

Pause on Level 1 and press Left, Right, A, B, C, Left, Right, A.

David Perry's Private Cheat Mode
With the game paused, press A+Left, B, B, A,

A+Right, B, B, A. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

Plasma Recharge
Pause the game and press C+Down, A, B, C, A, B,
A, C. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want. Extra Continue

Pause the game and press A, B+Left, A, B, A, B, C, A. Jim will say "Cheater!" Unpause the game an extra end-of-game continue. You can only do this once

Extra Jim

Pause the game and press B+Up, B, A, C, A, A, A, A. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as

Super Cheat Code

During the game, press the START button to pause, then enter the following code while the game is paused: A, C, C, A, B, A, B, Left. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item Secret Move

To trigger the Manta shield, just press Up+A+B. This move makes Jim invincible for a few seconds. Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (*) can only be done once per level-these are the

ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

 The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from,

then press A to make Jim reappear. The codes that give extra meal worms only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of

you if you've left it behind.
Bright "Pause" Screen—A, A, A, A, B, B, B, B
Warp to End of Current Level—A, B, B, A, C, B, B,

Warp to End of Game—C, A, C, A, B, A, A, Up warp to end or dame— C, A, C, A, B, A, A, Up Invincibility—A, A, A, Left, Right, Right, Left Map View Mode—A, C, C, B, A, A, B, Up Energy Refill *—A, B, C, A, B, C, A, B Energy Refill *—C, B, E, A, C, B, B, A Ammo Refill—C, B, B, A, C, B, A, A Extra Life *—A, B, C, C, C, A, A, A Extra Life—A, B, C, C, C, A, A, B Extra Continue *—A, A, C, C, B, A, Left, Left Extra Continue—A, A, C, C, B, A, Left, Right 10 Extra Meal Worms *—C, A, C, A, C, A, C, A 10 Extra Meal Worms—C, A, B, A, B, A, C, A 81 Meal Worms—A, B, C, C, B, A, B, B Mega Plasma Gun—C, C, C, C, A, A, A, B 3 Finger Gun—C, C, C, C, A, A, A, C Homing Missiles-C. C. C. C. A. A. B. A Barn Blaster—C, C, C, C, A, A, B, C Bubble Gun—C, C, C, C, A, A, B, B Bomb Teleport-C, A, B, C, A, B, Up, Don Warp to "Lorenzen's Soil"-A, A, C, C, B, B, A, A Warp to "Puppy Love 1"—C, C, C, C, C, C, A, A
Warp to "The Villi People"—A, B, C, C, Up, C, Left,

Right Warp to "The Flyin' King"—C, B, C, Left, Right, Left, A. B

Warp to "Puppy Love 2"—Left, Right, B, C, C, Left,

Right. A Warp to "Udderly Abducted"—Down, A, C, Left, Right, Down, A. C.

Warp to "Inflated Head"—B, B, C, A, B, C, Left, Right

Warp to "ISO 9000"—A, B, C, Right, Right, Right, Right, Right Warp to "Puppy Love 3"-Right, Right, A, B, C,

Left, Right, A Warp to "Level Ate"—C, C, Down, Down, A, Right, Right, Left

Warp to "See Jim Run—Run Jim Run"—B, B, C, Left, Left, Left, Right

Super Cheat Menu

art the game and move Ecco left and right. Press START to pause while Ecco is turning—you have to catch him while he's facing you. Next, press Right, B, C, B, C, Down, C, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more. Invincibility
Input a valid password, press START, and wait for

the screen that shows the name of the current level with your password. Press and hold A and START, and hold those buttons down until Ecco appears on the screen. Press START to unpause, and you'll be invincible.

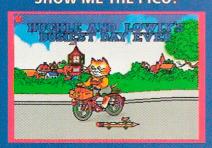
EL VIENTO

All the Magics

Press START to pause the game, then press Up. Left, Right, Down, C. Repeat this sequence five more times. Slow-Motion

Press START to pause the game, then press Up, Left, Right, Down, A. Stage Skip Press START to pause, then press Up, Left, Right, Down, B to skip stages, advancing to the next one.

SHOW ME THE PICO!



In case you haven't screen shots come from Sega's Pico system. It's a sepathe Genesis or Saturn and runs totally different softalmost entirely edfun, depending on how old you are.). A

the software is aimed at kids from ages three to seven, but you can still have some fun with the Pico if you're older. 3 * 3 2 1 bunch of titles are available and they teach every



"Color Bar" Test Pattern

Press A, B, C and START when the Wolfteam logo appears on the screen.

ESPN NATIONAL HOCKEY NIGHT

Extra Teams

Press Left, Right, C, A, B, B at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat. Brutal Menu

The code C, Right, B, Right, C, Right lets you have two more options when you "Turn Up the Heat."

Pong

The code B. C. C. C. Up. Down lets you play Pong using hockey players as paddles. Octopona

A, C, B, Up, Right, Up changes the simple Pong code by turning the Octopus into a puck.

EVANDER HOLYFIELD'S REAL DEAL BOXING

Green Boxer Password

At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press START.

Easy TKO

Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.

Win Without Fighting

Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press START, then choose to quit. At the training screen, you'll see that you have won the fight.

EX-MUTANTS

Cheat Menu

At the "Options Screen", set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit, press and hold A, B and C while pressing START.

F-15 STRIKE FAGLE II

Hidden Re-Supply Option
Choose "See Credits" from the "Options" menu. At the credit screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up. Start the game to find a new option called "Re-Supply." Use it to max out your weapons, fuel and decoys.

F-22 INTERCEPTOR

United States Passwords Mission 01: 0HG021

Mission 02: 0PG06D

Mission 03: 0TG0E0

Mission 04: 11G012

Mission 05: 15G0MA Mission 06: 19G0UM

Mission 07: 1DG163

Mission 08: 1LG1FO

Mission 09: 1PG1M6

Mission 10: 1TG1UI

Mission 11: 21G26I Mission 12: 2TG32I

Mission 13: 31G3UI

Mission 14: 35G4A

Mission 15: 39G56U

Mission 16: 3TG5IC

Mission 17: 41G62K

Mission 18: 45G6MJ

Mission 19: 4TG7A7

Mission 20: 5167QL

Mission 21: 59G8EI

Mission 22: 6109EM

Mission 23: 65Q9QA Mission 24: 690904

Mission 25: 6HG9UJ

Mission 26: 6LGAIJ Iraq Passwords

Mission 01: C6G022

Mission 02: CEG06L

Mission 03: CIGOA4 Mission 04: CM60EC Mission 05: CUG010

Mission 06: D2G0U2

Mission 07: D6O1EV

Mission 08: DAO1QM Mission 09: DQG2EJ

Mission 10: F2G3AI Mission 11: E6G428

Mission 12: FAGSE7 Mission 13: EEG5UR

Mission 14: FIGEOS Mission 15: EUG7MS

Mission 16: F2G7UR Mission 17: F6G8AS Mission 18: FAGRUR

Mission 19: FEGAIS Mission 20: FIKB61

Mission 21: FQGBUL Mission 22: FUGCEA Mission 23: G2GDQI Mission 24: G6UF6E

Mission 25: GILIEUO Mission 26: GMUHAI Korea Passwords

Mission 01: 7E002E Mission 02: 7M0060

Mission 03: 7001AA Mission 04: 820105 Mission 05: 8601U4

Mission 06: 84022D Mission 07: 8102E8 Mission 08: 8M042R

Mission 09: 8Q04MQ Mission 10: 8U05MV

Mission 11: 9A05UK Mission 12: 9106A9 Mission 13: 91106119

Mission 14: A2072C Mission 15: A608F4 Mission 16: AA08IJ

Mission 17: AF08U3 Mission 18: AIF9UU Mission 19: AMER6C

Mission 20: B20B47 Mission 21: B60BMN Mission 22: BAFCIL

Russia Passwords Mission 01: HJ0024 Mission 02: HR412H

Mission 03: 170101 Mission 04: IB02EI

Mission 05: IF02U6 Mission 06: 8A022D

Mission 07: 8102E8 Mission 08: 8M042R

Mission 09: 8004M0 Mission 10: 8U05MV

Mission 11: 9A05UK Mission 12: 9106A9 Mission 13: 9U06U9

Mission 14: A20720 Mission 15: A608F4

Mission 16: KB0CA1 Mission 17: KF0D2N Mission 18: KJ0DUU

Mission 19: KN0EIN The Aces Challenge Passwords

Mission 01: LJG02V Mission 02: I NG067

Mission 03: LRG0AN Mission 04: LVG0EU

Mission 05: M3G0I0 Mission 06: M7G0UG

Mission 07: MBG16T

Mission 08: MFG1EG Mission 09: MJG1MS

FATAL FURY Victory Counter

Choose "Control" from the option menu then highlight the "Point" option. Hold B and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

FLASHBACK

alk Through Walls

Walk up to a wall in any stage of the game. Turn away from the wall, then hold the A button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the A button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

"Easy" Level Passwords

Level 1: PIXEL Level 2: RETSY

Level 3: PANCHO

Level 4: STUDIO

Level 5: TOHO Level 6: AKANE

Level 7: INCBIN
"Normal" Level Passwords

Level 1: FALCON Level 2: DATA

Level 3: MMILORD

Level 4: QUICKEY Level 5: BUOU

Level 6: BUBBLE

Level 7: CLIP

"Expert" Level Passwords

Level 1: CLIO Level 2: ACRTC Level 3: BLUB

Level 4: STUN Level 5: MIMOLO

Level 6: HECTOR Level 7: KALIMA

Ending Code: CYGNUS

FLICKY Bikini Girl

If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

GALAHAD

Enter the password "LTUS" to start at World One with infinite lives

GARGOYLES

Secret Messages

Pause the game at any time and press A, B, Right, A, C, A, then press START to unpause. You'll get a secret message from the creators of Gargoyles. If you pause the game and press A, B, Right, A, C, A, Down, A, then press START to unpause, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're in terested in this, you can control the movement of the spheres as follows:

• Press START to pause

Press A to change the configuration of the

Hold Up to move the spheres closer together

 Hold Down to move the spheres farther apart
 Hold A and hold Left or Right to flip the spheres horizontally

 Hold B and hold Left or Right to flip the spheres vertically

• Hold C and hold Left or Right to rotate the

spheres . To get out of either "message" screen, hold A + B

+ C and press START. Refill Energy Pause the game at any time and press A. B. Right.

A, C, A, Down, A, B, then press START to unpause; you'll hear "Sega!" and your energy meter will be refilled.

Fireball Trick Pause the game at any time and press A, B, Right, A, C, A, Down, A, B, Right, then press START to unpause; you'll hear "Sega!" to confirm the code. Now you can throw fireballs by pressing A. Stage Skip

Pause the game at any time and press A, B, Right,

TIPS & TRICKS

A. C. A. Down, A. B. Right, A: you'll hear "Segal" and you'll immediately skip to the next stage.

GENERAL CHAOS

Secret Cheat Mode

Pause the game. Press and hold buttons A and B on Controller 1 and button C on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following fea-

Maximum Medics—Press and hold A and C on Controller 1 and R and Down on Controller 2 Battle Advance—Press and hold A, C and Up on

Controller 1 and B on Controller 2. Full-Scale War Advance—Press and hold A, C and Down on Controller 1 and B on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, sim-

ply reverse the commands; e.g. for max medics, press A+C on Controller 2 and B+Down on Controller 1.

GHOSTBUSTERS

Find a safe that's got money in it and is close to the entrance of a maze. Leave the maze with the safe. Enter that maze again and the safe and the money will be there again. You can repeat this procedure until you've got all the money you

HARD DRIVIN'

Practice Race with Other Cars on the Track Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track.

During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

HAUNTING STARRING POLTERGUY

More Points, More Houses In the first house, enter the grandfather clock in the dining room by pressing A. While in the clock, press B, C, C, B. Press A again to exit the clock. You'll now have 15,000 points and be in the second house.

In the second house, enter the toilet in the Jacuzzi Room and press C, C, C, B. You'll get 15,000 points

and be in the third house. In the third house, enter the garbage can in the garage. Press B, C, B, B and exit the garage. You'll be in the final house and get 45,000 points.

THE INCREDIBLE HULK

Hulk-Out Moves

These moves work when you achieve Hulk-Out status in the game.

Pile Driver: Grab enemy, then press A+B. Shoulder Charge: Forward, Forward, C, Forward.

Bear Hug: Grab enemy, then press A

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

Sound Test

On the game-mode screen, press START on Con-troller 2. Push Down to select the sound you want, then push A to begin the sound or B to end.

JAMES POND

Hold C + Left at the title screen and press START During the game, hold A, B and C and rotate the D-pad to open the Exit Door.

JAMES POND II—CODENAME: ROBOCOD At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap"

(the faucet). If you've done this properly, you'll











get a sparkling shield that will protect you from harm.

Power-Lin Code

You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket

Infinite Lives

In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman. Chest Menu

At the title screen, hold A+C, point the D-pad in the Down/Left position and press START to access

JENNIFER CAPRIATI TENNIS

New Players

To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND.SLAM" (enter a period between the two words and fill up the rest of the password with periods.) Secret Configuration Mode! Input the password "CON FIG" and fill up the rest

of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

JOHN MADDEN FOOTBALL

Super Bowl Passwords Minnesota vs. Denver: 3456712 Philadelphia vs. Miami: 7676767 Los Angeles vs. Houston: 7654321 San Francisco vs. Miami: 7651567 Philadelphia vs. Houston: 1777777 San Francisco vs. New England: 1717171 Philadelphia vs. New England: 6712345 San Francisco vs. Pittsburgh: 5671234 Los Angeles at Miami: 0473176 San Francisco at Denver: 0751000 San Francisco at New England: 0431000 Chicago at New England: 0613000 Philadelphia at Cincinnati: 5555500 Los Angeles at Kansas City: 2452300 Atlanta at Miami: 3452300 New York at Houston: 4452300 Washington at Buffalo: 5450000 Philadelphia at New England: 6450000 Los Angeles at Denver: 7450000 Philadelphia at Denver: 7450000 San Francisco at Houston: 6770000 Atlanta at Pittsburgh: 4770000 Atlanta at Miami: 7777777 Los Angeles at Cincinnati: 6777777 New York at New England: 5777777 Washington at Kansas City: 4777777 Chicago at Pittsburgh: 377777 Los Angeies at Pittsburgh: 277777 Philadelphia at Houston: 177777 Chicago at Denver: 04150000 San Francisco at Buffalo: 0515000 Minnesota at Buffalo: 0535000

JOHN MADDEN FOOTBALL '92

EASN Bowl Passwords (The NFC team is always the home team) Atlanta vs. Buffalo: C5LSS65H Atlanta vs. Houston: D72C835L Buffalo vs. San Francisco: DWJ4NLPV Buffalo vs. New York: B3H92V5N Chicago vs. Kansas City: B3FMKGMT Chicago vs. Buffalo: B3FM8FB5 Cincinnati vs. San Francisco: C536LLJY Cincinnati vs. Atlanta: D8NDDS0R Cleveland vs. Washington: CDCHGGS4 Dallas vs. Oakland: BDNZZTR1 Dallas vs. Buffalo: BPGHG9NI Denver vs. San Francisco: CLB168RX Detroit vs. Buffalo: BHL50XB6 Detroit vs. New Jersey: B29KH464 Green Bay vs. Cincinnati: BPCYNT78 Green Bay vs. Kansas City: BPCSHGX4 Houston vs. Washington: B0P2Z178 Indianapolis vs. Chicago: BOWH6T2K Kansas City vs. Dallas: DWMS4M9P

Kansas City vs. San Francisco: DWMWRBGS Kansas City vs. Chicago: FCH2G18B Kansas City vs. New Orleans: DGXNTKWT Los Angeles vs. Pittsburgh: BHJFGFVR Los Angeles vs. Houston: CG68WD8N Los Angeles vs. Buffalo: CG644SYN Miami vs. Green Bay: C2Z4ZSZS Miami vs. New York: B6KFSMCB Miami vs. Chicago: B6KJB9JD Minnesota vs. Cleveland: CC50N7W4 Minnesota vs. Seattle: BPKJRXWX New England vs. New Orleans: DG10WJCT New England vs. Minnesota: FCKCYYJB New Jersey vs. Washington: CS41LX68 New Jersey vs. Green Bay: C239PNST New Orleans vs. Oakland: DGJVYWM3 New York vs. Miami: BTCHRSRX New York vs. New England: BZ6173NK Oakland vs. San Francisco: BH4MBJ03 Oakland vs. New York: C25RBY07 Philadelphia vs. Miami: BTGBF4Y9 Phoenix vs. Denver: C5TCNYGV Pittsburgh vs. Detroit: CZ97JMSL Pittsburgh vs. Chicago: DWN8M06. San Diego vs. Washington: C8X8RT1V San Diego vs. Atlanta: CHK82337 San Francisco vs. Buffalo: C2TI 4P94 San Francisco vs. Miami: BDT18GSF San Francisco vs. Kansas City: CC7CDVLS Seattle vs. Minnesota: BLTF857X Seattle vs. New Orleans: D5KT9LWW Tampa Bay vs. Buffalo: CK5GV777 Tampa Bay vs. Cincinnati: DNBS1KMB Washington vs. Cincinnati: FB16WJWF

THE JUNGLE BOOK

Washington vs. Buffalo: B84R03CS

Extra Stuff/Warps

Each of these codes must be entered while the game is paused.

ress Up, Up, Down, Down, Left, Right, Left, Right, B. A to reset the timer, health meter and weapons supplies

To warp to Shere Khan, press A, C, A, C, A, C, A, C, BBBB

To reset the timer so that you only have 10 seconds left, press A, B, B, A, A, B, B, A.
Punch in Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down. The game will reset; when you restart, all of the characters will be upside down. Start next to Baloo by pressing B, A, L, U, U. Start next to Kaa by pressing C, A, A, B, C, A, A

Try A. B. B. A. C. A. B. B several times to change the screen into different colors. The last color in the series will be blood red!

To skip to the next level, press B, A, A, B, B, A, A B, A, B, B, A, A, B, B, A. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code B, A,

Down, C, A, Right, Left, A, Right, Down To start next to King Louie, press Left, Up, A, Left

To start next to the Witch Doctor Monkeys, type in Right, A, Down, B, A, Down. Debua Menu

On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code B, A, Down, C, Right, A. B. Left, A. Right, Down, B. A. Left, Left, C. Up Right, Left. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Press START to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press A to call a timeout. The game will continue with 36 minutes on the clock. If you do this again the second time the clock runs out, the game will continue with 100 minutes on the clock

JURASSIC PARK

Enter the password "NYUKNYUK". Press START and the message "SECOND CONTROLLER EN-ABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the B button on Controller 2 is at the galler. These the Bullet library to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold A on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

Password Trick Use the following password formula to start on

any stage IP O ARK

Change the parameters of this password by entering different characters in the third and fifth posi-tions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant,

or "1" through "5" for the Raptor.

Stage-Select/Sound Test Menu
Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<<" or ">>"), then press and hold A, B, C and START one button at a time in hold A, B, C and STAKT one button at a time, in that exact order. The "SECOND CONTROLLER EN-ABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a

Super Cheat Passwords

These codes will start you at any mission with ten lives and all of the co-pilots rescued.

RXVWT74S6KB—Campaign 2 9WT7NL6MHBV—Campaign 3 X7NL4SHPG94—Campaign 4 VL4S6MGCZVH—Campaign 5 WS6MHPZJFTZ-Campaign 6 TMHPGCFDYN3—Campaign 7 7PGCZJYK34X—Campaign 8 NCZJFD3BR67—Campaign 9

KRUSTY'S SUPER FUN HOUSE

Level Codes

WHOAMAMA: Stage Two FLANDERS: Stage Three BROCKMAN: Stage Four SIDESHOW: Stage Five SMAILLIW: Infinite Lives/All Doors Unlocked

LAKERS VS. CELTICS AND THE NBA PLAYOFFS

Start Playoffs with a Three-Game Lead

Enter LGQ HJK for the fourth game between the Celtics and the Spurs. Start with Game 1

Enter T#6 CGK for a game between the Pistons and the Lakers.

THE LAWNMOWER MAN

On any of the platform levels, press START to pause the game, then press Up, Right, A, B, A, Down, Left, A, Down. Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press B. To access a cheat menu—with invincibility, multi-plier and stage-select options—press C. With the code in place, you can use these cheats on any stage, not just the platform levels.

When "Press Start" appears on the title screen,

press A and START together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships. Full Power

Pause the game during play and enter the follow-ing code: Up, Right, A, Down, Right, A, C, Left, Up, B, and Up. Press START and all weapons will be

LOTUS II

Hidden Pod Game

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press B. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

LOTUS TURBO CHALLENGE

Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

MADDEN NFL 96

There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if-fo example-vou wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings

code, then move the cursor to the right and enter the Dragons code. All codes are entered with the A. B and C buttons.

AABBBCA—'80 Atlanta Falcons AABCACC—'70 Baltimore Colts AACAAAB—'68 Baltimore Colts

AACACRA—'64 Baltimore Colts

AACBBBC—'65 Cleveland Browns AACCACB—'93 Buffalo Bills

ABAAAAA—'92 Buffalo Bills ABAACAC—'91 Buffalo Bills

ABABBBB—'90 Buffalo Bills ABACACA—'73 Buffalo Bills

ABACCCC—'85 Chicago Bears

ABBACAB—'77 Chicago Bears ABBBBBA—'66 Chicago Bears

ABBCABC—'63 Chicago Bears ABBCCCB-'88 Cincinnati Bengals

ABCACAA—'81 Cincinnati Bengals ABCBBAC—'93 Dallas Cowboys

ABCCCABB—'92 Dallas Cowboys ABCCCCA—'78 Dallas Cowboys

ACAABCC—'77 Dallas Cowboys ACABBAB—'75 Dallas Cowboys

ACACABA—'71 Dallas Cowboys

ACACCBC—'70 Dallas Cowboys ACBABCB—'89 Denver Broncos

ACBBBAA—'87 Denver Broncos ACBCAAC—'77 Denver Broncos

ACBCCBB—'62 Detroit Lions

ACCARCA—'67 Green Bay Packers

ACCBACC—'66 Green Bay Packers ACCCAAB—'80 Houston Oilers

ACCCCBA—'69 Kansas City Chiefs BAAABBC—'66 Kansas City Chiefs

BAABACB—'62 Dallas Texans BAACAAA—'90 Los Angeles Raiders

BAACCAC—'83 Los Angeles Raiders BABABBB—'80 Oakland Raiders

BABBACA-'76 Oakland Raiders

BABBCCC—'67 Oakland Raiders

BABCCAB-'91 Los Angeles Rams

BACABBA—'84 Los Angeles Rams

BACBABC—'79 Los Angeles Rams BACBCCB—'68 Los Angeles Rams

BACCCAA—'84 Miami Dolphins

BBAABAC—'82 Miami Dolphins BBABABB—'73 Miami Dolphins

BBABCCA—'72 Miami Dolphins

MACROSS







which was the focus of PC Engine and Super Famicom games will released, but none that followed the original cast like this new title. As the screen shots reveal, Macross is scrolling shooter that

BBACBCC—'71 Miami Dolphins BBBABAB—'76 Minnesota Vikings BBBBABA—'74 Minnesota Vikings BBBBCBC—'73 Minnesota Vikings BBBCBCB—'69 Minnesota Vikings BBCABAA—'85 New England Patriots BBCBAAC—'76 New England Patriots BBCBCBB—'79 New Orleans Saints BBCCBCA—'90 New York Giants BCAAACC—'86 New York Giants BCABAAB—'70 New York Giants BCABCBA—'68 New York Jets BCACBBC—'80 Philadelphia Eagles BCBAACB—'60 Philadelphia Eagles BCBBAAA—'79 Pittsburgh Steelers BCBBCAC—'78 Pittsburgh Steelers BCBCBBB—'75 Pittsburgh Steelers BCCΔΔCΔ—'74 Pittshurgh Steelers BCCACCC—'75 St. Louis Cardinals BCCBCAB—'94 San Diego Chargers BCCCBBA—'81 San Diego Chargers CAAAABC—'66 San Diego Chargers CAAACCB—'63 San Diego Chargers CAABCAA—'94 San Francisco 49ers CAACBAC—'89 San Francisco 49ers CABAABB—'88 San Francisco 49ers CABACCA—'84 San Francisco 49ers CABBBCC—'81 San Francisco 49ers CABCBAB—'78 Seattle Seahawks CACAABA—'79 Tampa Bay Buccaneers CACACBC—'91 Washington Redskins CACBBCB—'87 Washington Redskins CACCBAA—'83 Washington Redskins CBAAAAC—'82 Washington Redskins CBAACBB-'72 Washington Redskins CBABBCA—Hall of Fame CBACACC-Hall of Fame II CBBAAAB—'95 All-Madden CBBACBA—'95 AFC Pro Bowl CBBBBBC—'95 NFC Pro Bowl CBBCACB—'95 Amsterdam Admirals CBCAAAA—'95 Barcelona Dragons CBCACAC—'95 Frankfurt Galaxy CBCBBBB—'95 London Monarchs CBCCACA—'95 Rhein Fire CBCCCCC—'96 Scotland Claymores CCAACAB—'95 EA Sports Team Madden CCABBBA-All '50s CCACABC—All '60s CCACCCB-All '70s CCBACAA—NFL Players Association I CCBBBAC-NFL Players Association II CCBCABB—NFL Players Association III CCBCCCA—NFL Players Association IV

MARIO LEMIEUX HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRA2" and press START—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press START. Choose "EXHIBITION" or "TOURNAMENT" and se-lect any team. At the "TODAY'S MATCH" screen, you can press Up or Down on the control pad to highlight any skill of your team or your opponer t's team, and press the A or B button to change that skill

Play on Black Ice

Enter the password "CEME NTBL ADES" and press START—the screen will say "BAD PASSWORD".

Next, highlight "CANCEL" and press START. Now begin the game, and you'll be playing on dark-colored ice.

MEGA BOMBERMAN

Stage Passwords Area 1-Jammin' Jungle Stage 2: 6800 Stage 3: 5120 Boss: 7420 Area 2-Vexin' Volcano

Stage 1: 4501 Stage 2: 8111 Stage 3: 7421

Stage 4: 1051

Boss: 3351

Area 3—Slammin' Sea

Stage 1: 4502 Stage 2: 8112

Stage 3: 7422

Stage 4: 1052

Boss: 3352

Area 4—Crankin' Castle

Stage 1: 6803 Stage 2: 0513

Stage 3: 9723

Stage 4: 3353

Boss: 5653

Area 5—Thrashin' Tundra

Stage 1: 8114 Stage 2: 2814

Stage 3: 1134

Stage 4: 5654 Boss: 7954

Area 6-Cruisin' Comet

Final Stage: 0515

MEGA TURRICAN

Stage Skip

Pause the game, press Right, Left, Down, Right, B and unpause

Unlimited Powe

Pause the game, press A, A, A, B, B, B, A, A, A and START

Press START to pause the game, then press Up, Up, Down, Down, Left, Right, Left, and Right on the D-pad. Then press A and B. Unpause the game. When you push forward, your character moves

Previous Level

Pause the game, press Right, Left, Down, Right, A. When you unpause, you'll return to the previous

M.E.R.C.S.

Faster, Smarter Enemies

Highlight Original Mode at the options screen, hold A, B and C and press START.

MICHAEL JACKSON'S MOONWALKER

Become the Robot

In each of the following cases, the child hostage noted must be the first one rescued when you reach that level

In level 2-2 go to the top of the garage, and rescue the only child up there, or...

In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or... In 3-3 go to the left side of the waterfall. Look

straight up and rescue the child above you.

MICKEY MANIA

Stage Select At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the Left for about five seconds you'll hear a jingle. Now you'll get a level-select menu when you start the game

MICKEY MOUSE IN CASTLE OF ILLUSION

At the end of the second level in Toyland, you'll come across a bag of marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,0000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

MICRO MACHINES

Press B, Down, C, Down, Up, Down, Left, Down while the game is paused to earn infinite lives.

Press Up, Down, A, B, Left, Right, C while paused for a faster vehicle; you'll notice a higher top

Press Left, Right, Left, Right, Up. Down, START, Down while paused for a higher difficulty level.

Press Left, Down, Up, Down, Right, Down, A, Down while paused for a much higher difficulty

Press A, Up, B, Down, C, Left, START, Right while paused for extra traction/better handling.

Press C, Up, Left, Right, A, B, A, C while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the

Super Password

Access to all missions, including Iron Hand and White Pegasus: WEXBJOISGIITES.

MIGHT 8 MAGIC—GATES TO ANOTHER WORLD

Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold Left, A and C, then release all three buttons at once. When the character menus come up, press Left repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.

Free Food

Choose the "Share" option from your command menu and select "Food". After repeating this several times, your entire party's food supply will be increased

MIKE DITKA POWER FOOTBALL

On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press START and go to the "Substitutions" menu. Replace your punter with a fast playerone with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running. When you get 15 or 20 yards past the line of scrim mage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a twoplayer game, the player who is being controlled by your opponent will be the only one who can move.

Conference Title: Washington vs. Atlanta-tiF1L4 World Championship: Washington vs. New

Conference Title: Miami vs. Cleveland-xjP1Dm World Championship: Miami vs. San Francisco yiP1Fi

MUBPA SPORTSTALK BASEBALL

If the computer team has men on second and third or bases loaded, press the B button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

MORTAL KOMBAT

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down Johnny Cage-Forward, Forward, Forward, A Kano-Back, Back, A

Rayden-Forward, Back, Back, Back, A Sub-Zero—Forward, Down, Forward, A Sonva-Forward, Forward, Back, Back, START

Scorpion-Up, Up (easier if you hold Block) Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind fly-ing in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll he sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage. Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press A, B, A, C. A. B. B. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A." with all fatalities and blood

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing Down, Up, Left, Left, A, Right, Down. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press START; you'll get a hidden configuration menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will
- be seen in the "Demo" mode (see below).

 Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage
- Demo—This option will show you different sequences from the game; just pick a scene and press the A button to view it.
- FLAGO/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- · FLAG4-Gives you Reptile hints before every bat-
- FLAG5—Gives you infinite credits
- FLAG6—The computer does fatalities on you in one-player mode. FLAG7—Locks in the background at the Palace
- Gates stage all the way up to the endurance Blood On—Turns on the blood effects and ar-
- Cheat On—Turn this "Off" to deactivate all of
- the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Man—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find the hidden character, Reptile.

MORTAL KOMBAT II

At the options menu, put the cursor on "DONE!"



should look incredible, given the parallax and 2 will be plenty of animat-ed story cinemas and although the action is 2-D, the vehicles are modmore realistic look Judging by past shooters such as Darius and Parodius, the Saturn has proven itself in this category (but then again, so has the Genesis and other

systems). It should be available (in Japan) by the time you read this; no American release has been

Developer: Big West/ Bandai Visual Release: January 1997

Keep your eyes open and write in with your requests for more Anime!

T&T Anime clo Tips & Tricks Magazine 8484 Wilshire Blvd., Suite 900 Beverly Hills, CA 90211





and press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put ei-ther character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more. Fergality

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press Away, Away, Away, Block. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version

MORTAL KOMBAT 3

Play as Smoke

When the MK3 logo appears at the beginning of the game and you hear a gong, press A, B, B, A, Down, A. B. B. A. Down, Up. Up. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two player modes.

Endurance Mode At the main menu, highlight the words "Start Game", hold the A and C buttons and press START. This takes you to a hidden character-select screen in which both players can choose up to ght fighters for an Endurance match. Press START to register for the battle, then use Left and Right on the D-pad to choose a fighter for each box in the line-up. Press B to choose a fighter at random for the current box, or hold Up and press START for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate. Secret Cheat Menus

At the main menu, press A, C, Up, B, Up, B, A, Down. A new menu item called "Cheats" will ap pear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the num ber of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biogra phy simply by pressing the START button.

main menu, press B, A, Down, Left, A, Down, C. Right, Up. Down, Another new menu item called "Secrets" will appear. The "Timer" op-tion allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the START button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is C. Right, A. Left, A. Up, C. Right, A. Left, A, Up, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, ba-balities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the LOW KICK button.

If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the LOW KICK button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters-but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

MUTANT LEAGUE FOOTBALL

Darkstar Dragons: FMK3XYSL1Q Deathskin Razors: 1CK111111H Icebay Bashers: 2CK111111D Killer Konvicts: HGK1111111 Midway Monsters: 3CK111111F Misfit Demons: IH111111G Psycho Slashers: GMK111111D Rad Rockers: 5CK111111M Road Warriors: BDK111111J Screaming Evils: KLK111111L Sixty Whiners: CBK111111J Slaycity Slayers: LJK111111M Terminator Trolz: MLK111111J Turbo Techies: NMK111111Q Vile Vulgars: 4CK111111L War Slammers: DCK11111129 Kill the Referee Press A, C, C as the team lines up.

MUTANT LEAGUE HOCKEY

Password

Play as the Lizard Kings against the Mutant Mon-sters in the Monster Cup Championship by entering 3BFL2XLBKRRSI

Playoffs—Liars vs. Slayers: PBXTTYPKSOP7B

Monster Cup Championship—Trolz vs. Bots: GVSLBN3J884XG

Monster Cup Championship—Things vs. Slammers: BCV6CMW7DNX8F

NBA HANGTIME

Secret Power-Ups
Each of these codes should be entered at the "Tonight's Matchup" screen just before the game

ABA Ball—Hold Right, press A, B, C Rooftop Court-Press Left, Left+B, Left, Left+B Hawaii Court-Press B. A. Right, Right, A. C. Up.

No Drift-Press Down, Down, B, A Computer Assistance Off—Hold Right, press C, C In addition to the above codes, the following power-ups can be activated by using the A, B and C buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode—111 Fast Pass—127

Max. Speed—284 No Pushing-390

Hyper Speed—552 Max Block-616

Max. Steal Ability-709 Max Power-802

Goaltending Allowed-937

Special Guest Players

press B

To access hidden characters, enter your initials as follows Mark Turmell: Enter MJ, highlight T, hold START

and press A. Sal DiVita: Enter SA, highlight L, hold START and

press C. Jamie Rivett: Enter RJ, highlight R, hold START and

Bill Clinton: Enter AR, highlight K, hold START and press A Al Gore: Enter NE, highlight T, hold START and

Dan "Weasel" Feinstein: Enter SA, highlight X. hold START and press C. Asif "Chow-Chow" Chaudhri: Enter CA, highlight

R, hold START and press C. Tom "Scruff" Rademacher: Enter RO, highlight D,

hold START and press B.
Eric "Kabuki" Kuby: Enter QB, highlight "■" (the

space character), hold START and press A. Eric "Air Dog" Samulski: Enter Al, highlight R, hold START and press A.

Warren Moon: Enter UW, highlight "■" (the space character), hold START and press A.

George "P-Funk" Clinton: Enter DI, highlight S, hold START and press C. Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press A, then press and hold A. B and Down until the tip-off

"Juice Mode": Press A 13 times, then press and hold B and C until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 14 times.

Power-Up Defense: Press A five times

Power-Up Turbo: Press A 13 times, then press and hold A, B and C until the tip-off.
Power-Up Fire: Press B seven times, then press and

hold B. C and Up until the tip-off wer-Up Dunks: Rotate the D-pad 360° and press

the B button 13 times.

NBA JAM TOURNAMENT EDITION

ecret Character Initial Code:

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press C.

Hugo (team mascot): Highlight "H", press A; hig light "G", hold START and press C: highlight "O". hold START and press A

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "■" (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B.

Jazzy Jeff: Highlight "J", hold START and press C; highlight "A", hold START and press A; highlight Z", hold START and press A. Fresh Prince: Highlight "W", hold START and press

C; highlight "I", hold START and press B; highlight "L", press A. Larry Bird: Highlight "B", hold START and press A;

highlight "R", hold START and press C; highlight "D", hold START and press A.
Frank Thomas: Highlight "S", hold START and

ress B; highlight "O", press A; highlight "X", hold START and press A. Randall Cunningham: Highlight "P", press A; high light "H", hold START and press A; highlight "I",

hold START and press C.
Mike D: Highlight "M", hold START and press C;

highlight "K", press A; highlight "D", hold START and press C. AdRock: Highlight "A", press A: highlight "D"

hold START and press C; highlight "R", hold START and press B. MCA: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight

A", press A Mark Turmell: Highlight "M", hold START and

press A; highlight "J", press A; highlight "T", hold START and press A. Jamie Rivett: Highlight "R", press A; highlight

hold START and press A; highlight "R", hold START and press C.
Sal DiVita: Highlight "S", hold START and press A;

highlight "A", hold START and press C; highlight ". press A.

Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight "\(\bigcup "\) (the space character), hold START and press B.

Tony Goskie: Highlight "T", hold START and press B; highlight "W", press A; highlight "G", hold

START and press A.

John Carlton: Highlight "J", hold START and press C; highlight "M", hold START and press C; highlight "C", hold START and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold

START and press B.
Kirby: Highlight "C", hold START and press B; highlight "K", press A; highlight "\" (the space character), hold START and press C.

Snake: Highlight "G", hold START and press A; highlight "O", hold START and press C; highlight

highlight "O", hold START and press & manage.
"F", hold START and press B.
Falcus: Highlight "J", hold START and press A;
highlight "F", press A; highlight "B" (the space
character), hold START and press C.
Muskett: Highlight "M", hold START and press B;
highlight "C", hold START and press B; highlight

highlight "C", hold START ar "M", hold START and press C. Hill: Highlight "N", hold START and press A; highlight "D", hold START and press B; highlight "H",

hold START and press A. Chow Chow: Highlight "A", press A; highlight

"M", hold START and press A; highlight "X", hold

START and press C.
Weasel: Highlight "A", hold START and press B;
highlight "A", hold START and press A; highlight

"Y", hold START and press C. Brutah: Highlight "L", hold START and press A; highlight "G", hold START and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold START and press B; highlight "N", hold START and press A.

Facime: Highlight "X", hold START and press B; highlight "Y", hold START and press B; highlight

"Z", hold START and press A.
Blaze: Highlight "B", hold START and press C; highlight "L", press A; highlight "Z", hold START

Kid Silk: Highlight "K", press A; highlight "S", hold START and press B; highlight "K", hold START and

press C. Scooter Pie: Highlight "H", hold START and press A; highlight "T", press A; highlight "P", hold START and press C.

Moosekat: Highlight "M", hold START and press B; highlight "P", hold START and press C; highlight press A

Air Dog: Highlight "A", hold START and press C highlight "I", press A; highlight "R", hold START

and press B.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B Quick Hands: Left, Left, Left, A, Right Max. Power: Right, Right, Left, Right, B, B, Right Powerup Goaltending: Right, Up, Down, Right,

Down, Up Powerup Fire: Down, Right, Right, B, A, Left Powerup Turbo: B, B, B, A, Down, Down, Up, Left Powerup Offense: A, B, Up, A, B, Up, Down Powerup 3-Pointers: Up, Down, Left, Right, Left,

Powerup Dunks: Left, Right, A, B, B, A

Powerup Push: Down, Right, A, B, A, Right, Down Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, A, A Push One Opponent and Only Teammate Falls: Up,

Up, Up, Up, Left, Left, Left, A, B Teleport Pass: Up, Right, Right, Left, A, Down, Left Left Right B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A. A. Down Speed Up: Up, Up, Up, Up, Left, Left, Left, B,

Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right

NBA LIVE '95

Start an exhibition game and choose teams. Go to

MOLDIVER

Moldiver is a comedic series about Mirai and Hiroshi who share a suit that gives them super powers, but only for



a limited amount of time. They struggle with a bad group of ladies in armored suits while trying to live as normal a life as possible. As you can see from the picture on the far right, the subtitled versions come with goodies like a poster and postcard with information about the title or

\$19.95 (dubbed) \$24.95 (Subtitled) Volume 1-5 Available Mature audiences





information sheet come inside.



the player selection screen and push Up on the Dpad. The words "Player 1" will change to "Start New." Press START to get to the password screen. On the password screen type in "REFLOG." (That's GOLFER spelled backwards.) You'll get a playable demo of a golf game.

NFL SPORTSTALK '93

San Francisco 49ers Passwords

Week 2: 4W1DCBBBDD

Week 3: 4W1FFBBBDD

Week 4: 4W1GKBBBDD Week 5: 4W1HTBBBDD

Week 6: 4W1J?BBBDD

Week 7: 4W1K?CBBDD

Week 8: 4W11 2FRRDD

Week 9: 4W1M?KBBDD Week 10: 4W1N2TRRDD

Week 12: 4W10??CBDD

Week 13: RW1R??FBDD

Week 14: 4W15??KBDD

Week 15: 4W1T??TBDD

Week 16: 4W1V???BDD

First Round Playoffs: 4W1V???BDD NFC Championship: 4W1X???FDD

Super Bowl: 4W1Y???KDD

NHL '95 30-Second Periods

When the Controller Configuration screen comes up, hold A, C and START, then release. The Scouting Report screen will come up, so press and hold A, C and START again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 sec-

NHL HOCKEY

Skate Through the Crowd

Start a two-player "teammates" game with penalties turned on. If your player is called by the ref-eree as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience

OUTLANDER

Level 1: FYBY10ZF024000 Level 2: 89D020JCYY8CZ8

Level 3: P69HOSK7YCKCX Level 4: TZZY2159Q9YK80

At the first title screen, press START, then press the A button 11 times, press B three times and press C eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Se-lect" options at the bottom. Set the Mode number to activate different power-ups and cheat effects as follows:

Mode 1: You can drive through your opponents' cars without collisions

Mode 2: You can drive even after the timer runs

Mode 3: Combines the effects of Modes 1 and 2. Mode 4: The programmers' debugging codes ap-

pear on the screen. Mode 5: Combines the effects of Modes 1 and 4

Mode 6: Combines the effects of Modes 2 and 4 Mode 7: Combines the effects of Modes 1, 2 and 4.

Mode 9: Combines the effects of Modes 1 and 8 Mode 10: Combines the effects of Modes 2 and 8. Mode 11: Combines the effects of Modes 1, 2 and

Mode 12: Combines the effects of Modes 4 and 8. Mode 13: Combines the effects of Modes 1, 4 and

Mode 14: Combines the effects of Modes 2, 4 and

Mode 15: Combines the effects of Modes 1, 2, 4

OUTRUN 2019

Hold the C button and press START at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

PAC-MAN 2: THE NEW ADVENTURES

Original Pac-Man and Pac Jr

Enter the code PCMNORG at the password screen to play the original Pac-Man.

Enter the code PCJRDPW at the password screen

to play Pac Jr. Sound Test Enter SO*NDTP

Pattern Test

Enter P*TT*RN.

Time Trial

Enter TR**LMP for the Time Trial.

(Note: * represents the Pac-Man symbol.)

PETE SAMPRAS TENNIS

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

PGA TOUR GOLF II

Never Drop a Shot When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

Get to the Chapter 1 screen, then press C A B A

THE PIRATES OF DARK WATER

Stage Passwords

Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passcodes: IITBDIA—Port of Citadel

NCOOKIE-Citadel to Port RITAZIM—Port to Citadel JESSICA—Citadel to Mountains

ALEXISK—Port to Mountains SCOOBYD—Mountains to Janda

STOYODA—Andorus to Bridge TADSHIM—Bridge to Andorus (full sword) ALARTUS—Andorus to Maelstro

DARRINS—Bridge to Maelstrom (full sword) MALCOLM—Maelstrom to Caverns (full sword)

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Hold A and C on Controller 1 and B on Controller 2, then turn the Genesis on. Start the game, then press START to pause. Press A on Controller 1 to refill your health meter, B on Controller 1 to become invincible or C on Controller 1 to bring up a

PITFALL: THE MAYAN ADVENTURE

At the title screen press B, Right, A, Down, Right Up, B, Left, A, Up, Right, A, Up (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press Up or Down on the D-Pad to switch levels.

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

99 Weapons Power-Up

At the title screen, press Right, A, Down, B, Right, A. B. Up. Down. Go to the ABC Simon Game

At the title screen, press B, A, Down, C, Right, A, B

(BAD CRAB)

Direct to 2600 Pitfall!

At the title screen, press Down, then press A 26 times and press Down again.

POWER MONGER

Conquest Password
Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RADICAL REX

Stage Select
At the Title Screen, enter A, C, Down, Right, Up, B on Controller 2.

Tengen Team

Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team

RED ZONE

Mission Passwords Mission 1: ACCCBCABBAB

Mission 2: ABACBCBCABA

Mission 3: ACCCBCABBCA Mission 4: ABACBCBCACC

Mission 5: BAAABBBCCBB Mission 6: ABBABCAABCA

Mission 7: BAAABBCAAAA Mission 8: ABBABCAACAC

Mission Passwords + Invincibility

Mission 1: BAABAACBCBA Mission 2: ARRRARACERC

Mission 3: BAABAACBCBA Mission 4. ARRRARACRAC

Mission 5: BAACAABAACA

Mission 6: ARRCAACACCC Mission 7: BAACAABAABA

Mission 8: ABBCAACACBC

Enter the password ABCACACBCAC. If both con trollers are hooked up when you enter the code, the game will be in two-player mode.

RINGS OF POWER

Hold A, B, C, START, and point the D-pad into the Down/Right position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

RISTAR

heat Passwords

Enter the following passwords for different ef-

MUSEUM—Boss Rush Mode DOFEEL-Practice Bonus Rounds

ILOVEU—Stage Select

SUPER-"Super" difficulty level appears at the option screen

MAGURO—Adds a freaky new option to the sound test menu XXXXXX—Cancel all passwords

ROAD RASH II

irst Place Passwords Level One

00D8 110N: ALASKA / \$2,000 00DH 101B: HAWAII / \$3,000 035P 1130: TENNESSEE / \$4,000

02J0 117G: ARIZONA / \$5,000 02U9 10F5: VERMONT / \$6,000 Level Two

05BH 010S: ALASKA / \$3 250 038B 1MIV: HAWAII / \$5,250

0410 AN33: TENNESSEE / \$7 250 05RB 2N73: ARIZONA / \$9,250 06IR OMEC: VERMONT / \$11 250

08DA 3NOP: ALASKA / \$4,500

0AUB 3M1D: HAWAII / \$8,500 06A4 3C30: TENNESSEE / \$12.500 08T4 RD7M: ARIZONA / \$16,500 ODE5 RCF8: VERMONT / \$20,500

0G04 KC0K: ALASKA / \$11,500 09ET C918: HAWAII / \$17,500 0DQD 4932: TENNESSEE / \$23,500 DIAT 4976: ARIZONA / \$29 500

ONGD 49FE: VERMONT / \$35,500 Level Five 0QQT 590V: ALASKA / \$18,500 OFGI 5113: HAWAII / \$28,500

0M44 5J3L: TENNESSEE / \$38,500 01UK 5170: ARIZONA / \$48.500 25U5 5JFD: VERMONT / \$58,500 Secret Bike

At the title screen, hold Up+A+C and press START. Now you can choose the secret bike, the Wild Thing 2000.

Start with any Bike

Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then pick a one-player game and hit START. Now you can choose any bike from the shop.

ROBOCOP VS. THE TERMINATOR

54 Lives

Press C. B. A. B. B. A. B. B. C. B. B. C. C. B. B. C. B. C. A, C, C, A, A, A, B, B, B, A, C, A while paused. No the game includes lady killers, skeletons afire and a new "Game Over" message.

Press C, C, A, A, B, B, C, C, A, A, B, B while the game is paused. You'll find a secret level and earn 54 lives

Weapons Select

Press B, A, C, C, C, A, B, B, A, C, C, C, A, B while paused. Next, start the game again and hold Down+A+B+C to choose different weapons. "TurboCop" Mode

Press A. B. C. C. B. A. C. B. A. C. B. A. A. A. A. C. A. C. B, C, A, C, A, C, A, B, C, B while paused. Now you can do mega-jumps and rip through the levels as "TurboCop.

Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

Drop Through the Floor Pause the game and press A, B, C, C, C, B, A. Hold Down on the D-pad and press C to drop down to the next level.

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, quickly press Up, Down, B, Left, Right, B. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose Blood Code

At the Options screen, quickly press A, B, C, C, B, A. The screen will flash: now there's blood in the

SHINING FORCE II

Configuration Mode

As the Sega logo starts to appear, quickly press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold



Capcom Gal's

That's right: a calendar featuring nothing but new year. There is a cool cover ilmonths per picture, darn it) which are made up of existing



images from other sources like the Capcom illustration book. It is still a beauty to look at. Track down

book store anywhere



the START button and press A, B or C. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold START and press A, B or C to get four new configuration options:
• Special Turbo: Answer "Yes" to speed up the

- game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat
- sequences.
 Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies con by allowing the computer to control your players during battle
- Game Completed: This option will modify your adventure as if you've already beaten the game

SHINOBI III: RETURN OF THE NINJA MASTER

Infinite Shuriken

Visit the "Options" menu and change the "S.E." visit the Options mend and change the S.E. (sound effect) setting to "Shurikins" [sic] Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol. Invincibility Code

Choose "Options" from the title screen and high-"Ilight the "Music" option. Choose the tune called
"HE RUNS" and press B to listen to it, then play
"JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed B at each song and played them in the correct order, you should have heard a brief tone when you hit B at the last tune: the invincibility code is in place.

SKITCHIN'

Hidden Warp
To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC THE HEDGEHOG

Stage Select At the title screen, press Up, Down, Left, Right You'll hear a chime Now hold the A button and press START to get the stage-select menu.

Suicidal Demo

At the gameplay demo, press and hold A, B and C. Sonic will run into things and die.

In Level 1-2, get the 1-Up on top of the loop-de loop, then get the invincible stars and jump over the lamp post. For an additional 1-Up, collect over 100 rings; then throw yourself onto the spikes and repeat until you have lots of lives.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65 9 and 17. Next, Hold A and press START at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code Up, Up, Down, Down, Up, Up, Up, Up when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this par of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called
"Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages,

but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to ise through all parts of the level, highlight or of the working Sonic 3 levels at the stage-select menu, hold the A button and press START. While you're in the game, use the B button to access the Debug feature. Hit A to scroll though all of the Debug items and C to place them.

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of Sonic & Knuckles. If the screen says "No Way! No Way?" press A+B+C to access randomly-generated sphere

SPIDER-MAN (VS. THE KINGPIN)

Cheat Code

At the options screen, put Spidey next to the "Level" option, press and hold START on Controller 2, then press and hold A, B and C on Controller 1. While holding those buttons down, point the D-pad on Controller 1 **Up**, then diagonally in the Up/Right position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press START to pause, then press A to refill your web fluid, B to refill your health meter, C for five seconds of invincibility or A+B+C to warp to the end of the current stage

STEEL EMPIRE

Stage Select

Go to the Options menu and highlight "Sound Test." Press A to listen to the sounds in this order: Sound 1, Sound 1, Sound 9, Sound 2. A round se lect option will appear at the bottom of the

100 Ships

Go to the Options menu and set up the options as follows: Difficulty—Hard, Ships—2, Continues— Now move to the Sound Test, select Sound 65 and press A. You won't hear any sound, but when you start the game you'll have 99 ships in reserve. Weapon Power-Up

Set up the options as follows: Difficulty—Hard. -3, Continues-2. Now move to the Sound Test, select Sound 77 and press A. You won't hear any sound, but when you start the game you can gain Level 20 firepower by pressing B on Controller 2 while the game is in progress 99 Bombs

At the ship select screen—the one that lets you choose between the biplane and the zeppelin press C. A. C. A. START, B on Controller 2. Now you'll start the game with 99 bombs in reserve.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: Down, Z, Up, X, A, Y, B, C THREE-BUTTON CODE: Down, C, Up, A, A, B, B, C
Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode

STREETS OF RAGE 2

Play Same Character
At the title screen, press and hold Right and B on Controller 1, press and hold Left and A on Controller Two, then continue to hold those buttons while you press C on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character.

SUNSET RIDERS

99 Continues Choose "OPTIONS" from the title screen and set

the "SOUND" to "OE", then press A to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press A: then, when your character looks up, quickly press the A, B and C buttons at the same time and release them. You'll start the game with 99 credits in reserve.

Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against

China: HLXLA Japan: RLVLK Italy: RMXRU France: RUFOR Holland: RSAAV Brazil: ROVA2 Russia: RP.VE

SYLVESTER AND TWEETY IN CAGEY CAPERS

Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press START during the game.

Extra Time-Press START to pause, then press Up, A, B, C, C, A, Up, C, C, C, Up. The clock will be reset to zero.

• Extra Energy—Press START to pause, then press A, A, B, B, A, B, C. Sylvester's health will be re-

- Extra Points—Press START to pause, then press C, C. C. C. B. C. A. A. C. B, A to increase your score by
- Extra Continues-Press START to pause, then press Right, Left, A, A, B, Up, C, A, B, B, C to add an extra continue to your reserve. Repeat when-ever necessary to keep your continues maxed out.
- Invincibility—Press START to pause, then press B B, Up, A, Left, Right, Down, Right, B, B, C for temporary invincibility.
- "Mayhem Express," you can pause the game and press C, C, B, C, A, B, C, A, B, C, Down and unpause skip to the next stage.
- · See End Credits-To skip to the end of the game and see the credits, press START to pause and press Down, Right, A. B. B. B. C. C. B. A. A.

T2: THE ARCADE GAME

At the title screen, press Up, Down, Left, Right Up, Down, Left, and Right. You'll hear "excelle When you start to play, press START to pause the ame, then simultaneously press B and C to skip that stage. Unlimited Firenower

Use a rapid-fire controller to fire the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire con troller, just tap the button rapidly

TAZ IN ESCAPE FROM MARS

When the Sega logo appears, press and hold A+B on Controller 1 and B+C on Controller 2. When the game starts, press START to pause. Hit any button and the cheat menu will appear.

TAZ-MANIA

At the title screen, hold A. B and C on both con trollers while pressing START on controller one. You should hear a chime. Next, start the game. Press A while the game is paused, and your health meter will be refilled when you unpause Pressing B while the game is paused gives you partial invincibility. Press C while paused to see the number of the current stage, which can be changed by pressing Left or Right on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the START button

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTER

Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the follow ing desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo: ←→ > + C+C Michaelangelo: →← ∠ ↓+C Donatello: →← ¥ ↓+C Raphael: ←→ ¼ ↓ ℓ +C Casey Jones: →←→+C (in close) Ray Fillet: ←→> V L V +C April O'Neil: ← ¥ ↓ >+C (in close) Sisyphus: ←→ ¼ ↓ K+C

THUNDER FORCE III

During play, press START to hause, then press Up ten times, B once, D twice and finally, press B once. This sequence will give you all the weapons Press A for the claw, and then START to unpause the game.

TINY TOON ADVENTURES BUSTER'S HIDDEN TREASURE

Level 5: MMBK DDLL DLBG LLDD LDTG Level 6: HUBB DDDD DDBK DDLL LDTN Level 7: UBBB DDLL LDBB LLLL LDDO Level 8: YBBB MDLL LLBB DDLL LDMQ Level 10: ZBBB TGLD LDBB TLDL LLNG Level 11: PBBB TKLD DLBB TGDL DI NV Level 12: YBBB TZDD DLBB TKDD LDNT Level 13: OHRR TZGL LIBB TZDL LDZM Level 14: MHBB TZKD LDBB TZGD LLTM Level 16: 7BBB TZBG DDBB TZBD DLBB Level 17: PRBB TZBK DLBB TZBG DDRZ Level 18: YRBB TZBB DDBB TZBK LLRG Level 19: ZRBB TZBQ DLBB TZBB DLRX Level 20: ZHBB TZBO GDBB TZBW DLHY Level 21: VNBB TZBQ KLBB TZBQ GLJY Level 22: KJBB TZBW ZLBB TZBW KLMM Level 23: XIRR T7RW 7GRR T7RW 7LTR Level 24: JJBB TZBW ZGBB TZBW ZLTB

TOMMY LASORDA BASEBALL

Erase Third Strike

If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press START several times before you get it to register. Now press C to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened.

TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu. Director's Cut

Enter the password RUBE. Start the game. Fighter 2 is headless and bleeding.

Stealth Mode

Enter the password FQSTER. Start the game. Fighter 2 is the Noob Saibot of Toughman Boxing. To the Death Mode
Enter the password 2LT. Start the game. Time is in-

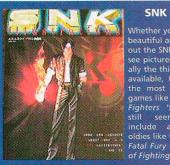
finite. The first fighter to get three knock-downs

Caffeinated Mode

The paper stock is very thick and the colors are reproduced with amazing clarity. There are a good number of never-before-seen pieces of art, like storyboard

Enter the password HYPER. The game is played at double speed Iron Man Mode

Enter the password MAXX. Fighter 1 takes no damage. Use this to try to finish the game, but remember that invincibility does not necessarily guarantee a victory, since the computer-controlled opponent can still beat you on points.



SNK Illustration Collection

Whether you're a fan of Neo•Geo games or just beautiful art in general, you may want to check out the SNK Illustration Collection. The one you ally the third book available, but has the most current





All The Moves

Enter the password MRBUCKEYE. Start the game You can throw all of the power punches no matter what fighter configuration you set up. Little Napoleon

Enter the password WEASEL. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots

Whoop Ass Mode

Enter the password SUPERG. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man

Enter the password NUCLEAR. Start the game. Your opponent is glowing with nuclear waste

TOY STORY

Complete the game's first stage; then, at the start

of the second stage ("Red Alert!") you must col-lect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold Down on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game

At the start of the game, wait for the Toy Story title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing A, B, Right, A, C, A, Down, A, B, Right, A. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit START and press A while the game is paused to warp immediately to the end.

TYRANTS

To play a hidden game that's based on the classic Williams shoot-'em-up, Sinistar, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the B button to shoot at your enemies and use the C button to fire the Sinibombs

URBAN STRIKE

Passwords Baja Oil Rigs: CNHLGBR4NBF Inside Main Oil Rig: ZLGBWD3PFZD Mexico: BWDR6MJYNM San Francisco: NDR63P7VZLT Alcatraz: H63PMJT4SYL New York: LPMJ7VSXFZF Las Vegas: GJ7VT4FKYNM Casino: BVT4SXYCZLT

Vegas Underground: WR63PMT4SYL ecial Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password YCZ9NHLGBT7.

To begin the game in Mexico with 16 lives, enter

the password 9G6T9BR6S3V.

VALIS

At the title screen, simultaneously press and hold A, B and C, then press START. When the music selection screen appears, use any button to change

VALIST View Cinema Displays

At the title screen, hold A. C. Up and Left, then press START

Stage Select

At the title screen, hold Up, A, B and C, then press and hold START. When a black screen appears, re lease the buttons and the stage select menu will show up.

Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next. make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day

Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb. the Sega logo will go dark and the background will stop moving.

Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press START to pause, enter the code, then press START to unpause. Try the following codes while the game is paused for different ef

ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)—Refill your energy counter at any time. BALL or BALD (B, A, Left, Left or B, A, Left Down)-See the programmers' debugging coordi-

ABACABB (A. B. A. C. A. B. B)-Five dots will ap pear around Vectorman and follow him wherever he goes.

DRACULA (Down, Right, A, C, Up, Left, A)-Wher you get hit, the game will slow down in order to

help you to recover safely.

CALL A CAB (C, A, Left, Left, A, C, A, B)—Vector man turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

At the Options menu, press A. B. B. A. Down, A. B. B, A. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

VECTORMAN 2

Press START at any time during the game to pause, then press B, A, B, A, Left, Up, Up. When you unpause, you'll find that your energy has been refilled. Repeat whenever necessary to keep your health maxed out.

Add Extra Lives

Press START at any time during the game to pause, then press Right, Up, B, A, Down, Up, B, Down, Up, B. When you unpause, you'll have one extra life. Repeat whenever necessary to keep your lives maxed out.

Get Special Weapons

Press START at any time during the game to pause, then press C. A. Left, Left, Down, A. Down When you unpause, your weapon will be up graded to the next most powerful one. Repeat the code as necessary until you've got the weapon you want.

Stage Select/Sound Test

Press START at any time during the game to pause, then press Up, Right, A, B, A, Down, Left, A, Down. When you unpause, you'll see a top-secret cheat menu with sound and music test ontions as well as a full stage select menu that allows you to warp to any stage in the game, including any of the ending screens, the bonus rounds and even a special testing stage called "Ron's Test

VIRTUA RACING Backwards Tracks

Hold A, B, and Up when the Sega logo comes on the screen, then press and hold START until the demo screen comes on. Let go of all the buttons and press the START button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in re-

Cheat Passwords

To fight against any of the screen-filling monster bosses in Wiz 'n' Liz, enter the password TCDT GBBS. Other interesting passwords include BBBB BBBB, TTTT TTTT, CBSK LGQD and MQHS PKDN. The password MGTP GLLS will take you to the last

Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the START button and press C while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegeta bles, hold START and press C while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold A and C and press START to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

Time Ball Release

Hold Up and press A to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time

New Difficulty Level

When the Sega logo comes up on the screen, hold the A, B and C buttons down and press the START button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

WOLVERINE: ADAMANTIUM RAGE

Passwords Level 2: MARIKO

Level 3: SILVER FOX

Level 4: DEPARTMENT H

Level 5: MADRIPOOR

Level 7: THE HUDSONS

XBAND GAME MODEM

Press Up. Up. Down when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll get to play a secret maze game while you're waiting to connect. To play the game for a longer time. press Down, Down, Left, Left, Right, C at the main XBand menu (Challenge/Player List/Mailbox etc)

To change the way the text moves on all XBand nenus, enter one of the following codes at the player-select screen:

Expand and contract-Up, Down, Up, Up, Down, Left. Up Earthquake effect-Right, Left, Right, Right, Up,

Right, Left Restore default "wave" motion-Left, Right, Left, Left, Up, Left, Right

Press Up, Up, Up, Left, Right, Left, Right, Up at the main XBand menu. Hidden "Fish Pong" Game

Press Up, Up, Up, Up, Right, B at the main XBand

Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press nd hold A, C, and Down on the D-pad and hit START, Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit START. Disconnect the controller again and plug it into the Controller 1 socket; hit START to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the C button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing START to pause the game. You can also summon Roque, Archangel, Iceman or Storm as many times as you want to. Moio's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the RESET button on your Genesis. When you hit RESET, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

X-MEN 2: CLONE WARS

99 Lives

During the game, press START to pause. Then press Down+C, Up, Left, Up, Right, Right, C. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

Pause the game and press Left + C. Then press Up. Up, Left, Down, Down, then simultaneously press Right and C.

New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press Right and C. Pause the game and simultaneously press Left and C. Invincibility

Pause the game. Simultaneously press **Up** and **B**. Press Up, Right, Down, Up, Right, Down, Down, Up, B. Unpause the game and pause it again. Simultaneously press Up and B again.

Note: Each of the following cheats should be done during the game by pressing the START button to pause, then continue to hold START while pressing the rest of the buttons in the code. One Extra Life

Hold START, then press Down, Up, Left, Left, A, Right, Down. Repeat the code whenever necessary.

Level Select

Hold START, then press C, Right, A, B, B, A, Left, Left, A, Down. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press Up or Down to change the World and Left or Right to change the Level. When you're ready to warp, hold A, B and C. You'll return to the title screen where you'll start at level you chose.

Super Time & Energy Bonus
Hold START and hit Right, A, Down, A, Right, B, Left, Up, Right. You'll get 240 energy bars. The timer gets set to 999.

Extra Time & Energy Hold START and press B, A, Right, Right, A, C, Up, Down, A. You'll get 30 extra seconds on the time and six energy bars.

Brightness Hold START and press Down, Up, Left, Left. This makes the dimmed "PAUSE" screen brighter.



sketches and a small "how to" section of how these wonders get cre ated. The book is over 190 pages



works out to approximateest, or a Japanese book

here? Drop SNK a line at

SNK of America



Game Boy tips



ADVENTURE ISLAND

At the title screen, after Higgins gets hit by the coconut, press Right, Left, Right, Left, A, B, A, B to access a "World Select Mode" menu.

At the title screen, enter 0894 as your password and select OK. You will have 99 of each item.

AMAZING PENGUIN

Password

Level 37—9 1 6 3 2 8

A*MAZING TATER

Password
Floor 3—Y B T F 5 Z Z F T 2

ATOMIC PUNK

Stage 50—B 0 M N D P B L 3 N C B 3 L 2 H 2 D J J

AVENGING SPIRIT

At the title screen, push Up, A, and B at the same time—you'll hear a tone to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

BATTLE ARENA TOSHINDEN

Text Debug Mode

When the Takara logo appears at the start of the game, press B, A, Left, Right, B, A, Down, Up, B, A. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text from the game Ross Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press Up, Down, A, B, Right, Left, A, B. You'll hear a sound to confirm; when you start the game, you'll have four boss characters to choose from: Uranus, Sho, Gaia and Gaia II.

BATTLE BULL

Level 48-\$ F * *

BATTLETOADS IN RAGNAROK'S WORLD

At the title screen, hold Down, A and B, then press START. You'll start the game with five lives instead of three

BILL & TED'S EXCELLENT ADVENTURE

Passwords

Adventure 2: New Mexico 1879, 555-4239

Adventure 3: Ancient Greece 410 BC, 555-6767

Adventure 4: Medieval England 1456, 555-8942 Adventure 5: San Dimas 1,000,000 BC, 555-4118

Adventure 6: Shopping Mall, 555-8471

Adventure 7: School Room, 555-2989

BIONIC COMMANDO

Re-equip

To return to the skies to re-equip, hold START, then press A and B simultaneously Password to Final Boss

B1, E1, F1, F2, C3, F3, A4, D4, E4 -A2, D2, A3, E3, B4, F4

A1, C1, D1, B2, E2, B3

BLADES OF STEEL

Sound Test

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START.

BOOMER'S ADVENTURE IN ASMIK WORLD

Enter the password ANCIENT to access a stageselect menu.

Passwords

Level 1, Room 10—B ♠ X W

Level 2. Room 10-D ♠ X X

Level 3, Room 10—G ♠ X Y Level 4, Room 10—H ♠ X 7

Level 5. Room 10-J ♠ X !

Level 6, Room 10—K ♠ X ? Level 7, Room 10-L + X 0

Level 8, Room 10-M ♠ X 1

Level 9, Room 10-N & X 2

Level 10, Room 10—P ♠ X 3 Level 11 Room 8-O ♠ X T

See the Credits

At the title screen, hold Up + A + B until the names appear.

BOXXI F II

Password Fifth Floor—0 K 8 4

BUBBLE BOBBLE

Round 100—K 7 5 J

BLIBBLE ROBBLE PART 2

Enter 5 V as your password, then press the START button. A stage-select menu will appear.

BURAL FIGHTER DELUXE

Passwords Stage 2—H G K M

Stage 3—CPFG

Stage 4—JJC M

Stage 5-D K L F

CHASE H.Q.

Stage Select

At the title screen, hold Down + A + B and press START. Use A and B to change the starting stage.

COLLEGE SLAM

Power-Up Codes Perform each of the following cheats at the

"Tonight's Match-Up" screen. Shot Percentage display: Press Down, B, Up, Up and Down

Powerup 3-Pointers: Press Down, Up, Up, Down, Left, Right, Left.

CONTRA: THE ALIEN WARS

Stage Skip

Enter the password H2F2, then start the game When you want to skip a stage, press START: instead of pausing, you'll warp to the next stage.

DAEDALIAN OPUS

Stage Select

Enter the password ZEAL for a stage-select menu.

DICK TRACY

Stage 2-49730 Stage 3—6 4 6 0 8

Stage 4-5 9 7 1 5

Stage 5-5 6 1 1 5

DRAGONHEART

Stage 2—B C D L S T

Stage 3-D CLTSB

Stage 4—LCTBSD

Stage 5—CBLSBT

Stage 6—TTSCDC

Stage 7—S D C D T S Stage 8—B V D V S C

ELEVATOR ACTION Bonus

When you open the doors marked with a "?"

and leave, you end up with an item that appears to have been randomly chosen. The item you re-ceive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:

Digit 0 or 1: Shotgun Digit 2 or 3: Machine Gun

Digit 4 or 5: Pistol

Digit 6 or 7: Grenade Digit 8 or 9: Heart

FACEBALL 2000

Secret Rooms/Level Warns

When you find the exit in the first level of the Cyberscape game, shoot the exit five times: you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10. 15. 20 and 25.

If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninia in this room.)

Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right; that's the exit to level 40.) Shoot the south wall once. then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to levels 45, 50 and 55.

Next, go to the southeast corner of this room shoot the east wall, then touch it. Now go back to the automag pod and touch it three times; it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more nasty ninjas and warps to levels 60 and 65.

Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left; now touch this part of the wall five times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas in there.

FINAL FANTASY

Select the Continue option at the title screen. Highlight any saved files past level 57. Press B to return to the title screen. Hold SELECT, B and START to access a Sound Test menu

FINAL FANTASY LEGEND II

At the title screen, press SELECT, B and START at the same time

FIST OF THE NORTH STAR

Last Stage—X K P 7 2 Q N V H R J G U 5

THE HUNT FOR RED OCTOBER

At the title screen, press B, SELECT, Left, Right, START to access a "Starting World" menu Start With 25 Missiles

At the map screen, while your course is being shown, hold A + B and press Up. Down to start that stage with extra missiles. Start With 25 Subs

At the map screen, while your course is being shown, hold A + B and press SELECT, Up, Down to start that stage with extra submarines

JUDGE DREDD

Stage Select

At the title screen, press A, Left, Right, Left, Right, B, then press START. A stage-select menu will appear.

THE JUNGLE BOOK

Cheat Menu

Press SELECT to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear

JURASSIC PARK

Stage Skip

When the title screen fades and the T-Rex opens his mouth, press Up, Down, Left, Up, Down, Right and SELECT. Repeat the whole sequence again, then press START to begin. Anytime during the game, hold START, then press SELECT to skip to the next stage.

KILLER INSTINCT

Boss Code

Choose any character; then, at the match-up screen just before the fight starts, hold Right on the D-pad and quickly press SELECT, START, B, A.

KIRBY'S DREAM LAND

Hidden 1-Ups

Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes. Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole Climb in to collect Pen Brew and a 1-Up in the hidden chamber.

Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press **Up** on the Dpad to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering the palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall.

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode. Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press START to pause, then quickly press B, A, A, B, A, A. You'll immediately skip to the next stage.

MEGA MAN IN DR. WILY'S REVENGE

Passwords

Cut Man defeated—A1, B3, C4, D3, D4 Elec Man defeated-A2, A4, B3, D1, D2 Ice Man defeated-A1, A2, B2, B3, D4 Fire Man defeated-A1 B1 B2 C4 D2 Fire Man and Cut Man defeated-A2, B2, C3, D1,



Already on its 25th issue—maybe 26 by the time you read this—Jonathan Ratcliffe's *Game Mag* offers balanced can get their hands on. The review section dominates this 'zine, which very thorough. Some titles get a even the half-page reviews are very informative. We're particularly impressed by the range of carts to the latest 32- and 64-bit titles and even import software

few fanzines to include a tips section. and their codes and passwords are very good—hey, we should know! avoided by some fanzine publishers) but the fact is that it looks great

Average issue size is between 16 and 24 pages. Subscriptions are \$12 for 12 bi-monthly issues. For a Mag, 9004 Bayless Road, Liberty, MO 64068 and tell him you read



Fire Man, Cut Man and Elec Man defeated-A3 B2, B3, B4, C4 Dr. Wilv's Castle-A2, A3, B4, C2, C3

MORTAL KOMBAT

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear, Next, input your initials and press A. When the the high score table appears, press START; you'll get a screen that reads. "Goro lives as You've just discovered a hidden version of Mortal Kombat where you play as Goro and all of your opponents have been given new names.

NBA JAM

Power-Up Codes

Each of these codes must be entered at the 'Tonight's Match-Up" screen before the tip-off Juice Mode-Tap any button 14 times, then hold A and B until the tip-off.

Power-Up Dunks—Tap any button ten times, then hold **Down** and **A** until the tip-off. Power-Up Fire-Tap any button seven times then hold Down and Left until the tip-off. Power-Up Turbo—Tap any button 15 times, then hold Up and B until the tip-off.

Secret Characters lamie Rivett: Enter the initials RJ, highlight F, press Up, A and B to enter the last letter Sal DiVita: Enter the initials SD, highlight the let-ter T, press **Down** and **B** to enter the last letter. Mark Turmell: Enter the initials WI, highlight the letter M. press Left and B to enter the last letter. Air Dog: Enter the initials JA, highlight the letter T. press Up and B to enter the letter M. Chow Chow: Enter the initials AM, highlight Q,

press Down, A and B to enter the letter X Weasel: Enter the initials MA, highlight U, press Up, START, A and B to enter the letter N.

NBA JAM TOURNAMENT EDITION

Power-Up Codes

Each of these codes must be entered at the "Tonight's Match-Up" screen before the tip-off. Quick Hands-Left, Left, Left, A, Right High Shots-Up, Down, Up, Down, Right, Up, A, A. A. A. Down

Slippery Court—A, A, A, A, A, Right, Right, Right, Right, Right

Display Shot Percentage—Up, Up, Down, Down, B Power-Up 3-Pointers—Up, Down, Left, Right, Left, Down, Up

Power-Up Goaltending—Right, Up, Down, Right,

Power-Up Dunks-Left, Right, A. B. B. A. Power-Up Fire-Down, Right, Right, B, A, Left Max. Power—Right, Right, Left, Right, B, B, Right Powerup Offense—A, B, Up, A, B, Up, Down Powerup Push-Down, Right, A, B, A, Right, Down Powerup Turbo—B, B, B, A, Down, Down, Up, Left Powerup Speed-Up four times, Left four times B A

NINJA BOY

You can continue from the last stage you were on by hold the A button and pressing START.

Start With Ten Men

After the title screen appears, press Up, Up, Up Up, Down, Down, Down, Left, Left, Left Left, Right, Right, Right, A, B, START.

After the title screen appears, press Up. Up

Down, Down, Left, Right, Left, Right, B. A. B. A. START

POCAHONTAS

Passwords Stage 2—KPGXH4T8

Stage 3—C M Q Z B 6 R 1 Stage 4—J W D L F 7 K 5

Stage 5-T G N D X 3 V 9

Stage 6—H F S B D 2 M 6

Stage 7-Q Z J R L 1 W 4

Stage 8—BPXCV7Z3

Colors of the Wind—S D L F T 8 G 2 Stage 9-R W H I X 9 7 5

Stage 10—M V N G B 4 C 6

Stage 11-KCOTD3W1

Stage 12—T B P R G 5 H 8

Stage 13—Q F C M X 2 B 9 Stage 14-V D H K S 6 L 7

Stage 15—B N J H Z 1 R 9

Q*BERT

Hidden Movie

At the title screen, press Right, Up, B, A, Down, Up. B. Down, Up. B.

RAGING FIGHTER

Character vs. Same Character

Each of the following codes should be entered at the title screen:

Press Up, Up, Down, Down, Left, Right, Left, Right, B. B to play against the same character (same color) in a one-player game

Press Up. Up. Down, Down, Left, Right, Left, Right, B, A to play against the same character (alternate color) in a one-player game. Press Up, Up, Down, Down, Left, Right, Left,

Right, A, A to play against the same character (same color) in a two-player game

Press Up, Up, Down, Down, Left, Right, Left, Right, A, B to play against the same character (alternate color) in a two-player game.

SAMURAI SHODOWN

Secret Characters

To get three secret characters, press the SELECT button three times while Haohmaru is shown in the opening demo.

SNOW BROS, JR

Invinciblity

When the title screen appears, hold Left, Down, A and B simultaneously. Press START to become invincible

Bonus Bowl

Take out all enemies on the screen with one Snow ball and earn 500 points for each bill you collect. Select Stage

At the title screen, hold Up, SELECT and B, then press START.

SPUD'S ADVENTURE

Stage Select

Enter BANCHOU as your password. A "Map Select" menu will appear.

STAR TREK Shortcut Through Hyperspace

During the game, hold SELECT and press Left to

take a shortcut through hyperspace. You can only use this trick once in each level. **Passwords**

Planet Neural-0523.4 Planet Kalanda-1 0 3 1 . 5

Planet Triskelion—2 3 0 7 . 6 Pallas X1 System-3 1 1 2 7

M-24 Alpha System—7 1 5 6 . 3

STAR TREK: THE NEXT GENERATION

Enter the cheat code "OVERRIDE" at the pass-

word screen. When Picard appears to send you on a mission, you can choose different assignments by pressing Up on the D-pad.

SUPER MARIO LAND 2—6 GOLDEN COINS

Gate Zone: Hold Up and press SELECT at the title screen

Space Zone: Hold Up and A and press SELECT at the title screen. Turtle Zone: Hold Up and B and press SELECT at

the title screen. Macro Zone: Hold Up, A and B and press SELECT at the title screen

Easy Mode When you enter the pipe room at the beginning of the game, press SELECT. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will find that fewer enemies

are chasing you. T2: JUDGMENT DAY

Give yourself enough time to complete Stage Three by slowing down the clock. Hold down SE-LECT while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release SELECT to move on to the next

TECMO BOWL

Passwords

Washington vs. Washington-Denver vs. Denver-C F B F F 7 A 0 Indianapolis vs. Indianapolis—43 AFFEAC Miami vs. Miami-4 6 A F F D A B Cleveland vs. Cleveland—4 9 A F F B A 9 Los Angeles vs. Los Angeles—9 6 9 F D F A 5 San Francisco vs. San Francisco—9 C 3 F 7 F A 5 Dallas vs. Dallas-6 3 A E F F A 5 New York vs. New York-2 6 9 D F F A 1 Chicago vs. Chicago—6 9 7 B F F A 5 Minnesota vs. Minnesota—A C 3 7 F F A 9 Invisible Team vs. Chicago—3 9 7 B F F A 5 Championship Game: San Francisco vs. Denver-1DAFF7A6

Championship Game: New York vs. Miami-2 4 A FFDAD

onship Game: Seattle vs. Washington-9 37FBFA5

TETRIS Start at Higher Levels

Hold Down on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you

"Fight 2" Mode

At the title screen, press B five times. Then press START, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses. Level Passwords

Stage 2—Z F F F J J J F

Stage 3—B / M M L L K B Stage 4-XSDDGGDM

Stage 5—K C W G L L H K Stage 6—V G . L J J D M

Stage 7-K.TDGGMF Stage 8-X Z S C D D K K

Stage 9—D F M Y L L D D

Stage 10-YGCPDDHL

Stage 11—G V M Y L L C J

Stage 12-V/JVDDGK Stage 13—CJXTBBCF

Stage 14-! L.YLKKI

Stage 15—L X W T B M M B

Stage 16-V S R P D C C H Stage 17—K B C D T F D F Stage 18—X D F G Y K J F Stage 19—F!CDTFCM Stage 20-TTGHPMJB Stage 21—D B V G Y K G D Stage 22-. JRCRCKB Stage 23—C Y / B P M H F

MONTANA'S MOVIE MADNESS

Practice Bonus Games

At the main menu, hold Down and B and press START: a "Sub Game Select" menu will appear.

TRACK & FIELD

In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.

If you land a couple of yards short of the pit at Triple Jump, a frog will come out of the hole in the runway.

Flowers

In Archery, if your arrow hits the ground be-tween the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

TRACK MEET

Cheat Passwords

Choose "NEW GAME" at the main menu and enter your name as follows:

Enter the name SNAKE to compete against Irwin B. Cheetin.

Enter REGRUB and you'll face Jack Strop.

. Enter the name APPI FII to change some of the signs in the background to Apple II logos.

TURRICAN heat Code

At the options screen, press A. B. B. A. B. A. A. B.

A, A, B, A, A, B, A, A, then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs

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.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press SELECT 16 times. A cursor will appear in the lower left corner. Hold A and B, then press Left or Right on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WHO FRAMED ROGER RABBIT?

Passwords

Scene 2: DLT3 OYRY Scene 3: GPLDMSRC Scene 4: M M C F G W X J

Scene 5: BGQTVKJP Scene 6: RTJBWN43

WORLD HEROES 2 JET

Boss Code

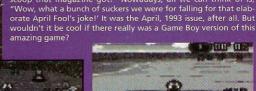
When the Takara logo appears, press Right, Left, A, B, and Up. Now you can play as the boss. "Jet" Code

At the title screen, press Up, Up, SELECT, A, Down, Down, SELECT, B. Now the gameplay is twice as fast



With the recent release of Mario Kart 64 and the re-release of the original Super Mario Kart. we've been wondering: What-Boy version, Mini Mario Kart? We first heard about this game back in 1993; it was reviewed by our friends at the

world's longest-running video-game magazine, Computer & Video Games in the U.K. The game was described as a six-megabit cartridge with a special "GSFX" chip that could approximate the Super NES' much-hyped "Mode 7" abilities on view, we were thinking, "Wow...what a great



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TIPS & TRICKS



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Arcade tips



AREA 51

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

Secret Room

ENTRANCE #1—Shoot the first ten hangar windows while outside on the tarmac. Two of the windows must be shot quickly, in transition, right after the game starts. This entrance leads to the secret room called "X Marks the Spot."

ENTRANCE #2—Shoot the 15 windows on the right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all. This en trance leads to the secret room called "Tank Top."

ENTRANCE #3—In the Hangar (Wave 2), shoot out the three blue "emergency" lights during the first lockdown. You'll find one to the left and two to the right of the red tractor truck. (You have to be sharp to get the one on the left, because the "camera" pans quickly past it.) This entrance leads to the secret room called "Head Quar-

ENTRANCE #4-Shoot all 15 of the windows at the back of the hangar in Wave 2. This is one of the easiest entrances to find; there are several lockdowns which you can use to get all of the windows. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #5-Shoot all of the exploding barrels and boxes just before and after you get on the forklift in the Hangar during Wave 2. Some of these are very difficult to hit; there are ten items in all. This entrance leads to the secret room called "Egg Cel-

ENTRANCE #6-Shoot all 21 windows on the hut at the back of the hangar in Wave 2. You'll need to get all of the windows on the first floor as well as on the second story after you ascend the ladder. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #7-Shoot four key airplane canopies on the Back Tarmac in Wave 3. Some of these are very small and difficult to see against the dark of the night sky, so look for them carefully. This entrance leads to the secret room called "Head Quarters." ENTRANCE #8—Shoot all of the exploding boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac) there are 11 boxes in all. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #9—Inside the Admin Building in Wave 4, shoot out the first "EXIT" sign and the first three ceiling lights around it just after you go through the doorway into the first corridor. This entrance leads to the secret room called "Egg Cellent."

ENTRANCE #10-Shoot the two pictures on

the desk in the Admin Building (Wave 4) as well as two name plates that appear on office doors later in the wave. The name plates read, "General R. Weatherby" and "Mike 'Dibman' Hally." This entrance leads to the secret room called "Head Quarters."

ENTRANCE #11—Shoot all of the weird pictures on the walls of the Admin Complex in Wave 4: there are 11 pictures in all. This entrance leads to the secret room called "Chow Palace "

ENTRANCE #12—Shoot out all of the computer terminals in the War Room in Wave 5; there are 13 terminals in all. This one leads to the secret room called "Egg Cellent."

ENTRANCE #13-Shoot out all of the exploding barrels during the lockdown in the Bunker (Wave 6) where the zombies are throwing barrels at you. A total of 15 barrels must be hit. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #14-Shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6). It's very difficult to hit them all on your first try, so it's best to attempt this with two players. This entrance leads to the secret room called "Get a Life."

CRUISIN' USA

In the garage where you can choose your car, press the Cruisin' View 2 button. You'll find that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep

DAYTONA USA

Reverse Tracks

All courses can be run in reverse. If you score high enough in this mode to earn a place on the ranking table, your name will appear with the letter "R" next to it.

Time Attack Mode

At the Transmission Selection screen, hold the START button and step on the accelerator. In Time Attack mode, only the cars controlled by players are shown in the action. If you score high enough to rank in this mode, the letters "T.A." are shown next to your record in the ranking table. Hidden Music

If you play well enough to make the high score table, you can enter special initials at the Name Entry screen to hear music of some of Sega's classic games. Enter "H.O" to hear music from Hang-On or "V.R" for the music of Virtua Racing. Check the Saturn Tips section for a complete listing of initials that play special songs in the Saturn version of Daytona USA; many, if not all, of these will work in the arcade game

Special Ending

To view a special ending scene, you must finish in third place or better in every course. On the "Twin Type" machines, this scene can only be viewed if just one player is racing.

Change Background Music

Press the View Change buttons while the game starts to access different music tracks. Secret View

To get an overall view of the race condition during gameplay, hold the START button and simultaneously press View Change buttons 2, 3 and 4.

Beginner Course Tip

A slot machine hangs over the Beginner

course. When driving near it, press the START button three times to stop the slots from turning. If you score all "7"s you will earn seven extra seconds of game time. If you score three "BAR"s you will earn five extra seconds of time. This only works once per game and does not work on the "Twin Type" machines

Intermediate Course Tip

If you drive into the elevated path just before the Pit Road, a billboard will appear with a message that says "You Just Lost Your Sponsors

Expert Course Tips

- . If you stop on the last corner, the sea gulls will get closer to your car.
- . If you drive in the reverse mode on the second lap, the statue of Jeffry will be standing on its hands.
- If you stop completely near the Jeffry statue, you can make it spin by pressing the START button repeatedly.
- · When the game starts, press the START button repeatedly to make the sea gulls become bigger and bigger, up to four times the normal size.

Special "Twin Type" Options

The "Twin Type" Daytona USA machines have two secret modes which can only be activated by the arcade owner or operator through the game's test menus. Ask your arcade operator to activate the "Grand Prix" or "Endurance" modes to make the races longer! In Grand Prix mode, the Beginner course is 20 laps, Intermediate is 10 laps and Expert is five laps; In Endurance mode, the Beginner course is 80 laps, Intermediate is 40 laps and Expert is 20 laps. No Handicap Mode

Daytona USA keeps races close by increasing the top speed of any car that is not in first place, which gives all players a chance to catch up. To disable this option (on "Twin Type" machines only), press all four View Change buttons at the Course Select screen; a small white point will appear in the upper left corner of the screen. In multi-player races, No Handicap mode will only be activated if more than half of the players enter this code. If the machine is configured for Grand Prix mode or Endurance mode as described above, entering the No Handicap mode will have the added effect of wearing away your tires during the game, which will you to pit in for fresh tires. The amount of tire wear depends on your mileage and speed

FIGHTING VIPERS

Secret Surprise

Play the game as Candy (a.k.a. Honey) in two-player mode until the "win" counter above your energy bar reads 100 or more. Once Candy has a streak of 100 wins or more, have your opponent knock off Can-dy's lower-body armor; instead of just losing her leg armor, her skirt will disappear, too. If you play Candy vs. Candy, both players can lose their armor this way.

Play as B. Mahler

Note: This trick will only work on Fighting Vipers machines that have had 15,000 matches played on them; the only way to find out if your machine meets this criteria is to access the bookkeeping screens from the operator audit menu. At the characterselect screen, wait for the clock to count

down to the 9-second mark, then quickly press and hold START and Up on the joy-stick. While continuing to hold START and Up, nudge the joystick to the upper-right or upper-left to move the cursor to the opposite side of the screen, one character at a time. (On the Player 1 side, start with Grace and move to the right; if you're Player 2, start with Picky and move left.) The joystick ement for Player 1 should look like this: ↑オ↑オ↑オ↑ etc.—remember to keep holding the START button and keep the joystick Up as you're moving the cursor. When you pass the last character on the opposite side, the cursor should go off the screen and the character portrait should show the boss, B. Mahler,

GUNBLADE N.Y.

Special Attacks

- During the third and fourth stages of the Difficult course, shoot the androids' feet to knock them in the water; they will blow up on contact.
- · After you defeat the boss character in the third stage of the Difficult course, he will run away. While he's retreating, shoot the oil drums and explosive boxes around him; if you do this, the boss at the end of the fourth stage will be partially destroyed when he appears. Multiple Endings
- If you don't destroy the Missile Carrier truck at the end of the second stage in the Difficult course, your superior officer will hit
- If you finish either course without continuing, a group of butterflies will fly by.
- If you pull on the machine gun levers during the ending scene on the Easy course, a giant dragonfly will fly by. If you do this during the Difficult course ending scene, a submarine or a large shark will follow the ship

INDY 500

Fifth View

To access a secret fifth camera view, switch to the fourth view during the race, then press any two View Change buttons simultaneously

Mirror Mode

Hold the red Zoom In button while pressing START to begin your game. All of the track graphics and text will be flopped horizontally.

Mirror Mode + Power Steering

Hold both Zoom buttons while pressing START to begin your game. You'll be playing in "Mirror mode" and the steering wheel will turn more freely.

Note: The following tricks will only work on the "Twin Type" Indy 500 machines, not on the deluxe "DX" models.

Backwards Tracks

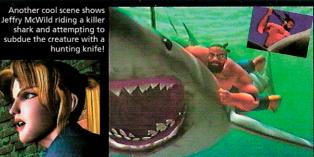
Hold the shift lever Down while starting a game. You'll be driving on the track in the opposite direction. Note that in a multiplayer game, the direction of the track is determined by the majority rule; that is, if you try this code in a multiplayer game, it won't work unless the majority of the players hold the shift lever Down

Drive the Pace Car

After choosing a course-before the race starts—hit the Brake and simultaneously press START; you'll be driving the pace car.









Arcade tips

Vs. Pace Cars

After choosing a course—but before the race starts-step on the Brake and simultaneously push the shift lever Up. This will change your opponents' cars to pace cars. Note that in a multiplayer game, this will only change the appearance of the cars which are controlled by your game board. Front View

To see your car from front to back, switch to the third or fourth views during the race, then press the START and both View Change buttons simultaneously

Position Markers

Hold the START button when changing views to make the cars' position numbers appear above the cars.

Trailer Tricks

At the Transmission Select screen, step on the Brake to close the door of the trailer that carries your car, or hit the Gas to watch the car come out of the trailer Bird Trick

When driving on the "Highland Raceway track in "Backwards Track" mode (see above), a flock of birds will cling to your car. If you immediately make a U-turn and drive in the opposite direction, the birds will stick with you for the rest of the

KILLER INSTINCT 2

Play as Gargos

At the character select screen, point the joy stick Up and hold it there while pressing the following buttons: FIERCE PUNCH, MEDIUM PUNCH, MEDIUM KICK, FIERCE KICK, MEDIUM PUNCH, QUICK PUNCH, QUICK KICK, MEDIUM KICK. If you've entered the code correctly, Gargos will appear as a playable character next to Maya.

Stage Select + Music Select At the character-select screen, pick the fighter you want with the START button, then immediately press and hold Up or Down and one of the PUNCH or KICK buttons; see the chart below to find out which combinations lead to your favorite stages. The first player to choose his or her character gets to pick the stage; the other player choose the music using the same

method. Up + QUICK PUNCH: Sabrewulf stage

Up + MEDIUM PUNCH: Maya stage

Up + FIERCE PUNCH: Glacius stage

Up + QUICK KICK: Tusk stage Up + MEDIUM KICK: Fulgore stage

Up + FIERCE KICK: Orchid stage

Down + QUICK PUNCH: Jago stage

Down + MEDIUM PUNCH: Gargos stage

Down + FIERCE PUNCH: T.J. Combo stage Down + QUICK KICK: Kim Wu stage

Down + MEDIUM KICK: Spinal stage

Down + FIERCE KICK: Spinal stage

Down + MEDIUM KICK (both controllers): Sky Platform

Speed Settings

Hold one of the following button combinations at the "Vs." screen just before the fight begins:

Fast Speed—Up or Down + MEDIUM KICK or PUNCH

Ultra-Up or Down + FIERCE KICK or

PUNCH

Normal-Up or Down + QUICK KICK or

LAST BRONX

Weird Weapons

At the character-select screen, press the START button 13 times, then choose your character. This gives your fighter a special "funny" weapon: Zaimoku fights with a frozen tuna, Yusaku gets a toy train, Joe has corn, Lisa gets a soup spoon and spat-Tommy fights with a cleaning brush, Yoko gets a folding umbrella, Kurosawa has a fan and Nagi gets a spoon and fork.

MANX TT SUPER BIKE

Sheep Mode

the Transmission Select screen, press SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN, lean the bike full Left lean full Right, squeeze the Brake and Accelerate. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike and all of the other racers will be sheep,

Time Trial Mode

At the Course Select screen, hold the Brake while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time.

NINJA MASTER'S

Player 1 side: At the character-select screen, highlight Kamui, then press Left. Down. Left, Up, Left, Down, Left, Up, Right, Down, Right, Up; the cursor should be on Unzen. Now press C + D simultaneously to complete the code; the bosses' picture boxes will appear on the screen.

Player 2 side: Highlight Sasuke, then press Right, Down, Right, Up, Right, Down, Right, Up, Left, Down, Left, Up; the cursor should be on Unzen. Now press C + D simultaneously to complete the code;

Time Attack Mode

At the character-select screen, highlight Kamui, then press Down, Left, Up, Left, Down, Left, Up, Left, Down, Right, Right, Right, Right, Up. Now with the cursor back on Kamui, press C + D simultaneously to complete the code, then choose your character. This code works in a one-player game only; it gives you a timer in place of the win counter above your energy bar and keeps track of Time Attack stats; look for totals at the end of each battle.

SOUL EDGE

If your local arcade operator is too cheap to get the Soul Edge Ver. II upgrade, you can still play as the boss character, Hwang, on the original machine with the following trick: Insert your coins or tokens, then press START and continue to hold it through the rest of the code. With Mitsurugi highlighted, press Up, Down. Move the cursor to Taki and press Up, Up, Down, Down, then move to Rock and press Down, Up, Down, Up. You'll hear a jingle to confirm the code; now press Left to find Hwang. To get Hwang on the Player 2 side, start with Ziegfried, then go to Li Long and Voldo.

STREET FIGHTER ALPHA 2

Background Select

At the character-select screen in two-player mode, highlight the character who corresponds to the stage you'd like to fight in

and hold the START button for four seconds, then release and choose your char-acter normally. When the fight begins, you'll be in the stage you chose. Secret Stages

Waterfall: In two-player mode, press and hold START to enter the character-select screen; you must continue to hold START as the character-select screen appears. Move the cursor to M. Bison and leave it there for four seconds, then release and choose your character normally

Field: In two-player mode, press and hold START to enter the character-select screen: you must continue to hold START as the character-select screen appears. Move the cursor to Sagat and leave it there for four seconds, then release and choose your character normally.

Extra Colors

Choose your character by pressing two PUNCH or two KICK buttons simultaneously to access alternate colors

Hidden Characters

The following tricks should be performed at the character-select screen

Evil Ryu: Highlight Ryu, hold START for one second, then release. Now press Right, Up, Down, Left. Now press and hold START again for one second: while holding START, press any two PUNCH or KICK buttons. If you do this correctly, you'll see that Ryu's skin tone is darker than usual. "Evil Ryu" has Akuma's teleports, some new combo possibilities and Super Moves borrowed from Akuma and Ken.

Classic Chun-Li: Highlight Chun-Li, hold the START button for at least four seconds, then press any action button to select her before you release START. "Classic Chun-Li" looks and plays like she did in Super Street Fighter II Turbo: remember that her fireball is now a "charged" move. Classic Dhalsim: Highlight Dhalsim and hold START. Now press Left, Down, Right, Up, then press any action button to select "Classic Dhalsim"

Classic Zangief: Highlight Zangief and hold START. Now press Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down, then press any action button to select "Classic Zangief".

SUPER PUZZLE FIGHTER II TURBO

Play As Akuma

Player 1 side: At the character-select screen, highlight Ryu and hold the START button; you must continue to hold START for the rest of the sequence. Move the cursor Down, Left, Down, Left, Down, Left, Down, Left, and continue to hold the joystick Left at this last step. While still holding START and Left, press an action button. Akuma will appear as your charac-

Player 2 side: At the character-select screen, highlight Ken and hold the START button; you must continue to hold START for the rest of the sequence. Move the cursor Down, Right, Down, Right, Down, Right, Down, Right, and continue to hold the joystick Right at this last step. While still holding START and Right, press an action button. Akuma will appear as your character.

Play As Dan

At the character-select screen, highlight

Ryu (on the Player 1 side) or Ken (on the Player 2 side) and hold the START button; you must continue to hold START for the rest of the sequence. Press Down 14 times, then press an action button. Dan will appear as your character

Play As Devilot

Follow the instructions for playing as Dan (above), but watch the timer countdown After pressing Down 14 times, you must press an action button at the exact instant when the timer reads 10 seconds. If you've done this correctly, Devilot will appear as your character

TIME CRISIS

If you score direct hits on 10 enemies in a row, a life icon will start to become visible to the right of the time display. If you continue to hit enemies without missing, the icon will become clearer and clearer; when you reach 40 direct hits in a row, you earn an extra life. If you miss just one shot, the icon disappears and you have to start

VIRTUAL ON

Special Moves

With the exception of Apharmd's Rear Attack, the following special moves can only be performed when your weapons gauge is full.

Temjin's Gliding Ram: While in the air, push both sticks Forward and press both triggers.

Viper II's S.L.C. Dive: While in the air, push both sticks Forward and press both triggers. Dorkas' Mega Spin Hammer: Turn to the

Right and press both triggers.

Apharmd's Rear Attack: When in close to your opponent, jump, then push the joysticks Forward diagonally and press both triagers.

X-MEN VS. STREET FIGHTER

Play as Akuma

At the character-select screen, highlight Magneto, Juggernaut, Dhalsim or M. Bison and press Up; Akuma's picture box will appear.

Play as Alpha Chun-Li At the character-select screen, highlight

Chun-Li, hold the START button and press any action button to choose Chun-Li in her Street Fighter Alpha costume. Random Select

Hold the joystick diagonally in the Up/Left (K) or Up/Right (7) direction for three seconds. The cursor will begin to cycle through the different characters; just press an action button to choose your character. Note: If you pick a character, then use the random select feature for your second character, the cursor will skip the first fighter you chose. However, you can use the Alpha Chun-Li code to create a team of two Chun-Lis as follows: Choose the Alpha Chun-Li as described above, then use the random select trick and press a button at the exact moment when the cursor passes over Chun-Li. You'll get the XSF Chun-Li teamed up with the Alpha version. They look different, but they have the same moves.



new characters Taka-Arashi and Aoi





on a mountain top. Lion is seen saving a puppy from being run over, then Dural morphs onto the screen! Maybe Sega will include this footage in the Saturn version of Virtua Fighter 3....





Pick it!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recom-

mended 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!



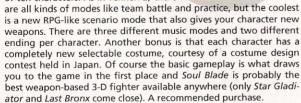
Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck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



SOUL BLADE

Namco • 1/97

Before you start scratching your head, let us first tell you that Soul Blade is the exact same game you knew in the arcade as Soul Edge. Why Namco changed the name for the home release is anyone's guess, but the change is only in effect for the U.S. home version. Soul Blade is an exact conversion from the coin-op and includes all the extras that were in version II which made the boss and a new character selectable for a total of ten characters. As in Tekken 2, there















WAR GODS



tribution, many arnot able to check out Williams' first 3-D fighting game and its Mortal Kombatish gameplay. Digitized texture-maps give War Gods a unique graphic look

that is reminiscent of the way Mortal Kombat looked to gamers when they first saw it. The gameplay is very much like MK, but with a lot of additions to strategy. Strategic options

include using the 3-D button, using the Block button to knock down an opponent's guard and side-stepping attacks. The PlayStation version closely mimics the coinop and will have you playing for hours. Even if it didn't

Due to limited dis- grab you in the arcade, it feels better as a home game and cade players were warrants a T&T pick.







CRUIS'N WORLD

Midway • 1/97

chance to take a spin around Mexico and even Egypt.

the world. Cruis'n World takes the basic elements of Cruis'n USA and pumps them up with cleaner graphics, more cars and more tracks. The best feature is the ability to link multiple machines for head-tohead-to-head games; up to four machines can be linked together for some truly exciting competition. 12 cars are

available-including Porsche and a Hummer complete with Desert Stormstyle camouflage paint. There are also supposed to be more secret vehicles than the three that could be found in the first

If you couldn't get enough of game. Race on 14 different cruising around the USA the tracks in 12 different countries, first time, you'll love getting a including Japan, Germany,







VIRTUA FIGHTER 2

Sega • 2/97



Just when you thought that you'd seen all there was to see on the Genesis, something like this happens. Virtua Fighter 2 for the Genesis has all the characters from the arcade version except for Lion and Shunwhich kind of makes it like Virtua Fighter Remix-but it does have the look and moves of VF2. It is a 2-D game, but the



character animation is based on

the familiar moves of the 3-D

game. It plays very nicely; the

character match-ups are the

same and the combos work! A

nice distraction for VF fans and







DARK SAVIOR

Playmates • 11/96

32-bit players have been waiting for something extraordinary to appear in the action/RPG genre, but have only been moderately content. Dark Savior should make many Saturn owners very happy with its challenging gameplay and puzzles, a solid 3-D world and intriguing storyline. The coolest thing about Dark Savior is that the game has lots of replay value with three different story arcs that are both selectable and change with the completion of the game. Long-time Genesis fans will no doubt be reminded of the classic Land Stalker-which is no coincidence, since both games were

created by the same developer, Climax. Pure action gamers will not be turned off by Dark Savior; it doesn't demand crack RPG skills, but has all the trappings of a truly expansive adventure that role-playing enthusiasts will love.







TIPS & TRICKS

February 1997



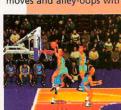


NBA HANGTIME

Midway • 12/96

about NBA JAM have been re-Hangtime a slightly different Player" option.

feel. You can now do juke moves and alley-oops with



Does the world really need an- team dunking options. The other two-on-two basketball character animation is great game? If the game is NBA and the sound is not too Hangtime, then the answer is shabby either. Real NBA players yes. All the things you liked mix it up with the freaks and goons you'll undoubtedly confined and tweaked, giving coct with the game's "Create a





NBA HANGTIME

Midway • 12/96





The Genesis has no shortage of great sports games, so it takes a good one to make the cut. NBA Hangtime does indeed elevate itself above the other two-ontwo B-ball games available. It appears to have slightly smoother gameplay than the Super NES version, though both games were developed by the same company, Funcom. The animation of the players is amazingly smooth and fluid with dunks looking better than ever. Most of the hottest NBA players are available for your favorite team and-as usualthere are lots of secret features. some of which you'll find in this issue's Genesis Tips section.



DONKEY KONG COUNTRY 3

Nintendo • 12/96

The Donkey Kong franchise continues to thrive on the Super NES with a new enhancement from developer Rare each year. This year's model which stars Dixie Kong from DKC2 and newcomer Kiddy Kong-is much more challenging than the first two games and maps that allow less of a linear progression from one area to another. Lots of new bonus items, hidden stages and "helper" characters are included, but our favorite Kong character, Manky, is still missing.



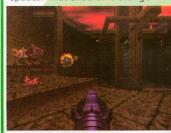


DOOM 64

Williams • 3/97

After much success on the PC, monster hit Doom is on its way to the N64; it's expected to be the sharpest version yet. Doom never had much of a storyline, but it delivered action and white-knuckle corridor play in in future issues. spades. That shouldn't change

in this N64 upgrade, though PlayStation and Super NES, the there are questions and rumors about multiplayer possibilities via link cable or possibly through phone lines in the future. We'll have more information on this promising cartridge





GAME BOY

TAZ-MANIA 2

T.HQ . 1/97

one Super NES game, two Game ture. It's a side-scrolling action you're not careful. game with four different levels

Fresh from his scene-stealing ap- that include the entire Taz fampearance in Space Jam, Taz is a ily and bad guys like Bull Gator very lucky character who has from the TV series. Taz is a very starred in two Genesis games, large character on the Game Boy screen—which makes it eas-Gear games and is now headed ier to play-but his fast spinning for a second Game Boy adven- attack can get out of control if



GAME BOY

THE HUNCHBACK OF NOTRE DAME

T.HQ . 3/97

you won't find it here. Instead, Quasimodo and his friends sail developer Tiertex has created a five-in-one cartridge that feafrom the movie in a series of adventure.

puzzle and action games. The contests include Catch the Fool (a Kaboom!style action game), Chiseler (like Break-



If you're looking for another out), Picture Puzzle, Djali Bowl-Disney side-scrolling adventure, ing and Upsy Daisy, in which across rooftops suspended from balloons. An interesting change tures characters and settings from the clichéd side-scrolling







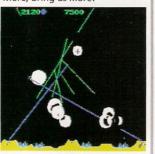
ARCADE'S GREATEST HITS: THE ATARI COLLECTION 1

Midway • 12/96

this batch of Atari coin-op classics, beautifully emulated by Digital Eclipse with original ar-

cade options and full-motion Battlezone creator Ed Rotberg reveals the truth about those vol-

Midway follows up its Arcade's video interviews with the Greatest Hits collection with game's creators. The first in a proposed series, this volume includes Centipede, Missile Command, Battlezone, Tempest, Super Breakout and Asteroids. More, bring us more!





PEAK PERFORMANCE

Atlus • 2/97

year's High Velocity on the Sat-With tons of camera angles, songs.

The PlayStation's crowded dri- you can get a good close-up ving game genre is getting an- view of your polygon-rendered other contender. Peak Perfor- driver as he shifts gears and mance is a follow-up to last twists the wheel. You can also play your own music CD while urn. The graphics are very good driving; the game even allows and car selection is excellent. you to select your favorite







RE-LOADED

cano rumors.

Interplay • 12/96

The original Loaded surprised right at home in the violent

twisted weirdos; violence-mongering psychopaths who seem



PlayStation owners with its Loaded universe. The new shameless displays of blood and game's levels are very lengthy; splattered entrails. This sequel each has an individual objective picks up right where the first that must be accomplished in game left off with a cast of six order to advance to the next.





SCUD: THE DISPOSABLE ASSASSIN

SegaSoft • 2/97

Schrab recently visited the T&T

Scud mimics the over-the-top offices; he loves the Saturn and action of the disposable comic Panzer Dragoon II. A cool and book hero, using scenarios di- funny guy, Rob could barely rectly out of the comic. You can control his enthusiasm for the play side-scrolling or first per- game that stars his brainchild; son shooting or a combination according to him, SegaSoft has of both. Scud creator Rob really captured the essential aspects of his comic series.







P.T.O. II

Koei • 12/96



games always have random generating events that change with each new game, meaning that there could be all kinds of differences in enemy actions and weather from the first time you played. Very challenging.

Koei has developed quite a following with its longrunning simulation series, mostly dealing with military themes. PTO II (Pacific Theater of Operations) is the latest of these available for the Saturn and has an unbelievable amount of variation in campaigning, including the usual intense menu options. Koei





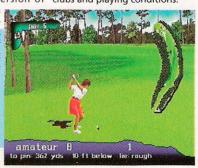
PGA TOUR '97

EA Sports • 12/96

PGA Tour '97 is a solid title that features all the elements of a classic golf game. If you haven't played one of these



The PGA Tour series has always since the Genesis days, you'll been one of the strongest sta-find that the graphics aren't ples of the EA Sports library; the only improvement; extenthe transition to 32-bit seems sive options are available as to have had little adverse affect well as a variety of courses, on it. The Saturn version of clubs and playing conditions.



Select Games





CRUIS'N USA

Nintendo • 12/96

veloped two years ago—for the features all of the options and stick for more exact car control.

One of the first titles an- tracks that made the coin-op nounced-and supposedly de-popular. This version has a twoplayer split-screen mode and Nintendo 64, Cruis'n USA is fi- also packs in lots of voice, music nally available for play on a tracks and hidden cars. It works home system. The cartridge with either the D-pad or analog





NBA JAM EXTREME

Acclaime 12/96

claiming to be the rightful heir to the NBA JAM throne. Midway's follow-up from the origi-Hangtime, but Acclaim has re- your mind.

tained the NBA JAM name for this polygon-based arcade game, which has now been converted for



Don't be afraid, but there are home play. The NBA stars are in two different basketball games both games, so it's up to you to decide which one you prefer. We'll keep looking for powerups and secret characters in nal game's designers is NBA both games while you make up





AREA 51

Midway • 12/96

polygonal obstacles that always your eyes peeled!

One of the surprise arcade hits leave you guessing what's of 1996 was a gun-shooting around the next corner. The game from Atari about a mys- game can be played with two terious military base that was players simultaneously or solo. recently highlighted in the Most of the secret rooms and movie Independence Day. Area hidden goodies from the ar-51 combines full-motion video cade version should be intact in backgrounds with sprites and the home releases, so keep







STAR WARS: SHADOWS OF THE EMPIRE

Nintendo • 12/96

One of the announcements that had gamers salivating a year ago was the news of a Star Wars game for the N64. Developed by LucasArts, Shadows of the Empire is a brand-new adventure that follows the exploits of a hero named Dash Rendar as battles Imperial treachery. The game has different play modes with the best being the snowspeeder level, but mostly concentrates on Dash's adventure on the ground. Cool music from the official Shadows sound track complements some incredible sound effects.





NFL GAMEDAY '97

Sony Sports • 12/96



With no Madden game on the PlayStation in '95, last year's undisputed king of football games was Sony's NFL Gameday. There were plenty of contenders this year, but Gameday '97 has maintained a level of quality that keeps it near the



top (or at the top, depending on who you talk to.) The main improvement is a choice of passing modes, which includes a method of total passing control in which you can purposely under or overthrow the ball. This game has too much good stuff to fit in this small space; check it out and you'll get the idea.



SPACE JAM

Acclaim • 12/96

vehicle has spawned many related products, and one of the most fitting of those is this video game adaptation. Space Jam plays like a more cartoony version of NBA JAM with the added option of having twoon-two or three-on-three bas-

The blockbuster Michael Jordan ketball action. There are plenty of voice effects during the game and bonus games are mixed in with the basic roundball action. One such sub-game has Daffy Duck trying to find Michael's jersey, shorts and shoes, mirroring a similar scene in the film.





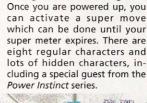




HEAVEN'S GATE

Atlus • 2/96

Atlus is best known in fighting- setting does not have ring-outs. game circles for its Power Instinct series; now the company can activate a super move attempts its first 3-D fighting which can be done until your game. Based on a little-known super meter expires. There are arcade game, Heaven's Gate eight regular characters and has lots of interesting things lots of hidden characters, ingoing for it, like interesting cluding a special guest from the characters and unique ring setups. There is a ceiling for every stage and the default

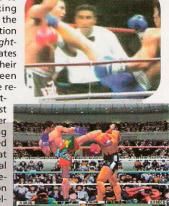






K-1 THE ARENA FIGHTERS

One of the hottest sports to watch in Japan is kickboxing and the place to watch it is the K-1 Grand Prix. This translation of the popular Japanese Fighting Illusion game incorporates real-life fighters and packs their attributes into the on-screen characters. K-1 is much more realistic than the average fighting game; each fight can last multiple rounds or end after one or two hits, depending on how the blow connected with the opponent and what kind of attack it was. Several different play modes are selectable, and a Saturn version of the game is also in development.





ROBOTRON X

Midway • 12/96

2000 and Missile Command 3in Robotron X are polygonal lenge await! with light textures...and they blow up real good! The game-

Following the lead of other suc- play is the same frantic, paracessfully revamped classics-in- noid action as the original, but cluding Tempest X3, Defender the camera rotates depending on your position on the screen. D-comes a 3-D version of the The soundtrack has also been coin-op classic, Robotron 2084. redone in a more techno All of the enemies and objects groove. Tons of levels and chal-





Other New Game News...

WWF IN **YOUR HOUSE**

The newest WWF game hits home on the PlayStation and Saturn, New wrestlers Ahmed Johnson, Vader, Goldust, Ultimate Warrior, Owen Hart, Hunter Hearst-Helmsley and British Bulldog join this super wacky brawl-fest.



TNN HARDCORE 4X4

The off-road truck racing game we featured in T&T Select Games last issue is also coming soon for the Saturn platform. Real four-wheel driving action is waiting for anyone interested



Koei has another military simulation with a futuristic twist: Heir of Zendor, coming soon to a Saturn near you. Command all kinds of craft that look like they came out of a Flash Gordon flick

- The new Saturn fighting game from Sega is Fighters Megamix. It has Virtua Fighter 2 superstars squaring off against characters from Fighting Vipers. The game was released in late December in Japan and is expected to appear here around February or March.
- And if that's not enough Saturn news for you, T•HQ has acquired the rights to release the Psygnosis games Destruction Derby, Krazy Ivan and Assault Rigs for the Saturn; look for them this summer



LIFEFORCE: TENKA

Psygnosis • 2/97





Doom set a standard for firstperson shooting games on the PlayStation; few games have matched it since. Lifeforce: Tenka is ready to set new standards in the category with lots of light-sourcing, damage detail and innovative level design. There are a bunch of cool weapons to find and make use of with even more levels to explore. The enemies can be wounded and limbs can be shot off-which is not only cool to watch, but becomes an important element of gameplay when you're trying to find ways to conserve ammunition





Codes for use with Galoob's **Game Genie Video Game Enhancers**

SUPER NES

DE35-CDA0—Start with 16 lives

FB35-CDA0-Start with 26 lives 7435-CDA0-Start with 51 lives

1735-CDA0-Start with 100 lives

C232-14D4 + CB6C-3767-Infinite lives

DC3B-C760—Start with 10 continues

FB3B-C760—Start with 25 continues

743B-C760—Start with 50 continues 173B-C760-Start with 99 continues

4A21-14D5—Infinite continues

0635-CFA0—Start with twice as much health (easy level)

0D35-C400—Start with twice as much health (brave level)

7635-C4A0—Start with twice as much health (Jedi level)

1D34-C704—Protection against most damage

D13B-CF00—Small hearts restore twice as much health as usual (easy level)

D03B-CFA0-Small hearts restore twice as much health as usual (brave level)

D03B-C400-Small hearts restore twice as much health as

usual (Jedi level) DA3B-CF00—Small hearts restore 4 times as much health as

usual (easy level) D63B-CFA0—Small hearts restore 4 times as much health as

usual (brave level)

D63B-C400—Small hearts restore 4 times as much health as usual (Jedi level)

DDB0-C767—Begin the game with the lightsaber

DD88-37A5-Han & Chewbacca begin with a blaster

D488-37A5—Han & Chewbacca begin with a seeker gun

D788-37A5—Han & Chewbacca begin with a rapid ion gun

D088-37A5—Han & Chewbacca begin with a plasma gun 553A-1764—Blaster power-ups remain after dying

DDB9-CF67—All three characters selectable at the beginning

of the game DF67-4FAF + DF60-4D6F—Only 1 Jawa needed to pass land-

speeder levels

D967-4FAF + D960-4D6F—Only 5 Jawas needed to pass land-

0667-4D0F—Start with double fuel on landspeeder levels 40A1-47D4—Fuel power-ups completely refill landspeeder

GAME BOY

Star Wars

C9B-5CC-3BE-Infinite energy

00B-6AC-195-Infinite lives

04C-12C-C4A—Start with 1/2 energy on all lives except 1st

013-B7F-E66-Start with 1 life

063-B7F-E66-Start with 6 lives

093-B7F-E66-Start with 9 lives

003-A2F-C42-No continues 143-A2F-C42-20 continues

FA2-F6E-4C1—Infinite continues

990-B7E-C4A—More energy (first life only)



Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PLAYSTATION

Black Dawn

8005FCF0-0064-Infinite missiles 8005FCF2-0064-Infinite rockets 8005FCF4-0064-Infinite napalm

Disruptor

80077680-0000-Rapid-fire 80077114-0001-Zodiac 80077118-0001-Plasma

80176700-0004-Infinite turbos

King's Field II

801B24E4-FFFF-Quick level gain 801B2534-FFFF-Infinite gold

Mortal Kombat Trilogy

8003219E-00A6-Infinite health, Player 1 80032316-00A6-Infinite health, Player 2

Pitball

800980CC-0000-Team 1 scores 0 800980D0-0000-Team 2 scores 0

Twisted Metal 2

801882F4-0009-Infinite lightning 801882EA-0009-Infinite homing missiles 801882F0-0009-Infinite napalm

SATURN

F6000942-C305 + B6002800-0000-Master code

160D808E-FFFF-Infinite health

1604D00E-FFFF-Infinite iron keys

1604D012-FFFF-Infinite brass keys

1604D016-FFFF-Infinite fool's gold

Fighting Vipers

F6000914-C305 + B6002800-0000-Master code

16062828-00FA + 160945A0-00FA-Infinite health, Player 1

16064728-00FA + 160945A4-00FA-Infinite health, Player 2

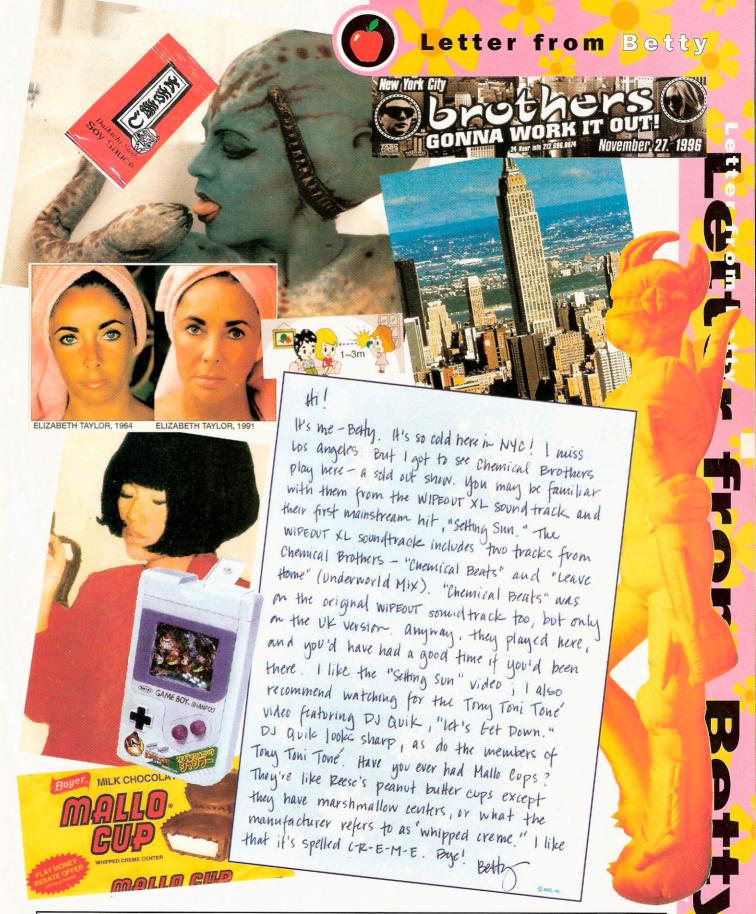
16064728-00FA + 160945A4-00FA-No health, Player 2

Ultimate Mortal Kombat 3

F6017718-C305 + B6002800-0000-Master code 160D19FC-00A6-Infinite health, Player 1 160D20D8-00A6-Infinite health, Player 2 160D20D8-0000-No health, Player 2

Battle Arena Toshinden URA

F6000914-C305 + B6002800-0000-Master code 1607476E-0200-Infinite health, Player 1 160723A2-0200-Infinite health, Player 2



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