

THE #1 VIDEO-GAME TIPS MAGAZINE

50229

ARCADE  
SUPER NES  
PLAYSTATION  
GENESIS  
SATURN  
NINTENDO 64  
GAME BOY  
GAME GEAR

# TIPS & TRICKS™

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THE **ULTIMATE**  
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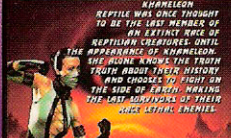
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With Nintendo 64, you get 360° of total control. With Super Mario Kart 64, you lose it. It's a 4-player free-4-all that breaks every law in the book.



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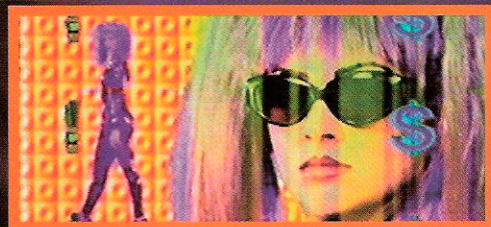
4-Players

CHANGE THE SYSTEM...  
NINTENDO<sup>64</sup>



# TIPS & TRICKS

FEBRUARY 1997

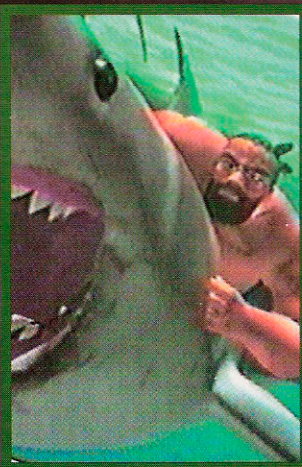


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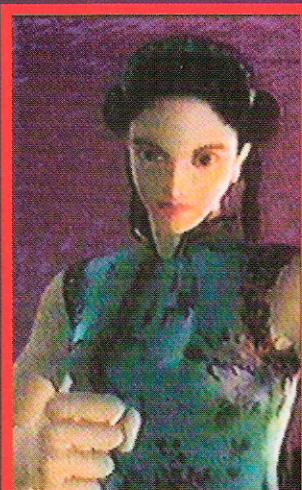
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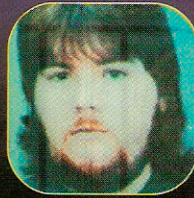
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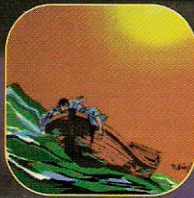
T&T Master of Ceremonies **Chris Bieniek** loves video games, but has absolutely no interest in automobiles, politics, dancing, the Internet or vegetables whatsoever. The next time you're having a conversation with him, try changing the subject to one of these topics and you'll see his eyes just glaze 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 Ione get all the letters?!" cries an anguished Debbie.



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!

Lone 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



Front



Back

This month's 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!

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 Ryu, 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" Ryu 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:

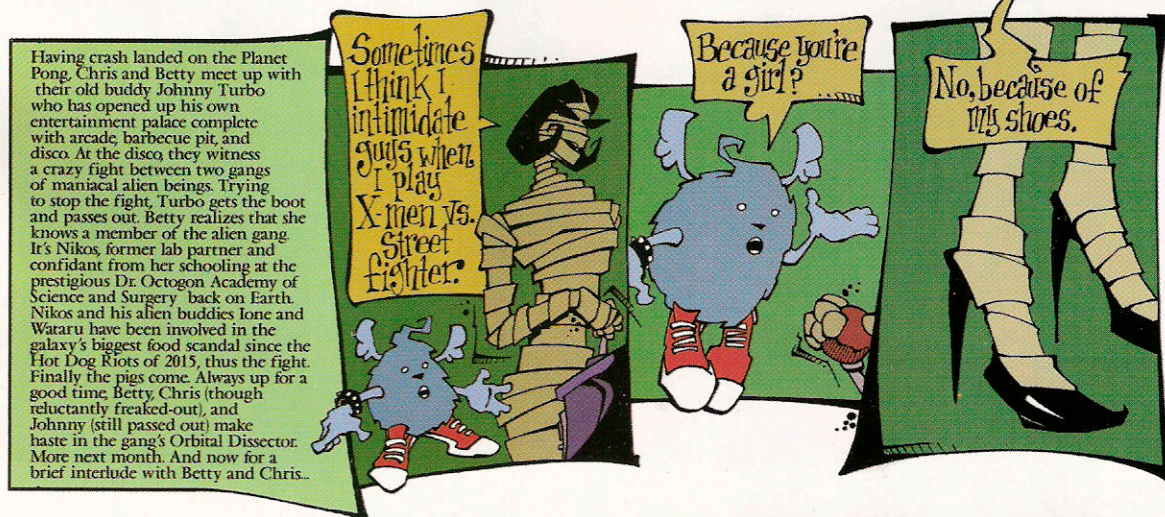
### ANDES CHOCOLATE MINTS IN A BAG

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 out. 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.

Persona



ATLUS

REVELATIONS

S E R I E S

# Persona

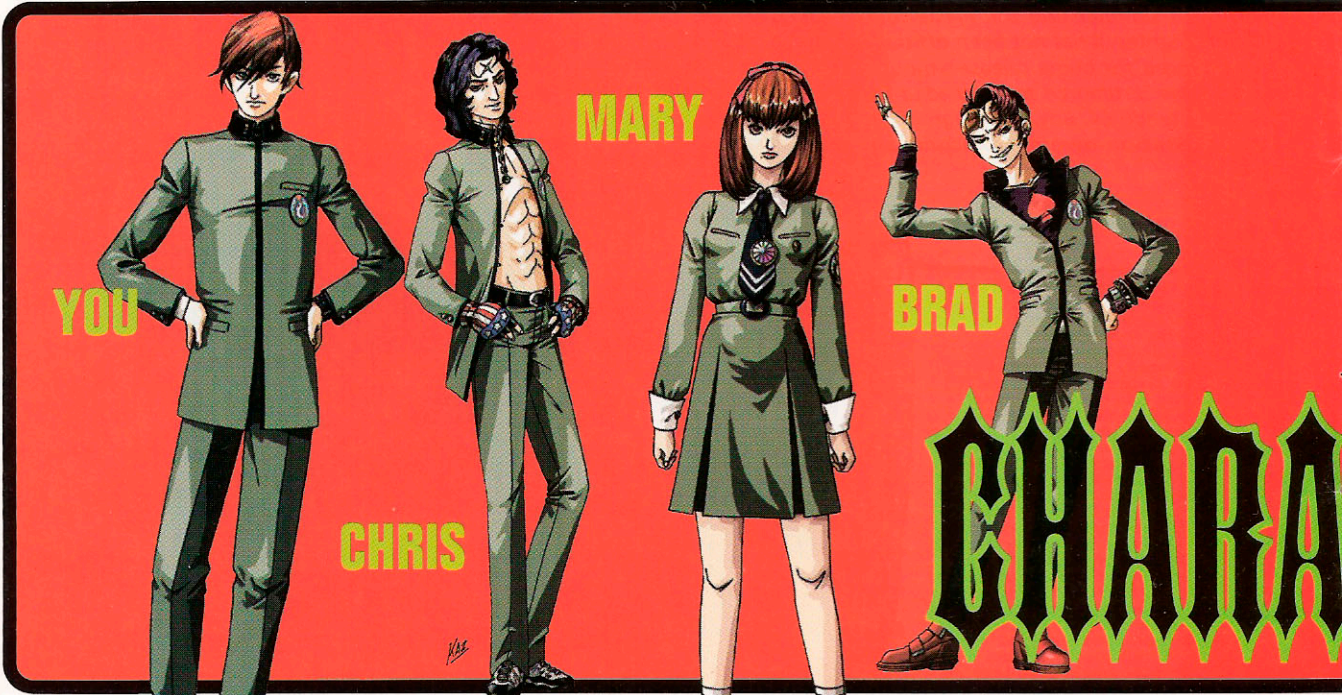
WHAT YOU SHOULD KNOW

- This guide is a basic walkthrough for *Persona*. But don't think that the game's ruined just because we gave you the maps. We don't play that way.
- You'll still have to play through the game, answer all the right questions (when they come up), fight all of the enemies, negotiate with demons and figure out how to combine the different cards that you find for maximum *Persona* power.

## STRATEGY GUIDE

BY NIKOS BINSTANT

PlayStation strategy  
**PlayStation strategy**  
PlayStation strategy



## CHARA





### Jack Bros. Vs. Persona?

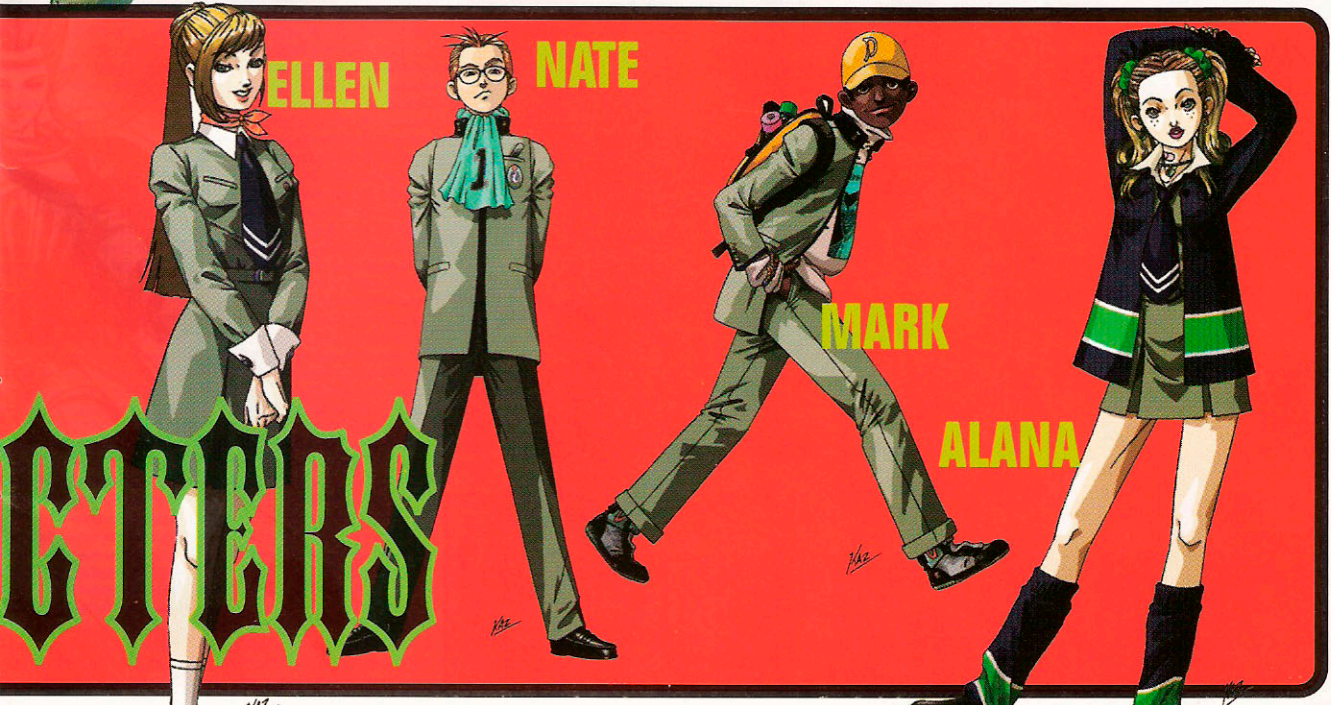
If you happened to buy a Virtual Boy (or got lucky and found one for cheap when Blockbuster Video was blowing them out) you might have gotten the Atlus platform game *Jack Bros.* Notice any similarities to *Persona*? Well it turns out that *Jack Bros.* is actually a part of the *Revelations Series*.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



**CHARACTERS**

Jack Frost	Jack Lanter	Jack Skelton
		
<small>Snowballs are this Jack's weapon of choice. When he uses his Special Attack, all enemies will be frozen for a few seconds.</small>	<small>Lanter shoots fire balls, which are more powerful than Frost's snowballs. His Special Attack will cause all enemies to suffer severe damage</small>	<small>Skelton's sharp knife is far more threatening to enemies than either of his brothers' weapons. His Special Attack will destroy all the enemies on the screen.</small>

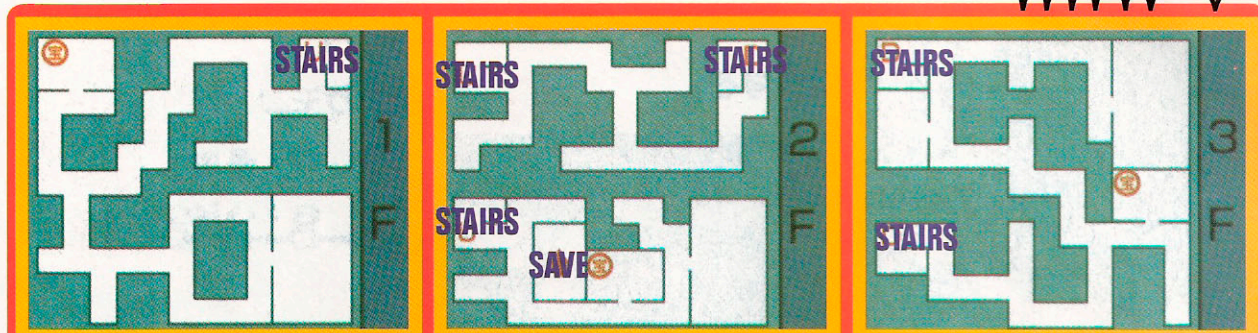
*Revelations* titles in the U.S., so they left the *Revelations* logo off the package. The same artist does all the art, but this mysterious Japanese fellow keeps a low profile, so we can't divulge his name. Good work, fella!





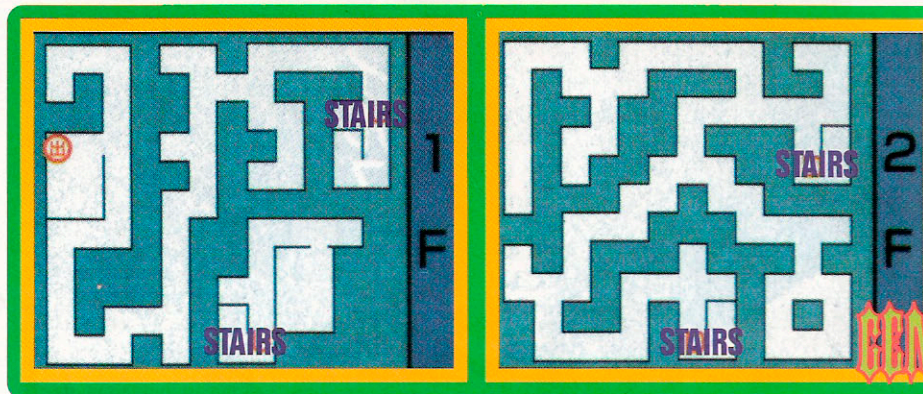
# MAPS

PlayStation strategy  
**PlayStation strategy**  
 PlayStation strategy



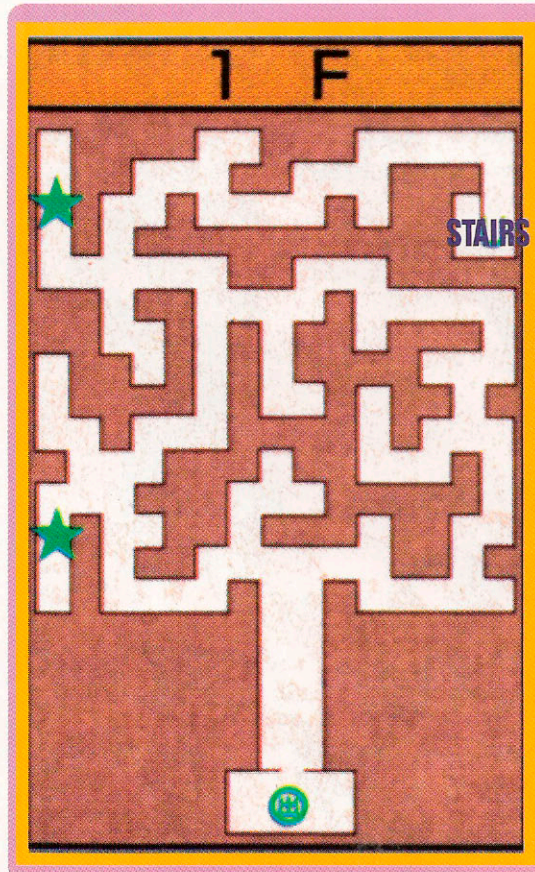
## ST. HERMELINS HIGH SCHOOL

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



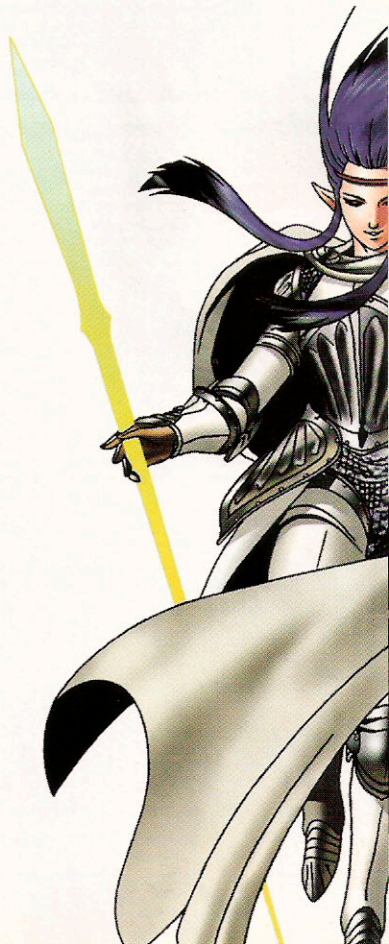
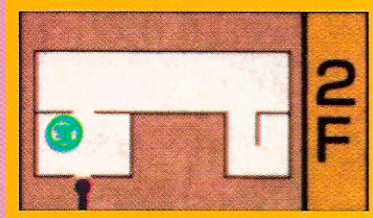
## GENERAL HOSPITAL

Head over to the hospital to visit your friend Mary. She's very important to the rest of the game, so make sure you pay 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.

## POLICE STATION



# MAPS



Persona

HEALTH SAVE STAIRS 1 F  
ELEVATOR STAIRS

STAIRS STAIRS STAIRS 2 F  
STAIRS STAIRS STAIRS ELEVATOR

STAIRS STAIRS STAIRS 3 F  
STAIRS STAIRS STAIRS ELEVATOR STAIRS

STAIRS STAIRS STAIRS 4 F  
STAIRS STAIRS STAIRS MAGIC ELEVATOR STAIRS STAIRS

STAIRS STAIRS STAIRS 5 F  
ELEVATOR BOSS ELEVATOR STAIRS STAIRS

B I F  
GOAL ELEVATOR

## ABANDONED FACTORY

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.

STAIRS 1 F  
HEALTH MAGIC BOSS

STAIRS 2 F

STAIRS

STAIRS

## MUSEUM

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.

STAIRS

STAIRS

STAIRS

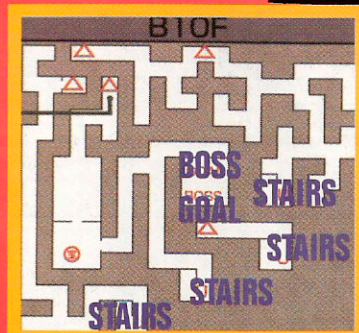
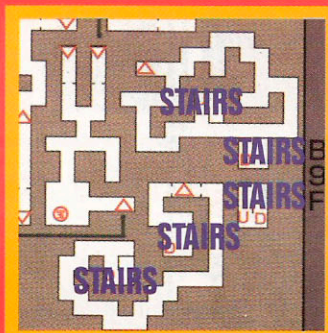
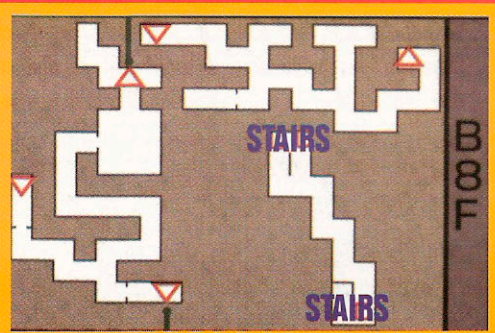
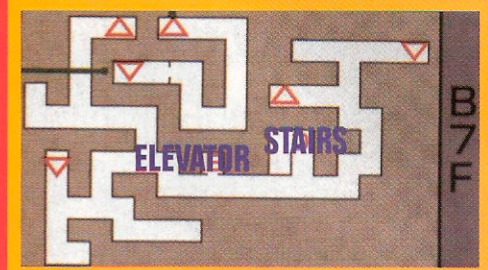
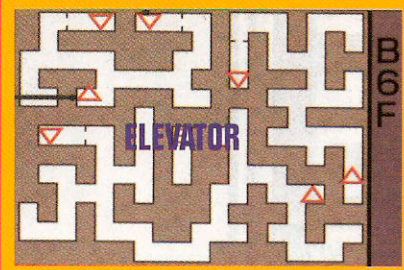
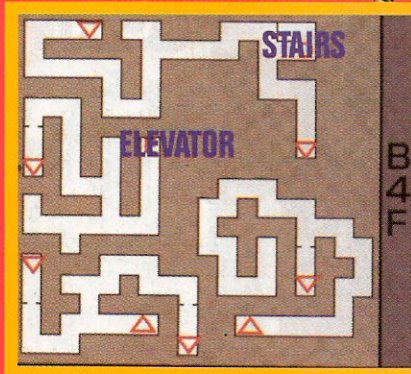
STAIRS

## SUBWAY

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.

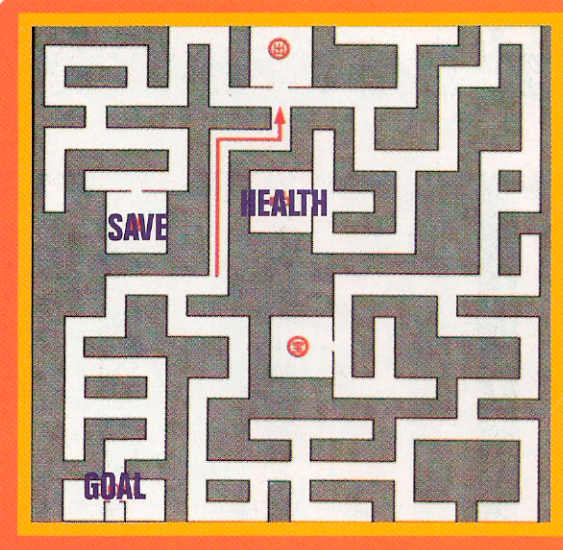


# BLACK MARKET



# 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.

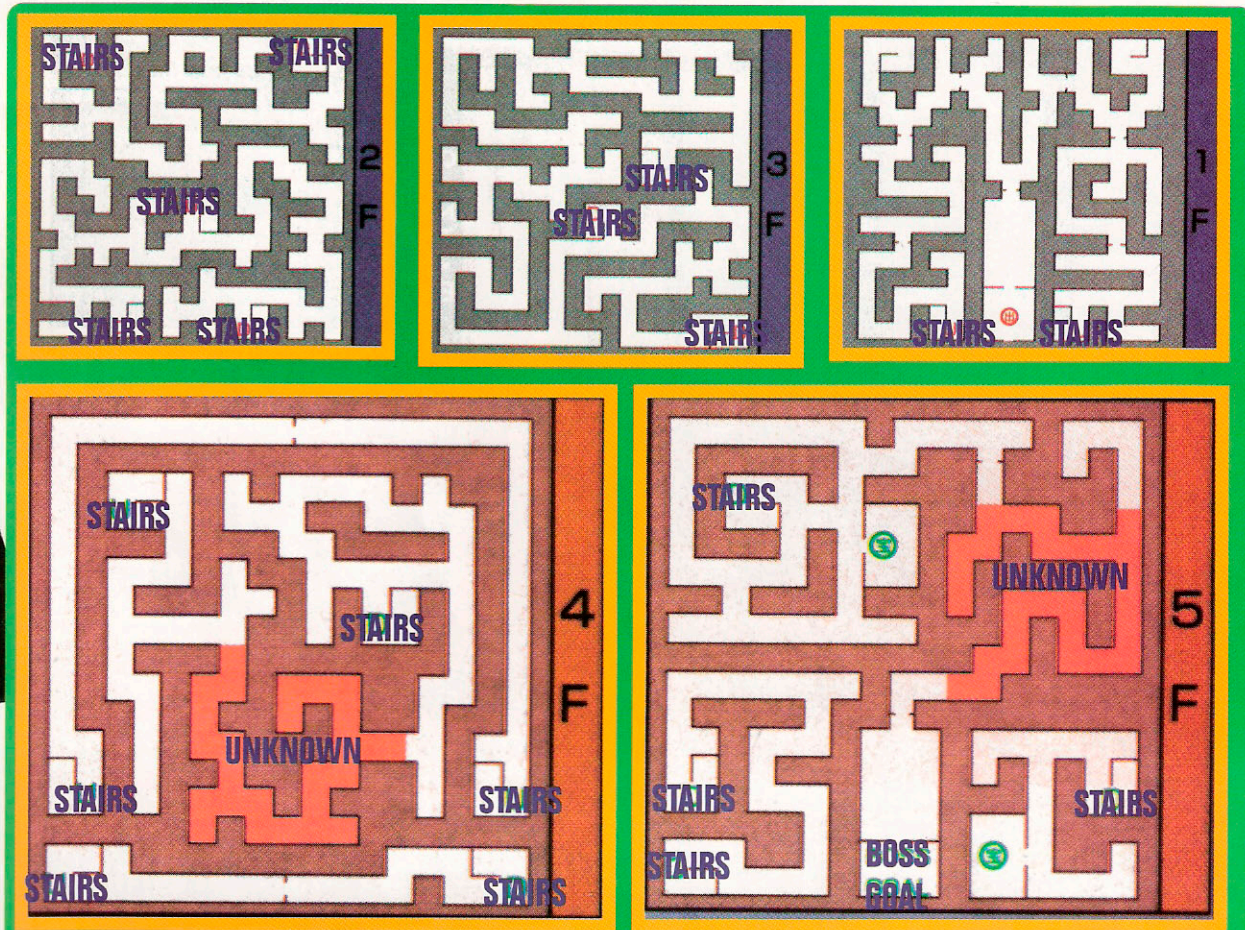


Clues in the Karma Palace and Black Market Bar will tell you that the next place you have to go is the Castle Mana. But you need the key. Visit the castle and find that it's locked and then head to the forest on the other side of town. There you must snake your way through all of the monsters and twisty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

# FOREST

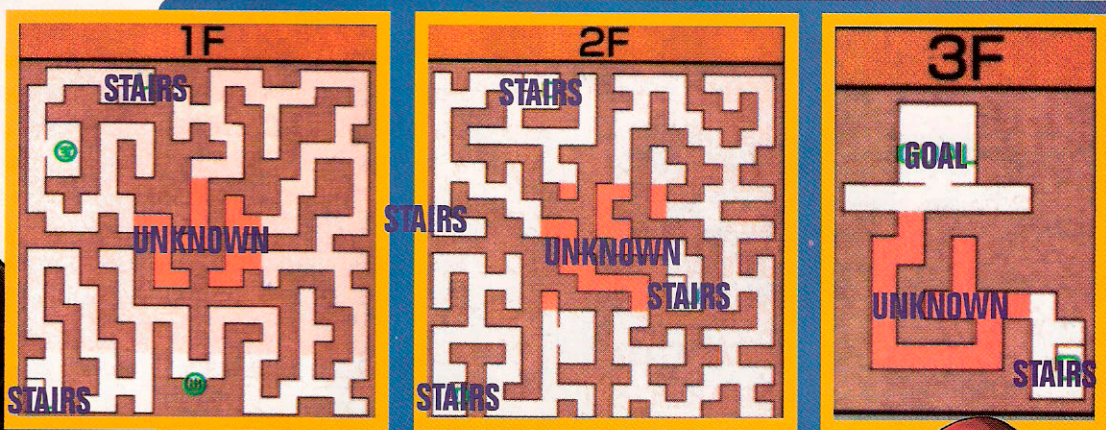


PlayStation strategy **PlayStation strategy** PlayStation strategy



# CASTLE MANNA

Head back to Castle Manna 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.



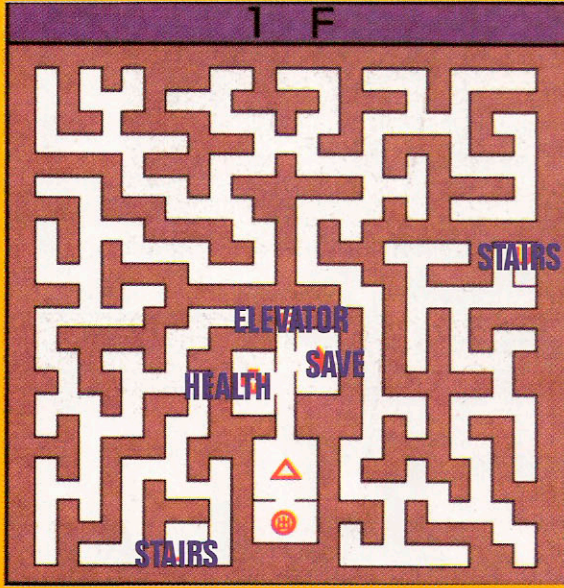
# HAUNTED HOUSE

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."

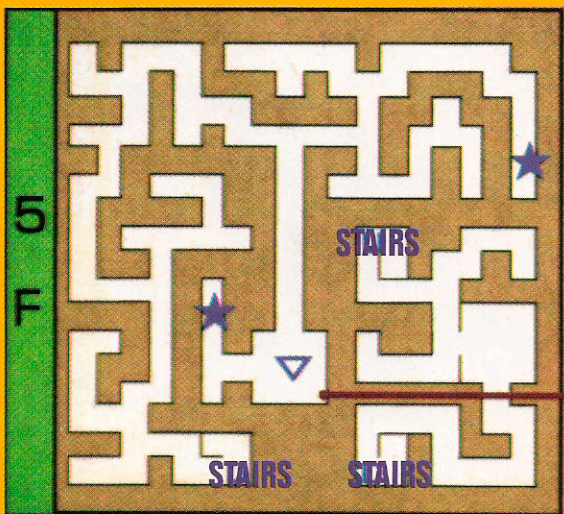
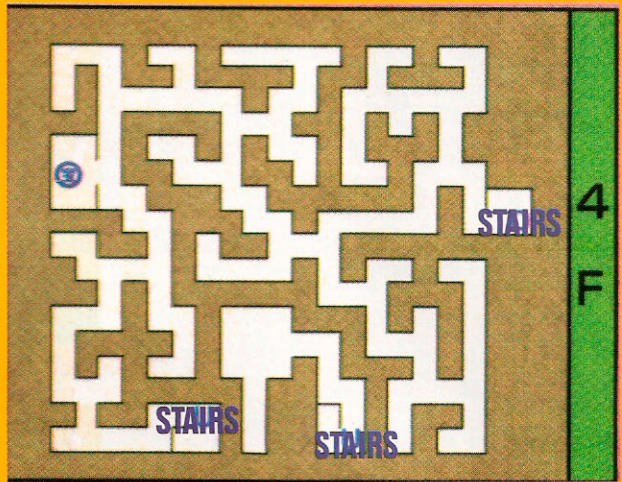
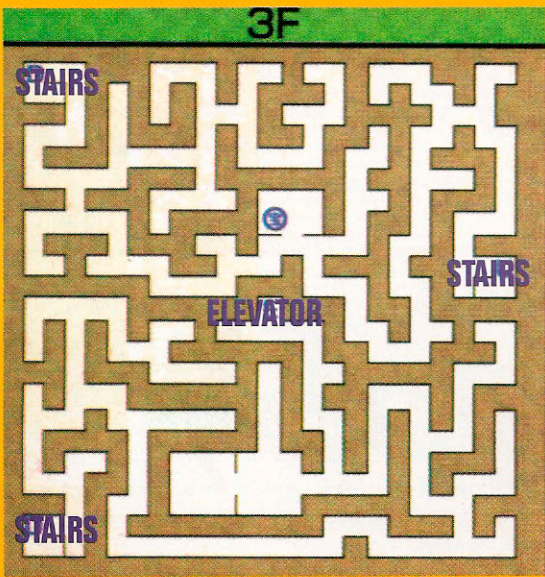
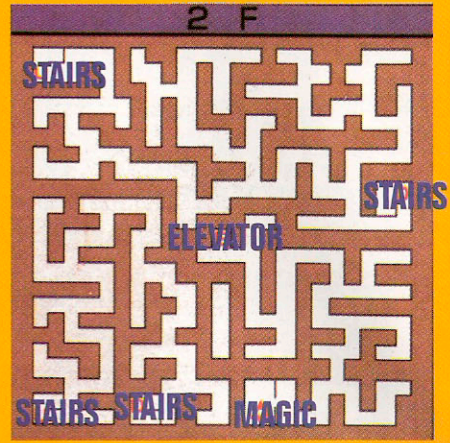




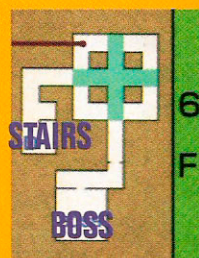
# DEVA YUGA



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



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!



# AVIDEA WORLD



**So**  
The **holidays** are over,  
**you didn't get a Nintendo 64®**  
and your birthday is still months away.

We're giving you **one more chance.**

Nintendo of America and **TIPS & TRICKS** are giving  
away a Nintendo 64® Control Deck and free games!

## GRAND PRIZE

One lucky winner will receive a Nintendo 64 Control Deck with a *Super Mario 64™* Game Pak and a *Pilotwings 64™* Game Pak.

## FIRST PRIZES

Two lucky winners will receive their choice of either a *Super Mario 64* Game Pak or a *Pilotwings 64* Game Pak.

## RUNNER-UP PRIZES

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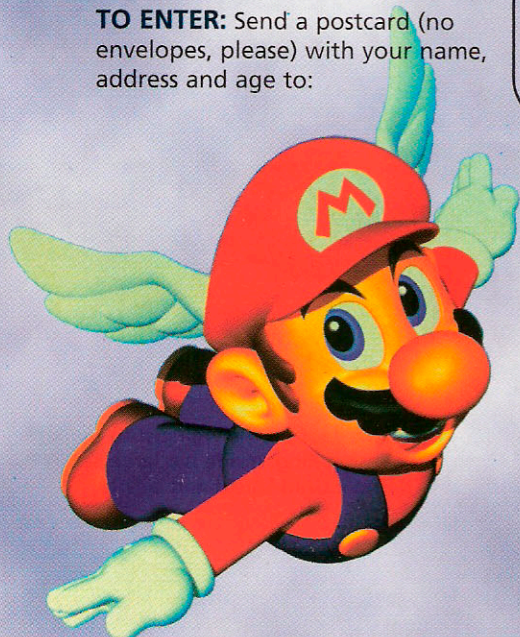
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Map Legend

- Dimension Ring
- Blue Shield
- Red Shield
- Gold Shield
- Speed-Up
- Invincibility
- 1-Up
- Sonic Medal
- Tails
- Knuckles

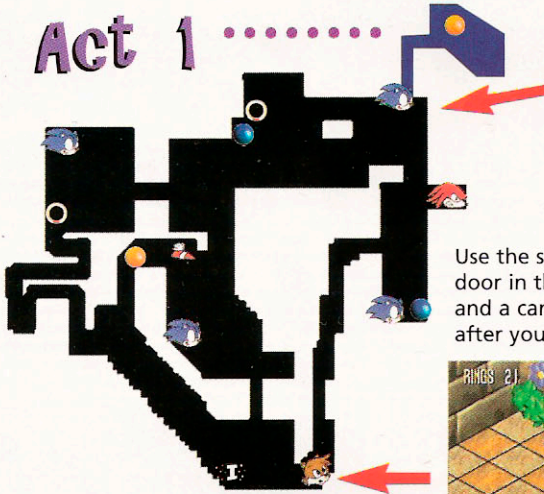
# SONIC 3D BLAST

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 1



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.

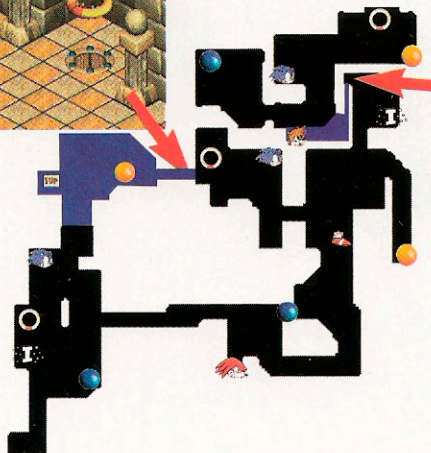


Tails will appear here after you've passed through the portal beneath the first Dimension Ring.

### Act 2



Spin-dash the rock that blocks your way to this area of the map, then use the spring to jump up and pass through this secret tunnel to find Tails.



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!

### Act 3

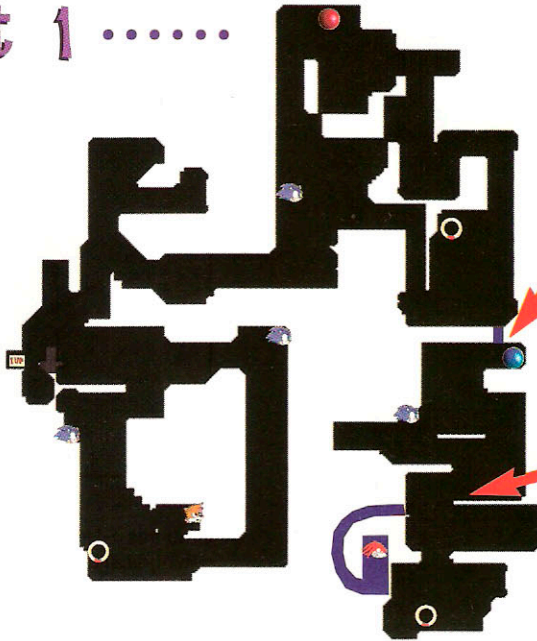


The first battle with Robotnik is a snap. He drops a spiked ball that bounces four times, then stops on the fifth bounce. When it stops, Robotnik will go and pick it up again. Avoid the ball until it stops; then, when Robotnik lands to pick up the ball, jump high and land on top of his ship to crack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



## RUSTY RUIN ZONE

### Act 1 .....

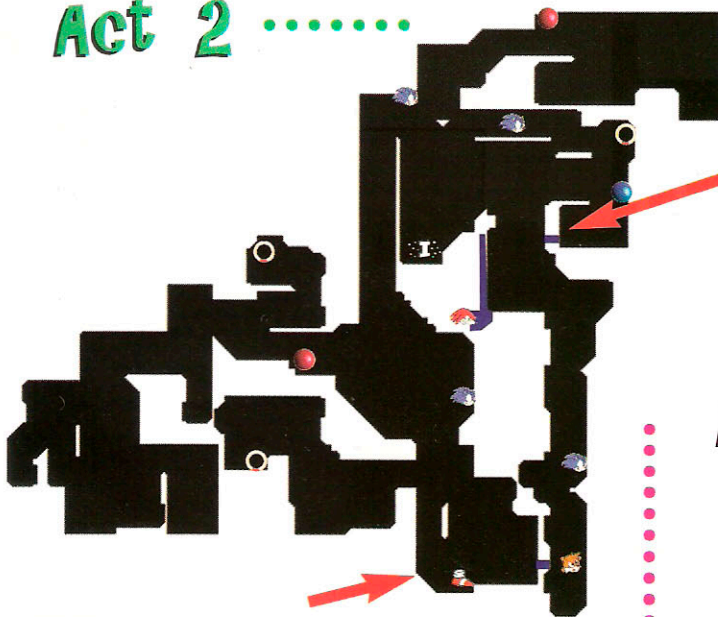


This secret door gives you a shortcut to go back to an earlier part of the stage.



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

### Act 2 .....



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 .....

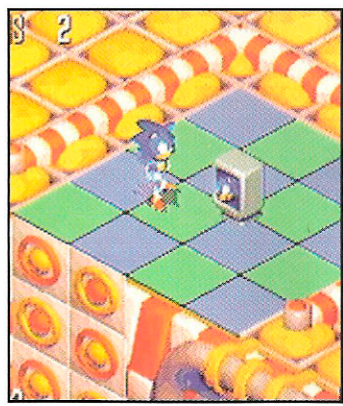
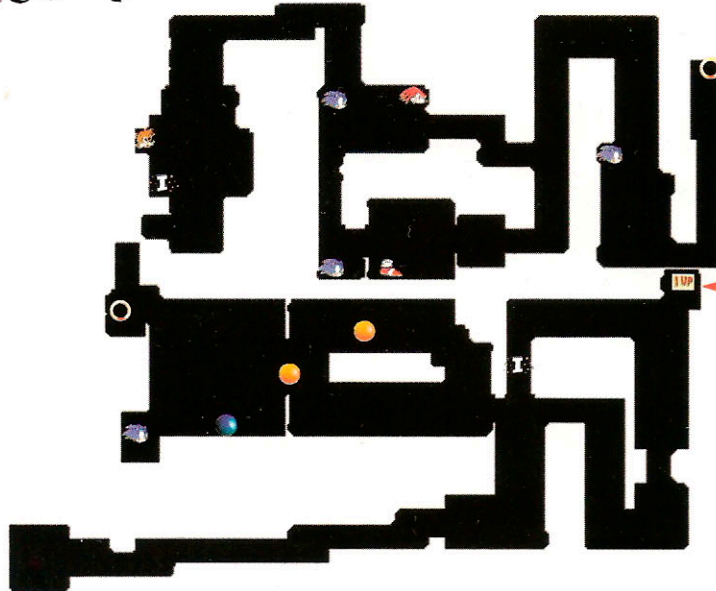


The second time around, Robotnik has control of a mechanism with paws. When the paws smash down, jump on top of one of them and wait until it moves close to where Robotnik is. Jump at him when you are close to crack the glass; it will take five hits to defeat him.



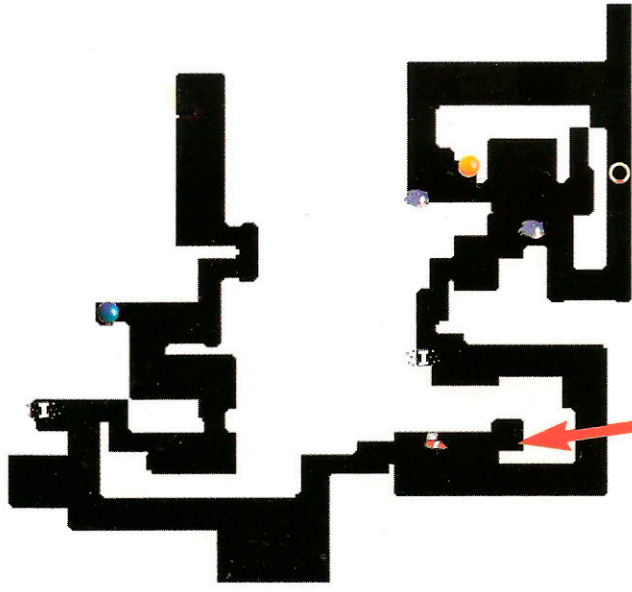
# Spring Stadium Zone

## Act 1



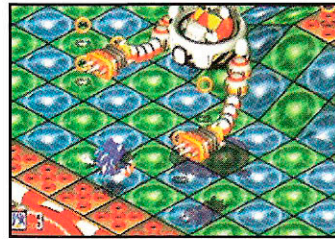
Grab this 1-Up if you can; they're getting scarce!

## Act 2



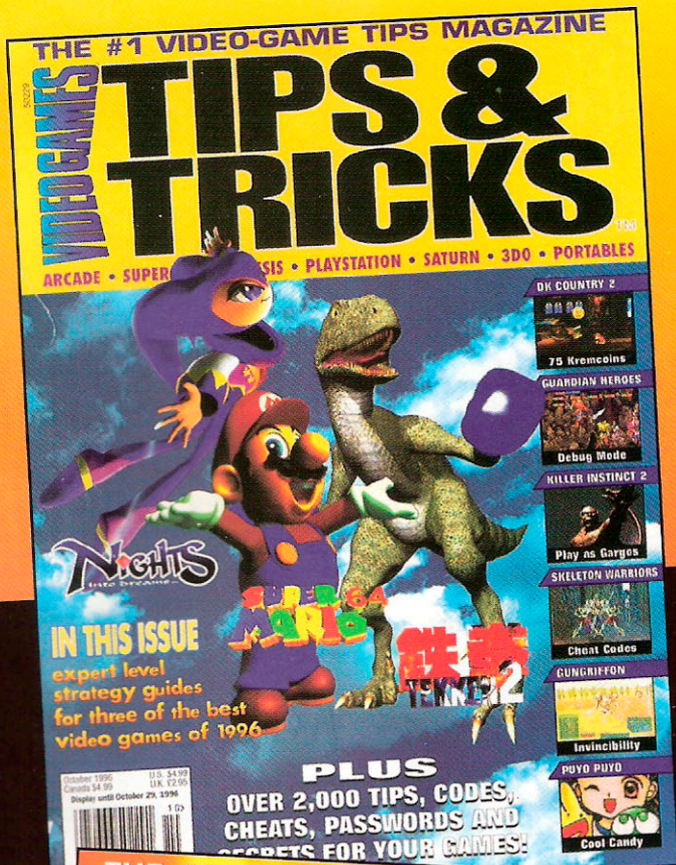
Here's the only spot in the game where you can get all three heroes in the same place at the same time.

## 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.

Genesis/Saturn Strategy  
**Genesis/Saturn strategy**

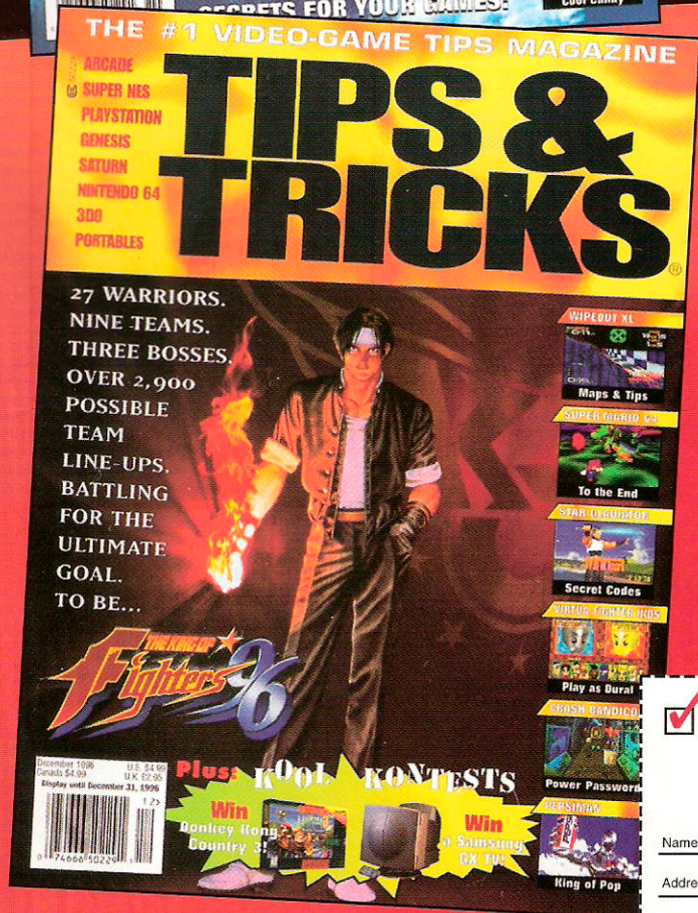


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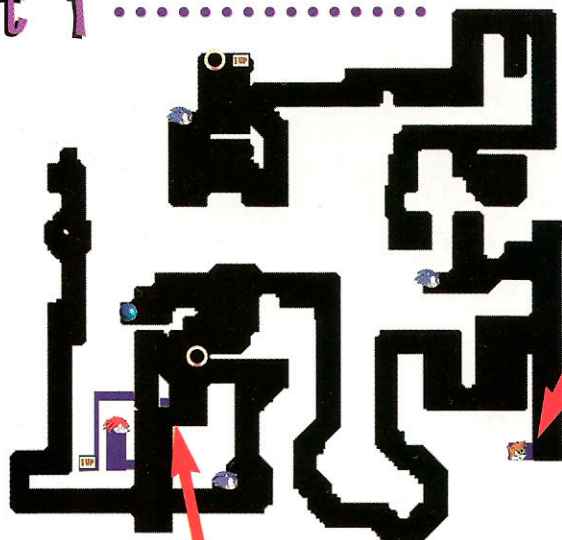
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# DIAMOND DUST ZONE

## Act 1 .....



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.

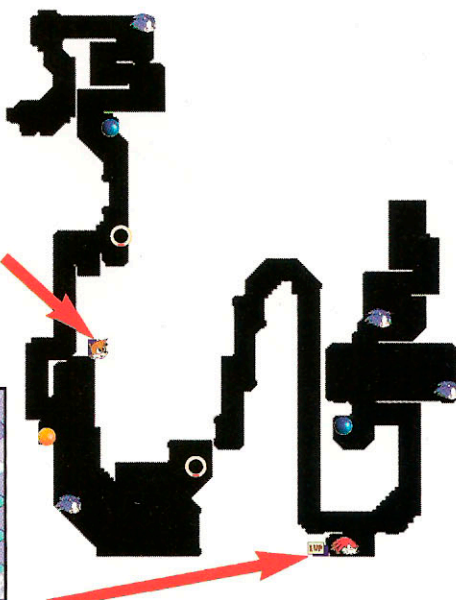
## Act 2 .....



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



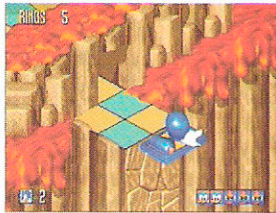
Robotnik has a wacky contraption that spits out a freezing breath. Avoid those blasts and jump on top of the doctor while he is close to the ground. He will drop two exploding penguins that are easy to avoid. Eight hits should do the trick.



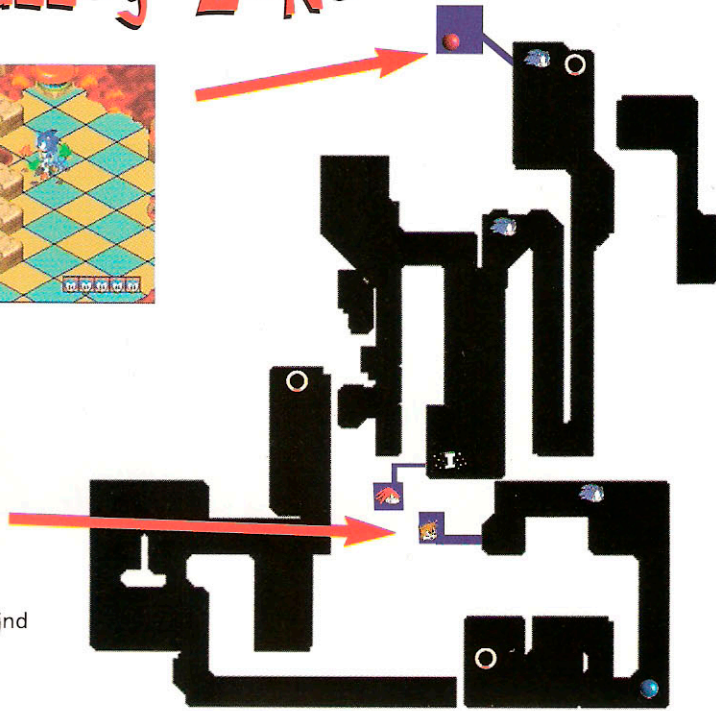
# VOLCANO VALLEY ZONE

## Act 1

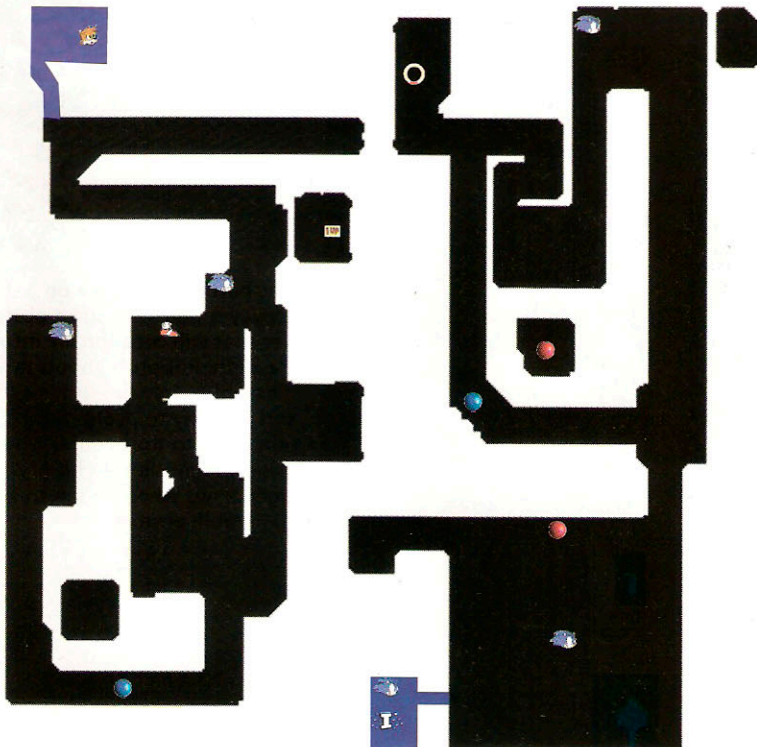
The Red shield is crucially important in this zone; break this block to warp to a place where you can find one.



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



## Act 2



## Act 3

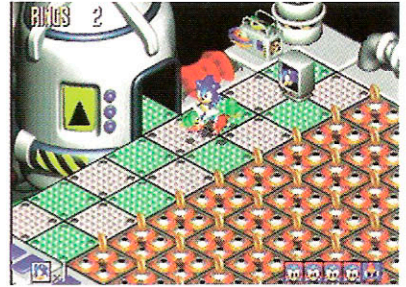
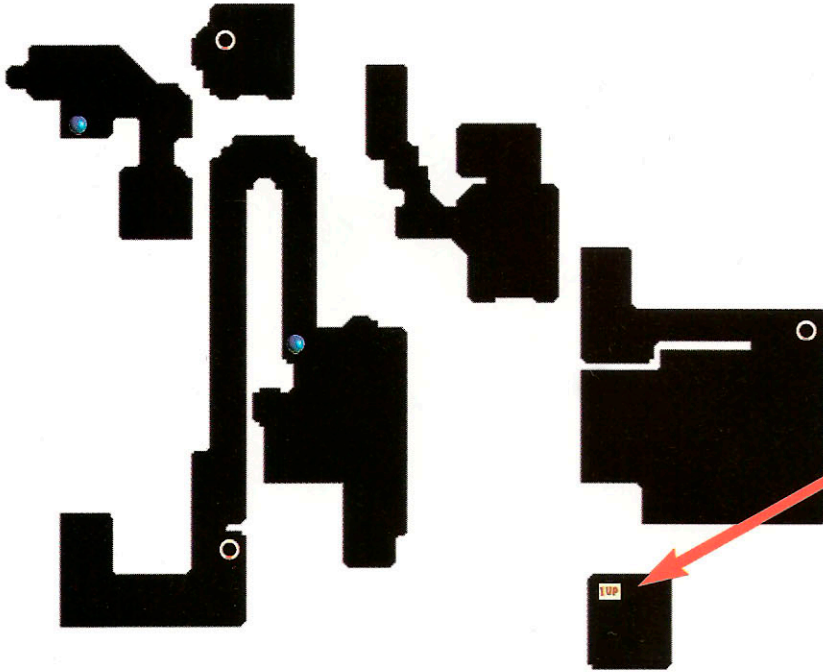


This is the toughest incarnation of Robotnik yet! He sits on an island in the middle of lava that can only be reached by using one of four pipe railings that intersect it. While you try to stay on the rail, you need to watch out for the fireballs that he shoots—and the steam coming from the rails. The 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.



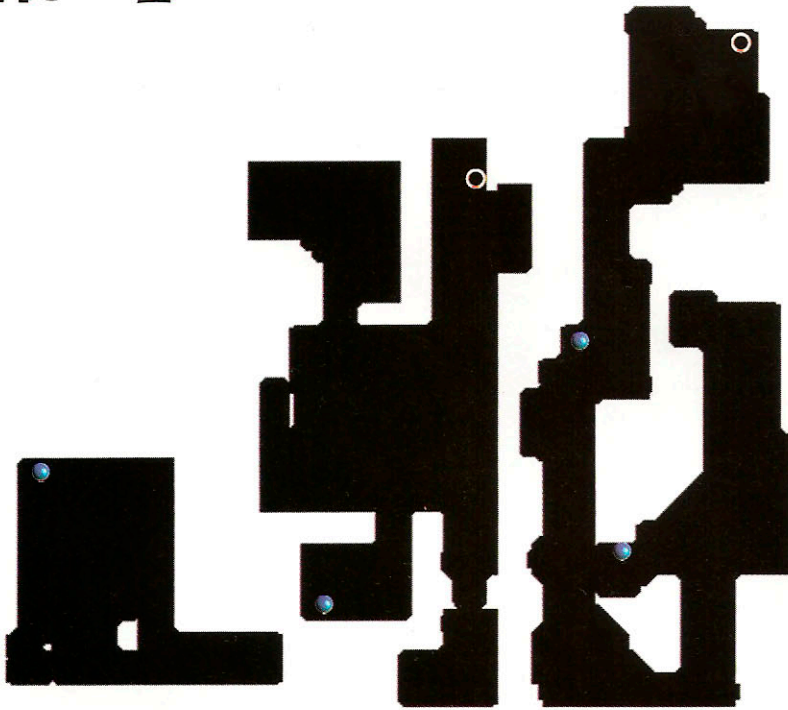
# Act 1

# Gene Gadget Zone

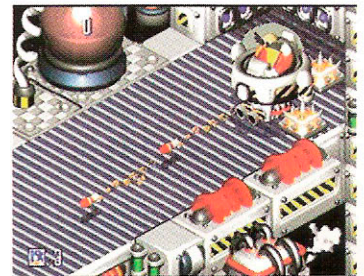


The pickin's are mighty slim in these last two zones; this 1-up is the last one of its kind for the rest of the game.

# 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.

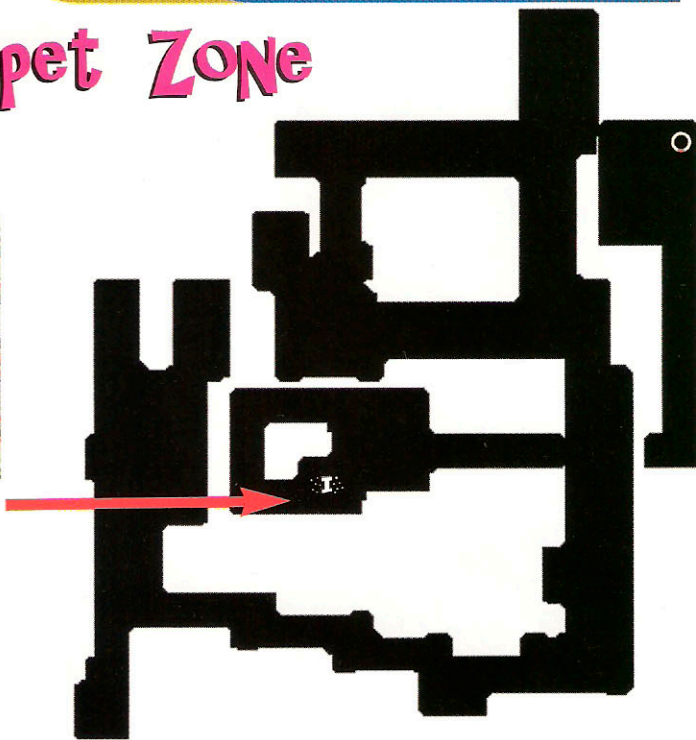


## Panic Puppet Zone

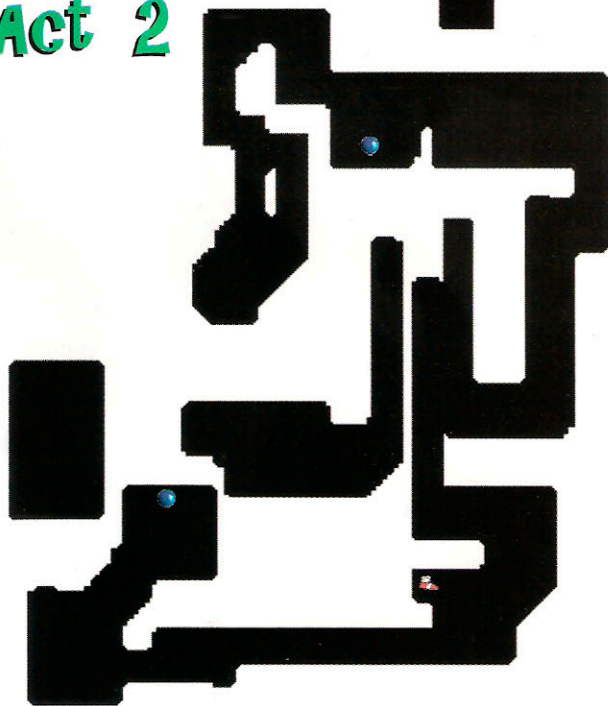
### Act 1



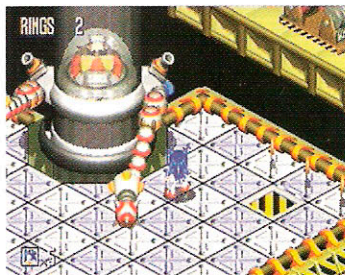
Grab this valuable invincibility icon while you can!



### Act 2



### Act 3



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.

#### THE FINAL BATTLE

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

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.



## VIRTUAL EVOLUTION

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.

# Virtua Fighter 3

by Wataru Maruyama

Arcade strategy  
**Arcade strategy**  
Arcade strategy





### 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 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.

### Countering

You can still do the tried-and-true method of attacking right 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 easier in VF 3.

### Winning Pose Select

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 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.





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

## THE STAGES

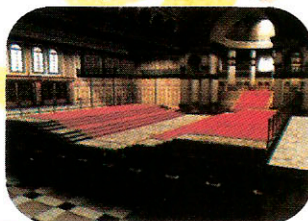
One of the big changes to the series (and 3-D fighters in general) is the inclusion of elevated and angled stages. Some stages have boundaries with no ring-outs while others have odd triangle shapes with perilous drops. The elevation of your character and your opponent greatly affect strategy and attack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

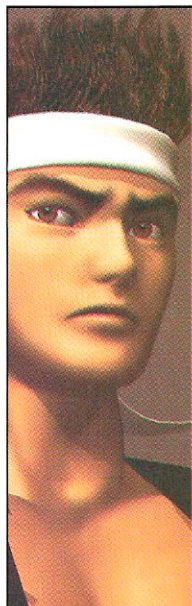
It is also worth noting which foot the opponent is going to attack with. You can tell by checking to see if the opponent has their back to you or chest. If their chest is towards you, a punch attack will begin with the right hand and vice-versa. Kicks are more mutable and will vary depending on accompanying 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 that extend above their head. These are extremely handy in lower angled offense and defense and result in mid range attacks that will go through any low block or attack attempts.





## Akira Yuki

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.

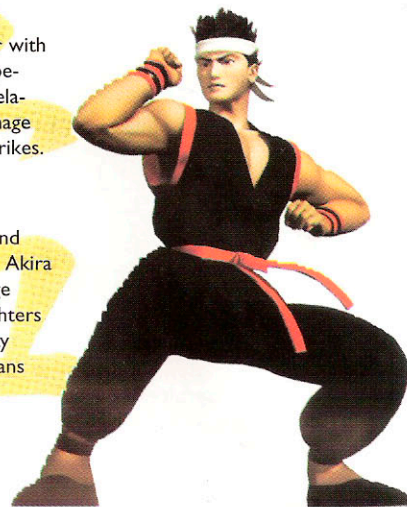
Sex	Male
Hobby	Kung-Fu
Stature	180 cm
Weight	79 kg
B/W/H	116/92/94
Blood Type	O
Birth day	1968.9.23
Country	Japan
Fighting Style	Hakkyoku-Ken

### 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.



## Sarah Bryant

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

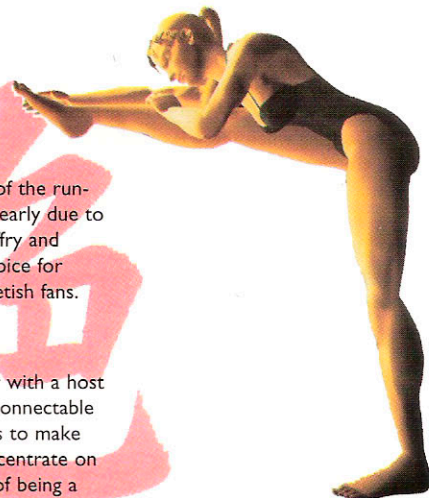
Sex	Female
Hobby	Sky diving
Stature	173 cm
Weight	55 kg
B/W/H	91/57/90
Blood Type	AB
Birth day	1973.7.4
Country	America
Fighting Style	Jeet Kune Do

### Old Strategy

Unfortunately, Sarah went out of the running for advanced players fairly early due to stronger characters like Lau, Jeffrey 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.



## Jacky Bryant

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

Sex	Male
Hobby	Training
Stature	183 cm
Weight	75 kg
B/W/H	112/88/93
Blood Type	A
Birth day	1970.8.28
Country	America
Fighting Style	Jeet 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.





SPECIAL MOVES		
Rimon-chochu	→ → P	Mid-level attacks
Yakuho-chochu	→ → → P	Mid-level attacks
Yoho	↘ ↘ P	Mid-level attacks
Moko-kohazan	↓ → P	Mid-level attacks
Byakko-soshoda	↓ ← → P	Mid-level attacks
Doppo-choshitsu	K + G G	neutral Mid-level attacks
Renkantai	→ → K K	Mid-level attacks
Tetsuzanko	← → → P + K	Mid-level attacks
Kaiko	→ P + G	Mid-level attacks
Gekiho-honko	↓ P + G	Mid-level attacks
Chozan-hosui	← → P + K	Mid-level attacks
Soka-hosui	↘ P + K	Low attacks
Joho-shosho	← → P	High attacks
Maho-shoko	↓ → P + K	Mid-level attacks
Ryusosiki	↘ K + G	Mid-level attacks
Maho-chochu after hitting or guarded "Ryusosiki"	→ P	Mid-level attacks

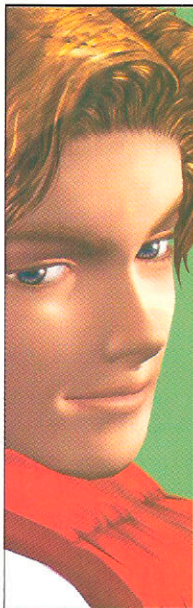
Tenzanko	← → P + K + E	Mid-level attacks
THROW MOVES		
Sin'iha	↙ → P + G	Throw Move
Yoshi-senrin	← ↘ P + G	Throw Move
Daiten-hosui	← → P + G	Throw Move
Sinpo-riko	↙ P + G	Throw Move
Junho-honko	← ↓ P + G	Throw Move
Daisekkou	P + G	Back Throw Move
Shishi-hogetsu	↘ P + G	Throw Move
Stomp attacks and Down attacks		
Soka-ho	↘ P	Stomp attack
COUNTER MOVES		
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

SPECIAL MOVES		
Snap back knuckle	↘ P	High attack
Double kick	← K	High attack
Tornado kick	↗ K + G	High attack
Double spin kick	↓ ← K K	High attack
Illusion kick	↘ K K	High attack
Step around kick	→ K + G	High attack
Dash knee	→ → 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	↓ K K	Mid-level attack
Double joint butt	→ P K	Mid-level attack
Combo rising knee	P P P K	Mid-level attack
Combo somersault kick	P P P ↖ K	Mid-level attack
Leg slicer	↓ K + G	Low attack

Round kick	↑ K + G	Small Jump Kick
Double thrust kick	K K	High attack
Elbow edge	→ P ↘ P	High attack
Dragon cannon	↙ K	Mid-level attack
Spin edge kick	← K + G	Mid-level attack
Toe kick jack knife	↓ P + K K	Mid-level attack
Spin heel sword	↖ K + G	Mid-level attack
Full spin dive	↑ (↗) K	Mid-level attack
Elbow heel sword	→ P ← + K	Mid-level attack
Low spin kick	↘ K + G	Low attack
Double low kick	↓ K K	Low attack
SHIFTING TECHNIQUE		
Moonsault	↗ P	Shifting technique
THROW MOVES		
Neck breaker drop	→ → P + G	Throw Move
Lightning 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	↓ P + K K K K K	High attack
Spinning arm kick	← P K	High attack
Elbow spin kick	→ P K	High attack
Combo elbow spin kick	P P → P K	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	↙ P K	Low attack
Spinning low spin kick	← P ↓ K	Low attack
Spinning kick low spin kick	K + G ↓ K + G	Low attack

Lightning straight	↘ P P → P	High attack
Lightning hook	↘ P P P P	Mid-level attack
Combo back knuckle spin	P P ← P K	High attack
Elbow knuckle spin kick	→ P P K	High attack
Combo knuckle spin kick	K P K	High attack
Beat & knuckle spin	P + K P K	High attack
Spin heel sword	← K + G	Mid-level attack
Double middle kick	↘ K K	Mid-level attack
Double punch knee kick	P P → K	Mid-level attack
Double low kick	↓ K K	Low attack
Combo knuckle low spin kick	→ P P ↓ K	Low attack
Combo low spin kick	K ↓ K	Low attack
Combo knuckle low spin	K P ↓ K	Low attack
THROW MOVES		
Knee Strike	→ ← P + G	Throw Move



## Lion Rafale

Lion lost the match against Kage Maru in the last tournament and vowed to come back stronger. He returned home to the Rafale family estate to improve his chances.

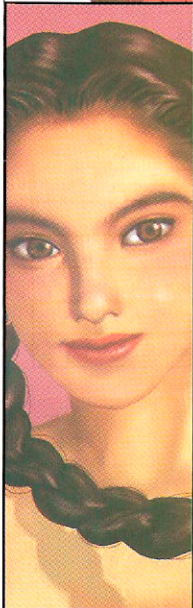
Sex	Male
Hobby	Skateboard
Stature	174 cm
Weight	63 kg
B/W/H	90/85/88
Blood Type	AB
Birthday	1979.12.24
Country	France
Fighting Style	Tourou-ken

### 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.



## Pai Chan

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.

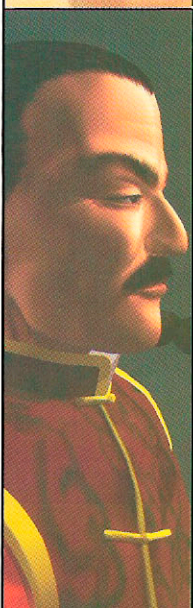
Sex	Female
Hobby	Dancing
Stature	167 cm
Weight	48 kg
B/W/H	85/53/88
Blood Type	O
Birthday	1975.5.17
Country	Hong Kong
Fighting Style	Ensie-Ken

### 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.



## Lau Chan

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

Sex	Male
Hobby	Chinese Poem
Stature	172 cm
Weight	77 kg
B/W/H	99/91/93
Blood Type	B
Birthday	1940.10.2
Country	China
Fighting Style	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	High attack
Mabanshu	→ P + E	High attack
Taizan-sokoshu	← P + K	High attack
Senshippo	→ → P	Mid-level attack
Jucho-sensho	↑ P + K	Mid-level attack
Tosentai	↓ K K + G	High attack
Koshu-teititsu	→ K	Mid-level attack
Tenshin-ryoinkyaku	→ → K + G	Mid-level attack
Senkyutai	↙ K	Mid-level attack
Toho-haisosyu	↘ P + K	Low attack
Shahosha-sosui	↓ P + E	Low attack
Toho-soshu	↓ P + K	Low attack
Shicchi-sotai	↘ K + G	Low attack
Kosotai	↓ K + G	Low attack
Senten-kukyaku	↗ K	Small Jump Kick
Banchu-renkanshu	→ P P	Mid-level attack

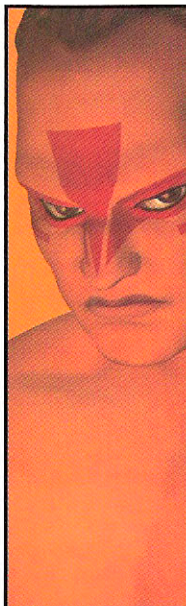
Shippo shosensho while crouching	→ P	Mid-level attack
Rensentai	K K	High attack
Fujin-rentankyaku	→ → K K	Mid-level attack
Tenshin-toro-renkyaku	← P P K	Mid-level attack
Sinho-toro-soshu	← ↘ P	Low attack
Rensuishu	P P ↓ P	Low attack
THROW MOVES		
Saishu-hoko	→ → P + G	Throw Move
Hato-shushutai	P + G	Throw Move
Tenshin-sokoshu	→ ↘ ↓ ↙ ← P + G	Throw Move
Shichisei-tenbunchu	← P + G	Throw Move
Haika-senten	↘ P + G	Throw Move
Tozan-honshakyaku while crouching	→ P + G	Throw Move
DOWN ATTACK		
Rakusenshu	↘ P	Down attack

SPECIAL MOVES		
Rikensui	↙ P	High attack
Senchuken	→ P	Mid-level attack
Rensen-risenkyaku	↓ K K	High attack
Senpu-gas	K + G	High attack
Rendan-kotankyaku	P P P → K	High attack
Hien-rekkyaku	↗ K K	Mid-level attack
Renkan-haitenkyaku	P P P ↖ K	Mid-level attack
Renkan-tenshin-sokyaku	P P P ↓ K	Low attack
Rensenshu	↓ K + G	Low attack
Enjin-renpukyaku	← K + G	High attack
Hien-dantai	→ → P K	High attack
Enburenkyaku	→ K + G	Mid-level attack
Jouho-chusho -	P	Mid-level attack
Ensei-kosoha	↓ → P	Mid-level attack
Soka-rensuisho	↘ P P → P	Mid-level attack
Soka-rensuikyaku	↘ P P K	High attack

Koen-haikyaku	K K	Mid-level attack
Honshin-sokyaku	↙ K + G	Low attack
Rensen-sokyaku	↓ K K	Low attack
THROW MOVES		
Toshin-insho	→ → P + G	Throw Move
Senpu-enjin	← → P + G	Throw Move
Tenshi-toraku	→ ← P + G	Throw Move
Seien-kato	← ↓ P + G	Throw Move
Hien-honko	↘ 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 ATTACKS		
Ensen-hariyu	← P + K	High Perry attack
Kakyaku-senten	↙ P + K	Mid-level Perry attack

SPECIAL MOVES		
Shajo-sho	↘ P	Mid-level attack
Jonho-chusho	↘ ↘ P	Mid-level attack
Syaka-sho	↘ P	Mid-level attack
Senpu-ga	K + G	High attack
Soken-senputai	P P K	High at-tack
Renkan-tenshinkyaku	P P P K	High attack
Taito-risenkyaku when standing from crouch	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	P P P ↖ K	Mid-level attack
Tiso-tai	→ ↓ K *	Low attack
Ensen-shu	↓ K + G	Low attack
Renkan-tenshin-sokyaku	P P P ↓ K	Low attack
Toku-shasho	↑ P	Small Jump Punch
Redda-kosenkyaku	↑ K	Small Jump Kick

Koryu-tenshinkyaku	← ↙ ↓ ↘ → K + G	High attack
Enshisho	← → → P	Mid-level attack
Soko-reppa	P + K	Mid-level attack
Enjiin-senpukyaku	← ← K + G	High attack
Tenshin-risenkyaku	↓ K K	High attack
Renshu-senupga	K K	High attack
Rensen-sokyaku	↓ K K	Low attack
Hien-tenshinsho	← ← P	Tuen Mid-level attack
Hien-senpukyaku	← ← P K + G	Tuen Mid-level attack
THROW MOVES		
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	↘ ↘ P + G	Throw Move



## Wolf Hawkfield

Wolf lost the match against Akira by a narrow margin. He made a promise to Akira to fight mutually after the tournament. He returned to the forestry Indian Reservation in Canada and started his training so that he may win the match with Akira during the Third World Fighting Tournament.

Sex	Male
Hobby	Karaoke
Stature	182 cm
Weight	104 kg
B/W/H	124/94/99
Blood Type	O
Birthday	1966.2.8
Country	Canada
Fighting Style	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 Jeffry and him is the ability to direct counter and less throwing attacks.



## Jeffrey McWild

Jeffry was not able to make much money during the second tournament due to his poor performance. He started to build a new fishing boat by himself.

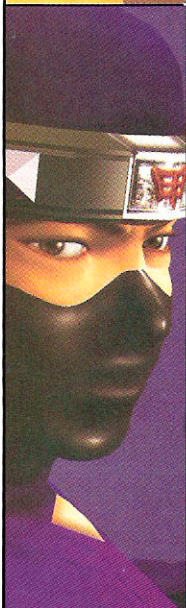
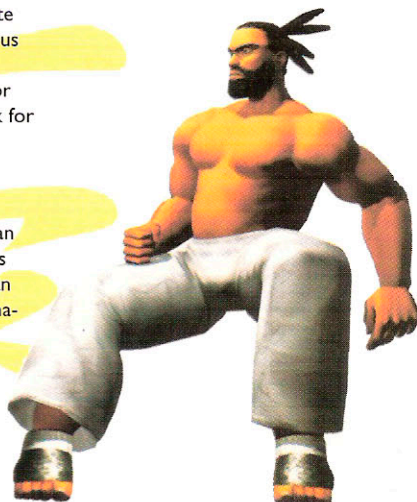
Sex	Male
Hobby	Reggae Music
Stature	183 cm
Weight	112 kg
B/W/H	123/92/98
Blood Type	A
Birthday	1957.2.20
Country	Australia
Fighting Style	Pancratium

### Old Strategy

Jeffry 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.



## Kage-Maru

Through the initial stages of the second tournament, he checked the internal organization of Judgment 6. He skipped out on the matches and went looking for his mother who he believes was arrested by Judgment 6. After the exhibition matches, he finally found his mother "Tsuikage." He brought his mother to their home town "Hagukure."

Sex	Male
Hobby	Mah-jong
Stature	178 cm
Weight	66kg
B/W/H	101/88/90
Blood Type	B
Birthday	1971.6.6
Country	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	↗ K	Mid-level attack
Low drop	→ ↓ K	Low attack
Iariat	↘ P + K	Low attack
Double high kick	K K	Throw Moves
Tomahawk flash	→ P + K	Throw Moves
Tomahawk chop	↗ P	Throw Moves
Dragon fish blow	→ P P	Throw Moves
Short Shoulder	← → P + K	Mid-level attack

THROW MOVES		
German suplex	P + G	Throw Move
Steiner's screwdriver	↘ ↘ P + G	Throw Move
Giant swing	← ↘ ↘ ↘ P + G	Throw Move
Body Slam	↘ P + G	Throw Move
Tiger driver on crouching opponent	↘ 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	→ ↘ ↘ ↘ ← P + G	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 ATTACKS		
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	→ → P P	Mid-level attack
Elbow hammer	→ P ← P	Mid-level attack
Kenka kick	→ → K	Mid-level attack
Heel kick	← → K	Mid-level attack
Toe kick	↓ K	Mid-level attack
Hell dunk hammer	↓ P + K	Mid-level attack
Rising hammer	← ↘ P P	Mid-level attack
Combo kenka kick	P P ← P	High attack
Kenka hook	← → P	High attack
Triple upper	↘ P P P	Mid-level attack
Tornado hammer	→ ← P	High attack
Knee hammer	← K P	High attack
Middle hell stamp	→ P + K	Mid-level attack
Kenka upper	↘ ↘ P	Mid-level attack

Killing toe kick hammer	K K	Mid-level attack
Docking low	↓ K + G	Low attack
THROW MOVES		
Back breaker	P + G	Back Throw Move
Power slam	→ P + G	Throw Move
Splash mountain	↘ ↘ P + G	Throw Move
Body lift	← P + G	Throw Move
Power bomb on crouching opponent	↘ 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 mountain	↓ ↘ → 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 MOVES		
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	↖ K	Mid-level attack
Fushin-hizageri	↓ → K	Mid-level attack
Sandan-urageri	P P P K	Mid-level attack
Sandan-fujinkyaku	P P P ↖ K	Mid-level attack
Rairyu-hishokyaku	→ → P + K + G	Low attack
Ryuei-kyku	→ → K	Low attack
Kaiten-jizuiyaku	← ↙ ↓ ↘ → K	Low attack
Jibashiri	↙ K	Low attack
Senpu-jin	↓ P + K	Low attack
Rasen	← P	High attack

Ura-suisha	↘ K + G	Mid-level attack
Ganzanha	↘ P	Mid-level attack
Hagakure-senjin	↘ P + K	Mid-level attack
Engetsu-geri	↗ P + G	Mid-level attack
Rasen-urageri	← P K	Mid-level attack
Sandan-rasen-urageri	P P ← P K	Mid-level attack
THROW MOVES		
Haura-gasumi	P + G	Back Throw Move
Kage-gasumi	← → P + G	Throw Move
Katana-gasumi	↘ 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 ATTACKS		
Kote-gaeshi Parry High Punch	P + K High	Perry attack



## Shun-Di

Just 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 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 to the cave to shore up his kung-fu technique.

Sex	Male
Hobby	Drink the sake
Stature	163 cm
Weight	63 kg
B/W/H	88/87/89
Blood Type	O
Birthday	1912.1.2
Country	China
Fighting Style	Drunk kung-fu

### 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 Umenokoji

Aoi was born the eldest daughter of the master of a distinguished martial arts school that has been around for many generations. From an early age, Aoi 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 skills and grace, and was awarded the championship. After the awards ceremony, Aoi saw her father chatting with Akira Yuki. While speaking to Akira, he mentioned the World Tournament of Fighters. Aoi asked if she too could enter the tournament and fight against Akira. He did not answer.

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

Sex	Female
Hobby	Ikebana
Stature	162 cm
Weight	47 kg
B/W/H	83/53/86
Blood Type	A
Birthday	1979.3.10
Country	Japan
Fighting Style	Aiki-Jutitsu

### 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.



## Taka-Arashi

Taka-arashi was popular due to his powerful style of Sumo. One day during a 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 underground fighting arena that the American is involved with.

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 exchanged powerful blows, but Taka-arashi defeats him decisively in the end. Later, Taka-arashi tells everything to his stable master, who, after hearing the facts, 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.

Returning to Japan, Taka-arashi is trained in the heart of a mountain when his invitation to the World Tournament of Fighters arrives. This is the tournament that decides the strongest human in the world. His blood grows hot and wishes to test 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
Hobby	Shogi
Stature	202 cm
Weight	198 kg
B/W/H	162/202/192
Blood Type	O
Birthday	1968.11.11
Country	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 plays 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	↓ ↘ → P	Mid-level attack
Tenshin-sochusho	→ P + K	Mid-level attack
Haito-rensenkyaku	↙ K + G	High attack
Koshu-rentai	↙ 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 + K K K	Low attack
Senpu-sotai	↓ + G	Low attack
Renshu-kaishu	K K P	High attack
Sinho-suikoshu	← ↘ P	Mid-level attack
Suisenshu	P + K	Mid-level attack
Kasenko	→ ( P P P ) K	Mid-level attack
Tensin-suishukufrom stand upside-down position only	P + K	Mid-level attack

Renchi-chogeki	K K	High attack
Shasoku-renkyaku	→ K + E	Mid-level attack
Nehan-senkyaku from napping position only	K	Mid-level attack
Renshu-haikasho	K K ↓ P	Low attack
THROW MOVES		
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	↘ P	Down attack
SHIFTING TECHNIQUE		
Tentoritsu	→ ↘ ↓ ↙ ← ↖	Shifting technique
Zanantetsu	↓ ↓	Shifting technique
Gyoinshu	↓ P + K + G	Drinking
Oshin	← ↙ ↓ ↘ →	Shifting technique
Chubushin	↑ P + K	Shifting technique

SPECIAL MOVES		
Fuzakura	→ → P + K	High attack
Josei-ryusencho	← ← P + K	High attack
Nirentotsu-ochu	P P P	High attack
Musoha	↘ P	Mid-level attack
Koromo-guruma	→ → P	Mid-level attack
Sodeshinken	↘ P	Mid-level attack
Hoo-shu	↘ P + K	Mid-level attack
Hicho	→ P	Mid-level attack
Tsumuji-zakura	→ P P	Mid-level attack
Kumo-geri	→ K K	High attack
Nirentotsu-kugikyaku	P P K	High attack
Raijinha	→ K	Mid-level attack
Kusarigama	↓ K K	Mid-level attack
Rentotsu-kodachi	P P P K	Mid-level attack
Kusanagi	↓ K + G	Low attack
Rentotsu-kusanagi	P P P ↓ 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	P P ↓ 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 ATTACK		
Eda-kudaki while fall on back	↘ P + G	Throw

SPECIAL MOVES		
Tsuppari	P P P P P P	High attack
Morote-tsuppari	→ → P P P	High attack
Kachiage	↘ P + K	Mid-Level attack
Morote-tsuki	→ → P	Mid-Level attack
Mage-harite	P + K	Mid-Level attack
Hijiate	→ P	Mid-Level attack
Zangeki	↘ ↘ P	Mid-Level attack
Mageryu	← → P	Mid-Level attack
Oni-goroshi	↘ P	Mid-Level attack
- Oni-kachiage	↘ P + 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 MOVES		
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 yotsumi position only	← P + G	Throw Move
SURPRISE ATTACK		
Neko-damashi	P + K + G	Surprise Attack



## 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 **CA**
  - 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 **CA**
  - 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 **CA**
  - 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 **CA**

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.

## MORTAL KOMBAT TRILOGY

### Stage Select

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

### Super Hard Mode

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

### Free Play

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

### Secret "More Kombat" Menu

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

### Secret "Kombat Cheats" Menu

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

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

## NBA HANGTIME

### Vs. Screen Codes

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

- All Computer Assistance Turned Off—Hold **Right**, press Pass, Pass
- Big Head—Hold **Up**, press Turbo + Pass simultaneously
- Rooftop Court—Hold **Left**, press Turbo, Turbo
- ABA Ball—Hold **Right**, press Shoot, Turbo, Pass

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

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

- Baby Sized Players—025
- No Music—048
- Tournament Mode—111
- Fast Passing—120
- Stealth Turbo—273
- Max. Speed—284
- No Pushing—390
- Unlimited Turbo—461
- Hyper Speed—552
- Max. Blocking—616
- Quick Hands—709
- Max. Power—802
- Goaltending Allowed—937

### Secret Characters

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

- Hardaway—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*:



Enter the first locked door from the main hall. (You need to earn a key from the first Bowser battle to open this door.)



Instead of going up the spiral staircase, move Mario so he is facing the wall just to the left of the gray pillar at the foot of the stairs.



Once you've got him facing the wall as shown, have Mario do a double-jump by pressing the **A** button twice.



He'll grab an invisible ledge and pull himself right up through the ceiling!



"Mama mia, where am I? I'm-a confused!" You'll think you've found some kind of secret room, but when you move around a little, you'll find...



...that you've simply taken a shortcut to the top of the staircase. Cool, but useless, since it doesn't really save you a significant amount of time.



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

### SUPER MARIO 64

#### 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 counter-clockwise) 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 **C▼** button and press **R** until the first two digits of the "Specials" option are "01".

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

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

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

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

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

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

#### Forfeit Game

During a game, press **START** to pause 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▶**, **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

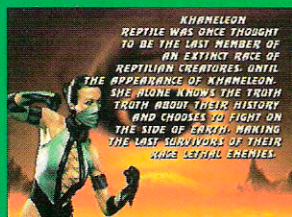
At the Options screen, hold **L** and press **C▶**, **C◀**, **C◀**, **C▶**, **C▼**, **C▲**, **C▲**, **C▼**, **C◀**, **C▶**, **C◀**, **C▶**, **C◀**, **C▶**, **C◀**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have fights breaking out approximately every 20 seconds.

#### Access Super Teams

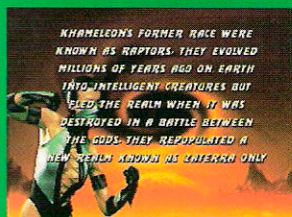
At the Options screen, hold the **L** button and press **C▶**, **C◀**, **C◀**, **C▶**, **C◀**, **C◀**, **C▶**, **C◀**. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and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

#### See Company Logos

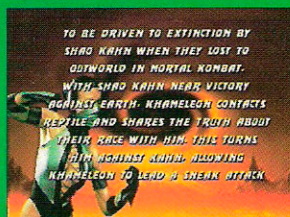
Press **Z** at the Options menu to view the company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not during a game. You can also do this at some other menu screens, like the "Records" menu.



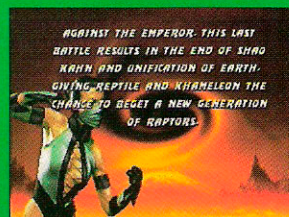
KHAMELEON REPTILE WAS ONCE THOUGHT TO BE THE LAST MEMBER OF AN EXTINCT RACE OF REPTILIAN CREATURES. UNTIL THE APPEARANCE OF KHAMELEON, SHE ALONE KNOWS THE TRUTH ABOUT THEIR HISTORY WHO CHOOSES TO FIGHT ON THE SIDE OF EARTH, MAKING THE LAST SURVIVORS OF THEIR RACE LETHAL ENEMIES.



KHAMELEON'S FORMER RACE WERE KNOWN AS RAPTORS. THEY EVOLVED MILLIONS OF YEARS AGO ON EARTH INTO INTELLIGENT CREATURES BUT BLEED THE REALM WHEN IT WAS DESTROYED IN A BATTLE BETWEEN THE GODS. THEY REPOPULATED A NEW REALM KNOWN AS CAEKKAH ONLY.



TO BE DRIVEN TO EXTINCTION BY SHAO KAHN WHEN THEY LOST TO OUTWORLD IN MORTAL KOMBAT, WITH SHAO KAHN NEAR VICTORY AGAINST EARTH, KHAMELEON CONTACTS REPTILE AND SHARES THE TRUTH ABOUT THEIR RACE WITH HIM. THIS TURNS THEM AGAINST KAHN, ALLOWING KHAMELEON TO LEAD A SNEAK ATTACK.



AGAINST THE EMPEROR. THIS LAST BATTLE RESULTS IN THE END OF SHAO KAHN AND UNIFICATION OF EARTH, GIVING REPTILE AND KHAMELEON THE CHANCE TO BEGET A NEW GENERATION OF RAPTORS.

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 Kameleon, 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...



## 3D LEMMINGS

### 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.

## ADIDAS POWER SOCCER

### Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press **L2 + R2 + X** 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, △, △, △, Right, ○, Down, X, △, △, △, □**.

### Maximum Fuel and Armor

Pause the game and press **Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, □**.

### All Weapons=999

Pause the game and press **Left, □, □, □, Up, △, △, △, Right, ○, Down, X, R1, R1, R1, R1, L1, L1, L1, R2, R2, R2, L2, L2, L2, L2**.

### Toggle Minimum Speed

Pause the game and press **Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, X**. Now your minimum speed is zero; hold **L1** to hover.

### Hidden Camera Angles

Pause the game and press **Left, □, □, □, Up, △, △, △, Right, ○, Down, X, Up, Down, Left, Right**. Enter this code repeatedly for new views.

### Mission Complete

Pause the game and press **Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, Down, Down, Down**.

### "Dancer" Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion 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, □, □, □, Up, △, △, △, Right, ○, Down, X, Down, X, 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.

## AIR COMBAT

### 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 late—

but 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 Flygar—the 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 **○**) 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, ○, △, △, △, ○, △, △, △**, then press **○+△** 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, R1**—continue 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, Up, ○, ○, △, △, △**—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.

### Extra Wingmen

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.

## ALIEN TRILOGY

### 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 **X** 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 "G0LVL35", you'll see the video sequence from the end of the game.

### Cheat Mode

Enter the password "1G0TP1NK8C1D BOOTS0N", highlight "Accept" and press the **X** button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

## AREA 51

### Alien Mode

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

## ASSAULT RIGS

### Access All Weapons

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

### Invincibility

Also during the game, quickly press **Left, X, Left, X, Left, X, Right, X, Right, X, 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

- Welcome—**○ ○ ○ ○ ○ ○**
- Next Gen—**○ X X X X X**
- This Way—**△ □ □ □ □ □**
- JoyJoy—**△ □ □ □ □ □**
- Noddy—**□ □ □ □ □ □**
- Wastelands—**△ □ □ □ □ □**
- Vertigo—**X □ □ □ □ □**
- Gem Tower—**△ □ X □ □ □**
- Bridge—**○ □ □ □ □ □**
- Obliterate—**△ □ □ □ □ □**
- Arena—**△ □ X □ □ □**
- PBM—**○ □ □ □ □ □**
- Ramps—**△ □ □ X □ □**
- Oasis—**△ □ X □ □ □**
- Halls—**○ X □ □ □ □**
- Coaster—**○ □ □ □ □ □**
- Mine—**△ □ □ □ □ □**
- Look-Up—**○ □ □ □ □ □**
- Deadline—**X X □ □ □ □**
- Fort—**X □ □ □ □ □**
- Stairway—**△ □ □ □ □ □**
- Park A Lot—**○ □ □ □ □ □**
- ZamCam—**○ X X X X X**
- Shootme—**△ □ □ □ □ □**
- Frage—**○ □ □ □ □ □**
- Oil Rig—**○ □ □ □ □ □**
- Rightway—**X □ □ □ □ □**
- Waste2—**□ □ □ □ □ □**
- Dodge—**△ □ □ □ □ □**
- Air—**○ □ □ □ □ □**
- Jump—**○ □ □ □ □ □**
- Room 101—**△ □ □ □ □ □**
- Firepower—**X X □ □ □ □**
- Wave—**X □ □ □ □ □**
- Push Off—**○ □ □ □ □ □**
- Perimeter—**X △ □ □ □ □**
- Spiral—**X △ □ □ □ □**
- The Castle—**□ □ □ □ □ □**
- Fortress—**□ X □ □ □ □**
- Lifts Ahoy—**△ X □ □ □ □**
- Push Me—**○ X □ □ □ □**

## BASES LOADED '96: DOUBLE HEADER

### Automatic Home Runs

During a game of *Double Header*, press the **START** button to pause, then grab Controller 2 and press **△, □, X, ○, ○, ○**. 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 **△, □, X, ○, ○, ○** on Controller 2. You'll hear a piano sound. Next, press the **X** button (also on Controller 2); the words, "Let's Go Innings" 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 **△, □, X, ○, ○, ○** 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.

### Easy 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:

- Eiji: **↑ ↓ ↑ ↓ ← → ← → +△ +○**
- Kayin: **→ ↓ ↓ ← ← → → +○ +X**
- Sofia (1): **→ ↓ ↓ → ↓ ← → +△ +X**
- Sofia (2): **→ ↓ ↓ ↓ ↓ ← → +△ +○**
- Rungo: **→ ↑ ↑ ← ← → ↓ +△ +○**
- Fo (1): **→ ↑ ↑ ← ← +○ +○**
- Fo (2): **→ ↓ ↓ → ↓ ← → +△ +X**
- Fo (3): **X □ □ □ ← → ← → +△ +○**
- Mondo: **→ ↑ ↑ ← ← → ↓ +△ +○**
- Duke: **→ ↓ ↓ ↓ ↓ → ↓ +○ +○**
- Ellis (1): **→ ↑ ↑ ← ← +○ +○**
- Ellis (2): **→ ↓ ↓ ↓ ↓ → ↓ +△ +○**
- Gaia: **→ ↓ ↓ ↓ ↓ → ↓ +△ +○**
- Sho: **↓ → ↑ ↑ ← ← +△ +X**

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





## DOOM

### Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On:  $\Delta, \Delta, L2, R2, L2, R2, R1, \square$

Map All Things On:  $\Delta, \Delta, L2, R2, L2, R2, R1, \square$

Lots of Goodies!:  $\times, \Delta, L1, \text{Up}, \text{Down}, R2, \text{Left}, \text{Left}$

All Powerful Mode On (Invincibility): **Down, L2,  $\square$ , R1, Right, L1, Left,  $\square$**

X-Ray Vision: **L1, R2, L2, R1, Right,  $\Delta, \times$ , Right**

Level Warp: **Right, Left, R2, R1,  $\Delta, L1, \square, \times$**  (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—BXXBXXB778

Level 59: Club Doom—JCGDNFL556

## FINAL DOOM

### Cheat Codes

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

## FORMULA 1

### 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,  $\square$ , Up, Down, Down, Right,  $\square, \square, \square$**

Buggy Mode—Hold **SELECT** and press **Right, Up,  $\Delta$ , Left, Up,  $\Delta, \Delta$**

Bike Mode—Hold **SELECT** and press **Down, Up,  $\square, \Delta$ , Right, Up,  $\square, \Delta$**

Lava Mode—Hold **SELECT** and press  **$\square, \square, \square, \square, \square, \square, \square, \square$**

German Commentary—Hold **SELECT** and press **Down, Up, Left, Left,  $\square, \square, \times$**

Bonus Track—Hold **SELECT** and press **Left,  $\square, \square, \Delta, \Delta, \square, \square, \text{Up}, \text{Right}$** . 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.

## FOX HUNT

### 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 showgirl 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 corresponds 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.

## GOAL STORM

### Easter Island Heads

When the words "Press Start" appear on the title screen, quickly press **Up, Up, Down, Down, Left, Right, Left, Right,  $\square, \square$** . 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,  $\Delta, \Delta$** . 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 angles—there 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.

## GUNSHIP

### Invincibility

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.

## IN THE HUNT

### Stage Select

At the title screen menu, highlight "Start", hold the D-pad in the **Up/Left** position, hold **SELECT** and press the  $\square$  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  $\Delta$  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 ground.

- 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 the sky.

- 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 you 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,  $\square, \times$** . Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

## JUMPING FLASH!

### Stage Select

At the *Jumping Flash* title screen, press **Up, Up, Down, Down,  $\times, \times, \times$ , Left, Right, Left, Right,  $\times, \Delta, \times, \Delta$** . 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.

## KRAZY IVAN

### 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  $\times + \text{Down/Left}$  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.

## LOADED

### 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,  $\square$ , Left, Right,  $\square$** . Select this option to boost your ammo.

**HEALTH:** **Right, Right, Left, Down, Down, Up,  $\Delta, \square$** . Use this option to refill your energy meter.

**POWER:** **Right, Down, Right,  $\Delta$** . This option will power-up your weapon.

**LIVES:** **Left, Down, Right,  $\Delta, \square, \times, \square$** . This option gives you one extra life each time you press the button.

**SMART:** **R1, R2,  $\times, \Delta, \square, \square, \square, \square, R1, R2, \square, \square, \square$** . Get one extra smart bomb each time you press the button with this option highlighted.

**SKIP LEVEL:**  **$\times, R1, \Delta, R1, \square, \square, R2, R2, \times, \square, \Delta, \times$** . Use this option to skip the current level and start on the next stage.

## MADDEN NFL 97

### 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  $\times$ , then press the  $\square$  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.

## MORTAL KOMBAT 3

### Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once,  $\Delta$  six times,  $\times$  six times and  $\square$  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  $\times, \square, \Delta, R1, R1, R2, R2, R1, R1$ . 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







PlayStation tips

Fumbles—L1, L1, L1, L2, L1, L1  
 No Fumbles—L1, L1, L1, R2, L1, L1  
 Constant Turbo—L1, L1,  $\Delta$ ,  $\Delta$ , L1,  $\Delta$   
 Crappy Turbo—L1, L1,  $\Delta$ , R2, L1,  $\Delta$   
 Big Players—L1, L1, R1,  $\Delta$ , 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,  $\Delta$ , L1, R2  
 Super Slippery—L1, R2, R1, L1, R2  
 Short, Fat Players—L1, R1,  $\Delta$ , L1, R1  
 Tall, Skinny Players—L1,  $\Delta$ , R1, R1, L1, R1  
 Eight Downs per Series—L1,  $\Delta$ , L2,  $\Delta$ , L1, L2

Activate All Possible In-Game Cheats—L1, L1, R2, R2, L1, R2

**Secret Teams**  
 At the team select menu, press L2,  $\Delta$ , 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.

**PO'ED**  
**Refill Health / Ammo**  
 While in Foot mode, press  $\square$  + L2 to do a backflip. While you're in the air, press Down + X + R2 to refill your health meter or Right + X +  $\circ$  to refill all weapon ammo.

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

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

**Stage Select**  
 At the main menu, press L1 + L2 + R1 + R2 + Up and release. Press  $\circ$  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 Ending**  
 Press X at the main menu to enter the Load Game screen. Press Right +  $\circ$ , then  $\Delta$ , then Left +  $\square$ , then  $\Delta$ . You'll warp to the ending sequence.

**Fall Through the Floor**  
 In Jet Pack mode, stand over any dead enemy and press  $\Delta$  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.

**Fart Trick**  
 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  $\Delta$ , tap  $\square$ ,  $\circ$ ,  $\square$ , release  $\Delta$ , hold X, tap  $\Delta$ ,  $\Delta$ , release X.
- Extra Speed—Hold Up, tap  $\Delta$ ,  $\Delta$ ,  $\Delta$ , release Up, hold Down, tap X,  $\square$ ,  $\circ$ , release Down.
- Shield—Hold Right, tap  $\circ$ ,  $\square$ ,  $\Delta$ , release Right, hold Left, tap  $\square$ ,  $\circ$ , X, release Left.
- Refill Health—Hold  $\square$ , tap  $\circ$ , X,  $\Delta$ , release  $\square$ , hold  $\circ$ , tap  $\square$ , X,  $\Delta$ , release  $\circ$ .
- Refill Ammo—Hold  $\circ$ , tap  $\square$ , release  $\circ$ , hold  $\Delta$ , tap X, release  $\Delta$ , hold  $\circ$ , tap X, release  $\circ$ , hold X, tap  $\square$ , release X.
- Skip to end of current level—Tap X, Up, Down, Up, hold  $\square$ , tap  $\circ$ , release  $\square$ , hold X, tap  $\Delta$ , release X.

**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.

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

**Picture-in-Picture**  
 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  $\circ$ ,  $\square$ , Left,  $\circ$ , X,  $\Delta$ . 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  $\circ$ , then press and continue to hold Left,  $\circ$ ,  $\square$ , then  $\Delta$ . Finally, release the buttons in the following order: Left,  $\Delta$ ,  $\square$ ,  $\circ$ .

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

**Special Key**  
 In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's races.

**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  
 $\square$ : Spin left  
 $\circ$ : Spin right

X: Zoom in  
 $\Delta$ : 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 tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

**RISE 2: RESURRECTION**  
**Boss Codes**  
 Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

- Vitriol—Right, Right, Right, Up, 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, Up.

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

**SHELLSHOCK**  
**Cheat Menu**  
 Access the main title screen and press Up, Down, Left, Right, Down, Down, Right, Right,  $\square$ . 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 full-motion video footage in the game, listen to the music and sound effects or see the credits.

**Invincibility**  
 Start a game, then—as soon as you're in the tank—press SELECT and choose "Abort Game". When the title screen appears for the second time, press Up, Up, Down, Down, Down, Right, Right,  $\Delta$ . 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.

**SKELETON WARRIORS**  
**Invincibility**  
 At any time during the game, press START

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

**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,  $\square$ , Down; you'll hear a buzzer. Now immediately press Left, Right, Up, Down, R1, L1,  $\square$ , 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**  
**Mirror Mode**  
 Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the L1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

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

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

**SLAMSCAPE**

**Invincibility**  
 During the game, hold the SELECT button and press  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\Delta$ .  
**Level Passwords**  
 Uraniumania— $\Delta$  X  $\square$   $\square$   $\Delta$  X  $\Delta$   
 Repsychler—X  $\circ$   $\Delta$   $\square$   $\square$   $\square$  X  
 Endless Bummer—X X  $\Delta$   $\square$   $\square$  X X  
 Viva Los Vagrantes— $\Delta$  X  $\Delta$  X  $\square$   $\square$   $\Delta$   
**Movie Passwords**  
 Entrance to Uraniumania— $\circ$   $\circ$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 $\square$   $\Delta$   
 Entrance to Repsychler— $\circ$   $\circ$   $\Delta$  X X  $\square$   
 Entrance to Endless Bummer— $\circ$   $\circ$   $\Delta$   $\square$   $\square$   $\Delta$  X  
 $\Delta$  X  
 Entrance to Viva Los Vagrantes— $\circ$   $\circ$   $\Delta$  X X X X  $\square$   
 X X  $\square$   
 Game Over/Death— $\circ$   $\circ$   $\Delta$   $\Delta$  X X  $\square$   
 Game Over/Win— $\circ$   $\Delta$   $\Delta$  X X  $\Delta$   $\Delta$   
 Credits— $\circ$   $\circ$   $\Delta$   $\Delta$  X X X  
 Exit (quit)— $\circ$   $\Delta$   $\Delta$   $\Delta$  X  $\square$

**STAR GLADIATOR**

**Big Heads and Feet**  
 Just before a round begins, hold Right + START +  $\square$  +  $\circ$  until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with Left instead of Right, your character will have a tiny head.

**Wall Mode**  
 Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.



## Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming.

## Change Camera Angle

Immediately after winning a fight, hold **O** + **X** before your character goes into his or her victory pose. During the pose, keep holding those buttons and press **□** to zoom in, **△** to zoom out and use the D-pad to change the camera angle.

## Night Fighting

Before a fight begins, hold **L1** + **L2** + **Down**. You'll be fighting at night.

## Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glowing "Real Bilstein".

## Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappah 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 **O** + **X** simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein.

## Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the left to Hayato, then press **O**, **△**, **△**, **X**, **X**, **△**, **△**, **△**, then **△** + **X** simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappah.

## Play as Blood

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

## STARBLADE ALPHA

### Rapid Fire

At the main title Screen, press **Up**, **Up**, **Down**, **Down**, **O**, **△**, **△** 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.

## STREET FIGHTER ALPHA

### 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 **□** + **△** simultaneously.

M. Bison (Player 1)—Hold the **L2** button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**, **Down**, then **△** + **△** simultaneously.

To choose the alternate-color Bison, end the code by pressing **△** + **O** simultaneously

instead of **□** + **△**.

Akuma (Player 1)—Hold the **L2** button and press **Left**, **Left**, **Down**, **Down**, **Down**, then **□** + **△** simultaneously.

Player 2—Hold the **L2** button and press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, then **□** + **△** simultaneously.

To choose the alternate-color Akuma, end the code by pressing **X** + **O** simultaneously instead of **□** + **△**.

Dan (both players)—Hold the **L2** and **R2** buttons and press **△**, **□**, **X**, **O**, **△**.

To choose the alternate-color Dan, hold **L2** and **R2** and press **△**, **O**, **X**, **□**, **△**.

## STREET FIGHTER ALPHA 2

### Play as "Classic" Chun-Li

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

### Play as "Shin" (True) Akuma

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

### Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a **Punch** button (or a **Kick** button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

### Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

### Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the **Punch** or **Kick** buttons to choose from up to six different winning poses. Not all characters have six poses, however.

## STREET FIGHTER: THE MOVIE

### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up**, **R1**, **Down**, **L2**, **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.

## TEKKEN

### Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are 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**, **△** 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-ego.

### 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 **↗** 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 **↖** 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**+**↗** on the D-pad

Wang: Hold **L1**+**L2**+**R1**+**R2**+**→** on the D-pad

P. Jack: Hold **L1**+**L2**+**R1**+**R2**+**↘** on the D-pad

Anna: Hold **L1**+**L2**+**R1**+**R2**+**↓** on the D-pad

Armor King: Hold **L1**+**L2**+**R1**+**R2**+**↙** on the D-pad

Ganryu: Hold **L1**+**L2**+**R1**+**R2**+**←** on the D-pad

Kunimitsu: Hold **L1**+**L2**+**R1**+**R2**+**↖** on the D-pad

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 Kazuya 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:

### • Kazuya'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 Juggle 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.

## TETRIS PLUS

### Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press **Down**, **Down**, **Right**, **Up**, **Up**, **Right**, **Up**, **Up**, **Right**, then repeat that same sequence of directions again. Now press the **X** 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*



magazine.

- **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 L1, Δ, R2, L2, L2, R2, ○, L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

### 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: Δ, □, ○, □, Δ, □, 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 Δ, □, L1, L1, □, Δ 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 "PASSWORD" option and enter the following code: Hold SELECT, press Δ, L1, □, release SELECT, press Δ, L1, □, Δ, L1, □. You'll 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 D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view.

- □ □ ○ ○—Warehouse District Warfare
- X □ □ ○ □—Freeway Free For All
- X Δ □ □ □—River Park Rumble
- X □ Δ Δ Δ—Assault on Cyburbia
- □ X ○ X—Rooftop Combat—The Final Battle
- Δ X ○ □ Δ—Battle with Minion
- Δ ○ □ □—Secret Level: The Fight of Your Life
- Δ □ □ ○ □—Infinite Weapons
- Δ X ○ □—Invincibility
- ○ Δ X \_—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, Δ, 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

### VIEWPOINT

**Invincibility**  
Press START to pause the game, then press □, ○, Δ, Right, Left, Down, R1, L2, R2, L1.

**Stage Skip**  
Press START to pause the game, then press □, ○, ○, ○, Δ, X, ○, Up, Down, Down, L1, R1, SELECT.

### VTENNIS

**Secret Characters**  
At the character-select screen, highlight any character and press L2, L2, R1, R1, Down, Δ, Δ, Δ, Δ, X. You'll hear a kung-fu movie shout ("Atooi!") 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 □; then, while holding those buttons down, press X. 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.

### WARHAWK

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

- CHEAT CODES**
- □ \_ ○ X Δ—Preview the Epilogues
  - \_ ○ □ Δ X X □—Check the Special Upgrades
  - Δ X \_ ○ X Δ □—Preview the Movies
  - X ○ X \_ X Δ ○ Δ—Kali Mode (Powered-up Weapons)
  - ○ □ Δ X Δ Δ—Thor Mode (9999 Flash Bombs)
  - Δ Δ ○ Δ □ Δ X—Infinite Weapons
  - ○ ○ \_ X Δ X X—Warhawk A-La-Mode (Infinite Weapons + Invincibility)
- STAGE CODES**
- Δ X X X X □—Desert Level
  - Δ X Δ ○ X X—Pyramid Has Risen
  - Δ X Δ ○ ○ X—Desert is All But Done
  - Δ Δ X ○ ○—Canyon Level
  - ○ ○ X ○ ○ Δ—In the Canyon with Amber
  - Δ X ○ ○ Δ Δ—In the Canyon with Belle
  - ○ Δ Δ Δ Δ—In the Canyon with Crystal
  - ○ ○ Δ Δ Δ Δ—Approaching Uma
  - X Δ X □ Δ Δ Δ—Airship Level
  - X ○ Δ Δ ○ ○ X—Post-Transformation Airship
  - X Δ Δ ○ ○ Δ Δ—Airship Rear Hanger is Open
  - Δ X X X ○ □—Volcano Level
  - X ○ Δ ○ □ Δ—Volcano Boss is Active
  - Δ ○ Δ ○ Δ X □—Gauntlet Level
  - Δ ○ X Δ ○ X Δ—East Gauntlet Boss
  - ○ ○ Δ ○ X X—West Gauntlet Boss
  - Δ ○ ○ Δ X X Δ—In with the Gatekeeper
  - X Δ X ○ X ○ ○—Stormland

- Δ X X ○ ○ X X—Above 1st Force Field
- Δ X Δ Δ X ○ Δ—Above 2nd Force Field
- Δ X ○ Δ ○ X X—Above 3rd Force Field
- Δ X Δ ○ ○ X X—Kreel's Door is Open
- Δ X Δ □ □ Δ Δ—Face-to-Face with Kreel

### 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 see two tracks. Move to track 2 and press a button to play it. You will hear over five minutes of sounds from *Mortal Kombat 3*.

### WIPEOUT

**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.

**Rapier Class**  
If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SELECT and press 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, Δ, 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 X, Δ, 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 X, Δ, 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, Δ, 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 □, ○, Δ, X. You'll see the screen flash for an instant; now all of the cheats have been disabled.

**Combo Code**  
At the player select menu, hold the L1 and R2 buttons and press □, X, ○, Δ. 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 re-

member 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.

# WIN! The Ultimate Gaming Rig! OVER \$20,000<sup>00</sup> IN PRIZES!



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## We're talkin' GAMING HEAVEN!

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

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

**M**  
**Y**  
**S**  
**T**  
**E**  
**R**  
**Y**  
**W**  
**O**  
**R**  
**D**

### WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY .....C	TURBO .....V
STOMP .....T	STAND .....R	PRESS .....E	DREAM .....O
CRUSH .....I	SCORE .....H	SLANT .....L	CHASE .....P

### MYSTERY WORD CLUE:

**WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT**

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## ALIEN TRILOGY

### Level Skip

Go to the password screen and enter the password "FLYT0" 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 quit 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 "F1SH1NGF0RQVNS". 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 "F1LLMYPOCK1TS". 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.

## AREA 51

### Alien Mode

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

## ASTAL

### 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 over.

### 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 that—instead 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.

## BAKU BAKU ANIMAL

### 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.

## BATTLE ARENA TOSHINDEN REMIX

### 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.

## Big 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-clockwise

**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" mode.

## BATTLE ARENA TOSHINDEN URA: ULTIMATE REVENGE ATTACK

### 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 flashing—press **A, B, C, C, X, Y, 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 opponent.

## BATTLE MONSTERS

### 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 in.

## BLACKFIRE

### 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 flashing—press **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**.

## BUG!

### 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**.

## CLOCKWORK KNIGHT

### 999 Lives

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



seven times, Z, X, Y, Y, Y, Z. Stage Select Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "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.

### CLOCKWORK KNIGHT 2

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

**Hidden Mini-Games**  
Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, 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 spot-

light 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—Toggle 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

### COLLEGE SLAM

**Secret Teams**  
At the *College Slam* title screen—while the words "Press Start" are flashing—press **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**  
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, 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, C**  
Teleport Pass—**Right, Right, Right, Up, Up, Up**  
High Shots—**Up, Up, Up, Up, Up, Up, Down**  
Speed-Up—**Right, Right, Right, Right,**

**Right, Right, Left**  
Display shot percentage—**Up, Up, Up, B, B, B**  
Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

### CYBER SPEEDWAY

**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.

### DARIUS GAIDEN

**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".

### DAYTONA USA

**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 D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

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

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

**Easier Horse Trick**  
At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the X, Z, A and B buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or 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 *Bloxxed*
- 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 USA*
- 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.H.I.R.U" from *Dynamite Dux*
- E.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 Force*
- 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 Fire*
- UME—"MJ-Dance" from *Michael Jackson's Moonwalker*
- .KK—"Theme of Kouchi" from *Original*
- O.R—"Magical Sound Shower" from *OutRun*
- TOR—"Rush A Difficulty" from *Turbo OutRun*
- OSI—"Vivacious" from *Turbo OutRun*
- ORS—"Adventure" from *OutRunners*
- P.D—"Like the Wind" from *Power Drift*
- 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*
- O.KA—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 Fighter*  
 ASA—“Funky Bomb” from *Strike Fighter*  
 SMG—“Advertise BGM” from *Super Monaco G.P.*  
 AO.—“Name Entry” from *Super Monaco G.P.*  
 VMO—Theme from *Sword of Vermilion*  
 TET—“Tetrimix” from *Tetris*  
 T.B.—“Burning Point” from *Thunder Blade*  
 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.—“Jeffrey Stage” from *Virtua Fighter*  
 LAU—“Lau Stage” from *Virtua Fighter*  
 VFT—“Lion Stage” from *Virtua Fighter 2*  
 V.R.—“Polygonic Continent” from *Virtua Racing*

## DÉCATHLETE

**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 leg until the end of the race. Both of these tricks seem to make your character move a little faster.

## EARTHWORM JIM 2

**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.

## F1 CHALLENGE

**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:  
 1st 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 **START**  
 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 you want, then choose it by entering one of the following codes. When the race starts, the number of laps 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**

## GALAXY FIGHT

**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 character-select 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.

## GAME SHARK

**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.

## GEX

**Password**  
 Final battle with Rez—**C Z Y D R H Y P**  
**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**

## GOLDEN AXE: 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”: **→ ↓ ↘ ↗ ↗ + X, Y** or **Z**  
 Milan Flare's “Bloody Tempest”: Hold **↓**, then **↘ ↗ ↗ + A, B** or **C**. Press **↓ + X, Y** or **Z** on the way down.  
 Gillius Rockhead's “Jaw Break”: **→ ↘ ↓ ↘ ↘ ↗ + X, Y** or **Z**  
 Zoma's “Dark Carnival”: **↓ ↘ ↘ ↓ ↘ ↘ + X, Y** or **Z**  
 Jamm's “Spirit Summons”: Hold **←**, then **→ ↓ ↘ + X, Y** or **Z**  
 Doc's “Shockwave”: **→ ↘ ↓ ↘ ↓ ← → + X, Y** or **Z**  
 Panchos' “Blast Wave”: **← ↓ ↘ ↘ ↗ ↗ + any Kick button**  
 Green's “Mammoth Slam”: **→ ↘ ↓ + Z** (while jumping in)  
 Keel's “Insanity Winds”: **↓ ↘ ← ↓ ↘ ← + X, Y** or **Z**  
 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 features:

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

## GUNGRIFION

**Cheat Codes**  
 Each of the following codes should be entered at the main title screen, while the words “Press Start Button” are





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, 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, if you press the **C** button rapidly many, many times, the windmills will eventually begin to turn faster and faster.

**HANG-ON GP**  
Access All Courses  
Access the Option menu and highlight any icon. Next, press **B** to return to the main menu, then press **R, 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 previously-unavailable 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 unpaue:

- 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 powers-ups or other effects:  
**I.A.M.IMORTAL**—Infinite shields  
**ALL.TOOLEDDUP**—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.

**LAST GLADIATORS DIGITAL PINBALL**

**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

"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—Retriarius
- 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 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

**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**. 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 II**

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



called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find 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, 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
  - Activate All Possible In-Game Cheats—X, X, R, R, X, R
- Secret Teams**  
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.

## NHL ALL-STAR HOCKEY

### Crazy Codes

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

- Press L+R during the national anthem for giant players.
- Press A+B during the national anthem for short players.
- Press A+Y+Z during the national anthem for upside-down players.
- Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is 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 super-human players.

## NIGHT WARRIORS: DARKSTALKERS' REVENGE

### 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 menu.
- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! 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" setting.
- "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.

## OFF-WORLD INTERCEPTOR EXTREME

### Extra Money

At the Options menu, quickly press A, B, C, A, B, C, A, B, C, 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.

## PANZER DRAGOON

### 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 laser-like 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-clockwise  
**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.

## PANZER DRAGOON II ZWEI

### 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.

## PEBBLE BEACH GOLF LINKS

### 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.

## RAYMAN

### Infinite Continues

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

### 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.

## RISE 2: RESURRECTION

### Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.  
**Vitriol**—Right, Right, Right, Up, Down, Left, Left, Down, Down.  
**Supervisor**—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.  
**Up**—Zoom out



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**  
 Press **START** at the main menu, then—when the hangar appears—press **Down, Up, Down, Up, Up, Up, Up, Up, Up, Down, Down, A, A, A**. A cheat menu will appear with three options:  
 • **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.  
 • **"INVUNERABILITY":** 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 only one hit on your energy bar.

**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, Down**; you'll hear a buzzer. Now immediately press **Left, Right, Up, Down, R, L, A, Up**; you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters" team.

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

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

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

**Shot Percentage Indicator:** Press the L

button and hold it down until the tip-off.

After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. 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 "Coward" 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

### STREET FIGHTER ALPHA

**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 "?" 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.

**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 2

**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 FIGHTER: 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 RAIDER

### Stage Skip

During the game, press **START** to pause, then press **Down** and access the passport. Turn to the last page of the passport ("Exit to Title") and press

**Z, Y, Z, Y, X, X, X, START**; you'll hear Lara moan to confirm the code. Now press **A**; instead of returning to the title screen, you'll skip to the end of the current stage.

## ULTIMATE MORTAL KOMBAT 3

### Ultimate Kombat Kodes

To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat 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 victor. 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, 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 FIGHTER

### Boss Code

At the character select screen, quickly press **Down, Up, Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural.

### Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press **Up 12** times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu.

### Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up 17** times and immediately press **START**, Dural will be added to the alternate character menu.

### Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right, C, Y, L** and **R** at the title screen and press **START**.

### Watch the Credits

Hold the **A** button down during the opening 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 ON

### Boss Code

At the title screen—while the words "Press Start Button" are flashing—hold **Down** on the D-pad and press **L + R** simultaneously. You'll hear an explosion to confirm the code. Now you can choose Jaguariandi 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, C, Z, C, Z, C, Z, Z**. The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep; now you can use these special weapons without waiting for them to appear in weapon crates during the game.

## 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, 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 as follows: **Right, Down, Left, Left, Left, Left, Down, Right, Right**.) When you stop on Spiral, wait for three seconds, then press **Light Kick + Hard Kick + Hard Punch** simultaneously as 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.







**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 four-player "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 Start/Vs 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, 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, 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, Up  
Whirlwind—Up, Right, Down, Left, Up, Right, Down

### CYBERNATOR

**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 II

**Extra Ships**  
Move the cursor to point to the desired number of players. Hold L and R on Controller 2, hold SELECT 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**  
Q F F K N R R D D L R X G T Q

### DINO CITY

**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 Down, Y, Down, Down, Y (DYDDY) during the game's intro.

### DONKEY KONG COUNTRY 2

**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 top-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 immediately. 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 powerful 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-Left  
Extra Life: B+X, B, B, B, A, X, A  
Energy Refill: A+X, B, A, B, B, X+Y, B  
Ammo Refill: A+X, B, A, B, X, X, X  
Plasma Power-Up: A+X, B, B, X, A, A, A  
Extra Continue: Y+X, B, Y, B, X, B, X, X  
Map View Mode: A, X, A, X, 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, B+L  
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

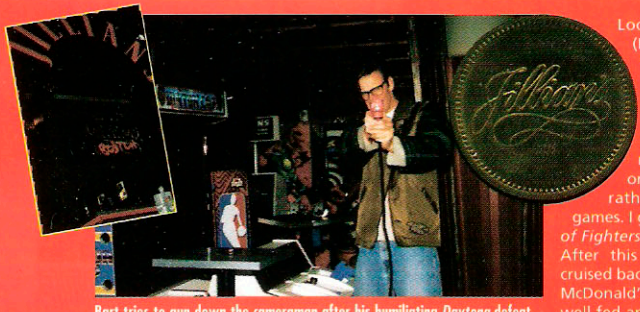
### EARTHWORM JIM 2

**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."

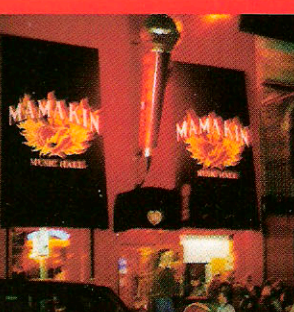
**Cheat Codes**  
To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Other code comments:

- 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 "Lorenzen'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, SELECT, SELECT, SELECT, SELECT, B  
Energy Refill—X, SELECT, X, B, X, SELECT, X, A  
Ammo Refill—SELECT, 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, SELECT  
3 Finger Gun—X, X, X, X, A, A, X, SELECT



Bart tries to gun down the cameraman after his humiliating *Daytona* defeat.

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 TT* machines, two sets of linked *Daytona 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, A, B, SELECT  
 Barn Blaster—X, X, X, A, B, X, SELECT  
 Bubble Gun—X, X, X, A, B, A, SELECT  
 Bomb Teleport—X, X, X, A, B, B, B  
 Invisible Soil—A, A, B, A, 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, Left, Right

### EMMITT SMITH FOOTBALL

**Custom Tips & Tactics 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 2w5F <#B M  
 N:† #+3D Zh  
 Chris B. Pitch  
 mZ#D cwp+ ZpR4  
 —gL< Xjvj +Z5Z  
 gZhZ y27  
 Bieniek Bootleg  
 fXpY #:rJ FkGX  
 KHRZ #5k+ d+NJ  
 CHX% ybZy bgbg  
 P<C< 929  
 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  
 L  
 Dump Truck  
 FZ+B Y#GS gK+p  
 5gdZ HgFZ 5<ZZ  
 h  
 Road Rage (Defense)  
 VD=R Cjh\* N#Zf  
 b5pb b3<L +YTZ  
 P<7Z C  
 Betty Blitz (Defense)  
 sJ5b SL3Z CLFQ  
 D8D+ YTZP kCZD

### EQUINOX

**Invincibility**  
 At the title screen, press L, L, R, L, L, R, R, L, L, R, L and R. The copyright box will turn green if you did the trick correctly.

### EXTRA INNINGS

**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.

### F-1 ROC II RACE OF CHAMPIONS

**Track Select**  
 Use Controller 2 at the "Notice" screen that appears 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 the "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, 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.  
**Sound Test**  
 Press L, R, L, R, L, R, L, R, L, 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.

### F-ZERO

**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 Master Class.  
**FACEBALL 2000**  
**Cyberzone Cheat Menu**  
 At the Cyberzone starting level selection screen, hold the L and R buttons and press START.  
**Secret Cyberscape Mode**  
 At the onetwo 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.

### FATAL FURY

**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.  
**FIFA INTERNATIONAL SOCCER**  
**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, B, A, X.  
 Crazy 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, X, X.

### FINAL FIGHT

**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.

### FINAL FIGHT 2

**"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.

### THE FLINTSTONES

**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.

### FRANTIC FLEA

**Passwords**  
 Zone 2-1—D J X C T  
 Zone 3-1—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—S T C V C

### GEORGE FOREMAN'S KO BOXING

**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

### GRADIUS III

**Extra Credits**  
 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 unpaue.

### HAGANE

**Infinite Continues**  
 Go to the configuration screen, highlight Music and play 9, 8, 7, and 6 in that order.

### HOLE IN ONE GOLF

**Super Clubs**  
 Enter your name as "METAL \* PLAY" to play with a set of super golf clubs.

### HYPER ZONE

**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.

### THE IGNITION FACTOR

**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.  
**Secret Level**  
 If you hold both the L 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.

### IZZY'S QUEST FOR THE OLYMPIC RINGS

**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.

### JAMES BOND JR.

**Level Passwords**  
 Level 3: 0007 Level 6: 1813  
 Level 4: 3675 Level 7: 3353  
 Level 5: 9025

### JOHN MADDEN FOOTBALL

**Password**  
 Championship Game—B B B B 5 G S H G H

### JUDGE DREDD

**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". 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 refills automatically all by itself. Press SELECT during the game (except while paused) to bring up a stage-select menu.

### THE JUNGLE BOOK

**Level Select/Cheat Mode**  
 At the Virgin logo, quickly press 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.

### JURASSIC PARK II

**Infinite Continues**  
 At the Mission Select screen, press L, L, R, R, L, L, R, R, L, L, R, R, L, L, R, R, R. Now you can continue the game indefinitely.

### KABLOOIE

**Password**  
 Level 130—D F M Q



## NEW YORK

After hearing about Betty's trip to the arcade with the live chicken last month, we had to go. In the heart of Chinatown, this arcade has a good mix of old and new games. This is the first place we'd ever played *Virtua Fighter 3* so it was exciting (if not a little expensive—\$1 a game, ouch!) They also had *X-Men vs. Street Fighter*, *Time Crisis* and plenty of *Puzzle Fighter II Turbo* machines.



## LIVE CHICKEN ARCADE

T&T Posso members Rolf Ebeling and Bill McMullen enjoy ice cream outside the Chicken Arcade.









"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; 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 Y.

Mike D: Highlight "M", hold **START** and press Y; highlight "K", press A; 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.

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; highlight "A", hold **START** and press Y; highlight "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, 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, Down, Up

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, Left, A, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, 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, B, A

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

**NFL QUARTERBACK CLUB**  
 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/guana teams: Y, A, X, Y, Down, B, Left, Y, Up, Right.

**NHL '94**  
 Password  
 Stanley Cup Finals (LA vs. Montreal)—  
 B1FC1CCM1X9VJDG

**THE NINJA WARRIORS**  
 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, A, B, A, B, A, B, A, B. The "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.

**OGRE BATTLE**  
 Secret Area  
 To get to the secret battle in Dragon's Heaven, begin a new game and enter FIRESEAL as your name. You must answer seven questions before beginning the game.

**ON THE BALL**  
 Passwords  
 Final Stage—W R J M H  
 Switch Balls—G F X J F  
 Change Gravity—Z L J P J  
 Sound Test—N R R R P  
 Best Time—Z N G G X

**OUT OF THIS WORLD**  
 Passwords  
 Section 5: XDDJ  
 Section 10: HRTB  
 Section 15: LFCK

**PAC ATTACK**  
 Passwords  
 Level 90: BTF Level 96: YLW  
 Level 91: NSM Level 97: PNN  
 Level 92: QYZ Level 98: SPR  
 Level 93: KTT Level 99: CHB  
 Level 94: FGS Level 100: LST  
 Level 95: RRC Game End: JFK

**PAC-IN-TIME**  
 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.

**PAC-MAN 2: THE NEW ADVENTURES**  
 Play the Original Pac-Man  
 Enter the password PCMNPDW.  
 Play Ms. Pac-Man  
 Enter the password MSPCMND.  
 Play the Mine Cart Levels  
 Enter the password FFTDB2W.  
 Sound Test  
 Enter BGMRSQST.  
 Time Trial  
 Enter TRLMDDPW.  
 Pattern Test  
 Enter PCMNPTT.

**PAPERBOY 2**  
 Passwords  
 Midway stage—5738  
 Hard Way stage—6479

**THE PEACE KEEPERS**  
 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 beginning 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 alternate ending.

**PHANTOM 2040**  
 Chapter 7 Password  
 J D B 1 9 5 P S 6 Y F  
 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—G Z L R  
 Stage 9—5 K O Q

**PILOTWINGS**  
 Passwords  
 Area 2—9 8 5 2 0 6  
 Area 3—3 9 4 3 9 1  
 Area 4—5 2 0 7 7 1  
 1st Helicopter Mission—1 0 8 0 4 8  
 Area 5—4 0 0 7 1 8  
 Area 6—7 7 3 2 2 4  
 Area 7—1 6 5 4 1 1  
 Area 8—7 6 0 3 5 7  
 2nd Helicopter Mission—8 8 2 9 4 3

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.

**PINK PANTHER IN PINK GOES TO HOLLYWOOD**  
 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 D-pad. 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.  
 Stage Skip  
 Hold SELECT and press **START** on Controller 1 during the game. You'll warp to the beginning of the next level.

**PINOCCHIO**  
 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 "99", 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.

**PITFALL: THE MAYAN ADVENTURE**  
 Direct to 2600 Pitfall!  
 At the title screen press SELECT, A, A, A, A, A, A, SELECT and **START**.

**POCKY & ROCKY**  
 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. Next, press **START** for the stage select menu.

**POCKY & ROCKY 2**  
 Passwords  
 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—G Z L R  
 Stage 9—5 K O Q

**POPULOUS**  
 Stage Select  
 In Conquest mode, pause the game and move the cursor over the map. Hold L and press A, then release. 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.

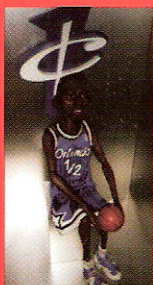
**POWER INSTINCT**  
 Play as Super Otane  
 At the Game Start screen, put the cursor on V.S. Mode. Hold down Y, B, A and press **START**. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the L and R buttons. While you're holding the L and R buttons, punch in the code X, Y, B, A. Select the second player to go to the Stage Select screen where you should just press **START**.

**PREHISTORIK MAN**  
 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 button. To bring up a stage-select menu, just press the **START** button to pause, then hit SELECT.

**PRIMAL RAGE**  
 Secret Cheat Menu  
 At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press Left, Left, Left, Right, Right, 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 invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode.

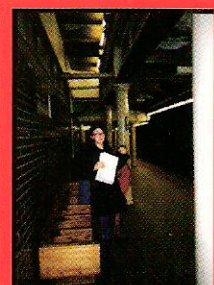


Betty with Jordan's shoes.



Betty's posse watches TV while she waits for the subway.

We also went to the new Nike Town in New York. There we saw a display of Michael Jordan's 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 hung out with her friends who were watching Monday Night Football. Betty lives in class with a doorman (like The Jeffersons), maid service (that means clean towels always and no dirty dishes ever), cable TV and a really nice roommate named Beth.









## SYNDICATE

**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

## T2: THE ARCADE GAME

**Stage Skip**  
At the title screen, press **Left, Up, Right, Up, 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, unpauses.

## TAZ-MANIA

**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" menu.

## TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

**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, X, 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** on 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.

## TETRIS ATTACK

**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.

## THUNDER SPIRITS

**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.

## THE TICK

**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.

## TINY TOON ADVENTURES BUSTER BUSTS LOOSE!

**Passwords**  
Level 2: Little Beeper, Montana Max, Elmyra  
Level 3: Gogo, Shirley the Loon, Sweetie  
Level 4: Bookworm, Plucky, Babs  
Level 5: Montana Max, Babs, Sweetie  
Unlimited Continues: Plucky Duck, Babs Bunny, Bookworm  
Play Any Bonus Game: Elmyra, Shirley the Loon, Calamity Coyote

## TOM AND JERRY

**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.

## TOTAL CARNAGE

**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.

## TOP GEAR

**Champion Passwords**  
South America—EDUCATED  
Japan—OILCLOTH  
Germany—WRECKAGE  
Scandinavia—CARACOLE  
France—EPYLLION  
Italy—GLUCAGON  
U.K.—KEELSON

## TOY STORY

**Invincibility + Stage Skip**  
In the game's first level ("That Old Army Game"), 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.

## TRUE LIES

**Cheat Codes**  
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

## TUFF E NUFF

**Boss 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-select 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.

## VORTEX

**Cheat Passwords**  
Infinite Ammo—WVSTQ  
Invincibility—HVZSM  
Infinite lives—JTTSJ  
Level switch—CTGFX  
To use Level Switch, start a regular game. Instead of going to the first stage, press **Up** or **Down** to change your starting level.

## WAR 2410

**Passwords**  
Stage 5—DBRNNMRNL  
Stage 10—CLNSMNL  
Stage 15—TMMLVY  
Stage 19—PTMMRGN

## WEAPONLORD

**Password**  
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.

## WING COMMANDER

**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.

## WINGS 2: ACES HIGH

**Passwords**  
Stage 5—B V ! w v ! H L P Q C M P  
Stage 10—h v 0 0 J G j 4 B H ! 3  
Stage 15—N H Q C K w b H X Q  
Stage 20—B B H n w L L 1 C B ! r

## WOLFENSTEIN 3-D

**Level Select**  
Hold **R** and turn on the Super NES. Continue to hold **R** until **B.J.** appears on the screen, then immediately 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.  
**God Mode**  
Press **B, Up, B, A** quickly at the Map Screen to become invincible.  
**Full Level Map**  
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.  
**Level Skip**  
Press **Up, B, R, B** quickly at the Map Screen; you'll be sent to the end of the current stage.

## WWE RAW

**Change Abilities**  
At the Character Select screen, highlight any wrestler, 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 **Up/Right + A**  
**Yokozuna**: Press **Up + A + Y**

## WWF ROYAL RUMBLE

**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.

## X-KALIBER 2097

**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.

## YOGI BEAR

**Stage Select**  
At the title screen, press **Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down**.

## YOSHI'S COOKIE

**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.

## YOSHI'S SAFARI

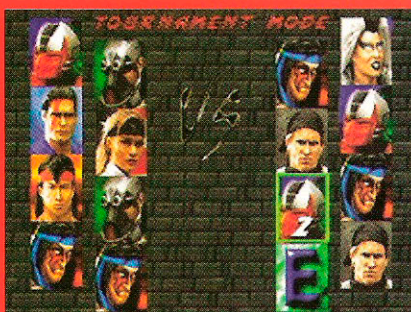
**Special Mode**  
At the title screen, hold **X + Y + L + R** and press **START** to enter the "Special Mode," an all-new adventure that's different from the main game.

## YS III: WANDERERS FROM YS

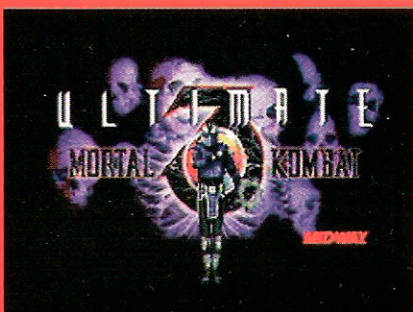
**Invincibility**  
Begin and save a game, then press **RESET** and wait until the Sammy logo is completely on the screen. Press **Up, Down, Up, Down, SELECT, START** on Controller 2 before the logo disappears. Select Continue, then press **SELECT** to bring up a menu. Now, press **START** on Controller 2 and the word "Debug" will appear next to Status.

## ZOMBIES ATE MY NEIGHBORS

**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 to dig up some info on the 16-bit versions. On the Super NES, we have confirmed that the Tournament Mode trick works on this game just like it did in *Mortal Kombat 3*. We also tried the "Play as Smoke" code from *Mortal Kombat 3*, just to see if it would unlock the secret fighter in the middle of 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 if this has any effect on the game, since Smoke is already a playable character. Weird! We'll try to have more next issue.







els with 11 consular legions and 35,000 talents: TAGY-V6PS-QAAA-AH3K-VKVA-MIES  
To Rule the Empire:  
QDUA-YQ25-5555-55NK-VKXW-IPJI

## CHUCK ROCK II

**Level and Zone Skip**  
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: **↑→↘↙↓←↖↗↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

## COLUMNS

**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. If any match is made, the jewels disappear, but any part of the magic jewel that was off the screen will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

## COMIX ZONE

**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—Episode 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.

## CRUE BALL

**Stage Select/Sound Test**  
Choose "Music Demo" and select "Twisted Flipper." 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 Hitmen**

- 2nd week: UB8B 87VX LVFX
  - 3rd week: UV8B BX8X LFOX
  - 4th week: UX8B BFVJ LFCS
  - 5th week: UI8B BXIS OF8I
  - 6th week: UL8B B5PS OF98
  - 7th week: UK8B B5PS OFMI
  - 8th week: UM8B B5PS OFAX
  - 9th week: UO8B B5PS 9F8I
  - 10th week: UF8B B5PS OFNX
  - 11th week: UC8B B5PS OFLI
  - 12th week: U78B B5PS OFSX
  - 13th week: U48B B5PS OFRI
  - 14th week: UR8B B5PS OFHX
  - 15th week: UT8B B5PS OFFI
  - 16th week: U88B B5PS OFB1
  - 17th week: UZ8B B5PS OFDI: *Playoff series*
  - 18th week: UUBB B5PS OFLI: *Playoff series*
  - 19th week: US8B B5PS OF3X: *Playoff series*
- Ending: UJB8 B5PS OF4I  
Password for the Chicago Killers  
Ending: CG8B 88FB 8B2V

## CYBERG 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 Quarter." 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.

## DRAGON'S FURY

**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

**Passwords**  
Stage 1: LSRGIEB  
Stage 2: CSABMJM  
Stage 3: DS136XR  
Stage 4: ETT58DL  
Stage 5: FT438XR  
Stage 6: HV5395S

## DUNE: THE BATTLE FOR ARRAKIS

**Atrides Passwords**  
2) Diplomatic  
3) SpiceDance  
4) EternalSun  
5) DefiHunter

- 6) FairMentat
- 7) ASHLKENNY
- 8) SonicBlaster
- 9) DuneRunner  
*Harkonnen Passwords*
- 2) Desvator
- 3) SpiceStry
- 4) BurningSun
- 5) DarkHunter
- 6) EvilMentat
- 7) IYSJOEBWAN
- 8) Devastator
- 9) DeathRuler  
*Ordos Passwords*
- 2) Domination
- 3) SpiceSaber
- 4) ArrakisSun
- 5) ColdHunter
- 6) WilyMentat
- 7) SlyMelanie
- 8) StealthWar
- 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 for 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 much as you want.

## 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: **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.  
**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, B, B, B, B**  
Warp to End of Current Level—**A, B, A, C, B, B, Right**  
Warp to End of Game—**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—**A, B, C, A, B, C, A, A, C, A, A**  
Ammo Refill—**C, B, B, 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, C, A**  
10 Extra Meal Worms—**C, A, B, A, C, C, A, A**  
81 Meal Worms—**A, B, C, C, C, A, B, B**  
Mega Plasma Gun—**C, C, C, C, A, A, A, B**  
3 Finger Gun—**C, C, C, C, 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, Down**  
Warp to "Luzpen's Soil"—**A, C, C, B, B, A, A**  
Warp to "Puppy Love 1"—**C, C, C, C, C, A, C, 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, Left, Right**

## ECCO THE DOLPHIN

**Super Cheat Menu**  
Start 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 text, 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 seen it, these screen shots come from Sega's Pico system. It's a separate machine from the Genesis or Saturn and runs totally different software, which is almost entirely educational (but still fun, depending on how old you are.) A bunch of titles are available and they teach everything from math to problem-solving activities. All of



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.







"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.

Octopang
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," then press and hold A, B and C while pressing START.

F-15 STRIKE EAGLE 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: 1LG1EQ
Mission 09: 1PG1M6
Mission 10: 1TG1UI
Mission 11: 21G261
Mission 12: 2TG321
Mission 13: 31G3UJ
Mission 14: 35G4A4
Mission 15: 39G56U
Mission 16: 3TG51C
Mission 17: 41G62K
Mission 18: 45G6MJ
Mission 19: 4TG7A7
Mission 20: 51G7QL
Mission 21: 59G8EI
Mission 22: 61G9EM
Mission 23: 65G9QA
Mission 24: 69G9JU
Mission 25: 6HG9UJ
Mission 26: 6LGA1J
Iraq Passwords
Mission 01: C5G022
Mission 02: CEG06L
Mission 03: CIG0A4
Mission 04: CMG0EC
Mission 05: CUG01D
Mission 06: D2G0U2

- Mission 07: D6G1EV
Mission 08: DAQ1QM
Mission 09: DQG2EJ
Mission 10: E2G3AI
Mission 11: E6G4Z8
Mission 12: EAG5E7
Mission 13: EEG5UR
Mission 14: EIG6Q5
Mission 15: EUG7M5
Mission 16: F2G7UB
Mission 17: F6G8AS
Mission 18: FAG8UR
Mission 19: FEGAI5
Mission 20: FIK86I
Mission 21: FQG8UL
Mission 22: FUGCEA
Mission 23: G2GDDQ
Mission 24: G6UFE5
Mission 25: GIUFU0
Mission 26: GMUHA1
Korea Passwords
Mission 01: 7E002E
Mission 02: 7M006Q
Mission 03: 7Q01AA
Mission 04: 8201OS
Mission 05: 8601U4
Mission 06: 8A022D
Mission 07: 8I02E8
Mission 08: 8M042R
Mission 09: 8Q04MQ
Mission 10: 8U05MV
Mission 11: 9A05UK
Mission 12: 9I06A9
Mission 13: 9U06U9
Mission 14: A2072C
Mission 15: A608E4
Mission 16: AAD81J
Mission 17: AE08U3
Mission 18: AIF9UU
Mission 19: AMF86C
Mission 20: B20847
Mission 21: B608MN
Mission 22: BAFICL
Russia Passwords
Mission 01: HU0024
Mission 02: HR412H
Mission 03: I701QI
Mission 04: IB02EI
Mission 05: IF02U6
Mission 06: 8A022D
Mission 07: 8I02E8
Mission 08: 8M042R
Mission 09: 8Q04MQ
Mission 10: 8U05MV
Mission 11: 9A05UK
Mission 12: 9I06A9
Mission 13: 9U06U9
Mission 14: A2072C
Mission 15: A608E4
Mission 16: KBOCA1
Mission 17: KF0D2N
Mission 18: KJ0DUU
Mission 19: KN0EIN
The Aces Challenge Passwords
Mission 01: LJG02V
Mission 02: LNG067
Mission 03: LRG0AM
Mission 04: LVG0EU
Mission 05: M3G0IO
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

Walk 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: BETSY
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: MMLORD
Level 4: QUICKKEY
Level 5: BIJOU
Level 6: BUBBLE
Level 7: CLIP
"Expert" Level Passwords
Level 1: CLIO
Level 2: ACRTC
Level 3: BLUB
Level 4: STUN
Level 5: MINOLO
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

Cheat Password
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 unescape. 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 unescape, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can control the movement of the spheres as follows:
• Press START to pause
• Press A to change the configuration of the spheres
• 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 unescape; you'll hear "Segal" 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 unescape; you'll hear "Segal" 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,

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 features:
Maximum Medics—Press and hold A and C on Controller 1 and B 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, simply reverse the commands; e.g. for max medics, press A+C on Controller 2 and B+Down on Controller 1.

GHOSTBUSTERS

Lots of Cash
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 want.

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.

HARDBALL

Fat Pitch
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, 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, 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 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.
Bear Hug: Grab enemy, then press A.
Pile Driver: Grab enemy, then press A+B.
Shoulder Charge: Forward, Forward, C, Forward.

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

Sound Test
On the game-mode screen, press START on Controller 2. Push Down to select the sound you want, then push A to begin the sound or B to end.

JAMES POND

Open Exit Door
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

Invincibility
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



Sega's Pico is available now at stores like Toys "R" Us and Electronics Boutique for a suggested retail price of \$138.99. Pico software retails in the \$40-50 range. May be a collectors' item some day, who knows?



WAT'S TWISTED PICO DOODLE BEGAN TO TAKE SHAPE ...







BBACBCC—71 Miami Dolphins  
 BBBABAB—76 Minnesota Vikings  
 BBBBABA—74 Minnesota Vikings  
 BBBBCB—73 Minnesota Vikings  
 BBBBCB—69 Minnesota Vikings  
 BBBCBAA—85 New England Patriots  
 BBBCAAC—76 New England Patriots  
 BBBCB—79 New Orleans Saints  
 BBBCB—90 New York Giants  
 BCAAACC—86 New York Giants  
 BCABAAB—70 New York Giants  
 BCACB—68 New York Jets  
 BCACBB—80 Philadelphia Eagles  
 BCBAACB—60 Philadelphia Eagles  
 BCBBAAA—79 Pittsburgh Steelers  
 BCBCAC—78 Pittsburgh Steelers  
 BCBCBB—75 Pittsburgh Steelers  
 BCCAACA—74 Pittsburgh Steelers  
 BCCACC—75 St. Louis Cardinals  
 BCCBAC—94 San Diego Chargers  
 BCCBBA—81 San Diego Chargers  
 CAAAABC—66 San Diego Chargers  
 CAACCB—63 San Diego Chargers  
 CAACAA—94 San Francisco 49ers  
 CAACBAC—89 San Francisco 49ers  
 CABAABB—88 San Francisco 49ers  
 CABACCA—84 San Francisco 49ers  
 CABBCC—81 San Francisco 49ers  
 CACBBA—78 Seattle Seahawks  
 CACAABA—79 Tampa Bay Buccaneers  
 CACACB—91 Washington Redskins  
 CACBBB—87 Washington Redskins  
 CACBAA—83 Washington Redskins  
 CBAAAAC—82 Washington Redskins  
 CBAAACB—72 Washington Redskins  
 CBABBA—Hall of Fame I  
 CBACAC—Hall of Fame II  
 CBBAAB—95 All-Madden  
 CBACBA—95 AFC Pro Bowl  
 CBABBB—95 NFC Pro Bowl  
 CBBCACB—95 Amsterdam Admirals  
 CCAAAAA—95 Barcelona Dragons  
 CBCACAC—95 Frankfurt Galaxy  
 CBCBBB—95 London Monarchs  
 CBCCACA—95 Rhein Fire  
 CBCCCC—96 Scotland Claymores  
 CCAACB—95 EA Sports Team Madden  
 CCABBB—All '50s  
 CCACAC—All '60s  
 CCACCB—All '70s  
 CCBACAA—NFL Players Association I  
 CCBBAC—NFL Players Association II  
 CCBCAB—NFL Players Association III  
 CCBCCA—NFL Players Association IV

### MARIO LEMIFUX 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 select 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 opponent'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 Power

Pause the game, press A, A, A, 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 backward.

#### Previous Level

When you pause, press Right, Left, Down, Right, A. When you unpause, you'll return to the previous level.

### 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.

### MICKY MAMIA

#### 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.

### MICKY MOUSE IN CASTLE OF ILLUSION

#### Maximum Number of Marbles

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 1,000 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

#### Super Cheats

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 speed.

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 level.

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 screen.)

### IMG-20

#### Super Password

Access to all missions, including Iron Hand and White Pegasus: WEXBJOISGIITES.

### MIGHT & MAGIC—GATES TO ANOTHER WORLD

#### Secret Cheat

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

#### Punt Trick

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 player—one 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 scrimmage, 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 two-player game, the player who is being controlled by your opponent will be the only one who can move.

#### Passwords

Conference Title: Washington vs. Atlanta—tjF1L4  
 World Championship: Washington vs. New York—tjF1M0  
 Conference Title: Miami vs. Cleveland—xjP1Dm  
 World Championship: Miami vs. San Francisco—xjP1Ei

### MLBPA SPORTSTALK BASEBALL

#### Easy Out

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

#### Fatalities

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  
 Sonya—Forward, Forward, Back, Back, START (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". Now look at the moon in the background; if there is a shadow of any kind flying 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 be 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 effects intact.

#### Super Cheat Code

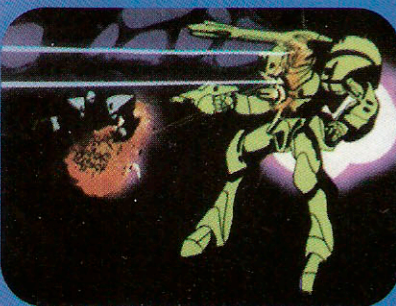
At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing Down, Up, Left, A, Right, Down. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press START; you'll get a hidden configuration menu with new options as follows:

- 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 entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the A button to view it.
- FLAG0/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 battle.
- 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 match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turns this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Map—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

#### Test Modes

At the options menu, put the cursor on "DONE!"



should look incredible, given the parallax and 2-D power of the Saturn. It does appear that there will be plenty of animated story cinemas and although the action is 2-D, the vehicles are modeled in 3-D to give them a more 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 announced.

Developer: Big West! Bandai Visual  
 Release: January 1997  
 1 Player Shooting

Keep your eyes open and write in with your requests for more Anime!

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and press Left, Down, Left, Right, Down, Right, Left, Right, Right. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either 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, Nastyl!" 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 of MKII.

### 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 eight 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 appear. 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 number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the START button.

Also at the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Another new menu item called "Secrets" will appear. The "Timer" option 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, babilities, 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

#### Passwords

Darkstar Dragons: FMK3XYSLQ  
Deathskin Razors: 1CK11111H  
Icebay Bashers: 2CK11111D  
Killer Konvikts: HGK11111J  
Midway Monsters: 3CK11111F  
Misfit Demons: JH11111G  
Psycho Slashers: GMK11111D  
Rad Rockers: 5CK11111M  
Road Warriors: BDK11111J  
Screaming Evil: KLK11111L  
Sixty Whiners: CBK11111J  
Slaycity Slayers: LJK11111M  
Terminator Trolz: MLK11111J  
Turbo Techies: NMK11111Q  
Vile Vulgars: 4CK11111L  
War Slammers: DCK1111129  
Kill the Referee  
Press A, C, C as the team lines up.

### MUTANT LEAGUE HOCKEY

#### Password

Play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship by entering 3BFL2LXLBKRRSL.  
Playoffs—Liams vs. Slayers: PBXITPKSQPB  
Monster Cup Championship—Trolz vs. Bots: GVSBN3J884XG  
Monster Cup Championship—Things vs. Slammers: BCVC6M7DNX8F

### NBA HANGTIME

#### Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.  
ABA Ball—Hold Right, press A, B, C  
Roof-top Court—Press Left, Left-B, Left, Left+B  
Hawaii Court—Press B, A, Right, Right, A, C, Up, Down, A  
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

### NBA JAM

#### Special Guest Players

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 press B.  
Bill Clinton: Enter AR, highlight K, hold START and press A.  
Al Gore: Enter NE, highlight T, hold START and press B.  
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 "Scuff" 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 AI, 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.  
Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

### NBA JAM TOURNAMENT EDITION

#### 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 "N", press A; highlight "Y", hold START and press C.  
Hugo (team mascot): Highlight "H", press A; highlight "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.  
Hillary 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 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 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 "J", hold START and press A; highlight "K", hold START and press C.  
Sal DiVita: Highlight "S", hold START and press A; highlight "A", hold START and press C; highlight "L", press A.  
Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight "■" (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 "F", hold START and press B.  
Falco: Highlight "F", hold START and press A; highlight "F", press A; highlight "■" (the space character), hold START and press C.  
Musket: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "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 "R", hold START and press B; highlight "Y", hold START and press A; highlight "Y", hold START and press C.  
Brutal: Highlight "H", hold START and press A; highlight "F", 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 and press C.  
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.  
Moosetack: Highlight "M", hold START and press B; highlight "P", hold START and press C; highlight "F", 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, B  
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, A, Down, Down, Up, Left  
Powerup Offense: A, B, Up, A, B, Up, Down  
Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up  
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, Left, Left, Left, A, B  
Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, B  
High Shots: Up, Down, Up, Down, Right, Up, A, A, A, A, Down  
Speed Up: Up, Up, Up, Up, Left, Left, Left, B, A  
Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

### NBA LIVE '95

#### NBA Golf?

Start an exhibition game and choose teams. Go to

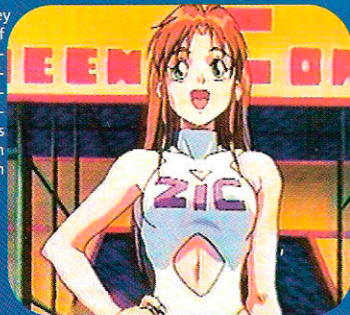
### MOLDIVER

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 on the back.

\$19.95 (dubbed)  
\$24.95 (Subtitled)  
From: Pioneer LDC  
Volume 1-5 Available  
Mature audiences



A free poster and title information sheet come inside.



the player selection screen and push Up on the D-pad. 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 GOLF spelled backwards.) You'll get a playable demo of a golf game.

### NFL SPORTSTALK '93

**San Francisco 49ers Passwords**  
 Week 2: 4W1DCBBDD  
 Week 3: 4W1FFBBDD  
 Week 4: 4W1GKBBDD  
 Week 5: 4W1HTBBDD  
 Week 6: 4W1JTBDD  
 Week 7: 4W1KCBDD  
 Week 8: 4W1LFBDD  
 Week 9: 4W1MKBBDD  
 Week 10: 4W1N7BDD  
 Week 11: 4W1P7BDD  
 Week 12: 4W1Q7BDD  
 Week 13: 4W1R7BDD  
 Week 14: 4W1S7BDD  
 Week 15: 4W1T7BDD  
 Week 16: 4W1V7BDD  
**First Round Playoffs:** 4W1V7BDD  
**NFC Championship:** 4W1V7BDD  
**Super Bowl:** 4W1V7BDD

### 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 seconds.

### NHL HOCKEY

**Skate Through the Crowd**  
 Start a two-player "teammates" game with penalties turned on. If your player is called by the referee 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 Passwords**  
 Level 1: FYBY1QZFQ240Q0  
 Level 2: 89D020JCY8CZ8  
 Level 3: P69H0SK7YCKCX  
 Level 4: TZZY2159QYK80

### OUTRUN

**Cheat Menu**  
 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 Select" 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 out.  
 Mode 3: Combines the effects of Modes 1 and 2.  
 Mode 4: The programmers' debugging codes appear 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 8: ???  
 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 8.  
 Mode 12: Combines the effects of Modes 4 and 8.  
 Mode 13: Combines the effects of Modes 1, 4 and 8.  
 Mode 14: Combines the effects of Modes 2, 4 and 8.

**Mode 15:** Combines the effects of Modes 1, 2, 4 and 8.

### OUTRUN 2019

**Music Select**  
 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 PCJRDPM** at the password screen to play Pac Jr.  
**Sound Test**  
 Enter **SO\*NDTP**.  
**Pattern Test**  
 Enter **\*TT\*RN**.  
**Time Trial**  
 Enter **TR\*\*LMP** for the Time Trial.  
 (Note: \* represents the Pac-Man symbol.)

### PETE SAMPRAS TENNIS

**New Options**  
 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.

### PHELIOS

**Nine Continues**  
 Get to the Chapter 1 screen, then press C, A, B, A, 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 passwords:  
 IITBDA—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 Maelstrom  
 DARRINS—Bridge to Maelstrom (full sword)  
 MALCOLM—Maelstrom to Caverns (full sword)

### PINK PANTHER IN PINK GOES TO HOLLYWOOD

**Top-Secret Cheats**  
 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 stage-select menu.

### PITFALL: THE MAYAN ADVENTURE

**Stage Select**  
 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.  
**Nine Lives**  
 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.

### RBI '94

**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: ACCBCABBB  
 Mission 2: ABACBCBACA  
 Mission 3: ACCBCABBCA  
 Mission 4: ABACBCBACC  
 Mission 5: BAAABBBCCB  
 Mission 6: ABABCAABCA  
 Mission 7: BAAABBCAAA  
 Mission 8: ABABCAACAC  
**Mission Passwords + Invincibility**  
 Mission 1: BAABAACBCBA  
 Mission 2: ABBAABBCBC  
 Mission 3: BAABAACBCBA  
 Mission 4: ABBAABBCAC  
 Mission 5: BAACAABAACA  
 Mission 6: ABBCAACACC  
 Mission 7: BAACAABAABA  
 Mission 8: ABBCAACACB  
**Secret Asteroids Game**  
 Enter the password ABCACBCAC. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

### RINGS OF POWER

**Nude Code**  
 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.

### RISAR

**Cheat Passwords**  
 Enter the following passwords for different effects:  
 MUSEUM—Boss Rush Mode  
 DOFEE—Practice Bonus Rounds  
 LOVEU—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

**First Place Passwords**  
 Level One  
 00D8 110N: ALASKA / \$2,000  
 00DH 101B: HAWAII / \$3,000  
 035P 1130: TENNESSEE / \$4,000  
 02JO 117G: ARIZONA / \$5,000  
 02U9 10F5: VERMONT / \$6,000  
 Level Two  
 05B8 Q10S: ALASKA / \$3,250  
 03B8 1M1V: HAWAII / \$5,250  
 041Q AN33: TENNESSEE / \$7,250  
 05RB 2N73: ARIZONA / \$9,250  
 061R QMFC: VERMONT / \$11,250  
 Level Three  
 08DA 3NOP: ALASKA / \$4,500

0AUB 3M1D: HAWAII / \$8,500  
 06A4 3C30: TENNESSEE / \$12,500  
 08T4 R7DM: ARIZONA / \$16,500  
 0DE5 RCF8: VERMONT / \$20,500  
 Level Four  
 0G04 K0CK: ALASKA / \$11,500  
 09ET C918: HAWAII / \$17,500  
 0DQD 4932: TENNESSEE / \$23,500  
 01AT 4976: ARIZONA / \$29,500  
 0NGD 49FE: VERMONT / \$35,500  
 Level Five  
 0QQT 590V: ALASKA / \$18,500  
 0FLG 5113: HAWAII / \$28,500  
 0M44 513L: 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

**MA-17 Code**  
 Press C, B, A, B, A, B, B, C, B, C, C, B, C, B, C, A, C, C, A, A, A, B, B, A, A, C, A while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.  
**54 Lives**  
 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, A, C, C, A, B, 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, C, 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."

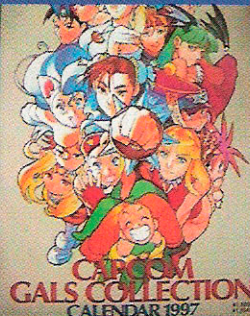
**Drop Through the Floor**  
 Pause the game and press A, B, C, C, B, A. Hold Down on the D-pad and press C to drop down to the next level.

### SHAQ FU

**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 game.

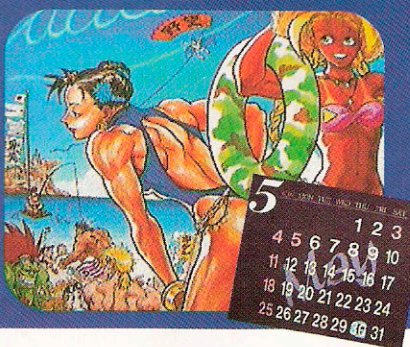
### SHINING FORCE II

**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 Calendar

That's right: a calendar featuring nothing but Capcom cuties for the whole new year. There is a cool cover illustration and six pictures (two months 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 the nearest

Asahiya or Kinokuniya book store to see if they have any. It will cost you anywhere from \$20 to 25 bucks, but it's worth every penny!







## ADVENTURE ISLAND

**Stage Select**  
At the title screen, after Higgins gets hit by the coconut, press **Right, Left, Right, Left, A, B, A, B, A**, to access a "World Select Mode" menu.  
**Power-Ups**  
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 S Z Z F T 2

## ATOMIC PUNK

**Password**  
Stage 50—8 0 M N D P B L 3 N C B 3 L 2 H 2 D J J

## AVENGING SPIRIT

**Hard Mode**  
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.

## Boss 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

**Password**  
Level 48—5 F \* \*

## BATTLETOADS IN RAGNAROK'S WORLD

**Five Extra Toads**  
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

**Stage Select**  
Enter the password ANCIENT to access a stage-select menu.

## BOXXLE

**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 Z  
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—Q ▲ X T  
See the Credits  
At the title screen, hold **Up + A + B** until the names appear.

## BOXXLE II

**Password**  
Fifth Floor—0 K 8 4

## BUBBLE BOBBLE

**Password**  
Round 100—K Z 5 J

## BUBBLE BOBBLE PART 2

**Stage Select**  
Enter ► 5 ► V as your password, then press the **START** button. A stage-select menu will appear.

## BURAI FIGHTER DELUXE

**Passwords**  
Stage 2—H G K M  
Stage 3—C P F G  
Stage 4—J J C 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

**Passwords**  
Stage 2—4 9 7 3 0  
Stage 3—6 4 6 0 8  
Stage 4—5 9 7 1 5  
Stage 5—5 6 1 1 5

## DRAGONHEART

**Passwords**  
Stage 2—B C D L S T  
Stage 3—D C L T S B  
Stage 4—C T B S D  
Stage 5—C B L S B T  
Stage 6—T T S D C C  
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 "7"

and leave, you end up with an item that appears to have been randomly chosen. The item you receive 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 Warps**  
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 Ninja 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

**Extra Sounds**  
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

**Sound Test**  
At the title screen, press **SELECT, B** and **START** at the same time.

## FIST OF THE NORTH STAR

**Password**  
Last Stage—X K P 7 2 Q N V H R J G U S

## THE HUNT FOR RED OCTOBER

**Stage Select**  
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 Pep 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 D-pad 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.

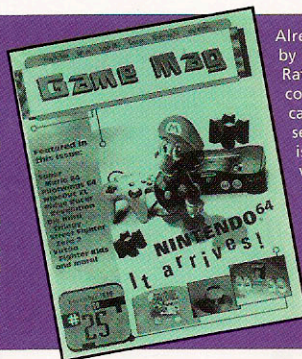
## THE LION KING

**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. WILLY'S REVENGE

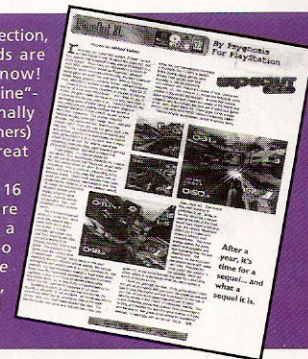
**Passwords**  
Cut Man defeated—A1, B3, C4, D3, D4  
Elec Man defeated—A2, A4, B3, D1, D2  
Ice Man defeated—A1, A2, B2, B3, D4  
Fire Man defeated—A1, B1, B2, C4, D2  
Fire Man and Cut Man defeated—A2, B2, C3, D1, D3

# Fanzine Patrol



Already on its 25th issue—maybe 26 by the time you read this—Jonathan Ratcliffe's *Game Mag* offers balanced coverage of any game system they can get their hands on. The review section dominates this 'zine, which is good because the reviews are very thorough. Some titles get a whopping two-page write-up, but even the half-page reviews are very informative. We're particularly impressed by the range of games covered, from Game Boy carts to the latest 32- and 64-bit titles and even import software. *Game Mag* is also one of the

few fanzines to include a tips section, and their codes and passwords are very good—hey, we should know! Jonathan jokes about the "prozine"-style layout (which is intentionally avoided by some fanzine publishers) but the fact is that it looks great and that never hurts. Average issue size is between 16 and 24 pages. Subscriptions are \$12 for 12 bi-monthly issues. For a sample copy, send \$1.50 to Jonathan Ratcliffe, c/o *Game Mag*, 9004 Bayless Road, Liberty, MO 64068 and tell him you read about it in *TIPS & TRICKS*.









## AREA 51

### Alien Mode

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

### Secret Rooms

**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 entrance 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 Quarters."

**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 Cellent."

**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

### Extra Cars

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 Jeffrey will be standing on its hands.

• If you stop completely near the Jeffrey 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 force 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 Candy'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 character-select screen, wait for the clock to count

down to the 9-second mark, then quickly press and hold **START** and **Up** on the joystick. 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 movement for Player 1 should look like this: **↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑** 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 you.

• 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 multi-player 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**.

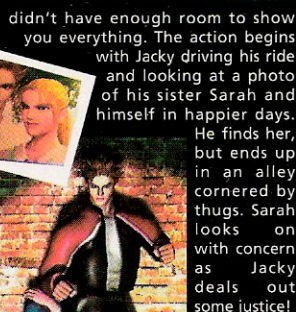
### Drive the Pace Car

After choosing a course—before the race starts—hit the **Brake** and simultaneously press **START**; you'll be driving the pace car.

Arcade tips



Our international contacts scored us a copy of this extremely cool *Virtua Fighter 3* cinema scene on video tape. All of the characters are represented in this 2½-minute video, though we



didn't have enough room to show you everything. The action begins with Jacky driving his ride and looking at a photo of his sister Sarah and himself in happier days. He finds her, but ends up in an alley cornered by thugs. Sarah looks on with concern as Jacky deals out some justice!

Another cool scene shows Jeffrey McWild riding a killer shark and attempting to subdue the creature with a hunting knife!







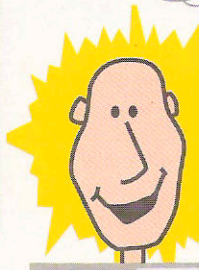
# TIPS & TRICKS SELECT GAMES

Select Games  
**Select Games**  
Select Games



**Pick it!**

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

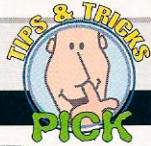


Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck 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!

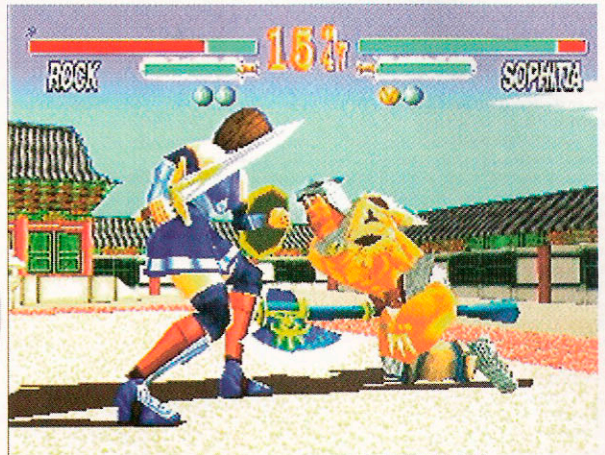
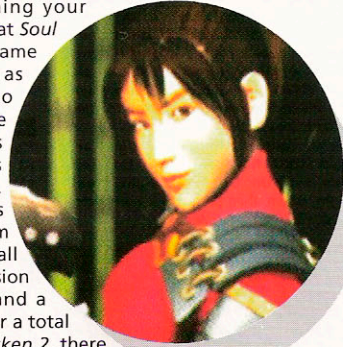


**SOUL BLADE**

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 are all kinds of modes like team battle and practice, but the coolest is a new RPG-like scenario mode that also gives your character new weapons. There are three different music modes and two different endings per character. Another bonus is that each character has a completely new selectable costume, courtesy of a costume design contest held in Japan. Of course the basic gameplay is what draws you to the game in the first place and *Soul Blade* is probably the best weapon-based 3-D fighter available anywhere (only *Star Gladiator* and *Last Bronx* come close). A recommended purchase.





## WAR GODS

Williams • 1/97



Due to limited distribution, many arcade players were not able to check out Williams' first 3-D fighting game and its *Mortal Kombat*-ish 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 coin-op and will have you playing for hours. Even if it didn't

grab you in the arcade, it feels better as a home game and warrants a T&T pick.



## CRUIS'N WORLD

Midway • 1/97

If you couldn't get enough of *Cruis'n USA* the first time, you'll love getting a chance to take a spin around 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-to-head games; up to four machines can be linked together for some truly exciting competition. 12 cars are available—including a Porsche and a Hummer complete with Desert Storm-style camouflage paint. There are also supposed to be more secret vehicles than the three that could be found in the first

game. Race on 14 different tracks in 12 different countries, including Japan, Germany, Mexico and even Egypt.



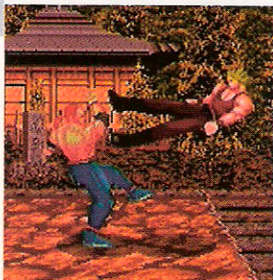
## VIRTUA FIGHTER 2

Sega • 2/97



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 a T&T pick.

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 Shun—which 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



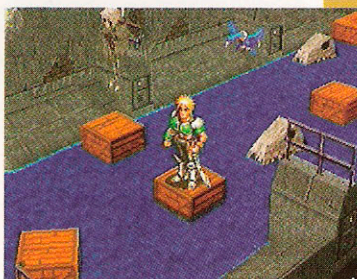
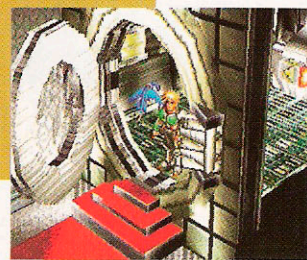
## DARK SAVIOR

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.





Select Games  
**Select Games**  
 Select Games

SUPER NINTENDO

## NBA HANGTIME

Midway • 12/96

Does the world really need another two-on-two basketball game? If the game is *NBA Hangtime*, then the answer is yes. All the things you liked about *NBA JAM* have been refined and tweaked, giving *Hangtime* a slightly different feel. You can now do juke moves and alley-oops with

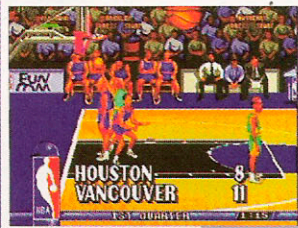
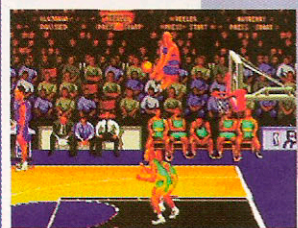
team dunking options. The character animation is great and the sound is not too shabby either. Real NBA players mix it up with the freaks and goons you'll undoubtedly concoct with the game's "Create a Player" option.




SEGA GENESIS

## 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-on-two 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 usual—there are lots of secret features, some of which you'll find in this issue's Genesis Tips section.



SUPER NINTENDO

## DONKEY KONG COUNTRY 3

Nintendo • 12/96

TIPS & TRICKS  
 PICK

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.



NINTENDO™

## DOOM 64

Williams • 3/97

After much success on the PC, PlayStation and Super NES, the 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 spades. That shouldn't change

in this N64 upgrade, though 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 in future issues.

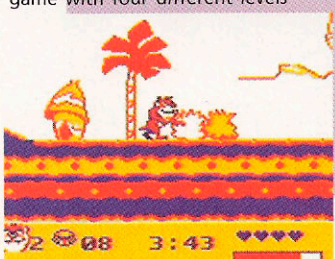

GAME BOY

## TAZ-MANIA 2

T•HQ • 1/97

Fresh from his scene-stealing appearance in *Space Jam*, Taz is a very lucky character who has starred in two Genesis games, one Super NES game, two Game Gear games and is now headed for a second Game Boy adventure. It's a side-scrolling action game with four different levels

that include the entire Taz family and bad guys like Bull Gator from the TV series. Taz is a very large character on the Game Boy screen—which makes it easier to play—but his fast spinning attack can get out of control if you're not careful.


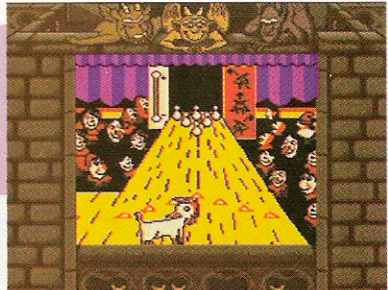
GAME BOY

## THE HUNCHBACK OF NOTRE DAME

T•HQ • 3/97

If you're looking for another Disney side-scrolling adventure, you won't find it here. Instead, developer Tiertex has created a five-in-one cartridge that features characters and settings from the movie in a series of puzzle and action games. The contests include Catch the Fool (a *Kaboom!*-style action game), Chiseler (like *Break-*

*out*), Picture Puzzle, Djali Bowling and Upsy Daisy, in which Quasimodo and his friends sail across rooftops suspended from balloons. An interesting change from the clichéd side-scrolling adventure.



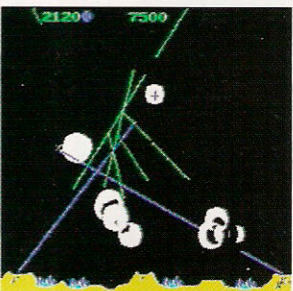
## ARCADE'S GREATEST HITS: THE ATARI COLLECTION 1

Midway • 12/96



Midway follows up its *Arcade's Greatest Hits* collection with this batch of Atari coin-op classics, beautifully emulated by Digital Eclipse with original arcade options and full-motion

video interviews with the 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!



*Battlezone* creator Ed Rotberg reveals the truth about those volcano rumors...

## RE•LOADED

Interplay • 12/96

The original *Loaded* surprised PlayStation owners with its shameless displays of blood and splattered entrails. This sequel picks up right where the first game left off with a cast of six twisted weirdos; violence-mongering psychopaths who seem

right at home in the violent *Loaded* universe. The new game's levels are very lengthy; each has an individual objective that must be accomplished in order to advance to the next.



## PEAK PERFORMANCE

Atlus • 2/97

The PlayStation's crowded driving game genre is getting another contender. *Peak Performance* is a follow-up to last year's *High Velocity* on the Saturn. The graphics are very good and car selection is excellent. With tons of camera angles,

you can get a good close-up view of your polygon-rendered driver as he shifts gears and twists the wheel. You can also play your own music CD while driving; the game even allows you to select your favorite songs.

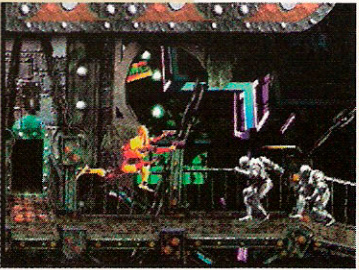


## SCUD: THE DISPOSABLE ASSASSIN

SegaSoft • 2/97

*Scud* mimics the over-the-top action of the disposable comic book hero, using scenarios directly out of the comic. You can play side-scrolling or first person shooting or a combination of both. *Scud* creator Rob Schrab recently visited the T&T

offices; he loves the Saturn and *Panzer Dragoon II*. A cool and funny guy, Rob could barely control his enthusiasm for the game that stars his brainchild; according to him, SegaSoft has 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 long-running 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

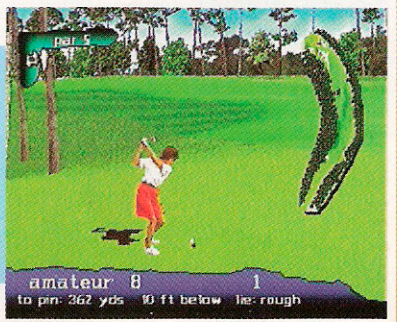


## PGA TOUR '97

EA Sports • 12/96

The *PGA Tour* series has always been one of the strongest staples of the EA Sports library; the transition to 32-bit seems to have had little adverse affect on it. The Saturn version of *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

since the Genesis days, you'll find that the graphics aren't the only improvement; extensive options are available as well as a variety of courses, clubs and playing conditions.





Select Games  
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**NINTENDO 64**  
**CRUIS'N USA**  
 Nintendo • 12/96

One of the first titles announced—and supposedly developed two years ago—for the Nintendo 64, *Cruis'n USA* is finally available for play on a home system. The cartridge features all of the options and tracks that made the coin-op popular. This version has a two-player split-screen mode and also packs in lots of voice, music tracks and hidden cars. It works with either the D-pad or analog stick for more exact car control.



**PlayStation**  
**NBA JAM EXTREME**  
 Acclaim • 12/96

Don't be afraid, but there are two different basketball games claiming to be the rightful heir to the *NBA JAM* throne. Midway's follow-up from the original game's designers is *NBA Hangtime*, but Acclaim has retained the *NBA JAM* name for this polygon-based arcade game, which has now been converted for home play. The NBA stars are in both games, so it's up to you to decide which one you prefer. We'll keep looking for power-ups and secret characters in both games while you make up your mind.



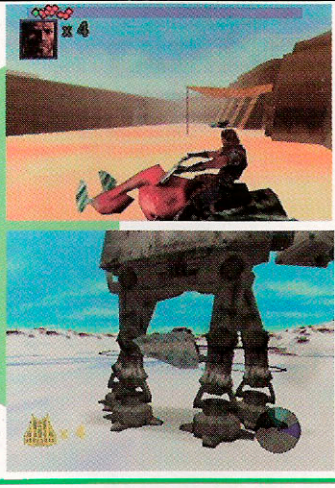
**SEGA SATURN**  
**AREA 51**  
 Midway • 12/96

One of the surprise arcade hits of 1996 was a gun-shooting game from Atari about a mysterious military base that was recently highlighted in the movie *Independence Day*. *Area 51* combines full-motion video backgrounds with sprites and polygonal obstacles that always leave you guessing what's around the next corner. The game can be played with two players simultaneously or solo. Most of the secret rooms and hidden goodies from the arcade version should be intact in the home releases, so keep your eyes peeled!



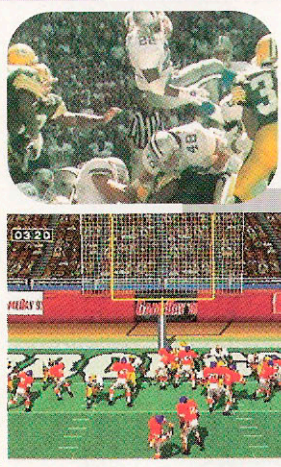
**NINTENDO 64**  
**STAR WARS: SHADOWS OF THE EMPIRE**  
 Nintendo • 12/96

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* soundtrack complements some incredible sound effects.



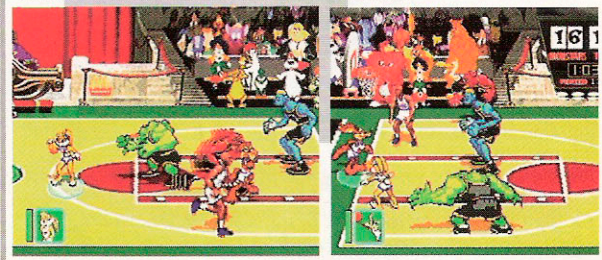
**PlayStation**  
**NFL GAMEDAY '97**  
 Sony Sports • 12/96

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.



**PlayStation**  
**SPACE JAM**  
 Acclaim • 12/96

The blockbuster Michael Jordan 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 two-on-two or three-on-three basketball action. There are plenty of voice effects during the game and bonus games are mixed in with the basic round-ball action. One such sub-game has Daffy Duck trying to find Michael's jersey, shorts and shoes, mirroring a similar scene in the film.





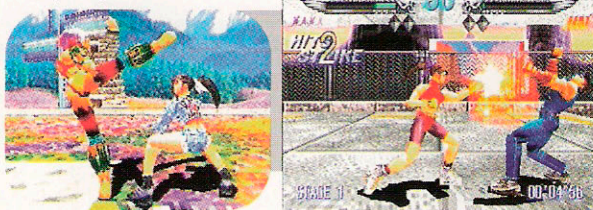


## HEAVEN'S GATE

Atlus • 2/96

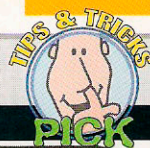
Atlus is best known in fighting-game circles for its *Power Instinct* series; now the company attempts its first 3-D fighting game. Based on a little-known arcade game, *Heaven's Gate* has lots of interesting things going for it, like interesting characters and unique ring setups. There is a ceiling for every stage and the default

setting does not have ring-outs. Once you are powered up, you can activate a super move which can be done until your super meter expires. There are eight regular characters and lots of hidden characters, including a special guest from the *Power Instinct* series.



## K-1 THE ARENA FIGHTERS

T•HQ • 2/97



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

Following the lead of other successfully revamped classics—including *Tempest X3*, *Defender 2000* and *Missile Command 3-D*—comes a 3-D version of the coin-op classic, *Robotron 2084*. All of the enemies and objects in *Robotron X* are polygonal with light textures...and they blow up real good! The game-

play is the same frantic, paranoid action as the original, but the camera rotates depending on your position on the screen. The soundtrack has also been redone in a more techno groove. Tons of levels and challenge await!



## Other New Game News...

### DRAGONHEART

The sleeper hit film *Dragonheart* has spawned more than just a Game Boy game; this PlayStation epic features characters that look like they stepped right out of the movie. Check out the creepy soundtrack!



### 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.



## LIFEFORCE: TENKA

Psygnosis • 2/97



*Doom* set a standard for first-person 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.



• 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.



cheat codes



**Codes for use with Galoob's  
Game Genie Video Game Enhancers**

**SUPER NES**

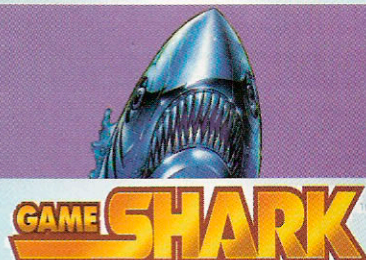
**Super Star Wars**

- 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 landspeeder levels
- D967-4FAF + D960-4D6F—Only 5 Jawas needed to pass landspeeder levels
- 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

**Jet Moto**

- 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**

**Casper**

- 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**

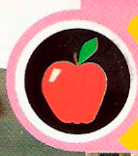
- F6000914-C305 + B6002800-0000—Master code
- 16062828-00FA + 160945A0-00FA—Infinite health, Player 1
- 16064728-00FA + 160945A4-00FA—Infinite health, Player 2
- 16064728-00FA + 160945A4-00FA—No health, Player 2

**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



Letter from Betty  
from Betty  
Betty



ELIZABETH TAYLOR, 1964 ELIZABETH TAYLOR, 1991



Hi!

It's me - Betty. It's so cold here in NYC! I miss Los Angeles. But I got to see Chemical Brothers play here - a sold out show. You may be familiar with them from the WIPEOUT XL soundtrack and their first mainstream hit, "Setting Sun." The WIPEOUT XL soundtrack includes two tracks from Chemical Brothers - "Chemical Beats" and "Leave Home" (Underworld Mix). "Chemical Beats" was on the original WIPEOUT soundtrack too, but only on the UK version. Anyway, they played here, and you'd have had a good time if you'd been there. I like the "Setting Sun" video; I also recommend watching for the Tony Toni Tone' video featuring DJ Quik, "let's Get Down." DJ Quik looks sharp, as do the members of Tony Toni Tone'. Have you ever had Mallo Cups? They're like Reese's peanut butter cups except they have marshmallow centers, or what the manufacturer refers to as "whipped creme." I like that it's spelled C-R-E-M-E. Bye!

Betty

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In This Issue:

# KILLER INSTINCT GOLD

Nintendo<sup>64</sup> codes!

