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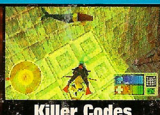
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airplane propeller

dinosaur saliva

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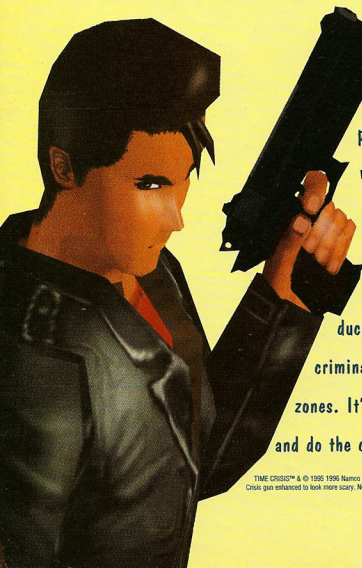
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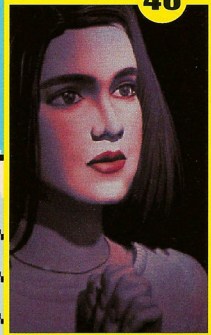
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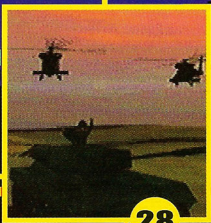
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STAFF SECRETS



Chris Bieniek turns into a roaring lion whenever somebody tells him that they play video games with the sound off because they'd rather listen to the radio or some audio CD. He snores like one, too. **Current Favorite Games:** *Treasures of the Deep*, *Rampage World Tour*, *RayStorm*, *Mog House*



On a recent trip to London for the European Computer Trade Show, **Jim Loftus** was surprised to find surveillance video cameras on every street corner. "It's like a giant game of *Syndicate!*" he exclaimed. **Current Favorite Games:** *Fighting Force*, *Auto Destruct*, *G.A.S.P.*, *Burning Rangers*



Associate Editor **Tyrone Rodriguez** has a Sega CD-X system hooked up as a CD player in his car. If he gets sick of Robert Miles, he just pops in his *Streets of Rage* cartridge and listens to that. **Current Favorite Games:** *Bushido Blade*, *GoldenEye 007*, *Croc*, *Diddy Kong Racing*



Ione Flores gets up early to catch *Yenus of Little House on the Prairie* on WTBS. Her *Walkman* also picks up the audio from TV stations, so she can listen to the local *Little House* broadcasts at work! **Current Favorite Games:** *Crash Bandicoot 2*, *Bravo Air Race*, *Mole Mania*, *Doraemon 64*



Glenn Broderick recently went "alpine sledding" in Vermont. He hit a bump, wiped out and shredded half of his body, cheese-grater style—proving to the rest of the *T&T* staff that we're all safer at home. **Current Favorite Games:** *Mortal Kombat Mythologies: Sub-Zero*, *Mortal Kombat 4*, *Duke Nukem 3D*, *Soul Blade*



Contributor **Nikos Constant** loves the new Ruffles with "The Works" (cheddar, sour cream, bacon and chives) but admits that they really don't taste like baked potatoes, as the ads claim. **Current Favorite Games:** *Mystical Ninja 64*, *GoldenEye 007*, *Marvel Super Heroes*, *Top Secret*



Betty Hallock wants to know why no publisher has picked up the rights to do a *Fabulous Furry Freak Brothers* video game. "You could have Country Cowfreak in there as a secret character," she says. **Current Favorite Games:** *Medieval Madness* (pinball), *Puzzle Bobble*, *Psycho Pigs UXB*, *Frankie Goes to Hollywood*



Contributor **Adrian Sanchez** quit his job as a bicycle messenger after just two days because he wasn't allowed to jump over semi-trucks and smash into pimps on the sidewalk, like in *Courier Crisis*. **Current Favorite Games:** *Tekken 3*, *Vampire Savior*, *Final Fantasy VII*, *Street Fighter Alpha 2*



Ara Shirinian dropped the letter "y" from this month's *Colony Wars* strategy guide, which led our Copy Chief to believe that it was a game about intestinal distress rather than an outer space shoot-'em-up. **Current Favorite Games:** *Galactic Pinball*, *Vertical Force*, *Point Blank*, *Gradius Gaiden*



Jason Wilson scored a one-of-a-kind souvenir during the *Mortal Kombat 4* Road Tour: one of the huge *MK4* banners from the Enchanted Castle in Lombard, IL. Uh...you did ask, didn't you, Jason? **Current Favorite Games:** *Street Fighter EX Plus*, *Mortal Kombat 4*, *Street Fighter III 2nd Impact*, *Fighting Wu-Shu*

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JIM KOHLIS

Corporate Vice-President
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Editor in Chief
CHRIS BIENIEK

Executive Editor
JIM LOFTUS

Associate Editor
TYRONE RODRIGUEZ

Art Director
IONE FLORES

Contributing Editor
NICHOLAS CONSTANT

Contributors
GLENN BRODERICK
BETTY HALLOCK
TODD POUND
ADRIAN SANCHEZ
ARA SHIRINIAN
JASON WILSON

Copy Chief
PHILIP SANGUINET

Editorial Assistant
DEBORAH LOCKHART

Network Systems Director
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LISA W. JONES

National Advertising Director
CLAIRE CARNY
(213) 951-7909
FAX: (213) 651-0651

Advertising Coordinator
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SUB-ZERO

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Got a cool cheat, interesting question or arcade game token for the T&T staff? Send your tips, tricks and queries to:

TIPS & TRICKS

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We can't respond to individual letters, but we do read them all—even if you're too cowardly to sign your real name.

LETTER OF THE MONTH

Here it is: the best darn "Letter of the Month" that you can ever receive! Oops...I forgot, though. I'm Canadian, so I'm not sure that the chances of my letter being printed are high.

You know, I can't help but notice that you hardly print letters from your Canadian friends. You must come to realize that we, your Northern friends—your NEIGHBORS—love your magazine as much as everyone else...although I must admit that I am your biggest fan. I read your magazine regularly and it amazes me to see all of the strategies and tips that you provide. They're very useful to us game lovers.

Well, I gotta go now, so to conclude my letter, I'd like to say that in the future, we Canadians hope to have an equal amount of letters published as your American fans.

—Tony Haiek
Leamington, Ontario

Thanks for the interesting letter, Tony. We love our Canadian readers; if you look at recent issues, you'll see several letters in the Readers' Tips section that prove it. Unfortunately, we can't honor your request to print an equal amount of Canadian letters because we simply don't get as many of them. This surprises us, because your country is so darned big! In fact, our most recent audit reports tell us that only 5.3% of our readers live in Canada; that's down from 7.6% in 1994. Heck, we thought you were ignoring us!

Here's an idea: If you're as proud of your country as you seem to be, why not write back and tell us what it's like to be a Canadian video gamer? What

are your arcades like up there? How's the Saturn holding up? What about Canadian game developers? The only one we're familiar with is the Canadian branch of Electronic Arts, which has produced some fantastic sports titles over the years. Are there any Canadian video-game magazines?

Get back to us when you can, neighbor; in the meantime, enjoy the copy of Time Crisis that we're sending you for the PlayStation as your prize for winning our "Letter of the Month" contest.

STICK FIGURE

I am an unhappy Nintendo 64 owner. I saw a Nintendo 64 joystick for sale; the problem is that it's not for the N64! It's for the PC! Why didn't they make it for the Nintendo 64 instead of the PC?

—Peter Huynh
Lexington Park, MD



No, this is not a Nintendo 64 controller. Go figure.

We didn't understand your letter at all, Peter—and you have to admit, it doesn't make a lot of sense. When is a Nintendo 64 controller not a Nintendo 64 controller? Then we saw it ourselves; a nice, big joystick controller with the familiar cube-style "N" Nintendo logo on it. Sure enough, it's not a Nintendo 64 controller at all! What's going on here?

We did a bit of research and found out the following info: This controller is called the "NJS-3D1" PC computer joystick, and it's manufactured by a company called Laral Group LLC from Farmingdale, New York. It looks like a pretty decent PC controller, but gee

whiz, what's with the Nintendo logo? It turns out that Laral has licensed the Nintendo name and logo for an entire line of personal computer peripherals; this is just the first! Can you imagine how confusing it would be if you walked into your local video-game store and found modems and 3-D goggles with that same logo on them? Seems a bit misleading to us; we always thought that the "cubed N" logo represented the N64 product line. The bottom line seems to be this: If it doesn't say "64," then who knows what system it's for?

A FISHY QUESTION

I would first like to say that your magazine is the most intellectually stimulating read that I have had in a long time. If I had the choice between eating fish or your magazine, I'm sure eating your magazine would do me much more good than the fish. Well, enough brown-nosing. I just wanted to ask your opinion on buying a game. I'm having trouble choosing between Tekken 2 and Iron & Blood. Which would you recommend over the other?

—Chris Turcotte
Victoria, B.C.

Go with Tekken 2, Chris; it seems to have better graphics and deeper gameplay. Can't you rent games up there in Canada?

TOKEN OF THE MONTH



Front



Back

This month's token comes from the Funspot arcade in Weirs, New Hampshire. It was sent in by Danny Marcucci of Woburn, Massachusetts. Thanks, Danny!

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

Readers' tips

Readers' tips



Neo Print Gallery

Send us your Neo Print or Print Club stickers! Stick it on a letter, postcard or envelope, send it to Tips & Tricks, 8684 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and we'll print it here!

That's a wonderful idea you've got there, Bradley, but there are a lot of unfortunate reasons why it will never happen. All three companies want to be number one, and all three seem to believe that their own hardware is the best on the market—so how do they agree on the specs of the "NSSES"? Heck, you'd probably never even get them to decide if the software would be cartridge-based or CD-based.

There are also plenty of reasons why you wouldn't want them to work together, anyway—believe it or not!

What if there really was only one game system? You know, the competition between these three giants is one of the main reasons why there are so many great games on the shelves today. If there was one giant conglomerate which had the industry all to itself, what would be that company's motivation to keep making better games?

Of course, we shouldn't say that this will NEVER happen. There's always a possibility that one or more of these companies could merge together as the result of one company buying the other outright. Look at the leaders of the American arcade industry from the early '80s: Williams, Bally, Midway, Atari Games...now they're all the same company. So you never know...

WISHFUL THINKING

There is something I've been pondering ever since I got my Nintendo 64: What if Nintendo, Sony and Sega came together and made the most awesome, perfect game system of all time? They could call it "The NSSES," which stands for Nintendo/Sony/Sega Entertainment System. Then maybe, just maybe, there wouldn't be so much hassle over which system is better. I think that would be cool.

Well, I must go now, but I leave with some words of wisdom: Play 'til you can't play any more...then play some more.

—Bradley Fredrick
Grand Prairie, TX

PICKET LINE

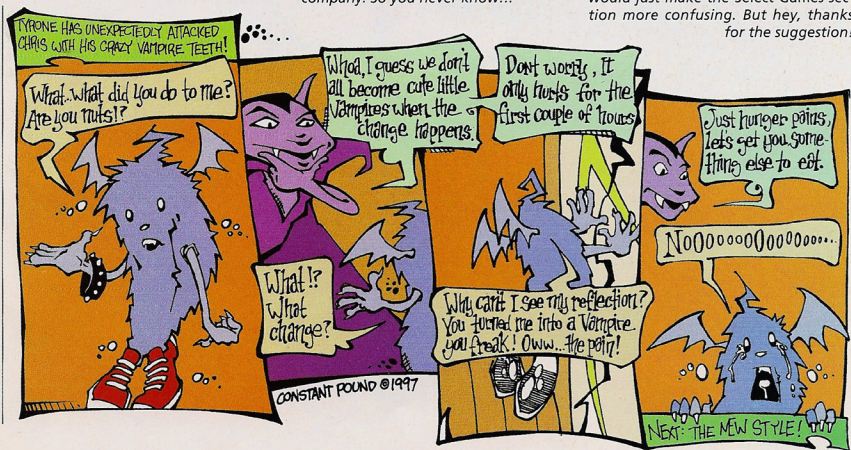
I love to read your *Select Games* section. I think that you should put a certain amount of "picks" on a game! For example, if you guys really like a game and you're going to make it a T&T Pick, you can decide how many "picks" you're going to give it. So your favorite games can be rated with three or four "picks"!

—Joseph Carione
Pickering, Ontario

"Pickering," eh? That's a good one, Joseph!

Seriously, we like your idea, but we decided not to do it for several reasons. First, as the #1 Video Game Tips Magazine, we often have to remind people that we don't review games; we're just here to give you codes, cheats and strategy tips on how to play them. The purpose of the *Select Games* section is just to tell you what games are coming out so that you can fill out the response card and tell us which ones you want us to do strategy guides on. Simple as that.

Now, when we designed that section of the magazine, we decided to use the "T&T Pick" symbol to identify certain games which we had played and really liked. The one rule we set up, however, was that we won't give a "pick" to a game that we haven't actually played yet. That's why, if you look back at past issues, you'll see that games like *Tomb Raider 2* or *F-Zero 64* did not get "picks", even though we're sure they're gonna be great! If we started to give two or three picks to some of the games, we're afraid that it would just make the *Select Games* section more confusing. But hey, thanks for the suggestion!



Readers' tips
Readers' tips
Readers' tips

EIDOS
INTERACTIVE

You've been warned.

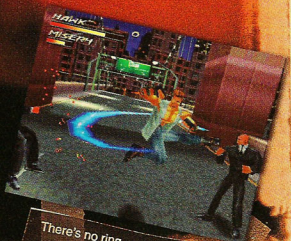
GORE



Go play in traffic. Use oncoming cars to turn hoodlums into hood ornaments.



Fight alone or share the carnage with a buddy. Mix it up with Mace, Hawk, Smasher & Alana.



There's no ring, no referee and no "below the belt" calls. Fella's, meet Mr. Kneecap.



"LOOK BOTH WAYS

BEFORE CROSSING THE

STREET. THEY USUALLY

ATTACK IN PAIRS!"

- Hawk Manson

YOU WANNA FIGHT?

TAKE IT OUTSIDE. BECAUSE THIS BATTLE IS TOO BIG FOR SOME SKINNY

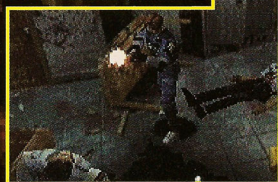
ASS ARENA. 4 KILLER CHARACTERS. DOZENS OF BRUTAL WEAPONS. TONS OF CRUSHING MOVES. AND VICIOUS 3D ACTION THAT GOES SO FAST, THERE'S ONLY TIME TO REMEMBER HALF THE GOLDEN RULE.

SO BY ANY AND ALL MEANS, DO UNTO OTHERS. BECAUSE IN YOUR HANDS, ALMOST ANYTHING CAN BECOME A WEAPON. JUST REMEMBER TO WASH THEM AFTERWARDS.



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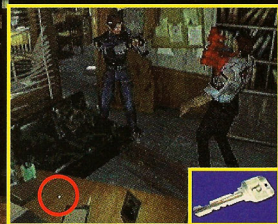
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5 door number 1


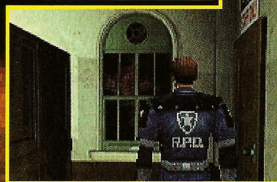
Go through the door at the rear of the main hall. Kill the two zombie cops immediately as you walk in.



You'll find a second shotgun in one of the lockers (arrow). Next, grab the box of ammo next to the party favors on the table.



Move to the back room to waste the third zombie. It's close quarters, so you may want to draw him out. Take the "P" key from the desk.


6 door number 2


Go back and unlock the double doors with the "P" key. Inside, you'll catch a glimpse of something moving past the window. Yikes!



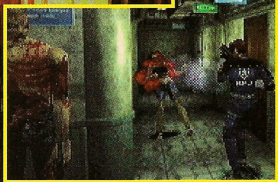
Two shotgun blasts is all it takes to kill this tongue-lashing beast. Enter the door at the end of the hallway.

7 briefing room

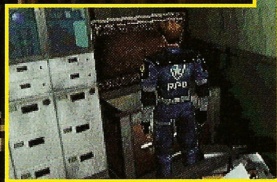

Enter the Briefing Room (the next set of double doors). Grab the ammo on the table near the podium. Next, move to the back storage room.



Use the lighter to start a fire in the fireplace. This will burn a hole in the painting, causing a red gem to fall. Grab it and exit the room.

8 zombie duo


Advance down the hall and open the next door. Kill or simply avoid the male and female zombies.

9 photography room


Enter the Photography Room under the stairs. You'll want some space in your inventory, so open the trunk and drop off unwanted items.



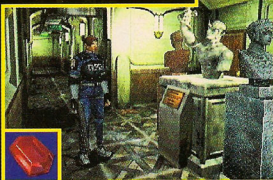
Grab the ammo and heal spray from the trunk if you need them. Unfortunately, the adjacent darkroom is empty. Wahhh!



* Player's Note: Unfortunately, the gems in the trial version of RE2 do nothing for the player. The gems are merely a sampling of what's in store for the full version of the game when it becomes available early next year.



10 statue puzzle

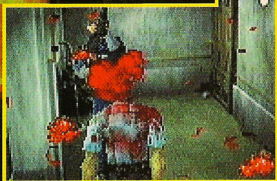


Move up to the 2nd floor. To obtain the next gem, two statues must be moved. Push each statue—one at a time—onto the grates in the floor...



...so that each statue faces the larger one in the center. Grab the gem*. Proceed through the next door (arrow).

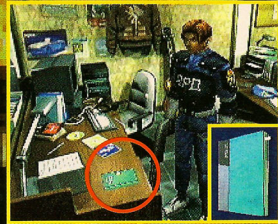
11 dispatch office



Quickly take out the zombie cop and head into the Dispatch Office (the door marked "S.T.A.R.S").



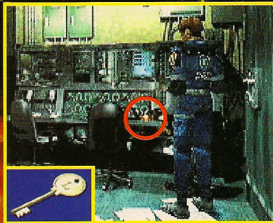
Don't go near that flashing light just yet! First, check out the S.T.A.R.S. group shot hanging on the wall. Look—there's Jill and Barry!



For some frightening insight into recent goings-on, snag the journal laying on this desk.



There is a can of heal spray tucked away in a first aid bag; you'll find it hanging on the far wall.



Now, approach the light on the dispatcher's control panel* and press the search button. It's an "L" key!



But it's all for naught! The tantalizing demo comes to an abrupt end when this mysterious woman takes a shot at you. Who could it be?

A Taste of Things to Come...



First off, when *Trial Edition* arrived at the office, all work came to a screeching halt. Just as we did back in October of 1995 (the month when the first playable disc of *Resident Evil* came into our office), we powered-up the PlayStation, turned out the lights and gathered around the television. We had a number of bone-chilling experiences while playing, but some instances had us literally jumping out of our seats. The scene involving the creature moving past the window caused the entire *T&T* staff to look at each other in *horror*. It was written on everyone's face: "What was *that*!?" The other instance involved walking past a series of boarded-up windows. These were the same windows we had walked by earlier, but this time—*CRASH!*—bloody zombie arms came smashing through the boards to grab Leon! Heart-stopping, to say the least. The bottom line is this: At \$39.95, no fan of *RE* should be without *Director's Cut* and the *RE2 Trial Edition* disc that comes with it. If the sequel—currently slated for a January 1998 release—turns out to be wonderfully as the demo indicates, then all of the delays will have been entirely valid. Rest assured, *Tips & Tricks* will be there to expose every nook and cranny when it hits!





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Nov 27, 2009

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-T.S.X. SEPT. '97

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CHARACTER RANKINGS

To rank the fighters' raw skills, we set the game in "Watch" mode and computer-controlled fights be participated results as each character came in. M. Bison and Cycloid Beta fought ten matches against every other character in the game—that's 220 fights per character, a total of 2,230 match-ups! The leader was computer-controlled matches.

- | | | |
|--------------------------|----------------------------|--------------------------|
| 1) D. Dark—131 wins | 8) Evil Hokuto—119 wins | 16) Hokuto—105 wins |
| 2) C. Jack—129 wins | 9) Skullman—118 wins | 17) (tie) Kairi—105 wins |
| 3) Blair—125 wins | 10) Sakura—115 wins | 18) Ryu—103 wins |
| 4) Ken—123 wins | 11) Akuma—114 wins | 19) Chun-Li—102 wins |
| 5) Garuda—121 wins | 12) Bison—111 wins | 20) Guile—101 wins |
| 6) Pullum—120 wins | 13) C. Gamma—108 wins | 21) Allen—94 wins |
| 7) (tie) E. Ryu—120 wins | 14) (tie) Zangief—107 wins | 22) Darun—89 wins |
| | | 23) Dhalsim—63 wins |



RYU

The original is still the best—sort of. Ryu hasn't lost much; he's still one of the more formidable challengers in the game. His ability to link a crouching Forward Kick into a Hadoken can keep opponents off-balance. The same is true of his Super Fireball, which does a decent amount of damage. If the range of his Dragon Punch is not enough to knock away an opponent, use a crouching Fierce Punch for quick damage. Fast sweeps and classic Fireball/Dragon Punch patterns confuse opponents into making mistakes. His Hurricane Vacuum Super also works wonders as a surprise to opponents when a projectile is thrown.

COOL COMBOS

- | | |
|---------------------|--|
| Beginner | Jump in with a Fierce Punch, do one standing Fierce Punch, then connect with a Hadoken or Hurricane Kick |
| Intermediate | Jump in with a Forward Kick, do one crouching Forward Kick and go from there into a Hadoken or Shoryuken |
| Advanced | Jump in with a Roundhouse Kick, perform one crouching Forward Kick, followed by a Hadoken; next, cancel into a Shinku Hadoken and finish with a Super Hurricane Kick |



GUILE

Ever since *Street Fighter II Champion Edition*, Guile has been weakened and given no new special attacks. Beyond new super moves, Guile is identical to his *Champion Edition* self. Only game design and gameplay factors help this World Warrior to maintain his position as a moderate threat. Since there really isn't a corner to this game, Guile's pressure tactics have been greatly limited to the following standard strategy: Tick away the opponent's energy with crouching Forward Kicks, steadily throwing Sonic Booms while also charging for the Flash Kick. Unlike Charlie from *Street Fighter Alpha*, Guile's crouching Fierce Punch has high priority over jumpers. Super moves should be used sparingly, and only during combos to avoid leaving yourself open to counter-attack.



COOL COMBOS

- | | |
|---------------------|--|
| Beginner | Start with a crouching Strong Punch and go from there to a Sonic Boom or Flash Kick |
| Intermediate | Jump in with Fierce Punch, do one crouching Jab Punch and end with a Sonic Boom |
| Advanced | Jump in with Fierce Punch, perform two crouching Jab Punches, then cancel into a Sonic Boom and cancel again into the Concessant Justice |



CRACKER JACK

One word: Balrog. He may not look like the Las Vegas ear biter, but when you combine his projectile deflection ability, dashing uppercuts and Final Punch charge ability (holding three punches or three kick buttons) you basically have a souped-up Balrog with more combos. His standing Roundhouse Kick is great for keeping the enemy at a distance, and his crouching Fierce Punch is perfect against jumpers; the dashing uppercut falls short in the same situation. With his strength and speed, Jack can really play ball with anyone in the game.



COOL COMBOS

- | | |
|---------------------|---|
| Beginner | Jump in with a Fierce Punch, continue with a standing Jab and connect with a Dash Straight |
| Intermediate | Jump in with a Fierce Punch, perform one standing Forward Kick, cancel into a Dashing Straight Super then immediately super cancel into the Dashing Grand Super |
| Advanced | (You must hold all three Kick buttons to do this combo) Jump in with Fierce Punch, do one crouching Fierce Punch, then—while holding diagonally Down and Back—release the Kick buttons for a Final Punch, then go into a Dash Super |



ZANGIEF

What would *Street Fighter* be without the obligatory grappling character? Zangief is exactly like his *SSFII* counterpart with a new super move, the super stomp. Strength is still Zangief's main asset. With improved sweep range—but still highly volatile against ground attacks—Zangief's Jumping Body Splash is quite possibly the best set-up attack. The Spinning Piledriver is all he has; set it up wisely, but do not play "foot" games. Zangief will be dominated. Going from a crouching Short Kick into the Spinning Piledriver still works as an effective cheap maneuver.



COOL COMBOS

- | | |
|---------------------|--|
| Beginner | Do one crouching Strong Punch, then go into the Lariat |
| Intermediate | Jump in with a Roundhouse Kick, follow with a crouching Forward Kick and cancel into his Super Stomping attack |



PULLUM

Pullum Purra is a unique character; she is similar to Adon and Cammy, yet with more moves. Her super cancels and constant pressure moves make for interesting match-ups, indeed. Her arsenal can keep opponents off-guard. Pullum's Temu Kick flies over projectiles, and her Resuara Kaena Super attack has high priority as a wake-up move. Use Pullum's Drill Pursu with Short Kick to bounce away from opponents unharmed.



COOL COMBOS

- | | |
|---------------------|---|
| Beginner | Jump in with Fierce Punch, follow with a crouching Short Kick and connect to a Drill Kick |
| Intermediate | Jump in with Fierce Punch, then immediately do the motion for the Drill Pursu to connect |
| Advanced | Jump in with Fierce Punch, then a crouching Short Kick and connect to a Drill Pursu using Short Kick; next, cancel into Resuara Kaena using Roundhouse Kick |



EVIL RYU

Is it me, or does Evil Ryu seem slower than original Ryu? Other than his Rising Dragon Super move and Shungokusatsu Super (similar to Akuma's Raging Demon), Evil Ryu is an exact clone of Ryu with different grunts. The basic concept to win is still the same. Shoryuken/Hadoken patterns get the job done. Evil Ryu's Hurricane Kick in succession is practically useless. Only use this move to confuse novice players. Use his teleport only when trapped, and in sticky situations.



COOL COMBOS

- | | |
|---------------------|---|
| Beginner | Jump in with Fierce Punch, then do one crouching Roundhouse Kick |
| Intermediate | Jump in with Fierce Punch, do a standing Fierce Punch, then cancel into the Shinku Hadoken |
| Advanced | Jump in with Fierce Punch, then perform a crouching Strong Punch followed by a crouching Forward Kick and cancel into a Shoryureppa |



M. BISON

The rebirth of the Psycho Crusher! Now that Bison has his Psycho Torpedos back (instead of the slow fireball initiated in the *Alpha* series), Bison players will be having *SSFII Turbo* dreams! His teleport is extremely useful to get out of tight spots, as is the Knee Press Nightmare Super move. Constant poking and Knee Presses with Short Kick will tick at the opponent's energy while keeping them guessing. Bison does not have the Devil Reverse, but his Head Stomp is still useful.



COOL COMBOS

- | | |
|---------------------|---|
| Beginner | Jump in with Roundhouse Kick, follow with a crouching Forward Kick and connect to a Roundhouse Kick Double Knee Press |
| Intermediate | Jump in with Roundhouse Kick, do two crouching Strong Punches, then cancel into the Double Knee Press |
| Advanced | Jump in with Roundhouse Kick, perform two crouching Strong Punches, then one crouching Forward Kick into the Knee Press Nightmare |



DHALSIM

Ugh! What's wrong with this picture? 3-D Dhalsim is so slow! Only his teleport is improved. His drills are about as exciting and effective as Dan is in *Street Fighter Alpha 2*. His Yoga Fire has no reach, well, at least he can taunt during the match, so he is useful for something! Dhalsim's Roundhouse Ground Slide is bloodbath against airborne opponents. His limbs have delays similar to on-line gaming latency. Even Guile can destroy Dhalsim! However, his new Drill Kick Super is effective for ending the opponent at least once before they slaughter you. However, his Yoga Rejendo Super move is a good surprise tactic.



COOL COMBOS

Beginner	Hold diagonally Down and Back and press Short Kick; do a crouching Forward Kick, then connect to a Yoga Fire
Intermediate	Execute the Yoga Flame then quickly cancel into Yoga Rejendo
Advanced	A deep Roundhouse Drill Kick, then a crouching Forward Kick slide and Cancel into a Yoga Inferno



D. DARK

Well-balanced moves and originally make Dark an extremely fun character to use. Not only is he in the top tier of the World Warriors, but he has the power and the confusion factor to boot. He can be used as a distance fighter or in-close combo king. Dark's explosions—coupled with wire attacks—keep his opponents at bay. When a Roundhouse Kick or timed Kill Blade will discourage the opponent from jumping, keeping them in a position where they will be branded relentlessly by wires and explosions. Both of Dark's Super moves—taken from regular moves, lock stylish, and keep the opposition backed up against the wall.



COOL COMBOS

Beginner	Jump in with a Fierce Punch, perform a crouching Forward Kick and end with a Kill Blade
Intermediate	Jump in with a Roundhouse Kick, do one standing Roundhouse Kick into the Dark Shackle attack and cancel into a Kill Trump
Advanced	Jump in with Fierce Punch, follow with a crouching Forward Kick, then into the Dark Shackle



CHUN-LI

What happened to her Kikkoo? All of a sudden, the strongest character in *Street Fighter Alpha 2* has been weakened considerably. Fortunately, Chun-Li is still one of the fastest fighters in the game, with her crouching Roundhouse Kick going under most projectiles. The spinning Bird Kick is now accomplished with a rolling motion, and her new flying Swallow Kick is sure to catch opponents off-guard the first few times they see it. Use Chun-Li's Lightning Kicks Super in a combo, or immediately trigger the Super move again if the opponent blocks. More than likely, he or she will fail to block a second time, and the full effect of the Super attack will take place.



COOL COMBOS

Beginner	Start with a Flying Swallow Kick and connect to a Forward Kick and press rapidly
Intermediate	Begin with a Spinning Bird Kick, then cancel into a Senretsuyaku
Advanced	Jump in with Forward Kick, do a crouching Forward Kick and press rapidly for Lightning Kicks, then cancel into Senretsuyaku



KEN

Canceling super moves into one another is the best way to implement strategy into Ken's game. His roll has been slowed down, so your opponent will see it coming and not become as vulnerable to a cheap throwing festival. Ken's strategies are similar to those of Ryu, using fast sweeps and combo Fireballs from crouching Forward Kicks to keep the opponent away. Ken's strength has always been a factor in the game but, now, more than ever, it is needed to make up for his slightly slower reaction time. Ken's ducking Fierce Punch is effective if you're out of Shoryuken range, and his Shoryuueppa Super move is great for beginning a deadly super-cancel combo, ending with the Shiryuken. Much patience is needed to defeat Ken, as one again, he is near the top of the rankings chart.



COOL COMBOS

Beginner	Begin with a crouching Forward Kick, then connect to a Hadoken
Intermediate	Jump in with Roundhouse Kick, do one standing Roundhouse Kick and cancel into Shoryuueppa
Advanced	Jump in with Fierce Punch, do one crouching Fierce Punch into a Hadoken, then cancel into the Shoryuueppa and cancel again into a Super Shoryuken



SKULLOMANIA

When players got their first looks at Skullomania in the arcades, it was thought that his fighting would be similar to that of Dhalsim. Yet, his unique moves and awkward appearance make him one of the hardest characters in the game to adapt to. A good range standing Forward Kick, quick Vega-like moves and versatility place Skullomania in the top tier of the World Warriors. Confuse your opponent with extremely useful Super moves, distancing techniques and erratic air maneuvers; guessing Skullomania's next sequence can be an annoying chore. His Skullcrusher is a faster, safer version of Vega's Psycho Crusher which allows him to bounce away unharmed, and his sliding confusion factor gives Skullomania the advantage over most opponents in a game of footsie.



COOL COMBOS

Beginner	Jump in with Roundhouse Kick, perform a crouching Fierce Punch and connect to the Skullo Slider
Intermediate	Start with a Super Skullo Slider, cancel into the Super Skullo Crusher
Advanced	Jump in with Roundhouse Kick, do one crouching Strong Punch, then a standing Strong Punch; connect to a Skullo Slider, then cancel into a Super Skullo Crusher



SAKURA

Mildly reworked from Alpha 2, but all for the better. Sakura's crouching Strong Punch is efficient for ending his or creating almost all ground attacks. Her strength still lies in combos that connect for more than five hits. Her standing Roundhouse Kick and crouching Strong Punch should be used as much as possible to keep your opponent at mid-level sweep range to set up special attacks. A crouching Fierce Punch halts opponents jumping towards you, giving her a steady, well-balanced method of attack similar to that of her mentor, Ryu.



COOL COMBOS

Beginner	Do one crouching Fierce Punch and connect to a Jab Punch Hadoken
Intermediate	Jump in with Roundhouse Kick, perform one standing Short Kick and cancel into the Shinku Ken
Advanced	Jump in with Fierce Punch, follow with a crouching Fierce Punch; connect with a Hadoken, then cancel into the Shinku Hadoken using Fierce Punch



HOKUTO

Hokuto's basic method of attack is unsteady. Her crouching Roundhouse Kick is very useful for going under fireballs (especially Ryu's). Hokuto's moves, unlike those of any of the other fighters, are mostly counterattacks. A very defensive character, Hokuto is best used when the opponent is using an attacking style of play. Hokuto's Ryusuu is effective to open the opponent up to her Deadly Violent Elbow combo (coupled with the crushing palm). Hokuto's Art of Phoenix attack—which has a style similar to Xiyao from *Tekken 3*—increases her force of impressive attacks and counters.



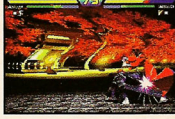
COOL COMBOS

Beginner	Do a crouching Strong Punch into a Jab Punch Chogekho, then cancel into a Jab Punch Shouryugeki
Intermediate	Start with the Byusuu followed by a crouching Short Kick
Advanced	Perform a crouching Strong Punch into a Jab Chogekho; next, cancel into Gekkiho, then into Kirenki (hold down any Punch button for extra hits)



EVIL HOKUTO

Evil Hokuto is extremely powerful, with an array of Super moves that can deplete the opponent's energy within seconds. (One of these is similar to Blair's Short Uppercut.) Again, like her counterpart, she is a defensive player, best used when her opponent is on the offensive. Evil Hokuto's Phoenix attack is now used as a motion for her Super, in comparison to Hokuto.



COOL COMBOS

Beginner	Do a Chogekho and cancel into the Shouryugeki
Intermediate	Jump in with Strong Punch, do a crouching Fierce Punch into Chogekho, cancel into the Kirenki, then press and hold any Punch button for maximum damage
Advanced	Start with a Chogekho and cancel into the Renshougeki; after the second hit, cancel into Kirenki, then hold Punch for four to six hits



DARUN

The inauguration of another Zangief-like character! (We have secretly thrown a party...shhhh!) Darun is one of the most fun characters to play with since Birdie was reintroduced to the SF Alpha series. Unfortunately, as grapplers tend to be, Darun is slow and very prone to traps. On the positive side, Darun's Lariat knocks fireballs to the moon and is great for canceling into combos. Since Darun has no wake-up move, hold steady for the opponent to jump in close, then let them have it with the Brahma bomb. Against weaker opponents, use the Darun catch to get them in a tight squeeze.



COOL COMBOS

- Beginner** One crouching Strong Punch, then connect to a Lariat.
- Intermediate** Perform the Indora Bridge; when your opponent is falling, perform the Darun Catch.
- Advanced** Jump in with Fierce Punch, do a crouching Strong Punch, connect to a Lariat, cancel into the Twilight Lariat, then immediately cancel into the Indora Bridge... followed by a Darun catch (whoopee!)



CYCLOID BETA

The non-"charging" character of the two Cycloids, Beta is powerful as well as dangerous. Beta shares moves with other characters in the game. His Justice Fist deflects projectiles, but leaves him open to attack. Beta's Tornado Whirlwind leg strength is determined by which button you use to trigger the attack. This is a great character for novice players to use. With the extensive amount of combos and special moves, something is bound to turn up positive.



COOL COMBOS

- Beginner** A low Forward Kick into the Tasmaktsenkoyakuyuf.
- Intermediate** Start with a Beta Shoot Up, cancel with a Beta Kienshu, then cancel to the Beta Garyumeshu.
- Advanced** Start with a Beta Hienshu, then a crouching Forward Kick; cancel into a Beta Kick Trimp, then cancel into Beta Garyumeshu.



AKUMA

Your favorite air fireballer is back, weakened, but still formidable enough to wreak havoc on the opposition. Akuma's Beta Hadoken is powerful enough to cause more damage to blocking opponents than any non-Super move in the game. If Akuma's fireballs are moving too slow, then his air kick—which comes down at the opponent at an angle—is a great way to start combos. Akuma's deadly rising dragon super causes great damage, and his teleport is now efficient enough to place him away from the opponent without a great risk of being damaged. Akuma's Raging Demon is still powerful, but very easily countered. This should not be attempted versus an experienced player, as the only damage that will happen will be to yourself.



COOL COMBOS

- Beginner** Do one crouching Fierce Punch into a Shakumetsu Hadoken.
- Intermediate** Start with an Air Dive Kick, do one crouching Forward Kick, connect to a Tasmaktsanzkuyukyuy, then cancel immediately into a Shotaryureppa.
- Advanced** Jump in with Fierce Punch, perform one standing Fierce Punch, connect to a Hadoken, then cancel into Tenma go Zanku.



ALLEN

The similarity of these "uppercut brothers" is starting to remind me of another fighting game with different colored ninjas, all with the same standard animation... Anyway, Allen is as close to being a Dan clone as anyone. He has decent range, but he's still not as formidable an opponent as Ken or Ryu. Yes, his Super attacks are strong and versatile, but he is slower and slightly more predictable. Use Kari's Air Shinkihatsudo to surprise the opponent, and try a standing Forward Kick to distance yourself from them.



COOL COMBOS

- Beginner** Jump in with Fierce Punch, perform a crouching Strong Punch followed by a crouching Roundhouse Kick.
- Intermediate** Jump in with Roundhouse Kick, do a crouching Strong Punch, connect to a Soul Force; from there cancel into the Fire Force.
- Advanced** Jump in with Roundhouse Kick, perform a standing Forward Kick and connect to a Jab Punch Justice Fist; cancel into a Fire Force, then a Triple Break.



GARUDA

Garuda does not appear to belong in the *Street Fighter* series; he looks like he'd fit in better as a villain in an episode of *Teenage Mutant Ninja Turtles*. Opinions aside, Garuda is a dominant force. He should not be taken lightly. His Thunder Fang works well against airborne opponents, and the Kienshu Super move hits with extraordinary power. Use the Kizan and Kienshu Super to connect for big damage or the Roaring Fang to confuse them into making crucial mistakes.



COOL COMBOS

- Beginner** One crouching Forward Kick into a Shuga.
- Intermediate** Guard Break, then immediately jump in with Roundhouse Kick; connect to a Raijqa, cancel into the Kienshu, then cancel again into the Kienshu.
- Advanced** Jump in with Roundhouse Kick, do a crouching Forward Kick, connect into the Gogausing Roundhouse Kick, cancel into Kienshu, then cancel into Klershou.



CYCLOID GAMMA

The "charge" character of the two Cycloids, Gamma's Gulle-cueque Flash Kick stops all jumpers. His Skullo crusher is a safe, effective move. Gamma also is able to use a Final Blow by holding all three Punch buttons, just like C. Jack. Gamma seems to be more effective to use than Beta, but only against certain characters. Couple Gamma's Head Press and Sliding Arrow to confuse opponents.



COOL COMBOS

- Beginner** Jump in with Forward Kick, then press Forward Kick rapidly.
- Intermediate** A crouching Strong punch, then connect to a Skull Crusher.
- Advanced** Jump in with Forward Kick, do a crouching Forward Kick into the Gamma Sliding Arrow, then cancel to Knee Press Nightmare.



BLAIR

Clearly one of the elite characters in the game. She can trip you, kneed you, super cancel, and has three different Super moves together and even kick you so hard that you'll be seeing stars in a galaxy that astronomers haven't yet located. Quick, agile and one of the easiest to use—but one of the most difficult to master effectively—Blair's weakness is in her inability to stray from large combos. She is very dependent upon them, but strong enough not to let a missed combo destroy her game plan. The Sliding Arrow snuffs fireballers, giving them only futile chances to create a game plan.



COOL COMBOS

- Beginner** Jump in with Strong Punch, do a crouching Strong, then two-in-one into the Shoot Upper.
- Intermediate** Jump in with Forward Kick, do two crouching Short Kicks, connect to a Mirage Combo Kick and follow with two more.
- Advanced** Jump in with Fierce Punch, perform two crouching Short Kicks into a Shoot Kick, then immediately do another Shoot Kick, cancel into Spin Side Shoot and cancel into the Mirage Kick at the fourth or fifth hit; finally, cancel into a Spin Side Shoot.



KARI

Yet another "uppercut brother." This may be a new character, but his breed and butt are still the old-school Fireball and uppercut. Kari is much stronger than Allen, yet he's still not as formidable an opponent as Ken or Ryu. Yes, his Super attacks are strong and versatile, but he is slower and slightly more predictable. Use Kari's Air Shinkihatsudo to surprise the opponent, and try a standing Forward Kick to distance yourself from them.



COOL COMBOS

- Beginner** Jump in with Fierce Punch, follow with a crouching Strong Punch and connect to a Shinkihatsudo.
- Intermediate** Start with a Garyumeshu, then an Air Shinkihatsudo canceled into another Garyumeshu.
- Advanced** Jump in with Roundhouse Kick, follow with a Fierce Punch Maryureku, connect to a Garyumeshu and end with an Air Shinkihatsudo.



MASS DESTRUCTION

by Ara Shirinian

Developed by NMS Software, Mass Destruction is ASC Games' latest offering on both the Saturn and PlayStation platforms. There are a total of 24 missions in the game, so, in an effort to avoid repetition, this strategy guide will focus only on the more challenging missions.

Select Tank



CHOOSE YOUR TANK!

You'll have the opportunity to choose from three different tanks with varying degrees of maneuverability and armor. A certain playing style suits each type of tank, so in order to maximize your survival, you'll want to modify your playing style based on which tank you select. The Cobra is the easiest to use, since it's so slow, there's hardly any technique involved. After you become accustomed to the interface, you should move up to the Viper and later on, the Cheetah. A skilled player will sustain very little damage in the Cheetah despite its light armor.

FACING THE ENEMY

In *Mass Destruction*, the behavior of your targets generally falls into three classes: moving targets that attack you, stationary targets that attack you and stationary targets that just sit there. Obviously, targets of the third kind should pose no problem (if they do, then you're reading the wrong strategy guide). Targets in the first two categories also have two different flavors each: infantry and tanks. Most moving infantry will tend to run away from you when you approach them. Since infantry are easily squashed by your tank, you can use your cow-ardliness to your advantage. Specifically, if there are tanks or other attacking targets on the screen, you can aim your fire at those while chasing down infantry. Because infantry don't shoot back as they run, simply chasing them effectively reduces the number of enemies attacking you at once. Keep in mind that infantry with flamethrowers generally will stay put no matter how scary your tank might be. Stationary infantry tend to hide in strategic places like behind trees, bushes or tall structures. The aforementioned techniques won't work on them, either.

Tanks are another matter altogether. Moving tanks usually try to distance themselves from you somewhat. In addition, unlike silly infantry, they can and will fire right at you as they move around. However, if you can maneuver your tank as close as possible to an enemy tank, you'll find that not only will the enemy tank be unable to move away, but it will also stop firing! With a fast tank like the Cheetah, this means that as long as there aren't additional enemies firing at you, you can slam right into any tank you see and blow them away without taking any damage at all. This technique is extremely important, and mastering it, though not very difficult, will make the game much easier. Strangely enough, stationary tanks (and other attacking structures, like pillboxes) will continue to fire at you no matter what.

There are also two further types of enemies: gunboats and helicopters, and both are extremely annoying. Since you can't prevent gunboats from shooting at you, you'll have to actually dodge their fire or just sit there and eat bullets. Helicopters are worse since they can only be hit by either the chain gun or mortars. They will follow you everywhere and will continually shoot missiles at you, so getting rid of them as fast as possible should be your first priority.

It's important to note that it is entirely possible to hit enemies off-screen. What this means is that you can sit far outside the range of most stationary targets and destroy them before they even have a chance to shoot at you. This comes in extremely useful for destroying pillboxes.



MISSION
1-3

OPERATION POLARBEAR

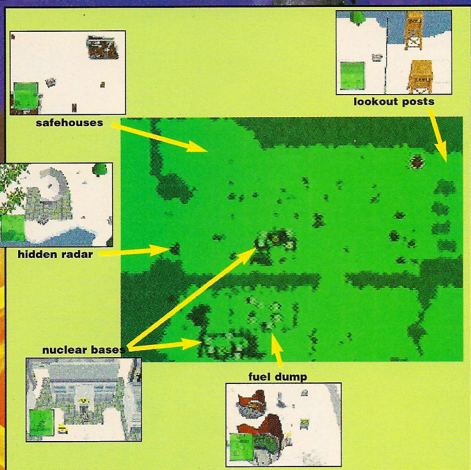
Primary Objectives

- Shut down nuclear bases
- Destroy fuel dump

Bonus Objectives

- Destroy hidden radar
- Kill enemy safehouse owners
- Destroy lookout posts

This is the first fairly difficult mission in the game. You have to destroy the nuclear bases, while keeping the reactor buildings themselves intact (gee, I thought the game was called "Mass Destruction"). The yellow blips on your radar mark the buildings you need to avoid destroying. Keep in mind that enemy fire can damage buildings, so it would be a bad idea to place yourself between an enemy and a reactor building. Pick the bad guys off first, then destroy the other buildings. There is a rare super-armor item located in the SE corner of the area, so make sure to pick it up early on. As for the bonus objectives, the hidden radar should be easy enough to destroy. To kill the enemy safehouse owners, you must destroy the three safehouses in the NW area and kill all the infantry that come out of them. Finally, the two lookout posts are just to the east of your starting point. However, an impenetrable fence blocks access, so you'll have to pick up mortars from elsewhere in the stage and lob them over the fence.

MISSION
2-1

OPERATION SEEK & DESTROY

Primary Objectives

- Destroy convoy
- Destroy power plant

Secondary Objective

- Capture pilot

Bonus Objectives

- Destroy comm center
- Destroy enemy town
- Destroy chemical vats

The very first thing you should do in this mission is head north to intercept the convoy. Time is critical here: waste too much of it, and it'll be curtains for you. The convoy consists of three green vehicles which begin at the point indicated on the map and quickly make their way eastward. You'll want to destroy all three before any of them get to the easternmost edge of the map. It's possible—albeit difficult—to do this, even with the slow-Cobra. Keep in mind that there aren't a whole lot of armor items in this stage, so it may be wise to select the Cobra or Viper if you plan on getting all the bonus objectives.

In order to get to the pilot in the NW area, you'll have to cross water near a destroyed bridge just west of where the convoy started. The water here is just shallow enough to cross without drowning. Remember to pick up the pilot as soon as you see him, since he'll be easily killed by either your shots or the enemy's.





MISSION 3-1

Primary Objectives

- Destroy comm buildings
- Destroy hidden fuel supplies & transmitter

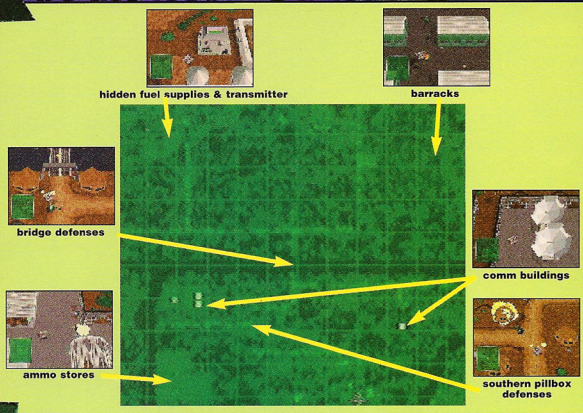
Bonus Objectives

- Destroy ammo stores
- Destroy southern pill box defenses
- Destroy bridge defenses
- Destroy barracks

Only the comm building targets will appear on your radar in this mission. A river divides the area in two, so your only route between the northern and southern sections is the bridge in the center.



OPERATION FLATLINE



MISSION 5-3

Primary Objective

- Stop town hall from being destroyed

Secondary Objective

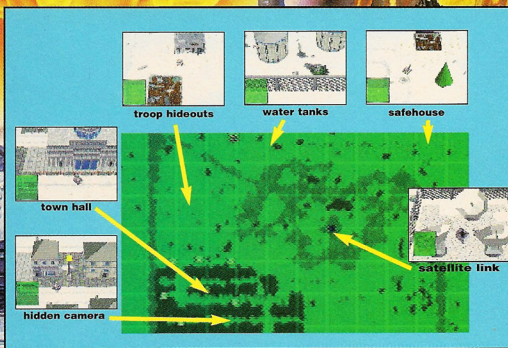
- Destroy satellite link

Bonus Objectives

- Destroy troop hideouts
- Destroy water tanks
- Destroy safehouse
- Destroy hidden cameras

Like mission 2-3, time is a precious commodity. You'll have about four minutes to enter the town and destroy the targets surrounding the town hall before it's too late. You can level all the other buildings without consequence, but if the town hall gets damaged, you're finished. Go for the three targets just outside the town first, then destroy the ones inside. There are also five cameras hidden in lampposts throughout the town; destroying them is one of the bonus objectives. Opposition is extremely heavy here, as there are tons of infantry and tanks. Unless you're going for a perfect score, the Cheetah is the tank of choice. Just keep moving!

OPERATION LIGHTNING STRIKE



MISSION 5-6

Primary Objective

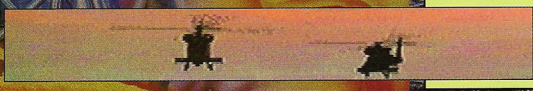
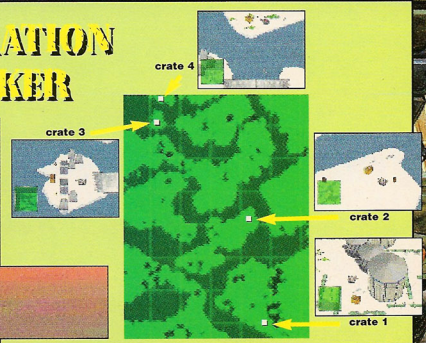
- Collect 4 crates

Bonus Objective

- Destroy all containers

This is the final stage. The location of the crates you must pick up does not appear on your radar, so refer to this map instead. Also, water containers are scattered all around the stage (though most lie near the corners and edges), so you'll have to explore everywhere in order to satisfy the bonus objective. The extraction marker will appear in the northernmost part of the stage, so if you're going for a fast time, pick up the southern crates first.

OPERATION SHOCKER



Name:
Mia
Age:
19
Height:
5' 7"
Measurements:
36-24-36
Occupation:
Rave DJ
Fighting Technique:
Pi-Kua Kung Fu
Home Turf:
The Streets

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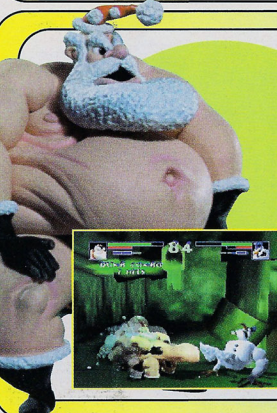


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DOCTOR KILN

Special Attacks	Propeller Push	↓ ↘ → + Kick
	Glasses of Heat	↓ ↘ → + Punch
	Defibrillator Dance	→ ↓ ↘ + Punch
	Punch Opener	Charge ←, then → + Punch
	Kick Opener	Charge ←, then → + Kick
	Linker	→ ↘ ↓ + Kick
	Combo Breaker	↓ ↘ → + Punch
Super Attacks	Taunt	L + R + Wobbly Kick (default = A)
	Da Kiln Time	↓ ↘ → ↓ ↘ → + Kick
Claytality	Trigger Happy	↓ ↘ → ↓ ↘ → + Punch
		????

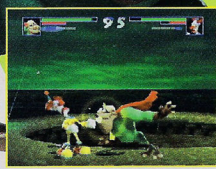
SUMO SANTA

Special Attacks	Over the Top	↓ ↓ + Brutal Punch (default = C△)
	Present Pouch	↓ ↘ → + Punch
	Hand Bwap	← → + Punch
	Belly Butt	↓ ↘ → + Kick
	Ultra Combo	→ ← ← + any button (when opponent is near death)
Super Attacks	Flubber	↓ ↘ → ↓ ↘ → + Punch
	Sumo Stomp	← ← → → + Kick
	Kringle Kicks	↓ ↘ → ↓ ↘ → + Kick
Claytality	Phat Assault	↓ ↓ ↓ + R (one hop away)

BOOGERMAN

Attacks	Mid-Air ButtSpin	Jump, then ↓ ← ← + Kick
	Fart Slide	↓ ← ← + Kick
	Booger Ball	↓ ↘ → + Punch
	Linker	↘ ↓ ← + Punch
	Linker 2	↘ ↓ ← + Kick
	Taunt	L + R + Wobbly Kick (default = A)
	Super Attacks	Atomic Belch
Cape Spin		↓ ← ← ↓ ← ← + Punch
Super Fart		↓ ← ← ↓ ← ← + Kick
Claytality	Island Launch	→ ← ↓ ← → + L



Bushido Blade



BUSHIDO BLADE

by Sensei Tyrone



One-on-one combat takes a new direction with this revolutionary Shogun fighting game. In *Bushido Blade*, battles aren't restricted to a secluded arena; you've got an entire *compound* to explore. The sheer size of each level is astounding. At first, we were a bit skeptical about the unorthodox nature of the game, but we saw things in a different light once we experienced the rush of being chased by a crazed maniac through large open fields and white sand beaches. *Bushido Blade* does to the fighting game genre what *Felony 11-79* did for the driving genre: It introduces something entirely fresh.

Slash Mode



Slash Mode tests your skills as well as your patience. You will earn Katze if you can defeat 100 opponents without continuing. This task may seem practically impossible, yet you can do it if you learn from your mistakes. There are ten levels of enemies, each one containing nine identical enemies and one mini-boss. The first nine enemies come at you with the same attack pattern, but the mini-boss varies slightly, so be cautious. Here is how to tackle each wave. Note that you will only be able to access the gun-toting assassin in Versus Mode.



Level 1



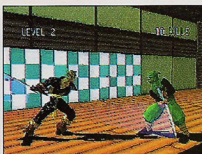
These ninjas attack with vertical slashes. Counter with a vertical slash immediately after they strike.

Level 3



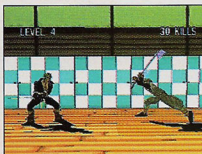
Dark gray ninjas attack with low-hitting horizontal slashes. Counter with a vertical slash.

Level 2



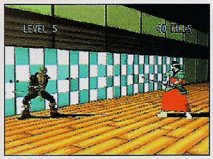
Green ninjas attack with a horizontal slash. Counter with a vertical slash immediately after they've completed their swing.

Level 4



Light gray ninjas attack with lunging vertical slashes. Position yourself correctly and counter with a vertical slash.

Level 5



The samurai in Level 5 attack with lunging stabs. Position yourself out of their reach and counter with a horizontal slash. Parrying may also be necessary.

Level 7



The samurai in Level 7 attack with a hopping horizontal slash. While countering with a vertical slash is slower than a horizontal slash, the success rate is much higher.

Level 9



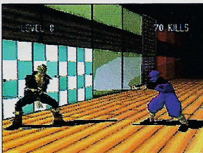
These mustard-colored ninjas attack with three consecutive strikes. Go for a vertical slash after their third attack.

Level 6



These samurai attack in a similar fashion to the ninjas in Level 4. You can counter with either a vertical or horizontal slash.

Level 8



Blue ninjas attack with two consecutive horizontal slashes. Counter with a vertical slash after their second swipe.

Level 10




This last level will be a true test of your skills—each enemy attacks in a random fashion. If you beat the 100th opponent without having continued, you can play as Katze in Versus Mode.






Characters

There are a total of six characters to choose from when you begin your quest. When selecting a character, take into consideration how well he or she will perform for you. If you select a character based on how cool they look, you may be disappointed. Think about what weapon you'd like to use, how well that weapon suits your character, how fast that character can run, and so forth. There's much more than meets the eye in *Bushido Blade*.



Red Shadow



Description of Move	Weapon	Stance	Command
Jump + side attack	Long Sword	Middle	←→○
AYAME	Long Sword	Middle	→×
NORBORIMAL-SHINOBURYU	Long Sword	Middle	→△
EZOMUSHIKUI	Long Sword	Low	→×
NEZUMIGAESHI	Saber	Low	○×

Weapons of Choice:

- Long
- Sword
- Saber



Tatsumi



Description of Move	Weapon	Stance	Command
KUSABI-KUZURE	Sledgehammer	High	→△
TATSUMAKI-KUZURE	Sledgehammer	Low	←→○
KUSABI-UCHI-SOJURYU	Sledgehammer	All	→△□

Weapons of Choice:

- Saber
- Sledgehammer



Mikado



Description of Move	Weapon	Stance	Command
Swing down + strike at the trunk	Naginata	High	△△○
TSUYUHARAI	No Dachi	High	→←○
TSUKIFURUE	No Dachi	Middle	←→○
Triple jab	Naginata	Middle	○○○
TATARAUCHI	Naginata	Low	→△

Weapons of Choice:

- Naginata
- No Dachi



Black Lotus



Description of Move	Weapon	Stance	Command
Step + diagonal attack	Katana	High	→○
Step + spinning attack	Katana	High	→×
TAKA-OTOSHI	Rapier	High	←→○
TSUBAMETSUKI	Rapier	Middle	←→○
IKAZUCHI-OTOSHI	Broadsword	Middle	←→△

Weapons of Choice:

- Rapier
- Katana



Utsusemi



Description of Move	Weapon	Stance	Command
YUGEGIRI	Katana	High	→△
TSUYUHARAI	No Dachi	Middle	←→○
TSUYUHARAI diagonal attack	No Dachi	Middle	○○○
HEISHIKI-SUMINAGASHI	Katana	Low	→×
NOKORIZUKI	Katana	Low	←→△

Weapons of Choice:

- No Dachi
- Katana



Kannuki



Description of Move	Weapon	Stance	Command
RETSUBAKUSAI	Broadsword	High	→△
Triple crown crush	Broadsword	High	△△△
AKEHAE	Broadsword	High	→×
MIYAMA-OROSHI	Broadsword	High	←→△
HEISHIKI-YUGEGIRI	Broadsword	Middle	→×

Weapons of Choice:

- Broadsword
- Sledgehammer

Weapons

A healthy selection of sidearms is at your disposal. Each of the six ninjas are able to use any of the weapons but remember that each one excels with two of the eight weapons available. You must take into consideration the aforementioned factors.

Katana



1.5kg
92cm
Speed: ***
Power: ***
Range: ***

Rapier



.9kg
75cm
Speed: ****
Power: *
Range: *

Naginata



2.2kg
181cm
Speed: **
Power: ***
Range: ****

Sledgehammer



4.5kg
83.5cm
Speed: *
Power: ***
Range: **

No Dachi



1.9kg
119cm
Speed: ***
Power: ***
Range: ****

Long Sword



1.4kg
79cm
Speed: ***
Power: ***
Range: *

Saber



1.2kg
72cm
Speed: ***
Power: **
Range: *

Broadsword

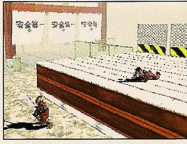
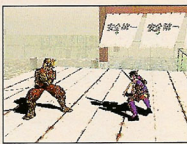


4.1kg
85cm
Speed: *
Power: ***
Range: **



Tips on Sparring, Winning Tactics

There are three stances to use during battle: High, mid, and low. Each weapon reacts differently to each stance. Some weapons are best suited for a specific stance. In general, each stance is also best suited for a specific situation. For instance, with the Katana, the high stance is good when your opponent is above you. By keeping your weapon in this position, you are preventing your opponent from knocking your head off with a low slash which would be absolutely fatal in this situation. Other than this type of situation, the high stance does not seem to be very effective. The mid stance is the best overall stance. Your sidearm is in front of you; a very useful position for engaging a lunging opponent. The low stance has its advantages as well. First, your weapon tends to be at your side; this permits you to bypass the repeated clashing of weapons which is prevalent when in mid stance. When choosing your main stance (mid or low), decide whether you want to play offensively or defensively. The mid stance does better when playing defensively because it allows for you to parry and block attacks more easily. This is done almost automatically in this stance because of your weapon positioning. When in low stance, you are more likely to be hit. The fatal slash percentage rises as well, since you are more or less open for anything sent your way. When in this stance, you must parry with master precision. As I've already mentioned, you're leaving a large portion of your person unprotected; this being your head and facing arm. Note that the stances differ from weapon to weapon.

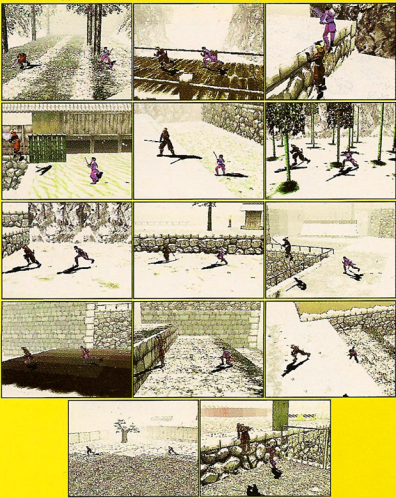


Ending Sequences

Each character has two very different endings: One good and one bad. The bad ending is easy to earn. By beating the game—no matter how many times you continue—you will see the bad ending. The good ending is a different story altogether. You must make it through the entire game without sustaining any injuries. What this means is that you cannot have any part of your body banded, even after the final battle. You can take hits, but if a white bandage appears on you at anytime, you're not going to see the ending you want.

The Compound

Fighting every opponent who appears may seem natural, but it's not necessary. The fastest way to get through the compound is to avoid battles. This can be done by running through the compound. Follow the pictures to the area shown. Once you've made it to the construction yard, swipe your opponents foot with a low slash. Do not enter the manhole until you have confirmed that your opponent cannot walk. By doing this, not only have you avoided killing your opponent, but you also have a 100% guarantee that he or she will not follow you down into the sewers. When you've jumped into the sewers, you have one opponent to defeat before you battle against the bosses.



Chivalry and Dishonor

Computer-controlled opponents do not have to abide by the code of honor entirely. You, on the other hand, must fight by the book. There are only a couple of rules. If you break any of these rules, you will not be able to attain the game's special endings. If you break rule number one, your game will end.

1. Do not attack an unarmed or unprepared opponent (this includes opponents who are in the process of speaking with you).
2. Never attack an opponent when their back is turned or if they are scaling a structure.



Bosses

Katze

The fact that Katze has a gun shouldn't scare you. He is cake if you learn what to do and what not to do. Katze's pistol has ten rounds. Run in a circle around him while counting how many shots he fires off. Once he has used up all of his ammunition, attack. He then has literally no defense, especially if you catch him while he is reloading.



Kabuki Warrior

This enemy's weapon gives him quite an edge over you (no pun intended). He has a two-sided spear which can strike you before and after a swing. The quickest way to defeat this menace is to position yourself on his blind side and attack his unprotected arm until you've damaged it. When he can't use both of his arms, his attacks become slower. Now is the time to attack aggressively.



Female Ninja

This one is tough. She attacks unpredictably. While she is very random with her attacks, she prefers lunging and stabbing. Use this to your advantage. Parry, then counter-attack. If you feel particularly brave, dash back out of her attack range then attack. Unfortunately, since you cannot parry when moving, the latter method proves to be more dangerous.



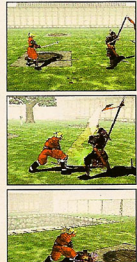
Dojo Master

The Dojo Master is easier than you might expect. Let him come to you. Attack when he has given you an opening. There isn't too much to this battle, but be sure to stay away from the walls; if you're too close, you won't be able to swing your weapon.

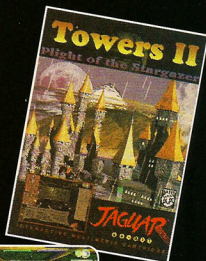
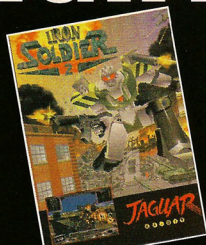
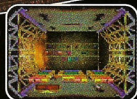
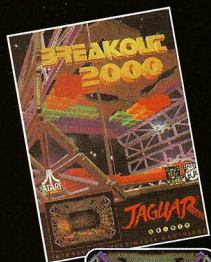


Master Samurai

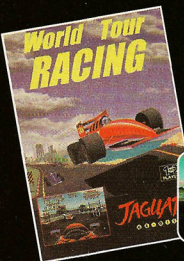
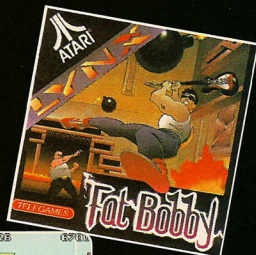
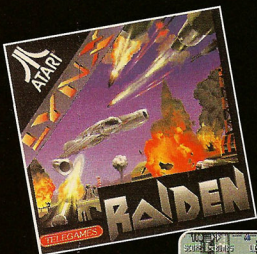
If you've beaten every opponent up to this point without taking any damage, you will face this secret enemy. The Master Samurai is clad in armor from head to toe and his sword is faster and longer than most of your available weapons. Even if you don't let up on this one, he will find a way to get a hit in. Always, always attack with double hits. If you leave yourself wide open for more than a fraction of a second, you're toast. Horizontal slashes work better than vertical ones here.



RECENT SIGHTINGS



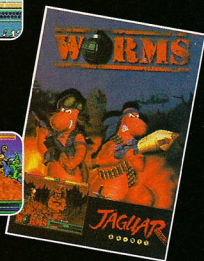
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COLONY WARS

Strategy by Ara Shirinian

With this latest entry, *Psygnosis* once again demonstrates its thorough working knowledge of the PlayStation platform. *Colony Wars* features some object modeling by Viewpoint DataLabs (best known for its modeling contributions to popular movies such as *Eraser*, *Independence Day* and *Batman & Robin*) as well as smooth integration of advanced rendering techniques like automatic level-of-detail management; it's a technically impressive piece of work.

Battle Strategy

There are essentially two enemy types you'll face in *Colony Wars*: Fighters and fleet craft. Fighters are relatively small and quick moving targets. Fleet craft, on the other hand, are enormous and usually don't move much.

If you can help it, try to attack enemy fighters from any direction except from their front, since there you will find big nasty lasers in your face. Additionally, you'll have to be skilled at firing ahead of the enemy (instead of at the enemy) in order to score hits. There's no secret to this technique so practice is necessary in order to become proficient. You can try to circumvent this and try to use a secondary weapon instead, but usually it's a much better idea to save them for fleet craft. Fast maneuvers are obviously important in general, but they're much more critical when facing enemy fighters. To turn sharply, let go of your forward thrusters as you turn. You can also press the reverse thrusters button as you turn. While this will make your turn even sharper, in many cases it's not even necessary, except as a feeble attempt to impress people who might be watching.

As for attacking fleet craft, there are basically two useful strategies at your disposal: Hit/Breakaway and Kamikaze. Basically this means you can either try to be skillful at dodging the lasers coming at you, or not. In missions where time is a factor, whether you need to complete an objective in a limited time or ensure a certain League ship is not destroyed, the kamikaze approach actually works best, as long as you can inflict damage at a sufficient rate (see *Them's Lasers!* section). Since fleet craft are so big, a good proportion of the lasers coming at you won't be coming from directly in front of you. What this means is that you can dodge to some extent while firing on the enemy craft. While facing (and firing on) the enemy craft, move in very close, and then back out. By repeating this movement over and over, the lasers that approach you from either side will tend to miss.

Make sure to back out enough, but not so much that the craft leaves the range of your fire. Also, don't forget to shoot some missiles and torpedoes to weaken the defenses. Overall, you'll have to take some damage, and in some cases a significant deal of damage, but this is the absolute fastest way to take out big baddies like frigates, destroyers and dreadnaughts. Just make sure you're far enough away when you've nearly destroyed the ship so you don't run into the chunks of fried destroyer (or whatever) that fly apart. If time is not of the essence, then you can afford to use the more boring strategy. Well, hit and break-away is kind of a misnomer since fighters in this game can't accelerate or fly terribly fast. In any case, the idea is to come at the fleet craft with your guns blazing (try to dodge too), and when you get sufficiently close, turn around and run away. As you move away, switch to your rear-view and dodge the lasers that the craft fires at you. Actually, repeatedly moving up and down without giving a whole lot of regard to exactly where the lasers are is surprisingly effective. When you're out of the range of the craft's fire, repeat the procedure over again.

Them's Lasers!

Since your primary weapons tend to overheat, being able to switch between them rapidly and efficiently is also important. This not only means switching from your AS laser to standard laser quickly after you've destroyed an enemy's shields, but it also means being able to switch to another effective primary weapon when the one you're currently using begins to overheat. For example, the

S-9 is equipped with a scatter gun which damage both shields and hull. When your AS laser begins to overheat, instead of waiting for it to cool down, switch immediately to the scatter gun, and when that begins to overheat, switch back to the AS laser until the enemy's shields are destroyed. Then, alternate between your standard laser and scatter gun until the target's gone. It will take a bit of practice to get the hang of it, but this way you'll always be inflicting damage at the maximum rate possible. This

is good because the more quickly you destroy enemies, the smaller the probability that you or other League ships will take damage. Not all ships you use will have enough of a variety of primary weapons to make such a technique possible however, so if you only have one laser that will damage your enemy, you'll have to let go of the fire button at regular intervals to keep from overheating.





League Fighter Craft

Craft	Shield/Hull (units)	Top Speed (meters/sec.)	Acceleration (meters/sec. ²)	Turn Rate (degrees/sec)	Primary Weapons	Secondary Weapons
S-5 Vampire	60/60	600	4	256	Laser/AS Laser x1	Stun Missile
S-4 Dark Angel	90/90	340	4	256	Laser/AS Laser x2	Stun Missile Tracker Missile
S-9 Hydra	100/100	500	3	192	Laser/AS Laser x3 Scatter Gun x1 EMP Gun x2	Motion Missile AS Missile
S-7 Chimera	120/120	400	3	192	Laser/AS Laser x2 Rear Autolaser x1	Plasma Torpedo AS Torpedo Burst Torpedo
S-11 Demon	120/120	450	3	192	Plasma x2 Scatter Gun x1 EMP Gun x2	Plasma Torpedo AS Torpedo Motion Missile Grapple Gun
S-21 Eclipse	80/80	700	4	64	Laser/AS Laser x2 Scatter Gun x1 EMP Gun x2	Tracker Missile Plasma Torpedo

Navy Fighter Craft

Craft	Shield/Hull (units)	Acceleration (meters/sec. ²)	Turn Rate (degrees/sec)
T-9 Tornado	50/50	4	256
T-45 Thunderchild	70/70	4	192
T-29 Stormlord	100/100	2	192
T-5 Avalanche	60/60	3	192
T-57 Blizzard	80/80	2	192
T-21 Spectre	120/120	4	4
T-1 Typhoon	150/150	? (>4)	? (>256)

Navy Fleet Craft

Craft	Shield/Hull (units)	Length (meters)	Grids (relative attack power)
Frigate	600/600	555.23	2
Cruiser	700/700	1242.87	3
Destroyer	800/800	1440.56	4
Dreadnought	900/900	1989.17	5
Strike Cannon	100/100	343.29	2
Command Craft	600/600	1133.15	2
Titan	1000/1000	1972.61	6
Super Titan	1000/1000	4376.55	10
Cargo Transport	200/200	279.92	1
Civilian Transport	200/200	245.22	1
Tanker	200/100	212.07	1
Battle Platform	600/600	3212.18	5
Heavy Battle Platform	800/800	3874.29	2
Space Station	600/600	874.69	2
Space Port	700/700	1677.98	2
Mining Station	600/600	642.96	2
Arms Orbital	500/500	749.60	2
Super Arms Orbital	900/900	1499.21	2
Carrier	700/700	2810.18	2

Colony Wars

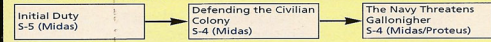


MAP LEGEND

If you **win** a mission, follow the Green Arrow →
 If you **lose** a mission, follow the Red Arrow →
 Fighters used and nearby planets are shown in blue

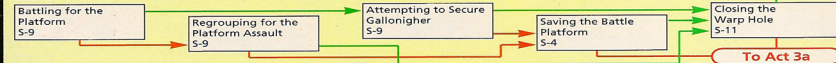
FALLOUT: THE SYSTEM

ACT 1: A NEW THREAT



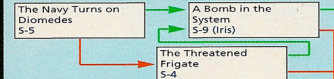
Note: If you win any two of the three missions in Act 1, you'll advance to Act 2. If not, you'll have to start over.

ACT 2: THE TERRIFIED PLANETS

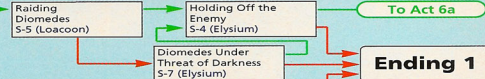


DIOMEDES SYSTEM

ACT 3a: WASTED & DRAINED

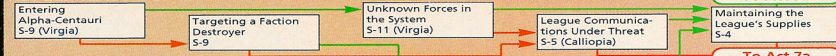


ACT 4a: ALL OR NOTHING

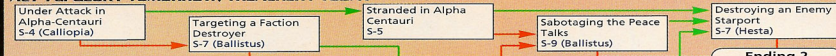


ALPHA-CENTAURI SYSTEM

ACT 6a: THE RAGE OF CIVIL WAR



ACT 7a: GLORY TOMORROW, TREACHERY TODAY



ACT 7b: THE LEAGUE IN AGONY

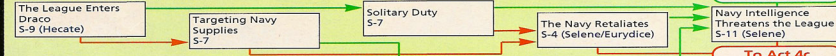


ACT 8a: ONE LAST PUSH

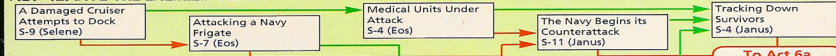


DRACO SYSTEM

ACT 3b: BAPTISM BY FIRE



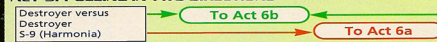
ACT 4b: INTO THE ENEMIES' HEART



ACT 4c: TIME TO STRIKE

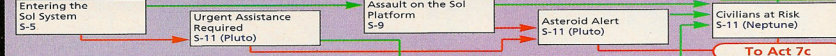


ACT 5: PULLING IN TWO DIRECTIONS

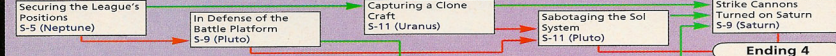


SOL SYSTEM

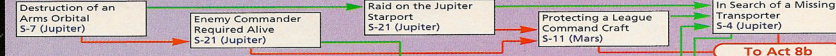
ACT 6b: CLOSING IN ON SOL



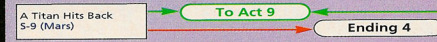
ACT 7c: A VAST AND LONELY PLACE



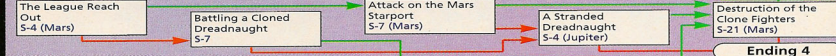
ACT 7d: INSIDE THE ENEMY'S HOME



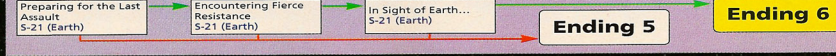
ACT 8b: DESCENT INTO HELL



ACT 9: A COLLISION COURSE WITH EVIL



ACT 10: FACING THE HEAT OF SOL



PlayStation strategy

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LAST BRONX

by Adrian Sanchez

At first glance it seems to be just another *Virtua Fighter* clone, but *Last Bronx* contains some pretty cool features which make it a worthwhile addition to the fighting game scene. The use of “guard cancels” and rolls add a new level of depth that will keep your opponent guessing at all times. With over fifty moves and combos per character, realistic fighting styles and well-balanced fighters, *Last Bronx* should definitely *not* be overlooked.

Guard Cancel

What is a “guard cancel?” In *Last Bronx*, you can cut off your character’s animation while a particular attack is in progress. This is easily executed by pressing the **Guard** button at any time during the attack motion. Understanding this technique is essential to the mastering of the game, since the majority of the combo system relies heavily upon it. For example, let’s say you try Kurosawa’s uppercut and straight (↘ + **Punch**) and it doesn’t connect. If you guard cancel the straight, however, he will recover in time to perform a juggling triple-punch combo for big damage.

Guard cancels can also be very useful when applying offensive pressure. Most regular ground combos will leave your fighter stuck in vulnerable recovery animation after the final hit. To avoid this, simply cancel the last attack in the series and quickly begin a new combo to keep your opponent blocking.

And speaking of blocking: It can’t hurt to throw a grab or two in between some of those guard-canceled combos, can it?

Rolling

Another interesting feature of *Last Bronx* is the ability to roll. Aside from the standard “rise from the ground” roll, you can perform a roll by pressing **Guard + Punch + Kick** at any time during combat.

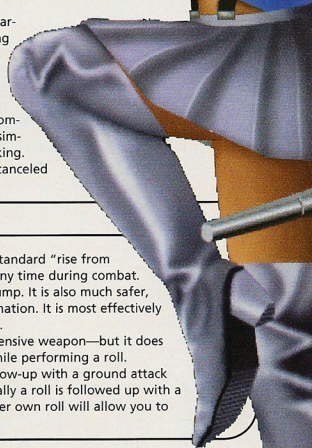
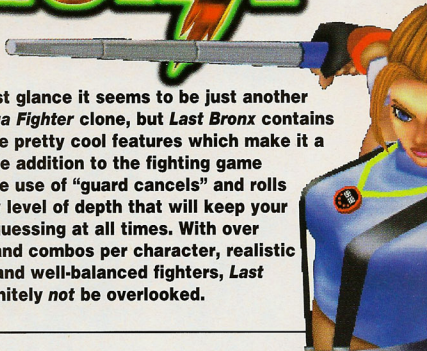
Rolling allows you to get close to your opponent without having to dash or jump. It is also much safer, since you cannot get hit by a high- or mid-level attack while in the roll animation. It is most effectively used to get within throwing range after a missed combo or enemy attack.

In the right hands, the defensive roll can be used as a devastating offensive weapon—but it does have its drawbacks. First, you can be knocked down by any low attack while performing a roll. Although the hit is usually not very damaging, a quick opponent can follow-up with a ground attack or pounce. Another way to counter a roll is with a roll of your own. Usually a roll is followed up with a throw, so performing a roll as your opponent is getting up from his or her own roll will allow you to dodge the incoming throw, leaving your opponent defenseless.

Ground Attacks

As in most *Virtua Fighter*-style games, you can hit your opponent while he or she is on the ground. Each fighter has a pounce attack which is executed by pressing **↑ + Punch** and a close-range ground attack done by pressing **↘ + Punch**. Kurosawa has a **↘ + Kick** ground attack with very limited range, Lisa and Nagi have **↑ + Kick** pounces and Tommy has a **↘ + Punch + Kick** ground hit that has a little more power than his regular one.

Not all knockdowns allow for ground attacks, so be careful when you use them. A missed pounce will leave you wide open for attack. Ground attacks do not have much range, so it is wise to take a quick dash toward your enemy before attempting any of the pouncing attacks.





Zaimoku



- Let's see, Zaimoku is by far the slowest character in Last Bronx. He has the least amount of combos and some serious delay after most of his moves. He does, however have amazing strength—and that, my friends, is all he needs. Two grabs and the fight's over.
- His half-circle-punch-and-kick throw takes a whopping 50% off an enemy's energy bar. The same throw, performed against an opponent whose back is to the wall, will deal out 70% damage.
- Zaimoku works best on the defensive end. Make your opponent miss a move by taking backward steps, then rush in with the triple punch. If the hits connect, the damage will be worth your while. If they don't, guard cancel the last hit and grab.
- To add to his defensive strength, he comes fully equipped with punch and kick reversals. These moves are difficult to perform, but if you use them sparingly your opponent will think twice before launching any attack.

Special Attacks

Punch/Kick	Punch, Kick
Triple Punch	Punch, Punch, Punch
Double Spinning Punch	← ↓ ↘ → + Punch
Head Attack	← → + Punch + Kick
Round Hammer	↘ + Punch + Kick
Up Punch	Punch + Kick
Up/Down Punch	Punch + Kick, Punch + Kick
Knockdown Punch	→ ↘ ↓ + Punch
Swinging Uppercut	Hold ↓, then → + Punch
Side Hammer	← → + Punch
Volcano Attack	→ + Punch
Lifting Uppercut	↘ ↘ + Punch
Low Swing Punch	↓ ↓ ↓ + Punch
Rock Crusher	→ + Punch
Stick Thrust	→ + Punch, Punch
Smash Hammer	← + Punch
Rave Hammer	← + Punch, Punch
Uppercut	↘ + Punch
Knuckle Punch	← + Punch
Kenka Kick	→ + Kick
Kneel Kick	← ↘ + Kick + Guard
Punch Reversal	← → + Guard
Punch Reversal 2	← ↘ + Guard
Kick Reversal	→ ← + Guard
Kick Reversal 2	→ ↘ + Guard

Throws

← → + Punch + Kick
↓ ↓ + Punch + Kick
→ ↘ ↓ ← + Punch + Kick

Combos

← → + Punch, ↘ + Punch
Punch + Kick, Punch + Kick, ↘ + Punch
← → + Punch, ↘ ↘ + Punch
Hold ↓, then → + Punch, ← → + Punch
← → + Punch, → + Punch, Punch
← → + Punch, ↘ + Punch
Hold ↓, then → + Punch, ← → + Kick + Guard
← → + Punch, ← → + Punch, ↘ + Punch
← → + Punch, ← → + Punch, ↘ ↘ + Punch



Yoko



- Yoko has above-average speed, good throws excellent fakes, outstanding combo ability and a well-balanced variety of punches and kicks. Her range could use a little work, but it's by no means a handicap.
- Good use of guard cancelling will allow you to keep your opponents guessing whether to block high or low. Her Low Spin Kick will cause opponents to block low; if you cancel the attack, however, it will be very difficult for a low-blocking enemy to guard against a combo-launching knee. This can also be effective when used as part of her Triple Punch/Low Kick combo.

Special Attacks

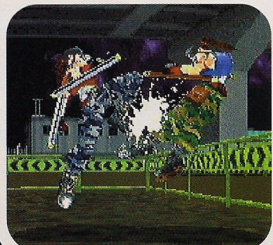
Punch/Kick	Punch, Kick
Double Punch/Kick	Punch, Punch, Kick, Kick
Double Punch/Double Kick	Punch, Punch, Kick, Kick
Double Punch/High Kick/Low Kick	Punch, Punch, Kick, ↓ + Kick
Triple Punch	Punch, Punch, Punch
Triple Punch/Low Kick	Punch, Punch, Punch + Kick
Triple Punch/Low Kick	Punch, Punch, Punch, ↓ + Kick
Triple Punch/Air Raid Kick	Punch, Punch, Punch, ↑ + Kick
Double Hammer	Punch + Kick
Step Inside Kick	Kick + Guard
Double High Kick	Kick + Guard, Kick
High/Low Spin Kick	Kick + Guard, ↓ + Kick
Low Spin Kick	↓ + Kick + Guard
Middle Straight Punch	→ → + Punch
Vertical Punch	← → + Punch
Vertical Double Punch	← → + Punch, Punch
Smash Elbow	→ + Punch
Back Knuckle	← + Punch
Double Back Knuckle	← + Punch, Punch
Back Knuckle/Kick	← + Punch, Kick
Uppercut	↘ + Punch
Uppercut/Kick	↘ + Punch, Kick
Twist Shot	↘ + Punch
Heel Drop	→ → + Kick
Air Raid Kick	↑ + Kick
Toe Kick	→ + Kick
Knee Assault	→ + Kick

Throws

← → + Punch + Guard
← → + Punch + Kick
← ↓ ↓ ↘ → + Punch

Combos

← → + Punch, Punch, → → + Punch
← → + Punch, Punch, → → + Kick
← → + Punch, Punch, Punch, Punch, Kick, ↓ + Kick
← → + Punch, Punch, Punch, Punch, Punch, ↑ + Kick
Punch + Kick, → → + Punch
Punch + Kick, ↑ + Kick
← → + Punch, Punch, ← → + Punch, Punch
← → + Punch, Punch, ← → + Punch, Kick
← → + Kick, Punch, Punch, → → + Kick
← → + Kick, → → + Punch
← → + Punch, Punch, → → + Kick, → → + Punch
← → + Punch, Punch, Punch, Kick, Guard, → → + Kick
← → + Punch, Punch, Punch, Kick, Guard, Punch, Kick, Guard, → → + Punch
← → + Punch, Punch, Punch, Kick, Guard, Punch + Kick, Guard, → → + Punch
Punch + Kick, → → + Punch
Punch + Kick, ↘ + Punch, Kick
→ + Kick, Punch, Kick, Guard, ↑ + Kick



Tommy



- Tommy has excellent range and a good variety of combos on his side. Use his staff to keep opponents at bay while setting them up for some damaging combos.
- His speed is about average; definitely not as quick as characters like Lisa or Avi. He is best when used from a distance and given time to react to incoming moves.
- Up close, he has some damaging throws which effectively launch opponents across the screen; this allows you to return to the aforementioned long-range strategy.

Special Attacks

Triple Punch	Punch, Punch, Punch
Punch/Kick	Punch, Kick
Double Punch/Kick	Punch, Punch, Kick
Long Range Stick	← → → + Punch + Kick
Straight Punch	→ + Punch + Kick
Spin Kick	Punch + Kick
Spin Kick/Low Kick	Punch + Kick, ↓ + Punch + Kick
Low Spin Kick	↓ ↓ + Kick + Guard
Tornado Punch	→ ↘ ↓ + Punch
Jumping Low Punch	↑ + Punch
Jumping Low Double Punch	↑ + Punch, Punch
Middle Straight Punch	→ → + Punch
Shaped Punch	← → + Punch
Crossing Shaped Punch	← → + Punch, Punch
Upper Stick	← + Punch + Kick
Low Sweep	← ↘ + Punch
Double Low Sweep	← ↘ + Punch, Punch
Elbow	→ + Punch
Turn Punch	↘ + Punch
Double Turn Punch	↘ + Punch, Punch
Double Turn Punch/Kick	↘ + Punch, Punch, Kick
Face Crusher Punch	↘ ↘ + Punch
Uppercut	↘ + Punch
Double Uppercut	↘ + Punch, Punch
Back Beat	← + Punch
Triple Back Beat	← + Punch, Punch, Punch
Middle Shot	Hold ↓, then → + Punch
Spiral Kick	↻ + Kick

Throws

↓ ↓ ← + Punch
← → ← + Punch + Kick
← ↓ ↓ ↘ → + Kick + Guard

Combos

↘ + Punch, Punch, ← + Punch + Kick
↘ + Punch, Punch, ← + Punch, Punch
↘ + Punch, Punch, ↻ + Kick
↘ + Punch, Punch, ↓ ↓ + Kick + Guard
↘ + Punch, Punch, ← ↘ + Punch, Guard
← → + Punch, Punch, Guard, Punch + Kick, ↓ + Punch + Kick
← → + Punch, Punch, ← → + Punch, Kick
← → + Punch, Punch, Punch, Punch
↘ + Punch, ↓ ↓ + Kick + Guard
↘ + Punch, Punch, Guard, ↘ + Punch, Punch, ← ↘ + Punch, Punch
↘ + Punch, Punch, Guard, ↘ + Punch, Punch, Kick
↘ + Punch, Punch, Guard, ← + Punch, Punch, Guard, ↓ ↓ + Kick + Guard
↘ + Punch, Punch, Guard, ← + Punch + Kick
↘ + Punch, Punch, Guard, ↘ ↘ + Punch
↘ + Punch, Punch, Guard, ← + Punch, Punch, Guard, ← + Punch
↘ + Punch, Punch, Guard, ↘ + Punch, Punch, Guard, ↓ ↓ + Kick + Guard
↘ + Punch, Punch, Guard, ← ↘ + Punch, Punch, Guard, → + Punch, Punch, Guard, ↘ + Punch, Punch, Guard, → + Punch





TREASURES OF THE DEEP

Complete Code Collection

There's more than one reason why this masterpiece from Namco and Black Ops Entertainment includes the word "deep" in its title; its gameplay is just as deep as the dizzying dimensions of its 14 mysterious undersea stages. There's no way we'd be able to give this game enough pages to show you everything that's in store for you as you plunder the long-lost booty of the Bermuda Triangle or the legendary lost city of Atlantis; instead, we've gathered a treasure trove of cheat codes and funky tricks that will definitely help you to get past some of the stickier spots. Just don't cheat your way through every level or you'll get the bends.



Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

REFILL AIR & HEALTH



Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, Up, Down, Left, Right, X, X

If you're running low on air or you've taken one shark bite too many, this cheat will simultaneously refill both gauges.

INFINITE AIR



Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ○, X, X, Up, Right, Down, Left

With this code in place, you'll never have to worry about breathing underwater, because your air will never go down.

INFINITE HEALTH



Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ○, X, X

Like the Infinite Air cheat, this code fixes things so you don't have to worry about health; you're completely invincible.

EXTRA CONTINUES



Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R2, R2, L2, L2, L2

This trick doesn't add extra continues if you haven't used up any, but if you need 'em, it will max out the continue counter.

TURBO SPEED



Down, X, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2

An awesome cheat! You can really zip through the briny deep with this code; use it to get the best times on the high score tables.





PART 1

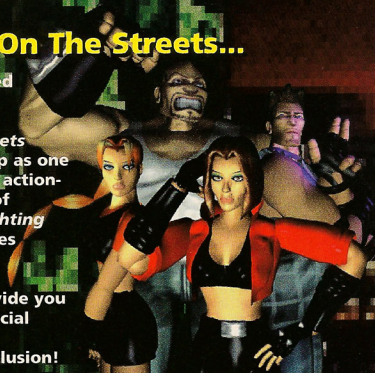
Back On The Streets...

FIGHTING FORCE

By Jim Loftus

What originally started out as the fourth installment in Sega's highly-successful *Streets of Rage* series ends up as one of the most dynamic, action-packed beat-em-ups of

1997—and, ironically—only available for the PlayStation. *Fighting Force* is loaded with glorious 3-D graphics, yet it still manages to maintain that nostalgic *Final Fight* style of gameplay. In this first installment of our two part strategy, we'll focus on character moves, weapons and power-ups as well as provide you with walk-throughs for the first two levels of the game. Special kudos to Adrian, Susie, Phil and Gary for their continuous, up-to-the-second assistance. Join us next month for the conclusion!



A Host of Lethal Weapons!

There's more than one way to protect yourself in a crime-infested city! Any item may be used by anyone, including the baddies... except the engine block, which can only be lifted by Smasher (He's been eating his Wheaties, no doubt!).



Rocket Launcher



Ash Tray



Axe



Battery



Board



Soda Can



Engine Block



Broken Bottle



Bottle



Crate



Extinguisher



Knife



Tire



Gun



Metal Bar



Auto Scrap



Pipe



Stick

Power-Ups!

Keep a sharp eye out for these helpful items.



First Aid



Gold Bar



Soda Can



Sandwich



Cash



Apple

Hawk Manson



Slide Kick



Press X while running

Special Charge Move

(Drains Power Meter)



Press and hold X and ●

Grabbing Moves

Face enemy and grab by pressing ▲ Button...

Shoulder Throw



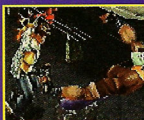
... then press ●

Knee in the Stomach



... then press □

Headbutt



... then press ▲

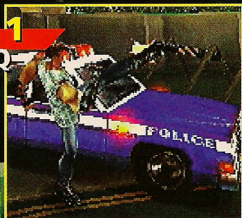
Suplex



... then press and hold ▲



Level 1 Boss HO



First things first: Beat the crap out of this cop car.



Yes! Now grab the rocket launcher.



As Smasher, you can also lift out the engine and crush those boobs!



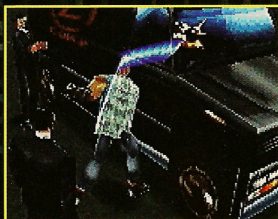
One well-placed shot will rip the front gate wide open.



Now you've done it! Here comes an entire vanload of thugs!



Pry this metal bar loose; it comes in handy for cracking skulls...



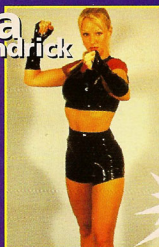
...and vandalizing vehicles! Once you finish, grab the tires.



Good—you've eliminated outside security. Now head inside.



Alana McKendrick



Air Kick



Press while running

Special Charge Move (Drains Power Meter)



Press and hold and

Grabbing Moves

Face enemy and grab by pressing Button...

Flip Back Kick



... then press

Face Plant Special



... then press

Super Uppercut



... then press

Knee in the Face



... then press

At 17 years old, Alana is the definitive party girl. She maintains her tight physique and stamina by dancing in warehouse nightclubs with her school friends until 4 A.M. almost every night. Alana is always in the "on" position, as anyone who gets in her way will attest.



Level 1 Reception



Take out the mail guys and black suits to clear the way for some exploring!



Smash the soda machine. Now grab a cold one!



Each of the gates conceal a hidden area.



Destroy the machinery for a first aid and other goodies.



Both walls lead to the same area...



... so pummel away to reveal the outer lobby.



Finish off all remaining baddies and head into the lift.

In The Beginning...

An early artist's conceptual drawing of the *Fighting Force* crew. From Left to Right: Alana (what a wee little thing!), Hawk, Smasher and Mace.



Level 1 Lift



It gets cramped in here. Use your Charge Move if possible.



Pry the railing off and use it to thwack those jerks.



Break the glass here and grab the axe.



Once you reach the top floor, exit the lift.

Mace Daniels



Mace, a private investigator, is a friend of Hawk's. She would like nothing more than to see Dr. Zeng brought to justice. Her personal hatred for Zeng stems from the fact that it was one of his henchmen who murdered her closest friend, Dr. Blair. She'll make him pay!

Flying Kick



Press while running

Special Charge Move

(Drains Power Meter)



Press and hold and

Grabbing Moves

Face enemy and grab by pressing Button...

Flip Throw



... then press

Slap Face Combo



... then press

Body Slam



... then press

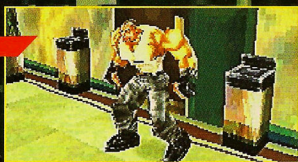
Knee in the Face



... then press



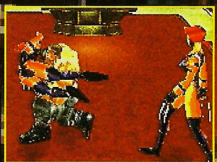
Level 1 Corridor



Once destroyed, each waste can reveals a metal pipe; great for killing, you know!



There's Zeng! Unfortunately, he escapes.



The Vixens are relatively easy. Just keep pounding away.

Level 2 Main Street



These bikers will do their best to put you under.



Use a standing or flying kick to knock the goons off of their hogs.



You'll need fast reflexes to survive the enemy onslaught.



Level 2 Boss: Driver

BOSS!



For a fat guy, Driver's speed and stamina are exceptional.



He'll use several forms of attack including drop kicks and body slams.



The fastest way to defeat Driver is to use your slide kick, as Charge Moves have no effect on him.

Join Us Next Month For The Conclusion!

Ben Smasher Jackson



Dive Attack



Press while running

Special Charge Move (Drains Power Meter)



Press and hold and

Grabbing Moves Face enemy and grab by pressing Button...

Slam



... then press

Headlock Smash



... then press

Super Uppercut



... then press

Back Breaker



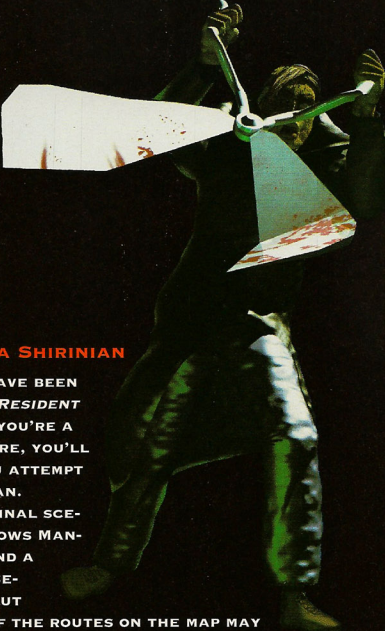
... then press to lift enemy, then press

A convicted felon, Smasher's enormous size is shadowed only by his thirst for violence. In a last ditch effort, prison officials and law enforcement have given him an opportunity to redirect his hatred by going after Zeng. If successful, Smasher will be set free.



CLOCK TOWER

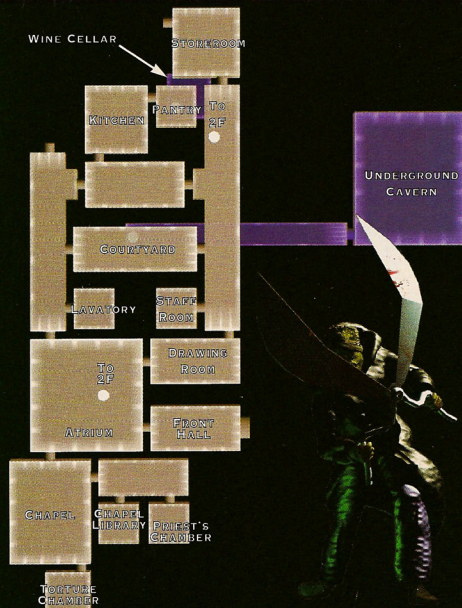
STRATEGY BY ARA SHIRINIAN



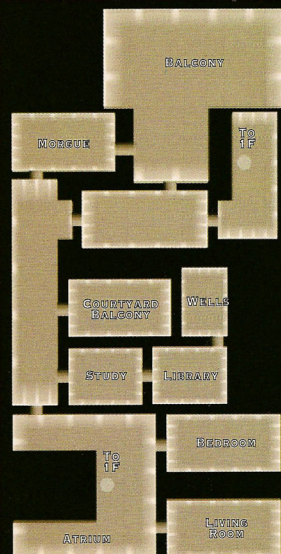
LIKE *OVERBLOOD*, *CLOCK TOWER* APPEARS TO HAVE BEEN DESIGNED TO CAPITALIZE ON THE SUCCESS OF *RESIDENT EVIL* AND *THE ALONE IN THE DARK* SERIES. IF YOU'RE A FAN OF THIS RELATIVELY NEW HORROR/ADVENTURE GENRE, YOU'LL SENSE IMPENDING DOOM AROUND EVERY CORNER AS YOU ATTEMPT TO UNRAVEL THE MYSTERY OF THE MACABRE SCISSORMAN. THIS STRATEGY GUIDE WILL FOCUS ON THE THIRD AND FINAL SCENARIO OF THE GAME, WHICH TAKES PLACE IN THE BARROWS MANSION. THE MANSION ITSELF CONSISTS OF TWO FLOORS AND A FEW UNDERGROUND ROOMS, AS WELL AS A NUMBER OF SECRET PASSAGES WHICH ARE NOT SHOWN ON THE MAPS BUT WILL BE DESCRIBED LATER. PLEASE NOTE THAT SOME OF THE ROUTES ON THE MAP MAY NOT BE ACCESSIBLE, DEPENDING ON WHAT POINT YOU'RE AT IN THE SCENARIO AND WHICH CHARACTER YOU'RE USING.

BARROWS MANSION 1F/B1

(UNDERGROUND ROOMS IN BLUE)



BARROWS MANSION 2F

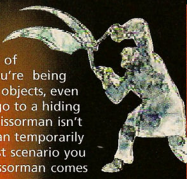




SCISSORMAN



No matter where you are in the game, Scissorman will, periodically appear out of nowhere and start to chase you. While you're being chased, you won't be able to normally examine objects, even if he's far away. Your only option is to either go to a hiding place (which, incidentally, will always work; Scissorman isn't exactly a genius) or find something that you can temporarily incapacitate him with. For example, in the first scenario you can always hide in a bathroom whenever Scissorman comes after you; there's one on each floor.



PROLOGUE

During the course of the game you will take control of a number of different characters that are involved in the Scissorman murders. In the prologue, you will control Professor Barton. The actions you take will determine whether Jennifer Simpson or Helen Maxwell is the main character (and ultimately the one who you'll play as in the final scenario). Specifically, just after you leave your office you'll meet Harris in the hallway. If you speak to Harris once, then Helen will become the main character. If you speak to Harris twice or more, then Jennifer will be the main character.

There is also a second event that determines what will occur later on. When you examine the Devil Statue in your office, you'll be faced with sending it to one of two people for further investigation: Rick, a former butler for the Barrows family, or Mr. Sullivan, the head of the Municipal Library. It doesn't matter much which one you choose, but if you're going for a good ending make sure to remember who you sent the statue to!



SCENARIOS 1-2

There are some items in the first scenario that you must pick up if you're going for the best ending. If you're Jennifer, make sure to obtain the Oil Can from the storage room on the first floor. If you're Helen, make sure to pick up the Flashlight from the locker in the student office room on the second floor. You'll need them in the third scenario.

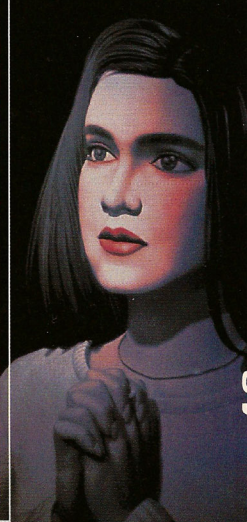
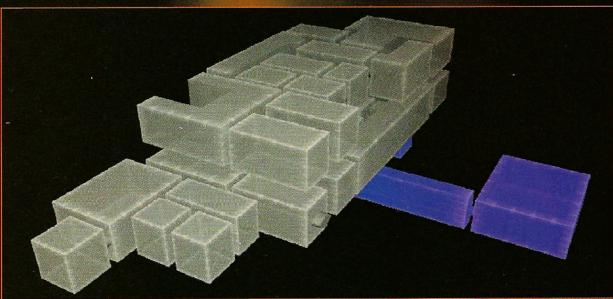
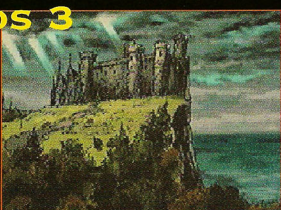
In the second scenario, you'll have a choice to either go to the Library or to send someone to Rick's house. Make sure you choose the location that Barton sent the Devil Statue to or it'll be impossible to get a good ending.



SCENARIOS 3

The third and final scenario is by far the most complex and most difficult. No matter what kinds of choices you previously made, you will find yourself in the Barrows Mansion as either Jennifer or Helen. Remember that the location of items and other things

will be different depending on your character, even though the layout of the mansion is the same.





BARROWS MANSION AS JENNIFER



You'll first find yourself in the Chapel Library. Search the right bookshelf to find the Foreign Note, then go to the Priest's Chamber and get the Star Key from the robe. Then walk into the Chapel and get the Star Plate from the right hand side of the altar. Make a note of the design on it as you pick it up, and go into the Torture Chamber, get the Candle from off the ground, then use the Star Key on a hole in the left wall to activate a hidden staircase.

You'll find yourself in a secret pathway (not shown on the map) which leads to the Living Room on the second floor. You'll now want to make your way to the Courtyard on the first floor as quickly as possible. There you'll meet Professor Barton. Give him the Foreign Note and he'll translate it for you. If you don't get to him fast enough you'll find that the Scissorman has already sliced and diced him.

Now go to the Bedroom and check the newspaper between the beds. You'll notice a mouse run into the far left corner of the room. Check this corner a few times and you'll find the Library Key. Next, go to the Staff room and check the bed to find the Copper Book, and afterward make your way to the Pantry. Check the center of the Pantry floor, then check the left shelves twice to open a trapdoor that leads to the Wine Cellar below. Once there, check the wine rack once, then attempt to leave. Jennifer will hear a sound coming behind the wine racks. After checking them again, you'll find Beth hiding. Talk to her until she gives you the Mansion Key. If Beth isn't there, you'll be able to find the Mansion Key in one of the wine barrels. The Mansion Key will give you access to the metal gratings that have prohibited further exploration of the mansion. Now go through the grating on the second floor of the Atrium, and head for the Balcony. Check the right hand door there and Scissorman will leap out and try to cut you. To escape him, check a piece of the balcony floor on the right side. This will allow you to get into the Mosque and escape Scissorman (temporarily). There you'll find Nolan lying in one of the corners of the

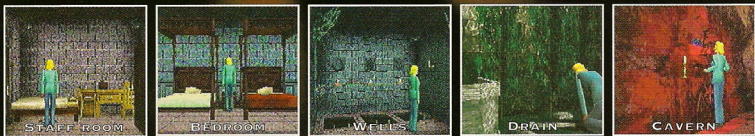
room.

- Now, go to the Storeroom. You'll need the Oil Can from Scenario 1 in order to open the door. Check the coffin there to get the Box Key, then check the bottom of the shelves to get the Rope. Check the box on the right side of the room once, then use the Rope on the right hand door, and then use the Box Key to open the box. You'll find Helen inside.

- Go to the Library and check the box on top of one of the bookshelves (use the stool on the floor to reach it) to get the Genealogy. Next, you'll want to go to the Drawing Room and check the portraits that line the wall, then go to the Living Room where you'll find a dead Tim. Pick up the Matches off the floor, and return to the Study (which is adjacent to the Library). Check the fireplace there once, then use the Candle on the candlestick sitting on the desk. Use the Matches on the Candle and you'll then find the Mansion Map inside the fireplace. Go back to the Library again and check the scraped floor next to the bookshelf. Then insert the Copper Book in that same bookshelf to reveal a secret passage to the Wells. There you'll find three wells with a carving above each. Go down the well whose carving matches that on the Star Plate, and you'll find yourself in the Channel Room (not on the map). Check the floor in front of the altar to obtain the Dagger. A mummy will appear right afterward, so get ready to run out of there as fast as possible.

- Now go to the courtyard and check one of the green trees on the right side to drain the fountain. A secret passage will open revealing the path to the Underground Cavern. Once you go down there you won't be able to come back up so make sure you've done everything you've needed to do up until this point.
- In the Underground Cavern you'll meet Scissorman for the last time. There is a hole on the left side of the cavern that the Devil Statue should be placed into. When Scissorman is holding on to your leg, use the Dagger on him to send him away for good. If you've completed all the events as described, this should net you an "A" ending.

BARROWS MANSION AS HELEN



You'll begin in the Front Hall of the castle. The exit door is right there but a huge chasm blocks the way. Your first objective should be to go to the Drawing Room and retrieve the Mansion Key. Check the table under the missing picture to get it. Then, go to the Lavatory to find Beth. Talk to her two times. Go to the Pantry and you'll meet Harris on the way. He'll give you the Fireplace Key. Once in the Pantry, open the trap door the same way you did as Jennifer and climb down into the Wine Cellar. Check the wine racks, attempt to leave, and check the racks again to find Tim hiding behind them. Talk to him two times as well.

Go to the Staff Room and check the bed for the Copper Book. Then, check the desk and a big red hand will leap out at you and try to choke you. After being thrown on the floor, it'll run around a bit more before making another pass at your neck. Use this time to search the desk again for something to kill it with. Afterward, check the desk again to find the Tattered Note.

Now go to the Bedroom and check the newspaper between the beds (just as you did in Jennifer's scenario). Check the corner that the mouse ran into repeatedly to find the Library Key. Then check the fireplace in the same room with the Flashlight (from Scenario 1) once, and then check it again without the flashlight. Next, go to the Storeroom. Nolan will be in the coffin, and the chest will contain the Lead Balls. Talk to Nolan, and make sure to get the Lead Balls as well as Batteries from the tape recorder on the floor.

- Luckily, your Flashlight uses the exact same kind of batteries as in Nolan's recorder, so with this extra juice you can go back to the Bedroom and check the fireplace with the flashlight to find the Note.

- Go to the Library and get the Wooden Box from the top of the bookshelf by using the stool next to it. Use the Wooden Box on the fire in the Study to burn it away and obtain the Cosmetic Key inside. Now, go back to the Library and check the scraped floor, and then use the Copper Book on the adjacent bookshelf to reveal the secret passage to the Wells. Use the Lead Balls on each well to determine which one isn't filled with water. Go down that one and you'll find yourself in the Morgue at the end of the passage. Talk to Gots there until he gives you the Pistol. With the Pistol you'll be able to blow open the padlock that blocks the entrance to the Chapel. You'll find that Scissorman is about to kill Jennifer there. Once you see Scissorman, use the Pistol again on him, and follow him into the Torture Chamber to meet Professor Barton.

- Next, go to the Living Room and use the Fireplace Key on the fireplace to reveal a secret passage. Walk through it and you'll find yourself in the Priest's Chamber. Use the Cosmetic Key on the box on the desk there to get the Mansion Map.
- Finally, go to the Courtyard and check the right green tree for the switch that drains the fountain. The secret passage to the Underground Cavern will now be accessible. In the Cavern, all you need to do is insert the Devil Statue in the hole on the left wall in order to finish the game with an "A" ending.

JENNIFER'S ALTERNATE ENDINGS

- B:** In the Underground Cavern, don't use the Dagger.
- C:** Reach the Underground Cavern without having the Foreign Note translated by Prof. Barton.
- D:** Reach the Underground Cavern without meeting Nolan in the mansion.
- E:** Clear Scenario 2 without obtaining the Devil Statue.

HELEN'S ALTERNATE ENDINGS

- B:** Allow Jennifer to get killed by Scissorman in the Chapel
- C:** Reach the Underground Cavern without having found the Note.
- D:** Meet Prof. Barton in the Torture Room without having found the Note.
- E:** Clear Scenario 2 without obtaining the Devil Statue.



by Adrian Sanchez

"Over here! Over here!" Where the #%! is that coming from?! Sound familiar? Ahh, the wonderful sounds of the pick up and drop-off ped, who you've somehow managed to miss 126 times. But you know he's there, watching, waiting; laughing at your slow bike, as he incessantly utters those words. Fear not my friends, for the following is a product of my frustration. The things I do for you, the reader. Feel free to send gratuity... Sorry, I got a little carried away. Anyway, I hereby bestow upon you access to all of the levels in the game, with use of the best bike available: Das Uber Bike. As if that weren't enough, I've also included a mini walkthrough for some of the tougher levels.

Control: Standard Vs. Analog

Courier Crisis is much easier with the aid of Sony's new analog pad. Believe me, analog control makes a world of difference, not so much from an acceleration standpoint (that aspect remains digital), you accelerate at one constant speed no matter which type of controller you have plugged in, but with respect to *cornering*. The analog stick is also easier on your thumb than the standard PlayStation pad.

Bikes

As you progress through the game, you are given the option of upgrading to faster, more maneuverable bikes. You know the drill: The more expensive the bike, the better. There is one exception, though. Once you save up enough cash for Das Uber Bike, you will be tempted to purchase the much more expensive Rocket Bike. DON'T DO IT! Das Uber Bike has superior handling, acceleration and jumping ability. The Rocket Bike's only strength is its ultra-fast rocket packs, which substitute for speed bursts. A single rocket boost is three times faster than a speed burst, but it usually works against you since it's so hard to slow down once it's activated. Don't waste your time collecting the eleven grand.



Troublespots

Level 12 Civic

Overall, with the exception of the 3rd pickup, this level is relatively simple. Here's how you get there. After the second drop-off, make a U-turn, then make a left turn. You should be headed toward a ramp on the sidewalk. Make sure you slow down so that when you take the ramp, you don't fly over the train tracks. Bunny hop onto the tracks while hitting your breaks, turn right, and head for the pick up ped. Jump over the oncoming train and follow the tracks to the end of the line. Fall off to your left and follow the arrow to the final drop-off.

Level 14 Civic

Start by using up one of your three speed bursts to gain some initial speed. Jump and execute a table-top to acquire an additional speed burst. Now quickly use all three bursts before hitting the ramp. Bunny hop off of the ramp with a 360 to add time to the clock. Use three more speed bursts and start slowing down as soon as you pass the yellow sign. Make a sharp turn to the first pickup ped. Follow the arrow to the drop-off guy, then turbo three more times with another 360 thrown somewhere in there till your next pick up. Follow the arrow again, use your three speed bursts, and do a high bunny hop over the police cars. The pick up ped is standing on the sidewalk to your right side, so make sure you don't pass him. Now make an immediate left and follow the winding streets to the last drop off.





Level 11 Civic

Collect power-ups on the first straightaway while jumping over the oncoming traffic. Follow the arrow to the first pick up. Make an immediate left, the next left, then speed burst down the street. Hop over the trash can with a tabletop, make a left into the alley, and hit the ramp with a speed bursting bunny hop to get to the drop off ped. You will then proceed to ram right into a wall, unless you use a quick super bunny hop to get over it. The rest should be a piece of cake.

Passwords

Level 1:



EFLCFCGKJ

Level 2:



IFLCFCCKI

Level 3:



MFLCFCOKJ

Level 4:



AFLCFCCKJ

Level 5:



FHLCFCJL

Level 6:



FLCLFICIL

Level 7:



FPCLFI OCLJ

Level 8:



FDCLFIKJL

Level 9:



KFLCFCGII

Level 10:



OFLCFICII

Level 11:



CFLCFCIOIJ

Level 12:



GFLCFCIKIJ

Level 13:



FFCLFIGCJJ

Level 14:



FJCLFICIJ

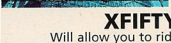
Level 15:



FNCLFIOCJJ

Special Codes

Tired of peddling the same old courier up and down the street? Try these codes for a change of pace:



XFIFTYONEX

Will allow you to ride as an alien courier.



SAVAGEAPES

Now you can pummel people with a big fat ape courier. Cool!



TIPS & TRICKS™

SELECT GAMES



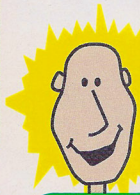
Pick it!

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!

輸入 SUPER IMPORT! Watch for it!

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

Select Games



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 sticking out between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



DIDDY KONG RACING

Rare • Available Now • 1-4 Players

Just in time for the holiday season, Rare's previously-announced *Banjo-Kazooie* has been delayed until 1998. Taking its place on the N64 release schedule is *Diddy Kong Racing*, a 128-megabit monster of a racing game that—some would say—blows away Nintendo's similarly-themed *Mario Kart 64*. In development for over two years at the secluded Rare offices, *Diddy Kong Racing* features the co-star of the 16-bit *Donkey Kong Country* series in a line-up that also includes Krash the Kremling, Conker the Squirrel (from Rare's forthcoming *Conker's Quest* adventure) and even Banjo the Bear, star of *Banjo-Kazooie*! Two secret characters are also waiting to be discovered. The game's 20 race courses range from snow-covered tundras to intergalactic raceways. You're not restricted to racing on the track, either; you can also take some cool shortcuts with a hovercraft or even a small plane! Watch for a closer look at this gem in our December issue.

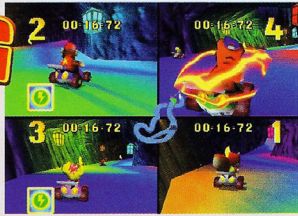
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Conker approaches an abandoned pirate ship. This area, like other locales, has many secret paths to exploit.

DIDDY KONG RACING

It doesn't get any better than this!





RAY TRACERS

THQ • December 1997 • 1 Player



Some may have fond memories of an arcade game released in 1988 by Taito. This game was *Chase HQ*. Your main objective—besides getting to each check point—was to track down lowlife scum and pummel them with nothing more than your car. Well, THQ has done gamers a service once again by picking up Taito's *Ray Tracers*. It's the same concept as *Chase*, only with jazzed-up visuals and sound. Choose between four 600+ horsepower race cars and take these beasts across freeways, mountainsides and reservoirs. The speed and visuals rival those of *Ridge Racer* (although each game is on opposite sides in the racing genre spectrum). With NeGcon support and tight control to boot, *Ray Tracers* delivers.



輸入 SUPER IMPORT!



Mmmm... Pure Violence... I love it!





MONSTER RANCHER

Tecmo • November 1997 • 1-2 Players



Mix *Tamagotchi* with *Tekken* and what do you get? *Monster Rancher*, a complete and utter blast. Breed and train bizarre monsters, then enter them in competition. You can even pop any standard audio CD into the PlayStation to create one of over 250 different beasts! Save onto a memory card and take your "pet" on the road to do battle against other player's creations! *MR* is highly original and tremendously addictive. Grab a copy fast and join us next issue for a killer *Tips & Tricks* strategy guide!



輸入 SUPER IMPORT!



Is your monster strong enough to face this guy?





Master, I will work for LEP, Inc.



BREATH OF FIRE III

Capcom • Summer 1998 • 1 Player



The RPG franchise which made its mark on the SNES goes 32-bit with the arrival of *Breath of Fire III*. The *Breath of Fire* series has earned quite a following since its debut back in 1992 and with its endearing characters, compelling storyline and a larger-than-usual quest, it's no wonder why. *Breath of Fire III* promises to provide a more massive quest than both its predecessors. Not content with the tile-based environment of days gone by, Capcom hurls the cast into a full polygonal world. Expect to see truly wicked magical spells, new plots twists and multiple endings.














Pyromaniacs pay special attention!



BURNING RANGERS

Sega • March 1998 • 1 Player



Yuji Naka, Sega's equivalent of the Shigeru Miyamoto (er... kind of), returns with *Burning Rangers*. Set in the near future, *Rangers* takes firefighting to new, never-before-seen levels of intense action. While still early along in its development stage, *BR* is coming along nicely. The finished product will include five very different "rangers". Using the Saturn's versatile VDP2 chip, the game will utilize special effects rarely seen on the system; these include lavishly-detailed 3-D environments and enemies as well as real time light-sourcing. Keep your eyes peeled for a fully-intensified strategy on *Burning Rangers* in an upcoming issue!







Select Games Select Games Select Games



STAR WARS MASTERS OF TERAS KASI

LucasArts • November 1997 • 1-2 Players

Surprisingly, *Star Wars* and the PlayStation have not added up to a particularly good time. The conversion of the hit PC game, *Dark Forces*, turned out choppy and *Rebel Assault*... well, it was *Rebel Assault*. This pattern is about to change, with *Masters of Teras Kasi*. A PlayStation exclusive—at press time, anyway—*Masters* gives players a chance to see just what would happen if Chewbacca went toe-to-toe with Boba Fett. There are nine immediately-selectable characters, plus a few secret ones which reveal themselves as the game progresses. Each character has his or her own unique weapon, as well. Arden Lyn's cyborg arm is primed with as-



sorted ammo, Luke has his lightsaber and Han packs his trusty blaster. LucasArts has thrown "Force Power" into the mix, too. During battle, a special meter builds—which, when maxed-out—lets a character pull off dynamic special moves. *Masters* looks and moves like a million bucks, and it's quite evident that solid gameplay and original concepts are top priority—not FMV. It's nice to see LucasArts finally taking the PlayStation seriously.



Chewie's about to get beaten with an ugly stick, courtesy of Princess Leia in Bouch Bounty Hunter disguise. Sheesh, talk about using the Force!

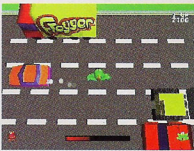
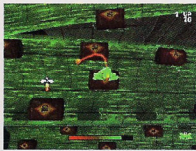


FROGGER

Hasbro Interactive • November 1997 • 1-4 Players

A groundbreaking title from the classic early-'80s era, *Frogger* appealed to both sexes and all age groups. The same is true of this new 3-D version, in which a polygon-rendered froggie tries to hop across traffic to reach the safety of his lily pad. Several "retro" levels duplicate the layout of the original game's

stages, but before long you venture into new territory with wild new terrain and challenging obstacles. Several multi-player modes are included—including a "race" scenario where up to four frogs leap in their own individual split-screen windows—as well as special abilities like the "heat-seeking tongue."



NBA ACTION '98

Sega • Available Now • 1-10 Players

This one's got just about everything but the kitchen sink. There are full team rosters from the '96-'97 season, 20-category player ratings compiled by actual NBA scouts, play-by-play announcement by Chick Hearn and the ability to custom-create your own all-star team. And that's just the beginning; connect a six-player multi-play adapter, and we're talking a total of ten players at once! Movement of on-screen players is without peer, thanks to Sega's advanced motion-capture technology. If you own a Saturn and you've been dying for real deal hoops action, look no further than right here.



MEGA MAN NEO

Capcom • Spring 1998 • 1 Player



So many of our beloved games are taking the plunge into the 3-D world. Capcom's unofficial mascot has done the same just in time to coincide with his 10-year anniversary. *Mega Man Neo* is none other than the first Mega Man; not the lanky, '90s Mega Man X. Visually, *Neo* is a departure from the polygon builds we've seen up until now on the PlayStation. Very little texture mapping is used on the characters. The final product ends up with a very cartoony look—bright, Disney-induced colors and all. In fact, it's almost like controlling an episode from the Mega Man Saturday morning cartoon series. If *Neo* can live up to its predecessors, gameplay-wise, it'll be a guaranteed hit—exclusive to the PlayStation.



All characters and their surroundings share a unique look.

Select Games
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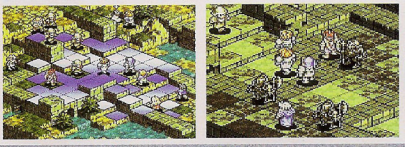
TACTICS OGRE

Atlus • December • 1 Player



Atlus is at it again. Following the release of its hit PlayStation title, *Ogre Battle*, comes *Tactics Ogre*. *Tactics* takes place in the same universe as *Ogre Battle* with some characters crossing over. Gameplay is vaguely reminiscent

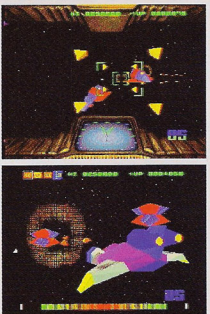
of *Vandal Hearts*. If you haven't played *Vandal Hearts*, imagine an involving strategy game with tons of personality and *viola*—*Tactics Ogre*. The branching system provides an average of 40 hours of play time with longer quests taking upwards of 100 hours! This one has what it takes to make the hardcore RPG crowd very happy.



ZERO 5

Telegames • Available Now • 1 Player

Telegames of Texas continues to support loyal Atari enthusiasts with new Jaguar and Lynx titles. *Zero 5* is a polygonal outer space shoot-'em-up with distinct missions to accomplish, not unlike this issue's *Colony Wars* on the PlayStation. Old-school gamers will probably be reminded of Atari's classic *Star Raiders*, but the forced changes in camera angle and explosive effects of this new Jaguar cart are light-years beyond the tiny squares and grids of yore. Contact Telegames at (972) 224-7200 for more information, and tell them you read about it in *Tips & Tricks*.



BOMBERMAN 64

Nintendo • December 1997 • 1-4 Players

UPDATE!

When we first previewed it in the August issue of *T&T*, *Bomberman 64* had no U.S. publisher. Good news; since then, Nintendo has wisely opted to pick it up. Never played *Bomberman* before? Trust us: Multi-player games are fully documented as nothing less than *intense*. Believe it or not, we did manage to pry ourselves away from *Battle Mode* just long enough to give all the new *Quest Mode* a whirl. You've heard it all before; save

the world of Bomber from a mofo known only as Altair. Okay, so the story isn't Shakespearean, but it's still a ton of fun. Five different gorgeously rendered worlds with four stages each will keep you busy for a long time. Look for our funtambulous, super-de-bomber *Bomberman 64* strategy in a future issue; see you then!



▲ The 3-D nature of the game lets characters explore in a way never before possible.

◀ Graphic detail in *Bomberman 64* is astounding. The fire filling this area crackles and undulates as if it were real.

NAGANO WINTER OLYMPICS

Konami • Spring 1998 • 1-4 Players

The bidding wars were hot, but Konami eventually won the exclusive license to produce a game based on the 1998 Nagano Winter Olympics. The company's strong background in 3-D sports titles like *NBA in the Zone* and *International Track & Field* virtually guarantees that *Nagano's* four-player action will look and play like a dream. The events include downhill skiing, bobsled, luge, freestyle skiing, speed skating and more. Go for the gold, man!



MAGIC KNIGHT RAYEARTH

Working Designs • Available Now • 1 Player

This may very well be the last Saturn RPG to come out of Working Designs. *Rayearth* was quite a success in Japan and the U.S. translation is now complete. The plot involves three school girls who embark on a fantastic journey to save a dying princess. Players are able to switch control of the girls at any time. This becomes an integral part of the

game, as certain tasks must be performed by certain characters. A very well-rounded RPG.



Select Games
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NHL ALL-STAR HOCKEY '98

Sega • Available Now • 1-8 Players

Stunned. That was everyone's reaction after we powered-up Sega's new *NHL All-Star Hockey '98*. Even the tiniest of details are covered. Each and every player on the rink has his name—yes, his name—clearly visible on the back of his jersey! Furthermore, the motion of the players is as slick as the ice they're playing on. Two 6-player multi-play adapters allow for up to 8 players to compete at once. If you're a Saturn owner and you dig hockey, then for god's sake—stop reading this, and go buy it!

ALUNDRA

Working Designs • December • 1 Player

輸入 SUPER IMPORT!

Pure, unadulterated evil has tightened its grip on the mystical, magical world of dreams. Assume the role of a dream-walker named Alundra to put a stop to the madness before this ancient world turns to ash. With

a general presentation similar to that of *Legend of Zelda*, *Alundra* was developed by several of the designers responsible for *Landstalker* (Genesis). The game has enjoyed much success in Japan, and now american gamers get to join in on the exploration. Use weapons on hordes of sinister creatures in your quest to save humanity.

FINAL FURLONG

Namco • Available Now • 1-4 Players

And you thought Mechanical Bulls were da bomb!

Quiet as of late, Namco is back to astound us with their ingenuity by unveiling *Final Furlong*. Talk about "deluxe cabinet"—this set runs in the five figure range—definitely not an impulse buy for arcade operators. As is Namco's usual practice for arcade design, *Furlong* runs on slightly modified PlayStation hardware, so you'll notice some resemblance to other Namco coin-ops. But don't expect this one to come home any time soon; Namco has made it clear that deluxe kits stay in arcades. It will be interesting to strap onto this ride with three other friends. Rest assured, there will be plenty of those infamous Namco codes buried within.



CROC

Fox Interactive • November 1997 • 1 Player

UPDATE!

We previewed *Croc* for the PlayStation in our August issue. Well, have no fear, Saturn owners, because your version of *Croc* is looking nearly as impressive as its PlayStation counterpart. We were relieved to find that all levels and enemies remain intact, polygon for polygon. And of course, the little green dude has all the personality we've come to expect. In case you missed our initial preview, here's the scoop: *Croc* must use his wits to save his Gobbo friends (furry little characters) from the evil Baron Dante. Next month, we'll be dishing out an exclusive *Tips & Tricks* strategy courtesy of our resident crocodile lover, Ara Shirinian.

TOTAL DRIVIN'

Ocean • 1st Quarter 1998 • 1-2 Players

Total Drivin' promises to deliver true freedom in racing, for the first time ever. You'll plummet off cliffs or slide into the sea if you're not careful. There are 5 types of racing options, including Dakar Rally and Indie style. Includes seven courses (with 8 cars per course) and 2-player split screen and link-up modes.



AUTO DESTRUCT

Electronic Arts • December 1997 • 1 Player



A game best described as "Twisted Metal meets *Felony*", *Auto Destruct* puts players in the driver's seat of a car capable of doing ungodly amounts of damage. Here's the lowdown: You are a champion race car driver. One day, you witness the brutal slaughter of your wife and child by members of a crazed cult. Soon after, you get the chance to avenge your loved ones; working with an informant, you receive information on where the cult will strike next. Race through cities like Tokyo, New York and London to meet a variety of mission objectives. One stage involves picking up a passenger and driving them to a secret location. Another has you escorting a vehicle to protect it from the enemy. The ability to use firepower while driving is not only cool, it's a necessity in surviving *Auto Destruct's* maniacal, "road rage" world. With a targeting system graphically reminiscent to that of the one seen in Sega's *Virtual Cop* series (see screen shots), nearby enemies are quickly revealed to the player. Long-range objects, however, are visible only via radar. If you are running low on fuel or need repairs, you can stop by the local service station to get squared away. Lots of variety!



Downtown Tokyo is beautiful at night. Too bad there's no time for sight-seeing!



MESSIAH

Interplay • 1st Quarter 1998 • 1 Player

Dave Perry is at it again and this time, he may have gone completely over the edge. Still very early in development, *Messiah's* plot involves the forces of good and evil. Satan has sent a demon to Earth to jumpstart armageddon. The good news is, Heaven has created a warrior of its own... Bob. Bob is a cherub; a chubby little fella who's not quite invincible, but does have a few tricks up his sleeve. As a means of travel, Bob can flutter about, much like the ostrich in the classic coin-op *Joyst*. More importantly, though, Bob has the power to take control of a character's soul. In order to kill a street pimp, for instance, you must first possess one of his—shall we say "female employees"—then take control of her to gun-down the mac daddy. The idea is to maintain a low profile at all times by entering a variety of characters bodies, then using those characters to achieve specific goals. And you can't possess just anyone. One enemy, in particular, is too big to enter. So what do you do? Possess a rat, then scurry up to the big guy and coax him into eating you. Viola—you're now inside! Graphically, characters in the PC version of *Messiah* are made up of a mind-boggling 580,000 scalable polygons (in comparison, the ones in *MDK* used between 150 and 300 polygons). Somehow, Perry hopes to approach that level of quality on the PlayStation. "Our plan is to ship the PlayStation version before the PC version", he explained. He means it.



Messiah's true light-sourcing means that if Bob hides out in a dimly-lit area, enemies will have a tougher time spotting him.

Other New Game News...

• If you wanted Sony's *Blasto* under your Christmas tree, you'll have to wait; the mega-hyped PlayStation platform game has been delayed. A spokesman for Sony Computer Entertainment stated, "In order to keep our promise to provide consumers with the most exciting gaming experience ever imagined, we have decided to release *Blasto* in the first quarter of '98. This is necessary to ensure that it is truly the remarkable game that we know it will be." Here's hoping the extra development time makes a difference.

Private School Justice. The game will include a total of 14 fighters and incorporate a 4-button layout. This definitely isn't *Street Fighter*. We'll keep you posted.

• With over 100 levels spanning twenty worlds, EA's *SkullMonkeys* will finally be ready to ship in January of 1998. Characters in the game are rendered claymation-style and can power-up with unique weapons like "Universe Enema" and "Fart Head". Platform action doesn't get much more bizarre than this!

• In arcade news, *Street Fighter 3: Second Impact* is said to be far from complete as members of Capcom's R&D continue to crack away in hopes of releasing a fitting upgrade to *Three*. Next up—*Legion of Heroes*. We've just learned that the game has a new tentative title:

• Finally, if you've been praying for a boxing game to appear on the PlayStation, you're not alone. Apparently, Tommy Tallarico—video game musician extraordinaire—is just as miffed as you are, and he's prepared to do something about it. Details next issue...



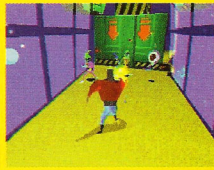
Street Fighter 3: Second Impact



Legion of Heroes



Skull Monkeys



Blasto

TIPS & TRICKS SELECT GAMES

Game Track!

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

NINTENDO 64



November

Duke Nukem 64	GT Interactive
Extreme-G	Acclaim
Jeopardy!	Gametek
Mace: The Dark Age	Midway
Madden 64	Electronic Arts
MK Mythologies: Sub-Zero	Midway
NFL Quarterback Club '98	Acclaim
San Francisco Rush	Midway
Wayne Gretzky's 3D Hockey '98	Midway
WCW vs. NWO: World Tour	THQ
Wheel of Fortune	Gametek

December

Bombeman 64	Nintendo
Conker's Quest	Rare
Diddy Kong Racing	Nintendo
Joust 64	Midway
Mission: Impossible	Ocean
NBA In The Zone '98	Konami
Yoshi's Island 64	Nintendo

1st Quarter 1999

Banjo-Kazooie	Nintendo
Body Harvest	Nintendo
Chameleon Twist	T.B.A.
Earthworm Jim 3	Interplay
Forsaken	Acclaim
F-Zero 64	Nintendo
G.A.S.P.	Konami
Gez 64	Midway
Kinky 64	Nintendo
Mystical Ninja 64	Konami
Quake 64	Midway
Quest 64	THQ
Rev Limit	Sega
Robotech	Gametek
Silicon Valley	BMG Interactive
Superman 64	Titus
Zelda 64	Nintendo

SATURN



November

Courier Crisis	GT Interactive
Enemy Zero	Sega
Magic Knight Rayearth	Working Designs
Sonic R	Sega
Super Street Fighter II Collection	Capcom
Worldwide Soccer '98	Sega

December

Dead or Alive	Tecmo
Sega Touring Car Championship	Sega
The Wild 9	Interplay
Quake	Sega

1st Quarter 1999

Burning Rangers	Sega
Fighter's History	SNK
Funky Head Boxers	Electronic Arts
Grandia	Sega
Gunblade N.Y.	Sega
King of Fighters '96	SNK
Madden NFL '98	Electronic Arts
NBA Live '98	Electronic Arts
Panzer: Dragon Saga	Sega
Sega Ages: Phantasy Star Collection	Sega
Sega Ages: Memorial Selection Vol. 2	Sega
Sega Ages: Columns Arcade Collection	Sega
Top Skater	Sega
Thunderforce V	T.B.A.

PLAYSTATION



November

Auto Destruct	Electronic Arts
Bas Masters Classic: Tournament Edition	THQ
Carom Shoot	Ascii
Caesar's Palace	Interplay
Colony Wars	Pygnosis
Cool Boarders 2	Sony CE
Cooler Crisis	GT Interactive
Crash Bandicoot 2	Sony CE
Duke Nukem	GT Interactive
Frogger	Hasbro Interactive
Gez: Enter the Gecko	Midway
Ghost in the Shell	THQ
Jack Nicklaus Golf	Accolade
Jersey Devil	Malibu Interactive
Jet Moto 2	Sony CE
Jimmy Johnson's VR Football '98	Interplay
Joe Blow	Sir Tech
Legion	Sony CE
MDK	Playmates
Monster Rancher	Tecmo
NBA Hardwood Heroes	Midway
Necrodome	Mindscape
NCAA FB Gamebreakers '98	Sony CE
NFL Quarterback Club '98	Acclaim
Pac-Man Ghost Zone	Namco
Pandemonium 2	Midway
Ray Tracers	THQ
Rampage World Tour	Midway
Recline	Accolade
Return Fire 2	MGM Interactive
Running Wild	Universal Interactive
Tactics	T.B.A.
Test Drive 4	Accolade
Third Annual TNN Outdoors Bass Tour.	ASC Games
TNN Motorsports Hardcore 4X4 2	ASC Games

December

Tomb Raider 2	Eidos
San Francisco Rush	Midway
Star Wars: Masters of Teras Kasi	LucasArts
Street Fighter EX Plus Alpha	Capcom
Super Street Fighter II Collection	Capcom
Surreal	ASC Games
Warhammer 2: Dark Omen	Mindscape
Wayne Gretzky's 3D Hockey 2	Midway
WCW NITRO	THQ
Vs.	THQ
Youngblood	GT Interactive
Zork: Nemesis	Activision

1st Quarter 1999

Alundra	Working Designs
Apocalypse	Activision
Aqua Prophecy	Ascii
Cardinal Syn	Sony CE
Critical Depth	GT Interactive
Dead or Alive	Tecmo
Grand Theft Auto	T.B.A.
Major League Soccer	T.B.A.
Midnight Run	Konami
NBA Shootout '98	Sony CE
One	ASC Games
Powerboat	Interplay
Spawen: The Eternal	Sony CE
Spice World	Sony CE
Star Wars Masters of Teras Kasi	LucasArts
The Wild 9	Interplay
Violent Seed	Rabbit Entertainment

1st Quarter 1998 (continued...)

Boxing	T.B.A.
Breath of Fire III	Capcom
Burger Burger	T.B.A.
Covert W.A.R.S.	Playmates
Crime Killer	Interplay
Duke Nukem 3D	GT Interactive
Eodius	Sony CE
Fighter's Impact	T.B.A.
Forsaken	Acclaim
Freak Boy	Virgin
Gun Turismo	Sony CE
King of Fighters '96	SNK
Koolhaan's Gate	Sony CE
Lucky Luke	Ocean
Mavel Super Heroes Vs. Street Fighter	Capcom
Master of Monsters	Ascii
Medieval	Sony CE
Mega Man Neo	Capcom
Meliah	Interplay
Metall Gear Solid	Konami
Military Madness	T.B.A.
Moon	T.B.A.
Monkey Hero	T.B.A.
Mortal Kombat 4	Midway
Pitfall 3-D	Activision
Pybadak	Pygnosis
Quake	GT Interactive
Rapid Racer	Sony CE
Reboot: Countdown to Chaos	Electronic Arts
Resident Evil 2	Capcom
Respect Inc.	Pygnosis
Risk	Hasbro Interactive
Rosco McQueen	Sony CE
Shadow Madness	Ascii
Shadow Master	Pygnosis
Skullmonkeys	Electronic Arts
Atlas	Atlas
SpecOps	T.B.A.
Street Fighter III	Capcom
Tekken 3	Namco
Total Drivin'	Ocean
Viper	Ocean
Wrecking Crew	Sir Tech
Zero Divide 2	T.B.A.

ARCADE



November

Final Furlong	Namco
Moto Raid	Sega
NFL Blitz	Midway
Super Gem Fighter	Capcom

December

Road's Edge	SNK
Samurai Showdown 64	SNK

Possible in 1999

Armadillo Racing	Namco
Breakers	SNK
Hummer	Sega
Juku Truck	Atari
Racing Jam	Konami
Star Gladiator 2	Konami
Street Fighter Alpha 3	Capcom
The King of Fighters '97	SNK
Time Crisis 2	Namco
Virtua Fighter 3: Team Battle	Sega

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



Invaders. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

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

Super Hard Mode

At the character-select screen, highlight **Kano**, hold **Down** and press **START**, then choose your character normally. When the "Choose Your **Destiny**" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against **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**, **Up**, **Right**, **Left**, **Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you play 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 a voice that says "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** (that's **C**, **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 set-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 fighters. 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 Heat—**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

Fps. 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—AHRD/WY 0000

Armich—AMRICH 2020

Bardo—BARDO 6000

Pesina—CARLOS 1010

C. Robinson—CLIFFR 0000

Robinson—DANIEL 0604

Roan—AHR 0000

T. Thompson—DAVIDR 0000

Divita—DIVITA 0201

Olajuwon—DREAM 0000

Ferrier—EDDIE 6213

Elliott—ELLIOT 0000

Geer—EUGENE 6767

Ewing—EWING 0000

Hill—GILL 0010

Kemp—KEMP 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

Kidd—KIDD 0000

Boon—KOMBAT 0004

Malone—MALONE 0000

Martinez—MARTY 1010

Mednick—MEDNIK 6000

Miller—MILLER 0000

Minife—MINIFE 6000

Morris—MORNS 6000

Tobias—MORTA 0004

Mutombo—MOTUMB 0000

Mursans—MURSANS 0000

Vinikuro—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

Lipata—SHA 1123

Quinn—SMTS 0003

Ostler—SNO 0103

Stackhouse—STACKH 0000

Starks—STARKS 0000

Turnell—TURMEL 0322

Webb—WEBB 0000

Webber—WEBBER 0000

Funk—MUNK 0101

Flouring—MOURNG 0000

PILOTWINGS 64

Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, **Wario**.

STAR WARS

SHADOWS OF THE EMPIRE

Play as X-Wing or TIE Fighter

Play through the **Skyhook Battle** stage until you reach the **Skyhook Station**. Once you're given control of the **Outrider**, change the camera angle until you have a view of the **Outrider** from behind. Next, press **START** to pause, then hold **Left** + **L** + **R** + **Z** + **C** + **C** + **C**; with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an **X-Wing** or **Imperial TIE Fighter**.

Control Enemy Characters & Vehicles

Enter "Wampa...Stompa" as your name or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and press **START** to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold **C** and press **Up**, then press **C** repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!). Once the code is in place, press **C** to toggle between the snowspeeder and the AT-ST.

- In the "Escape from Echo Base" stage, hold **C** and press **Left** on the D-pad; if you're controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control **Dash** with the analog stick while playing as the **Wampa**. Use the D-pad to control the **Wampa**, hold **Down** to attack. Once the code is in place, press **C** to switch between **Dash** and the **Wampa**.

- Also in the "Escape from Echo Base" stage, hold **C** and press **Right** on the D-pad; you'll be controlling an Imperial **Snowtrooper**. You can still control

Dash with the analog stick while playing as the **Snowtrooper**. Use the D-pad to control the **Snowtrooper**; hold **Down** to fire. Once the code is in place, press **C** to switch between **Dash** and the **Snowtrooper**.

- In the "Gall Spaceport" stage, hold **C** and press **Left** on the D-pad to control a **Wampa** or **Right** on the D-pad to control an **Imperial Stormtrooper**; these both work as described under "Escape From Echo Base" above.

- In the "Imperial Freighter Supra" stage, hold **C** and press **Right** on the D-pad to control a **Stormtrooper** as described above.

- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold **C** and press **Right** on the D-pad to control one of **Prince Ziro's** armored guards. See the *Ending*.

Enter your name as "..._Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press **START** to return to the title screen; when it appears, point the analog joystick in the **Up/Right** position to see a photo of the game's creators.

Wampa Noises

Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear **Wampa** sounds whenever you access any menu option.

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the **Player 2** port when you defeat **Bowser** and finish the game. When **Mario** flies off to the castle and **Peach** appears with her **Toad** guards, you can use the analog joystick on **Controller 2** to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

TETISPHERE

Secret Game Mode

Choose "Single" from the main menu. At the name entry screen, hold **C** + **C** and press the **Enter** name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **Enter** name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **Enter** name" option. You'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C** + **C** and press the **Enter** name" option. You'll find that you can now choose the numbers on the menu to



different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

Secret Game Mode
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed directly in the game (except "Gallery" and "Show Credits").

- R B N S M T H -Invincibility
- T H S S L K S C L -Spirit Mode
- C M G T S M L M G G T S -All Weapons +
- B L L T S R R F R N D -Unlimited Ammo *
- F R T H S T H T L S C K -Infinite Lives
- G R C G H N -Big Game Mode **
- D N C H N -Tiny Enemy Mode
- D L K T R -Pen and Ink Mode
- L L T H C L R S F T H R N B -Purdy Colors
- S N F F R R -Disco Mode (enemies don't attack)
- C L T H T M N T M -Quack Mode
- T H B S T -Gallery (view the characters)
- F D T H M G S -Show Credits ***
- N S T H M N D N T -Show Enemies (on the map)

(* This cheat is also activated by the "RBNMSMTH" and "GRGCHN" codes.)
(** This cheat is also activated by the "RBNMSMTH" code.)
(*** This cheat is also activated by the "RBNMSMTH", "GRGCHN" and "DNCHN" codes.)

"The Big Cheat"
At the "Enter Cheat" menu, input the code "NTHGTHDGD CRTDRK". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

WAR GODS

Fatalities

- Alva Kin -In close, 3-D, ↑ ↓ ↑ + High Kick
- Anubis -3-D, → ↘ ↓ ← + High Punch + Low Kick
- Pagan -From 1/2 screen distance, ← + Low Punch
- Tak -← ↓ ↓ ↘ + Low Punch + High Kick
- Maximus -Hold 3-D, press → + High Punch + Low Punch
- Cel -From 1/2 screen away, ← + High Punch
- Warhead -Far away, 3-D, → ↘ ↓ ← + High Kick
- Voodoo -From 1/2 screen away, ← + Low Punch
- Vallah -In close, → + Low Kick
- Kabuki Jo -At sweep distance, ← ↓ ↓ ↘ + Low Kick + High Kick

Play as Grox
At the character-select screen, quickly press Down, Right, Left, Left, Up, Down, Right, Up, Left, Left. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the title begins.

Play as Exor
At the character-select screen, quickly press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Infinite Continues
At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press C[Ⓢ], C[Ⓢ], Right, A, B, C[Ⓢ], C[Ⓢ]. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

Cheat Menu
At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press Right, Right, Right, B, A, A. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Instant Practice" option. With this option turned on or the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAVE RACE 64

Ride the Dolphin

Enter Start Menu and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), 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 do all of the above correctly, you should hear the dolphin chattering 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 at the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GREZTKY'S 3D HOCKEY

Invisible Players

Pause the game and select "Replay". Press L or R to highlight a player; that player will flash for a brief instant. If you press Z quickly before the player stops flashing, he will turn invisible. Press START twice to return to the game; that player will stay invisible. Note that pressing Z causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the L or R button. To turn your entire team invisible, advance through the line-up with L or R until you reach the last player on your team, press Z to turn him invisible, then use the same button to advance to the next-to-last player, press Z, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible.

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you.

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 player appears 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 third 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, then access the Options screen. Hold the L button and press C[Ⓢ] nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.

Trade Players

At the Options screen, hold the L button and press C[Ⓢ], C[Ⓢ], C[Ⓢ], C[Ⓢ], C[Ⓢ], C[Ⓢ], C[Ⓢ], C[Ⓢ]; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C[Ⓢ] button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press A.

The roster of the first team appears on the left; press C[Ⓢ] to change the player to highlight. Use Up/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 (or if you just wanted to mess with one team) press START to return to the "Team Stats" screen.

Frequent Fight Mode

At the Options screen, hold the L button and press 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—but only if you're playing in "Arcade" mode with fighting turned "On". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams

At the Options screen, hold the L button and press 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 "Others".
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 while a game is in progress. You can also do this some of the other menu screens, like the "Records" menu.

PlayStation tips

MECHWARRIOR 2

Cheat Passwords

Choose the "Password" option from the main menu and enter any of the following codes for different effects:

Access All Missions—**T X O / A X A <**
 Extra Weapon Variants—**T X O / A X <<**
 Slow Heat Build-Up—**X X O / A A Y**
 "Elemental" Mech Chassis—**T X O / A Z < ***
 "Tarantula" Mech Chassis—**# / O / A A < ***
 "Cruise Control" Throttle—**# A X O / A A Y A**
 Invincibility—**# X O / A > U**
 Infinite Ammunition—**T X O / A X > TU**
 Use Any Mech—**# O X O / A O**
 Jump Legs for All Mechs—**# X Y A O / Y O L**

MORTAL KOMBAT 3

Secret Cheat Mode

During the opening demo, quickly press **X**, **O**, **L1**, **R1**, **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 Code. Turn "Fatalities" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

MORTAL KOMBAT TRIOLOGY

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run + Block + High Punch + High Kick** and hold the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other ninjas characters.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "T2" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1-Button Fatalities" option, you can perform finishing moves with ease as follows:

- Fatality 1—Press **△**
- Fatality 2—Press **○**
- Fatality 3—Press **□**
- Fatality 4—Press **×**
- Fatality 5—Press **△**

MORTAL KOMBAT GRAND PRIX

Extra Options

At the main menu, highlight "Options," hold **L1 + L2 + R1 + R2** and press **X**. Now the option menu has many additional settings that you

allow you to fine-tune the game's configuration to your liking.

NAMCO MUSEUM VOLUME 2

Mappy Super Mode

Load the game *Mappy* and press the **△** button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press **△** to turn it "on." Now start the game; you can skip stages at any time by holding **L1 + R1** and pressing the **△** button.

Super Pac-Man Stage Skip

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

Galpin Stage Select

Load the game *Galpin* and press the **△** button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press **X** to turn it "on." Now start the game. When the word "Ready!" appears on the screen, hold **L1 + R1 + ○** and press **START**; a stage-select number will appear at the left side of the screen. Press **Up** or **Down** to change the number to the stage you want to play, then press **START** to begin at that stage you chose.

Dragon Buster Stage Skip

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

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses

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

Galaxian Turbo Mode

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

Galaxian Hard Mode

Play the game *Galaxian* until you clear Round 9. After you've done this, press the **△** button

during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank." This allows you to change the game from "Normal" to "Galaxian Psychic Mode."

Galaxian Psychic Mode

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

The Tower of Dragna Secret Area

While walking around inside the museum, hold the **L1** and **R1** buttons and press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**. Left. A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Dragna* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll find a 3-D animated sequence from *Dragna* and find another *Dragna* machine to play.

NAMCO MUSEUM VOLUME 4

Secret Video Scene

Turn on the *PlayStation* and hold **L1 + R1** on Controller 1 while the game loads. Instead of the normal *Pac-Man* introduction, you'll get to watch a cool live-action movie that's based on *Genpei Tournaments* (a.k.a. *The Genji and the Heike Clans*).
 Secret Pac-Land Scene
 Enter the *Pac-Land* room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press **X** to chase him away, then press **X** at each of the following locations to earn a special ability:

- Find the ghost behind the left side of the wall.
 - Find the ghost on top of the wall (press **△** to look up).
 - Find the ghost talking to the fairy.
 - Find the power pellet (press **△** to look up at the tops of the trees).
 - Give the pellet to Pac-Man.
- When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press **△** to jump.

Secret Game

Enter the museum and go up the stairs, then enter the first door on the left, the one that says "X-Room." Once inside, hold **L1 + R1 + △** and press **Up** on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press **X**, she will turn on the secret game in that room; it's an *Asphalt Plus* racing game.
The Genji and the Heike Clans Stage Select
 Load the game *The Genji and the Heike Clans* and press the **△** button to access the options window. Highlight "Test" and press **△**; then, when the test screen appears, press **△** to open the test screen options window. Highlight "DipSw" and press **X**; press right twice, then press **Up** to turn on switch #5 in the right box. Press **X** to confirm, then highlight "Game" and press the **X** button. Start the game; after Andaba tells you that "you

shall have the protection of the priest Shokuko," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press **△** to warp there.

NANOTEK WARRIOR

Cheat Codes

Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

- **Rafiki Speed—SELECT, ○, Right, Up, L1, L1, X**
- **Warp Speed Boost—○, ○, ○, ○, △, △, △, X**
- **Stop Ship—△, Left, △, Right, △, Up, △, START** (with this code in place, you can stop your hero's forward progress at any time by holding the **△** button)
- **First-Person Viewpoint—○, ○, ○, △, △, △, SELECT, START**
- **Randomize Level Curves—○, SELECT, Left, ○, Down, Up, X**
- **Passwords**
 Level 2—**X X X X X X X X X X**
 Level 3—**X X X X X X X X X X**
 Bonus Level 1—**○ X X X X X X X X X X**
 Level 4—**X X X X X X X X X X**
 Level 5—**○ X X X X X X X X X X**
 Bonus Level 2—**○ X X X X X X X X X X**
 Level 7—**X X X X X X X X X X**
 Level 8—**○ X X X X X X X X X X**
 Level 1 with upgraded NanoTek ship—**X X X X X X X X X X**

NBA II THE ZONE 2

Secret Teams

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

NBA JAM EXTREME

Cheat Passwords

Answer "Yes" at the "Keep Records?" screen, then enter one of the following codes at the "Enter Initials" menu. (Note: The left row represents a backspace.)

- Start at Game 1 of the playoffs—**E P L, ○, △, Y, ○, ○, ○, F, ○, F, S, ○, ○**, then enter any initials and date.
- Start at Game 4 of the playoffs—**Enter C, H, ○, △, E, ○, ○, S, Y, ○, ○**, then enter any initials and date.
- Start at Game 1 of the finals—**Enter F, I, ○, ○, N, A, ○, ○, L, S, ○, ○**, then enter any initials and date.
- Start at Game 5 of the finals—**Enter N, O, ○, ○, V, I, ○, ○, C, E, ○, ○**, then enter any initials and date.
- Play the Shootout after the next game even if you lose—**Enter S, H, ○, ○, ○, ○, T, ○, ○, ○, U, T, ○, ○**, then enter any initials and date.

Team Select's Cheat Codes

- **Display Shot Percentage Indicator**—After choosing your players, hold **Shot + Extreme (○ + R2)** in the default control setup until the "Tonight's Game" screen appears.
- **Control Crowd**—After choosing your players, hold **Up + Pass + Extreme (default = Up + R2)** until the "Tonight's Game" screen appears.
- **Unlimited Turbo**—At the "Tonight's Game" screen, hold **Turbo** (default = **R1**) and press **Up**, **Down**, **Up**, **Down**.
- **Invisible Turbo Meters**—At the "Tonight's



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 Every girl in the U.K. wants to look like these five twins.



PlayStation tips

Game" screen, hold Turbo + Extreme (default = R1 + R2) and press Up, Down, Up. **Down**

Tip-Off Codes

Each of the following codes must be entered just before the tip-off; start pressing the buttons as soon as the last pop-up information window disappears and the players are in position on the court. You must finish entering the code before the referee throws up the ball. A message will appear above your turbo meter to confirm the code if you've entered it properly.

• **CU Assist Off**—Press Extreme, Turbo, Pass, (R2, R1, Δ , Δ) in the default control set-up.

• **Beach Ball Mode**—Press Pass, Turbo, Extreme, Turbo, Pass, Pass (default = Δ , R1, R2, R1, Δ)

• **Soccer Ball Mode**—Press Pass, Turbo twice, Extreme three times (default = Turbo, R1 twice, R2 three times)

• **Max. Rebound Mode**—Press Pass, Extreme, Turbo, Extreme, Turbo (default = Δ , R2, R1, R2, R1)

• **Quick Hands Mode**—Press Pass three times, Turbo three times, Extreme three times, Pass three times (default = Δ three times, R1 three times, R2 three times, Δ three times)

• **Rainbow Mode**—Press Turbo five times, Pass twice, Turbo six times (default = R1 five times, R1, Δ , Δ)

• **Max. 3-Point Mode**—Press Pass eight times, Extreme, Pass seven times (default = Δ eight times, R2, Δ seven times)

• **Max. Power Push**—Press Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice (default = R1, R1, Δ , Δ , R1, R1, Δ , Δ , R1, R1, Δ , Δ)

• **Max. Speed Mode**—Press Extreme ten times, Pass three times (default = R2 ten times, Δ three times)

• **Deadeye Mode**—Press Turbo five times, Pass, Extreme, Turbo six times (default = R1 five times, Δ , R2, R1 six times)

• **Golftend Mode**—Press Extreme eight times, Pass, Extreme nine times (default = R2 eight times, Δ , R2 nine times)

Secret Teams

When the "Keep Record?" prompt appears, select "Yes" and enter your initials as "J B P" with the date May 17. When the team select menu appears, you'll find that 17 secret teams have been added to the available list, including all-star line-ups, rookie teams and even a "celebrity" squad featuring New Gingrich.

Try Players

At the "Big Head?" prompt, press Up, Down, Left, Left, Down, Up, then choose "Yes."

Big Feet

At the "Big Head?" prompt, highlight "Yes" or "No" and hold Left on the D-pad while you make your selection; your player will have giant feet.

NBA Live 97

Secret Menu

At the Game Setup screen, press L1, X, X, L1, X, X, R1, X, R1, O, then point the D-pad diagonally Up/Right and hold it along with the Δ and Δ buttons for about five seconds. Now set up a game and press START; when the "I Love This Game" loading screen appears, point the D-pad diagonally Up/Right again and hold it along with L1, R1, Δ , Δ , and O. A top-secret menu will appear that allows you to perform the following tricks:

• Press START to activate Outdoor Court (SELECT to cancel)

• Press L1 or L2 to change the height of your player, from 18 inches to 12 feet. (You can

only change the rest of the team if you're playing with a multipl.)

• Press Up or Down to toggle "Chameleon Mode" for your player.

Once you've activated any of the tricks, press Δ + X to start the game.

NEED FOR SPEED

When the "Loading..." screen appears

before a race—with the course map on the screen—press and hold L1 + R2 + Δ + O. Do not release until you've activated your car appears on the track. Now press the Δ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.

Cheat Passwords

Enter any of these from the options menu to activate different features.

Once you've activated any of the tricks, press L1 + R2 + Δ + O. Do not release until you've activated your car appears on the track. Now press the Δ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.

Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles for the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:

- Army Truck—A R M Y M E
- Volkswagen Beetle—B E E T L E M E
- BMW—B M W M E
- Mercedes Benz—B N Z M E
- Volkswagen Bug—B U G M E
- School Bus—B U S M E
- Citroen—C I T M E
- Shipping Crate—C R A T M E
- Pick-up Truck—J E P M E
- Landcruiser—L C M E
- Stretch Limousine—L I M O M E
- Lodg—L O G M E
- Mazda Miata—M A Z M E
- Outhouse—O U T M E
- Luxury Sedan—Q U A T M E
- Semi Truck—S E M I M E
- Army Truck—S N O W M E
- Newsstand—S T D M E
- Covered Newstand—S T D B M E
- Souvenir Stand—S T D C M E
- Monolithic Studios Train—T R A M M E
- Tyrannosaurus Rex—T R E X M E
- Van—V A N M E

- Volvo Station Wagon—V O V M E
- Covered Wagon—W A G O M E
- Jees Wrangler—Y I M E

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

NFL GAMMAY '97

Enter Egg Codes

At the Presentation or Season menu—where it says "Start Game/Roster Options" etc.—press L1, R1, L2, R2, and select "Enter Egg" menu will appear. Choose "Add Entry" and press X; then use the D-pad to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown; including the spaces:

ASSASSIN—Increases injuries

ATOMIC BOMB—Hard hits cause explosions

BAZOOKA—Gives the quarterback a stronger arm

BLIND REF—No "pass interference" or "personal foul" calls

ICE SKATE—Speed bursts are more powerful

CREDITS—See the game's credits

DARK NIGHT—No lights during a night game

DEFENSE—Defense is improved

DEFENSEY—Placekickers have longer field goal range

DERVISH—Spin moves are more effective

DOGS—Less frequent injuries

ELECTRIC FBALL—Players brake like the old Turbo Electric Football game

EQUALIZER—All players skills are nearly equal

Flea Circus—Tiny, squeaky players

FLA GROUND—All players skills are nearly equal

GENIUS—Smarter computer opponent

GLOVES—Receivers have better hands

GOLIATH—Giant players

HANG TIME—Punts have better hang time

HATCHET—Stiff arm is more effective

HUGE—Better offensive line

HOME COOKING—Home team gets no "Pass Interference" or "Personal Foul" calls

ICE SKATE—Slippery field

IDIOT—Computer teams is dumber

JUMP—Speed bursts are quicker

KARATE—Stiff-arm, forearm and swim moves are improved

NO TIME—No game clock

NUSE—Better swim players

OFFENSE—Improved offense

OUCH—Hard hit players high

PINBALL—Players bounce off each other easily

STIFF—Stiff-arm is more powerful

REJECTION—Defense can jump higher

SAYERS—Defenders drive from farther away

SCRAMBLER—Quarterback can avoid sacks better

SLO MO—Decreased game speed

PERFECT WEAPON

Passwords

Forest Moon— $\times \times \times \Delta \Delta \Delta \times \Delta \times \Delta$
 Garden Moon— $\Delta \Delta \Delta \Delta \Delta \Delta \Delta \Delta$
 Profus Moon— $\times \times \times \Delta \Delta \Delta \Delta \Delta$
 Rotos Moon— $\times \times \times \Delta \Delta \Delta \Delta \Delta$

POPED

Refill Health Ammo

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

Across All Weapons

During the game, press Δ + SELECT to view the map and press Left to rotate the map. X + R2 to refill your health meter or Right + X + R2 to refill your armor ammo.

Invincibility

You must have all the weapons in your inventory for this cheat to work. Press Δ to call up the weapons menu, highlight the frying pan and press Δ two more times; you should be back at the weapons menu. Now press O + R1 and release them as soon as you see the number 99 in your health meter; this indicates that you are invincible.

Stage Select

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

POWER MOVE PRO WRESTLING

Hidden Character: Sparrow

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

Hidden Character: Gorgan

At the title screen, press L1, L1, L2, R2, R1, Δ , Down, X, Up, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press SELECT to find Gorgan.

Hidden Character: Sallie

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

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 Δ , tap O, O, release Δ , hold X, tap Δ , Δ , release X, Extra Speed—Hold Up, tap Δ , Δ , release Up, hold Down, tap X, O, release Down
- Refill Health—Hold Δ , tap X, Δ , release O, hold O, tap X, Δ , release O
- Refill Ammo—Hold O, tap, release O, hold Δ , tap X, release Δ , hold O, tap X, release O, hold X, tap, release X
- Skip to end of current level—Tap X, Up, Down, Up, hold O, tap O, release O, hold X, tap, release X

ECTS '97

7-9 September Olympia London

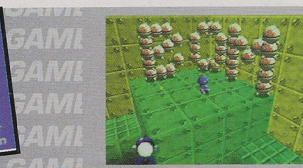
PlayStation Tips

Chameleon Twist

Sons of Gravel

Rose of Versailles

Gran Turismo



Grab ledges, enemies and power-ups by extending your tongue. Cool!



At press time, it was still undecided whether Rosco would make it to the U.S.



Set for a 1st quarter U.S. release, this racer would make lightning.



Sell Your Soul

If you're low on health, quickly press **Down**, **Up**, **Right**, **Left**, **Up**, **Down**, **Down** during the menu (or while paused). You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

Minor Special

To use Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun default (**R2**) and quickly press **Up**, **Down**, **Up**. This only works when your advanced Attack Energy bar is full.

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones: **Swade Tooth**—**Up, L1, Right**
Minion—**L1, Up, Down, Left**

Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

- Assault on Cyberbia**—stage from *Twisted Metal*—**Down, Up, L1, R1**
- Roof-top Combat**—stage from *Twisted Metal*—**Down, Left, R1, Down**
- Suicide Swamp**—stage from *Jet Moto*—**Up, Down, Right R1**

VR BASEBALL '97

Secret Stadium

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

WARCRAT II: THE DARK SAGA

Cheat Passwords

Press **START** to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.

- N T T C L N S**—Instant mission victory
- O O O Δ**—Instant mission lost
- S T G D D Y D**—Enable "god mode"
- G L T T R N G**—Extra gold
- H T C H T X N S**—Extra lumber
- V L D Z**—Extra oil
- V R Y L T L**—Extra magical Mana
- D C K M T**—Upgrades
- N S C R N**—Show entire map
- M K T S**—Fast building
- T R R W N B I L**—Instant scenario victory
- N V R W N N R**—Game never ends

Tides of Darkness: Human Passwords

- H L B R D**—Mission 1
- M B S H T M**—Mission 2
- H S T H S**—Mission 3
- T C K N R**—Mission 4
- H T L B R D**—Mission 5
- N L C D**—Mission 6
- G R M B T L**—Mission 7
- T Y R H N D**—Mission 8
- B T T L T D**—Mission 9
- P S J R T**—Mission 10
- B T R Y L N**—Mission 11
- B T T L T C**—Mission 12
- S L S T N B**—Mission 13
- G R T P R**—Mission 14

Tides of Darkness: Orc Passwords

- Z L D R**—Mission 1
- R D T H L L**—Mission 2

- R C S T H S**—Mission 3
- S I L T M H**—Mission 4
- R C T L B R**—Mission 5
- R N G T F M**—Mission 6
- F L E S T S**—Mission 7
- R N S T N T**—Mission 8
- R N G T F M**—Mission 9
- D D R S S O**—Mission 11
- T M B F S R**—Mission 12
- S G D F L R**—Mission 13
- C S T F N**—Mission 10

The Dark Portal: Human Passwords

- L L R S I R**—Mission 1
- B T T L F R**—Mission 2
- R N G T F M**—Mission 3
- S H Y N D H**—Mission 4
- S D W I S S**—Mission 5
- F I N D F C H**—Mission 6
- D T H W N C**—Mission 7
- C S T F N**—Mission 8
- H R T F V L**—Mission 9
- B T T L F H**—Mission 10
- D N C F T H**—Mission 11
- B T R T S**—Mission 12

The Dark Portal: Orc Passwords

- S L V F R T**—Mission 1
- S K L F L G**—Mission 2
- R F T W K N**—Mission 4
- D R G N S F**—Mission 5
- N W S T R M**—Mission 6
- S S F Z R T**—Mission 7
- S I L T M K**—Mission 8
- D P T M B F**—Mission 9
- V F D L R**—Mission 11
- D P D R K A**—Mission 12

Video Passwords

Each of the following passwords will only work if you choose "Enter Password" from the main menu, not from the pause menu: **C L M X**—New opening

Tides of Darkness opening

- H K Z H D M**—Tides of Darkness: Human Act II

N R T H L N—Tides of Darkness: Human Act III

- R T M Z R**—Tides of Darkness: Human Act IV
- D V D C T**—Tides of Darkness: Human Victory

R C K H Z N—Tides of Darkness: Orc Act II

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

WARHAMR

Special Access Codes

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

- O □ Δ X Δ**—9999 Flawed Weapons
- O □ Δ X Δ**—Infinite Weapons
- O O □ X Δ X**—Warhawk A-La-Mode (Infinite Weapons + Invincibility)
- O X O X O**—Desert Is All But Done
- O X O X O**—Canyon Level
- O □ Δ X Δ**—Approaching Uma
- O □ Δ X Δ**—Ardia Level
- X X X Δ X**—Volcano Level
- O X O X Δ**—Gauert Level
- O □ Δ X Δ**—A in with the Gatekeeper

- △ X Δ □ X O X O**—Stormland
- △ X X □ O □ X**—Above 1st Force Field
- △ X □ O □ X Δ**—Face-to-Face with Kreeb

WIPEOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: highlight "One Player", then hold **R1, L1, Right, START, □** and **O** 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".

Rapier Class

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 Rapier class.

WIPEOUT XL

Secret Team

At the main menu, hold **L1 + R1 + SELECT** and press **X, X, X, X, X, Δ, □, □**. The Piranha team will become available at the Team menu.

Access All Tracks

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

Infinite Energy

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **Δ, Δ, Δ, O, O, O, Δ, X, □, O**.

Infinite Time

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **Δ, □, X, Δ, □, X, □**.

Infinite Weapons

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **□, X, □, □, O, O, Δ**.

Mini-Gun

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press **□, O, X, □, O, X, Δ**.

Passwords

Enter the following passwords to access two new Race Type options: **Challenge I**—**□ O □ Δ O □ Δ □ O □ Δ □ X □ □**
Challenge II—**□ O □ Δ O □ X □ X Δ □ X O □ □**

Funny Ships

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

WWF IN YOUR HOUSE

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one: **Invincibility**—**R2, L1, R2, L1, R1, Charge Combo meter with one hit**—**R1, L2, R2, L2, Right**
Increase damage of each attack—**Up, L1, L2, Down**
Decrease damage of each attack—**Down, Up, L2, Right, Left**
Turn off computer control of opponents—**Left, Left, Up, Down, R2**

Automatic Superins—Down, Down, Down, L1 (When the words "Pin him" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superins.)
Note: The Automatic Superins may not work if you've entered the "Turn off computer control of opponents" code.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Remember to save to the memory card after you 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 can 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 XAL, you must play through the game with all eight characters—including ZULL—without using a continue.

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

Boss Codes

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

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

To play as NECO, you must play as XAL or ZULL 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 at the top of the screen at the controller 1 and press **Down**. You'll see the words "Shadow OB" appear in the corner of the screen, just above the save counter.

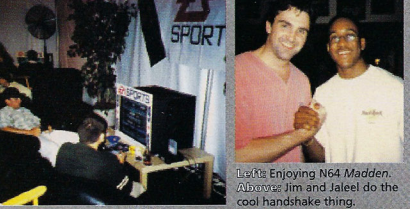
With this option in place, start the game and get ready for a surprise. The "Shadow OB" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all the extra flashy textures maps, you'll find that the game's speed has been tripled. To return the game to normal, just highlight "Match Point", hold **L1+L2+R1+R2** and press **Down** again.

Charge Combo

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 until the Charge Combo instead of *Zero Divide*, you'd get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.

EA'S PARTY IN L.A.

Always a force in the industry, especially with their sports titles, EA has the distinction of throwing some great bashes. One such party was held in Brentwood, California at the home of Cedric Ceballos to promote the '97 fall line-up. Although this was meant to be strictly a private party with employees from EA in attendance as well as some celebs, Jim and Tyrone snuck past the guards to partake in the festivities (not really, they were invited). As Tyrone walked around in a stupor sipping all the food, games and drink, Jim managed to hobnob with none other than Jaleel White. Yes, indeed, our beloved Exec Editor finally came face-to-face with Steve Urkel (and no, he really doesn't walk around saying "Did I do tha-aaaah?") Actually, Jaleel spent most of his time kicking everyone's tail at *NBA Live '98*. Both Jim and Tyrone vow to drag Chris by any means necessary to the next event.



Look! Enjoying *N64 Madden*. Address: Jim and Jaleel do the cool handshake game.



ALIEN TRIQ

Go to the password screen and enter the password "FLYTO" followed by a number from 0 to 34. For example, to start at the game's final stage, enter the password "FLYTO34". 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 choose. If you enter the password "FLYTO35", you'll see the video sequence from the end of the game.

Cheat Codes

Go to the password screen and enter one of the following passwords, then 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 and you'll have the benefits of the cheat codes as follows:

- Enter the password "FVNKYGB1B0N"; you'll be invincible.

- Enter the password "FISHINGFORGVNS"; you'll have all of the game's weapons in your inventory.

- Enter the password "FILLMYPCK1T15"; you'll have infinite ammo for all of your weapons.

AMOK

Cheat Passwords

Choose "Options" from the title menu, then enter any of the following passwords: Z Z Z C Y X—New option called "Level Select" will appear at the top of the Options menu, allowing you to choose your starting stage

X B A B Y X—Invincibility; your energy meter will go down when you get hit, but you'll still be able to play after it runs out.

Y A Y A Y A—Super Rapid-Fire for your Miniguns (never runs out).

ANDRETTI RACING

Secret Cars

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

ARENA 51

Alien Mode

Shoot the first three humans you see without hitting anyone 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 fruit 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, X. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

Secret Mode +39 Lives

Visit the "Options" menu and press Left, Right, Left, Right, Up, Down, L, 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 "Secret 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 39.

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, 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". The text in League Mode is mostly in Japanese, but it's not too difficult to figure out how it works. Up to five people can register their names for League Mode play, or you can choose the sixth name which will allow you to play without any records being saved.

BATTLE ARENA TOSHINDEN REMIX

Secret Gals, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal setting; 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. Gals 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

Hold the L and R buttons at the main menu while holding any game. 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/right
- X—Zoom in
- Y—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 Ursal 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 perform a super attack 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 L, A, Z, 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 a few seconds; you may even find yourself controlling your opponent.

BLACKFIRE

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! Bears 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 unpaue, 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 a special mission." 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 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.

BUBBLE BOBBLE

ALSO FEATURING RAINBOW ISLANDS

Stage Skip

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. If

you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time by pressing Z + C simultaneously; in any menu, press to go back through the levels.

Secret Stages

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

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, "Yikes!" 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 vary to the previous stage, just hold L and press Down.

BUG! TOO!

Flying Mole

Press START at any time during the game to pause, then press L, Left, L, Right, Down, Down and pause. Now you can fly into the air by holding the Y button.

Press START at any time during the game to pause, then press R, Right, A, L, Right, A, Down, Y and pause. Now your character is invincible.

Stage Select

Press START at any time during the game to pause, then press L, A, Z, Y, Left, Right, A, Down, Right, L. A cheat menu will appear, allowing you to switch characters, access a sound test, enable the "flying" cheat or skip to any stage, including the bonus rounds.

CHRISTMAS NIGHTS

Date and Time NIGHTS

The Christmas NIGHTS limited-edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game. To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little-known feature of the Saturn that if you load a game, then hold the L and R buttons and press RESET on the machine, the Christmas NIGHTS features will appear without having to load the CD menu; when you exit, you'll go right back into the game. This comes in handy when testing out some of the Christmas NIGHTS features as follows:

- Enter dates in December and January to play in the snow with a Christmas theme.
- Enter dates during the other months of the year to play with the standard NIGHTS features. You'll also see Claris and Elliot's clothes change depending on the season.

Enter the date April 1 to play as Reala; this will also add a new option to the Presents menu that will allow you to play as Reala whenever you want.

Additionally, the time of day changes the way the game appears. Set the clock for daytime and it will be daytime in the game; set the clock for nighttime and in the game it will be night. Also, if you've got the date set for a

Game & Anime



Yes, it's another issue of *Tips & Tricks* and another episode of Manga Video's superb *Super Smash Bros. TV* series has arrived. This is the sixth tape in the set; it features episodes 16 through 18 of the original Japanese TV series featuring characters from Capcom's famous fighting games. If you thought you got sick of these tapes, but now, you're wrong; they're getting even better as the series progresses! Several of our staffers agreed that Volume 6 is the best tape in the series so far, mainly due to a totally epic battle between Ken and Vega. It's so dramatic and suspenseful that it



M. Bison cackles with glee as Ken and Vega very nearly kill each other.



Afterward, with Ken unconscious, Chun-Li tries to get a leg up on Bison...



time of year when there's snow in the game, you can change the snow to different items as follows:

- At 9:00 AM the snow changes to crescent moon shapes.
- At 12:00 PM the snow changes to purple gems.
- At 3:00 PM the snow changes to falling cards.
- At 6:00 PM the snow changes to sparkles.
- At 9:00 PM the snow changes to star shapes.
- At 12:00 AM the snow changes to red hearts.

CLOCKWORK KNIGHT

599 Lives
At the title screen, press Up, then Right nine times, Down six times, Left seven times, 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 "Betsey'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, Right, 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 "BosS" on the screen. Now you can battle any boss in the game by pressing Up or Down to choose your foe.

Hidden Mini-Games

Choose the "BosSES Galore" option; then, while the "BosSES Galore" title is on the screen, press Up, Up, Right, Right, Down, Down, Left, X, Y, Z. You'll hear a little 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-dupered Peppercouch from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

599 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. 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, Left, Up, Left, Up, Up. A stage-select menu will appear. Press Up or Down on the D-pad to choose any stage, then use the X and Z buttons to choose any 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 messages.

Control the Level 1 Boss
It's tough to get this code to register, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press Left, Right+R, Right+R+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—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 Peppercouch 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 Peppercouch and slam him to the ground (if you're close enough)
C—Jump into the air and land on Peppercouch

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 "pink" 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 Team" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Fra"; that allows you to change the letters on the team initials.

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
Mac Power—C, Down, C, Right
Power-Up Goalending—Down, Down, Down, Up, Up, Up
Power-Up Fire—Left, Right, Left, Right, Up, Down, Down
Power-Up Turbo—Down, C, Down, Down, Up
Power-Up Forces—Right, Up, Down, Down, Up
Power-Up 3Pointers—Up, Up, C, C
Power-Up Dunks—Down, Up, Down, Up, Down, Up
Power-Up Push—C, Up, B, Up, Up
Push an opponent and both fall—Up, Left, Left
Push an opponent and only his teammate falls—Up, C, Down, Down, Down, Down
Teleport Pass—Right, Right, Up, Up, Up

High Shots—Up, Up, Up, Up, Down Speed Up—Right, Right, Right, Right, Right, Right, Left
Display shot percentage—Up, Up, B, B, B, Whirlwind—Down, Left, Up, Right, Down, Down

COMMAND & CONQUER

Power-Up Codes
At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpaue, you will have access to the feature you requested as follows:
Nuclear Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, A, Up, Left, Cannon—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B
Air Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, C
Extra \$5,000—Right, Left, A, B, C, Z, Y, X, Right, Left
Reveal Entire Map—Up, Down, Right, Left, A, Up, Down, Right, Left, A

CRIME WAVE

Identify Player
When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "JAW" as your initials. When the "Select Name" menu appears, you'll be able to choose any stage.
Vertical Screen
At any time during the game, hold L + Y and press X to rotate the screen 90° from its standard horizontal position, or hold L + Y and press Z to go clockwise. Now you can play the game if you turn your TV set on its side—what is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold L + Y and press B.

CRUSADER: NO REMORSE

Cheat Mode
Choose "Teleport to Mission" from the "Load Game" menu and use the L and R buttons to enter the password "L O S R". The easiest character is a zero. You'll get a message that says "Invalid Passcode," but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, press A + B + C to refill your health and energy or X + Y + Z for 2,000 extra credits, all of the items and all of the weapons with ammo.
"Mama's Boy" Passwords
Mission 5—T O S F
Mission 10—A S G Z
Mission 15—J F M 4
Secret "Realtime" Mission—L R T N
"Weekend Warrior" Passwords
Mission 5—V D S 5
Mission 10—Z S G Z
Mission 15—K F M 4
Secret "Realtime" Mission—M R T N
"Loose Cannon" Passwords
Mission 5—W D S 5
Mission 10—O S G Z
Mission 15—F M 4
Secret "Realtime" Mission—R R T N
"No Remorse" Passwords
Mission 5—X D S 5
Mission 10—L S G Z
Mission 15—M F M 4
Secret "Realtime" Mission—P R T N

DARIUS GAIDEN

Extra Credits
At the "Game Start/Option" screen, press X, L, B, Left, then hold and press X, C, Z, A, Right, Right. You'll hear a sound to confirm

the code. Now that the game and you'll find that both players have nine continue credits instead of the usual three.

Mirror Mode
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

Normal 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.
Karaté 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 your character perform a karate 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.

DEATHBLEE

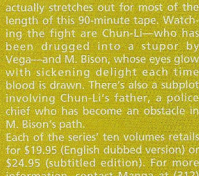
Turntable Racing
In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press Left, Right, Left, Right, X. When the race starts, your athlete will roll to the finish line like a tumbleweed.
Hop On One Leg
Also in the 100-Meter Dash, as soon as the announcer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

THE DIARD ARCADE

Hyper Deep Scan
At the main title menu, highlight "Deep Scan Screen," hold the X and Z and press START. When you enter the Deep Scan mini-game, you'll see



...but the evil electricity that courses through his body is too much for her.



...but the evil electricity that courses through his body is too much for her.



Cammy appears as a hired assassin with a deadly mission.



The cliffhanger ending: Will Cammy kill Chun-Li's father?

Saturn tips



that the logo now reads "Hyper Deep Scan". This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time. You can't earn extra credits to play *Die Hard* Arcade in this mode, either.

DOOM

Cheat Codes

Press START during the game to pause, then enter any of the following cheat codes:
All Powerful Mode—Down, Y, X, R, Right, L, Left, B
 • Lots of Goodies (weapons & ammo)—B, Y, X, L, R, C, Z
 • Map All Lines On—B, B, Left, B, C, Right
 • Map All Things On—B, B, C, Right, B, B, C, Left
 • Level Warp—Right, Left, Z, R, Z, L, Z, C (when the Level Warp menu appears, choose any stage and press C to warp there).

EARTHBOUND II M2

Cheat Codes

Press START to pause the game at any time during play, then enter one of the following codes and unpress the start button:
Refill Energy—Left, A, Z, Y, Down, A, Y, Down
Refill Ammo—A, Y, Down, Down, Right, Left, C, Y
 • Nine Extra Lives—Y, A, Right, Down, Down, A, Left, Right
 • Mega Plasma Gun—C, A, Right, Right, Up, Down, Up, Left
 • 3-Finger Gun—Down, A, Up, Right, Right, C, Right
 • Barn Blaster—Y, A, X, Up, Right, Right, Left, Up
 • Honing Missile Gun—Y, A, Up, X, C, Left, Y, Up

FF CHALLENGE

Change Starting Position

Start a game in Arcade mode. Immediately after you choose your party, you will be asked if you want Automatic or Manual transmission. Highlight the transmission type you want, then choose it by entering one of the following codes when the race starts, you'll be in the position you chose:
First Place—Hold L + X + Y + Z and press START
4th Place—Hold L + X + Y + 2 and press START
7th Place—Hold L + X + Z and press START
10th Place—Hold L + X + 2 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

FIGHTERS MEGAMIX

Access Hyper Mode

Fight your way through Survival Mode, winning at least two fights in the two-minute trial, at least six fights in the seven-minute trial and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.
Infinite Health & Stage Select
 After playing 500 games, go into the Options Plus menu and you'll see three more options; you can choose a cage or an arena to play in, and you'll be able to give either player infinite health.
Play as the AMF Palm Tree
 Method 1: Clear all of the single-player courses with five different characters. Play 1,000 games and then choose course J; you'll be playing as the palm tree.
 Method 2: Play the game for 84 hours. Then, choose Kuma with the Z button and you'll get him as the AMF.
Play as a Sab of Meat
 Simply turn the Saturn on with *Fighters Megamix* inside 29 times (or reset the game

and reload it 29 times). Then select a game, highlight Kuma at the character-select screen and press X. The meat's moves are almost identical to Sam's.
Afterburner Cameo
 When fighting in two-player mode, if the B button stage comes up, quickly hold the X button on both controllers before the words "Round 1" appear. If you do this correctly, the F-14 jet fighter from Sega's *Afterburner* games should fly over the ring.

GALAXY FIGHT

Box Code

Highlight "Y, Hold L" 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, Ya-poo, Rouve and Felden.

GAME SHARK

Play Japanese Discs

Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an imported disc 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 Phasements," hold down 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
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, then hold 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, Right
- Super Speed—Hold R and press Right, X, L, Right, A, Down, START, Right, Down, High Jump—Hold R and press Down, Up, START, Right, Right, Down, L, Right, START
- Electric Shots—Hold R and press C, Up, Right, Y, B, Up, Right, Up
- Ice Shots—Hold R and press Right, Y, Right, Down, Right, R, Left, Up, Right
- Electric Shots—Hold R and press Down, Up, START, Right, Right, Z, A, START, START, Right, Right

GEM WAR

Cheat Code

During the game, press and hold the START button; the status menu will appear. You may also continue to hold the START button while entering the following code: A, R, Down, Right, Up, A, L. Now release the START button and press it again to return to the game; you'll see that you now have invincible and you have an infinite supply of all the weapons available.

GOLDEN AXE: THE DUEL

Vs. Mode Shortcut

When playing in Vs. Mode, you can take advantage of the "Vs. Mode" character cut-out 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 "Winners" appear 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 the fighter you want, hit again and unpress the game. After the point tally, the game will go to the loading screen, then you'll go straight into another match with the characters you chose.

GRID RUNNER

All Flags Mode

Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If

there is already a password entered, press R to clear it first; otherwise, enter the password $\downarrow Y \rightarrow A \rightarrow \rightarrow B \rightarrow A \downarrow$ and press START to confirm. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual number.

"Free-For-All" Mode

Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press R to clear it first; otherwise, enter the password $\downarrow Y \rightarrow Y \rightarrow B \rightarrow B \rightarrow \downarrow \downarrow$ and press START to confirm. Now start the game and you'll find that neither player is "it" and you can both capture the flags at the same time.

Grid Race Mode

Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press R to clear it first; otherwise, enter the password $A Y \rightarrow X \rightarrow \uparrow \downarrow \downarrow \downarrow$ and press START to confirm. Now choose "Two Player Start" from the main menu. All the two-player worlds called "Grid Race 1" through "Grid Race 3". Choose one of these worlds and you'll be playing as race cars and the finish line on each lap to capture a flag.

See the Ending Credits

Access the "Enter Password" screen, enter the password $A Y \rightarrow X \rightarrow Y \rightarrow \rightarrow A$ and press START.

GUARDIAN HEROES

Cheat Code

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 "Energy 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 read-back "Next Exp." 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 get to the next level. Best of all is a "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 race-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 events using the following commands:
 Hold R and press START to skip ahead one event
 Hold R+B and press START to skip ahead two events
 Hold R+B+B and press START to skip ahead three events
 Hold R+C and press START to skip ahead four events
 Hold R+C+C and press START to skip ahead five 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 on, the read-and-black meter in Story Mode will display your karma points instead of experience points.

GUNGRIFERS

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 "Next Exp. Disp." option on, so you want to use 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 to play in.
Infinite Jump Ability—Up, Right, Down, Left, Z, START. This code disables your mech's jump meter. The jump energy will never be used, so you can jump as high 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 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 gives you maximum hit points.
Turret Lock—B, B, Up, C, START. If you rotate your mech's turret, the turret will not automatically return to the forward position when you change levels.
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 the right side of the controller Z to go up, C to go down or A to reset to the default height.

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 the right side of the controller Z to go up, C to go down or A to reset to the default height.
Disable Radar—B, B, Down, C, START. This makes the game more difficult by disabling your mech's radar system.
Hard Mode—Down, C, C, A, START. This makes the game much more difficult; your enemies will shoot at you more aggressively.

HANG-ON GP

Access All Courses

Choose the Option menu and highlight any option. Next, press B to return to the main menu, then press R, L, R, L on top of the controller; you'll hear a siren sound to indicate that you've unlocked all the courses without having to install the first three.

HEXEN

Cheat Menu

During the game, press START to pause, then press the cursor on "Options...," and press Up, Down, Left, Right, Y, Z, Z, A, X, Up, Down, C, B. Now access the "Miscellaneous Options" menu from the "Game Options" screen; you'll find a "Cheat" option. Check this option on; here, you can turn on invincibility ("God Mode"), walk through walls (turn "Clipping off"), warp to any stage or access a dozen other cheat options.

HIGH VELOCITY

Select Vehicle (The Hard Way)

If you've finished all 16 levels in High Velocity, you can access a top-secret hidden vehicle by entering the "Full Course" course and choosing "Turn Left." You'll see a black Porsche sitting next to the rest of the cars on the rack; here, you can turn on invincibility ("God Mode"), walk through walls (turn "Clipping off"), warp to any stage or access a dozen other cheat options.

Saturn tips



and press **Right**. The Porsche is now Porsche without all the hard work. With the Porsche highlighted, hold **L** and **R** again and press **Right** to find yet another secret vehicle, a truck.

Secret Code

At the "Mode Select" menu, highlight every available option and press the **B** button at least once, 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 "Mode 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 un-pause:

- Invincibility—**B**, **Up**, **Right**, **Down**, **A**, **Down**, **A**, **Right**
- Double speed—**B**, **Right**, **A**, **B**
- Infinite continues—**A**, **Down**, **Right**, **A**, **Down**
- Strip money map—**Left**, **A**, **Up**, **Down**, **B**, **A**, **A**, **Left**
- 3-D Coins—**Up**, **Left**, **A**, **B**, **A**, **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**, **Up**, **B**

IMPACT RACING

Cheat Passwords

Enter any of these cheat codes at the Password entry screen to get power-ups or other items:

- IAM:IMORTAL—Infinite shields
- ALL:LEADUP—Access all weapons
- LOADSOSTUFF—Infinite weapons
- BONUS:LEADS—Play all of the bonus stages in succession
- NO:BITTER—Adds a "Skip Level" option to the "Pause" menu
- ENDGAME:LEAD—Warp to the game's final stage
- NO:BEATS:END—See the end sequence and credits

IRON MAN X-O MANOVAR

IN HEAVY METAL

Enter one of the following passwords to start in the game's final stage with your armor, boost, and weapons and items maxed out:

- One-Player Mode—**C047707777777777777777777777777777**
- Two-Player Mode—**C027477777777777777777777777777777**

IRON STORM

Cheat Code

When the status screen appears that shows the date before you begin your turn, press **Up**, **Down**, **Up**, **Down**, **L**, **A**, **Z**, **Y**; you'll hear a trumpet fanfare to confirm the code. Now start your turn and you'll find that you can use "Make" or "Allocate" commands on any location on the map.

Multiplier 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 use 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 Z 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 "battle"). Still don't know what "Ruisaku" means.

LAST GLADIATORS DIGITAL PINBALL

Hidden Features

At the title screen, after the words "PRESS START BUTTON" appear, press **X**, **Y**, **Z**, **X**, **Z**, **C**, **B**, **A**, **Up**, **Up**. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the 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**, **B**, **C**, **Z**, **X**, **Down**, **START**.

Debug Menu

If you can read Japanese, you might get a bit more out of this than the average American game. At the title screen—when the words "PRESS START BUTTON" appear—press **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **B**, **Z**, **R**, **START**. You'll be sent to a debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (occasionally, it says "CPK + Player" in Japanese). Move the arrowcursor to the "Mount" button and press **A**; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A**. The items 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**, **Z**, **START**. You'll hear a sound to confirm the code. Now start the game at any time (press **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes, for example, on the "Gladiators" table, each of the following modes can be activated by pressing **Z** when the corner number is set as follows):

- 00—Multiball
- 01—Roman Triumph
- 02—Retarus
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Special Mystery Lit
- 07—SPOR
- 08—Thrancers
- 09—Empire

Secret Scene

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

Secret Scene
Last Gladiators uses the internal clock of the Saturn to play its hidden scenes; you can't use the menu to set the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes view of the making of the game before the title screen appears. If you land the game between 10:00 and 11:00 A.M. at any other time of day, you'll get the standard FMV introduction. If you want to watch hidden scenes at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

THE LEGEND OF OASIS

Two-Player Mode

At any time during the game, move Leont to a place where there are no enemies on the screen. Press **Z** to enter the Weapon Select window, then hold the **L** button and press **X**. A duplicate of Leont will appear; he's controlled by Player 2. To get rid of him, just enter the code again.

LOADED

Cheat Menu

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

MACHINE HEAD

Cheat Passwords

Choose "Restore Game" from the main menu and select the "Enter Password" option. Now enter any of the following passwords to activate different cheats:

- H M E H M H S D D M D O F X—Infinite Energy
- H E H M H S D V D - O N M R—Infinite Weapons
- K D U D K R D K D B S H M M Level Select
- G H O S T M O D E O N —Ghost Mode
- R D S - K K S G D D G D - S R—Activate all of the above cheats
- A B C D E F G H I J K L M N O—Deactivate all active cheats

MADEN NUT 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 **C**, then press the **B** 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 Saturn on and hold the **L** or **R** button while the game loads. After the copyright screen, you'll get a "Cinematics" menu that lets you see any of the game's cinema scenes.

MAGIC CARPET

Cheat Mode

Choose "Options" from the main menu, then highlight the "Sound Test" option and use the **A** or **C** button to listen to the following sounds in order: 11, 31, 15, 26 and 22. The word "Cheat!" will appear at the top of the screen and a "Level Number" option will become available. Choose a starting stage, then return to the main menu and select "Continue Game" to warp to the stage you chose. With the cheat code in place, you can also access the following features during the game:

- Access All Spells—Pause the game and press **C**
- Clear Current Level—Pause and press **Y**
- More Mana—Pause the game and press **Z**
- Kill All Creatures—Pause and press **A**
- Destroy All Players—Pause and press **B**
- Heal—Pause the game and press **C**

MANX II SUPERBIE

Access Superbie Mode

Select the main menu—the one that says "Arcade/Currently Available"—and press **X**, **Y**, **Z**, **L** + **R** simultaneously; you'll hear a shout to confirm. Now choose "Saturn" mode and you'll be able to access the "Superbie" mode even if you haven't qualified for it. You'll also have three extra "Superbies" to choose from in the Saturn and Time Trial modes.

Choose any game mode

When you are asked to select your transmission type, press **Up**, **Down**, **Down**, **Left**, **Right**, **Z**, **Y**; you'll hear a shout. Now choose "Saturn" mode and you'll be able to access the "Superbie" mode even if you haven't qualified for it. You'll also have three extra "Superbies" to choose from in the Saturn and Time Trial modes.

MEGA MAN 8

ANNIVERSARY COLLECTOR'S EDITION

View Animation

At the main menu, highlight "Bonus Mode," hold **A** and **B** buttons and press **START**. When the Bonus Mode menu appears, you'll find a new option called "Animation" that allows you to see any of the game's animated intermission scenes.

MORTAL KOMBAT II

Cheat Menu

When the "Options" screen appears during the introduction sequence, press **Up**, **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**, **B**, **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 Mobb Salbot.

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight **Sonya**, hold **A**, **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the hidden characters (Scorpion, Reptile, Rain, Ermac). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and the **D**-Pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu

Choose "Options" from the main menu; when the options menu appears, hold **L** + **B**, **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "7" menu at the Options screen. Here you can activate a few "cool" options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you'll be able to perform five combos as easy as pressing one of the following buttons when "Finish Him/Her" appears:

- + Fatality 1—Press **Z**
- + Fatality 2—Press **B**
- + Fatality 3—Press **B**
- + Fatality 4—Press **B**
- + Fatality 5—Press **A**

MR. BONES

Stage Select

At the Start/Options screen, press **L**, **R**, **L**, **R**, **L**, **R**, **L**, **R**. A stage-select menu will appear; highlight the name of any stage and press **A** to warp to it.

NBA JAM EXTREME

Secret Teams

When the "Keep Record?" prompt appears, select "No" and enter your initials "J B P" with the date May 17. When the team-select menu appears, you'll find that 17 secret teams have been added to the available list, including all-star line-ups, rookie teams and even a "celebrity" squad featuring Neve Ginchig.

Random Select

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

Stealth Select
At all team-select screens, hold the **D**-pad **Down** and press **R**. Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

NF QUARACK CLUB '97

Cheat Codes

At the main menu, choose "Play," then select a "Prestation" game. When the team-select menu appears, enter any of the following codes to get different tricks in effect:

- Land—**X**, **X**, **X**, **X**, **X**, **Z**, **X**
- Fumbles—**X**, **X**, **X**, **X**, **X**
- No Fumbles—**X**, **X**, **X**, **X**, **X**
- Constant Turn—**X**, **X**, **X**, **X**, **X**, **Y**, **X**

Saturn tips

Saturn tips



Saturn tips

Saturn tips

Crappy Team—X, X, Y, R, X, Y
Big Players—X, X, Y, X, Z
Small Players—X, X, Z, X, Z
Shadow Players—X, X, L, X, Z
Long Range (allow 100-yard throws and kicks)—X, X, Z, R, X, Z
Super Slow Motion—X, L, Z, X, L
Super Fast Game—X, L, L, X, L
Super Team—X, R, Y, X, L, Z
Super Slippery—X, R, Z, R, Z
Short, Fat Players—X, Y, Z, X, Z
Tall, Skinny Players—X, Y, Z, X, Z
Eight Downs per Series—X, L, L, L
Activate All Possible In-Game Cheats—X, X, R, R, X, R
Secret Teams
 At the team select menu, press L, Y, R, L, R, L. This code adds over 100 secret teams to the available choices.

MIHL 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-K-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 500. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

MIHL POWERPLAY '95

Secret Team

At the main menu, choose "New Game" or "Quick Start," then quickly hold A + Y + C before the screen fades to black. Continue to hold the buttons down until the team select menu appears; when it does, you'll find a powerful new team with a 99 rating, the *Raid Army*.

NIGHT WARRIORS

DARKSTAR'S REVENGE

Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, R, 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. 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 "Turbo" speed and auto-guard prompts that appear before each battle; if you set "Turbo" to "On," you'll always play at the 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 "Class Up" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
- "Full Animation" will restore several insignificant frames of animation to certain characters' movements, which were deleted from the default "Cut" setting.
- "BGM Test" lets you hear the game's music.

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 a cash box to upgrade your vehicle.

PANZER DRAGON

Spares Roster Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Now, start the game. Press START at the first title screen, X, Right, X, Down, X, Left, X, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser sound; now start the game and you'll 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, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Level 0

At the difficulty/options title screen, enter Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, L, R. If done properly, Level

0 will start automatically. Your strength continues to grow 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.

PANZER DRAGON II (ZWEI)

Radar Charge

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 you 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.

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, then press A+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

Basic 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.

- **Vince**—Right, Right, Right, Up, Down, Left, Left, Down, Down.
- **Supervisor**—Down, Right, Down, Up, Right, Down, Left, Down, Right, Up.
- **Assault**—Right, Up, Right, Down, Right, Up, Up.
- **Mayhem**—Left, Right, Down, Left, Up, Left, Down, Left, Down.
- **Victor**—Right, Right, Right, Up, Left, Up.

SCUD: THE DISPOSABLE ASSASSIN

Stage Skip

At the title screen, hold the D-pad in the Down/Right position, hold Y and press START; you should hear a series of annoying machine messages at the next screen. Now start the game; to skip to the next stage, press START to pause and enter the appropriate code as follows:
 D-Pad mode—Press L + R simultaneously
 Gun Mode—Press the trigger to highlight "Quit"; press START, press the trigger to highlight "Y"; press START.

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, X on Controller 1. You will now hear any signal to confirm the code; to win your first race 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.)

SHREK! SLICK

Cheat Menu

Press START at the main menu, then—when the hangar appears—press Down, Up, Down, Up, Up, Up, Up, Down, Down, 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 the B button to exit this cheat menu, enter the briefing room to start at the level you choose.
- **"INVINCIBILITY":** 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. Press START at the workshop area and press the space 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 Progs decide to break out some of those microwave ovens or VCRs he keeps telling you about.

SHINOBU 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 + 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.

Hey there, folks! Guess what time it is? You betcha! It's time for another yet another round of

Tyrone's Killer Kombos

This month, since Tyrone has been whining about the fact that *Tobal 2*—one of the finest PlayStation fighting games ever—will not be released in America, we decided to let him show you one of his favorite kombos from the Japanese version of the game. Choose Chujii as your character and follow Ty's instructions to the letter.



Hold ← + Block and press Mid twice...

...for the first two attacks.

Continue to hold Block and press High, High.

...for the third and fourth hits.



properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve 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 ward directly to it.

SKELTON WARRIORS

Invincibility
At any time during the game, press **START** to pause, then press **C, Right, A, Z, Y, Left, A, B, B, A, B, Y, Y** ("crazy land 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 lady 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, 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 take 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, Y, Left, Up, 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

LEAGUE HARMAGIC & 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 "Conduct" 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 hold it down until the tip-off.
Tricky 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 **A** again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and the **Z**

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 CLIPS

Cheat Code
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.

Energy Saver: Right, Down, Down, Left, B, Down, Left, START, C, Up, Down.

Scatter weapon: Right, Down, Left, START, A, Left, A, Down.

Energy Saver: Right, Down, Left, B, Up, START, Y.

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

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

Secret "Trench" level: Right, Down, Down, Left, Right, Down, Down.

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

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

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

Secret "Horde" level: Right, Down, Down, Left, C, Up, Down.

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

SONIC 3 BLAST

Cheat Code
At the title screen—while the words "Press Start" are flashing—hold the **C** button and press **START**. Now start the game; to use a cheat, just press **START** to pause the game and press any of the following buttons:

—**Skip ahead one stage**
—**Skip ahead three stages**
—**Skip to Panic Puppet Zone, Act 3**
—**Add one extra life**
—**Add one extra medal**
—**Earn all Chaos Emeralds**

STREET FIGHTER ALPHA

Draw a Little
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, Up**. Now release the top buttons and press **Up, Up, Up** again, then choose Ryu with the **Ab** 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, Up**. Now release the top buttons and press **Up, 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 "Y" 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 entered, you can easily select the hidden characters by highlighting the "Y" box and pressing **Down**.

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

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

To choose the alternate-color Bison, end the code by pressing **Ab** simultaneously instead of **X**.

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

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

To choose the alternate-color Akuma, end the code by pressing **Ab** simultaneously instead of **X**.

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

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

STREET FIGHTER ALPHA 2

Choose Survival Mode and highlight Sakura at the character-select screen. Hold the **START** button for one second, release it, then press **Up, Left, Down, Left, Down, Down, Right, Up, Up, Right**. The cursor should be on Ryu. Now hold the **START** button for one second and press an action button before you release **START**. Ryu will magically change to Sakura. This gives you access to six extra color schemes for Sakura (depending on which button you press for a total of 12. Note: to do this on the Player 2 side, the moves are **Up, Left, Down, Left, Down, Right, Down, Left, Up, Right, Right, Up, Left, Up, Right, Right**).

Plays 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.

Plays 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, Akuma, Chun-Li, Guile, 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 **Right, Down, Left, Left, Left, Up, Up, Right, Right, Right, Down**.

Plays 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: Ken, 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, Plays 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 character 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**.

Plays 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 character in order, stopping for about a second on each one: Adon, Gen, Sakura, Rose, Sodom, Dan, Gu, Rolento, Sakura, Rose, Birdie, Akuma. Now press and hold **START** for one second, then press an action button to choose Akuma before releasing **START**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Down, Right, Down, Right, Down, Down, Left, Down, Left, Down**.

Fight Against "Shin" (True) Akuma
Start a game in Arcade Mode (by clicking 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 dark scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.



Continue to hold ...continue to hold ...then quickly press
→ and press High... → and press High... High, High, Mid...

for the next three ...like so!
hits...

Finish with → +
BLOCK + Low for a
10-hit Killer Komb!

BACK-ISSUE CENTRAL

— 1996 —

January - Ultimate MK 3: Virtua Fighter 2, Stakes Winner, Warhawk, Light Crusader (part 2)

February - Marvel Super Heroes: Jumping Flash, Sega Rally, Vectorman, Emmitt Smith Football—Plus FREE Marvel Super Heroes Pinup

March - Samurai Shodown III: Virtua Fighter 2, Virtua Cop, Revolution X, Earthworm Jim 2, Loaded

April - Ultimate MK 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 3, Skeleton Warriors

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June - Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

July - Street Fighter Alpha 2: Resident Evil, Super Mario RPG, Kirby's Block Ball, Guardian Heroes

August - Street Fighter Alpha 2, Manx TT, Metal Slug: Soul Edge, Sonic the Fighters, Area 51, X-Perts, Golden Axe: The Duel, International Track & Field—Plus FREE Soul Edge Pinup

September **SOLO OUT!** Virtual On: Tokyo Highway Battle, Shining Wisdom, Over Top, Super Dodge Ball, Time Killers

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

November - Star Gladiator: Panzer Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

— 1997 —

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

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

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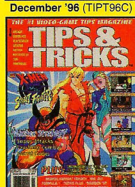
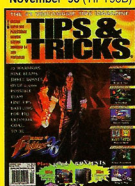
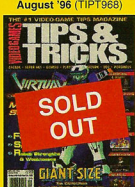
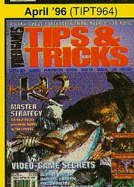
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ALTERED BEAST

Beast Select
At the title screen, point the D-pad in the Down/Left position, hold A + B + C and press START. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.
Stage Select + Cheat Menu
At the title screen, hold B and press START. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter, and number of lives. Once you've set the options, press START; when the title screen appears, hold A and press START to warp to the chosen stage.
Sound Test
At the title position, point the D-pad in the Up/Right position, hold A + C and press START.

ARCTIC ODYSSEY

Act 8 Passwords for All Characters
Jedda Cheat: KCBANYXZR
Beard Shiru: RK0DE2JZXS
Diane Firey: LUJX0J20H
Erin Gashuna: HKBQY2KH

ARROW FLASH

Invincibility
At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press START and begin the game. Now whenever you hold the B button for five seconds, you'll be invincible for 10 minutes.

ASTEROID - THE GREAT RESCUE

Level Passwords
Level 2--INSULA
Level 3--CONDOR
Level 4--IENNA
Level 5--AVOLON
Level 6--DULCIS

BARBIE: SHUT UP AND JAM! 2

All-Barbie Code
Press START to pause the game in Exhibition Mode. Highlight QUIT and hit B three times. When you resume, all players on the court will be Sir Charles.
Mirror Match
In Exhibition Mode, press START to pause and highlight QUIT; then press the C button three times. When you resume, your opponents will be your twins.

BATMAN: RETURN OF THE JOKER

Passwords
Level 2: HWKL
Level 3: LGZQ
Level 4: GPTW
Level 4: GNKF
Level 4: KHCN
Level 5: GGVN
Level 5: WVBZ
Level 6: FPHG
Level 6: CKQG
Level 7: GPTZ

BATTLETECH

Level 2: STANN
Level 3: GBCHV
Level 4: BRYCH
Level 5: BMRMN
Infinite Ammo: BRN521

BEAVIS AND BUTT-HEAD

Password For Entire GWAH Tickets
X B X E J | D I - x + v p G D

BEYOND OASIS

Special Moves
Grand Spin: Hold B, rotate the D-pad clockwise and release B.
Flip Slash: Hold B, press Forward, Back, Forward and release B.
Flash Star: Forward, Forward, Forward, B

BURNING FORCE

Start With Ten Men
At the title screen, press B, A, B, A, A, C, A, A, then START.

CELESTION: DEFENDER OF ROME

Passwords
To start the game with one of the most powerful levels with 11 consular legions and 35,000 troops.
TAGY-V6PS-AAAA-QHXK-VKVA-MIES

To Rule The Empire:

QUUA-YQZ5-5555-55NK-VKXW-IPJI

CHUCK ROCK II

Level and Zone Skip
Press START to pause the game, then press A, Right, A, C, Up, Down, and A. The game will enter the "halekro" mode 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.

COMIX ZONE

Invincibility
Choose "Options" from the title screen, then enter the "halekro" mode. Hold the following code by placing the red checkmark cursor on each number in order and pressing C:
3, 12, 17, 2, 10, 2, 7, 11
Remember to press the B button at each number. If you've done this correctly, you'll hear Skech say, "Oh, yeah!" Now press START to exit the jukebox and start the game; you'll see that your energy bar will never go down.
Stage Select
As above, choose the Jukebox and enter the following code by placing the checkmark cursor on each number in order and pressing C:
14, 15, 9, 5, 13, 1, 3, 18, 15, 6

Remember to press the B button at each number. If you've done this correctly, you'll hear Skech say, "Oh, yeah!" Now highlight a number from 1 to 5 and press C to warp to different stages as follows:
1--Episode 1, Part 2
2--Episode 1, Part 2
3--Episode 2, Part 1
4--Episode 2, Part 2
5--Episode 3, Part 1
Press START to exit the jukebox and start the game; you'll start at the stage you chose.
Secret Fat
In most of the game's "panels," you can make Skech pass gas by rapidly pressing Down on the D-pad. It seems easier to do this if there are no enemies on the screen.

CRUI BALL

Volume 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 start, 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
17th week: UZBB 8858 OFDI; Playoff series
18th week: UUBB 8P5F OFDI; Playoff series
19th week: USBB 8P5F OF3X; Playoff series
Ending: UBBB 8P5F OF41
Password for the Chicago Killers
Ending: CGBB 8FBF BB2V

DINO-DIMD

Mega-Bonus
First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the B button), then hold Up and press B to start out-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 jump 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.

DRAGON'S TUNN

Cheat Passwords
Enter the password "DEVILCRASH" to start with eight balls instead of the usual five.
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 a total of five different tunes.
Start With 99 Balls and 13 Million Points
Enter the password "UFE07801".

DRAGON'S REVENGE

Passwords
Stage 1: LSRCEB
Stage 2: CSABMIM
Stage 3: DQ36KR

Stage 4: ETT58DL

Stage 5: FT438XR
Stage 6: HV359MS

EARTHWORM JIM

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 to dig or scroll around to look at the entire game map.

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 Menu" 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.

ECCO THE DOLPHIN

Super Cheat Menu
Start the game and move Ecco left and right. Press START to pause 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 Menu" 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.

EVIL NIGHT

Full-Scale War Advance
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, B to skip stages, advancing to the next one.

EVIL NIGHT 2

"Color Bar" Test Pattern
Press A, B, C, and START when the Wolfteam logo appears on the screen.

EVANDEAR 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.

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.

FUCKY

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 "LTVS" 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 un-pause. You'll get a secret message from the creators of Gargoyles; if you pause the game and press B, Right, A, C, A, Down, A, then press START to un-pause, 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 un-pause; 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 un-pause; you'll hear "Segal" to confirm the code. Now you can throw fireballs by pressing the A button.

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. While paused, you can access the following features:
Maximum Medics
Press and hold A and C 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 victors and Medics to the Chocs 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.

HARBALL

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."

JAMES "BUSTY" DOUGLAS

KNOCKOUT BOXING
Sound Test
On the game-mode screen, press START on Controller 2. Walk 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 the D-pad to open the Exit Door.

JENNIFER CAPRIATI TENNIS

New Players
To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND SLAM" (enter a period between the two words) and fill up the rest of the password with periods.
Secret Configuration Mode
Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

JUNGLE TRENDS

Super Cheat Passwords
These codes will start you at any mission with ten lives and all of the co-pilots rescued.
RRW774568B--Campaign 2
SWT774568B--Campaign 3
X7N145R694--Campaign 4
V1456MCG27H--Campaign 5
W56MHP272T--Campaign 6
TMRP5274568--Campaign 7
7PZC2YK34X--Campaign 8
NAC273867--Campaign 9

MARIO LEMUEUX HOCKEY

Change Team Skills
Enter the password "ABRA, CADA BRAZ" 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 own or your opponent's team, and press A or B to change that skill.

MEGA TURBICAN**Stage Skip**

Pause the game, press **Right, Left, Down, Right, B**, and unpaue.

MICRO MACHINES**Super Cheats**

Press **B, Down, C, Down, Up, Down, Left, Down** while the game is paused to enter infinite lives.

Press **Up, Down, A, B, Left, Right, C**, while paused (or a faster vehicle); you'll notice a higher top speed.

Press **Left, Right, Left, Right, Up, Down, START**, while paused for a higher difficulty level.

Press **Left, Down, Up, Down, Right, Down, A**, while paused for a much higher difficulty level.

Press **A, Up, B, Down, C, Left, START**, while paused for extra tractor/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.)

MLPSA SPORTSTALK PASSEBALL**Easy Out**

If the computer team has men on second and third bases, lead 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**ArCADE Mode**

Wait for the screen which says, "The word 'CODE' has many different definitions," etc.

Press **A, B, 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**. A third menu item called "Cheat Enhancer" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu.

MORTAL KOMBAT II**Test Modes**

At the Options menu, press the cursor on "Options" and press **Left, Down, Left, Right, Down, Right, Left, Left, 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 "Dance" mode, choose any background, set free play, make the computer do fatalities and more.

Regonly

At the Test Modes menu, set the Background to 2 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to die a fatality on your opponent, press **Away, Away, Block**. That weird character is Ferguson McGovern of Probe Software, developer of the Genesis version of MKII.

MORTAL KOMBAT 3**Endurance Mode**

At the main menu, highlight the words "Start Game," hold the **A** and **C** buttons and press **START**. You'll get a hidden character-select screen in which up to four players can choose up to eight fighters for an Endurance Match.

Secret Cheat Menu

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.

As 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. "Win Screen" lets you see the ending of any character by pressing the **START** button, and "Kompare" 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, fatalities, 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 Jack's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships," you can do Jack's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option activates Smoke as a playable character and allows you to 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.

NEA HANGTIME**Secret Menu**

Each of these codes should be entered at the "Main A + Matchup" screen just before the game starts.

ABA Ball—Hold **Right**, press **A, B, C**

RoofTop Court—Press **Left, Left-B, Left, Left, Right**

Hawaii Court—Press **B, A, Right, Right, A, C, Up, Down, A**

No Drill—Press **Down, Down, B, A**

Comp. 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. Start Ability—709

Max. Power—802

Goatlanding Allowed—937

NEA JAM**Special Guest Players**

To access hidden characters, enter your initials as Bill Clinton: Enter **AR**, highlight **K**, hold **START** and press **A**.

Al Gore: Enter **NE**, highlight **D**, 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.

Enter the code PCJNRG at the password screen and hold **A** and **C** until the tip-off.

Power-Up Turbo: Press **A** five times.

Power-Up Defense: 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.

NEA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (Team mascot): Highlight "G", press **A**; highlight "O", hold **START** and press **B**.

Benny (Team mascot): Highlight "R", hold **START** and press **B**; highlight "N", press **A**; highlight "Y", hold **START** and press **C**.

Hugo (Team mascot): Highlight "H", press **A**; highlight "O", 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**.

Bill Clinton: Highlight "C", hold **START** and press **A**; highlight "T", press **A**; highlight "C", hold **START** and press **B**.

Hill Clinton: Highlight "H", press **A**; highlight "H", hold **START** and press **B**; highlight "H" (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**.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, A, Right, Max. Power: Right, Right, Left, Right, B, A**

Powerup Goatlanding: **Right, Up, Down, Right, Down**

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, A, B, Powerup Push: Down, Right, A, B, A, Right, Down, Up, Up, Up, Left, Left, Left, A, B**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, A, A, B**

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

Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, Down**

Speed Up: **Up, Up, Up, Up, Left, Left, Left, Left, B, A, A, A, Right, Right, Right, Right, Right**

NBA LIVE '95**NBA GO!**

Start an exhibition game and choose teams. Go to the player selection screen and push up on the D-pad. The words "PLAYER 1" will highlight to "Start New." Press **START** to get to the password screen. On the password screen type in "REFLOG." (That's GOLFIE spelled backwards.) You'll get a playable demo of a golf game.

OUTLANDER**Level Passwords**

Level 1: **FVY102Q74000**

Level 2: **89D20C/CY82C**

Level 3: **69H0087YCKC**

Level 4: **72Z151939KX8**

OUTRUN

ChEAT Menu
At the first title screen, press **START**, then press **A** 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. The mode number works 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 Modes 1 and 2.

PAK-MAN 2: THE NEW ADVENTURES

Original Pac-Man and Pac Jr.: Enter the code PCJNRG at the password screen and hold **A** and **C** until the tip-off.

Sound Test: Enter **SO**, highlight **N**, press **START**.

Pattern Test: Enter **P**, highlight **T**, press **START**.

Time Trial: Enter **TR**, highlight **P**, press **START**. (Note: "r" 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."

SONIC & KNUCKLES

Secret Bonus Levels
Plug in your Game Gear cartridge into the top of *Sonic & Knuckles*. If the screen says "No Way! No Way!"; press **A+B+C** to access randomly-generated super bonus levels.

SONIC 3: BLAST

Stage Select/Stage Skip
At the title screen while the words "Press Start to Begin" are flashing—press **B, Right, A, C, Up, Down, A**. The main menu will appear,

even though you have not pressed the **START** button. Choose "Start" from the main menu; the level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip stages at any time by pressing **START** to pause, then pressing the **A** button to warp to the next stage.

SONIC SPINBALL**Stage Select**

Choose "Options" from the title menu, then when the Options menu appears—press **A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, Up**; you'll hear a fanfare to confirm that you've taken to the menu and enter one of the following codes:

- Hold **A** and press **START** to warp to the "Lava Powerhouse" stage.
- Hold **A** and press **START** to warp to the "Machine" stage.
- Hold **C** and press **START** to warp to the "Snowdown" stage.

STREETS OF RAGE**Stage Select/Extra Lives**

Highlight "Options" at the main menu, hold **Right, A, B, C**, Controller 2 and press any button on Controller 1. When the Options menu appears, you'll find two new settings at the bottom of the screen: "Play Awards" and "Play with Seven Lives in the game with the reserve and "Round No.," lets you choose a starting stage.

STREETS OF RAAGE 2**Stage Select + More**

Highlight "Options" at the main menu, hold **A+B**, Controller 2 and press any button on Controller 1. When the Options menu appears, you'll find a new "Round" setting that allows you to choose your starting stage. You'll also have two new difficulty settings to choose from ("Very Easy" and "Mania") as well as the option to start with up to nine lives in reserve.

ULTIMATE MORTAL KOMBAT 3**Secret Cheat Menus**

At the main menu—press the **C**, **Up, B, Up, B, A, Down**. You'll hear Shao Kahn say, "Excellent!" and three new options will appear.

VECTORMAN**Super Cheat Menu**

At the Options menu, press **A, B, A, Down, A, B, B, A, Down**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

VECTORMAN 2**Stage Select/Sound Test**

Press **START** at any time during the game to press **START**, then press **Up, Right, A, B, Down, Left, A, Down**. When you unpaue, you'll see a top-secret cheat menu with sound and music test options as well as a full stage-select menu that allows you to warp to any stage in the game, including any of the ending stages, the bonus rounds and even a special testing stage called "Ron's Test Level."

VIRTUA FIGHTER 2**Boss Code**

At the character-select screen, hold **Left** or **Right** on the D-pad (or **Right** if you're **Player 2**). The cursor will cycle quickly through the available fighters. After a few seconds, the announcer will say, "Five...four...three...two...one..." then you'll hear a metallic sound. Dural is now a playable character; you'll be able to use him to the left of Akira (or to the right of Jacky).

VIRTUA RACING**Backwards Races**

Hold **A, B** and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtual Racing" in reverse.

X-MEN 2: CLONE WARS**Level Skip**

Pause the game and press **Left + C**. Then press **Up, Left, Down, Down**, then simultaneously press **Right** and **C**.



GAME SHARK

**Codes for use with
Interact Game Products'
Game Shark Video Game
Enhancers**

PlayStation

BRAHMA Force: The Assault on Beltogger 9

800E0AC6-FFFF—Breaker Mortar
800E0CA4-FFFF—Dual Buster and Mobs
800E0D2A-0680—Infinite Laser Energy

Broken Helix

800F6E5E-0119—Force Field Device
800F6E4C-0110—Gas Card
800F6E76-0125—Grenades
800F6E3A-0104—Key 1
800F6E36-0105—Key 2
800F6E38-0106—Key 3
800F6E0D-011A—Key 4
800F6E3C-0108—Key 5
800F6E3E-0109—Key 6
800F6E5E-0121—Key 7
800F6E70-0122—Key 8
800F6E72-0123—Key 9
800F6E74-0124—Key 10
800F6E30-0102—Large Energy

Codename: Tenka

80019DEA-0001—Burst Laser
80019DE8-0001A—Dual Laser
80059A70-0014—Infinite Laser Power

Contra: Legacy of War

800DC784-0009—Infinite Health, Player 1

Cool Borders

8018EF30-01A0—Camera Angle 1
80016210-0001 + 80016212-0001—High Scoring
8005D0C6-FFFF + 8005D1D2-FFFF—Score Shooting

Darklight Conflict

8010E564-0000—High Durability
80087028-1E00—Infinite Energy

Descent Maximum

800E933A-0063 + 8008668-0009—Always have Earth Shakers
800E9302-03E7—Infinite Shields
800E9316-270F—Infinite Vulcan Ammo

Destruction Derby 2

8008A344-0000 + 8008A34C-0000 +
8008A358-0000 + 8008A358-0000 +
8008A360-0000 + 8008A368-0000—Infinite Ammo
80095962-03E7—Score 1,000 Points

Formula 1

8009DC02-0001—Buggy Mode
8009DC04-0001—Lava Mode

K-1: The Arena Fighters

800B44BC-03E8 + 800B44AC-03E8—Infinite Health, Player 1
800B44C0-03E8 + 800B44C8-03E8—Infinite Health, Player 2
800B44B8-01F4—Infinite Stamina, Player 2

Overblood

800EF4F0-0001—Anti-Gravity Device

Peak Performance

8009CA0C-0000 + 800A1FF2-0000—Place 1st

Porsche Challenge

800CASBE-0101—Hyper Car and Invisible Car
800CASBA-0001—All Cars Jump

Star Wars: Dark Forces

800950A2-FFFF—Auto-Gun
800950B4-FFFF—Blue Key
80095108-03E7—Infinite Blaster Ammo
8009512C-0064—Infinite Health
8009511C-03E7—Infinite Mines
80095128-0064—Infinite Shields
80095114-03E7—Infinite Thermal Detonators
800950A4-FFFF—Jeton Fusion Cutter
800950A6-FFFF—Packed Mortar Gun
800950B6-FFFF—Red Key
800950BA-FFFF—Yellow Key

VMX Racing

80164260-00FF—Points Becker
80162350-00FF—Points Cooper
801632D8-00FF—Points Duncan
801613C8-00FF—Points Emitt

VR Baseball '97

8005BEF0-0000—Away Team Scores 0
8005BEEC-0000—Home Team Scores 0

Wild Arms

80134150-0008—Infinite Bullets for Rudy
8013410C-FFFF—Infinite Gella
80133E58-0500—Infinite HP for Cecilia
80133E24-0500—Infinite MP for Jack
80133DF0-0500—Infinite HP for Rudy
80133E5C-03E7—Infinite MP for Cecilia
80133E28-03E7—Infinite MP for Jack

Saturn

Albert Odyssey

F6000914-C305 + B6002800-0000—Master Code
F60036936-FFFF—Infinite Gold
F6036682-FFFF—Quick Level Gain for Pike
F60366E6-FFFF—Quick Level Gain for Eka
F603671A-FFFF—Quick Level Gain for Leos
F603674E-FFFF—Quick Level Gain for Gryzz

Andretti Racing

F6000914-C305 + B6002800-0000—Master Code
F60B38F6-FFFF + F60B3906-FFFF
F60B3916-FFFF + F60B3926-FFFF—Indestructible Tires, Player 1
F60B3056-FFFF + F60B3D66-FFFF +
F60B3D76-FFFF + F60B3D86-FFFF—Indestructible Tires, Player 2

NBA Live '97

F6000914-C305 + B6002800-0000—Master Code
F60B35C6-00FF—Maximum Fatigue
F60B35E6-00FF—Maximum Field Goals
F60B3606-00FF—Maximum 3 Pointers
F60B3626-00FF—Maximum Free Throws
F60B3646-00FF—Maximum Dunking
F60B3666-00FF—Maximum Stealing
F60B3686-00FF—Maximum Blocking
F60B36A6-00FF—Maximum Offensive Rebounds
F60B36C6-00FF—Maximum Defensive Rebounds
F60B36E6-00FF—Maximum Passing
F60B3706-00FF—Max Offensive Awareness
F60B3726-00FF—Max Defensive Awareness
F60B3746-00FF—Maximum Speed
F60B3766-00FF—Maximum Quickness
F60B3786-00FF—Max Defensive Rebounds
F60B37A6-00FF—Maximum Dribbling
F60B37C6-00FF—Maximum Strength
F60B37E6-00FF—Maximum Shot Range

Maxx TT Superbike

F6000914-C305 + B6002800-0000—Master Code
F606F3DA-0000—Place 1st
F60B8A7E-02CE—Infinite Time

Mortal Kombat Trilogy

F6000914-C305 + B6002800-0000—Master Code
F60B3E44-00A6—Infinite Health, Player 1
F60B3E4D-0000—No Health, Player 1
F60B404C-00A6—Infinite Health, Player 2
F60B404C-0000—No Health, Player 2

WarCraft II: The Dark Saga

F6000914-C305 + B6002800-0000—Master Code
F600560A-270F—Infinite Lumber (Humans)
F6005648-270F—Infinite Gold (Humans)
F600568A-270F—Infinite Oil (Humans)

Williams Arcade's Greatest Hits

F6000914-C305 + B6002800-0000—Master Code
360EA411-0003—Defender: Infinite Lives, Player 1
360CA13-0003—Defender: Infinite Smart Bombs, Player 1
360EA44e-0003—Defender: Infinite Lives, Player 2
360CA450-0003—Defender: Infinite Smart Bombs, Player 2
360BA299-0004 + 360BA29A-0005—Joust: Infinite Lives, Player 1
360BA2A3-0004 + 360BA2A4-0005—Joust: Infinite Lives, Player 2
360BC034-0004—Robotron: Infinite Lives, Player 1
360BC070-0003—Robotron: Infinite Lives, Player 2

Nintendo 64

Doom 64

800632DB-0001—Always Have BFG 9000
800632CF-0001—Always Have Chain Gun
800632D3-0001—Always Have Missile Launcher
800632D7-0001—Always Have Plasma Rifle
800632E3-000F—Gun/Chain Gun Ammo
800632EF-0064—Missile Ammo
800632EB-0064—Plasma/BFG/Weapons Ammo

Hexen

8013DB77-00FF—Axe/Staff/Frost Shards
8013DB79-00FF—Hammer/Firestorm/Arc of Death
8013DB7D-00CF—Infinite Blue Mana
8013DB7F-00CF—Infinite Green Mana
8113D34C-FFFF—Invincibility
8013DB7B-00FF—Quintus/Wraithverge/Blood

Killer Instinct Gold

801D3484-0069—Player 1 Unlimited Energy
801D34D4-000A—Player 1 Untouchable

Mario Kart 64

81164390-0000 + 81164392-0002—No Laps to Race

Mortal Kombat Trilogy

8016984D-00A6—Player 1 Unlimited Energy

NBA Hangtime

800A6689-0096—Team 1 Scores 150 points
800A668B-0096—Team 2 Scores 150 points

Star Fox 64

80157911-0040—Unlimited Lives, Player 1
8016DC13-0004—Unlimited Smart Bombs, Player 1

Super Mario 64

A032D58C-0001—Level Select
A125460F-FFFF + A125460C-240B +
A1254610-A54B + A1254612-0026 +
A1254614-1000 + A1254616-000C—Monsters don't hurt Mario

Turok: Dinosaur Hunter

80128E5F-0001—Activate Mini Gun
80128E57-0001—Activate Quad Rifle
80128E67-0001—Activate Quad Rocket Launcher
80128E23-00FF—Unlimited Mini Gun Ammo
80128E2B-00FF—Unlimited Quad Rocket Ammo
80128E0F-00FF—Unlimited TK Arrows

Wayne Gretzky's 3D Hockey

800E6A83-0032—Team 1 Scores 50 points
800E9F8F-0032—Team 2 Scores 50 points

Paris Theatre
One
Adult
MIN & MOSK
07:08-000
08229

Hello! C'est moi - Betty. I've moved to a new neighborhood in NYC's Lower East Side. The kids in the hood are lining up on the sidewalk to play Pac-Man Bobble. The arcade machine is actually out on the sidewalk (right next to Fat Boy Foods) - which is fine for summertime, but now that it's getting a bit nippy, I want to do all my gaming indoors. I still consider the Pac-Man Bobble machine the highlight of the neighborhood - that and Heng King Supermarket and Zafi's Luncheonette and the Ritualarium. The ritualarium is very exclusive - for Jewish women only, so I'm not sure what goes on in there, but ritualarium sounds so intriguing. The other thing about this neighborhood - I'm always taking the bus instead of the subway. I find it very relaxing.

SEE YOU - Betty



City Cinema
Monty
Two
Adult \$8.50
MON 10:10P 08/25
Angelika



Letter from Betty
From Betty

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